

# WÜR M

Artbook



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My dear readers and players of Würm,

It is with much joy and pride that I present to you this Würm Artbook. First of all, I would like to thank Jean-François Morlaës for coming up with the idea of producing such a book. Next, I wish to address my warmest and most sincere thanks to YOU. If you are holding this book in your hands, it is because you pledged in the Kickstarter campaign launched for the English version of Würm. And without your enthusiasm and support, none of this would have been possible.

So it is with great pleasure that I have gathered together many color and black and white illustrations, paintings and drawings, in watercolor, ink, acrylic paint, all born from my imagination (and my left hand). I hope that you will find them all inspiring for your games of Würm, in a different but maybe as efficient way as the rulebook or the adventure booklets!

I also hope that you will find this art to be different from what you are used to, both in terms of illustrations for prehistoric fiction, and as RPG art. As a matter of fact, a few months ago, while I was signing my books at a convention in France, a guy came up to me to discuss Würm and said "What makes your art great, is that it doesn't look like standard role-playing game art!" At first I wondered what he meant by that, and then I understood: it was not so much the style that he felt was different, than the themes and feeling of some of this art. I replied that of course he was right, because most of the art of Würm was not designed to illustrate an RPG in the first place! Let me explain.

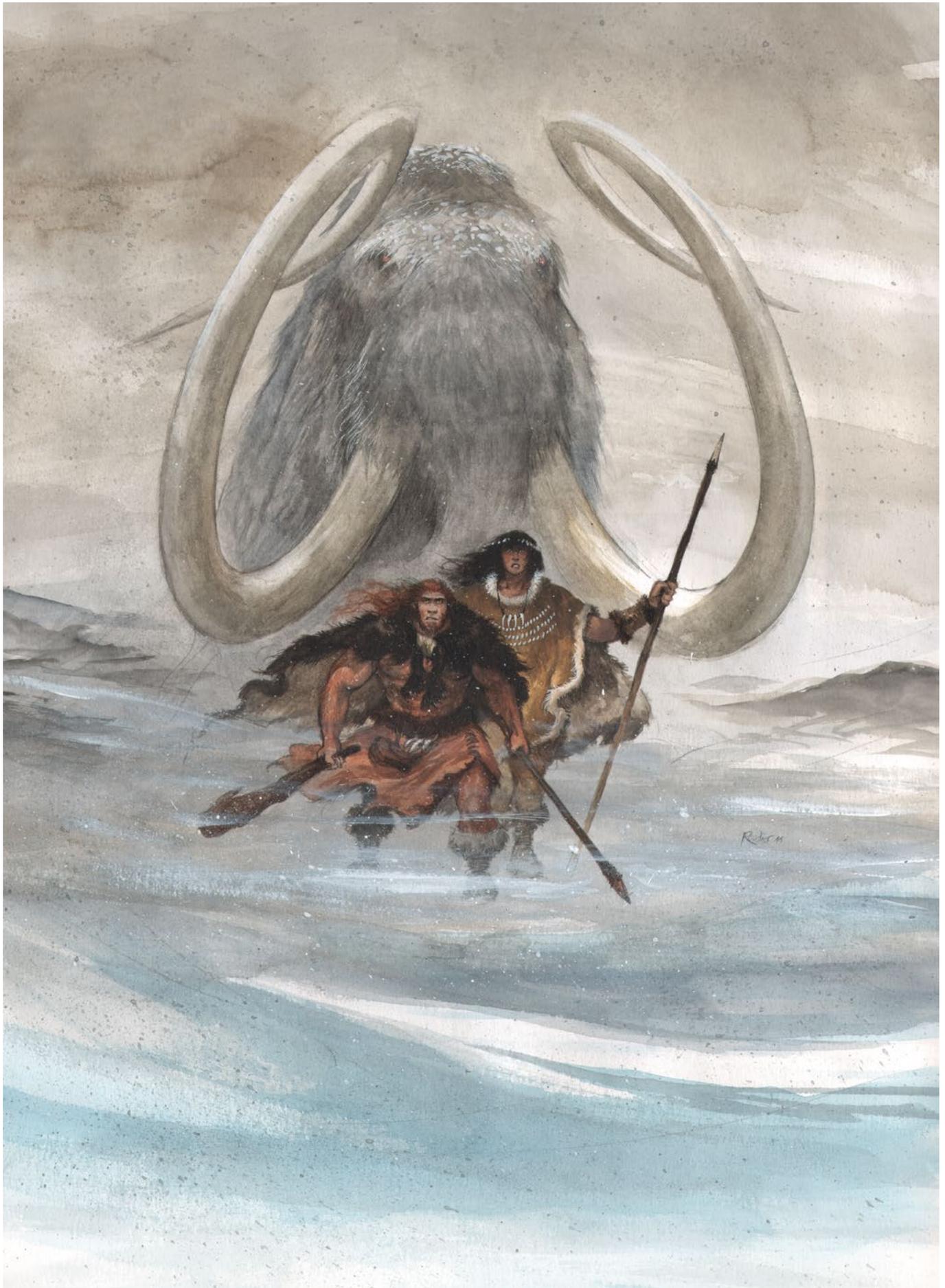
The first role-playing game I created with a prehistoric setting dates back to 1992. It was called "Dawn". Other versions of prehistoric RPGs sprouted from my pen (and later keyboard) over the years, some with very classic game play systems, others with very strange ones. The one thing in common was, however, that all of them had been created to play with my friends. Würm was born in the same way. It was created as a hobby, to have fun with the group of players that I used to hang out with back then. It was also created as a writing exercise, which is why, in 2007, I finally decided to let it go public for free on the website "La Cour d'Obéron", but I needed some art to make the rulebook file sexier. I had plenty available, so I used what I had.

