



DV8: Gods and Monsters

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The fan-favorite super team DV8 returns with an explosive new adventure written by critically acclaimed writer Brian Wood (DEMO, DMZ, NORTHLANDERS) and illustrated by up-and-coming artist Rebekah Isaacs. In their short history, the mismatched, super powered losers, freaks and masochists of DV8 have seen a lot and done even more, but it's nothing compared to this. As Gem Antonelli (a.k.a. Copycat) is debriefed in a holding cell, the story of how eight troubled teenagers were briefly gods of a prehistorical world unfolds against the backdrop of a cataclysmic disaster.

DV8: Gods and Monsters Details

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From Reader Review DV8: Gods and Monsters for online ebook

Carlos Urrego says

Qué pasaría si 8 súper humanos aterrizan en un mundo primitivo. Seres con un poder incomprendibles para los nativos. Que harían esos metahumanos aprender de los nativos y mejorar sus vidas, no hacer nada y respetar sus tradiciones o ser líderes fuertes y adorados. Y sus acciones en que los convertirían en Dioses o Monstruos.

Esa es la idea detrás del Comic Dv8 Dioses y mounstros escrito por Brian Wood y dibujado por Rebekah Isaaks. Siendo completamente sincero, el comic me encanto tiene un guion muy bien escrito con un dibujo que los abe acompañar. En fin expliquemos este cuento el comic empieza en una sala ddie interrogatorios, con uno de los miembros de Dv8 Gen Antonelli siendo obligada por así decirlo, a narrar los sucesos que habían sucedido en el planeta primitivo ella asede con un condición que le muestre algo ellos aceptan por unos pocos segundos y nos muestran un planeta destruido envuelto en fuego ojo no es spoiler. Y así comienza la historia y poco apoco nos enteramos que paso en ese planeta que hicieron esos 8 individuos y como se dejaron llevar por su poder y codicia algunos y los otros como se dedicaron ayudar.

Ahora hablemos de los personajes que más me gustaron y de antemano digo que solo hablare de ellos pues considero que los demás a su modo también son buenos personajes. Pero no me llegaron tanto como estos dos.

Héctor Morales es uno de los personaje favorito en este comic es un ser curiosos. Su poder viene de absorber las emociones de la gente y al mismo tiempo es su debilidad ya que él carga con la frustración, sus miedos y su ira haciéndolo inestable a ratos pero muy centrado y seguro e sus acciones en 1 comic. El otro personaje que me atrajo fue Jocelin en palabras simples es la mejor persona y no diré más ya que tubo poco protagonismo en la historia.

Ahora toca hablar de el puto negativo de este comic y es el arte... no es que se malo, sino que es muy pobre es un mundo alienígena con dos soles y no pudieron aprovechar eso enserio, el tiempo es casi el mismo que en la tierra, los agitante son simples humanos con alguna que otra seña y listo y lo que más me fastidio ni un solo pinche animal. Nada excepto caballos enserio caballos en un planeta lejano en pocas palabra una oportunidad desperdiciada. Aun así la historia es lo importante y considero que todos deberían leer este comic.

Arec Rain says

What a fantastic series. It is a shame that more people don't know about it. As a sequel to the first DV8, the first thing I noticed about this comic is that the artwork is so much better than the first. In fact, I find it beautiful.

The story line is one of the best I have read in a long time. These eight people with powers are dropped onto a primitive planet where they are seen as gods. The story is told through Copy Cat, or Gem, who has the power to control people but also has split personalities. The story begins with her sitting in an interrogation cell. As she explains what happened to them after they were dropped on the planet, the art flashback to show what happened in the past.

Such an intriguing story that had me entranced from page one. I couldn't put it down. A must read for the comic fan looking for a different type of story.

Skye Kilaen says

Chilling. That's my one word summary. To be more detailed, a team of superpowered young adults (who don't all get along) is stranded on a developing planet. They don't know why. They don't know where they are. They'd been separated for the last few months in some kind of lab, and now this. Is this forever? Facing their lives among the planet's indigenous population, their reactions vary.

