

Virgin  
COMICS

ISSUE 6

THE

# Satana



CHOPRA | MANIKANDAN

# THE SADHU™

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Christopher Linen, Peter Feldman, Raju  
Puthukarai and Mallika Chopra

SADHU Issue Number 6, March 2007 published by VIRGIN COMICS  
L.L.C. OFFICE OF PUBLICATION: 594 Broadway, New York, NY  
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## Story so far...

Three Indian Summers have passed with James Jensen training himself on the spiritual and warrior ways of the Sādhu at the hands of the enigmatic Dada Thakur. But now it appears that the time may have just led him to another crossroads. Will he use his newfound powers to further his spiritual oath? Or will he use them to assuage his long sequestered instinct for revenge on his enemies?

Picking up where we left off, James has returned to London, a seemingly new person. But secretly, he pursues the man who murdered his family and destroyed his life in India, the malicious Colonel Timothy Townsend. Compelling a Professor in occult studies from a London University to aid him in his quest, James successfully seeks out Townsend in a seedy London public house and makes a chilling discovery. Townsend has learnt the ways of the Black Sādhu, and has used them to become the unchallenged kingpin of the London underworld. Worse, James also discovers that his elder Brother William now works for Townsend as an underboss.

A chase ensues, with James using his powers to swiftly run and catch up with Townsend's speeding four horse carriage. However, in the fight that follows, James' rage gets the better of him, as his unfocussed mind leaves him a clear target for Townsend's volatile powers.

James regains consciousness hours later, arm broken, and in a badly bloodied and bruised state. He finds himself in the house of the very Professor who agreed to help him, with the professor's daughter nursing him...



A SUBURB IN  
WEST LONDON.

BLOODY HELL.  
WHY DIDN'T THE  
BUGGER JUST  
KILL ME?

HE'S NOT THAT  
INTERESTED IN KILLING  
YOU. I'M AFRAID HE HAS  
MUCH LARGER  
AMBITIONS.

WHAT IS HE?  
SOME SORT OF  
AGENT OF THE  
APOCALYPSE?

SURE--YOU MIGHT  
SAY THAT.



HERE,  
THIS WILL DULL  
THE PAIN AS  
WELL.



THE TRUTH IS,  
MR. JENSEN, YOUR  
NEMESIS, SIR TIMOTHY  
TOWNSEND, IS NOT THAT  
MUCH UNLIKE YOU.



YOU MAY BE LOOKING  
TO UNLEASH WHATEVER POWER YOU  
HAVE MASTERED UPON HIM, BUT HE HAS  
THAT SAME POWER--EVEN MORE, ONE  
MIGHT SURMISE--AND HE IS FAR  
FROM SATISFIED. HE WANTS MORE,  
HE'S A TRUE *DEMON* SADHU,  
I AM AFRAID.

"IT'S SAFE TO ASSUME THAT BACK IN INDIA DURING HIS NUMEROUS CAMPAIGNS, COLONEL TOWNSEND MAY HAVE STUMBLED UPON SOMETHING THAT INTRIGUED HIM.



"AS I UNDERSTAND IT, THESE KALI TEMPLES ARE QUITE NUMEROUS.

"THOUGH COMMONLY MISINTERPRETED IN THE WEST, KALI HERSELF IS NOT THE SHE-DEVIL SHE'S MADE OUT TO BE--OR CAN EVEN APPEAR TO BE.

"SHE IS IN FACT, DIVINE AND DESTRUCTIVE, BOTH CREATOR AND DESTROYER. AS THEY SAY IN OUR SACRED TEXTS, KALI IS THE BEGINNING AND THE END, THE ALPHA AND THE OMEGA."

"AS MOST MEN KNOW, EVEN THE MOST INNOCUOUS WOMAN CAN CAST QUITE A SPELL. BUT WITH THE DIVINE MOTHER, SOME MEN HAVE NO CHANCE."



