

WARHAMMER
FANTASY
ROLE-PLAY

DEVELOPER DIARY



Welcome to the fifth edition of our Dev Diary!
A new PC has joined the party.

We are delighted to introduce Pádraig Murphy, Cubicle 7's new Warhammer Fantasy Roleplay producer. Warhammer had a formative impact on Pádraig's love of gaming, and while wargaming and boardgaming have always held his interest, RPGs are his most enduring passion, Warhammer in particular. His first time GMing taught him the necessity of every barkeep in the Old World having a loaded crossbow to hand, and he hasn't looked back since.

With over 14 years working in the publishing and print industry, alongside his project management and graphic design experience, Pádraig's expertise is a real boon to the company. His experience on the committee that set up Itzacon, a gaming convention run by the Fantasy and Science Fiction Society of NUI Galway, combined with Pádraig's love of gaming and RPG knowledge has already created an impact on the team. He also helped write the first Irish language RPG scenario!



Pádraig Murphy



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Hi All,

I've been involved with Roleplaying games since I was 14, playing out of a dinghy scavenged room after hours in school. My very first game? A copy of the first edition of WFRP, the pages so read and reread that it had to be punched and rebound in a school binder. I have very fond memories of the game, and was blown away by Cubicle 7's release of the fourth edition — it's not often that reality lives up to nostalgia, but Dominic and the team absolutely delivered.

Imagine my enthusiasm then when the chance to work on WFRP came up! I've worked on print at just about every level: everything from flyers to international magazines so when the opportunity arose to combine my love of RPG with my industry background, I couldn't resist. I am really delighted to be joining the team, and look forward to working closely with Graeme Davis and many of our talented RPG writers. I hope that through these Dev diaries I can share a little bit of my own excitement to highlight what's been going on behind the scenes and also provide a glimpse of what is coming down the line. As you know, *Enemy in Shadows*, the first PDF of *The Enemy Within*, was released last month to great acclaim. The tremendous response and positive feedback from the community has been crucial with finalising the print version of the book. This will be winging its way to our printers shortly. The current PDF release will be updated as well.

The *Enemy in Shadows* companion book is well underway, with a PDF release imminent. The companion books contain a distillation of many years of wisdom, optional rules, and advice for running the *The Enemy Within* whilst maintaining classic WFRP humour. There are a selection of new NPCs to help keep the Characters on track, or to absolutely ruin their plans if they've been having a little too much success. We delve more deeply into travel in the old world, and take another look at a certain cult we all know and love. We've even managed to include a couple of extra classic scenarios and encounters in there!

What else is on the horizon for WFRP? Taking centre stage is *Death on the Reik*, the next book in the *The Enemy Within* series. The first art commissions have started to roll in; doing a fantastic job of bringing Graeme Davis's excellent writing to life. Working with such talented artists is a treat. Check out Dev Diary #4 for more on two of our in-house artists, Jonathan O'Donoghue and Sam Manley. We also have another fantastic *Ubersreik* Adventure on the way — so watch this space. Those of you asking for a print version of these entertaining adventures might just get your wish — more on that soon.

With that, I'll sign off and get back to work! I'm very aware of the huge promise and expectations that go hand-in-hand with Warhammer Fantasy, and I am passionate about making the line the best that it can possibly be. Luckily for me, excellent foundations have already been laid, and a host of unbelievably talented artists and writers are contributing their work every day. Dominic McDowall, CEO of Cubicle 7 and co-designer of WFRP, will also be continuing to provide his valuable input. (His desk is right across the office, he can't possibly escape me.)

Pádraig





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Art Sneak Peek!

The Jabberslythe

Among the most terrible of beasts to haunt the forests of the Old World, it's said that all those who gaze upon a Jabberslythe invariably lose their minds. Given that, you have to wonder what sort of artist would choose to paint one...

Destinations & Directions

An unfortunate disagreement on naming rights between the villages of Delbren and Delberz left two dozen locals dead, and the aftermath has confused travellers ever since.

