



## Trinity, Vol. 1

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DC's hit weekly series arrives in its first collected edition from writers Kurt Busiek (ASTRO CITY, JLA, Marvels) and Fabian Nicieza (X-Men, ROBIN) and a legion of artists including the sensational Mark Bagley (Ultimate Spider-Man)! Features TRINITY #1-17 as a devastating cosmic force targets Superman, Batman and Wonder Woman! Featuring stunning covers by Carlos Pacheco, Andy Kubert and Jim Lee and Scott Williams, this is the first of three volumes collecting the series.

### Trinity, Vol. 1 Details

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Author : Kurt Busiek , Fabian Nicieza , Mark Bagley (Illustrator) , Art Thibert (Illustrator) , Scott McDaniel (Illustrator) , Mike Norton (Illustrator) , Tom Derenick (Illustrator) , Andy Owens (Illustrator) , more... Jerry Ordway (Illustrator) , Wayne Faucher (Illustrator) ...less

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**Download and Read Free Online Trinity, Vol. 1** Kurt Busiek , Fabian Nicieza , Mark Bagley (Illustrator) , Art Thibert (Illustrator) , Scott McDaniel (Illustrator) , Mike Norton (Illustrator) , Tom Derenick (Illustrator) , Andy Owens (Illustrator) , more... Jerry Ordway (Illustrator) , Wayne Faucher (Illustrator) ...less

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## From Reader Review Trinity, Vol. 1 for online ebook

### George says

First things first...this gets 2.5 stars.

Second things second...I wanted to like Trinity. I have a fondness for Kurt Busiek, whose run on the Avengers is my favorite for that title. KB doesn't play favorites and is good at showcasing his characters' strengths, giving them all something to do and making sure they all have a moment. This is very important in good team books (unless you stick your company's franchise characters on the team, in which case you can do pretty much whatever you want).

So...I wanted to like Trinity. Unfortunately, I couldn't finish it. KB's weaknesses are on display, here: I kept on noticing his dialogue, which is sort of pokey. Also: tThe pacing was glacial, there were too many characters, and I had to stop reading before my head exploded. Great art, though; maybe someone with more patience with me will enjoy this.

I'm not sure if we're meant to have 52 issue storyline. I think the DC title that came closest to succeeding is 52, which in my opinion is still the gold standard.

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### Alex Sarll says

It's easy to think of Ted Kord as DC's Franz Ferdinand, but their universe had a surprising amount of resilience to terrible stories back then, able to snap back to a default of shiny superheroics - something which in part is what this series wants to examine. Superman, Wonder Woman and Batman are DC's keystones, so Busiek makes that mystically true in-universe, too - and then has three villains scheming to supplant them. Some of the occult justification for this is a bit shaky - are fire, air and water really a trinity, Jason Blood? Why always Toth and not Thoth? - but the dastardly scheme has the right sort of logic to it, and the new foes introduced en route all feel suitably DC from the off (especially flirtatious super-ape Primat). There are undoubtedly longueurs - and I won't be reading the next two volumes just yet - but Busiek, Bagley and their back-up team really get how these characters work(ed), which is what then enables them to start messing with the formula as the spell starts binding the Trinity ever closer to each other. A plotline which really felt like it was going to climax with comics' most iconic threesome, but maybe that's just me.

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### Natlyn says

I've been trying to figure out what to say about this book. It is only half (one-third?) of the story. Volume 2 is due out in August, I believe.

The story has a slow, jumpy start that lasts through half of this volume and is presented primarily through fight scene after fight scene. The characters have little to no spark. The dialogue for the most part doesn't rise above the merely serviceable. When the dialogue does manage to sparkle, the issue usually has been scripted by Fabian Nicieza. Nicieza manages to make the villains' overblown pronouncements occasionally amusing. Unfortunately the heroes do not get even that much and their dialogue and actions are nothing but cookie cutter.

