



## Okko: The Cycle of Earth

*Hub , Edward Gauvin (Translator)*

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## **Okko: The Cycle of Earth** Hub , Edward Gauvin (Translator)

It is the Winter of 1109 in the official calendar of the Pajan Empire. Okko and his faithful companions — the mysterious masked Noburo, Noshin the monk and young Tikku — arrive at the City of the Blasting Powder. While seeking a guide to help them cross the perilous chain of the seven monasteries, they meet a skillful warrior: Mow of the Wind. Okko and his companions seek the Forbidden Libraries of the Eighth Monastery on the Roof of the World, but the way is dangerous, and the ancient powers of the Earth demand a blood sacrifice when awoken.

## **Okko: The Cycle of Earth Details**

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## From Reader Review Okko: The Cycle of Earth for online ebook

### Johnny Mattei says

#### AMAZING!

I can't stop seem to put this book down, it's so good and beautifully illustrated. I can't wait to finish the series.

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### Karissa says

This is the second book in the four book Okko graphic novel series. The illustration in this series has been top notch; this volumes continues some wonderful world-building and has a very well done plot.

This book follows Okko and his companions Noboru (crazy fighter in mask), Noshin (the sake loving monk) and Tikku (young boy from the first book) as they continue on their quest to hunt down the pirates/demons that took Tikku's sister. In this book they arrive at the City of Blasting Powder and find they must navigate a series of seven dangerous monasteries. During their travels they find that the monastery they seek lies outside of the sevens monasteries and is a mysterious eighth monastery on the Roof of the World. At the eighth monastery they must find the Forbidden Library if they are to continue on in their quest.

My favorite part about this graphic novel was the amazing illustration and the excellent world building. The whole story takes place in the Pajan Empire which has a very Asian feel to it. The characters are all mysterious and interesting. The majority of the story is told from Tikku's point of view (he narrates the story but from the future looking back into the past).

There are some crazy demons and the characters stumble upon a number of perils during their journey; so as you can imagine there is a lot of action in this story. We also meet a new female samurai and she was a great addition to the story.

I do have a couple of complaints. There are a lot of characters in here that look similar, so sometimes it is hard to keep track of who is who (you really really have to concentrate and pay attention). Additionally text and drawings are a bit small and hard to see/read. I have to read these books under really good bright light or I have trouble seeing detail in the drawings. I am reading this as a hardcover, so it should be full size.

This story ends at an excellent point and I am curious to see what the third book, The Cycle of Air, has in store for us.

Overall this was a very well done fantasy graphic novel. The illustrations are amazingly detailed and beautiful and I love the world created here. The characters are mysterious and engaging as well. The characters do look a bit the same and there are a lot of them, so sometimes the story is a bit hard to follow. I would recommend this series to fans of historical fantasy graphic novels. If you like Okko I also recommend Vinland Saga which is a historical manga that I love even more than the Okko series.

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### Mayank Agarwal says

This can be read as a standalone without any problem but it's better to read Volume 1 first. For those not familiar with the setting the story is based on a medieval-themed Japanese style kingdom only it's full of mystic arts, magic and puppet controlled robots.

This volume is better than the first one, we get to discover more of the interesting world. New characters have joined our adventure seeking group, while we still have not yet discovered the past of our core group. I for one would like to know more about them, who and what they are, a little dig into their past would be welcomed. This story has more humor and intrigue as compared to previous one. Loved the ending, it had a nice clever touch to it.

The best part of the Graphic Novel is still the art, each of the page with its 5-7 panels deserve a page by itself, they are that detailed and well-drawn. The art is refreshing as it's very different from the earlier volume which was based on an island, sea-based adventure; this time around we are in snowy mountains. Looking forward to what is stored in the next volume.

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## Stephanie says

(l'analyse française au-dessous)

Okko, Noburo, Tikku and Noshin, in search of Little Carp, find themselves at the city of Bakuyaku where the last festival before winter is in full swing. While there, they seek out a guide to take them over the mountains towards the north of the country – until a man comes desperately to Okko with a tale of mysterious people with the mark of the crow. With his dying breath, he asks Okko to warn his lord Setzuka Bashimon...

I found the initial journey from one monastery to another somewhat tedious, but I also know that this is a normal and necessary trope in the great histories and fables like Okko. But, with these little journeys before the expanded group arrives at the mountain Roof of the World, we meet the incredibly strong women Cutting-the-Wind and Setsuka Bashimon – two singular, strong, and – more surprising in this society – autonomous women. When the expanded group comes to the Roof of the World, the story became much more interesting, and I had a hard time putting it down.

The adepts of the sect wearing the emblem of the crow are an evil enemy but at the same time, interesting. Let's give a warm welcome to zombies in this book! What will it take to destroy such an enemy, who has this power over death? What will be the sacrifice in order to win?

I also like that we read this history from the adult eyes of Tikku, with his reflections at thoughts. What's more, the art is very detailed and beautiful.

J'ai trouvé le voyage initial d'un monastère à un autre un peu ennuyeux, mais je connais aussi que ceci est un trope quotidien et nécessaire dans les grands histoires et fables comme Okko. Mais, avec ces petits voyages avant que la groupe agrandie arrivent sur le montagne Toit du Monde, on rencontre les incroyablement fortes mesdames Fauche-le-Vent et Setzuka Bashimon – deux femmes singulières, formidables, et -- plus surprenantes dans cette société -- autonomes. Quand la groupe agrandie s'approche au Toit du Monde, l'histoire est devenu beaucoup plus intéressant, et j'ai eu du mal à m'arrêter à lire.

