



Guardians of Knowhere

Brian Michael Bendis (Writer) , Mike Deodato (Illustrator) , Jim Cheung (Illustrator)

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A single moon orbits Battleworld. But no, that's no moon. It's a space station. It's Knowhere! The head of a dead Celestial, somehow saved from the multiversal collapse. In this colony brimming with convicts and criminals, there's plenty of work maintaining the "peace." But a new power is rising that threatens to tear apart the threadbare fabric of the Celestial head's society. Will those destined to safeguard Knowhere accept that burden in time to save its citizens? Who is the mysterious woman that took out Gamora? Who stands to profit from Knowhere's turmoil? When Knowhere's secrets reveal themselves, it will change the face of the Guardians forever. The galaxy may be gone, but there are still places that need heroes. That need champions. That need Guardians. Collecting GUARDIANS OF KNOWHERE #1-4 and NEW AVENGERS: ILLUMINATI (2007) #3.

Guardians of Knowhere Details

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From Reader Review Guardians of Knowhere for online ebook

Anthony says

Another disappointing addition to Bendis and his Guardians of Lacklustre. Deodato on art means it looks pretty, and it does tie-in well with Battleworld, God Doom and Secret Wars, but I don't think Bendis is as good as he thinks he is on Guardians of the Galaxy. Or maybe Bendis and science fiction just isn't for me?

Sam Quixote says

This one's not part of Brian Bendis' ongoing Guardians title, this is a Secret Wars tie-in, part of the Warzones series. It's also terrible!

Knowhere is still the hollowed-out head of a dead Celestial used as a spaceport where the Guardians like to get drunk and bar-fight in, but here it orbits Battleworld. Also the Guardians aren't the Guardians as they've all been mind-wiped and believe Doom is God Emperor of everything, like the other denizens of Battleworld. Except for Gamora who has a sneaking suspicion that things aren't quite right...

Guardians of Knowhere is four issues of Big. Dumb. Fighting. Sigh. A human-like character called Yotat gets blown up by alien gangsters but of course that doesn't kill him, it just turns him into a Hulk-like monster - he's the punching bag the Guardians hit for four issues.

Angela's one of the Thors, Doom's Battleworld police force, who's there to punish Gamora for straying outside her zone (Battleworld is a patchwork world of various zones stitched together with strict rules about the inhabitants remaining within their own borders). The Nova Corps - here the line-up is Nova, Captain Marvel, Iron Man, Venom, Adam Warlock, and a female Watcher? - also show up to hit this Yotat character and a few of the Guardians.

And that's it - all of those characters hitting one another, page after page. Quite an imagination, Bendis! Mike Deodato's artwork and Frank Martin's colours are the only positives about this otherwise wholly pointless book.

Rounding out the volume is Bendis' New Avengers: Illuminati #3 from 2007 where we find out the Beyonder's origin from the first Secret Wars. It's a completely inconsequential reveal and the issue is just an excuse for more dumb fighting.

Guardians of Knowhere is totally missable. It's a tie-in that nobody needs to read - you can easily just read the main Secret Wars event without this and still understand what's going on. Same goes for regular Guardians readers, you can skip this entirely and still not miss anything pertinent to that series. Sometimes tie-ins can be good and worth checking out regardless of their irrelevance to the main story like Hank Johnson, Agent of Hydra - Guardians of Knowhere is definitely not one of these. It's one big steaming pile of knothing!

Michael Hicks says

Plot? What plot? There's barely a story holding together this barely interesting collection of a four issue Secret Wars tie-in. A big dude wants to kill Drax the Destroyer. That's it. That's the whole story. And it takes Bendis four issues of fighting to slog through it. Sheesh.

Of the few Secret Wars tie-ins I've read so far, this is easily the most pointless and disconnected.

Ran says

I was sadly mistaken in thinking that I was getting to the end of Warzones! I haven't by a long shot. This spin-off does not contribute much to the overarching themes of something-isn't-right-here and Doom-is-god?. The Guardians of Knowhere, that Celestial head in space, don't seem to remember they're a team. Gamora knows that Quill and Groot are missing. She also has an interesting conversation with Thor-Angela about blasphemy.

Oh man, every conversation with my family ever.

And this is generally how I feel about Manhattan(s):

*"Well ... there's the entire island of Manhattan in the middle of an **asteroid** belt." Yup. Check. Moving on.*

Dan says

The galaxy has been destroyed and all that remains is Battleworld. Except this Guardians of the Galaxy Secret Wars tie-in tells us that's not entirely true. Battleworld has a moon, Knowhere, the head of an ancient Celestial being. Gamora, Rocket and Drax are its Guardians.

Whilst most of the Secret Wars books tell a story of their own, this is more about the set-up to the Guardians being involved in the event. Gamora, with her recently gained celestial powers, thinks there's something wrong with the world, and she's right of course. This blasphemy leads to a battle with Angela, in this world a member of the Thorsguard. There's also a big fight with Yotat, "the destroyer of the destroyer" and a mysterious blue woman who is never really explained.

