



MARK LONDON - ANDY KING - ALEJANDRO GIRALDO

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BATTLECATS®





BATTLECATS®

THE HUNT FOR THE DIRE BEAST

Part One of Five



-Kelthan-



-Kaleera-



-Vaela-



-Mekkar-



-Zorien-

MARK LONDON
WRITER

ANDY KING
ILLUSTRATOR

ALEJANDRO GIRALDO
ECCC VARIANT COVER
& COLORIST

MIGUEL ZAPATA
CHRISTIAN OSPINA
LETTERERS

MAD™
CAVE

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Mark London
CEO and Chief Creative
Officer

Laura Chacón
Chief Operating Officer

Cecilia Medina
Chief Financial Officer

Giovanna T. Orozco
Editor in Chief

Alexander Stensby
PR and Communications
Manager

Freddie Ordoñez
Marketing Manager

Miguel Zapata
Book Design

Jonathan Prada
Assistant Colorist

Daniel Vargas
Proofreading



In 550 C.Y. on the eleventh week of Middernsun, by decree of King Eramad III, the Battlecats are hereby ordered to venture into the region of La Marque and slay the legendary Dire Beast.

In order to complete the mission, procure the head of the Beast and deliver it to Stormholt City.



King Eramad III

THE DARK FOREST, STORMHOLT – MIDDENSUN 550 C.Y.



"THE BATTLECATS LEFT STORMHOLT CITY WITH ORDERS TO SLAY A LEGENDARY CREATURE.

"THIS BEAST HAS TERRORIZED THE REGION FOR MANY YEARS.

"THEIR QUEST WILL SERVE A GREATER PURPOSE FOR THE KING."





SOUNDS LIKE SHE'S DOING BETTER. AM I RIGHT, GORIEN?



STOP MESSING AROUND.

KELTHAN SAID WE SHOULD BE GETTING READY.



DON'T WORRY, VAELA. I HAVE MY MUSIC FOR THAT.

AND WHERE IS OUR FEARLESS LEADER ANYWAY?



HE'S COVERING OUR TRACKS. WITH HIM AND KALEERA SCOUTING THE AREA, WE SHOULD HAVE NO SURPRISES.



WHAT'S TAKING HIM SO LONG?

DID HE FORGET HIS SWORD IN STORMHOLT CITY?



VERY FUNNY,
MEKKAR.



KELTHAN!
WHAT DID YOU
FIND?



NO ONE SEEMS
TO BE FOLLOWING US.
HOW DOES THE PATH
LOOK AHEAD?



I DIDN'T
SEE ANYTHING
SUSPICIOUS.

KEEP YOUR
GUARD UP.
THE FOUL MAGIC
OF LA MARQUE COULD
BE PLAYING TRICKS ON
YOUR SENSES.



NATHARIEN
WARNED US
ABOUT THIS.
IT'S THE
SAME MAGIC
THAT CREATED
THE DIRE
BEAST.



THE KING
HAS GROWN
IMPATIENT SINCE
THE ATTACK.

THE
LION GOD
WILL ALWAYS
EXPOSE THE
TRUTH.

NOW HE
SPEAKS.

OUR QUESTIONS
WILL BE ANSWERED
SOON ENOUGH.



THAT BEAST HAS
BEEN A MENACE
FOR MANY YEARS.
WHY DOES
OUR KING WANT IT
DISPOSED OF NOW
AND WITH SUCH
URGENCY?



WE HAVE A LONG JOURNEY AHEAD.



THEN, HOW 'BOUT A SONG?

A SONG ABOUT MY GRANDFATHER, *GOADAR*, THE GREATEST WARRIOR IN VALDERIAN HISTORY AND HOW HE DEFEATED *THE FIRE FIEND*.



OR IT CAN BE A SONG ABOUT *KELTHAN* AND HOW HE DEFEATED *THE NOCT MAIDEN*.

MEKKAR, BE QUIET!

IT CAN GO SOMETHING LIKE--



AMBUSH!









SHADOW!

KLUK

CRACK

THAT WAS A NICE WARM-UP...



...AND I
SPOKE TOO
SOON.

PUSH FORWARD,
BATTLECATS.

