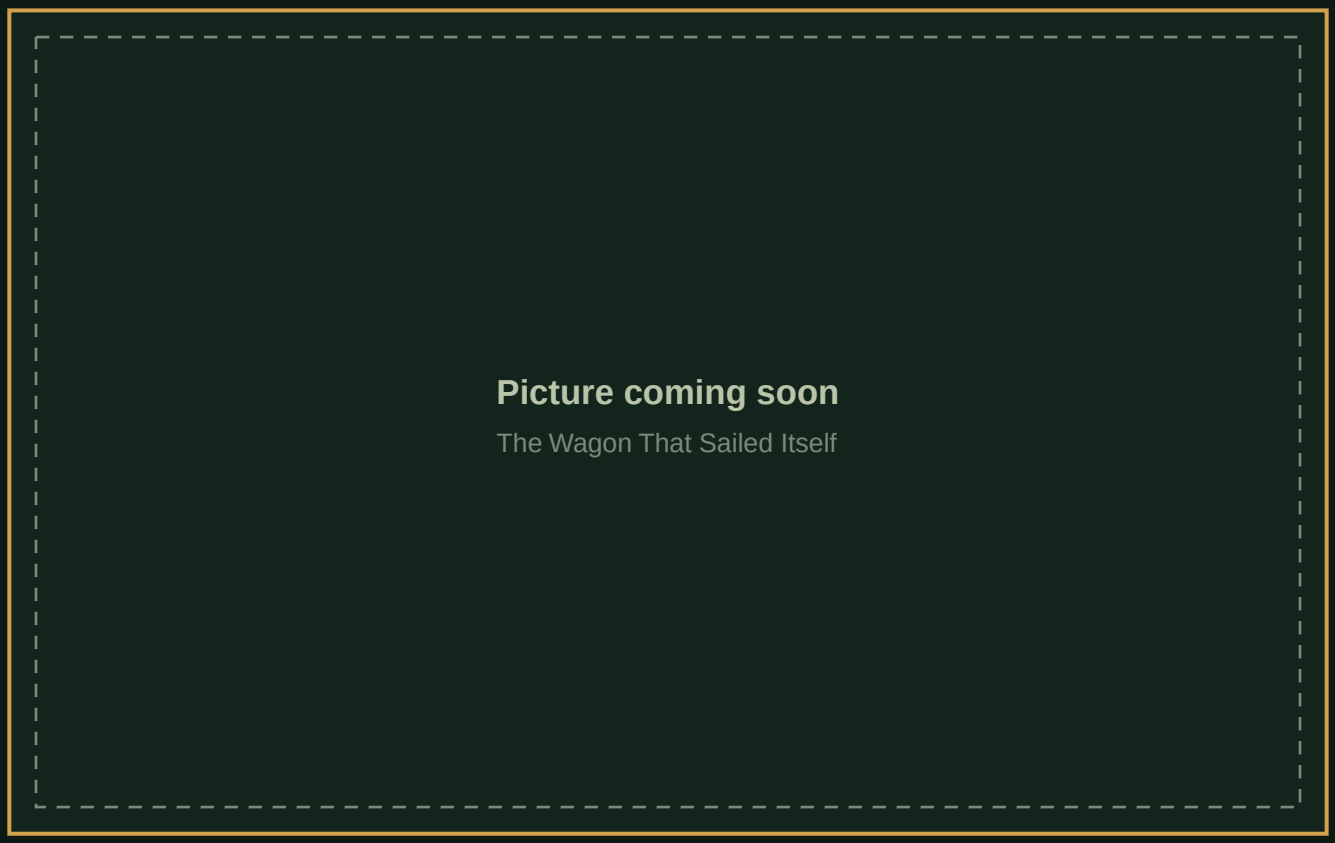
The Wagon That Sailed Itself

Thrumhill and the dunes to the south, in the Amberwide



A honey wagon keeps sailing off in the night with its sail still folded, and the Harvest Market is tomorrow. Follow its track into the dunes and find out who is really moving it.

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

Read this to your players to start

Three nights running, Delphine Oakum's honey wagon has vanished from the Thrumhill wagon yard and turned up somewhere new in the morning, further south each time. Tomorrow it must carry the beekeepers' honey to the Harvest Market in Highmast. Delphine and the beekeeper Mabry Lowe ask the heroes to follow the wagon and find out who, or what, keeps taking it.

Who's in this adventure

Clovershove, the Bale Beetle

Heart Points 16 · Guard 13

Shove +2. The hero tumbles into the soft sand and loses 1 Heart Point. She only shoves someone standing in her way.

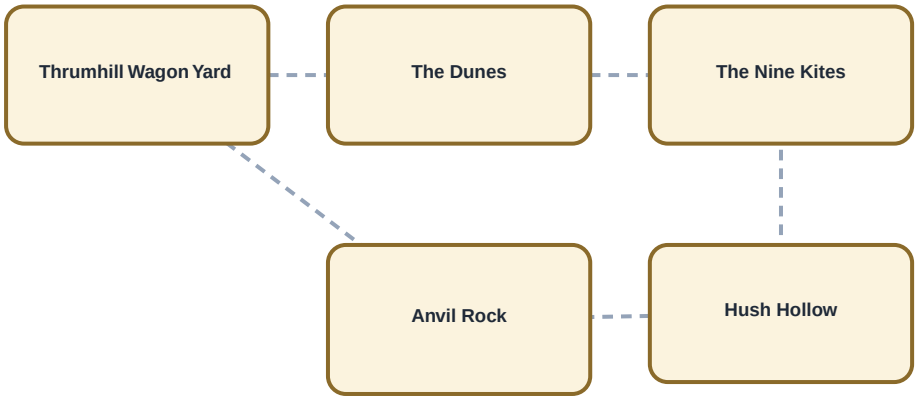
Tips for running this one

• Keep the big question alive: how does a wagon sail with its sail folded? Each scene adds a piece: the folded sail, the wide trail, the six-legged prints, the scraping sound.

• Among the dunes, use sound. Describe hissing sand, buzzing bees, bells and scraping. It makes the dunes feel huge, and it makes the beetle's arrival a surprise.

• 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 wagon yard lies at the foot of Thrumhill. The wagon's track runs south through the dunes to the ring of the Nine Kites, then down through Hush Hollow to Anvil Rock. Shorter lengths follow the clear track straight from the yard to the rock.