
Fields & Tides

TWO HAUNTINGS FOR LOW-LEVEL ADVENTURERS

The Harvest That Remembers



The Bell Beneath Brine

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Printer proof. Not for resale.

Rules references identify their source and page where applicable.

Module-specific mechanics are stated completely in the adventure packet.

The Harvest That Remembers

Fast-play D&D adventure packet for table use

PROFILE	one-shot
AUDIENCE	standard
RUNTIME	3-4 hours

ADVENTURE HOOK

Farmer Harlan Vale offers the characters 30 gp and a night's lodging to find his missing farmhand, Tob Rook. Harlan says only that a storm exposed "old bones" in the east field. As the party approaches Briarhook Farm at dusk, they see Tob silently cutting grain beside a line of translucent reapers.

When farmer Harlan Vale's plow breaks open an unmarked grave, the dead laborers beneath Briarhook Field rise and resume the harvest they were denied in life. At sundown, their spectral work gang draws nearby villagers into the rows. The characters must uncover whose names were erased from the farm's history, survive a night of tightening supernatural pressure, and either complete the dead workers' final harvest or break the cruel bargain that bound them.

Built for fast DM scanning with quick-start notes, beat tables, transition logic, encounter cards, and appendix support.

TABLE PACKET

Inside: 5 beats, 4 scenes, 4 encounter cards, 3 appendices, 1 player handout.

Cast: Harlan Vale, Mara Fen, Elsi Rook.

Opening flow: 1. The Last Furrow -> 2. The Ledger in the Loam -> 3. Supper with the Living -> 4. The Moonlit Harvest.

Quickstart

PREMISE

When farmer Harlan Vale's plow breaks open an unmarked grave, the dead laborers beneath Briarhook Field rise and resume the harvest they were denied in life. At sundown, their spectral work gang draws nearby villagers into the rows. The characters must uncover whose names were erased from the farm's history, survive a night of tightening supernatural pressure, and either complete the dead workers' final harvest or break the cruel bargain that bound them.

Stakes: If the party delays, the opposition gains leverage.

Reward: Mara's Bronze Tally, The Resting Sheaf, Oren's False Ledger Page

Cast

- Harlan Vale
- Mara Fen
- Elsi Rook
- Tob Rook

At a Glance

BEAT	TYPE	RUNTIME	PURPOSE
The Last Furrow	Rescue / hazard	25 min	Establish the haunting and save Tob
The Ledger in the Loam	Investigation	45 min	Recover names, tally, and evidence
Supper with the Living	Social confrontation	35 min	Force Harlan's confession and gain leverage
The Moonlit Harvest	Ritual / combat	60 min	Resolve the bargain before the farmhouse is claimed
After the Reaping	Resolution	10 min	Apply consequences and rewards

Scene Transition Matrix

FROM SCENE	ON SUCCESS	ON FAILURE
The Last Furrow	The Ledger in the Loam	Carry the unresolved clue or endangered NPC into the next scene at +1 Harvest Pressure.
The Ledger in the Loam	Supper with the Living	Carry the unresolved clue or endangered NPC into the next scene at +1 Harvest Pressure.
Supper with the Living	The Moonlit Harvest	Carry the unresolved clue or endangered NPC into the next scene at +1 Harvest Pressure.
The Moonlit Harvest	After the Reaping	Carry the unresolved clue or endangered NPC into the next scene at +1 Harvest Pressure.

Scene Cards

The Last Furrow

TYPE	Rescue, exploration hazard, and optional skirmish.
TIME	25 minutes
OBJECTIVE	Separate Tob Rook from the spectral work line and reach the opened grave.
STAKES	At the third failed rescue attempt, Tob becomes insubstantial and cannot leave the field until the final rite. Each failed attempt before then raises Harvest Pressure by 1.

Tob is 40 feet inside the barley, following six field shades. Mara Fen walks at the front. One shade attacks only if a character harms a ghost, blocks the line, or tries to drag Tob away without first breaking his rhythm.

READ-ALoud

The boy's hands close around an invisible sickle. Each time the pale workers swing, the barley falls a heartbeat later. At the head of the line, a woman made of chaff turns toward you, and somewhere beneath the furrow a small brass bell begins to ring.

Checks

- A character can break Tob's rhythm by calling to a personal memory learned from Elsi, ringing a farm bell out of time, throwing water across his path, or succeeding on a DC 11 Charisma (Persuasion), Wisdom (Medicine), or Strength (Athletics) check. Two successes before three failures free him. A clever plan that clearly interrupts sight, sound, or motion grants advantage. Regardless of success, Tob gasps out the first line of the work song: "Mara, Sen, and Alder in the row."

DM GUIDANCE

Fail Forward: If the rescue fails, Tob becomes ghostlike but continues singing the six names in fragments. He can still point to the grave and follow the party at a distance. The adventure continues with Harvest Pressure at least 2.

Escalation: Advance Harvest Pressure by 1 and show the next supernatural sign.

Resolution: Keep the line moving every round. Ask each player what sight, sound, or memory they use to break a supernatural routine; reward specific ideas more than raw force.

If Players Stall: Ring the buried bell, advance Harvest Pressure by 1, and put a nearby NPC in immediate danger.

If Players Skip: Carry the unresolved clue or endangered NPC into the next scene at +1 Harvest Pressure.

Next Scene: The Ledger in the Loam

The Ledger in the Loam

TYPE	Investigation puzzle with an escalating supernatural hazard.
TIME	45 minutes
OBJECTIVE	Recover the six names, prove Oren's debt was forged, and learn at least three steps of the Resting Sheaf rite.
STAKES	Every two failed investigation actions summon a field shade into the current location and raise Harvest Pressure by 1. If the party destroys evidence before reading it, Mara must supply the lost truth at a painful cost.

The party may search the opened grave, burned shed, farmhouse, and rowan boundary in any order. Place the bronze tally wherever they search first so the investigation starts with a tangible lead.

READ-ALoud

The ledger paper is dry, but dark moisture blooms beneath your fingers. Six names surface in the margin as if written from the other side. Then a seventh hand presses against the page, smearing the ink into one word: OWED.

