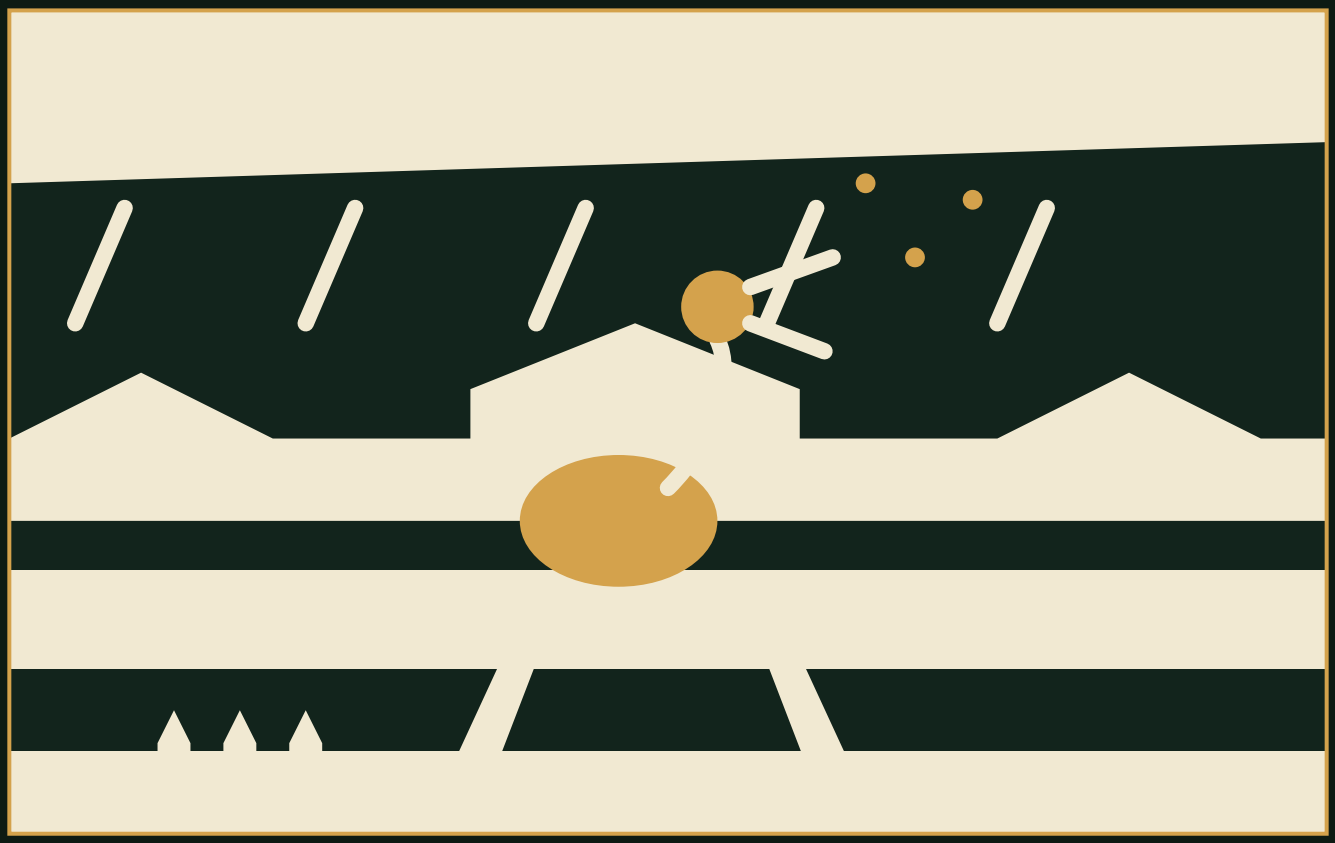
The Weather-Goose of Market Ward

The Market Ward of Spucularum



The Market Ward has listened for one grey goose for thirty-one years, and this morning her barley is sitting untouched on an empty beam — on Cornfair, with the sky over the Salt Sea going the wrong colour.

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

Read this to your players to start

The old grey goose who tells the Market Ward when rain is coming has gone missing on the busiest market day of the year. A storm is out over the Salt Sea, and four hundred stalls stand under open canvas. Follow her up through the ward and work out what she is trying to do.

Who's in this adventure

Sixpence, the Weather-Goose
Heart Points 6 · Guard 12
None. Sixpence has never hurt anybody, though she has clearly thought about it.

The Cornfair Crowd
Heart Points 2000 · Guard 9
None: two thousand Heart Points, one each, and every one of them on your side.

Nettie Fain’s Eleven
Heart Points 4 · Guard 11
None, unless you put a hand in the cart. Then: one pinch, and you will have earned it.

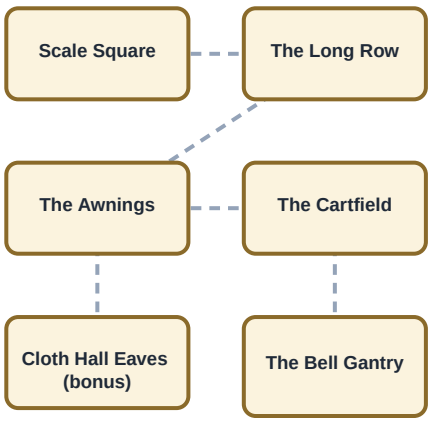
Tips for running this one

• Nothing in this adventure is caught by chasing it, and that is the point. Let the heroes chase anyway: chasing is fun. Just make sure that every time somebody lunges, she goes UP, not away. Soon the answer is on the table before anybody says it.

• There are three separate ways to arrive at what she is doing: the sightings that climb, the awning-master’s weather book, and Nettie Fain saying it in one sentence at the Cartfield. A table needs just one. If they have one, let it work.

• No combat, and not by omission: there is nothing here to fight. Nobody took her, nobody is hiding anything, and the loudest thing in the adventure is how much the ward loves her. If a player goes looking for a baddie, the ward is the answer: two thousand people, all helping at once, at the top of their voices.

Map



The chase runs from Sixpence's empty measure on the Great Scale, down the Long Row through nine muddled sightings, and up onto the stall roofs and the Cloth Hall tiles, where you see the storm. Then it goes out to the Cartfield, where the whole ward is helping at once. A climb along the eaves to her nest is the Epic Session bonus. It ends under the bell-gantry, the highest beam in the ward.

SHOW YOUR PLAYERS THIS

The Ward's Weather Book

A little cloth-covered book from the awning-master's apron, one line a day. "Fourthday: she honked at noon. Awnings down. Rain by half past. Nothing lost." "Ninthday: no honk. Sunny all day. She sat." Further back, pressed hard: "CORNFAIR, LAST YEAR. She did not call from her measure. She went up and called from the gantry, because it was too noisy below. We got the awnings down late and lost two stalls of wool. Note for whoever has this book next: SHE GOES UP ON FAIR DAYS. She is not lost. She is looking for somewhere she can be heard from."