



Forever Evil: Blight

Ray Fawkes , Mikel Janín (Illustrations)

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Spinning out of the events of the massive crossover event FOREVER EVIL, comes FOREVER EVIL: BLIGHT! After a battle between the three Justice Leagues, the heroes of the DC Universe--including Superman, Batman and Wonder Woman--have all gone missing. With unspeakable evil called Blight unleashed on the world, it's up to the Justice League Dark, Swamp Thing, Pandora and the Phantom Stranger to try and stop them from destroying everything around them.

Collects JUSTICE LEAGUE DARK #24-29, TRINITY OF SIN: PHANTOM STRANGER #14-17, CONSTANTINE #9-12, TRINITY OF SIN PANDORA #6-9.

Forever Evil: Blight Details

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From Reader Review Forever Evil: Blight for online ebook

Sebastien says

We finally see what a powerfull magus John Constantine is but what a tragic and sad human being. I really enjoyed it.

Shannon Appelcline says

It's great that the Nu52 has enough "dark" comics to do a big crossover. Even though the crossover mandates that most of the JLD can't be used, we still get Constantine, Swamp Thing, two out of three Sinners, and the (sadly very sexist — what was Didio thinking!?) Nightmare Nurse. It's a cool set of characters.

Unfortunately, the book has flaws.

To start with, I've always found DeMatteis a hard author to read. His writing is often abstract and philosophical, and though that can produce comics that are very different from the norm, it can also produce comics that feel disconnected from reality, and here he walks that line (but is fortunately brought back over by Fawkes writing parts of this crossover).

Moving on, the first half of the comic is **The Fight Against Blight** and it unfortunately is quite tiresome at times. It goes on way too long, and they defeat the Blight no less than twice and then are unable to finish him off both times, which reminds you of how tiresome everything is. There are some great moments amidst these issues, like the trip to the edge of Paradise, but whenever we move into direct confrontation, the quality of the comic drops [5+/10].

The **Nanda Parbat** story has some more interesting bits, but it also has some of the same flaws, such as a constant going over of the same ground: Look, everyone's captured, then a few are free, then finally everyone is free. It (again) gets old. Still, the highlights of the Nick Necro triangle and the Phantom Stranger revelation are pretty good. Too bad the event then ended on a pair of *deus ex machinas*. [6/10]

I think this could have been a decently good crossover if it was half-the-length, but it was just stretched waaay too long, and that showed.

Aaron says

To paraphrase a famous philosopher: I can't believe I read this whole thing. It is an *interminable* slog of contradictory ideas and plot points, forced character changes built on nothing, and zero payoff for any of the seemingly ten thousand different things going on at any given time. Characters constantly state their motivations out loud, but they don't actually track with anything we've seen before, so even with them saying exactly how they feel I had no idea why anyone was doing anything. Not one moment in this 400-page tome feels earned.

Basically, this is meant to be a tie-in to the (far better) Forever Evil event. However, since Blight almost

never overlaps with any of the events in that series, I have no idea why this even exists. In that series, an evil mirror of the Justice League from an alternate universe has come to the world, wreaking havoc on the planet. In this, though, it's stated that the alternate universe is the "birthplace of all evil" (something the other series never says) and thus, all the evil in the *this* world has become... even eviler? And also the evil possesses a young boy we've never met but are meant to care about? I honestly don't even understand the fundamental premise of this garbage.

I think there's something in particular that has been bugging me about Justice League Dark and the other DC magic stories I've read: they have no rules. Magic in these stories is just an excuse for a character to have every single superpower they ever need with zero consequences. There's no setup for the spells or abilities, so when they happen, it always reads like "Surprise! I can turn invisible now or whatever!" It's extremely random and deeply unsatisfying. It makes me wonder why every magician in this universe doesn't just get out of every scrap unscathed all the time. If Harry Potter could just do any single magic thing at any time, the series would be a huge failure. There'd be no stakes, no fear that he might lose or get hurt. That's what sucks about this book, and the DC magic stuff. There is never any sense that anything is ever going to be a genuine problem.

So, I can't recommend this. I've really disliked the entirety of Justice League Dark, and this crossover featuring them is probably the worst of it. Don't bother.

Shannon says

Mostly just glad this is over.

SSShafiq says

This was ok - not sure this is because I don't follow these characters and therefore didn't understand motivations or it's because the book teetered between overblown cosmic battles and tortured cliches.

The tie-in to the Forever Evil event is slight at best. The triggering point could have been any run of the week monster. That started the book off with the bad taste for me since I dislike fake expectations which are created to obviously sell something.

