



THE  
**INQUISITOR**  
SKETCHBOOK

• JOHN BLANCHE •



**J**ohn Blanche, Games Workshop's legendary art director, has been the source of so much of the incredibly dark and gothic imagery of the Warhammer worlds. Now, with the release of the Inquisitor game, his arcane visions have reached a new level of inspiration and intricacy. Here for the first time is a glimpse into the development of a new game world, with John's original concepts taken directly from his infamous sketchbook — including many ideas that did not make it into the finished release. This lavish full-colour book includes an introduction from Inquisitor's designer, Gav Thorpe, and annotations from John himself.

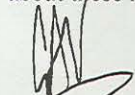


Inquisitor was the first game project I have worked on in which I was really involved with John Blanche at the earliest conceptual stage. Right from the outset, we were aiming to do something a bit different to what our games had done before, and to really delve into the nature of heroes and villains in the Warhammer 40,000 universe. When John brought in his first concept sketch, the Imperial Guard Veteran, it was clear that even existing archetypes were going to benefit from a thorough going-over.

It started with a list of titles – different names like the arco-flagellant, the solar priest and the sycophantos. I wrote two or three lines fleshing each of these ideas out, while John started doing sketches and paintings. As I saw what John was doing, the broad concepts were honed down into distinctive character types and even specific named characters, while some of what I was writing in the Inquisitor text introduced elements which John built upon in his art, such as the idea of doing a Deathwatch Space Marine rather than the Grey Knight we had originally been keen on.

After John had produced dozens of sketches we then narrowed down the field to the fifteen miniatures we had the resources to make as a main range, and believe me it wasn't an easy process. Obviously there were key figures that simply had to be included, such as the various new Inquisitors themselves, the Space Marine, a Tech-Priest of some variety, and so on. These were all figures from the heart of the existing imagery of the Imperium and the Warhammer 40,000 game. The real difficulty came in deciding which new characters to introduce to the background, since all had their merits. In the end, we chose the characters we felt were based upon the strongest and most diverse archetypes, mixed with no small amount of personal favouritism, for my part as much inspired by the actual pictures John had produced as the underlying concepts themselves – as you will see in this fine book.

Of course, perhaps the greatest achievement of Inquisitor was to explain all about those flying skulls John keeps putting in his paintings...



Gav Thorpe  
Designer of the Inquisitor game



WHAT IS THE TERROR  
OF DEATH?

THAT WE DIE OUR WORK  
INCOMPLETE.

WHAT IS THE JOY OF LIFE  
TO DIE KNOWING OUR  
TASK IS DONE.



THEN EVERY ONE  
US SHALL GIVE  
ACCOUNT OF HIMSELF  
TO THE EMPEROR  
WATCH THEREFORE:  
FOR YE KNOW NOT  
WHAT HOUR HE WILL  
COME.



I think that whenever one develops a new world, or part of a bigger world, there is a real opportunity to try something new. The development of the Inquisitor game allowed

us to focus on some aspects of the Warhammer 40,000 universe that had always been there, but never properly developed – such as the rogue traders and the Adeptus Mechanicus. We were also able to introduce characters who were not soldiers, but had their part to play as denizens of the wider 40K background. I was particularly interested in the more medieval and arcane characters like cultists, redemptionists and amazing new concepts like the arco-flagellant. That particular character's genesis actually started with Alan Merrett, who produced a wonderful list of provocative titles: words like 'arco-flagellant', 'daemonhost' and 'chrono-gliadiator'.

These served to inspire my original concept drawings; Gav responded to them with more background notes, and in turn I responded to those. Beyond that, though, there was no set pattern to developing these characters – if you define the brief too rigidly, it's easy to lose that inexplicable spark that brings a character to life.

This freedom also extended to the deliberate speed and looseness these sketches. Inspired by old punk fanzines and the spontaneous creativity of action painting and expressionism, on this project my methodology was to deliberately not be too precious. The freedom to try ideas, take them wherever they wanted to go, was liberating. I have been producing sketches for more than ten years, but usually the games only feature the finished product. However, inspired by Jes Goodwin's book of concept sketches, *The Gothic & the Eldritch*, I have started to pay more attention to them. In these sketches, you can see not just the ideas that made it into the Inquisitor game but many more besides that, but for this book, would have been discarded.

JOHN BLANCHE

John Blanche



# INQ̄VISIȚIŌN

Who is to judge what is right and what is wrong? Great and powerful foes surround us, unknown miscreants gnaw at us from within. We are threatened with total annihilation. In days such as these we can afford no luxury of morality. We can only do that which we need to do to survive.

Inquisitors are most powerful individuals in Imperium. They are not necessarily the most physically strong or have the most dangerous weapons but no door in the Imperium is closed to an Inquisitor. They can go where they want/need to in order to route out heresy, blasphemy or traitors. They are able to call on the resources of an entire world if it suits their purpose. Space Marine Chapters, the Imperial Guard, Sororitas, even Imperial Assassins are all at their beck and call.

Inquisitors are the left hand of the Emperor, the Adeptus Terra and all that is associated with it are his right hand. They are monkish. They have access to, and awareness of, things no other humans have.

The

Imperium is a mighty conglomerate of millions of worlds spread over unimaginably large distances. Over the eons an extraordinary bureaucracy has evolved to try and manage this great edifice. Because of its size and complexity this is a near impossible task. Therefore mistakes happen, poor decisions are made, or are delayed for ridiculous lengths of time. Planets are pretty much left to their own devices as long as certain things are done (eg psykers dealt with, etc). Some planets may have harsh governments who keep the populace under the lash, others may be barely governed at all. Some planets are dominated by the Imperial Faith and ruled by the clergy of the Ecclesiarchy; others may have little awareness of such things and be desolate brutal godless worlds. All owe some allegiance to the Emperor even if this is little more than a dim awareness or collection of

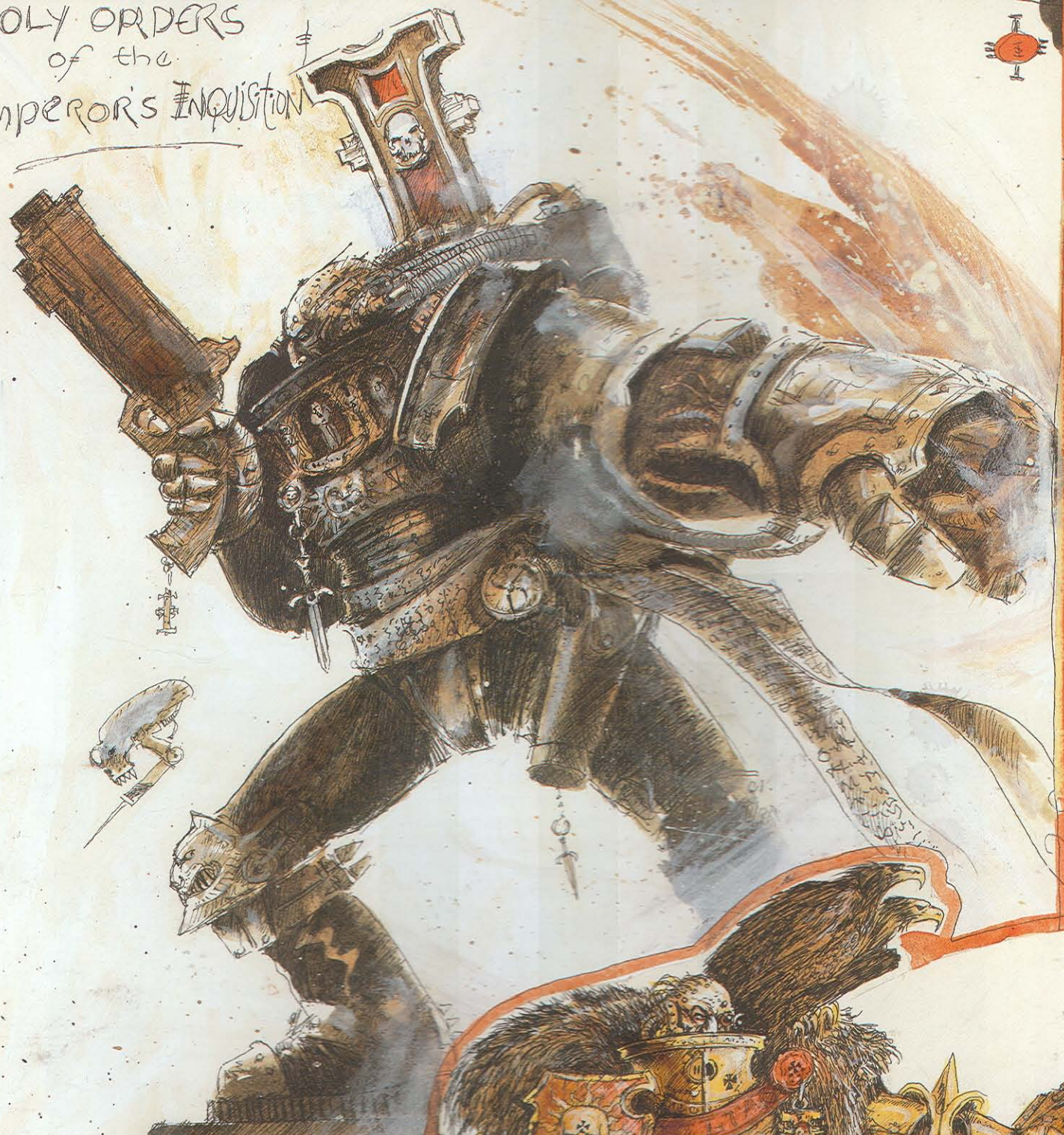
ancient legends. Amongst all this the opportunity for individuals and groups to subvert or work against the Imperium are quite numerous. Sometimes this is through ignorance. Sometimes through weakness (greed, avarice). Sometimes this is through fear (mutants fear the Imperium and what it represents for obvious reasons). Sometimes this is because the heretics and traitors are the pawns of other agencies (eg Chaos, aliens).

