



Justice League Vol 2: The Villain's Journey (Justice League Graphic Novel)

By Geoff Johns

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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!

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Editorial Review

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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's sharpened its focus on character dynamics here, as evidenced by the volume's climax, the much-hyped romantic clinch between the Man of Steel and the Amazon Princess. --Jesse Karp

Review

"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 Swim's 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).

Users Review

From reader reviews:

Pierre Taylor:

This Justice League Vol 2: The Villain's Journey (Justice League Graphic Novel) book is absolutely not ordinary book, you have it then the world is in your hands. The benefit you receive by reading this book is definitely information inside this publication incredible fresh, you will get info which is getting deeper anyone read a lot of information you will get. This specific Justice League Vol 2: The Villain's Journey (Justice League Graphic Novel) without we know teach the one who reading through it become critical in contemplating and analyzing. Don't end up being worry Justice League Vol 2: The Villain's Journey (Justice League Graphic Novel) can bring any time you are and not make your handbag space or bookshelves' come to be full because you can have it with your lovely laptop even telephone. This Justice League Vol 2: The Villain's Journey (Justice League Graphic Novel) having great arrangement in word and also layout, so you will not truly feel uninterested in reading.

Alberta Keyes:

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Helen Richards:

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