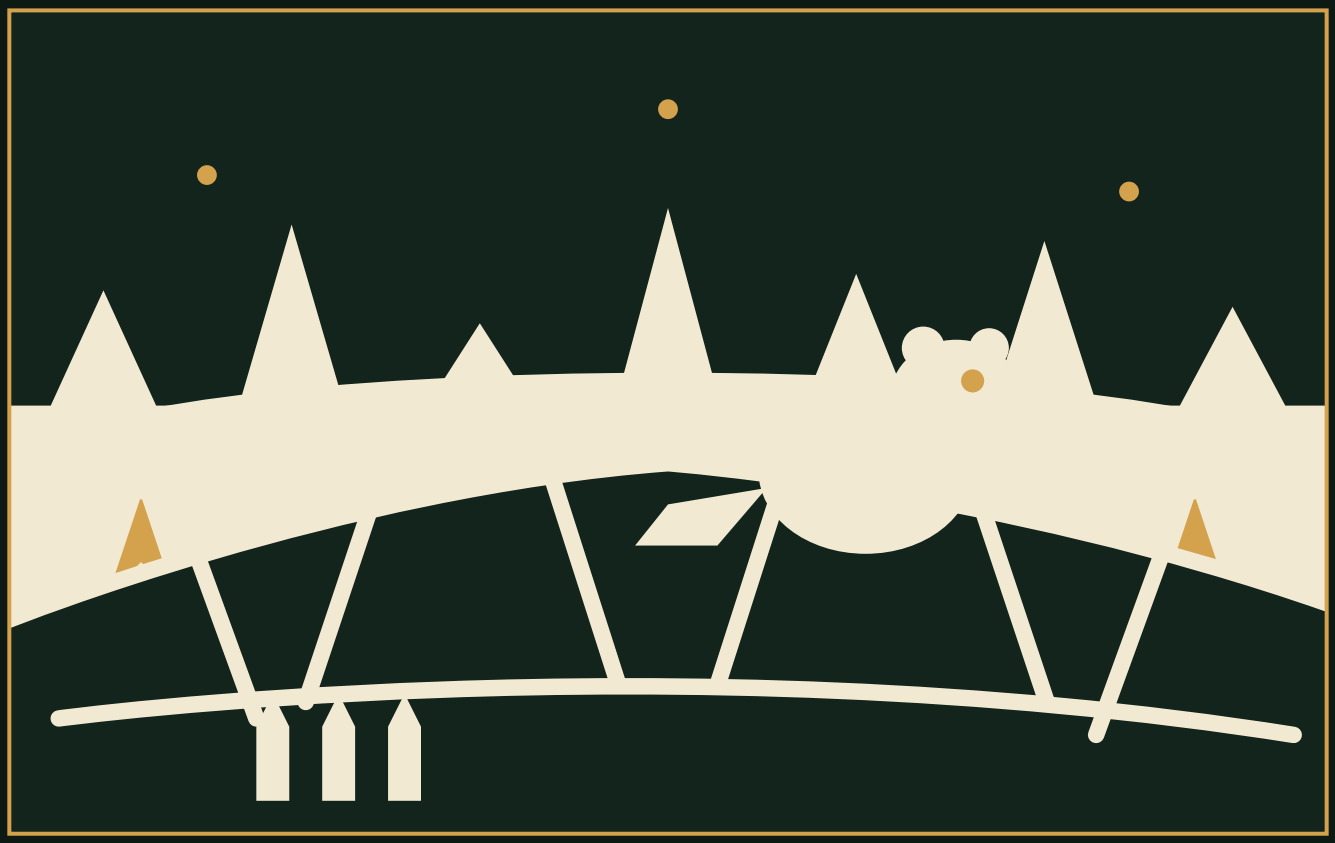
The River That Stopped

The Aldermoor Locks



Harborton's mill wheels went silent overnight and the Aldermoor is a bed of cracked mud — a whole river has gone somewhere, and somebody has to find out where.

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

Read this to your players to start

The river that turns every mill wheel between Spucularum and Harborton stopped in the night. Old Pell the lock-keeper can raise and drop his gates all he likes: there is no water left to let through. Someone has to walk up the empty riverbed and find out where a whole river went.

Who's in this adventure

River Pike
Heart Points 5 · Guard 12
Lunging Snap +2 (1d4 Heart Points)

Marsh Snapper
Heart Points 9 · Guard 14
Snapping Beak +3 (1d6 Heart Points)

Broadtail, the Dam-Builder
Heart Points 12 · Guard 13
Tail Slap +3 (1d6 Heart Points)

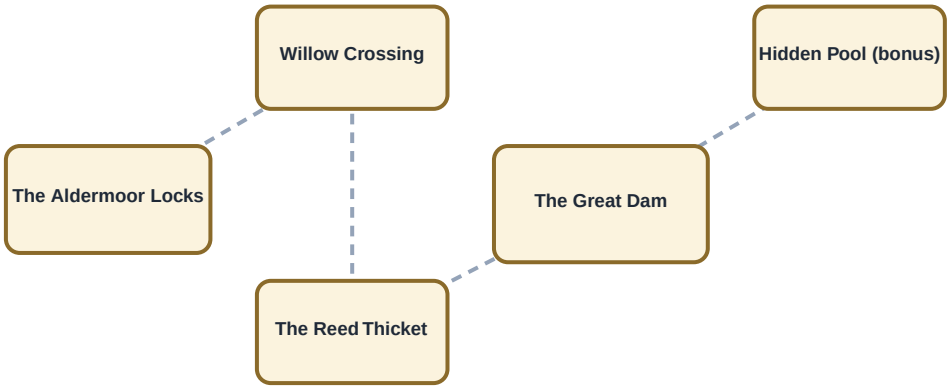
Tips for running this one

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

• Broadtail is not a baddie, so do not play her as one. She is a tired mother with a big problem: slow and gentle. Old Pell grumbles. The kits squeak. The otters giggle at everything.

• Short on time? The Quick Quest is the empty river and the dam, and it still has the twist: see the dam's DM notes.

Map



The empty riverbed runs from the locks up past Willow Crossing and into the reed thicket, where the water turns aside. Then it goes on to the great dam, with a short side trip to the otters' hidden pool for the Epic Session bonus.

SHOW YOUR PLAYERS THIS

Old Pell's Water Board

A slate board on the lock hut wall. Old Pell chalks the river on it every morning. The last lines say: FULL. FULL. FULL. DOWN ONE HAND. DOWN TWO HANDS. DOWN THREE HANDS. NOTHING. Under that, in big cross letters: NOT ONE STICK HAS COME DOWN SINCE. RIVERS DON'T DO THAT.