



Broxo

Zack Giallongo

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Can two young warriors defeat the walking dead?

Princess Zora of the Granitewings has traveled far to seek the reclusive Peryton Clan. But Peryton Peak is abandoned, and there's no sign of the civilization that once inhabited it.

No sign...but for a young warrior with no clan and no memory of his origins. His name is Broxo, and he is the key to a mystery that is far more dangerous than Zora can imagine.

Broxo Details

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Author : Zack Giallongo

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From Reader Review Broxo for online ebook

Erika says

Fun story, great art.

Melissa Chung says

This was a really good story. I'm guessing it's the middle ages? I had to look up clans. Clans are mostly associated with families in the Scottish Highlands. But, the wing headband Zora wears looks more roman to me. Romans did depart Scotland in the 5th century, but Broxo doesn't seem roman so I'm not sure when this story takes place.

Anywho, back to the review. Zora is on a mission to find Peryton Peak to find the Peryton clan. If she can bring the Peryton clan back with her, the princess will gain some credit with her siblings and her father. While looking for this clan, Zora comes across a few wild beasts. Broxo the kid King of the mountain saves her from the WALKING DEAD. Basically they are the ancestors of Broxo, but they are angry and so they are always ready to bite and kill.

Zora's mission has been halted to help Broxo with his. Revenge the death of his people and fix the mistakes of a past enemy. Together the young duo must work together if they are to survive.

Loved the illustrations, this is another graphic novel from First Second publishing and I love almost everything they publish. Cute middle grade/ YA story. I recommend.

GRPLTeens Grand Rapids Public Library says

Appeal Characteristics: strong female protagonist, humor, animals, undead human creatures, survival, homesickness, adventure, bravery, honor, spirits, outcast, stand a lone

This book is like Bones by Jeff Smith. It is kept in the Juvenile area...but it would be more appealing to YA readers. Due to the layout and just abstract concepts, I felt this book has potential to go either way. There was just a lot of implied stuff (that I love) and the storyline isn't necessarily linear so you might find it hard if you want to "really" understand the story. On the other hand, I really enjoyed it and felt I knew what was going on when it all came together. In saying that, kids could do it but they might be more concerned by the artwork, the humor, and the adventure. I really enjoyed it and it's been awhile since I've read a graphic novel that was a "stand a lone." That might be another selling point. If a kid doesn't want to start another LONG series...this is a pretty stand a lonish novel. I mean the ending is "open" enough that if he decides to keep going he can...but it's no Amulet.

In saying that the dynamic between Zora, Broxo, and Migo is pretty epic. I loved Broxo character development and I just loved the fact how take charge Zora was. They really balanced out nicely. The animals were adorable and I just pitied Ulith...I mean she's such that flawed "gray" area antagonist. I actually do think this book would make a great discussion for kids to want to explore that concept of that "shade of gray" character. She sorta reminded me of Gollum from LOTR.

Red Flags: Fantasy Violence

Vanessa ?Queen Alchemy ? Novel Nerd Faction? says

This was an incredibly adorable read. It's kind of a mix of genres- horror, fantasy, and history. I really liked that Broxo's character spoke as though he was living all alone for years. Deep down the story is rather touching. I can't say much without giving away the plot, so I will just have to say that you should read it. This is more of a children's graphic novel, but I have no doubt that adults would enjoy it and find it adorable as well.

First Second Books says

Doesn't every like a good zombie-barbarian teen love story?

(Okay, wait. The zombies and the barbarians don't fall in love. Just to be clear. I feel like love + rotting falling apart bits = not the best combination.)

This book is the story of Broxo, a barbarian who is the last of his clan. When a (girl) barbarian from another clan comes along on a quest to discover what's happened to his clan, all the secrets of his past start bubbling up and causing trouble for everyone.

This story has: witches, large furry animals (really large furry animals!), swords, and amnesia -- all the classics!

How could you not want to read that?

Angie says

Book talk:

Zora really wasn't supposed to be there. In fact she kind of... snuck away from home. Her family might think she's dead.

