

The Nentir Vale – Prelude

DM Adventure Background:

This adventure acts as a prelude to other adventures that take place within the Nentir Vale (pg 196 DM). The Lord Warden of Fallcrest has gathered the adventurers one-by-one to help him restore Fallcrest to its former glory before the Bloodspear War. The adventurers will receive quests that will elevate them to heroes amongst the local populace and will gain gold and treasure to help them progress further.

Read Aloud:

You find yourself in a grand room filled with ancient finery. The tapestries encasing the room cling to the wall as if to keep themselves together. Weapons and suits of armour stand dejectedly in the corners of the room, long forgotten are the heroic deeds their owners once achieved. The large windows let only a small amount of light in, the thick purple drapes holding back the cold of the outside world.

You wonder to yourself why you of all people should be called to the Lord Warden's house, maybe you will even get to meet him, maybe this is destiny calling as you always thought it should. A tall man enters the room from a small door hidden by wood panelling. A scribe by his side holds a piece of parchment and a long elegant quill.

Lord Warden: *Greetings, I am Faren Markelhay, Lord Warden of Fallcrest. I have brought each and every one of you to help me and the people of The Nentir Vale. Long forgotten are our days of glory and I vow to bring peace and prosperity back to our land once more. Each of you has been picked for your skills that could aid this group and together you shall form a force against the evil root that lies*

dormant no longer within Nentir. The road to peace will be fraught with danger but you will be rewarded with fame, glory and gold. Will you step up to the task?

(Assuming PC's say yes...)

Lord Warden: *Good. We shall get started right away then. I have some tasks for you near Fallcrest and some further afield.*

(Lord Fallcrest looks at his scribe's long list of notes.)

Lord Warden: *Yes, we shall start with this one I think.*

As DM you should now choose an adventure that will tie into The Nentir Vale. Suggested adventures are Kobold Hall (pg 210 DM) and H1: Keep on the Shadowfell. There are lots of suggested places within Fallcrest (pg 198 DM) that could be used for the adventurers such as the Tower of Waiting. Or in the surrounding Nentir Vale there are a lot of adventures hooks that give you the chance to create your own adventures (pg 206 DM).

Read Aloud for Kobold Hall:

Lord Warden: *Kobold Hall. The detestable place can be found in the Cloak Wood. Once a prosperous keep owned by a minor lord, the place overlooks the King's Road but was overrun years ago by vicious Kobolds. I want you to destroy the vermin that live there and bring me back evidence of your victory. I will reward you with 10gp for each dead Kobold and 100gp for proof that their leader has been slain.*

Read Aloud for Keep On The Shadowfell:

Lord Warden: *I want you to head out to a town called Winterhaven, it is a few days journey on foot. One of my scholars Parle Cranewing has asked for a detailed*

map of its local keep. There are rumours that these ruins contain hidden treasures and secrets of the old human empire. (The Warden looks rather sceptical at this point.) You're welcome to any treasures that may or may not exist. For return with a complete rendering you shall be rewarded 250g. It should only be a few days work before we can get started with the next task.