

# War Torch

Kyle Hanselman

# Story

Violent, Disturbed, Sorrowful, Painful, Trapped

Used to stalk the battlefield during war to act as a living watch tower

Can have multiple soldiers cling to it as a means of elevated travel

Uses the torch at night to light the way and defend itself to some extent

Torch can be used after war to burn the bodies of its victims and clean up the battlefield

Used at night due to rat vision being better in darkness than humans

Vision is unclear, however, and it can barely tell what it's doing and really only sees basic color and movements so it can identify enemies

Medieval/Dark Fantasy Setting

Would let out a horrific screeching sound upon discovering enemy soldiers to inform its masters of their location and frighten them

It has little experience with its own weapon

People often attack it by using spears to disable the creature's knees

Uses large stakes/nails to artificially increase height

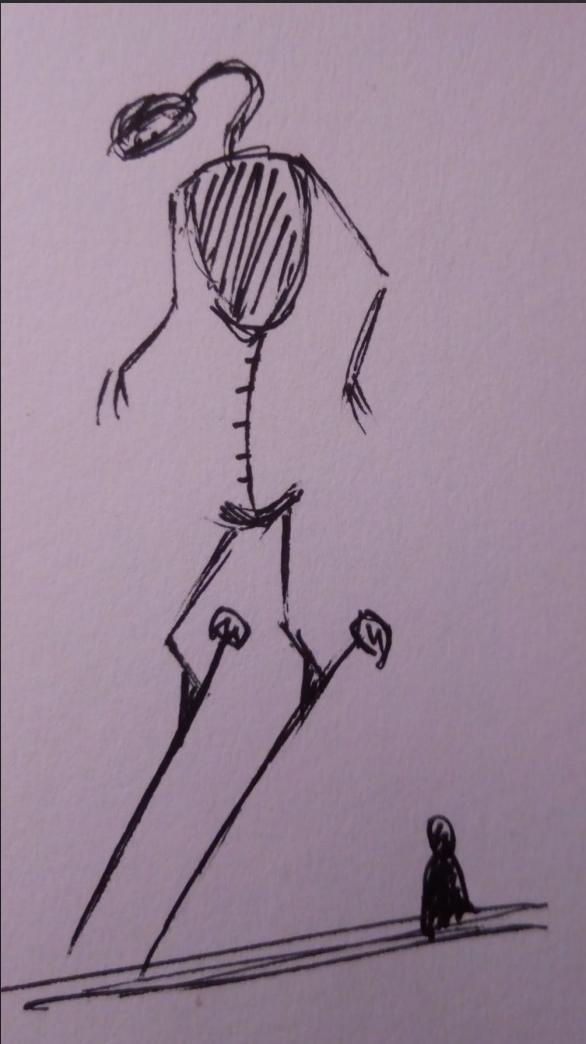
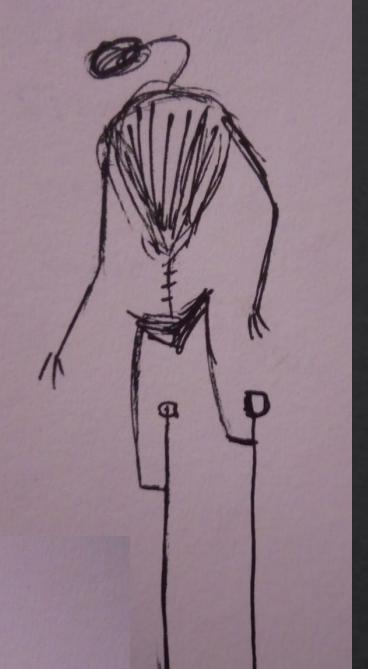
# Similar Characters



