

# THE

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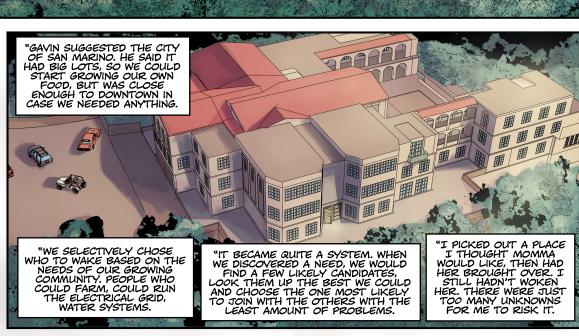


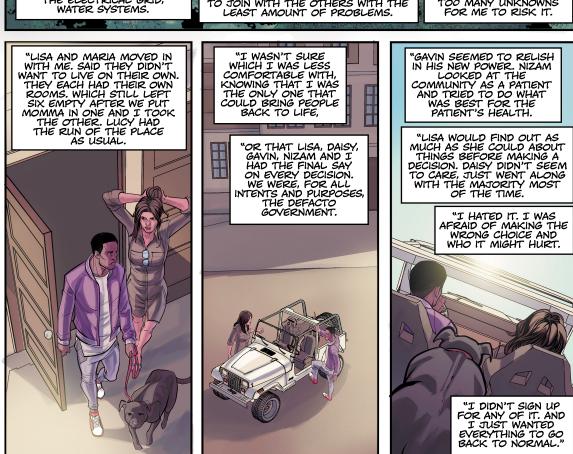




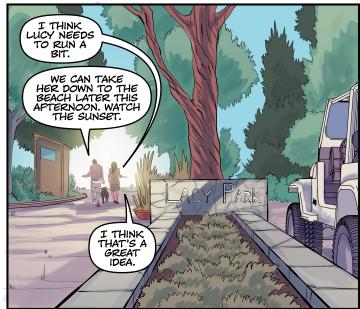






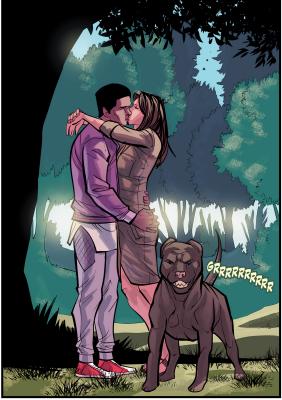










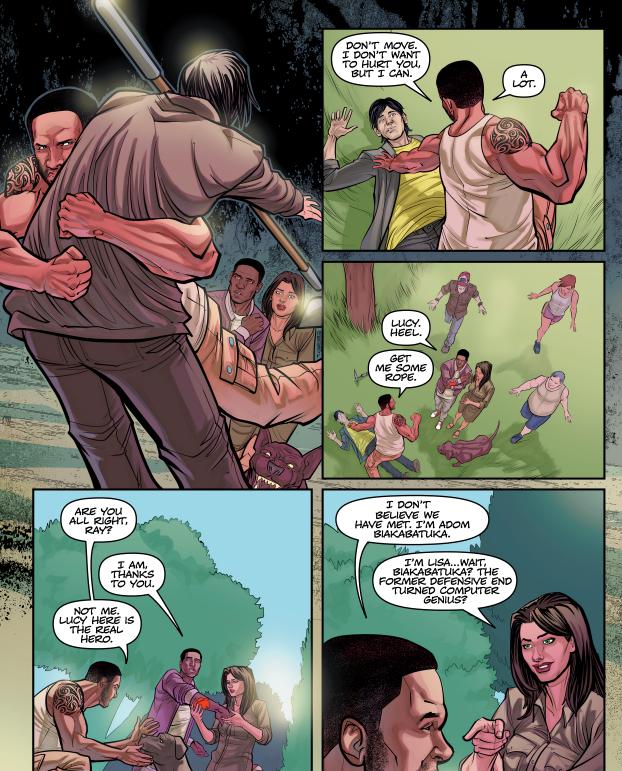


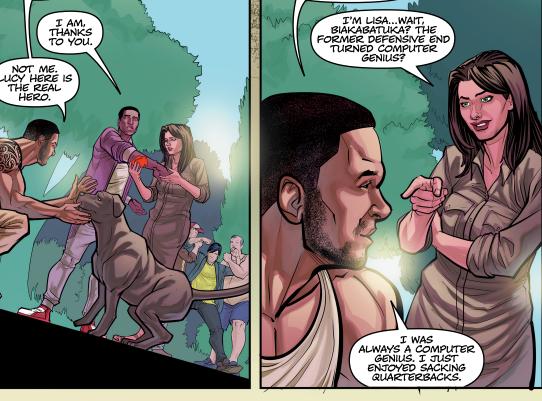




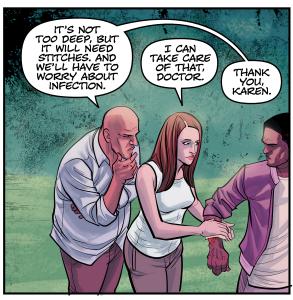








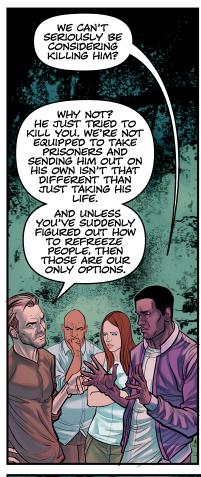










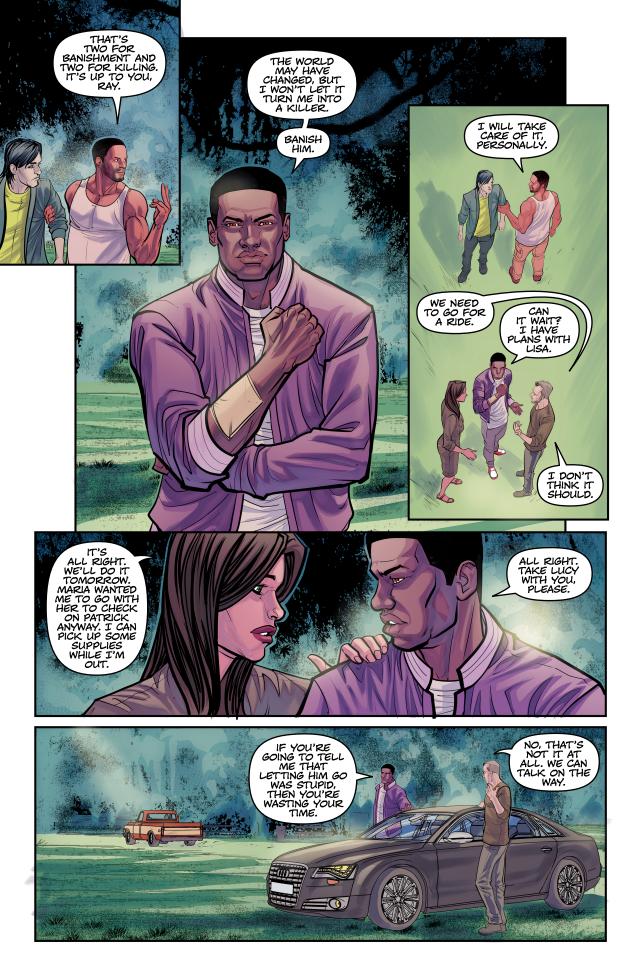
















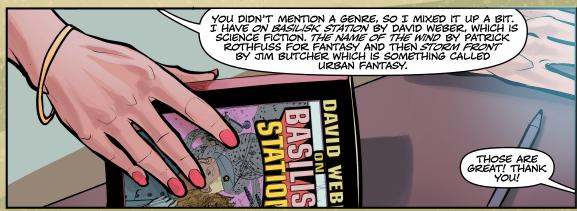