Yes, luckily enough, I work full time as an artist. 20 years ago, I started with illustrations for kids, and for all sort of games including RPGs and RPG magazines. Then I moved on to comics, because what I wanted most was to write and draw about prehistory, and I never had the chance when I was working on commissions. So, I created the graphic novel series Vo'huna, Neanderthal, The Quest for Fire, and some other books. Along the way, as I began to make a name for myself in the prehistoric field, I was asked to produce art for museums, exhibits, articles. Over the years, that left me with quite a number of illustrations... so I used some of them as art for my own homebrew RPG!

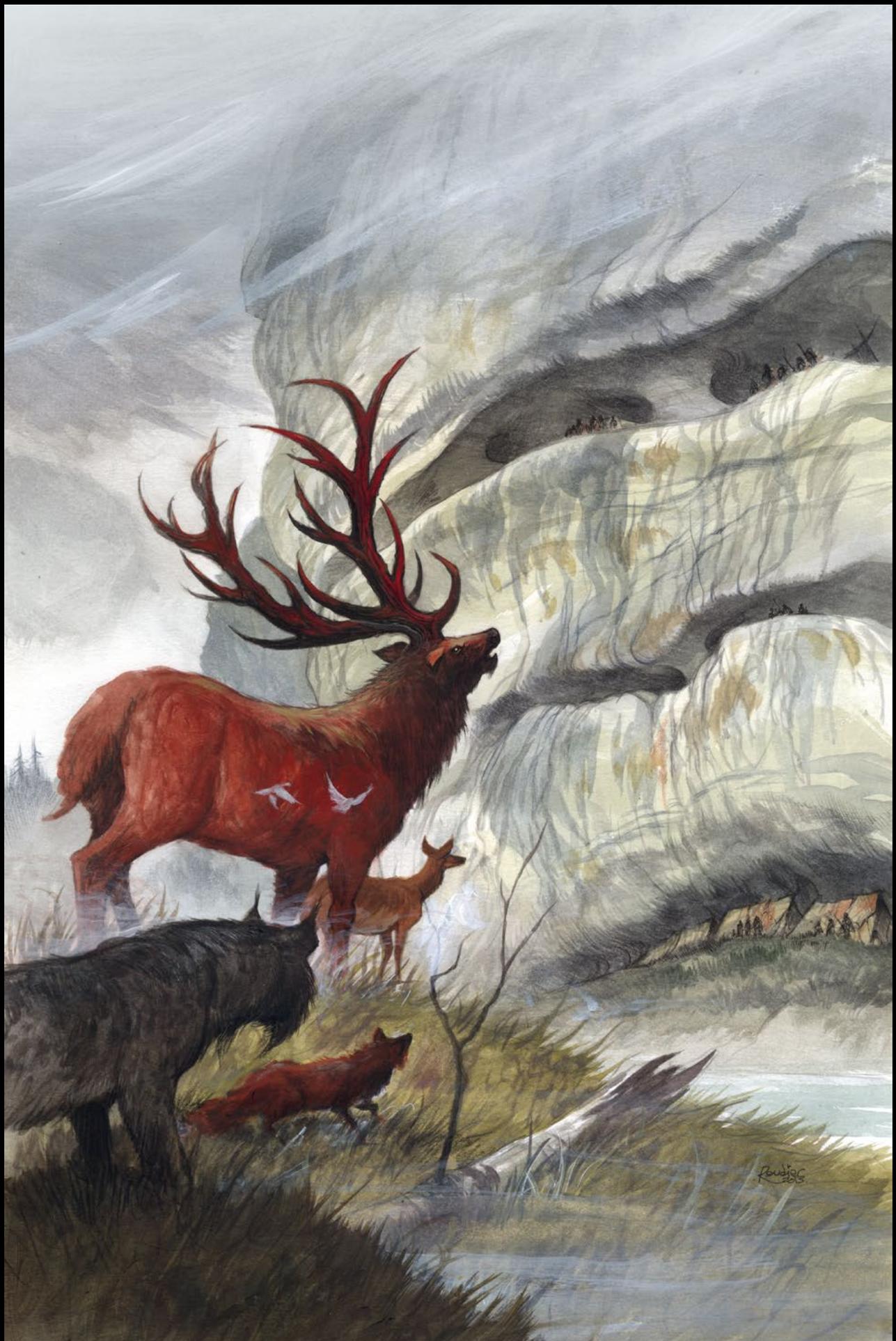
Oddly enough, that means that a good deal of the art you will find in this book was not originally made for Würm, although of course some of it was. In this book you will find art from museums and exhibits, sketches of comic book characters, research for covers, as well as illustrations created for my own enjoyment. The incredible thing is that, now, when I look at the art gathered in this book... all I see is art for Würm! This is no wonder, all things considered, and it is thanks to you role players, as I must confess that this game that was once a little hobby has become very important for me, as it grew and grew in an amazing way, attracting many players all around France, earning prizes, and growing with added adventure booklets and a GM's screen!

Funnily enough, the art designed exclusively for the GM's screen, ended up decorating a whole wall in a great exhibit about Prehistory and Comics, in the Archaeology Museum of Valencia, in Spain. Amazing how things have a way of coming full circle.





