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Mythological Comics

Comics based on mythological themes.

A narrow genre which draws heavily from the themes, symbolism, and tropes of mythology, folklore, legends, and fables. These ancient tales once explained the mysteries of the universe and its elements—the weather, the world, the physical laws, the existence of living beings—as well as historical events. The genre often introduces figures from African, East Asian, Greek, Norse, Roman, or Indian mythology as characters, or adapts older myths and sets them in a fantasy world or the real world. These deities and heroes may factor directly into the book, or the focus may be on their descendants. Mythological comics can blend with the **fantasy comics** genre.

Common Elements

Familiar mythological archetypes
Deities
Demi-gods

Mystery
Magic
Heroic protagonist

Graphic Novel Examples

<i>The Complete Norse Mythology</i> (2023) by Neil Gaiman
<i>Dharmyoddha Kalki</i> (2018) by Kevin Missal
<i>Dionysos: The New God</i> (2022) by George O'Connor
<i>Hercules: Adventures of the Man-God Archive</i> (2018) by Joe Gill and Dennis O'Neil
<i>Hermes: Tales of the Trickster</i> (2018) by George O'Connor
<i>The Immortals of Meluha</i> (2010) by Amish Tripathi

<i>Kill the Minotaur</i> (2018) by Chris Pasetto, Christian Cantamessa, and Lukas Ketner
<i>Medea</i> (2024) by Blandine Le Callet and Nancy Peña
<i>Nico Bravo and the Trial of Vulcan</i> (2022) by Mike Cavallaro
<i>The Palace of Illusions</i> (2008) by Chitra Banarjee
<i>Ragnarök Volume 1: Last God Standing</i> (2015) by Walter Simonson