"All told, this comic series has been an amazing fusion of incredible talents and epic ideas."
—from the foreword by Chris Metzen, Blizzard Entertainment

An amnesiac washes up on the shores of Kalimdor, starting the epic quest of the warrior Lo'Gosh and his unlikely allies, Broll Bearmantle and Valeera Sanguinar. Striking uneasy relationships with other races, as well as each other, they must fight both the Alliance and the Horde as they struggle to uncover the secrets of Lo'Gosh's past! Written by Walter Simonson (THE JUDAS COIN, *Thor*) and illustrated by Ludo Lullabi (*Lanfeust Quest*) and Sandra Hope (JUSTICE LEAGUE OF AMERICA)!



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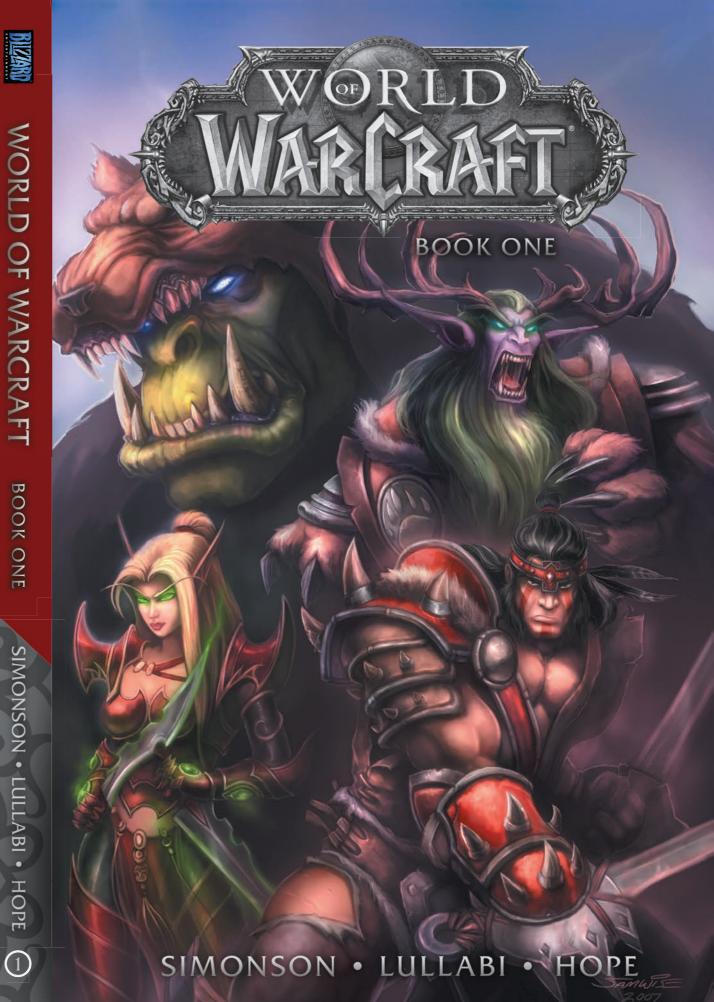
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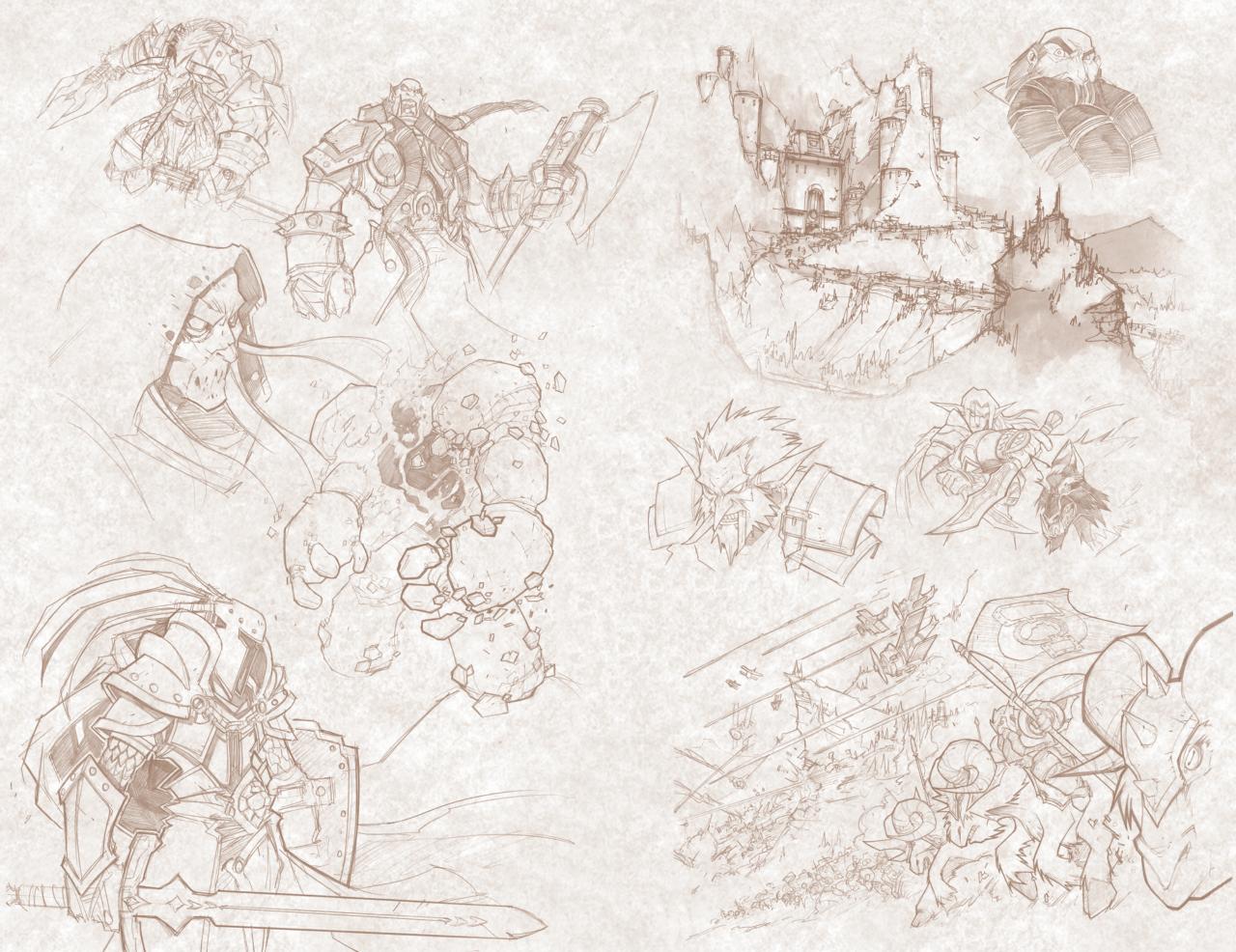
WORLD OF WARCRAFT

