THE EMPEROR'S WILL

AGENTS OF THE IMPERIUM

A celebration of the art of Warhammer 40,000, *The Emperor's Will* focuses on the astropaths, navigators, inquisitors and other agents of the Imperium that add to the richness of this war-torm universe. Packed with previously unseen illustrations by John Blanche and David Callagher as well as a host of classic images, *The Emperor's Will* provides an unparalleled glimpse into inner workings of the Imperium of Man.

OMNISSIAH MAGOS BLESSED ALCHEMY ORDINATUS THAUMATURGE WARLOCK JUSTICAR OBSCURINE ADJUNG PRIESE MECH DEACON POTENTIATE CONFEDERATE ASTE PHYSISCIA: INTERROGATER PUPPETEER DRONE TARGETE RECHATOR PROCTOR MARSHALL LORD HIGH LORD ARCA NEONATE SANCTIONITE MECHWRIGHT ENGINSEER CY SCOURGE KYNG DESPERADO THRONE AGENT PREFECT WARP OR FAMILIAR SAVANT WARPSEER EXPLICATOR AI PROCEIUMATE CREEDYTE ORATOR SUPPLICANTER ME GARROWGAFOR HARROWHOUND CATAPHRACIUS G XENOSTERENNE NEUROMAUNCHER DIG! MAUNCER XENO STROOGEMENNE BRETHRENDAE ANGEORITE ADORATOF PURITAN ACOLYTE RADICAL ASSASSIN THU GE ARBITES DEA GUNNIAK HOBBLON PYCKESPUR SLAVER SHACKEFMOO CHIROGEONNE GREY GUARDIAN EXECUTIONER HAN HIEROPHANT ARGOFLAGGELLANT SPACEDSSI CRUCIBLAST AFLMIAK BOG FERREL NICHT CURWERDONSMITH SUNN SI STAUNCH CRUSADER ZEALOT KEY KLEPER MATLEON ROC BOUNTY HUNTER HYRDMANNE ASTROPATH ASTOSE MECHONPERITTE REPENTIANS BURNING MARTYR ARCH OR SERVADON DUELIST CLERIC ARBITRATOR LORE M CHIRUGEON SCRIBE SCRIVONOR MISSIONARY HELIO PRIE CABALYTE ADJUNDANT ANNIHALATOR ILLUMINATOR NER XENOGRAPHER BATTLE BISHOP GUILDER LANT PILGRIM HADIANT APOSTICATOR SORORITAN SH





THE EMPEROR'S WILL



For ten thousand years the Emperor of Maskind has sar immobile upon his Golden Throne. Through all that century of centuries he has uttered not a single word nor mede arg gesture of command. His desized copres-like figure shows so sign of life as it is normally understood. The faint palsing of preservative ichor being pumped through his shrirelled veins is the only movement a studious observer could discern. In like mannee, the Emperor's thoughts remain unknown and unknowable, his mind is over silent and closed to telepathic enquiry. The cryptic predictions gleaned from the Emperor's Tarot and the Astronomican continuing to broadcast its unwavering signal are taken as proof enough that the Emperor prevails and that has not yet surrefredered to his scenning fatte and abadoned bhumainy altogether.

How then is the Imperium of Mankind guided through the grim darkness of the 41st Millenaium? If not at the literal command of the Empercent then how is humanity able to face the period Batt encircle it and graw at if from within? What power exists in the universe that can wield the Emperor's might and do his bidding? The myrird agents and officers of the Imperium's great institutions are that very power. From highborn noble Lord of the Inquisition to deally assassin suched from some hive world guiter, men and women of sarage first, warriors, priorst; pugges, jurists and doescutioners: each and every one of them wields at itsy, but nevertheless potent. fraction of the Emperor's authority. To them is given the gravest treposability: to concur the Emperor's Will.




























































omnissiah magos blessed alchemy ordinatus hereicus ordoni magi alczan occulitisi thaumaturge warłock justicar obscurine warrant-militante technographer electro-priest mech deacon potentiate confederate astrotelepath prefecti metatron munitori healer physiscia interrogator puppeteer drone targeteer proclamator familous dialogous enforcer regulator proctor marshall lord high lord arcanist materium aspirant redemptionisat redemptorii neonate sanctionite mechwright enginseer cyberseer boneseer mutatati deathe-maska psyker scourge-kyng despendo throne agent prefectus technomat tarotscrior


































































































