"THEY SAY HOWEVER, THE DEMON SACHUS WORSHIP ONLY ONE SIDE OF KALI-- HER *DESTRUCTIVE* SIDE."



"BUT SHE DOES NOT DISCRIMINATE. HER POWER IS ONE, AND SHE DOES NOT DETERMINE HOW HER WORSHIPPERS USE IT."



TIMOTHY TOWNSEND  
USED A SHORTCUT TO  
GET THE POWER HE  
CRAVED.



NOW THAT HE HAS  
IT, I IMAGINE HE HAS  
PLANS TO USE IT.



THANKS FOR THE  
LESSON, PROFESSOR.  
NOW I KNOW WHAT I  
AM FACING.



AND THEREFORE,  
YOU ALSO KNOW THAT  
YOUR RAGE MAY ALSO  
BE YOUR WEAKNESS.



HOLD ON THERE.  
WAIT UP FOR A  
MINUTE.



WHERE EXACTLY  
ARE YOU RUSHING  
OFF TO?

TO DO WHAT  
I NEED TO.



YOU *HEARD* MY  
FATHER. HE KNOWS MORE  
ABOUT THIS STUFF THAN  
ANYONE. HE DOESN'T THINK  
YOU STAND A CHANCE  
AGAINST TOWNSEND.

I'LL TAKE MY  
CHANCES. I  
HAVE TO.



WHAT DID HE  
DO TO YOU?



HE TOOK  
SOMETHING AWAY  
FROM ME. SOMETHING  
VERY IMPORTANT.



THEN LET ME HELP YOU.  
BECAUSE ASIDE FROM BEING  
A SO-CALLED DEMON, HE ALSO HAS  
OTHER RESOURCES THAT ARE, WELL,  
ALL TOO FAMILIAR TO MOST. YOU MAY  
AS WELL KNOW WHAT YOU  
ARE UP AGAINST.

LATER...AT A PUBLIC HOUSE

YOUR DEMON TOWNSEND HAS MANAGED TO BUILD QUITE A SYNDICATE AROUND THIS CITY. THERE'S NOT A SINGLE SHADOW OF THE LONDON UNDERGROUND THAT HE DOESN'T HAVE SOME INFLUENCE UPON. EVERY LOWLIFE, THUG, BOOTLEGGERS, PROHIBITIONIST, GUN-RUNNER ROAMING THIS TOWN TAKE THEIR ORDERS FROM HIM.



SO IF YOU ARE PLANNING ON TAKING HIM DOWN, DO US ALL A FAVOR AND BREAK UP HIS BASE WHILE YOU ARE AT IT.



I DIDN'T COME HERE TO RUN FOR POLICE COMMISSIONER. I'LL DO WHAT I NEED TO AND THEN BE GONE.



MIGHT YOU AT LEAST PRETEND TO BE WHAT I FASHION YOU TO BE? FULFILL A GIRL'S FANTASY FOR A MOMENT.



HOW YOU DOING LOVELY?

HOW ABOUT YOU WARM US UP ON THIS COLD NIGHT?

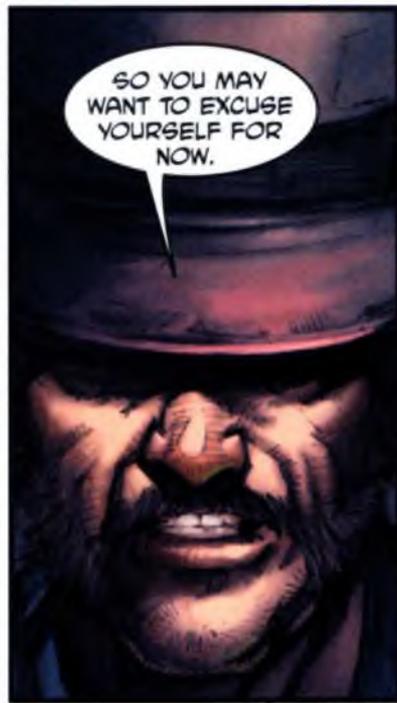
ME MATES AND ME COULD USE A RUB DOWN.