NOSNOMIS LULLABI • HOPE

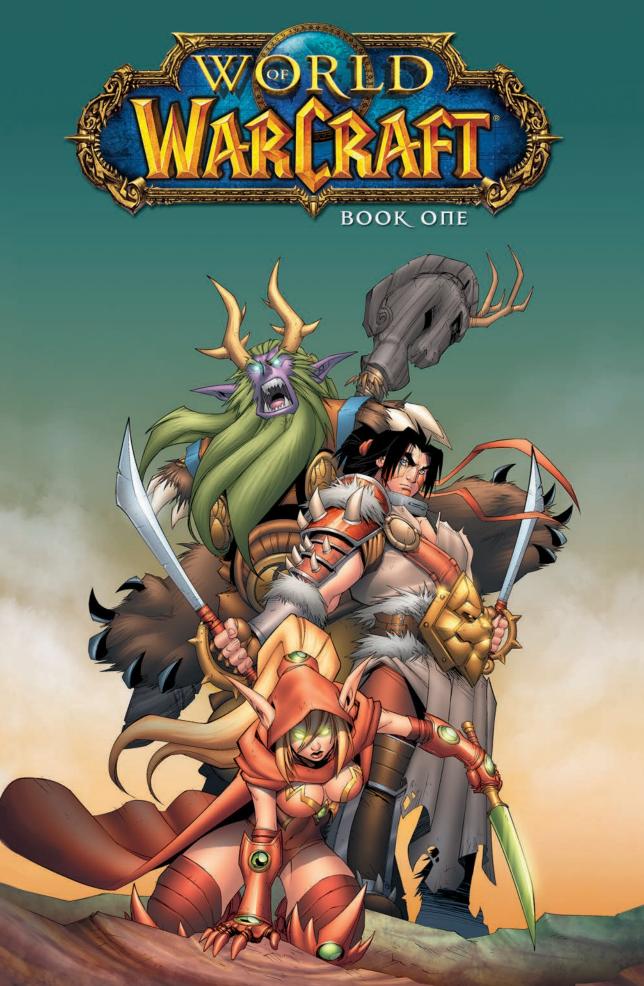
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BOOK ONE









Writer: Walter Simonson Penciler: Ludo Lullabi

İnker: Sandra Hope

with Richard Friend (#2) with Philip Moy (#5&7)

Colors: Randy Mayor with Carrie Strachan (#5&6)

Letters: Піск Пароцітапо (#I-2), Steve Wands (#3-7)

Collected Edition Cover and Original Series covers by Samwise Didier
Original Series covers by Jim Lee
Original Series Cover #7 by Ludo Lullabi and Sandra Hope
Special thanks to Jean Wacquet and Olivier Jalabert

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CHASING THUNDER

A foreword by Chris Metzen

I've been a comics fan all my life. Okay—that's probably an understatement . . . <cough> I've got a twenty-dollar-a-week habit and . . . well, I may need help. Thing is—those soulless bastards in the comics industry not only draw me in with monthly issues of high adventure and cleverly unfolding drama—but now they're tempting me with these really sweet, premium collected editions of stuff I ALREADY own . . . and I CAN'T say NO! The horror . . . the horror . . .

In all seriousness, I was honored to be asked to write a foreword to this very special book. It's a crazy thing... holding this book in my hands. Considering how heavily the world of comics has informed the creation of the Warcraft universe, this book feels like the completion of a grand circle to me.

While Warcraft is a high-octane, "swords and sorcery" setting, I don't think it's any secret that its unique flavor is steeped heavily in comics lore. It's absolutely saturated by the colorful themes and motifs that continually play out in the complex yet glorious universes inhabited by our favorite spandex-clad heroes. I know, I know . . . you might be wondering what magical broadswords and demon-forged fel reavers have to do with secret identities and skin-tight costumes. A few examples pop to mind:

the heart and soul of Captain
America was in developing
the true vibe of Warcraft paladins
(Avenger's Shield, anyone?)

...or how much Alex Ross's mythic renderings of Superman in KINGDOM COME and JUSTICE influenced the draenei's heroic poses and animation sets

... or how "The Dreaming" from SANDMAN and "The Green" from SWAMP THING both helped to shape the Warcraft druids' mystical Emerald Dream (d'uh)... and who could forget the diabolical Dr. Boom and his Boom-Bots lurking out in the crumbling wastes of Netherstorm?

While I could name a hundred more (and increasingly wack) examples of how comics concepts bleed into World of Warcraft—there's one specific comic that's been hardwired into Warcraft's DNA from the very start. It remains my favorite comic book run ever—and perhaps my single greatest inspiration as a storyteller.

Walter Simonson's unforgettable run on The Mighty Thor.

If you haven't read Walt's full run on *Thor*, it would be hard for me to explain just how truly epic it is (which means go pick up the trades!). The art, script, and sheer scope of imagination all blended together to create an incredibly rich, mythic tapestry that was more than a story . . . it was a sojourn through a vital, fantastical WORLD steeped in unabashed HEROISM.

I've been chasing Walt's vision since I was kid, and as one of the chief architects of the Warcraft setting, I feel obligated to give mad propsTM to his unparalleled craftsmanship. But c'mon—it's not like I'd EVER publicly admit to having LIFTED any ideas from that incredible run...