Most of the Imperium organisations have some element of police force about them. All are concerned with maintaining the status quo and Imperium law (such as it may be). However these organisations are sometimes the reason for the problem or are the route of it. It is here that the Inquisitors come into their own. They alone can stand outside of the other organisations and pass judgements on them. They are the great balance of the Imperium offering impartial and acute assessments of guilt and offering solutions which could not be raised from within. Even the highest official in the palace on Earth would fear the attentions of an Inquisitor!





HOLY ORDERS  
of the  
Emperor's INQUISITION



I  
II  
III  
IV  
V  
VI  
VII  
VIII  
IX



ARMOURD  
INQUISITOR'S

\* - † † † ☠ ...

ORDO MALLEUS  
ORDO HERETICUS  
ORDO XENAS





RESURRECTIONIST  
HUMANITY ORDO MALLEUS  
MIZNATONISTS - SECRETIVE





ENTERS BANK.

© JOHN 2000 © G. N.

† RADICAL

+

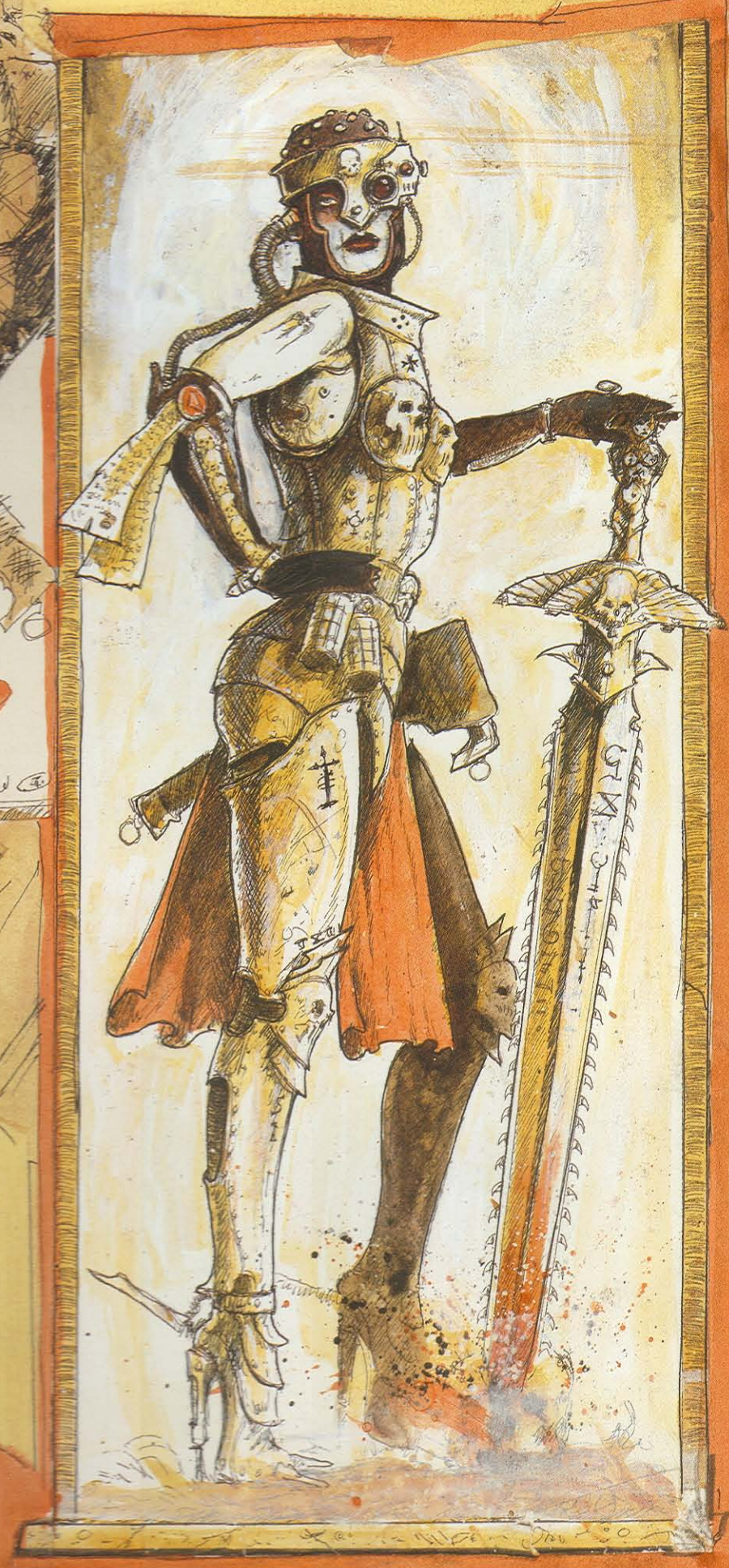


INQUISITOR - female

ff



ARMOUR &  
INQUISITOR



© 2004



INQUISITOR

SOLAR CULTIST



ANNIHILIST FACTIONS HAVE ZERO TOLERANCE TO THE EMPEROR'S ENEMIES.

MÖDUS ÖPERANDI - EXTÖRMINATUS

HELLFIRE & DAMNATION



danmm09.w.



EXE



# MACHINE GOD CULTIST



PRISHTHOOD OF MARS

ADSPLOS MECHANICUS CULTIST - RGSQADE ADEPT - TEUM ACOLYTE

Mechanicus Acolyte - The equivalent of the verger in the Temples of the Machine-God. Just starting his career as a Techpriest (not actually allowed to be called a Techpriest yet).

UTILISE TECHNOARLANA FROM THE DARK AGE OF TECHNOLOGY MYSTIC RITES AND CEREMONIES

THE BLESSING OF THE MACHINE GOD



# SOLAR PRIEST



# NOVICE HELIO CULTIST

Solar Priest - Worships the sun as an incarnation of the Emperor or, heretically, worships the sun instead of the Emperor. Astronomer/ Astrologer.





# SCHOLA PROGENIUM

STIRRED BY  
THE SAINTS  
FROM THE  
PAST



DAVID GOLD



Handwritten symbol in a red circle.



Handwritten symbol in a red circle.

FEMALE  
NOBILITY  
EMPERIAL  
DRESS  
UNI FORM

Handwritten symbol in a red circle.

John 809.0.0

RENGADE NOBILITY





# ROGUE TRADER



KROOT CUTLESS

ALIEN DIGITAL WEAPONS



ROGUE IMPERIAL NOBILITY

ARMED WITH WARRANTS OF TRADE  
TO EXPLORE UNKNOWN  
WORLDS





IMPERIAL  
NOBILITY

WINTER  
COURT DRESS



FORMOCOW

POWERED HOUGL COAK - HEATED

SUPPORTED BY HOUGLING



Sister Repentia - A member of the Sisterhood may be stripped of all rank and rights, reduced to a Sister Repentia. They are banned from Holy Service for the duration of their punishment and may suffer other castigations in the form of frequent physical punishment, enforced fasts and confinement. Often Inquisitors will take the services of a Sister Repentia who may be more 'free-thinking' than her Sisters.



DGM  
ARM  
PART  
STRIP  
FOR  
LIGHT  
WEAR





JOHN 1999 © G.W.

