

Chapter 1 : A Look at Gotham- Season 2, Episode "Wrath of the Villains: Azrael" | What Else is on M

"Wrath of the Villains: Azrael" is the nineteenth episode of the second season of Gotham. It aired on May 2, Gordon and Bruce question Professor Strange about Project Chimera, which leads Strange to send the newly resurrected Galavan to confront Gordon.

It seems she is unaware of your presence but suddenly she starts to descend towards the chamber floor and stares at you with her piercing eyes. I was expecting you would eventually make your appearance in the Kingdom of Heaven. I suppose it was only a matter of time until you figured out. I was surprised that you were so quick to follow Mephistopheles through the Undead Realm and Underworld without even thinking of how vulnerable Valeria would be. Who are you and why are you doing this? What is your connection to Mephistopheles? I apologize for being rude. I am Azriel, the Angel of Wrath. If you truly want answers, fight me and defeat me if you can! Azriel Summoned Embrace My Wrath! Azriel Slain Azriel swoops down from above with her mighty sword raised high. You are so mesmerized by the gracefulness of her flight and the speed at which she closes in on you that you barely have time to dodge her strike. As you roll out of the way and dodge the strike, Azriel is already on you unleashing a flurry of strikes. You are only able to parry a few of her strikes. As her blade breaks skin, a searing pain unlike any you have felt before shoots up your sides and takes your breath away. Azriels blade must be infused with some sort of magical energy. You struggle to stand on your feet but before you have a chance to fully recover, Azriel is again on you. This time Azriel begins to cast a spell and is surrounded by a shining blue light. She waves her hand in your direction and the ground begins to shake violently as if a volcano was about to erupt. The chamber itself feels like it is about to collapse on itself. Suddenly, Excalibur starts to glow, similar to when you opened the pathway to the Kingdom of Heaven. You feel power course through your veins. The searing pain from Azriels wounds instantly subside and you are able to think clearly and focus on the matter at hand. Azriel herself seems to have slowed. Azriel again raises her sword for a strike. This time you raise Excalibur to easily block the strike. Excalibur cuts through Azriels blade as if it were not there. Azriel does her best to avoid your weapon as she twists away but Excalibur runs cleanly through her side. Azriel yelps in pain and grabs her side. She begins to bleed profusely and starts to lose the color from her face. No man-made weapon should be able to hurt an Archangel as myself. Only weapons forged from the Light or the Darkness would be able to harm archangels! You: But you will force my hand if you do not tell me what your involvement with Mephistopheles is! Eons ago, when the continent of Valeria had just been born, there was a time of peace. The Creator was responsible for maintaining that peace. I admired the Creator for its fairness, its wisdom, and all its glory. Then on the fateful day, the Creator just decided to leave. Before the Creator left, it charged me with the responsibility to maintain that peace. I watched over everything and did my best to maintain that peace. As time passed, it became apparent to me that all individuals are greedy and thirst for power. Conflicts arise, wars break out. Pain and suffering are inevitable. Why should I prolong the inevitable suffering? Why not end all this suffering? My efforts to maintain peace were meaningless. Over time, I realized that the intentions of Mephistopheles were the same as my own; to end the suffering. If it is, you are nothing but a selfish fool! Your actions are no different than a cowards. Mephistopheles is able to see the hatred within yourself and exploit it. Mephistopheles is using you as a puppet. Mephistopheles only wishes to rule over this world and cause more suffering. Although you may have given up hope, I will find a way. I will still continue to fight and break the cycle of suffering. If you have lived as long as I have, you would come to realize the futility of your efforts. I have no more attachment to this world and am ready to accept my fate! You wish it did not have to end this way. Then suddenly, the chamber begins to shake. The foundation must have been damaged from Azriels spell. It looks as its about to completely collapse. As you are running towards the exit, you catch a glimpse of the ground swallowing up Azriel into a fissure. With Azriel now gone, you are sure the Kingdom of Heaven and possibly the rest of the world will be thrown into disarray. Your only hope is to find Mephistopheles as soon as possible and end this conflict. Rewards while fighting Azriel.

Chapter 2 : Azrael The Warrior | Gotham Wiki | FANDOM powered by Wikia

"Azrael" is the nineteenth episode of the second season, and 41st episode overall from the Fox series Gotham. The episode was written by co-producer Jim Barnes and co-executive producer Ken Woodruff and directed by Larysa Kondracki.

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Chapter 3 : Wrath of the Villains: Azrael | Batpedia | FANDOM powered by Wikia

Azrael himself is a modern day knight created and trained by The Order of Saint Dumas. In this story Theo Galavan (James Frain) is a descendant of the St Dumas. The first Azrael was Jean Paul-Valley and the second Micheal Lane, both Batman's allies with Valley even becoming Batman after his alleged death.