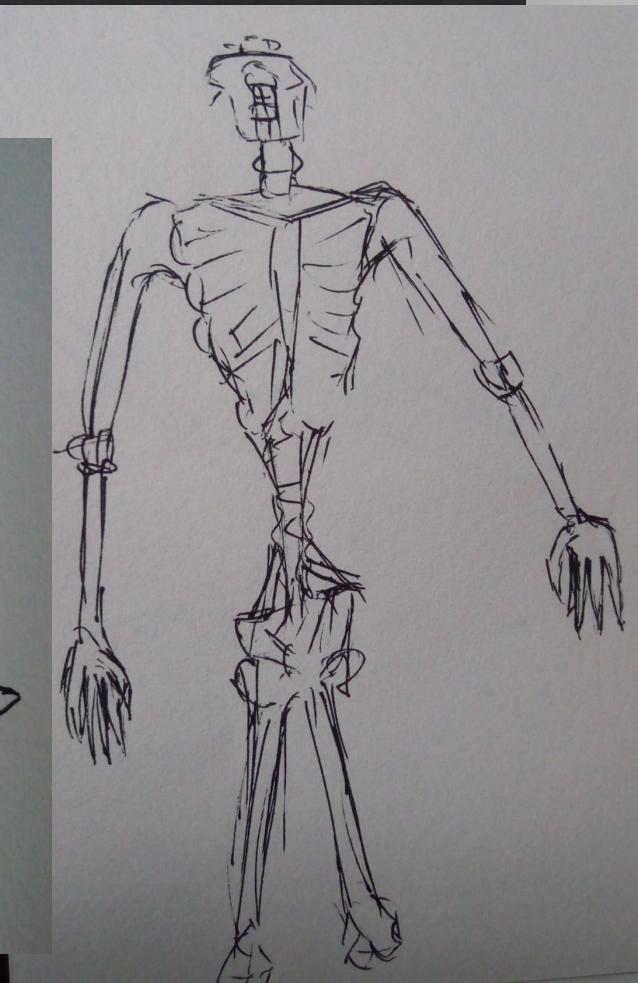
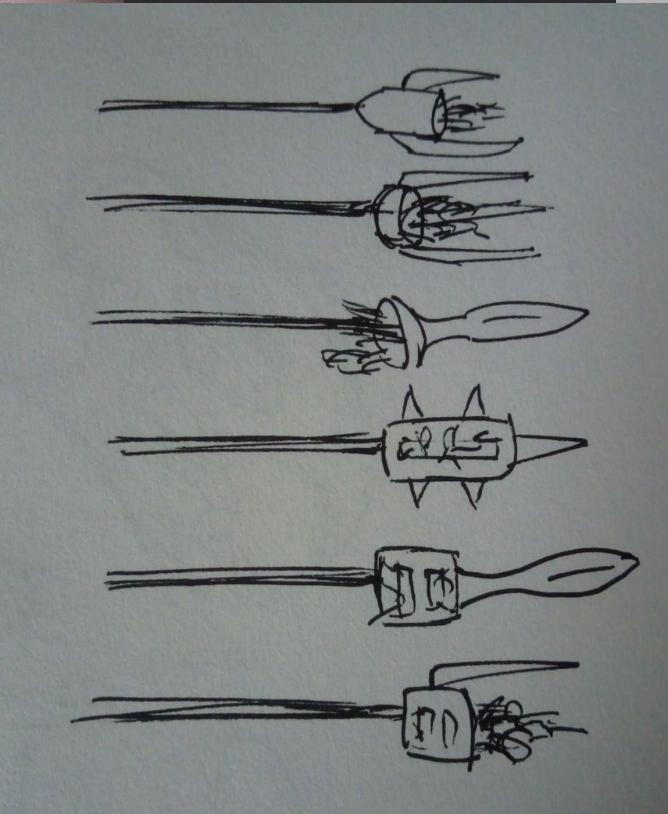
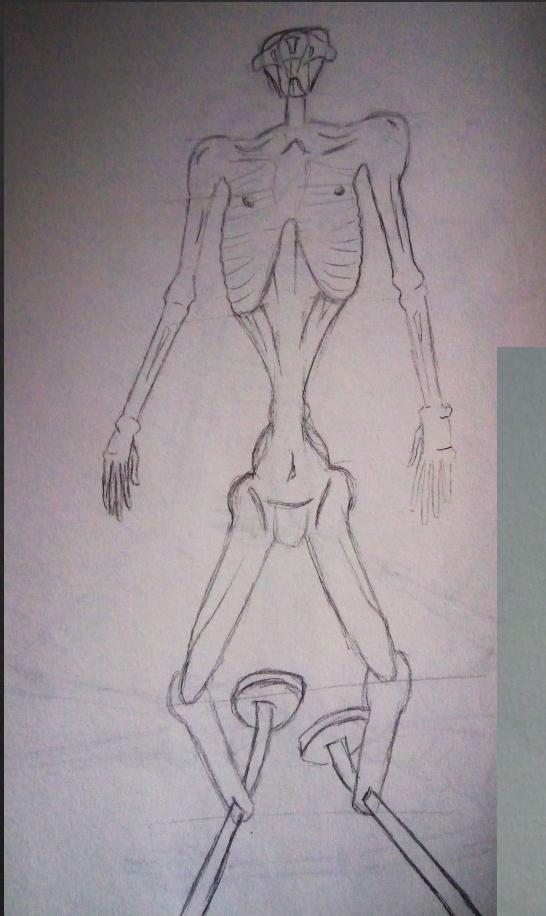
