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*Peter Milligan*

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#170615 in Books DC Comics 2012-10-16 2012-10-16 Original language: English PDF # 1 10.10 x .20 x 6.60l, .66 #File Name: 1401237045144 pages Justice League Dark Vol 1 In the Dark The New 52 | File size: 57.Mb

**Peter Milligan : Justice League Dark Vol. 1: In the Dark (The New 52) (Justice League (DC Comics) (paperback))** before purchasing it in order to gage whether or not it would be worth my time, and all praised Justice League Dark Vol. 1: In the Dark (The New 52) (Justice League (DC Comics) (paperback)):

5 of 5 people found the following review helpful. "Most of them are a danger to themselves. But that doesn't mean they're not a danger to others..."By H. BalaBased on its supernaturally-fueled concept and offbeat characters, JUSTICE LEAGUE DARK was my early dark horse going into DC's New 52. I'm still not sold on DC's whole reshuffling gimmick, but I can't deny that there are some outstanding new titles out there. JUSTICE LEAGUE DARK Vol. 1: IN THE DARK collects the series' first six issues. Peter Milligan writes these six issues and then two more before amscraying. Artist Mikel Janin exhibits greater lasting power. This new series threatens to be the most interesting Justice League iteration since the bwah-ha-ha League. It's certainly the edgiest. Blame long-lived clairvoyant Madame Xanadu, and then, I guess, pat her on the head (but do that at your own risk). Madame Xanadu's meddling has deprived the Enchantress of her human half, June Moone, and without June's stabilizing presence, the Enchantress has gone bat-guano crazy. Not even the Justice League can stand up to her homicidal rage. I knew I was in good hands when I got to that incredible splash panel in which Superman, Wonder Woman, and Cyborg can do nothing but cower under the assault of a swarm of witches' teeth. It dawns on Madame Xanadu that something different is called for, something less cape and tights. She sets out to gather a different kind of team. She may as well have recruited from a trashy daytime talk show. She ends up with the most messed-up sort of meta-people. On the other hand, the Doom Patrol's tagline of "The World's Strangest Heroes" just lost some credibility. "Most of them are a danger to themselves. But that doesn't mean they're not a danger to others," remarks Madame Xanadu, and that's not exactly the strongest vote of confidence. The tarot-reading psychic ransacks the old Vertigo stable, enlisting to her unofficial team the groady John Constantine, the headstrong, backwards-enchanting Zatanna, the oxygen-challenged ex-acrobat Deadman, the unstable Shade the Changing Man burdened with a sentient, reality-altering Meta Vest, and one other nvtcase. Honestly, I haven't seen thrown-together personalites this disparate and dangerous since Ostrander's Suicide Squad. It makes for fascinating group dynamics, given the distaste everyone has for everyone else. But that's later on. For the first few issues, Peter Milligan teases the reader by featuring his cast mostly in their own individual arcs.4 out of 5 stars for this one. I will say that issue #6 is a bit of a letdown in that the ongoing motivation for these hostile loners to stick together comes off as forced and contrived. Disappointingly, issue #6 also serves as a mere transitional device that points the reader towards Justice League Dark's crossover arc with its companion horror title, I, VAMPIRE (which sadly just got canceled, by the way). Hopefully, you know better than to anticipate traditional superheroics in this title. JUSTICE LEAGUE DARK, steeped in occult sensibility, reads more like SWAMP THING or NIGHT FORCE (and where's the NIGHT FORCE collected trade they'd been promising, anyway?). Mikel Janin's brooding photo-realistic art is invaluable, whether in depicting gorgeous, enigmatic women or in establishing a dark, ominous tone. The art really pops. Janin is brilliant at drawing grotesque creatures. He visualizes Xanadu's peeks into a bleak future with such foreboding clarity that you see why she's so frantic to recruit this bunch of oddballs. When everyone is finally in the same room, I love the abrasive, no-holds-barred character interplay. The promise of such combustibility and the crisp artwork are the two things that drew me in. The ensuing eldritch mayhem is just a bonus. I'm forever down with any narrative in which the characters battle inner AND outer demons.0 of 0 people found the following review helpful. Compelling and DifferentBy Mel OdomJustice League Dark: Into the Darkness has got to be one of the creepiest graphic novels I've ever read that was a superhero title. When I learned that DC Comics was going to reboot their lineup into the New 52, I had a lot of reservations. I guess any longtime fan did. But when I read that Justice League Dark was going to feature the supernatural heroes of the DCU, I was pretty happy. Especially with a lineup that showcased Madame Xanadu, John Constantine, Deadman (a perennial favorite of mine no matter who was writing him or what weird thing they were putting him through), and Zatanna. I wasn't too up on Shade, the Changing Man and hadn't heard of Mindwarp at all. I love the whole mysterious nature of Madame Xanadu, as well as the visual stimulus of the Tarot cards she spins out. There's just something about a witchy woman that brings out the curious in me. She doesn't quite step out of the darkness and take command of things as much as I wanted her to in this graphic novel, but I enjoy her character. Zatanna was a surprise in many ways. On the one hand, she's one of the most stylistic and sexily dressed in all of the DCU, and Ryan Sook and Mikel Janin obviously loved drawing her. There's a lot of untapped potential in Zatanna, with the missing father figure, her relationship with Constantine, and her superhero tendencies. The scene with Batman was pretty good, but it felt a little off because Batman was too easily taken. And I keep ping-ponging on the old Justice League cartoon where Batman sang while Zatanna watched. Shade has a neat story and a very compelling one, but not enough of how he got into the M-Vest is revealed for me to completely understand his character. Although the stuff he does LOOKS like magic, I gather that it's more technology than anything else. So I'm not exactly sure what he's doing in the book. The menace in this first book is kind of murky. Supposedly it wraps around a girl named June Moone, who has a bunch of simulacrums of her killing people and being killed evidently all around the world. Even after reading the book, I'm not quite sure what was going on with that. Or how the Enchantress figured into all of it. That was disappointing. But the character arcs were wonderful. I knew Deadman and Dove had gotten together as a result of Brightest Day, but I didn't know what that relationship was going to turn into. The resolution of that is really cool, in a heartbreaking way, and also in a lot of ewwww, he didn't just suggest that. Twice. In different bodies with different genders. Admittedly, that was interesting on a level and something I'd never considered Boston Brand could do, but well, it's disturbing. And, again, I'm not quite sure where Deadman and Dove

