



Savage Wolverine, Volume 2: Hands on a Dead Body

Zeb Wells (Writer) , Jock (Writer, Illustrator) , Joe Madureira (Illustrator)

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Two blockbuster stories in one action-packed book! First, Zeb Wells and Joe Madureira take on Wolverine, teaming him with Elektra and Spider-Man in a climactic battle against the Kingpin! Who will win? Who will lose? Who will get stabbed by something sharp and pointy? It's an epic tale of ninjas, blades, and sweet revenge! Then, best-selling artist Jock spins a tale of sci-fi intrigue! When Wolverine crash-lands on an alien planet, he'll need more than just his healing factor to survive! But even if he adapts to this strange environment and its denizens, a mysterious child has arrived with a single-minded mission - to kill Wolverine. And when the child's past, and its connections to Logan's own, are revealed, Wolverine will have more than mere survival on his mind!

Collecting: *Savage Wolverine* 6-11

Savage Wolverine, Volume 2: Hands on a Dead Body Details

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Author : Zeb Wells (Writer) , Jock (Writer, Illustrator) , Joe Madureira (Illustrator)

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From Reader Review Savage Wolverine, Volume 2: Hands on a Dead Body for online ebook

Angela says

Wilson Fisk is being targeted by the Hand. Elecktra and Wolverine are tasked with protecting him.

An interesting story, that has a completely different feel to volume 1 of savage wolverine. It seems he has to go berserk at least twice a story though which is a shame. There's more to his character than that. A good read.

Murphy says

While I was frustrated at first that the previous story arc had been dropped without resolution, reading these brash one-shots has actually been enjoyable. A continuing plot has the chance to become dull and drag on longer than it should, but that is not a possible concern here.

In this volume there are two seperate stories, one is meant to fit into Marvel continuity while the other seems to exist purely on its own. However, as a whole this volume fits together since it is more intense in terms of plot and tone than the previous.

The antagonists in the first story are what allow it to be interesting, while the concept for the second is original and memorable, and even with its oddity I somewhat wish it had expanded beyond three issues.

Joe says

Good Wolverine stories, yet...They don't really fall into the regular timeline anywhere..sorta. Read it just to enjoy Wolverine and good art.

Miloš says

Drawings are excellent. Especially #6-8. Story in them is also amazing. I liked it. The other couple issues are good but a little strange, and I am not really a fan of that kind of art.

But, all together it goes under 5 stars.

David says

Good looking, well written pair of Wolverine stories.

Elena says

Featuring: Wolverine, Elektra, Kingpin

(6) Wolverine doing his time with the Avengers is approached by Elektra for a mission. They come upon Kingpin and Wolverine thinks he is to kill Kingpin, but it turns out Elektra is working for him and now Wolverine is too.

(7) Kingpin hires Elektra and Wolverine to capture the body of Bullseye before he is resurrected.

(8) Wolverine and Elektra battle The Arbiters and win. The Kingpin is still the leader of The Hand. Wolverine heads back to Avengers tower and Elektra goes on to murder on her own.

(9) Wolverine is drugged and dropped on some planet. A kid shows up that says he is like Wolverine. He hands Wolverine the serum and says this can save them.

(10) The people who dropped the kid off come back and try to get away with the kid and the serum but Wolverine happens.

(11) Wolverine and Kouen (the kid) make it inside a facility where they are growing clones of Wolverine, just like Kouen. Wolverine tests the serum on himself and find out that it's poison. Kouen puts it into the system to end the life of the clones and then he and Wolverine wait for the people to come. With a ship.

Nicole Westen says

I like this one better than the first. Spider-man is a precious cinnamon roll. The only weird thing was the Wolverine in space chapter at the end. No context at all, so confusing.

Neil McCrea says

There are two stories in Savage Wolverine. The first details a power dispute between the Kingpin and the Hand. Elektra gets involved and then asks Wolverine for his help. Things play out in an exceptionally convoluted comic book fashion. The primary problem here is with tonal shift. We jump from action to pathos to "night of a million, billion ninjas" parodic humor. The humor is such that it sucks the energy out of the rest of the story, but isn't actually funny.

The second story involves Wolverine on an alien planet (in the distant future? an alternate reality? in continuity? who knows?) defending a tween Wolverine clone from the evil forces who created him. I'm so very, very sick of Wolverine clones/children/long lost uncles. Even if I weren't this story is eminently forgettable.

