
THE

GIBBERING DOME

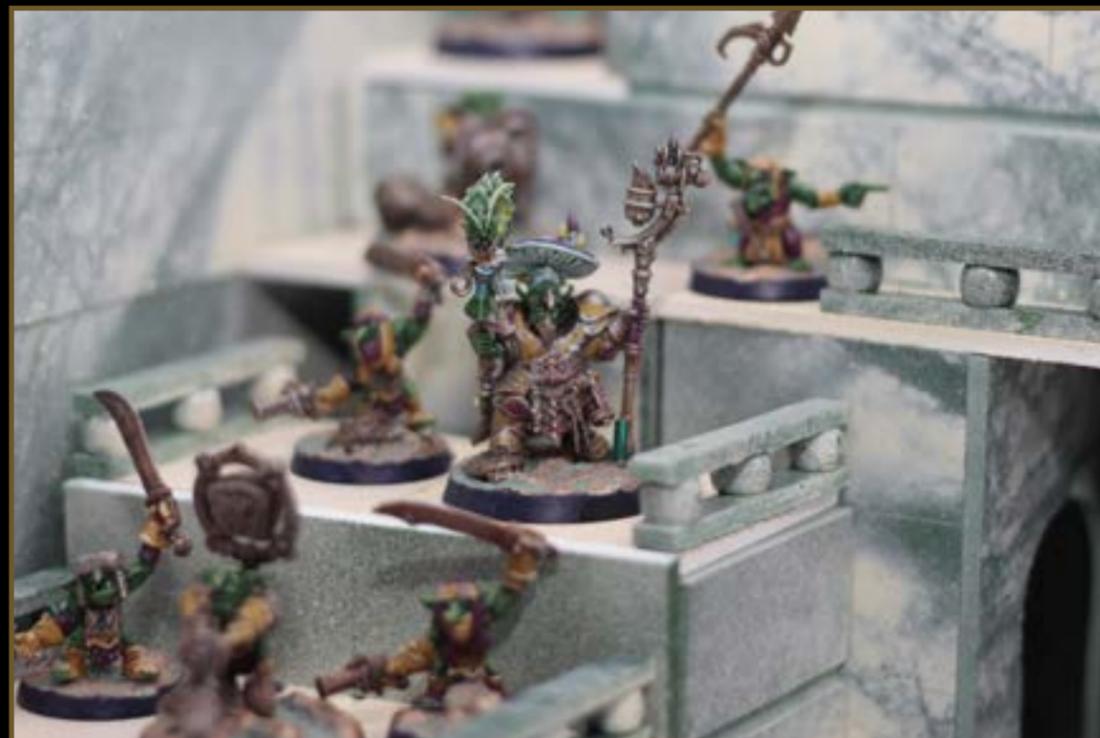
A Warhammer Age of Sigmar Narrative Event



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VOIDSKEIN WAS ONCE AN INCREDIBLE CREATION, A PINNACLE OF THE PROMISE OF THE AGE OF MYTH. ANCHORED BETWEEN AGSHY AND CHAMON BY REALMGATE TETHERS AND CONSTRUCTED WITHIN A DOMED BUILDING OF COLOSSAL SIZE, IT WAS IMMUNE TO THE MAGICAL FLUX OF THE REALMS. IT QUICKLY GAINED FAME AS THE CENTER OF KNOWLEDGE AND CULTURE. BRILLIANT SCHOLARS FROM EVERY RACE SOUGHT ITS HALLS, BINDING THEIR MEMORIES INTO THE AETHERWEB, A MYSTERIOUS SUBSTANCE UNIQUE TO THE DOME, RATHER THAN RETURN TO THE BARREN IGNORANCE OF THE REALMS. THUS, NO KNOWLEDGE THAT ENTERED THE CITY WAS FORGOTTEN. THIS ABUNDANCE WAS SAFEGUARDED BY THE COLLECTION KNOWN AS THE DERTERETH: STONE CREATIONS IMBUED WITH ANCIENT SOULS THAT HAD NEVER TOUCHED THE REALMS. IMMUNE TO MAGIC AND SPINNERS OF THE AETHERWEB, THEY WERE A DREAD WONDER. THEIR PROTECTION GUARANTEED PEACE AND PROSPERITY FOR THE CITY OF NO REALM. FOR ALL THEIR INTELLECTUAL POWER, THOUGH, THE DERTERETH COULD NOT RUN A CITY, AND SO AROSE THE AEX LIBRIS. MEMBERS WERE DRAWN FROM EACH REALM AND ESCORTED TRAVELERS INTO VOIDSKEIN, CARED FOR THEM, AND THEN DELIVERED THEIR SOULS BACK TO THEIR REALM UPON DEATH, FOR A SOUL THAT DIED IN THE CITY OF NO REALM COULD NOT FIND THEIR AFTERLIFE ALONE. THE AEX LIBRIS WERE WORSHIPPED AS GODS, AND NONE IN THAT CITY COULD HAVE MORE POWER.

