



Red Lanterns, Volume 2: The Death of the Red Lanterns

Peter Milligan (Writer) , Miguel Sepúlveda (Artist) , Ed Benes (Penciler)

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The Red Spectrum of Rage is the lifeblood of the Red Lanterns and it is dying, poisoned by one of their own. Atrocitus, the creator of the Red Lanterns, is haunted by his past. One of his creations, the powerful Red Lantern Abysmus, has been freed from his imprisonment and intends to destroy not only the Red Lanterns, but all life. In the chaos of their dying planet, Atrocitus must also face a civil war led by his right hand Bleez. Did Bleez free Abysmus in an effort to topple Atrocitus? Is the new human Red Lantern Jack Moore the key to stopping Abysmus and restoring the Red Spectrum of Rage?

Collecting: *Red Lanterns* 8-12, *Stormwatch* 10

Red Lanterns, Volume 2: The Death of the Red Lanterns Details

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From Reader Review Red Lanterns, Volume 2: The Death of the Red Lanterns for online ebook

Shannon Appelcline says

The book sets itself up as a five-issue long quest after the firstborn trying to destroy the Red Lanterns. Unfortunately, it frequently loses its focus and meanders all over the place in the process.

That starts with the first two issues (8-9), where the interesting politics & characters of the first volume have descended into the endless mayhem that I feared when I started reading this comic, with the only bright spot being the new human Red Lantern who isn't quite right [5+/10].

Things feel like they get entirely derailed as part of the Stormwatch crossover (10), which I liked better when I read it as part of *Stormwatch*. Unfortunately, from the view of the Red Lanterns, it's a big snipe hunt intended solely to make you-and-him fight, because it has nothing to do with the main Red Lantern plot arc [6/10].

Things only begin to cohere in the last two issues, which finally address the main arc and have some nice scenes of Red Lanterns across the universe [7/10], but it's too little too late to save the volume as a whole.

Roman Colombo says

Second Volume, still really strong. But what struck me even more was Miguel Sepúlveda's art. This book looks amazing. The art is more than cinematic and dynamic, it feels like your driving like a maniac on a highway.

Kyle says

This book reads like a bunch of cave people grunting at each other, fighting over the last leg of roast beast.. A really shallow storyline using characters with no depth to them. A total throw-away volume. Not sure if I will continue reading this series.

2/5

Fizzgig76 says

Reprints Red Lanterns #8-12 and Stormwatch (3) #9 (June 2012-October 2012). The Red Lanterns are dying. Infected by Atrocitus's first creation Abysmus, the Corps are working on borrowed time, and they must find the cause quickly. Atrocitus sets off to locate Abysmus while Bleez and her rebels seek the Star Sapphires. As Stormwatch takes an interest in the Red Lanterns, Jack Moore finds himself caught between his humanity

and curse of being a Red Lantern.

Written by Peter Milligan, Red Lanterns Volume 2: Death of the Red Lanterns is part of the New 52 relaunch of the DC Universe following Flashpoint. Following Red Lanterns Volume 1: Blood and Rage, the collection features art by Miguel Sepulveda, Andres Guinaldo, Jorge Jimenez, Mark Irwin, and Tomas Giorello. The collection features a crossover with Stormwatch, and Stormwatch (3) #9 and Red Lanterns #10 were also collected in Stormwatch Volume 2: Enemies of Earth.

The New 52 relaunch of DC was a fun way to spice up the DC Comics. Red Lanterns was one of the surprise titles and putting Milligan on it was a different choice. With winning titles like X-Force/X-Statix, Milligan has potential to soar...Red Lanterns finds a middle ground.

Milligan takes a bit too many jumps in the storytelling. The Abysmus backstory is a bit too loosely told and the Bleez encounters with the Star Sapphires also takes odd leaps that leaves you questioning if you missed a page. He's done a bit of this in the past in titles like Shade, but I wish that the series flowed better here.