I wouldn't be CAUGHT
DEAD suggesting that
Sargeras and his
Burning Legion are just
veiled riffs on the demon Surtur
and his legions from fiery
Muspelheim. NEVER would I cop
to the fact that Thrall's lightning-charged Doomhammer was
"more than inspired" by the mighty
Mjolnir! There's no way I'd EVEN CONSIDER

owning up to basing elements of the night elves'

architecture on the uber-Viking city of Asgard (Samwise is going to kill me for that one). World trees, giant wolves named Fenris, Viking warlords, armies of the vengeful dead . . . COINCIDENCE, nothing more! Imagine then—after years of working on the Warcraft series and hoping that a comic based on it might someday take shape—Walter Simonson himself boldly stepped into the lands of Azeroth . . .

The fact of it still makes me giddy.

... Okay, so I've geeked out pretty hard here ... but the rip-roaring tale of gladiators, demigods, and mistaken identities you're about to read (or re-read, Heaven forbid) is proof enough of the man's genius. Still, it must be said, no comics story ever really gets off the ground until the artwork falls into place. Over the years, we've been very particular about the kind of art that defines the Warcraft style. We looked at a lot of amazing artists in hopes of finding just the right visionary to bring this series to life. Strangely enough, we found him far across the sea—in the fabled lands of distant France.

Ludo Lullabi.

The man with the musical name absolutely floored us with his initial sketches of the lands and characters of this setting. His style absolutely sang to the hyper-proportioned, over-the-top visual bombardment that is *Warcraft*. And while his drawing style was an immediate fit for this project, I've also been amazed at his dynamic framework and sequential storytelling. The rhythm of his frames and page layouts flow perfectly with Walt's plotlines. It's like a friggin' symphony of words and flashing blades . . .

All told, this comic series has been an amazing fusion of incredible talents and epic ideas. I want to thank Jim, Hank, and Walter for taking the wild leap of faith with us—and proving that a Warcraft comic book could work.

What were the odds anyway, right?