- WHIP MISSRELL

3





• SISTER OF THE APOCALYPSE •



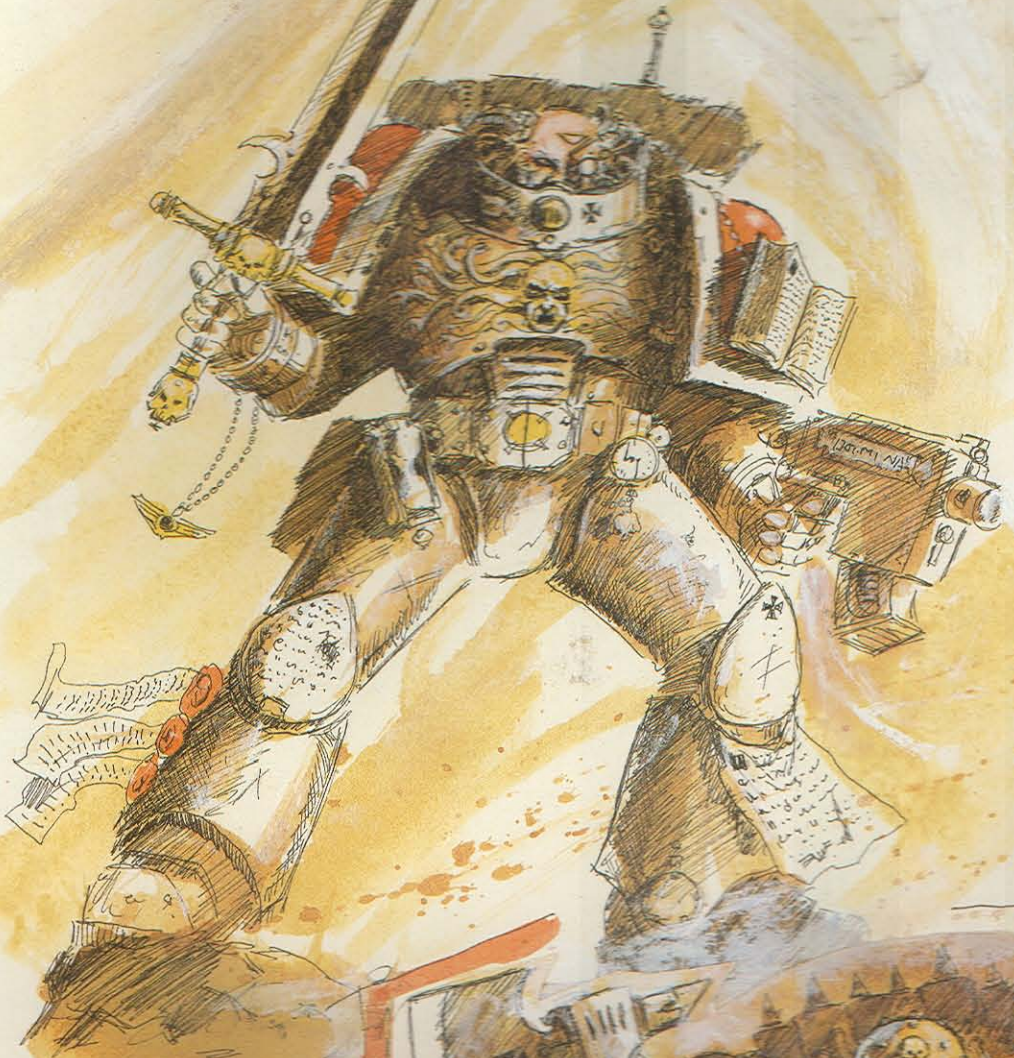
LEGIONES  
ASTARTES



# SPACE MARINE

LEGENDARY  
ANGELS OF DEATH

INQUISITORIAL  
CHAPTERS -  
GREY KNIGHTS OF ORDOMAR  
DEATHWATCH OF ORDOXEN



JOHN M. MOG. W.





# SPACE MARINES



BLOOD ANGEL  
BROTHER  
MARINE

THE SERVICES  
OF LOCALISED  
MARINES MAY  
BE SOUGHT  
FOR LOCAL &  
SHORT TERM  
DUTIES TO  
ADD  
AUTHORITY  
& ARRANGEMENT



ARCHAIC  
MARINE

ANCIENT  
ARMOUR  
&  
WEAPONS

POWER  
FLAME





# • SANCTIONED ALIEN BOUNTY HUNTER •

INQUISITION  
SEAL OF  
SANCTIONED  
ENLISTMENT

ARCANE  
PRIMITIVE  
BLASTER

HUMAN SKULLS  
TROPHIES  
& BOUNTY TOKENS



CHAINED

HONORARY



7



EMPIRIAL  
GUARDS  
VETS.

ROM  
LON  
KGR



CATACTH  
DUELLING  
GLAIVE

THE SCAR OF  
METAL CLAMPS  
ON NECK  
WOUND

PSYCHIC  
ENHANCER

METAL CLAMPS

LEATHER  
ARM BAND  
WITH  
WOOLLEN  
CORD

TROPHY POLES

KNIVES  
CATACTH AW  
FAWS  
NIGHT REAPER

LEATHER  
SHOULDER  
HARNESS  
HOLDING  
KNIVES

GLOVES WITH  
NAVIGATION  
INSTRUMENTS  
BUILT IN

THROWING  
KNIFE

VENOMS 4  
CATINING  
BLADES

LIMBY  
CLOTH  
WITH  
DEDICATIONS  
TO HIS  
INQUISITOR  
MASTER

DAGGER IN BOOT



HONOUR THE IMMORTAL EMPEROR  
FOR HIS ETERNAL STRENGTH



Techno-cultist – a technophile, real cyberpunk nutter who just wants more and more implants and bionics, most of them inconsequential except to him. A hi-fi buff for 40K. Has a flying skull for a walkman!

Mechanicus Acolyte – The equivalent of the verger in the Temples of the Machine-God. Just starting his career as a Techpriest (not actually allowed to be called a Techpriest yet).



Witch-Seeker – Accompanied by a psyber-familiar who can detect psychic emanations, the Witch-Seeker is an officer from one of the Inquisition's dreaded Black Ships, who is sent onto the surface of worlds to learn if they are tainted by the presence of psykers.



• PRIESTS

• WITCH-SEEKER

INQUISITION

MALLEUS PREEST  
OR

AS AN ACTIVE SERVICE  
WITCH-SEEKER WHO  
WORK UNDER THE  
AUTORITY OF THE  
DEPT. OF TWIN  
TOWERS



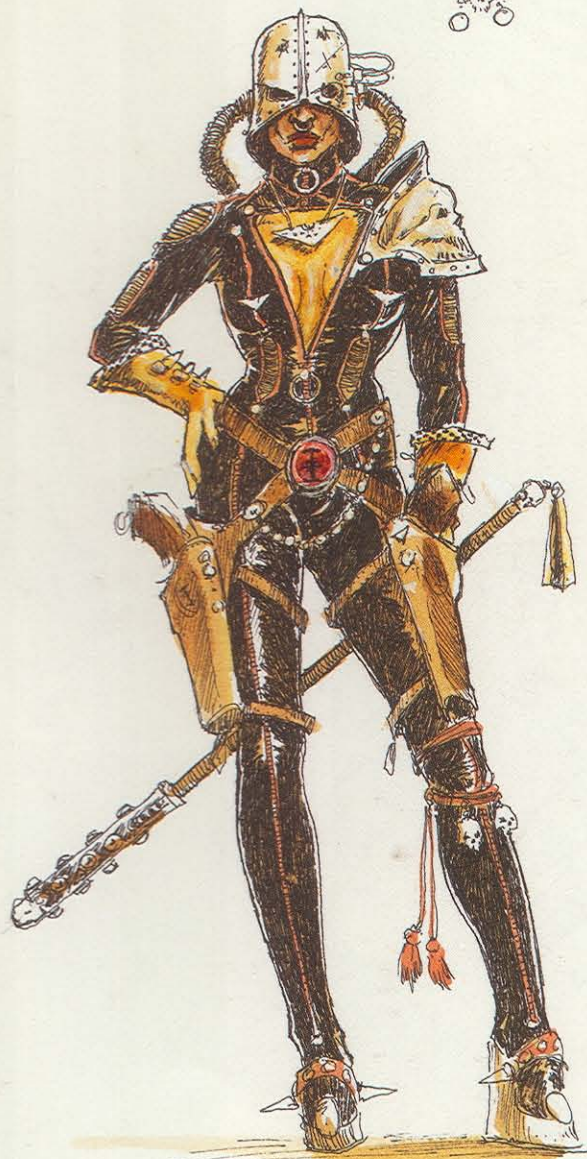
MISSIONARY





# INQUISITION AGENT ENFORCER

NOT ALL IMPERIAL INQUISITION AGENTS  
ARE MALE



SEMI IMPERIAL SLAVER - SANCTIONED BY  
THE IMPERIAL PRIESTHOOD TO HUNT IMPORTANT  
ESCAPED SLAVES - ABILITIES MEANS  
THAT HUNTERS MAY DOUBLE AS RANGERS  
PATROLMEN & BOUNTY HUNTERS.

