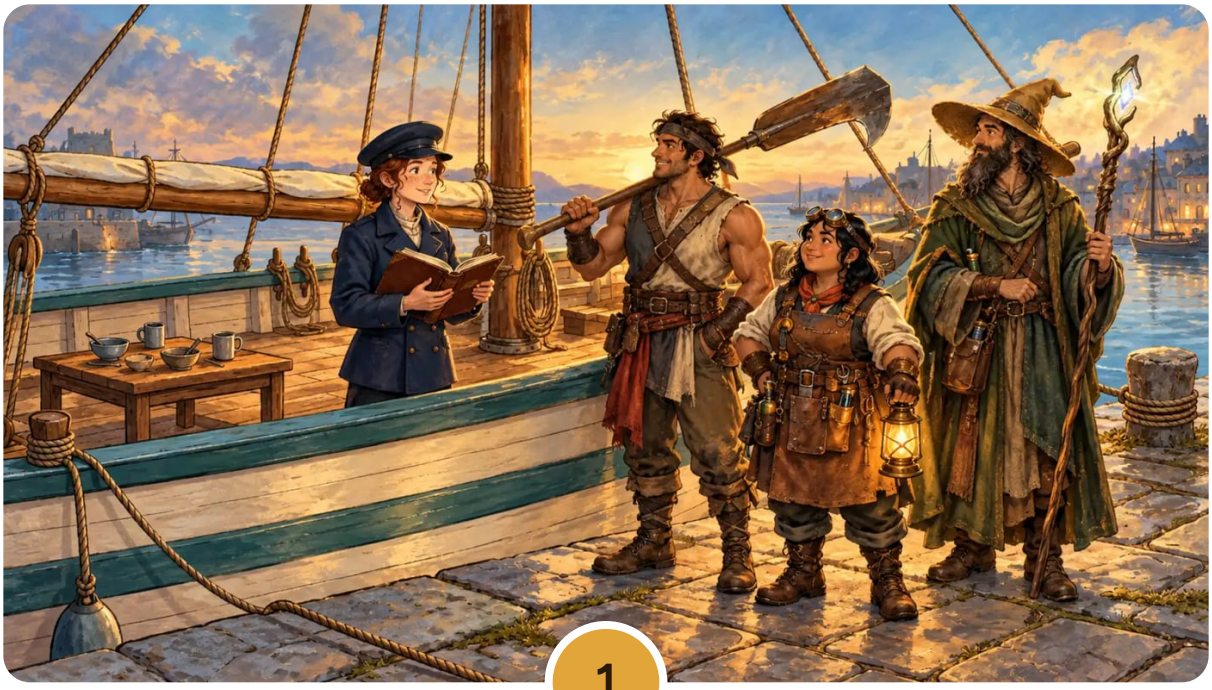


1

The Ship That Tied Up Empty | Scene 1 of 6

The Empty Deck

The Salt-Needle

What the heroes want

Find out what the empty ship is saying, and leave knowing the tide is part of the answer.

Ways to try it

1. Search the cabins. What is missing?
2. Read the tide-table. Why are two days circled?
3. Ask the deckhand on the bollard. What did Kett see?

What did your heroes do? Write it or draw it here

Scene 1 of 6

The Empty Deck

Read this scene in: Quick Quest, Short Session, One-Sitting Session, Full Session, Epic Session

Read aloud

Creak. The Salt-Needle rocks gently at the Long Quay. Harbour-reeve Nessa Quill walks you up onto her deck. Breakfast bowls sit on the table, cold. Coats and boots are gone. Nobody is aboard at all. "She tied up like this last week," says Nessa. "Empty." The ropes are tied in a Quillhaven knot, so somebody from this harbour tied them. Above the stove hangs a tide-table. Last week's lowest tide is circled. So is today's.

What the heroes want

Find out what the empty ship is saying, and leave knowing the tide is part of the answer.

Ask your players

Ask the table	The ship is empty, and breakfast is still on the table. What do you think happened? Let them guess anything at all. Then let Kett say it: they walked.
Ask the quietest player	Nobody believes Kett. Do you believe Kett? Why?



The Empty Deck

Ways to try it

Search the cabins

No roll

It works

Four bunks. Four coats gone, four pairs of boots gone. Nothing is broken or stolen. In the skipper's log, the last line says: "Bell-Back. Back on the flood. M."

It doesn't

If nobody searches, Nessa finds the log herself and reads out the last line: "Bell-Back. Back on the flood. M."

Read the tide-table

Clever, DN 8

It works

The circles are walking-tides: the lowest tides of all, when the sea goes so far out you can walk on the sand. Last week was one. Today is the next.

It doesn't

The numbers swim about. Then Kett leans in. "Those are walking-tides. Everybody knows that." Last week was one. Today is the next.

Ask Kett

No roll

It works

"They walked," says Kett, pointing at the sea. "Out there, when the water went out. I told the reeve, and she said people don't do that." Kett is new on the quay, and very sure.

It doesn't

If nobody asks, Kett shouts it anyway from the bollard: "They WALKED!"

Just for you, not to read out

Nessa is not the baddie and must never sound like one. She is careful, and she will not send the harbour watch after a prank. The one fact for the table to leave with: the crew walked out on a walking-tide, and today has one too. If a player hunts for pirates or a curse, let the ship stay tidy and the knot stay local, and let Kett say "they walked" again. Short on time? At the Quick Quest length, go straight to the quay as the water turns: the crew come walking home in the climax and tell the rest themselves.