



Hal Jordan and the Green Lantern Corps, Vol. 3: Quest for Hope

Robert Venditti (Writer), Ethan Van Sciver (Artist), Rafa Sandoval (Penciler)

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Writer Robert Venditti (THE FLASH) is joined by iconic Green Lantern artist Ethan Van Sciver (GREEN LANTERN: REBIRTH, THE FLASH: REBIRTH) and artist Rafa Sandoval (CATWOMAN) to continue the rebirth of Hal Jordan and the Green Lantern Corps!

It's a new era for the Green Lantern Corps. Based on the living planet Mogo under the leadership of John Stewart, the Corps are about to take on their toughest assignment ever—partnering with their bitter enemies in the Sinestro Corps, combining the powers of Will and Fear as a new force for good.

But not all of the Sinestro Corps members are ready to sign on. So the new Green-Yellow partnership has their first mission: track down the rogue Sinestro Corps members and bring them in...either to join the Green Lanterns or rot in a cell.

Hal Jordan has a different mission, however. Together with former Green Lantern and current White Lantern Kyle Rayner, Jordan has been tasked by the Guardians of the Universe to find and rescue Saint Walker—the final Blue Lantern and keeper of the Light of Hope. But will Hal, Kyle and Walker be able to bring Hope back to the universe...or will their mission only empower a threat that waits in the shadows?

Find out in HAL JORDAN AND THE GREEN LANTERN CORPS VOL. 3: QUEST FOR HOPE. Collects HAL JORDAN AND THE GREEN LANTERN CORPS #14-21.

Hal Jordan and the Green Lantern Corps, Vol. 3: Quest for Hope Details

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From Reader Review Hal Jordan and the Green Lantern Corps, Vol. 3: Quest for Hope for online ebook

Kim Dyer says

I actually felt that this was the strongest trade to date. While the first couple of issues felt a bit rushed (Guy and Arkillo seem to become BFFs rather fast and mostly off-page), the final ARC with Rip Hunter was pretty dramatic on the whole. Its ending was a bit of a shock reveal and it left me wondering how the knowledge of the future will effect Kyle's character development going forward.

Art was pretty consistently good this time, with only the alternate covers looking in a bit ropery in my opinion. I was debating giving up on this series and just sticking with Green Lanterns but this trade has caught my interest and made me curious enough to hang in there for a couple more to see what happens next.

Chad says

The Good: I liked John Stewart being in charge. He's a much more natural fit than Hal Jordan, the guy who constantly wings it. Combining the Green Lantern and Sinestro Corps is an interesting idea.

The Bad: This felt more like a return to the pre-Rebirth book. Too much focus on trying to make the book try to sound like a crime procedural. Yes, Green Lanterns are basically space cops. But that doesn't mean I want to hear about you turning in your partner for not following proper procedure, etc. These are aliens in space, they shouldn't sound like Benson and Stabler on Law and Order. I mean, how could you even enforce laws on various planets, they won't be the same. On planets like Khund, murder is probably legal.

The Ugly: (view spoiler)

Sandoval and Van Sciver's art was good, the art in the second story was not. It made it feel like a fill-in story.

Received an advance copy from DC and NetGalley in exchange for an honest review.

Nicola Mansfield says

Pretty much a confined plot within this volume. A traveller from the future comes to warn that if the GLs don't do something today then they will no longer exist in about 30 years. That whole plot is played out from start to finish with an interesting reveal at the end. Also, some pivotal events (that I won't mention) happen in this volume which will now affect the direction of the new Green Lantern Corps. Action-packed and an intense read. Quite an in-depth plot with information on the previous GL storyline and the political events causing new changes. I am still a newbie to the GL universe so found having all four major Green Lanterns in one book quite enlightening. I'm hooked on this storyline and look forward to where it will go.