So yes, this is the Guardians having some big fights before they actually get involved with the meaty stuff of Secret Wars. It is by no means the most inspiring Guardians story of the last few years.

Also, I really didn't like the art. It's difficult to explain why by Mike Deodato's dark art here lacks character. I would have much preferred if this had been drawn by Steve McNiven, or one of the other Guardians artists.

A bearable but pretty pointless Guardians of the Galaxy Secret Wars tie-in. It's readable enough but you won't miss anything if you don't read this one.

Sesana says

Disappointing. Most of the book is a dull slugfest with a character who doesn't really matter. Not sure what I was expecting out of this, but I was definitely hoping for more.

Amber says

On the cover, it's exciting to see two women, however Gamora's in her slutty costume (rather than the more conservative one of the film) and it's kind of a downer. Why so much bare skin? How do her boobs not pop out? Okay, anyways, this issue is all about the art, very little action because it's the guardians set-up into the Secret Wars plot. (Well, technically action in a pretty neat fight scene but not much in way of plot). Rocket does some wise-cracks, of course, so that's mildly amusing. I'm not blown away, but it's only one issue.

Shannon Appelcline says

Another entirely mediocre *Secret Wars* crossover. (In fact, I've stopped buying them because they're so "meh", but this one has been on my shelf for a while.)

To be fair, Bendis does more with the premise than most. We get Guardians that are similar enough to the main series to be interesting, but different enough to be intriguing. Gamora even provides some badly needed crossover with the real universe.

But the plot of the story is just bad. I mean we start with an overly long fight between Angela and Drax, then move on to a really grossly long fight between the Guardians and some guy named Yotat, then there's an overly long fight between Angela and Gamora, and we end with a grossly long fight between everyone and some nameless gal. There are little bits of intrigue (like who is the nameless gal and will the Guardians really face off against Doom) but they're too few and they're never answered anyway.

Like most of the *Secret Wars* crossovers, this is a waste of space. Better written than many, but more pointless too.

Sonic says

Fun!

Paul E. Morph says

This Secret Wars tie-in is basically a four issue long fight scene... and just when it starts to get interesting, it ends.

This is pretty much the definition of un-essential. Also, the artist keeps forgetting to draw Rocket Raccoon's tail and none of the editors noticed. Sloppy.

GrilledCheeseSamurai says

2.5 stars if I could.

Another Secret Wars tie-in. Another failure.

This was basically a revolving door of characters that popped in and out of the pages fighting one another.

I suppose there is a bit of a 'reveal' at the end of this issue that sets things up for...I dunno what for actually.

The artwork was zippy. I guess there is that. Also, some new ~~dude villain~~ is introduced named YOTAT that's supposed to be really badass - but really we don't know anything about him. Only he was hard to beat down.

Whatever.

Another useless limited run in the useless Secret Wars that marvel claims is going to 'change everything.'

All I know is, for the most part, whenever I finish one of these Battle World spin-offs I'm just left with a sour taste in my mouth and a giant ball of bitterness in my gut towards Marvel.

I can picture all the studio people at Marvel sitting there laughing at us as they light their crack pipes with big fat stacks of readers cash.

Alex E says

This is one of the tie in books that I was looking forward to. Bendis, with his history with the Guardians and his style in general, is a favorite of mine. And Deodato, who alot of people have issues with, is a great artist in my opinion. I really don't see the issue with his art.

And the book delivers well. While not a instant classic, its a good, solid story that ties into the main event.

In a nutshell, Gamora is being pursued by Angela to answer to the crime of heresy against Doom. Along the way, we find Rocket, Drax, and Mantis as part of the Guardians who now guard Knowhere. There is also the wild card of (INSERT GENERIC STRONG GUY NAME HERE) who wants to take over the underground black market of Knowhere.

While the plot is a bit trite, and some of the dialog is strenuous, for the most part its a blast. Especially towards the end as we definitely get some forward momentum on the overall event. Something has been

building, and this is our first glance at what it could be.

Look forward to the next tie in, as it appears we are winding down the Secret Wars event.

Recommended for fans of Bendis' Guardians or Deodato's art.

Greg (adds 2 TBR list daily) Hersom says

awesome!

Gary Butler says

16th book read in 2019.

Number 437 out of 764 on my all time book list.

Most of the Warzones! book are amazing, but this one was just good.

Terence says

Gamora is wanted by a Thor for leaving her territory. A criminal is seeking revenge on Drax for getting him arrested before he could take over Knowhere.

So I got Guardians of Knowhere from my library otherwise I wouldn't have bothered with it. The volume epitomizes the term meh. It has nothing special going for it. Gamora is wanted for Secret Wars battleworld infractions and Drax is dealing with a standard revenge plot. The whole thing is wrapped up with a Secret Wars Battleworld ending aka *Doom isn't what he seems, he's a fraud*. This is completely forgettable.