THIS POWER AFFRONTED THE GREAT ALLIANCE, AND TECLIS WAS GIVEN THE TASK OF UNBINDING THE CITY'S GREATNESS. HE TOOK ONE THING: THE PURPOSE OF THE DERTERETH. NO LONGER BOUND TO THE CITY, THE CREATIONS WANDERED THROUGH THE REALM GATES, DISPERSING INTO THE EIGHT REALMS. UNBEKNOWNST TO EVEN TECLIS, THE DERTERETH HAD ALSO CONTROLLED THE REALMGATE TETHERS AND SO, WITH THEIR DEPARTURE, THE DOME ITSELF CAME FREE AND WAS LOST. THROUGHOUT THE AGE OF CHAOS, IT SURVIVED ONLY IN LEGEND — THE CITY WITHIN A BUILDING WHERE ALL THINGS WERE KNOWN.

THE AGE OF SIGMAR HAS BROUGHT CIVILIZATION ONCE MORE TO THE REALMS, AND WITH IT RUMOURS OF WHAT WAS ONCE CALLED VOIDSKEIN. THE FEW RELIABLE SOURCES TALK OF PRESERVED AEX LIBRIS CULTISTS WITH STONE SPIKES PIERCING THE EYES. THEY SPEAK OF UNFETTERED SOULS, STALKING THE CEILING AND SHRIEKING IN MADNESS. THEY SAY THAT WHEREVER THE DERTERETH ROAM IN THE EIGHT REALMS, A REALMGATE HOME OPENS. IT IS NOT FIT TO CALL THIS PLACE VOIDSKEIN, FOR VOIDSKEIN IS NO MORE. BUT THE KNOWLEDGE HAS NOT VANISHED, IF ONE CAN REMAIN SANE LONG ENOUGH TO HEAR IT. THOSE WHO HAVE NOW SEEN IT CALL IT BY ANOTHER NAME: THE GIBBERING DOME.

WONDER OF THE AGE

The story of the Gibbering Dome's descent from the marvel of Voidskein stands in contrast to the horrors that befell most civilizations in the Age of Chaos. Thanks to the mind of Teclis, its power has only been broken, but not destroyed, and through the Aex Libris what has been lost may still be found.

THE AGE OF MYTH

MYSTERIOUS CREATION

The Gibbering Dome houses the remains of a once incredible civilization. Built from compressed Aetherweb, the realmstone of the void, the building is immune to the magic and even the gods of the realms. Unfathomably large, the structure exists within the space between the gods' domains, the only illumination the soft glow from the Aetherweb. No tale remains to say who built this wonder, but rumours persist that the realmwalkers once trod upon its floors. Whoever is responsible also constructed the Dertereth: massive figures sprouting eight limbs, each articulated and taller than two garg ants. Collecting unbound magic floating through the void, they spin it into the AetherWeb. Built of the same material as the Dome itself, the Dertereth existed for millenia unmolested, their work vast and intricate but mindless. For all their arcane technology, they were simply spinners, adding to their creation. But it was not without purpose, for the Aetherweb possessed the curious property of absorbing knowledge from those within it.

REVELATION TO THE REALMS

The first explorers were unaware of their discovery, the ceiling lost in a haze. Uncharted and foreign, it was unlike anything they had ever known, smooth stone floors laid out into the fog. When a Dertereth descended from their perch upon the ceiling, ballooning on a parachute of web, they fled in terror. Yet one of these poor souls stood and fought, was defeated and bound within the AetherWeb. The Dertereth absorbed her knowledge and came to understand what their purpose truly was. They scurried about, exam-

ining the entirety of their space, noting every detail. Knowledge poured into the nothingness of their existence, and they did not dare lose it. When next the people of the Realms arrived, they were prepared.

