

BATTLEQUEST

IN-GAME TIMELINE AND PLACE OF THE ADVENTURE

It is the year 2305 according to the Imperial Calendar. The Chaos invasion that ravaged the northern parts of the known world was finally turned back in the great battle at the Gates of Kislev a year ago.

The victory wouldn't have been possible if not for Magnus von Bildhofen, a young noble and a priest of Sigmar, whose faith and charisma helped him unite the divided Elector Counts and lead them into battle with their common enemy. No one was surprised that the victorious Magnus was unanimously chosen to become the new Emperor, thus ending an interregnum that lasted for hundreds of years.

Meanwhile, Ostland (the northern province of the Empire) enters its third year of a war between two forces: the Coalition of Order, led by the Imperial army, and the Norsca warriors supported by the powers of Chaos. They fight over a disputed patch of land. The Northerners claim that Magnus promised it to them before his great campaign ended - a decision which is now being contested by the Empire's true sons and daughters. The Emperor himself deems the fight against the Norsemen a righteous cause. They are commonly accused of worshipping the Gods of Chaos, which is a good enough reason to battle them, thus providing the Empire's citizens with a sense that they are constantly clashing with a terrible foe.

A year ago, the Coalition of Order was able to secure a magical sword known as the Fang of Ulric during the Battle of the Fields of Bitterness, as well as destroy the Totem of Chaos, thus severing the enemy's sorcerers from their source of power. Still, that victory came with

great losses on the Coalition's side and it had to move its forces south. Since then, the Norsemen have captured many forts and villages.

The main camp of the Norsemen and Chaos forces has been established nearby the ruins of an ancient dwarven stronghold, which until recently hosted the Free Fortress Zwergburg - a town founded by the mysterious Master Keniger. After the past events, the town's inhabitants abandoned it and settled in another fortification, left behind by the withdrawing armies of the Coalition of Order. The townsmen still declare neutrality and invite others to visit them and Zwergburg's alluring attractions, such as a tavern and a brothel.

The dwarven ruins have been abandoned, but people say that one can still find there mysterious and valuable treasures.

After a year of absence, the rebuilt army led by Baron Albrecht von Vertenhoff returns. The man who claimed the Fang of Ulric for himself has vowed that he will never surrender until he pushes the Norsemen out of Ostland. But the Norsemen are far from giving up the land either - from the heart of Norsca arrives Einar II The Quiet, a famed Jarl, who during his lifetime has become a hero of many songs. Will his presence be enough to help his people come out victorious from the upcoming battle?

Who's going to win? What secrets are hidden in the deep shadows of the ancient dwarven fortress? **Find for yourself**, join the battle and help us create another epic story set in the world of **Battle Quest!**

BELLUM OMNIUM CONTRA OMNES