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Justice League Vol. 2: The Villain's Journey



Synopsis

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.

Book Information

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Customer Reviews

• STAAAY! • AWWAAY! • STAYAWAAYY! • screech the toothy horrors that burst off of the first page of the second Justice League book. It serves as a not-so-subtle warning to potential readers that this volume of Justice League is pretty diabolical and might best be avoided. As a fan of the first book, I was surprised to see how low the quality of writing had dipped and disappointed that by the second book the magic had all but gone. However, like the JL in the story, I hacked my

way through the monsters and delved deeper into "The Villain's Journey", a confusing story about nothing. The villain in question is Mr Graves, a bestselling author of a book about the Justice League with an interest in the supernatural. After he and his family are saved from Darkseid and his minions by the JL (see the first volume), his family become sick from exposure to Darkseid's omega energy and die. Warped with sickness and grief he seeks out an unholy power in the uncharted mountains of Asia to reunite him with his loved ones and destroy those who had taken them from him - the Justice League! This book gets off to a really slow start. The first issue is the prologue to the "Villain's Journey" and frankly this could've been two pages instead of a whole issue, two pages added to the first chapter of the story for all the relevance it has to the arc. The second issue is by far the worst though. This is the Green Arrow crossover that sits awkwardly in between the prologue and first chapter of the main storyline. Green Arrow wants to join the Justice League SO BAD! He follows them everywhere, whining "aw, c'mon guys! Let me join the club!" etc. For an entire issue. He is so annoying and needy!

This volume contains issues 7-12 of the ongoing series. It has been five years since the team's first adventure and formation, from Justice League Vol.1: Origins. The League is a more cohesive unit but still is a group of individual super-powered individuals wanting to do their own thing. The U. S. government also wants to run this group as well. They try to aid the League with their human team known as A.R.G. U. S., led by Steve Trevor. All the while former Justice League villains are being captured and tortured for information about fighting the League. A villain who felt the League failed him at a time when he needed them most. One who feels they do not deliver justice but he instead intends to give it to them. Taking on the Justice League is no easy task. There have been many great runs. This one, by Geoff Johns, is starting to get up there (my favs are the Giffen/Demattis, Morrison, Waid, Kelly, and Meltzer takes). And he has been given the task of reinventing the League for a whole new universe. He does a very good job of managing Batman, Superman, Wonder Woman, Green Lantern, Flash, Aquaman, and Cyborg. The first two issues are a prelude to the four part Villains Journey arc. The first deals with the League in the modern day, now that five years have past from the first story (first six issues) of this series. Batman is the self appointed leader and gives out the orders. Green Lantern (Hal Jordan) is not much of a team player and does his own thing feeling true to Johns portrayal of the character in his own series: loud, abrasive, and a lone wolf who hits first and asks questions later. Superman and Wonder Woman play nice and seem to have a loyalty to Batman.

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