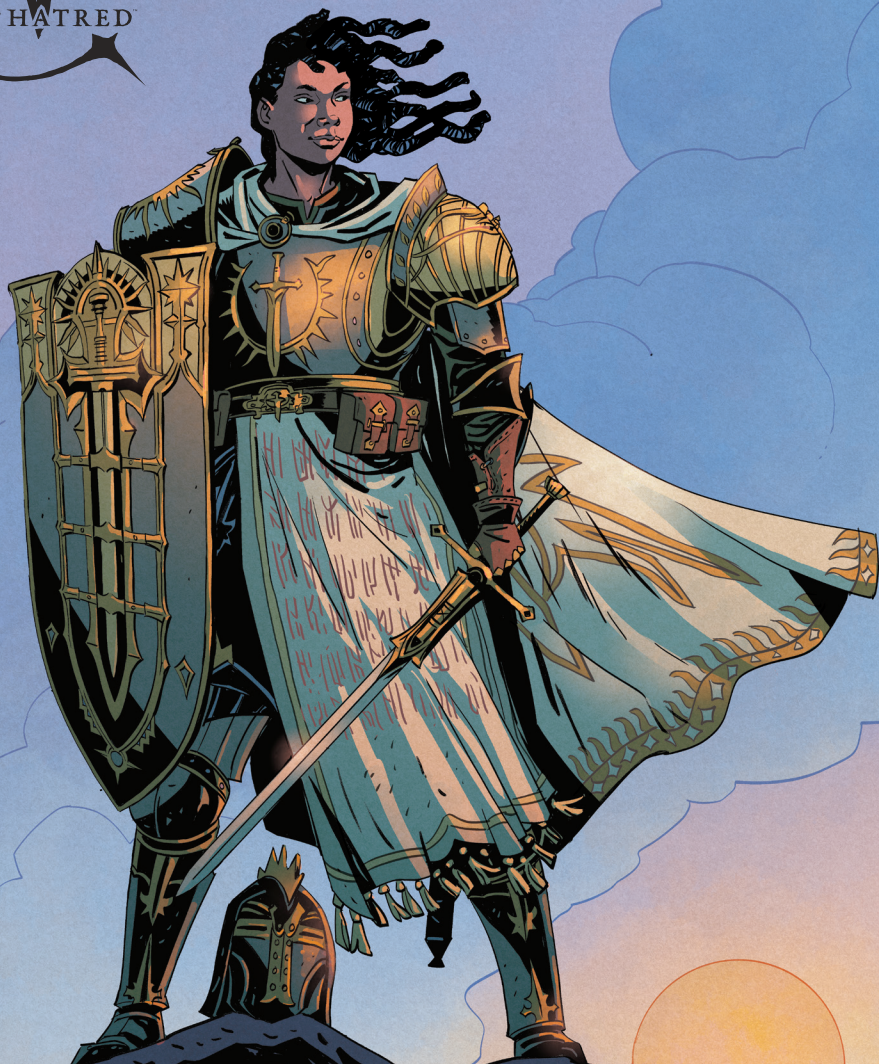


IV
DIABLO
LORD OF HATRED



THE
CALLING

CHRIS ROBERSON

BILZARD
ENTERTAINMENT

PETER BERGTING



THE CALLING



Valor. Justice. Hope. Fate. Wisdom. These are the virtues required of anyone seeking to undergo the journey of the Paladin. The path to becoming a Warden of Light is arduous and not for the faint of heart—it requires complete dedication and sacrifice. Who amongst us will hear the call of the Light to be a sworn protector of Sanctuary?

WRITTEN BY **CHRIS RØBERSON** ART & COVER BY **PETER BERGTING**
COLORS BY **LAUREN AFFE** LAYOUTS & ART DIRECTION BY **CØREY PETERSCHMIDT**
LETTERS BY **ANDWØRLD DESIGN** DESIGN BY **LIA RIBACCHI**