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Chapter 4 : Gotham: "Azrael" Review - IGN

*THE WRATH OF AZRAEL [Richard Frady] on calendrierdelascience.com *FREE* shipping on qualifying offers. While on vacation to Florida's Gulf Coast, young lovers, Ryan Branan and Joy Robertson, witness a gruesome murder.*

History[edit] Azrael was recruited from the brutes of Kimmeria , but does not show their clumsy-ass thuggish behaviors. Earning his first laurel of victory and being one of only six in the ten thousand year history to achieve it before becoming a full battle brother. As a member of the 3rd company during the scouring of Truan IX, Azrael disobeyed orders to evacuate after his captain and command squad fell victim to a psychic assault. Charging through the psychic draining effects of a Warp Beast at the center of the uprising, he showed mental fortitude above his battle-brothers and continued fighting even after all others were lost. Further realising that he could not harm the creature due to immense derp , he brought the catacombs down on himself and the creature and its summoning wards. He remained buried for three days, awaiting death. Until he was dug out by his company, who petitioned his direct entry to the Deathwing Knights for his remarkable force of will. As Master Azrael participated in the early battles of the Siege of Vraks in the year After over a hundred years of service he was briefly promoted to Grand-Master of the Deathwing in One of the most epic moments of Warhammer 40k. Azrael VS Kharn is still cooler. Recently, Azrael has been getting a lot more screen time from Black Library. Portraying him as a self-confident, witty and snarky bastard. Almost completely at odds with the stoic and humourless reputation of the Dark Angels chapter or even the down to business approach that other Chapter Masters might be like. Space Wolves and Blood Angels can attest to this. Instead Azrael deals with them so casually that he constantly pisses off Kaldor Draigo by cheekily misrepresenting his rank of Supreme Grand Master. He also quickly warms to the personality of Catachan Colonel Strike when the human starts ordering Space Marines about, especially after Kaldor Draigo finds it irritating and so he takes the opportunity to just badger Draigo even further. Also, despite the Dark Angels sometimes coming off as emo dispassionate pricks, he is quite vocal about his support and admiration for humanity. He also proclaims his support for the common man of the Imperium, swearing to protect them where another Chapter would sacrifice them to gain victory. This is further exemplified in the Space Marine Legends: Azrael book, where as part of his trials to become Supreme Grand Master, he was faced with a recollection of his early history where he as a tribal teenager got into a fight with another tribe; and circumstances led him to stand over the knocked out body of a defeated enemy while he was still armed, but the image paused for Azrael to explain himself. Azrael reacted quite strongly to the idea that he could be so honourless as to slay a defeated opponent, trying to argue that "mercy" was a virtue. Therefore, Azrael can still be a douchebag and can violently but efficiently turn on his allies whenever they are exposed to the Fallen. Somewhere in the middle of the Pandorax campaign, Azrael got into a fight with Kharn, who mocked Azrael and his stupid hat the entire time. The audiobook "Trials of Azrael" when this fight takes place has Azrael sounding suspiciously like Hugo Weaving. Scared out of her wits and with Black Legionnaires at the door to come claim her, Azrael dispatches them and approaches the Adept, still thinking the Chaos Marines are still alive. Even in my wounded state, I thought I cut quite the imposing figure. Exploits[edit] Azrael has in recent years began to accumulate some impressive feats in both body and mind: During the Siege of Vraks, Azrael refused to allow the Chapter Banner to fall into the dirt when its bearer was slain. Catching the Chapter banner in one hand he fought Arkos the Faithless, a chaos lord who had the blessing of all four ruinous powers backing him, with literally one hand tied behind his back. Upon field elevation to Supreme Grand Master he led a mission to recover the the old grand master Naberius, who had been taken prisoner by the Night Lords, being kept alive and wrapped in the Chapter Banner for use as bait. Both quickly realised that they had been bought there by persons unknown in order for them to kill each other. Choosing the larger victory over the satisfaction of killing the traitor Azrael destroys the floor below him sending himself plummeting into the depths of the chaos warped vessel. Azrael discovered that the perpetrator of his teleportation error was a Daemon Prince of Tzeentch. He promptly leaves to re-join his forces leaving the terrified daemon to beg for mercy. During the Campaign upon Pandorax Azrael fought alongside Supreme Grand Master Draigo of the

Grey Knights at the forefront of the fighting and matched him kill for kill. At the climax of the Pandorax campaign it was Azrael that finally defeated the giant Greater Daemon of Nurgle that the entire Grey Knight chapter had failed to banish and had only managed to imprison. As the Deathwing stormed the bridge Azrael faced the giant bloated form of Typhus; the Sword of Secrets easily cutting through the corrupted terminator armour. Upon realising that Typhus had been manipulated, Azrael is suddenly moved by Tuchulcha back to the Rock. Azrael may have ever so slightly caused a causal paradox and may have been the guy who destroyed Caliban and banished the Fallen in the first place. To be fair, one of the current Fallen was going to make it back to the past and there were still Death Guard and Fallen that could breach past the Dark Angels. Some moron tasked with drawing an official "Warlords of the Dark Millennium: This has caused no shortage of photoshop parodies fixing the gun, some normally, some "tacticool". If you see someone posting yet another "how do the Dark Angels expect to justify this tech-heresy" for the billionth time, just ignore it and go about your business.

Chapter 5 : "Gotham" Wrath of the Villains: Azrael (TV Episode) - Quotes - IMDb

Traditionally depicted in red and gold (or, more recently, silver and grey) armor in the comics, Gotham's Azrael shares the same high-tech/medieval hybrid look but in the grimmer black/gray hues more in line with the series' prevailing aesthetic.

