The Lagoon That Lost Its Light

Ferry Steps in Chimewell and the Hushwater, the glowing lagoon of the Chimewater Isles



The Hushwater has always shone from below, and the ferries steer by its light. Now the middle of the lagoon has gone dark. Find out where the light went before the ferries stop for good.

Talewick Quests — original content, free to print and play.

Read this to your players to start

At night the Hushwater shines from below, and the ferries cross it by that light alone. For a week the glow has faded, a little more each day, and now the middle of the lagoon is black. The ferries cannot cross, and the small isles cannot trade with the harbour. Sabine Crane, the ferry master, asks the heroes to find out where the light has gone.

Who's in this adventure

Old Clearheart, the Glass Salamander

Heart Points 14 · Guard 13

Tail splash +2. The hero is soaked and loses 1 Heart Point. She only splashes when she is cornered.

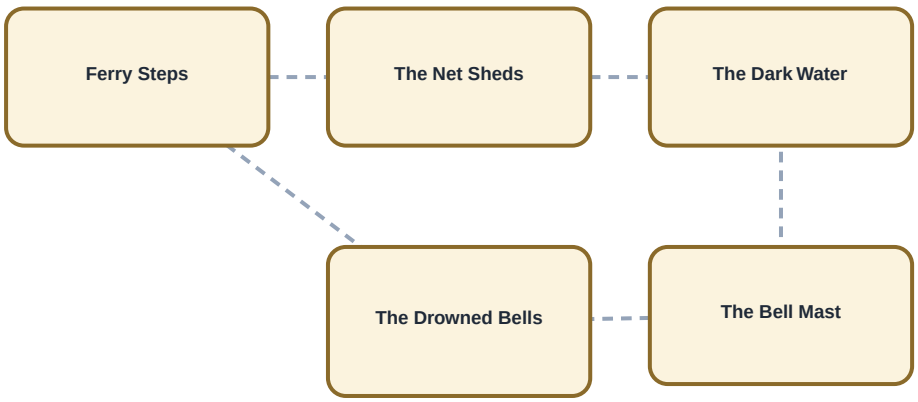
Tips for running this one

• The lagoon is the main character. Describe how the glow changes: bright at the edges, black in the middle, shivering at every horn blast. By the climax, your table will be listening for the horns too.

• Nobody here is a villain. Sabine's horns were a good idea that went wrong. Let her be sorry, and quick to put it right.

• Playing in Story mode? Take 3 off every DN and skip the roll for anything kind. Veteran tables add 2 to every DN.

Map



Ferry Steps lead down from Chimewell to the Hushwater, with the net sheds along the shore beside them. From there the ferry crosses the dark water to the mast of the Drowned Bells, with the wreck below. Shorter lengths follow the last glowing fish straight from Ferry Steps to the wreck.