—Chris Metzen
Blizzard Entertainment



CHAPTER 0















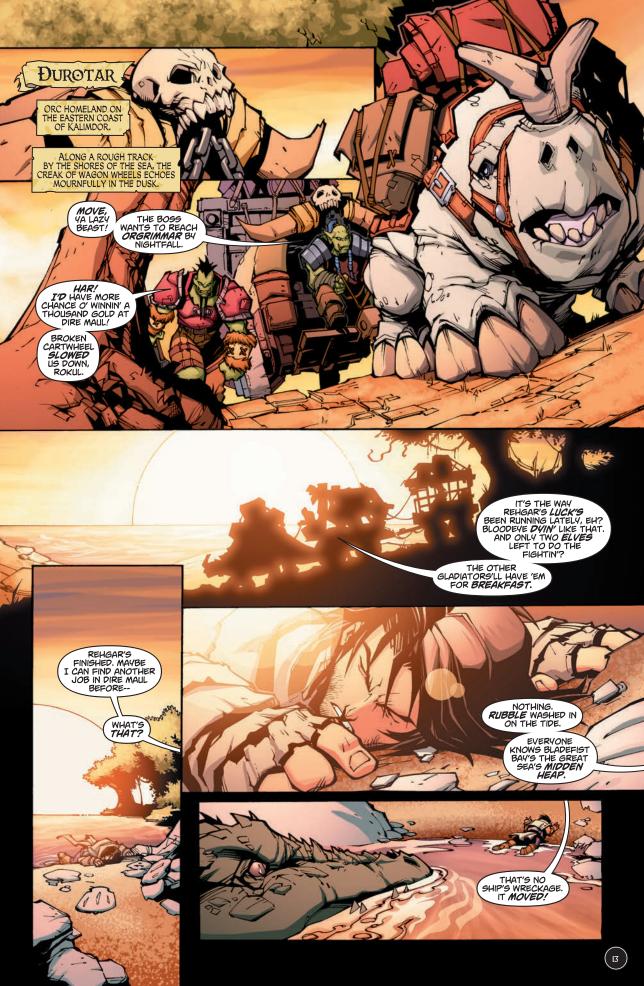
CHAPTER I

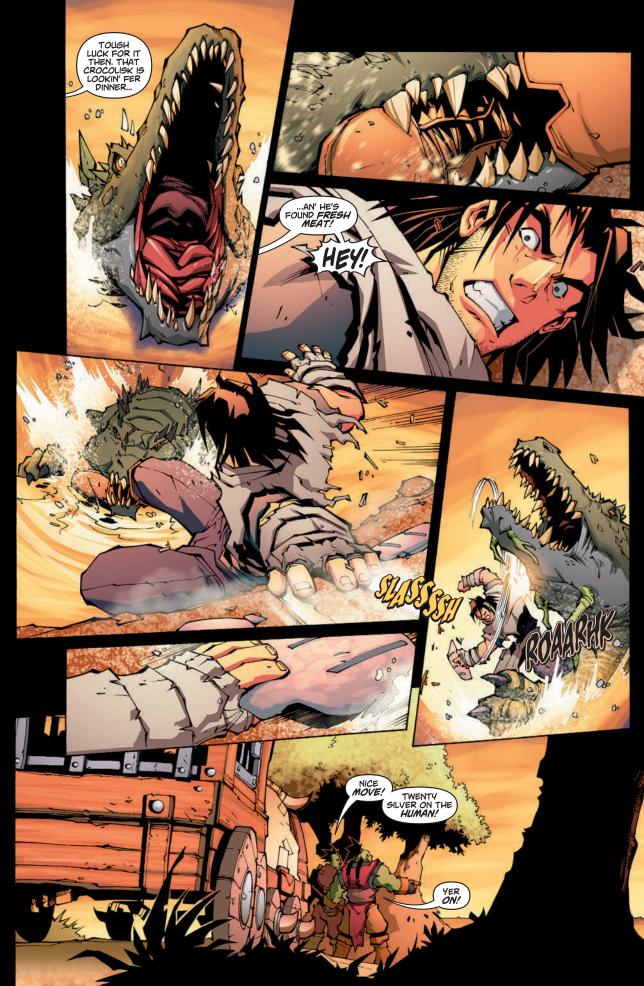
Issue #1 Cover by Samwise Didier





Issue #1 Cover by Jim Lee and David Baron













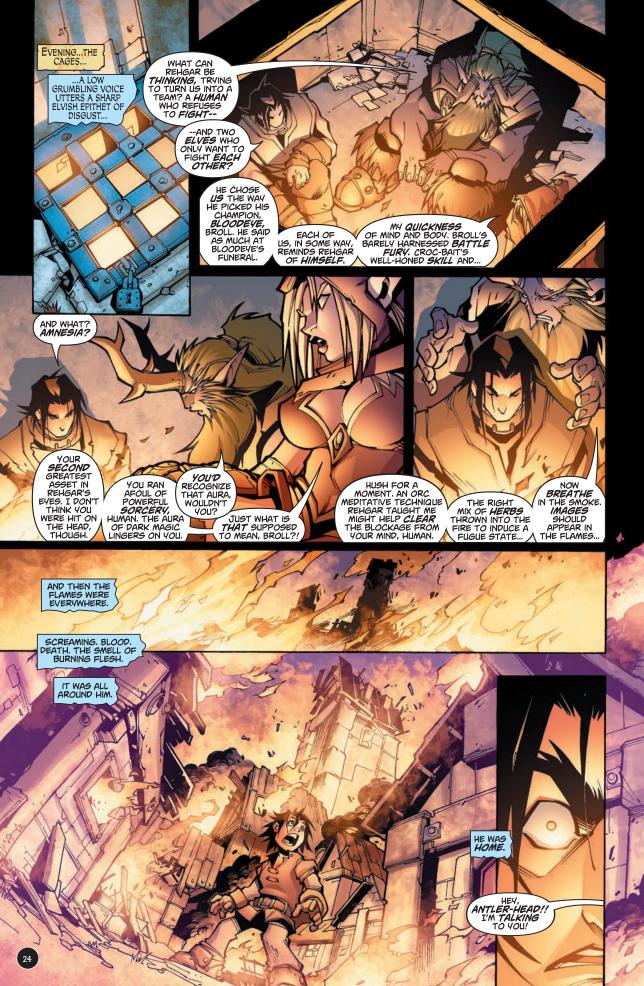


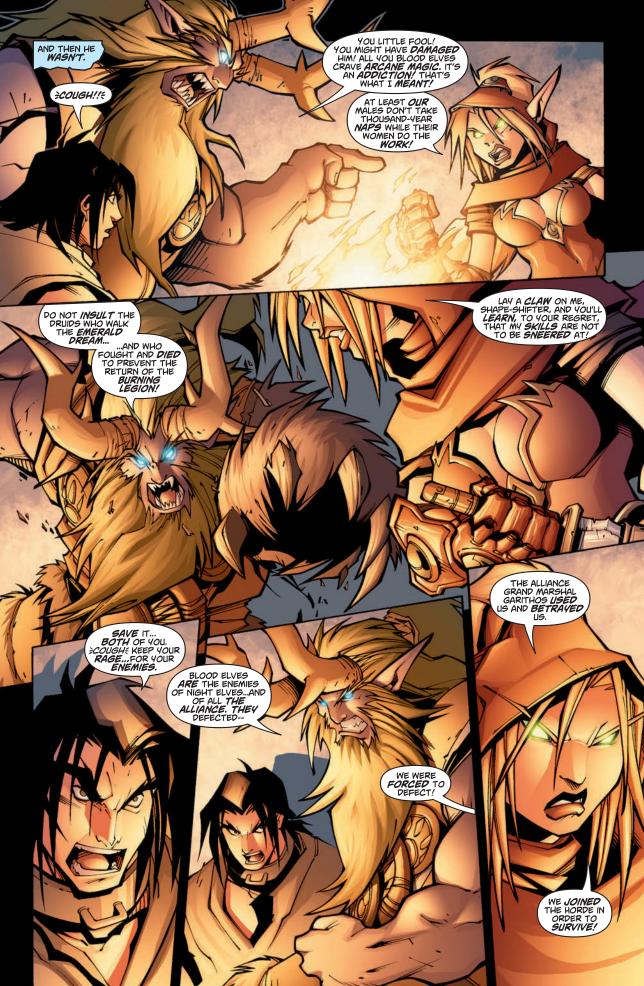


























