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"We're always being told that super hero books are nothing but adolescent power fantasies. Fine. Here comes the ultimate adolescent power fantasy!" So speaks Grant Morrison, writer of the runaway hit comic, Marvel Boy, don't let the name fool you; Marvel Boy is no tights-wearing pushover. He is Noh-Varr, the youngest member of a diplomatic team of the alien Kree. After voyaging for years, these alien super heroes reach Earth, only to be blown out of the sky. Only Noh-Varr survives, and is captured and tortured by the mysterious Midas Organization. Escaping, he vows vengeance on all mankind. But with Morrison weaving this tale, don't expect cliché superheroics or a squeaky clean protagonist. Instead, get ready for Dr. Midas, a criminal billionaire who's so obsessed with Cosmic Rays that he bathes in them, Exterminatrix, who arrives in issue #3 to make life heaven and hell for Marvel Boy, Hexus, the Living Corporation, Bannermen, a trio of U.N. super soldiers whose bodies are laced with adamantium and enhanced by gamma-rays -- and have we talked about our ticked off protagonist yet? "The Marvel Style began with the Sub-Mariner", says Morrison. "And like Bill Everett's Prince Namor, I wanted my hero to be an outcast, a fiery rebel with an appetite for righteous mass destruction". Sounds like fun, doesn't it?

## Marvel Boy Details

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# From Reader Review Marvel Boy for online ebook

## mark monday says

Noh-Varr - Ensign Marvel - is a crewmember on board the 18th Kree Diplomatic Gestalt Interstellar Schooner, traveling back to their home world after a string of heroic interstellar feats of diplomacy that have made its crew heroes. unfortunately... disaster strikes! the crew must quickly navigate across millions of parallel realities until they finally manage to make it to our world - or at least our world according to Marvel comics. upon entry into our planet's airspace, the ship is quickly shot down by the avaricious villain known as Midas and all of its crew are obliterated. all except Noh-Varr, who is taken captive as an object of experimentation by the merciless Midas. young Ensign Marvel soon develops a very bad attitude - one which will come to define his entire purpose in life. and so an angry rebel is born! a rebel poised to strike against our very own Earth!

what I described above takes place in the first 20 pages or so. it is an amazing first chapter. unfortunately, they are the best part of the graphic novel.

anyone who follows comics knows that the celebrated Grant Morrison is some sort of mad genius. he reshapes, he obliterates, he turns things upside down and inside out and he just doesn't give a fuck. all of that is present in Marvel Boy, in spades. but it just doesn't work out. he lobs out brilliant ideas (as well as a ton of crazy weapons) but those ideas get lost in all of the sloppiness. this may sound like the worst possible advice to give a visionary like Morrison, but he needs to learn how to control himself. everything being tossed at the reader hurly-burly only amounts to a lot of noise and confusion. what is needed is a solid anchoring in *an actual character*. he has characters of interest and weight in all of his classics: The Invisibles, The Filth, Seven Soldiers of Victory, All-Star Superman. but that is not the case here. the potentially appealing Marvel Boy is all surface and so this reader had no connection to the often absorbing but just as often ridiculous proceedings that surround him. other characters - in particular the atrociously absurd and quasi-incestuous Midas as well as his trite and nonsensical daughter Obliette - suffer just as much from the lack of depth. overall: a lot of ideas but also a lot of lazy writing.

the art by the estimable J.G. Jones doesn't help matters. he is a beautiful illustrator but it seems as if he got lost in Morrison's absurdities - and so all of his effects and experiments and gorgeous imagery, all those bells & whistles, eventually became just as wearying as the storyline. a real waste there.

and a real waste of Marvel Boy! this is a fascinating character who would later go on to accomplish many key things in the Marvel universe. just check out his bizarre powers: enhanced insect DNA which makes him triple-jointed amongst other things; his spit contains nanotechnology that creates hallucinations and allows mind control; he can consume anything - cardboard, trash, whatever - to regain his strength; he can re-route his neurological impulses (being tortured? who cares! let's just turn that physical pain into the sound of a beautiful symphony!); he can go into a "White Run" which allows him to push anything not related to fight or flight from his mind. power-wise he's an embarrassment of riches. the story he is surrounded by is just plain embarrassing.

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## **Will Cooper says**

Such a fun, quick read!

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## **Ria says**

A colleague lent me this to give me a better understanding of what exactly is going on in Young Avengers. And I must admit I'm still a wee bit confused... not my favourite Marvel, thanks in part to an odd villain in Midas, and the oddity of his creepy protectiveness of Oubliette who he dresses in fetish gear with her arse cheeks hanging out. Eh?! Maybe I shouldn't read graphic novels when I'm drunk. Certainly shouldn't review when I'm drunk. Oh well, feelings are real innit?!

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## **Mike says**

More mind-bending imagination from Grant Morrison. I find I really enjoy reading other authors - great dialogue or art - but Morrison consistently gives my brain an extra jolt of reality expansion. Makes me want to write as creatively and weirdly as he seems to always do.

