



THE SAGA of The SWAMP THING

75¢
20
JAN 84
APPROVED BY THE
COMICS
CODE
AUTHORITY



YATES

MASTERS OF THE UNIVERSE™



Monogram introduces Talon Fighter™ and Attak Trak™ model kits!

Combat the sinister forces of evil with these two Masters of the Universe vehicles! Authentically molded in two exciting colors, these hobby kits snap together without glue.

Talon Fighter has tail-feather pistol grip that makes wings flap when you squeeze the trigger! It's equipped with rotating gun turret, twin laser cannons and claw-like landing gear.

Attak Trak comes with crawler treads that flip-flop as the machine is pushed forward! Includes armor-plated hull, six laser cannons and pivoting canopy that opens.

Join He-Man™ and help defend the universe with these incredible fantasy vehicles! Each kit is sold separately.



© 1983 Monogram Models, Inc.
All Rights Reserved.
Monogram Models, Inc.,
Morton Grove, Illinois 60053.

Created
by
LEN
WEIN

SWAMP THING

Created
by
BERNIE
WRIGHTSON

Writer
ALAN
MOORE

Editor
LEN
WEIN

Pencils
DAN
DAY

Colorist
TATIANA
WOOD

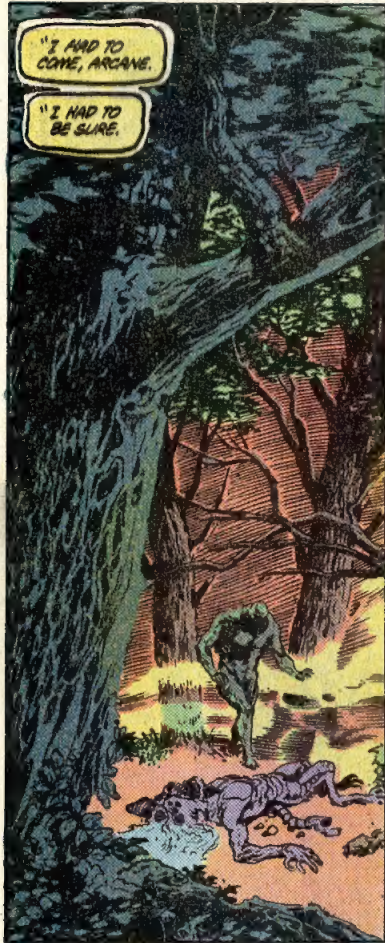
Inks
JOHN
TOTLEBEN

Letterer
JOHN
COSTANZA

LOOSE ENDS

THE SAGA OF SWAMP THING 20 Published monthly by DC Comics Inc., 666 Fifth Avenue, New York, NY 10103. POSTMASTER: Send address changes to DC Comics Inc., Subscription Dept., P.O. Box 1308-F, Fort Lee, NJ 07024. Annual subscription rate \$9.00. Outside USA \$10.00. Copyright © 1983 DC Comics Inc. All Rights Reserved. The stories, characters and incidents mentioned in this magazine are entirely fictional. Printed in USA. Advertising Representative: Sanford Schwarz & Co., 355 Lexington Avenue, New York, NY 10017. (212) 391-1400.

DC Comics Inc. A Warner Communications Company



"I HAD TO COME, ARCANE."

"I HAD TO BE SURE."



"OH, I KNOW I SAW YOUR SHIP... FALLING AND BURNING. I KNOW I SAW IT... DROP LIKE A WOUNDED SUN... EXPLODING BEYOND THE MOUNTAINS. I KNOW THAT YOU COULDN'T HAVE SURVIVED..."

"BUT I DIDN'T... HEAR THE RATTLE IN YOUR WINDPIPE. I DIDN'T SEE... THE GLAZE CRAWL OVER YOUR EYES. I DIDN'T SEE THE BODY, ARCANE..."



"... AND I'VE LEARNED THAT... IF YOU DON'T SEE THE BODY..."

"... THEN THE ROTTEN STUFF... JUST KEEPS COMING BACK."



"... IT'S FUNNY... THE GOOD CAN DIE... ALONE AND UNNOTICED... AND THEY STAY DEAD. HARRY KAY... THE MAN WHO SAVED MY LIFE... HE WAS ON YOUR SHIP WHEN IT FELL..."

"HE'S DEAD NOW... DEAD FOREVER. I KNOW THAT."



"I DIDN'T COME... LOOKING FOR HIM."

"I CAME LOOKING FOR YOU."

"I HAD TO COME, ARCANE."

"I HAD TO BE SURE."



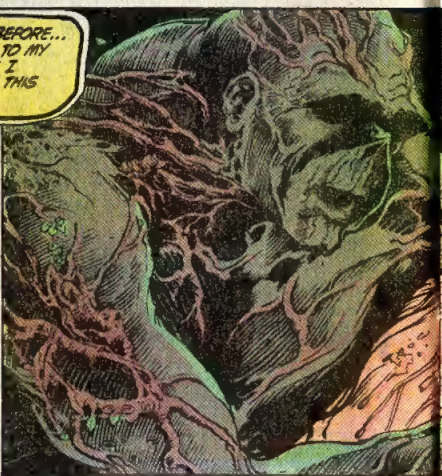
"SO, IT'S TRUE."

"YOU'RE DEAD."

"REALLY DEAD."



"I DON'T THINK I REALIZED BEFORE... HOW IMPORTANT YOU WERE TO MY LIFE, ARCANE. I DON'T THINK I REALLY UNDERSTOOD... BEFORE THIS MOMENT."



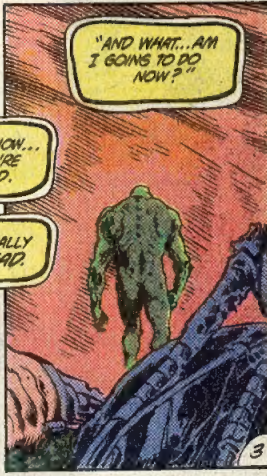
"YOU WERE MY OPPOSITE. I HAD MY HUMANITY... TAKEN AWAY FROM ME. I'VE BEEN TRYING TO CLAW IT BACK. YOU STARTED OUT HUMAN... AND THREW IT ALL AWAY. YOU DID IT DELIBERATELY."




"WE DEFINED EACH OTHER. DIDN'T WE? BY UNDERSTANDING YOU... I CAME THAT MUCH CLOSER... TO UNDERSTANDING MYSELF."

"AND NOW... YOU'RE DEAD."

"REALLY DEAD."



"AND WHAT... AM I GOING TO DO NOW?"



ELSEWHERE:

WELL, GENERAL? YOU KNOW WHERE THEY ARE?

WHAT ARE YOU GOING TO DO NOW?

DO? ISN'T IT OBVIOUS? I'M GOING TO KILL THEM, DWIGHT. I'M GOING TO KILL ALL OF THEM.

THEY'RE ALL THERE, DWIGHT. OUR AGENTS HAVE CONFIRMED IT: THE CABLES, BARCLAY, THE TREMAYNE WOMAN... AND THE THING THAT WAS ONCE ALEC HOLLAND.

THE SWAMP THING.

ACCORDING TO OUR PEOPLE IN VIRGINIA, THE HOLLAND-CREATURE HAS JUST CONCLUDED AN EXTREMELY NOISY BATTLE WITH AN OLD ADVERSARY OF HIS.

MMM. SO YOU'RE GOING FOR THE U.F.O. APPROACH?

YEAH. I GUESS EVERYBODY SAW 'CLOSE ENCOUNTERS'. THEY EXPECT THAT KIND OF GOVERNMENT ACTION.

THIS ADVERSARY--A MAN NAMED ARCADE--HAD A STRANGE KIND OF AIRSHIP. HE RAN IT INTO A MOUNTAIN RANGE. *BOOM*. END OF BATTLE.

I HAVE THE SATELLITE PHOTOGRAPHS. TAKE A LOOK.

WELL, IT'S WORKED BEFORE. THE LOCALS ALMOST CERTAINLY HEARD THE SHIP CRASH.

WE POSE AS GOVERNMENT PEOPLE, TELL THEM IT WAS A U.F.O., TOTAL SECURITY CLAMPDOWN, THAT SORT OF STUFF...

EXACTLY. 'NATIONAL SECURITY' IS ONE OF THOSE MAGICAL LITTLE PHRASES IT STOPS PEOPLE WORKING ABOUT WHAT YOU'RE DOING, WHERE YOU'RE GOING...

... WHO YOU'RE KILLING.

SUNDERLAND IS LIKE A DEATH MACHINE, DWIGHT. IT'S SLEEK AND CO-ORDINATED AND EFFICIENT. ALL YOU HAVE TO DO IS POINT IT IN THE RIGHT DIRECTION...

EVERYBODY WHO KNOWS THE TRUTH ABOUT SUNDERLAND AND THE D.D.I. IS CONVENIENTLY GATHERED IN ONE SMALL AREA. WE GO IN. THEY GET KILLED. EASY AS THAT.



