



World of Warcraft: Bloodsworn

Doug Wagner, Jeremias Raapack (Illustrations)

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As the Cataclysm rips through Azeroth, Warchief Garrosh Hellscream orders the best warriors of the Horde to come forward and serve in a new army, lest their foes in the Alliance sense weakness and attack. We meet these warriors as they come forward - from very different lands, backgrounds, traditions...Will they be able to overcome their deep differences and work together to serve the Horde, especially when challenged by a powerful, unfamiliar race claiming to be the real rulers of Azeroth?

World of Warcraft: Bloodsworn Details

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Author : Doug Wagner , Jeremias Raapack (Illustrations)

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From Reader Review World of Warcraft: Bloodsworn for online ebook

Gale says

I wasn't really impressed with it, couldn't really get into it that well, but this is the name of the next video game coming out.

Alen Andri? says

Progutao sam ovaj strip skoro u komadu. Svi?a mi se jako dizajn likova i to kako su svi razli?iti, a opet uspjevaju biti grupa.

Strip mi je cijelo vrijeme držao pozornost i za sad mi je najbolji warcraft comic koji sam ?itao.

David(LA,CA) says

Pretty good. I think the only thing that hurts it really is the time difference between the era when it was set and the era when it was released. I would definitely be curious to read a follow up series involving the same characters set a few years later, just to see if the rag tag group of heroes could remain allies when the organization they've sworn to protect is falling apart around them.

Sonia says

I'd like to start out by saying that I received this graphic novel from a Goodreads giveaway--Thank you!!

Giving this 2.5 stars

I was rather excited to get this and started reading it as soon as I got my hands on it...and was a bit disappointed.

The Good

For the most part, the art is simply stunning! I wanted to take some of the pages and frame them; the layouts and the attention to detail were awesome!!

The Bad

The story was a bit hard for me to get into and it didn't help that most of it was simply sound effects...I get that this is a graphic novel, but I've read plenty of ones that managed to draw me in with their plot...this one did not

As awesome as the art was, there was a tiny bit of inconsistency in it...Some pages had amazing detail, while others lacked it. Sometimes I just didn't get why one character in a panel would get much more detail from

the rest...it just distracted me from the other ones, making me feel like that one character would be crucial in (for example) the next page/panel, but nope there didn't really seem to be any reason behind this.

The Verdict

Overall great art, but a poor story. Would recommend this to fellow WoW fans, but do not expect much

Kris43 says

This is like it was written by a 12year old for 12year olds (of all ages). Very flashy, but with little substance. Everything has huge fangs.

Every character is introduced like all powerful,then 2 pages latter it suffers a spectacular defeat....
One thing that I did like a lot is WOW lore, very cool.

Josh says

The story here isn't really worth mentioning and is rather blah, but the real standout of this comic was the art. If I were rating it just on art merits, it would easily be 4 or 5 stars. Dark Horse needs to get this art team on a Conan book with a good writer, stat!

Joseph Young says

Wolverine in Orc form joins a band of misfits of one of all Horde races to fight a new rampaging clan of all centaurs who are attempting to claim dominance over the Horde. Despite initial leadership and trust issues, they rally around one another to become... a team. Against impossible odds, they make a stand for freedom! For the Horde!

Michael Alexander Henke says

Fairly fast paced with a decent amount of action. Tells the tale of a group of Horde heroes that must come together to battle the united centaur tribes. It takes place right after the cataclysm, so tensions are rather high among the horde races. A few really nice pieces of art as well.

Sayomara Vesper says

World of Warcraft: BloodSworn

Having been in the works for almost four years, World of Warcraft: Bloodsworn and World of Warcraft: Darkriders has been on my radar for a long time. Meant to be a ground level look at Horde and Alliance, these books are not looking at faction leaders or even well know NPCs. Rather, these are meant to be more akin to how the player characters interact with the world.

If you have read my Darkriders review you will know I was somewhat disappointed in that book for many reasons. One of the biggest was how the "team" in Darkriders did not feel like a team at all. Yes, there were player like heroes in much of the book but when one of those character is now on the Council of Six ruling the Kirin Tor, some of that "everyman" quality has been lost. Thankfully Bloodsworn is a very different book.

Plot

Malgar is an Orc loner and has been for a long time. However, when he sees a group of centaurs attack some Orc village he feels compelled to protect them. He is assisted by Ironhoof, a Tauren warrior, who is also unable to stand idly by while others are in peril. Along with Malgar's pet wolf Remnes, they are able to drive back the centaurs. During the fight, Malgar is wounded and Ironhoof sees that he needs immediate aid. Knowing that Malgar's only chance for life lies in Orgrimmar, he takes his new companion there, to a city which he would rather die than walk into.

When Malgar awakens, he is amazed to be alive. Learning what Ironhoof did for him, Malgar tells the Tauren that he owes him a life debt. However, Malgar would not stay in Orgrimmar to repay his life debt and leaves the city. Ironhoof similarly moves on. After parting ways with Malgar he meets with an Orc shaman named Shagara who has been given command of a small group of horde heroes called the Garad'Kra. During this sequence, Shagara asks Ironhoof to be her Stoneguard, or second in command. However, the issue of Cairne Bloodhoof's death must be settled first. Shegara asks Ironhoof if Garrosh's killing of Cairne will impair his ability to serve. Ironhoof replies that while Cairne was a personal friend, he is here to serve the Horde, and he refuses to judge all Orcs on the actions of one individual.