Art by Sam Manley



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Cover Design for Enemy Within

Rachael Macken joined the Cubicle 7 team earlier this year as a Graphic Designer focusing on Warhammer. With years of experience in branding, design and print combined with an amazing imagination and a love of games, Rachael has made a great addition to our growing team. Her creativity, detailed research and imaginative flair really shines through in these striking covers.

Hi All,

I have always loved art, even as I was a child, I loved to draw and paint. As a teen, I found myself drawn to darker fantasy art, such as skulls, dragons and demons. In my spare time I doodled tattoo-style art and monochrome designs. I love to learn new things, especially if they have an artistic element. I studied Web Development and Graphic Design in college. In my first year I got an intro in Gaming and loved it. Since then, I've always wanted to get into the industry. Needless to say, I jumped at the opportunity with C7, and took an instant liking to the WFRP style. Skulls, spikes and fantasy, what's not to love!

Enemy in Shadows Book Cover design:

I was really excited to finish the design for this book, to work on a skull moon is not something I've done before — so bring it on! The artwork was beautiful, however, it was too detailed for foil-print finishing. The main brief was to simplify the design, using the concept of tarot cards, and create on a different colour palette that would complement both book covers (Enemy in Shadows and Enemy in Shadows Companion). Having 'fresh eyes' on these designs was a great advantage, in my mind, as I was able to look at it from a realistic point-of-view, while maintaining the fantasy element. My main aim was to limit the amount of colours, focus the eye on the artwork and away from the border. The cool tones of the purple perfectly complement the warmer hues in the sickly-green and golden-yellow.

Part 1: Enemy in Shadow: Morrslieb

As a WFRP novice, I didn't know much about the Chaos Moon and what 'it' represented. I went through old and new books, and bombarded the team with questions, as well as fan-pages for references on Morrslieb. I discovered that Morrslieb is one of two moons. It's made of warpstone hence the sickly-green colour. It's the dark twin of Mannslieb with an erratic cycle. Sometimes a skull crater like face appears on the moon — a portent to misfortune.

While reading these dark and fascinating facts, my mind was exploding with crazy designs (some a bit too crazy as usual), but one that would be amazing for this book cover. I liked elements of the Chaos moon from version 1, so I created this evil skull face, with a sickly warm-green colour with lights and darks shades, to create depth without too much detail. For the valley, I used various natural landscapes, such as the Canadian Rockies, etc. I wanted to show the sharp coldness in the mountains (in a cooler purple) with an almost natural-looking 'glow' from the Chaos Moon for where these rituals happen.

Part 2: Enemy in Shadow: Ace of Hammers

Ace of Hammers, the Enemy in Shadows Companion cover, was particularly interesting for me to work on. This weapon was originally a dwarfen hammer that was gifted to Sigmar in a battle against Orcs. (Huh? well, that statement went completely over my head.) To understand how to best illustrate this 'dwarfen hammer', I needed to continue my in-depth research. (Again annoying the team with hundreds of questions.) This involved many questions on the hammer's provenance; a quick course on Sigmar, and the history behind the barbarian king.