left everything. In *Brightest Day* the relationship was supposed to be really strong, but it melted rather quickly in these pages. The art in the book is fantastic, charged and imaginative, and it must have been difficult for Sook and Janin to draw everything into those panels. The magical effects must have taken forever, but I really enjoyed the result. Overall, I enjoyed the read, but I'm not sure where we were heading with the series. I picked up the second book because it's currently specially priced, but I was curious enough to buy it anyway to see what happened next. And that's all series books are supposed to do.

1 of 1 people found the following review helpful. The good kind of Dark temptation that will leave you begging for more! By Deborah Ramos-Galvan *Justice League Dark* is one of THE BEST psychological thrillers to come out of the New 52! It is deep, intense, gritty, gory (in a good way) and very addictive! I believe I killed Vol. 1 in about an hour! The story starts out with Madame Xanadu having some very troubling premonitions that cause her to try to reach out to the magic using Anti-heroes of the DC universe to "save the world." You don't really get to see her visions until much later in the story but it is well worth the wait and the story will come full circle by the end! This is how you do suspense and mystery the right way! Her ideal recruits are Zatanna the backwards sorceress/professional magician, Deadman who has the power to "possess" bodies and be intangible, "Shade" who wears a magic vest, Constantine the con-man/sorcerer/very reluctant team leader, and a Guy whose name escapes me atm but has the power to make his soul exit his body at will. The "problem" is a very powerful witch named Enchantress who can create old-testament-biblical-plague-scale mayhem with her mind and she will only be appeased when she reunites with a mysterious woman named "June Moone." The imagery is graphic, provocative, terrifying, and beautiful! It's like being a spectator in your worst nightmares! The regular Justice League tries (and fails miserably) to take out the Enchantress so they are forced to fall back. When Zatanna sees all of the Mayhem she feels compelled to try to do something since she is the only magic user currently at the JLA headquarters! She goes in alone and obviously is forced to retreat within minutes of getting to the sight Enchantress is located at. Many of the characters bump into each other at various times throughout the progression of the story so the characters all begin to become more familiar with each other, but still refuse to work together for different reasons. Eventually they come to find that they can't win this fight alone and Madame Xanadu convinces them to work together at least this one time. Perhaps this sounds very "conventional" and "safe" but trust me, there is NOTHING conventional and Safe about *Justice League Dark*! The execution of this commonly used archetype for a story is what makes the Volume brilliant and makes this classic story a fresh one! I wish I could tell you more about the story, but I would be giving away A LOT of juicy spoilers! The art is Inspiring, the transitions between the character's various mini-stories are flawless, and Madame Xanadu is one crafty Witch! You truly feel the sense of urgency throughout the book and there is even A LOT of intelligent dark humor to balance out the gloom that is *Justice League Dark*! All of the characters are interesting, multi-dimensional, and very easy to care about. You actually get taken by surprise more than once! This book will leave you with many questions not only about the story, but about yourself as well. What do we truly fear more, Our Shortcomings or our potential for greatness? Is there something dark and ugly inside of us that we try to repress but have trouble controlling? What does it all mean? What is our place in the universe? Sometimes is it acceptable to do a very bad thing right now if it could potentially save the future? This book is NOT a predictable one and I Love It! This 1st volume is truly a masterpiece and it is a MUST READ!!

As a part of the acclaimed DC Comics - The New 52 event of September 2011, a new type of super-team must come together when supernatural forces threaten the DCU - *Justice League Dark*! The witch known as The Enchantress has gone mad, unleashing a wave of chaos that not even the combined powers of Superman, Batman, Wonder Woman and Cyborg can stop. Shade the Changing Man, Madame Xanadu, Deadman, Zatanna, Mindwarp and John Constantine may be our only hope - but how can we put our trust in beings whose very presence makes ordinary people break out in a cold sweat? Critically acclaimed writer Peter Milligan brings together an unorthodox team for the most unnatural threats. With stunning art by up and coming star Mikel Janin, *Justice League Dark Vol. 1* visits the unexplored corners of the DCU!

"Worthy of the adjective, but in a good way." *The New York Times* About the Author Irish writer Peter Milligan joined Vertigo with SKREEMER in 1989 which led to several other works including SHADE THE CHANGING MAN and ENIGMA. For the DC Universe, he has written Batman in DETECTIVE COMICS and is acknowledged as the driving force behind the Knightfall event. He began his comics career with England's 2000 AD, notably its Bad Company serial. He was named one of Entertainment Weekly's "it" writers in 2002. Currently he is the writer of HELLBLAZER and RED LANTERNS.