



Seven to Eternity, Vol. 1: The God of Whispers

Rick Remender (Writer), Jerome Opeña (Artist), Matt Hollingsworth (Colourist), Rus Wooton (Letterer)

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The God of Whispers has spread an omnipresent paranoia to every corner of the kingdom of Zhal; his spies hide in every hall spreading mistrust and fear. Adam Osidis, a dying knight from a disgraced house, must choose between joining a hopeless order of magical warriors and mercenaries in their desperate bid to free their world of the evil God, or accepting the God's promise to give Adam everything he's ever dreamed of.

All men have surrendered their freedom for fear; now one last free man must choose between the fate of the world and his own heart's desire.

Writer Rick Remender re-teams with collaborators Jerome Opeña (*Uncanny X-Force, Fear Agent*) and Matt Hollingsworth (*Tokyo Ghost, Wyches*) to take readers on a hard road through the strange and mind-bending fantasy world of Zhal.

Collecting: *Seven to Eternity* #1-4

Seven to Eternity, Vol. 1: The God of Whispers Details

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Author : Rick Remender (Writer) , Jerome Opeña (Artist) , Matt Hollingsworth (Colourist) , Rus Wooton (Letterer)

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From Reader Review Seven to Eternity, Vol. 1: The God of Whispers for online ebook

Sud666 says

Seven to Eternity was a nice surprise. Beautifully illustrated, it tells a dark tale of a strange world.

This is the story of the Osidis family. Hated by the populace they spend their time far away from people. But one day their father is attacked by a powerful foe called the Piper who says "Hear his offer". When Zebidiah Osidis refuses he is killed. This starts an epic tale about revenge and redemption of a family name. I will not spoil any more of the plot. This is a good one.

The artwork is truly well done. But it is the story and the complex plots that intertwine the stories of all the characters. The conflicts are done well and are a believable basis for ill will. It is a complex story and as you read you realize nothing in this plot is easy. By the end I was wondering who the good guys were. The God of Whispers is an excellent and complex character. Eschewing brute force he relies on exploiting inner frailties. The bargain he offers is interesting as it changes from person to person. He is truly insidious and Remender does a great job with the individual characters.

A surprisingly good and epic tale. I look forward to Vol 2. Well done!

Iryna *Book and Sword* says

3.75/5 stars

I rarely pick up a random book (or comic) that I've never heard of, but my husband's coworker gave it to him to read, so obviously I read it first! ha.

While it was somewhat confusing at times plot wise, I see a HUGE potential in these series and I'm really hoping that it will shine through in later installments. I also just found out that so far only two parts are released so no binge reading for me, boo! It is a bit on the short side as well, which is a minus - because I wanted more of it for sure.

The art is quite good and the plot is one that can be turned into something very intricate and fascinating, so once again - fingers crossed. Or it could just sizzle out into boring old nothing, so you know the odds are really 50/50.

Also, **do you know how hard it is to find an adult fantasy comic that is cleanly written??** Impossible, really!! Very refreshing. Very!

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Blindzider says

Impressive. Remender has built a fantasy world where the hero is defined solely by his convictions, which is something I'm a believer in, so I'm already attached to the character. While there is the cliché of an oppressive ruler who is the nemesis of the hero, their dynamic has already changed in the first arc, which says to me we are in for something different. Opeña's art is outstanding and I've loved whenever these two get together. Very excited to continue reading this.

Donovan says

Damn, that was crazy.

Seven to Eternity is *way* different, even for Rick Remender. This is dystopian fantasy, yes you read that right, and it blends common Remender elements like "evil ruler," "band of misfits," "quest fantasy," "family tragedy," "crazy aliens," and some hardcore fantasy world-building.

My main complaints are the heavy exposition and character development. It's a slower read with tons of exposition and dialog, and several prose pages at the beginning of each issue. More character development is definitely needed. I get a good feel for Adam Osidis and his family, especially his father Zeb, but the other characters, even the villain Mud King, fall by the wayside. I attribute this not to oversight but the fact that there's a huge story already stuffed into a mere four issues. So hopefully the exposition is dialed back and more story will further develop these fascinating characters.

The artwork is incredible! Jerome Opeña, whose illustrations I first enjoyed in Fear Agent, are breathtaking when combined with the color perfection of Matt Hollingsworth. And I mean that. The artwork is absolutely perfect. Bright and vivid and surreal, easily achieving that "other-worldly" feeling. It's a shame that so many panels are tiny, because the details get lost. But man, the splash pages are mind-blowing. I only hope there's enough material for a deluxe hardcover eventually, because the oversized treatment would be sublime.