GENTLEMEN,  
BACK AWAY  
FROM THE  
LADY.



SORRY TO  
INFORM YOU MATE,  
BUT WE'RE NOT  
GENTLEMEN.



SO YOU MAY  
WANT TO EXCUSE  
YOURSELF FOR  
NOW.



I'M WARNING  
YOU, FELLAS.



SCREW YOUR  
WARNING!



BLOODY HELL!  
WHERE'D HE...



CCRRP/AACCH/SS

... RIGHT  
HERE!



**FWOP!**

**KDASH!**

**WHACK!**

**THRACK**

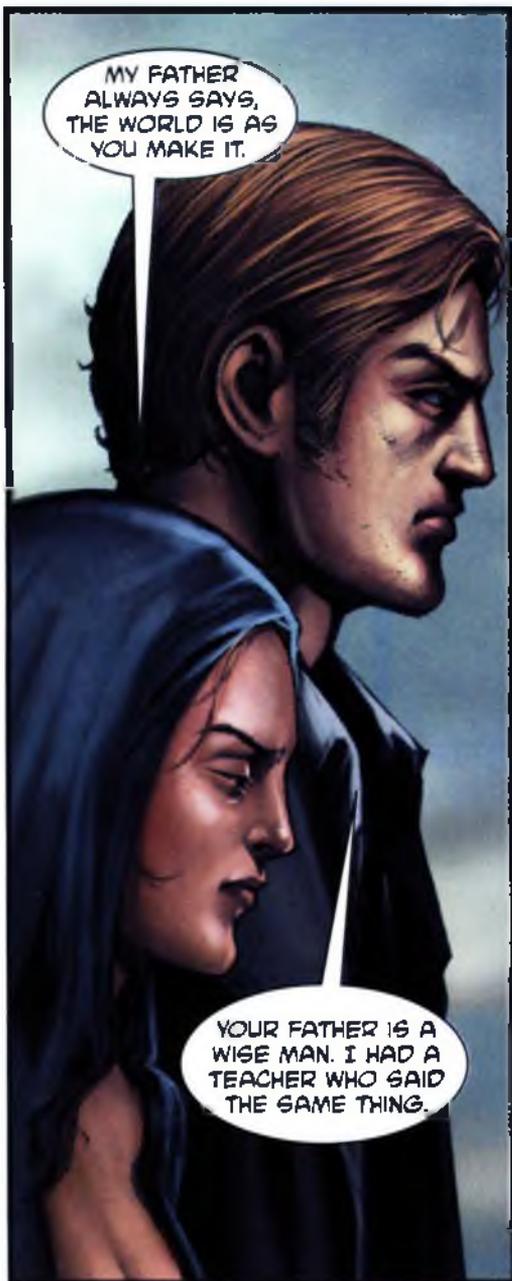
**WHUDD!**

**BOOM!**



CAN'T HELP BUT BE A MAGNET FOR TROUBLE, CAN YOU?

IT'S A VIOLENT WORLD.



MY FATHER ALWAYS SAYS, THE WORLD IS AS YOU MAKE IT.

YOUR FATHER IS A WISE MAN. I HAD A TEACHER WHO SAID THE SAME THING.



BUT SOMETIMES YOU CAN'T HELP THE WAY YOU MAKE THE WORLD.

GOOD DAY MA'AM.



GOOD DAY...

LATER...IN  
BRIXTON.





YOU MUST HUNT WITHOUT SEEMING TO HUNT. WAIT--I SEE HIM.



COME ON--WALK UP TO IT.

