The Keeper of the Saltlight

Cormorant Isle and the Saltlight, off the coast of the Saltmere Reach



The bell has been carried off to Cormorant Isle by something big and frightened. Row out, and bring it home.

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

Read this to your players to start

Something has carried the tide-bell off to Cormorant Isle, an hour of rowing offshore. Tilly is going after it with or without the party, and the clapper is in the bottom of her boat.

Who's in this adventure

Brine, the Young Tide-Drake

Heart Points 14 · Guard 13

Tail splash +2 (1d4 Heart Points, and knocks a hero flat on the wet rock)

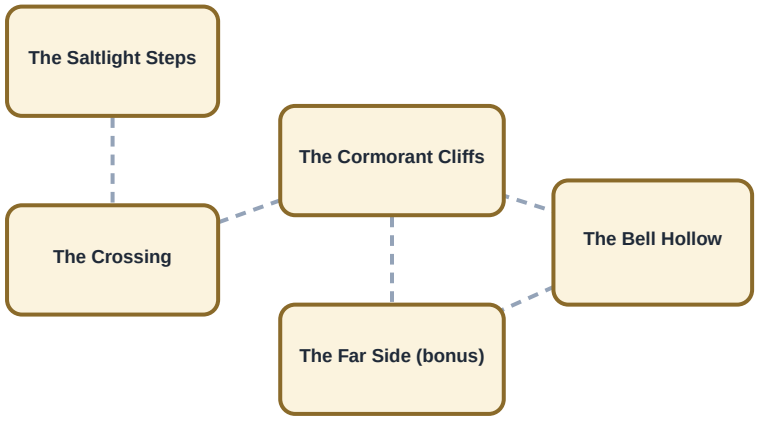
Tips for running this one

• This chapter is about kindness. Brine is the frightened one, not the dangerous one; let the heroes and Tilly be the responsible ones for once.

• Give Tilly the last line. It is her bell, and she has earned it.

• If a gentler table is worried about the creature, let the cormorant from the cliffs waddle in beside it, unbothered. Players read that as safe.

Map



From the Saltlight steps the crossing runs out to the cormorant cliffs, and around the island to the hollow where the bell lies; the far side is the creature's nest.

SHOW YOUR PLAYERS THIS

Tilly's Logbook

In big careful letters, in the Saltlight logbook: "Bell rang true at the turn of the tide. Wheel set by Odran Pell's chart. Clapper back where it belongs. Two tide-drakes off the point, listening. Everybody home safe. Signed, T. Brack, Keeper (and my friends)."