

Justice League Vol. 2: The Villain's Journey

Geoff Johns

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#112937 in Books DC Comics 2013-10-01 2013-10-01 Original language: English PDF # 1 10.09 x .27 x 6.66l, .71 #File Name: 1401237657176 pages Justice League Vol 2 The Villain s Journey | File size: 38.Mb

Geoff Johns : Justice League Vol. 2: The Villain's Journey before purchasing it in order to gauge whether or not it would be worth my time, and all praised Justice League Vol. 2: The Villain's Journey:

2 of 2 people found the following review helpful. The struggles of the Justice League By Wally West THIS REVIEW CONTAINS SPOILERS: I found this to be an interesting and worthwhile read. It was an excellent way to tell the story of a newer Justice League just learning about the inevitable consequences of their actions. The story also does a good job of explaining the outlook of the team by the people of the world. The general public believe the Justice League

should overthrow the government, and the government is naturally afraid of the power and influence they have. Paired with this theme, we get the bridge between all of these people and the league in Steve Trevor. I found the way he was handled to be exceptional. He cared very much about protecting the league, but was also very troubled due to his love for Wonder Woman. Now let's get into the stuff we all will buy this trade for: the Justice League themselves. The League has always been my favorite comic book team, and this book only furthers my admiration for them. You see all the personal connections a lot of the members have, and it proves to be a lot of fun. One of my favorite examples was between the Flash and Green Lantern. They go off together to interrogate an enemy, and the Flash asks to be bad cop. Hal reluctantly ends up agreeing, and Barry proves why Hal was so reluctant. Eventually though, we learn they're not all as close to each other. This all comes to play due to the villain of this story; David Graves. David Graves was formally an author who wrote a book praising the League, even calling them gods. After he and his family get stricken with an unknown disease, of which ends up killing his family, he comes to the conclusion that everything he once believed about them was wrong. He ends up becoming bent on humanizing the League, eventually finding out everything he can about them. He reveals Batman's distrust of the team, (which we find out excludes Superman) and that Superman is a reporter. He ends up kidnapping Steve Trevor after a fight with the League, and we're brought to an ancient temple with what seems to be souls of people close to each member of the League. Graves believes these to be the souls of the people who are the inhabitants of earth. The League ends up finding this to be untrue, due to Steve Trevor revealing he wasn't killed, despite Wonder Woman apparently seeing his ghost. This leads to the League releasing Graves from the souls he believed to be his family. The story concludes with Hal deciding to quit the League, after a discussion of how the League has failed Graves, ending the trade on a bit of a cliffhanger. All and all, I'd say this was a very enjoyable read, and I'd recommend it to any DC fan who has already read the first volume.

2 of 2 people found the following review helpful. JL VOL 2 By jc05 Just finished JL Vol 2. It was ok filled in some backstory's. It did introduce Green Arrow to the mix and added to the Pandora story which needed to be done. She's a tie in to so many books we need as much time on her as we can get. I did like the villain Graves. I didn't really like this vol as much as the first but I did like it enough to order the 3rd. This is a book I'm going to stay with till the end. I really like these JL story's because they focus on all members' back story's and make you want to read the other new 52 vol on each one. It really helps that the writers include back story's and time on each JL member through out these volumes it makes it easy for the readers even if you don't read each member's stand alone comic. I for one only read the Batman titles and just started reading the Suicide Squad and I'm not lost at all. I do know enough about Superman and Flash but really have never read anything on Wonder Woman, Arrow or Aquaman. I will stay with this comic and slow down branch out and read each one's stand alone comic.

0 of 0 people found the following review helpful. Great Series! By Bobby Sprinkles You ever hear of that theory of driving behind a semi truck? Supposedly the drift from the truck helps propel your car forward and thus saves you some gas money. I don't know, it's science or something. My point is: JL Vol. 2 is a book that certainly "drifts" behind the big and awesome JL Vol. 1. The first volume titled "Origin" hits the ground running and doesn't stop. This second volume feels like it's running off the momentum from the first book. I'm not saying this book is bad (after all I gave it four stars), but the action and pacing does seem to take a dip compared to the previous collected edition. None the less, I enjoyed this book and I'm really loving the New 52 Justice League series as a whole. Geoff Johns is a great writer and Jim Lee is one of the best artists out there. You should read this.

