The Quiet in the Redvaults

Highmast, the canyon road north from Canyon Gate, and the Redvaults in the red canyons of the Amberwide



Every noon the Redvaults hum, and the caravans steer by the sound. For five days the caves have been silent and hot as an oven. Ride up the canyon road and find out who has shut out the wind.

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

Read this to your players to start

Every day at noon, the wind blows through the arches of the Redvaults and the caves hum one low note. Caravans caught in a dust storm steer by that hum, and they rest in the cool caves through the noon heat. For five days the Redvaults have been silent, and the caves are hot as an oven. Tomorrow Ottilie Brask must take the Long Caravan north through the canyons. She asks the heroes to ride ahead and find out why the caves have gone quiet.

Who's in this adventure

Marlwing, the Vault Mason

Heart Points 16 · Guard 13

Wing sweep +2. The hero is knocked onto the sandy floor and loses 1 Heart Point. She only does it to protect her nest.

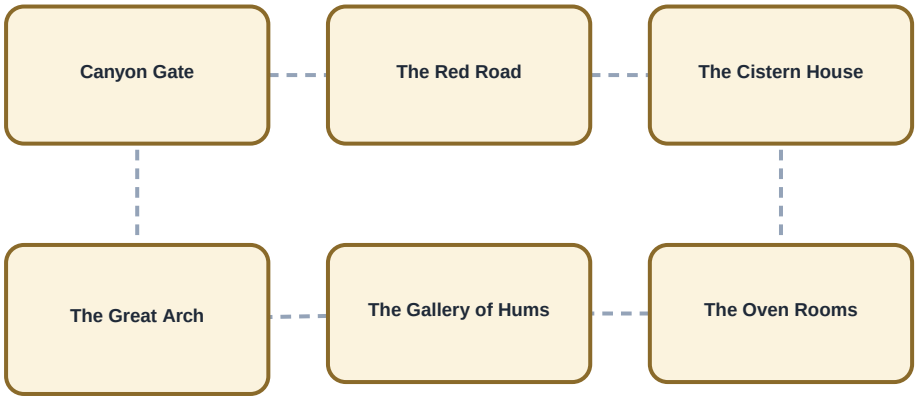
Tips for running this one

• Keep the big question alive: why have the singing caves gone quiet? Each scene adds a piece: the blocked wind, the damp clay and the red feather, the toe prints, the nest lining, the feathered plugs.

• This is the Amberwide's long adventure. At the full length, take a short break after the Cistern House, and let the heat of the Oven Rooms build slowly. Use sound all the way through: the silent noon, the echo, the faint whistle and the hum.

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

Map



Canyon Gate opens on the north side of Highmast. The canyon road runs north across a stony riverbed to the Cistern House at the mouth of the Redvaults. Inside, the Oven Rooms lead to the Gallery of Hums and on to the Great Arch. Shorter lengths ride straight from Canyon Gate to the Great Arch.