Not all of the Garad'Kra are as willing to accept Shagara's leadership. The Blood Knight Ashra Valandril forces the would be leader to justify her position through personal combat. The resulting fight occurs in much the same way as did the episode between Garrosh and Cairne in The Shattering. Shagara makes quick work of the Blood Knight and her role as leader is clear. With the arrival of Rada'jin, a troll druid, and Felgrim, a forsaken warlock, the Garad'Kra team is complete.

Once assembled, their first order of business is to investigate the Centaur attacks which Malgar and Ironhoof witnessed. This will lead them on a journey that will take them all the way back to the pits of Maraudon...

Thoughts

Bloodsworn by far the most joyful and lighthearted thing I've read from Blizzard in ages. While not as deep or as epic as other Warcraft comics, it retains the spirit of the universe without being weighed down by the mass of lore and history that any fully developed world has. I think that is why it works. This is a story about a group of heroes that go on an adventure. Nothing more, nothing less. Where Darkriders failed to create a group of heroes that was believable, Bloodsworn makes a team you want to root for, that makes you happy when they win and sad when they lose. It's a simple thing but this is the book the original Warcraft Comic should have been. Honestly if I had to pick which of Bloodsworn or Darkriders were to become a regular comic, I would vote Bloodsworn in a second.

Yes, its corny, and yes, the team coming together is a bit predictable, but overall it's fun and enjoyable. When I'm engrossed in a story, it becomes a lot easier to forgive minor flaws compared to when I'm not.

In addition, this book has a number of other things going for it. First of all, the art looks like it's drawn from

the world of Azeroth. Clearly, Jheremy Raapack spent the time to find out what these places he was drawing looked like inside the game. There are nods to continuity, some of it going all the way back to Warcraft 3, including race issues inside the Horde as well as how different classes interact in the Horde. Both from a writing and art point of view, it feels like the world of Azeroth.

There are a few times when the art isn't great, but it's never bad. I would say the one person who rarely looks good is our Blood Elf Ashra Valandril. Now sure, if he was too pretty our dark Horde world might not feel right, but that means he rarely feels like the Blood Elves in game, at least from an art point of view.

Grade and recommendation

While some might argue that it's not much to say that this is best Warcraft comic to come out since Curse of the Worgen, I consider it high praise and would point you to my review of that comic. More than that though, it's a fun read that fills you with Horde pride, even if you're not a die-hard Horde fan. I would say it's not overly deep as far as lore goes, but that's ok. I think part of what hurt Darkriders was that there was too much lore and not enough story. The Warcraft universe does not lack for lore. It does often lack for good story.

Overall Score 4.5 of 5

If you enjoy the Horde or even just World of Warcraft in general I strongly suggest you pick this book up. This is arguably the best love story to the Horde since Christie Golden's Rise of the Horde.

73's

Originally posted on Rivalcast Media
<http://www.rivalcastmedia.com/article...>

Brooke Johnson says

The art was really hard to follow at times, which was frustrating, and the story was just okay. It jumped around to different characters every two pages in the beginning, which made it feel disjointed in the first half. It came together nicely in the end, but the rest of it was rather lackluster.

Larper says

A fantastic comic that tells a tale of the Centaur uprising. It follows several new Horde characters: Shaman, Paladin, Warlock, Hunter, Druid and a Warrior; at least that's what I believe but someone might correct me if they've appeared before, who challenge the Centaur menace.

I really loved the fight scenes, especially with the Warlock. Fantastically done.

I'd recommend this comic to anyone who wants to see awesome fights, especially the ones where the Warlock is fighting, but also to people who want to find out more about the Centaurs, and the Horde's way

and general philosophy.

Norm Keillor says

falls short of the other books in the series. feels like I read issue 0 to a series prelude I somehow missed.

Nayari says

A fun, solid story. Enjoyable characters. I'm not really into graphic novels so sometimes I have trouble understanding what is going on, but that's really no fault of the artist.

Bradley Prior says

The comic left much to be desired. I enjoy the visuals, but too often I'm left wondering what I'm looking at. The story does not carry much weight since the characters are simply mere representations of their classes. Wanting members at that. There's not much else to say.

I expected a bit more from a comic with Blizzard's name on it. Perhaps I'm being harsh, but it's given that you are likely a player of the game in the first place when you pick this up, because if you weren't this is probably insanely bizarre or mildly refreshing. Names, places and events are mentioned that would mean nothing to people without some prior knowledge or background.

This isn't a bad thing in my opinion. Well, if you don't acknowledge the player's experience...then yes. We are led into a dungeon, only to explore the entrance and fight a summoned boss battle as soon as the heroes step in. This is the story of a group of 6 who could not take on trash mobs without someone dying. It so happens to be the character portraying the new playable class for a different race. hmm. HMMM.

The Wow player in me giggled when Ashra ranted about "surviving the trials of Ragefire Chasm" ... "Braving Blackfathom Depths" ... I would go on, but the short of it is I would one shot Ashra easy. He just mogged for decent looking gear and RP. Yup, you guessed it. I play on a PVP server.

Time to go see if anyone is questing in Desolace and tagged for PVP.
