

Welcome to the Old World

A dark-medieval Europe that never was—where every historical superstition is physically true.



Standard Fantasy

Role: You play the hero.

Vibe: Wish-fulfillment.

Win Condition: Glory.

Threats: Defeatable villains.

Warhammer Fantasy

Role: You play a ratcatcher or muddy roadwarden.

Vibe: Paranoia & survival.

Win Condition: Surviving the mud.

Threats: A permanent, leaking cosmos.

The Empire of Man & Sigmar

The human empire only exists because of a single, deified warlord and a legendary alliance.



Step 1: The Miracle

Sigmar rescues the Dwarf High King from an ambush and earns Ghal Maraz (Skull-Splitter).

Step 2: The Alliance

Men and Dwarfs unite, crushing a massive greenskin invasion at the First Battle of Black Fire Pass.

Step 3: The Legacy

Sigmar vanishes into the east and is worshipped as the central god in a polytheistic pantheon.

The Great Catastrophe

The threat isn't a villain; it's a permanent flaw in the cosmos. The world is always losing ground.

The Broken Gates:

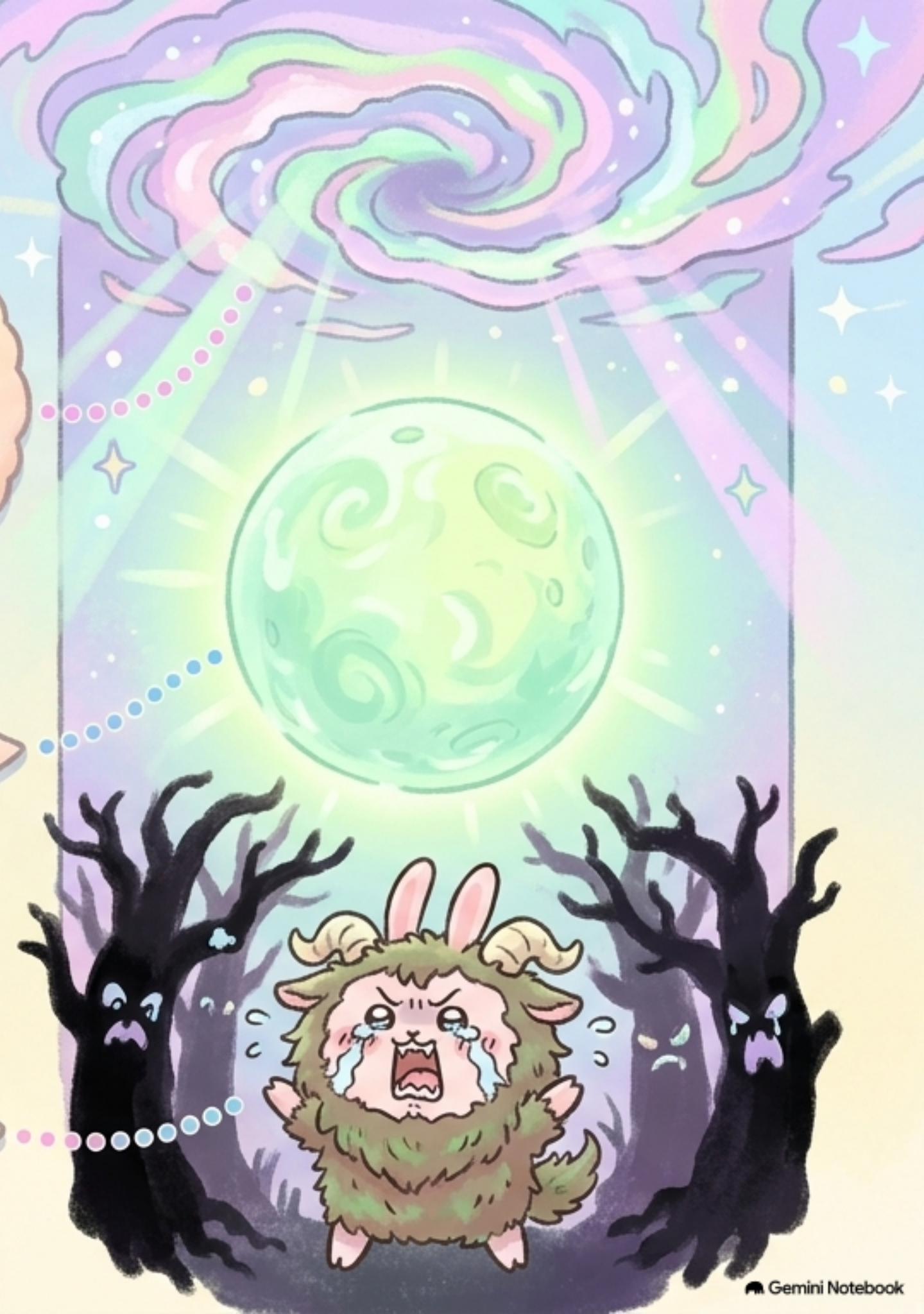
The Old Ones' warp gates at the poles collapsed, flooding reality with raw Chaos.

Morrslieb:

The sickly green second moon is actually a colossal chunk of Warpstone (solidified Chaos) that mutates everything below.

The Beastmen:

What humans become when Chaos has its way—haunting the forests of the Old World.



Magic is Weather

Raw chaos would burn a human mind. Magic is channeled by 'riding' one of eight distinct winds blowing from the north rift.



Cosmic Housekeeping

The world only survives because High Elves maintain the Great Vortex to siphon magic, and Lizardmen execute the Great Plan. Stop sweeping, and Chaos fills the room.

The Threat Below:
Millions of Skaven weaponizing
warpstone beneath human cities.



How to Kill a World on Purpose

Insight

The Chaos Gods feed on the human condition.
In 2015, Games Workshop finally let them win.

Khorne:
Rage & Bloodshed



Nurgle:
Decay & Despair



Tzeentch:
Change & Ambition



Slaanesh:
Excess & Pleasure



The End Times

Sales lagged, so the lore delivered its promise. The world
was physically destroyed to launch Age of Sigmar. Today,
The Old World exists purely as a historical snow-globe
reenactment of a doomed civilization.