Moonlight on the Longsway

The Longsway, the bridge over Fallow Gorge, high on Fallow Fell in the western fells of the Ladderwood



Every calm night, the longest bridge in the Ladderwood swings like a skipping rope, and the post cannot cross. Find out what is shaking the Longsway before the bridge is closed for good.

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

Read this to your players to start

For three calm nights the Longsway, the only bridge across Fallow Gorge, has swung wildly from side to side with no wind at all. Halden Varrow, its elf bridge warden, has stopped every crossing, and Mags Tumbril's post cart is stuck on the near side with a week of letters for Larchloft. The heroes are asked to find out what is shaking the bridge before the council closes it for good.

Who's in this adventure

Dovetail, the Giant Canopy Moth

Heart Points 10 · Guard 12

None. She clings tighter and beats her wings, and the bridge sways.

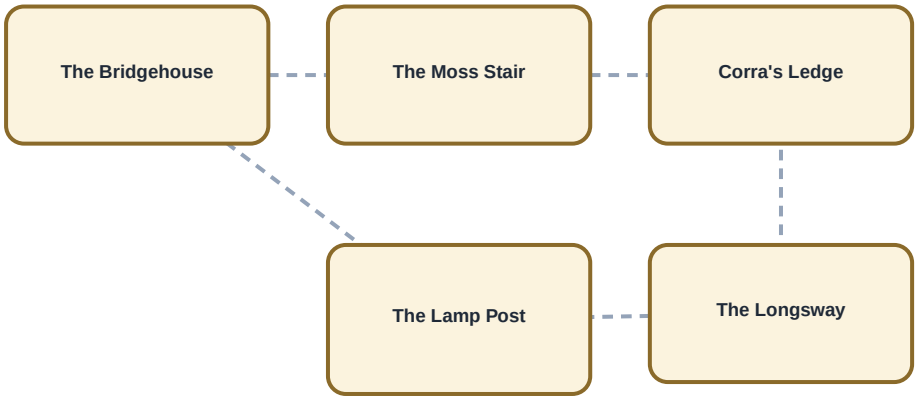
Tips for running this one

• Let the mystery breathe. The clues are the shaking from the middle, the silver dust, Corra's story and the scuffed lamp post. If your table guesses early, say "maybe" and let them prove it on the bridge.

• The bridge is scary but safe. Nobody falls off the Longsway in this adventure: a missed roll means a wobble, a wet seat or a moment of hugging the rope, never a fall.

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

Map



The Bridgehouse stands at the eastern end of the Longsway. The Moss Stair drops down the cliff below it, passes under the bridge and ends at Corra's ledge of moon flowers. Back at the top, the Longsway runs out over the gorge to the lamp post in the middle. Shorter lengths go straight from the Bridgehouse out to the lamp post.