Checks

- Track three discoveries: Names, False Debt, and Rite. A sensible search of the correct location finds its core clue without a roll. Checks answer extra questions, avoid a cost, or speed the search: DC 10 for the shed latch and rowan carvings, DC 11 for the ledger's altered ink, and DC 12 to coax a coherent memory from Mara. When the party has all three discoveries, they know how to attempt the best ending.

DM GUIDANCE

Fail Forward: On a failed check, reveal the clue but add a complication: 1d4 necrotic damage, a lost tool, separation from the group, a shade appearance, or +1 Harvest Pressure. Never make the truth inaccessible.

Escalation: Advance Harvest Pressure by 1 and show the next supernatural sign.

Resolution: Let players choose where to search and state what they hope to learn. If their method would plainly uncover a clue, give it to them and use the roll only to determine the price.

If Players Stall: Ring the buried bell, advance Harvest Pressure by 1, and put a nearby NPC in immediate danger.

If Players Skip: Carry the unresolved clue or endangered NPC into the next scene at +1 Harvest Pressure.

Next Scene: Supper with the Living

Supper with the Living

TYPE	Social confrontation and moral choice.
TIME	35 minutes
OBJECTIVE	Secure Harlan's confession and decide whether he will freely contribute the final sheaf.
STAKES	If Harlan refuses, the rite requires a harder substitute: the permanent surrender of Briarhook Field or a character's valued possession. If threatened into agreement, his sheaf is not freely given and does not satisfy the bargain.

Harlan waits at the six-place supper table, insisting that Oren's crime is only a family story. Isolde's confession, the fused latch, the ledger, Tob's condition, and Mara's tally each weaken his denial. At Harvest Pressure 3 or higher, ghostly diners appear in the empty chairs.

READ-ALoud

Six bowls wait on the table. Harlan grips the seventh so tightly that the clay cracks. "I did not light that fire," he says. In the dark window behind him, six soot-black faces watch him refuse to say who did.

Checks

- Harlan begins with Resolve 3. Reduce it by 1 for each distinct piece of evidence presented with empathy or moral clarity. Intimidation also reduces Resolve, but marks the final sheaf as coerced. At Resolve 1, he admits he found the bones three days ago and tried to plow them under. At Resolve 0, he reads Isolde's confession aloud, offers the sheaf freely, and walks into the field with the party.

DM GUIDANCE

Fail Forward: If the party alienates Harlan, he flees toward the field with the ledger, raising Harvest Pressure to 4. The party can still recover the ledger in the climax, and Harlan may choose differently when he sees the dead.

Escalation: Advance Harvest Pressure by 1 and show the next supernatural sign.

Resolution: Play Harlan as frightened and complicit, not gleefully cruel. The scene asks whether inherited guilt becomes present responsibility when someone keeps benefiting from the lie.

If Players Stall: Ring the buried bell, advance Harvest Pressure by 1, and put a nearby NPC in immediate danger.

If Players Skip: Carry the unresolved clue or endangered NPC into the next scene at +1 Harvest Pressure.

Next Scene: The Moonlit Harvest

The Moonlit Harvest

TYPE	Climactic ritual under combat pressure.
TIME	60 minutes
OBJECTIVE	Complete the four-step Resting Sheaf rite or break Oren's hold before three rounds pass at Harvest Pressure 4.
STAKES	At the end of round 3, if neither path is complete, the spectral field reaches the farmhouse. One living NPC becomes bound to the next year's harvest, and Briarhook remains haunted. The characters may continue fighting, but the clean ending is lost.

Four ritual stations stand around the opened grave: the repaired Name peg, Mara's grave for the Tally, a stone brazier for the Debt, and Harlan's uncut final Gift sheaf. Reeve Oren appears at the center with two field shades. Mara and the other workers continue cutting unless released.

READ-ALoud

Moonlight pours through the barley until every stalk looks like a blade. The dead form a ring around the open grave. A tall man in a reeve's coat rises from the soil, turns an iron key in the empty air, and says, "The field is short six hands. Which of yours will make the measure?"

Checks

- Completing the rite requires four successes, one at each station. Speaking all six names at the Name peg succeeds automatically if the party learned them. Returning the bronze tally succeeds automatically. Destroying the false debt page requires fire or a DC 11 Strength check; the page reforms at the next round's end unless a character states aloud why the debt is false. Cutting the Gift sheaf succeeds only when freely offered by Harlan or when the party permanently surrenders the field. A character adjacent to a station can use an action for its step. Creative substitutes call for a DC 12 relevant ability check. Each completed step deals 5 radiant damage to Oren and prevents one field shade from reforming.

DM GUIDANCE

Fail Forward: If Oren reduces a character to 0 hit points, that character falls stable and awakens beside one of the six workers, who whispers a missing clue. If the clock expires, the party can still free the workers by surrendering Briarhook Field, but Harlan loses the farm and one NPC carries a ghostly harvest mark.

Escalation: Advance Harvest Pressure by 1 and show the next supernatural sign.

Resolution: Announce the round count and point to the four stations. Keep the win condition visible: the characters are buying actions for the rite, not merely reducing hit points.

If Players Stall: Ring the buried bell, advance Harvest Pressure by 1, and put a nearby NPC in immediate danger.

If Players Skip: Carry the unresolved clue or endangered NPC into the next scene at +1 Harvest Pressure.

Next Scene: After the Reaping

Site Keys

Briarhook East Field



Briarhook Farm Map

CHAPTER	Site
OBJECTIVE	Get what the party needs from this site without losing momentum.

First impression: Waist-high barley rolls beneath a wind no one can feel. A raw furrow cuts across the slope, exposing blackened boards, gray bones, and a bronze glint. Six translucent workers move in perfect silence while a living boy follows with bleeding hands.

DM GUIDANCE

Pressure: Keep the site under visible pressure even when the party is not in full combat.

Next Site: Push toward the next keyed site.

The Burned Grain Shed

CHAPTER	Site
OBJECTIVE	Get what the party needs from this site without losing momentum.

First impression: Only the stone foundation and one black wall remain. The air inside smells of wet ash even after decades of rain.

DM GUIDANCE

Pressure: Keep the site under visible pressure even when the party is not in full combat.

Next Site: Push toward the next keyed site.

Vale Farmhouse

CHAPTER	Site
OBJECTIVE	Get what the party needs from this site without losing momentum.

First impression: Every lamp is lit although the rooms are empty. Six supper places have been set at a table built for four.