BLIZZARD ENTERTAINMENT

SENIOR DIRECTOR, STORY & FRANCHISE DEVELOPMENT **VENECIA DURAN**
SENIOR MANAGER, WRITING & BOOKS **MATTHEW CØHAN**
EDITORIAL SUPERVISOR **CHLØE FRABØNI** SENIOR EDITOR **MEGAN WALKER**
PRODUCTION **BRIANNE MESSINA, TAKAYUKI SHIMBØ, TRACY WANG**
GAME TEAM CONSULTATION **MATT BURNS, DAVID LØMELI, RØN MARZ, SHAH RAHMAN, ELENi RIVERA-CØLØN** LORE CONSULTATION **IAN LANDA-BEAVERS**
SPECIAL THANKS **VALERIE STØNE, STEPHEN TRINH**



ENTERTAINMENT Blizzard.com

© 2025 Blizzard Entertainment, Inc. Blizzard and the Blizzard Entertainment logo are trademarks or registered trademarks of Blizzard Entertainment, Inc. in the U.S. or other countries.

Published by Blizzard Entertainment.

This comic is a work of fiction. Names, characters, places, and incidents are either products of the author's or artist's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, business establishments, events, or locales is entirely coincidental.

Blizzard Entertainment does not have any control over and does not assume any responsibility for author or third-party websites or their content.

AAIEE!

MY GRANDMOTHER
ALWAYS SAID THAT IT
WAS ALL TOO EASY TO
SEE THE DARKNESS
THAT SURROUNDS US.

FATHER!

SHE SAID THAT IF WE
LISTENED CLOSELY, WE
COULD HEAR THE CALL
OF THE LIGHT.

THAT'S IT,
PUT YOUR
BACK INTO
IT!

AS NIGHT FOLLOWS
DAY, THE DARKNESS
IS NEVER FAR FROM
US, AND SHADOWS
WILL FALL.

**RUN
AWAY!**


WE CARRY ON AS
BEST WE CAN, THOSE
OF US THAT SURVIVE.

BUT SOMETIMES
IT IS NOT ENOUGH
JUST TO SURVIVE.

AAH!




I THOUGHT I MIGHT FIND
IT EASIER TO HEAR THE
LIGHT'S CALL IN THE CABIN
WHERE MY GRANDMOTHER
LIVED IN HER LATER DAYS.



WHEN I WAS LITTLE, SHE
USED TO TELL ME STORIES
ABOUT THE YEARS THAT
SHE SERVED AS A PALADIN,
UNTIL SHE GREW TOO OLD
AND INFIRM TO HOLD A
SWORD AND SHIELD.

...ANY CAN WIELD
THE POWER OF THE
LIGHT, LITTLE
SORCHA, IF THEY
ONLY KNOW
THE WAY.




BUT ALONG WITH
HER STORIES, SHE
ALSO LEFT BEHIND
THE COLLECTED
WISDOM OF HER
MANY YEARS AS A
WARDEN OF LIGHT.

EVERY DAY I TRAINED
UNTIL MY MUSCLES ACHED,
TO GAIN THE SKILLS NEEDED
TO PROTECT MY VILLAGE.

AND I
PRACTICED THE
ART OF THE BLADE
USING THE SWORD
OF A PALADIN, MY
GRANDMOTHER'S
OWN.



LIGHT
GIVE ME
STRENGTH!



BUT STILL,
I COULD NOT
HEAR THE CALL
OF THE LIGHT.



HOWEVER, I HAD
NO TROUBLE FINDING
THE DARKNESS.

GRROW

ROOAR




BUT I WAS
NO LONGER THE
FRIGHTENED GIRL
WHO HAD LEFT
THE VILLAGE.

CHUNK




NOW I HAD THE
STRENGTH OF MY
GRANDMOTHER.




AND DARKNESS
ENSNARED MANY
WHO CROSSED MY
PATH, MANY WHO
CRIED OUT FOR
JUSTICE.

STOP!
THIEF!



INSTEAD OF
STRIKING DOWN
THOSE WHO'D
DONE WRONG,
I GAVE THEM
THE CHANCE
TO REPENT.

RETURN
WHAT YOU
STOLE, AND
I'LL LET
YOU LIVE.



I DISPENSED JUSTICE AS
I WOULD HAVE LIKED
TO RECEIVE MYSELF.

BUT MY ACTIONS
HAD NOT GONE
UNNOTICED.

COME WITH
ME...AND YOU'LL
HAVE A CHANCE TO
REACH YOUR FULL
POTENTIAL.