She climbed Peryton Peak in search of the Peryton Clan, hoping to forge an alliance that would make her own clan proud. But instead the Peak is deserted and the land defiled, with little to eat or drink.

That's when she meets Broxo, who calls himself King. But where is his clan? He seems young to be a king, and while he's proficient at using swords and axes to chop up the walking dead who roam the peak, he refuses to tell Zora anything about where they came from.

Then there's Ulith, the strange witch who lives in a hill. Her powers can keep the dead at bay, temporarily. She could help both Zora and Broxo. But will she?

Sarah says

I really wanted to like this more. I mean it's zombies, barbarians and a witch. It fell flat and needed a bit more characterization and plot.

Seth T. says

[This isn't a picture of my body exactly, but perhaps consider it a rough approximation.]

I used to be pretty athletic. Hiking, skimboarding, boogieboarding, skateboarding, running, jumping, destroying things that weren't my body. It was an awesome time to be alive. I was reckless and wild and harboured little care for decisions that entailed in some form or other the principal question of *How much is this going to hurt?* Twenty years later, nearly every activity I choose to engage revolves distinctly around how much discomfort or outright pain the activity might incur. Because unfortunately, all those wonderful things I could do eventually seemed focused on a single goal: destroying things that were my body.

In my early-to-mid twenties, miscalculation and overestimation brought me injury after injury. Head injuries, neck injuries, back injuries. Ankles, shoulders, fingers, hands, knees, groin. Injuries so far as eyes could see and injuries in dark places hidden by layers of flesh and sinew. I was used to healing quickly and so used to returning to activity quickly, sometimes even instantly. As I grew older, the pace of my healing slowed but my habits didn't care and so I bounced back from my wounds too quickly and, being off-balance, slow, and in a body that wasn't one-hundred-percent operational, I compounded my injuries. The fallout of course is that now, so many years later, I live in near constant pain. From ankles that sprain and swell while Facebooking to a back that cannot survive a sneeze to shoulders that cannot throw a tennis ball overhand. Sitting on the ground for a half hour will ruin me for a week. Rolling over in bed means waking again for the tenth time in half as many hours. Fascinating, I know.[1]

The point of all this is to say that when I was younger, I wanted to be Broxo or Zora. Now though, I am content merely to take in their vagabond adventures. Even though half my concern for them is tied to how badly I would hurt the next morning had I the need to sleep in the conditions that make up their daily ritual.

The titular Broxo (of Zack Giallongo's *Broxo*) is not the main character of his own book. That distinction goes to Zora, a warrior cut more from the mold of Miyazaki princesses than from Disney's pampered-chef variety. She's no fan of slumming in the wastelands, but she's doing her bit to support her family's vision of uniting the five clans under a single purpose—and because that end requires means so unappetizing as crawling the wastes, that's what she will do. She's pretty badass like that. Plus, she has awesome little decorative wings on the side of her headband and she's easily the first character I've ever seen pull that one off. (Sorry Captain America. Sorry Hermes. Sorry Hawkman.) She's also smart, tenacious, and maybe not so competent with a sword as the loner she meets, a boy king named Broxo.

[Really, it's hard to argue, even if he has worse skinned knees than my son. Who wobbles when he walks.]

Broxo opens with Zora cresting a plateau in search of the Peryton clan so that she might deliver the news of unification, that all the people of the Penthos might once more be as one. She finds instead a pretty shabby place, a land mostly of gloom and murk—deserted save for a small few inhabitants, each with their own things going on. One of these is Broxo, and the remainder of the book dwells on their interactions and adventures. These, despite their clash of cultures and the gathering darkness, are a joy to follow.

I'll tell you this now: the fact that there isn't presently a sequel to *Broxo* rushing from the printers to the publisher on its way to a speedy distribution breaks my heart. Because I want more of these two. I want more

adventures that will make me hurt all over vicariously (even if the characters themselves seem immune to my own current frailties). Giallongo has charmed me.