KDOK

... AND SET IT
IN MOTION.

16

"I WATCHED MY MEN LOADING THE TRUCKS AND COPTERS THIS MORNING.
THEY HAD GUNS AND SEARCHLIGHTS AND FLAME-THROWERS. I STILL FEEL
PROUD WHEN I WATCH THINGS LIKE THAT.



KDOK!

17

18 19 20 21 22



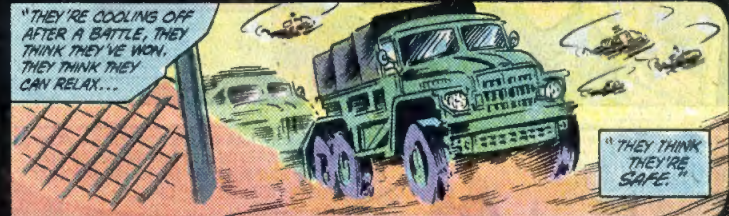
"I THOUGHT ABOUT
ALL THOSE PEOPLE...
HOLLAND, BARCLAY,
AND THE OTHERS.
THEY DON'T KNOW
WHAT'S COMING,
DO THEY? THEY
REALLY DON'T KNOW.

KDOK!

23

24 25 26 27 28

"THEY'RE COOLING OFF
AFTER A BATTLE. THEY
THINK THEY'VE WON.
THEY THINK THEY
CAN RELAX..."



"THEY THINK
THEY'RE
SAFE."



KIRRIDIK!

THEY'RE IN FOR
A RUDE AWAKENING,
DWIGHT...



5

UNSCRAMBLE THE FUN

AND DISCOVER WHY

EVERYONE'S SCRAMBLING FOR

NEW PINK LEMONADE BUBBLE YUM.[®]

Here's a game that's as much fun to play as Bubble Yum is to chew! Just unscramble these six mixed-up words. One letter to each square. (Answers below.)

FOST

□	□	○	□
---	---	---	---

SOTHOM

□	□	○	□	□	□
---	---	---	---	---	---

IYUJC

□	○	□	□	□
---	---	---	---	---

MYMYU

□	□	□	○	□
---	---	---	---	---

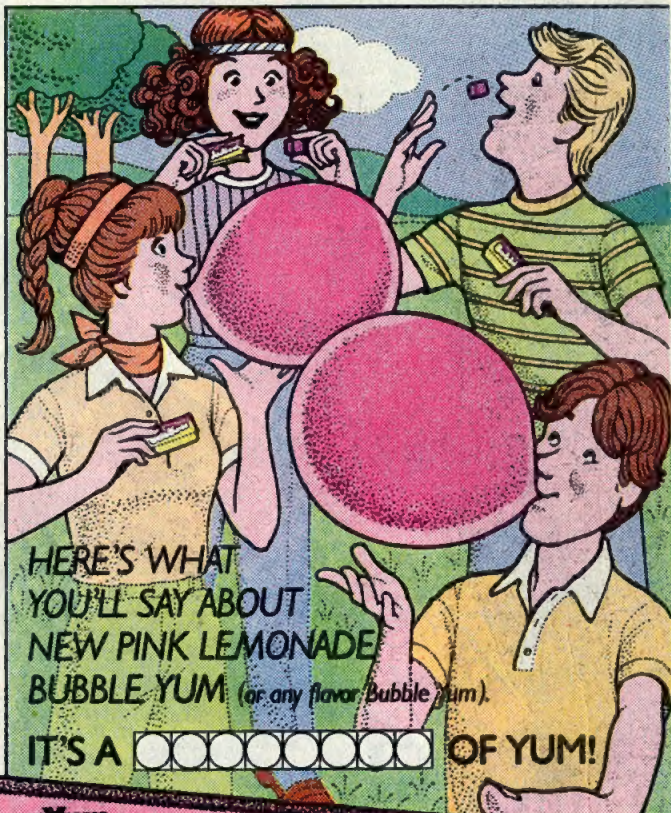
NIPK

□	□	□	□
---	---	---	---

LUBBESB

□	○	□	□	□	□
---	---	---	---	---	---

Now unscramble the circled letters to discover the surprise word in this Bubble Yum cartoon.



HERE'S WHAT YOU'LL SAY ABOUT NEW PINK LEMONADE BUBBLE YUM (or any flavor Bubble Yum).

IT'S A

□	□	□	□	□	□	□	□
---	---	---	---	---	---	---	---

 OF YUM!

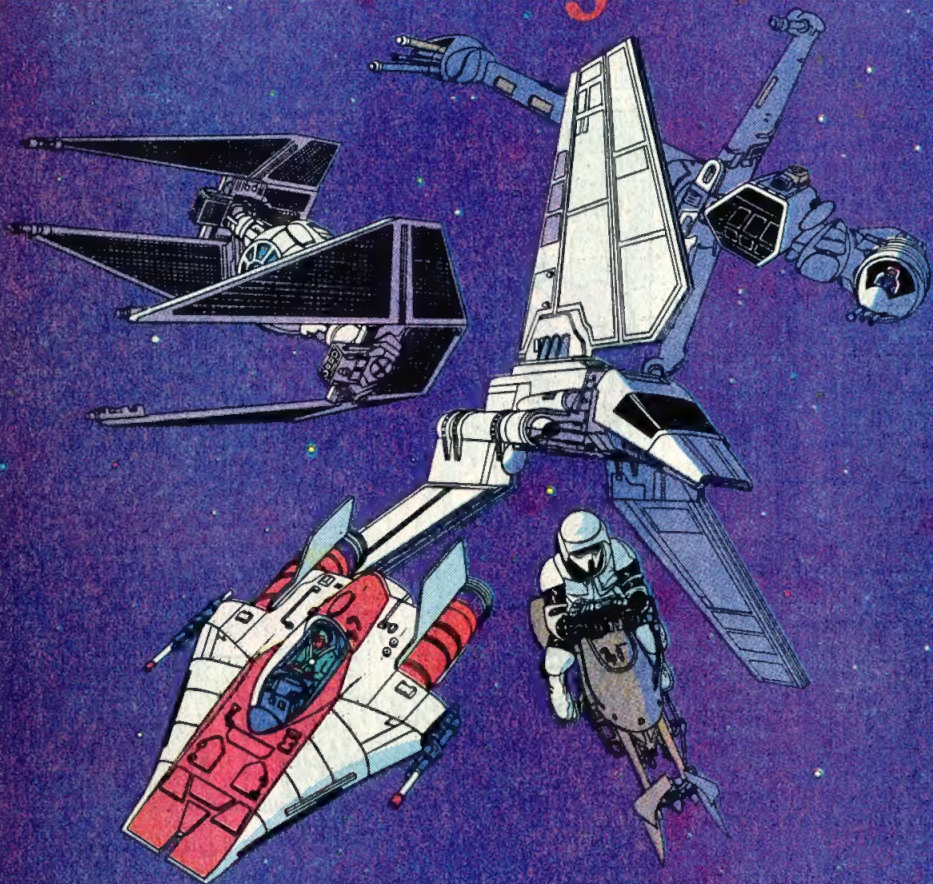


© Nabisco Brands, Inc. 1983

ANSWERS: SOFT, SMOOTH, JUICY, YUMMY, PINK, BUBBLES. SURPRISE WORD: IT'S A MOUTHFUL OF YUM!

STAR WARS

RETURN OF THE JEDI



BUILD THIS STAR WARS SQUADRON. AND LET YOUR IMAGINATION FLY.

With these new MPC model kits you can now put together the newest space vehicles from Star Wars' RETURN OF THE JEDI.

The Empire's formidable force includes the Imperial SHUTTLE TYDIRIUM,[™] the TIE INTERCEPTOR,[™] and the SPEEDER BIKE.[™]

The Rebel forces respond with the new A-WING FIGHTER[™] and the B-WING FIGHTER.[™]

The whole line of MPC RETURN OF THE JEDI model kits and action scenes features faithful design accuracy and pinpoint detail. With MPC, when your imagination flies, it flies with the best.

THE BEST MODELS COME FROM THE BEST KITS.

mpc





...A VERY RUDE AWAKENING INDEED.

HER NAME IS LIZABETH TREMAINE, AND SHE'S USED TO TAKING HER SUN-LIGHT A LITTLE MORE DILUTED.



STRUGGLING AWAKE, UNSTICKING HERSELF FROM THE HOT VINYL OF THE SEAT-COVERINGS, SHE STARTS TO REMEMBER...

SHE REMEMBERS THE VAN BREAKING DOWN. IT HAD BEEN LATE, IT HAD BEEN TOO FAR TO WALK, THERE HAD BEEN JUST HER...



...AND DENNIS.

SHE HOPES DENNIS IS GOING TO BE OKAY ABOUT THIS.

SHE HOPES DENNIS IS GOING TO MAINTAIN A SENSE OF PROPORTION, BECAUSE OTHERWISE...