The next party to arrive entered the domes and found a Dertereth still upon the floor. They approached and inspected it carefully and though alarmed when the side opened, one was curious enough to enter. When the brave child cast his thoughts to what this place could be, his mind was immediately filled with the knowledge of the Aetherweb and the Domes themselves. Exiting the Dertereth, he told the other children wonders beyond imagination. Their excitement and stories journeyed far beyond the walls of the dome itself.

THE DERTERETH CHOOSE

Children sent through the realmgate were accepted and returned, without exception, full of knowledge and cognizant of their purpose. The Dome quickly gained a reputation for one of local secrets and knowledge. Travelers began to approach from every realm and race. First in Aqshy and then in Chamon, towns were founded around the realmgate entrances as surrounding crops grew record yields every year, trade from Aqshy to Chamon through the dome prospered, and people sought out this wonder of the age. Thus it was that the Dertereth learned of the duplicity of the races, for traders lips spoke of peace, but their thoughts dwelt on power. Many adults who entered the interior of the Dertereth were bound into the Aetherweb rather than be released to perform treachery. With so many seeking knowledge, the

Dertereth were unable to care for the dome. Souls bound within the Aetherweb died but found no solace here between the realms. Shrieks filled the still air of the dome, unbound magic collected on the Aetherweb itself, the ethereal dew causing momentary amnesia to travelers and even the Dertereth. Instead of offering their knowledge freely, the Colossi began to refuse entrance to all but the children.

EXPANSION INTO THE REALMS

A learned scholar from the Realm of Hyish arrived at the Aqshy entrance. Accompanying him on his journey, he brought with him a older child and a party of monks. Instead of offering himself, he offered the child and the Dertereth accepted. He had specifically chosen this offering for his innocence, and through his memories, the Dertereth knew they could trust the Scholar. The child returned from the dome full of purpose, instructing both the Scholar as well as the town people.

Nullstone, compressed Aetherweb, began to appear at the entrance, and was quickly built into a massive courtyard with nine stairways. One approached the Gate to the Dome, bound the gate with a massive banded wall to each side, and covered it with a cupola. The other eight stairways were quarried into the earth itself, and upon completion revealed eight previously undiscovered realmgates. Each of these opened to the edge of one of the eight realms, exuding wild magic and power but deadly to enter. Where the paving stones were placed, Aqshian magic receded, and indeed for several feet next to the stone, the earth was bleached and scoured of any living thing.

FOUNDING OF THE CULT

Once the entrance had been built, the Dertereth allowed the Scholar and his Monks to enter. The monks received Nullstone spikes through their eyes. Slain in such a matter they became soulless extensions of the Dertereth. Tireless and unquestioning servants, this allowed them to share in the knowledge of the Dome, and they became the Aex Libris. First, they constructed a similar courtyard in Chamon, a replica of that in Aqshy. After completion, they began the work of construction within the Dome itself. The space was so vast, they could cover but a small fraction of it, yet a city was planned. Sharing in the knowledge of the Aetherweb, Aex Libris became masterful masons. They built a web of civilization consisting of avenues and columns, arcades and stairways, bridges and tunnels below to match the Aetherweb above.

Houses of a sort were built, massive slabs substituting for roofs, doors cleverly hidden in the stonework. Open courtyards housed outdoor theatres, flanked by columns. Most important was the University, constructed with monumental architecture honoring the source of all knowledge, the Dertereth. The Scholar began to seek out others, forming the first colleges. Scholars formed families, and children were born under the dome, souls untainted by the realms, knowledge of the sum of history consumed before they became adults. Every discipline that could be imagined was studied, examined and preserved. With each Generation, the university of the living expanded the knowledge of their servants and protectors, the Aex Libris.

The Dertereth themselves became the crux of the construction, producing Voidstone and carrying supplies, scholars and acolytes throughout the Dome. It was obvious the Dertereth had been designed to accommodate human transportation, so neatly were they adapted to the purpose.