Chris Lemmerman says

[Read as single issues]

As the alliance between the Sinestro Corps and the Green Lanterns continues, Hal and Kyle set off to restore one of the other coloured corps - the Blue Lanterns are down to one, and Saint Walker needs all the help he can get. Then, a visitor from the future brings portents of danger, and it's up to the Corps to unite against the threat - but how do you fight creatures that are immune to both willpower and the yellow light of fear?

Robert Venditti has mentioned that he's trying to cycle the focus of the arcs of this series, and it really shows here as Hal, John, Kyle, and Guy all get their moments in the sun throughout these issues. Kyle gets the spotlight in a big way after being absent for the first six months of the Rebirth era, while Guy and Arkillo's dedicated issue is almost uncomfortable to read. The events of the Quest For Hope arc aren't readily apparent just yet, but the time travel story leads right into the next arc, Fracture, and sets a lot of new events into motion which is always fun.

Artistically we're treated to Rafael Sandoval's lovely visuals, as well as Ethan Van Sciver yet again. Do I really need to say anything else there?

Continual high quality from this creative team.

Kyle says

A perfectly fine continuation of the current Rebirth events. This volume became a little too melodramatic at times, but that is to be expected with a space opera series such as Green Lantern. The conflicts are new, the characters are not, which I feel is keeping this title from being boring. Often with long-running titles, the writers do not know what direction to take the characters in, and so we are left with recycled storylines that offer no character development; but this incarnation of GL is finding new ways to add more depth to characters that have been around for decades.

3.5/5

Andrés says

Good news, Kyle's back as a Green Lantern!

Bad news, we're three volumes in now and Hal doesn't seem to be transforming anymore. Looks like they ditched that storyline as soon as Volume 1 ended. A boringly predictable choice.

I don't think I'm spoiling anything by saying the *Quest for Hope* has Hal and Kyle go on a mission to find the avatar of Hope, Saint Walker. The Guardians, Ganthet and Sayd hope that he, together with Kyle, will be able to resurrect the Blue Lantern Corps. They try, and in so doing, Kyle is depowered himself, losing control over the different coloured rings and returning as a Green Lantern. It is a welcome development, if only because this storyline was a retread of Ion that seemed to be going nowhere. The only downside of Kyle and Saint Walker's failed attempt to bring back the Blue Lantern Corps, besides their failure, is that they undoubtedly brought back Sinestro in the process. These storylines seem to be going in circles.

Beyond this quest, John's trying to make allies of the Yellow Lantern Corps while Guy is out there being Guy; read, doing something really stupid. The only reason I forgive it is because it's Guy and because he later shows some semblance of intelligence in his dealing with the Corps' new alliance. The Lanterns are faced with a new threat, this time from the future, that ties back to Hal Jordan's renegade past, and Kyle seems to be getting back together with Soranik. Indeed, Kyle's character seems to be returning to his 90s self in more than just his costume.

All in all, it was a fun, if predictable, read. I really hope they don't separate the two Corps apart, not anytime soon at least, since that would be going back to the status quo and we have enough of that as it is. And where's Carol? Surely, if she picked up on Hal's return she's bound to show up at some point? Or better yet, why doesn't he find her?

Elyssa (Elyssa's Editions) says

The first thing I want to say about this graphic novel is HOLY ARTWORK! Oh my goodness - this had some of the best art I've seen to date in a graphic novel. Am I reading a book or playing a video game?! Ok, now that we've covered that... I found the story interesting, but it overall fell a bit short for me. The moral of the story being a quest for hope (and the title) was great, but it felt a bit scattered for me at times. Nonetheless, I rated this book as 3 stars and I think any big lantern fan would enjoy the sinestro corp team up with green lantern corp.

