## The Chronicles of Counter-Harn: Game Logs

This page contains summaries of the high-level components comrpising the Chronicles of Counter-Harn. Summaries contain links to game logs to the current turn.

## **Part One: Caer Nurel**

Caer Nurel follows the adventures of Sir Reinhardt Maddox as he is elevated unexpectedly from his station as an ill-born household knight in the service of Countess Curo to the position of Baron of Nurelia, a vast frontier region with but a single keep and village. Ordered to secure the remote keep, conceal its secret, and expand the Realm's settlement in the region, Sir Reinhardt will learn, far from Kaldor's heartlands, that the intrigue and danger swirling around the Realm's coming succession crisis will reach even into his remote domain.

Turn One: Festival Wager
Turn Two: The Lady's Maid
Turn Three: The Best Laid Plans
Turn Four: Compromising Positions

Turn Five: Fireside ChatTurn Six: Assassins!

• Turn Seven: The Baron, The Gentle, and the Warrior

Turn Eight: Letters At DawnTurn Nine: The Four Horsemen

• Turn Ten: Peasant Camp

• Turn Eleven: Songs For The Downtrodden

Turn Twelve: Voice Of The Oak
Turn Thirteen: Night Raid
Turn Fourteen: Liberation Day

Turn Fifteen: On The Far Side Of The River
Turn Sixteen: Baron On The Barrelhead
Turn Seventeen: Returns and Departures

Turn Eighteen: As The Village Turns
Turn Nineteen: The Old Garden Bench

Turn Twenty: Maters Of State
 Turn Twenty-One: Hunting Party
 Turn Twenty-Two: Death Ground

— David Queenann 2006/02/16 02:00

## Part Two: Torastra's Game

Placeholder

— David Queenann 2006/02/16 00:24

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