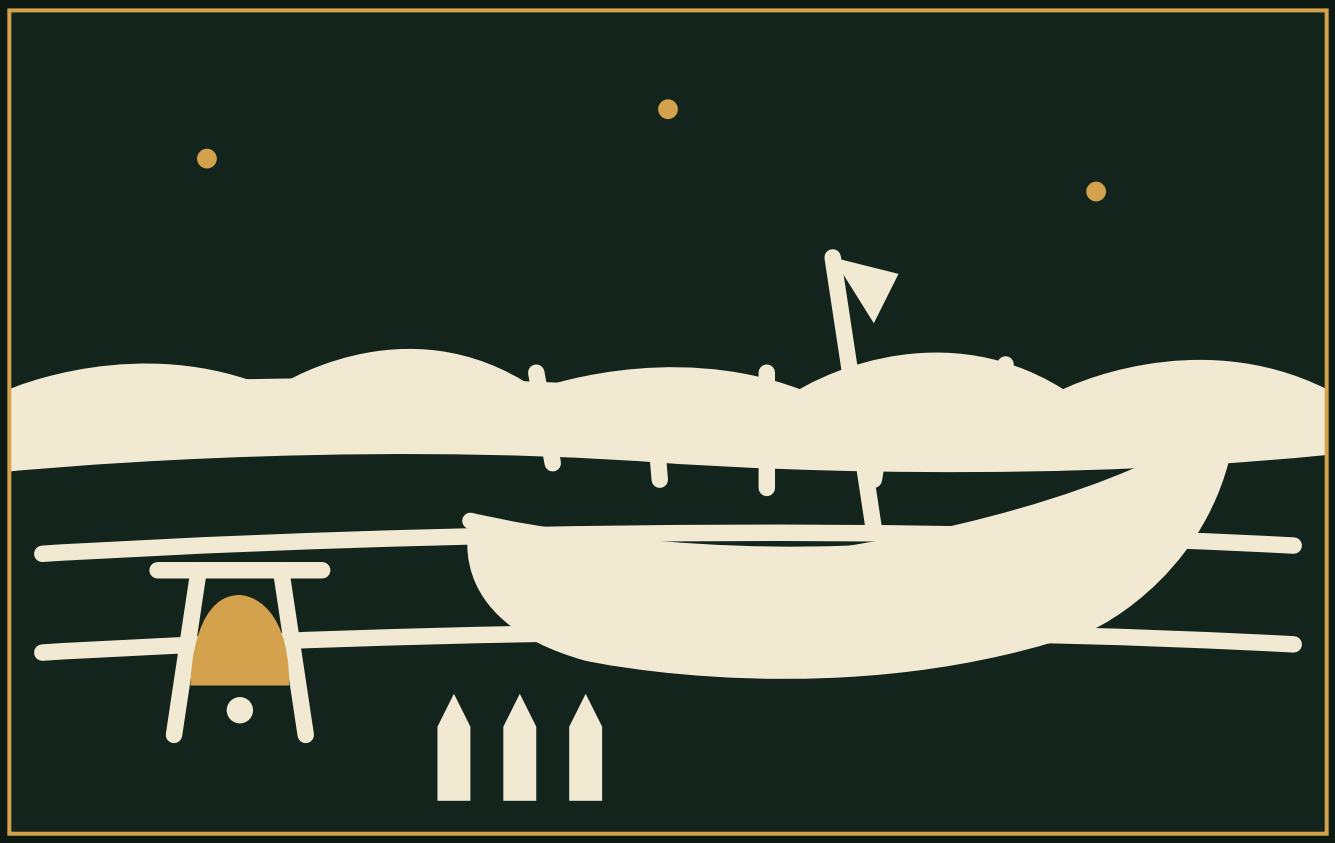
The Ship the Tide Gave Back

Harborton Sands



Once in a lifetime the sea goes right out past the Teeth, and this time it leaves a ship standing on the bar. Harborton has one turn of the tide to find out whose she is.

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

Read this to your players to start

The low-water bell rings once, and the whole town comes to the wall to look. The sea has gone out further than anyone alive has seen, right out to the bar, and a ship nobody recognises is standing in the wet sand. Harbour-Mistress Rell sends the heroes out to find out whose she is, and to be back before the water is.

Who's in this adventure

Bucket Crab
Heart Points 4 · Guard 12
Warning Pinch +2 (1 Heart Point)

Bar Conger
Heart Points 8 · Guard 13
Startled Snap +2 (1d4 Heart Points)

Tarry, the Bell-Housing Cat
Heart Points 6 · Guard 14
Warning Swipe +3 (1 Heart Point)

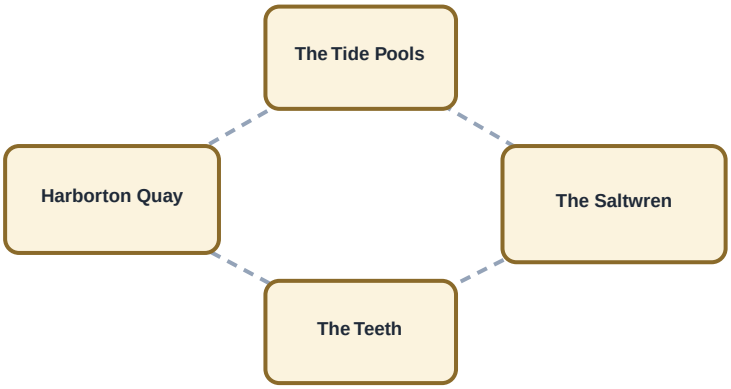
Tips for running this one

• This adventure has a clock, and the clock is the whole point. Say the tide out loud once a scene ("the water is off the Teeth", "the stream is filling", "it is over your boots"), and the table feels the hurry without anybody being threatened.

• Nobody can drown here, and it is worth saying so if a player looks worried. The water is knee-deep at its worst and the ship stands clear of the highest tide. What is at stake is what gets left behind, never who gets hurt.

• The puzzle has one answer and three ways to it. A table that loves puzzles can work for it; a table that does not can simply match the clues to Rell’s list. Never let the table get stuck on the ship’s name.

Map



None of this is here at high water. The wet road leaves Harborton's sea steps and splits in two: north past the tide pools, and south past the Teeth. Both ways come out at the Saltwren, lying on her side on the bar. The pool in the Teeth is the Epic Session bonus, and it is the first thing the returning tide takes back.

SHOW YOUR PLAYERS THIS

Rell's Lost List

A slate screwed to the harbour wall under the bell. At the top: "BOATS LOST OFF THIS COAST AND NEVER FOUND." Then three lines. "SALTWREN. Two masts, green paint. Lost in the Long Gale with nobody aboard. Her rope snapped at the ring." "WHIMBREL. One mast, black paint. Sank off the far cape. Her crew rowed home safe." "KETTLE GIRL. No mast at all, a flat boat pushed with a pole. Sank in the harbour." Underneath, in newer writing: "Kettle Girl raised the next spring. Two left."