Two Hours at the Wracks

The Wracks, the old-ship mudflat off the southern shore of the Saltmere Reach



Two hours of low water, a mudflat full of old ships, and one bell clapper somewhere in the mud.

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

Read this to your players to start

The Wracks can be walked for two hours either side of low tide and not one minute longer. The tide chart says the bell's clapper is out there, somewhere under "the lady who looks out to sea", among a hundred old wrecks and a great many gulls.

Who's in this adventure

The Wrack Gulls

Heart Points 8 · Guard 11

Snatch +2 (1 Heart Point, and grabs one small shiny item)

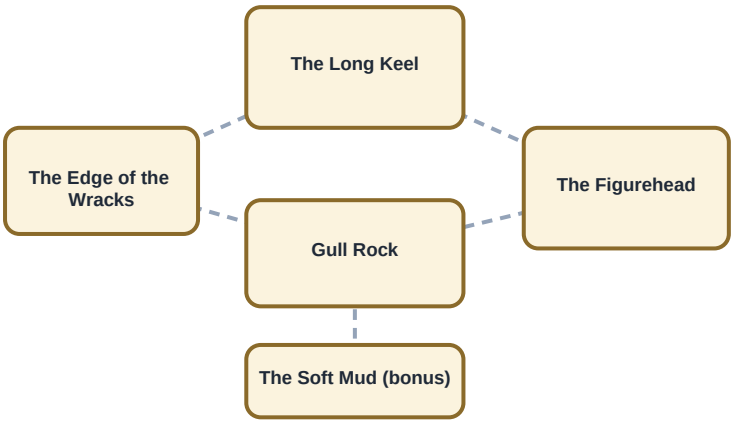
Tips for running this one

• The tide clock is the whole mood of this chapter. Count the tokens down out loud, and let the last one go as the water reaches the bow.

• Run out of time? Nobody is lost: the mud-hunters know the way back. A late party simply arrives home soaked and laughing.

• Save the empty bell frame for the very last line of the session. It is a cliffhanger, so end on it.

Map



From the edge of the flats the party can go through the Long Keel or past Gull Rock to reach the figurehead at the bow; the soft mud is an optional side stretch.

SHOW YOUR PLAYERS THIS

Scratched Into the Long Keel

A row of tiny bells scratched into an old beam, the same little bells as on the tide chart, and under them a line that runs out through a porthole: "Follow the ebb to her feet. She keeps what the sea gives back. O. P."