



Prophet, Volume 2: Brothers

Brandon Graham (Writer) , Simon Roy , Giannis Milonogiannis , Farel Dalrymple

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The distant future war continues, Old man Prophet is awake now and searching across the universe for old allies that have survived the centuries since the last war. Collects PROPHET #27-32

Prophet, Volume 2: Brothers Details

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From Reader Review Prophet, Volume 2: Brothers for online ebook

Jesse A says

Still not sure how to rate this series. This one did feel like a step back from the first volume.

Periklis says

A masterful mash-up of themes and sensibilities from Metal Hurlant Magazine and The Metabarons. Highly recommended if you enjoy weird, *psychedelic* science fiction...

Image by Druillet

C. Varn says

With volume two, one really sees why Image is becoming one of the more interesting publishers after feeling like it was an "edgier" variant of superhero fair for the first part of its 20-something year life. Graham really ups his game here as the relationship of the clones becomes more clear and the scope of the world starts to add up into something coherent. Graham is zooming outward in narrative structure, showing us glimpses of a massive mythology, and hints of a relationship to the Liefeld comic universe. The art remains fascinatingly alien, and the grit remains in the comic. Indeed, however, unlike Prophet, whose "grit" was a 90s conceit to male adolescent fantasies, this is necessary to the world. Great work overall.

Brian Dickerson says

BCDER: 82

Another excellent arc. The old man prophet storyline explains aspects of plot while at the same time generates other unknowns. I'm really becoming a fan on Milonogiannis' story rendering. Farel Dalrymple's long tail Prophet is still my favorite and I feel his issue was again the best issue of the collection.

It might be sacrilege to say, but I think I'm liking Prophet with Graham and Friends more than Jordo-verse / Moebius stories. It might be too premature to say aloud, but this Prophet is at least a close modern relative to Moebius.

Evan says

Prophet continues to be one of the most ambitious comics being published today. Volume two sees the continuation of the excellent art, and inventive settings and alien creatures. I found myself wishing that a

stronger plot thread emerged drawing the issues together. The storyline is a bit loose, and is at times hard to follow in a larger sense, more than just issue-to-issue. Another pet peeve: we are in the second volume of trades, and there still seems to be an ever-expanding alien vocabulary, new words and species introduced it seems on every other page. It hurts the pacing a bit, getting hung up on the new terminology and trying to commit it to memory. That's why this is 3 instead of 4 stars. I will still gladly continue reading, I hope a stronger plot emerges, especially now that Diehard is involved and we get a glimpse of Supreme.

Davy says

The first volume in this series kind of walked the line of being too obtuse for its own good. Flawed in terms of character development, world-building, and clear narrative, it was saved in part by some mindbendingly cool set pieces. Volume 2 has set pieces too, but in this case, they aren't enough to save it. The story just goes haywire, shooting off in all directions at once, and the layout doesn't do the mess any favors. Good luck figuring out what the hell is going on and where, or when. I'll give Volume 3 a shot based on the strength of the first volume, but if the creators continue going down this path, I'll hoist the white flag.

Scott Foley says

As you may recall, I lauded the first volume of Prophet published by Image comics as a startlingly original, unpredictable, almost revolutionary work in that it went against the grain of most comic book conventions. In the first volume, we witnessed the rebirth of several John Prophets and followed their plights in unusually alien worlds. It didn't reveal much of what was going on, did not focus on any one character for too long, explored an expansive universe, and displayed a wildly visionary story. I'd never read anything quite like it and instantly became a devoted fan.

Or so I thought.

Unfortunately, in the second volume, Prophet comes back down to Earth as it realigns with customary comic book craft.

In this second volume, we meet the original John Prophet. And though the story takes place far into the future, he is joined by Diehard, who you may remember from the comic book series Youngblood. We even are given a brief glimpse of the character Supreme. Old man Prophet is seeking out past allies to aid him in the coming war.

This volume is linear and, though the art is still gritty and thrillingly unattractive, rather boring. The first volume seemed intent on creating an entire universe, one that delighted with its uniqueness. But this volume focuses on one character with his prerequisite band of misfit cronies. It all seemed the antithesis of the first volume.

I'll be honest, Diehard really ruined the book for me. I just wanted this book to continue being so inimitable, but with Diehard in it, it can't help but make me think that this is a "super hero" book when that is the last thing it set itself up to be. And with all of the imaginative alien names and language, having a character called "Diehard" is jarring to the experience and takes this reader out of the moment.

I will read volume three upon its release, because I believe in the creators' work, but if things don't change, it may be my last volume.

By the way, if you haven't read the first volume, entitled *Remission*, do so immediately. As probably made evident, it's one of the best graphic novels I've read in some time.

Sonic says

This will probably sound like my review of the first book, which I am too lazy to re-read right now. :)

This is very Mobius-esque sci-fi that stretches my imagination into very delightful places.

