



Kyle Rayner: The Journey of Light (2 of 3)

Fear and Compassion

Previously

Stepping out of the darkness! Kyle Rayner has begun a mission with Blue Lantern Saint Walker to gain control of all 7 of his lantern rings; he's mastered will, hope and rage but with 4 more to go and the Guardian's third army closing in from all sides, will Kyle be able to fulfil his destiny in time?

Scene 1

Planet Qward, 20th October 04:00 UTC

Saint Walker and Kyle Rayner descend on the planet of Qward, several of the Sinestro corps have their rings trained upon them

Sinestro: Hold your fire! Kyle holds the combined might of 3 separate power rings; you wouldn't be able to hurt him. I was wondering when you'd come

Kyle: You still expected me; it's been nearly 6 years

Sinestro: I'm patient, sometimes. Saint Walker, thank you for bringing Kyle Rayner to me, please wait outside the planet (Saint Walker takes off) now Kyle, prepare to have you worst fears unleashed. (He flies to the power battery) it took me many years to find him but the entity of fear has returned to its rightful place, inside the main battery. (A big yellow monster exits the battery, Kyle prepares to attack it) let it touch you, it will bring out your worst nightmares and you will use those to unleash the power of my power ring. Parallax will attach (the monster touches Kyle on the head, and he passes out, Parallax roars but Sinestro blasts it back into the battery)

Arkillo: What do you think he's dreaming of?

Sinestro: A different world than the one he knows (we zoom in on Kyle's eyes and cut)

Scene 2

Kyle's apartment, Metropolis, 20th October 00:41 EDT

Kyle wakes up

<Kyle>: Everything seems normal but then... (He looks outside, and the Third army are tearing the city apart, transforming those in their wake into more third army soldiers) oh no, better suit up (he looks to his hand and finds his rings gone) what? No!

Aaron: Kyle!

Kyle: Dad? (Dad breaks the door into his room) Dad! (They hug)

Aaron: Where have you been?

Kyle: Dad, I had to gain control, I couldn't risk hurting you, or mom

Aaron: What are you talking about?

Kyle: I nearly caused the cataclysm.

Aaron: Listen, follow me and we'll get out of this.

Kyle: How, these things have already took out half the city; what can you do?

Aaron: Surrender (his eyes glow green and he becomes a third army member)

Kyle: Dad! (He backs towards a window) no, no, please (the door is broken down and his mother enters, also a part of the third army, he jumps out of the window, suddenly 40 stories up and he falls)

Scene 3

Qward, 04:45 UTC

Kyle: NO! (He has Green Lantern spikes pointed at Sinestro, the other lanterns point their rings at him, but Sinestro calls them off) why did you do that?

Sinestro: You needed to see your fear play out. Fear is not an evil that must be flushed out; without fear, there is no order, there is only chaos. Fear motivates you to push yourself harder, to accomplish the un-accomplishable. And it is the power that will fuel that ring...

Kyle: But would that negate my Green Ring.

Sinestro: Having the will to face fear; requires first acknowledging it. Will is born of fear. Once I considered the Green Lanterns my greatest enemies but this opinion was pointless, our battles solved nothing and cost innocent lives, working against both of our philosophies. Since my return to leadership of the corps, the Sinestro corps have worked to establish order in planets known for their corruption, fear has made the universe a better place but the prison breakout threatens to tear it all down. You need this power, not just to fight the Guardians but whatever the bigger force is at work here (a message comes through Sinestro's ring) the third army are coming.

Arkillo: Should we man our defences?

Sinestro: No, freedom of movement will be our ally here, they must not touch us, and more importantly, they must not touch Kyle

Arkillo: If the man really has the power of the lanterns, he should be defending himself (the third army begin to swarm the atmosphere)

Sinestro: Defend our home, attack! (The Sinestro corps lay into the third army, but they begin to regenerate from the blasts) these guardians monstrosities must die (he shouts to his forces, concentrate your fire, leave nothing behind for them to regenerate (the Sinestro corps use their rings to slice the third army to pieces then blast each piece to destroy it completely, but the Third Army outnumber them massively and soon the battle takes casualties.)