[]

A large part of *Broxo's* depth is founded on its principal two characters. Both Zora and Broxo are mixes of strengths and weaknesses, a combination whose powers come to outweigh its inadequacies. Zora is brave but foolhardy and reckless. She's good with a bow and okay with a sword. She's driven by her ambitions but is a bit ethnocentric, leaning on the belief that her civilization (the one doing the uniting) is the superior and that what's left of Broxo's betrays barbarian savagery. To usurp *Avatar*, she's got a lot to learn before she's ready to unite anybody.

Broxo is himself a strong fighter, wily, and at home with the dangers of the plateau, but he's ignorant of many things. He's weighed down by a history he only partly knows and a past he's largely forgotten. He's far from socialized and despite his guileless overtures, he trips a number of social blunders that make working together with Zora a difficulty. He has a larger responsibility than he's aware and swaggers a bit more than he deserves.

[That ma-ha-jick moment!]

The beautiful thing about *Broxo* is watching these two strong figures bend and snap and bend again in order to preserve their lives, understand each other, and ultimately evolve closer to that personal state that was previously sequestered in the realm of Mere Potential. As in any realistic growth situation, there's friction and forgiveness. It's a good and well-thought-out relationship and not one I expected to find in what is essentially a Conan-esque tale of adventure, fantasy, and zombie apocalypse.

[]

Though threats come from several quarters and are due several motives, the most overt trouble comes from the Creepers. Also called the Ancestors, these undead roam across the plateau bringing doom where they tread. Their existence is new to Zora, so their plight on the plateau occupies a kind of facile mystery element in the story. They are the bow that Giallongo ties to neatly draw together so many of his narrative threads. That they're well-conceived saves us from feeling that we're reading one more overcooked zombie book in what has been something of a decade-long glut of the material. That they're not just shambling once-deads is important and for me was first underscored when Broxo has to fend off a child Creeper. It's a good story moment.

Giallongo's art is lively and his figures well-composed. His staging, whether we consider his characters, their actions, or his landscapes, is immaculately designed. We'll often read praise of certain novels or films in which the artist so invests the creative impulse into depicting the location that the location itself becomes a character. Paul Auster's New York City in *City of Glass* and its sequels. Sergio Leone's Old West in *Once Upon a Time in the West*. Et cetera. Giallongo does this very thing with his depiction of the Peryton's plateau. Its very anatomy tells you who it is and alludes to the story it enfolds. I'm not sure it's fair, but I couldn't shake the sense that Giallongo is a man influenced by Miyazaki (as should we all be). Beyond the presence of his environments and some of his staging, many of Giallongo's character designs may have fallen right out of, say, *Nausicaä of the Valley of the Wind*. See? Check out this old lady:

[Sooooo Miyazaki!]

I'm glad I read *Broxo*, even if I squirmed to see the conditions in which these characters relaxed. (It's one thing to tread a stony path and another to lounge on it.) There was a time when I may have been able to keep pace with their antics, but that is a distant history. It hurts to be reminded of my decline over the years, but the relish with which Giallongo approaches his characters and their plight brings out the sunshine again. I wasn't entirely truthful in my earlier stated desire for a sequel to *Broxo*. The truth is I want four. At least.

[Review courtesy of Good Ok Bad.]

Footnotes

1) A particularly bitter irony is that I still subconsciously think of myself as an athlete. Playing with my kids, I still daily overextend myself without thinking. Even in the midst of incredible pain, I'll thoughtlessly grab my daughter and flip her up high into the air, knowing that she loves it. Never mind that I won't be able to move an hour later.

The saving amusement here is that I'm consistently able to quote to my wife from *The Fantastic Mr. Fox*: Do you think of me as an athlete? I think of me as an athlete, but I don't feel like you think of me as an athlete.

Never fails to lighten our mood about the whole thing.

Nick says

Daybreak by Brian Ralph and Broxo by Zack Giallongo

Why did I read it?

Daybreak: I referenced this book in my Teen Literature class for my Master's in Information and Library Science.

