

[Free pdf] Earth 2 Vol. 2: The Tower of Fate (The New 52)

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James Robinson

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**James Robinson : Earth 2 Vol. 2: The Tower of Fate (The New 52)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Earth 2 Vol. 2: The Tower of Fate (The New 52):

6 of 6 people found the following review helpful. The Seeds of Fate Begin to GrowBy Anarchy in the USJames Robinson's Earth 2 is a series that takes place on another Earth (duh!)different from Earth 1, with some changes here

and there to various characters, especially golden age characters like Jay Garrick Alan Scott for examples . For the most part, I liked the changes to this series that were made from Earth 2 Vol. 1: The Gathering (The New 52) into a world building and character building series that isn't riddled with continuity (not just yet). So I decided to give volume 2 a try, as well as the re-introduction of one of my favorite DC characters, Doctor Fate. How does E2 book still hold up? Still the same solid book with the same problems.EARTH 2 VOL.2: THE TOWER OF FATE collects issues #7-12, #0, and a Mister Terrific story from DC UNIVERSE PRESENTS #0 ( has the description wrong.). After the battle with Grundy, the Earth and its world government, the World Army, are in question of the events and the return of super powered beings known as "wonders", that beings include the Flash, Green Lantern, The Atom, and Hawkgirl. The World Army is putting into place its counter-defenses and Steppenwolf, the general who lead the attack on Earth 2 five years ago, is stranded on earth and looking to rebuild an army. Flash, Green Lantern, and Hawkgirl are dealing with their new powers and paths as wonders, to which Hawkgirl thinks the best option is to unify as a team and protect the planet, and in doing so, needs Doctor Fate to hopefully join this new union.Volume 1 of E2 setup a great deal of characters and the world at one time within the allowed limit, so now volume 2 allows Robinson to slow down a bit and continue with world building and character building appropriately. For starters, volume 2 is divided into two sections. The first half of the book (issues #0, Mr. Terrific story, and #7-8) are heavy on world building and setting the stage for future events. And the second half of the book (issues #9-12) deal with Doctor Fate and the team coming together.The first half includes #0, which is all about Terry Sloan and how he becomes a big badguy for the future. Overall pretty good setting up Sloans motivations. The Mister Terrific story from DC UNIVERSE PRESENTS gives readers the origin of Earth 1's Michael Holt and sums up just about everything he did in his own series (Mister Terrific Vol. 1: Mind Games (The New 52), though new readers do not need that book to enjoy or understand his involvement for Earth 2). Decent in telling what becomes of Michael Holt for new readers. And issues #7-8 deal with Sloan and Commander Khan (the man that helped out in volume 1) butting heads for earth 2's interest makes for a good espionage story and Steppenwolf becoming a global threat (with a surprisingly new character to help him too) on his own are makings of future events.The big story here is issues #9-12, in detailing the team coming together on their own terms and the recruitment of Doctor Fate. Unlike most incarnations of the good doctor, where the helmet of Nabu seeks out a human host and the two automatically become Dr. Fate, this new version is named Khalid and has already been the doctor before, yet is haunted by the helmet from losing his mind and body to the spirit of Nabu and has sent the helmet away. With the world in peril, Khalid must find the helmet of Nabu and accept his duty for the planet. I really enjoyed this new take on Fate being two separate entities with separate thinking. This way, it makes the character more powerful beyond belief when they both combine thoughts, yet conflict makes them weaker to interesting results for future plot lines.Most of the art duties fall on Nicola Scott doing all of the Doctor Fate issues with great detail and lush layouts. The new re-design for Doctor Fate is phenomenal, keeping his old golden age design in take with a boat load of Egyptian detail throughout. Additional art comes with Yildiray Cinar doing issues #7-8, being a fine fill-in artist for following Scott's similar art styles. And the #0 and Mister Terrific art is handled by Tomas Giorello and Tom Derenick are are reasonably well done art as well.As for possible setbacks, I feel some of the same problems exist from volume 1. The biggest thing is Robinson's writing in that he over-narrates at times; times where he should be showing more than talking. I know this is a common problem with him in just about everything he writes, but compared to volume 1, I feel like he over does it more than before. Some of the more action oriented scenes have the character explaining every detail while fighting slows the action down. I'm sure parts of it is for world building, but it does get heavy handed sometimes. Some of the ink work and color work get a tiny bit rigid near the Doctor Fate issues as well. And for those who hope to learn about Earth 2's Superman, Batman, and Wonder Woman from issue #0 get out of luck, but again, that issue is meant for Terry Sloan.So overall, EARTH 2 VOL.2: THE TOWER OF FATE continues to be a world/character building series with some great art, the new Earth 2 Doctor Fate is awesome, and we get some good action sequences here and there. But like volume 1, Robinson overwrites sometimes which might put people to sleep. I'll give it the same rating as volume 1: a 3 star rating, but round up to 4 stars because I like this series. Sadly, due to creative differences, James Robinson will leave writing duties on Earth 2 after Earth 2 Vol. 3: War (The New 52). Robinson said he had long term plans for this series, but we won't know for sure now, or if what Robinson has built up will happen next volume or new writer Tom Taylor (from Injustice: Gods Among Us Vol. 1 will carry on those plots starting in volume 4. Either way, I'm enjoying this series now and if you liked volume 1, pick up volume 2.4 of 4 people found the following review helpful. Incredibly Epic and AwesomeBy GiancarlosThis story picks up where Volume #1 left off. I actually enjoyed seeing the origins of Hawkgirl and Dr. Fate and how they came to be. It's actually awesome how some of the Justice Society Heroes that got rebooted had somewhat of a big role. It's great to see that they're bringing back the heroes from the Justice Society of America, and although some of them don't appear, they are mentioned. Of course, not everybody was too fond of the reboots of some of the characters, an example is Alan Scott's reboot as an openly gay media mogul. We all know that the classic Alan Scott had a son and daughter, his son was actually an LGBT. But still I have no problems with Alan Scott's remake, since I am friendly towards gays and lesbians, and I have a lesbian cousin.I really liked Dr. Fate's appearance and his suit is remarkably awesome. Instead of blue and gold like the classic one, it's black and gold. The story was