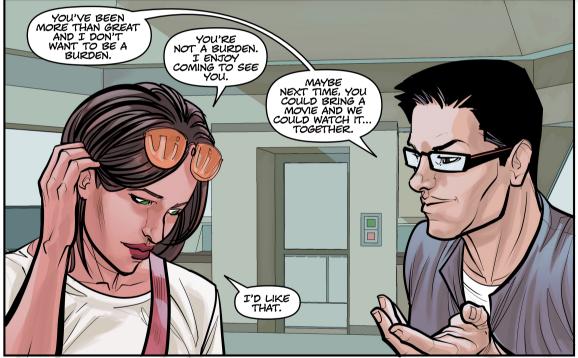


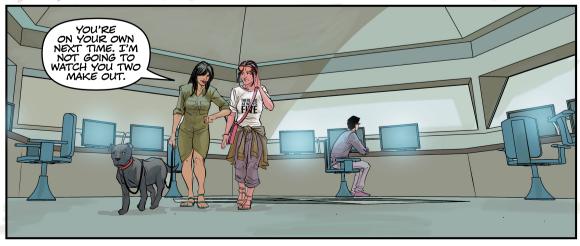












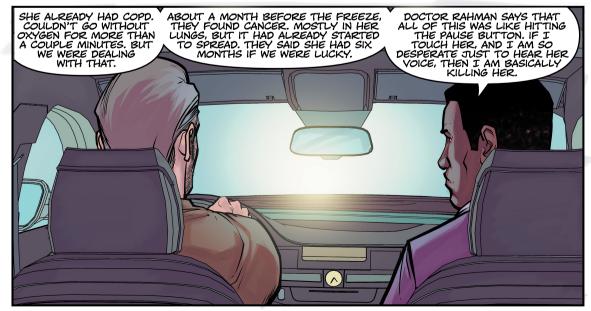














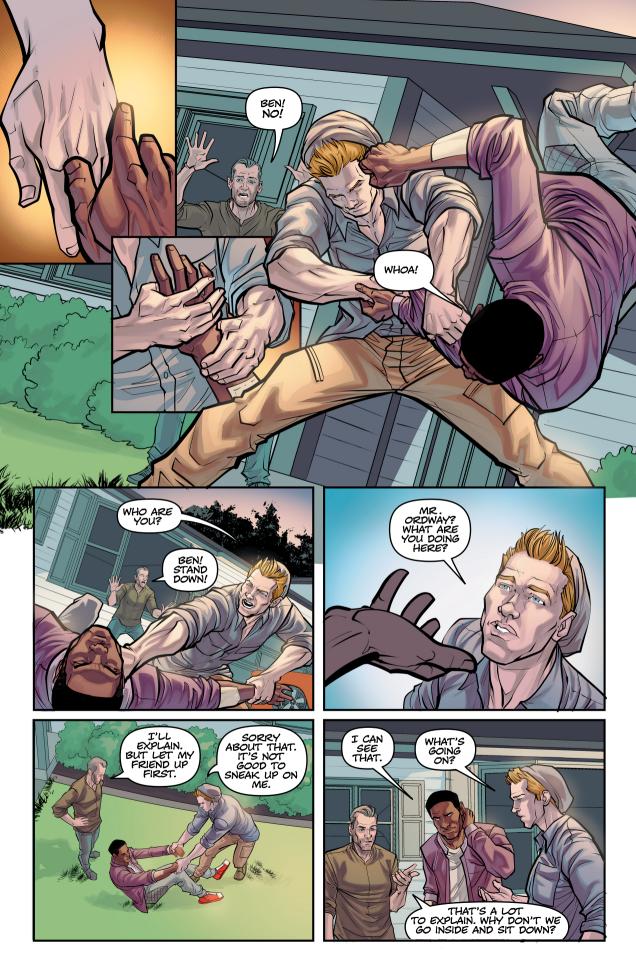


















































## FREEZE FRANE

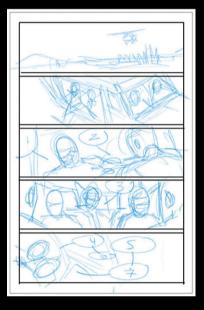
#### "Nature Abhors a Vacuum" - Aristotle

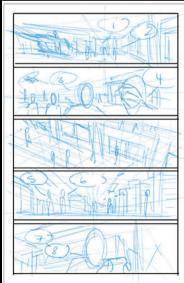
Turns out, so do writers. We need an audience and feedback on our work, both positive and negative. And while we get some of it from our editors and artists, the true test of a story comes when the book is finally in readers' hands. As I type up this article, I've already turned in the script for issue four and the first issue just hit the shelves five days ago. We're finally hearing what you guys think and we really appreciate all the kind words. Thank you to everyone who picked up the first issue and to all of you who got on social media or came and saw Phillip or I at our signings and let us know what you thought. It means the world to us.

