



Gibbering Dome: The Fires of the Gnaw

The Gibbering Dome, a pocket realm that flits through the cosmic void between the realms, has been attacked! As the Vermindoom punctured the mortal realms, a spear of warp energy pierced the Dome and has anchored it to the Ravaged Coast. In the mountains surrounding Embergard, portals to the Gibbering Dome have opened up and winds of magic blow through the halls of this repository of knowledge.

Shards of Emberstone burn through the archives while Warpstone taints the halls. As the dertereth guardians seek to dislodge the Gibbering Dome from the realms, warlords flood the halls in search of knowledge and power. Realmstone trades hands as easily as coin and glory is given to those that can afford it.

Will you grow rich on the spoils of the Dome? Will the magics of the realm change the Dome forever? Can the dertereth free the Dome or will it be trapped forever in the coast of Aqshy?

The only way to find out is by entering The Gibbering Dome!

Entering the Dome

The Gibbering Dome is an altered Path to Glory event. In the following pages, you can find the new rules made to turn the campaigns system into a one-day narrative event.

Grand Secret

We ask that all participants provide a narrative for their army. It should be at least a short paragraph long and detail what knowledge your warlord hopes to discover within the Gibbering Dome.

Schedule-Thursday:

9:30 - 10:00: Event Kickoff
10:00 - 12:00: Battle One: Rush into the Dome
12:00 - 1:00: Post-Game and Lunch Break
1:00 - 3:00: Battle Two: Desperate Measures
3:00 - 3:30: Post-Game Aftermath Break
3:30 - 5:30: Battle Three: Battle for the Gibbering Dome
5:30 - 6:00: Event Wrap-Up

Schedule-Sunday:

8:00 - 8:30: Event Kickoff
8:30 - 10:30: Battle One: Rush into the Dome
10:30 - 11:00: Post-Game Aftermath Break
11:00 - 1:00: Battle Two: Desperate Measures
1:00 - 2:00: Post-Game and Lunch Break
2:00 - 4:00: Battle Three: Battle for the Gibbering Dome
4:00 - 4:30: Event Wrap-Up



Army Creation

- Points Limit: The points limit for the units on your roster is **1000 points**. No more than 350 points can be spent on a single unit (with the exception of **HEROES** in Sons of Behemat Army).
- Faction: Pick a faction available from an existing Battletome or online at warhammer-community.com.
 - You can instead decide to play a “Dogs of War” army and have that be your faction
- General: Pick 1 **HERO** from your army’s faction to be your general.
 - Your General starts the event with the **Aspiring** rank in their chosen path.
- Regiments: When you add a new regiment, pick 1 **HERO** that has the same Grand Alliance keyword (**ORDER, CHAOS, DEATH, DESTRUCTION**) as your general.
 - Each unit in a regiment must come from the same faction as the **HERO** leading it.
- You can instead choose to replace any number of your regiments with a **Regiment of Renown** available to your faction.
- If you choose to play a “Dogs of War” army, all regiments in your army must consist of **Regiments of Renown**. Ignore any faction restrictions for these Regiments. Pick one hero from these regiments to be your general.
- Unique units are not allowed in this event.
 - An exception to this is any of the Underworlds Legends warbands.
- Anvil of Apotheosis heroes are allowed in this event
- Legend rules are allowed in this event. Including those found in the Forbidden Legends homebrew rules. These can be found at themortalrealms.com/discord
- You can only bring Faction Terrain for your chosen faction. If you are playing a Dogs of War army, you do not gain access to Faction Terrain.

Starting Lore

- You can pick 1 **UNLIMITED spell** from a spell lore available to your army’s faction and add that spell to your “Arcane Tome”
 - In addition, for every **WIZARD** on your roster, you can pick 1 spell from a spell lore available to that unit’s faction and add that to your Arcane Tome
- You can pick 1 **UNLIMITED prayer** from a prayer lore available to your army’s faction and add that prayer to your “Arcane Tome”
 - In addition, for every **PRIEST** on your roster, you can pick 1 prayer from a prayer lore available to that unit’s faction and add that to your Arcane Tome
- You can pick 1 **Manifestation spell** or **prayer** and add that to your Arcane Tome

Heroes of the Mortal Realms

- If you are signed up to play in another event run by the Mortal Realms network (What the Hex Underworlds or Dogs of Warcry events), you can pick one unit used in those events to start with the **Aspiring** rank in their chosen path.
 - If you participated in a WTH Underworlds event, you choose the Underworld warband you used.
 - If you participated in a Dogs of Warcry event, you choose the unit that has the Leader from the Warcry warband you used.