That's it. It's different, a little slow at times, maybe rushed in terms of development. But Remender kills at fantasy, as do Opeña and Hollingsworth. So check it out.

Cheese says

Quality art mixed with mysticism and fantasy in a world where the king is a mystic called the god of whispers. If you hear his offer he has control over you.

This is a story of rebellion. This look like one of Remenders better stories so I'm looking forward to more. I just hope the story turns out to be as epic as the art!

Craig Maxwell says

EPIC art, with a storyline and dialogue that lets it down. A story of rebellion, battling inner demons sprinkled with mystery and magic.

With visuals that completely and utterly outweigh the narrative it is hard to rate this above three stars. The visuals are have such a distinctive style which is hard to master in the graphic novel universe.

I found many parts of the text alienating, making it not very accessible:

“Here is my time for harmonious cataloging. The Black well, where only spirits transverse the circumference of a collection”

I mean... what the hell is that supposed to mean?

If only the story and the dialogue lived up to the artwork this would be a staple graphic novel.

I really hope Volume Two proves me wrong - otherwise I'll be abandoning this series.

Zedsdead says

High fantasy rendition of 310 to Yuma. An evil conqueror is captured by a bickering band of heroes (the eponymous "Seven"). Their plan is to spend six months transporting him across a continent while chased by his army of devotees, then execute him. (In defense of this idiotic plan is the fact that millions of innocent-ish victims will die if he's executed before they can be magically unlinked from him, and for contrived reasons this can only be done halfway around the world.)

A standard Remender reading experience. Phenomenal art with terrific colors and detailed creature designs; wonderfully inventive world-building with a great magic system (particularly love the huge metal-jawed lizardman who can teleport people by swallowing them); and standard issue shoddy, disappointing Remender writing.

Supposedly tough, badass characters posture like insecure teenagers. The plot hinges on big coincidences to manufacture cheap drama (what are the odds that the rebels break into the Mud King's inner sanctum five minutes after our hero arrives, allowing exactly enough time for some menacing exposition and not a second more?) Hero warns Captive-Villain-With-Talking-Powers to stop talking, then lets him drone on for two pages until SURPRISE he makes something bad happen. Weak sauce writing.

Incidentally, the evil conqueror's modus operandi involves taking (food, medicine, prospects) from the simple masses and then scapegoating minorities and turning the simple folk against refugees. Maybe Remender was just drawing on historical fascist methodology to create his villain, but given the timing he's likely commenting on the 2016 presidential election.

Roy says

I read this a second time just today. It was really so much better a 2nd time. The fantasy western element was awesome. The art work especially the battles were amazing from Opena. Will definitely continue this now.

Dan says

I had not heard of this before but saw it was written by Remender. This is a perfect blend of science fiction and fantasy that totaled with the world building made for a fun read. It seemed a bit rushed through the story and I wished it would have had more character development. I would definitely read more of this series.

Jedi JC Daquis says

Seven to Eternity, thanks to Jerome Opeña's undeniably great artwork also has the potential of being grand and beautiful. So I have very high hopes for Remender that he will utilize whatever stories the world of Zhal has into something worth reading and a comic series that is memorable and timeless. Pretty high expectations? Yes actually, because the first four issues of the series are consistently good.

Again, Jerome Opeña's work here is an absolute beauty. The way he delivers the action and war, there is some kind of color poetry that is happening. That Piper art is so sick! The story may be a forgivable "man on a quest to save family" thing which then things escalate very quickly, but god, the art is so good to look at that I frequently stop and postpone reading the speech bubbles just to admire the illustrations. Remender's words in this volume on the other hand need to be read for a few times before you can actually get what he is really trying to say. At times they are disjointed, something that slightly affected my reading experience.

Jerome Opena draws one sick Piper bastard.

Do yourself a favor and read Seven to Eternity. This series by Rick Remender is fantasy like no other.

Sam Quixote says

The Mud King is psychically linked to millions of people under his control but that's not enough – he really wants Zeb Osidis to become his slave as well because... uh... When Zeb is killed for defying his wishes, his son Adam must seek mercy in the King's citadel of Zhal or his entire family will be massacred. However his pa's not the only dissident in the land and a rebellion is stirring against his Royal Muddiness!