Also, welcome back to issue two. After the first issue, I could've gone a lot of different directions or spent time with Ray, Lisa and the crew dealing with putting out fires, deciding on how their new society would work and waking each person, but I felt moving ahead to the next big event would be the best move. The story here is as much about Ray as it is The Freeze. The Ray we see in the opening pages is very different from the one who innocently went to work before the event happened. We are going to see how he changes and just where he ends up when all is said and done.

It all comes down to power and how it affects people. Some crave it, others accept it while a few avoid it like a plague. But that is just part of it. How do these same people react when power is taken away? We see it around us every day. Horrible things are done in an effort to obtain power and even worse things are done in order to retain it. People become obsessed with it. They become addicted to it and it can take over their lives. Makes those that avoid it seem like the wise ones sometimes.

And the worst part is, someone must claim the power. We're back to the thing about nature abhorring a vacuum and in this case a power vacuum will cause huge problems in a society. Until someone takes charge there will be chaos. Where it seems that Gavin is being a bit power hungry and setting himself up in a position of leadership, he also knows the importance of having leaders in a society. Even in the most primitive cultures, tribes were formed, and leaders arose. Rules began to be made whether through edict or religion. Humans create societies, it's what we do.





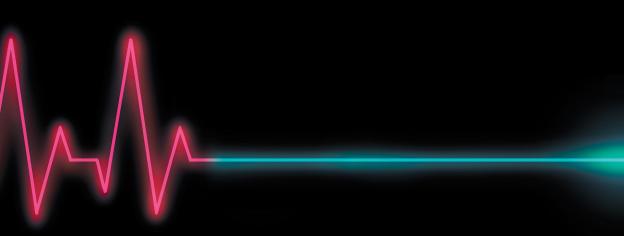
This episode picks up with the new society underway and groups forming within that society. People meeting up based on similar interests and beliefs like we do now. People are creatures of habit and they take comfort in those habits when everything else around them goes crazy. That's why we pick up with the group focused on rebuilding society and not as focused on the cause as you might expect. They focus first on getting control of the situation.

Unless you're the type that reads the backmatter in a comic first, then you know that their attempt at getting some sense of normalcy goes out the window when Lisa and Maria go to the grocery store. This is where things start getting twisted... and fun.

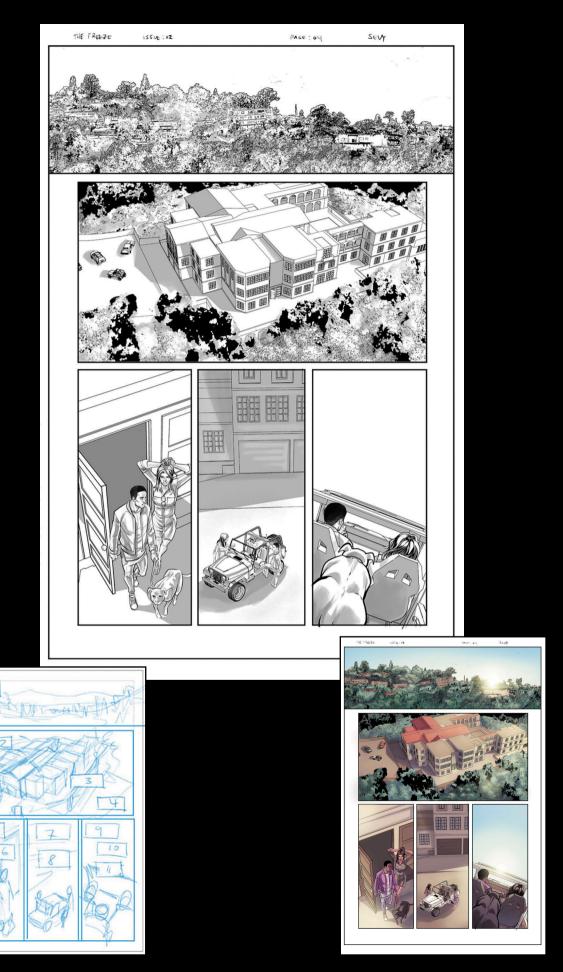
And while you wait for issue #3, ask yourself what your priorities would be if you were in this situation. Would you try to undo what happened and revive everyone, or would you focus on getting control of your situation first? Would you want to be in charge? What would you do if someone else tried to take charge?