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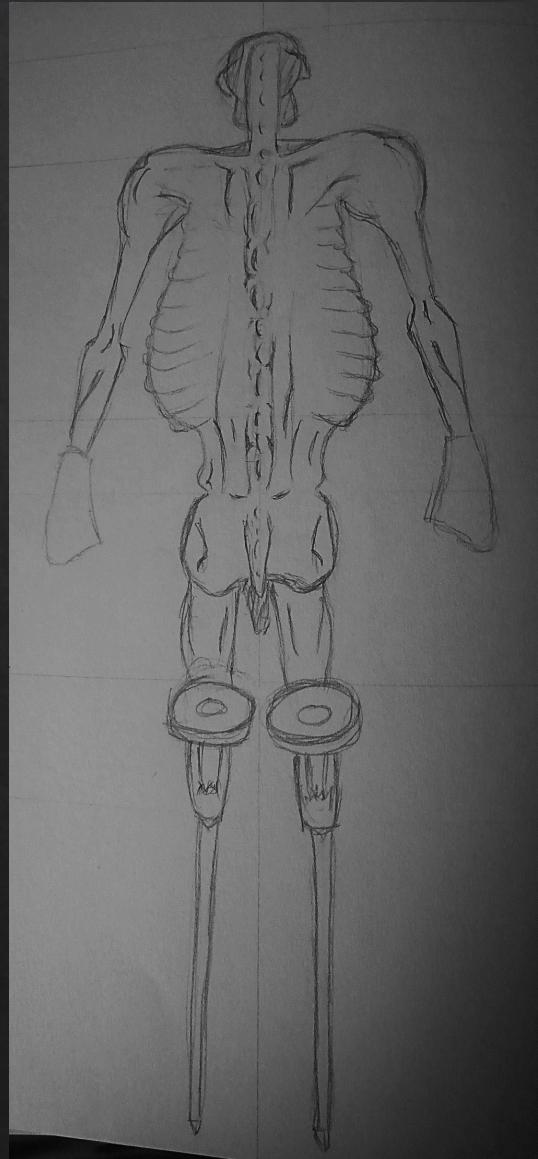
