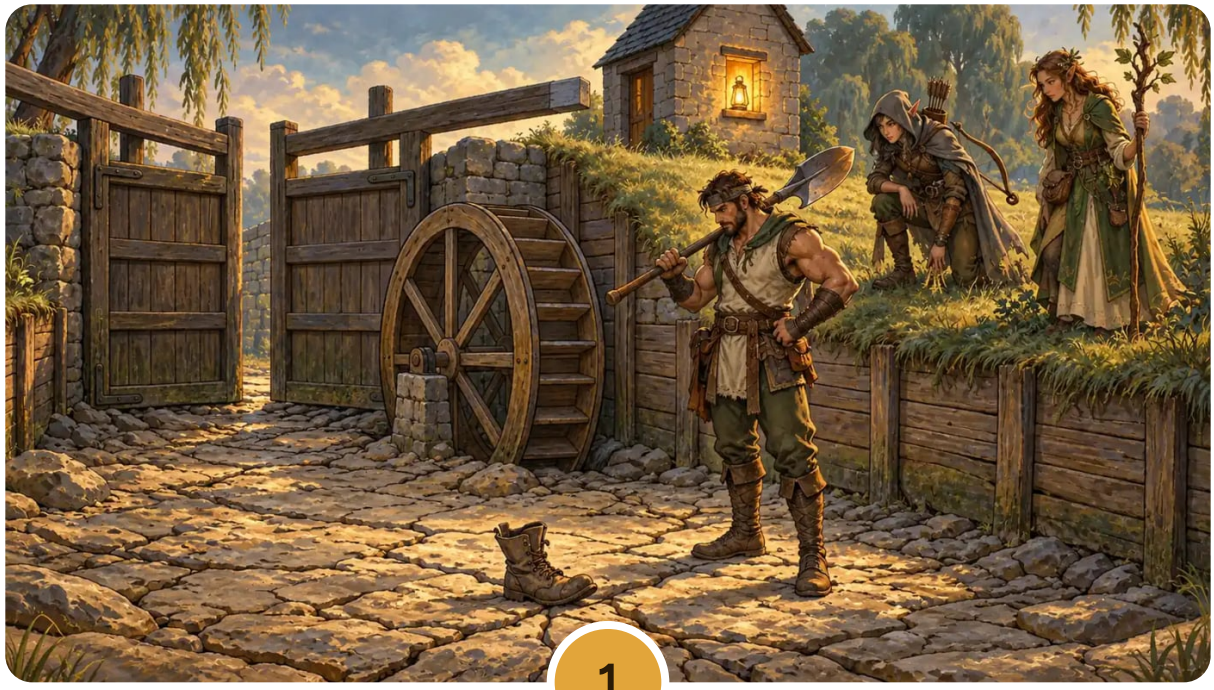


1

The River That Stopped | Scene 1 of 6

The River Is Gone

The Aldermoor Locks

What the heroes want

Work out where the river has gone.

Ways to try it

1. Read Old Pell's chalk board. What do the marks tell you?
2. Climb down into the mud. Which way did the water go?
3. Ask the people in town. Who saw something?

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

Scene 1 of 6

The River Is Gone

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

Read aloud

Listen. What can you hear? Nothing at all. No splashing. No mill wheels going round. Just the wind, and a loose shutter going bang, bang, bang. Yesterday there was a river here. Today there is only cracked grey mud, with one boot stuck in it. Old Pell the lock-keeper stands in the middle, turning his cap round and round. "Five days," he says. "Not one drop. Where has my river gone?"

What the heroes want

Work out where the river has gone.

Ask your players

Ask each player in turn

Old Pell lends each hero one thing from his lock hut. What does your hero take?

A rope, a bucket, a lantern, his spare lock-key. Whatever they take can help later. If anyone takes the key, building a gate at the dam needs no roll.



The River Is Gone

Ways to try it

Read the water board

Clever, DN 8

It works

The marks say FULL, FULL, FULL, then down a little each day, then NOTHING. A river that dries in the sun goes slowly. This one was stopped. Give the heroes Old Pell's water board.

It doesn't

The marks are a muddle, so Pell reads them out: "Down, down, down. Then nothing. Rivers don't do that." Give the heroes the water board anyway, and head upriver.

Walk up the riverbed

No roll

It works

Squelch, squelch. You follow the last wet streak upriver. No sticks, no leaves, no fish have floated down since it stopped. Something up there is holding the river back.

It doesn't

If the heroes stall, a little fish flaps in a puddle by their boots. It is facing upriver, as if it is waiting for the water to come back. Follow the way it points.

Ask around Harborton

Kind, DN 8

It works

The miller's apprentice saw it. "The water went down slowly, then it just stopped, like a tap." Last spring she saw big beavers swimming upriver, carrying sticks.

It doesn't

Everyone is too grumpy to talk, except a gull on a post. It squawks and flaps off upriver, as if to say: this way.

Just for you, not to read out

Old Pell knows two useful things and says both if asked. The river did not dry up all at once: the water board shows it. And nothing has floated down since it stopped, not a stick or a leaf. Let the players work it out: a river that dries in the sun goes slowly and leaves puddles in the deep spots. This one was cut off. Then head upriver.