

The World That Was (And Why It's Dying)



Haa... Haa...
(Another grudge
to record...)

Refusal to Ally

Dwarfs lose their holds alone
during the Time of Woes.

Minor Insult

A shaved beard during
a trade delegation.

Disproportionate Vengeance

The War of the Beard.

Centuries of War

High King Gotrek kills
the Phoenix King.

The Great Tragedy

Civilization has all the pieces it needs to survive. It will simply never put them on the same side of the board.
The Dwarfs embody this: choosing a grim death over forgiving a 4,000-year-old misunderstanding.

The Empire of Man: Pragmatism & Gunpowder



Ghal Maraz:
The ancestral warhammer
gifted by the Dwarfs
when they were actually
friendly to humans.



Military Mobility:
The only way one Emperor
can respond to constant
invasions across a sprawling
territory.



The Elector Counts:
12 fiercely bickering provinces
united only by faith in Sigmar
and a shared fear of winter.

Kislev

The physical barrier in the
north. Kislev bleeds so the
Empire has time to muster
against Chaos.



Friends In Name Only: Why Order Fails



Brettonnia

The Facade: Chivalric fairy tale knights questing for the Grail, blessed by the Lady of the Lake.



The Reality: A brutal feudal hierarchy. A tiny aristocracy lives in storybook glory while downtrodden serfs do all the dying.



Wood Elves / Asrai

The Goal: Protect Athel Loren, a sentient forest ruled by King Orion and Queen Ariel.



The Reality: Zero interest in saving the world. Will commit startling violence against anyone who steps on the wrong twig.



Lizardmen

The Masters: Slann (immense psychic toad-priests).



The Reality: Cold-blooded biological castes correcting history toward an alien Great Plan. They care about the cosmic blueprint, not human survival.



The Elven Split: A Rejected Heir's Tantrum

The Baseline



High Elves (Asur) maintain the Great Vortex on Ulthuan to continuously drain Chaos magic from reality. They are exhausted and unthanked.



The Flashpoint (-2750 IC)



Malekith expects the throne. The Council rejects him. He tries to prove his right by stepping into the sacred Flame of Asuryan. It rejects him and burns him alive.



The Aftermath (The Druchii)



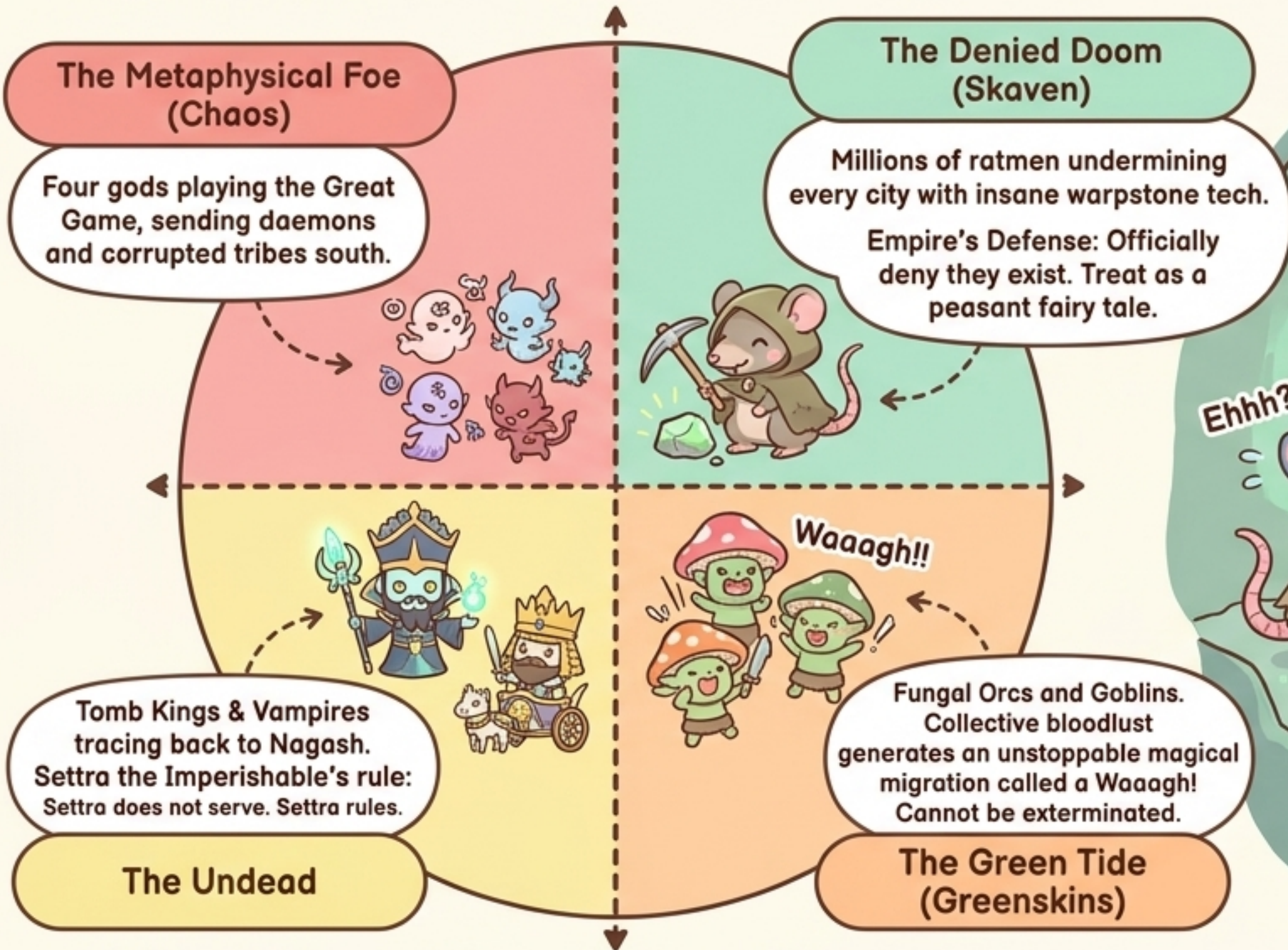
Humiliated, Malekith flees to freezing Naggaroth. He builds a Dark Elf economy entirely on murder, slavery, and worshipping Khaine—a civilization built purely to spite his homeland.



Ehh?! It burns?!
Yadaaaaaa!



The Things Waiting Outside the Door



The arithmetic says Order could win. But as long as the Grudge Books remain open, the door stays unguarded, and the world will inevitably end.