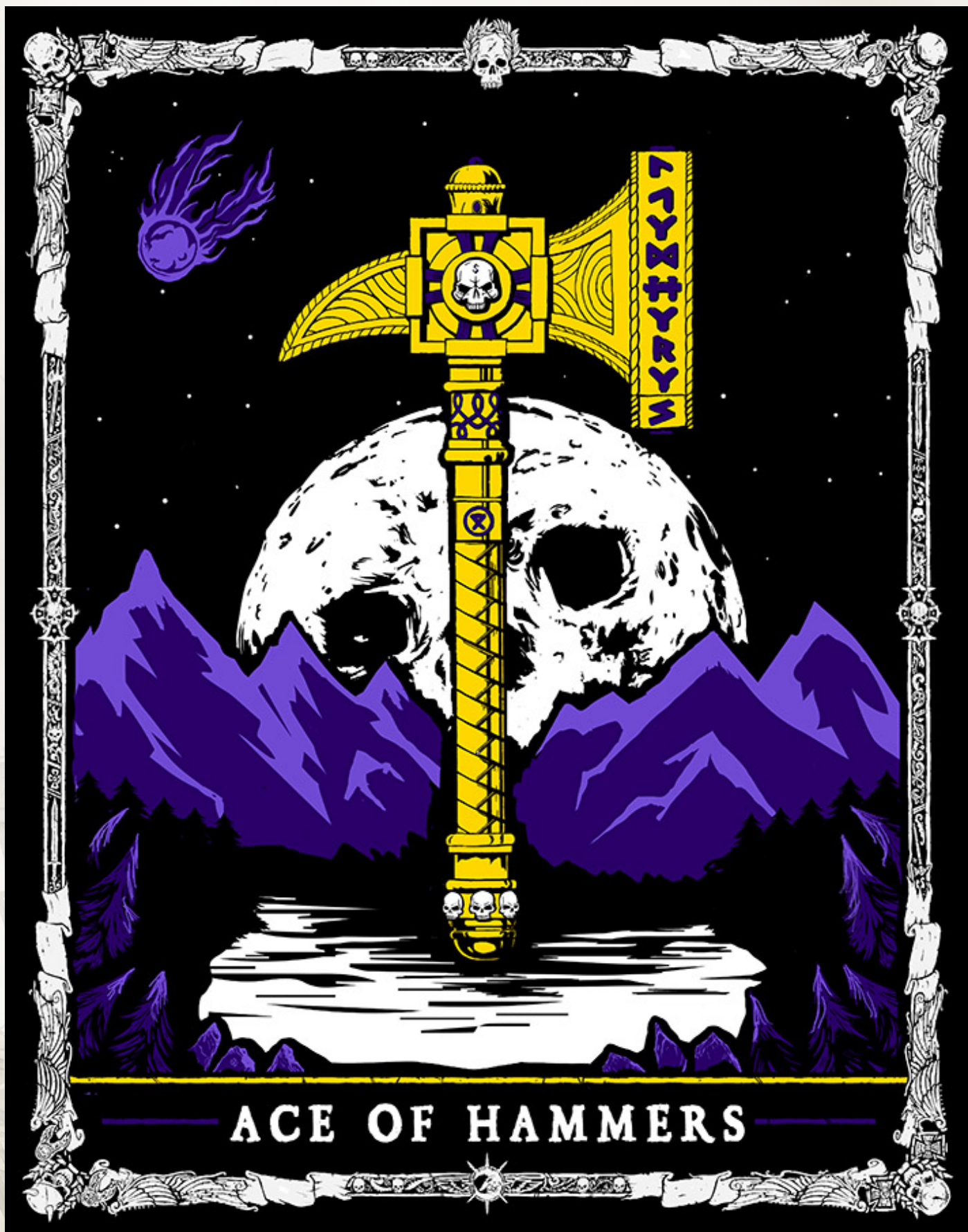
Armed with new information and my new-found knowledge that Sigmar is basically the 'Good Guy', and my understanding that this special hammer was to signify the triumph over 'bad' or 'evil'. So, I decided to make the hammer the star of the show. I chose a golden-yellow colour (makes sense, right?) and the cool purple from EiS to 'tie' the covers together.

For the valley, what I had in mind was the 'Blackfire Pass'. After the victory, there was almost an alliance between Sigmar and Dwarfs, so, was it peaceful? I thought the lake surrounded by trees and rocks would give a settled feeling to the image. But I thought, if there is blackness in the sky, how would you see the lake? Hence the moon's position over the lake. Using this concept, along with the team's help, I thought alright, let's WFRP this moon... More skulls? Yes, please!

Rachael.



Work in progress, final product may change.



Work in progress, final product may change.

We are delighted to finally introduce you all to Pádraig and we hope you enjoyed the cover art update from Rachael's perspective. We look forward to sharing more on the finishes and effects we have planned for the Collector's covers shown above - from silver foil to spot UV as we get closer to print. We would also love to hear your suggestions on what you would like to see in future Dev Diaries over on our social media channels!

Myself and some of the team visited Warhammer World in the UK last week and thoroughly enjoyed our time there - check out the pics below!

Until next time!

Dom McDowall



Photographed: Emmet Byrne, Zak Dale Clutterbuck, Pádraig Murphy, Dominic McDowall, Ceire O' Donoghue

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