



## The Unwritten, Vol. 3: Dead Man's Knock

*Mike Carey (Writer) , Peter Gross (Illustrator) , Steven Hall (Foreword by) , Yuko Shimizu (Illustrator)*

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The third volume of the critically acclaimed *New York Times* best selling new series from the Eisner-nominated creative team of Mike Carey and Peter Gross!

The fictional adventures of Tommy Taylor are the biggest publishing sensation of the still-young century. And now, years after the last volume, Tommy's creator Wilson Taylor, long missing and believed dead, is unleashing a brand-new Tommy Taylor book upon the world. There's just none problem: It's not a new Tommy Taylor book at all.

Sinister forces have create a fake book in Wilson's name, a fraud designed to destroy his literary legacy – and coax the reclusive author of hiding so they can destroy him once and or all. But they didn't count on Wilson's most powerful creation: his son, the real Tom Taylor.

To unmasks the truth about the new Tommy, Tom must confront some of the darkest secrets that surround him, from the hidden fate of his father to the secret origin of his closest friend to the true nature of his fictional alter ego. Will Tom be able to stop his doppelganger's return? Or will the publishing event of the decade lead to the end of time?

**Collecting:** *The Unwritten* 13-18

## **The Unwritten, Vol. 3: Dead Man's Knock Details**

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Author : Mike Carey (Writer) , Peter Gross (Illustrator) , Steven Hall (Foreword by) , Yuko Shimizu (Illustrator)

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**Download and Read Free Online The Unwritten, Vol. 3: Dead Man's Knock Mike Carey (Writer) , Peter Gross (Illustrator) , Steven Hall (Foreword by) , Yuko Shimizu (Illustrator)**

## **From Reader Review The Unwritten, Vol. 3: Dead Man's Knock for online ebook**

### **GrilledCheeseSamurai says**

This 3rd volume is where the story really starts to take off! Don't get me wrong - the first two volumes were chock full of '*HELL YEAH*,' but it's in this third arc where, as the reader, you discover that you have to be alert and pay attention to what's going on. This story is smart. You can't be dumb.

Also...**CHOOSE YOUR OWN ADVENTURE!!** What? Awesome! I loved how we finally got the goods on Lizzie Hexam and it was presented to us as a Which Way book. Lotta fun to read - but brutal on my physical TPB. Fucking gutter loss, reading those horizontal pages made it pretty much impossible to not crack the spine a little.

I freaking love how many layers this story has going on in it. This is my second time reading this volume (I think after the next volume I will finally be into the books I have not yet read) and there were still tiny little things that I hadn't absorbed from my first read through.

All the characters really start fleshing themselves out in this one. I fucking love Pullman as a villain and I hate Callendar appropriately. The Count also steps up his bad-assness which makes for an interesting plot twist, and really, there is so much going on with all these arch-type bad dudes that I'm still trying to piece it all together.

Don't even get me started on Savoy and Lizzie. I love them both! They are the perfect Sue and Peter for Tommy! I love the changes made in Savoy - I can't wait to see how that all evolves, and now that we have a better grasp on Lizzie, I'm sure a curveball is going to be coming along to mess all that up as well.

The Unwritten is a damn fine comic book and with the end of the epic journey looming closer every day (final issue is sometime this year I think) I am beyond excited to see how Mike Carey plans on wrapping everything up! Still, I'm not rush myself. I have a hell of a lot of story to catch up on before I have to worry about not having any left to read!

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### **Laurel says**

So good! I wish more people read graphic novels - they're willing to experiment and expand the boundaries of fiction in such extraordinary ways. I can't wait to see where the story will travel to next!

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### **Tara says**

The ingenuity and skill of this series continues to boggle my mind. Are you a reader? Read it. Read it. Read it.

a quote from the intro, by Steven Hall:

*Most people don't have the first idea about the true power of stories. I'm sure you know this. I'm sure you do, because you're a reader - you're reading this book right now. You're bound to know a thing or two about it.*

*Maybe you're the woman on the train who doesn't ever let the raised eyebrows of grey-looking office workers put her off her comic books. Maybe you're the kid at high school who gets teased for always having his nose buried in a Stephen King. Maybe you're a writer, like me, who was always being told, "When are you going to grow up and do something useful with your life?"*

*It doesn't matter which one you are, just that you're one of us. You're clued in. You know what they don't. You know how it all works. Or at least, you will soon, if you keep reading this book.*

*It's a sad fact that most people can't even spot a story when they see one. Most people don't know that stories aren't confined by the covers of books or by half-hour slots on TV. The world is made of stories. The world is driven by stories. When a sunburned-friend tells you about their holiday, it's not a straight list of everything that happened to them - it's a story, an anecdote with a plot, a beginning, a middle and an end. Each one of their holiday snaps is a story too. When you're making a decision, and you imagine the possible outcomes - what are you doing if not telling yourself a story? History is a story. Society is a story. Countries are stories. Your plans are stories. Your desires are stories. Your own memories are stories - narratives selected, trimmed and packaged by the hidden machinery in your mind. Human beings are story engines. We have to be - to understand stories is to understand the world.*

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### **Danielle The Book Huntress (Back to the Books) says**

I preferred this to the last volume. I am still undecided whether I like this series as a whole. Good and bad. I love the literary nods and the concept of metafiction. How can I not as such a bibliophile? I find the imagination of this series infectious, but there is a lot of meanness with the storyline and the characters.