The story may be going somewhere--I hold out hope since I have enjoyed other Busiek titles and number Nieceza as one of my favorite comics writers--but I wish the journey were more entertaining.

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### **J.M. Hushour says**

I'd be hard pressed to characterize this as anything other than a colossal mess of a story that is long on promise, short on the goods. Who wouldn't love a tale of the symbolic significance of the titular trio being turned against them by their evil counterparts? And with magic and wacky pseudoscience to boot! Sounds awesome, right? Remaking the multiverse in the image of a corrupted superhero triumvirate? Sign me up! Too bad this mostly sucks. For one, volume one write large could easily be halved: there are way too many superfluous other characters and meaningless runnings-about that detract much from the ongoing story arc. For another, the characterization of the Trinity is incredibly poor and Bats, Supes, and WW are shallower than is needed. They all just kind of go through the motions and even when their personalities start to overlap, they remain largely bland and stupid. On top of it all, a good, basic storyline gets bogged down in insane amounts of complication and convolution so that by the end this reader hadn't a goddamn clue what was going on.

High hopes dashed like so many Kryptonite enemas...

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### **Dennis G says**

Like trying to fit a square peg into a round hole:

This is one of those concept stories you find so often in the comic book publishing industry, where the actual story and narrative are beaten, stuffed and shoehorned to fit around the concept handed down from higher up the corporate ladder. If I remember correctly, this was DC's follow up to 52, their successful weekly series following second tier characters after whatever crisis-crossover occurred that year. However, this series focuses on the big guns, the trinity of Batman, Superman, and Wonder Woman(hence the title), with this volume collecting the first 17 issues (at only 12 pgs each). The central idea is that the trinity of characters are the keystone of earth, which in turn is the keystone of the universe, with is the keystone of the multiverse, etc. A bunch of bad guys, including the overused Krona and various done to death anti-matter universe characters, plan on replacing the keystone trinity with themselves, thereby granting themselves immense power over all of creation. Everything in the DCU is crammed into the book, all in an effort to justify the heavy handed trinity symbolism, references and rambling dialogue between characters regarding various groups of three. Adding to this jumble is the rotating cast of artists necessary to meet the weekly schedule, which creates a lack of coherence to the visual identity of the book. All in all, everything from the plot and pacing to the art and dialogue seems forced and hurried. Plus, I've never been the biggest fan of the DCU outside of the Batman titles.

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### **Emily says**

I was so disappointed by this book. I really love the idea of it, but the book was too convoluted and it ended up being a chore to read. The multiple story lines were just confusing, not interesting. As is always the case, the one I was most interested in had not enough attention though I think it was a new character designed for this storyline (Tarot). I am only passingly familiar with the minor DC characters and it was very confusing to change artists between issues so each character didn't have a consistent feel. I spent more time than I care to admit trying to figure out who was who. What was consistent was that big action pages with a ton of

characters and text didn't have a logical flow and I often read the text out of order and it was not clear who was speaking. They did use the trick of putting the symbol of who was speaking in the first letter of a bubble box, but that only works for the main three or four characters. The others didn't have their own symbol (like Nightwing and Robbin).

In addition this is the 1st of 3 trade paperbacks (should have guessed that from the title!). So after all that effort I didn't even get a good resolution.

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### **Maythavee says**

A great start to this series. I've always loved the relationship between the Trinity so it was nice to have a series dedicated to them and their importance to the DCU. While the story had a big cast of characters, the Trinity was always the focus. The plot has me intrigued so far so I hope the second part of the story will be as good as the first part!

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### **Jonathan Terrington says**

*Trinity* addresses the concept of arguably the three most famous superheroes of all time as archetypes for a trinity. I happen to really like Kurt Busiek's work on anything he has written to this point and that hasn't changed after reading *Trinity*.

