

## Project 2 Pitch

The mortal realms, a High fantasy world designed as a miniature war game setting for Warhammer: Age of Sigmar. The mortal realms are a sequel setting, created out of the remnants of "The World that Was". My aim is to make a hitchhiker's guide to the Mortal Realms going over the realms base concept, what kind of people you'd find there, the creatures that rule the realms and the gods that vie for power there. As a hitchhiker's guide its meant to be an introduction site accessible, colorful and interesting for young children. At the same time the current fanbase of Age of Sigmar is mostly 30-40 year old men as such it needs to have a rustic or at least distinctly grim layout, scroll edges, burned patches, maybe little thematic effects for the specific realm pages.

More towards structure The mortal realms consist of 8 major celestial bodies made of magic called Realm Spheres, they are separate planes of exitance that are linked through portals called Realm Gates, each is randomly scattered through every realm. the eight mortal realms are the largest concentrations of pure magic that form a bubble of reality governed by the type of magic that makes it up. The closer you are to the center of a realm the closer you get to baseline reality, the further out you get to the edge of the realm sphere the more reality starts to become a pure expression of magic. I plan on making an index page that introduces the concept of the realms and their baseline rules. Likely with a clickable map for easy navigation (or just labeled tabs). Eight similar pages laying out the basics of an individual realms functions, behavior, inhabitation and god(s). Add an extra page for a place called the Allpoints that connects each realm. Add another for the four chaos gods who exist outside the realms but are distinct magic attempting to infect and consume the realms. Each of the realms, gods, factions and extras have a symbol to represent them so I might remake them for easy integration