

# WARHAMMER® FANTASY ROLEPLAY™



## SIFTING THROUGH SHADOWS™

SUMMER 2010-SUMMER 2011  
WARHAMMER FANTASY ROLEPLAY RELEASES



# A BRIGHT FUTURE FOR THE GRIM DARKNESS

Before we take a look ahead at the exciting future in store for *Warhammer Fantasy Roleplay* ("WFRP"), we'd like for you to take a moment to look at this edition's successful present. It's been great to see the reception WFRP has received since its launch in the fall of 2009. The responses to our design philosophy and high quality production have been very encouraging, and we've already had to order additional printings of several WFRP releases.

We really enjoy reading session reports and comments from players discussing the campaigns and adventures their characters have undertaken. It's great to see how excited players become when interpreting their dice pools, even narrating their own failures and fumbles. We love the vivid descriptions a GM provides about a scene as he slowly pushes fortune and misfortune dice forward to reinforce the tangible effects the story has on gameplay. Most encouraging have been the many stories describing how the WFRP system made it easier for someone to get back into the roleplaying hobby, or easier to introduce roleplaying games to new players.

Since its release, the fan community across the internet has been vocal. Players are excited to see new content, new rules, and to pick each others' brains for ideas and suggestions on running a campaign or tweaking a house rule. There's also been a lot of great feedback and constructive criticism from the community on ways the game can be improved and made more accessible.

## NEW TO WFRP?

For new players looking to get into WFRP or people curious about its innovative design and mechanics, the *WFRP Core Set* is the perfect entry point.

The WFRP Core Set includes the main *Warhammer Fantasy Roleplay* rulebook, books dedicated to magic and religion in the setting, and the *Tome of Adventure* for Game Masters, complete with an introductory adventure.

Also included are more than 350 cards covering actions, wounds, insanity, miscasts, talents, special abilities, 36 custom dice, and dozens of standups and components to make managing the game easier, so players and GM alike can focus on playing the game and exploring the Warhammer Fantasy setting in a whole new way.



As you read over this release schedule, you'll see that WFRP has a lot of new products lined up. We think you'll love what's coming. Of special interest are the three hardcover *Guide Books* that will release before the end of the year. We're very excited about placing *The Creature Guide*, the *WFRP Player's Guide*, and the *WFRP Game Master's Guide* into the hands of WFRP players.

These diligently crafted books are destined to be indispensable tools for both new and existing players as they include comprehensive gameplay examples coaching players in taking full advantage of WFRP's novel game system, useful tips, improved rules organization, improved methods for using and tracking monsters and encounters, as well as complete reference tables of careers, spells, actions, blessing, and options from all WFRP 3rd edition releases up through the soon to be released *Signs of Faith*.

In response to fan feedback and requests, the *Guide Books* will also provide players with the option to play WFRP either with *or without* components! By providing all the guidelines and rules needed to play using just the books and the custom dice, players that wish to engage in a more traditional roleplaying experience will have the ability to do so.

While the *WFRP Core Set* remains the ideal entry point (and perhaps the best value in gaming today) for new groups to get started with WFRP, many existing groups have contacted FFG requesting more efficient ways of adding new players to their already-active group, providing these new players with the necessary components to fully realize their character.

To this end, FFG will be shipping three new products, each being a companion product to the three *Guide Books* mentioned above. These products give players and GM's access to additional core tools such as action cards, career sheets, character standups, and creature cards. The *Player's Vault*, the *Game Master's Vault*, and the *Creature Vault* will be available around the same time as the *Guide Books*.

As you read the following pages and learn more about the upcoming products, I hope you're as excited as we are about the future for Warhammer Fantasy Roleplay.

For Sigmar!







This booklet is an overview of the Warhammer Fantasy Roleplay release schedule for Summer 2010 to Summer 2011. Inside, you will find a brief correspondence between Hilde Krämer, a gifted Celestial Wizard, and Gerard Dahlmer, a devout Priest of Morr. Through their correspondence, these two discuss their visions of the future. For more information about upcoming Warhammer Fantasy Roleplay releases, visit us online at [www.FantasyFlightGames.com](http://www.FantasyFlightGames.com).

Gavius Klugge, our notorious guide through the world of shadows has gone missing! None of his outside colleagues have seen him in days, and those within the Grey Order refuse to comment on the situation. He has been known to disappear during his apprenticeship, but he is not a man to slight on his responsibility as a Grey Wizard. Something foul is afoot.

This comes at the worst of times, as Herr Klugge's insights on matters of portents and omens can be invaluable (when his riddles are adequately deciphered) during times of gathering doom.

And doom is indeed gathering. A recently discovered correspondence has revealed that. Fortunately, the words contained within these pages are slightly less shadowed than those of Herr Klugge's—yet shadowed they remain. Read the pages yourselves, and prepare for what is to come.