...OTHERWISE IT'S GOING TO BE A LONG WALK HOME.

...AND, LIKE, MY MOM HAS THIS PLACE DOWN IN FLORIDA. YOU'LL LIKE IT THERE, LIZ. WE CAN GET SOME SUN, MAYBE DRIVE OUT SOME OF THE SANDROWS THAT HAVE GOTTEN INTO OUR LIVES.



WE CAN BE NORMAL PEOPLE AGAIN. I MEAN, SURE, I'M NOT FORGETTING ABOUT ALEC, BUT... WELL, HELL, LIZ. WE'VE GOT EACH OTHER NOW. WE NEED SOME TIME ON OUR OWN.

DENNIS...

DENNIS,
LOOK, THIS IS
ALL MY FAULT. I
SHOULDN'T HAVE...
WELL, LOOK, IT'S JUST...

...IT'S JUST YOU KEEP
SAYING "WE"; DENNIS. YOU
KEEP SAYING "US"...

...AND I DON'T
SEE IT LIKE
THAT.

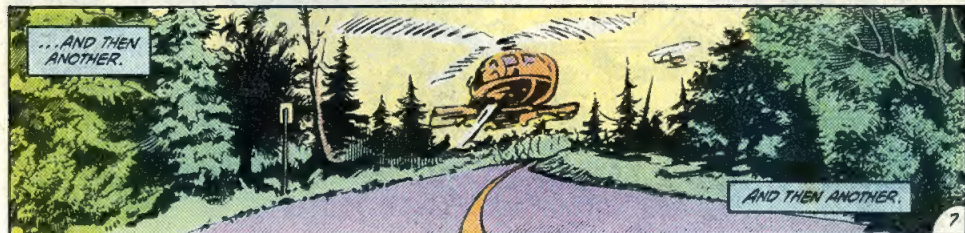
I MEAN, LAST NIGHT, IT WAS...
WELL, IT WAS LIKE TIME OUT,
Y'KNOW? IT WAS... WELL, JUST
SOMETHING THAT HAPPENED.
IT HAPPENED ONCE AND
THAT'S IT.

...BUT YOU CAN'T BUILD
A FUTURE AROUND
THAT.

ALL WE
HAVE IN
COMMON IS THE
~~MEMORY~~ MEMORIES IN OUR
LIVES, DENNIS. THAT'S
ALL. THAT'S WHAT
HOLDS US
TOGETHER.

IF WE WERE
LIVING OUT IN... OH,
I DON'T KNOW, MIAMI
COUNTY OR SOMEWHERE,
WE'D BE RIPPING EACH
OTHER'S THROATS OUT
WITHIN A MONTH.

I MEAN, YOU
UNDERSTAND
THAT?



ELSEWHERE:

I MADE MY WAY BACK HERE...
TO THE MOON. NO SIGN... OF
DENNIS OR LIZ YET. IT
DOESN'T MATTER.



MOTE

I DON'T HAVE...
ANYWHERE ELSE
TO GO.

ARCANE...
ARCANE...

MAYBE YOU WERE
RIGHT.

MAYBE YOU WERE
RIGHT... JUST TO
DIE LIKE THAT.

IT'S A... NEW WORLD,
ARCANE. IT'S FULL
OF... SHOPPING MALLS
AND STRIPLIGHTS AND
SOFTWARE. THE DARK
CORNERS ARE BEING
PUSHED BACK... A
LITTLE MORE EVERY
DAY.

PERHAPS THERE WAS
ONCE A WORLD... WE COULD
HAVE BELONGED TO...
MAYBE SOMEWHERE IN
EUROPE... BACK IN THE
FIFTEENTH CENTURY THE
WORLD WAS... FULL OF
SHADOWS THEN... FULL
OF MONSTERS...

NOT ANY
MORE.

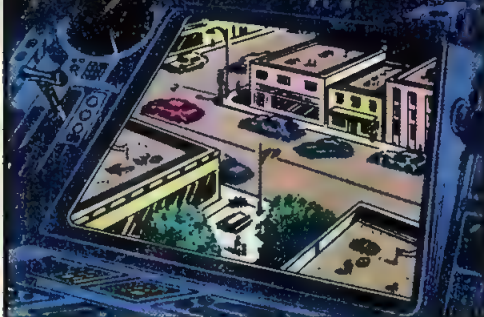
WE'RE THINGS OF
THE SHADOW, YOU
AND I... AND THERE
ISN'T AS MUCH
SHADOW... AS THERE
USED TO BE.

THINGS LIKE US... CAN'T SURVIVE
IN THE LIGHT, ARCANE. PERHAPS
YOU REALIZED THAT... RIGHT AT
THE END.

MAYBE YOU WERE
RIGHT... MAYBE WE'RE
BETTER DEAD.

MAYBE THE WORLD
HAS RUN OUT OF
ROOM... FOR
MONSTERS...

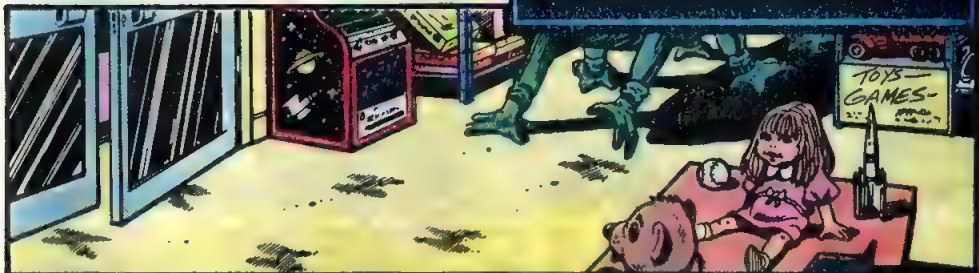
STAR FRONTIERS



...FROM THE VERY CENTER OF THE GREAT SPIRAL GALAXY... ON A QUEST WITH BUT ONE INTENTION...



... TO A PLANET FORBIDDEN, DRIVEN BY A FORCE UNSTOPPABLE...



...NOT KNOWING WHY-BUT PROGRAMED TO PURCHASE...



STAR FRONTIERS™ ROLE PLAYING GAME... THE CHOICE OF MILLIONS AS THE BEST WAY TO DEFEND THE GALAXY!!!

From TSR Hobbies, Inc. Producers of the DUNGEONS & DRAGONS® game phenomenon.

For your FREE poster/catalog complete this coupon and send it to:



TSR Hobbies, Inc.

TSR Hobbies, Inc. POB 756, C187DC4 Lake Geneva, WI 53147

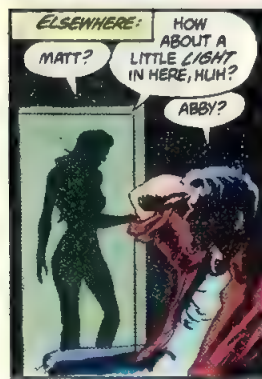
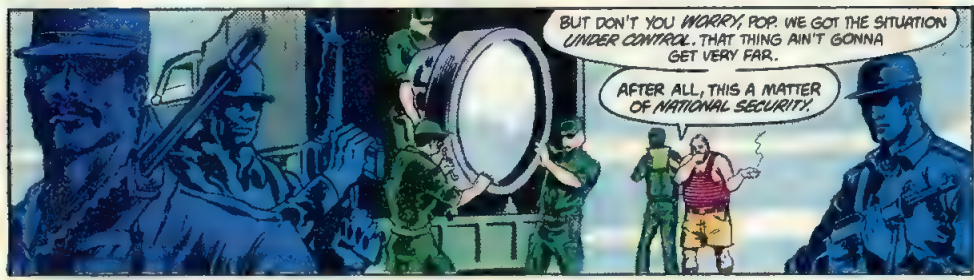
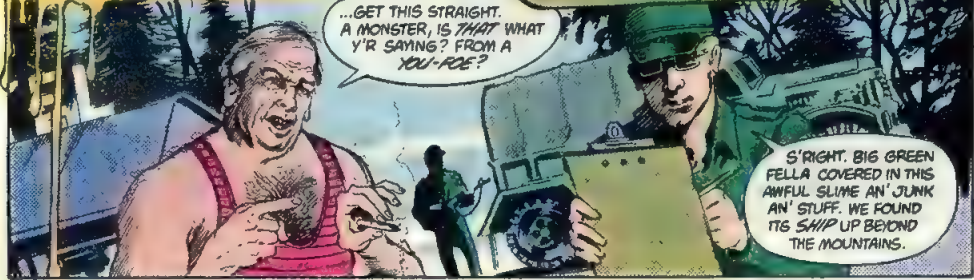
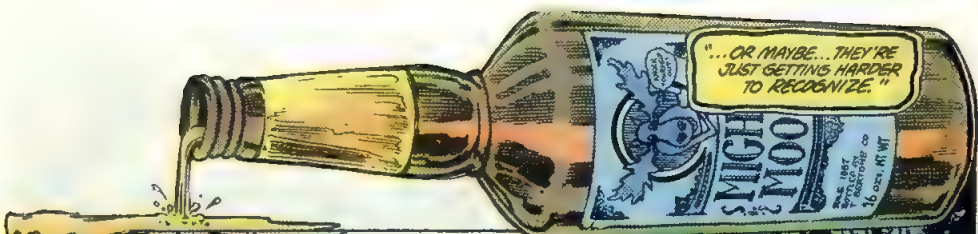
TSR Hobbies, (UK) Ltd. The Mill, Rathmore Road Cambridge, ENGLAND CB1 4AD

