The Morning in a Jar

Hearthwatch Tower



Spucularum woke to a grey morning that would not brighten — somebody bottled the dawn in a glass jar in Hearthwatch Tower, and the Vale is waiting for the sun.

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

Read this to your players to start

The roosters crowed at nothing. The baker’s dough sat pale in the bowl. Somewhere west of the city a last warm gleam still hangs in the air, and it leads to the old watchtower on the hill.

Who's in this adventure

Gloom Fox
Heart Points 4 · Guard 11
Frightened Snap +1 (1 Heart Point)

Storm-Moth
Heart Points 2 · Guard 10
Dusty Flutter +0 (no Heart Points: it startles, then settles)

Lumen, the Sky-Sprite
Heart Points 8 · Guard 12
Startled Gust +2 (1d4 Heart Points)

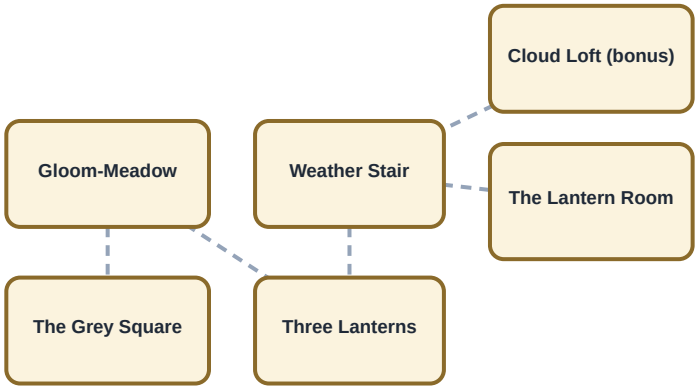
Tips for running this one

• This is the library’s wonder adventure. When the players get stuck at the three lanterns, never hand over the answer: hand over one more clue, and let them have the moment of working it out.

• Lumen is not a baddie, so do not play her as one. She is a small, frightened sprite who made a mistake that felt like keeping something safe. Play her quiet and wobbly. Mrs Crumb is warm and floury. The fox and the moths have no words.

• Short on time? The Quick Quest is the grey square and the lantern room, and it still has the twist: see the lantern room’s DM notes.

Map



The path runs west from Spucularum's square through the gloom-meadow to Hearthwatch's door, then up the weather stair to the lantern-room, with a short side trip into the cloud loft for the Epic Session bonus.

SHOW YOUR PLAYERS THIS

A Scrap of Sky-Script

A torn scrap of pale paper, pinned under the middle lantern. The ink is still a tiny bit warm. In careful, loopy letters: THE WARM ONE IS THE KEY. I ONLY TOOK A LITTLE. SORRY ABOUT THE GREY. LOVE, L. Under that, smaller: PLEASE KNOCK. I GET SCARED WHEN THE DOOR BANGS.