

A Bell Beneath the Bridge

120-minute plan | 4 players | No combat

Each wagon crossing the bridge makes a bell ring underwater. The ferryman wants the bridge closed; a stranded bell diver asks for help.

Content notice: Heights and water; narration can remain on the bank.

Use the public map and keep unrevealed cards face down. Your GM will give each card when it is discovered.

Player route map

Public route map: Bridge approach connects to Carpenter shed and Riverbank; either reaches Maintenance ledge, then Upper brace. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record The bell rings only when weight reaches the cracked span. h-order 1 copy	Fallback instruction Ferry chalkboard: light wagons can cross in three trips. h-fallback 1 copy
Method diagram Fit the spare beam into the upper sockets; admit one light cart at a time. h-method 1 copy	Destination note Diver's marker: dry maintenance ledge below the third post. h-note 1 copy
Physical trail The tool rope runs from the riverbank to the third-post ledge. h-trail 1 copy	Witness statement Sef saw Noma climb onto the third-post shelf before the bell started. h-witness 1 copy

Player handouts

Safety marks

Tool line and bell line share a knot. Support the tools before loosening it.

h-safe | 1 copy

Player route map