*Herr Dahnmer,*

*I write you in regards to the absence of our shadowy compatriot, Gavins Klugge. It has been several days since I last met with him, and I cannot shake the feeling that his last words to me hold some profound riddle that hides the truth of his disappearance. Regardless, I would like to share my feelings with you, and perhaps together we can shed light on the darkness ahead.*

## The Creature Guide

Available Fall 2010

\$29.95 MSRP



The Old World is brimming with all manner of adversaries, be they human, greenskin, forest spirit, or otherwise. With *The Creature Guide*, GMs can expand their library of NPCs and creatures to add more flavour to their campaigns. This hardcover book features background, stats, and adventure seeds for various people and monsters that can be found throughout the Old World.

This supplement is the first in a series of products to feature a new, user-friendly format for *Warhammer Fantasy Roleplay*, with all the information you need included in this easy to reference hardcover book.



Prior to his recent departure, Gavius had grown increasingly interested in the gathered bestiaries of the Colleges of Magic. He had missed many meetings with us on account of his frequent musings over old collections of beasts both fabled and feared. I would not find this altogether curious if he had not gone missing soon after such an affair. In addition, he wrote to me of creatures that I am convinced are works of his own meandering fictions. Rat men? Truly? To think someone in this day and age could believe in such myths.

Our last meeting was curious indeed. He came to me, speaking more rapidly than he is accustomed about the inadequacy of our libraries. Many times he emphasised the importance of knowing our foes and being prepared should they openly advance on the Empire.

Needless to say, I am admittedly worried about Herr Klugge's disappearance. I shall consult the stars vigilantly, and I would ask that you search your dreams for a possible explanation for our friend's mysterious infatuation with the creatures of the Old World. Perhaps your hazy dreams will hold answers that the heavens deny me.

Sincerely,

Hilde Kramer,  
Wizard of the Celestial Order

## Creature Vault

Available Fall 2010

\$39.95



Featuring cards, sheets, and other components that supplement the *The Creature Guide* hard-cover book, this expansion provides GMs with a new way to build and run encounters. By transferring creature and NPC information from charts and spreads in a book to handy cards and sheets, the *Creature Vault* provides a new tactile and visual way to create and manage encounters, as well as reference creature stats and background information on the fly.

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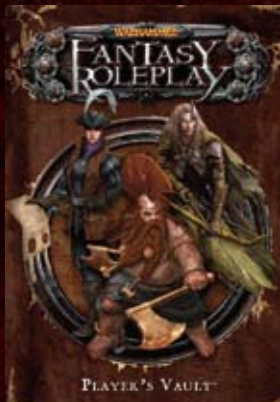
[www.FantasyFlightGames.com](http://www.FantasyFlightGames.com)



## Player's Vault

Available Fall 2010

\$39.95 MSRP



This supplement contains the key player character focused components from the *Warhammer Fantasy Roleplay* core set, packaged in a sturdy storage box. Featuring the cards, tokens, and career sheets that complement the information provided in *The Player's Guide*, the *Player's Vault* supplement is a great entry point into *Warhammer Fantasy Roleplay*, and the perfect way to expand your game to include additional players.



## The Player's Guide

Available Fall 2010

\$49.95 MSRP



Following the new format introduced by *The Creature Guide*, the *Player's Guide* presents all the information a player needs to play *Warhammer Fantasy Roleplay*. This hardcover book contains the rules and gameplay information from the Core Set—expanded, updated, and clarified—as well as some previously unreleased material. With hundreds of pages of information—including a handy reference for all actions and talents in the game—the *Player's Guide* is the perfect place to begin your adventures with *Warhammer Fantasy Roleplay*.

*Frau Krämer,*

*My humblest apologies in the delay of my reply. I have been hard at work collating everything our colleague Master Klugge has written to me over the years - a dizzying task, I'm certain I don't need to tell you. I was interrupted from my work by a most vivid dream, whose contents I have done my best to illustrate in the margin to the right of these words - how fortuitous that I had handy the very paper reply when I fell asleep! I sense Morris' hand in that.*

*You will, of course, have great difficulty in interpreting my scribbblings. Let us charitably assume that your difficulty stems from my limited talents as an artist rather than your hidebound reliance on the heavens as a fortune-telling tool, which blinds you to the subtle symbolism of dreams.*



*Your insights, my friend, are interesting, of course, but ultimately little more than images and speculation.*

*In the interest of academic curiosity, I have appended my observations and calculations from the night of your dream - my own marginalia for your amusement. Perhaps we can find a common thread?*

*Much thanks for forwarding copies of Herr Klugge's writings. I had much of it already, but so collected, it is invaluable!*

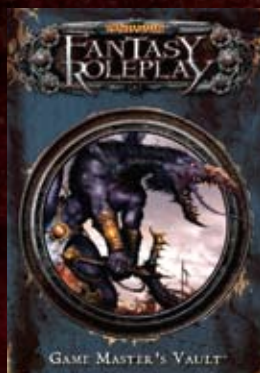
*With thanks,*

*Hilde Kramer,  
Wizard of the Celestial Order*

## Game Master's Vault

Available Fall 2010

\$29.95 MSRP



The *Game Master's Vault* contains the cards, tokens, and sheets to supplement the information found in the *Game Master's Guide*. Armed with these resources, game mastering *Warhammer Fantasy Roleplay* is now easier than ever.