Azrael" is the nineteenth episode of the second season of Gotham. It aired on May 2, Meanwhile, Nygma investigates who Professor Strange is. However, Strange tells Gordon that Thomas Wayne was the one who started the program to cure humanity of the great evils at the genetic level such as old age, disease, and death, yet he denies involvement in the atrocities of the program which, according to him, were the work of Thomas Wayne. Gordon then reveals that he only did so to get confirmation that he was the one behind it all, and afterward Strange realizes that Gordon gave him an empty envelope. Leaving out of Arkham Asylum, Gordon crosses paths with Ed, who Gordon tells to go to hell, and Ed promises to find a way to get out of there, as no one beat him, though Gordon reminded him that he did. After that, Nygma listens to Strange and Ms. Peabody commenting on Gordon as he could prove to be a big problem to their current plans. At that, Nygma offers his help in taking Gordon down, but Strange refuses, though Nygma unintentionally gives him an idea of how to solve his problem with Theo Galavan. Using The Will and Order of St. Dumas which told the story of the immortal warrior Azrael, Strange goes into the reanimation lab to speak to Galavan, but the resurrected Galavan quickly attacks him. He then told Bruce that it would make him more like the evil he was trying to fight and that he needed to be better. Gordon told Bruce to hold out a little longer, as they would work on Barnes, and get him to sign a warrant and arrest Strange for good. Peabody watched as Theo watched a video teaching him about the Order of St. Dumas in the reanimation lab. Ethel arrives and asks Aaron to come with her. As she closes the door, Ed holds it open with a newspaper. Down in the Indian Hill facility in the reanimation lab, Aaron is brought into the lab, and Strange orders Theo to vanquish him, as a test. He then points to a metal case and tells him that it contained everything he needed to defeat Helzinger, though instead of opening it, he takes the case and knocks Aaron unconscious with it. Strange then orders Theo to open the case, and he finds a sword, which Professor Strange tells him is the Sword of Sin , though Peabody notes to Strange that it is only a replica. Professor Strange then orders Theo to kill James Gordon. At a crime scene, Barnes announced the deaths of 4 male victims. After his announcement, he is aggravated by the sight of Gordon, Bullock, and Bruce nearby who were discussing the nature of the crime. Though Gordon asks to speak to Barnes, he refuses at first, but Bruce insists and he gives Gordon three minutes to explain. At Arkham, Ed almost has all the tools necessary to find the secret passage down the hallway except the bug zapper, as Norton had brought him a fly swatter instead. While they argue, Azrael arrives and confronts Barnes and Gordon. Azrael quickly subdues the two, though Bullock, Bruce, and several officers arrive in time to save Gordon. Gordon states that Hugo Strange is behind him, but Barnes rejects this suggestion due to the lack of evidence. Bruce asks what Barnes plans to do about Strange, and Barnes tells him that he will assemble a Strike Force and call in all off-duty personnel. At the Van Dahl mansion, the inside of the house is in ruins. Elsewhere, Azrael walks the streets of Gotham and discovers a poster of him when he was running for Mayor of Gotham. This quickly brings back flashes of memories of the election, though they quickly fade away. In the Indian Hill facility, Professor Strange shuffles several books in his hand and tells Peabody that he wants to install personas in more of their patients immediately. Gordon then asks Barnes to let him go, and though Captain refuses. After brutally killing three officers, Azrael tries to do the same to Gordon, however, Barnes saves Gordon by shooting down Azrael. Despite hitting the villain several times, it only momentarily subdues him. On the roof, Barnes battled Azrael with a metal pipe. Surprised to see Theo Galavan under the mask, Azrael takes the opportunity to stab Barnes with his broken sword, and Gordon then appears armed with a shotgun. Azrael tries to flee but Gordon shoots him several times until Azrael falls off the ledge of the building, landing on a Gotham City coroner van in front of dozens of television cameras gathered to cover the attack on the GCPD. The news then reports that Azrael was in fact, Theo Galavan. At their home, Butch and Tabitha see the news of Azrael being revealed as Galavan, and back at the Van Dahl mansion, Penguin

excitedly watches the news of the revelation. Meanwhile, at Arkham, Ed uses the objects he gained from the other inmates to gain access to the elevator leading down to the Indian Hill facility. Walking into the facility, Nygma discovers the horrible creatures in the facility. This is a reference to the Batman villain Mad Hatter , who in the DC Comics is obsessed with Alice in Wonderland and names himself after the character from the book. When the police first encounter Galavan as Azrael, Bruce observes his movements in astonishment. This could be foreshadowing his later quest to become the Batman, as in this version, Azrael even wears a cape similar to Batman.

Chapter 6 : Watch Gotham Online - Wrath of the Villains: Azrael - S2E19

Witness the wrath of Azrael in extended Gotham trailer FOX has released an extended Gotham trailer, showing off plenty of new footage of Azrael as he runs rampant through Gotham. Check it out in.