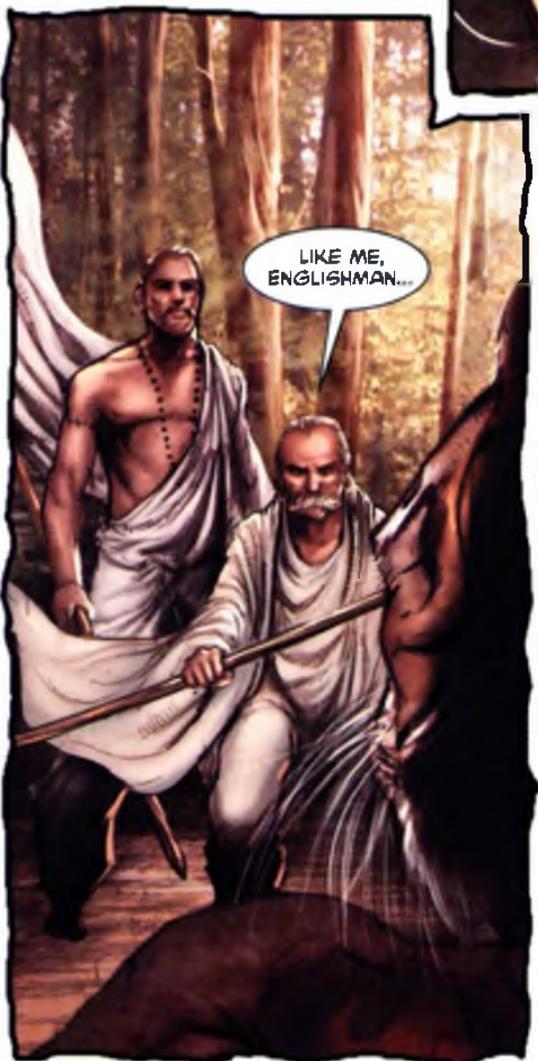
ARE YOU CRAZY? KEEP STILL AND QUIET. I THINK HE SMELLS US.



HE THINKS YOU'RE HIS PREY.

I'M NOT?

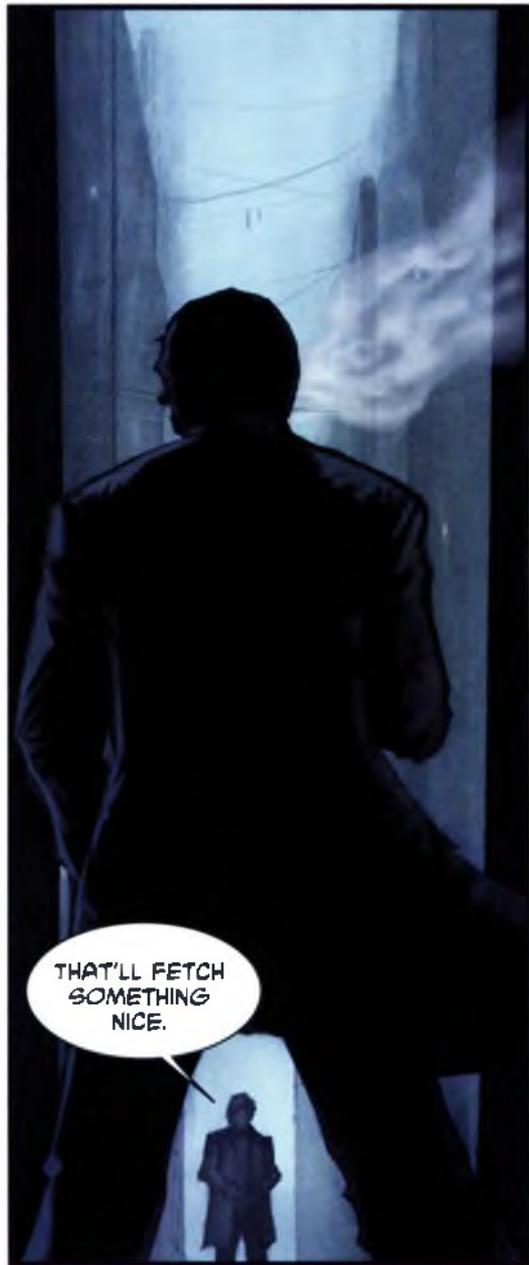
ONLY IF YOU WANT TO BE. OR YOU CAN BECOME THE HUNTER AND LET HIM BE THE PREY.