It is unfortunately because there is some gold in Red Lanterns. I actually kind of like Milligan is giving the rather one-dimensional Red Lanterns more depth. Villains as leads are always compelling, and Red Lanterns are even more villainous than most comics that attempt it...plus, Dex-Starr is gold.

The crossover with Stormwatch feels logical (Milligan was writing both titles, and Stormwatch are essentially police men), but the execution also wasn't great. While the Stormwatch part works, the Red Lanterns issue seems forced in the bigger story which is occurring in Red Lanterns. Atrocitus vows revenge which promises a payoff later on...but I don't know if we'll get it.

Red Lanterns has a lot of potential, but it feels largely untapped. I wish Milligan went all in on Red Lanterns like he did on X-Statix, but it feels like he was limited by DC's mainstreaming of the book. If we had had something completely crazy and unusual in Red Lanterns, it would have really stood out among the New 52 books...even if it didn't fit in perfectly. Red Lanterns 2: Death of the Red Lanterns is followed by Red Lanterns 3: The Second Prophecy.

David says

Okay, I think I've had it with this title. Another one to drop from my read list.

Anne says

3.5 stars

Once again, I didn't think I would enjoy a book about the Red Lanterns as much as I did. It's mostly a slugfest between the Reds and anyone who crosses their path, but the addition of the new Red Lantern (who still has some of his humanity) helped to keep things fresh. Also, the crossover with Stormwatch was pretty cool.

The story goes like this:

The Red power battery has been poisoned, and all of the Reds are dying.

Rage!

Lots of goods times to be had while they streak across the galaxy in search of the cure...

Recommended for Lantern fans!

Matt Raymond says

Everything I liked about the first one is here, but with more violence and a solid story arc. The feud between Atrocitus, Bleez and the other Red Lanterns is still going on when the Red Power Battery is suddenly poisoned and killing Red Lanterns. While they continue to hate each other, they try to solve the mystery of who did it and how to stop it.

The human lantern annoyed me less in this volume, because they just let him go full into his new rage duties. I liked his monologues and his conflicts with what the red lantern's required of him. It reminded me of Atrocitus' monologues in the last volume, except not as good.

As the schism that started in the last volume spills into this one, we see the Red Lanterns slowly begin to get comfortable again. I skimmed the reviews and saw a lot of complaints about that, but come on these people are all rage incarnate. If they quickly made up, it would make no sense. They have to be angry and unreasonable, and what makes this series stand out for me is their twisted perception of existence and their place in it. The best example of that here is when Atrocitus fights Abysmus, and they talk it out (as characters do in these things) touching on interesting thoughts about revenge, justice and violence. I mean, I could be looking too far into it, but that was some impressive sentence making for a comic book.

The only thing I didn't like was the crossover, even though I did like seeing Martian Manhunter for a hot minute. Otherwise, this Green Lantern spin off may actually be worthy of existing. Unlike, say, all the others.

Noetic_Hatter says

I didn't like it quite as much as Red Lanterns, Volume 1: Blood and Rage, mostly because of the Stormwatch crossover - which I thought was awful.

But the space opera and the art are still great, and I look forward to more.

Logan says

Great! So after a few years since I read Volume 1, I finally got vol 2; and I'm kicking myself for not getting it sooner! So the story is that, the Red Lantern Power Battery has been poisoned(How I won't say because I don't wanna spoil), and its up to Atrocitus, and his lanterns to stop it! This was all around good from start to finish; however their was mini crossover with Stormwatch, if anyone remembers that series; apart from seeing Midnighter; their a pretty boring bunch! The Artwork also changed from Vol 1; they are very similar, but I think I like vol 1's art slightly more! Also I'm not sure what value, Jack Moore(Human Red Lantern) adds to the table; Atrocitus is awesome, Bleez is a badass; that giant head Lantern provides comic relief; but

Jack Moore does not add any value, he just flies around confused about who he is, why is he a red lantern... I may have pointed out a lot of flaws, but their minor; this is a really great series!

Charlos says

So, somebody has poisoned the angry well water. What to do? Well, of course Atrocitus and the rest of Team Poncho Punch are going to work together to solve this problem, right?