Broxo: It was an advanced reader copy that looked interesting.

What happened?

Daybreak: Your eyes snap open and you see a one-armed man walking toward you. He mentions that you don't want to be out in the open when night falls, so you follow him. After grabbing some food and meeting his dog, you settle in for the night. But sleep won't be easy with a horde of the undead outside...nor will surviving...

Broxo: Princess Zora has traveled way too long for her quest to be this pointless! Hoping to open negotiations with one of her fellow tribes, Zora had traveled for many months only to find the supposed home of the clan abandoned. All she finds instead is a lone warrior named Broxo, who has become accustomed to the harsh landscape and random undead that make life interesting. Even though Broxo doesn't seem to mind, Zora can't rest until she finds out what happened to the missing clan, and the real secret behind these monsters.

What did I like or not like?

You might be wondering why I put 2 reviews into 1 post this week. First of all, I'm taking a break for the holidays, so I figured I'd give you 2 books to try and hold you over lol.

The other reason was even though I heartily enjoyed both books, there wasn't a whole lot to make a review out of. The stories aren't too long, so I didn't want to give too much of the plot away.

But here are some things I can tell you. Both are graphic novels, and both include the undead, but that is really the only similarity between them. Daybreak is first person perspective (in a graphic novel which is cool), and Broxo is third person. Daybreak is more realistic fiction/sci-fi, and Broxo is more fantasy. Daybreak has a very limited color palette, and Broxo has a very lively color palette.

You know how sometimes you read a book and it wasn't necessarily heart-wrenching, hilarious, thought-provoking, or amazing, but was still enjoyable to read and worth your time? That is how I would categorize these 2 titles.

Let me know what you think when you read them, and have a Merry Christmas and a Happy New Year!

Jennifer Green says

I enjoyed the illustrations and the story. The plot was smooth and does present a full story without needing a sequel. Although a sequel isn't out of the question.

Anastasia says

4.5/5 stars

In this wildly entertaining fantasy debut we meet Broxo, the only surviving member of a tribe of barbarians who once occupied a now-desolate mountain. All alone in the world, Broxo spends his time on the mountain hunting and avoiding the man-eating walking dead that periodically drag themselves out of a fetid lake.

Everything changes when Zora, a foreign princess, arrives on the mountain seeking Broxo's lost tribe. Can the two young warriors together defeat the living dead?

Broxo is the debut graphic novel by Zack Giallongo. I picked this book up on a whim because the cover was very intriguing. The art style was beautiful. There were a couple pages where there were only a couple words of dialogue. This was really interesting because many of the graphic novels I have read try to bombard you with dialogue to make up for the subpar scenery that doesn't change. This graphic novel kept you on your toes. With ghosts, zombies, witches, and an amazing friendship.

The only thing that made me lower my rating were awkward information dumps that were unneeded or weren't fully explained. The author would give you information out of the blue that you didn't think would pertain to the story, since they never explained why or what it is their saying, but then chapters later they would make references pertaining to this information. I felt like all o the characters involved knew what was going on except for me.

I felt really connected to the friendship that formed. The female lead was *powerful and strong* , and the male

lead was *strong* but had a gentleness about him that made you want to melt. Together they were this cute and awkward fighting duo. And the best part? There wasn't any romance. None. At all. They just had this beautiful platonic, best friend, sibling, dynamic. And that was all they needed. They didn't need to be making out every time they killed someone or have awkward sexual tension when they went out hunting.

All in all this graphic novel has been one of the best I have read this year, maybe one of my all time favorites. The characters were realistic, the art was amazing, and the plot kept me guessing until the very end. I highly recommend this graphic novel to everyone.

Jessica at Book Sake says

Graphic Novel Review by Chris

There is a really subtle brilliance with Broxo. The story is simple fare with an appropriate climatic ending, but the real power of this book is the moments in between the story. The characters feel alive in this book. The relationship that blossoms between the two main characters is tangible. Even the back story of secondary characters and the villain gain a life of their own. I could really see Broxo and Zoro being a kid's favorite new characters.

