



The Savage Hawkman, Volume 1: Darkness Rising

Tony S. Daniel (Writer) , James Bonny (Writer) , Philip Tan (Artist) , Cliff Richards (Artist) , Sunny Gho (Colourist) , Travis Lanham (Letterer)

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As a part of the acclaimed DC Comics - The New 52, Carter Hall is back as the savage Hawkman!

Carter's skill at deciphering lost languages has led him to a job with an archaeologist who specializes in alien ruins. But one of his latest discoveries is Morpheus, whose deadly power helps to spread an alien plague through New York City. With innocent lives in the balance, Carter Hall must use the power of the Nth metal bonded to his body to don his wings and become Hawkman!

Witness the start of a new action series from writer Tony S. Daniel (*Detective Comics, Batman*) and artist Philip Tan (*Green Lantern, Batman & Robin*) that will take Hawkman where no hero has flown before!

Collecting: *The Savage Hawkman* 1-8

The Savage Hawkman, Volume 1: Darkness Rising Details

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From Reader Review The Savage Hawkman, Volume 1: Darkness Rising for online ebook

Anne says

Awful!

This is one of the worst titles I've read in the New 52 line-up, and I'm *not* even that picky!

How do I even describe it?

Well, the word *boring* comes to mind. So does the word *idiotic*. The dialogue was so amateur and stupid that I would love to put them in this review as evidence, but that would require me thumbing through the pages again.

I Won't Do It! I wasted the entire day trying to force myself to just finish the thing. I finally got through with it, too. And I'm not going back, baby! Ever!

Now, I'm not an expert on Hawkman, so maybe he's always been a total douche. Has he always been a massive tool? Anyone? Anyone?

'Cause he sure wasn't what I would call *likable*. He wandered around in (and out) of his goofy winged armor acting like a total ass to anyone who got within ten feet of him. In between bouts of being a dick hole, the reader gets the pleasure of listening to his retarded inner monologue. Let me give an example...now remember, this is not a quote from the book, 'cause I'm *not* opening that soul-sucker up again.

I fear it is my fault. Me. Carter Hall. I, Carter Hall, am sad.

Again, that is not a direct quote, but if you had the misfortune to read this title you'll probably agree that I'm not far off.

Oh, and does anyone know why he doesn't want to be Hawkman anymore? 'Cause it sure wasn't explained. At all.

Page one: I don't want to be Hawkman.

Page two: I'm setting the armor on fire.

Page three: Oh shit! It just leapt out of the flames and fused to my body!

WTF?!

Lame villains, juvenile dialogue, unlikable main character, and no explanation of how or why he got there.

Perfection! Where can I read more stuff like this?!

Recommended to anyone who wants the joy sucked out of their life.

Nicola Mansfield says

Not bad. The first half wasn't very exciting. Hawkman gets his nth metal power and a bad guy is after him because he wants to suck up his energy. We are back to the original Hawkman here too, the human cryptologist, not the alien police enforcer who I've been most familiar with in my reading as a youngster.

Anyway, once the first story was over, we suddenly had zombies appear and my interest piqued. Finding the second half of the book much more interesting story wise plus we got to know Carter much better as a

person, along with some of the people in his life such as Emma Ziegler. Morpheus was a pretty lame bad guy in the first section but the ambiguous reptile looking shapeshifter Askana, present for the whole book, is a great villainess. Loved her! And my reading of the awful "Static Shock" volume paid off as Static shows up here (and at least I knew who he was and got his jokes) for a few pages to help Hawkman fight off the zombies! Hawkman is around a lot as a member of the Justice League and while this isn't fantastic, I enjoyed reading him on his own. He has one more volume left and I'll definitely be reading that.

