

The Festival of Silent Drums

120-minute plan | 4 players | No combat

The festival drums move but make no sound. A performer has stopped rehearsing, and the crowd is divided over who gets the opening beat.

Content notice: Public performance pressure; players can describe a beat instead of performing it.

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: Festival square connects to Costume tent and Rehearsal steps; either reaches Silent stage, then Bell balcony. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record Only the shared drums are silent; shoes, voices and claps still sound. h-order 1 copy	Fallback instruction A clap-only opening requires no enchanted instruments. h-fallback 1 copy
Method diagram Four tabs correspond to four opening turns: quiet, newcomer, ensemble, reply. h-method 1 copy	Destination note Lio's rehearsal board says SILENT STAGE: listen before the bell. h-note 1 copy
Physical trail Coloured cloth threads run from the tent to the silent stage. h-trail 1 copy	Witness statement Esen saw Lio spread the cloth over the shared drums. h-witness 1 copy

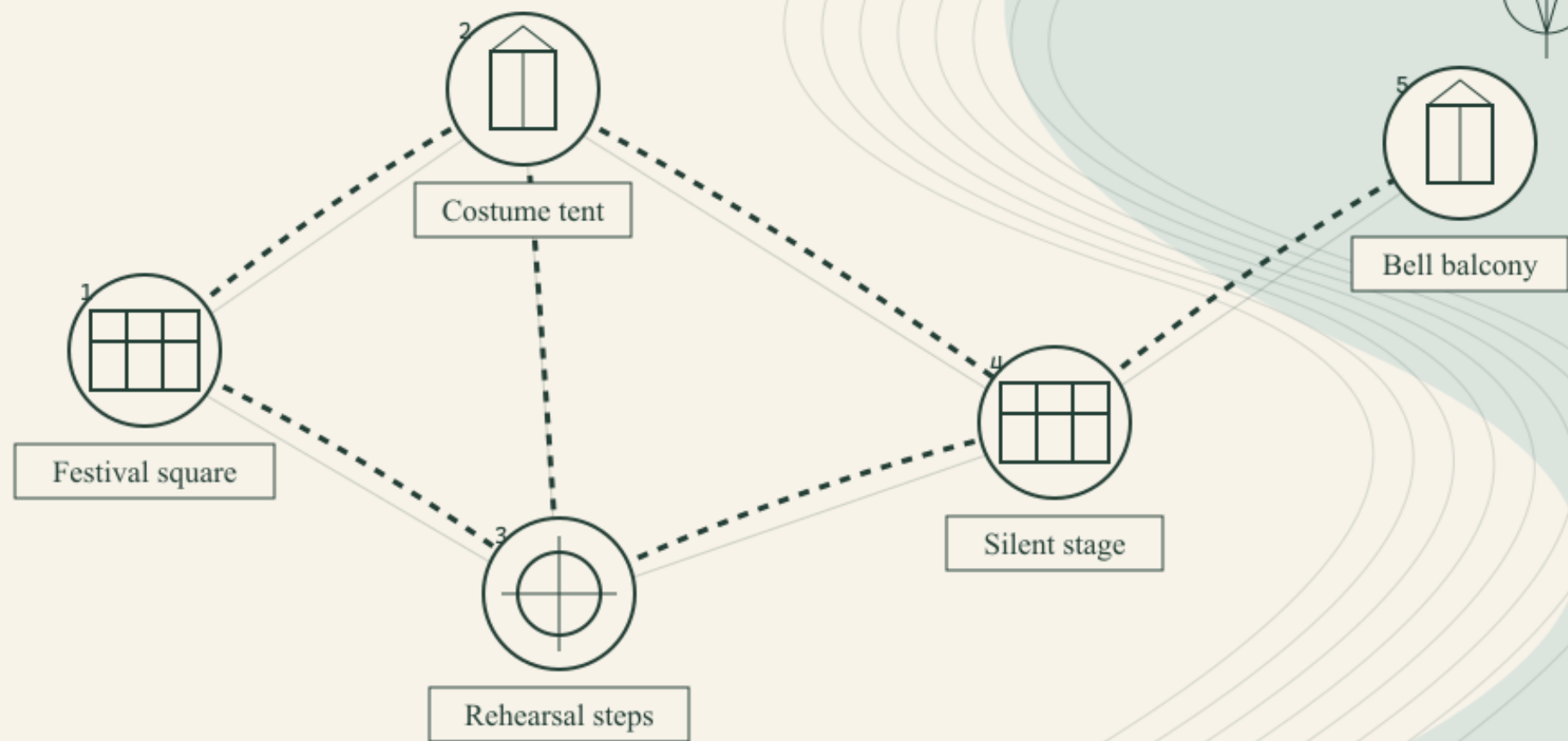
Player handouts

Safety marks

Each tab lifts only after its performer is invited, not commanded.

h-safe | 1 copy

Player route map



PUBLIC ROUTES · CONNECTIONS ARE BIDIRECTIONAL · NOT TO SCALE · 1.0.0