DM GUIDANCE

Pressure: Keep the site under visible pressure even when the party is not in full combat.

Next Site: Push toward the next keyed site.

The Rowan Boundary

CHAPTER	Site
OBJECTIVE	Get what the party needs from this site without losing momentum.

First impression: Four old rowan stakes mark the field corners. Thin red roots connect them beneath the soil like veins.

DM GUIDANCE

Pressure: Keep the site under visible pressure even when the party is not in full combat.

Next Site: Push toward the next keyed site.

Skill Challenges

The Last Furrow

SKILL CHALLENGE

Player Objective: Separate Tob Rook from the spectral work line and reach the opened grave.

Stakes: At the third failed rescue attempt, Tob becomes insubstantial and cannot leave the field until the final rite. Each failed attempt before then raises Harvest Pressure by 1.

Resolution Engine: 4 successes before 2 failures, DC 12-14, with any check backed by a clear tactic.

On Success: The Ledger in the Loam

On Failure: If the rescue fails, Tob becomes ghostlike but continues singing the six names in fragments. He can still point to the grave and follow the party at a distance. The adventure continues with Harvest Pressure at least 2.

Pressure: Advance Harvest Pressure by 1 and show the next supernatural sign.

The Ledger in the Loam

SKILL CHALLENGE

Player Objective: Recover the six names, prove Oren's debt was forged, and learn at least three steps of the Resting Sheaf rite.

Stakes: Every two failed investigation actions summon a field shade into the current location and raise Harvest Pressure by 1. If the party destroys evidence before reading it, Mara must supply the lost truth at a painful cost.

Resolution Engine: 4 successes before 2 failures, DC 12-14, with any check backed by a clear tactic.

On Success: Supper with the Living

On Failure: On a failed check, reveal the clue but add a complication: 1d4 necrotic damage, a lost tool, separation from the group, a shade appearance, or +1 Harvest Pressure. Never make the truth inaccessible.

Pressure: Advance Harvest Pressure by 1 and show the next supernatural sign.

Supper with the Living

SKILL CHALLENGE

Player Objective: Secure Harlan's confession and decide whether he will freely contribute the final sheaf.

Stakes: If Harlan refuses, the rite requires a harder substitute: the permanent surrender of Briarhook Field or a character's valued possession. If threatened into agreement, his sheaf is not freely given and does not satisfy the bargain.

Resolution Engine: 4 successes before 2 failures, DC 12-14, with any check backed by a clear tactic.

On Success: The Moonlit Harvest

On Failure: If the party alienates Harlan, he flees toward the field with the ledger, raising Harvest Pressure to 4. The party can still recover the ledger in the climax, and Harlan may choose differently when he sees the dead.

Pressure: Advance Harvest Pressure by 1 and show the next supernatural sign.

Encounter Cards

Encounter 1: The Last Furrow

FIELD	DETAIL
Type	Rescue, exploration hazard, and optional skirmish.
Objective	Separate Tob Rook from the spectral work line and reach the opened grave.
Stakes	At the third failed rescue attempt, Tob becomes insubstantial and cannot leave the field until the final rite. Each failed attempt before then raises Harvest Pressure by 1.

ENCOUNTER NOTES

Tactics: A field shade moves through grain and creatures but not stone. It uses Spectral Sickles against the last creature to interrupt the line, then retreats toward Mara. A shade reduced to 0 hit points collapses into straw and reforms at the grave after 1 minute unless one of the six names is spoken over it.

Terrain: Tob is 40 feet inside the barley, following six field shades. Mara Fen walks at the front. One shade attacks only if a character harms a ghost, blocks the line, or tries to drag Tob away without first breaking his rhythm.

Scale Up: For 1st-level characters, use one field shade and give Tob only two failure marks. For 3rd-level characters, use three shades and require the party to carry Tob 20 feet to the gate after freeing him.

Scale Down: For 1st-level characters, use one field shade and give Tob only two failure marks. For 3rd-level characters, use three shades and require the party to carry Tob 20 feet to the gate after freeing him.

Treasure: Mara's bronze tally can be recovered from the furrow. Freeing Tob without harming a ghost reduces Harvest Pressure by 1.

Encounter 2: The Ledger in the Loam

FIELD	DETAIL
Type	Investigation puzzle with an escalating supernatural hazard.
Objective	Recover the six names, prove Oren's debt was forged, and learn at least three steps of the Resting Sheaf rite.
Stakes	Every two failed investigation actions summon a field shade into the current location and raise Harvest Pressure by 1. If the party destroys evidence before reading it, Mara must supply the lost truth at a painful cost.

ENCOUNTER NOTES

Tactics: The haunting rearranges routes rather than attacking openly. Doors return to the field, loose grain pours uphill, and wet footprints circle isolated characters. A summoned field shade tries to seize one clue and carry it toward the grave. It fights only if cornered.

Terrain: The party may search the opened grave, burned shed, farmhouse, and rowan boundary in any order. Place the bronze tally wherever they search first so the investigation starts with a tangible lead.

Scale Up: For a shorter session, two discoveries are enough because the rowan pegs reveal the missing step. For an experienced group, require all three discoveries and have Oren replace one true name in the ledger with his own.

Scale Down: For a shorter session, two discoveries are enough because the rowan pegs reveal the missing step. For an experienced group, require all three discoveries and have Oren replace one true name in the ledger with his own.

Treasure: The tin case contains 18 gp in old silver wages. Returning this money to the workers during the final rite grants one automatic ritual success.

Encounter 3: Supper with the Living

FIELD	DETAIL
Type	Social confrontation and moral choice.
Objective	Secure Harlan's confession and decide whether he will freely contribute the final sheaf.
Stakes	If Harlan refuses, the rite requires a harder substitute: the permanent surrender of Briarhook Field or a character's valued possession. If threatened into agreement, his sheaf is not freely given and does not satisfy the bargain.

ENCOUNTER NOTES

Tactics: Harlan deflects toward practical concerns: losing the farm, feeding Elsi and Tob, and blame for an ancestor's crime. Oren whispers through the walls, offering Harlan a full harvest if he burns the confession. Mara silently sets ash-stained hands on the empty plates.