*Trinity* possessed everything I like in a graphic novel: fine artwork, a compulsive and adrenalin filled storyline and finally the characters that I love. As for what the storyline is: well it follows a mystic plot by three lesser known DC villains to assume the powers from Batman, Superman and Wonder Woman (the three most famous heroes I talked about earlier) and become Lord of the Universe. In typical DC fashion this story is delivered with a whole lot of fun, complexity and colour - but mostly fun.

The whole idea of the three heroes each being part of a mystical trinity is interesting as I've always noted the differences and similarities in how the three heroes complement each other. You have Day and Night with Superman and Batman and then Wonder Woman exists as the balance between those two. You have man of the future, man of the present and woman of the ancient mythological world. As also mentioned in the comic you further have different forms of hope, truth and justice represented by the three characters - ideas which represent America, and they are heroes who fight for America traditionally, but also ideas which represent humanity.

Either way if you want a comic featuring any of the three big DC heroes, particularly with a few screen adaptations of the heroes having been released and due for release in the next while, I recommend Busiek's work here. It is colourful, fun and wacky in several different ways.

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### **Sarah says**

I ordinarily enjoy Busiek's work, but I found this a little lacking. It may be because it is only the first third of

the story, or because the comic was written in a weekly format, which kind of dragged out the plot. I'm going to read the next two to see where this goes before making a final judgement.

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### Jeff says

In this three part series (originally published as 52 weekly installments), Kurt Busiek, [author Mark Bagley], and a group of other writers and illustrators created a story arc in which Superman, Batman, and Wonder Woman are torn from the reality of the DC Universe. What I really love about the series is how it explores the symbolic role of superheroes. This is really the best element of superhero comics. Superhero's project ideals and fears as they explore in bombastic ways what it means to be human. However, because it is written over the course of a year, by a bunch of different writers and illustrators it is pretty fractured in its story telling which can be frustrating and a bit confusing. There are lots of interweaving plot lines, and not all of them follow through coherently. Regardless, I'm interest to see how it will end.

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### Sesana says

Yeah, this just isn't going to happen. Not enough story development in the part that I read, and not enough interest for me to soldier onward. I'd honestly rather attempt Countdown to Final Crisis again. Maybe DC just needs to step away from the 52 format (weekly issues with multiple storylines) for awhile.

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### Tracey says

It has been a long time since I have entered the world of DC Comics and this experience was rich, vibrant and confusing.

The story is rich in detail with Superman, Wonder Woman and Batman struggling to understand their shared dreams and the repercussions of what is happening around them. The crafting of the book from the artwork and the colours is vibrant. I found myself spending a considerable time on each page studying in detail the artwork. It was really exceptional. The confusion for me was that just about every character in the DC world was thrown into the story. Having been away from the universe it was a lot to take in but you slowly began to gather all the threads together.

A good read and I will be chasing down the next in the series.

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### mark monday says

#### Three Things About Trinity

1) **there is only one 52.** i understand that success at a particular thing will often make a company want to do more of that particular thing. the weekly spectacular called 52 was a brilliant concept that was brilliantly enacted (well at least in those issues dominated by Grant Morrison, Mark Waid, and Greg Rucka; Geoff Johns: ugh, hack). but perhaps DC should have laid the 52-issue mini-series idea to rest after 52 because various follow-ups have been uninspiring. and long-winded. and often just plain tired. such is Trinity, or at least the first volume. it suffers from a grinding busyness: overstuffed, overblown, overbearing. it is all over the map and has a real whiff of desperation to it. not hot! and all the mystical tarot magical magick became

wearing. as far as mysticism goes, this is definitely a far cry from Alan Moore's infinitely superior Promethea, despite the similar symbology. on the very, very small plus side, i did appreciate the use of the formerly (?) heroic ~~Quizmaster~~ Enigma, Counter-Earth's answer to The Riddler. pretty cool.

