

A Bell Beneath the Bridge

120-minute plan · 4 players · Bring people together

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, water and a damaged bridge. Keep characters on the bank if preferred; this is fictional infrastructure, not repair advice.

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.

Bridge approach

Stopped carts face a handwritten warning board.

Carpenter shed

A spare beam lies beside a drawing of the upper sockets.

Riverbank

A ferry notice lists three cooperative departures.

Maintenance ledge

Noma waits on a dry ledge beneath the third post.

Upper brace sockets

Two sockets await the carpenter's temporary beam.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

A Bell Beneath the Bridge - known places