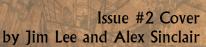




CHAPTER 2

Issue #2 Cover by Samwise Didier

























































CHAPTER 3



Issue #3 Cover by Samwise Didier



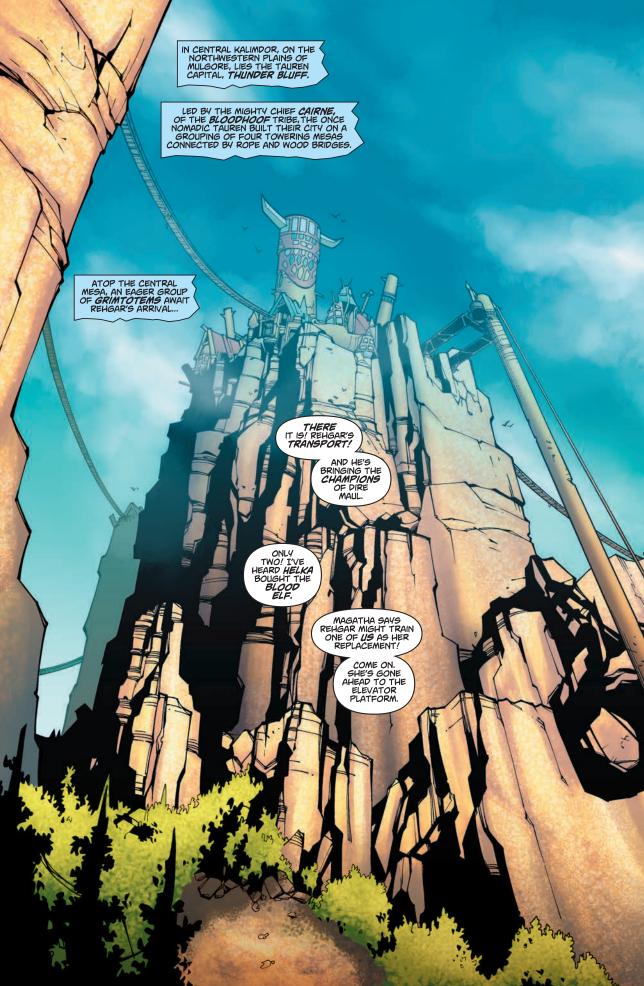
Issue #3 Cover by Jim Lee and Alex Sinclair





