**FOR THE
KING!**

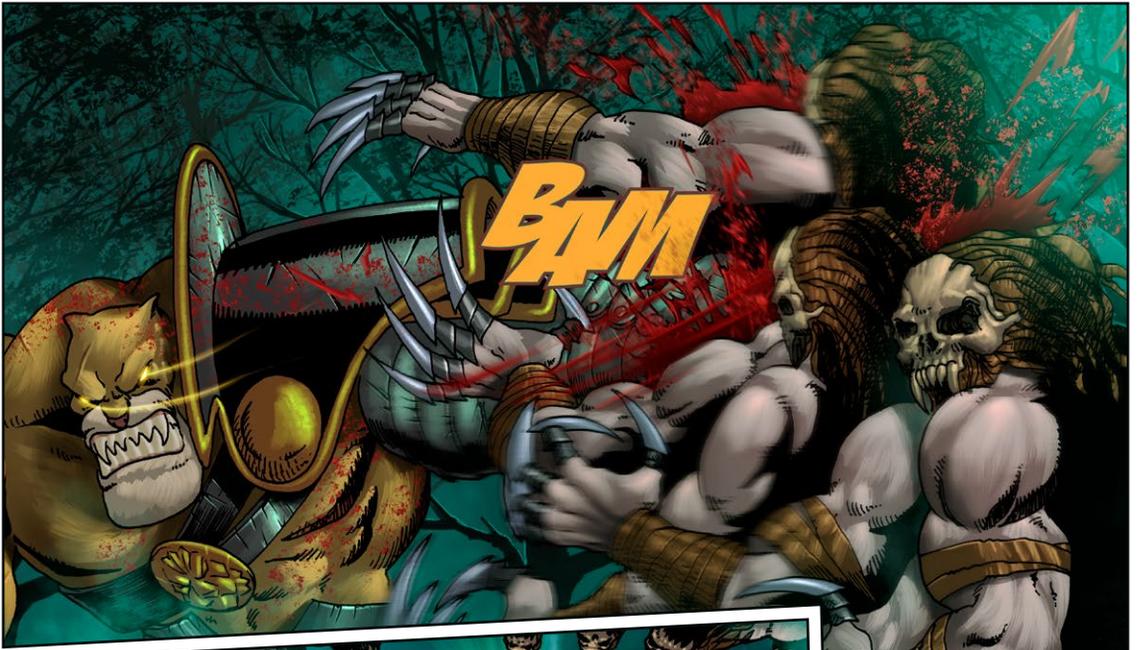






KRAK

KRAK







THAT SHOULD BE ALL OF THEM.

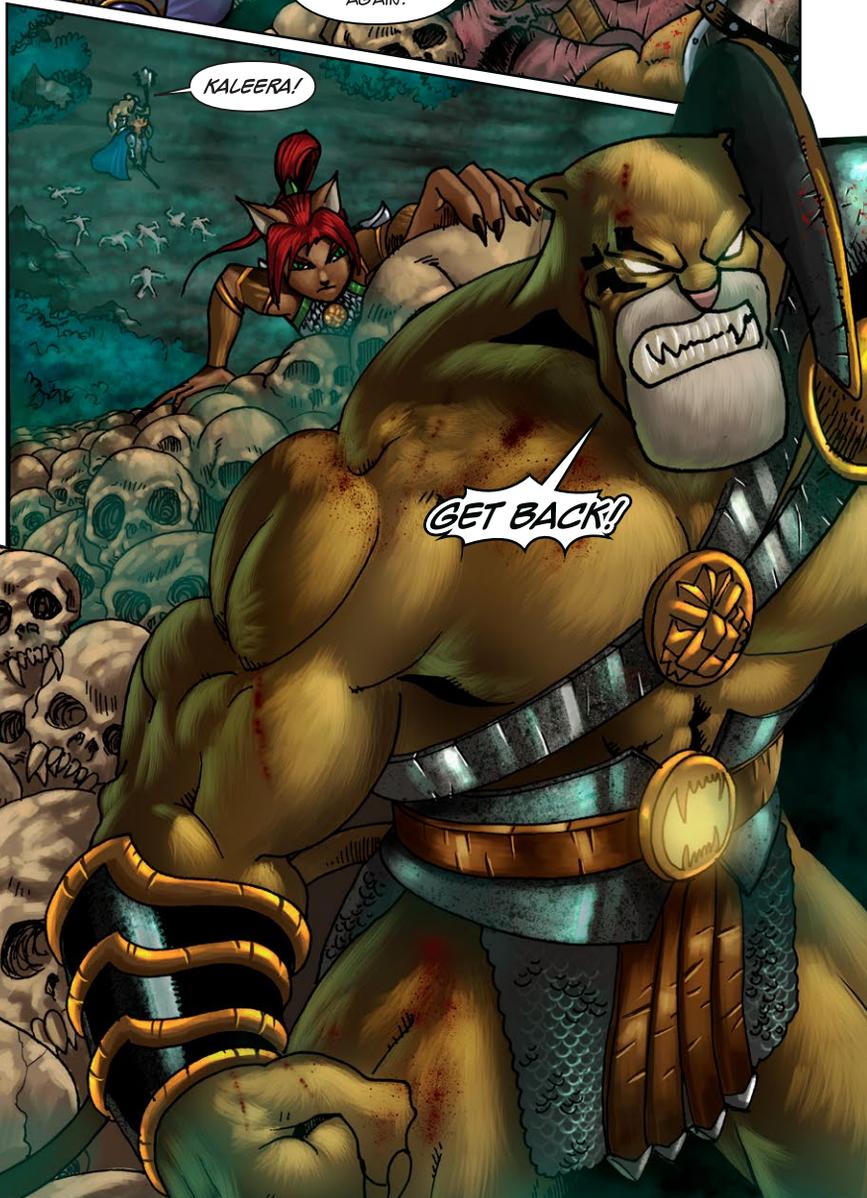
I THOUGHT NOCT SPECTRES WERE SUPPOSED TO BE A CHALLENGE, KELTHAN.



