



Moon Knight Vol. 2: Dead Will Rise

Brian Wood , Greg Smallwood (Illustrator)

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"Season Two" of Moon Knight begins with a new creative team...and a blackout! When the entire city is thrust into darkness by a strange new threat, Moon Knight must use all of his weapons (and personalities) to defeat a very different foe! Then, it's a hostage situation in a high-rise, and Moon Knight must come to the rescue. But in this cell-phone camera society, he's doing it on the world stage! What does this sudden exposure mean for the famously secretive hero? Brian Wood (*X-Men*, *DMZ*) takes the writing reins - picking up from where Warren Ellis left off , pushing questions from Moon Knight #1 back to the fore, and amplifying them a hundred-fold! Buckle up as the stakes get higher, the Moon gets fuller, and the Knight gets darker!

Collecting: *Moon Knight* 7-12

Moon Knight Vol. 2: Dead Will Rise Details

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From Reader Review Moon Knight Vol. 2: Dead Will Rise for online ebook

Chris Lemmerman says

I think I, like a lot of people, didn't expect much of Moon Knight once Declan Shalvey and Warren Ellis left, but lo and behold, lightning has struck twice as Brian Wood and Greg Smallwood take up the mantle and create something different, but equally as special.

These are again six done-in-one stories that join to create something cohesive at the end. There's a little more overlap than in the first trade, with a few actual cliffhangers, but each story is tonally different and individual, from the issue told almost entirely in camera shots, or an issue that takes place in a blackout.

Greg Smallwood's art is similar but again different enough to Shalvey's to make Moon Knight his own. I especially like how Moon Knight stands out in the colouring, thanks again to Jordie Bellaire.

If you liked Volume 1, Volume 2 will be equally as rewarding, even if it hits different areas of enjoyment than before. It's well worth sticking around for this one too.

Michael Church says

Shockingly good considering they took an EXCELLENT creative team off of the book from the last volume. I don't really have much to say beyond that. The art is solid, the story moves and fits well, but really I just want more of the last volume. If you're a fan, you should check it out.

Paul E. Morph says

Warren Ellis and Declan Shalvey's critically acclaimed and immensely popular first volume of the new Moon Knight series was always going to be an incredibly hard act to follow. The good news for Moon Knight fans is that Brian Wood and Greg Smallwood were more than up to the challenge.

The new creative team took the new status quo established by Ellis and Shalvey and ran with it. After all, if it ain't broke... Not content to simply imitate their predecessors, though, Wood and Smallwood then shook things up in a way that left their own distinct mark on the title without feeling the need to sweep away what came before. What the reader is left with is the best of both worlds.

Volume two abandons the done-in-one-issue stories in favour of one long six issue story arc and I think this is what the book needed to stay fresh. While Ellis' single issue stories worked fantastically well and introduced Moon Knight's new status quo superbly, I do think it would have become old hat before too much longer. This second volume is perfectly paced and every issue kept me desperate for more. Smallwood's artwork is gorgeous, too, which helps.

Basically, a great book and one that I know I'll keep coming back to. Highly recommended.

Sonic says

This is tight.

Javier Muñoz says

Nos encontramos en un arco en el que Spector tendrá que evitar varios intentos de asesinato contra el líder de un país africano y afrontar el rescate de unos rehenes con el objetivo de las cámaras puesto en él. Se verá que Konshu como todo dios es caprichoso y no tiene reparos en cambiar de protegido, con lo que el caballero luna tendrá que luchar para volver a ser considerado digno.

Un buen arco argumental, entretenido, aunque no llega al nivel del anterior arco guionizado por Warren Ellis, si se ve que se sigue el nuevo rumbo marcado por él.

Sesana says

I was really concerned about the direction this book would go in. I'd really enjoyed the first volume, and though I get that Ellis had told the story he wanted to tell and was ready to move on, I was kind of worried about seeing a new creative team on the book. It was going to be different, and I wasn't sure about Brian Wood. Well, it is different, and I think that's a good thing.

Don't get me wrong, there's a definite sense of continuity. Wood doesn't take Marc Spector as a character into a dramatically different direction, and the story around him doesn't feel wildly out of place compared to what had gone on in the first volume. Wood just kind of pushes him into the middle of a politically motivated story with an international impact. Which does play to Wood's strengths, after all. And the story is indeed compelling.

