

1

The Walking of the Light | Scene 1 of 6

Five Posts and No Names

The Processional Way

What the heroes want

Find out what the Walking of the Light is, and how much time you have.

Ways to try it

1. Ask Nema how the Walking works. Where does the light go?
2. Look closely at the plates. What is different about each one?
3. Hold your hand up to the sun. How long until sunset?

What did your heroes do? Write it or draw it here

Scene 1 of 6

Five Posts and No Names

Read this scene in: Quick Quest, Short Session, One-Sitting Session, Full Session, Epic Session

Read aloud

The Temple District smells of hot stone and festival bread. Tonight is the Walking of the Light! Five stone posts stand along the street, and all of them are empty. Beside them is a cart of five shiny plates. There is a moon, a little round coin, a green leaf, a big drop and a thin star. Old Nema, the Keeper of Hours, holds the cart handle. "They came back so shiny," she says. "And I can’t remember which one goes where." The sun is four hands above the rooftops.

What the heroes want

Find out what the Walking of the Light is, and how much time you have.

Ask your players

Ask the table

Nema forgot something important, in front of everybody. How could you help her not feel silly?

Anything gentle counts: a joke, a promise to help, "I forget things too." Remember who was kind to her for the end.



Five Posts and No Names

Ways to try it

Ask Nema how it works

No roll

It works

At sunset, light comes through the round window of the Hall of Hours. It hits the plate on the first post, up on the wall, called the parapet. Each plate bounces it to the next, all the way to the founders' lamp in the Court. One right order. Any other order, and the light lands in somebody's washing.

It doesn't

Nema is too flustered to explain it twice. But a baker nearby says it for her, with his hands: in at the window, post to post, and onto the lamp.

Look closely at the plates

Clever, DN 10

It works

Every plate is a different shape and weight. So every post must have a seat made for just one of them. There is one right answer, and it is hiding somewhere in this district.

It doesn't

The plates are so shiny you see spots! But Nema mutters, "Each post fits one plate. Only one." There is one right answer, somewhere.

Count the sun

No roll

It works

Hold your hand out flat at arm's length. Four hands from the sun to the rooftops. The light must reach the Court before the sun drops behind the Sea Gate. Half the street is counting with you.

It doesn't

The sun is too bright to look at. A rope-skipper shows you the trick: hold your hand out flat, and count hands down to the roofs. Four hands left.

Just for you, not to read out

Start the sun clock out loud here and say it again at every scene: four hands, three, two, one. It is a drum, not a threat. The heroes must leave with one thing: five plates, five posts, one right order, and somebody in this district still knows it. Nema is not silly and must never sound it. She has walked the light from memory for sixty years and has just found, in front of everybody, that the memory has gone. Play her embarrassed and very busy.