A Cloud on the Beacon

Highmast and the Old Beacon, at the end of the sand road to the southern cape of the Amberwide



For three sunsets the Old Beacon has stayed dark, and wagons are lost among the dunes. Sail to the tower on the cape and find out what has wrapped itself around the great mirror.

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

Read this to your players to start

For three sunsets the Old Beacon's great mirror has not flashed, and sand wagons coming home across the dunes have wandered lost in the dark. Rosamund Vey, the beacon keeper, has ridden to Highmast for help: something big and warm has covered the mirror at the top of her tower, and she cannot climb up to see what. One wagon is still out among the dunes.

Who's in this adventure

Sunskim, the Old Sky Ray

Heart Points 16 · Guard 14

Wing buffet +2. The hero is blown back a step and loses 1 Heart Point. She only does it when frightened.

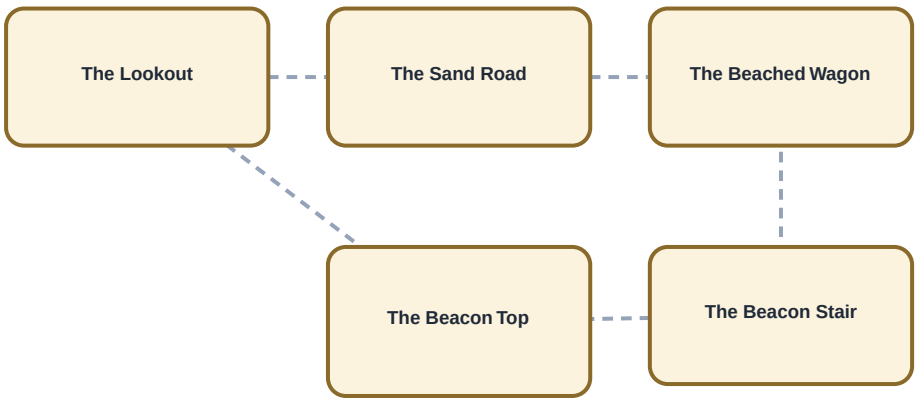
Tips for running this one

• The clues are a warm grey shape, a flashing cloud with a tail and a slow repeating signal. Let your table work out that the light is a conversation.

• Play with light and dark: the red sunset, the dark beacon, the blue pulse on the stair. When the beacon flashes again at the end, make it a big moment.

• Playing in Story mode? Take 3 off every DN and skip the roll for anything kind. Veteran tables add 2 to every DN.

Map



The Lookout stands at the top of Highmast's pillar. The sand road runs south-west past the Beached Wagon to the Old Beacon on the cape, where the stair winds up to the mirror at the top. Shorter lengths sail straight from Highmast to the beacon top.