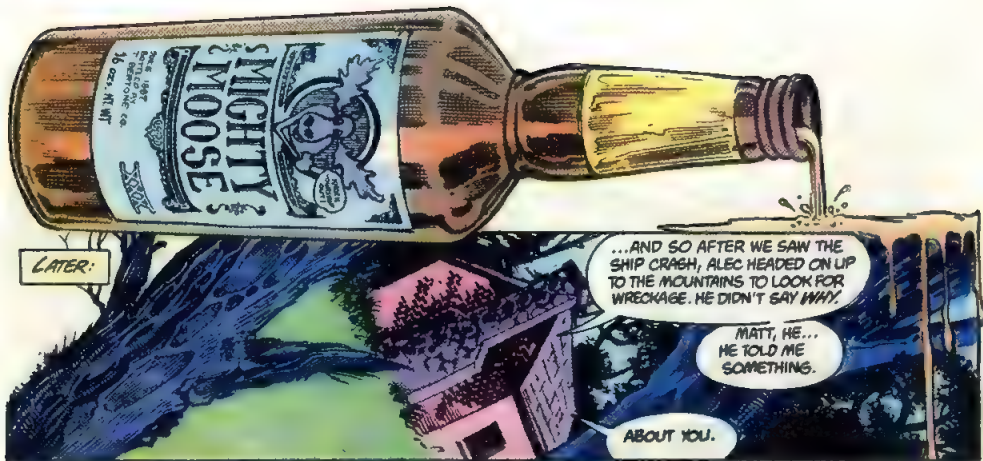
Name _____

Address _____

City _____ State _____ Zip _____

STAR FRONTIERS is a trademark owned by TSR Hobbies, Inc. ©1983 TSR Hobbies, Inc. All Rights Reserved.





LATER.

...AND SO AFTER WE SAW THE SHIP CRASH, ALEC HEADED ON UP TO THE MOUNTAINS TO LOOK FOR WRECKAGE. HE DIDN'T SAY WHY.

MATT, HE... HE TOLD ME SOMETHING.

ABOUT YOU.



HE SAID HE THOUGHT YOU... THAT ALL THOSE MONSTERS AND HORRORS AND THINGS...

HE SAID HE THOUGHT THAT YOU WERE CAUSING THEM.



HE... HE WAS RIGHT, ABBY. EVEN I DIDN'T KNOW IT UNTIL A WHILE AGO, BUT YEAH. ALEC WAS RIGHT.

BUT IT'S OVER NOW. I'VE BEATEN IT.

WHILE YOU WERE OUT, I... I'D BEEN DRINKING, ABBY. I'D BEEN DRINKING AND I HAD ONE OF MY... MY ATTACKS. IT WAS THE WORST YET.

"THERE WERE THINGS WITH NO EYES AND THINGS LIKE DAMP, FURRY RUGS THAT GIGGLED WITH CHILDREN'S VOICES. THERE WERE THINGS I CAN'T TELL YOU ABOUT...

"AND I WON. THEY JUST VANISHED. I FELT A GREAT, I DUNNO, A GREAT CALMNESS INSIDE ME. I KNEW THAT I'D BEATEN IT, THAT I'D END MYSELF OF THIS... THIS ABILITY.

I DON'T KNOW WHERE IT CAME FROM, THE POWER... MAYBE SOMETHING TO DO WITH THAT ELECTROSHOCK THERAPY I GOT PUT THROUGH. IT DOESN'T MATTER.

IT'S GONE. THE CRAZINESS IS OVER. I'M OKAY.



ONLY THIS TIME I FOUGHT IT.

I FOUGHT IT, ABBY.



... BUT I FOUGHT THEM.



"THIS NIGHTMARE."



WE'RE OKAY, ABBY.



LOOK... I JUST WANT YOU TO KNOW THAT I LOVE YOU, ABBY. I WANT TO TELL YOU JUST HOW MUCH, BUT I DON'T HAVE THE WORDS FOR IT.

I DON'T HAVE THE LANGUAGE.

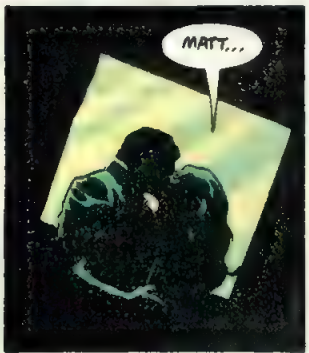


WE USED TO BE ABLE TO TELL EACH OTHER THINGS LIKE THAT *WITHOUT* WORDS. I KNOW THE DRINK MESS'ED UP A LOT OF THAT, BUT... WELL, I'M THOROUGHLY THAT NOW.



HEY, ABBY...

IT'S BEEN A LONG TIME.

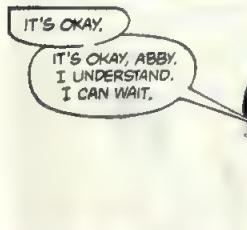


MATT...



MATT, I'M SORRY. I...

I'VE HAD TO LOCK A LOT OF THAT STUFF AWAY INSIDE MYSELF. I CAN'T JUST SWITCH IT BACK ON JUST LIKE THAT.



IT'S OKAY.

IT'S OKAY, ABBY. I UNDERSTAND. I CAN WAIT.

THANKS. I MEAN, REALLY. THANKS A LOT.

HEY, LOOK... I NEED TO TAKE THE AIR, OKAY? I NEED A WALK.



SURE, ABBY.

WHATEVER.



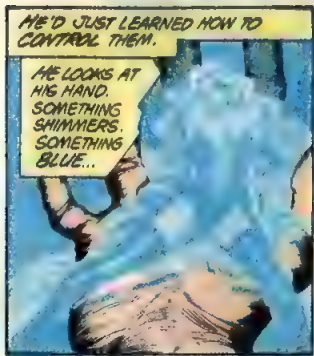
LATER:

SHE'S GONE.

THAT'S OKAY. HE'S NOT SHORT OF COMPANY.



OF COURSE, HE HADN'T TOLD HER THE ENTIRE TRUTH. THE BIT ABOUT WRESTLING WITH THE VISIONS, THAT WAS TRUE ENOUGH. BUT HE HADN'T OBLITERATED THEM.



HE'D JUST LEARNED HOW TO CONTROL THEM.

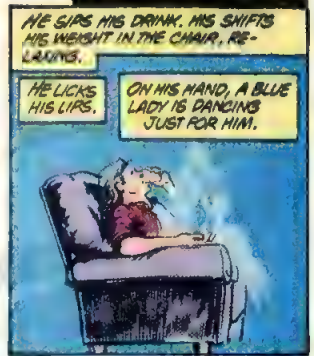
HE LOOKS AT HIS HAND. SOMETHING SHIMMERS. SOMETHING BLUE...



HE'D WANTED ABBY, BUT ABBY HADN'T WANTED HIM.

THAT WAS OKAY.

THAT WAS NO PROBLEM.



HE SIPES HIS DRINK. HIS SHIFTS HIS WEIGHT IN THE CHAIR. RELAXING.

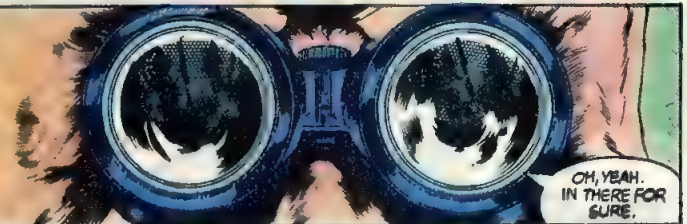
HE LICKS HIS LIPS.

ON HIS HAND, A BLUE LADY IS DANCING JUST FOR HIM.



ELSEWHERE:

YOU RECKON IT'S IN THERE, OTIS? THIS BOG-ANIMAL?



OH, YEAH. IN THERE FOR SURE.



AND BARCLAY AND THE TREMAYNE BROAD AND THE REST... YOU SAY THEY SHOULD BE GETTIN' THEIRS RIGHT ABOUT NOW?

'S WHAT I HEARD, ROY.



HEH. Y'KNOW, THAT OLD GENERAL, HE'S REALLY TYING UP SOME LOOSE ENDS HERE TODAY, AIN'T HE?

HE'S TYIN' UP ALL OF 'EM, ROY.

"NBC SATURDAY MORNING. WE GOT THE JAZZ!"

**STARTS
SATURDAY
SEPT. 17TH**

NEW

NEW



THE FLINTSTONE FUNNIES

© 1982 Hanna-Barbera Productions, Inc.