## The Game Master's Guide

Available Fall 2010

\$39.95 MSRP



Using the same handy format as the *Player's Guide*, the *Game Master's Guide* presents all the Game Master information from the *Warhammer Fantasy Roleplay* Core Set in book form, as well as detailed information and background on the roles of religion and magic in the setting.

This hardcover book features GM advice, encounter and campaign management information, and additional rules to help the Game Master build his adventures. It also includes handy references to the mutation and corruption rules, as well as charts and tables featuring critical wounds, insanities, miscast results, and other randomised game effects. This book is a must-have for any aspiring *Warhammer Fantasy Roleplay* Game Masters.





Frau Krämer,

Since my last letter I have had no further dreams concerning Herr Klugge himself, but I have made inquiries amongst my brethren and the pilgrims who pass by on the road outside. I have no reason to believe that Klugge is in any danger - or I should say, an unusual amount of danger, given that he is Gavius Klugge. I have every confidence that he shall return within the fortnight and immediately set pen to paper to write a new bestiary, if he finds ours so inadequate. I've half a mind to write the chapter on the living dead myself.

However, Morr has shown me darker things on the horizon as well. The witch hunters are stirring, questioning after the rumours of a witch loose in the Empire. Perhaps this is something you overlooked in your observation. Of the heavens, surely on account of your concern for Herr Klugge, I am most certain.

My dreams have led me through lands infested by plague and pestilence, clearly tainted by Nurgle's rotting presence. I have wandered nightly, praying for Morr to reveal any sign of this rogue wizard, or their relation to the Plaguefather. But alas, I dream only of the destruction this elusive figure will surely cause if left unchecked. Rest assured, however, because for all my uncertainties, I can tell you that this foul sorcerer is of course not our Gavius Klugge. It is not the Winds of Ullgu that haunt my dreams, of that I am sure. I believe this corrupted figure wields spells of a much darker power.

A strange thing my dreams last night took me to decrepit fishing village, devoid of fish and abandoned by Manann. A shadowed figure appeared in the marshes there, singing a tragic melody that still lingers in my ears. Curious.

A word of warning, Frau Krämer: the Colleges will no doubt see the brunt of this investigation. While I have adequate faith that this witch did not come from within your order, it would do well for you to be vigilant. You know as well as I the thoroughness of a witch hunter's investigation, when it pertains to unsanctioned magic, so it would be in your best interest to keep your eyes on the stars and refrain from raising any suspicion regarding our wayward, Herr Klugge. He is no renegade, but it would be best to keep any possible kindling far from the Imperial fires.



## The Witch's Song

Available Winter 2011

\$29.95 MSRP



*The Witch's Song* is an adventure module set at the very edge of the Empire. A mysterious evil is terrorising a small town on the outskirts of Marienburg's marshland, and cries of "witch" echo through the swamp. Yet nothing is as it seems as the town's dark past begins to awaken from the murky depths of the surrounding Cursed Marshes.

Featuring lesser magicks, witches, and renegades, *The Witch's Song* is a complete adventure that focuses on the dangers of the unknown and other evils in *Warhammer Fantasy Roleplay*.

*My own investigations into these rumours have led me to believe that these wild reports have come in from the areas surrounding Marienburg. While the swamps are known to play tricks on the minds of the commonfolk out there, there may be a bit of weight to some of these horrible tales. And if only a fraction of the things I have heard are to be believed, then it would surely benefit the Colleges as a whole to send a few representatives of your own to investigate before the witch hunters burn the entire coastline in their zealous haste.*

*Flee the raven, Frau Kramer. Dark times await.*

*Your trusted seer,*

*Gerard Dahlmer, devoted servant of Morr*





## Omens of War

Available Spring 2011

\$39.95 MSRP



Prepare for war! Introducing exciting new options for combat and warfare, *Omens of War* greatly expands the *Warhammer Fantasy Roleplay* experience. This third instalment in the *Ruinous Power* cycle allows players to further customise their characters by incorporating new fighting styles and mounted combat, while exploring military campaigns and battles across the Empire.

*Omens of War* also introduces the *Ruinous Power of Khorne* and his minions, as well as provides a complete adventure that will pit players against the machinations of the Blood God.