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## **Jeremy says**

I loved this series. I am a huge fan of Morrison and would highly recommend it. I was lucky enough to find the individual issues for all less than a \$1 at a local book shop.

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## **Emelie Karlsson says**

Just no

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## **Dan Schwent says**

A Kree ship is shot down and Noh-Varr is the only survivor... and is quite pissed! Midas, the man who shot Noh-Varr down, pursues him for the Kree technology in his possession with all of his resources, including his daughter...

Back in the day, I read Wizard magazine (RIP) religiously, even when I wasn't reading comics anymore. Marvel Boy briefly dragged me out of one of my comic hiatuses. Was it worth it? Meh.

The Noh-Varr character was created as a throwback to the days when Namor the Sub-Mariner was wreaking havoc one minute and saving lives the next. Morrison was clearly having fun with his Marvel Boy, gouging swear words into New York by knocking down buildings, etc. Noh-Varr was a fairly original character for a

mainstream super-hero comic. He could eat garbage to help hasten his healing process, run up walls, enhanced physical attributes, and had access to cool Kree weaponry.

**But didn't you say "Meh?"** Yes, I did. While I liked the Noh-Varr character, most of the other characters were pretty bland. Midas had an old set of Iron Man armor but was pretty much your stereotypical villain. Oubliette was okay but not very original. I did like the Bannermen but I don't think they made another appearance.

The ending was okay but I wish Morrison would have done another Marvel Boy miniseries. From what I understand, the character has been nerfed a bit in his subsequent appearances. Like most Morrison comics, he throws a lot of big ideas at you but doesn't develop most of them. It's a 3 but that's all I could justify giving it.

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### **Aaron says**

Man oh man this was a fun read. I'm actually really surprised Marvel Boy doesn't come up more often when people talk about Grant Morrison's best work, because I really feel like this is one of my favorite stories of his I've ever read. It's solid, classic Morrison: incredibly huge ideas, chaos, rebellious teenage anarchists, "greater consciousness", all that jazz, but it's somehow very accessible this time.

Reading The Invisibles, Morrison's most critically-lauded series, makes you feel like you're on acid. Reading Marvel Boy just reads like MORRISON was on acid. Instead of feeling trippy and misplaced and thrown out of your own ability to understand reality (which I admit is pretty fun, but still), you just get to experience all of these bonkers ideas from the comfort of your own brain.

Also, this book is FUNNY. It's got to be the hands-down funniest book Morrison has ever written. Here's a choice line of out-of-context dialogue that made me laugh out loud:

"I haven't liked you ever since you killed my friends."

I mean, come on. That, plus the well-executed and surprising satire on greed and corporate expansion, among other things, really makes this book shine beyond the massive action and mind-bending alien stuff.

Also, they could not have picked a better artist for this. J.G. Jones adds so much life and movement to every panel, it feels like you're watching a movie, only it's somehow better than a movie because you realize these types of plots and concepts could never accurately be portrayed onscreen.

I'll stop raving now, but you seriously owe it to yourself to read this. I only wish the "Prepare yourself for Marvel Boy 2: #001!" notice at the end of the book had come true, because there was so much more Morrison could've done with this. But, as it stands, it just works as an incredible work of comic art that I can't believe is set in the Marvel universe.

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### **Tony Laplume says**

Arguably the most distinctive work of Morrison's brief run with Marvel, this is also a clear prelude to what

he'd be doing once he returned to the DC fold.

From *Seven Soldiers of Victory* to *All Star Superman* to the Damian Wayne version of Robin featured in his extended Batman work, Morrison had a lot of that material on his mind when he envisioned *Marvel Boy*, which is about as unfettered as he could get at Marvel. Famously, he stretched his *New X-Men* so far, Marvel ended up snapping much of it back.

Basically, what you need to know is that *Marvel Boy* represents Morrison's emerging willingness to let his mind run wild with superheroes. He'd done so in the pages of *JLA*, to be sure, but in the comfort of a whole team and none of them having to do any of the heavy lifting, just "wide screen adventures" allowing the team to be epic in a way it had never been before, which pushed every other superhero adventure in that direction, too. But Morrison himself started looking deeper. He didn't just want to have fun. He wanted to explore his deepest interests, and help the characters he shepherded explore them, too.

"Marvel Boy" himself is kind of what the original (Marvel version of) Captain Marvel would be like in the present day. Only, great catastrophe confronts him the minute he reaches Earth. Having never been here before, he interprets humans through the supervillain that first intercepts him.

There's a lot of cleverness going on here, and Morrison is free to do whatever he likes with the lead character, because he's entirely new. Which turns out to be a blessing and a curse. Unlike his breakthrough *Zenith* saga, Morrison is playing in someone else's sandbox. The villain is wearing Iron Man's original armor, and ends up gifting himself the combined powers of the Fantastic Four. But Marvel Boy himself is something of a cipher. The villain's daughter, ultimately, has a more fulfilling arc than he does. If this *had* been a Fantastic Four story (Morrison *did* write one featuring them at more or less the same time: *Fantastic Four 1234*), arguably it would read better today.