The book is very easy to read. It never feels heavy on the story, but it still seems to say so much. It has the feel of a classic about it. It reminds me of when I was a kid and I read these books that felt so real that I wanted to be in that world and I'd imagine myself there. That's what Broxo did. It transported me back to when I was kid and I pretend sticks were swords and trees were evil knights.

The artwork is expressive and character's emotions display vividly on the page. It ranges from humor to anger to embarrassment and delivers that all perfectly. The action sequences really carry a lot of speed and intensity.

You really can't go wrong with this book. I found myself wanting to snuggle up in bed with this book and be engulfed by it. Bonus points for zombies as well.

Graphic Novel Review by Kole

Broxo is all about the characters. The story may not be all that, but watching the characters and how they interact is a treat. Each one has their own personality and some you just hate. The author does a great job at pulling emotions from you for these characters. You root for the good guys and hate the baddies. It took a little while for me to understand what was going on, just because of the use of family names and places we don't use, and the main characters constant curse word is different from ours. There are many parts of the story that will leave you wondering, not necessarily in the good way. There are just things that weren't explained enough for me. But I put that aside and tried to judge this book based more on the characters and their growth throughout this graphic novel. I really wish we could see them in another book, but we'll just have to settle for whatever new ones Zack Giallongo brings us. And by "settle for", I mean enjoy.

Book Received: For free from publisher in exchange for an honest review

Honya says

For first impressions, Broxo wasn't a bad graphic novel, but it didn't really grip me or win my affections

either. It's got a fairly contemporary graphic novel style, as opposed to a classic comic book or a manga style. The visuals work, for the most part, although I must confess that it took me a moment to realize that Zora was actually a girl. In general, the style is just kind of more "boyish" if you will, rougher lines, strong movement, that sort of thing. If this were a manga, it would be distinctly shounen. The colorization supports that same feeling, although this is definitely intentional, with dark, neutral colors being dominant in this desolate place. The characters, again, weren't bad but didn't particularly win me over either. Partially, this is because the reader is dumped into the story at a point where everything is happening to the characters, but you've got no backstory, no reason to relate to the characters, nothing. So I didn't really feel for their situation like I should have, at least not until much later in the story. Zora and Broxo's relations with each other were weird, too—at one point awkwardly distant, at another fighting or working alongside each other as if they'd known each other for years. I guess part of that may be intentional, since they do seem to be at that awkward age where emotions and social skills are just all over the place anyhow, but it still made their relationship kind of hard to understand. And the whole mystery thing was weird, although some of the adventure parts of the story were interesting in a shounen sort of way. So yeah, Broxo definitely isn't my favorite graphic novel ever, but it wasn't especially bad either. . . .

Melki says

Wow - this was a delight! The art, the story, the warm, evocative colors! Strong female characters, including a kick-ass granny.

This book should be eaten alive by Bone fans.

Jennifer Haight says

Broxo is the debut fantasy graphic novel by Zack Giallongo and it is released today October 2, 2012. Although it is beautifully illustrated and does have brief moments of intensity and story clarity, there are too many confusing frames and sub-stories for me to fully recommend this title.

Broxo is the lone survivor of his village which was slain by their own ancestors who had become zombies because they didn't blow on the Wylern to summon the Stag who would lead them to the underworld. Confused? I'm pretty sure that the projected teen and pre-teen intended audience will be too.

Broxo is visited by princess Zora who was sent to find the Perytons, the villagers who have been slain, in hopes that their villages could work and trade with each other. The adventure scenes are exciting and fabulously drawn, unfortunately when combined with the Norse, Neanderthal, Athenian, Lord of the Rings stew of mythologies they are complicated to follow. This is a beautiful book with a good sense of humor and will be appreciated by mid to late teen readers of deep fantasy but it's too incoherent for the average graphic novel fan. Follow this link to see more of the book: <http://us.macmillan.com/broxo/ZackGia...>

My GoodReads rating: 3 stars