By Matt Fowler Warning: Full spoilers for the episode below. As much as I truly enjoy B. But "Azrael" marked the second week in a row where Strange decided to send a guy who everyone thought was dead after Gordon. With notably disastrous results. Meaning, of course Strange thinks his diabolical plan will work. How could Gordon be a match for a super strong guy in armor? So I get that Strange is unable to exactly foresee any of these plans failing. But his big Azrael idea did come immediately after Mr. Freeze not only failed to kill Gordon, but got spotted in the process. Now Gordon knew that Victor was alive, and even confronted Strange about it. Basically, seeing Freeze allowed Gordon to connect together certain puzzle pieces and figure out that Strange is still doing his evil bio-engineering experiments. And he got seen in public. Though I suppose I just need to accept that Strange himself is just plain nuts. So what did I like about "Azrael? I really thought Barnes was done here too. It certainly seemed like that sword stab would have done him in, but he was getting rushed off to the hospital in the end. It all had a very "last words said about this particular topic" feel. He still could be a goner, mind you. He just might linger in the hospital for a while. It was probably important that he stay alive a little while longer since he still needs to push out a line like "You were right, Jim. I like Ed just being an outright villain. And I like how they made him a master manipulator behind bars. And helps explain how Riddler will always be able to have lackeys on the outside if needed. Oh, and nice Mad Hatter tease, by the way. Strange, however, will most likely cause himself to lose this battle long before Gordon ever makes a definitive move.

Chapter 7 : Gotham - Season 2, Episode Wrath of the Villains: Azrael - calendrierdelascience.com

Jim Gordon goes off to see Professor Strange, they {Bruce and co.} that Strange is The Philosopher. Jim brings up the subject of Pinewood Farms. "Karen Jennings said you were involved in the project." Jim said. Strange keeps his cool. "I was merely a Researcher, Thomas Wayne run Pinewood.

From this day on you are simply a Dark Angel - nothing else is of consequence. The Chapter is all that matters. In this role, he is not only their military commander but the protector of their honour and the shield of their souls. Azrael also carries the honorific Chapter title of Keeper of the Truth. Grim of demeanour, possessed of deep conviction and unwavering purpose, Azrael is the epitome to which the Dark Angels aspire. In this, he guides not only his Chapter, but all the Unforgiven. Azrael must contend with a galaxy deeply changed by the events surrounding the birth of the Cicatrix Maledictum , and only he knows that it is one that the Arch-traitor Luther not just survived to see, but now gravely threatens with his recent escape from his former prison deep within The Rock. It is to the recapture of Luther -- and of all the Fallen -- that Azrael now extends the full scope of his powers. Deep with The Rock, in a chamber known only to the Emperor Himself, The Lion is fully healed and ready to awaken when the Imperium needs him most Contents History A Determined Novitiate Dark Angels forswear all past life and allegiances, forgetting the worlds of their birth, forsaking all kinship and former friendships to become warriors of the Chapter. Through long rituals and inculcation into the traditions and teachings of the Dark Angels, each takes on the mantle of a righteous soldier of the Emperor and remembers little of his origins. The same is true of Supreme Grand Master Azrael; if he recalls anything of his childhood, he tells nothing. Yet in the vaults of The Rock , there exist ancient records of recruitment, guarded by the Chaplains and kept safe by vigil and lock. Here, even the beginnings of a lord of the Chapter as great as Azrael can be found. Though the Chaplains discourage idle rumour and gossip, tales circulate amongst the battle-brethren of the circumstance that brought their commander to the Dark Angels. Before reaching even thirteen Terran years old, he was marked for greatness. The trophy stakes outside the lodge of his family held two dozen heads taken by the young fighter in raids and battles, and leadership of the clan was certain when he grew older. Along with a handful of other promising candidates, he was taken by the Chapter, body and soul tested near to breaking point. Alone amongst those recruited at that time, he passed these tests, meaning that there are no others amongst the Chapter who share any deeper knowledge of his lowly origins. Whatever the truth of his background, he foreswore it, as do all new inductees into the Dark Angels. Once inducted as a novitiate into the 10th Company, the youthful Azrael performed above expectation. As his body was crafted into that of a noble warrior of the Adeptus Astartes , so too was his mind honed. It was not the physical deeds of the Scout Marine that drew attention, though they were as considerable as any Dark Angel, but his surety of purpose and dedication to the teachings of the Chapter. On Daenyth Secundus, that mettle was tested gravely. Elements of the 10th, 6th and 3rd Companies were fighting Eldar pirates that had been preying upon the people of Daenyth Secundus for many solar decades. Against such swift-moving, elusive foes, the Scouts were essential in locating the enemy. One night, two solar weeks into a frustrating campaign that had seen the Eldar avoid open battle, the Scouts located an active Warp Gate -- an Eldar portal to one of the alien ships hiding in orbit. The Sergeants were ready to communicate their discovery to the Force Commander when a small group of pirates emerged. Caught unawares, the Eldar were swiftly slain. It was Azrael that realised that the Eldar would soon miss their reconnaissance party and urged the Sergeants to lead an attack back through the portal before it was closed. Passing through the portal, the Scouts found themselves aboard a xenos pirate ship above the world. They wreaked havoc in the heart of the enemy starship, managing to disable its engines so that a Dark Angels rapid strike vessel could bring it to battle. Before the ship was destroyed, the Scouts were saved by a daring Thunderhawk extraction. On returning to the Chapter, Azrael was awarded his first laurel of victory -- one of only six individuals in ten thousand Terran years to have earned such honour before becoming full Battle-Brothers. By the time Azrael took his titled name and ascended to the ranks of the Battle-Brothers, it was thought he would join the Chaplaincy, such was his knowledge of, and aptitude for, the lore of the Dark Angels. However, the course of