I TRAVELED WITH THE
WARDEN OF LIGHT ACROSS
THE TWIN SEAS TO THE
PALADIN TRAINING CAMP.

I'VE
NEVER SEEN
SO MUCH
BLUE!

LONG YEARS OF TRAINING
FOLLOWED, PUSHING OUR BODIES
TO THEIR LIMITS AS WE MASTERED
THE SWORD AND SHIELD.

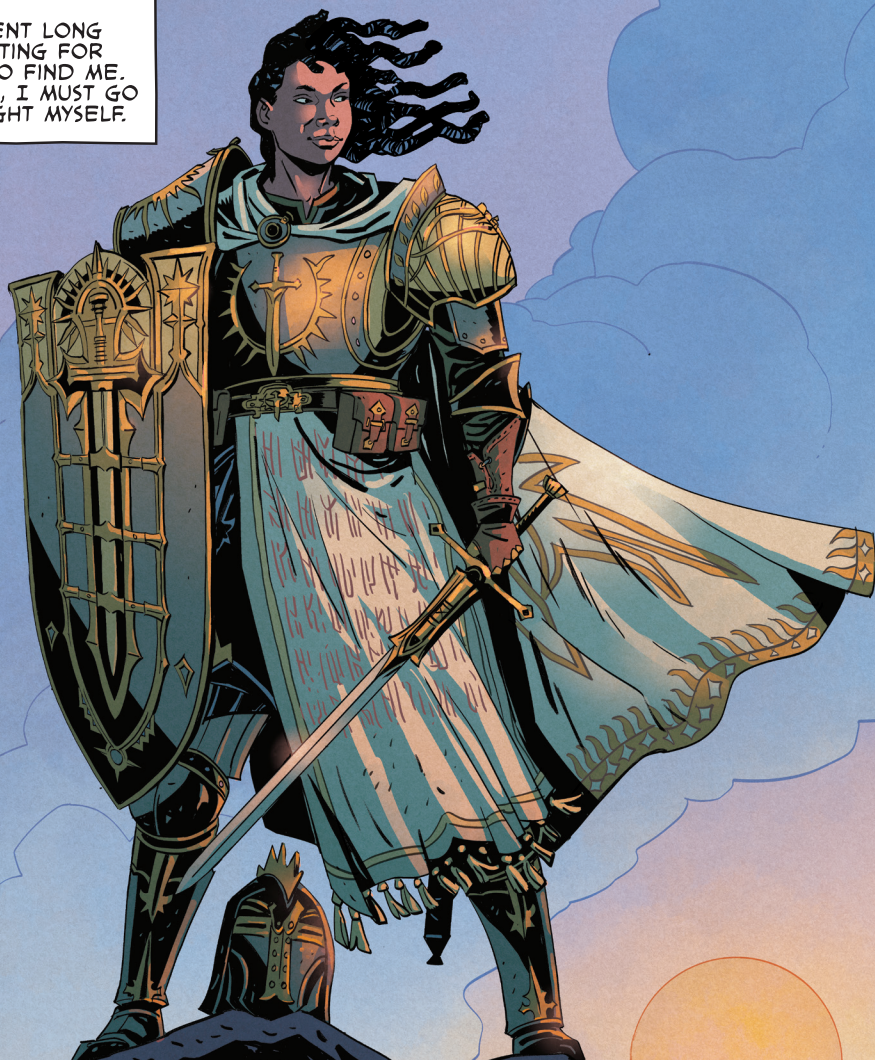
CLANG

BUT THOUGH WE STUDIED
THE TRUE NATURE OF THE
LIGHT, STILL I COULD NOT
HEAR IT CALL TO ME.

WHEN IT CAME TIME
FOR ME TO CLIMB THE
MOUNTAIN AND FACE
MY FINAL TRIAL, I DID
NOT EXPECT TO FIND
SUCCESS AT ITS SUMMIT.

BUT WHEN I REACHED
THE TOP, I WONDERED IF I HAD
MISUNDERSTOOD THE STORIES MY
GRANDMOTHER HAD TOLD ME, OR THE
LESSONS THE WARDENS TAUGHT.