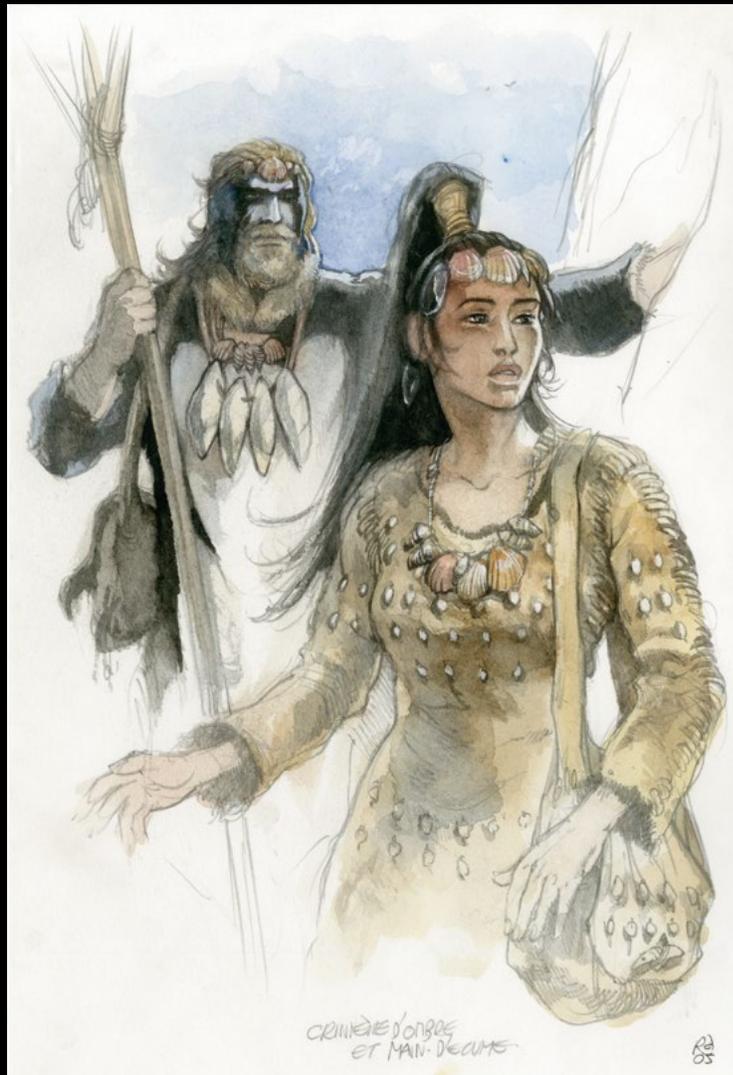
*The Ghost Mammoth. WÜRM Rulebook Cover - Watercolour & Acrylic, 2010*



*The Red Stag*. Cover Art for *Voice of the Ancestors* Würm Adventure Booklet N°1 - Watercolour & Acrylic, 2013



*The Cannibal Feast*. Cover Art for *Voice of the Ancestors* Würm Adventure Booklet N°2 - Watercolour & Acrylic, 2013



Troly, Mehoun'tha & Gohoum. Characters sketch for *Vo'huna* - Pencil & Watercolour, 2005  
Foam Hand & Shadow Mane. Characters sketch for *Vo'huna* - Pencil & Watercolour, 2005



*Vo'huna & Rearing Horse*. First Sketch - Pencil & Watercolour, 2000  
*Faudraug Facing the Bison*. Character sketch for *Vo'huna* - Pencil & Watercolour, 2005



*Setting up the Camp.* Illustration for the English Edition of *Würm* - Pencil & Watercolour, 2016