The art is passable. I usually enjoy both of the artists who were involved with this volume, but neither were turning in their best work here.

Renata says

I might have enjoyed this more if I knew more about Elektra and Kingpin? I did LOVE all of the Spidey & Wolverine moments. I would prefer a story that's straight up just Spider-Man annoying Wolverine and never getting around to the weird zombie ninja thing? But uh.. I understand that my opinions are perhaps not representative of the average Wolverine fan.

Caleb says

The first story (Elektra crossover) is a HUGE upgrade from the first SW collection. After that, though, it loses its way again. Wolverine wandering alone on a distant planet kind of defeats the purpose of his character. It picks up again toward the end, but doesn't regain the fun of the first couple issues in this volume.

Quentin Wallace says

3.5 Stars

This was two separate arcs. The first arc featured the Kingpin, Elektra, and the Hand with art from Joe Madureira. This arc was 4 stars.

The next one was one about Wolverine and aliens and clones. It wasn't really bad, but it felt like we got dropped in the middle of the story.

Overall not bad, just not great.

Daniel Butcher says

The first story is a lot of slashing.

The second story with Wolverine on an alien planet feels like it has great promised (ends on cliffhanger) but it also feels like a clone of Captain American in Dimension Z.

Ryan says

Two storylines in this volume. I'm a fan of Madureira because I have fond memories of the X-Men stuff he did in the 90's. Jock is great too, but maybe not so much suited to the Marvel books. The stories are good, but nothing amazing. I can't figure out the context behind the strange Jock story. How did Wolverine get there? Is there more to it? Maybe it will be explained later.

Sam Quixote says

Two volumes in and I'm still not sure what "Savage" Wolverine is supposed to be - how does this series distinguish itself from other Wolverine titles? I initially thought it was because in volume one Wolverine was in the Savage Land, so the series would be a weird dinosaur themed Wolverine book, but in volume two he's left the Savage Land behind and is onto other stuff. So is it because he behaves more "savagely" in this title? Nope, no more so than in other Wolverine comics. So... it's basically just another Wolverine book with "savage" in the title.

The second volume features two three-issue arcs. Zeb Wells writes the first one with art from Joe Madureira: Kingpin's rule of The Hand, a ninja organisation, is brought into question so a tangled plan that draws in Elektra and Wolverine is set into play to re-assert Kingpin's dominance. The second arc is written and drawn by Jock who takes Wolverine into space and throws him onto a hostile alien planet to protect a kid who also has metal claws.

Neither arc are particularly well written. Wells' is overly complex and could easily have been written without Wolverine - it's essentially an Elektra storyline. Kingpin, the Hand, Elektra and the corpse of Bullseye, all of that stuff works fine together - throwing in Wolverine is pointless and felt unnecessary. That said, convoluted plots, arbitrary twists and weird cameos do make a very engrossing read.

Jock's arc is a bit more straightforward in that there aren't that many twists and turns but it's still a really odd story. For no reason Wolverine's in space, hurtling towards an alien planet - how, why? - and he's given a kid to look after who has similar powers to Wolverine: metal claws/skeleton.

Maybe Jock was influenced by Rick Remender's Captain America series where Cap's sent to an alien planet and forced to look after a kid and this is the Wolverine version of that? Except what happens when that kid grows up to his adult size - does his metal skeleton grow with him? No, because it's metal! So he'd be an adult with a metal kid's skeleton? He'd probably just die, actually. Not really well thought out, Jock.

While the writing is pretty poor, the art is fantastic. Savage Wolverine, for all its confusion from concept to stories, remains a great looking series. Frank Cho, Joe Madureira, and Jock - that's a helluva trio of artists! Madureira's art for the spooky Arbiters is stunning as are his renderings of Elektra in action, Kingpin, and Wolverine when he gets riled up - really energetic and exciting imagery. Jock too does tremendous work. I get the feeling with his story that his desire to draw alien landscapes/creatures came first and then he built a story around his drawings - the story might not be all there but the art sure is.

Savage Wolverine remains a very weak series with forgettable and badly written Wolverine stories but if you're a fan of the artists involved, you'll get something out of the books.

Frans Karlsson says

Two stories with Wolverine. One in space and one together with Elektra.
