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The Light on Hare Down | Scene 1 of 6

The Watch Looks Inland

The Watchtower

What the heroes want

Get the count itself, three, then four, then five, and carry it to somebody who might know what it means.

Ways to try it

1. Read Pel's notebook. What does the light say?
2. Watch the light. Can you count the flashes?
3. Ask Orrin kindly. Did the tower ever know?

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

Scene 1 of 6

The Watch Looks Inland

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

Read aloud

Up and up you climb, to the top of Reedwatch's tall tower. It is sunset. Watch-captain Orrin Sedge should be watching the sea. Instead, he turns round to face the land. Far away on Hare Down, a tiny light opens and shuts. Opens and shuts. "Ten nights," he says. "It is counting at us, and nobody knows what it means." The tower's runner, a young woman, holds out a notebook. "I wrote it down every night," says Pel Marram. "It is always the same."

What the heroes want

Get the count itself, three, then four, then five, and carry it to somebody who might know what it means.

Ask your players

Ask the table	Everybody be the light! Open your hands and shut them: three, then four, then five.
Ask the quietest player	Why do you think somebody would flash a light at the tower every night? Every answer is a good one. Remember it, and see later who was close.



The Watch Looks Inland

Ways to try it

Read Pel's notebook

No roll

It works

Ten nights, ten rows, all the same: three short flashes, a pause, four, a pause, five. Then it starts again. It always begins at sunset.

It doesn't

If nobody reads it, Pel reads it out, tapping each mark: three, four, five. Every single night.

Count the light

Clever, DN 8

It works

Three. Four. Five. Then again. Whoever is out there is not in a hurry. They are saying the same thing over and over, like somebody waiting for an answer.

It doesn't

You lose count at four. Pel counts with you on the next go: three, four, five.

Ask about the old book

Kind, DN 8

It works

Orrin finds a very old book. One page has a heading, but the ink has faded right away. "We kept a watch out that way once," he says. "Long before my time."

It doesn't

Orrin shakes his head sadly. "Nobody alive up here was ever taught it."

Just for you, not to read out

Orrin is not the baddie and must never sound like one. He is a careful man beaten by a problem the size of a lamp. Two facts must leave this scene: the count is three, four, five, and it repeats. Nobody in Reedwatch is hiding anything: the tower has argued about this loudly, in public, for ten nights. Why has nobody walked up there? It is half a day up and half a day back, and every night somebody says they will go tomorrow. Short on time? At the Quick Quest length, go straight to the hill: Halder says the rhyme himself in the climax.