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Story Consultants: Chris Metzen, Micky Neilson, and Alex Afrasiabi

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Cover #19 by Pete Woods and Tony Washington
Cover #20 by Walter Simonson and Randy Mayor
Cover #21 by Mike Bowden and Tony Washington

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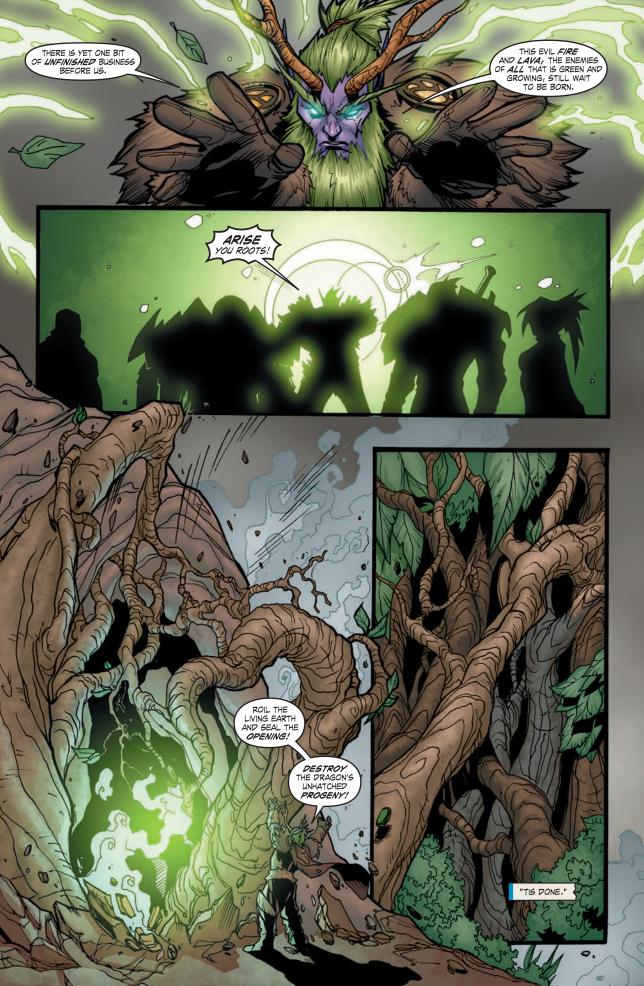










