ARMED WITH THROWING KNIVES  
ANTIQUE PISTOL & THUMB COFFS  
TAKES HUNDREDS BEARS THE SCARS OF  
SUCCESSFUL MISSIONS.

NOW SANCTIONED SLAVERS WEAR NO  
IMPERIAL INSIGNIA & COME IN ALL FORMS  
OF DRESS & EQUIPMENT.

Slave Runner - Trading in slaves is not against Imperial Law, though it is banned by some Imperial Commanders. Alien slaves can be more valuable than human slaves too. Although the Slave Runner does not care about the misery and abuse heaped upon his charges, he does want them to stay in the best physical condition for the best price, and so is well versed in medicinal skills and first aid.



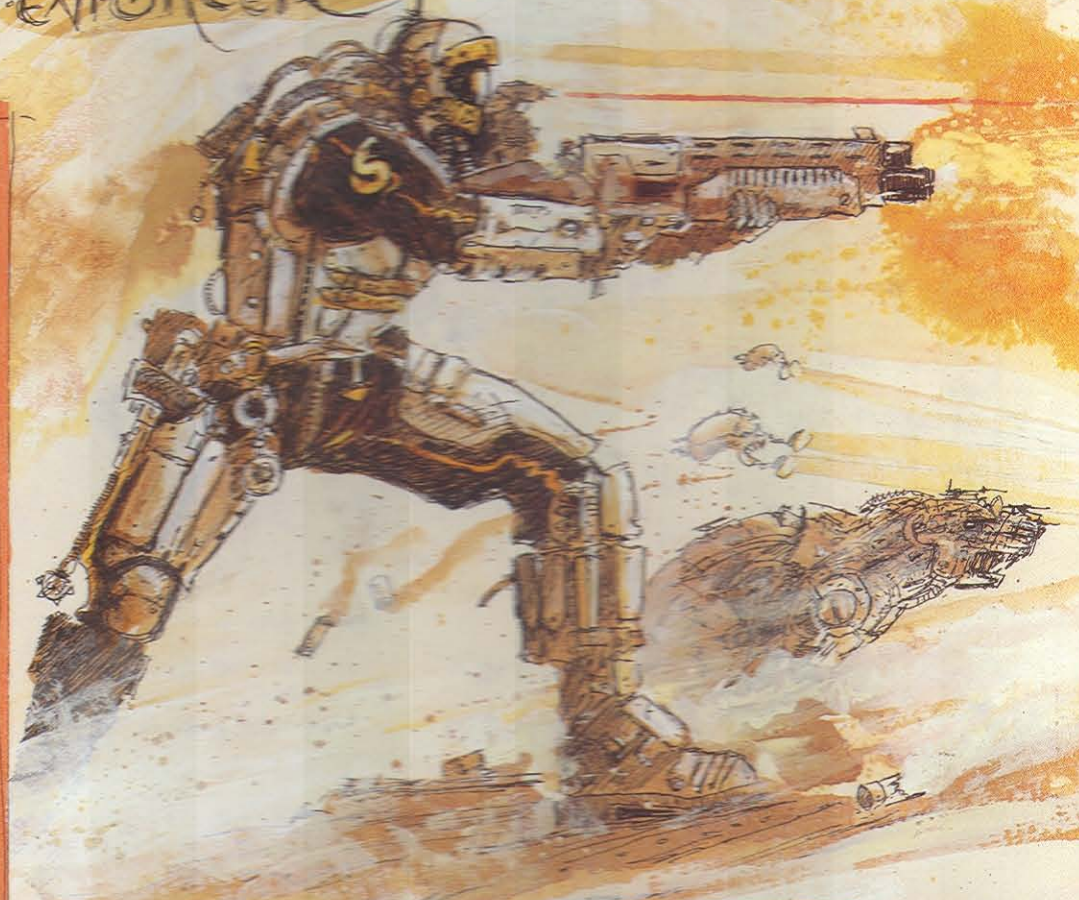
# WARDEN

ENFORCERS & SUCH LIKE  
TRAINING BY ARBITERS



# ENFORCER

# ENFORCER



SEARCH & FIND MISSION

CYBERHOUND  
STATION



# BLACK PRIEST • OFFICIAL AGENTS OF THE INQUISITION •



BOLT PISTOL  
POWER SWORD  
GOLD SERVO SKULL  
ELONGATED SKULL  
BLACK PRIEST  
ROBES OVER  
AN IMPERIAL  
UNIFORM

RECRUITED FROM  
THE PRIESTHOOD  
BY THE PRIESTHOOD  
TO SERVE THE  
INQUISITION AS  
INVESTIGATORS &  
SEEKERS OF  
HERESY.

III

FROM ORIGINAL\*  
CONCEPTS BY  
KARL KÖPPLING

INQUISITION  
WARRIOR  
PRIEST

INQUISITION





FALLEN CHAOTICIAN  
A  
MARTYR



A FALLEN HERO FROM THE HOROS HORAD

CHAOS CHAMPION  
MAGUS



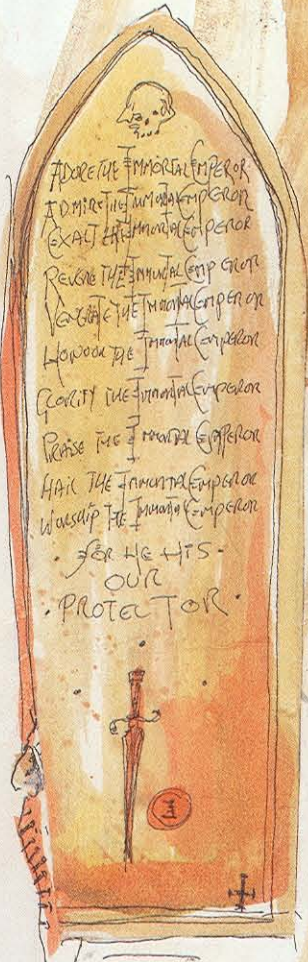
MANY EONS AGO  
LOST & DAMNED - A SLAVE TO  
DARKNESS, ~~THEY ARE VERY DARK~~  
THEY ARE VERY DARK



# CULTIST

STRANGE  
BIZARRE  
& VERY DANGEROUS

SOME IMPERIAL  
SOME CHAOTIC  
CULTS ARE  
LEGION







↳ • CULT OF SIDDITH • SIDDITH PRIESTS -- MYSTERIOUS ASSASSIN MURDERERS

XXIIIIXCCMM

# SIDDITH PRIEST

IMPERIAL CULTS - EMPEROR CULTS -  
MACHUS GOD CULTS - DEMONIC CULTS -  
ARCANO CULTS - DEATH CULTS - REDEMPTION CULTS -  
VAMPIRE CULTS -

