



The League of Extraordinary Gentlemen Omnibus

Alan Moore , Kevin O'Neill (Illustrator)

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At last, Volumes 1 and 2 of Alan Moore's LEAGUE OF EXTRAORDINARY GENTLEMEN are collected in a single, hardcover edition!

As the twentieth century approaches, there is a need for a new kind of champion - adventurers not bound by the chaste order that characterizes the stagnant Victorian Era. The enigmatic Campion Bond of British Intelligence has begun a recruiting mission, collecting a menagerie of individuals who can be of value to his superiors due to...activities that have forced them beyond the pale.

But as Allan Quatermain, Mina Murray, Captain Nemo, Dr. Henry Jekyll and Edward Hyde, and Hawley Griffin, the Invisible Man discover, British Intelligence has plans for them that go far beyond mere spying. And if they survive their first test against the devil doctor of Limehouse, they'll have to battle an even stranger menace from the stars!

The League of Extraordinary Gentlemen Omnibus Details

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Author : Alan Moore , Kevin O'Neill (Illustrator)

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From Reader Review The League of Extraordinary Gentlemen Omnibus for online ebook

Sud666 says

I had previously comes across this series in a one-shot comic. It was with great pleasure that I ran across this omnibus edition. It collects Volume I and II of the League along with two short stories. What an excellent series! The combination of world-building (steampunk Victorian England) with an off-beat cast of characters (The League and their "associates") ,interesting villains and a solid plot buttressed by excellent prose make for a superb comic.

The art style actually grew on me through the story and certain large panels did have a certain attraction, especially the complex panels. But it's the cool story that makes this a great read. In the first story we see the League put together and their very first mission , and one of the best ones IMHO, against a mysterious M who seeks to destroy the Empire. The cast of characters from Mycroft Holmes to the opium-addicted Quartermain are inspired! I enjoyed it tremendously. The various interpersonal conflicts between team memebbers is excellent. Just one question, and no hate intended I rather LIKED Mina, but ummm what exactly is her qualification? Er besides being bitten by Dracula? She has no powers I can see. Isn't exactly a tactical nor strategic genius. Nor terribly good at hand to hand combat. She DOES have a sigular personality- the epitome of the British unflappable calm. I liked her complex character and thought the whole Hyde-Mina relationship had surprising depth and I enjoyed how it played out.

The Second Story is a H.G. Well's inspired Mars invasion. This was also a damn good story though not to the quality of the first. I thought this story made Hyde shine. He is easily one of my favorite League characters along with Nemo and, yes, Mina. I know she doesn't really DO anything but her presence has a calming effect. She "greases the wheels" as it were. Otherwise it's a bleeding clusterfuck. The stresses of the various League members really comes out in this one. The Hyde-Invisible man conflict is also great. Once again why Hyde is my favorite of the League members. Go figure, huh?

Want to read something cool? Something different? Try League of Extraordinary Gentlemen. A welcome addition to the collection. Highly recommended.

Brandon Forsyth says

Firstly, the stories: both "League" tales are remarkably fun ideas that *just* skirt the edge of fan fiction. The basic idea of an Avengers-like team built out of the literary heroes of Victorian times is an inherently fun idea, and Moore is a writer too talented to let that potential go to waste. There are clever references everywhere (I'm sure I haven't picked up on half of them), and much of the delight of these books is watching the way Moore seamlessly draws in other classic characters to the narrative, and the way O'Neill packs the panels with detail. The second story, which links John Carter of Mars and War of the Worlds, is the weaker of the two, with the characters from the first book sort of inelegantly included in an otherwise compelling story.

Secondly, this edition: I read these stories a month ago, but it took me a while to work through all the extra material that's collected here. I'm finally giving up on reading the "Traveller's Almanac" at the back of the book, which is reading like a truly exhaustive attempt to unify all of genre literature. But there's a lot to like here: I got a kick out of the serialized short story that's included after the first book, "Allan and the Sundered

Veil", which is a trippy prequel (of sorts) to the first book, and there's even a board game here!