ADMISSION TO STUDY

The cities in Aqshy and Chamon flour-

ished, now called Aethenaeum-Aqshy and Aethenaeum-Chamon. The City of no Realm took a new name as well, VoidSkein. Scholars poured into both entrances to the dome, but new demands were made. Each Scholar wishing to enter the dome must bring with them a shard of realmstone. Such was the decree made by the Aex Libris.

Acceptance to the University of Voidskein required a willing adult (referred to as a vessel). The vessel would enter the Dome and thence a Dentereth waiting within. If the party was judged worthy to enter, the acolytes would escort the vessel out into the courtyard beyond the dome, await the rest of the party, and proceed to the realmgate of the scholar's realm. The vessel would then ingest the piece of realmstone while standing at the precipice of the realmgate. Consumed by magic, the body would change and die, but for Aex Libris pulling them back into the Nullstone courtyard. Though the transformation could not warp to completion, their mind had been joined to the magic of their realm for the eternity of that moment. When bound into the aetherweb, their memories would become one with the Dertereth. The scholars themselves became so accustomed to the entirety of knowledge that none dared leave, but chose instead to be bound into the Aetherweb. Once bound, their souls were snared by the Dertereth, and brought to the Cult. The Aex Libris then stored the souls within web cocoons before transporting them back to the realmgates, releasing them into their own realm, that they may find what happiness their afterlife brought them. So it was that nothing escaped the notice of VoidSkein, for the knowledge of every realm was contained and improved with each Scholar that entered.

CONFLICT BETWEEN THE REALMS

No city, no matter how remote, is immune to attack and Voidskein was no exception. Aethenaeum-Aqshy was the first aggressor. An excitable guardin, Veldrenth, second son of

the Ember Lodge, began to spread rumours of uncountable wealth buried beneath the nullstone of the dome, for what else could be hidden in such a wonder. Recruiting a ragtag force of Fyreslayers, Ironweld, Wanderers, and nullstone addicts, they entered the realmgate fully armed. Once inside, they found a vast level plain of nullstone, devoid of defenders. Upon entering the dome, all trace of realm magic left them, only what was bound within their bodies remained. They came across several lone Aex Libris, armed with bleached togas covering breastplates, spiked gloves and bladed capes. Veldrenth's army slaughtered them with ease, but not without some injury. The sacrificial acolytes weapons and armour were made of nullstone, and once they tasted flesh, all knowledge of the attackers' plan was known by the Dertereth. The Dertereth studied the composition of the army, and chose one of the numerous martial arts known to the Aetherweb, placing the knowledge within the Aex Libris. The Aex Libris then rappelled from the Colossi and ambushed the invading force. Their destruction was quick and complete; the only remnant of the battle were newly filled soul cocoons for release back into the realms.

Army after army invaded, some from unsecured realmgates or gnawholes. Each was analyzed, understood and destroyed. First the web was set, then the flesh touched, then the trap was sprung. Sylvaneth were unable to call wildwoods, and Daemonic forces were unable to summon reinforcements so powerful was the nullstone's effect. Necromancers unable to raise, as there were no graves, or even earth to hold them. The gods themselves could not even set foot upon the nullstone, and offered no assistance to those within. For every invading army, only cocoons survived, until Rakkasmasha.

Rakkasmasha was a Savage Orruk of prodigious size, but little cunning. Seeking a big scrap, he finished ravaging Aethenaeum-Chamon, then invaded the dome. The web was set, and the Bonesplitterz ravaged the

Aex Libris, but no knowledge was obtained. The Orruks had no plan. Teams of Aex Libris dropped down and began their intricate art, but were smashed aside by the green tide. Still no knowledge came to the Dertereth. One of the Colossi ballooned to the floor. Rakkasmasha started screaming in delight, as his army swarmed about it, hacking chunks of nullstone and climbing its limbs. All of the dome felt the loss of one of their own, its soul shrieking toward the Aetherweb. Rakkasmasha however, grew quiet. There were no bones, no meat, no prize of any sort in this kill. He gathered his army and left the Dome, in search of more glorious prey. The Aex Libris built the first and only tomb within Voidskein. It is said that the soul of the Dertereth was released into the realms and sought out Shyish, coalescing into the first Skitterstrand.