Terrain: Harlan waits at the six-place supper table, insisting that Oren's crime is only a family story. Isolde's confession, the fused latch, the ledger, Tob's condition, and Mara's tally each weaken his denial. At Harvest Pressure 3 or higher, ghostly diners appear in the empty chairs.

Scale Up: For a gentler tone, Harlan confesses after two pieces of evidence. For a darker game, Oren possesses Harlan at Resolve 1; a character must use an action and a DC 12 Charisma or Wisdom check to bring Harlan back with a personal appeal.

Scale Down: For a gentler tone, Harlan confesses after two pieces of evidence. For a darker game, Oren possesses Harlan at Resolve 1; a character must use an action and a DC 12 Charisma or Wisdom check to bring Harlan back with a personal appeal.

Treasure: Harlan's willing aid grants advantage on the first ritual check. If reconciled, he also pays the promised 30 gp after the haunting ends.

Encounter 4: The Moonlit Harvest



The Moonlit Harvest

FIELD	DETAIL
Type	Climactic ritual under combat pressure.

FIELD	DETAIL
Objective	Complete the four-step Resting Sheaf rite or break Oren's hold before three rounds pass at Harvest Pressure 4.
Stakes	At the end of round 3, if neither path is complete, the spectral field reaches the farmhouse. One living NPC becomes bound to the next year's harvest, and Briarhook remains haunted. The characters may continue fighting, but the clean ending is lost.

ENCOUNTER NOTES

Tactics: Oren uses Rusted Key on a character at an incomplete station, prioritizing anyone carrying the ledger or tally. He uses Foreman's Command as soon as two characters stand near the same station. Field shades grapple or shove characters away from stations rather than pursuing damage. Oren cannot willingly move more than 30 feet from the grave.

Terrain: Four ritual stations stand around the opened grave: the repaired Name peg, Mara's grave for the Tally, a stone brazier for the Debt, and Harlan's uncut final Gift sheaf. Reeve Oren appears at the center with two field shades. Mara and the other workers continue cutting unless released.

Scale Up: For 1st-level characters, use one field shade, reduce Oren to 18 hit points, and extend the clock to 4 rounds. For 3rd-level characters, use three shades and give Oren 30 hit points. For three or fewer characters, Harlan or Tob can complete one known station as an action.

Scale Down: For 1st-level characters, use one field shade, reduce Oren to 18 hit points, and extend the clock to 4 rounds. For 3rd-level characters, use three shades and give Oren 30 hit points. For three or fewer characters, Harlan or Tob can complete one known station as an action.

Treasure: Completing the rite creates the Resting Sheaf charm and earns the gratitude of the six dead. Destroying Oren without completing the rite frees the workers but leaves Briarhook infertile for one year.

NPC Cards

Harlan Vale



Characters and Relics

NPC CARD

Employer, reluctant witness, and heir to Briarhook Farm. Practical, protective, ashamed, and quick to turn fear into irritation.

Voice: Short sentences and farm metaphors. He calls supernatural events "weather" until forced to name them.

Goal: Save Tob, keep the farm, and avoid becoming the man who publicly proves his family prospered from murder.

Leverage: Evidence presented without humiliation; a concrete plan that protects Elsi and Tob; the fact that Harlan already tried to hide the bones.

Use At Table: Harlan can freely offer the final sheaf. If coerced or magically compelled, the Gift step fails.

Mara Fen

NPC CARD

Forewoman of the murdered workers and moral center of the haunting. Patient with honest confusion, implacable toward deliberate erasure.

Voice: At first she communicates with gestures, bells, and rearranged grain. Once her tally is returned, she speaks in quiet plural phrases: "We were owed," "We are named," and "Let us finish."

Goal: Have all six workers named, paid, and buried outside Oren's ownership.

Leverage: Her bronze tally, the stolen wages, the workers' names, and any sincere promise of burial.

Use At Table: Mara answers one question after each sincere funerary act. Violence against her raises Harvest Pressure by 1 and causes all shades to attack for one round.

Elsi Rook

NPC CARD

Tob's older sister, witness, and source of the old work song. Blunt, observant, protective, and unimpressed by Harlan's excuses.

Voice: Fast questions, precise details, no titles. She repeats a person's last words when she thinks they matter.

Goal: Bring Tob home and make Harlan tell the truth in front of someone who can hold him to it.

Leverage: A clear rescue plan, respect for Tob's courage, and evidence that the ghosts are victims rather than invaders.

Use At Table: Elsi knows the work song containing all six names. She gives the second half only after Tob is freed or the party demonstrates care for the dead.

Tob Rook

NPC CARD

Endangered farmhand and living bridge to the workers' final memory. Curious, stubborn, and embarrassed by fear once rescued.

Voice: Halting immediately after rescue, then vivid and literal. He remembers sensations more clearly than events.

Goal: Stop cutting, remember the whole song, and keep Mara from being forgotten again.

Leverage: His sister's voice, cold water, the smell of mint, and being given a useful task.

Use At Table: Tob supplies three names immediately and the remaining names after resting or hearing Mara's tally bell.

Secrets

Harlan Found the Grave First

DM SECRET

DM-facing truth and hidden leverage.

Isolde Tried to Preserve the Truth

DM SECRET

DM-facing truth and hidden leverage.

Mara Can Claim the Farm but Does Not Want It

DM SECRET

DM-facing truth and hidden leverage.

Rewards and Follow-Up

Mara's Bronze Tally

REWARD

Six shallow notches ring this palm-sized bronze disk. When held over loose grain, the kernels arrange themselves into the initials M.F., S.D., A.P., N.B., C.R., and J.W. Ringing the tally against iron lets Mara speak one complete sentence. Returning it to her grave completes the Tally step of the Resting Sheaf rite.

The Resting Sheaf

REWARD

This fist-sized bundle of silver-tipped barley remains after the dead depart. Once before the next dawn, a creature can crumble it over a dying creature within 5 feet. That creature becomes stable and regains 1 hit point. The charm then becomes ordinary straw.

Oren's False Ledger Page

REWARD

The brittle page lists six workers as debtors even though the totals show the farm owed them 18 gp. Fire blackens but does not consume it unless someone states aloud why the debt is false. Destroying it during the rite removes Oren's Master of the False Debt trait.

