

Triptych o' Trouble Two -- The Left Panel

Looking for an epic world with ex-slave mages, wise-cracking mountain men, or one-armed, blind, shamans? We got ya' covered! I think this panel of the game screen triptych goes a long way in selling how eclectic the world of The Sixth Gun is. It features some of my favorite characters, including Gord Cantrell (with the axe), Billjohn O'Henry (with the sawed-off shotgun) and Nidawi (with the lightning-infused bow and arrow).

Billjohn is by far my favorite character in The Sixth Gun to draw. He's a great character in the books but he's also one of those characters who—for me anyway—seems to have a strong personality just through his design. I feel like you can get a sense of his gruff exterior and warm-hearted interior. He's really just a big teddy bear.

One of the most powerful magic-users we've met in The Sixth Gun is the shaman, White Wolf (I'll let you guess which one he is here). We intentionally took our time in introducing our Native American characters to the series and setting up that aspect of the universe. So, when I finally got the chance to design these new characters, I had a blast! I don't remember which of us (Cullen Bunn or myself) it was who came up with the idea of White Wolf being both blind and one-armed, but that design ended up creating such a sense of mystique around the character. So much, in fact, that we created a short mini-series, featuring a young White Wolf (along with a bunch of other shamans), on a mission that gives backstory on this guy.

As The Sixth Gun is as much a fantasy as it is a supernatural western, we wanted to introduce our own "dragon" into the mix. Cullen came up with the idea of using the Thunderbird from many Native American traditions. This creature is neither good nor evil, but is really more of a tempestuous force of nature.

Seriously, what's up with all those chains?

—Brian Hurtt

