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## The Covenant

*Aron Coleite*

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**Aron Coleite : The Covenant** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Covenant:

12 of 17 people found the following review helpful. Much better than the movie...By ChibiNekoI picked up this comic hoping that it would clear up some of the hanging plot threads from the movie, or at least be better than the movie. I was not dissappointed. The movie pretty much only resembled the comic in name characters. Chase Sarah were characters exclusive to the movie. Even the storyline was started from scratch. Sony has said that while this comic was

put out as a promotional piece, it has nothing to do with the movie is an individual story of its own. The comic's storyline starts with four young children (Pogue, Miller, Reid, Caleb) heading off for a summer at camp. While they are there they are terrorized by one of the counselors, Jambo discover that they are descendants of a legendary group of warlocks. They had no previous knowledge of this, despite their teacher (Twoberry) claiming that their fathers went through the same things when they were kids. The children use their powers to punish Jambo by giving him the image of the camp's resident monster, the Woods Hole Warlock. Flash forward to their teen years the four have to return to the summer camp in order to stop a menace that is mysteriously sucking the souls out of a few of the town's occupants. Once there they run into an old camp buddy find that nothing is as it seems. Now the only thing that kept me from taking this book seriously at times was how it threw the image of the pentagram around. It is randomly inserted into the comic the artist can't decide whether he wants it to be inverted (evil) or right side up (good). It's actually ironically done, since the first lines of the comic are about how overused overmarketed the pentagram has become. There is often no explanation of why the pentagram was being used (or by whom). I assume that the inverted pentagram was to represent it being used by the "bad" character of the book, but since there is no explanation I'm not sure whether to blame it on a storyline oversight or the artist's mis-education. This kept me from seeing the comic as anything other than a good piece of marketing fluff. 1 of 7 people found the following review helpful. DisappointedBy Bookwyrms This product wasn't what I expected--the portion of the story that takes place when the main characters are 13 is pretty good, but the part that takes place when they are 17 was disappointing. The characters nothing like their counterparts in the movie. 1 of 9 people found the following review helpful. This sucksBy Schenley Spartan Good art, crappy plot. Is basically story of 4 guys getting pentagram tatoos. Completely ignores 5th covenant member. Completely different from the movie THE COVENANT, but is supposed to be connected

It's summertime. Kids go off to camp to learn, grow, and play. However, when 13-year-olds Caleb, Pogue, Reid, and Miller's parents send them to Camp Iwahanee for the summer, it isn't for bonfires and canoeing. The boys discover they're next in line to become the Covenant, the most powerful Warlocks in the world. Unfortunately, 13-year-old boys with unlimited powers are bound to experiment. Four years later, when an evil haunts their old campground, the Covenant fears their childhood mistakes have come back... to haunt them.