REAL NOCT
SPECTRES POSSESS
IMMEASURABLE POWER
AND WOULD HAVE TORN
US TO PIECES.



KELTHAN'S
RIGHT. THESE ARE
JUST ORDINARY
SOLDIERS.







BRAVO!
THAT WAS QUITE
THE DISPLAY.

I KNEW MERE
SOLDIERS WOULD
NOT BE ENOUGH, BUT
YOU CAN'T BLAME ME
FOR TRYING.



KALEERA!
STAND
DOWN!



YOU SHOULD
LISTEN TO THE MONK.



I REMEMBER
YOU FROM THE WHITE
MARSH ISLANDS.
ELTOREQ, THE
QUIET ONE.



I SEE YOU PAY
ATTENTION, KALEERA.
NEXT TIME WE MEET,
WE'LL HAVE OUR FUN.



THERE WON'T
BE A NEXT TIME.
IT WILL BE AN HONOR
TO BRING YOUR HEAD
TO THE KING.



BY THE LION
GOD, WHAT IS
THAT IN THE
SKY?



NO ONE
INTERFERE!!



YOU HAVE NO
IDEA WHAT YOU'RE
UP AGAINST.

TO BE CONTINUED...



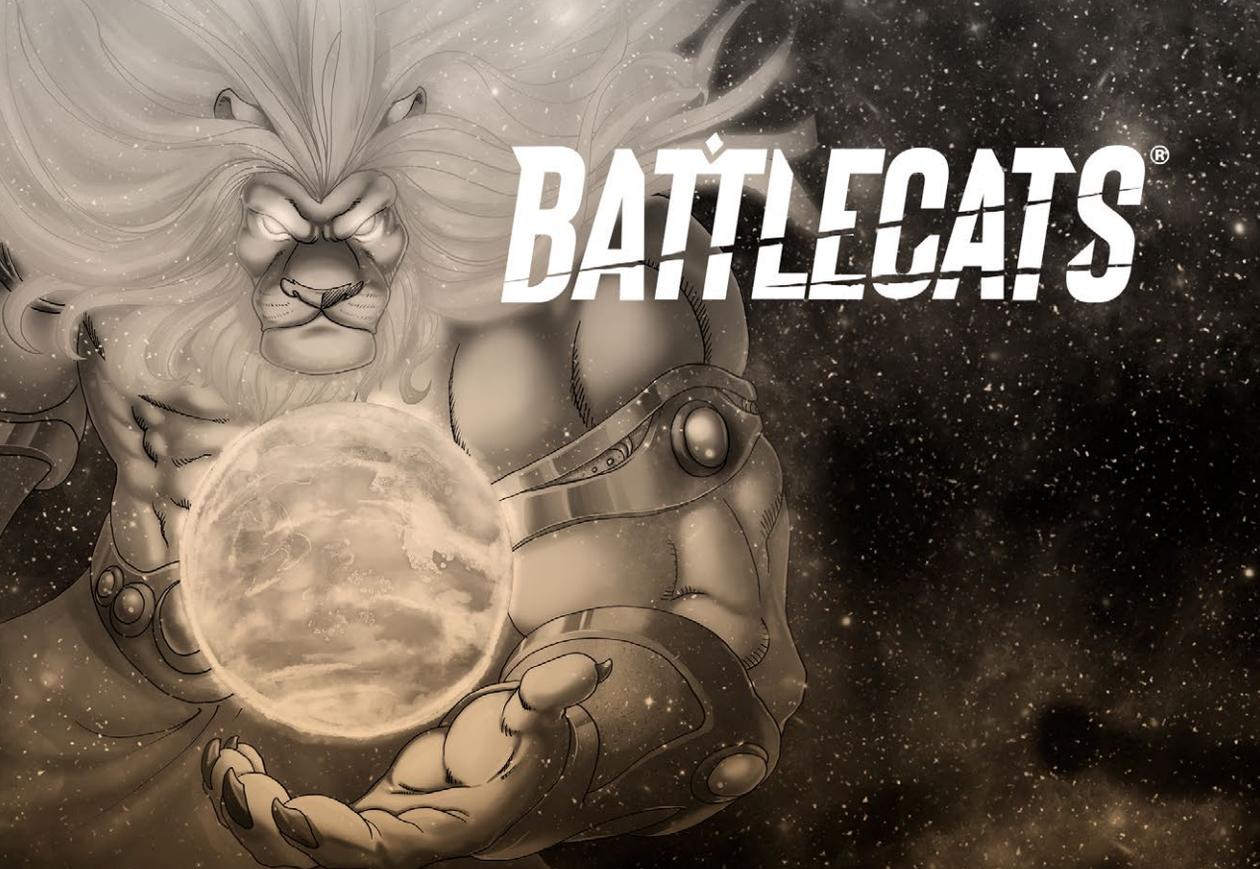
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BATTLECATS®



