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BEOWULF THE GRAPHIC NOVEL



BEOWULF THE GRAPHIC NOVEL

Writer Stephen L. Stern

Artist Christopher Steininger

> Letterer Chris Studabaker

Cover Christopher Steininger

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Director of Operations

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Beowulf: The Graphic Novel created by Stephen L. Stern & Christopher Steininger, based on the translation of the classic poem by Francis Gummere

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Beowulf: The Graphic Novel

An Introduction by Stephen L. Stern

Writing *Beowulf: The Graphic Novel* has been one of the most fulfilling experiences of my career. I was captivated by the poem when I first read it decades ago. The translation was by Francis Gummere, and it was a truly masterful work, retaining all of the spirit that the anonymous author (or authors) invested in it while making it accessible to modern readers. "Modern" is, of course, a relative term. The Gummere translation was published in 1910. Yet it held up wonderfully, and over 60 years later, when I came upon it, my imagination was captivated by its powerful descriptions of life in a distant place and time. To be sure, there were other translations over the years, but it wasn't until 1999, and the landmark "interpretation" by Nobel laureate Seamus Heaney, that I was once again reminded of just how timeless and epic a poem *Beowulf* was. Heaney's work was, indeed, the inspiration for this Graphic Novel.

What many readers encountering *Beowulf* for the first time are surprised to learn is that, although a work of fiction, the poem incorporates a number of historic events and figures. Many of the characters are also mentioned in early Scandinavian sources, and events such as King Hygelac's raid into Frisia are referenced. As a result of careful study, including that of archeological excavations, scholars have concluded that much of the story is based in the factual history of Denmark and southern Sweden, during the period between 450 and 600 AD. The manuscript itself is believed to have been written by one or more authors, probably around the year 1000. The latest scholarship theorizes that a Christian scribe probably was the last to copy the text, influencing this bloody tale of paganism, monsters and vengeance with his own sensibilities.

Which brings us to no less an Old English scholar than J.R.R. Tolkien whose 1936 lecture entitled "Beowulf: the monsters and the critics" has arguably done more for establishing *Beowulf* as a literary masterwork than all of the criticism that has come before or since. Before Tolkien, the work was looked upon as an interesting, but certainly incidental, vestige of early literature; after Tolkien, it had earned its place alongside the greatest of the Latin and Greek heroic epics.

Tolkien paid perhaps his greatest tribute to *Beowulf* by setting his own heroic tales that have captured the imagination of countless millions in the land known as Middle Earth. For it is indeed in *Beowulf* that Middle Earth makes its first appearance in all of literature. To quote Tolkien: "Middle Earth came from Midgard which was the common English transliteration of Old Norse Miogzror... Middangeard (Old English), and Mittilagart

(Old High German)...and as a result, is an old Germanic name for our world, the places inhabited by men, with the literal meaning 'middle enclosure.'"

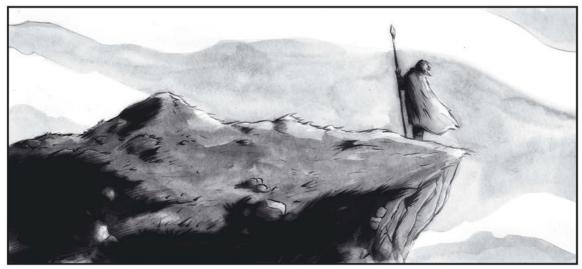
Simply put, Midgard—the realm of the humans in Norse mythology—is mentioned no less than six times in the epic poem that Tolkien so assiduously studied and was so obviously influenced by, not only in terms of his settings, but in terms of the archetypes he would employ. It can confidently be said that, without *Beowulf*, there would be no *Lord of the Rings*. And it is just as true to say that *Beowulf* was the first true champion of Middle Earth.

