



Battle Quest 2019

Plot Summary



THAT, WHAT WAS...

The war between the Norsemen and the Forces of Order at the northern reaches of Ostland had ended last year. The four-year conflict about a piece of land is no more.

Shortly after the fighting ended the Imperial army showed up near the neutral city of Zwergburg, with government officials among them, who were tasked with bringing order and at least an illusion of civilization to the land. Ostland was finally complete.

But not everyone liked the new way of things. Those, who didn't want to submit to the imperial law were forced to leave the region. Many among the denizens of Zwergburg decided to look for a new place to live. Hugo Grossman, the former mayor led the journey even further up north. To the place, which just got on its feet after the Storm of Chaos.

DISCOVERY

Former citizens of Zwergburg took the forests and plains just two weeks ride from the city of Erengrad as their new home. They followed a lead, a simple gossip on account of which those lands were, supposedly, to be rich with valuable magical crystals. They found a fort left there unattended since the War with Chaos and decided to create a new community there, far from the Empire's reach. But they quickly realized that this land already had its "locals".

Beastmen. Orcs. Chaos cultists. All of those creatures started to threaten the newcomers. Thankfully, their attacks were sporadic, and the monsters seemed to not leave their hunting grounds, so the settlers could live. For now.

At least the rumors were true: the neighborhood was indeed rich in priceless stones. The most of them can be found close to the old dwarven ruins. The problem - that's the place where the servants of evil were most active. Nevertheless - some adventurers decided to check it out. Only a couple of them returned and the stones they brought back with were more than enough to return to civilization with a bright future in front of them.

The news of the hidden treasures went public around the world.

A lot of opportunists, adventurers, merchants and others like them came not so long after. Some of them gathered small fortunes, other decided to settle down in the town waiting for a big break. Even more lost their lives chasing the riches. But all of them were alone or in small groups, desperate to get what they can even if the chances of success were slim.

But two exceptional people decided to seriously challenge this no-man's land.

THE TWO VOYAGERS

...or two madmen, depending on how would you like to see it, decided to enroll small mercenary armies and venture north. Two people, who share the same goal, but differ in everything else - including the values they hold dear and the reasons behind their actions.

Antoine de Croy, the heir to a famous Bretonnian noble family living by the knight's **traditions** wants to clear the place from all that's evil. He believes that in the place of the former Chaos invasion a new bastion of civilized world could emerge, where **honor** and **justice** could rule. The quest he organized reached the top knights, akin with **loyalty** to the greater cause. He's also accompanied by disciplined units from all of the Old World along with a variety of clerics and holy men, with all their great **fanaticism**. De Croy also managed to gather a lot of unusual allies, encouraged by the strength of his character.

The second man interested in these lands is **Kurt Hollenstein**. Originating in the Border Prince Confederacy, this former adventurer, troublemaker and the owner of a couple prosperous factories just recently bought his noble title. But he's still lacking his own piece of land. He believes that thanks to his **wits** and natural **pragmatism** he'll be able to reach his goal and defeat anyone who stands in his way. Concentrating on **progress** and new solutions, which earned him the support of a lot free-thinkers. He never bothers with the reasoning or backgrounds of his subordinates. This **tolerance** made his army full of sellswords and adventure seekers. He values his **independence** and promises a lot of it to everyone who joins his expedition.

Both of the leaders are different from each other, but it shouldn't be the reason for open hostility, right? Knowing that their goals are similar they decided to meet up on neutral ground and talk everything through, like civilized people. The date for the meeting was set up in the middle of the summer of **year 2306 of the Imperial Calendar**.

The inhabitants of the town, who unwittingly became the hosts for this assembly are worried about the future. Because many of them know that conflict is never easy to avoid.

The north suffered a lot in the past years.

Will it be engulfed in the flames of war once again?