

>Act 1: Arrival in Holy Country 1605

Part 1 – Storms and Assassins

1. Party is separated from main fleet by pirates and then a major storm [sea monsters?]
2. Ship is becalmed just outside Mirrosea Bay, alone. Two ships of Holy Country navy approach to investigate, party either attempts to negotiate passage or fights.
3. Rikard's fleet finds the party's ship and joins with them. Holy Country ships escort them to Leskos to decide what to do with them.
4. Westerners are invited to meet with the local authority; Rikard nominates party to be his ambassadors. [Taken to capital of Heortland to meet the governor/hexarch?]
5. Governor offers to hire Rikard's army as auxiliaries to Heortland's forces. During the negotiations, the Governor is attacked by Lunar assassins and the party must defend him.
6. Word of the Lunar army [Under whom – Fazzur?] passing the Cross Line reaches the council chamber. [Rikard uses this as leverage to gain land or title in Heortland as further price for his service?]

Part 2 – First Engagement

1. Second wave of Lunar Assassins strikes at the governor [and Rikard?]
2. Rikard leads his army north to deal with the secondary Lunar force aiming to keep Heortland's army from assisting Belintar in the west.
3. Camp encounters/march encounters
4. Minor battle; practice battle system from Pendragon
5. Recovery from battle, march [sail?] west to join Belintar's main force

Part 3 – Building Wall Battle

1. Approach
2. Battle
3. Aftermath/Meet with Belintar?
4. Return to Heortland

>Act 2: Soldiers of Belintar 1605-1615

Year 1 (1605) – Recover from Building Wall [A Quiet Year rules to establish home?]; Lunar assassins kill heirs to the house of Sartar within the Holy Country

Year 2 (1606) – Minor coastal raids by the Wolf Pirates; Wolf Pirates settle on Three Step Islands.

Year 3 (1607) – Lunars incite Ditali against Esrolia, raiding begins

Year 4 (1608) – Major Wolf Pirate raid; Lunars unsuccessfully invade Prax

Year 5 (1609) – Scorpionmen raid out of Larnste's Footprint

Year 6 (1610) – Lunars smash Praxian resistance in the Battle of Moonbroth

Year 7 (1611) – Major Wolf Pirate raid; Lunars defeat Righteous Wind Movement in Sartar

Year 8 (1612) – Scorpionmen raid of Larnste's Footprint

Year 9 (1613) – Starbrow's Rebellion in Sartar; Fazzur placed in command of Lunar Provincial Army

Year 10 (1614) – Major Wolf Pirate raid; Greymane's First Raid into Esrolia; unrest in Sartar

Year 11 (1615) – Harrek joins the Wolf Pirates; unrest in Sartar; Heortland raids Sartar

>Act 3: Founding of New Malkonwal 1616-1618

Sea Season 1616 – Belintar dismembered by Jar-Eel; Holy Country navy destroyed by Harrek and Wolf Pirates

Fire Season 1616 – Harrek invades Rightarm Islands; Holy Country army destroyed by Greymane

Earth Season 1616

Sacred Time 1616 – Hexarch of Heortland dies during a ritual

Sea Season 1617 - Broyan declared High King of the Hendrikings at Whitewall; Rikard declares himself King of New Malkonwal (Heortland) and takes his seat at Durengard

Fire Season 1617 – Civil War in Heortland between Rikard and Broyan

Earth Season 1617 – Queen Gagix Two-barb leads an army out of the Footprint into Heortland

Sea Season 1618 – Wolf Pirates raid deep into Heortland

Fire Season 1618 – Greymane’s Great Raid (into Esrolia); Rikard defeats Broyan decisively in battle and pushes him back into Hendrikiland

Earth Season 1618 – Rikard secures his conquest of the southern half of Heortland.

>Act 4: Fazzur Wideread’s Invasion 1619-1620

Sea Season 1619 – Fazzur invades Heortland and lays siege to Whitewall.

Fire Season 1619 – Fazzur pushes south and engages Rikard in several inconclusive battles.

Earth Season 1619 – Fazzur takes Karse by storm and continues south.

Sea Season 1620 – Rikard fails to stop Fazzur’s march and musters his forces for a final battle.

Fire Season 1620 – Rikard is defeated and captured. He escapes [with aid of players?] and flees Heortland [to where?].

Earth Season 1620 – Travel/mercenary work

>Act 5: Wanderers 1621-1623?

>Act 6: Soldiers of Argrath 1624-?