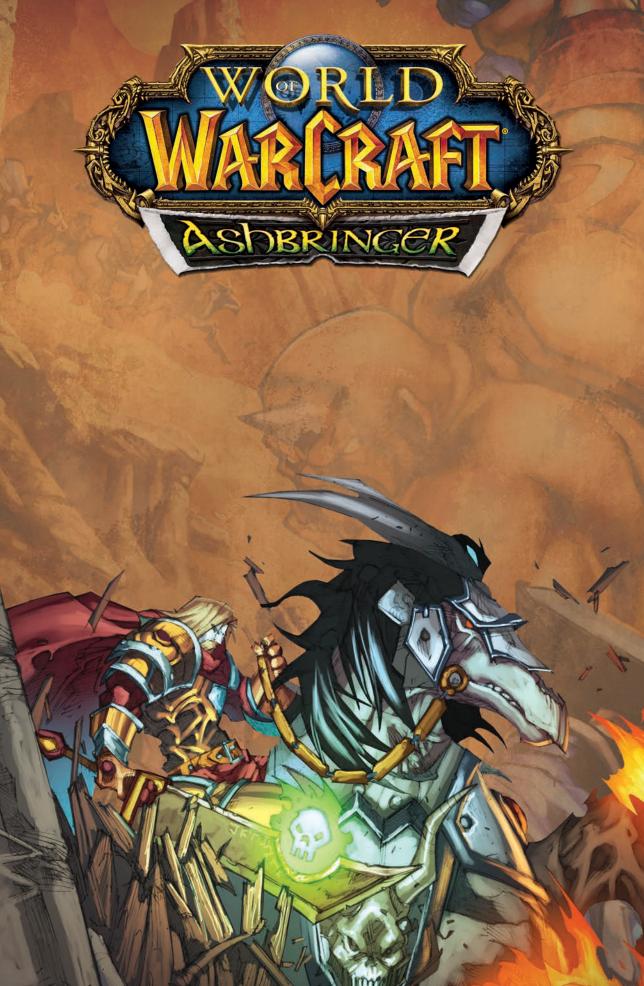


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Clast of Characters

HİGHLORD ALEXANDROS MOGRAİNE

A courageous and devoted commander within the Knights of the Silver Hand. He directs his forces with steadfast determination and unwavering faith.



RENAULŤ AND DARÍON MOGRAÍNE

ALEXANDROS' ONLY SONS. THEIR MOTHER DIED WHEN DARION WAS BORN. FOLLOWING THAT TRAGIC LOSS, EACH OF THEM STRUGGLES TO FIND HIS OWN IDENTITY.



FAİRBATKS

A LOYAL AND DEVOTED FRIEND OF THE MOGRAINE FAMILY. HE IS ALEXANDROS' TRUSTED ADVISOR AND RIGHT HAND IN ALL DIPLOMATIC MATTERS.



SAIDAN DATHROHAN

A DEVOUT PALADIN, RESPECTED LEADER, AND HONORABLE WARRIOR, DATHROHAN IS A MAN OF STRENGTH AND CONVICTION TO WHOM ALL PALADINS LOOK FOR GUIDANCE.



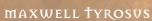
GENERAL ABBENDIS AND LADY BRIGETTE ABBENDIS

Though both are occupied with scouring evil from the world, General Abbendis is just as often engaged in controlling his willful daughter's behavior.



ISILLIEN AND DOAN

İsillien the priest and Doan the mage work to maintain the "purity" of the Order of the Silver Hand.