Sarah says

This series and "Green Lanterns" has made me a stalwart fan of the Green Lantern mythos. I seriously can't get enough of these stories! The many possibilities that come with the concept of "space cops" is fleshed out beautifully in both this and the series starring Simon Baz and Jessica Cruz. But to focus on this particular volume: I loved the themes about hope in the first story arc, and, in the second... well, I'm a sucker for a good time travel story. (Particularly with the tragic ending concerning Kyle Rayner; I won't give any specifics because of spoilers, but... I'm very curious to see where that revelation is going to take the most hopeful and fun-hearted Green Lantern.) My favorite part, however, was definitely the spotlight on Guy Gardener. I know he's a character that fans love to hate... and in other series (*cough* Justice League International *cough*), I totally did. His extreme tough guy attitude and the disdain other characters have for him is nothing short of hilarious. But in this title (and maybe others before it that I just haven't read), they've really fleshed him out to be a hero in his own right... and in his own way. He may have an annoying amount of tough guy bravado, but he backs it up with fierce loyalty and action. The scenes between him and Arkillo-- and their ultimate respect for one another... I mean... wow. I thought that was excellently handled and really dove into Guy's character, as well as being an excellent way to advance both the plot and also continue to develop the evolution of the Green Lantern/Sinestro Corps collaboration. I'm a rookie in the GL universe, so I could see why veteran fans might be upset by that evolution, but... I loved it. The only reason I'm not giving this 5-stars is because some of that Kyle-Rayner/White-Lantern/Green-Lantern/attempted-resurrection-of-the-Blue-Lanterns stuff was... confusing. And seemed a little... far-fetched? (Says the person who's totally okay with a character called Mogo, the Living Planet, right?) I don't know, it just didn't rub me the right way. The idea of resurrecting dead characters is one that's sticky for me, so that's probably why... but it didn't work, so... no harm, no foul, I guess. Again, I'm a newbie fan, so maybe that scene of Kyle going from White to Green Lantern would have had more "oomph" for me if I'd read other previous stories, but as it is.... Still,

that was a pretty minor complaint in the whole scheme of things. This was a still a book I couldn't put down, and one that I traded in for the next volume at my local library the very next day. Time for volume 4!

David says

Minor spoiler.

Really loving artist Rafa Sandoval's work. He's got what it takes to be a top-tier talent. Engrossing story. I'm glad I went back and re-read the first two Rebirth books. Venditti has really turned around his poor start in the New 52 Green Lantern books. Totally love reading GL again. I'm going full burn and read the rest of this series. Having a big Green Lantern day. Super-fun!

I'm a bit disappointed that Kyle is no longer the White Lantern.

Jesse A says

More fun from The Green Lantern Corp!

Adam Fisher says

4.5 Stars. Almost perfect...

HJ&tGLC Volume 3 is made up of two stories : "Quest for Hope" and "Prism of Time".

"Quest for Hope" - In the Aftermath of the battle against Brainiac, the Green Lantern Corps and the Sinestro Corps are joining forces and moving into the same base on Mogo, however, the GLC is in need of the blue light of Hope. Off on the search is Hal Jordan and Kyle Rayner, who find Saint Walker battling a monster made from darkness. They rescue him and bring him back to the Guardians, who attempt to combine the blue light of Hope with Kyle's White light to begin a resurrection of the previously killed Blue Lantern Corps members. It fails for some unknown reason and Kyle loses his mastery over the White Light, reverting to Green again. Also, a battle between Arkillo and Guy Gardner (incredibly violent and outstanding) shows the Yellows that peace can be kept with the GLC.

"Prism of Time" - The peace is holding, but gets a bit stressed when the Yellows begin to set up a Central Power Battery on Mogo. As the discussion continues, time traveller Rip Hunter (see "Legends of Tomorrow" show) shows up and informs the GLC that their peace with the Sinestro Corps is what starts a chain reaction that, in the future, completely eradicates the Green Lantern Corps. He warns of the coming of the enemy who

will destroy them, Sarko. Sarko has arrived from the future and gathers these Prism creatures who seem to be made of pure Will, and he sends them to attack both Corps on Mogo. Through reasoning and battle tactics, it is discovered that the Prism creatures are made from the future pieces of Krona's Gauntlet, which Hal buried after using it to create his ring. Hal realizes that he can destroy the Gauntlet in the present day and it won't be available in the future. Fighting Sarko and a Will entity at the same time, he finds and destroys the Gauntlet, the backlash killing Sarko. As that battle went on though, Kyle used Rip's GL Ring to find out how to defeat Sarko, and instead finds out that he is the future child of Kyle and Soranik Natu, which causes him to spiral into confusion and depression.