Les adeptes du secte portant l'emblème du corbeau sont un ennemi mauvais mais au même temps, intéressant. Bienvenu au mort-vivant dans ce tome ! Qu'est-ce qui est nécessaire pour détruire un tel ennemi, qui a ce pouvoir sur la morte ? Quel en sera le sacrifice pour gagner ?

J'aime aussi qu'on lise cette histoire des yeux du Tikku comme adulte, avec ses réflexions et pensées. En plus, l'art est très détaillé et beau.

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### **andrew y says**

Forget Ninjai. I'd kickstart this r-rated animated epic so hard it'd make Double Fine Adventure look like an amateur project.

I'm not sure what that means either but this is excellent.

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### **ray-chel ♥ says**

Beautiful artwork.

Storyline was not for me.

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### **Nicholas Siebers says**

I liked this one more than the first one, although it still feels rushed at times, with important doings happening in panels that are too small to make the story clear. I did enjoy it, and will keep going with the series.

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### **Greymalkin says**

I had high hopes that once it got past the "establish the characters and world" clunkiness in the first book we'd get a bit more complexity or better pacing. But alas no. I kept waiting for there to be some sort of entertaining twist or something but no, it's just a slog to the end of a plot that you can see the answer and resolution to in the first few pages. Huh, there are 7 temples? What are the chances they are going to have to go visit every single one and yet not find what they seek until the last one gives them a clue? 100%, apparently.

The female characters were even more frustrating in this book, though at least there were some, and they got to speak and at one of them even got through the whole book without having to show her naked breasts but... eh. That's not exactly parity. The art continues to be pretty good but lacks dynamism, trying to make up for it with lots of swooshy lines and words not in speech bubbles, but it's almost impossible to follow the action panel to panel and it skips and jumps oddly in time and location. It would be fine if it's a stylistic thing (like trying to imitate woodblock prints) but it's not. I can see why some enjoy this, there are elements that are fine, but it's not for me.

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### **Jeff says**

The second volume of the collected *Okko* is even better than the first, with a more engaging story based on a

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reclusive sect of necromantic monks. Hub decorates this creepy tale with all the trappings: forbidden libraries, female samurai, and combat bunraku (puppets). It's all a lot of goofy fun, but Hub is a genuinely talented illustrator, and his lush, colorful panels are adorned with plenty of action and beautiful landscapes in the style of medieval Japan. This is a great export from the European comics scene, and it's a treat to follow a series that's as competently executed as *Okko* is.

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## Diz says

The art is beautiful, just as it was in the first volume of *Okko*. This time, the team of demon hunters travels through the snowy mountains of Pajan, a Japan-like fantasy world. The story in this volume is a bit weaker than the first volume. There is a long section towards the beginning in which the team travels from monastery to monastery to find some vital information for their mission. At each monastery they are told to visit the next monastery. While the scenery is beautiful, it feels like treading water a bit at the beginning. Also, there is a running joke between two of the side characters that wears a bit thin. Overall, it's weaker than the first volume, but if you enjoyed the first one, you'll probably enjoy this one as well.

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## Václav says

I felt in love with *Okko* lore and looked forward to second book. The art is rock steady, the same sharp perfectly drawn lines with spot on colouring with changing vividness from pastel-bright to pale colours (and I love how the undead and "evil monks" looks). The story is always excellent, but first half I had bid of a struggle with dialogues, long texts (not necessary bad) are stiff and not so easily digested as in first book. On top of that, the part with travelling over mountain monasteries has plenty of them. Even this was bit of a struggle, the book as whole is very nice, the story is beautiful with both heartbreaking and heart-warming end. The style of storytelling from young monk's point of view (in his elderly years now), adding nice closure over other characters and how their destiny was, is very comforting. This is beautiful.

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## Marco Silva says

Once again a good story with good art is delivered. I recommend this book. It's a pity that there are not enough people reviewing this saga on their youtube channels. The fact that it is a french bande dessinée says a lot, unfortunately. Hope to see this adapted to an animated series one day. I still haven't understood what with the cocoons inside the battle bunrakus...

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## Paula says

This volume is the next story arc, *The Cycle of Earth*, for our ronin, *Okko*, and his gang of adventurers. It takes place over a harsh winter of Panjan. The artwork is beautiful once again, just like the first volume. I loved the rough-around-the-edges *Skyrim* feel this story presents. *Okko* and his companions travel through great heights past temples, ruins, and abandoned mines to track down the clues that will enlighten them on the path to their quest. In this story, the gang is investigating a secret sect of monks who bear the sign of the raven. There is mystery, sorcery, adventure, and a looming peril. I loved the pacing of the plot and it was easy to follow along with. Noshin, the monk, is absolutely hilarious. So far, this is a really unique series and

I can't wait to read the next volume.

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**Pogue says**

I am going to have to look for the other books. I liked the myth of this story.

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**Ira Livingston says**

Hub continues his story of the world of Feudal Pajan, still engrossing but not as good as the first volume.

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