



Dark Knights: Metal: The Nightmare Batmen

Peter J. Tomasi , Joshua Williamson , James Tynion IV , Francis Manapul (Illustrator)

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From the pages of DARK NIGHTS: METAL, the seven Dark Knights of the Dark Multiverse take center stage in these one-shots further exploring the Nightmare Batmen from Scott Snyder and Greg Capullo's epic graphic novel saga!

The Red Death. The Devastator. The Merciless. The Murder Machine. The Drowned. The Dawnbreaker. And the Man Who Laughs. These seven Batmen—seven twisted mirror images of the Dark Knight himself—have been unleashed upon Earth-0 and the Justice League with only one thing on their minds: total devastation. How can the World's Greatest Heroes stop a horde of deadly beings that appear to be powerful nightmare versions of familiar figures?

Written and illustrated by some of the best creators in the industry, this tie-in graphic novel is a must-have for every fan of DARK NIGHTS: METAL and any BATMAN reader! Collects the following special one-shots: BATMAN: THE RED DEATH #1, BATMAN: THE DEVASTATOR #1, BATMAN: THE MERCILESS #1, BATMAN: THE MURDER MACHINE #1, BATMAN: THE DROWNED #1, BATMAN: THE DAWNBREAKER #1, THE BATMAN WHO LAUGHS #1 and DARK KNIGHTS RISING: THE WILD HUNT #1.

Dark Knights: Metal: The Nightmare Batmen Details

Date : Published June 26th 2018 by DC Comics

ISBN : 9781401277376

Author : Peter J. Tomasi , Joshua Williamson , James Tynion IV , Francis Manapul (Illustrator)

Format : Hardcover 216 pages

Genre : Sequential Art, Comics, Graphic Novels, Superheroes, Dc Comics, Batman, Comic Book

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From Reader Review Dark Knights: Metal: The Nightmare Batmen for online ebook

Jesse A says

I'm a big fan of one-shot elseworld/multiverse stuff so this was right up my alley and for the most part it really delivered.

James DeSantis says

I read most of these when they came out but the Wild Hunt came out so much later I didn't get to it. Now to rate them all together?

If want a bigger review on each chapter of the Dark Knights can read my single reviews. Basically these are the origin stories of the evil Batman. We get to find out why Bruce from that Dimension went fucking insane and usually became a killer. Then we get the wildhunt to tie it all up. When we see the final battle about to be all done who will win? And who is the chimp who might save the day?

Good: The dark knights story all vary. Some weaker ones but for the most part there's 5 good-great stories here. The highlights being Red Death and of course Barbatus (joker/Batman mix) and sets up how vicious these bastards could be. All hypes you up for them invading the normal universe.

Bad: The Wild Hunt was a letdown. It was long, kind of boring, and not really all that interesting. I was confused and I'm currently reading Metal to NOT be, but damn...too much shit going on.

Overall it's around a 3.5 for the collecting. Not amazing, but still pretty solid. For the individual stories alone it's worth checking out. A 3.5 out of 5.

Chris Lemmerman says

[Read as single issues]

The breakout stars of Dark Nights: Metal, the Nightmare Batmen, get their own origin story one-shots, all collected here. Plus, the Justice League battles across the Multiverse in the Wild Hunt one-shot!

Like most anthologies, this one's a little hit or miss, but it's much more consistent than you'd expect despite every issue having a different creative team. Red Death, Dawnbreaker, and Batman Who Laughs easily lead the pack, while Devastator and Drowned are probably the weakest, but they're all solid stories and help flesh out the characters in a short space of time.

The Wild Hunt one-shot's just weird as hell, and I'm surprised it wasn't collected with the rest of the series since it's basically issue #5.5. That said, I thought they'd have put Batman: Lost and Hawkman: Found in the main trade too, so you know.

Not essential to Metal, but nice supplementary material that you'll likely enjoy if you've read the main series.

Liz (Quirky Cat) says

[

Before I had even had a chance to read the Dark Nights: Metal story I had heard about the Batman Who Laughs. At the time I was interested, but when I finally got to reading the series I was confused. Th

Sam Quixote says

Oh thank criminay, it's over! With this fourth and final book, the nightmarishly tedious event Dark Nights: Metal is complete. And speaking of nightmares, here are the origin stories of The Nightmare Batmen. Any of them good? Nope. They add anything to the overall story? Nope. Total waste of time? Yup! And that's Dark Nights: Metal!

I feel like Scott Snyder came up with some arbitrary dark versions of the Justice League with a Batman slant and didn't think beyond their appearances. Because these flimsy one-dimensional "characters" are barely more than their visuals and their unimaginative and irrelevant origins are reflective of their overall creative shallowness.

