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as many dead are benign and may even be deceased family members alive (so the village can be inhabited by mortals and their recently deceased living side by side) who resuscitate themselves because of the inherent magic of the kingdom. Although Shyish isn't exactly Ghyran it has many areas that are quite livable and actually even beautiful. For example, many mortals actually live inside and settle into a different afterlife in the kingdom (although one would hope that they don't get dragged to the edge as the afterlife fades into relevance). Because of this there are many independent kingdoms in the kingdom ruled as living, dead or a combination of both. However, everyone respects the power of Nagash, even if they do not directly rule them, because it claims to rule the whole kingdom (even if some areas are weaker than others). Shyish recently changed after Necroquake. Nagash's attempt to conquer the worlds backfired spectacularly thanks to Skaven sabotaging his great ritual (seriously he seemed like 0-3 against these guys). In any case, because of the contaminated ritual, the magic and soul kingdoms now move to the center, not the edge. Now as the afterlife goes its course and no longer believed is now moving towards the center of the kingdom and being destroyed in a huge whirlwind of death magic rather than moving to the edges and collapsing. The whirlwind grinds back into pure death magic in a giant swirling black hole. This has caused Nagash a lot of problems as he not only destroy his capital, but even he can not cope with the magic of death in the center completely because of the chaos tarnished in the ritual and can not use his full potential (he can only stay there for short periods to charge, but more, and even he begins to feel the spoiled death of magic copying it from each other). Otherwise the kingdom still functions as usual for the most part (with the publication of endless spells and more Nighthaunts running around). Aqshy (Fire) Edit these casts just need to love to be on patrol in a kingdom literally as hot as Nevada summer in the coldest days. Fire. Home to fiery Fyreslayers. Flaming fireterrain can range from akin to the sun's surface to being just volcanic, right down to a mix of Australia and California Phoenix country summers in the coldest regions. Although largely barren, life can flourish in this area (volcanic soil is extremely fertile). People here tend to be passionate but disrespectful to the elderly, partly because of how dangerous life is here and partly because of the magic of Aqshy. Despite Azir, Sigmar sympathizes with them as a passionate man, but understands that when it comes to Chaos, great restraint is needed. This proved particularly evident when a large group of Horne fans came from Aksha, starting with the Korgosa Hula tribe. In the Age of Chaos, Realm's drive broke, and now many float on the ether kingdom, requiring the airship or Realmgate to travel between them. Gur (Beasts) edit Gur, like any inhabited Deathworld, all wants to eat you. Lots of super-predators. Many plants are also properly carnivorous. The sea is trying to eat the earth, the Earth is trying to take bites from the sea. In the far north of Gura is a series of ice mountains called the Ice Kingdoms of Gyolla, where people live in the Scandinavian theme. So did a lot of monsters, including Merwyrm, who are being sided with destruction (wtf?!). Very similar to the wild world in the style of Conan-Barbarian, with a small cover of heavy metal album. Despite the fact that he is the god of orcs, many other races in Gura worship Gorkamorka as the god of animals and the embodiment of the kingdom. Hish (Light) Edit a kingdom full of light, yes. A place governed by symbolism, reason and order, where everything has more than one meaning and hidden symbolism. It was Tyrion and Teklys' crib until Archaon kicked their punk donkeys like an enraged host and let Tzeentch get the first dibs. Ulgu and Hish fly around each other, and when Hish covers Ulga, it becomes a day in other worlds. Slaanes is imprisoned between two worlds, Shamon is a country of ever-changing landscapes, filled with many rare minerals and alchemical mysteries. There are also strange watch cyborgs and liquid metal rivers. Although not to fear for its inhabitants, like all worlds (except Shyish now) it is much more livable to the center of the kingdom, but it gets crazy closer to the edges you go where the earth is constantly changing and strange land topography begins to occur. Tzeentch took this realm, as its secrets and shifting nature fit the chaos god like a glove - and unlike followers of the chaos of Khorne or Nurgle, his efforts still support cities and governments with talk about agriculture and fishing and shit. Thanks to Coentch's henchmen, not completely backward, this kingdom is still under the control of Chaos and has not yet seen devastating blows from other factions, as horne did in Akshi and Nurgle in Giran, outside of several key battles during the Realmgate Wars. Haradron Overlords has some of its most important skyports in this area because of the abundance of Aethergold in the region. In