

FORCES



OF EVIL



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Introduction

The guide you're about to read is a handbook for the players who would like to be a part of the Forces of Evil during Battle Quest 2019. It's meant for all game participants and delivers not only some basic information about the game, but is also meant as a source of inspiration for creating one's character and finding one's place in the plot.

We'd like to stress that this guide contains our own vision of the Warhammer universe and – even though we try to keep true to the source – might not be identical to the original. We based our story on the history of the Old World, but allowed for some simplification and changes which in our opinion not only work better for our game, but also make it more accessible for people not

familiar with Warhammer. Following this logic – no other sources are necessary to join the game, but reading more might help you better immerse yourself in this world. Battle Quest is a game with immense potential, and it's you who makes the decision about what you want to play. We hope that this manual will assist you in bringing to life some unforgettable heroes.

The following chapters discuss:

- ☞ **Chapter 2** – the premises of the Forces of Evil and why we decided that there should be such a group, and what will it offer to people who decide to play in this faction
- ☞ **Chapter 3** – the faction's premises – which will let you decide if this particular faction is what you're looking for;
- ☞ **Chapter 4** – what technical support is there for the Forces of Evil;
- ☞ **Chapter 5** – sample ideas for activities for the Forces of Evil and what kind of support do the organizers provide
- ☞ **Chapter 6** – the story reasons for the evil being here and some NPC ideas for the leaders of the faction'
- ☞ **Chapter 7** – Chapter 8 – ideas for the divisions in this faction – they're not groups you'll meet at Battle Quest, but we hope the descriptions will help inspire you





Why does this faction exist?

From the very beginning there was a place at Battlequest for troops and characters representing the broadly understood “evil of the Warhammer’s world”. The Orcs, Khorne’s Berserkers, Demonettes, the Skaven, Beastmen, Marauders of Slaanesh, and many others have become an important part of the BQ world. That’s not a surprise – both engagement and originality have always been abundant and the “evil” has contributed to many unforgettable events. During all these years it also became apparent that those players come for something different than war and battles – things that are basically the core of Battle Quest.

Therefore, this year, instead of placing all the “evil” on one, not quite fitting side of the conflict, we have prepared a unique solution – the Forces of Evil. This group is typical for the world’s understanding of “evil” and has their own goals, principles and – above all – an alternative approach to the game.

However, before we explain this whole idea and invite you to contribute to it, here’s a few words about what the Forces of Evil are NOT.

✎ **The Forces of Evil are not a side of the conflict.** They do not fight for neither the Expedition nor the Quest and are not interested in supporting anyone in the Battle Quest 2019 campaign. This does not mean, however, that they will not be able to fight with other participants or that they will not participate in the planned battle scenarios (such as, for example, the Final Battle on Saturday). What’s more – because of their unique character, the Forces of Evil may have a special place in some of the events.

✎ **The forces of evil are not an “event group”** whose sole task is to provide entertainment to others. They will have their own stories to unravel, they will also have their place in the overall plot of the game,

✎ **Evil forces are not your “whipping boys”.** We want the characters from this group to be terrifying and scary – just as they should be in the Warhammer world. To support this, we want to introduce unique abilities that will allow the Evil Forces to create engaging battles and fight in a way that is most entertaining. We intend, as part of the rules of the game, to approach individually the issues of costumes, equipment and magic used by the Forces of Evil and see to that the Forces of Evil are not ganged upon in order to be exterminated.

✎ **Evil forces are not a background decoration.** This faction was created so that the “evil” could finally take its proper place and could manifest itself in the best way. The solutions we offer should enable all members of the evil party to shape the game at least to the same level as the other participants.

In a nutshell, the Forces of Evil are a distinctive trait of the Warhammer world that lurks in the dark woods. Worshipers of the Dark Powers, monsters, manifestations of demonic forces or unfriendly races of all sorts. The main task of players deciding to take these roles on them would be to introduce this atmosphere of danger. And they will accomplish this by carrying their own agenda and interacting with other participants. Kidnappings, ambushes, dark rituals and everything else that always seemed like the “core game” for “evil” has never been so easy. More on this (along with examples) in Chapter 5.

The forces of evil will be stationed in the ruins of dwarven strongholds, which remained deserted after the Chaos Invasion passed through the area. This does not mean, however, that they will be limited in any way when it comes to access to the game area. Some places (such as the Free City) can obviously not be directly accessed, but the possibility of setting camp in many different places of the game area may give them a suitable advantage. More on how this will look technically can be found in Chapter 4.