2) **Kurt Busiek disappoints.** i'm not used to being disappointed by Busiek because he's so often an innovative and brilliant writer. just as 52 cheekily tapped the cheeky talents of Waid & Morrison to cheekily reconstruct the entire multiverse, Trinity attempts to put Busiek's specific talents to work in re-imagining its trinity of Wonder Woman, Batman, and Superman as universal super-archetypes. should have been a perfect fit: the three are already mythic icons and Busiek's stock-in-trade is the revisiting and deconstruction and often reconstruction of various comic-heroic archetypes. his series Astro City accomplishes that to expert and often moving effect. unfortunately his voice is quite lost in this mega-series. doltish dialogue. doltish villain Despero returns. even worse, page after page of doltish fight scenes involving doltish new character Konvikt (sweet Jesus, even that name is doltish). i understand what Busiek was trying to accomplish - he's revisiting the Golden Age through a modern lens. it worked a couple times but those sweet moments are lost in the flood of d'uhlt.

3) just as 52 elevated a lot of b-listers into characters of interest and worth (particularly The Question: Lady Edition), Trinity attempts the same with b-listers like Gangbuster and Enigma. the results are mainly lackluster. i was rather surprised at Trinity's elevation of continuity-cursed Hawkman. this is the perpetually reincarnated Carter Hall Hawkman but for some reason his passionately lovelorn and vaguely mystical personality is gone, replaced by the rough, tough, hairy-chested brutality of the Thanagarian policeman Katar Hal version of Hawkman. in Trinity, we witness (and also read various supporting characters regularly comment on) this typically dour Hawkman's tough love approach, his rough justice, his brutal relentlessness, etc, on a constant basis. at one point, eccentric villainess Primat mentions how much she appreciates **Hawkman's musky man-smell: "...a heady mix of anger and passion--"**. huh. well, okay.

(view spoiler)

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## D. B. says

Despite its reputation for being the CBS of comic book houses; establishmentarian, fusty, dotty, etc.; DC continues to push the envelope of creativity to produce new and fresh stories for even their most venerable properties. *Trinity* focuses not only on the DC universe's Big Three characters; Superman, Wonder Woman, and Batman, but writer Kurt Busiek (*Astro City*, among many other excellent jobs) ties their common and disparate characteristics together to form a story of cosmic juxtaposition that again tests the limits of the plausible.

The dialogue is sufficiently tuned to each character's personality, even reaching outside the borders of the main three and into the rosters of the Justice League and others. The storyline encompasses several threads that penetrate the myriad worlds of the DC "manifest cosmos," from Gotham and Keystone to the anti-matter

universe, touching high and low supporting characters, and an especially clever plot twist near the end of the first volume.

But, and pardon my ignorance, when did they make the new Firestorm black?

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### **Anne says**

Holy Watchmen, Batman! This thing is *long*! I have the other two volumes, and I *kinda* wanna finish them...and yet, I *kinda* don't care.

I'll give it this, toward the ending the pace picks up enough that it is pretty fun to read. The beginning and the middle...eh, not so much. I can see why several of the other reviewers didn't finish it. I must have picked this up and then put it down about a hundred times. It's never a good thing when you get a sense of accomplishment just because you managed to finish *a comic book*.

After reading this, I'm reminded of one of the reasons that I usually gravitate toward Marvel. *\*cough Alternate Universes cough\** DC seems to have a love affair going with the idea of time-travel and alternate dimensions. Personally, I find it annoying. Now, not only to I have to keep up with Superman, but I have to keep up with the seemingly endless list of *other* Supermen. Honestly, how many time-traveling clones and evil/good alternate reality twins can one guy have?! Does anyone remember when there was only Bizarro? I say Bizarro was enough. Alright, end of rant.

The other thing I thought was a little off was the *mysterious origins* of the character Enigma. I don't get what was so mysterious about him. Cause, as soon as he introduced himself I thought to myself, "Hey, isn't that...?". However, I have to say he wasn't *exactly* who I thought he was, because (wait for it...wait for it) this one was from an alternate universe. Hmmmm. How did I not see that one coming?

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