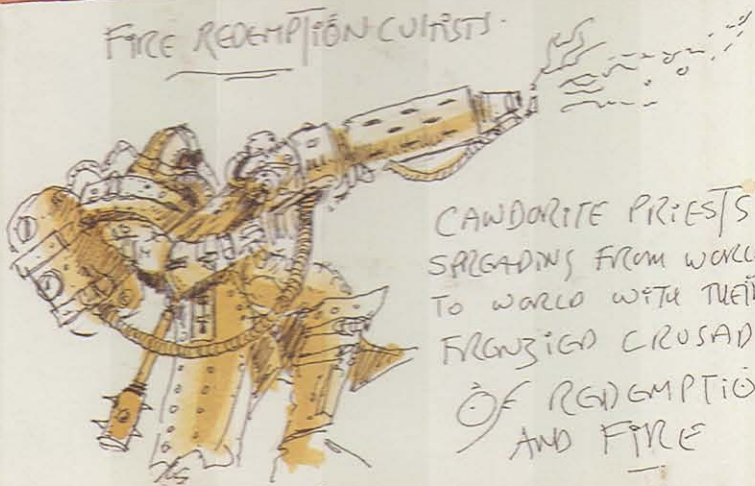
CULTS • CULTS • CULTS • CULTS • CULTS • CULTS • CULTS • CULTS • CULTS • CULTS

CHAOS  
CULTISTS  
AFTER JESS



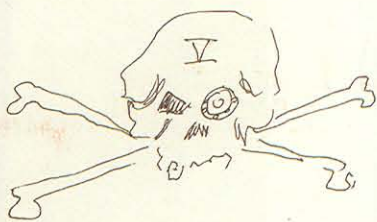
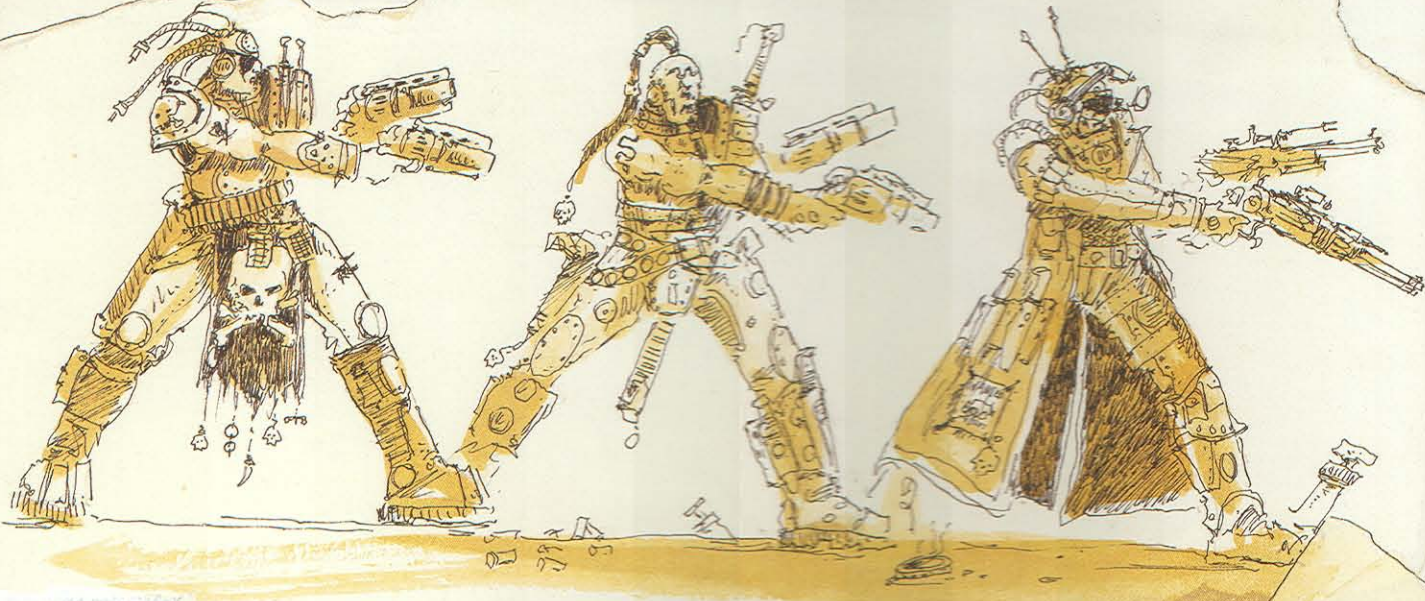
PROTESQUE DACTHONIC  
MASKS  
+ MONKS ROBES

FIRE REDEMPTION CULTISTS



CANDORITE PRIESTS  
SPREADING FROM WORLD  
TO WORLD WITH THEIR  
FRANZISKA CRUSADE  
OF REDEMPTION  
AND FIRE





Pirato-renegade – Adventure and booty are this character’s goals. If you can pin him down he’ll take it. Interesting twist is the Pirato-grafter who steals body parts and organs from his victims and has them grafted on to his own body.

Desperado – Down-trodden and a fugitive, the Desperado will hire his guns and blades to the highest bidder. No job too small or dirty: back-stabbing, cold-blood killings, patricide and infanticide, all are missions he’ll take, if the price is right. In fact, his grandmother is for sale right now at a bargain price.

Gunslinger – He’s the man to beat. Flashy, and fast, he wants to carve himself a reputation across the whole sector as the man you face at your peril. Calm, imposing and deadly accurate, the gunslinger isn’t adverse to do a little enforcement work, or doing good deeds if his overgrown machismo is appealed to.

NECOMUNDAN RENEGADE I-V III  
 BOWDGE to INQUISITION  
 RATS IN  
 PATH FINDER

ANTIQUÉ GUN

OLD VIAL FINDER  
 MAKE COHANCER

NECROM



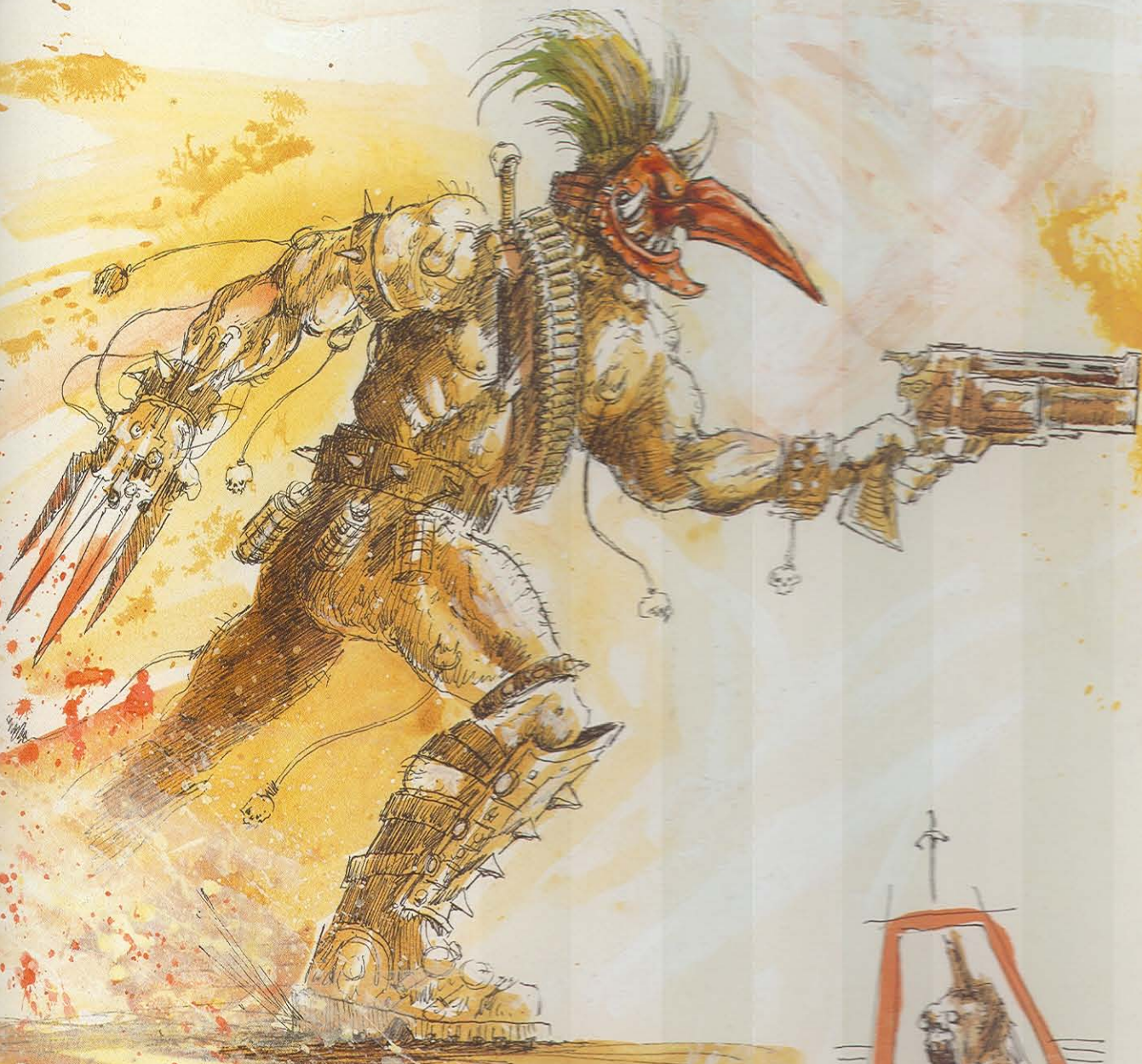


# CULTIST

CULTS ARE LEGION - EMPEROR CULTS - SON CULTS - MACHINE CULTS -  
- TECH CULTS - PSYBER CULTS - MYSTIC CULTS -  
- FLAGELLANT CULTS - ZEALOT CULTS - RELIGIOUS CULTS -  
- MUTANT CULTS - 9 CHAOS CULTS -



MASKS & HOODS ARE FOR MANY A CULTIST  
FAVOURABLE ITEMS OF WEAR  
AS IF TO CONCEAL THEIR MADNESS  
OR TO TAKE ON THE ATTRIBUTES  
OF THE MASK ITSELF -





STRANGE & BIZARRE

DANGEROUS

&

MAD

1



GULFIST





CULTIST

# REDEMPTIONIST



REACTIONARY CULT  
 OVERZEALOUS -  
 ALL CONSUMING  
 NEED FOR  
 THE GUILTY  
 TO BE  
 CLEANSED

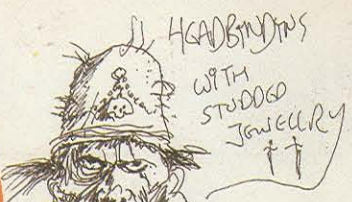
APOCALYPTIC  
 MILITIA

HORDERS

KILL OR  
 BE  
 KILLED



PHYMM OG.W.