shacklemoot accolytus custodian black guard overload chirogeonne grey guardian executioner hangman cutstove headsman adaptii henchman hierophant arco-flagellant strajiossi cruciblast chrono-gladiator prophet seer sage steersman aelmjak bög-ferrel night-cur weaponsmiti sunn-stryke cuttur pathfinder waysmith jurytean lock-stunch crussder zealot key-keeper malleon rogue trader death cullist gun-slinger multichemist bourty hunter hyrdmane astropath astoseeker anvigator mechanik mengade techpriest mechongeritte repentians burning marryt arch-muges carvaid tallwana despendo confessor



dark scion mystic warrior familiar sawat warpseer explicator alphas enslaver scavenger commissar schole progeiumate creedyte ontor supplicanter medicantus mendicante revisionist warchman garrowgstor harrowhound catapharetus gallowglass. Enville exercutions governor zenosterenne neuronauncer digimanneer zenomunneer stirlite hypapyston baggbot nanophylii stroogemenne brethrendae anchorite adorator servento logi vigilode imperorite inquisitor putitan acolyte radical assassin judge arbites deathcore levine cortewyne alchemist starkkynd gunnajk hobblon prekespus alswer shacklemoot accolytus









explicator alphas progeiumate creedyte medicantus mendicante excruciator governor neuromauncer digimauncer xenomancer stirlite haggbot nanophylii brethrendae anchorite vigilode imperorite alchemist starkkynd gunnjak hobblon custodian black guard overlord chirogeonne executioner hangman cutstove headsman arco-flagellant stagiossi prophect seer sage


























































sage steersman aelmijk bog-ferrel night-cur weaponsmith sunn-stryke cuttar pathfinder waysmith jurycant lock-stunch crusader zealot key-keeper malleon roque trader denth cultist gun-slinger multichemist bounty hunter hyrdmanne astropath astoseeker navigator mechanik renegade techpriest mechonperitte repentians burning martyr arch-mages caryatid tallyman desperado confessor servitor servidon duelist cleric arbitrator fore-master lexographer logister warp-stealer inditt chirugeon scribe scrivener annihilator























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ILLUSTRATIONS.

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John Blanche has worked for Games Workshop for over 30 years. The unique look and style of the Warhammer and Warhammer 40,000 universes owes much to his talent and vision. John is currently working as Games Workshop's Art Director where he continues to guide artists and sculptors in developing the look and feel of the two universes.

S HERETICUS ORDONI MAGI ALCAZAN OCCULTIST CT WARRANT MILITANTTE TECHNOGRAPHER ELECTRO TROTELEPATH PREFECTI METATRON MUNITORI HEALER ER PROCLAMATOR FAMULOUS DIALOGOUS ENFORCER IST MATERIUM ASPIRANT REDEMPTONIST REDEMPTORII BERSELR BONESEER MUTANI DEATHE MASKA PSYKE TUS TECHNOMAT TAROTSCRIOR DARK SCION 1425-10 ALPHAS ENSLAYER SCAVENGER COMMISSAR SCHOLE EDICANTUS MENDICANTE REVISIONIST WATCHMAN GALLOWGLASS FAUVILLE EXCRUCIATOR GOVENOR DMANCER SFIRLITE HYPAPYSTON HAGG BOT NANOPHYLII OR SERVENTO LOCI VIGILODE IMPERORITE INQUISITOR ATHCORE LEVINE CORTTEWAYNE ALCHEMIST STARKKYND DT-ACCOR/TUS CUSTODIAN BLACK GUARD OVERLORD GMAN CLITSTOVE HEADSMAN ADAPTIF HENCHMAN **CHRONO GLADIATOR PROPHECT SEER SAGE STEERSMAN WE CHITAR PATHEINDER WAYSMULT JURYCANT LOCK** TRADER DEATH CULTIST SUN SLINGER MULTICHMIST KER NAVIGATOR MECHANIK RENEGADE TECHPRIEST MAGES CARVALID TALLYMAN DESPERADO CONFESSOR MASTER LEXOGRAPHER LOGISTER WARP STEALER INDITI EST SOLAR PRIEST VYPERION CULT MECHAN TECH RMITE CHAPLAIN DIOCESAN PRELATE PULPITEER SEXTANT INNE MERCANTILIST JOURNEY MAN SARCEANT AT ARMS DICISPLINATOR APOSTATE NOMAD HIVER SHADOW

Table of Contents

Cover

The Emperor's Will

Rear Cover