The forces of Evil as a group will consist of representatives of various races, which may have conflicting goals. Of course, we want to try and implement all the ideas that come up. At the same time, we offer a roomy solution that can give them a common agenda and explain why they are where they are. More about this in Chapter 6.





The Forces of Evil...

... are for you if:

- ☞ you want to play characters and units that are openly “evil” during Battle Quest;
- ☞ the idea described in chapter 2 coincides with what you would like to do during the event;
- ☞ you are interested in ambushes, kidnappings, rituals and other such activities as part of a battle event;
- ☞ you do not mind the fact that there is a public relaxation area available in which the game does not take place;
- ☞ you have ideas for activities that could please both you and other players present at Battle Quest.

...are not for you if:

- ☞ you do not want to play a chaos cultist / “monster” / undead or any other type of character that belongs to the Forces of Evil;
- ☞ you want to play as a regular army or mercenary unit or a non-combat group from the Free City;
- ☞ you need a 100% in-game play without any rest, even if when necessary;
- ☞ you want to be on the receiving end of game creation, and you do not want to worry about making your own elements of the game.

Technicalities

Playing the “bad one” at Battle Quest is subject to slightly different rules than playing a regular warrior or a Free City denizen. We decided to give the Evil Forces a separate camp zone, which will be located in the central part of one of the forts. We plan to divide it into two, clearly separated parts:

- “in game”, in which the game will be constantly taking place, where you can implement any internal threads and generally remain in character,
- “off game”, in which the game is suspended, where it is possible to take off the costumes and rest “outside the game”.

This entire zone will be inaccessible to other Battle Quest participants and can only be used by the Forces of Evil. It will provide a kind of “safe space” for players in this group. In addition to the fort hat can be used freely (eg for accommodation or fictional locations), the zone will have access to electricity and water. Separate sanitary facilities (showers and toilets) will be available for the Forces of Evil specifically, and if there are enough players willing to play this faction, we plan to provide additional catering available to them on the spot.

Ideas and support

We want to be able to create as many special and amazing ideas that will be as “evil” as possible. The adventures that were possible only by chance before, now will be planned and refined. We believe that playing such characters at Battle Quest is something unique and requires a fresh approach.

Therefore, for the Forces of Evil, the organizers provide in particular:

- ☞ dedicated support (organizer – Plot Master) to coordinate ideas, quests and tasks carried out in cooperation with other players or within the group itself,
- ☞ assistance in designing and construction of “evil” locations scattered throughout the game area (altars, temples, ritual sites and the like),
- ☞ the ability to physically handle the “magic crystals” that will be sought out by other participants of the game (e.g. to prepare ambushes or hundreds of other creative solutions).

Since the Forces of Evil players know best what is their raison d’etre, we’ll try our best to facilitate carrying out even the craziest ideas. We’ll help you coordinate with other units in order to agree on common quests or plot points, but we’ll also support all initiatives that will help the Forces of Evil grow, thus making the Battlequest world more attractive. The possibilities are endless and we’re really counting on the player’s creativity in this regard. Below you’ll find a couple ideas that just skim the surface, but will give you a general idea what you could do.





Poisoned Water

The worshippers of the Plague Lord managed to infiltrate the Free City and poisoned one of its water sources. Now all dumb humans run around and try to find a way to ease the pain of their loved ones, writhing in pain. If they only knew that the sole antidote is hidden deep in the dwarven ruins, well guarded by the cultists and their allies.

Organizer's support:

- ☞ *sa special container with the poison and a prepared "water source" that you'll need to put the poison into (without being noticed),*
- ☞ *appropriate sfx makeup and other signs of "being infected" for the Free Citizens,*
- ☞ *in-game clues for the rest of the players to find the antidote,*
- ☞ *a location with the antidote – with it's own lightning, scenography and props, prepared just for this ambush*

High-priority target

In one of the mercenary groups on Hollenstein's side there's a former High Priest of the Dark Prince. He betrayed his god, but the Prince of Pleasure never forgot about him. His loyal disciples are coming to punish their former superordinate...

Organizer's support:

- ☞ *finding a player who would be the appropriate "target",*
- ☞ *coordinating the Forces of Evil and the mercenary group for a planned assassination/kidnapping*



Chosen by the gods

We're not here by chance. We followed visions and we know that right here, right now the anointed sacrifices will appear. They were chosen with His sign, the significance of which they do not even grasp. When they are gathered and sacrificed, they will finally satiate our Lord's hunger. It will be a grand day.