An outspoken devotee of the Light, Maxwell's views of what is best for the Order are not always shared by the majority of his companions.

































































NOW...
WHERE ARE THE REST
OF THE KNIGHTS AS SURELY
THIS IS NOT ALL THAT'S LEFT
OF THE ORDER OF THE
SILVER HAND?









































































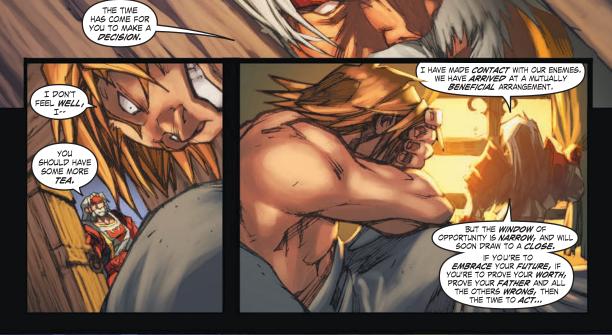












































































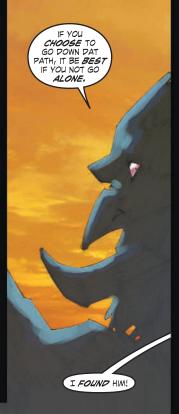










































CASTILLIAN, LIGHT!











































































CHAPTER 4



Cover by Chris Robinson





























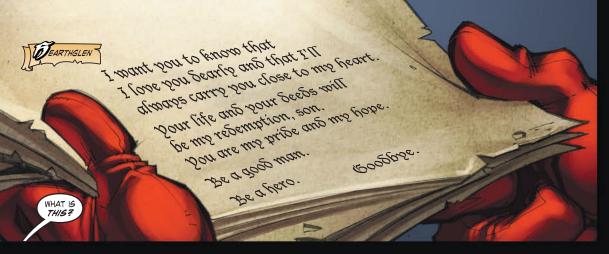


































































BE UNDONE.





РАGE ОПЕ

CREATING A PAGE: **РЕПСІLS**

Stage 1: Roughed in Ludo starts by breaking the page into panels, and laying out the figures. In page 1, panel 1, you can see that he's broken out the markers to place the trees against the moon.

Stage 2: Tightened **Sketches**

For these pages, Ludo chose to re-do the sketches and tighten them up before moving to the final boards with his pencils. Page 2, panel 2 is almost complete, but panel 3 shows that he's still working out how the shadows fall on Balnazzar's wings--gray markers this time!

Stage 3: Final Pencils This is the final stage before we send them off to Tony. Pencils only, drawn on Strathmore art boards, working area approximately 11" x 17". Of course, Ludo has to draw on the reverse of our regular boards, so the scanner doesn't pick up the live area and

crop lines.







PAGE TWO







PAGE OПE







PAGE TWO







CREATING A PAGE:

Stage I: Flats
The first step in digital
coloring is flatting. You
select the main shapes
and assign them a
color—but overall, the
piece stays dark. Tony's
a glutton for punishment
and handles this himself,
though a lot of professional colorists opt to
have an assistant take
care of this step.

Stage 2: Rendering
This is where you
see most of the change
happening. Background
trees reappear in page
1, panel 2. Dathrohan's
hair and skin tones are
refined to match his
regular appearance.
Overall, this is where all
the details take shape.

Stage 3: Effects By this point, the changes are all subtle. Looking at page 2, panel 1, Castillian's arrival goes from a harsh tan blob in stage 1, to a fiery yellow-orange in stage 2, to a glowing fire-burst in stage 3. Suddenly, he's not "just" stepping out of a yellow glare. The light reflects off his cloak and staff, and the glow hits Balnazzar's wingsbut not as obviously, increasing the distance between them, which is a nice trick when you're coloring on a flat plane.

Stage 4: Final colors
If you turn back to
pages 127 and 128, you
can see the final colors
for these pages. There are
changes, because while
Tony's good, with this
many characters in play,
the editors occasionally do have to request
tweaks to make sure
we're consistent with
previous appearances.





Before the Scarlet Crusade and Argent Dawn took up arms against each other, they stood as a united force against the evils of the Scourge. WORLD OF WARCRAFT: ASHBRINGER explores the divide—and the role the good can play in the emergence of evil! Written by Micky Neilson and illustrated by Ludo Lullabi (Lanfeust Quest, WORLD OF WARCRAFT BOOK ONE) and Tony Washington.



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