Realmstone Stash

As the magics of Aqshy and the Gnaw blow into the Gibbering Dome, deposits of Realmstone have torn through the chambers of the subrealm. Your warlords can harvest these precious minerals and use them to enhance your armies. This realmstone can be used to:

- Allow Underdogs to use special abilities during a battle
- Purchase enhancements between games
- Progress a unit along a chosen path

Gaining Realmstone

At the end of your Turn, after objectives are scored, you may collect Realmstone. For each objective you control, choose 1 unit contesting that objective. That unit gains 1 Realmstone token that matches the current battleplan. A unit can only carry a number of Realmstone tokens equal to their Control characteristic (not their Control Score).

- In the First Battle, you gain Emberstone tokens.
- In the Second Battle, you gain Warpstone tokens.
- In the Third battle, you gain Nullstone tokens.

If a unit carrying a Realmstone token is destroyed, before removing the last model in that unit from play, set up the Realmstone token within 1" of that model. If that unit that has a Realmstone token is destroyed by a **FIGHT** ability and the unit that used that **FIGHT** ability does not already have a Realmstone token, that unit gains the Realmstone token instead.

At the end of Any Turn, a unit within combat range of a Realmstone token may gain that Realmstone token.

At the end of the battle, each player can take any tokens carried by a friendly unit and add it to their Realmstone Stash. Your Realmstone Stash is carried between games.

Underdog

The Underdog gains an additional D3 Realmstone tokens and places them in their Realmstone stash.

At the start of the battle round, the Underdog picks a Twist from the Twist table for that battleplan. They can also spend a Realmstone token from their Realmstone stash to use another Twist ability. Choose an ability from the table that corresponds to the type of Realmstone they spend.

If a player went second in the previous battle round and chooses to go first this battle round, their units cannot gain realmstone tokens and the other player becomes the Underdog. That player remains the Underdog for the rest of the battle or until they choose to go first in a battle round after having gone second in the previous battle round.



Gibbering Dome Aftermath

Instead of the normal Aftermath sequence, follow these steps.

Gain Realmstone tokens

- If you won the battle, you gain 3 Realmstone tokens.
- If you lost the battle, you gain D3 Realmstone tokens.
- If the battle was a draw, you gain D3 Realmstone tokens and can re-roll the dice once.

Spend Realmstone Tokens

You can either keep your Realmstone tokens in your stash or spend some or all of them to perform the following actions.

1. **Progress along a Path:** You can select units to embark along a path and gain the **Aspiring** rank in their chosen path. If a unit is already on a path, they can progress to the next rank. A unit can progress multiple times in the same Aftermath sequence. A unit can choose a path from the Corebook, the Ravaged Coast, or their faction's battletome.
 - a. Aspiring costs 1 Realmstone
 - b. Elite costs 2 Realmstone
 - c. Mighty costs 4 Realmstone
 - d. Legendary costs 6 Realmstone
2. **Gain an Enhancement, spell or prayer:** Pick a unit to use this action, they can gain a Heroic Trait, an Artefact of Power, or you can add a Spell/Prayer lore available to their faction to your roster. When adding enhancements to your army, you can choose from the enhancements available to your faction as well as those found in Ravaged Coast.
 - a. Heroic Trait costs 3 Realmstone
 - b. Artefact of Power costs 3 Realmstone
 - c. Spell or Prayer costs 2 Realmstone
3. **Trading Enhancements:** You can only perform this action once per aftermath sequence. You can trade with another player to take an enhancement available to their faction and add it to your roster. If you do so, you can change any of the Faction keywords on that enhancement to your army's Faction keyword (or that of a Hero in your army).
 - a. You spend the correlating amount of Realmstone tokens to the bank and then give an additional Realmstone token to the player who you traded with.
 - b. If you **Trade Enhancements** with a Dogs of War Player, you can select an enhancement from any faction
4. **Call for Aid:** You can craft alliances with another player and lend each other aid in future battles. Each faction has a one-time use ability they can grant, this ability can be used once per event and you will need to perform another trade to do it again. See the event organizer for the list of abilities.
 - a. The cost is 2 Realmstone, divided between the players as you see fit
 - b. If you **Call for Aid** from a Dogs of War player, you can select any of the faction bonuses.