In creating this adaptation, artist Christopher Steininger and I have attempted to remain as faithful as possible to the original as the graphic novel form allows. But as in any retelling of an old myth, the key is to be rewarded with the discovery that its meaning is still very much alive today. If you are encountering *Beowulf* here in these pages for the first time, I hope it will inspire you, as it did me.

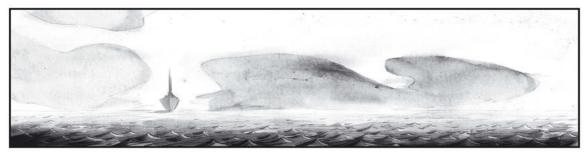
- Stephen L. Stern London, September 2007 PROLOGUE

The Sixth Century



























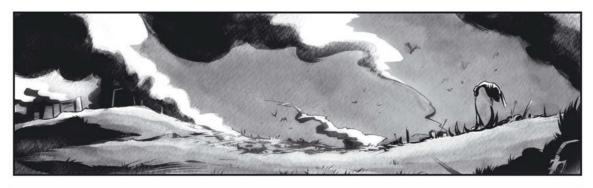


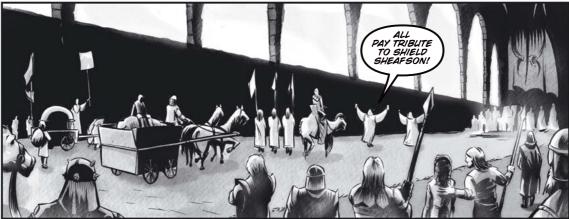








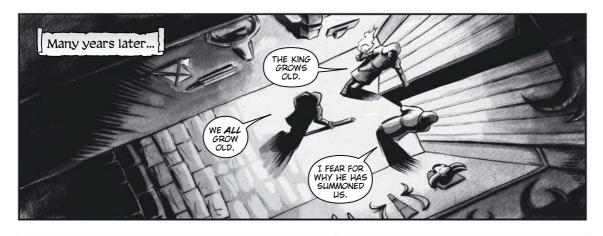










































































































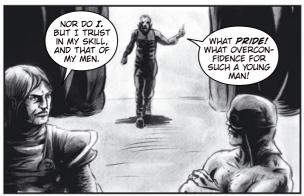


















LET ME EXPLAIN
THE SIMPLE TRUTH.
WHEN I WAS A BOY,
I HAD A FRIEND
NAMED BRECA.

MORE THAN
ANYTHING ELSE,
WE BOTH LOVED
SWIMMING.











































Carlos Barrera (order #4973052)







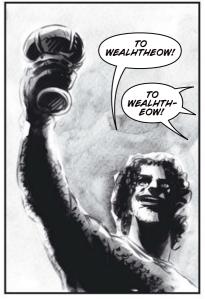


Carlos Barrera (order #4973052)













