

## Timeline

Day	Event
Day 1	PC encounter marauders near Drellin's Ferry.
Day 7	Horde marches from Cinder Hill.
Day 8	Horde reaches Skull Gorge bridge. <i>Delayed 3 days if bridge is destroyed.</i>
Day 11	Horde reaches Vraath Keep. <i>Delayed 1 day if WyrmLord Koth is killed.</i> <i>Delayed 2 days if forest giants intervene.</i>
Day 12	Horde attacks Drellin's Ferry.
Day 19	Horde conquers Terrelton.
Day 26	Red Hand takes Nimon's Gap.
Day 32	Red Hand takes Talar.
Day 40	Red Hand reaches Brindol and encamps.
Day 42	Red Hand attacks Brindol.
Day 45	Azarr Kul begins creating the portal.
Day 55	Azarr Kul summons infernal reinforcements.
Day 65	Red Hand horde destroys Brindol. If Brindol has already fallen, they overrun Dennovar instead.

## Victory Points

Task	Points
Skull Gorge Bridge Destroyed	2 VP
Twistusk Aid	1 VP
Evacuating Drellin's Ferry	3 VP
Busting a Road Blockade (each)	1 VP
Delivering the Gold	4 VP
Tiri Kitor Alliance	5 VP
Disrupting the Hatchery	2 VP
Disrupting Ghost Lord Alliance	5 VP
Exposing Miha Serani	2 VP
<b>Audience with Defense Council</b>	
<i>Impress with DC 20 Diplomacy check</i>	1 VP
<i>Convince to place troops behind city walls</i>	3 VP
<i>Discuss a strategy if walls are breached</i>	1 VP
<i>Station clerics in the Cathedral of Pelor</i>	2 VP
<i>3rd telepathic bond to Ulverth/ Starsinger</i>	1 VP
<b>The Battle of Brindol</b>	
<i>Disrupting Giant Hill Battery</i>	2 VP
<i>Putting out Fires</i>	2 VP
<i>Holding the Dawn Way</i>	4 VP
<i>Catching the Sniper</i>	2 VP
<b>Killing Commanders</b>	
<i>WyrmLord Kharn</i>	8 VP
<i>WyrmLord Stormcaller</i>	6 VP
<i>WyrmLord Saarvith</i>	4 VP
<i>WyrmLord Koth</i>	2 VP
<i>Abithriax</i>	4 VP
<i>Varanthian</i>	3 VP
<i>Regiarix</i>	2 VP
<i>Ozzyrandion</i>	1 VP