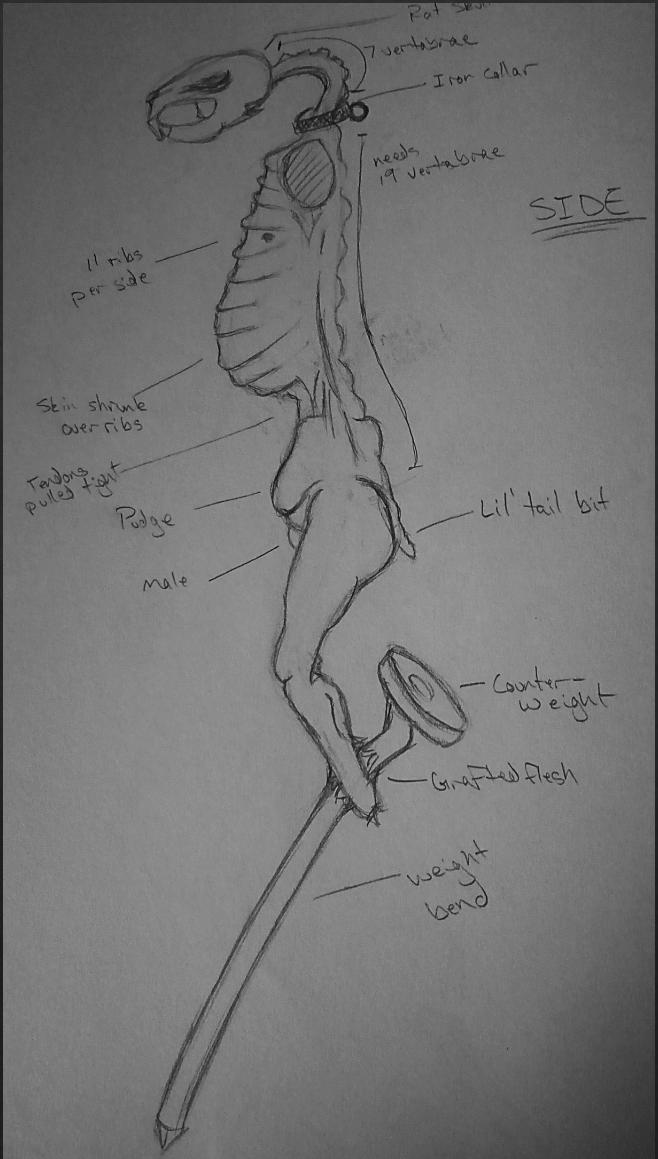
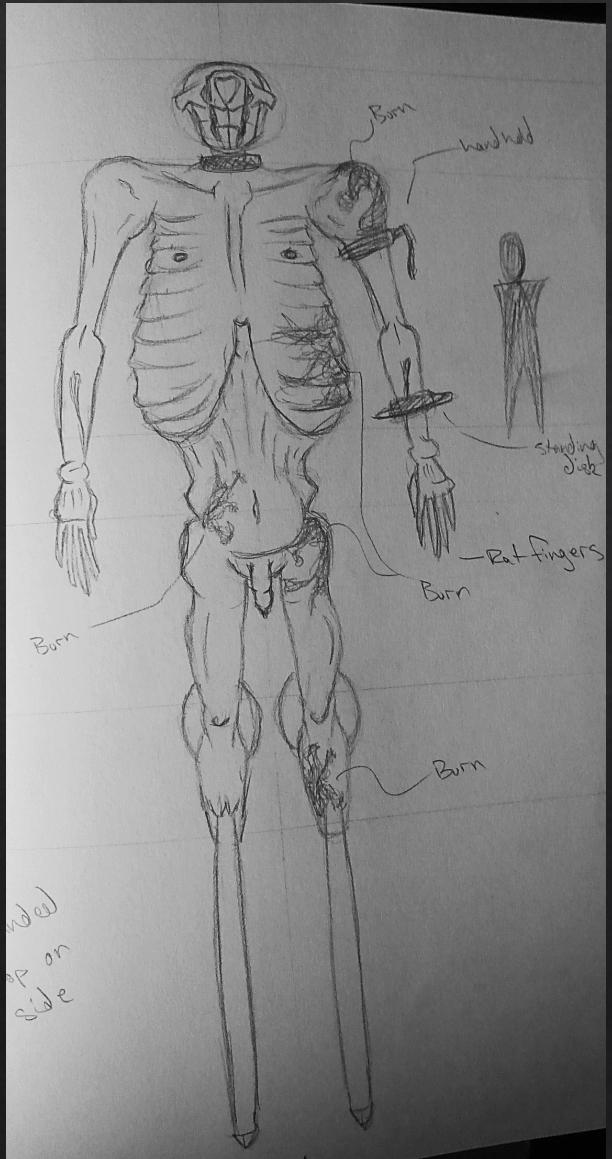
# Silhouette Sketches