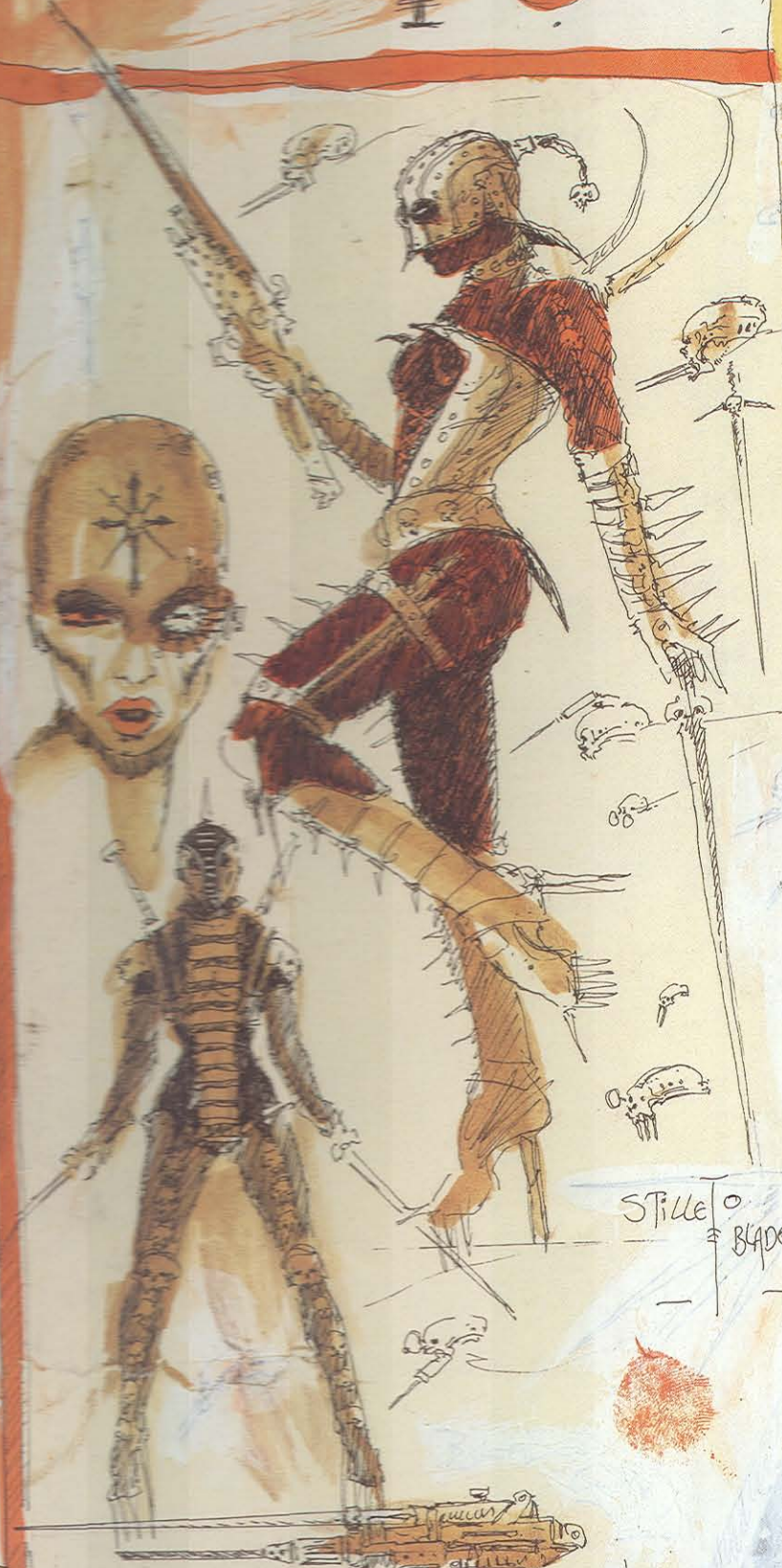
HEADBINDERS  
 WITH  
 STUDDO JEWELLERY  
 ††



DEATH MASKS



# DEATH CULTIST



STILL | BLADES

NEEDLE

THE BLOOD  
OF MARTYRS  
IS THE  
SEED



# BERSERKER ASSASSIN.



PROLONGED MISSION ACTIVITY  
CAN SOMETIMES LEAD TO  
BERSERKER RAGE WHEN IN  
COMBAT - THIS CAN PASS  
BY EXTREME BATTLE ACTIVITY  
EXPOSURE. - ASSASSIN HOUSE  
MASTERS MAY BE PERSUADED  
TO ALLOW THESE AGENTS  
TO JOIN INQUISITION WARRIOR  
BANDS, WHILE THEIR PSYCHOSIS  
LASTS - IT MAY CARRY ON &  
DEEPEN - IT MAY PASS - OR  
IT JUST GOES ON ~







# INQUISITOR WARRIOR BANDS

## Cyber-berserkers

Chrono-Gladiator - Fitted with numerous bionic weapons and attachments, the Chrono-gladiators have a pre-set self-destruct deadline, which is only extended when they are in battle, so they thirst for battle as they thirst for life itself.



CHRONO  
GLADIATOR





# ROGUE

# TRADER



UNDER INSTRUCTION  
FROM THE PRIESTHOOD  
(SEE IMPERIAL TASS &  
PURITY SIGNS)  
EXPLORE NEW  
REGIONS OF THE  
GALAXY.  
ROGUE TRADERS  
ARE LICENSED  
FREE RANGING  
IMPERIAL AGENTS  
SOME CAME FROM  
THE RANKS OF  
THE INQUISITION  
MOST DISAPPEAR  
ON THEIR LONG  
MISSIONS -  
THEY ARE OUTCASTS  
KEPT AT A SAFE  
DISTANCE BY  
THE IMPERIUM.  
OCCASIONALLY AN  
INDIVIDUAL MAY  
RETURN.



ALIEN DIGI WEAPON  
SAUNLETS.

POWERFUL PSYCHIC  
AND ARMED & EQUIPPED WITH  
POWERFUL WEAPONS INCLUDING  
STRANGE JOKABLO DIGITAL WEAPONS THEY MAY LEAD MISSIONS  
ALONG SIDE OR FOR THE INQUISITION.  
THEIR DRESS IS



# LEXMECHANIC - CALCULUS LOGI



Calculus Logi - A human computer (also known as a lexmech), very good at calculating trajectories and firing angles, and predicting enemy movements.



MUCH SIGHTING EQUIPMENT ON THIS DUDE  
CAN USE HIS KIT AT HIGH SPEED  
& COUPLED WITH INSTANT MENTAL  
LOGARITHMS CAN MAKE  
NUMEROUS COMPLEX CALCULATIONS  
SIMULTANEOUSLY.





# ASTROTELEPATH



BLIND - BLIND - BLIND -

ASTROPATH - RANGGAGE ASTROPATH - JUSTIFIED + ANCIENT

TALL TUNED & GAUNT - MYSTERIOUS - CARRYING THE INSIGNIA OF A IMPERIAL NOBLE FAMILY - DRESSED IN PRIEST ROBES - ARMED WITH LAS-PISTOL & GRGWADE LAUNCHER -

Astropath - Astrotelepath, capable of using the warp to communicate long distances. Physically blind but possesses a sixth sense more accurate than eyesight.