Rushing Into the Dome

You enter the Gibbering Dome as the fires of the Ravaged Coast burn behind you. Another warlord crowds the entrance. Defeat them and claim their riches.

THE ARMIES

The players roll off and the winner chooses which is the attacker and which is the defender.

THE BATTLEFIELD

The battlefield terrain and for each game will be set up ahead of time. Set up objectives matching the diagram below

DEPLOYMENT

The players then use alternating deployment, starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

FIRST TURN

The player who finished deploying their army first has priority in the first battle round.

BATTLE LENGTH

The battle lasts for 5 battle rounds

REALMIC INFLUENCE

This battle uses the Aqshy Twist table and you gain Emberstone as your Realmstone.

RECKLESS ATTACK

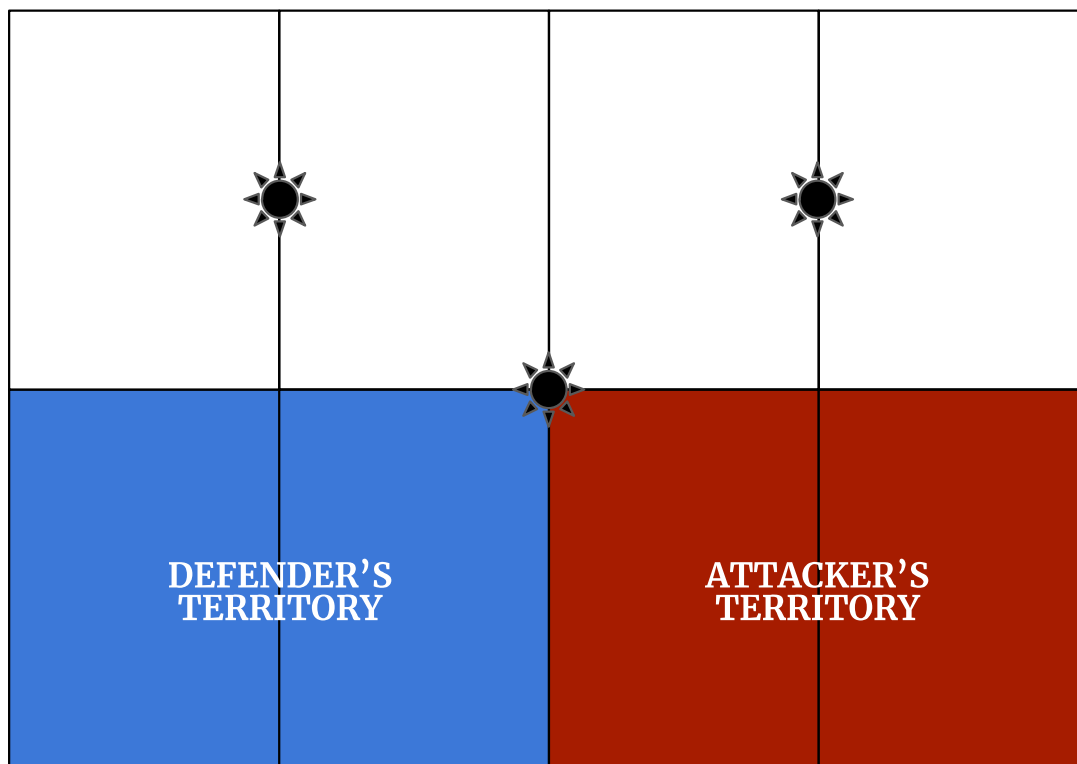
If a unit uses the 'All-Out Attack' command, add 1 to hit rolls for attacks that target that unit for the rest of the phase

VICTORY POINTS

At the end of each of their turns, a player scores victory points equal to the number of the current battle round for each objective they control.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**. If the players are tied on victory points at the end of the battle, the battle is a draw.



Desperate Measures

Warpstone gnaws away at the **Gibbering Dome**. Collect what you can before the mutations take over.

THE ARMIES

The players roll off and the winner chooses which is the attacker and which is the defender.

THE BATTLEFIELD

The battlefield terrain and for each game will be set up ahead of time. Set up objectives matching the diagram below

DEPLOYMENT

The players then use alternating deployment, starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

FIRST TURN

The player who finished deploying their army first has priority in the first battle round.