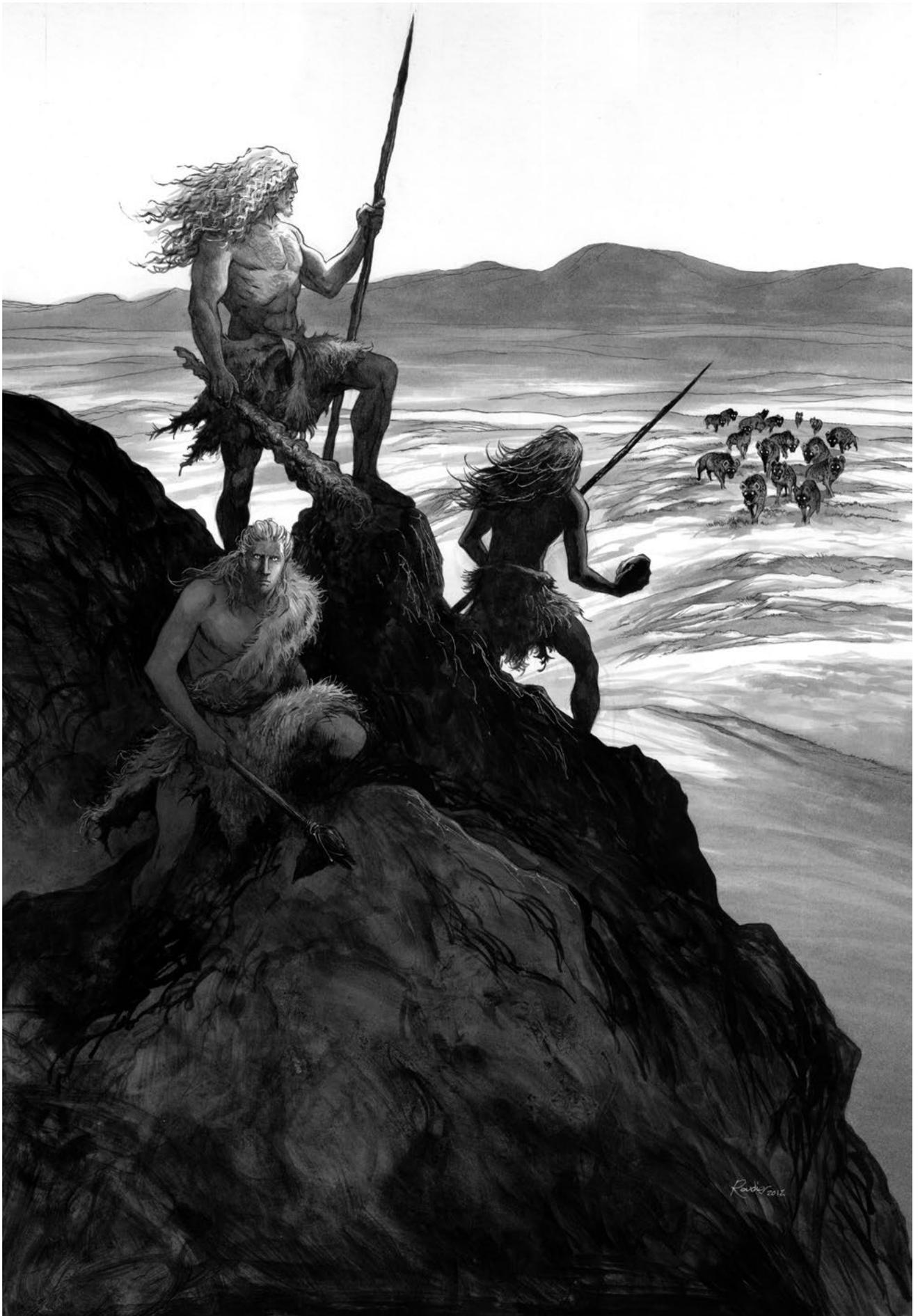
*Faudrag, Vo'huna & Gohoum. Illustration for the Neanderthal Museum, Germany - Pencil & Watercolour, 2006*



*Attack of the White Lion. Cover research & Poster for The Quest for Fire - Acrylic, 2011*



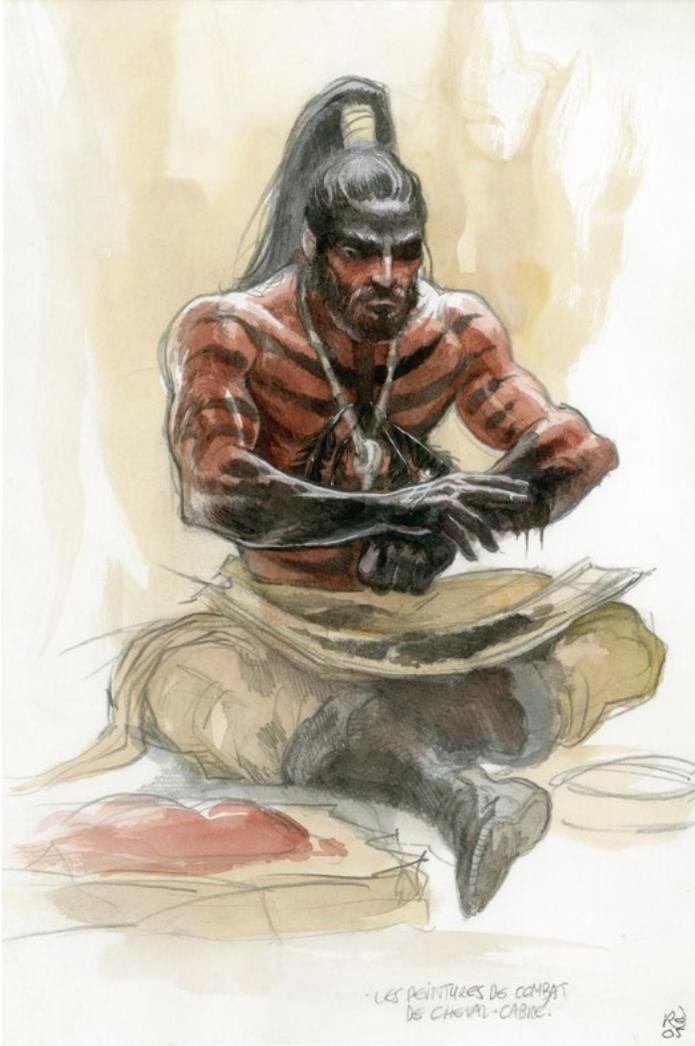
*Leaving the Great Swamp. Cover Research & Poster for The Quest for Fire - Acrylic, 2011*