ASTROPATHS SEND TELEPATHIC MESSAGES ACROSS SPACE & CAN RECEIVE CORRECTLY ATTUNGO MESSAGES -





# PIRATO.

RENEGADE

ARMED WITH POWER HOOK  
& cut off DOUBLE BARRELED  
SHOT GUN.



Pirato-renegade – Adventure and booty are this character's goals. If you can pillage it, he'll take it. Interesting twist is the Pirato-grafter who steals body parts and organs from his victims and has them grafted on to his own body.



# DESPARADOS

GUNFIGHTERS - BRIGANDS  
BANDITS -  
BOUNTY HUNTERS  
SCUM.

BOUNTY HUNTERS  
SLAVERS  
OUTLAWS

MULTI HUNTERS  
GUNSLINGERS

HARDENED  
KILLERS.



JOHN M M ⊖ G. W.

GUN  
FOR  
HIRE  
SANCTIONED  
ALIEN  
HAVE  
SKILLS  
AS BOUNTY  
HUNTERS

ELDAR RENEGADE  
PIRATE







XXVII

THE  
DEMON  
WAS  
KILLED  
BY  
THE  
KNIGHT  
WHO  
WAS  
THE  
LAST  
OF  
THE  
KNIGHTS  
WHO  
WAS  
THE  
LAST  
OF  
THE  
KNIGHTS



DEMON

JOHNNY W. MCGOWAN

W. MCGOWAN

© 1954 W. MCGOWAN



# ARCO-FLAGELLANT



Arco-Flagellant – The Ecclesiarchy may enlist the services of the Adeptus Mechanicus to turn a notable Heretic into an Arco-Flagellant. Implanted with frenzy-inducing chemical dispensers and emotive pattern regulators, the Arco-Flagellant can be turned into a mass of boiling hatred and anger, his muscles super-charged with adrenal fluids, causing him to run amok until he collapses from exhaustion.

LOOPED HYMNALS  
WARMS OF POWER







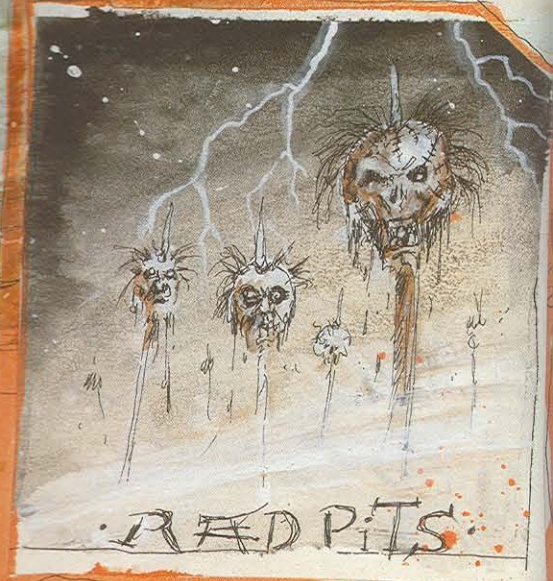
MUTANT



CRAB EYES & DOGSNOUTS  
DAUGHTS & FEARSOME  
SHAMBLING MONSTERS  
WITH CRUEL BLADES  
WEAPONS & PRIMITIVE  
GUNS -

NO CRASS ORBIT  
MUTATIONS LIKE CRAB  
EYES - BUT A MORE  
SUBTLE RADIATION  
DELAYING SORES - PUSTULES  
MAYBE THE SIGN OF  
HUMAN JUST STAYING  
TO GROW - E.T.C.