As it is, *Marvel Boy* now reads like an origin story. For Morrison's later work.

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## Unai says

Menuda puta locura que es esto, pero quien bien te quedas después de leerlo. Y sirve para no perder detalle del evento Marvel del momento "Original Sin".

Muy loco todo, muy locas todas y muy muy disfrutable.

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## Gavin says

I like Noh-Varr. I like his anti-establishment idea, I like that he's a lone-wolf and that he goes after the guy (Midas) who killed his friends/mentors. I like the attack on Multi-National-Corporations from Grant Morrison. I liked Plex, the Green goo assistant/hive-mind of the Kree Empire that helped Noh-Varr on his mission.

Midas and his daughter were kinda stupid.

I would like to see more of him, and since this is a 14yr old book republished, I know I've already seen more of him (During Dark Reign).

On the whole though, this intro is kinda ho-hum, but I did like the main character, so I suppose it wasn't that bad. In terms of Grant Morrison, it's very accessible and easy to understand (so if you think GM is too dense and hippy-trippy, maybe try this?)

You won't miss anything if you don't read this though. Noh-Varr seems like he could torch Earth if he decided to (and not just funny curse words in flaming ruins).

I feel like this will work for Anne and Jeff's sons. He's cool, he kicks ass, has an attitude and doesn't answer to anyone.

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### **Johnny Andrews says**

A very sci-fi infused comic but rather fast paced. Noh-Varr is of the Kree race and with some others was travelling on a peace delegation mission before being shot down over earth. Noh-Varr the only survivor is a bit ticked off about this and wages war.

The only thing on his side is a strange super computer entity which resides in his ship but keeps contact with him and helps steer his path to become a somewhat anti-hero protecting the earth even though he is angry and doesn't much like them.

One of my favourite parts is him going up against the parasitic corporation, that's an intriguing enemy.

Although never actually referred to as Marvel Boy during this mini series he does show a lot of tropes that could garner him the name as he battles through until he finds out who shot down his ship and why.

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### **Matt Sautman says**

Although I like Grant Morrison, I find that the majority of this story feels unremarkable in regard to the larger Marvel comics universe. The single issue where Marvel Boy takes on a living evil company named Hex is phenomenal and easily could be five stars, but the surrounding issues, while not bad, do not necessarily make Marvel Boy as endearing of a character as other Marvel Knights characters and certainly does not hold up to the quality of Christopher Priest's run of Black Panther for Marvel Knights. Still, there are worse graphic novels than this.

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### **Artur Coelho says**

Grant Morrison pega no venerando Capitão Marvel para uma renovação plástica e o resultado é este: um alienígena adolescente cujo ADN mistura genes humanos e de insecto, mentalmente interligado com uma inteligência artificial consciente que habita aquilo que melhor pode ser descrito como uma gosma verde com rosto. Um vilão que se socorre das velhas armaduras do Homem de Ferro para ocultar o seu corpo deformado pela exposição intencional a raios cósmicos e que não olha a meios para atingir os seus objectivos megalómanos. A filha do vilão, dominatrix caçadora de criaturas obediente ao pai quase até ao fim. Tudo começa quando uma missão diplomática Kree regressa a casa atravessando as realidades múltiplas e se despenha na Terra, abatida pelos mísseis às ordens do vilão que apenas quer os motores de raios cósmicos da

nave. Apenas o adolescente sobrevive, refugiando-se com a nave no subsolo novaiorquino. Este começa uma vingança contra um planeta cujos nativos acredita serem causadores da morte dos amigos, mas é levado pela enxurrada de recursos letais do implacável vilão. Obviamente triunfa no final, mas acaba preso, prometendo no entanto civilizar o planeta até aos padrões Kree, de uma forma melhor descrita como fascismo zen.

É sempre interessante ver como o psicadelismo visceral de Morrison consegue dar a volta às mais banais personagens. Este Marvel Boy equilibra as alucinações típicas do autor e a constante dinâmica da Marvel do herói adolescente que se sente a lutar contra o mundo - a premissa chave que está por detrás dos mais populares títulos da editora e que toca directamente nas ansiedades e aspirações do seu público-alvo. Seguimos a previsível progressão narrativa face ao desfecho bem sucedido mas com caricaturas psicadelizadas dos heróis e vilões, e muitos momentos daquela verborreia causadora de tonturas neuronais que tanto gosto dá ler naquilo que Morrison escreve. O melhor momento da série, particularmente acutilante nos tempos que correm, acontece quando Marvel Boy tem de salvar o planeta de uma ameaça alienígena que se escapou dos porões: uma corporação viral inteligente que visa dominar a economia planetária, arrasando os recursos naturais do organismo hospedeiro para se poder propagar pela galáxia.

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## **Dony Grayman says**

Edición del coleccionable Los Héroes más poderosos de Marvel que no incluye números extra pero sí intro y apéndice exclusivos.

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