How do super-powered people behave when there are no rules? What parts of their personalities come out with no accountability? It's a book about atrocities, gods, and colonialism, and it's even more horrible when you get the full story at the end about why it happened. What pulls at my heart reading it is the experience of the "team" members who try to find positive homes within the indigenous cultures on the planet. But there are no happy endings here.

I love all the individual issue covers so much. They were all done by Fiona Staples who is a kick-ass artist. Rebecca Isaacs did great work on the interiors, especially with action scenes, and Carrie Strachan's colors are perfection. I wish any of these gals' work were represented on the cover of the collected edition!

[Updated 9/19/18, should have put this in before, not sure how I missed it -- Be aware that Brian Wood has been accused of sexual harassment. Comics creator Tess Fowler, who spoke out, specifically did NOT ask for a boycott of his work, but different people have different levels of comfort separating the art from the artist.]

Alan says

Even though the often excellent Brian Wood wrote this it just didn't quite hit the mark I was expecting (i.e. excellent). It is a good story. Take 8 super powered late teens/young adults (age is never really specified) and drop them on a planet that is about the Bronze Age level of development. What do you get? Some of the tribes view these people as gods, but narrator Gem know they are closer to monsters because of their respective pasts of being used as lab rats and covert operatives. The two-part final result is where I think the big miss was for me here. The story would have been served better by a true resolution of the conflict that breaks out between the tribes that are led, or have adopted one of DV8 as their god. The other half of the resolution (no spoilers) does work but felt a little deus ex machina for my taste.

William Thomas says

While some people seem to be slavishly devoted to Brian Wood, I just don't understand what all the fuss is about. Or I didn't. Until now.

I've read plenty of his other books and was less than thrilled. Sub-par or mediocre all around. But I picked this collection up from the library because I've been binging on graphic novels lately and was pleasantly surprised.

I've never read the original 32 issue run of DV8. And I think that's because of the Wildstorm imprint. I shied away from anything Image for a long long time and although Wildstorm became a part of DC, I still felt the stigma of those convoluted Image days.

But in this, even having no previous knowledge of the team, I felt immediately immersed in this world. I felt comfortable and right at home with these characters. And that speaks volumes about Wood. It shows he cares about the characters. It shows he cares about the reader. There are plenty of good books out there with solid writing but lacking in emotional connections. Lacking in anything connecting the characters to the reader. And this book really hits the mark on that note.

Add Rebekah Isaacs confident artwork that is deceptively sparse and it's as good a standalone book as you'll come across.

Mouse says

The problem with this book is that you don't really care about any of these characters! They're sort of like a bipolar group of X-Men...or a dysfunctional Teen Titans. At least the Titans or X-Men would want to do the right thing. These guys just hang out on some primitive planet and rule and have sex with tribal people. They bitch, moan, argue and get stoned instead of doing anything worthwhile.

I grabbed this book from the library because I thought it was the first book in some new series. Well, apparently these guys have other books out from Wildstorm Comics. The thing is that it feels like you need to have read some of those other books in order to know who they are and what they can do!

The art is fine and the story picks up towards the end, but it's a mostly forgettable book with mediocre characters.

Erinn M says

Like most things I am late to finding the awesomeness that is this comic. Recommended to me by my local comic store owner, I picked this up earlier in the year and when I finally sat down to read it I could not put it down.

Originally DV8 was published by WildStorm and lasted 32 issues running from August 1996 to November 1999. This eight issue stand alone, Gods and Monsters, ran from June 2010 to January 2011 written by Brian Wood and art by Rebekah Isaacs. From the back cover:

eight misfits are dropped in the middle of a stone-age world, a society of warring tribes where battles are fought with spears and clubs. To the natives, the Deviants are deities, brightly colored and literally fallen from the heavens, with powers straight out of mythology.