THE SHIRT TALES

© 1983 Hanna-Barbera Productions, Inc.
Characters © MCMXXX Hallmark Cards, Inc.

SMURFS

© 1983 Hanna-Barbera Productions, Inc.
and Sepp International, S.A. Smurfs ©

ALVIN AND THE CHIPMUNKS

© 1983 Ruby-Spears Enterprises, Inc.
and Bagdasarian Productions, Inc.
Chipmunks © 1958 Bagdasarian Productions, Inc.

MR. T

© 1983 Ruby-Spears Enterprises, Inc.

AMAZING SPIDERMAN AND THE INCREDIBLE HULK

© 1983 Marvel Productions, Ltd. All Rights Reserved

THUNDARR THE BARBARIAN

© 1981 Ruby-Spears Enterprises, Inc.

"EVERY DAMNED ONE."

YEAH, THAT'S RIGHT, ROOM EIGHTEEN. LISTEN, WE'RE CHECKING OUT BUT I NEED MY MEDICAL BAGS AND...

THE NEW MOON MOTEL

YOU'RE A DOCTOR? A LITTLE GIRL LIKE YOU?

OFFICE

HEC "DALLAS" BRANDON, ATCHA SERVICE.

AN KIN SEE THAT YORE BUSY RAHT NOW. WHY DON'TCHA LET ME TAKE THIS HERE KEY AN' GO PICK UP A LADY'S BAGGAGE FOR HER?

UH... NO, BUT MY FRIEND IS, IT'S HIS BAG. HE'S WAITING OUTSIDE RIGHT NOW.

HE, UM...

WELL, HE DIDN'T THINK IT WAS WORTH THE BOTH OF US COMING IN. LOOK, ABOUT THE KEY...

OH, DON'T FRET, HONEY. I GOT IT RIGHT HERE. ROOM EIGHTEEN.

HMM.

NOW WHAT WAS IT ABOUT ROOM EIGHTEEN...

OH YEAH, I REMEMBER... A COUPLE A FRIENDS O' YOURS DROPPED BY EARLIER. MAYBE THEY WAS DOCTORS TOO. I TOLD 'EM TO GO INTO Y'R ROOM.

YOU WEREN'T IN, THEY CAME RIGHT ON OUT AGAIN.

OH YEAH. MATT AND ABBY. RIGHT. LOOK, ABOUT THIS...

DIDN'T SAY THEIR NAMES, BUT, YEAH, THEY COULD'A BEEN DOCTORS, I GUESS. NO... NO, I TELL A LIE. THEY DID SAY A NAME. NOW WHAT...

LOOK, PLEASE, I HAVE TO GO AND FETCH MY FRIEND'S MEDICAL BAG. I'M IN A HURRY! I NEED...

ALLOW ME, PRETTY LADY...

HEC "DALLAS" BRANDON, ATCHA SERVICE.

AN KIN SEE THAT YORE BUSY RAHT NOW. WHY DON'TCHA LET ME TAKE THIS HERE KEY AN' GO PICK UP A LADY'S BAGGAGE FOR HER?

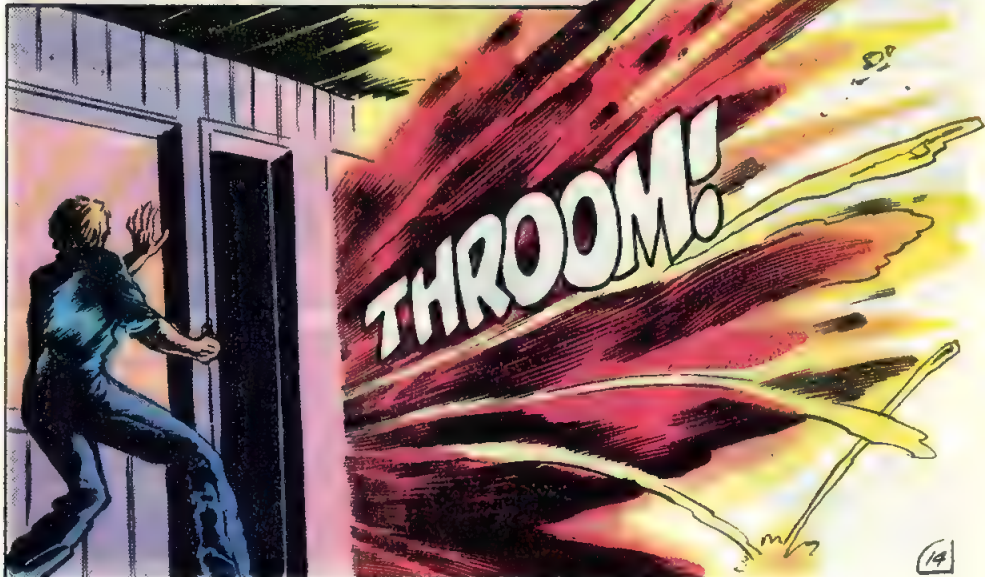
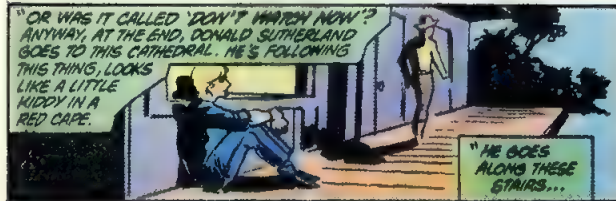
AM'LL BE RAHT BACK NOW


BUT...

I GOT IT! IT WAS SUTHERLAND!

NO, NO IT WEREN'T. I'M THINNIK' O' DONALD SUTHERLAND, THE ACTOR. I SEEN HIM ON CABLE JUST LAST NIGHT. FILM CALLED "NOW DEN' IT LOOK." IT WAS AN AHT MOVIE.

BUT...





HE FINDS HER IN THE RECEPTION AREA. SHE'S TALKING ABOUT DWARVES. SHE'S TALKING ABOUT COWBOYS. HE'S HEARD THAT KIND OF TALK BEFORE, IN SAWANAS, IN PHOENIX PENH...

AND ALL OF A SUDDEN HE ISN'T THINKING VIRGINIA ANY MORE. HE'S THINKING JUNGLE. HE'S THINKING NIGHT PATROL. HE'S THINKING IN-COMING MAIL...



THE IDEA THAT THERE MIGHT BE A BACK-UP IN THE AREA OCCURS TO HIM ABOUT FIVE SECONDS BEFORE THE MEN IN SHINY SHOES COME PAST THE LOBBY WINDOWS.

"ALL WE HAVE IN COMMON IS THE HORROR IN OUR LIVES, DENNIS." THAT'S WHAT SHE'D SAID.

... BUT MAYBE HORROR WAS ALL IT TOOK. MAYBE THEY DIDN'T NEED ANYTHING ELSE TO MAKE IT WORK. MAYBE THINGS WOULD BE QUAY BETWEEN THEM...



... JUST SO LONG AS THEY NEVER RAN OUT OF HORRORS. SHE LEANS AGAINST HIM, SCARED, VULNERABLE, THE WAY A WOMAN SHOULD BE. AND DENNIS BARCLAY RUNS...

... AND DENNIS BARCLAY SMILES.

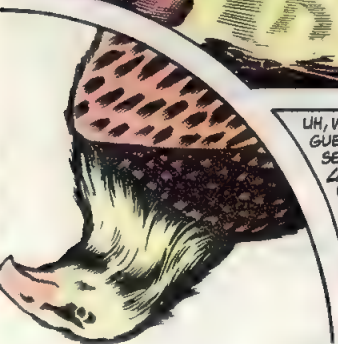


JEEZ, HENRY... WHAT KINDA CHARGE DID YA PUT IN THAT THING?

WELL, UH, Y'KNOW, JUST A LITTLE OVER THE USUAL. I, UH, WANTED TO MAKE SURE...

OH YEAH! YOU MADE SURE; ALL RIGHT. AW JEEZ, WILLYA LOOKIT THIS...

HENRY, HOW MANY BODIES DO WE HAVE HERE, EXACTLY? ONE OR TWO?



UH, WELL, TWO, I GUESS. WE DIDN'T SEE ANYBODY LEAVE. COULDN'T WE JUST COUNT HEADS OR SOMETHING?



GREAT IDEA, HENRY. YOU'VE FOUND 'EM...



"...AN' I'LL COUNT 'EM."

ZERO MINUS FIFTEEN.

ZERO MINUS TEN.

MINUS FIVE.

OKAY...



SWITCH 'EM ON.

HEY, THAT'S NICE. HALO OF LIGHT AROUND THE WHOLE WOODS. THAT'S REAL NICE.

NO PROBLEMS WITH THE FLAMETHROWERS? ANYBODY?



OKAY... NOW, WE'RE COMING AT THE WOODS NICE AND SLOW FROM THE NORTH. GONNA DO US A CLEAN SWEEP. EVERYBODY KNOWS THE SCORE, RIGHT? YEAH? WELL, ALL RIGHT...