LIKE ME, ENGLISHMAN...



VERY GOOD. YOU ARE LEARNING...





BLOODY HELL, JAMES! IT IS YOU!



I THOUGHT YOU WERE DEAD! THAT WAS WHAT WE HEARD. WHERE YOU BEEN?



YOU LOOK GOOD, MATE. HOW'S THE OLD LADY?

TESS IS DEAD.



DEAD? WHAT?

I WANT YOU TO TAKE ME TO THE MAN RESPONSIBLE FOR HER MURDER-- YOUR BOSS.



HUH? WHAT? WHAT ARE YOU TALKING ABOUT, JAMES? THAT CAN'T BE.



IT IS TRUE. YOU'RE OUT OF BUSINESS LITTLE BROTHER. TAKE ME TO HIM.



HOLD ON THERE. EVEN IF IT WERE TRUE, IT'S NOT THAT EASY. YOU CAN'T COME BACK HERE JUST LIKE THAT AND BARK ORDERS AT ME. THINGS AREN'T THE SAME AS THEY USED TO BE.



THEY'RE WORSE. LOOK AT YOU--A LOWLY THIEF.

WHO ARE YOU TO JUDGE ME?! LISTEN JAMES, TESS WAS A GOOD KID. I'M SORRY ABOUT WHAT HAPPENED TO HER. BUT THINGS WORK A CERTAIN WAY AROUND HERE.



WILLIAM--TAKE ME TO HIM.



I WISH I COULD JAMES, BUT I CAN'T. YOU LEARNED HOW TO SURVIVE YOUR JUNGLE--I LEARNED HOW TO SURVIVE THIS ONE.

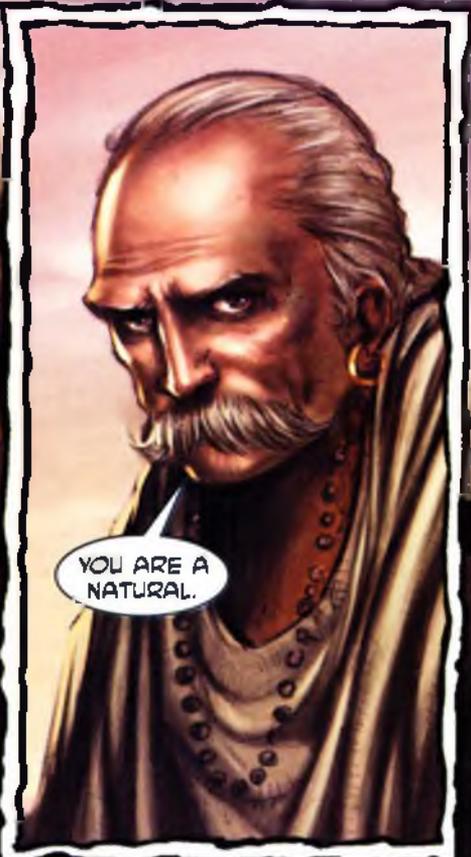


GOODBYE.





THE PHYSICAL ART IS SIMPLE JAMES. IT JUST TAKES PRACTICE.



YOU ARE A NATURAL.



GREAT INSTINCTS.



A WARRIOR.



IT'S YOUR EMOTIONS THAT ARE YOUR WEAKNESS. YOUR ATTACHMENT TO THE ONES YOU LOVE AND CAN NOT LET GO OF.



YOU'RE EASILY DISTRACTED BY ANGER AND RAGE.



IT MAKES YOU VULNERABLE.



IT WILL BE YOUR DOWNFALL IF YOU ARE NOT CAREFUL.

STAY FOCUSED,  
ENGLISHMAN.



BE PRESENT...



...BUT NOT BOUND  
TO THIS MOMENT.



STAY MINDFUL...



...BUT NOT  
UNAWARE.

