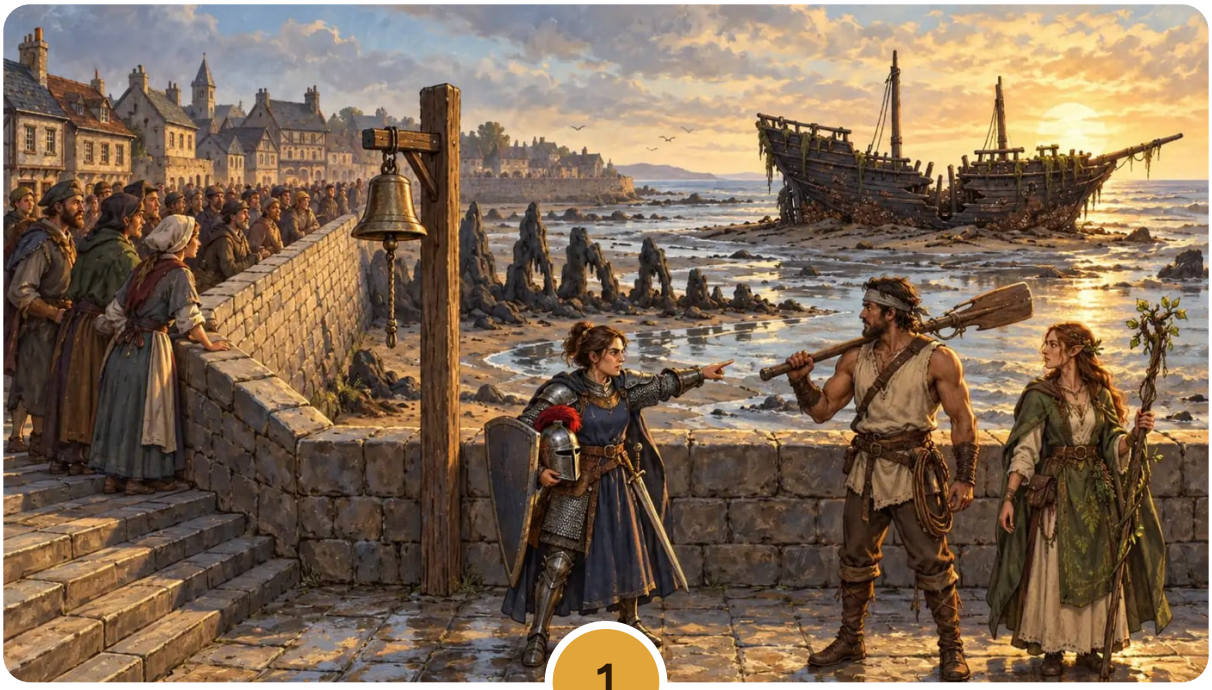


1

The Ship the Tide Gave Back | Scene 1 of 6

The Low-Water Bell

Harborton Quay

What the heroes want

Find out whose ship is standing on the sand, and be back before the sea is.

Ways to try it

1. Ask Rell. What does she know?
2. Ask nicely at the rope shop. Can you borrow rope, a bucket and a lantern?
3. Run straight out. Can you beat the sea?

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

Scene 1 of 6

The Low-Water Bell

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

Read aloud

Dong. The bell over the sea steps rings once. It only rings like that at the lowest tide of the year. All of Harborton runs to the wall to look. The sea is gone! Wet sand stretches past the boats and past the black rocks called the Teeth. And far out, where no ship has ever been, a ship is standing in the sand. Harbour-Mistress Rell stares at it. "She is somebody's," she says. "Go and find out whose. You have one hour before the sea comes back."

What the heroes want

Find out whose ship is standing on the sand, and be back before the sea is.

Ask your players

Ask the quietest player	Here is Rell's list of lost boats. Will you read it out for everyone? Hand over Rell's Lost List now. It is the key to the whole puzzle.
Ask the table	If the sea went out by your house, what would you hope to find on the sand?



The Low-Water Bell

Ways to try it

Ask Rell

No roll

It works

Rell points at a slate on the harbour wall. "Three boats lost off this coast and never found," she says. "She must be one of them." Out there, she adds, the sand has never once been dry.

It doesn't

If nobody asks, Rell hands over the list anyway as you pass. "Read it while you walk."

Borrow from the rope shop

Kind, DN 8

It works

The shopkeeper hands over a coil of rope, a bucket and a lantern. "Bring them back full of stories," he says. Tick all three on the story tracker.

It doesn't

The shopkeeper is too busy staring at the sea. He lets you take the rope and the bucket, but not the lantern. Tick two on the story tracker.

Run straight out

Brave, DN 10

It works

You race down the steps and out across the sand. Every minute you save now is a minute you have at the ship.

It doesn't

You slip on the bottom step and end up in a heap. Up again, laughing, and off across the sand.

Just for you, not to read out

Start the clock out loud. Tell the table they have about an hour, then say the tide once a scene: "the water is off the Teeth", "the stream is filling", "it is over your boots". That is the whole engine of this adventure. Note on the story tracker whether the heroes take the rope, the bucket and the lantern; all three come back at the end. Short on time? At the Quick Quest length, go straight to the tide coming back: the climax gives the table the ship's green paint, and the cat.