After getting past that I found myself confused mostly. Constantine is not engaging and his love/obsession for Zee got dull. Was I supposed to root for him or hate him? That ambiguity didn't add anything to me which makes me think this tittle is just for me since it doesn't appeal.

Two stars overall since I did want to know how it ended and there were parts with the Stranger I really liked. But nothing here which makes me want to continue with future Justice League Dark or Constantine titles. Just which this has been about 2/3rds the length. Some of the padding could have been easily removed and left a stronger book.

PS. Nightmare nurse ! Really!?!?!

Cale says

Well, it's all here, although it suffers from a fair bit of redundancy as plots are repeated for those following it only in one comic. The Justice League Dark team is out of action, leaving Constantine, Pandora, the Phantom Stranger, and the Nightmare Nurse to face down the personification of all Evil, embodied in the Blight. Then, when that threat is dealt with, a secondary conflict with stolen magic users erupts into all out conflict. It's interesting that none of the super heroes are featured here at all - it's only magic users and mystics. There is some impressive action and some of the best use of magic in the DC universe for years, but ultimately it feels surprisingly segregated from the rest of the comics, especially considering it's such a crossover. And Constantine, who is basically the star, goes from very well portrayed to thrown away with an ending Deus Ex Machina that kind of wastes a lot of its potential. It's an interesting event, made at least partially more comprehensible when collected, but ultimately it spends too much time with too many of the characters out of commission. It doesn't quite justify Constantine's presence in the DC Universe (and removal from Vertigo), but it does make a decent argument for it.

Beelzefuzz says

I feel that I deserve a medal or at least a cookie for making it through this slog of a book. This is way too long, drags in too many characters that are not written together well, forgets about too much of the root stories that lead up to this event (written by other writers) and has too many superfluous installments padding it out and killing the flow.

C.J. Edmunds says

Spinning out of the events of FOREVER EVIL, this is the perfect read for those who wanted to know other side events that happened during that major DC crisis that had all of us fooled in the crossover event of 2014, called Trinity War.

I say fooled because Geoff Johns created an entire red herring in that storyline that had seemingly "Supernatural" undertones and had members of the Justice League being influenced by a Golden Skull that had glowing red eyes- an artifact that was being hunted down by a mysterious red-cloaked woman named Pandora. It led our Heroes giving into their basest nature and hereby causing damage and destruction everywhere. But in the end, the skull was actually a portal opener for another group of villains called The Crime Syndicate (from Earth 3) to infiltrate Earth and take down the Justice League as they are taken by surprise.

This infusion of "Evil" into our Earth had also mystical ramifications which led our heroes of Justice League Dark, a supernatural counterpart of the League comprised of John Constantine, Zatanna, Nightmare Nurse, Swamp Thing, Deadman, Phantom Stranger, Pandora, Frankenstein, Zauriel, to tackle the fallout of the invasion head on. It just so happens that the threat they engaged in was not the Syndicate but rather a creature called Blight; the personification of "Evil" in our world, that coalesced and possessed a boy named Chris Esperanza.

Sounds neat huh?

It is and I am always up for anything magical and supernatural in the DC Universe. And to have these many heroes and mages tackle on a threat as big as Blight, it was most certainly entertaining to read. Perhaps most readers may have an issue with the thickness of the collected edition but if magic and spell casting is your thing, you are definitely in for a fun ride.

My only issue with this, is that they have different artists ink different issues. Some of the art by Mikael Janin (Flashpoint), Staz Johnson and Francis Portela as well as Beni Lobel were beautifully drawn and inked. But the artist, Aco, who handled some of the issues of the collected stories and some Constantine titles, were just the kind of Art that I didn't like and probably would not be made to appreciate ever.

The trade paperback collects Justice League Dark (#24-29), Constantine (#9-12), Trinity of Sin: Pandora (#6-9), and Trinity of Sin: Phantom Stranger (#14-17).

Paweł says

Nieco rozdmuchana historia o tym, co zajmowało Justice League Dark w czasie światowego kryzysu wywołanego przez Syndykat Zbrodni. John Constantine, Koszmarna Pielgniarka i Swamp Thing w misji ratowania ziemskich czarodziejów natknęli się na potężnego przeciwnika, do którego pokonania potrzebują pomocy trójcy grzeszników. Sam Blight, bo tak się ten zoczyca mianuje, do zbyt przerażających i przekonujących nie należy. Ot, dostał okazję zmaterializowania się i siania poŃgi, więc ją wykorzystał. Reszta historii już przenosi się bezpoŃrednio na front walki z Syndykatem, albo też ich eksmiterem. W zasadzie fabuła jest prosta jak konstrukcja cepa - znaleŃ metodę na pokonanie każdego z przeciwników i zaprowadziŃ porządek, jednak po drodze postacię dochodzi do ciekawych wniosków. Pandora, John i Stranger zaczynają wątpić w podział na dobro i zło, z czasem przekonują się o subiektywnej stronie moralności.