Seven to Eternity is a fairly generic Western story gussied up in sci-fi/fantasy clothing that's overly complicated thanks to Rick Remender's shoddy storytelling style, turning a potentially fun story into boring garbage. The only way I got the story straight was through reading the summaries at the start of each issue - I was barely following along with the story because Remender is such a shitty writer.

It's not even a remotely compelling story: there's Adam Osidis' dull farm life followed by a big confusing fight between the goodies and the baddies which takes up a lot of space, and then they're on the road. Remender also tosses in a few prose pages at random intervals, as if the book didn't already have pacing issues. They're really bad too - comics writers should not write prose; most, like Remender, simply aren't up to it.

The story is full of weak characterisations. Remender's main characters – Adam Osidis and the Mud King – are both one-dimensional. One's good, the other's bad, that's it. The other five “characters” that appear out of nowhere are even less memorable and underdeveloped – I couldn't tell you their names, let alone their motivations for fighting the Mud King besides him being the villain and that's what good guys are meant to do!

I could go through the book and point out the flawed world-building, annoyingly unexplained plot elements and myriad other problems but suffice it to say, though I can't fault Remender's ambitious vision, there's too much here to take in at once and he's not a good enough writer to lay it all out well. I'm not saying I need everything spelled out for me or that we should know everything in the first volume, but there are key elements to the plot that we should at least have an idea about to start with and the detail just isn't there. And this is a problem with magic stories in general: without limitations and anything can happen, it's really hard to care about any of it.

By far the best part of the book is Jerome Opena's art. He was the artist on Jonathan Hickman's *Avengers* and drew half of Marvel's *Infinity* event and that experience of drawing large-scale cosmic action really shows here. The alien landscapes are absolutely beautiful and the alien designs are so imaginative. Matt Hollingsworth's colours are the coup de grace – the artwork on this book is simply stunning.

The art isn't enough to recommend this book though. In the hands of a talented writer, *Seven to Eternity* may have been an awesome title but with Rick Remender at the helm it becomes plodding, dull, convoluted and plain bad sci-fi/fantasy. Turrible reading!

Ivan says

2.5 stars but I am giving it 3 because of good illustrations. Writing is mediocre and there is nothing in story or in the setting that hooked me. Since image comics has lot of great ongoing series it's unlikely I will continue this one.

GrilledCheeseSamurai says

Wowzers! For some reason or other, I shit the bed on collecting these single issues as they came out. When I finally decided that I wanted them, they were like a bazillion dollars for first prints.

Life is hard, hey?

Oh well. All is well. At least I will have the TPB's on the shelf and you can bet your biscuits that I'll be picking up any deluxe collections they come out with for this title.

Seriously, this one had everything that a geek like me loves. A seriously cool world with tons of messed up backstory, a fantastic cast of characters, cool magic and a pretty kickass villain.

The art is phenomenal!, Jerome Opeña killed it with every single page. I was blown away over and over again with how awesome each and every panel looked. He brought life to a world that I could have never imagined on my own. Remender's words in this one are pretty dense, and the story the two of them have come up with can be a little confusing - so sometimes I had to read some of the pages more than once so my brain could keep up with what my eyes were taking in. But I didn't really mind because the pictures were just so damn breathtaking!

All 4 issues presented in this volume were an easy 5 stars for me. From start to finish I was completely taken in and carried along with what was going on. Seven to Eternity is EPIC in scope and I am so down with where this story is going!

If you have any interest in a dystopian, sci-fi/fantasy, western feeling road trip of a story...you should probably give this one a go. I only wish I had had the foresight to pick this one up monthly as it was coming out. Can anyone spot me a couple hundred bucks to pick 'em up?

Jokoloyo says

The theme of this gorgeous art comic is dark fantasy mixed with some mystery and Western-like plots.

So far, the story up to Volume 1 is very promising. If this series has a satisfying ending, I could re-rate this comic into 5 star.

I found the explanation texts about the Zhal world as a minus. But that's me. Maybe others like some explanation in this admittedly confusing fantasy world.

Michael Finocchiaro says

Although the artwork was good, I felt the story was a bit uninteresting and on occasion difficult to follow. There are some interesting ideas, but it felt like a strange mashup of Tolkien and R R Martin but not as captivating. Perhaps other enjoyed it more. Sorry but maybe just not my cup of tea...
