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Kalecgyos, a member of a decimate race of blue dragons, quests towards the elven kingdom of Quel'Thalas in search of answers, but he will have to deal with a vengeful dwarf, the army of the Undead Scourge, and the mystery behind an enchanting peasant girl before he can finally obtain what he seeks.

Dragon Hunt Details

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From Reader Review Dragon Hunt for online ebook

Taswa says

This review was originally posted on the page of the second book, but I thought it may do more good here, since this book is the first one.

The series in my opinion doesn't change that much so this can be seen as review of all three books. It's also a long time since I last read them and will reread them for the case of this review. I hope to update it when I have done, but believe most of what I talk about is accurate.

Warcraft is in my opinion one of the most boring universe in existence. It's plagued by things like people in armor double the size of them. I feel most of what I feel about WoW can relate to this series as well, so prepare for a review with endless nitpicking and some other stuff. The characters by the looks of it they just seem so mechanical and stiff. I have a theory that all the knights are actually bubble head gnomes. Their heads are the only normal sized body part while the rest of their bodies are tiny and control a steam driven exosuit that makes the armor walk around. That will also explain why their faces look so stiff. All the steam makes them feel discomfort and they are just waiting to let it out in the bathroom where the reader can't see it. A bigger bugbear though is the decorations, especially the armor decorations. I almost don't want to talk about them. Let's just say the armor decorations make St. Peter's church look like the White House. Ok you may think now, that's probably all this weirdo has to complain over. No, no, no. How dare you think that, it's almost a crime against mankind. You good sir/lady should go and eat a chocolate as punishment. Waiting, waiting, you done? Good!

The biggest bugbear for me is the bikini armor. Or when characters wear clothes that can maximize their cleavage in the cold (one of the series where no one cares about the weather, we will see who laughs last when you get sick). Yeah I know you may think that I am a feminist agent, but believe me this is not about defending half of mankind from cliché presentation of half the earth population (I did not see any male warriors in magical thong armor) that I based on my real world experience can't understand how is defended logically. It's about it being illogical. The day I see real life master warrior knight in armor be defeated by one of these holy warriors of nudity commercial is the day I eat these words.

A thought just stuck me maybe there is a reason ugly bikini armor that I just have been too ignorant to think of maybe the female characters in this kind of clothing have secret desire to pole dance or something after defeating the forces of evil. Well in that case my bad Mr. Knaak and Blizzard. I should be hanged and castrated for hating on my fellow bros that I mostly never have met.

Well enough nitpicking (as far as I can remember there is only one case of the completely unlogical clothings).

The series has enough of clichés and uninformative parts it's enough to sink the whole of the WoW world (the one in the MMO game) with my confusion and at times boredom.

Confusion because I often felt I had to look at the strips several times to understand them.

Pling achievement unlocked.

Dumb reader: look at the same page for more than five minutes.

All in all the series isn't bad, but it isn't a masterpiece either. I think it boils down to if the universe interests you, for example if you play the games. I also believe most of my criticism will be nitpicking for Warcraft fans. If that's the case I do hope you have a fun time reading it. Now I have to go and write lots of letters to the Blizzard CEO, ah awful lots of work you know. For instance it takes several seconds to find the capslock button and writing more than one exclamation point. You know what I'm too lazy... have too much to do so sadly I will have to skip that. Tuddelidu

the chocolate plate it should have a sad smiley on it.

Dmitry Yakovenko says

Dragon Hunt (WarCraft: The Sunwell Trilogy #1), Shadows of Ice (WarCraft: The Sunwell Trilogy, #2), Ghostlands (WarCraft: The Sunwell Trilogy, #3).

WarCraft: The Sunwell Trilogy is a great introduction to the Warcraft universe, and it's a great read for anyone who loves fantasy. The first book, Dragon Hunt, is a great introduction to the world of Warcraft, and the second book, Shadows of Ice, is a great continuation of the story. The third book, Ghostlands, is a great conclusion to the trilogy.

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Samantha Bustos-Hubeny says

This was actually more interesting than I thought it would be. I hate that Anveena was so helpless, tho. My kids who like WoW should like it,

Claire says

I enjoy reading a bad book for the satirical satisfaction of it all as much as the next man, but this- and the second book as well- was just *painful*. The only reason why I took the time to read through it was because it was given to me as part of the prize package for the WoW comic contest, and I figured it would be rude of me *not* to give it the time of day. How wrong I was.

The book couldn't be more generically-drawn, and the plot and characters only bear the slightest, most *passing* resemblance to anything in the greater Warcraft universe. One of the great things about WoW as a game is the fact that it's so very tongue-in-cheek and stylized, and so it shouldn't come as any surprise that it translates poorly into agonizingly serious manga.

Crystal Dawn says

To begin, I don't see where all the hatred lies. Although I was feeling the 'pumped out' vibe, the story as a whole is very strong and well thought out.

The book opens to very descriptive and insightful history for the world of Azeroth, written in a similar way to a bible. As a player of the game, I do often have to stop and ask who certain characters are, their motives and sometimes even the point of our quests but within these few pages the entire world was just opened to me. I have a character of a Blood Elf and although I know of their addiction to magic I didn't know their true origins. It was just truly fascinating. These pages alone I would recommend.

The Manga itself? Was again good. The art style was nice and for the different races such as the Orcs, Dwarves and Undead it was rather flattering compared to their original digital selves. The story wasn't hard to follow, except for this one scene with the introduction of Tyri, (which came out of left field, by the way) as I thought it was going to be Anveenas time to shine, Alas it was not and I was left double backing to understand what just happened.