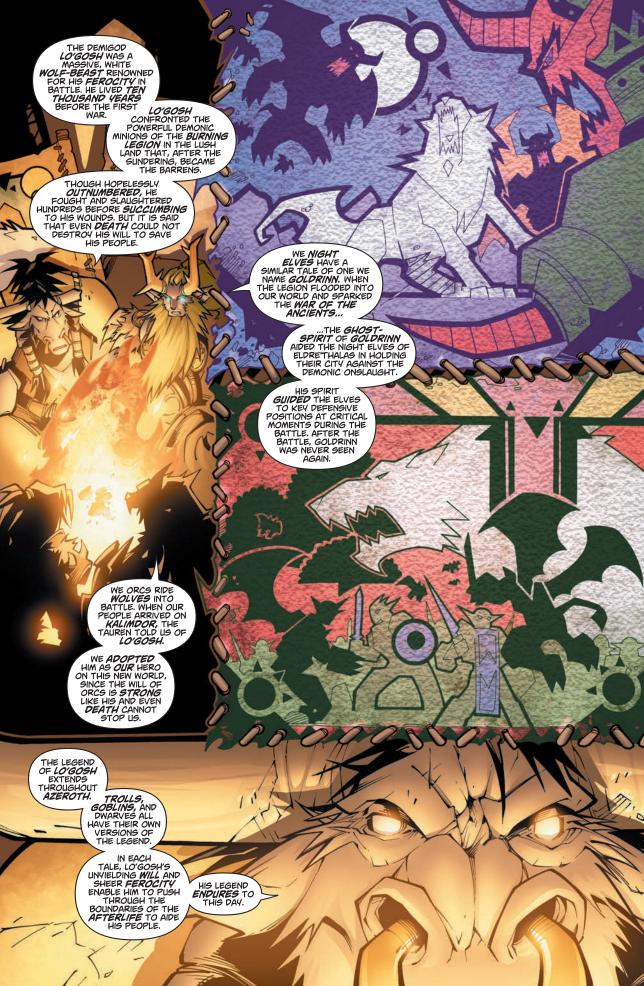


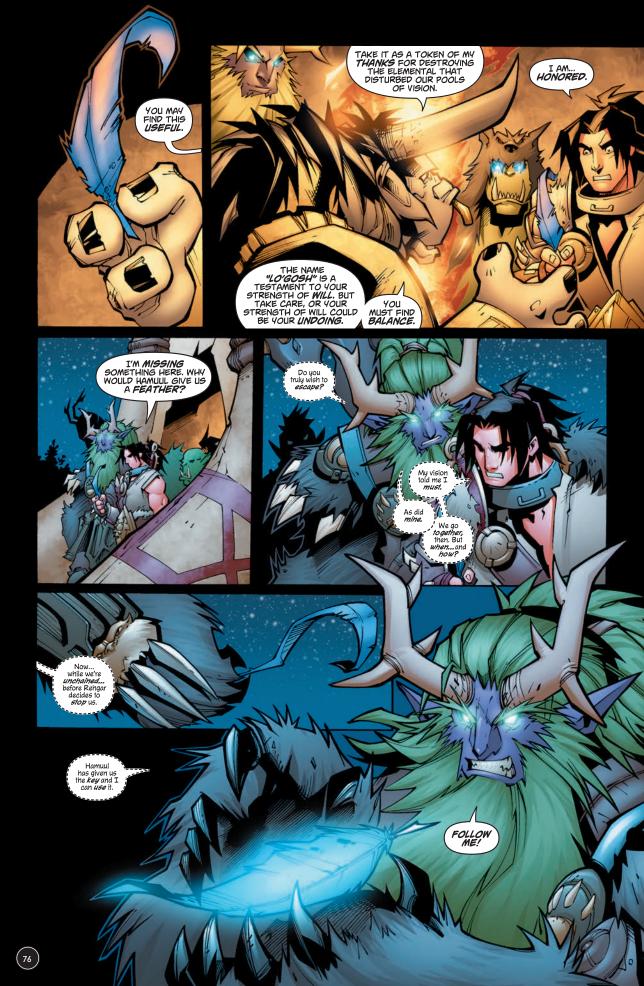




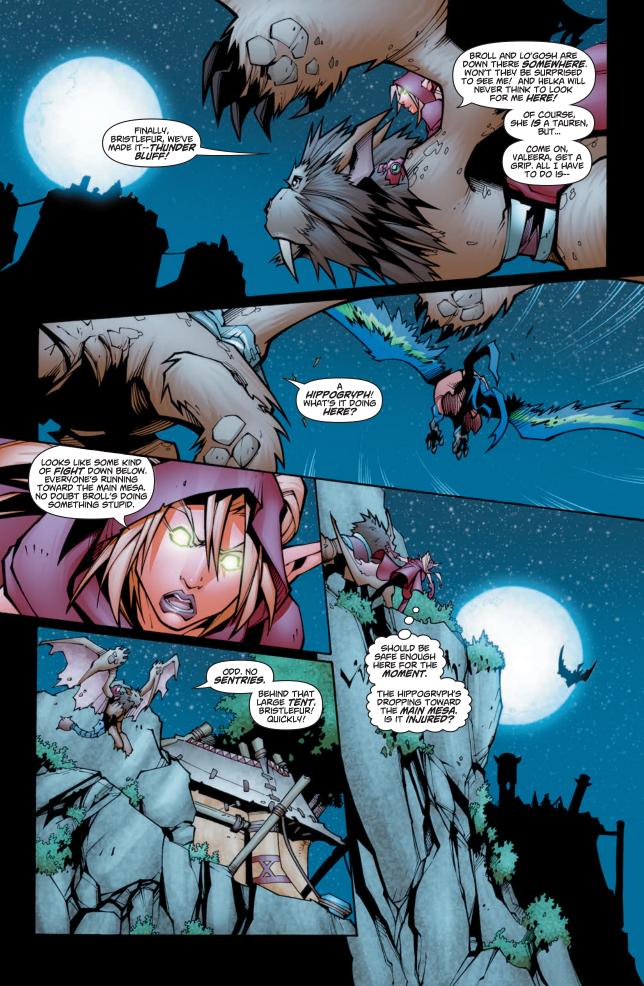




















Issue #4 Cover by Samwise Didier





Issue #4 Cover by Jim Lee and Alex Sinclair







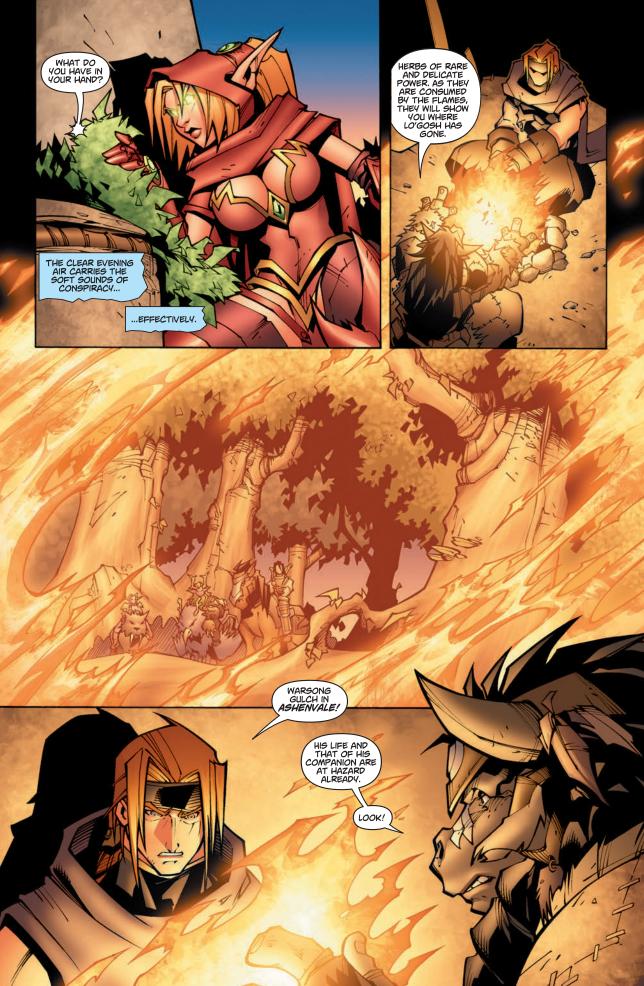


































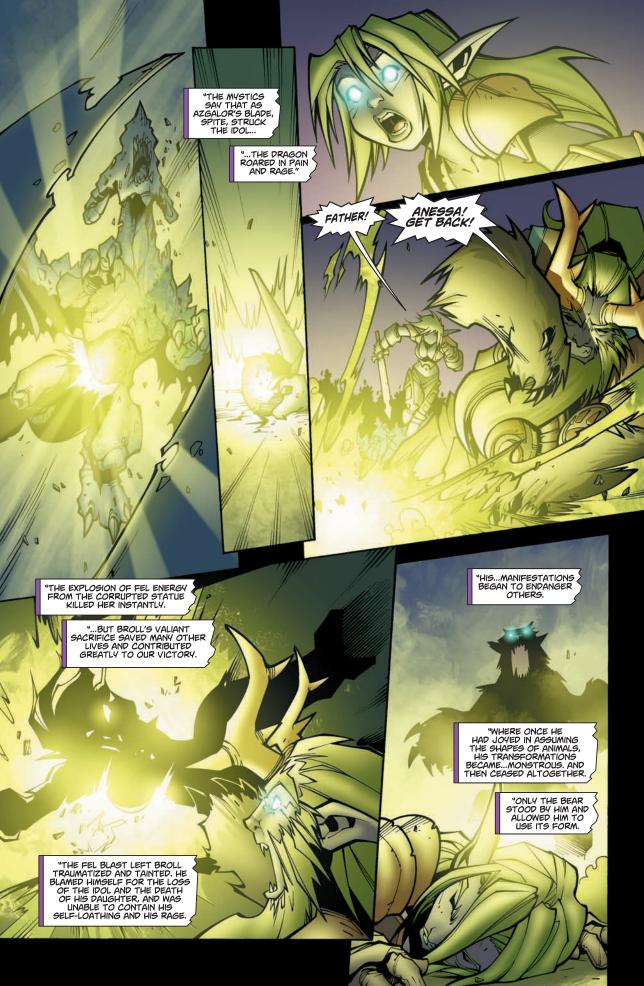














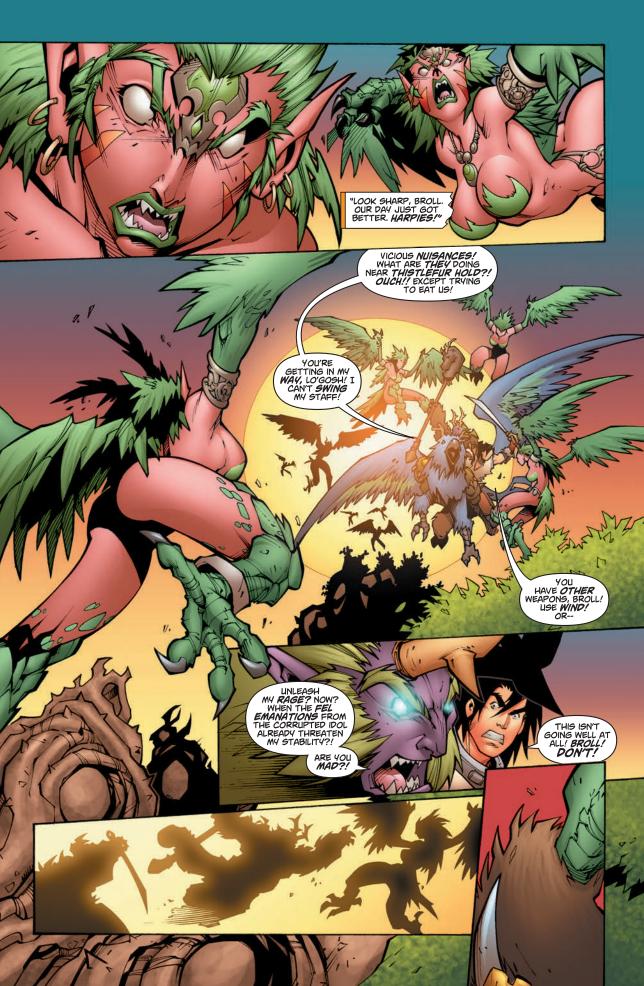
CHAPTER 5

Issue #5 Cover by Samwise Didier





Issue #5 Cover by Jim Lee and Alex Sinclair









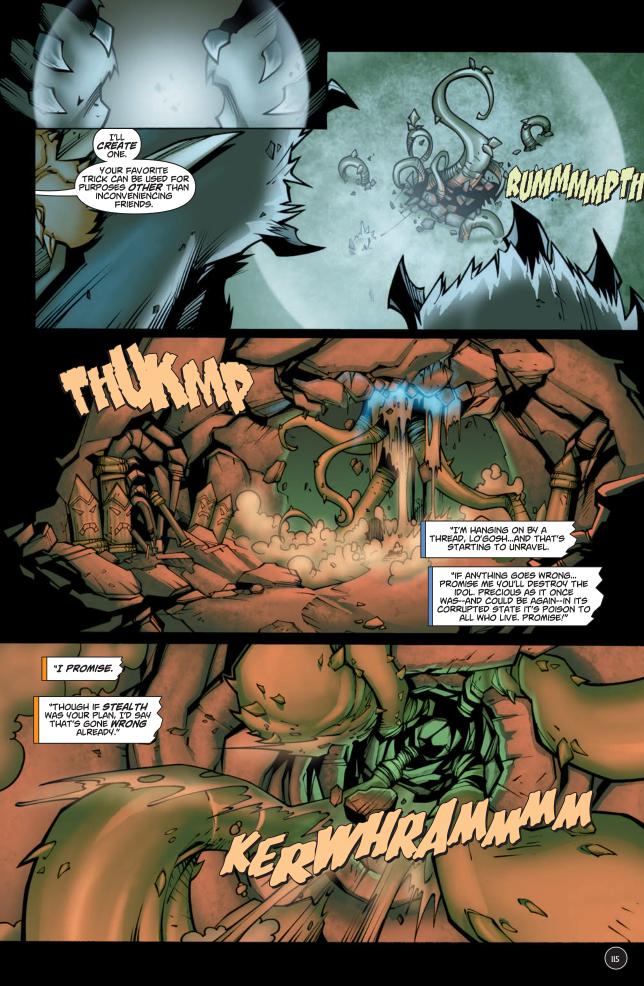






















...if you *can!* IT IS SAID THAT THE EMERALD DREAM IS A PARADISE... ...THE WORLD OF AZEROTH AS IT MIGHT HAVE BEEN OR SOME DAY MAY BE AGAIN. HE FEELS AGAIN
THE HORROR OF THE
MOMENT WHEN THE IDOL
WAS CORRUPTED... THE **GREEN DRAGONS** WATCH OVER IT... ..HIS **DESPAIR** AS HE WATCHED HIS DAUGHTER DIE... ...BUT CORRUPTION
IS ENDEMIC TO
EXISTENCE AND THE
EMERALD DREAM IS
NO EXCEPTION. ...HIS HELPLESSNESS TO CHANGE THE PAST. FEL ENERGY SURROUNDS BROLL... AND A **RAGE** SO INTENSE... ...AND ENCOMPASSES EVERY FIBER OF HIS BEING. ...IT MANIFESTS. HIS WRATH. WHAKKT HIS FURY. AND IN THAT MOMENT, HE UNDERSTANDS AT LAST WHY THE BEAR STAYED WITH HIM WHEN THE OTHER ANMAL SPIRITS ABANDONED HIM.