"LET'S GET SOME!"



LIGHT... WHITE LIGHT... HARD AND SHARP... AND SUDDEN...

BUT WHERE FROM? AND WHY? IT ISN'T YOU... DOING THIS, ARCANÉ. IT CAN'T BE YOU. YOU'RE DEAD.

I SAW THE BODY.

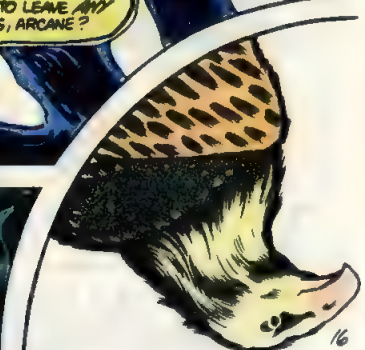


SO WHO IS IT OUT THERE? MAYBE IT'S NOBODY... MAYBE IT'S JUST... THE MODERN WORLD COMING... TO SLAP A CONDEMNATION ORDER... ON THE SHADOWS...

AREN'T THEY... GOING TO LEAVE ANY DARKNESS... FOR US, ARCANÉ?



ARE THEY GOING TO... TAKE AWAY EVERYTHING?



SGT. ROCK™

HE'S UP TO
BATTALION STRENGTH
WITH NEW
SOLDIERS!

FROM
REMCO



COLLECT
THEM
ALL!

FREE
MILITARY
PATCH
with every
Soldier!

The lost world of the **WARLORD™**



APARAK
SON OF THOR™



WARLORD™



HERCULES
LINE BOUND™

EXCITING 5¼ FIGURES...NEW FROM **REMCO**

™ Indicates Trademark of DC Comics Inc. © 1982 · 1982 Remco Toys, Inc. New York, NY 10010

AVAILABLE AT PARTICIPATING

Smart
THE SAVING PLACE

STORES!



DC Comics Inc.
 1100 FIFTH Avenue
 New York, NY 10103

Jenette Kahn, President and Publisher
 Dick Giordano, Vice Pres.-Executive Editor
 Len Wein, Editor
 Nicola Cutili, Assistant Editor
 Tom Condon, Managing Editor
 Pat Bastienne, Editorial Coordinator
 Bob Rozakis, Production Manager
 Joe Orlando, Vice Pres.-Editorial Director
 Paul Levitz, Vice Pres.-Operations
 Bruce Bristow, Marketing Director
 Arthur Gutowitz, Treasurer

Dear Len and Company,

Last week, I got all thirteen of my SWAMP THING comics and read them straight through. My conclusion?

I like the way Tom Yeates illustrates. Shadows are everywhere. Darkness creeps up his walls. (Or does it drip down like blood?) Yeates' depiction of nature, distorted by night, swirls and moves like a living thing. And Swamp Thing—he shambles, always uncomfortable, even when resting. Agony and sorrow live in his face and eyes. Mr. Yeates is a great atmosphericist (I made that word up). One of comics' best.

And Mr. Pasko (rivaled only by Roy Thomas' ARAK) is the most literate and responsible writer on the comics scene today. The wrap-up in #13 to the Nazi/Beast/KC epic is one of the finest, most intelligent, creative runs ever in comics. Along with fresh plotting, there's meat for thought in his writing.

Thanks, Len, for joining these two "artists" in resurrecting SWAMP THING. Your and Berni Wrightson's original ST may not be replaced, but Messrs. Yeates and Pasko are making us old readers gradually forget.

TIM KARTER

Forget what, Tim? Oh, sorry, this is SWAMP THING; serious book here.

I was glad to read that you'd sat down to read Marty's epic all in one sitting. Personally, I think it's most effective read all at once. I've spoken to comics fans who seem to think the storyline was going on too long—something which perplexes the undersigned. As a long time fan, I remember when the complaint was that stories were far too short. Why the reversal of sentiment, I wonder?

—Joey

Dear Mr. Wein,

As issue #13 showed, the apostasy has been put off for yet another generation. Boy, am I relieved. So where do we go from here? Alec has been cured of his disease and three supporting characters remain. As far as the disease subplot went, I thought it was dragged on too long and too quickly solved. After issue #2 it started to become more of an annoyance than a well-developed subplot. At least now it's over and the future will be a little brighter. As for the supporting cast, I hope they stay around for a while. ST is going to need some help battling the Sunderland Corporation.

I was very pleased with this issue's Phantom Stranger story. "The Man Who Isn't There" will be remembered as one of my favorite PS stories. Perhaps what I like best about PS tales is that they are

not really about the Phantom Stranger at all. They are about people. The focus of the painting is simply you and me. The Phantom Stranger is the frame. And from what I understand, PS will frame an extremely interesting group of people next issue.

ADAM BURCHESS
 1315 Morreene Rd.,
 Durham, NC 27706

Dear Swamp Folks,

Swampy's latest incarnation has had a year to "find itself" now, and I just want to say that it's found something pretty good, something shared only by NIGHT FORCE among current comics—real suspense. Quite simply, by abandoning the comics norm of good guys in white hats and bad guys in black hats, and its concomitant "good guys must survive and win" plots, Martin Pasko has produced a true "Sage of the Swamp Thing", the climax of which I await eagerly. I fear for Liz and Dennis' lives. I am completely ambivalent about Kriptomann, who is more pathetic than despicable, but still not a sympathetic character. But the absence of absolute heroes and villains makes all of the characters well worth watching. The ambiguities and paradoxes of Pasko's writing are perfectly complemented by Yeates' taut, moody artwork. In its first year, SOST has established itself as one of the finest series being produced.

My only regret is that so fine a book must waste pages on a mediocre back-up. Perhaps the Phantom Stranger is a strong character, with lots of potential. If so, none of it has been displayed here. If full-length Swamp Thing stories aren't available, let's at least have more of Pasko and Giffen's superb Dr. Fate tales. They would certainly fit the overall tone of the book far better than the Stranger's pointless plot twists.

The back-up question aside, it has been a fine first year, folks. My best wishes for ST's continued success.

FRANCIS HERMAN
 4231 Middle Reservation Rd.
 Perry, NY 14530

Dear Editor,

Having just seen the SWAMP THING movie on HBO, I was eager to read the next installment of SAGA OF SWAMP THING. I greatly enjoyed the movie, though I wished that it had done better.

SOST #13 was a classic. Congratulations to Martin Pasko for a dynamite four-parter that culminated in this issue's epic story. I didn't see how the Swamp Thing would be able to overcome a mystical menace that would have been even too much for Superman

to handle.

Tom Yeates' incredible art greatly enhanced the story. The merits of this book greatly abound and speak for themselves.

Now that Swampy is cured, and the menace of the Antichrist over, (for now), I am eagerly awaiting to see what will occur in the future, and how Sunderland will fit in.

As for the Phantom Stranger story, it was excellent. I was ecstatic to learn that PS and Swampy would team up next issue. At last!!

Thanks for a great story and a great comic book filled with promise for the future. RICHARD ROTMISTROVSKY
 9 Church Rd.,
 Suffern, NY 10901

I hope your idea of promise for the future includes full-length stories for Swampy, now that the Stranger has dematerialized from these pages...at least for the time being. More on this after the next letter...

Dear Len,

Swamp Thing #13. You have a solid production, and I enjoy it.

One useful comment for the back-feature: decide something for yourselves about the ultimate nature of the Phantom Stranger or get rid of him. His line on the bottom of page three suggests something he hasn't always lived up to.

Anyhow, your indecision about him makes him a bit of a bore. Though you may argue it's part of his "mystery," I'm too old to assume that he is profound just because I don't understand him.

STEPHEN GAWRONSKI

6412 Arizona Ave.,
 Hammond, IN 46323

Len, remind me never to discuss unified field theory with correspondent Gawronski.

Joking aside, while the back-up in general garnered praise, Francis Herman's letter hit the nail on the head: that idea of unfulfilled potential. The character wasn't going to grow very much in the six pages allotted him every month, and we've recently been lucky enough to be able to feature full-length Swamp Thing stories, so the decision to include PS out was in effect made for us.

All for now. Thanks to all of you for writing, and that includes Art Vidro, Roslyn Heights, NY; Jeff Dyer, Peosta, Iowa; David H. Smith, Statesboro, GA; Kent A. Phenis, Indianapolis, IN; David Allen, Olney, IL; and T.M. Maple, somewhere between here and the DEW line...

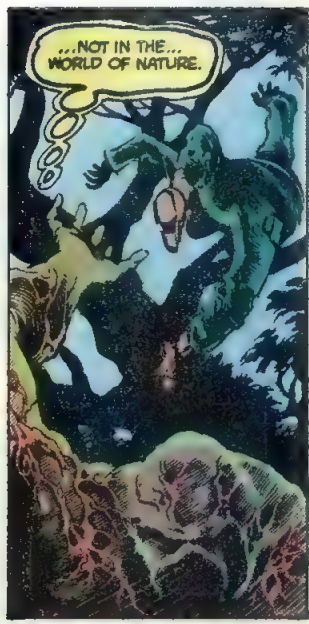
—Joey



NOWHERE.



