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J.H. Williams III, W. Haden Blackman

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J.H. Williams III, W. Haden Blackman : Batwoman Vol. 2: To Drown the World (The New 52) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Batwoman Vol. 2: To Drown the World (The New 52):

1 of 1 people found the following review helpful. Would Have Been Great If the Story Hadn't Skipped Around So Much, But Still a Good Tale By MereChristian *Batwoman, Vol. 2: To Drown the World* was a decent read, but it fell far short of the quality of the first volume. To summarize briefly, here is the plot. Kate Kane, aka Batwoman, is being

blackmailed into working for a US government agency tasked with investigating the paranormal threats against the country. The feds, with Batwoman's help, are on the trail of the sinister occult group that was behind the kidnappings in the first book, and now there is real hope that Kate can rescue these missing children and bring these villains to justice. Sadly, she finds the conspiracy she is fighting against a lot more complicated and deadly than she first thought. Elsewhere, her cousin, Bette Kane, aka Flamebird, is in the hospital hovering near death after being grievously wounded by the group Kate is investigating. This story is different from the first one, in that it is more used to move the ongoing story along and doesn't really have a self-contained story within the overall story arc as the first one did. Instead, though a fun read, it was kinda just one long, action-packed case of a story going nowhere (seemingly). I do think the writers could have made more of a satisfying mini-adventure within the greater narrative, but they didn't. I think this hurt the quality of the book. However, that is quite minor. The main problem with the story that the reader can take the writers to task for is the format of this volume. The narrative kept jumping from place to place like a kangaroo on crack. Every couple of pages was 'X' character at 'X' time. The narrative kept moving around in a thoroughly confusing manner. This was not a good story-telling device at all. Maybe someone should have reminded the writers that there is a reason the later seasons of *LOST* were the least favorite, largely due to moving around so much. This is not to say that there was nothing good about this comic. There were many praiseworthy elements. First of all, the art here was just as gorgeous as the art in the previous issues. Seriously, the rest of the artists at *DC Comics* at the time could have taken advice or lessons from the artists of this comic. Each panel is flat-out stunning. The personal character arcs were also impressive. At least what was possible to interpret of them from the meandering, back and forth manner in which the story was told. The writers here focus a lot on character development and it shows. The sweetest part for me, and what was the best part of the whole graphic novel, was the vigil of Colonel Jacob Kane (Kate's father) by Bette's bedside. Such sentimentality is often mocked as not true art, but *I* think, for what that is worth, that it is an essential part of what makes life, and art, beautiful. Kindness, respect, compassion, mercy, without these, life has no beauty or charm. I will also say that the writers have settled into having the Kate's sexuality be a part of her character, and not *be* her character. In other words, they have decided to not push politics, and not have her personality be out of sync on the importance of any one part. Even an off-hand remark by Detective Sawyer is not (in my own opinion and interpretation) so much a political statement, but one that is expected. Regardless of individual situations, a single mom who doesn't have custody of her kid would make some remark to lash out against the injustice of it all. It is only human. These characters are eminently human, and that is to the betterment of the *Batwoman* comic book series. Rating: 4/5 Stars. 0 of 0 people found the following review helpful. Let down By Jargon I loved the first volume. And while I still enjoyed this second it was confusing. The seemingly random jumps in time may have seemed like a clever way to tie up all the loose ends but after awhile it just got annoying. I'll still continue the series but with a marked down shift in enthusiasm. 0 of 0 people found the following review helpful. "...Gotham will start believing in monsters again." By BlueStar This second volume of Batwoman covers issues #6-11 of the series and continues the story from the first volume. Kate is still trying to locate the missing children and unravel the mystery behind the appearances of monsters and ghosts in Gotham and find out who's behind it all. Meanwhile, her short-lived sidekick is clinging to life all while Kate's job and relationship take a heavy toll on her. Batwoman throws us back into the fray with J. H. Williams and W. Hayden Blackman writing the stories and Amy Reeder, Trevor McCarthy, Rob Hunter, Richard Friend, and Pere Perez pulling art duty. The art's the real show-stealer here with the twisting, turning panels and stunning, sometimes sickening, visuals. It's not light on gore at times and any panel with Batwoman is a work of art. The writing here gets a bit more confusing as it covers many different stories page-by-page and takes place in many different time frames. One page may be about Kate in current time while the next page is another character two weeks ago followed by a third character on the following page fifteen minutes in the future. You can see where, initially, it's confusing. Once you're a few issues in, you'll get the hang of who's where and what's what or if you're really confused you can give it another read but it should still be something everyone can follow right off the bat. Otherwise, the story's great with monsters popping up in Gotham and Batwoman and the DEO being there to clean up the mess and solve the case. The presentation's nice with textless covers for all the issues as well as black-and-whites. Extras include some scripts and work-in-progress panels all in a nice hardcover with a dustjacket. A must-have if you want the whole story to this new Batwoman!

A NEW YORK TIMES BESTSELLERSix lives, inextricably linked in the past and present, each on a collision course with the others: Batwoman, fighting for duty and vengeance against a threat of arcane power. Detective Maggie Sawyer, investigating a case that could end her career. DEO Agent Cameron Chase, commanding a vigilante she despises. Colonel Jacob Kane, clutching at a life that's slipping away. Maro, a new villain corrupting Gotham City. And Kate Kane, wrestling with decisions that will test her loyalties. J.H. Williams III and W. Haden Blackman continue their stellar BATWOMAN run, joined by sensational artists Amy Reeder and Trevor McCarthy! Collecting BATWOMAN #6-11 From the Hardcover edition.

"Truly a work of art." USA Today "The most satisfying read of the new DC 52." The New York Times "In our world,

barriers slowly erode; in superhero stories, they get smashed."Rolling Stone"Shatters expectations."Complex Magazine"Gorgeous, stylized and unique`the story's pretty much non-stop."Publishers Weekly"The bottom line: it is an excellent book."PopMatters About the AuthorJ.H. Williams entered the comics field in 1991 and immediately began getting attention for his finely crafted work on such titles as Batman, Starman and Seven Soldiers of Victory. William's went on to co-create and pencil the hit series PROMETHEA with comics legend Alan Moore. His recent works include writing and drawing the critically acclaimed DCThe New 52 title BATWOMAN as well as drawing Neil Gaiman's return to the legendary SANDMAN series.