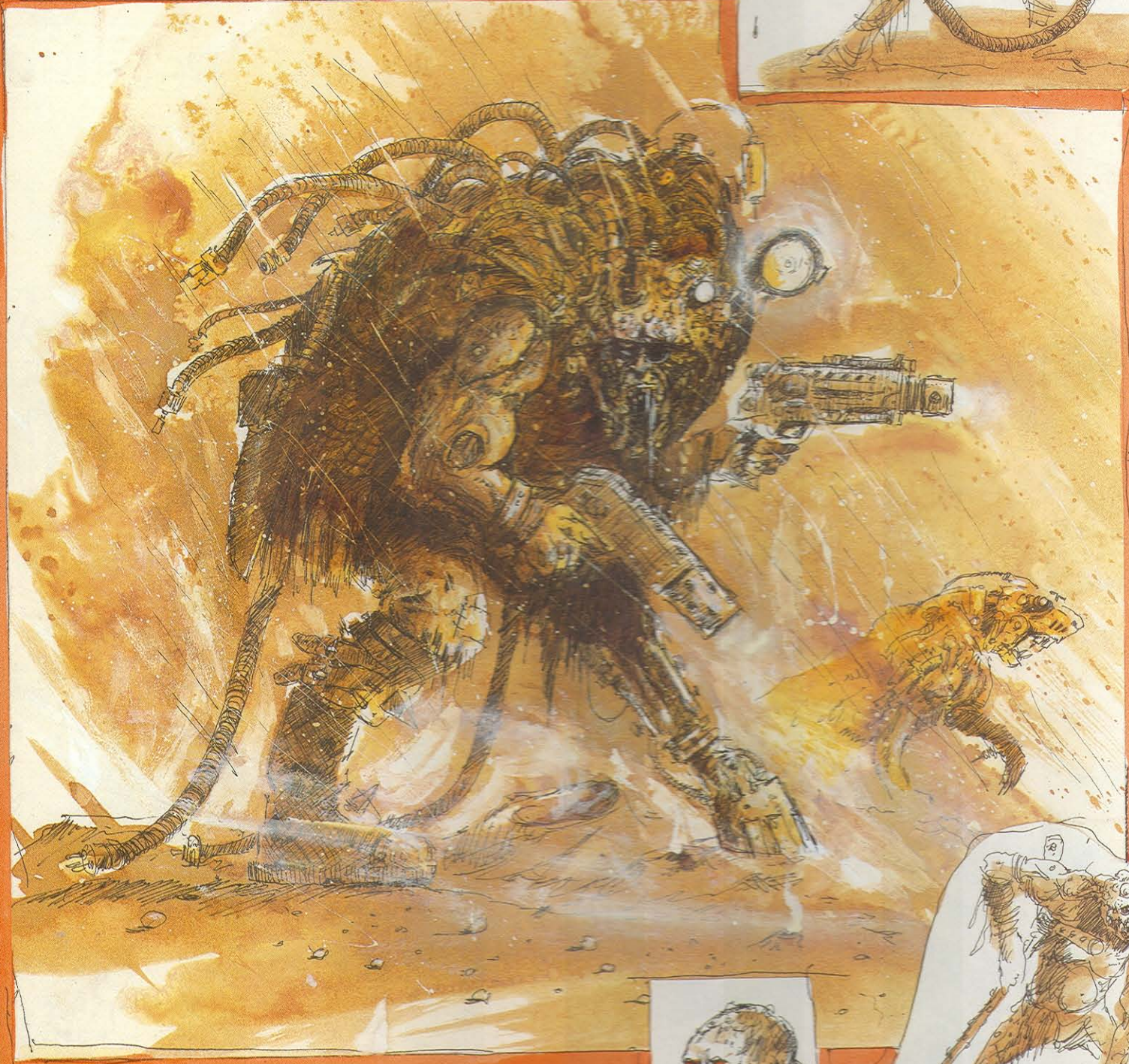
ROTTING CORRUPT  
& GUILTY -



RED PITS



# MUTIES



BRANDIT MUTANTS







UNCAGED & ZOMBIE LIKE ~  
CRUEL BLADED WEAPON  
RAGGED ATTIRE



HUNGRO BOT  
MORE BARBARIC  
IN ATTIRE  
MASKED TO HIDE  
HIDEOUS FACE



LEPARDUS H GAULY  
HUGES

KOP



Doing THE SPIRIT



GETTING  
BACK  
TO  
EAGLE  
BRA



BATS  
QUICKIN  
LARGE



# MUTANT REBELLION APPOCALYPTIK



VOISED  
CRAYON



SKIN  
SURRENDER  
OFF

MASSIVE  
HUGES  
BO BOP  
HEAD



MEMBLE  
HOBBYHOLE  
ALB



BARBADICAL

FACE  
TO  
HIDE  
TO  
REVEAL

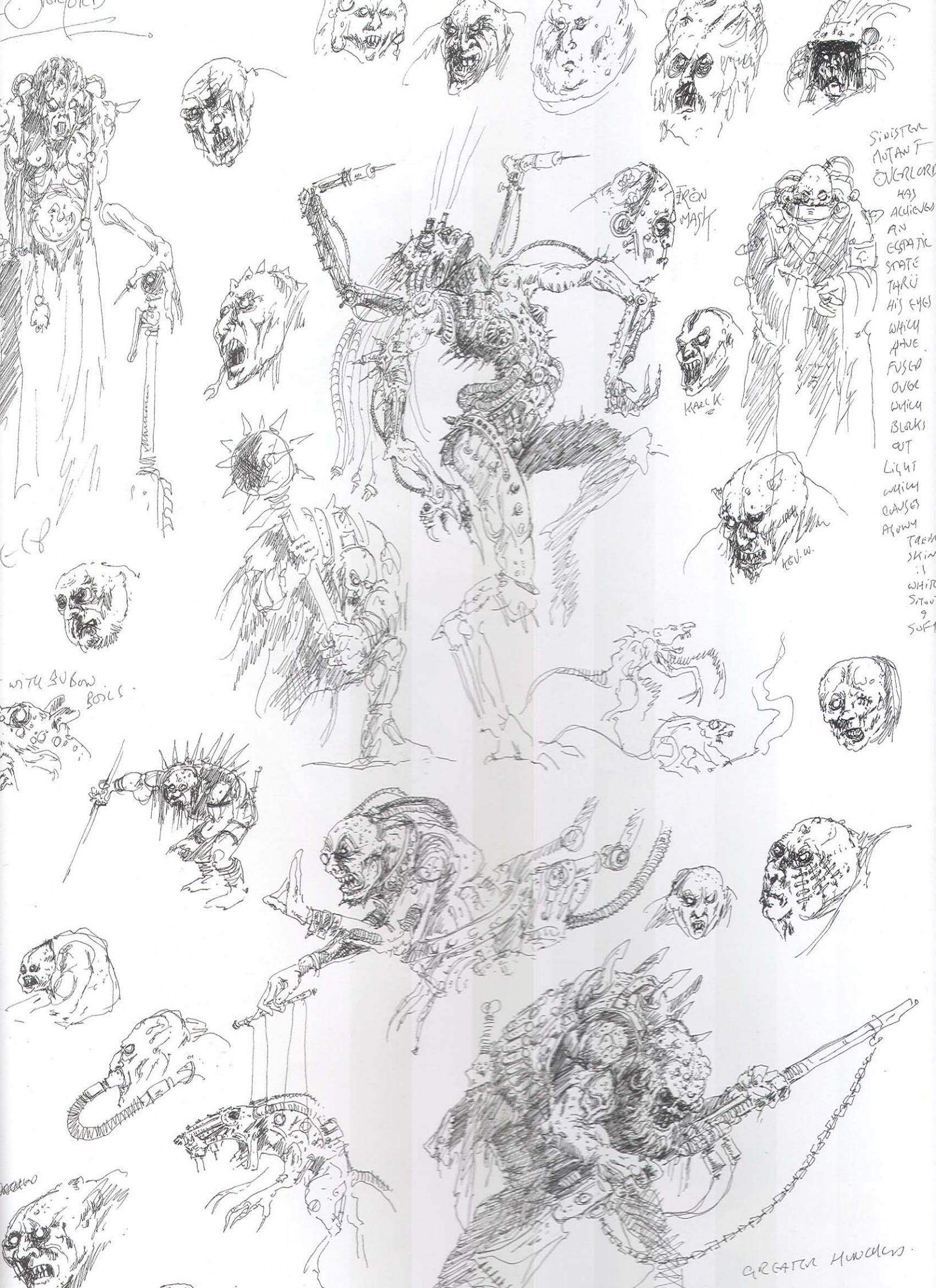
BARBARIC HUGY MUTANTS



COLLECTIVE  
SIGHT







SINISTER  
AUTAN F  
OVERLORD  
HAS  
ACHIEVED  
AN  
EGGATIC  
STATE  
THRU  
HIS EYES  
WHICH  
HAVE  
FUSED  
OVER  
WHICH  
BLAKS  
OUT  
LIGHT  
WHICH  
CAUSES  
PAIN  
THEM  
SKIN  
IS  
WHITE  
STAY  
9  
SOFT

IRON  
MASK

KARL K.

REV. W.

WITH BUBON  
BOILS

GREATER HUMAN



SERVO  
SKULLS

ATTACK  
SKULLS

ENGRAVED

9  
GILDED

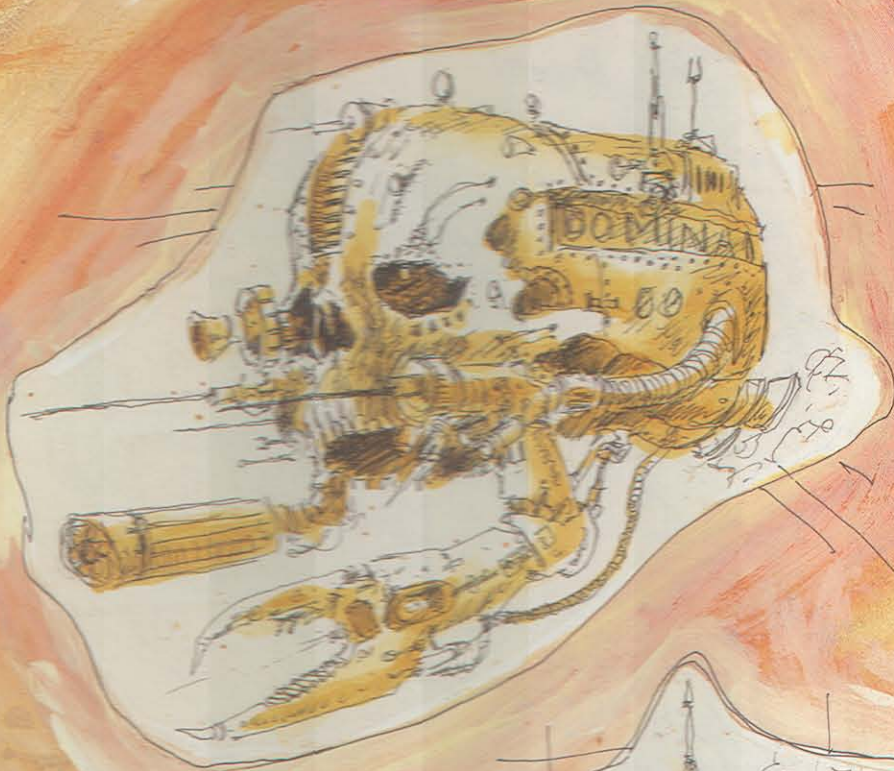
THE SKULLS  
OF SAINTS -  
& METALIC

ARE OFFERED

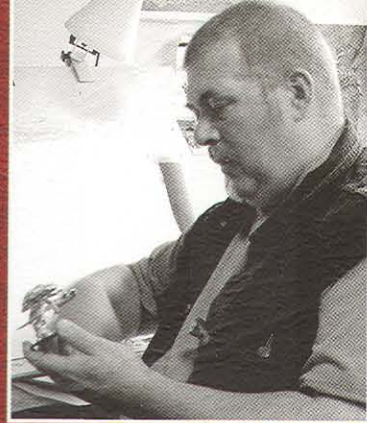
POST

TO  
GOOD USE

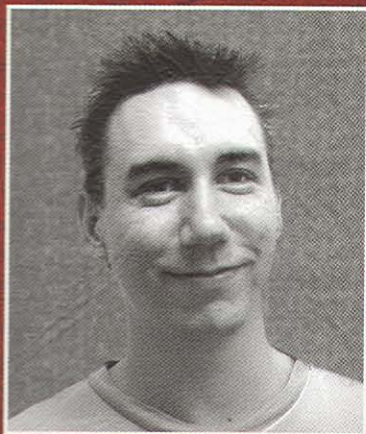
BY THE  
ECCLESIASTICAL







**J**ohn Blanche's art work has been a driving force in the appeal of Games Workshop's games and miniatures for over twenty years. He continues to devote his time to further developing the dark and gothic imagery of the world's most popular tabletop games, both in his own paintings and sketches, and as the inspirational Art Director of GW's Design Studio.



**G**av Thorpe works for Games Workshop in his capacity as Warhammer Loremaster, whatever that is. Something to do with making stuff up and designing games, apparently. He has written a clutch of short stories for *Inferno!*, and people constantly nag him for more novels featuring the Last Chancers to follow *13th Legion* and *Kill Team*. You may be worried to learn that, when he is thinking really hard, he has a tendency to talk to the mechanical hamster with which he shares a flat.

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*From  
Jeska Jaroslav's  
Collection*