Run Notes

Run Notes: Creature Reference

RUN NOTES

Field Shade: Medium undead; AC 12; HP 9 (2d8); Speed 30 ft.; darkvision 60 ft.; resistant to necrotic; immune to poisoned., STR 10 (+0), DEX 14 (+2), CON 10 (+0), INT 6 (-2), WIS 11 (+0), CHA 8 (-1)., Bound to the Row: At 0 HP, reforms at Mara's grave after 1 minute unless one of the six names was spoken within 10 feet since its last turn. A completed ritual station permanently dismisses one defeated shade., Spectral Sickles: Melee attack +3, reach 5 ft.; 4 (1d4 + 2) necrotic damage; target cannot take reactions until its next turn., Draw to the Row (Recharge 5-6): One creature within 20 feet makes a DC 11 Wisdom save or moves up to 10 feet toward the field center without provoking opportunity attacks.

Reeve Oren Vale: Medium undead; AC 13; HP 24 (5d8 + 2); Speed 30 ft.; darkvision 60 ft.; resistant to cold and necrotic; immune to frightened and poisoned., STR 12 (+1), DEX 14 (+2), CON 12 (+1), INT 13 (+1), WIS 12 (+1), CHA 14 (+2); Wisdom +3, Charisma +4., Master of the False Debt: Advantage on saves within 10 feet of the intact ledger page; ends when the Debt station is completed., Rusted Key: Melee attack +4, reach 5 ft.; 6 (1d6 + 3) necrotic damage; target speed reduced by 10 feet until its next turn ends., Foreman's Command (Recharge 5-6): Up to two creatures within 30 feet make DC 12 Wisdom saves or use reactions to move half speed toward an incomplete station Oren chooses., Shatter the Row (1/encounter): When a station is completed, creatures within 10 feet make a DC 11 Dexterity save or take 3 (1d6) slashing damage and fall prone.

Run Notes: Rules Index

RUN NOTES

Source: System Reference Document 5.2.1, published May 1, 2025. Official download and version index: <https://www.dndbeyond.com/srd>, Page numbers below refer to the numbered pages in the English SRD 5.2.1 PDF, not a web browser's page count.

Core Resolution: D20 Tests, ability checks, Difficulty Classes, and skills: SRD 5.2.1, pages 6-9., Saving throws: SRD 5.2.1, page 7., Advantage and Disadvantage: SRD 5.2.1, pages 7-8.

Combat and Movement: Initiative and the order of combat: SRD 5.2.1, page 13., Difficult Terrain and grid movement: SRD 5.2.1, page 14., Opportunity Attacks and Disengage: SRD 5.2.1, pages 10 and 15.

Injury and Recovery: Dropping to 0 Hit Points and Death Saving Throws: SRD 5.2.1, page 17., Stabilizing a Character: SRD 5.2.1, page 18.

Module-Specific Rules: Harvest Pressure, field shades, Reeve Oren, ritual stations, and the Resting Sheaf are original rules defined completely in this packet; they do not require an external rulebook.

Player Handouts

The Reapers' Promise

PLAYER COPY - DETACH OR SHARE

Visibility: player-safe

Count every hand that carried the grain. Speak every name that weathered the rain. Return what was tallied; burn what was lied. Give one sheaf freely, and rest side by side.

The six names: Mara Fen, Sen Dallow, Alder Pike, Nera Bell, Corren Reed, and Jory Wren.

Marks copied from the rowan pegs: NAME - TALLY - DEBT - GIFT

PLAYER NOTES

FOR: _____ SESSION: _____

PLAYER COPY - SAFE TO DETACH OR SHARE

The Bell Beneath Brine

A COASTAL MYSTERY UNDER A RISING TIDE CLOCK

The Bell Beneath Brine

Fast-play D&D adventure packet for table use

PROFILE	one-shot
AUDIENCE	standard
RUNTIME	Flexible runtime

ADVENTURE HOOK

The sea has withdrawn so far that fishing boats rest crooked in black mud. Across the exposed flats, somewhere beneath a leaning lighthouse, a bell rings once. Mara Vell stops speaking. A white line of salt appears around her wrist, and she takes one calm step toward the empty sea.

Every lowest tide, the bell of Saint Orra's drowned chapel rings beneath the salt flats of Brinehook. One villager then walks into the sea with no memory of choosing to go. The next call will take Mara Vell, the village tideward, just before dawn.

Built for fast DM scanning with quick-start notes, beat tables, transition logic, encounter cards, and appendix support.

TABLE PACKET

Inside: 6 beats, 10 scenes, 5 encounter cards, 5 appendices, 5 player handouts.

Cast: Brother Cael, Last of the Third Rope, Elder Seln, Mara Vell, Tideward.

Opening flow: 1. At a Glance -> 2. Stakes -> 3. Factions -> 4. Encounter Matrix.

Quickstart

PREMISE

Every lowest tide, the bell of Saint Orra's drowned chapel rings beneath the salt flats of Brinehook. One villager then walks into the sea with no memory of choosing to go. The next call will take Mara Vell, the village tidewardens, just before dawn.

Stakes: Immediate: Mara is the next person compelled toward the flooded shaft. Practical: a failed or delayed intervention can drown the lighthouse undercroft and extinguish Brinehook's beacon. Moral: the village must decide whether safety built on a concealed abandonment deserves to continue unchanged. Supernatural: an unresolved rescue vow will keep naming substitutes for the people Brinehook chose not to save.

Reward: Silver Tide-Compass, Survivor's Bell Token

Cast

- Brother Cael, Last of the Third Rope
- Elder Seln
- Mara Vell, Tidewardens
- Netmaker Tallow

At a Glance

BEAT	TYPE	RUNTIME	PURPOSE
1. The Called Tidewardens	25	Meet Mara, witness the call, choose allies	Mara bears the bell's salt mark
2. Brinehook Remembers	35	Gather leverage and expose contradictions	Villagers conceal the old wreck
3. Across the Naked Sea	40	Cross the low-tide route and reach Saint Orra's	The Tide Clock advances on delay
4. The Drowned Chapel	40	Decode the bell's command and find Cael	Water and sound reshape the room
5. Beneath the Leaning Light	55	Resolve the tide-engine and village pact	Rising water closes exits
6. What the Bell Keeps	15	Show consequences and distribute rewards	The chosen truth becomes Brinehook's future