Kayla says

As a part of the genre, four stars. As Alan Moore, two stars. For a feminist heroine, Mina sort of seems like she's just there as a pair of breasts to be oggled over by the other, much stronger, male characters. *spoiler*

spoiler

In the end, she even proves too weak to handle it all and goes into a commune. Also, Alan Moore does not excell at prose. However, there are many pros. I loved all the literary references and now I prefer Hyde to Jekyl (by a whole shit ton too, the Griffin-raping, Woman-devouring, Man-dismembering brute!). Enjoyable.

^ _ ^

Lindz says

Mostly enjoyable, but my attitude at the end was more along the lines of "Gah, finally done." It was good at first, a fun little romp around Victorian literature - for me, I liked guessing which book/person was being referenced before they were introduced. But the jokes got dry after the dozenth repeat - 'haha Victorians were so racist/sexist/prudish' is good maybe twice. Not to mention the omnibus had these interminably long prose sections which were okay, but in tiny print and kept with the stilted Victorian writing. It completely broke up the flow of the novel and didn't add much to my enjoyment.

Wish I liked it better.

Joshua says

The "Team" as a unit in literature is rooted in antiquity, it's as old as humanity period, and so a book which explores a team of individuals who manage to come together and fight the forces of evil and manages to feel original and fresh is a delight to read. The first volume of this book was rather underwhelming as the characters seem to follow the typical team building exercise, but it's in the second volume of this Omnibus when Moore adds the element of Martins from War of the Worlds that the characters demonstrate a real depth that keeps the reader engaged.

This book is beautiful for it's ability to pack so much detail and depth into almost every panel so that the reader is forced to slow down and ingest every page slowly. This can at times work against the actual reading experience, but by the end the reader will surely have felt that they were really dropped into this world. Even at it's most repulsive, and there are plenty of moments that left even me shocked, this book is a fascinating opportunity to rediscover the "team" narrative and be reminded why it can be such an enjoyable trip.

Alan Moore is a crazy sentient beard who plays with magic, but damn if the final result doesn't work.

EisNinE says

Combining volumes 1 and 2 of LOEG makes for a thick book, and with the narrative density of Moore's writing and the sharply rendered details of Kevin O'Neill, it reads like the best of novels. It includes, of course, all the extras from the comics and original TPB collections, from the substantial and brilliantly written prose stories and accompanying illustrations, to the board game designed by O'Neill for the second volume. In the more than 15 years since the first series was published, I've read volumes 1 and 2 several times; it's like the Simpsons in it's prime, in that the narrative is so tightly coiled, so heavy with literary allusion and fictional-historical detail, as well as crazy twists and graphically violent action, that it can be revisited as often as you like and still be entertaining. My only complaint is that 'The Black Dossier' should have been included, too, but that might be a problem relating to publishing rights, as Top Shelf published the latest edition instead of DC.

*[Don't think the crappy movie of the same name has anything to do with the comic; if it had, it would have been an amazing film, instead of a cheesy summer suckfest.]

Jenny says

It's hard for me to rate and review this book. I really wish that I had read this before V for Vendetta and Watchmen because, for me, the bar is set high when I see the name Alan Moore on the cover of a graphic novel.

The illustrations are great, really detailed and beautifully colored. They're clear and tell the story well. Kevin O'Neill is gifted and deserves a lot of credit for his work on this story, especially the Mars scenes and the battle scenes. Seriously, so impressive--images you can stare at and turn around and find little things hidden in (like the names of the authors who inspired this work on an ad outside the door of the museum cut off at the top right corner of one scene).