NOT FOR... ANYBODY.



...NOT IN THE... WORLD OF NATURE.



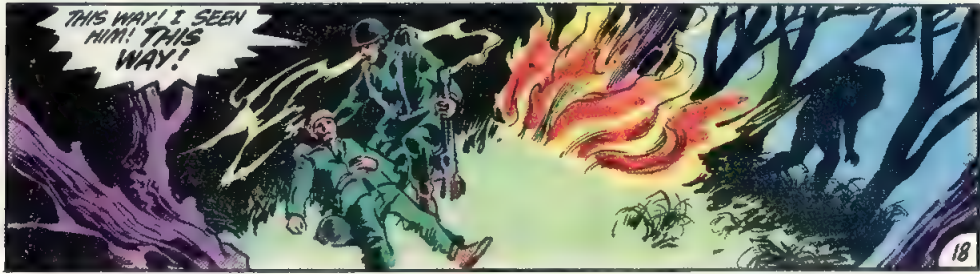
THIS MORNING I WATCHED A BEETLE... THAT HAD GOTTEN ITSELF IN TROUBLE... WITH SOME ANTS.

FIRST THERE WAS THE BEETLE... THEN THERE WAS JUST... A BEETLE-SHAPED PILE OF ANTS.

THE BEETLE WAS BIGGER... AND STRONGER... AND MORE CLEVER...

HEY!!

BUT I GUESS THERE WERE JUST... TOO MANY ANTS.



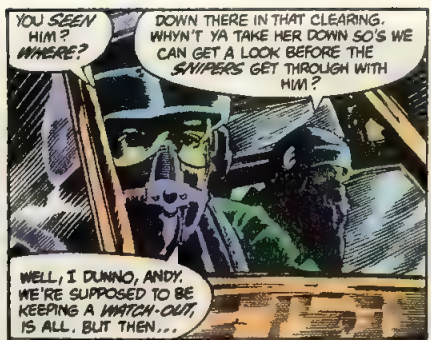
THIS WAY! I SEEN HIM! THIS WAY!



YEAH. YEAH, HE'S HEADIN' SOUTH ALL RIGHT. YEAH. YEAH, THAT'S AFFIRMATIVE. ANDY SPOTTED HIM A WHILE BACK. HE'S...

HEY!! TAKE HER DOWN, GIUSEPPE! I SEE HIM!

HEY, HOLD ON A SECOND, WILL YA? ANDY SEES SOMETHING. RIGHT. YEAH, SURE.



YOU SEEN HIM? WHERE?

DOWN THERE IN THAT CLEARING. WHYN'T YA TAKE HER DOWN SO'S WE CAN GET A LOOK BEFORE THE SNIPERS GET THROUGH WITH HIM?

WELL, I DUNNO, ANDY. WE'RE SUPPOSED TO BE KEEPING A WATCH-OUT, IS ALL. BUT THEN...



... AHH, WHAT THE HELL. IT'LL BE SOMETHIN' TO TELL THE KIDS ABOUT, RIGHT?

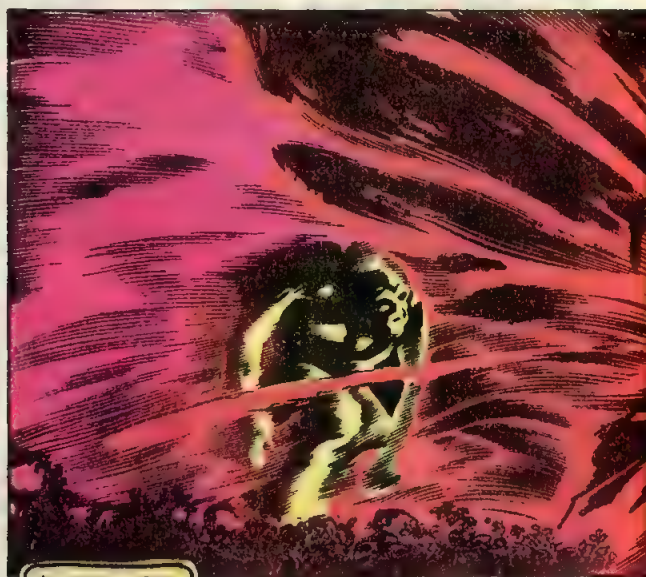


HOLD STEADY. I'M TAKING HER...



... DOWN?

GIO? GIO, THERE'S SOMETHING UNDER US! WE'RE TIPPIN' UP! GIO, WE'RE BONNA...



"THERE'S... FIRE BEHIND ME."

"THERE'S LIGHT... ALL AROUND ME."



"I'M HEADING SOUTH."



"BUT THERE'RE... TOO MANY ANTS..."

"... AND THERE AREN'T... ENOUGH SHADOWS..."



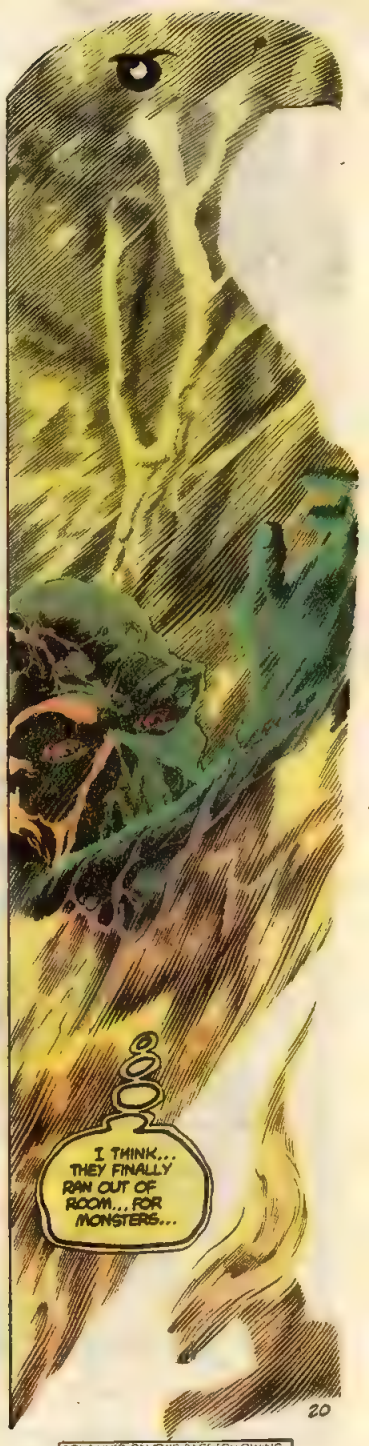
"... AND NO MATTER... HOW MANY OF THEM... I TAKE OUT..."

"... NO MATTER... HOW HARD I RUN..."



"... THEY JUST... KEEP ON COMING..."

"I THINK... THEY'RE GOING TO... GET ME THIS TIME..."



I THINK... THEY FINALLY RAN OUT OF ROOM... FOR MONSTERS...

Play the
game the generals
play... for real.

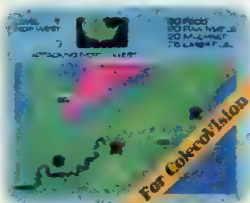


WAR ROOM

Feel the goose bumps on your neck begin to rise as you take your seat in front of the video monitor. The situation pictured before your eyes is critical. Actual enemy nuclear attack on your most important cities and natural resources has begun.

Only you can determine the best strategic defense of the nation. Only you can effectively repel the enemy attack.

But the situation worsens. As you're attempting to rebuild your cities and keep production of goods and



services going, you pick up enemy spies lurking within your midst on your video close-up monitor. Can you effectively deal with them... even as more enemy missiles are approaching?

Your time is running out.

It's WAR ROOM. The new high-technology Probe 2000 strategy game for the ColecoVision™ game system. The game

that's so realistic, generals might even play it.

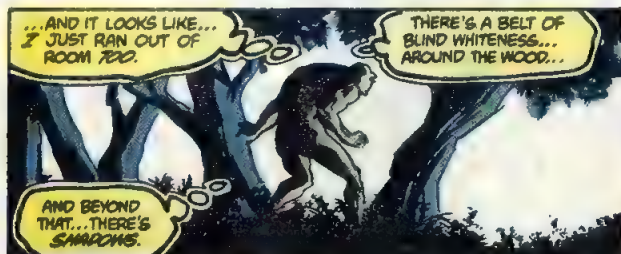
Isn't it time you tested your skills?