IT'S YOUR FOCUS THAT  
IS YOUR STRENGTH. YOUR  
DETACHMENT FROM ALL  
THINGS, ALL PEOPLE,  
ALL TIME.



YOU MUST STAY ROOTED  
IN GRACE AND BALANCE.



IT MAKES  
YOU POWERFUL.





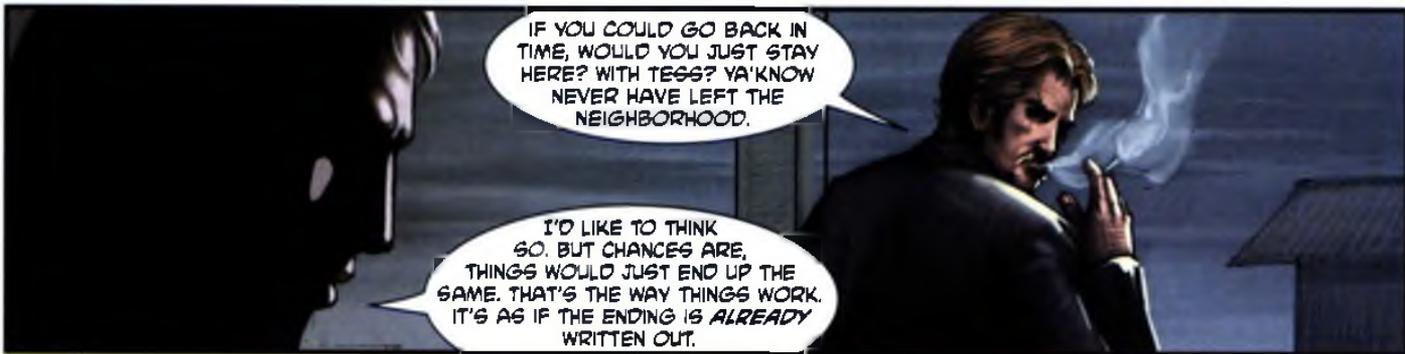
LATER.





IT'S A NICE LITTLE NEIGHBORHOOD, ISN'T IT?

IT'S ALRIGHT.



IF YOU COULD GO BACK IN TIME, WOULD YOU JUST STAY HERE? WITH TEGG? YA'KNOW NEVER HAVE LEFT THE NEIGHBORHOOD.

I'D LIKE TO THINK SO. BUT CHANCES ARE, THINGS WOULD JUST END UP THE SAME. THAT'S THE WAY THINGS WORK. IT'S AS IF THE ENDING IS *ALREADY* WRITTEN OUT.



WELL THE ENDING WITH TOWNSEND IS NOT WRITTEN OUT YET, JAMES. YOU CAN STILL GET AWAY. I'LL TELL HIM I COULDN'T FIND YOU.

HE WOULDN'T BELIEVE YOU, BROTHER.



PLEASE, JAMES. DON'T DO IT.



IT'S TOO LATE NOW, WILLIAM...

"...IT'S ABOUT  
MUCH MORE THAN  
JUST HIM AND ME."



TO BE CONTINUED.

# INTERVIEW WITH ANDY DIGGLE

**Q:** *Tell us a bit more about this Gamekeeper and some of the other characters that inhabit the series.*

**A:** The main character is Brock, the Gamekeeper, who's something of an unknown quantity to begin with. We deliberately don't reveal too much about him or what makes him tick—all that's apparent at first is that he's not exactly what you'd call a "people person." He's much more at home in the wild, more in tune with nature than other human beings.

The story begins when Brock takes in a young runaway he's caught trespassing on the estate where he works, which is owned by Jonah Morgan, a rich, old Scottish academic who shares a dark secret with Brock. They were both damaged by something that happened in the past, and have been unable to move on ever since.

Then, out of a clear blue sky, their dark past comes calling again. As the action begins to escalate in the present, we begin to flash back to the past to fill out Brock's back-story and learn what brought him here in the first place. It's brutal, bloody stuff.