Sesana says

This really is bad. Worse than just being poorly written, it's boring, too. You just can't start a book with the main character torching his famous costume without explaining why he's torching his famous costume. So he hates being Hawkman, but why? I never was able to figure it out. I'd bet good money that Daniel never bothered to figure it out. He just needed a way to give his main character an upgrade. Now the Nth Metal is fused with Hawkman's body! Yay? I don't care, and I don't see why I should care. This might have been helped by snappy dialog, but I've never seen such a collection of one liners completely and utterly flop. This isn't even entertaining bad, it's just dull bad.

Nico says

What sets Hawkman apart as a hero isn't his powers (which are run-of-the-mill) nor his personality (macho, politically conservative) or even his weaponry (a flair for the medieval.) It's his ardor and taste for battle. Daniel admirably keeps our hero in a warlike mindset even when not wearing the mask and wings.

Daryl says

I've always liked the character of Hawkman. He had a cool costume, cool powers, cool weapons, and despite a backstory that's the second most complicated in the DCU (after Donna Troy), he's a pretty interesting character. This first trade of the New 52 relaunch doesn't use any of that. It is, in a word, awful. The re-drawn costume is terrible - why does every character in the New 52 need armor? Why make the Nth metal part of Hawkman himself, and use that instead of the cool weaponry he used to use? This book is incredibly poorly written -- the dialogue is awful, and Hawkman especially doesn't sound anything like the character used to or should. Characters pop up and disappear in the course of the story without any explanation as to who they are or what their purpose is. Tony Daniel suffers from being a good artist who can't write. (At least here; I haven't seen any of his other attempts.) The art here by Philip Tan is as bad as the story -- it looks like it belongs in a 1960s Gold Key comic. This book is so bad it almost makes me think that Rob Leifeld, who took over sometime after this, might have been an improvement.

kristen b ? says

ugh! i've heard such good things about hawkman through dc fans but i just don't see it. if this and the next volume weren't \$2.99 i wouldn't have bough them, but i'm almost regretting that i did.

i really wanted to like hawkman. this was my first encounter with the character and maybe that's why i disliked this storyline so much. i really don't recommend you start here if you want to read hawkman.

i can't even give a summary of this book because i felt like it was so everywhere! i felt like i had to finish this like it was my job or something, i hate not finishing things but this i had no interest in. i didn't connect with any characters other than the fact (from what i'm taking) cater a.k.a hawkman works at an antique shop? maybe?

i want to see how hawkman interacts with other characters not how he wants to end his journey and duties as hawkman!

but the art was amazing.

will i continue to vol 2? probably because i spent \$3 on it.

Laurel says

Another example of a New 52 book that had potential that was wasted. The initial set-up and plot were intriguing but then the book never explores those elements. We never learn the background of the character, his powers, his personality - nothing. Time after time characters would know something needed for the story with no explanations given for how they know it. The art wasn't good either, with indistinct faces and muddy coloring. The new costume design was good but poorly explained and utilized. I just kept waiting for this book to get better and it never did.

Sud666 says

The Savage Hawkman left me savagely mumbling "meh". Carter Hall wants to be free of the Nth Metal. But that's not going to happen. Instead the armor bonds to Carter and can now appear when needed. That's cool, since there are several bad guys/alien things that want to get a hold of the Nth metal. So they try to do so throughout this volume. They fail. So there will be a volume 2 and I don't know if that's a positive thing or not. Nothing about this story (art or plot) is terrible. Nothing about this story is good. Thus the poster child for 2 star ratings. Some may enjoy this, some may not. Count me in amongst the ranks of the latter. I am curious about the Hawkman mythos and may go find some good versions of this character. This is not it.

Sam Quixote says

I was watching paint dry with an intensity the activity doesn't usually warrant when a thought struck me that someone seeing this might think me odd - that is unless you informed them it was this or read "Savage Hawkman, Vol 1: Darkness Rising". "So put it aside, pick up something else!" would be the reasonable response to this situation. That I would normally do but a few weeks ago I made the bad decision of purchasing a shed-load of New 52 titles and, because money has changed hands, I feel obligated to read them all - which turned out to be an even worse decision than purchasing so many unknown titles in one fell swoop.