addition many Duardin Dispossed do they hold in this realm as its rare metals and malleable nature dress them well. There is no god who rules the kingdom officially, although it can be argued that the god Duardin Grungi is most connected with this sphere. Giran (life) Sig Sigmaru does not sniff the trees for being bigger and majestic than his tin boys. That explains the Black Seeds. Trees, trees and more trees. Alarielle and her tree-friends hang out here and do a bit of gardening. Very similar to the kingdom of beasts, with a great emphasis on life (spirit) and nature over the sharply rocky canyons and and Contrary to popular belief, the kingdom of life is not an infinite forest, but actually contains all kinds of different land parcels. However, regardless of its regional location, any area of Girana is full of life. Thus, even the desert or rocky area in Giran will be filled with desert animals and plants and will be much more abundant than a similar area in another kingdom. The kingdom was obviously very valuable as a source of crops and arable land, which are enjoyed by many civilizations. However, there is a need for a lot of attention in logging, as this can easily lead to conflict with the local communities of Silvaneta. The kingdom also contains many diverse and fantastic creatures and landscapes, although not anywhere near as dangerous and wild as the creatures and lands of the Gur kingdom of beasts. Giran serves as Silvanet's main home, but almost every race has members who live in Giran (even the undead). Currently, much of The Giran is still corrupted by Nurgle and embroiled in a life war to reclaim the kingdom by the forces of the Order from the forces of Nurgle. Nowadays Sigmars forces order have done a lot on the roads in Giran. Such as the creation of several new free cities and a free alliance between the forces of Sigmar and Allarielles. The war of life to claim the kingdom from Nurgle is far from over, but real successes have been made in the last centuries after the Realmgate Wars. Giran has four major cities: Sigmar and his boys have created the youngest and largest of them, Hammerhal Gira, who has a realmgate leading straight to the realm of fire, with his own city, Hammerhal Aksha. The rest are called Seeds of Hope. Alariel in a few days sing in the living city, but mostly inhabited by all who are not a tree. Grey Water Fast is a hard-working center, bringing smog and lung cancer into the realm of forests. Needless to say, the locals were not surprised what caused the violence and the great loss of life on both sides. Thanks to the intervention of Alarielias, the city is at least allowed to stay alive, instead of starving or serve as a reconstruction of the last March Ents, but Alarielle also promised a future reckoning for the harm they caused. Finally, Phoenician is a proud city since the era of myths that were sealed in amber. You know, like Pompeii, but more like an insect, especially since Giran has volcanoes that spew molten juice instead of lava. When the city was reopened, two phoenixes sang and flew around it, melting amber and allowing recolonation. There is also subtle horrors in Ghyran, such as the way that life magic interacts with reproduction. Mention of the undulating island of Iridia, where even the soil itself is pregnant with a new life, while life-earthquakes can lead to spontaneous outbreaks conceptions -- not too bad in itself, but imagine that occur when a couple living in poverty suddenly find themselves expecting triplets. And then there is what will happen if you dare to get too close to the end of the kingdom of Giran, a place where the boundary between Giran and the Kingdom of Chaos is particularly thin and thus the magical energies of super-concentrated life unhindered. Here people can sprout foliage all over the body or turn into plants while women also run the risk of getting pregnant or getting pregnant and giving birth to different races or even species of their own. Chaos (Guess who) edit the same crap as before. Yet the eye of terror, still Kaldor Draigo and the crazy cartographer plus, perhaps Oxyotl are running around inside it. The former underground city of Skavenblight is now a part of it, and thanks to Skaven somehow tunneling through quirky geometry into an endless void they have sunk themselves halfway to reality in some mindfuckey way, which adds a metric fuckload of issues that get handwaved as it's chaos, you can't explain the crap. Skaven can use it to tunnel through the reality itself, except for Azyn now. This process is highly unrealizable and just as likely to lead to a volcano as a destination. Alpoint's (edited) It's similar to the London Underground, if it was simultaneously connected to the New York and Chinese subway system. It is a station with gates leading to all worlds, including Chaos. This is where Sigmar and friends, using the power of friendship (ha), held the forces of Chaos until Nagash, being the asshole he bugged off. In the era of chaos, Archaon built his huge house here, and this is where he controls his army EXbawkshueg. The forces of Chaos call it the Eight Points, and the ultimate fortress of Archaona Varanspire is