I loved it, and I hope to see more of this!

Andrew says

This second volume is not as compelling as the first. Simon Roy is not present, and I think the story that he illustrated in the first volume was the most interesting there. Dalrymple continues his story of Prophet (with tail) and is probably the best thing here - it allows us to get more information about the Earth Mothers and their/its influence on the other John Prophets.

The bulk of this book is concerned with the Giannis Milonogiannis illustrated story of Old Man Prophet, who was introduced in the final chapter of the first book. I didn't even mention Milonogiannis in my review of the first volume because he was my least favorite of the four artists in that book. His art, while not bad, is a bit boring. The story concerns John Prophet going around the galaxy rebuilding Diehard and organizing his team - it plays out a bit like a galactic Avengers story might.

While not as wonderful as the first volume I think this is a nice continuation of the story. We can already tell that the individual story strands presented in the first volume are all coming together in a meaningful way.

Ramon says

Ooh. Now things are getting really interesting. Turns out there are going to be several players involved, and who we were introduced to before might not even be the good guys. Great comics science fiction and world-building continue, as well as interesting, detailed art. And Farel Dalrymple joins the rotating artists!

Forrest says

While *Prophet, Volume 2: Brothers* retains the forms of its predecessor volume, it does not retain its substance. The artwork continues to be surreal and sometimes breathtaking, but the storyline is much more "standard" than volume 1, and I fear, just a little, that it is slipping back toward its superhero roots (in the unsubtle and, frankly, silly original Prophet series).

Thankfully, some of the vestiges of volume 1 remain: the very alien life forms reminiscent of Matt Howarth's cult-classic '90s title *Konny and Czu*; the use of a veritable guild of artists and writers (some the same as in the first volume, but also including newcomers Fil Barlow, Helen Maier, and Boo Cook), rather than a single writer and artist; and the premise that a slowly-gathering army of clones of John Prophet will re-establish the Earth Empire.

Let me emphasize that phrase "slowly gathering". This is why this volume didn't receive my highest rating. I am fine with slow story lines (heck, I read *Moby Dick* and loved it), but the meandering nature of this story weakened it a great deal. The first volume had the excuse, and a good excuse it was, that the disorienting feeling that one got from reading the book could be viewed as the submersion of the reader's consciousness into John Prophet's own confusion at awakening from a thousands-of-years slumber into a wholly different universe. But that's behind us now. Now, the story is focused ("gathered?") primarily on the original John Prophet, known as Old Man Prophet, from whom the army of clones (or near-clones) has descended.

Volume 1 was more diffuse, with the stories of the different clones getting more or less equal playing time. In Volume 2, Old Man Prophet gets the lion's share of attention, while the tailed(!) John Prophet (Farel Dalrymple's "baby") gets a little vignette in the middle. Frankly, I liked the more diffuse volume, as it felt unlike a "standard" comic book, with a much more complex multivariate narrative that I found surreal and intriguing. I guess I find the linearity of this volume a little disturbing! Then again, "linearity" doesn't really fit so well - the narrative tends to meander, but not enough to break away into true surrealism. It's in an uncomfortable interstitial space between bold and bland. If you're going to do weird, go big or go home!

I will be very interested to read Volume 3. If the series returns to the substance, and not just the forms, of Volume 1, I am in for a treat. If it continues too much further down this path, well, I am forgiving, but only to a certain point.

Mitchell says

A consistent series. Unfortunately it is consistently bad. Terrible writing, uninteresting characters that probably should be interesting. Wild science fiction backdrops that some are somehow not the slightest bit compelling. Dumb place names, dumb peoples names, dumb character names. How the heck did this ever get into print?

Mateen Mahboubi says

Visually interesting but the story really didn't hold me. I had a hard time following what was happening and wasn't interested enough to try to read it again. Really don't think that it held up to the expectations that I had after the first volume.

Jason Scott says

The first volume was a slow burn, but now I'm engrossed in the mystery of John Prophet and the Earth Empire and this ancient war. You really need to know that it is "more Conan than Conan" because that explains all the infodumps of this strange and magical world, and how the character development all happens

with quiet moments.

I love the core concept that the human civilization is one of clones, and our hero is the clone who rebels. Because I never followed the old backstory it's weird when all of a sudden there's Supreme and I remember that this is part of a superhero comic continuity rather than it's own thing.

Anthony says

I enjoyed the first volume of the re-launched Prophet, but I found this volume really hard to follow at times. The first had that sense of "okay, I'm not sure if I get this but it's still pretty cool", this volume seems to turn that up even more. Maybe it's the whole point, or maybe it's just me.

It is a very pretty comic though. And unlike a lot of other stuff that you get in other comics. Just be prepared to be left with the feeling of "...urm, wut?".