I also appreciate that Wood gave Marc a chance to shine without his abilities. Yes, that's practically a superhero cliché at this point, but some things are cliché for a reason. In this case, because it can be a good way to explore what makes a character tick. And seeing Marc's sheer stubborn energy even without his abilities was fun.

So far, this experiment with Moon Knight seems to be working out fairly well. Hopefully, the next time around will be good, too.

Grace Crandall says

This was a really fun read. Coming into it with no Moon Knight knowledge aside from a cameo or two in Daredevil and Spider-man comics, it was interesting to learn a little more Moon Knight lore.

People completely new to Moon Knight might be a little confused by his multiple personalities, which aren't fully explained in the comic. Explained in more detail was Moon Knight's connection with the Egyptian god Kanshu, protector of night travelers. Moon Knight takes the title 'protector of night travelers' very seriously, and the comic begins with the caped vigilante stopping the assassination of a mysterious diplomat--putting him at cross-purposes with powers both human and otherwise.

The story is told in an interesting style, in snaps and snippets that come together and form a complete picture, which was extremely fun to read. I can't say I understood everything that was going on--the perils of charging into a completely new story with no context--but I thoroughly enjoyed this book :)

Martin says

Readers of this '*volume 2*' can expect a smooth & effortless transition from the excellent Moon Knight, Vol. 1: From the Dead's creative team. This series continues to impress me with its apparent deceptive simplicity of design, engaging stories, and novel ways of *telling* these stories. I hope this series continues its run while maintaining its quality level, and this regardless of the creative team involved. More, please.

Quentin Wallace says

This may be the most original Moon Knight series Marvel has done so far. I still prefer the "Marvel Batman" take on Moon Knight, but I have to give them credit for expanding the character.

This still reads like a Vertigo book with both the writing and the art, but that's not a bad thing. In this one we find Moon Knight's shrink actually stealing away the mantle of Khonshu's avatar from Marc Spector. As the story goes on, we find out the doctor is not all who we think she is.

Overall another good volume. If you like superheroes but are looking for something just a little different, this is something you should check out.

Anthony says

I dropped this title when Ellis and Shalvey left thinking it couldn't be as good without them. I've just finished reading it on Marvel Unlimited and...wow! It's as good as what Ellis and Shalvey did. Not better, no, but Wood and Smallwood continue with an interesting take on Moon Knight that's as enjoyable to read as it is pleasing to look at. He also doesn't wear the Moon Knight suit that much and I do like it when creators manage to pull off a good superhero book with the lead character out of costume.

Chad says

I found the story convoluted and hokey, specifically the interactions with Moon Knight's therapist. Her character makes zero sense when you think about it. I wasn't familiar with Greg Smallwood, but I found his artwork to be pretty damn good.

Gaz Watson says

Loved the 1st volume of this, but this 2nd volume I thought was awful, really, really awful.

Anne says

So apparently, Konshu isn't the god of Loyalty.

Unlike the other 2 volumes in this run, this one has the honor of actually having a story arc instead of being loosely connected stand alone issues. I like it both ways, but this was a nice change of pace. And this was an excellent story!

Warning: some spoilers below!

Marc's shrink is using his connections to Konshu for her own nefarious purposes, and through hypnotism manages to get an audience with the god while in Marc's head. And then she **flips** him!

Whaaaaaaat?

Yeah, she gets Konshu to leave Marc and go into her, all so she can get revenge on the man she says burned down her village when she was a child. Which is admittedly a *really* good reason to do it, but...there's always a *twist* .

Spoilery thing happen, and Marc ends up having to try to save the *bad* guy without the help of his patron god. Or does he?

dum, dum, duuuuum!

Not only was this was a *really* good addition to Moon Knight's crazy mythos, but it preps you for what's coming next in Marc's journey with Konshu.

If you're looking for something that's a bit offbeat, I'd definitely recommend checking out this character, and this run is not a bad place to start.

