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## The Hellblazer Vol. 1: The Poison Truth (Rebirth)

*Simon Oliver*

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**Simon Oliver : The Hellblazer Vol. 1: The Poison Truth (Rebirth)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Hellblazer Vol. 1: The Poison Truth (Rebirth):

3 of 3 people found the following review helpful. Not as good as the Vertigo stuff, but very well could be. Do not read this volume before reading John Constantine, Hellblazer: The Fear Machine. This is definitely the most enjoyable Constantine book since his Vertigo series, but it still isn't as good as the original Hellblazer stuff. John Constantine is written just how he should be, along with Chas. It is simply a joy to see characters such as Mercury and Map from the

original series make an appearance. It was really cool that there was a flashback acknowledging how Constantine looked in the previous series. Chapters 1,2,5, and the Rebirth issue are all great, but everything else is kind of boring. The villain is dull and is something we've seen a dozen times before. The art is good in a few places, but for the most part, it's really not interesting. The coloring is boring. Really, I'd probably give this four stars if the art looked good. This trade does prove that Hellblazer can work without needed to fall back on being extremely vulgar, violent, or crass, but I think that they're going to have to do a lot more before I stop wishing that the Vertigo series had never ended.

5 of 11 people found the following review helpful. I really enjoy the character John Constantine

By Mark G Chekares I really enjoy the character John Constantine, but this collection STINKS! In one scene, John is kidnapped by some guy because the man wants to know his secret of how he picks racehorses. Constantine and Chas are tied to a chair with a rope. Like a powerful magician couldn't escape that situation with ease? Also genies are involved I guess? Then there's the Swamp thing sub-plot with so far doesn't tie into anything and feels forced. The artwork is HORRIBLE for a Hellblazer series. Goofy and cartoony. It should be edgy and progressive. John looks ridiculous. Very disappointed in this title.

1 of 1 people found the following review helpful. Slow start leads to good character development

By Alt The first six issues plus the rebirth issue of Hellblazer are collected here. And no, its not the original, but its not all that bad. John Constantine is back in London. His first order of business is to slay the demon that drove him away from his home. Wonder Woman and Shazam think about evicting him again, but Swamp Thing intercedes on Constantines behalf. Why is Wonder Woman in this volume? Oh yeah, movie promo. Shes everywhere. The first issue doesnt accomplish much of anything other than getting Constantine back in the game, with a little help from Mercury. The next issue connects Mercury to Swamp Thing but its really just a bridge to set up a couple of story arcs, one of which involves Swamp Things quest to find Abby, who seems to have disappeared. Swamp Thing has become a bit too chatty compared to the original concept, but I guess thats all swamp water under the bridge. The other arc begins with two brothers who, in 1914, might be partially responsible for World War I (and thus World War II). In the present, they quarrel in Paris about their role as protector or ruler of humanity. But things get seriously entertaining in issue 4, back in modern England, where a hellacious racist wants Constantine to teach him how to pick horses. Great characters, great writing, great fun. By issue five, the brothers Djinn are ready to make their move, either to help humanity or to destroy it, or perhaps both. Meanwhile, Mercury and Constantine are, if not learning to get along, at least cooperating with a view to finding out what the Djinn want with Abby. The story gives Constantine a chance to revisit his past and perhaps make amends, adding a bit more depth to a character that is already deeper than most. The art isnt perfectly consistent but some of it is excellent and overall its solid. The slow start hampers the volume, but once it gets moving, the storytelling is better than average.

John Constantine, the mage you love to hate, continues his adventures through the mainstream DC Universe in **THE HELLBLAZER VOL. 1: THE POISON TRUTH!** Constantine is back in London, reuniting with old friends and older enemies: Theres Chas Chandler, his best mate; Mercury, the young psychic, the Earth elemental known as the Swamp Thing; and, of course, more demons and djinns than you can cast a curse at. If hes going to survive this hell-raising homecoming, Constantine will have to play fast and loose with the rules and with the souls of everyone residing in the Old Smoke. Evil is a surprisingly common infection, but sometimes the cure is worse than the disease

**THE HELLBLAZER VOL. 1: THE POISON TRUTH** brings one of comics greatest antiheroes back to his roots courtesy of the creative team of Simon Oliver, Moritat, Pia Guerra and Jos Marzn Jr.! This brand-new starting point collects issues #1-6 and the one-shot special **THE HELLBLAZER: REBIRTH**.

Like a great many characters, John Constantine is getting back to basics for DC Rebirth. IGN Overall, it works as a good, if not completely compelling starting point. Moritat's artwork is solid throughout. Newsarama The strong characterization makes it an enjoyable read. IGN About the Author Simon Oliver is the writer of the Wildstorm comic book series GEN and the Vertigo comic book series **THE EXTERMINATORS** and **HELLBLAZER PRESENTS: CHAS--THE KNOWLEDGE**. He also wrote the acclaimed Vertigo Crime graphic novel **NOCHE ROJA** and **FBP: FEDERAL BUREAU OF PHYSICS**.