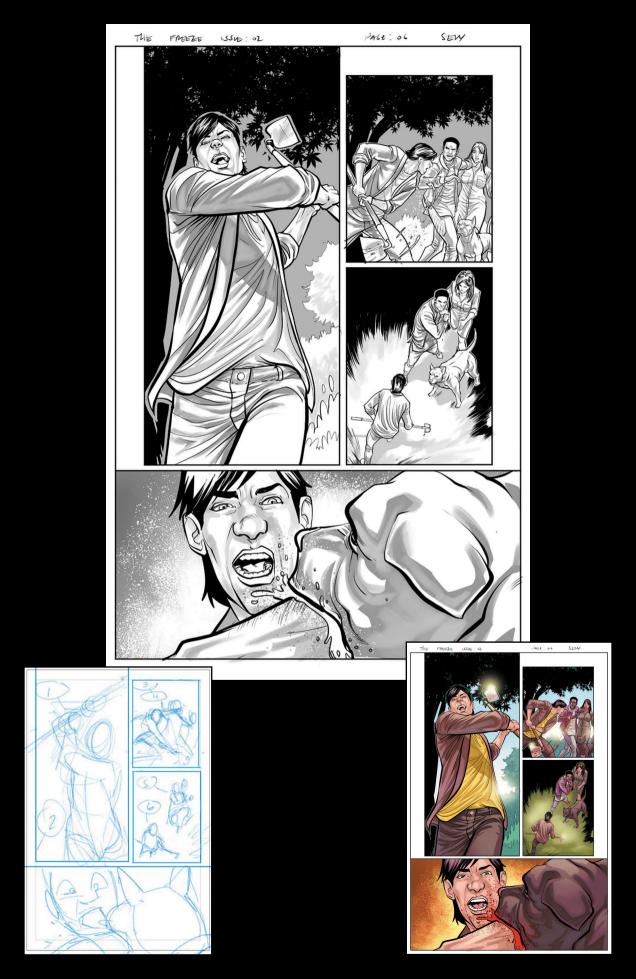
#### -Dan Wickline













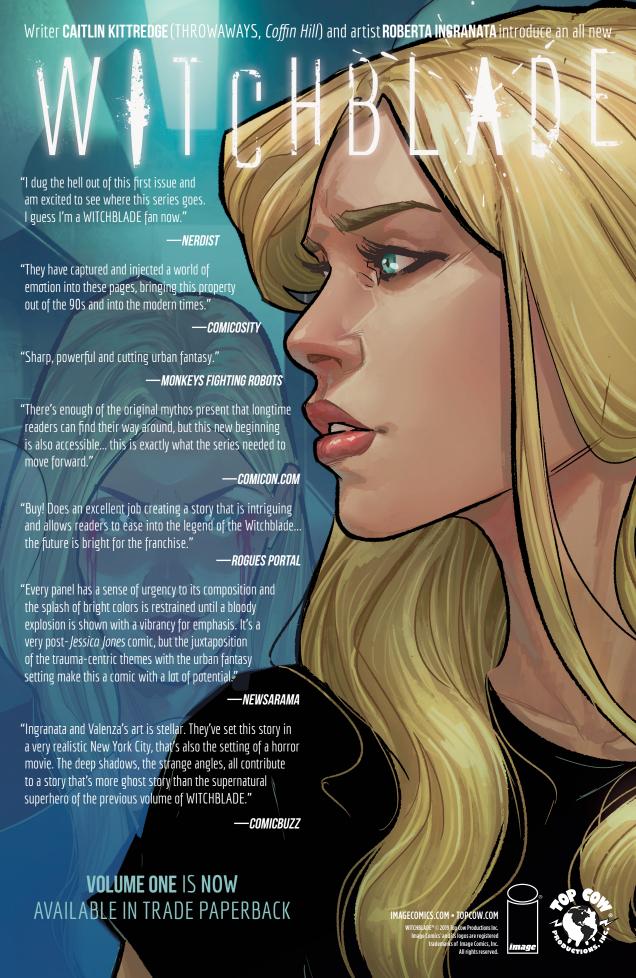
DAN WICKLINE has written for Image Comics, IDW Publishing, Humanoids Publishing, Zenescope Entertainment, Avatar Press, Top Cow and Dynamite Entertainment. He's also scripted for *The Metal Hurlant Chronicles* television series and has penned three novels featuring his character Lucius Fogg—*Deadly Creatures, Malicious Intent*, and *Educated Corpses*. He is currently finishing his next novel, *Blythe: the Trailer Park Knight Rises*.