his life was to take a different turn. Amongst warriors that will fight fearlessly and tirelessly for the cause, capable of feats that would make them heroes amongst the ranks of normal men, it takes a particular kind of Space Marine to earn even higher respect and recognition. On a night-shrouded world on the edge of the Truan System, the 3rd Company responded to the disappearance of an Adeptus Mechanicus outpost. At first, they encountered no foe amongst the abandoned hab-domes and mine workings, and they discovered no sign of what had happened to more than five hundred thousand Tech-priests and colonists; there were no corpses and no evidence of battle. Unperturbed, the 3rd Company ventured into the depths. There, in caverns deep beneath the surface, they discovered the remnants of the inhabitants, their decaying remains scattered where they had fallen, Tech Adepts and miners locked together in mortal combat with themselves and each other. What had driven them to fall upon each other like wild animals made itself known as the Space Marines soon came under a powerful psychic attack. From the heart of the world, a corrupting siren song permeated the minds of the Dark Angels, demanding obedience and sacrifice, filling the warriors with a rampant paranoia. Their souls hardened to such intrusion, the Space Marines did not fall immediately under the spell as had the weak-minded colonists, but the assault was not without consequence. Discipline was failing, and arguments between the battle-brothers sparked confrontations and sporadic bouts of violence as the company continued to explore. Their commander, Master Batheus, led his squad at the front, delving ahead into the ancient tunnels the mines had unearthed, leaving behind the rest of his command. Twelve hours later all contact was lost. They followed Batheus into the catacombs. They found the corpses of the command squad, broken and battered by Chainsword and bolt shell. Pushing through the waves of demented paranoia that assailed him, Azrael left his companions behind and continued on alone, chanting hymnals and battle-prayers to harden his resolve. In a temple-like chamber, he came across the siren-beast -- a bloated Warp entity trapped half in the real universe and half in the immaterial. Holding true to his faith in the Lion and the Emperor, determined that his loyalty was to no other, Azrael confronted the Warp creature. Yet no matter how many cuts he made with his combat blade or how deep were the wounds gouged by his Bolter, the Warp-spawn could not be slain. With a handful of melta bombs taken from the corpses of the command squad, Azrael fought his way from one side of the ancient temple to the other, withstanding the tormenting lashes while he placed the explosives. There was no way to escape the temple and still detonate the charges, so Azrael resigned himself to his death and brought the temple down upon himself and his foe. With the warding stones destroyed, the monster was wrenched back into the warp with a last howl of rage, leaving Azrael alone inside his self-made tomb. Azrael believed his sacrifice to be mortal, but after three days, the survivors of the company dug him free. Returning to the Tower of Angels, the warriors of the 3rd Company demanded, with due respect and humility, that Azrael be recognised for his efforts. In honour of his mental resolve, he was directly inducted into the Deathwing Knights of the 1st Company. His battle-prowess was undoubted, but to be inducted into the Inner Circle requires more than skill with blade and bolter. During his tenure with the Deathwing, Azrael continued to fight at the forefront of any engagement and, within a few years, attained the rank of Knight Master. His tempered argument and sound counsel found welcoming ears, and many of the other Masters, some of them decades his senior, looked to him as an exemplar of the greatest traditions of Caliban. He quickly proved himself a most noble and diligent member of the Chapter. He rose rapidly through the ranks, distinguishing himself through his heroic performance during the scouring of Truan IX. Azrael continued to distinguish himself, eventually becoming the Grand Master of the Deathwing in From there, he famously led the assault that slew the daemon -possessed Planetary Governor of Sephlagm, claiming vengeance for the Imperium before the order for Exterminatus removed the befouled planet from the heavens. He personally led an ambush and was slain by Heretic Astartes during the Rhamiel Betrayal, whilst in pursuit of the infamous Fallen Angel Cypher in Azrael led the Deathwing to recover his body and was subsequently named as his successor. Since that time, Azrael has distinguished himself, and his Chapter, with countless victories. When the old incumbent dies, his choice is ceremonially presented with the panoply associated with the rank of Supreme Grand Master. This venerable weapon was so finely crafted that its razor-sharp edge has not chipped or lost its keenness since it was forged long millennia ago. Finally, he donned the Protector, a finely crafted suit of Artificer Power Armour inlaid with the symbols of his new rank. All of these artefacts are potent icons for the Dark Angels,