Right out of the gate I was immersed in the story; 8 genetically enhanced super humans dropped onto a stone age planet for no apparent reason and left to their own devices. Through the debriefing of one of them, Gem Antonelli aka Copycat, is how we learn of the events that unfolded.

I'm a fan of any story that gives powers to humans, I've always been an X-Men fan, Ms Marvel (Carol Danvers), Hulk, etc. Here the DV8 (also known as Deviants) are Gen-Active humans, humans that responded to Gen-Factor thus giving them their super powers; this collection does not go into how these teens got their

powers or any of the history around Gen-Factor. The current Deviant team is composed of Copycat, Evo, Bliss, Frostbite, Powerhaus, Threshold, Sublime and Freestyle each with their own unique skill. At this point, I'm going to stop the description, anymore and I feel it will be spoiler-ish.

The story is good enough to stand on its own and not be reliant on the art, but it left me wanting more. It is a good launch point for a continuation of their story, as a fixed point in their history there are options available for a new future working together on Earth. With WildStorm being closed down and DC slowly bringing back their universe I can only hope that we will see more of DV8.

I just loved the artwork by Rebekah Isaacs. It was detailed just enough but left you with a sense of how much of the world DV8 was dropped into is unknown to them, not just the reader. Her clean approach and depiction of each character fit perfectly to the story that Wood created. The larger panels gave the issues a more fluid action movie type quality.

I never read the original 32 issue run, which if it was anything like this run is unfortunate, but it did not impact the story for me. There were references to their past that just made me want to get my hands on the original run even more.

This is a must read in my opinion.

Cale says

First thing, it helps to know DV8 before reading this - it's obviously not the first volume with the characters; it's a standalone that probably doesn't impact much of their world, and it does a decent job of introducing/explaining the characters, but there are several references to previous stories that go over your head if you haven't read them.

That being said, this book tackles an interesting concept - If you dropped a handful of GenActive individuals into a tribal age, what would they do? And the answer is 'become gods and monsters.' It's not pleasant - sex and violence and dismissive disregard for the tribesmen as they become pawns in the power struggle of the GenActives. It's not a particularly new concept, but it is starkly laid out here, and is not a pleasant view. That the rivalries and actions end up being utterly trivial only makes it worse.

The art is good, and some of the characters do project a sense of depth, but several are very one-dimensional, and the overall story just feels like blatant moralizing. The approach of the story, as it is recounted by one of the titled eight, just reinforces that. If you're interested in the DV8 characters, this isn't the place to start. If you already know them, this probably isn't too important to their overall stories, either. Not bad enough to recommend skipping, but not something to go out of your way to find, either.

Lady Entropy says

I never really liked the DV8 kids in their original format. Sure, they were a nice break of the clean and proper Gen 13 kids, but they were a bit one-note.

And yet, oh good god, this tradepaperback is fricking AWESOME. Awesome pacing, awesome concept, awesome exploration of topics and themes. Some bits of the ending were a tad contrived (proto samurai and near cavemen living only a few dozen miles apart?), and the obligatory death for drama seemed both a bit

forced, and due to the fragmentary nature of the team, I couldn't care enough because most of those in it didn't, either.

Still, it's goddamn awesome, and totally worth a read.

Keya says

One part Freakangels, one part Teen Titans, all parts good, DV8: Gods and Monsters is a very enjoyable miniseries. Though DV8 has been around since before Freakangels, there are many similarities between Gods and Monsters and Ellis' web comic series. We've got a cast of teenagers/young adults with metahuman abilities that are struggling to find their place in the world. Gods and Monsters differs from Freakangels in that the members of DV8 are much more antagonistic towards each other than the Freakangels. The stakes are also larger than those in Freakangels, as the members in DV8 are gambling with a whole planet rather than just a single city.

Brian Wood hits another home run with his well paced and engrossing writing. Rebekah Isaacs puts forth some great art here, even better than the stuff she's doing currently in Angel & Faith. Finally, Fiona Staples makes some magnificent covers. The story is a bit short and leaves you wanting more but for a miniseries you really do get quite the ride. If you end up liking this, I highly suggest picking up Ellis' Freakangels, as it's a good follow up to what this series could have been had it gone on longer.