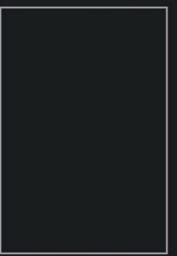


















































































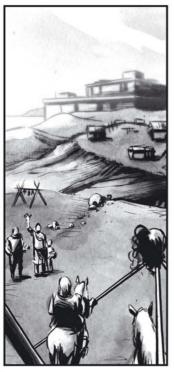
















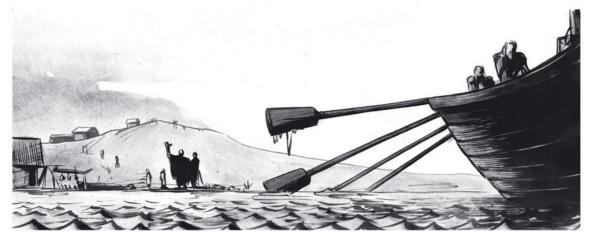


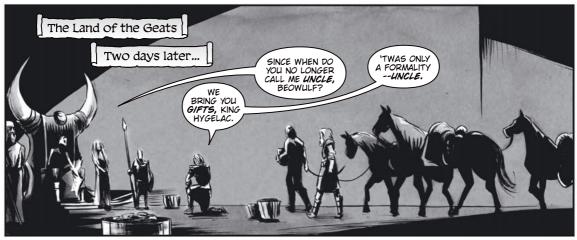






























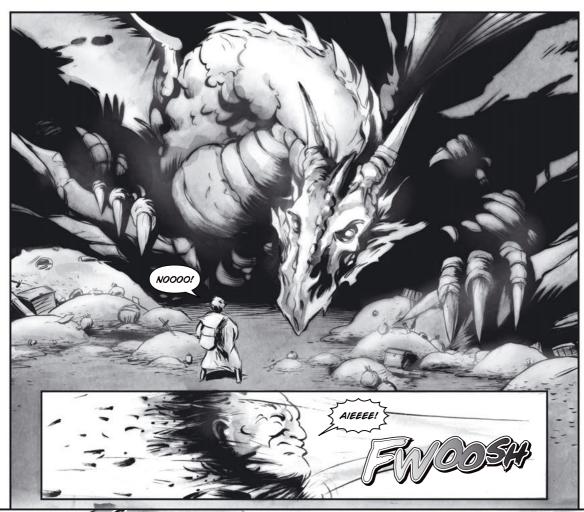






























































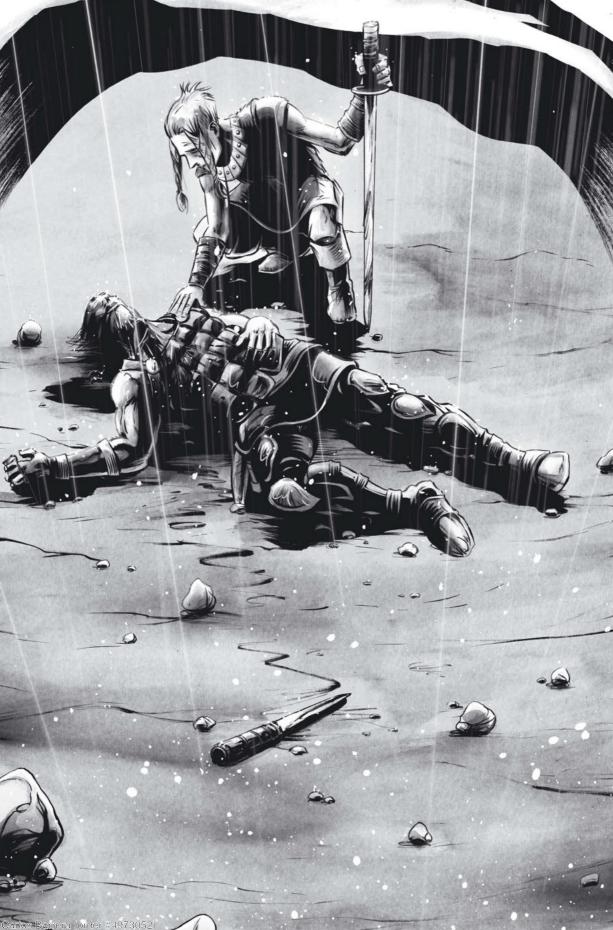


















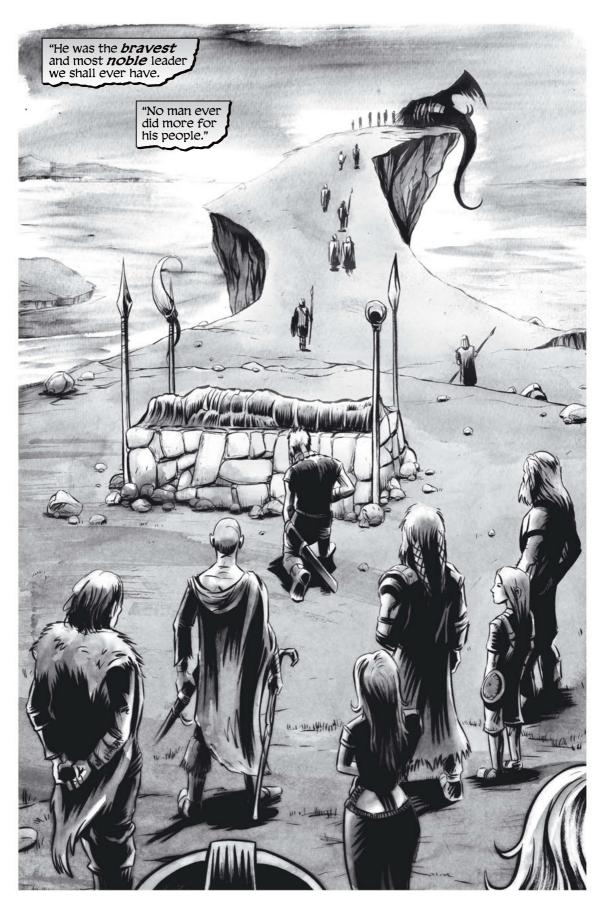
























"We shall never **forget** you, Beowulf. Gracious and fair-minded...the most **glorious** of all warrior-kings upon the earth."



Creator Biographies



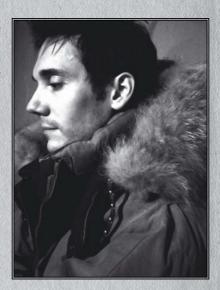
Stephen L. Stern

Stephen L. Stern is the writer/creator of the independent comic **Zen Intergalactic Ninja**, which has sold over 3 million copies and been licensed for everything from video games to action figures. He is also the author of the **War of the Worlds** and **Shy Girl** graphic novels, as well as the official comicbook adaptation of the animated TV classic **Mr. Magoo's Christmas Carol**. His stories have been illustrated by such luminaries as Michael William Kaluta and Jeffrey Jones. His upcoming projects include **Majestic Comics** and **Wonder Man**.

www.stephensternblog.blogspot.com

Christopher Steininger

