

Tomorrow's Bells

120-minute plan · 4 players · Break a repeating day

A bell tower announces tomorrow's opening before today's workers are ready. Three short rehearsals repeat until the town chooses how to begin together.

Content notice: Repeating sounds and public deadlines. Describe bells rather than making loud noises; the repetition ends after three rounds.

At the table

Describe what your character tries and the help they offer. Ask the GM what a choice will cost before committing. The group may pause, change a detail or stop. Write names, promises and unanswered questions on paper.

Tomorrow square

An opening banner lifts and settles in the same breeze.

Striker gallery

A brass striker passes a chalk notch before the reply flag rises.

West counterweight room

A pinhole moves slowly beyond a painted line.

Workers' courtyard

Workers wait beside two portable bells.

Covered bell bridge

A covered bridge joins the tower to the public opening stand.

Three rehearsal spaces

Round one: ____ . Round two: ____ . Round three: ____ . Remembered notes remain. Pins, handbells, invitations and positions return. After round three, the rehearsal ring is empty.

Try this: Separate the retained plan from jobs that must be done again.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

Tomorrow's Bells - known places

