



Danger Club, Vol. 1: Death

Landry Q. Walker , Eric Jones (Illustrator)

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Faced with the deadliest peril the universe has ever known, the world's greatest heroes left the Earth to battle a nightmarish evil... and they never came back.

Now, only their teenage sidekicks remain. Will the Danger Club unite against this unknown cosmic menace, or will their struggle for dominance destroy them?

Collects Danger Club #1-4 and includes a special never-before-seen sketchbook section.

Danger Club, Vol. 1: Death Details

Date : Published October 2012 by Image

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Author : Landry Q. Walker , Eric Jones (Illustrator)

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From Reader Review Danger Club, Vol. 1: Death for online ebook

Nathan says

Quick thoughts: I like a lot of this, but a lot of the "somewhere new" promised by Matt Fraction in his introduction just feels like the same edginess we get with stories like The Dark Night Returns, etc.

Brian says

This is a really cool book. At the very beginning I was skeptical, but it quickly dives into some very interesting stuff. It takes a bunch of ideas that have been done before and smushes them all together in a way that feels fresh.

Justin Decloux says

I like a lot of what's being told, but it feels too scattershot, and the final issue (Only 4 in the first volume?) seems very inconclusive in a "Why should I keep reading way?"

Nicolo Yu says

I gave this four stars, but its true rating is 4.5 stars.

I am not familiar with Landry Walker's past comic writing credits but after reading this collected digital edition of the the first four issues of Danger Club, he needs to be on a Marvel or DC book right now.

Danger Club is a post-modern comic book story that borrowed a lot from comic book stories I've read or should read soon: The between the Robin and Superboy analogues was straight out of "The Dark Knight Returns". The disappearance of most superheroes and supervillains and the Captain America analogue as American president came from the Golden Age public domain superheroes of "Project Superheores" There was even a Bucky Barnes analogue with mechanical limbs which was so "Winter Soldier".

There was one book that I haven't read but should get to it soon, whose DNA was all over Danger Club. A comic book reader could not miss it, since the Superboy/Superman analogue was also named Apollo just like the one in The Authority.

The digital trade collection ended in a cliffhanger and I so badly want to read the next volume soon.

Jim says

Holy Schnikes! What a crazy first issue!

It got my attention and sucked me into the story.

And the retro splash pages were pretty amazing.

Remote control, bitches!

Hilarious!

The more I read of this volume, the more I have to ask - how is Image getting all the great new stuff?

Okay - I guess this isn't new, being published in 2012. But, still. It's pretty amazing.

I can 3- and 4-star comics all day that I can read and enjoy. But to pick up a book like this, gives all the reason behind the phrase, "I couldn't put it down."

I loved the writing. And the art was great - perfect for the genre.

And -

Aw, crap?? Really?!? A cliffhanger.

Damn.

When is volume 2 released?

(What - it's been out for 6 months? Okay - going to hunt it down.)

Thanks to NetGalley, Diamond Distributors, and Image Comics for a copy in return for an honest review.

Arthur says

pretty graphic intense stuff

Xavier says

i want to give this a 2.5 but a 3 would have to suffice. in any case, the art was just ok but the main problem is that this story was so full of cliches. for all the unnecessary posturing in the intro by matt fraction you would think this was ground breaking but it's not. the characters are poorly executed ripoffs of better superhero icons. the story is full of old tropes and a predictable storyline and poor storytelling. the colors were pretty tho and if it gets better i would be interested in reading more. if it gets better.

Natalie says

More like a 2.5 stars really. I'm a little confused about the writer's vision to be honest. What were they going

for? Parody? Mashup? A study in archetypes? I'm not really sure but I've been left with the lingering feeling that I've already read this book somewhere before. Obviously I haven't but it just feels like that. Because the vision isn't obvious it feels unoriginal. Many of the sidekicks are like more depressing junior versions of well known characters across many different comic companies.

I'm not sure if Danger Club is an ongoing or a limited series. Only issues #1-4 were included in this collection. I would kind of like to read the next volume and see where it goes. I really can't decide whether this was any good or not.

I liked the art alright but most of the story is depictions of fight scenes, explosions and acts of violence making it all feel extremely short. I mean yes occasionally we want a nice large detailed splash page but those should be impactful and used to accentuate the story. There's too much wasted space in this book that could have been used for character development and world building.

Extended review with pictures:

<https://stabbingstardust.wordpress.co...>

I chose this title from NetGalley's Read It Now selections in exchange for feedback and a review.

James DeSantis says

I have nothing against Landry. I don't think he's a awful writer, cause this is the only thing I've read, so I won't judge him on one work.

Saying that, this is one of the worst graphic novels I've ever read.

The art is...okay? It's not bad, but it reminds me of Kickass yet...not as good? Like that's weird. Also the storyline jumps all over the place, and not in a coherent way. I sometimes had to jump back and re-read moments to understand, and when I did, it didn't make it better. In fact it was somehow worse. ON top of that the dialog is filled with cliches. I guess that matches the characters who are mostly mixes of other more famous characters.