I feel a lot of sympathy for both Tom and Lizzie. They are both being manipulated by grand masters at the game. Lizzie is both better off in that she has more understanding of the situation than Tom, but worse off because of how she was used as a pawn. Her origins are pretty intriguing, in fact.

I liked the "Choose Your Own Adventure" part of the collection, but I couldn't figure out how to get past page 35, so I gave up and just read it panel by panel. Shame on me, veteran Choose Your Own Adventure book-reader.

The bad guys in this are truly evil, and I don't mean Count Ambrosio. The mustache guy, man I despise him. Waiting for him to be "written off," permanently. The rest are more of the corporate cabal type of evil (don't get their hands dirty themselves).

Tom is slowly gaining awareness of his situation and starting to realize he has power to shape his next steps in the battle against the Cabal his father sacrificed everything to fight. He also has two friends on his side, much like his literary counterpart, Tommy.

I'll keep reading.

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## Roseb612 says

T?etí a zatím nejlepší díl série, po p?edchozím mírném zklamání z druhého dílu, tedy op?t okouzlení. Kone?n? se n?co víc dozvídáme o tajné spole?nosti, která Toma (Tommyho) pronásleduje, stejn? tak i o minulosti Lizzie (Jane) a ve finále dojde i na dlouho o?ekávané setkání.

Ke konci knihy je op?t samostatná ?ást (jako v p?edchozích dílech, by? zde je to p?edposlední ?ást, ne poslední) - tentokrát ve form? gamebooku, což m? bavilo hodn? a pro?ítala jsem ji vlastn? ?ty?ikrát. Práv? na ní je velmi dob?e vid?t, jak jedna a ta samá událost m?že mít r?zné konotace a významy podle toho, jak se podá ve vypráv?ní. Skv?lá záležitost.

Kontext: Hned jsem se pustila do ?tení další ?ásti, ale na Leviathanu jsem se n?jak zasekla a prozatím se nem?žu "odseknout."

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## Rebecca says

More 3.5 for me. The Lizzie chapter was really cool and creative.

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## Teresa says

Despite the Our Mutual Friend (one of my favorite books) connection, I didn't like this installment nearly as much as the first two. That's probably because I never cared for the "Choose Your Own Adventure" books (my youngest brother read some of them), which is the well-done 'gimmick' in the middle of this book. I didn't follow the directions, but read the pages straight through, just as I was instructed **not** to do, but doing otherwise would've driven me batty. There's also one big unanswered question I have (not related to the "Choose Your Own ... " story) and I'm not sure it's something that will be addressed in a future issue.

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## Anne says

One cool thing about this volume is that you get a few answers.

I mean, not *all* of the answers, but enough to make you want to keep going with this title. I had a few a few suspicions that it was nice to get confirmation on, and there were some things that I didn't see coming at all. Good stuff!

Like most everyone else, I was really impressed with the issue that was a Choose Your Own Adventure of Lizzie's origin story. I thought it was neat that you don't get a definitive answer, because it looks as though she's not exactly stable enough to remember what actually happened. There were (I believe) about 4 different *major* paths you could take, and I really did have a lot of fun going back and forth between the pages. Kudos on the creativity, Mr. Carey!

If you're unfamiliar with this title, the short version is this:

A young man (Tom Taylor) finds out that the fictional world his father wrote about in his best-selling novels may be more truth than fiction. The main character of these books (think: Harry Potter) is named after him, and he's suddenly thrown into the center of a shitstorm that includes magic, assassins, and classic literature.  
<--It makes sense, I swear!

At any rate, I'm enjoying myself so far, and I'm looking forward to the next volume!

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### **Devann says**

This series continues to be really great, but this volume gets ...eh, let's say a 3.5 rounded down to a 3 for two reasons that, while annoying to me, might have no bearing on your enjoyment whatsoever.

The first is that one of the issues is a choose your own adventure style book about Lizzie's past. I am psyched that we got an issue all about Lizzie, but I hate choose your own adventure and also it just does NOT work when I'm reading this digitally. I cannot flip to page 50 then back to page 9 then ahead to page 29 then etc etc, it's just entirely too much. So I just read that issue front to back and while I was able to keep the two different possible backstories straight, it was just annoying to have to deal with it at all.