*In the Night of Times*. Cover Illustration for *The Quest for Fire, Vol.1* - India Ink, 2011



*On the Banks of The Mighty River. Cover Illustration for The Quest for Fire, Vol.2 - India Ink, 2012*



Rearing Horse's War Paints. Character sketch for Vo'huna - Pencil & Watercolour, 2005  
Vo'huna. Character sketch for Vo'huna - Pencil & Watercolour, 2005



*Rearing Horse and the Magic of the Blackbird Skull. Character sketch for Vo'huna - Pencil & Watercolour, 2005*  
*Thuriaq and The Statuette of Hohlenstein Stadel. Character sketch for Vo'huna - Pencil & Watercolour, 2005*



Magdalenian Woman & Child. Poster for the *Résonance* Convention - Acrylic, 2009



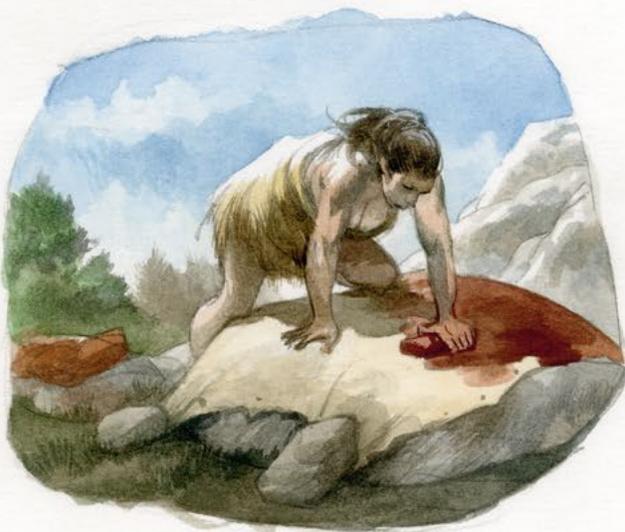
*Montharumon Modeling the First Women in Red Clay, Illustration for Les Filles de Soleil - Acrylic, 2001*