very well made, and the panelings were awesome, Steppenwolf and Fury were pretty gold in their villainous roles in the story. I suggest you guys buy this graphic novel today. 0 of 0 people found the following review helpful. Lots and lots of worldbuilding. By Mel Odom I was blown away by James Robinson's first Earth-2 book, but not so much the second. The first graphic novel collection seems like it moves quickly, introducing a ton of idea and world building. This second volume has a ton of world building too, but its like its been exposed an Ice Age. There are a lot of words on the page, a lot of machinations, a lot of panels, but not much movement. Sure, we get introduced to the new Doctor Fate (and his mysterious Tower), but its only eventually. Then the battle with Wotan takes place. And I actually felt like the baddie should have been plumb tuckered out after talking to Jay Garrick's mom so long about how he'd been looking for the Tower and everything. I know I was tired. I look back over the graphic novel and I try to figure out exactly what happened and I'm not certain. I know that Doctor Fate and Wotan fought, I know that Jay Garrick inspired Khalid to become a hero even at the risk of losing his sanity, and there's a lot of stuff Wesley Dodds, the Sandman, was doing. We just didn't get introduced to enough new stuff in this book. Alan Scott is still pining over the loss of his lover, goes to see his lover's dad and kind of makes peace there, only to find out that there's a mystery surrounding the train crash. Hawkgirl still hasn't quite settled in for me, and this graphic novel didn't help much in that regard. I know she was involved to a degree with Khalid and the search for Nabu's helmet, but I'm not sure if she's cool with being a hero now. And she's left hanging in the wind at the end of this book too, which doesn't make me happy. Thankfully I've already bought the third volume so I'll load it up into my iPad soon and hopefully get more of the story figured out. I do like Nicola Scott's art a lot. The breakdowns and the action are some of the best I've seen. Even though not a lot was going on and Scott didn't get to draw as much of our main heroes as I would have liked, the pages look fabulous. I also like the fact that Jay's mom is in on his secret, and that they're now moving in with Alan Scott while he tries to figure out what to do with Jay now that he's been outed. I'm sure they'll come up with something, and seeing the dynamic of all those people under the same roof should be interesting. I don't much care for Alan Scott's wallowing in grief. Not when the world is in trouble. Grief is something that takes place on your downtime. I want to see him being the hero. The whole getting summoned away and leaving Hawkgirl behind while she works on figuring out who attacked the train bothered me. He could just as easily have taken her with him. The pot is certainly boiling now, and I can't wait to see what happens next.

The World Army has begun rounding up the super-heroes of Earth 2, but for what reason? In an attempt to avoid capture, Dr. Fate and Kid Flash find themselves in the powerful magical realm of Nabu. The protector of Nabu, Wotan, seeks Dr. Fate's assistance in obtaining a secret magic locked deep within a tower that only Dr. Fate can enter. Collects #0, 7-10

Praise for Earth 2 Vol. 1: "I honestly can't find anything to criticize here. It all was simply brilliant, flowed perfectly, intrigued me and hooked me instantly. EARTH 2 is everything "The New 52" should be." Aint it Cool News About the Author James Robinson was born in England but has lived in America for over twenty years as a writer of screenplays and comics. Among the latter, most noteworthy are THE GOLDEN AGE, STARMAN and Leave It To Chance. Currently James has just completed the critically acclaimed series THE SHADE for DC, while continuing to write EARTH 2. He resides with his wife in San Francisco.