each having been passed down through the ages from one incumbent to the next, a weighty reminder to the Supreme Grand Master and to all under his command of the heritage and duty of the Dark Angels Chapter. It is said that as the holder of this august rank, Azrael is party to the most terrible of truths, known only to him and to those who have preceded him as Supreme Grand Master. Granted the honorific title of "Keeper of the Truth" -- Azrael is the sole guardian of the Chapter charged with keeping the terrible secrets locked away within the dark chambers miles beneath The Rock where only the mysterious Watchers in the Dark dare to tread. Following in the footsteps of every prospective Supreme Grand Master before him, on the day of his appointment, Azrael was accompanied by high-ranking members of the Inner Circle into ever deeper levels of The Rock, the Keeper of the Keys unlocking each adamantium door until the domed Chamber of Passageways was reached. With these legendary icons of the Chapter, Azrael was led down long hallways until, at last, he came to the Arch of Truth. Alone, the Supreme Grand Master entered, and faced an unspoken test to determine his resolve and suitability for the role. Many fall at this final hurdle, failing to secure the approval of the Watchers in the Dark, but Azrael -- as he has done so many times in his life -- endured and emerged triumphant, and was presented as Supreme Grand Master to the gathered Dark Angels brethren above. As Supreme Grand Master, Azrael alone is privy to the greatest secret of all -- for at the very heart of The Rock lies a cell, shielded by metre upon metre of Adamantine armour and inscribed with the most potent runes of warding. Within this cell, kept alive for ten millennia inside a stasis field, languishes the broken man who was once Luther. During rare moments of lucidity, the link twixt Luther and the Warp is strong, enabling the Dark Angels to use him as an oracle of sorts. He claims that this day is close at hand, and the Lion is already near. But even as the isolation of the Noctis Aeterna passed, The Rock was invaded. Fighting took place along the docks, within the grand halls, and even in the labyrinthine sub-levels and dungeons that burrowed deep into The Rock. As the conflict reached its climactic point, the invaders disappeared with the same suddenness with which they had manifested, having ultimately achieved little beyond mindless slaughter and destruction. There was one, however, who knew otherwise. In the deepest dungeon, a secret prisoner known only to the Supreme Grand Master of the Dark Angels -- Luther -- was set free. More than ever, the Dark Angels must operate in the twilight between duty to the Imperium and their self-imposed quest to rid the Chapter of shame. Despite the travails and turmoil this has brought to his Battle-Brothers, Azrael faces the task undaunted. He knows that a greater honour waits to be seized if the Dark Angels can expunge the Fallen from existence, and he holds this higher truth to be more important than anything else the Chapter might accomplish, for the Dark Angels free of shame will become an even more potent weapon for the Emperor. Only through force of will and strong leadership can Azrael steer the hard path to final absolution. On the one hand, if ever the Dark Angels totally forget their oaths of allegiance and their pledges of duty, their quest will be in vain. The burden of the awful truth sits upon the shoulders of all the Inner Circle, but none bear it so heavily nor with such dignity as Azrael. He alone sees the light that will bring redemption and leads a course towards it. Only the Supreme Grand Master -- only Azrael -- does not hesitate at the precipice of damnation, but strides boldly along its edge, confident that his honour is sound and his goal noble. If the hunt for the Fallen can ever be successful, if the Dark Angels can ever overcome a shame ten thousand years old, Azrael will see it done. As with all heirlooms connected to the mighty Primarch of the Dark Angels, it is attended by the Watchers in the Dark. The helm generates a powerful force field that has protected the Supreme Grand Master since the days when the Dark Angels were still a Space Marine Legion.

Chapter 8 : "Gotham" Wrath of the Villains: Azrael (TV Episode) - IMDb

Azrael is a fictional character in the DC Comics universe. Azrael is a member of a group of assassins who were created by The Sacred Order of Saint Dumas.

Publication history[edit] The character first appeared in the four-issue miniseries *Batman: Sword of Azrael* [2] as Jean-Paul Valley. He then became a supporting character in the monthly *Batman* titles, eventually taking over the role of Batman [3] through the " Knightfall ," "Knightquest," and "KnightsEnd" story arcs. The problem is that I had to turn a bad guy into a real hero, not just an anti-hero or lead. You almost have to change his personality. Dumas, ran for issues between and Starting with issue 47 [5] , it was retitled to *Azrael: Agent of the Bat* in an attempt to boost sales by tying the series in with the rest of the *Batman* mythos , including Azrael as part of the team of Batman, Robin , and the new Batgirl. Michael Lane was introduced as a character called Azrael, introduced as part of the *Battle for the Cowl* , a storyline told in a three-issue miniseries format written by Fabian Nicieza. Fictional character biography[edit] Jean-Paul Valley[edit] Jean-Paul Valley, a university graduate student of computer science in Gotham City , is unaware that he is the latest in a line of assassin - enforcers for " The Sacred Order of Saint Dumas " , a sinister religious secret society. For most of his life, he has been brainwashed with The System, a deep level of psychological conditioning. Valley only learned of his new status upon the death of his father, who was also his predecessor, at which time his conditioning was activated and he was called upon to take up the mantle of Azrael. He worked with Alfred Pennyworth to find the weapons dealer after he had captured Bruce Wayne, using the *Batman* costume to kill the other Order members. Artwork for the cover of *Batman: Shadow of the Bat* vol. Valley also suffers from continuous hallucinations of both his father and St. With his back repaired thanks to the sacrifice of Doctor Shondra Kinsolving , and his fighting instincts rehabilitated after lessons with Lady Shiva , Wayne goes after Valley to reclaim his identity. After a prolonged battle, culminating in a final showdown in the *Batcave*, Bruce tricks Valley into removing his armor, excluding his helmet with night-vision lenses engaged , and exposes him to bright sunlight - the shock snaps Valley out of his delusional state. Valley is then sought out by Bruce Wayne, who feels responsible for his mental breakdown after attaining and losing the mantle of *Batman*. Bruce grants him a small fortune in money, information on the Order of St. Along with Brian, he discovers the evil conspiracies within the order of St. Dumas, and they help a nun named Sister Lilhy escape. He returns to Gotham for several crossover events, including *Underworld Unleashed* , *Contagion* , *Legacy* , and *Cataclysm*. *Batman*, who feels responsible for Valley, especially after realizing that he gave him very little training and support, decides to give Azrael missions to carry out as a test to prove himself. The first of these missions is to defeat a resurfaced Bane, but it is not until Azrael saves the lives of a group of U. Senators one of which tries to plead to Congress for the funds to rebuild Gotham City after its devastating earthquake that *Batman* begins to fully trust him again. Prior to those events, *Batman* sent Azrael after Nicholas Scratch, who was planning to kill another Senator who also wanted federal money to save Gotham City. Toward the end of the series, Azrael is plagued by supernatural occurrences in the form of possible miracles. Scratch is arrested, and LeHah falls into the river with Azrael. In *Booster Gold* vol. The index section of the *Blackest Night* tabloid later indicated that it was in fact Jean-Paul. Whatever Happened to the Caped Crusader? Michael Washington Lane[edit] In , a miniseries titled *Azrael: On his first night as Azrael*, Lane fights Talia al Ghul and her team of mercenaries led by Merlyn and later encounters Nightwing. In *Batman and the Outsiders* vol. Michael Lane has also appeared in *The New Michael Lane* was originally featured in *Batwoman* issue 2 as a cameo, which was written before the relaunch but published after, however the art was edited in order to remove him. His design was updated, with his main weapon being his sword rather than gauntlets although he was later shown to still possess the gauntlet blades. His character, however, was essentially the same, working as an enforcer for the Order of St. This marked the first proper appearance of a living Jean-Paul Valley in the DCU in over a dozen years, with previous appearances relegated to either minimal cameos or the aforementioned *Black Lantern* revival of the character. Please update this article to reflect recent events or newly available information. August In , Jean Paul made his post Rebirth debut in the