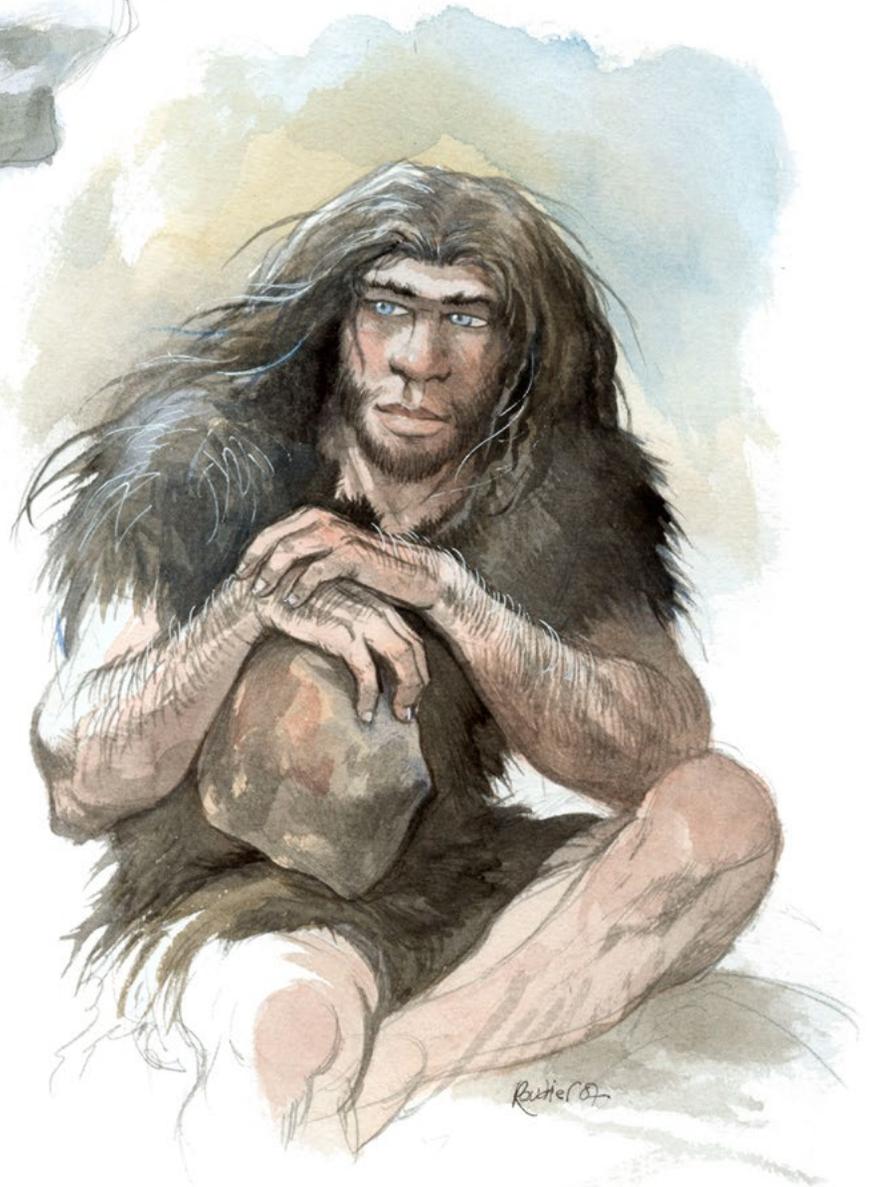
*Encounter of the Bear-woman Witch. Cover Research for Vo'huna, Vol.1 - India Ink, 2002*



*Rearing Horse and his Auxiliary Spirits. Cover Illustration for Vo'huna, Vol.3 - India Ink, 2004*