Well...no. Instead, it's time for some infighting, with whatever sector it happens in taking collateral damage. This makes for some fun scenes, but makes me worry for the longevity of this series if it can't find something more solid to base itself on. Showcase the unique nature what it means to be a Red Lantern and how a group of unstable people/things/cats can rally to a common cause, instead of doing generic superhero team strife.

John says

The first 2 volumes of this series have been off the charts. Atrocitus has easily jumped into my top ten of super villains all time. Bleez character continues to shine and Midnighter and Apollo enter the fray. Damn good stuff right here.

Zohar - ManOfLaBook.com says

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Red Lanterns, Vol. 2: The Death of the Red Lanterns by Peter Milligan (art by Miguel Sepúlveda and Ed Benes) is a graphic novel continuing the story of the Red Lanterns, fueled by anger and rage. This graphic novel collects Red Lanterns 8-12, and Stormwatch 10.

The powerful Red Lantern Abysmus, creation of the leader of the Red Lanterns Corp Atrocitus, has been freed and on a mission to destroy all life, and the Red Lanterns by poisoning their battery. Atrocitus must stop this genocide, but also fight a civil war his right hand, Bleez, has declared.

As I stated in my thoughts on Blood and Rage (vol. 1), I was pleasantly surprised by this run since I'm not a Green Lantern fan in his standalone stories. Once again, however, I was pleasantly surprised reading the continuation in Red Lanterns, Vol. 2: The Death of the Red Lanterns by Peter Milligan (art by Miguel Sepúlveda and Ed Benes).

The first volume introduced some great characters (Rankorr who is still half human, and Bleez which is certainly poised to become the breakout character), and this volume expands on them as they each go on different paths.

The art is very cinematic, the book looks great and very dynamic. The story was somewhat intricate and I had to read several panels a few times, or go back for stuff I missed, but the art really drives this volume.

The weakest part, in my opinion, was the Stormwatch crossover. While it works, I didn't think it was

executed as well as it could have been and seemed forced while attached to this volume.

This book has a lot of fighting in it, it's a punch fest from start to finish. I really enjoyed these books so far, and looking forward to reading the rest of the series.

Wing Kee says

It was okay but still fairly pointless.

Point, that's the biggest enemy that this series faces, it's point. With their mission accomplished the last arc tried to answer that question and somewhat but not really answered it, with this second arc this creative team hopes to build on that wobbly foundation.

World: The art is fine, you don't notice it and you don't hate it. There are certain issues that are better than the others but it's mainly a coloring thing. The world building is wonky at best, it's trying to expand the world of the Red Lanterns, but given that the notion of the Reds are already wonky building outwards does it not favors. It's there but you don't really care.

Story: Still trying to find point, but not really succeeding, this is because the reader needs to buy into the premise of their existence, mainly Atrocitus. Endless rage and vengeance does not sustain a good story and when it's over there's nothing left to tell. I think it's time to let the other Reds to shine and have their story told and their vengeance be the main force. But still, it's an issue. Readers, at least me, want to read heroes saving people bit so much avenging people. The Abysmus story was stupid and pointless which is why I won't go into it, except how did he get off planet? The story needs a point and I'm running out of patience.

Characters: Atrocitus is boring, his arc over, let's do something else. This section is just as weak as the story cause there are no characters to lead this book. Bleez is eye candy without substance and Moore is just...zzz

This book needs a point.

Onward to the next book!

Fluffyroundabout says

The Red Lanterns are forced to stick together and save their corps before time runs out. At this point there are three very interesting Red Lanterns, Atrocitus, Bleez and of course the human, Rankorr. We mainly follow these great characters as they each go on different 'missions' to save their corps. Atrocitus and Bleez are as badass as ever while rankorr is still lost as to who he is, even what he is.

Great story and well executed. This volume is not as strong as the first but still worth reading if you enjoyed the first volume. Recommended to people who enjoyed the first volume, GL fan or not!

Robert says

Yes, we get it, you're very angry. Can we have more of a story than that please?