Don't get me wrong. As someone who is writing a Superhero comic now, it's nearly impossible to be completely original anymore. You have to take things from other sources. That's fine. But these characters don't stand out. You know why? Because multiple heroes are introduced in just 3-4 pages and not flushed out at all, so you don't care when people die or get beat.

People do get beat and a lot die. Sounds good huh? It's like Millar, without the storyline, and that's saying something cause something Millar makes garbage storylines (Nemesis anyone?)

This is really just a bunch of killing, death, badly paced, and shitty dialog. I can't recommend this at all, to anyone, because it's that bad. Sorry Landry but this is pretty terrible. I wish ya all the luck with future stories though!

Online Eccentric Librarian says

More reviews (and no fluff) on the blog <http://surrealtalvi.wordpress.com/>

What we have with Danger Club is perhaps the most obvious next stage of superhero comics: specifically, the hijacking of 'teen titan' characters and turning them into uber violent, nihilistic, and anarchy-inspired bundles of angst and nastiness. Most of the pages are mind-numbing brutality especially focusing on turning faces into mashed potatoes (you don't get broken body parts, you get bloody marbled faces over and over, ad nauseum). Unfortunately, despite what the author intended, the gore isn't counterbalanced by nuanced worldbuilding and so the statements being made fall flat: this hasn't Lord of the Flies' trenchant insight or A Modest Proposal's exuberant outrageousness. It's just four episodes of mindless violence; which, admittedly, may in fact be the greatest statement of all made by Danger Club about the 2010s.

Story: Kid Vigilante and his group of 'former sidekicks' are reeling from the loss of the adult superheroes and villains - and the betrayal from one of their own. Kid Vigilante has the super power of 'knowing everything' - and he hatches a plan to take down his new nemesis while also trying to make the world see that a bigger threat is coming. But what is the point of bringing down a villain when the whole world hates you anyway? And what exactly is this big alien threat that Kid Vigilante keeps talking about?

We're thrown right into the story - abruptly and confusingly. I had to double check that I hadn't missed a previous volume somewhere. So the first part is pretty much going along for the ride and hoping someone finally reveals some back story for the characters and worldbuilding. Yes, this future is at first presented as utopic and slowly turns dystopic by the end. Yet only the teen protagonists of Kid Vigilante's little team seems to have noticed or cared. Why? Don't ask - you won't get answers in this volume. And while I typically applaud authors who don't feel the need to overtell a story, I'd still like to see writing intelligent enough to subtly yet effectively lay down a world for us to explore. I just didn't find that here.

Our main character spends most of the book being assaulted in some way or other. Again, it's quite a bit of bloody mayhem with the result being a lot of damaged visages; and despite bodies being thrown everywhere willy nilly, we only see a few scratches on the uniforms but geysers of blood oozing out of noses, eye sockets, heads, etc. So, too, do his comrades show vehement assaults on their faces - it ends up being a smorgasbord of brute force for very little in the way of pay off. An yet, the persistent nihilism defeats a much needed 'Lord of the Flies' ramping up of the anarchy. The best villains start out good and the best superheroes can go bad. But it's the journey to the antithetical extremes that is completely missing here. And so we never get a chance to engage with any of the betrayals or victories in Danger Club - the 'power curve' of the plot remains remains perversely and permanently on 'relentless.'

Finally, most problematic for me are the themes. E.g., taking a character named Apollo with sun-like powers and making his kyrptonite the moon felt juvenile, at best. Better writing pairs a night-shadow (e.g., Midnighter) with the sun to counterbalance light and heat. Similarly, I kept waiting for a pay off with the main character, whose only super power was that he knows everything, but nothing ever really came off it other than 'he has a plan' and it involves getting everyone beat up - regularly and thoroughly. It just seems that so much has been recycled but without enough changes to make it original. Was Batman's Robin always an emotionless 'know it all.'? Because his counterpart sure is here.

So yes, this could eventually be a story that goes somewhere and makes sense later. But the clues dropped thus far don't intrigue and we are not given many reasons to want to continue - especially since the the plot presages only more violence. Ending on a cliff hanger rather than completing a sub story arc further

distances since it might have been a chance to create a reason to stay through more background information. The art is serviceable. Reviewed from an advance reader copy provided by the publisher.

Jonathan Roberts says

Not sure if this is brilliant or a trashy knockoff....I guess volume 2 will tell me

Joe says

I'm interested. Not sure yet if I really like it or just sorta...

Alex Sarll says

Another superhero pastiche using Big Two analogues to tell a story of betrayed ideals. Matt Fraction's introduction makes great play of it being bold and new, but if you've read *Watchmen* or *Bratpack*, never mind *Seaguy* and *Flex Mentallo*, you'll be familiar with the outline. Still, there are just enough interesting little details - in particular the use of 'apocatastasis' as a magic word (because I do love that word/concept) - that I'll likely give the second volume a go if that turns up in the library too.

Tripp says

Awesome graphic novel that is part one of a two part story. We don't have enough short collections in the graphic novel world. Its violent and dark, not for the young uns

Richard says

One of the BEST comics I've read in a LONG time. Love how there's no hand-holding through the storyline. Teen team comics for intelligent comic readers!!