The origins largely go: following some contrived traumatic experience, the Batman of a world decides to take a powerful tchotchke - a power ring (Green Lantern), Ares' helm (Wonder Woman), the Atlantean trident (Aquaman) - and then they become an evil hybrid of Batman and that character. It's formulaic and gets really repetitive really soon.

I liked Ethan Van Sciver's art on Dawnbreaker (the evil Green Lantern Batman) though I hated the lame and cringey new oath rhyme and everything else about that issue. Tony S. Daniel's art on Devastator (the evil Doomsday Batman) was similarly impressive, and the idea of the AI Alfred turning Bruce into the evil Cyborg Batman, Murder Machine, was interesting. The Red Death (the evil Flash Batman) has a cool name and design.

Everything else though? Just horrible. It's one badly written, boring comic after another. I've already forgotten most of the characters, let alone their origins! The Batman Who Laughs' origin was the only one I was looking forward to and James Tynion IV flubs it, serving up an utterly underwhelming load of nothing. He may as well have not bothered - in fact that would have been better and more in keeping with the Joker not having a concrete origin story.

Grant Morrison unexpectedly shows up at the end to co-write the Dark Knights Rising: The Wild Hunt issue though, despite a decent Detective Chimp side-story, it was another crap and pointless comic that added nothing to the event.

The Nightmare Batmen, like the rest of Dark Nights: Metal, is rubbish - avoid the whole stinking mess!

Ben Truong says

The Dark Multiverse is created by those that live in the Prime Multiverse. Words are created by the fears and hope for something – it's a place where fears and failures come to life. Similarly, the Dark Knights are seven incarnations of Batman – his fears, rejected plans, nightmares, and failures come to life. All of these Dark Knights have the same capabilities of Batman, but without his morals. This trade paperback collects all seven origin stories of the Dark Knights and depicts how fearsome they truly are.

Dark Nights: The Nightmare Batmen collects the following special one-shots: *Batman: The Red Death*, *Batman: The Devastator*, *Batman: The Merciless*, *Batman: The Murder Machine*, *Batman: The Drowned*, *Batman: The Dawnbreaker*, *The Batman Who Laughs*, and *Dark Knights Rising: The Wild Hunt*.

Batman: The Red Death is written by Joshua Williamson and penciled by Carmine Di Giandomenico. It stars Batman of Earth-52 in the Dark Multiverse, where he was once the hero of Gotham City. However, the city took its toll on the Bat and claimed the lives of all his sidekicks, forcing Bruce to seek more extreme ways to prevent crimes he felt he wasn't fast enough to stop. So Batman set his sights on his world's Flash, determining he could use the Speed Force better than the Scarlet Speedster. After besting his Flash he absorbed him into himself becoming a Batman/Flash hybrid, calling himself: The Red Death.

Batman: The Devastator is written by Frank Tieri and James Tynion IV and penciled by Tony S. Daniel. It stars Batman of Earth-1 in the Dark Multiverse. In this world, Batman remained paranoid about Superman's intentions and that he would one day betray Earth. So he built and collected a host of weapons capable of deterring him if he ever needed it, which it indeed happened, when Superman murder his wife and went on a killing spree. To stop him Batman infected himself with a modified version of the Doomsday Virus managed to kill Superman. However, the Doomsday Virus began to spread destroying the world. So this Batman/Doomsday hybrid, calling himself: The Devastator joined the Dark Knights.

Batman: The Merciless is written by Peter J. Tomasi and penciled by Francis Manapul. It stars Batman of Earth-12 in the Dark Multiverse. In this world Ares created a helmet that amplified his powers a hundredfold and war broke out. For two years, Batman and Wonder Woman fought side-by-side just to get close enough to attempt to stop Ares. The two were able to get the helmet off, but at the cost of Diana's life. Driven by grief Batman puts the helmet on in order to take down Ares. However the helmet proved more difficult to control and corrupted Batman. Later on, he learned the Diana was just stunned and afraid what the helmet could do, she tried to take it off Batman, but it was too late Bruce Wayne was addicted to the power and destroyed his lover. With virtually unlimited power and no sense of morality, Bruce went on war at first with villains and then with the remaining heroes.