A NEW YORK TIMES #1 BESTSELLER The Justice League is the greatest force for good the world has ever seen. But not everyone sees them that way. Their never-ending battle against evil results in casualties beyond its super-powered, costumed combatants. The League's attempts to safeguard innocent lives cannot save everybody. Unbeknownst to Earth's greatest champions, their greatest triumph may contain the seeds of their greatest defeat. For heroes are not the only people who face tragedy and are reborn as something greater than they were before. Villains can take this journey, too. And once they start out on this dark path, the road could lead straight to the destruction of the Justice League. The New York Times bestselling team of Geoff Johns (Green Lantern) and Jim Lee (Batman: Hush) are joined by artists Gene Ha (Top 10) and Carlos D'Anda (Deathblow) for **JUSTICE LEAGUE VOL. 2: THE VILLAIN'S JOURNEY**, collecting issues #7-12 of the series. Can the world's greatest super heroes survive a voyage deep into the heart of darkness? It all ends with one of the most shocking and surprising moments in DC history! From the Hardcover edition.

From Booklist If the first volume of DC's re-launched Justice League was a vast spectacle, the second narrows the scope of the action slightly and expands somewhat on the characters. Leaping forward five years in the team's timeline finds a more established array of relationships and the roles of less-established characters, like Cyborg, solidified. This serves as backdrop to the origin of David Graves, who blames the league for the loss of his family and acquires powers that allow him to exploit each hero's harrowing sense of his or her own personal loss. The pushiness of team wannabe Green Arrow and the plight of team liaison Steve Trevor add still more dramatic threads. The lion's share of the art is handled by superstar Lee, who has a dynamic sense of action but tends to eschew subtlety and quietude when it comes

to human drama. This is a blockbuster title that sharpened its focus on character dynamics here, as evidenced by the volumes climax, the much-hyped romantic clinch between the Man of Steel and the Princess. --Jesse Karp Johns and Lee are delivering what we wanted all along: our favorite characters in the same place, playing off one another and showing us how they compare and contrast. Newsarama Geoff Johns is crafting a new villain worthy of the great JLA villains of old. Lee still delivers some of the most sleek and powerful heroes in the industry. IGN Jim Lee is who he always is: the standard bearer of the industry's artwork. When one imagines in the abstract what a modern comic book should look like, the default setting is Jim Lee. Craveonline About the Author Geoff Johns is an award-winning writer and one of the most popular contemporary comic book writers today. Johns is the author of The New York Times bestselling graphic novels Aquaman: The Trench, Blackest Night, Green Lantern: Sinestro Corps War, Justice League: Origin, Superman: Brainiac and Batman: Earth One which hit #1 on the bestseller list. He is also known for transforming Green Lantern into one of the most critically and commercially successful franchises in comics. Johns was born in Detroit and studied media arts, screenwriting, and film at Michigan State University. After moving to Los Angeles, he became an assistant to Richard Donner, director of Superman: The Movie. He and his mentor Donner later co-wrote Superman: Last Son featuring the return of General Zod. Johns has written for various other media, including episodes of Smallville, Arrow and Adult Swims Robot Chicken, for which he was nominated along with his co-writers for an Emmy. He is the Chief Creative Officer of DC Entertainment and resides in Los Angeles, California. Jim Lee is a renowned comic book artist and the Co-Publisher of DC Entertainment. Prior to his current post, Lee served as Editorial Director, where he oversaw WildStorm Studios and was also the artist for many of DC Comics' bestselling comic books and graphic novels, including ALL STAR BATMAN AND ROBIN, THE BOY WONDER, BATMAN: HUSH, and SUPERMAN: FOR TOMORROW. He also serves as the Executive Creative Director for the DC Universe Online (DCUO) massively multiplayer action game from Sony Online Entertainment (SOE).