**Q:** *When we first talked about Gamekeeper, you mentioned that the series involves "a killer who's more in touch with the natural world than he is with his own humanity." That's very intriguing. Talk about the themes that idea allows you to explore in Gamekeeper.*

**A:** It's all about second chances. A damaged man who thought he'd lost everything—including his sense of his own humanity—finds himself at a crossroads. He has become closed off from the world, shut down emotionally. So, when dark forces from his past resurface in the present, there's a danger he'll go completely over the edge—but there's also a chance of salvation, a second chance that he never dreamed might be possible. So, it's about revenge, regret, and the possibility of redemption.

**Q:** *What is it about Gamekeeper that made this project a compelling one for you? I'm guessing the opportunity to work with Guy is a no-brainer.*

**A:** Right. The chance of working with Guy Ritchie was the unique selling point for me, no question. *Lock, Stock and Snatch* reinvigorated the British film industry like nothing else in years. That and the fact that they wanted a mainstream contemporary

thriller, which is just my cup of tea. Zero spandex.

**Q:** *With so many people behind Gamekeeper—whether it be Guy, Virgin Comics, your artist, yourself—this could be a very challenging project for anyone on the creative side. What's the creative process been like thus far? And what sort of say does Guy have on this book? Does he have final script approval?*

**A:** I was initially wary about getting into a "too many cooks" situation, with the various interested parties all wanting to throw their two cents in. The kind of situation where you try to please everyone and end up pleasing no one, including yourself. But we agreed that all feedback and discussion would be filtered through my editor, MacKenzie Cadenhead, who has done a wonderful job of distilling and focusing any competing voices into a single clear vision.

So, yeah, while I imagine Guy doubtless has some kind of script approval, I've been given a very great deal of freedom to tell exactly the kind of story I want to tell. I guess that's why they wanted me for the job in the first place—they figured my "voice" would be a good fit for the project. To paraphrase Terry Gilliam, "If you cast it right, you don't have to direct."

**Q:** *Once your story is written, how involved and how much input will you have once the art starts coming in?*

**A:** I always like to do a final dialogue rewrite once I've seen the artwork, just to make sure word and image marry up as smoothly as possible. Beyond that, I guess I'll just have to wait and see!

**Q:** *What does your artist, Mukesh Singh, bring to a project like this? Of what you've seen thus far, what do you think?*

**A:** His work on *Devi* has been slick and stunning, and he's loosening up his style for *Gamekeeper*. His design sketches have a wonderfully gritty, somewhat European flavor to them, which suits the tone and subject matter of the story perfectly. I can't wait to see him start bringing the story pages to life.

SNEAK-PEEK OF  
GAMEKEEPER #1



IS IT DONE...?

AND DUSTED--STABLE'S GONE UP LIKE GUY FAWKES NIGHT. THE HORSES, THOUGH, THEY'RE STILL IN THERE...

CHRIST, I NEVER KNEW THEY COULD MAKE A SOUND LIKE THAT.



FOCUS. EMERGENCY SERVICES--WHAT'S THEIR E.T.A.?

THEY MUST BE AN HOUR OFF, EASY; IT'S THE ARSE END OF NOWHERE OUT HERE.

AND THE MAIN HOUSE...?



BURGLAR ALARMS HAVE ALL GONE DOOLALLY, AND EVERYONE'S OUTSIDE FIGHTING THE FIRE.

IN OTHER WORDS, IT'S WIDE OPEN.

GOOD WORK.

ALRIGHT, MEET US AT THE RENDEZVOUS POINT..



IT'S TIME.

