

The Polar Arteries

Ancient warp gates built by the Old Ones collapsed during the Great Catastrophe (-4500 IC). The Winds of Magic now bleed raw Chaos into reality, fed endlessly by mortal emotion.



The Dialysis Machines

Two dwindling races hold back the flood. The psychic Slann mage-priests in Lustria, and the High Elves of Ulthuan who maintain the Great Vortex to siphon excess magic out of the world.



Structural Failure

The Old World isn't losing a conventional war. It is failing a grueling, millennia-long structural integrity test. The dam-keepers are running out of strength.

THE WORLD IS A LEAKING DAM



THE DEFENDERS DESTROY THEMSELVES



Insight:
Chaos did not
have to break
the alliance.
Order did it for
them.

The Rejected Heir

Denied the throne, Malekith steps into the sacred flame. He is burned, rejected, and becomes the Witch King of Naggaroth.

Elven Civil War

The Elven race splits in half (High Elves vs. Dark Elves). A counter-spell sinks a third of their continent. The dam-keepers voluntarily cut their workforce in half.

The Fatal Grudge

Dark Elf sabotage provokes the Dwarfs. The two strongest civilizations exhaust their golden ages slaughtering each other over a shaved beard and engineered misunderstandings.

HOW TO LOSE A WAR

Waa?!!



Warhammer isn't a fairy tale. It is a story about finding meaning under immense pressure—choosing to lose on your feet, with a hammer in hand.

The Reality: Defeat is Inevitable

- The Great Vortex is weakening.
- The Under-Empire of Skaven numbers in the billions.
- The dark is pressing in on every side, and the End Times are approaching. Victory is a mathematical impossibility.

The Choice: The Slayer Oath

- You do not fight with the promise of a happy ending.
- You fight to choose how you lose.
- Seeking an honorable death to atone for shame, standing at the wall when the real night comes.

THE HEARTLAND UNDER SIEGE

Compass North (The Wastes)

Chaos & Beastmen. Endless tides of daemon-worshippers and mutants crashing against the frozen bulwark of Kislev.

Compass East (The Mountains)

Greenskins. Orcs and Goblins powered by a psychic, avalanche-like war-frenzy known as the Waaagh!

Compass Within (The Graves)

The Undead. Rebellious vampires and death-mages striking from the soil itself.

Compass Below (The Foundations)

Skaven. A worldwide tunnel network of ratmen gnawing at the roots of every city (officially denied as a myth by the Empire).

The Empire of Man is not fighting one war. It is fighting six wars at once, on every point of the compass, while the floor gives way.

SETTRA DOES NOT SERVE



Agents of Order.

Mortal & Defensive.

(Empire of Man, Dwarfs, Elves)

Fighting to maintain
a dying status quo.



Agents of Entropy.

Immortal & Destructive.

(Chaos, Skaven, Greenskins)

The infinite forces
wearing the world down.



breakout



The Anomaly: The Undead.

Nagash invented necromancy to conquer death, waking the mummified Tomb Kings of Nehekhara in the process.



The Undead aren't fighting for Chaos or Order. They are the past refusing to die. Led by kings like Settra the Imperishable—who is too proud to even accept undeath as a master—they ensure the Old World's siege is truly eternal.