Batman: The Murder Machine is written by Frank Tieri and James Tynion IV and penciled by Riccardo Federici. It stars the Batman of Earth-44 in the Dark Multiverse. One day, Bane led a group of his enemies to the Batcave in the attempt to find Batman, where they ambushed and killed Alfred. Years ago, Batman had copied Alfred's mind into a program, but couldn't create a full A.I., so he asked Cyborg for help. However, the Alfred Protocol had mutated into a virus that killed all of Batman's rogues with Bane being the last. Bruce Wayne tried to reason with the A.I., but was overcome and allowed the A.I. to fuse with him, taking away his grief, fear, suffering, and his humanity, turning him into a cyborg, christened as the Murder Machine.

Batman: The Drowned is written by Dan Abnett and penciled by Philip Tan and Tyler Kirkham. It stars Bryce Wayne as Batwoman of Earth-11 in the Dark Multiverse. Bryce Wayne became a crime fighter who

was romantically involved with Sylvester Kyle before he was killed by rogue meta-human. In retaliation for her lover's death, she went about systematically killing every meta-human to avenge him. After killing every meta-human on land, she sets her eyes under the water – Atlantis. After killing their monarch, Aquawoman, the Atlanteans in grief drowned Gotham City. In order to win her desperate war, Bryce performed surgical and genetic procedures on her making her more adept in killing Atlanteans in amphibious warfare.

Batman: The Dawnbreaker is written by Sam Humphries and penciled by Ethan Van Sciver. It stars Bruce Wayne of Earth-32 in the Dark Multiverse. At the moment of the murders of his parents, a Green Lantern ring chose Bruce Wayne to be a member of the Green Lantern Corps. However, his willpower was so great that he overpowered the ring's programming and killed Joe Chill. His willpower was so great that when the Green Lantern Corp arrives to arrest him, he managed to overcome them all bending them to his will. Deciding to become someone else other than Green Lantern or Bruce Wayne, he stepped into his Power Battery, supercharging himself with green light mixed with his inner darkness and became the Dawnbreaker.

The Batman Who Laughs is written by James Tynion IV and pencilled by Riley Rossmo. It stars Batman of Earth-22 in the Dark Multiverse. When one of the schemes of the Joker took a step too far in trying to destroy Gotham City, Batman snapped – literally, he snapped the Joker's neck. In doing so, the chemicals that the Joker used within himself, infected Batman and slowly mixed his knowledge with the Joker's lack of morality. He killed his teammates and eventually the Justice League and turns the children that the Joker infected with his venom and turned them into his vicious Robins. Barbados, would eventually make this Batman/Joker hybrid into his first Dark Knight and ask him to create a team so he could lead them.

Dark Knights Rising: The Wild Hunt is written by Scott Synder, Grant Morrison, James Tynion IV, and Joshua Williamson and penciled by Howard Porter, Jorge Jimenez, and Doug Mahnke with Hamie Mendoza. In this issue we have the Dark Knights ride through the farthest reaches of the Multiverse to track down the unlikeliest of teams: The Flash, Cyborg, Raven, and Detective Chimp. Their mission is trying to stop this mismatched team from completing their goal – to save all of existence.

It is difficult to rate this trade paperback, particular there are many writers and pencilers to keep them straight. However for the most part, I really enjoyed these tie-ins as well as the penciling styles, which is a rather surprise for me. Usually, I would think of tie-ins as nonsensical and doesn't push the plot of the main event forward, but these tie-ins provided wonderful origin story to the Dark Knights, who seems like rather interesting villains.

All in all, *Dark Night: Metal: The Nightmare Batmen* was wonderfully constructed and illustrated tie-ins of origin stories for the villains of the main event, it's far from perfect, but I enjoyed myself nevertheless.

Drew says

What's not to like about evil Batmen from the dark multiverse wrapped in heavy metal aesthetics and soaked in brutal, line-crossing violence? If you don't like this, you don't like comics.

Chad says

The origins of the Nightmare Batmen. They are all pretty cool and the art is great. It is a bit of a stretch in

that in each of these Batman is an amalgam with another Justice League member. If you like Elseworlds, then you'll dig these. Also included is the Wild Hunt one-shot which I guess is included because they didn't have anywhere else to put it. It really belongs in the main Metal miniseries as it's really issue 5.5 of the mini.

Received a review copy from DC and NetGalley. All thoughts are my own and in no way influenced by the aforementioned.

Malum says

Fun (and VERY dark) origin stories for the evil Batmen. Each story also ties into the main Dark Nights Metal plot as a whole.

Khurram says

“All it takes is one bad day!”

That line from the Joker has never been truer. Over the years Batman/Bruce has had a number of “bad days”. Being the hero he is he has always managed to fight back. However what happens if on one of those days he.