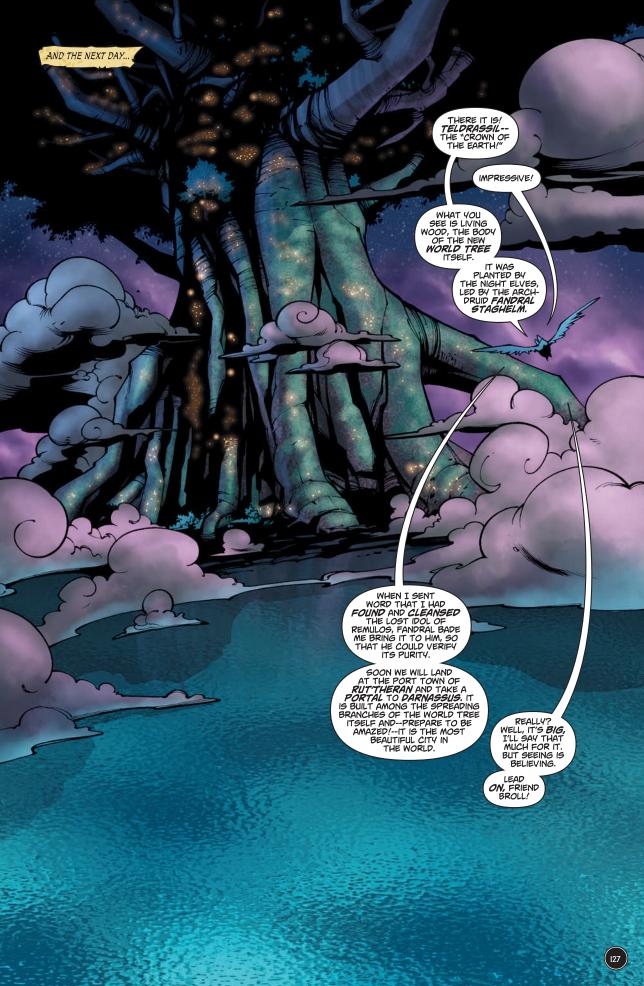














Issue #6 Cover by Samwise Didier





Issue #6 Cover by Jim Lee and Alex Sinclair







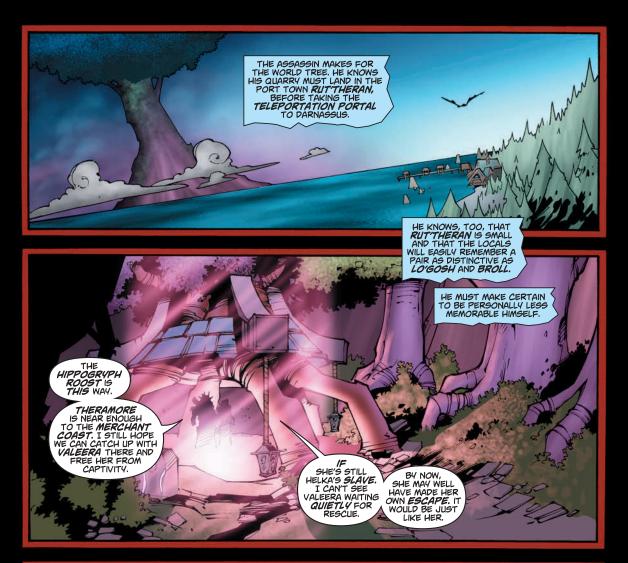


















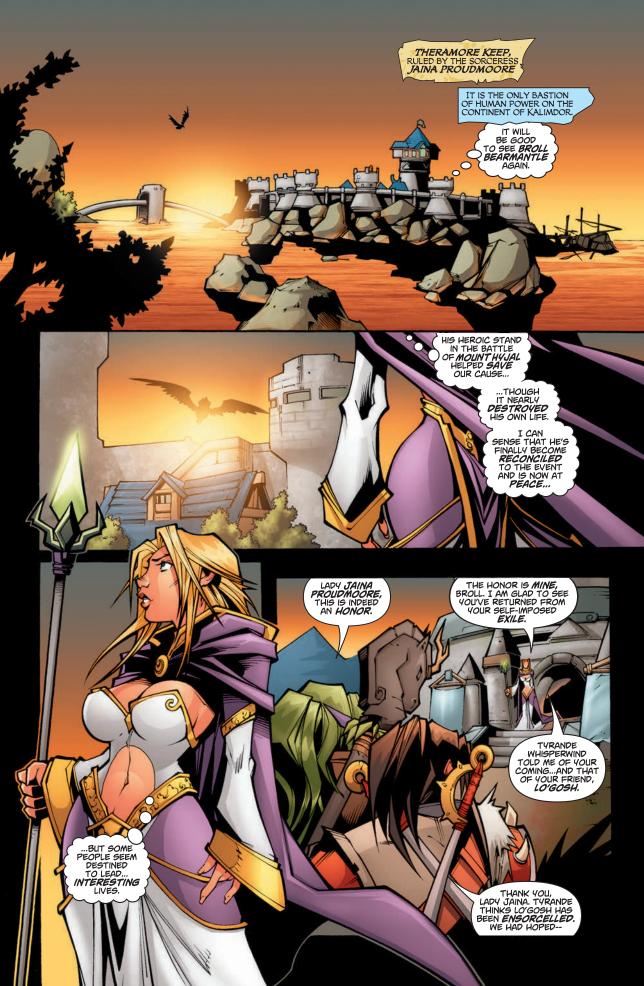
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ward John Zanger



















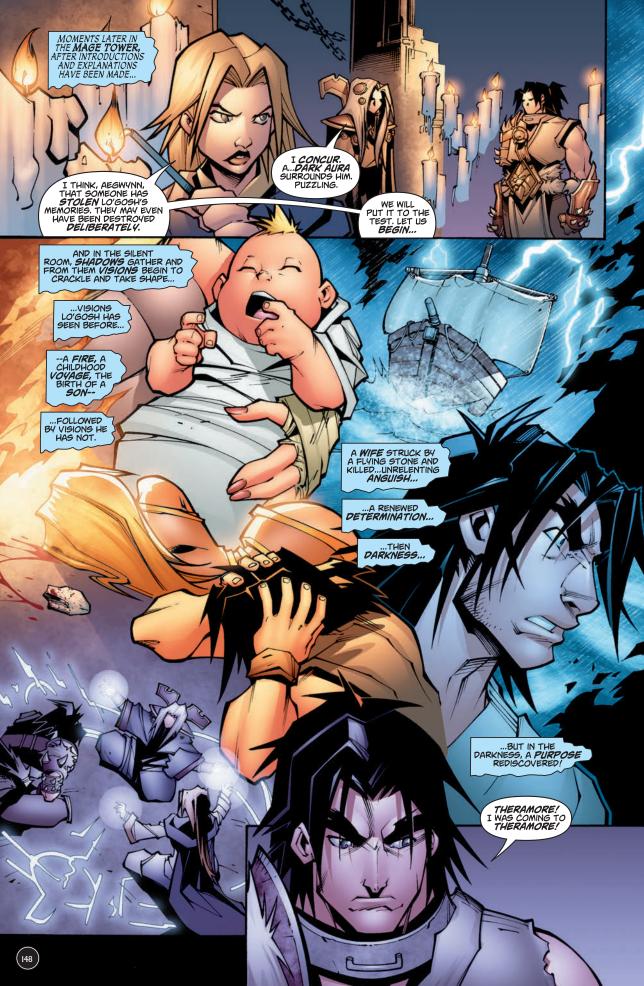
















CHAPTER 7

Issue #7 Cover by Samwise Didier





lssue #7 Cover by Ludo Lullabi, Sandra Hope, and Randy Mayor