Scene Transition Matrix

FROM SCENE	ON SUCCESS	ON FAILURE
At a Glance	Move to the strongest remaining lead.	Carry one unresolved consequence into the next beat.
Stakes	Move to the strongest remaining lead.	Carry one unresolved consequence into the next beat.
Factions	Move to the strongest remaining lead.	Carry one unresolved consequence into the next beat.
Encounter Matrix	Move to the strongest remaining lead.	Carry one unresolved consequence into the next beat.
Runtime Budget	Move to the strongest remaining lead.	Carry one unresolved consequence into the next beat.
Hook	Move to the strongest remaining lead.	Carry one unresolved consequence into the next beat.
Locations	Move to the strongest remaining lead.	Carry one unresolved consequence into the next beat.
Visual Asset Plan	Move to the strongest remaining lead.	Carry one unresolved consequence into the next beat.
Rewards and Follow-Up	Move to the strongest remaining lead.	Carry one unresolved consequence into the next beat.
Resolution Paths	Move to the strongest remaining lead.	Carry one unresolved consequence into the next beat.

Packet Notes: Derived scene entries from module headings.

Scene Cards

At a Glance

TYPE	Scene
TIME	Flexible
OBJECTIVE	Push toward the next clue or objective.
STAKES	If the party hesitates, the opposition gains leverage.

BEAT	MINS	PURPOSE	PRESSURE
1. The Called Tideward	25	Meet Mara, witness the call, choose allies	Mara bears the bell's salt mark
2. Brinehook Remembers	35	Gather leverage and expose contradictions	Villagers conceal the old wreck
3. Across the Naked Sea	40	Cross the low-tide route and reach Saint Orra's	The Tide Clock advances on delay
4. The Drowned Chapel	40	Decode the bell's command and find Cael	Water and sound reshape the room
5. Beneath the Leaning Light	55	Resolve the tide-engine and village pact	Rising water closes exits
6. What the Bell Keeps	15	Show consequences and distribute rewards	The chosen truth becomes Brinehook's future

DM GUIDANCE

Fail Forward: On a miss, move the pressure forward without dead-ending the scenario.

Escalation: Escalate through terrain, timers, or faction response.

Resolution: End the scene with a concrete change in state.

If Players Stall: Advance the pressure publicly and force a choice.

If Players Skip: Carry one unresolved consequence into the next beat.

Next Scene: Move to the strongest remaining lead.

Stakes

TYPE	Scene
TIME	Flexible
OBJECTIVE	Push toward the next clue or objective.
STAKES	If the party hesitates, the opposition gains leverage.

Immediate: Mara is the next person compelled toward the flooded shaft. **Practical:** a failed or delayed intervention can drown the lighthouse undercroft and extinguish Brinehook's beacon. **Moral:** the village must decide whether safety built on a concealed abandonment deserves to continue unchanged. **Supernatural:** an unresolved rescue vow will keep naming substitutes for the people Brinehook chose not to save.

DM GUIDANCE

Fail Forward: On a miss, move the pressure forward without dead-ending the scenario.

Escalation: Escalate through terrain, timers, or faction response.

Resolution: End the scene with a concrete change in state.

If Players Stall: Advance the pressure publicly and force a choice.

If Players Skip: Carry one unresolved consequence into the next beat.

Next Scene: Move to the strongest remaining lead.

Factions

TYPE	Scene
TIME	Flexible
OBJECTIVE	Push toward the next clue or objective.
STAKES	If the party hesitates, the opposition gains leverage.

Mara and the working fishers: want a rescue before reputation and will accept painful public truth. **Elder Seln and the old council:** want the beacon and village stability preserved, preferably through private repair. **Brother Cael and the drowned Third Rope:** want an unbreakable rescue promise, but disagree over whether compulsion can still count as rescue. **The party:** controls which truth becomes public, which institution survives, and whether the dead are answered with confession, repair, or destruction.

DM GUIDANCE

Fail Forward: On a miss, move the pressure forward without dead-ending the scenario.

Escalation: Escalate through terrain, timers, or faction response.

Resolution: End the scene with a concrete change in state.

If Players Stall: Advance the pressure publicly and force a choice.

If Players Skip: Carry one unresolved consequence into the next beat.

Next Scene: Move to the strongest remaining lead.

Encounter Matrix

TYPE	Scene
TIME	Flexible
OBJECTIVE	Push toward the next clue or objective.
STAKES	If the party hesitates, the opposition gains leverage.

The Called Tideward

TYPE: Social crisis

CORE CHOICE: Restrain Mara or give her agency

NONCOMBAT RESOLUTION: Anchor her to a present duty

FAIL-FORWARD: She leads distrustfully and reveals Cael's prints

Brinehook Remembers

TYPE: Investigation

CORE CHOICE: Public accusation or private leverage

NONCOMBAT RESOLUTION: Earn any two truths from witnesses

FAIL-FORWARD: A chalk rescue knot points toward the next lead

Across the Naked Sea

TYPE: Exploration

CORE CHOICE: Safe route or fast route

NONCOMBAT RESOLUTION: Solve hazards through tools and rescue work

FAIL-FORWARD: Costs time or supplies but reveals a safer channel

The Drowned Chapel Chord

TYPE: Puzzle

CORE CHOICE: Decode the vow or improvise its meaning

NONCOMBAT RESOLUTION: Ring/speak rescue before light

FAIL-FORWARD: The door opens with water and guardian pressure

The Tide-Engine's Last Command

TYPE: Negotiation/repair/combat

CORE CHOICE: Renew, sever, or break the pact

NONCOMBAT RESOLUTION: Confession plus a three-part repair

FAIL-FORWARD: Save either beacon or bell-silence; Mara survives

DM GUIDANCE

Fail Forward: On a miss, move the pressure forward without dead-ending the scenario.

Escalation: Escalate through terrain, timers, or faction response.

Resolution: End the scene with a concrete change in state.

If Players Stall: Advance the pressure publicly and force a choice.

If Players Skip: Carry one unresolved consequence into the next beat.

Next Scene: Move to the strongest remaining lead.

Runtime Budget

TYPE	Scene
TIME	Flexible
OBJECTIVE	Push toward the next clue or objective.
STAKES	If the party hesitates, the opposition gains leverage.