WONDER OF THE AGE

Truly, the Age of Myth reached fruition within the Domed City of no Realm, for none within sought any purpose but knowledge. Tithes happily paid by Aetheneum Aqshy and Chamon supplied food, water and clothing for the scholars. They debated and taught, expanding knowledge in excess of anywhere else in the realms. They were a world unto themselves. It is said that they truly understood all things, the nature of realms, the origin of the realmgates, and even the truth of the gods themselves.

THE GODS

It was the gods that became their undoing, for the Great Alliance became much troubled by this wonder. It was Teclis who solved the riddle. Claiming one of his own race, he cleansed from her all but the memory of how to live. Supplying a willing Scholar with a party of Hyishian Priests was no trouble to the god, and once his cleansed vessel was accepted, she was fed a shard of Voidstone. Her memory was erased, only her last thought remained, to enter the Aetherweb. When the Aex Libris

pulled her out of the realmgate to Hyish, they lost their memory upon touching her. Their last thought was to bring her to the Dertereth. Once inside the dome, a Dertereth allowed her inside. Immediately the Colossi became as if no one had ever found the dome. The lone creation crawled determinedly back to the Aetherweb. All of the Dertereth knew they had lost one of their own, but could only watch in horror as it crawled into the Aetherweb and bound its prey. Their last thought was fear of the dome and its power. Once the vessel was bound, the lone Dertereth fell, shattering upon the nullstone floor. Immediately, the remaining Dertereth lost their connection to the Aetherweb, and became as new creations themselves. They remembered only their last thought before the nullstone was placed into their consciousness. Fear of the power of the Aetherweb, and as one they fled through realmgates. As the last Colossi left, VoidSkein shuddered and the Dome became untethered.

AGE OF CHAOS

DERTERETH LOST

The Aex Libris became bound to the only soul still bound to the nullstone, the first child, offered to the dome by the first scholar. Millenia of working with nullstone had replaced his blood with pure unbound magic. He never aged, but had been educated by the most brilliant minds in the realms before they died of starvation within the City of no Realm. He had an army, but no desire to use it. He was guided by one mission: the Dertereth and the Dome can never be allowed to fail.

The Dertereth dispersed through the realmgates in Chamon and Aqshy, scattering into the eight realms. Each touch of their limbs was as salt to the earth, and they wrought a path of nothingness. Where one paused in its wanderings, a realmgate to Voidskein would burst into existence and, for a

moment, the Dertereth would seem to remember, spinning from the dead realm beneath them nullstone of a sort. The first child can sense the nearby Dertereth, and the waiting acolytes would emerge from the realmgate and construct a stairway covered with a cupola and bound by walls, enticing the Dertereth to remember what once it was. Unfailingly, the Dertereth would leave, and the first child return to his lonely vigil inside the dome. With a child's tenacity, he serves to protect and preserve the Aetherweb and the Dertereth, the source of all knowledge.

THE AGE OF SIGMAR

THE DESCENT OF VOIDSKEIN

The remains of VoidSkein echo with errant souls, screaming in agony, unable to seek out their afterlife. The Aetherweb itself has become calcified and rigid, the result of ages of unbound magic collected and dripping from its strands. Stalactites and pillars form organic structures reclaiming the order of the nullstone buildings. Pools of concentrated magic collect within ancient theatres and fill homes. Within the Dome, the air is cloying, pregnant with magic, distorting sound and sight.

For all that the knowledge of the Age of Myth is bound within its walls, the Gibbering Dome is a lock without a key. So the Aex Libris have not fought, they have waited, biding their time until the Dertereth remember. For in Death, there is no need for patience, and for the one who remembers, there is still time to rebuild what once was.



BATTLEPLAN

THE RESCUE

With the Aex Libris covering out of sight, rampaging armies claim the dome for themselves. One such army has embedded themselves within Voidskein, making camp within the ancient buildings and under the bridges. Your army has come to discover what has happened to your general, but first an endless spell blocks your path. Though the magic of the realms cannot enter the dome, armies are still capable of harnessing the unbound magic pregnant in the air to produce a similar result.

TRIUMPH & TREACHERY!

