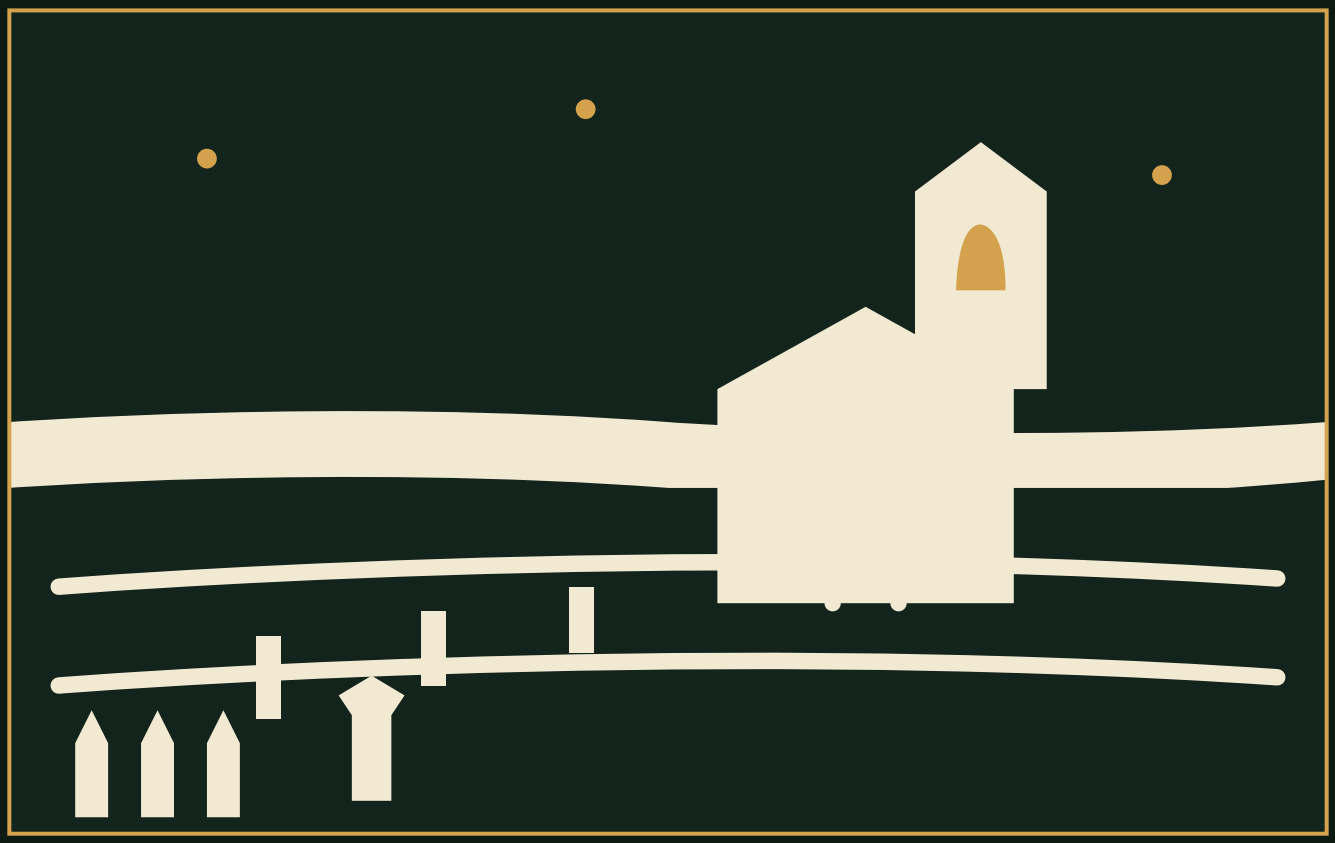
The Bell in the Drowned Chapel

The Saltlight and the Drowned Chapel, on the shores of the Saltmere Reach



The tide-bell has gone wrong, and the only chart that can set it right is in a chapel the sea sits in twice a day.

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

Read this to your players to start

The Saltlight's tide-bell rang at the wrong times all week, then fell silent, and two boats have already been caught by the tide. Tilly Brack, the young keeper, needs the old bell-founder's tide chart to set it right, and it is in the Drowned Chapel, which can only be walked into at low tide.

Who's in this adventure

Old Clatter, the Font Crab
Heart Points 10 · Guard 12
Pinch +2 (1d4 Heart Points)

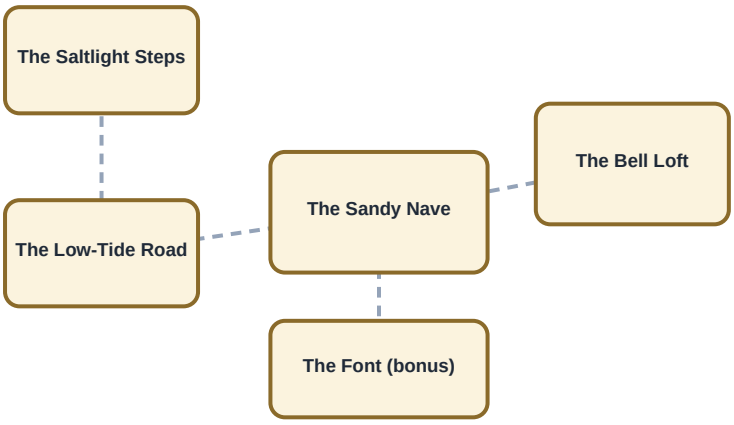
Tips for running this one

• Tilly is twenty-two and in charge, and she knows it. Let her give orders, let the heroes follow some of them, and let her be scared once, quietly, near the end.

• The tide clock (three tokens) is the chapter's tension. Take a token away out loud at the end of each chapel beat; players love watching the clock run down.

• This is the gentlest chapter of the three. It sets up the campaign and the friendship; Chapter 3 is the big one.

Map



From the Saltlight steps the low-tide road runs out to the chapel. The nave leads up to the bell loft, with the font beside the stairs as an optional side room.

SHOW YOUR PLAYERS THIS

The Chapel's Tide Chart

Curving lines in brown ink, a little bell drawn at every turn of the tide. In the corner, in neat old handwriting: "To whoever keeps my bell after me. If the wheel slips, set it by this chart. If the clapper is ever lost, look where the ebb leaves things: the Wracks, under the lady who looks out to sea. A bell is only a bell until somebody makes it ring true. O. Pell."