Budget 210 minutes: 25 for the opening crisis, 35 for village investigation, 40 for the crossing, 40 for the chapel, 55 for the finale, and 15 for consequences. If running short, collapse Brinehook Remembers to one witness plus the Rescue Wall. If running long, remove the optional brine-husk combat rather than cutting the final choice.

DM GUIDANCE

Fail Forward: On a miss, move the pressure forward without dead-ending the scenario.

Escalation: Escalate through terrain, timers, or faction response.

Resolution: End the scene with a concrete change in state.

If Players Stall: Advance the pressure publicly and force a choice.

If Players Skip: Carry one unresolved consequence into the next beat.

Next Scene: Move to the strongest remaining lead.

Hook

TYPE	Scene
TIME	Flexible
OBJECTIVE	Push toward the next clue or objective.
STAKES	If the party hesitates, the opposition gains leverage.

The sea has withdrawn so far that fishing boats rest crooked in black mud. Across the exposed flats, somewhere beneath a leaning lighthouse, a bell rings once. Mara Vell stops speaking. A white line of salt appears around her wrist, and she takes one calm step toward the empty sea.

READ-ALoud

The sea has withdrawn so far that fishing boats rest crooked in black mud. Across the exposed flats, somewhere beneath a leaning lighthouse, a bell rings once. Mara Vell stops speaking. A white line of salt appears around her wrist, and she takes one calm step toward the empty sea.

DM GUIDANCE

Fail Forward: On a miss, move the pressure forward without dead-ending the scenario.

Escalation: Escalate through terrain, timers, or faction response.

Resolution: End the scene with a concrete change in state.

If Players Stall: Advance the pressure publicly and force a choice.

If Players Skip: Carry one unresolved consequence into the next beat.

Next Scene: Move to the strongest remaining lead.

Locations

TYPE	Scene
TIME	Flexible
OBJECTIVE	Push toward the next clue or objective.
STAKES	If the party hesitates, the opposition gains leverage.

Brinehook and the Low-Tide Road: investigation hub, route map, and social pressure. Saint Orra's Chapel: puzzle threshold and rescue-vow revelation. Lighthouse Undercroft: flooded multi-solution finale.

DM GUIDANCE

Fail Forward: On a miss, move the pressure forward without dead-ending the scenario.

Escalation: Escalate through terrain, timers, or faction response.

Resolution: End the scene with a concrete change in state.

If Players Stall: Advance the pressure publicly and force a choice.

If Players Skip: Carry one unresolved consequence into the next beat.

Next Scene: Move to the strongest remaining lead.

Visual Asset Plan

TYPE	Scene
TIME	Flexible
OBJECTIVE	Push toward the next clue or objective.
STAKES	If the party hesitates, the opposition gains leverage.

assets/brinehook-low-tide-player-map-msi7chcl.png: top-down player-safe route map; no secrets.
 assets/lighthouse-undercroft-dm-map-msi7chcu.png: top-down tactical DM map with six keyed zones but no critical text embedded.
 assets/scene-drowned-chapel-msi7chd3.png: wide establishing illustration for Encounter 4.
 assets/scene-bell-chamber-msi7chd9.png: wide climax illustration for Encounter 5.
 assets/npc-mara-vell-msi7chdh.png: portrait anchored to Mara's salt-weathered tidewarden design.
 assets/npc-brother-cael-msi7chdo.png: portrait anchored to Cael's bronze-stained bell-founder design.

DM GUIDANCE

Fail Forward: On a miss, move the pressure forward without dead-ending the scenario.

Escalation: Escalate through terrain, timers, or faction response.

Resolution: End the scene with a concrete change in state.

If Players Stall: Advance the pressure publicly and force a choice.

If Players Skip: Carry one unresolved consequence into the next beat.

Next Scene: Move to the strongest remaining lead.

Rewards and Follow-Up

TYPE	Scene
TIME	Flexible
OBJECTIVE	Push toward the next clue or objective.
STAKES	If the party hesitates, the opposition gains leverage.

The rescue coffer pays 120 gp. Mara gives the party the silver tide-compass if they treated her as an actor rather than cargo.

DM GUIDANCE

Fail Forward: On a miss, move the pressure forward without dead-ending the scenario.

Escalation: Escalate through terrain, timers, or faction response.

Resolution: End the scene with a concrete change in state.

If Players Stall: Advance the pressure publicly and force a choice.

If Players Skip: Carry one unresolved consequence into the next beat.

Next Scene: Move to the strongest remaining lead.

Resolution Paths

TYPE	Scene
TIME	Flexible
OBJECTIVE	Push toward the next clue or objective.
STAKES	If the party hesitates, the opposition gains leverage.

Repair and renew: stabilize all three engine faults, preserve the beacon, and replace compulsion with a

public rescue guild. Confess and sever: use two earned truths and Cael's confession to release the dead; the magical beacon goes dark. Destroy and endure: break the engine under flood pressure, freeing the dead but scattering Orra's Answer along the coast. Partial failure: if repair collapses, choose either the beacon or permanent silence. Mara lives, and the lost half becomes the campaign consequence.

DM GUIDANCE

Fail Forward: On a miss, move the pressure forward without dead-ending the scenario.

Escalation: Escalate through terrain, timers, or faction response.

Resolution: End the scene with a concrete change in state.

If Players Stall: Advance the pressure publicly and force a choice.

If Players Skip: Carry one unresolved consequence into the next beat.

Next Scene: Move to the strongest remaining lead.

Site Keys

Brinehook and the Low-Tide Road



Brinehook and the Low-Tide Road

CHAPTER	Site
OBJECTIVE	Get what the party needs from this site without losing momentum.

Purpose in Play: Investigation hub and player-safe route choice. **Sensory Identity:** Tarred rope, whitewashed stone, exposed black mud, distant bells carried through fog. **Zones:** Sea gate, rescue wall, net loft, Rib Wreck, Choir Stones, Widow's Channel, Saint Orra's chapel, leaning lighthouse. **Movement:** At clock 0-1 all marked routes are dry; at 2 lower channels flood; at 3 only the Choir Stones ridge remains open. **Asset:** assets/brinehook-low-tide-player-map-msi7chcl.png (player-safe).

DM GUIDANCE

Pressure: Keep the site under visible pressure even when the party is not in full combat.

Next Site: Push toward the next keyed site.

Lighthouse Undercroft



Lighthouse Undercroft

CHAPTER	Site
OBJECTIVE	Get what the party needs from this site without losing momentum.