# Additional Sketches



# Final Turn Around



# Progress Turn Around



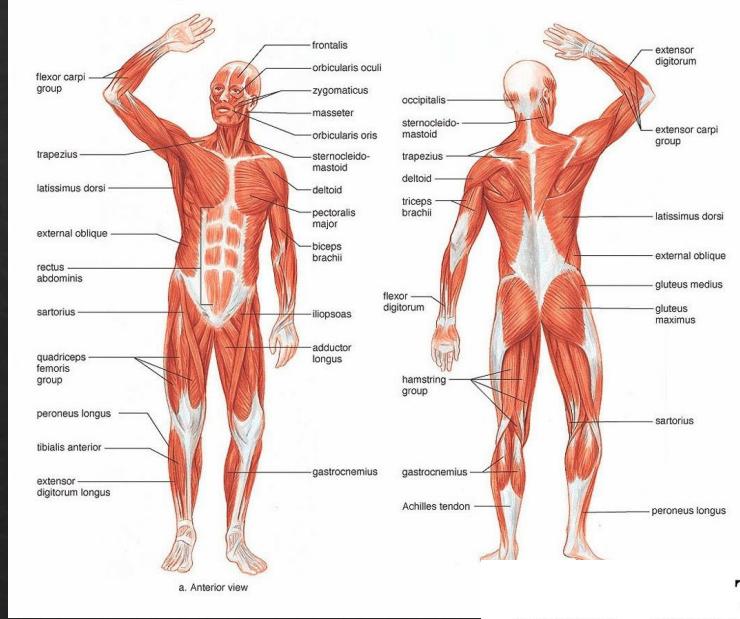
# Similar Props



| Adam Serhane | Mrfido3D.com |



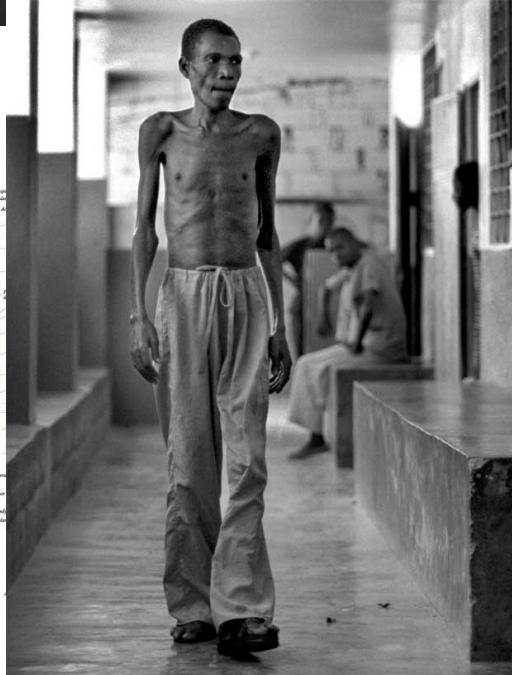
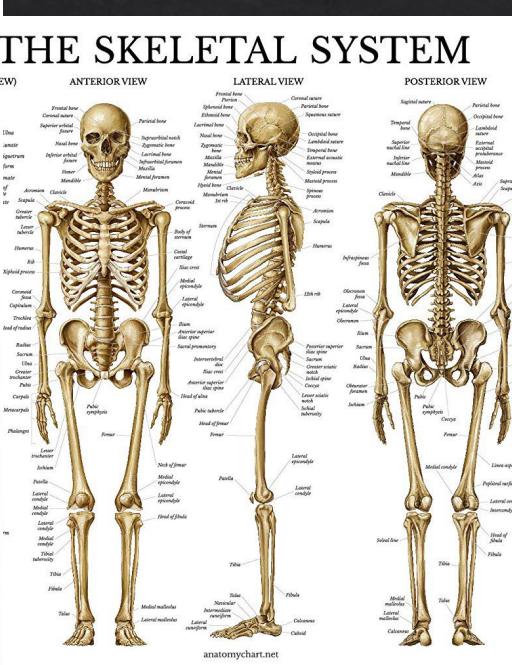
# Human Anatomy Reference



