Warhammer 40k Campaign Grand Narrative – OVERALL TIMELINE

**The Kelthorn Heresy (028.012.M42)**

What began as a routine Adeptus Mechanicus expedition to Kelthorn II, a heavily fortified Imperial stronghold, swiftly descended into one of the greatest technological heresies of M42. The planet, already struggling to contain the creeping bio-infestations of Hive Fleet Leviathan, became the stage for a far more insidious war—one not fought against xenos, but within the very ranks of the Machine God’s faithful.

The Adeptus Mechanicus’ Cohort Omnis-9 had long maintained a formidable presence on Kelthorn II, overseeing vast forge-complexes dedicated to producing weapons and war engines to supply the wider sub-sector. When a Mechanicus exploratory team uncovered a Sensory Nexus buried deep beneath the planet’s surface—an ancient, warp-infused technological anomaly capable of amplifying sensations and distorting reality—it sparked a crisis of doctrine. Some among the Mechanicum saw the Nexus as a weapon to be studied, while others deemed it an abomination to be purged.

Despite efforts to maintain secrecy, the presence of the Nexus soon drew the attention of the Hosts of Slaanesh, whose daemonic legions descended upon Kelthorn II, seeking to corrupt the Nexus and turn the forge-world into a shrine of excess. A brutal war erupted, pitting the Skitarri legions and Imperial Knights of the Mechanicum against ever-growing daemonic incursions, culminating in a desperate last stand to seal the Warp rift that had begun to tear open beneath the world’s surface.

For a fleeting moment, victory seemed possible. The Mechanicus, through their relentless logic and superior firepower, succeeded in containing the Nexus’ influence. However, their triumph was undermined from within. Tech-Magos Dominus Arcturus, a once-revered leader of the forge-world, had spent too long studying the Nexus. The residual energies of the anomaly had corrupted his mind, whispering secrets of forbidden technology and promising the perfection of flesh and machine alike. When the moment came to destroy the Nexus, Arcturus betrayed his kin, unleashing a techno-daemonic insurrection that would doom Kelthorn II.

**The Rise of the Dark Mechanicum (032.012.M42)**

Arcturus, now a willing thrall of Slaanesh, turned the very weapons of the forge-world against his former comrades. Legions of corrupted Skitarii—their bodies fused with warp-tainted augmetics—slaughtered the loyalist Mechanicum forces. Daemon-forged constructs emerged from hidden depths, fusions of arcane Mechanicus technology and daemonic entities, spreading madness and excess across the once-proud foundries of Kelthorn II.

Within months, Kelthorn II fell entirely to Arcturus’ forces, transforming into a twisted nightmare of flesh-metal abominations and chaotic industry. Once the heart of Imperial production in the sector, the planet now churns out unholy war machines—bio-mechanical constructs that wail with torment, Knight engines bound to daemonic intellects, and weapons that defy logic and physics.

With Kelthorn II lost, the Imperium faces a catastrophic new threat. Archmagos Diabolus Arcturus, no longer bound by Mechanicus doctrine, has begun exporting his corrupted war engines across the Forsarr Sub-Sector, his Dark Mechanicum forces striking against Imperial and Chaos alike. His ambitions extend far beyond Kelthorn II—his forges now burn with the ambition of a new Dark Empire, one that seeks to merge the Machine God’s brilliance with the unfathomable excess of the Warp.