The second thing was the whole Messiah archetype thing and while I totally understand why it's there and necessary ...it also gave me horrible Chronicles of Narnia flashbacks so I was rolling my eyes a bit [we get it! the lion is Jesus! let me live my life, Lewis! I was not a CoN fan to say the least]. But everything other than that was interesting and it's nice to finally be getting answers on a few things.

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### **Ashley says**

**December 2015:** *The Unwritten* continues with a volume that makes the weird and fictional even more indistinguishable from reality.

Several things are happening all at once here. Tom, Lizzie and Savoy have reappeared in London after their jaunt in "Jud Suss", only three months have gone by in the real world for their mere hours spent in "Jud Suss". Tom is presumed dead in the fire at Donostia prison, and the world is abuzz with the imminent publication of the fourteenth and final Tommy Taylor novel, which appeared mysteriously on the editor's desk in the last volume. Why now? everyone is asking. Will Wilson Taylor be at the book launch? Where has he been for ten years, and what has he been doing? These are answers that Tom is particularly keen to find out as well. He wants all the answers from his father and is determined to go to the book launch, even though he knows it's a trap, for his father or himself, or both. Because yes, the book is a fake. It was written by the leader of the cabal, Callendar, as a strategy to undermine the base of Taylor's power, which comes from all the billions of readers reading and loving his books, their Jungian subconscious creating a literal base of power that can shape the world.

Also going on: Lizzie is having a crisis of identity, and one of the issues in the collection is centered entirely on her backstory, told in a "Choose Your Own Adventure" type of way that is as frustrating as it is fun (it's just a little hard to hold a comic book turned sideways like that). Her story sheds light on the ways that fictional characters enter our world, and shows us where she came from and why she's so determined to help

Tom. On top of that, Count Ambrosio nee Warden Chadron, has followed them to London and turned Savoy (temporarily?) into a vampire. And the mysterious and threatening Pullman is lurking in the shadows, waiting for Tom and his father to show so he can kill them.

This volume is where *The Unwritten* really hits its stride. You know what's going on by now, and the mix of literary allusion, underlying themes, and existential crises are mixed perfectly with the actual plot of the story, which takes some tricksy and exciting turns. And really, more than any other comic I've read, I find the writing in this series beautiful and moving. As Paul Cornell says in the introduction for Volume 2, this isn't just a series about literature, it's literature itself.

Now, on to Volume 4, which I remember gets kinda freaky.

**April 2011:** This series is crazypants smart. Don't read it on an empty stomach or you'll be too stupid to understand it. And, man, I can't say it enough times. The artwork in this thing is stunning, but also (and more importantly), consistent. Everything feels real, which, given the medium and the subject matter, is somewhat ironic. Want Vol. 4 NOW.

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### **Alan says**

The whole Tom/Tommy Taylor story appears on the surface to be a riff off of J.K. Rowling and Harry Potter. The whole story is much more than that, and writer Mike Carey (of the Felix Catsor novels) is beginning to tread deeper into the realm of metafiction. As in the impact of stories on our lives. We finally meet Wilson, Tom's father, and we do get some explanation as to why Tom and the Tommy Taylor books are important. While much is left unresolved this remains a fulfilling read.

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### **Sesana says**

I think I like the direction this seems to be going in now. Many of the plot threads from the previous volume have been wrapped up, or seem to have been wrapped up, with some new ones to keep momentum up. The Choose-Your-Own-Adventure style of Lizzie's origin was cool, clever, and a good reflection of what was going on in her own head. But I always did love Choose-Your-Own-Adventure books. It was easy enough for me to explore every path, because there's a lot of overlapping. Trying to read it straight through is probably a terrible idea, for the record.

One place where I lost my willing suspension of disbelief: the actual 14th Tommy Taylor book is awful, judging by the excerpts we're given. I can't imagine an actual book written in this style, with such a literally messianic character, would be well-received at all. I'm trying to take it as further proof that Wilson was working some interesting kinds of literary magic when writing it, because it is so hard to accept it as a legitimately beloved book.

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### **C.J. Nelson says**

The "Choose You Own Adventure" portion of this book alone made it worth reading.

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**Tim The Enchanter says**

I can't finish this. The series had promise and was quite ingenious in the way classic literature was incorporated into the story. Ultimately, the series suffered from schizophrenia and failed to be coherent. I could not follow the convoluted storyline and lost interest.

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**Mike says**

It starts out a confusing read - lots of secondary characters to keep track of/remember from the previous volumes, and sideways references to happenings/literary devices that I'm sure I'm not following. This series begs a re-read all at once.

I truly enjoyed the choose-your-own-adventure story in the middle. Not only does it give you a taste of where Lizzie's head must be, but also plays out her origin in a fun and Memento-like way. Re-reading the story non-linearly was an extra bonus, and the tale that plays out is at once weird and inspiring, so that by the end I can't wait to see where they're headed next. This is just getting good!

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