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Jimmy Palmiotti, Justin Gray

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Jimmy Palmiotti, Justin Gray : All Star Western Vol. 2: The War of Lords and Owls (The New 52) before purchasing it in order to gage whether or not it would be worth my time, and all praised All Star Western Vol. 2: The War of Lords and Owls (The New 52):

1 of 1 people found the following review helpful. Try These Books Out! By Josh Matheny I can't get enough of the New 52's All Star Westerns, and Jonah Hex makes a great character. Whereas his "partner" Amadeus Arkham is rather cliché, he can still give one or two surprises. In this book he also meets up Tallullah Black, and she's a great

character. The Tie-In to the Court of Owls has nothing to do with the over Volume 2s across DC's New 52, but it's nice to see it with an Old West feel. It gives more depth to the Court, and more history. The way Jonah fights The Crime Bible family, or Followers of Cain, or whatever you want to call them... I absolutely loved it. He's a vicious man but a brilliant man, and it's very subtle. If you're a fan of western comics, you should already be reading this. But if you're looking for something non-superheroic to get into, I suggest trying these books out. 0 of 0 people found the following review helpful. All Star Series By Slim Cat This volume collects issues 7-12. Jonah Hex and Dr. Amadeus Arkham are on the trail of Thurston Moody for actions played out in the previous volume. They track him down into Louisiana where Jonah reunites with a couple of masked vigilante friends, not that he likes that style, Nighthawk and Cinnamon. They discover a group of well connected bigots that want to deal with all non-Americanized persons fatally. After that adventure, Hex and Arkham return to Gotham to find a war breaking out between the Religion of Crime and the Court of Owls for the soul of Gotham. Tip o' the cap to the folks at DC and the fans out there for keeping this series going. I am surprised that this one has lasted as long as it did while other series with genre diversity, outside of the capes and tights (well, seems to be more armor today), have not fared so well. Plus, unlike a lot of those other series, this one is a buck more because of the extra pages for a backup feature. Yee-haw. One of the things that makes this series work so well is the fantastic writing team of Jimmy Palmiotti and Justin Gray. They give the hardened Hex a distinct voice that channels Clint Eastwood of his Western movie days. The art of Moritat is spot on for this book too. His grisly and rough pencils suit the characters as well as the landscapes he so wonderfully draws. Maybe it helps that this series is set in Gotham which sets up one of many connections to the world of Batman. That is not a trait that hinders this series though. The first two issues are entertaining as Hex gets to be in more his preferred terrain of the south. The cult he and Dr. Arkham go up against, the August 7, are a good challenge to our hero and show that Hex can be a hero not just a ruthless bounty hunter that follows his own moral compass that usually is more on the good side than the bad. Dr. Arkham provides some of the funniest moments here as he does throughout the series. Nighthawk and Cinnamon are a fun vigilante duo that give us a look at superheroism in the old west new 52. The conclusion is wrapped up in the beginning of the next chapter, issue 9 as it delves into the "Night of the Owls" event which spread across a lot of the Bat books issue 9's where the Court of Owls launch an attack on Gotham with their assassin group the Talons. I suspect Palmiotti and Gray had to cut their August 7 story short (and it does end a tad abruptly) in order to conform with the Bat-family tie-in even though their series takes place over a hundred years in the past. The next issues deal with the Court of Owls having to show themselves in order to reassert their control over Gotham with the threats of Hex and crew and the Religion of Crime wanting to make a claim to Gotham. The story starts with a focus on the Court of Owls and becomes a duel with the Religion of Crime battling Hex, Arkham, and a colorful young lady from Hex's past by the name of Tallulah Black. Tallulah is quite a character and one of the highlights of this series. The Court gets pushed out and seemingly forgotten by our group but the Religion of Crime story gives us an excellent showdown. The backup features are good but not as near as enticing as the main story. The first one focuses more on Nighthawk and Cinnamon and how they got their starts. The second installment focuses on Bat Lash; a ladies man who may have charmed his way into bed for the last time. And the final backup story is about Dr. Terrence 13, a man of science and ready to disprove the existence of a ghostly thief. All take place in the old west or east like Gotham city is set in, well, anyways of that style and flavor. 0 of 0 people found the following review helpful. Love the story, don't like the art By joshua burns Great writing but the art isn't my cup of tea, nor does it seem consistent.

Jonah Hex tracks the kidnapper Thurston Moody to New Orleans in pursuit of his bounty, he soon finds himself infiltrating the ranks of the anarchist group August 7, a group dedicated to eliminating the immigrant population of New Orleans. With Dr. Arkham in jail and his companions Hawkeye and Cinnamon nowhere to be found, things can only get worse for Hex when the Court of Owls begin to unfurl their plan to lay siege to Gotham.

About the Author Jimmy Palmiotti is a multi-award winning, multifaceted comic creator. He is a co-founder of Event Comics, Black Bull Media, Marvel Knights as well as Paperfilms. Palmiotti entered the field as an inker, but at DC he quickly demonstrated his versatility as a writer, authoring such titles as MONOLITH, 21 DOWN, THE RESISTANCE as well as Painkiller Jane, which was developed into a series for Syfy. In addition to being the co-writer of acclaimed series such as MANHUNTER, UNCLE SAM AND THE FREEDOM FIGHTERS and JONAH HEX, Palmiotti has since further broadened his comic vision beyond the printed page, co-scripting the story behind the successful Midway video game Mortal Kombat vs. DC Universe.