built in the center of it, where the gates leading to the kingdom of Chaos. Halosphere (edit) closed reality globe, created by Slann from the Tzeentch domain, provides access to the heart of the Crystal Tzeentch Labyrinth when the stars are right. The scenery is edited by Baleful Realmgates throughout Realms and mostly Stargate. Each of them has a twin, and based on table statistics many of them have their twins so close they are on the same battlefield. Why exactly what only carries you a mile or so away is important is not entirely clear, but hey! Those bastards, your shit! Aside from that, those who enter it run the risk of being eaten by Daemons rather than transported (even the actual Daemon four army suffer from this, with ... interesting consequences), it actually turns out this is because Slann has been redirecting them, and like the old Masters scenery can direct the magic out of it. Ophidian Archways are things that survived the previous world of Warhammer and they ... Mysterious. Apparently there are a bunch of them, each covered with images of Sigmar apparently, the new skull errywhere design), as well as screaming make-up artists in horror (not actually found on the model). Any creature that passes beneath them, feeling fear, sucks out its soul, is added to the images. The same spirits sometimes hunt and attack those who pass under it. Once again, why fuck someone would want to control these unknowns, especially since it doesn't even enhance the magic of wizards around it. GW advertises it as modular, meaning you can combine them. You can buy it. Or you can just buy a incense burner and paint it better. It's your choice. Numinous Occulums are special structures of Sigmar that are directly related to the Winds of Magic carved with sigmar symbols such as griffins and Mullus, as well as scenes showing the destruction of the old Warhammer setting. They consist of a walkway leading to a gilded cage depicting celestial bodies, and it seems to have once been part of a large building. Wizards can rotate cell parts to gain access to the future and the past to change both (basically providing just any old asshole credentials belonging to Tzeentch). As a result, they can be extremely FUCKING IMPORTANT. Dragonfate Dais is a magical place with a boiling pool... something surrounded by glowing wounds, with a staircase leading to a circle surrounded by three statues of Drakocian, topped with bowls of burning skulls. All of this is covered with symbols of members of the Sigmar pantheon, and creatures can use them to try to connect and ask for help from any divine being from Tyrion to the Great Horned Rat. Chaos Dreadhold is a category of scenery, not an actual one set (no, seriously, it has its own category under Scenes on its website). Depending on how many components you have, it's either Malefic Dreadhold, Ironskull Bastion, Direstone Redoubt, Mageban Wall, Skullcoven Forge, Octadic Dreadhold, Helgate Summoner, or Hell's Realmfort, each of which have different rules (for \$20 payroll even know if you don't want to buy all the models). The complete fortress, called the Fortress of Grim Corruption, is a whopping \$1,120 'murrican' and 680 pounds. Note that while this supposedly total Chaos Fortress, every piece of advertising and fluff related directly to the model makes a hint of Horne only. Old edit Witchfate Tor: It's still around, with some magical updates meaning that the tower somehow survived the destruction of the old setting. Or Tardis, since GW can also steal that too at the moment. Still not production. Witchfate Tor is fed up with your crap edgemaster. Morra Garden: Morr is now worshipped as an aspect of Nagash as he supposedly killed and consumed all his rival death gods back in the early days of the myth era. Absolutely beautiful part of the area that immediately Mood Shyish. Shyish. Most of the other old landscapes, the garden is actually still being made and is available for purchase under the new name Sigmarita Mausoleum. Hotel Sylvania. Bring your Master/God-King and get a free free breakfast! Sylvanette Wildwood / Citadel Forest: Yes, it's the same old overpriced aquarium/rail trees at the base you came to... I know there is. Still in production, unfortunately. An integral part of Silvanet's game as their fidelity abilities allow you to place some down. Photos only for illustrative purposes. The image may be different from the actual product. Age of Sigmar's role-playing game Age of Sigmar has been dubbed the Warhammer Fantasy Roleplay in the form of Warhammer: Age of Sigmar Roleplay: Soulbound, which is released in 2020. Gallery edit general OP pic for general threads on fig. Stormfront Stormcasts have infiltrated your sculptures without peripheral vision, they can spend days like this without realizing that it is not their companion next to them. At least 75% of this work of art should be just Hornat and Signarines. GW may not even know there are other Gods of Chaos. Only true Stormmasters know that boop from the end of the hammer handle does more damage than smash with the head. A minute's silence for all those who did not reach the Age of Sigmar. 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