**SNEAK-PEEK OF  
GAMEKEEPER #1**

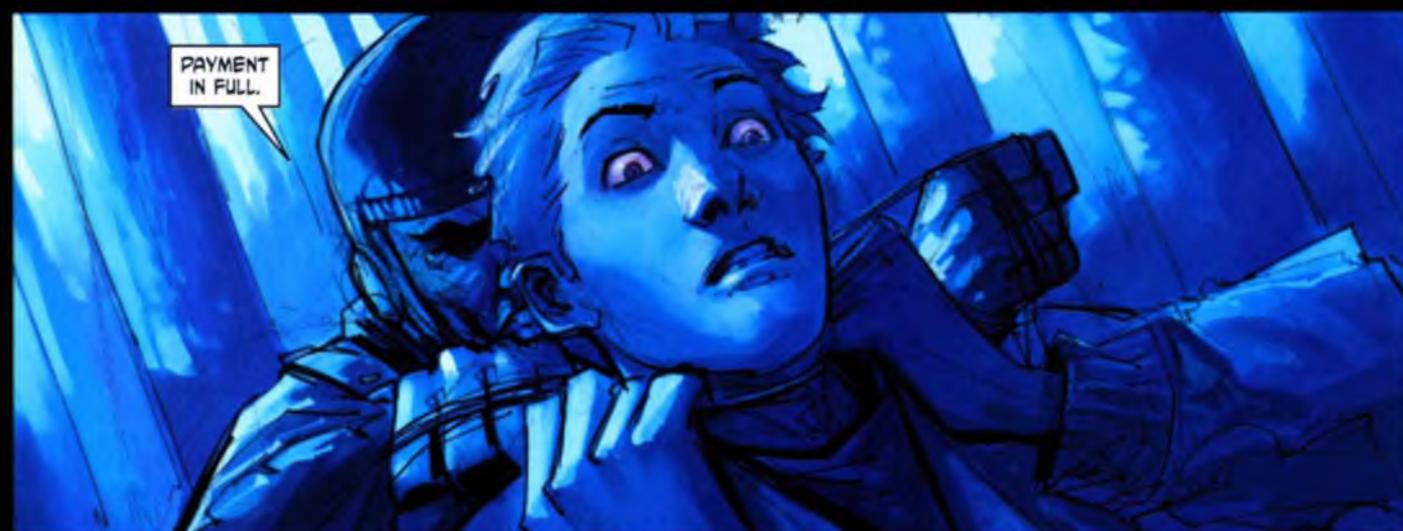


ALRIGHT, I'VE DONE  
IT JUST LIKE YOU SAID.  
NOW WHEN DO I GET  
ME MONEY...?

RELAX, SUNSHINE.  
YOU'LL GET WHAT'S  
COMING TO YOU.



PAYMENT  
IN FULL.



**SNEAK-PEEK OF  
GAMEKEEPER #1**



AMATEUR.

BRAVO TEAM,  
SIT REP.

CHARLIE?

ROGER THAT.  
GO FOR IT.

REAR  
PERIMETER'S  
SECURE.

STANDING BY.  
READY TO GO IN.

TAKE THE PRIMARY ALIVE  
IF YOU CAN. EVERYONE  
ELSE IS COLLATERAL.



ROGER THAT,  
ALPHA.

ALRIGHT GARRETT,  
IT'S GAME TIME.

GARRETT...?



MMNG--!



SNEAK-PEEK OF  
**GAMEKEEPER #1**



IN THE HOUSE.  
HOW MANY?

TH-THREE--



HHKK



ALPHA TEAM,  
WE'RE IN.

ALPHA, YOU  
COPY...?



TO BE CONTINUED IN **GAMEKEEPER #1**  
ON SALE MARCH 2007!



ISSUE 7

# THE Sadhu



IN PRODUCTION TO BE FILMED AS A MAJOR  
HOLLYWOOD MOTION PICTURE STARRING **NICOLAS CAGE** AS THE SADHU.

CHOPRA | MANIKANDAN

**ON STANDS APRIL 2007**

*This one's for you, my friend*

*"Say not in grief 'he is no more' but live in thankfulness that he was"*  
*- Hebrew proverb*

In Memory Of Our Dear Friend

PUCKINFL

August 30, 1978 - February 21, 2007

Be At Peace



THORAST, W