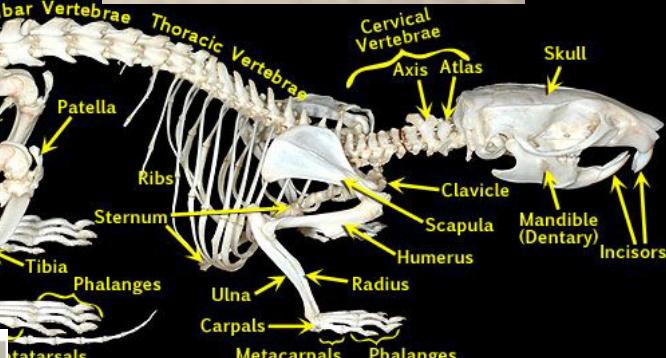
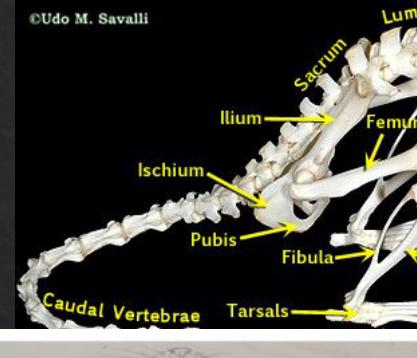
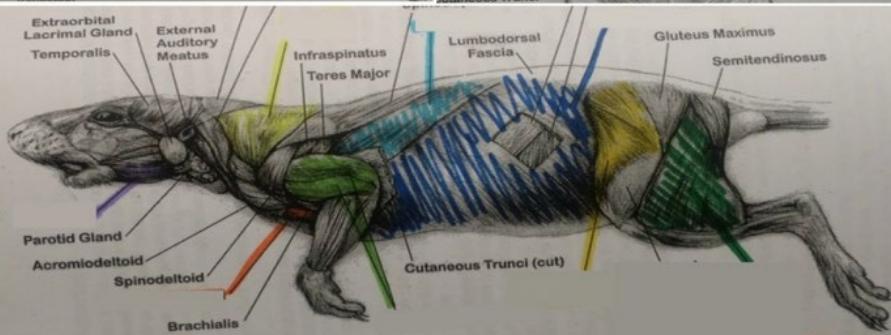
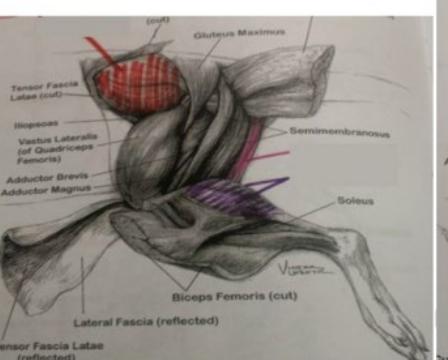
September, 1945



## THE SKELETAL SYSTEM



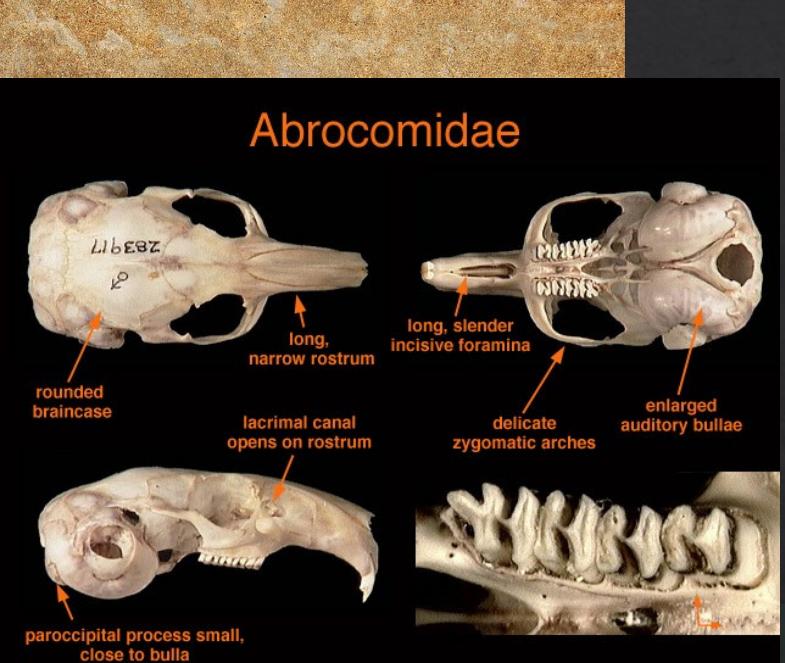
# Rat Anatomy Reference



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# Skull Reference



# Skin/Fur Reference



# Injury Reference



# Wood/Metal Reference