first issue of the Detective Comics line, starting with issue Jean Paul made a few cameo appearances in the first two issues before joining the roster fully in issue After something was done to his suit by Ascalon, Luke Fox gave him a new suit inspired by Batman and after the fight Azrael went back to his old suit [18]. After Batwoman invited Azrael and Batwing to join her colony, they agree in hopes to reshape the colony. Powers and abilities[edit] As Azrael, Jean-Paul has enhanced physical abilities. He has been shown to fight at heightened levels even when fatigued, a fact exemplified when Azrael was able to defeat Bane, despite suffering from both extreme exhaustion and Venom withdrawal. Azrael is also a superior fighter; although he lacks technique and style in his fighting moves, he makes up for it with his inhuman speed, reflexes, and agility. Azrael has been able to match Deathstroke in a sword duel and has even defeated Batman in hand-to-hand combat. Equipment[edit] The original Azrael costume worn by Jean-Paul Valley consists of red and gold armor. After becoming an "Agent of the Bat", he dons silver and black armor with a red cape and a stylized red bat symbol on the chest. Later on, he dons red armor with golden gauntlets, boots, shoulder pads and a blue cape. He sometimes carries a flaming sword, and also uses two retractable daggers hidden in the gauntlets of his costume that can be charged with thermal energy to increase their destructive power. Dumas to an agent of the Batman to his own man. The New 52 version of Jean-Paul wears a similar costume, and his weapon is a flaming knight sword called Murasame. He also possesses the familiar gauntlet blades as well. Sword of Azrael referenced by his son as having the same name and, with more detail, in Azrael Annual 1 identified as just Ludovic Valley. A Chinese man, supposedly given the same training as Valley and an identical costume, is briefly under the control of the Order. Also, the position of the Order of St. Sean Murphy has confirmed that Azrael will appear in his sequel to Batman: White Knight , Batman: Curse of the White Knight, as a villain and will team up with the Joker. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed. February Television[edit] Azrael made his debut in the second season of Gotham , portrayed by James Frain. Galavan is the power behind a group of insane criminals called "The Maniax" who terrorize Gotham, but betrays them by killing their leader, Jerome Valeska , making him a public hero. He is elected Mayor of Gotham with the reluctant help of Oswald Cobblepot , whom he blackmails into killing the other mayoral candidates by holding his mother, Gertrude, hostage. In " Wrath of the Villains: Pinewood ," Galavan is revived by Hugo Strange , who gives him enhanced physical abilities. Galavan attacks the Gotham City Police Department, killing several police officers and wounding its captain, Nathaniel Barnes. Unleashed ," Galavan is poised to finally kill Gordon, when Cobblepot and his henchman Butch Gilzean blow him up with a rocket-propelled grenade launcher.

Chapter 9 : Witness the Wrath of Azrael in Extended Gotham Trailer

Watch Gotham - Season 2, Episode 19 - Wrath of the Villains: Azrael: Jim confirms that Hugo is responsible for Karen's death and Victor's release, but Barnes refuses to move against the doc.