Christopher Steininger's comic credits include the critically acclaimed *The White Elephant* (Alternative Comics), the upcoming *Kill the Revisionist!* (Ape Entertainment) and *Windows*, a graphic novel collaboration with performance artist Joe Frank. When he isn't drawing comics, he's working in various creative capacities in the film/animation industry while actively painting and exhibiting his art. Christopher currently lives on Cape Breton Island.



www.christophersteininger.com



Chris Studabaker

Chris Studabaker is a letterer and writer working in Indianapolis, Indiana. Having lettered for a variety of publishers, he currently works as Production Manager and Letterer for Bluewater Productions. He has recently been excited to letter Bluewater's entire *Ray Harryhausen Presents* line of comics.

www.chrisstudabaker.com

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BEOWULF

THE GRAPHIC NOVEL

BeforeTheLordoftheRingsandConantheBarbarian,therewasBeowulf, theepictaleoftheworld'sfirstandgreatestsword-and-sorceryhero.

Inspired by Seamus
Heaney's landmark
translation of the
longest-surviving
Anglo-Saxon poem,
Beowulf: The Graphic
Novel brings the classic
legend to cinematic life
for contemporary readers.

Written by Stephen L.
Stern (Zen: Intergalactic Ninja,
War of the Worlds) with art by
Christopher Steininger (Kill the
Revisionist, The White Elephant),
Beowulf: The Graphic Novel is the
story of the fearless Norse hero
who defeats both the man-ogre
Grendel and his avenging mother,
only to meet his fate in combat
with a fire-breathing dragon.

This masterful adaptation captures the mythic time in which man and supernatural forces co-existed, and celebrates the endurance of the human spirit in an ever-changing, often dangerous world.