The characters aren't the problem; I guess it's the story itself. Compared to V and Watchmen, it feels a little shallow, particularly in Volume One. The back stories are all there, especially because the main characters are almost all literary characters that most readers will recognize from the classics (Mina Murray from Dracula, Dr. Jekyll and Mr. Hyde from...well, you know, etc.), so there's no problem with developing the characters and their *raison d'être*. I didn't get as much complexity as I did with Watchmen and V, maybe because the plot is taken from other stories. The word "compendium" is appropriate, and not just because this edition of The League is an omnibus edition of volumes one and two. Moore took other people's stories and characters and brought them together to make his own. That sometimes works and sometimes doesn't.

I didn't like the ending of this book. I know there are moore (couldn't resist) in the series, so I can't fault Moore for ending on a cliffhanger, especially because the "almanac" in the back updates the reader on two of the characters' further travels. Still, it feels abrupt and unfinished to end an omnibus this way. And then, some of the scenes are a little too graphic for me (no pun intended this time...). I understand some of the sexual violence, but *showing* rape scenes is a little over the top (yet, for some reason, I didn't find it as much of an issue in The Kite Runner: Graphic Novel).

The thing is that some of what the characters do and say makes it hard for me to be on their side. They're not supposed to be "good" people--I get that--but I can't really support them as even anti-heroes when they're just so depraved and doing things that most people would agree are evil. Yet, I liked other characters and the way

Mina, especially, brings and keeps them all together. I enjoyed the literary and cultural allusions, and I've always admired Moore's ability to take comics and attach profound meaning and depth to them by associating them in some way with our world and politics (like the story taking place at the turn of the twentieth century but being written at the turn of the twenty-first). He makes comments about our world and our "heroes" in ways that are blatant but could also be lost if a reader is totally absorbed in the story, which isn't hard to do because the plot is still engrossing. Also, the "inserts" are amazing. I skimmed the almanac at the end and sped read the story about Allan Quartermain between volumes, but the ads and the graphics are genius.

No matter what my issues are with this particular book, Moore is a gifted writer, and I will read more by him if I get the chance. I have already read three of his graphic novels, and I'm certainly a fan even though this particular one isn't a favorite.

I guess that means 3.5 stars...(although I did hover between marking it as three or four).

Derek says

In an interview, Alan Moore admitted that he never revises anything he writes. While a lot of people label him a genius, this admission has always stuck in the back of my mind whenever I read anything by him. Consequently, it makes all of the problems more apparent knowing that a second pass would have strengthened the story had he felt like doing it. This means that there are a lot of inconsistencies, sudden revelations that contradict previous information, and giant stretches of believability even for a fantasy/sci-fi story. I really am intrigued by a lot of the ideas he has, but when a character acts in a manner that goes against everything they did prior, or a thread is just dropped and never referred to again, it makes me angry.

The first volume of the story is rather enjoyable. The references are fun for literary buffs and the strict adherence to Victorian style, not to mention the ragtag bunch of characters who are deeply flawed and often psychopathic offers a nice contrast to the usual superhero teams. But the second volume really starts to drag. The characters become weaker and a few fall into the background where they don't really do anything. The references and jokes get tired and everything wraps up in such a hurry that it feels like Moore got bored and wanted to just move on rather than closing with emotional resonance. I'd like to rate it higher, but I'm far too distracted thinking about what could have been.

Saif Saeed says

I didn't think I would enjoy this book as much as I did. I vaguely remember thinking the movie was ok at best and compared to other Moore comics it would be a huge step down in quality. Boy was I wrong. Alan Moore with another masterful series, nothing but classics from this guy.

Story wise, there's nothing truly insanely special but the characters are great and the setting is fantastic. You don't see too much steampunk and I think it's because nobody could ever try after seeing what's in here. The world as a whole is rich and I fell in love with all of the characters quite quickly, they were so well written it really doesn't feel like something that was written in 1999, more like 1899.

The art blew me away. I've seen a lot of good art but the use of colors in League had me in awe on so many pages. The art by itself is five stars.

There's not much else to say about this series. I don't think it ever missed a beat and five out of five is well deserved. Don't know if I would add it to my favorites but definitely a series that I wouldn't mind delving further into, I know there's a Nemo focused series and a bit more out there beyond this omnibus. Recommend to anyone who likes good art, Victorian era sci fi and steam punk.