A Look at Gotham- Season 2, Episode Peabody thinks that Strange is as mad as a hatter. Oh, I get it. And the texts he wrote on the wall come from a book called The Will and Order of St. Dumas, as the Galavan family is descended from 12th century crusading knights and Theo himself studied the entire book. Jim Gordon arrives to speak with Strange on behalf of a client. He shows a photo of Karen Jennings, who said, before she died, that Strange was connected to the Pinewood Farms program of Wayne Enterprises. Karen, though, claimed that the program ended up creating monsters. Gordon finds it hard to believe, but Strange maintains that everything came from Thomas Wayne, who excelled at compartmentalizing every aspect of his life. Hell, Strange was one of the people who forced Thomas to shut down the program, but by then, so many people had been hurt. When Gordon switches to Victor Fries, who he saw last night. Luckily, Gordon can pick up on facial clues, too. When Gordon leaves, Strange opens the envelope. But then Nygma spots Jim leaving. He taunts Gordon, saying that Arkham is just one big puzzle and puzzles are his forte. He already has several inmates manipulated. Everyone has a story and they just want to be heard. And that part appeals to Strange, so he thanks Nygma for his help. Strange returns to the text and now has a cure for Theo Galavan. People need stories that they tell themselves and what Galavan needs is a heroic one- and not the heroic dose of Thorazine that Peabody suggests. Strange settles on the tale involving Azrael. Despite the obvious threat, Strange enters the reanimation room and is attacked by Galavan. Strange wants no interference. As Galavan chokes him, Father Strange reminds his son of his code. Galavan asks where he is or his own name, but Strange says that demons have bewitched his souls. Galavan is the redeemed one and he should know his name. Though Galavan believes that there still exists a sister and high tower, Strange tells Galavan to serve his order. And Strange shall give his son the name of Azrael. Azrael begs his father to command him. Their evidence is thin and the only potential witness is dead. No way would Barnes sign off on this. Jim asks for the room: Jim promises to get a warrant and put Strange away for good- the right way. Strange tells Peabody that going forward, Galavan is Azrael: Aaron Helzinger is summoned while Nygma slips out to investigate why people keep disappearing down a particular hallway and figures that Strange is hiding something. From a safe distance, he follows, but ends up at a dead end. Helzinger is brought before Azrael, whose skills are yet to be tested. Strange calls Helzinger a demon and says that the case in front of Azrael will help him conquer the demon. He uses it to knock out Helzinger. Strange tasks Azrael to kill Jim Gordon. At a construction site, GCPD find the bodies of four male victims. After some prodding from Bruce to hear the truth, Barnes gives Gordon not five, but three minutes to make his case. At Arkham, Nygma speaks with the inmates about grabbing some items so he can find out what Professor Strange is hiding and get out of Arkham. Not to play Clue, though. Azrael enters the scene and manages to hold off Barnes and Gordon. He then scales the walls and flees incoming gunfire. Bruce watches with a mixture of shock and confusion on his face. Right, because that worked so well the last few times. Barnes tells Bruce to go home and stay out of police business. Bruce tells Jim that this is his business, too, but Gordon wants Bruce to remain safe. At the same time, Azrael looks at a poster of Galavan for Mayor and has flashes of his past self. Gordon says that sometimes, breaking the law is the right thing to do, but Barnes tells Jim to look at Gotham all around him. Or maybe, when the chips are down, these civilized people will eat each other and the chips. As the lights suddenly go down, Azrael bursts into the department, proclaiming himself to as the light to vanquish the evil that is Jim Gordon. If the other officers stand down Jim surrenders himself, Azrael will spare everyone present. He starts killing officers left and right until Jim is released. Barnes unloads his entire clip into Azrael, but, of course, it has no effect. Barnes heads to the roof and is soon confronted by Azrael, who demands that he show Jim Gordon. The most Azrael can offer Barnes is a painless death. Gordon finally arrives and opens fire. He manages to blast Azrael off the roof and right into the middle of a news story. As Barnes is taken to the hospital, Gordon tells Bullock that he did indeed see Galavan. She thanks the two for being so good to her, so she decides to make cocktails.

Tabitha thinks that everything is fine, but Butch is scared out of his mind. Then the two happen upon the story of Galavan on the news. As does Penguin, who recognizes his old friend. And so do Bruce and Alfred, who contends that Galavan must not have been dead. Bruce figures that Hugo Strange must be the culprit. We return to Arkham Asylum, where Nygma uses the assembled items to inspect every nook and cranny of the dead end. He soon finds a secret compartment and uses a bobby pin to unlock the secret elevator that takes him down to Indian Hill. That night, as Jim heads off for the night, Azrael watches him from atop the Gotham City bridge. Well, that was interesting. This is not a show that can be taken seriously just because of how goofy a lot of the presented elements have been. And this extends to villains doing dumb things. Wait awhile, I say. Oh, and use that time to make a more secure mask. Nor did crazy Barbara. If any of these people were to run into Galavan, they could just say they saw him on the news. And it would feel more genuine than having to force them into the final moments of the episode when they served no purpose. I like his design and he has the flexibility and stamina to last his own in a fight. The show is well within its right to do that, but I just find Azrael oddly placed here. I could easily be wrong on that assumption. Gotham has this habit of spelling out things that some audience-goers who know anything about Batman will know. Jim, you just contradicted yourself. Yeah, not for a costume, but the Dark Knight foreshadowing is unnecessary. So I have no problem when Barnes tells Bruce to stay out of police business. Nygma controlling the inmates in Arkham Asylum is a good way to develop his character and keep him scheming and playing mastermind. It embraced the campy and was serious when it needed to be, but some elements were a bit too on-the-nose and the writing contradictory at times. Is he going to throw every past rogue back onto the streets of Gotham City?