HJ&tGLC is one of the best Rebirth comics around, in my opinion. High recommend, though to understand everything that is going on, you need to have a fair grasp on the GL continuity.

Wayne McCoy says

'Hal Jordan & the Green Lantern Corps, Volume 3: Quest for Hope' by Robert Venditti with art by Ethan Van Scriver and Rafa Sandoval is fast becoming my favorite of the DC Rebirth titles. With complex stories and excellent art, I really like what is happening.

The Green Lanterns and the Yellow Lanterns have to figure out how to work together and rebuild. With their past history, this won't be easy. The remaining Yellows are hunted out and given the option of prison, or working with their new Green teammates. Guy Gardner tries a hands on approach with one Yellow that is such a typical Guy approach to problem solving. Meanwhile the Guardians have a search of their own to find hope in the galaxy with the use of a Blue Lantern. Once things finally seem settled, a new threat arrives...from the future.

The story is good. There are a lot of story threads going on, and Venditti does a good job of keeping things interesting and moving along. Ethan Van Scriver and Rafa Sandoval's art in this series is just amazing. I love the art choices and colors. The book seems epic and heroic in this team's hands.

I received a review copy of this graphic novel from DC Entertainment and NetGalley in exchange for an honest review. Thank you for allowing me to review this graphic novel.

Shannon Appelcline says

Quest for Hope. This first story unfortunately shows the post-Johns *GL*-verse at its worst. Green fights Yellow and looks for Blue. It's yet another regurgitation of the emotional spectrum that's gotten very old in the last five or ten years. Most of the story itself is OK enough, with some nice character interactions between a variety of characters, but isn't there something new under the suns? And I'm really not sure what to make of the muddled ending — either what was intended or why things happened. Huh. [4/10].

The Prism of Time. This arc has a really great premise of a character from down the timestream coming back to wipe out the Corps. But it turns into a pointless battle against blocky green praying mantises. Then the Lanterns decide to fight in a totally ridiculous way. Then there's a last page "shocker" that was so clearly telegraphed that it was funny. Sigh. [5+/10].

Dan says

This would have been better if it wasn't rushed and the ending was too predictable.

Wing Kee says

Weaker than the rest of the series but does have it's moments.

World: The art is okay, it's the best when Sandoval is drawing the rest is only aight. The power of the ring when Sandoval and the colors, gorgeous. The world building is good, it's new territory that the series has not gone to before with the Green and Yellow teaming up and the call backs to New52 and also classic cosmic characters like Space Cabbie is great, good world building.

Story: Two 4 issue arcs and they each are enjoyable. It's not perfect, there are some choppy storytelling and some questionable villain development and logic leaps for the sake of story (what happens to Kyle) but overall it was fun. The pieces that are introduced so the villain of the second story was interesting but the pacing did not allow the emotional impact that Venditti was hoping for. The cast of characters is huge so that may be one of the reasons that emotion did not land. It was fun, but not as good as the previous two arcs.

Characters: Guy is fun, he's done well but I think they tinkered a bit with his origins and I liked where he was with his Dad at the end of the New52, I don't like this one. John is great, a rock, not a lot of development. I found Natu and Kyle to be a bit way too fast, especially with what Carol (no matter how much I don't agree with that choice). Hal is Hal and was what he needed to be. I think Kyle was suppose to get the huge development here but I will say (SPOILERS AHEAD) I don't know how I feel about making him a GL again (yes I like the classic costume), it felt contrived and way to transparent in REBIRTH when he was fine being what he was (he was Ion before he can take having a lot of power). The relationship with Natu and Him didn't work, way to fast and way too rushed. The villain being their kid...I would have cared if the relationship above worked... (END OF SPOILERS)

It was good, but the weakest of the arcs so far.

Onward to the next book!

read individual issues