Sam Quixote says

After Warren Ellis and Declan Shalvey departed Moon Knight, Marvel were determined to keep that readership with the new creative team of Brian Wood and Greg Smallwood. The cover to Volume 2: Dead Will Rise have two blurbs both reassuring readers that Moon Knight is still good and, given Wood's awful track record of Marvel work-for-hire, I was surprised that, yes, his Moon Knight is actually pretty awesome!

Unlike the first volume, Dead Will Rise is more of a sustained narrative than a series of (loosely connected but mostly) standalone issues. Marc Spector aka Moon Knight thwarts the assassination of General Aliman Lor, a warlord from the fictional African nation of Akima, who's in New York to attend a conference at the UN. And then Marc discovers who's behind the contract for Lor's head and things get very dicey.

A lot of the good stuff set up in the first volume is still here: the great new outfit, Mr Knight, the innovative artistic approach (it helps that colourist Jordie Bellaire stayed on), the James Bond-ish shenanigans thrown at Marc. But Wood brings his DMZ-tinged flavour to the story which is a heavily politicized narrative,

focusing on third world atrocities and first world hypocrisies. He also explores the Khonshu identity further.

One of the tried and true approaches to superheroes is: what are the characters without their superpowers? So it goes in this book as Marc and Khonshu have a “falling out” of sorts and Marc has to use his wits to save the day, which is always entertaining to see as there’s no safety net of powers or gadgets to do everything for him.

Greg Smallwood’s art is very attractive and reminded me a lot of David Aja’s style on Hawkeye (I think there’s a lot of crossover appeal between the two titles). MK #8 is also mostly shot from the perspectives of mobile phones/security cameras which was very clever and imaginative. I also loved the way he drew Khonshu, mixing in samurai designs with Egyptian, topped off with that eerie bird’s skull - very interesting that this is part of the “hero’s” identity!

And then there’s Jordie Bellaire’s colours bringing it all to life, still keeping that brilliant choice of not-colouring Moon Knight, leaving him blank, rather than colouring him white, making him all the more striking a figure.

I miss Ellis’ quirkier approach to Moon Knight - I still really like the idea of MK as a street-level detective solving weird mysteries - but Wood’s take on the character has plenty to recommend it also, particularly if you enjoyed the Jason Bourne movies. This is certainly still one of the best titles Marvel’s putting out right now. So if you like your superheroes a little more complex, unpredictable, and a lot more exciting, fellow travelers of the night, the Marvel NOW! Moon Knight is your guy!

Jeff says

Konshu, why hast thou forsaken me?

A little over-simplified background before we get sucked into the quasi-sacreligious-Judeo-Christian-Star-Wars allusions: Marc Spector was a mercenary. He was in Egypt looking for treasure. He nearly got killed. He was brought to the altar of the god, Konshu. His heart stopped. Konshu appeared in a vision and made Mr. Spector his avatar on Earth, endowing him with powers. Spector is also rich, so he can afford “toys”. Enter: Moon Knight, crime fighter. Moon Knight likes to dress in white.

Wearing white in New York City is never a good fashion choice.

A personal aside: I had the most comfortable pair of white pants ever. I decided to wear them to work one day. I took the subway to work. While waiting on the platform, I spied a nice comfortable bench to sit on. I sat down. When the train came and I went to get up, I found myself stuck to the bench. Why? It has been painted green and was still sticky, yet some wag had removed the “Wet Paint” sign. I now had green stripes on the back of my pants, and in my youthful zeal ~~indifference~~, I went to work anyway.

This is why wearing white in New York is never a good idea.

Isn’t this supposed to be a review of this volume, Jeff?

Thanks for keeping me on track, Goodreader, but I really did love those pants.

Brian Wood picks up where Warren Ellis left off: trying to endow Moon Knight with a “cool” factor. Greg Smallwood also does a yeoman’s job of giving the art some pizazz.

I don’t mind a little pizazz on occasion, as long as the pizazzfulness doesn’t derail the reader’s ability to follow the story.

A quickie summary for my buddy, Anne: Konshu is growing weary of Spector’s mood swings (read: Spector’s got multiple personalities, which he can cycle through in minutes) and looks for a more stable host. This leaves Spector quite literally hanging.

Bottom Line: Wood crams a lot into these six issues, including a dialogue on the nature of the vigilante and revenge, but the plot line has a tendency to wander. Still, it’s a fun, quick read.