Sarah says

Sehr brutal, aber coole Dialoge, faszinierende Charaktere, fesselnder Plot!

Jill says

Amazing concept --- heavily cliched followthrough. Died for Allan & Mina's creepastic thing, but was never fully drawn in to the world as I usually am with Moore's work. Overall, this read like sketches of something with great potential.

Dimitri says

The movie wasn't bad on its own merits. The gruff voice of Edward Hyde certainly carries over to the pages. Even better, the source material was collected for a re-issue to be re-discovered & re-read *ad infinitum*.

While the crossing of the League universe with H.G. Wells' *War of the Worlds* is unquestionably more satisfying than a sequel to the death of Sherlock Holmes, both cycles carry the same bleakly realistic theme: the expert agents in the field fall victim to political intrigue. Sometimes I wonder what other motivation lay behind the composition of the League: Mina nor Quartermain contribute in the way of superpowers.

Nevertheless, they deserve the leisurely reading pace of literature. Every panel is an artwork with little stories of Victorian decay in the background. The sheer volume of dialogue could fill a *Boys' Own* story such as connects volume I & II. The eye needs two tours to take it all in.

Jesse says

I've read both League volume one and two already, so I'm mostly going to review the book itself here. Obviously these stories are the bees' knees. If you haven't already experienced the Wold Newton extravaganza that is the League of Extraordinary gentlemen then you need to run out right now and do so, cause you are only living half a life and its the sucky half so go read this.

I'm extremely happy that they re-released this in hardcover. I briefly owned and got rid of both volume in there original hardcover releases, and I kicked myself every day for getting rid of them. I then owned both volumes in "absolute" edition. Which as a nerd I must say we awesome things on par with some kind of graphic novel Arthur C. Clark monolith that could potentially inspire new heights of cognition in lower creatures. Yet those are an unwieldy and carpal tunnel inducing tome of editions, so I found them problematic to read. As I personally am not in the habit of aquairing books that I don't read, I was very happy

to see this omnibus announced. And that's the long and the short of it. Awesome books finally collected in an edition I can lavish my reading affection on. The end.

Stephanie (aka WW) says

I can't quite put my finger on why I like these comics so well. I think it's that the parts - artwork, story, characters - are complex and fit so well together. And, the characters are actually likable, unlike in Moore's *Watchmen*. I loved that our heroes were well-known characters from literature and that they were given new dimensions to their personalities. All but one proved to be flawed, but likable. The only thing that annoyed me were the two chapters of prose in the middle and end of the book. They are so dense that they require a lot of time to read, but they don't seem to add anything to the overall story. I read the one in the middle of the volume, but couldn't get up the energy to read the concluding one. *Watchmen* has similar chapters, but they serve a purpose in that book.

(It is slightly bothersome that the League is named only for its Gentlemen, while it includes a woman. This woman is bad-ass, though, and leads most of the League's actions, so it's hard to get too bothered by it.)

Siobhan says

I believe I'm in the minority when I say I rather enjoyed the film. Don't get me wrong, I don't love it – but it wasn't the worst thing I have ever seen. It was a concept that interested me, if nothing else.

Therefore, it should be no surprise to find out I was happy to read the graphic novel when my friend offered it to me as a means to complete another item on my genre challenge list. Of course I would love to give it a read – why wouldn't I? Despite this, it wasn't very high up on my to-read list. Compared to other books sitting by the side of my bed, this one was merely a curiosity rather than a deep desire to read. I worked around to it, though, and was able to complete it in next to no time at all.

It was enjoyable, I will say that much, yet it wasn't at all what I was expecting. I'd been expecting something more, yet I fear such is always the case when I read graphic novels. I'm not sure why, but I always seem to find it difficult to immerse myself fully in such tales.

A fun read, but not something I'll be going out of my way to read more of.