Organizer's support:

- ☞ *picking an adequate amount of players (from all BQ participants) and providing a characteristic mark in the form of a temporary tattoo on their body*
- ☞ *creating a location with an altar and the rest of the scenography needed to perform a ritual*
- ☞ *creating a battle plan connected to the attempts of conducting/interrupting the ritual and engaging a suitable amount of players*

Me stronkest!

For some the most important thing is raw, unlimited strength. And nothing is a better test than simply battling with the fiercest warriors that came to war. That's why we'll abduct the likes of them, and then have them fight our champion in the arena! There will be bets, alcohol and emotions. And who knows, maybe among those weak maggots there's someone worth the attention?

Organizer's support:

- ☞ *providing a supply of safe items for kidnapping and keeping other players (safe ropes, chains and shackles)*
- ☞ *creating an arena in an appropriate place in the ruins for the deathmatches*



The grave the merrier

Tomb riders always had the tendency to be slightly nosey and now is no exception. They learned of an ancient artifact hidden in one of the crypts in the ruins. But this time they don't know this will be their last raid. We won't allow our sacred place to be defiled. And we'll raise from the dead as many times as needed to guard it for eternity.

Organizer's support:

- ☞ *preparing props such as maps for the other players and making sure they find their way to the appropriate groups during the game*
- ☞ *arranging a tomb in a fitting place in the ruins, helping to map out an ambush plan,*
- ☞ *coordinating on location so that the ambush works out (helping with the "timing")*

Big and small ideas go. Some of them are one-timers, but some can be repeated throughout the game. We don't want to impose any limitations, because we believe all ideas can be brought to life bringing fantastic experiences. So, the Forces of Evil will play exactly as they wish – and we, the organizers, will try our best to make it as fun as possible.





The story and the Leader

As we mentioned earlier – we don't want to limit you and force you to present a common agenda. This is why we decided on a different approach.

The reason for the fights between the Quest and the Expedition is the claim to the lands that is abundant in magical crystals. It so happens that they are located in the old ruins, used by the Chaos forces during their invasion centuries ago. The stupid southerners have no idea what they really found. But there's a powerful mage that does – and he used gold, promises and his own magical powers to convince various groups to act as his bodyguards. Now he tries to scavenge all the power the ruins hide, not realizing his real enemies are closer than it seems.

The aforementioned powerful sorcerer is an NPC who will be the in-game leader of the Forces of Evil. There will be a casting for this role (just like for many other important NPCs). Depending on what that person decides (in agreement with other leaders, of course) we will modify this part of the guide. First and foremost, we're interested in having the "evil" groups be independent and free in carrying out their objectives. Serving the mage is just a pretext, secondary to your own ideas.

Unit examples

Eshin Clan Gutters

A band of Skavens – killers following their own, vague agenda. They say that they dug tunnels under the ruins, so they can move from place to place faster than would be reasonably possible. They attack from the darkness and kill before anyone bats an eyelash – their poisoned weapons need no more than a couple minutes to floor even the most powerful warrior. That's actually the reason why Hollenstein's scientists started hunting down the rat assassins. Now some say that the Gutters came to avenge their brethren. But that's probably bullshit, the rats aren't exactly known for their empathy.

The Scent of End Times

Cultists of the Lord of Change believe that everything will come to an end. Just like summer comes after winter, the same way humanity will be transformed into something different. But the cultists don't plan on waiting until that happens on it's own. They do whatever they can to help the inevitable end of humanity – be it direct conflict or using the most powerful weapon: the weakness of a human mind. They love sowing doubt in the hearts of men and then seeing the seed grow. For this the Lord of Change sends them visions – which normally would be considered a sign of madness. But they know the truth. They understand. And they will do everything to open the eyes of others – regardless if they want it or not.

Captain Daragostia's undead

Marcus Daragostia was a famous imperial sailor. Along with his crew he ventured to the wondrous corners of the known and unknown world. They brought destruction and fear wherever they went. The only problem is that they are all dead – both the captain and the crew. And they've been dead for over 200 years. Daragostia put his hands on many a treasure in his day. And one of these items of value turned out to be a cursed scroll, which turned him along with all his men into undead. Their wandering has brought them here – the purportedly only place that might give them eternal rest. Centuries with no feeling other than horrible cold has turned the glorious explorers into heartless monsters, that have no compassion for anything or anyone who stands in their way.