This is a Triumph & Treachery battle for 4-5 players. Use the Triumph & Treachery rules from the Warhammer Age of Sigmar Core Book. Secret Objectives and victory points are not used in this battle.

THE ARMIES

The players deploy all units from their army, but may not deploy their general.

ADDITIONAL RULES

This Battleplan uses Triumph and Treachery rules and also Skirmish rules.

REALM RULES FOR THE GIBBERING DOME

Line of sight is restricted to 18" for all purposes.

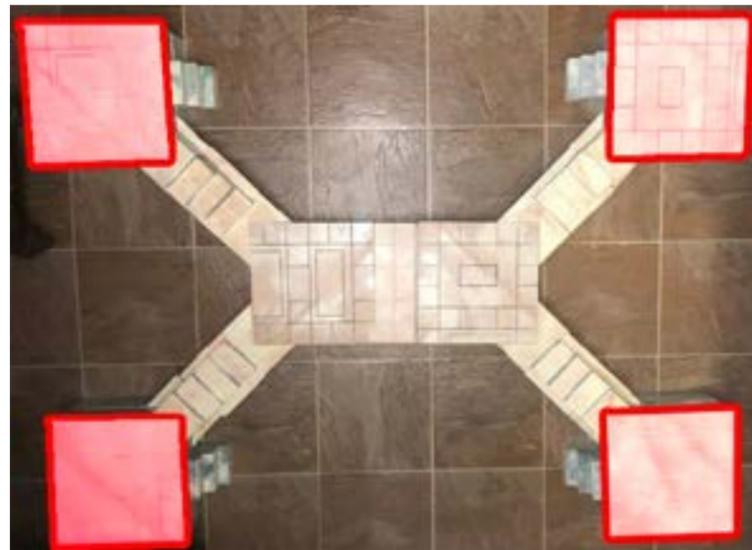
Army Specific Terrain pieces may not be deployed

Flying movement that passes over another unit will incur d3 mortal wounds on the flying unit.

Attacks, spells or abilities that deal 3 wounds or more will incur d3 mortal wounds on the attacker/caster.

SET-UP

All players roll off, and the



winner decides which territory to use. The territories are shown on the map below. The players then alternate setting up their army, starting with the player who won the roll-off. Models must be wholly within the 12" by 12" space atop the tower. Any units unable to be deployed may not be used in this battle. Place a predatory endless spell model in the center of the staircase in front of you.

At the beginning of the 3rd battle round, set up your general within 12" of the center of the board. The model enters the table under the owners' control.

CONTROLLING THE PREDATORY ENDLESS SPELL

The predatory endless spell cannot be dispelled.

At the end of each battle round, you must check to see which player has gained control of each predatory spell. To do so, you and every other player must count up the number of models you have within 6" of the centre of the predatory endless spell: you gain control of the predatory endless spell

where your count is higher than any other opponent's count. Once you gain control of the predatory endless spell, it remains under your control until the enemy is able to gain control of it. The predatory endless spell is moved at the start of each battle round by the controlling player. Once all the predatory spells have been moved, players roll off to determine first player. The distance a predatory spell moves is noted on its' warscroll. Unlike other predatory endless spells, the predatory endless spell in this battleplan cannot cross the edge of the battlefield when it is moved. The effects and abilities of the predatory endless spells are resolved by the player who moved the model in that battle round.

VICTORY CONDITION

If, by the end of the fifth battle round, a model for your army has come within 6" of your general's model, you win a major victory. Any other result is a draw.

In addition players add up the total number of wounds inflicted by an endless spell that they controlled, and note it upon their score card.

BATTLEPLAN

THE GITWEB

The Gloomspite Gitz have been revealed as the rampaging army hiding within Voidskein. Using Arachnaroks they have created an imitation of the Aetherweb that allows an incomplete transfer of knowledge. Your General has been cocooned within this infestation, and you must release them! You need to destroy the Gitweb.

THE ARMY

Players will deploy all of their units that survived the previous scenario (or a minimum of 500 points) excluding their general.

TRIUMPH & TREACHERY!

This is a Triumph & Treachery battle for 4-5 players. Use the Triumph & Treachery rules from the Warhammer Age of Sigmar Core Book. Secret Objectives and victory points are not used in this battle.