To be fair, I've found quite a few new titles enjoyable and brilliant (Deathstroke, Resurrection Man, Red Lanterns) but it does bring me into contact with some frankly reprehensible titles and "Hawkman" is one of the worst, even by Tony Daniel's mediocre standards.

Daniel is a good artist but his writing on Batman has never been spectacular. His Batman books "Battle for the Cowl" and "Life After Death" are average books that anyone but Batman fans can easily pass up for better fare. But Daniel's efforts on the New 52 have been especially dire. "Detective Comics" was a low point, easily the worst book of his I'd read yet, and one of titles in the reboot that almost immediately needed to be rebooted, but "Hawkman", the first (and last) non-Batman book of his I've read, manages to be downright unreadable.

Carter Hall is Hawkman who we see in the opening pages setting fire to the golden armour that makes him Hawkman. Then he blacks out. Then he comes to. Then he finds out the armour has somehow becomes part of him, materialising onto him whenever he needs it. Convenient but unexplained and therefore entirely contrived. Also, the reader has no idea why he wanted to burn the armour in the first place - why does he hate being Hawkman? No clue. Great, off to a blazing start.

But this bad attitude turns out to be Hall's meagre character. He's a massive dick to everyone and anyone, both as Carter Hall and as Hawkman. In one scene he beats up an elderly man with a heart condition who's been forced to co-operate with a villain, mocking and insulting him as he does so, finally dragging him many miles from the man's home to watch as Hawkman fights the villain, then leaving the old man stranded with a final insult, flying away smirking. He's an utterly unlikeable person.

Then as Carter Hall, one of his co-workers tries to help him out. Hall has gone through some troubles, losing his home, so she stops by in his new run-down apartment and offers to cook him dinner and flirts with him. So he's going to have a good evening despite having done nothing to earn this. But instead he turns her out, mumbling something about not caring, and stumbling off to turn into Hawkman again.

Special mention goes to the dialogue which is stunning. Static Shock (the lamest superhero of them all) makes a cameo, his first words to Hawkman being "Whoa. What are you? Some kind of... Hawk-man?". Daniel's clunky script includes the most clumsy exposition: the villain Morphicius says "The Nth Metal properties I absorbed from you prevent you from harming me." Hawkman: "But you didn't take it all from me!" Morphicius: "I will - and soon! Look around you! It's too late!". It's like listening to a pair of pre-schoolers pretend at being superheroes as they stand on a jungle gym wearing their mum's home-made superhero outfits.

The one plus I will give this book is the decent character design Philip Tan gives Hawkman. He does look cool in his golden armour and Hawk helmet. It's just such a shame that everything else about the character makes you hate him.

This review could go on for pages. The rubbish villains, abysmal dialogue, total lack of explanation for any aspect of the story and characters, the poor setups. It's not even "so bad it's good", it's just so bad, so boring, so bland, it's bad. If it was quirky or silly in an off-kilter way or if Hawkman was even remotely likeable, I would've enjoyed this experience so much more. Instead, I imagine my expression while reading this would have resembled Jack Torrance's at the end of Kubrick's "The Shining", my face a frozen rictus grin of pure insanity.

Get some paint, dab it on the wall, stare at it. It is a more rewarding experience than reading "Savage Hawkman". Or better yet, don't buy this like I foolishly did, check this out of the library, throw it against the

wall, and return it. Tony Daniel has joined Jeph Loeb, J. Michael Straczynski, and Dan Jurgens in the group of unreadable comics writers everyone should avoid.

Mark says

2.5 stars. Previously I've been a fan of Hawkman but this New 52 reboot is a disappointment.

Some of the artwork is decent. I like Hawkman's look -- his armor and wings -- and overall I thought he looked really menacing. But as for the artwork for the other characters (and even for Carter Hall when he's not in Hawkman form), the facial features weren't sharp and defined enough for my tastes.

