

Longwalker,

I trust your stay in Waterdeep will continue to be fruitful. Forgive my abrupt departure. Duty hastens my return, for the fields and villages of Daggerford burn nightly. The telltale glow always brightens the night's horizon.

My scouts report that the Company, assembled by Isteval in Waterdeep, has reached Daggerford proper delivering goblin brigands into the hands of the Guard. A good start, though I still have doubts about their mettle.

The path home will bring me close to Ardeep Forest. I shall find the truth regarding Gnoll war bands attacking the Trade Way. Also reported, Orcs are raiding the highland villages East of the Delimbiyr Route. I cannot spare scouts to find them and Duke Maldwyn will not call out the Militia for fear of leaving Daggerford unprotected. Isteval's Company will need to act quickly to find and route this scourge of roving marauders.

The situation within Daggerford proper has become dire as well. Scouts report those refugees from the outlying communities who have sought safety within the walls of Daggerford have been turned away by Maldwyn's decree. They now overflow onto the

caravan grounds and protest at the gates. This crisis is becoming explosive. I fear a riot may ensue.

It seems the theft of the Duke's ancestral trinket has consumed his thoughts and he searches for the thieves among those without homes. The implications of this neglect trouble me and I shall appeal to the Duke's sister upon my return.

Return with haste, Uncle, for your council is most desperately needed.

-Kelson

D&D Encounters : Scourge of the Sword Coast
Twenty Sided Store 2014