BATTLE LENGTH

The battle lasts for 5 battle rounds

REALMIC INFLUENCE

This battle uses the **Gnaw Twist** table and you gain Warpstone as your **Realmstone**.

VOLATILE WARPSTONE

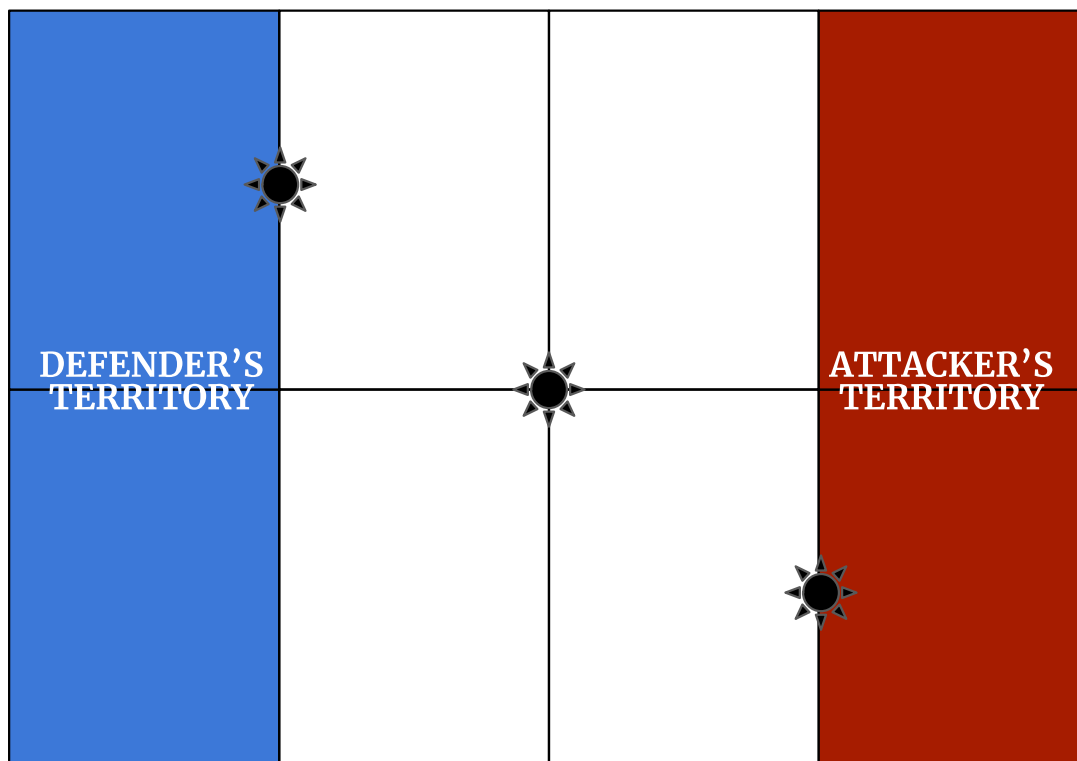
At the end of each turn, roll a dice for each unit contesting an objective. On a 2+, deal mortal damage to that unit equal to the roll.

VICTORY POINTS

At the end of each of their turns, a player scores victory points equal to the number of the current battle round for each objective they control.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**. If the players are tied on victory points at the end of the battle, the battle is a draw.



Battle for the Gibbering Dome

The nodes of Nullstone protect this chamber from the storm of magic outside. Claim the knowledge from the Dome while you can.

THE ARMIES

The players roll off and the winner chooses which is the attacker and which is the defender.

THE BATTLEFIELD

The battlefield terrain and for each game will be set up ahead of time. Set up objectives matching the diagram below

DEPLOYMENT

The players then use alternating deployment, starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

FIRST TURN

The player who finished deploying their army first has priority in the first battle round.

BATTLE LENGTH

The battle lasts for 5 battle rounds

REALMIC INFLUENCE

This battle uses the Gibbering Dome Twist table and you gain Nullstone as your Realmstone.

NULLSTONE MALAIS

Units contesting objectives cannot use **Command Abilities**.

VICTORY POINTS

At the end of each of their turns, a player scores victory points equal to the number of the current battle round for each objective they control.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**. If the players are tied on victory points at the end of the battle, the battle is a draw.