At the very start Carter Hall has the Hawkman armor and is trying to destroy it. While I don't always mind starting in mid-story -- it can be an effective plot hook -- the backstory was never revisited; we never learn how he got the armor or why he's trying to destroy it. There's no real origin story here, even though it's supposed to be a reboot.

This series is titled "Savage Hawkman" rather than just "Hawkman", probably because they were going for a pulp-style take on the character. This shows in a few places, as Carter Hall / Hawkman has a hardboiled approach to problem solving and a clipped, tough-guy way of narrating it -- though it wasn't nearly enough to make it feel like a pulp detective story. Also it wasn't made clear what Carter Hall's personality really is; is the tough-guy schtick just an act or is he actually a mean-spirited guy? And if the latter, why? I never knew his motivations, frustrations, thoughts, or desires. I would've enjoyed seeing "Savage" Hawkman more fully developed into a hardboiled character, or skip that altogether, rather than giving us someone with a hardboiled veneer but no personality.

Two villains appear in this book: first a new one named Morphicius who, hamstrung by a cheesy name and very little real character development, at least looked cool; and second being a reboot of Gentlemen Ghost. Neither villain was developed much. For a reboot I'm really disappointed with the fact that there was essentially zero origin story or character development in this book.

I don't think this series was doomed already after these first few issues, but it certainly wasn't off to a good start. There are hints of something good to come, and now that I'm reading trade paperback vol 2 I think it's starting to get better under an author other than Tony Daniel. However, it did still get canceled after the second collection, so it's a sad demise of a 70-year-old character's franchise. This iconic character was not handled with care, and that's really a shame. I'll have to hope that DC does a "re-reboot" on this someday with better writing and artwork.

Q. says

2.5/5

Andrew says

You know, I really like old Carter Hall. I just find it kind of funny that in the DC Multiverse, a cryptologist

such as Carter is the staunch conservative (although his personal politics were not explored in this trade) and the billionaire industrialists like Bruce Wayne and Oliver Queen are the altruistic souls trying to make a difference. Who do we get in our own reality? The nefarious Koch brothers. Yikes. No wonder I read comics! So anyway, this trade...hmmm...had some potential, had some good moments, but it just sort of sputtered along like the old gremlin my mom used to drive. Tony S. Daniel, whose work I usually admire, just seemed to rely on lazy cliché's. As a founding member of the JSA, I'll always have a place in my heart for Hawkman (one of the most ret-conned characters in the canon) but this new 52 reintroduction fell a little flat.

Nikki says

3.5 stars

Kevin says

Maybe it is because I know less about Hawkman, but I found these stories not too bad. I wish Morpheus had been a little more badass and I wish that the gentlemen ghost saga had been fleshed out a bit more, but overall it was decent. I also enjoyed the art, which brought out the Savage part of the title much more than the writing. I might consider reading more if it had not been taken over for the next arc by Rob Liefeld. Ah well.

Kris says

This book is a good example of the problem I have with the New 52 event. In Brightest Day, DC took several characters (including Hawkman, Hawkgirl, Martian Manhunter, Deadman, Hawk and Dove, and Green Arrow) and really gave them a new direction. The events surrounding Brightest Day caused these characters to reevaluate their lives and they came away with a new re-dedication to their various causes; it looked like we were in for some really good stories in the titles that dealt with these characters. Then along comes New 52, and almost all these characters are starting over from scratch (some even have new origin stories); it's as if all this Brightest Day trial-by-fire never happened. Heck, In some cases it's as if all the character's past history never happened. What's that? You say that Martian Manhunter wasn't there at the creation of the Justice League? But Cyborg was?

Anyhow, for what it is, this book was pretty decent. I don't know what happened before the events of this book to cause Carter to try to destroy his Hawkman costume, because the book doesn't bother to explain it. There's some pretty decent art, especially with the new villain Morpheus, and there's a very brief cameo by Static. Someone needs some lessons on decent dialog, though.