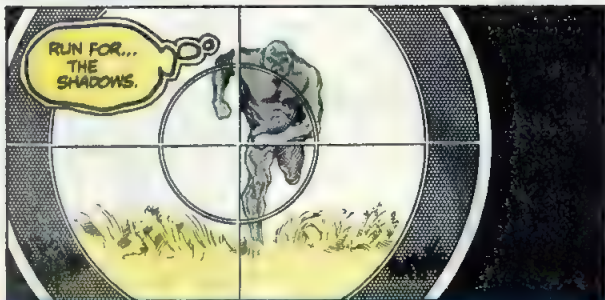
PROBE 2000

SERIES

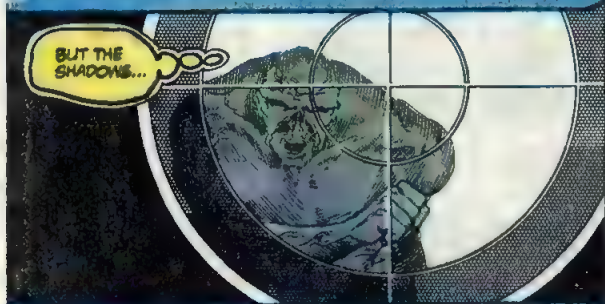
© 1983 N.A.P. CONSUMER ELECTRONICS CORP.
ODYSSEY
A NORTH AMERICAN PHILIPS COMPANY

*COLECOVISION IS A TRADEMARK OF COLECO INDUSTRIES, INC.





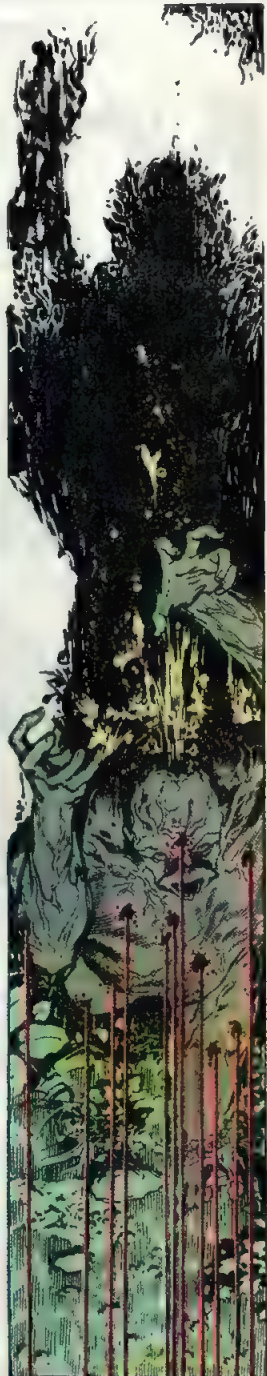
KOW

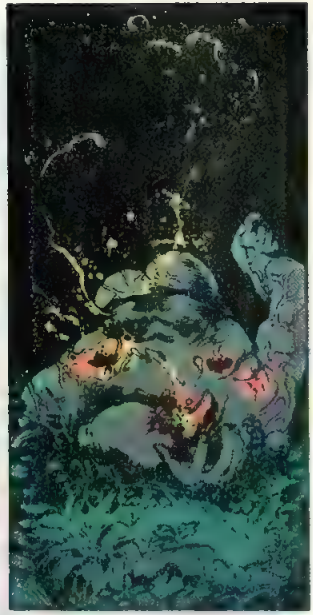
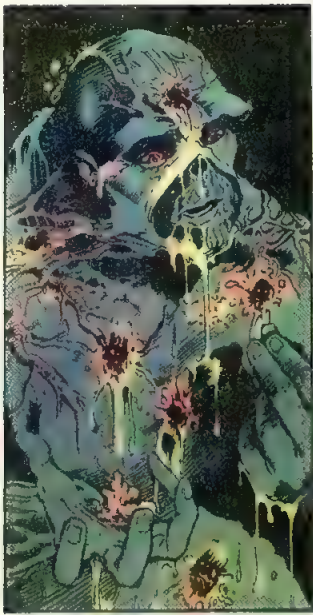


KOW



KIRIDIDIK

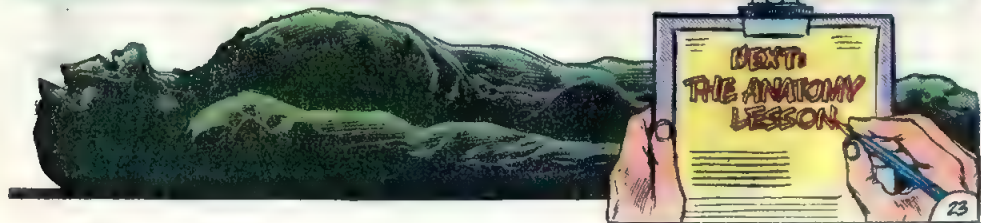




IS IT, Y'KNOW, IS IT...

YEAH...

IT'S DEAD.



THE FIRST ACTION-PACKED SUPERMAN ADVENTURE! FREE WITH TWO LABELS FROM SUPERMAN PEANUT BUTTER.



Creamy
or Crunchy

Here's how to get your free reprint of the first SUPERMAN comic.

Just mail two SUPERMAN Peanut Butter labels with the coupon below to:
SUPERMAN Comic Offer, P.O. Box 4046, Monticello, MN 55365.

Enclosed are two labels from SUPERMAN™ Peanut Butter.
Please send my reprint of the first SUPERMAN comic.

NAME _____

ADDRESS _____

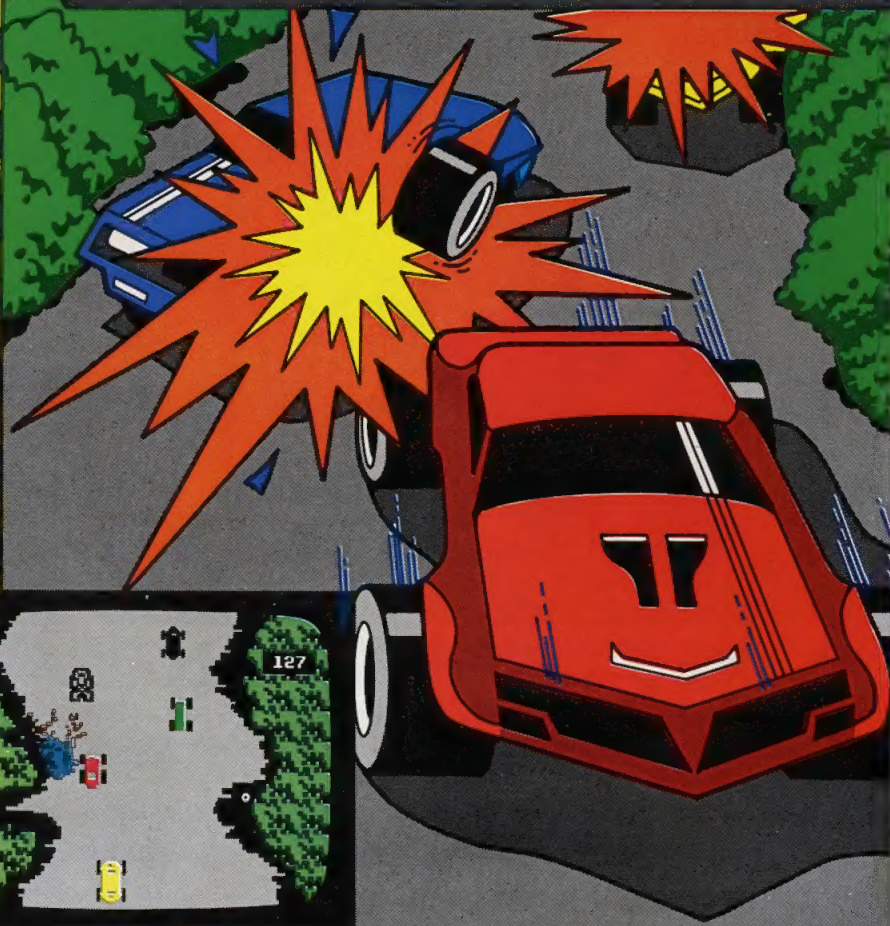
CITY _____ STATE _____ ZIP _____

Offer expires May 31, 1984. Allow 6-8 weeks for delivery. Limit one book per name or address.

Bump 'n' Jump™

VIDEO GAME

TO BECOME KING OF THE ROAD YOU
EITHER BUMP 'EM OR JUMP 'EM.



Games varies by system.

MATTEL ELECTRONICS® *In this home video
game nice guys finish
last. If they finish at all. For your Intellivision®, ** and Atari® 2600. ***

NO MAN ON EARTH HAS EVER HAD SUCH POWER.



HE'S THE POWER LORD.

Push his secret action button and he'll move, turn, twist and change from human to the Power Lord. With powers to save the world from Arkus, The Evil Dictator. And only you can control him.

The Power Lord. New from the Power Lords® Collection, at a store near you.

**POWER
LORDS™**
THE EXTRA-TERRESTRIAL WARRIORS

Revell 



THE SHADOW OF THE BAT

Bumblebeeman (Udo P.)
(1961-08-13 - 2009-06-27)

We Will Never Forget ...



FLATTERMANN