REALM RULES FOR THE GIBBERING DOME

Line of sight is restricted to 18" for all purposes.

Army Specific Terrain pieces may not be deployed

Flying movement that passes over another unit will incur d3 mortal wounds on the flying unit.

Attacks, spells or abilities that deal 3 wounds or more will incur d3 mortal wounds on the attacker/caster.

Any General may summon an Aetherweb orb

SET-UP

Players are the Searchers

GMs are the Web Weavers

The Searchers and the Web Weavers have their own territories which are shown on the map below, The Searchers roll off to determine which corner they will deploy in.

THE GITWEB

In order to rescue your general you must search the Gitweb. To search the Gitweb the Searcher must select one model from from their army to

be the Investigator, who will be completely focused on scrutinizing the Gitweb while the battle rages. This model cannot move beyond the Web Weavers territory and can neither attack, cast spells nor use abilities. At the end of the Searchers turn, (if the Investigator survived) the Searcher rolls a dice. On a 4+ a General has successfully been found. All Searchers who have not found their general roll off. The winner of the roll off places their general within 3" of the Investigator who found him. Once a friendly model from the general's army has moved within 3" of the general, they are rescued. The general may not move, attack, cast spells, or use abilities until they are Rescued.

GLORIOUS VICTORY

The Game last for five battle rounds. At the end of the game, if your general has been Rescued, you win a major victory. Any other result is a draw.

In addition, please record the number of generals that were found by an Investigator from your army onto your score card.



BATTLEPLAN

THE ESCAPE

Having recovered your General, it has become clear that the Gloomspite you have encountered are merely a scouting party for the main force. Staying within the dome is akin to suicide. Valuable information that will bring you fame and fortune has been found, but it will all be for naught if no one survives.

TRIUMPH & TREACHERY!

This is a Triumph & Treachery battle for 4-5 players. Use the Triumph & Treachery rules from the Warhammer Age of Sigmar Core Book. Secret Objectives and victory points are not used in this battle.

THE ARMIES

The players deploy all units from their army.

REALM RULES FOR THE GIBBERING DOME

Line of sight is restricted to 18" for all purposes.

Army Specific Terrain pieces may not be deployed

Flying movement that passes over another unit will incur d3 mortal wounds on the flying unit.

Attacks, spells or abilities that deal 3 wounds or more will incur d3 mortal wounds on the attacker/caster.

Any general may summon an Aetherweb Orb.

SET-UP

Players roll off, the winner chooses their territory and deploys their entire army. This continues until all players have deployed.

VICTORY CONDITIONS

The Game ends at the end of the fifth battle round. If your general has moved off of the opposite board edge, you win a major victory. If a single model from your army has moved off the opposite board edge you win a minor victory. Any other result is a major loss.



ENDLESS MEMORY WARSCROLL

AETHERWEB ORB

The collected unbound magic known as the Aetherweb Orb erases the lives of those whom it touches, breaking allegiances and destroying battleplans. Unfortunately, those who should fear it the most, can never remember seeing it at all.

DESCRIPTION

Aetherweb Orb is a single model.

PREDATORY: Aetherweb Orb is a predatory endless memory. It uses the same rules as an endless spell. It can move 8" and can fly.

ABILITIES

MEMORY SCAVENGER: An Aetherweb Orb is created when an unbound soul collects raw magic.

After this model is moved, any unit that this model passes over must use the warband rules from Age of Sigmar Skirmish instead of the unit rules for Age of Sigmar. Until the next battle round, these models do not count as friendly models to any army and will not attack, but may be moved or selected for a keyword by the player who owns them. At the beginning of the next battle round they resume use of Age of Sigmar unit rules. Any

models using Warband Formation that are passed over by an Aetherweb Orb suffer a mortal wound on a 4+, and may not reform into an Age of Sigmar unit until the start of the next battle round.

AETHEREAL CONNECTION:

The first time in the event that a unit is touched by an Aetherweb Orb, choose a single model from the affected unit. That model gains all keywords and command abilities included on your general's warscroll. This model acts as a second general for your army for the duration of the event.

“VOIDSKEIN
IS NO MORE.
WELCOME
TO THE
GIBBERING DOME.”