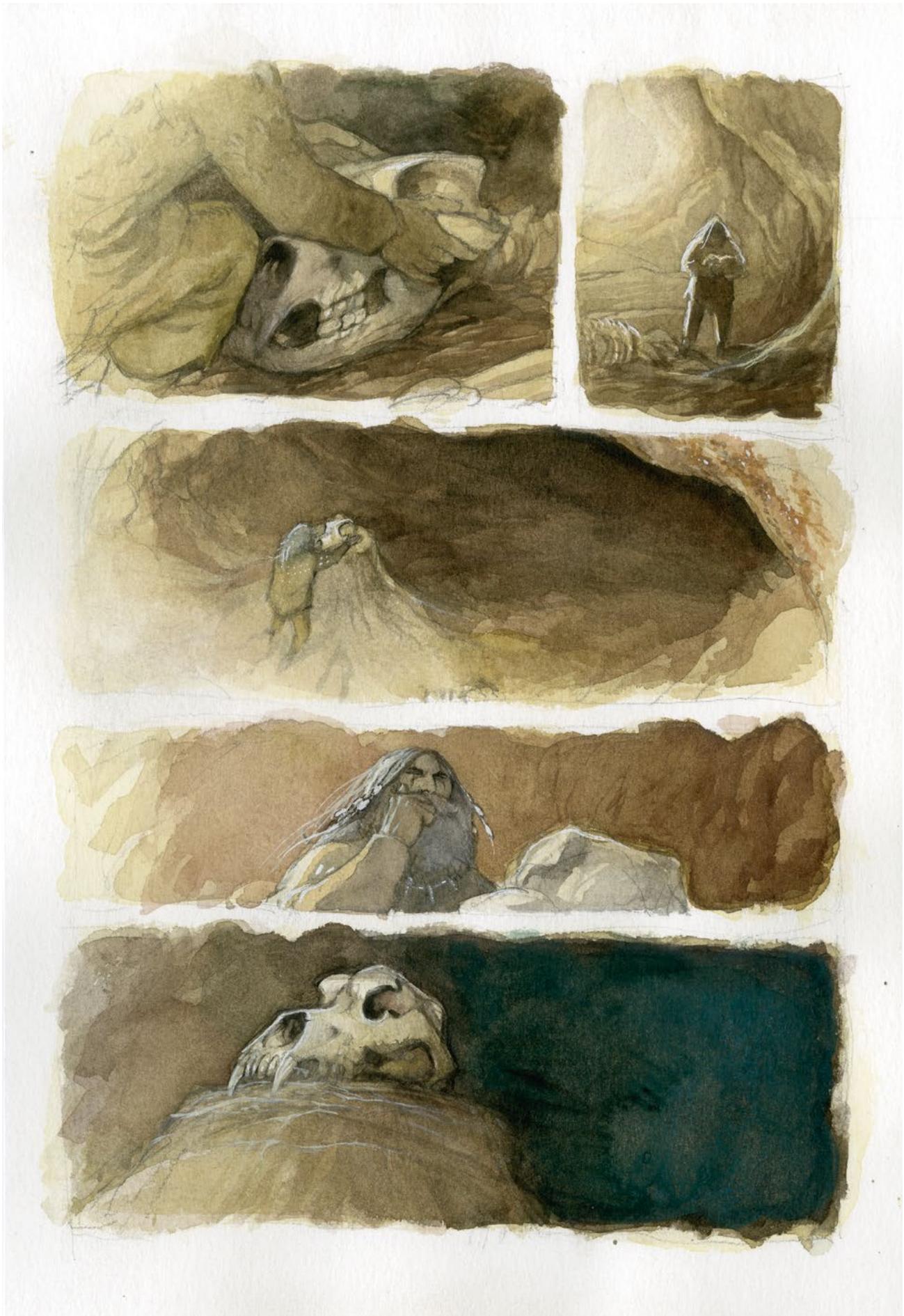


*La Ferrassie Camp.* Illustration for an Exhibition about Neanderthal's Funeral Rites, MNP, France - Pencil & Watercolour, 2008



*The White Ibex*. Character sketch for *Vo'huna* - Pencil & Watercolour, 2005  
*Laghu*. Character sketch for *Neanderthal* - Pencil & Watercolour, 2007





*On the Threshold of the Cave.* Excerpts from a few pages painted after the death of my father - Pencil & Watercolour, 2006



*Trolvolg Vs Orntheq. Cover Art for The Heirs of Ragmar Würm Campaign - Pencil & Watercolour, 2009*



*The Warrior with the Feather Cloak.* Illustration for *Symbiosis, Land of the Neanderthals* documentary - Pencil & Watercolour, 2013



*Laghu the Loner*. Cover Art for *Neanderthal*, Vol.1 - Acrylic, 2007



*Showdown with the Hunting Crystals. Cover Art for Neanderthal, Vol.3 - Acrylic, 2010*



*Departing from the Hollow.* Illustration for an Exhibition about The Flint of Bergerac, MNP, France - Watercolour & Acrylic, 2007  
*Aurignacian Blade Debitage.* Illustration for an Exhibition about The Flint of Bergerac, MNP, France - Watercolour & Acrylic, 2007



*Two Peoples Meet.* Cover Art for The Würm Companion Booklet - Pencil & Watercolour, 2008  
*Pierrette Scouting.* Illustration for a Movie Script project - Pencil & Watercolour, 2006





*The Shaman of the Great Cave. Art for Würm's Game Master Screen - Watercolour & Acrylic, 2013*



*On the Threshold of the Cave.* - Pencil & Watercolour, 2006