IN STORES
MARCH 28TH



BATTLECATS®

LETTER FROM THE CREATOR

Fantasy has always been a habit of mine, something to help me escape from the daily grind. Growing up during the pop culture boom that was the 1980's, I surrounded myself with as many movies, comics, and games I could find. Eventually, daydreaming became my new favorite past time. Everything from *Transformers* and *He-Man* to Neil Gaiman's *Sandman* influenced the worlds I dreamt of and the characters I envisioned. But life has a funny way of bringing you back down to reality. Work and family took priority over everything else in my life.

While I never lost my passion for storytelling, like most, I saw my fantasies as nothing more and never even contemplated bringing these worlds to life. Until the day the person I trust most, my wife, Laura, gave me the confidence to pursue my dreams. If it wasn't for her encouragement and support I wouldn't be writing this letter and Mad Cave wouldn't exist. With my goals clear and my mind focused, I began to put together a team of like-minded people. Thanks to the talented group of artists and designers at Mad Cave Studios, we've been able to turn these "daydreams" of mine into something tangible. And the first expression to come out of our collective minds is the story of *Battlecats*.

Now, you might be thinking "Why cats?" Well, I've always regarded cats as fascinating creatures. They are beautiful animals with a long history. Egyptians, for example, believed they were vessels for the gods. So, when I began building the concept for a medieval fantasy epic, cats felt like an obvious choice. The original concept for *Battlecats* started off like the classic "beat 'em ups" that littered arcades throughout the eighties. The story followed a group of cats, originally three, flying through space and on some kind of mission to destroy their enemies. But as I began to dig deeper, the story became more about the world these cats inhabited and what they were sworn to protect.

The story of the *Battlecats* and *Valderia* itself is just beginning and we're very excited to bring you more adventures from the Cave. This issue means a lot to our team. It has been quite the journey and we're glad you have taken the first step with us. On behalf of all the passionate individuals at Mad Cave Studios that have sacrificed so much for these cats, I want to thank you. Thank you for taking a chance on a new book and for taking the time to read the first issue of *Battlecats*. Our hope is that you enjoy the world, its characters, and that you have as much fun reading it as we have creating it.

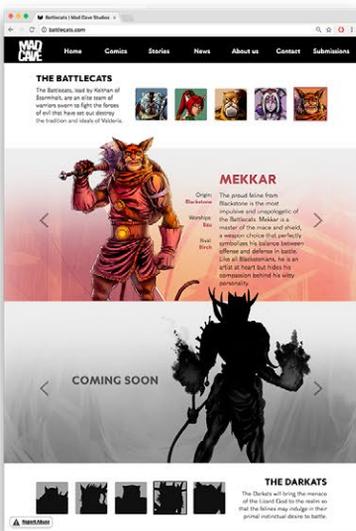
Mark London

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BATTLECATS@MADCAVESTUDIOS.COM

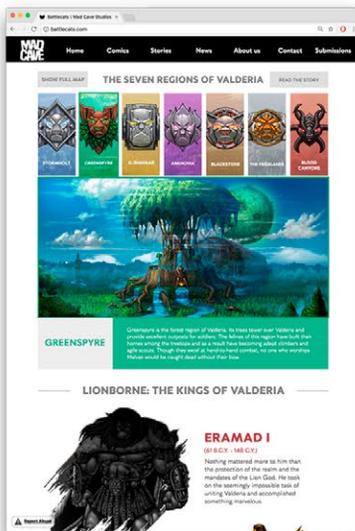
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WITH JUST ONE CLICK!



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BIOGRAPHIES**



REGIONS

Discover the epic history of a majestic feline world spanning ten thousand years as well as each Battlecat's backstory.





MIDNIGHT[®] TASK FORCE

NEW SERIES **SUMMER 2018**

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