

WARHAMMER
FANTASY
ROLE-PLAY

When Shadows Lengthen



DEVELOPER
DIARY

WELCOME TO DEV DIARY SEVEN!

We have been a bit quieter of late as we focused on getting the last tweaks to volume one completed and sent to print, but we can confirm that as we write this update the print machines are hard at work! We look forward to getting the physical copies into your hands. It looks amazing! We will update you as the print process continues and we have more information on pre-order release dates.

The Collector's edition takes a little more time to finish as there are additional elements you can see in the mock-up below:

- ☠ Matt-black cover
- ☠ Silver foil for the border, moon, lake, stars, worshipers, book title and book number on spine
- ☠ Spot UV for other elements, including the book title on spine.

The text blocks (all the pages, without covers) of the Collector's editions are currently being transported to the factory that will colour the edges of their pages before being returned to our printer for binding.



We are currently focused on **Death on the Reik**, the second part of the **Enemy Within Campaign**. The art is almost complete, and will be entering layout shortly with the **Companion** following soon after. **Death on the Reik** is loved by many fans so care has been taken to ensure the art does justice to the memorable places and moments in the campaign. The very talented Ruslan Skifonich, a new addition to our art team, has done a fantastic job illustrating one such scene, exclusively revealed below. The Characters may live to regret stopping by the signal tower, but in my experience few players do!



The **Companion** features many interesting items which will appeal to veterans and newcomers alike. The river trading rules have received a modest update to make things a little smoother, and some time and attention has been given to river encounters of all sorts. We may be biased, but we feel that the **Companion** volumes provide a lot of useful content for any campaign, not just the **Enemy Within**.



We wanted to share a captivating extract Graeme Davis wrote that is not in the latest version of the **Enemy in Shadows Core** book or **Enemy in Shadows Companion**. It's from the original 1986 publication of **Shadows Over Bögenhafen** (the second part of the new **Enemy in Shadows**). It's a thrilling prelude to the dramatic events that occur in the **Enemy in Shadows**. Fans of Johannes and Gideon's dysfunctional dynamic will enjoy this gripping exchange, which is also a perfect example of foreshadowing. The dialogue is atmospheric and the tension is palpable. It's a cautionary tale to WFRP fans to never enter into a deal you can't deliver, it will always come back to haunt you, even if it was made seven years ago...

SHADOWS LENGTHEN

'Your time runs short, Johannes.'

The merchant looked up from his desk, and met his cousin's mocking green eyes in an even stare.

'Gideon,' he said, with an edge of impatience to his voice, 'You don't honestly think it had slipped my mind.' Gideon reached out a languid hand for the goblet of red wine which stood on the desk.

'Seven years,' he purred, looking reflectively into the dark surface of the wine. 'We've come a long way together, you and I.'

Johannes closed his book with a slap. 'Spare me your rosy memories!' he snapped. 'I don't care to think how often you've recited them. 'You were a forgotten second son when we met,' – he mimicked Gideon's drawling tones with biting sarcasm – "Now you have wealth, power: everything I promised you." 'I'm sick of hearing it, Gideon, so save your breath.'

'Forsooth, sweet cuz,' chuckled Gideon, 'Methinks the nearness of payment puts you out of humour!' He used the idiom of formal tragedies deliberately, as he knew that it would irritate Johannes.

'Besides,' he continued, 'It's not as though you'll be making payment out of your own pocket – so to speak – or do I detect remorse? Really, Johannes, I hadn't thought you such a milksop.' He chuckled again at the other's obvious irritation. 'I grant you, had human nature been otherwise, your position might have been more difficult, but it's comforting to know that one can always count on greed. Your plan is flawless, my dear, brilliant cousin – sheer poetry. What can possibly go wrong?'

'Nothing,' Johannes replied between clenched teeth, 'Sigmar willing.'

'Now, Johannes,' said Gideon, half-mocking and half-reproving, 'you really should know better than that. He can't help you now.'

Johannes made no reply. Seven years had taught him there was no way to win when Gideon was in one of these moods.

ON THE EVOLUTION OF A CERTAIN WIZARD AND HIS TROUBLESOME APPRENTICE

In a recent discussion with a friend and veteran of **The Enemy Within**, I was reminded that not every GM will run every character in the same way. While, to me, Hans-Peter Schiller is something of a side character with rather little 'screen time'; my friend (who played Heironymus Blitzen's other apprentice) considers him a bitter rival and all-round terrible human being. Which of us is closer to the truth, I'll leave it up to you to decide...

Below are some exclusive images showing the evolution of artwork style of the characters Heironymus and Hans-Peter over the years. The talented artist Giacomo Tappainer has done an excellent job of updating the style and design, whilst preserving the rather wonderful character of the original portraits. Giacomo's impressive artwork has already been featured in **The Enemy Within**. It's a perfect complement to Graeme's writing, lifting his memorable characters off the page.

- Pádraig