Herr Dahlmer,

The Imperial Cult of Sigmar had already come and gone by the time I received your last letter. Fortunately, I had foreseen their arrival in my own readings and prepared for their presence accordingly, but I thank you for your kind intentions. Morr bless you. However, the witch hunters and their questions made me a bit curious about your dreams of late. Surely the visions that Morr sent you hold some clouded sign of the future, so I consulted the precision of the stars...

I believe the song in your dreams may have been an omen indeed. There is tragedy on the horizon, as the stars are burning faintly, giving off a peculiar luminescent glow. I followed their stellar paths to search for the meaning of Manann, but alas, he remains elusive. All that is certain is there are dark days ahead. During my gazing, I encountered something else in the sky, which I shall explain in this letter.

There is still no sign of Gavrus, which is a dire shame. I very much wish to share with him what I am about to share with you. I have gone to great lengths to keep our correspondence far from prying eyes, and I pray you have done the same. I ask that you take extra precautions with this particular message, because I am about to share with you things that I have not even shared with my superiors.

I am frightened that the things I have seen may come to pass.



*The glow of Morrslieb casts unnatural shadows across the night skies, and in its wake I have seen the shapes of skulls and serpents. Visions have since come to me of oceans of bloodshed and strife. I know these to be visions associated with the Ruinous Powers, which is why I am hesitant to approach anyone other than you about my findings.*

*Of all the riddles these portents present us, one thing can be said with certainty: war is nigh. The omens have spoken. I have heard the murmuring of political unrest and corrosive relationships with powers beyond the Empire. Corruption is weakening us from within. It is the work of Chaos, I fear, breaking our resolve and leaving us weakened before the minions of Khorne come to destroy us.*

*Think on my words. I await your reply. In deepest fear,*

*Hilde Kramer,*

*Wizard of the Celestial Order*





*Frau Kramer,*

*Consider your worries unfounded, my dear Hilde. I do believe that if you spent a single night (without craning) your neck to watch the Sky you might be able to make better sense of your readings. The Ruinous Powers are not at our doorstep, as terrible as that proposal sounds.*

*However, I have spent many hours in silent prayer regarding your fear of this 'coming war'. The results of my meditation are quite mixed. On the one hand, you will be relieved to know that war is not coming to the Empire at least not any time soon. Morr would not keep his most devoted servants oblivious at a time of such urgency. Wartime is a busy time for our order, and we require adequate preparations.*

*Yet still, war is indeed on the distant horizon, and it may still threaten to spill into the Empire. Many Morrites have flocked to the temples claiming that they dream of green-skins and bloodshed in the mountains, a curious dilemma on such a wide scale. Granted there were only three reports, but as you know this is quite a bit of traffic for a temple of Morr.*

*After reviewing these reports, I went to confide in a gruff dwarf drinking companion of mine - originally from Karak Azgaraz, mind you - and he told me about a recently renewed interest in the Black Fire Pass. Apparently the dwarfs of Karak Azgaraz have sent a small band of scouts into the Pass, but have not heard from them in quite some time. It has provoked all sorts of curiosity regarding Black Fire Pass, and I suspect that this is in no way a mere coincidence.*

## Black Fire Pass

Available Spring 2011

\$39.95 MSRP



Explore the legendary location of Black Fire Pass through the eyes of the stout dwarfs. As a setting of constant turmoil, Black Fire Pass presents a deeper look into this important site.

Black Fire Pass introduces an in-depth look at dwarfs, with more information about their history and presence in the Old World. Including new careers, actions, location cards, and two rulebooks, Black Fire Pass expands the options available to players and GMs. In addition to showcasing dwarf technology and rune magic, this supplement also includes a full adventure that is set in this volatile location.





*The dwarfs are quite stubborn as a whole, and they do not forget slights against their people. Only one look at the Book of Grudges will convince you that they take their affairs quite seriously. It is no surprise to me that they still hold a personal vendetta against the wretched greenskins for driving them from their ancestral home. I am convinced this is the war you have seen waging in the stars.*

*After my conversation with Herr Magnarsson (is that the correct honorific, do you think? "Herr?"), I had another vivid dream, the illustration of which I shall spare you this time. In my dream, a raven croaked and descended from the sky into a cold and windswept mountain pass. Spread all around him were the bodies of fallen warriors, dwarfs, to be sure, but twenty times their number in greenskin filth. The raven ate his fill, then took to the sky again while the sun raced to its zenith and then plunged down into darkness. At dawn, I saw the warriors, dwarfs and greenskins both, rise from their deathly slumber and resume their battle, until once more they all lay dead and the raven descended to feed. And perched on a rock across the pass from me I saw Herr Klugge, smoking his pipe and stroking his beard. He observed this eternal battle, just as I did. I am certain that he will be back amongst us soon.*

*Trust in Morr,*

*Gerard Dahlmer, devoted servant of Morr*