Thirteen O'Clock in Chimewell

Chimewell, the harbour town of the Chimewater Isles, and the old jungle quarries beyond its Hill Gate



Chimewell's great chimes keep ringing thirteen at breakfast and noon at midnight, and nobody on the island knows when to sleep. Find out what is playing the chimes.

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

Read this to your players to start

In Chimewell, the great stone chimes of the Chime Tower tell everyone when to wake, work and sleep: the boats go out, the market opens and the lamps are lit by them. For three days they have rung at all the wrong times: thirteen o'clock at breakfast, the waking bell at midnight. The whole town is yawning and cross. Oswin Bellamy, the chime keeper, has checked the clockwork twice and found nothing wrong. He asks the heroes to find out what is ringing his chimes.

Who's in this adventure

Grindle, the Great Stone Snail
Heart Points 18 · Guard 14
None. She pulls into her stone shell and waits.

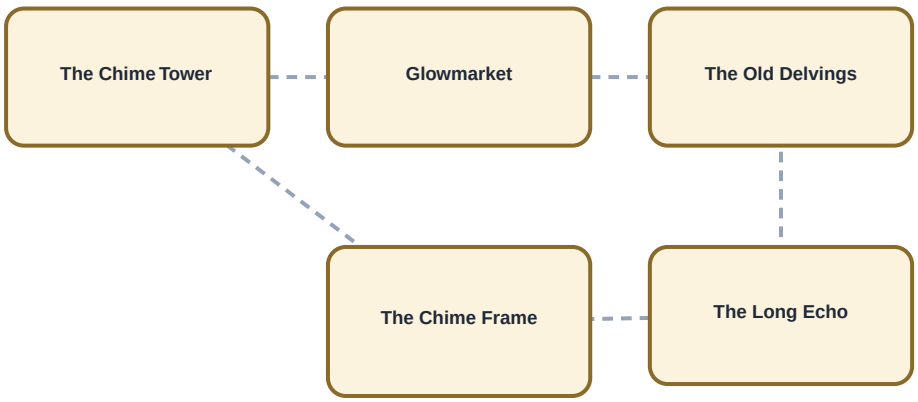
Tips for running this one

• Thirteen o'clock is funny, so play it for laughs: yawning traders, breakfast at the wrong hour, Oswin in his nightshirt. The mystery is light, and the jokes carry the table along to the snail.

• The clues are slime on the rods, eaten lichen, a scraped gallery and a slither in the Long Echo. Let your table guess the creature before they see her.

• Playing in Story mode? Take 3 off every DN and skip the roll for anything kind. Veteran tables add 2 to every DN.

Map



The Chime Tower stands at the top of Chimewell's hill. Glowmarket lies on the terrace below it, and the Hill Gate leads out to the Old Delvings in the jungle. The Long Echo runs from the waterfall back under the hill and comes out beside the chime frame on the tower roof. Shorter lengths go straight from the Chime Tower to the chime frame at the sleeping hour.