The Manga covers every expansion to date (excluding Pandaria) and sheds some light for a lot of content brushed over in game. These books exist for a reason and for all players (and even non players who are just lovers of fantasy in general) this is a read I don't believe will disappoint. I stress, make your own opinions before reading the more negative reviews, I was under the impression it was bad but was pleasantly surprised.

Chip Hunter says

From what I've seen of Manga, the art in this book far exceeds the norm. Detailed and beautiful drawings capture the wonder of the world of Warcraft nicely. Characters are developed and defined by the expressions on their faces and the cloths that they wear. It is amazing that so much of the feeling behind the story can come straight from the visuals. It almost seemed like you could get through this book without even really needing to read any of the dialogue.

While I was a bit disapointed in the story as a whole, it may just be because I am so used to reading novels that I have a hard time appreciating the simplicity of the story, or it may be that much of this book was devoted to laying the foundation for more Warcraft mangas to come. Either way I will definitely get the next one as soon as I see it.

One thing is for sure though, the artist for this book deserves far more of the credit than Richard Knaak.. This seems like something Knaak could pound out in just a couple of days while the detail in the art makes me believe that much, much more time was invested in that part of the work.

Philip says

Bleck Not a big fan. I can understand how a bright kid with ADD or ADHD might be attracted to these books what with some higher level vocabulary and busy pictures that have a million things going on at the same time.

For me the pictures made it seem more like a graphic novel version of the Blair Witch Project. No offense Mr. Kim. They are awesome and detailed, but for me there's just too much awesomeness and detail for one page.

I'm reading these so I can make an AR quiz for them for the kids at my school. Go me. Go me go.

Celeste says



Valaren07 says

Moc jsem se na komiks od Knaaka těšil ale bohužel mě zklamal. Příběh není moc originální a v českém překladu je bohužel hrozně moc chybný.

Leonardo Molina says

Entretenido comienzo. Sin embargo, aunque cuenta con un breve resumen de la historia de Warcraft, es necesario el conocimiento previo sobre el mundo, para poder apreciar los detalles.

Rebecca says

When I first started playing World of Warcraft back in the early days of the Wrath of the Lich King expansion, I remembered trying to devour as much reading material set in the world of Azeroth as possible in order to satiate my thirst for lore.

And then I ran into this manga and it's "sister" (in that they share the same writer) Day of the Dragon. ...that was when I started to pick my Warcraft stories more carefully.

Oh, this wasn't *bad*; it's just a disappointment.

A band of hunters are on a dragon hunt, and end up dragging a blue dragon named Kalecgos out of the sky. Upon impact on the ground, the dragon ends up changing into a human form (which...isn't really explained; reverting to a humanoid form upon losing consciousness doesn't *happen* to dragons in the Warcraft-verse) and is found by a farmer girl named Anveena, who ends up taking him to her family home. In doing so, she

leads the hunters to her house and inadvertently kicks off an adventure involving a traitorous elf named Dark'khan, a large power source called the Sunwell, the attacking Scourge army of the undead, and the fate of the Blue Dragonflight.

Kalec, Anveena, Kalec's betrothed Tyrygosa (who really doesn't have any chemistry with Kalec; gee, I wonder if he's going to get with the normal farmer girl or not), and the obligatory cute animal sidekick Raac then journey throughout the Eastern Kingdoms and try to fend off both Dark'khan and the bounty hunters in service to him. Along the way, Kalec exercises his power to just transform into a dragon on a whim to great effect, Tyrygosa makes snippy remarks to Anveena's general intelligence, and there might be more to this dragon hunt as it would seem.

I feel like only a cursory knowledge of the Warcraft mythos is needed to read this. There are terms here and there, and you kind of have to have basic knowledge on what a "Dragonflight" and a "Scourge" is, but otherwise it's a very basic "dragons that can assume a human form are being chased, there's a mystical Macguffin that must be harvested, there's undead and orcs and stuff" type of a plot, and it does a good job on that merit alone.

With that being said, my main problem with Dragon Hunt is that this manga, in a weird combination between the artwork and the writing, feels less like a story set in the World of Warcraft universe and more like a cheap knockoff trying to write around copyrights.

Take, for example, the designs of the characters in this book. One of the things I really like about World of Warcraft is the distinct style and how they really keep to how the creatures and races in that world function. The dragons in WoW have design cues that are present on every member of the various flights. They have a specific headshape to them, club-like tails...

Meanwhile, the dragons in this manga could appear in any fantasy story and no one would bat an eyelash, the trolls in the dwarf hunter's bounty hunting band look like bizarre ape-men with long tongues, and the dwarf clearly sprouts tusks in some panels.

This by itself would've been excused if the writing felt like Warcraft writing, but the dialogue feels really stilted and lacking that Warcraft "touch", as it were. You can especially feel it whenever the manga tries its hand at humor (especially in Tyrygosa's dismissal of Raac and the whole "Volk hungers" bit) and it just comes off as awkward.

Despite that, on its own it's just your typical fantasy story. It succeeds in telling a decent story and is a good little dragon and swords romp to shut your brain off to. However, as a book connected to the expanded World of Warcraft universe, it's pretty weak. Without its connection to Warcraft, I would've given it three stars. It just reads like none of the people responsible for this actually knew the source material and were instead trying to cram a square peg into a round hole.

Charlie Devlin says

An entertaining manga version of the warcraft world.

W. G. Saraband says

This is just a mess - the writing is questionable, at best, and the detail of the pictures actually works against itself, making it very difficult to make sense of what's going on.

Kaz says

a thorough explanation of how Azeroth came to be in the beginning, then falls apart once the graphic novel starts.

Kathleen says

Even with the lengthy historical background in the introduction, it's still pretty hard to follow the plot beyond "girl helps and is helped by dragon guy." The art is pretty, but not helpful in that regard.