I HAD SPENT LONG
YEARS WAITING FOR
THE LIGHT TO FIND ME.
BUT PERHAPS, I MUST GO
FIND THE LIGHT MYSELF.



THERE, AT THE SUMMIT
OF LIGHT'S REACH, I
COULD FINALLY HEAR
THE LIGHT CALLING TO
ME. I COULD FEEL
IT WITHIN ME.

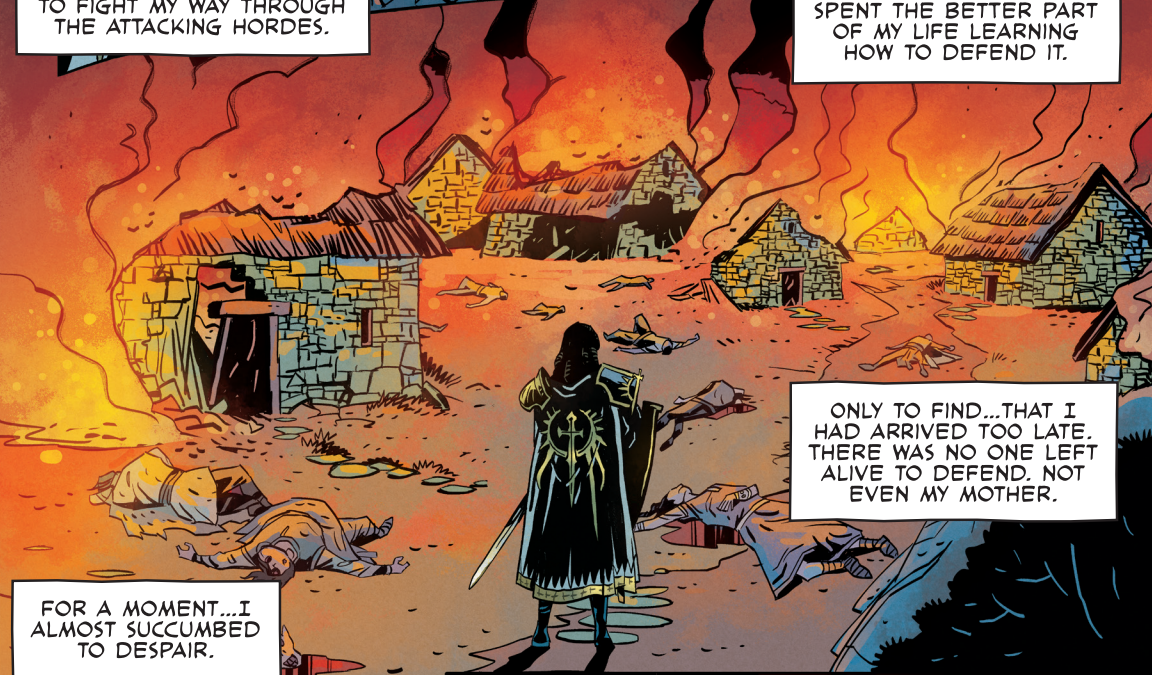
AT LAST, I WAS A PALADIN, LIKE MY
GRANDMOTHER BEFORE ME. I COULD
NOW RETURN HOME TO PROTECT MY
VILLAGE--MY MOTHER--FROM ALL
THAT THREATENED THEM.



ON MY RETURN HOME, I CAME UPON A DEVASTATING SIEGE, AND IT WAS THE WORK OF HOURS TO FIGHT MY WAY THROUGH THE ATTACKING HORDES.



BUT, FINALLY, I REACHED THE PLACE I HAD ONCE CALLED HOME, HAVING SPENT THE BETTER PART OF MY LIFE LEARNING HOW TO DEFEND IT.



ONLY TO FIND...THAT I HAD ARRIVED TOO LATE. THERE WAS NO ONE LEFT ALIVE TO DEFEND. NOT EVEN MY MOTHER.

FOR A MOMENT...I ALMOST SUCCUMBED TO DESPAIR.



NO...



BUT, I REALIZED, I WAS NOT CALLED JUST TO BE THE PROTECTOR OF ONE VILLAGE.

AS A PALADIN, IT IS MY DUTY TO PROTECT SANCTUARY AS A WHOLE.

AND SO PROTECT IT I WILL.