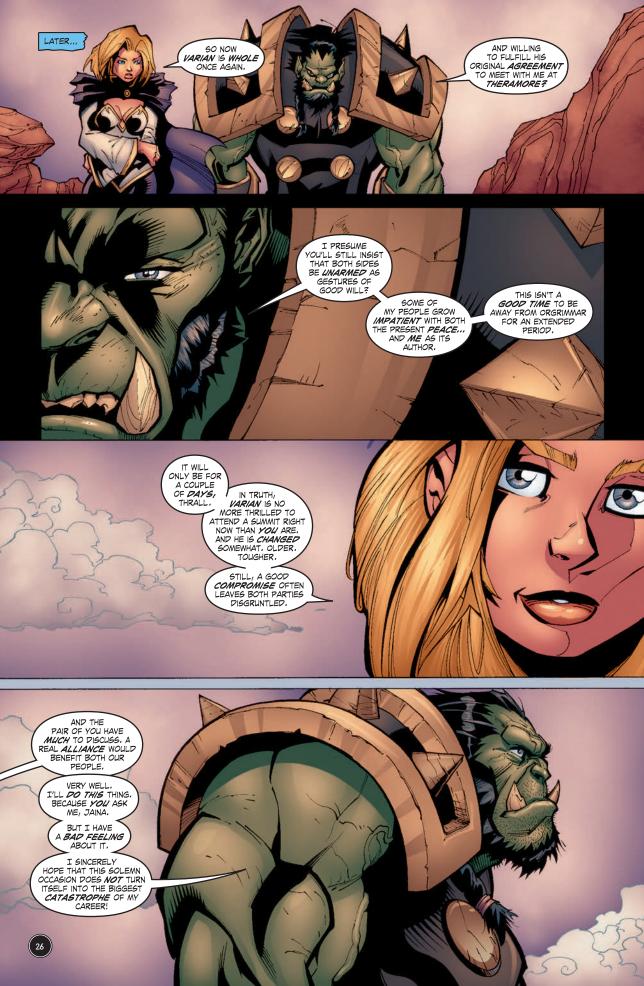








































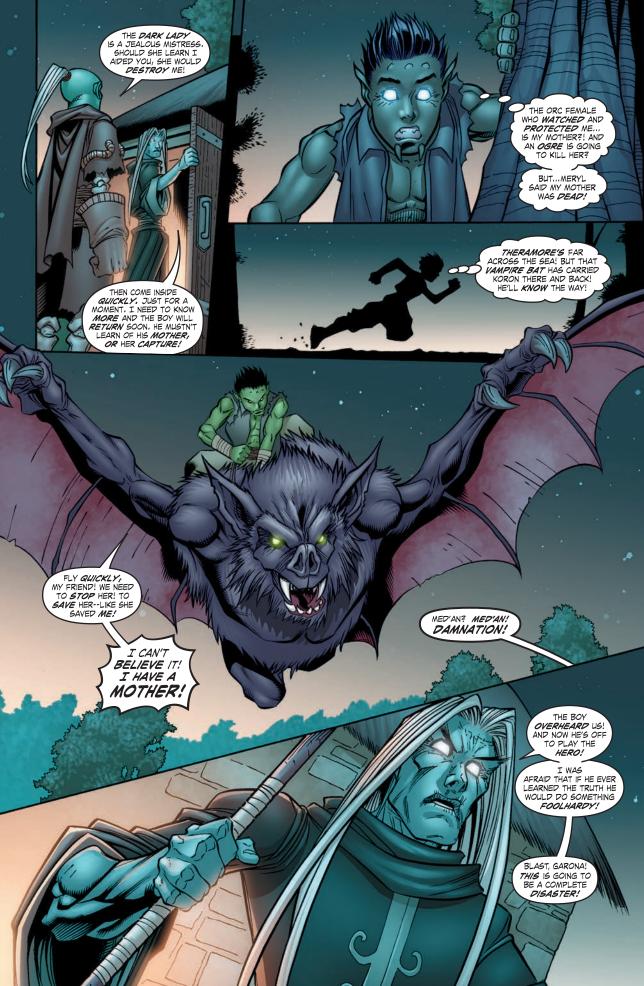


























































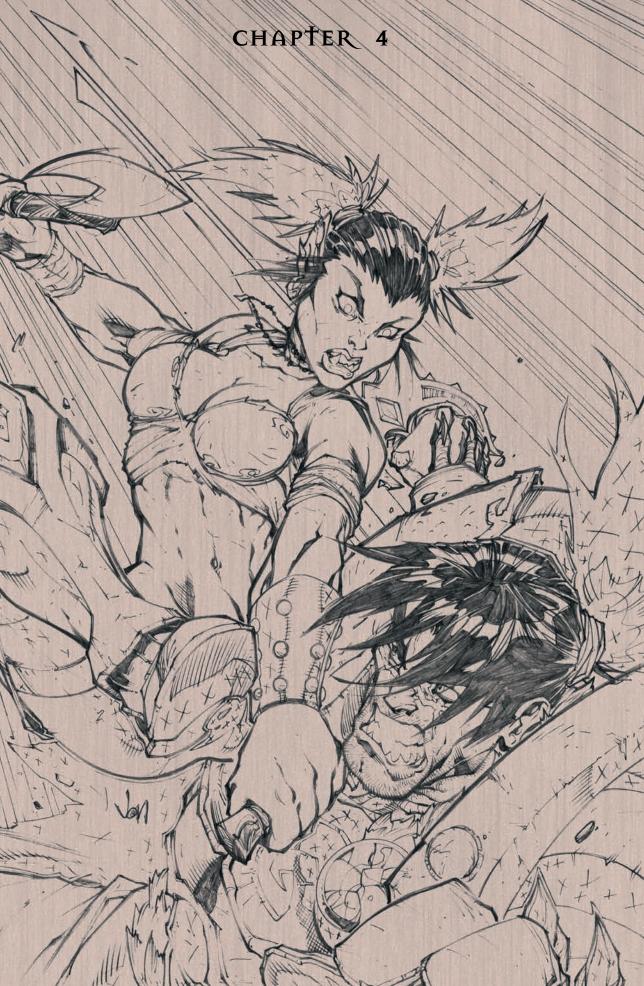














































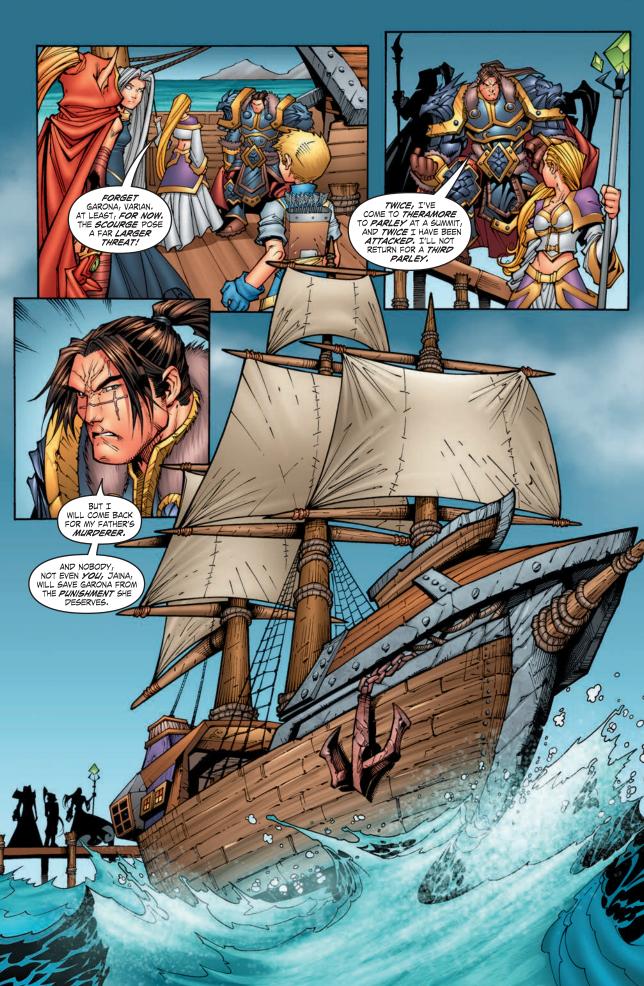


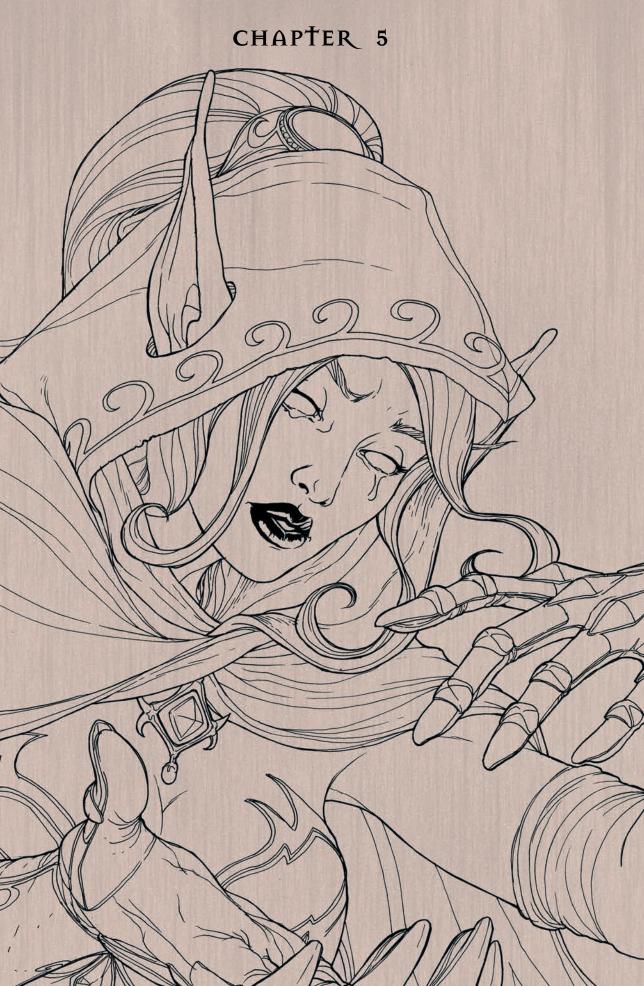
























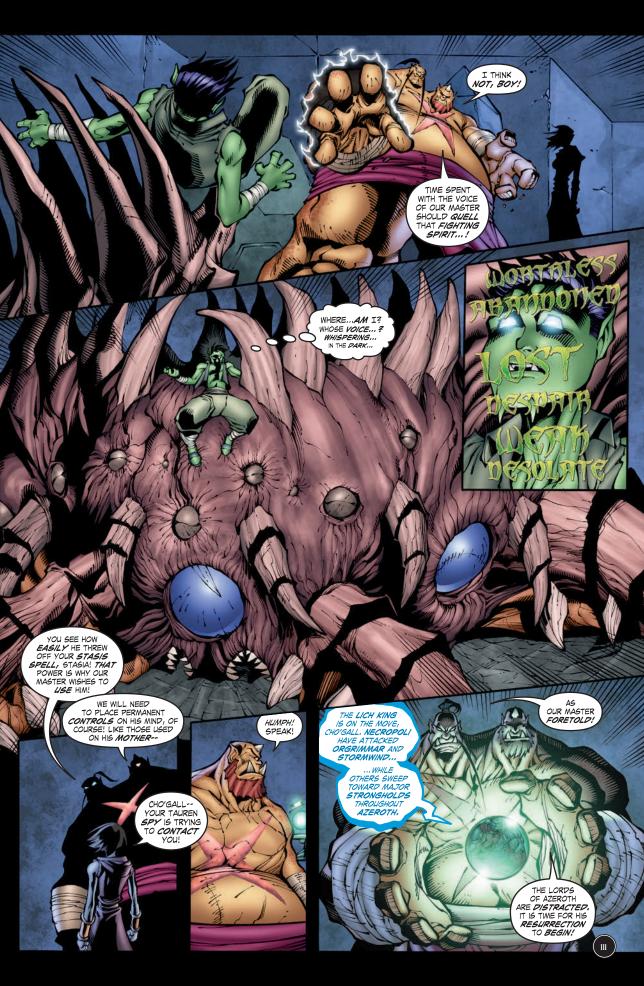
























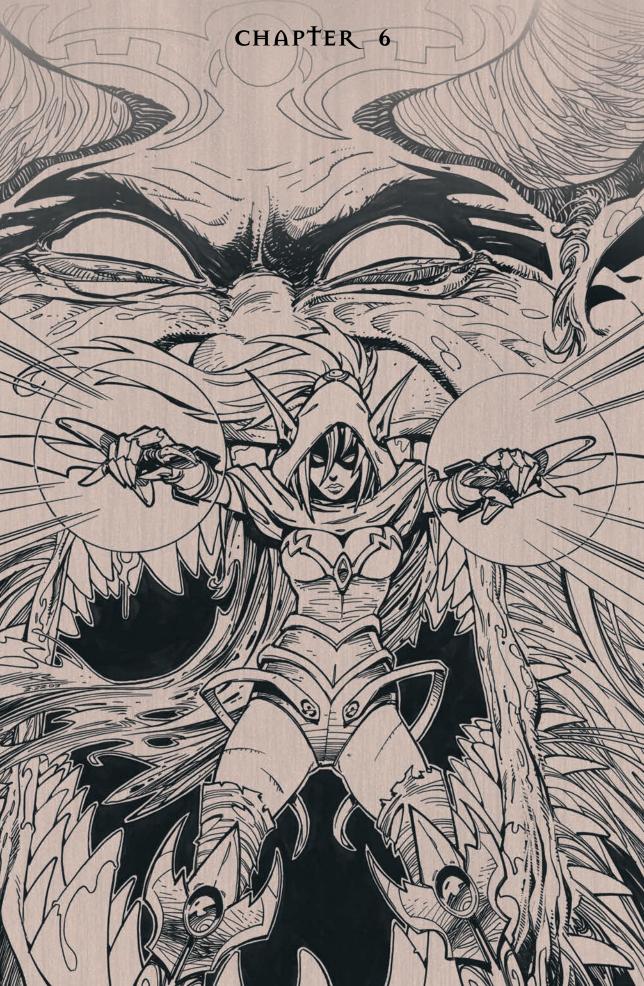






























































THE VOICES... TEARING ME APART!! THEIRS... AND NOW HERS! CAN'T SHUT THEM OUT!! BUT I MUST! NO! 149



































































CREATING A COVER

Covers usually start with sketches—the artist and editor discuss dynamic moments coming up in the story, pick a character or scene to focus on, then the artist distills those ideas into an image (or two, or three). For cover twenty-one, the original focus was Maraad's charge at Cho'gall. Everyone involved selects a favorite cover, then we pick the image apart—and sometimes you discover none of the sketches fits quite right.



Mike went back to the drawing board, and came up with these layouts, to bring the focus back to Cho'gall. They were close, but not quite there.





When the changes we wanted became a little hard to describe, an anonymous non-artist grabbed a pen to demonstrate!

Fortunately, Mike Bowden was able to take that pose, and make something awesome.



Once the final pencils for cover twenty-one were approved, we turned it over to Tony Washington for coloring. Here you can appreciate just a little of the time Tony spends.



Stage 1: Flats. This is where the colorist blocks out the large areas of color, and starts to figure out important points—like where the folds of Cho'gall's loincloth end and where his toes begin!



Stage 2: Lighting. This step often gets blended into step 3, but here, Tony took a moment to show Blizzard how this scene would be lit. Now the top of the platform pops out, making it more three-dimensional, and the sky of Ahn'Qiraj is an eerie orange-red.

Stage 3: Rendering. This is where Tony's attention to detail starts to pay off. The anubisaths are first colored, then cast into shadow. The hair (on both heads) gets highlights, making it look more natural. Each of Cho'gall's many, many muscles are highlighted, playing off the shadow lines Mike established in the pencils.





Stage 4: Effects. Not every book gets to have characters lit by their own magic, but WORLD OF WARCRAFT makes the best of every opportunity—not only does the entire body glow, so do the eyes!

Garona's failed to complete her mission...but she still must seek redemption. Her story continues in