PHILLIP SEVY loves comics. Always has. Always will. He drew his first one at age 4. Over 25 years later, he was a runner-up in the Top Cow Talent Hunt 2013 and his career began. He graduated with an MFA in Sequential Art from SCAD and has worked for Top Cow, Black Mask, Valiant, Zenescope, Action Lab, and most notably on a long run of *Tomb Raider* for Dark Horse. In between drawing projects, he self-published *Paradox* and wrote *The House* (with artist Drew Zucker). Phillip lives in Utah with his wife (just one) and kids (only two). You can keep up with his work at phillipsevy.com.



**TROYPETER**, Dave Lanphear and Joshua Cozine are collectively known as A Larger World Studios. They've lettered everything from *The Avengers, Iron Man, Wolverine, Amazing Spider-Man,* and *X-Men* to more recent titles such as WITCHBLADE, CYBERFORCE, and *Batman/Wonder Woman: The Brave & The Bold.* They can be reached at studio@alargerworld. com for your lettering and design needs. (Hooray, commerce!)

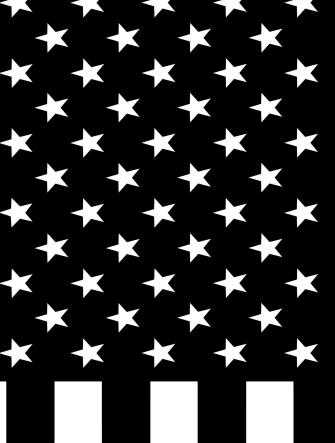




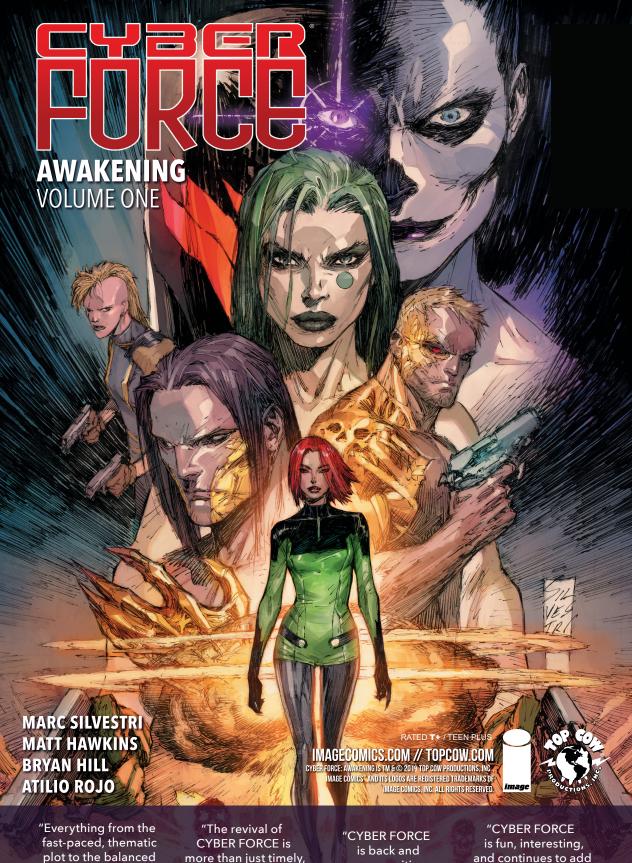
The debut creative team of MD MARIE, CARLOS MIKO, and DEMA JR.

#### BARE THEIR TEETH AT A BROKEN SYSTEM.









characterization made this story feel very satisfying."

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more than just timely, it is an engaging narrative that is executed beautifully." -COMIC WATCH

more exciting and relevant than ever."

-SPARTANTOWN

layers to its story as characters are slowly being intertwined."

-GEEKS WORLD WIDE

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