Cały ten rozdział fabuły, który jest częścią Forever Evil, należy czytać w kolejności tego wydania, inaczej nie będzie miało sensu. Ewidentnym skokiem na pieniŃdze jest wydawanie jej w ramach tomów z oddzielnych serii (JLD 4, Phantom Stranger 2, Pandora 2, Constantine 2).

Nicholas Ahlhelm says

A tie in to Forever Evil better than the crossover itself. J.M. DeMatteis uses all his skills to craft a great story here aided and abetted by Ray Fawkes, Mikel Janin and a murderer's row of artists. Despite a slow start it ramps up into a great tale from the threat of Blight to the mystery of the missing mystics.

Ronny Trøjborg says

Started out very slow (read: not at all interesting) but after the first 3-4 issues it really picked up and actually got a lot more enjoyable and by the end I was pretty satisfied with it. Although not a groundbreaking story, it had its moments and was (most of the time) a fun read.

Ben Truong says

When the Crime Syndicate crossed over into Prime Earth and apparently killed the Justice League in *Forever Evil*, an unspeakable evil had been created. The Blight is a gestalt entity formed from the agglomeration of humanity's evils, magnified by the influx of darkness caused when the Crime Syndicate invaded the prime reality. *Forever Evil: Blight* collects *Justice League Dark* #24–29, *Constantine* #9–12, *Trinity of Sin: Pandora* #6–9, and *Trinity of Sin: Phantom Stranger* #14–17.

With most of the Justice League Dark apparently dead, it is up to John Constantine, Nightmare Nurse, Swamp Thing, Pandora, and the Phantom Stranger to stop the Blight that has been personified when the Crime Syndicate crossed over to the Prime Universe – at least that's what they try to do. They tried to beat the Blight – twice and both times they were unsuccessful to completely finish it off, but contain it, which makes sense, after all the Blight is the personification of all of humanity's evil – how does one really, truly, beat something like that.

Afterward, the team then set their sights on rescuing the heroes that were being kidnapped and stored in Nanda Parbat by the Crime Syndicate. Reaching the building's core, Constantine became locked in an intense battle with one of his former mentors and greatest enemies – Nick Necro. *Forever Evil: Blight* ended with not one, but a pair of *Deus ex machina*.

Unlike the three other miniseries tie-ins (*Forever Evil: A.R.G.U.S.*, *Forever Evil: Arkham War*, and *Forever Evil: Rouges Rebellion*), *Forever Evil: Blight* it more like a mini-crossover event which either ties-in or runs parallel to the greater *Forever Evil* crossover event. It spans four series with eighteen issues and it's much too long, which is rather atypical to events like these. The premise of the story arc is rather straightforward and even with a twist here and there, it still felt like the story linger for much too long.

For the most part, the text is well written, albeit some of it was a tad too abstract and conceptual for my taste, but not overly so. With four series contributing for this crossover event – it got repetitive fairly often, with having different points of view of the very same moment in time, which isn't bad per say, but with four series – it was way too much. The penciling was phenomenal, especially Mikel Janín's contribution. I have known Janín's work through the *Grayson* title, so I was pleasantly surprised to see that he started with the *Justice League Dark* series.

All in all, *Forever Evil: Blight* is a somewhat good tie-in event for *Forever Evil*, much too long and repetitive in its execution, but rather good nevertheless.

Andrew says

I loved this. I especially like the fact that there were enough magical books for a crossover like this.

Dean Simons says

A complete mess. I'm not a fan of crossovers (too many cooks in the kitchen and all that) but this is probably one of the worst ones I've read in a while. Although the writers involved are relatively minimal (about two, I think), the crossover within takes place across four different books. There is a lot of repetition, plots that go

nowhere, backtracking, cop outs - you name it, and it was probably thrown in.

On the face of it this should have been interesting but, whatever the intentions, the plot was stretched so thin as to cover 18 chapters. Characterisation was confused and felt more like a case of children playing with toys than actual strong plotting.

I know the creative teams involved can produce good work but it seems it is no longer possible in the Big Two of Marvel and DC.

I forced myself to finish this. The entire "story" was joyless, dull and confused. It could have been good. It wasn't. Avoid.

Trent says

Don't know why so many people seem down on this. I don't even really read the comics involved in this, and I loved it.