Decides the to take the Speed force

Is given a Green Lantern ring

Takes the power of a “God”

Loses his humanity to cold hard logic encased in metal

Uses a “Doomsday” weapon

Gains the most evil, sick and twisted sense of humor

These are the variants of the dark hero that live in the Dark Multiverse. A place too evil to exist for a too long until now. Barbados has given them a purpose destroy Earth 0 and have their worlds “saved”. The nightmare Batmen and woman are here and they plan to stay. Each one is every bit a brilliant, tenacious and single minded as our Batman, but without his moral code. Corrupted to the core. The Dark Knight at his worst times 7.

Wing Kee says

Wow this collection is fantastic.

World: The art is great, there are a lot of different artists which normally irks me with the different Nightmare Batmen it allows for more creativity and different tone. I love the world building, normally as I

said it is filler for me but these characters (and this is a character collection) are interesting and where they end up is the core of the world. The worlds they are from are fascinating.

Story: Normally in an event, the tie in books are fairly meh and don't really offer anything special to the story and are just excuses to make readers buy more books. However, these characters are interesting, the Nightmare Batmen are visually stunning and therefore intrigues me where they come from and why they became what they became, and this series of issues is exactly that. I want to know, it's framed very as you would expect but it's still good. The Wild Hunt issue is also fantastic because it tied into Morrison's Multiversity and it is so huge for the great world building that it blew my brain. The highlights of course if The Man Who Laughed but I really enjoyed Murder Machine for some odd reason as it really ties into Bruce as a character. Good stuff.

Characters: The character pieces are so good. It's their origin story and each issue makes sense and is very entertaining. I really liked it and I won't say more. If you love the Nightmare Batmen and want to know more about where they come from this collection of stories will not disappoint.

It's really good for a tie in, I'm surprised. Bobo!!!!!!

Onward to the next book!

read individual issues

Shadowdenizen says

Huh. Color me surprised. This was actually GOOD! Compelling and interesting, and way better than the ACTUAL "Metal" mini-series.

Lashaan Balasingam (Bookidote) says

This volume collects all the one shot origin stories for each of the nightmare Batmen who are part of the Dark Nights: Metal event (except Barbatus himself). It also ends with The Wild Hunt, the one story that features the return of the great Grant Morrison, to unveil the intention of these Batmen, and to multiply your questions with key events surrounding Bobo T. Chimpanzee; sounds crazy already, right?

The only real central thread to this volume is the structure of each story as each origin story tackles both the driving principle of these Batmen and what ultimately makes them agree to the Batman Who Laughs to join forces. Most of these stories aren't necessary to understand the main event in itself, but there are some little key details thrown within some of the stories that greatly help connect some dots and that's what really makes this volume so worthwhile.

And to make things even better, these stories that you'd assume to be of lesser quality are actually pretty decent. Some of my favourites are Murder Machine (the pencil art by Riccardo Federici is phenomenal and the father-son touch to the story was well-done), Devastator (Tony S. Daniel does not disappoint with his artwork and the writing is really solid), Batman Who Laughs (this one was obviously going to make it among the top just for the premise behind the character's personality) and The Wild Hunt (I'm too excited by

the return of Morrison on this one to want to hate it and it actually pushes the cosmic-level story to new heights in a formidable fashion).

If you've read the original 6-issue event, then you'll most definitely want to pick this one up too. It's complimentary to the event and adds great content worth appreciating. I have to say that the best way to truly appreciate the whole DC event would be read each issue as they were printed out. It might make for a less fluid story, but it will unquestionably answer so many questions that you might have if you were to read the 6-issue event in one shot.

Yours truly,

Lashaan | Blogger and Book Reviewer
Official blog: <https://bookidote.com/>

Bookwraiths says

Great omnibus. Loved every page of it. Well, most of it anyway.

Craig says

This is the best Metal-related volume I've read yet, largely because each individual issue charts the origin story for each of the dark Batmen featured in the main storyline. Not all of them are evil (or started out that way). Some were corrupted by too much power. One went over the edge trying to stop an evil version of Superman on his version of Earth. They've all been sucked in by the Joker-Batman, who has promised them a world where they can be heroes again, and that's all they really want (or is it?), even at the expense of thousands (millions?) of lives. The Wild Hunt story in the last issue was kind of strange--seemed to come from out of nowhere and didn't have a lot of backstory or explanation. Great artwork throughout this volume. My only question is why are all the evil Batmen some sort of Batman crossed with either a DC villain or hero? There's a Batman-Flash, a Batwoman-Aquaman, Batman-Green Lantern, etc. No entirely original evil Batman (at least so far).