Kyle: No more death! (He creates a yellow saw and begins sawing the Third Army in half before blasting them with red lantern blasts, the Third army charge towards him but a lantern appears behind him)

Unknown: Nok (she disappears with Kyle)

Sinestro: (Seeing the battle) this fight ends now (he flies to the central power battery of Qward) In blackest day, in brightest night, beware you fears made into light, for those who try to stop what's right, burn like my power, SINESTRO'S MIGHT! (The fear monster from within the battery bonds with Sinestro as Sinestro unleashes massive blasts that eliminate the third army) Parallax and I are one.

Scene 4

Indigo battery, Planet Nok, 05:00 UTC

The unknown indigo lantern transports herself and Kyle through a portal onto the planet

Kyle: Why did you do that?

Indigo-1: You channelled the power of a yellow lantern, you accomplished your objective, your survival was necessary above all others.

Kyle: You're supposed to be compassion; how could you let the others die?

Indigo-1: Underestimating Sinestro would be folly; his corps will be fine and they will preparing a rally against the Guardians. The Indigo Corps was set up by Abin Sur for much the same purpose.

Kyle: Abin Sur? Wasn't he the guy that was the predecessor to Hal

Indigo-1: Yes, he came up with the idea of the Indigo Lanterns to combat the Guardians. It's unusual that someone like you would wield the ring's power; Indigo rings tend to attract themselves to hardened criminals, giving them a chance at redemption, with a little coaxing.

Kyle: And you?

Indigo-1: I was one, but the ring has relinquished any control of me.

Kyle: So it works

Indigo-1: Saint Walker told me you were coming, you already have much compassion in your heart, Kyle Rayner, but there are other properties of this ring that may be of use to you

Kyle: Like that teleport?

Indigo-1: Yes; Indigo lanterns can transport great distances but it takes a significant amount of power, you will need one of these (she hands him a staff) this will serve as your lantern battery.

Kyle: Reminds me, I probably need to charge my Green one up

Indigo-1: Allow me (the core at the top of her staff glows green) place your ring against it. I can channel the energy from multiple Lanterns through the staff (Kyle places his Green Ring against the staff)

Lantern ring: Power levels at 83%

Indigo-1: You may keep your staff in the same pocket dimension you keep your lantern battery but if you master all 7 you may never need them. (She looks to the skies) the third army are coming for us even as we speak, mastering teleportation may be a good way of staying ahead as you travel to Okara, home of Larfleeze.

Kyle: I've not been looking forward to this one...

Indigo-1: Larfleeze's ring enhances his avarice, like ours enhance our compassion. Let us begin (she swivels her ring and they are transported)

Scene 4

Deep Space

Kyle and Indigo-1 are teleported into deep space

Indigo-1: Your turn, Kyle, take us back to Nok. Concentrate on compassion, there is plenty on Nok

Kyle: OK (he swivels his ring and they are transported away)

Scene 5

Indigo Battery, Nok, 06:00 UTC

Kyle and Indigo-1 return

Indigo-1: A successful teleport on your first attempt, impressive

Kyle: What's impressive is you being able to channel the other rings, I don't mind channelling hope or compassion but the negative emotions like fear and rage.

Indigo-1: We don't consider positive or negative emotions. Each emotion has its benefits. The Red Lanterns have helped avenge dozens of injustices, the Sinestro corps have brought a better order to a dozen formerly corrupt worlds. Fear and rage are healthy emotions on occasion.

Kyle: And avarice?

Indigo-1: Seizing opportunity, knowing what you want and working to grasp it. Many good people have taken these courses of action. Greed can be healthy as well, in the right circumstances. (Saint Walker descends upon the planet)

Saint Walker: The third army are closing in on Nok

Indigo-1: Kyle has learned what he needed to learn from us. May compassion be with you (Kyle and Saint Walker leave, as the Third army arrive) there will be no

fight from an Indigo Lantern (she lays down her staff) I can see your heart, you were alive once but your mind has been destroyed and linked with this new one. (She speaks into her ring) they are all victims that cannot be saved, the only compassionate move is to end them (she blasts one through the heart with her ring)

TO BE CONCLUDED