Scott Lee says

Meh. I didn't realize what this was--reprinted Wild Storm stuff from before Wild Storm and DC truly merged. It's Gen13 spin off apparently. I thought it was okay, but it was more a "had potential" judgment than anything else.

Donovan says

Wow, what a great concept. Take a dysfunctional superhero team and drop them, literally, onto a "savage" land where they are adopted by the warring tribes as various gods. It was a really fun read, but I had a couple of places where I couldn't follow the action and my biggest problem with it was that it was only a mini-series. I think the idea could have been an entire continuing series unto itself. Instead, it isn't allowed a chance to grow into itself. There was a lot to explore here and eight issues was not enough time to do it in. The art by Rebekah Isaacs is really top notch. Can't wait to see more work by her.

Amanda says

I had never heard of DV8, which apparently had a series run before this stand-alone storyline was released. And chances are I would never have stumbled across it if it weren't for my local comic book guru, Dave, picking it up and saying, "Here, Amanda. You're going to love this." Yet another reason to support your local comic book store--it certainly beats the shit out of a generic and often bizarrely inaccurate "Amazon

Recommends" suggestion.

But I digress. DV8 is about a group of genetically advanced superhumans. "But, wait, isn't this just an X-Men rip-off?" you might be tempted to query. Sure, the surface similarities are there, but DV8's team of misfits is just that--misfits. Wood isn't afraid to take them to some dark and twisted places that make the X-Men look like a bunch of goody two-shoes. And I'm not hating on the X-Men because I do so love them. The difference here is that X-Men have moral dilemmas, but you know they'll always end up on the right side. With the DV8 group, you never really know what they'll do. It's basically what you would realistically expect if people were given superpowers. Most of us spend our entire lives gaining control of our own impulses, desires, and personalities. Now complicate that by giving us powers that set us apart from "mere mortals" and you can see where it doesn't take long to find oneself in some morally grey areas.

In DV8, the team (Powerhaus, Evo, Copycat, Bliss, Sublime, Frostbite, Threshold, and Freestyle) are teleported to a planet where primitive tribes fight one another for control. Having seen the DV8s fall from the sky, the indigenous people believe the gods have fallen to earth. When they witness the powers possessed by each, it only bolsters this superstitious belief. The team has no idea why they're here, but assume there must be a purpose as they've each been equipped with a voice chip that acts as a translator between them and the natives. It's not long until the group splinters along tribal lines, driven by their own issues to either help the people that worship them or abuse their power as "gods" to the point they become monsters. Each chapter follows a single member of the team and his or her specific relationship to the tribe he or she has adopted--and the war that looms in the shadow of their collective egos.

While the ultimate reason for why the team was sent to the planet was a little bit of a letdown, I enjoyed these characters and the artwork so much that I just didn't care.

Cross posted at [This Insignificant Cinder](#)

Otherwyrd says

This should have been right up my street but for some reason I just couldn't get into it. I really don't like superhero stories where the women are stuck with the mental powers while the guys have the physical powers, and this story had this trope in spades. Some good artwork though.

Mitch Louther says

I was really big fan of the original series and was always disappointed that the series never went past the original 32 issues with the few annuals. When I saw that a new trade came over 10 years later I was really excited.

Unfortunately it did not live up to my expectations. I like the premiss of a bunch of super powered teenagers waking up on a primitive world and becoming gods to the natives but that was where it ended for me.

I was happy to see these characters I am still attached too come back to life but they were ghosts of their former selves. Most of the characters are seen in little glimpses through the eyes of another character and lack the emotional depth that was there before.

In the end I did enjoy the idea of the book and the possible potential if they continue to use the characters but it will not compare to my attachment to the original series.

I will recomend this book but I suggest seeking out the only other trade, "Neighborhood Threat" if you can find it. After that you would have to find the individual issues. If you know me and are interested, I would be happy to lend them to you.