Purpose in Play: Spatial finale with multiple interacting solutions. Sensory Identity: Brass teeth, cold waist-deep water, a lighthouse beam turning beneath the sea. Key Areas: north stair, central engine, east lens gallery, west sluice, south bell shaft, secret dry culvert. Asset: assets/lighthouse-undercroft-dm-map-msi7chcu.png (private DM reference).

DM GUIDANCE

Pressure: Keep the site under visible pressure even when the party is not in full combat.

Next Site: Push toward the next keyed site.

Saint Orra's Chapel

CHAPTER	Site
OBJECTIVE	Get what the party needs from this site without losing momentum.

Purpose in Play: Puzzle threshold and revelation of the rescue vow. Sensory Identity: Roofless bronze, water climbing uphill, three tones hanging in still air. Key Areas: Upper door, handbell frame, vow mosaic, sluice grate, undercroft stair. Secret: Cael's erased name is beneath the lantern tile.

DM GUIDANCE

Pressure: Keep the site under visible pressure even when the party is not in full combat.

Next Site: Push toward the next keyed site.

Encounter Cards

Encounter 1: The Called Tideward

FIELD	DETAIL
Type	social crisis and magical pressure.
Objective	keep Mara present long enough to learn what she knows and earn her cooperation.
Stakes	force or humiliation turns the village against the party; inaction advances the Tide Clock.

ENCOUNTER NOTES

Tactics: Reward the party for using objective play and terrain.

Terrain: Use the environment as a live factor, not just backdrop.

Scale Up: Add pressure through reinforcements, timers, or collateral stakes.

Scale Down: Reduce support pressure or surface a weakness earlier.

Treasure: Reward the encounter with proof, leverage, or a utility item.

Encounter 2: Brinehook Remembers

FIELD	DETAIL
Type	open social investigation.
Objective	obtain any two of four truths before crossing.
Stakes	each truth supplies leverage or bypasses a later hazard; coercion can turn the village into an obstacle.

ENCOUNTER NOTES

Tactics: Reward the party for using objective play and terrain.

Terrain: Use the environment as a live factor, not just backdrop.

Scale Up: Add pressure through reinforcements, timers, or collateral stakes.

Scale Down: Reduce support pressure or surface a weakness earlier.

Treasure: Reward the encounter with proof, leverage, or a utility item.

Encounter 3: Across the Naked Sea

FIELD	DETAIL
Type	route challenge.
Objective	reach Saint Orra's chapel with at least two route advantages.
Stakes	the tide returns, supplies get soaked, and the safest exits disappear.

ENCOUNTER NOTES

Tactics: Reward the party for using objective play and terrain.

Terrain: Use the environment as a live factor, not just backdrop.

Scale Up: Add pressure through reinforcements, timers, or collateral stakes.

Scale Down: Reduce support pressure or surface a weakness earlier.

Treasure: Reward the encounter with proof, leverage, or a utility item.

Encounter 4: The Drowned Chapel Chord



Encounter 4: The Drowned Chapel Chord

FIELD	DETAIL
Type	spatial sound-and-water puzzle.
Objective	open the undercroft without triggering a Bell Surge.
Stakes	wrong sequences raise water and wake guardians, but each mistake reveals part of the pattern.

ENCOUNTER NOTES

Tactics: Reward the party for using objective play and terrain.

Terrain: Use the environment as a live factor, not just backdrop.

Scale Up: Add pressure through reinforcements, timers, or collateral stakes.

Scale Down: Reduce support pressure or surface a weakness earlier.

Treasure: Reward the encounter with proof, leverage, or a utility item.

Encounter 5: The Tide-Engine's Last Command



Encounter 5: The Tide-Engine's Last Command

FIELD	DETAIL
Type	negotiation, repair challenge, or combat.
Objective	stop Mara's summons and decide the fate of the rescue pact.
Stakes	the engine can flood the chamber, the village can lose its protective light, and Cael's lie can remain hidden or become public.

ENCOUNTER NOTES

Tactics: Reward the party for using objective play and terrain.

Terrain: Use the environment as a live factor, not just backdrop.

Scale Up: Add pressure through reinforcements, timers, or collateral stakes.

Scale Down: Reduce support pressure or surface a weakness earlier.

Treasure: Reward the encounter with proof, leverage, or a utility item.

NPC Cards

Brother Cael, Last of the Third Rope



Brother Cael, Last of the Third Rope

NPC CARD

Role and First Impression: An aging bell-founder with hands stained green by bronze, listening to pauses more than words. **Read-Aloud Intro:** An elderly bell-founder turns a three-rope token between bronze-stained fingers, his head tilted toward a sound no one else can hear. **DM Cue:** Cael is the guilty architect of the crisis and the only person who can make confession part of the repair. **Opening Line:** "A promise is only a ghost until someone gives it hands." **Want:** Make Brinehook incapable of abandoning another person. **Fear:** That confession will prove his twenty years of penance were only pride. **Immediate Goal:** Transfer the summons away from Mara without destroying the pact. **Voice:** "A promise is only a ghost until someone gives it hands." **Leverage:** Can command one guardian and knows the engine's true name, Orra's Answer. **Knows:** The engine needs confession, not blood, to reset. **Hides:** He chose the lighthouse lens over his injured captain during the wreck. **Responses:** Compassion brings confession; evidence breaks his denial; threats make him pull the Bell Surge early.

Voice: "A promise is only a ghost until someone gives it hands."

Goal: Transfer the summons away from Mara without destroying the pact.

Leverage: Can command one guardian and knows the engine's true name, Orra's Answer. **Knows:** The engine needs confession, not blood, to reset. **Hides:** He chose the lighthouse lens over his injured captain during the wreck. **Responses:** Compassion brings confession; evidence breaks his denial; threats make him pull the Bell Surge early.

Use At Table: Use this NPC to deliver pressure, leverage, or table-facing clarity.

Elder Seln

NPC CARD

Keeper of the cut tide log.

Voice: "A village can drown in a fact as surely as in water."

Goal:

Leverage: Controls the rescue coffer and the public bell platform.

Use At Table: Use this NPC to deliver pressure, leverage, or table-facing clarity.

Mara Vell, Tidewarden



Mara Vell, Tidewarden

NPC CARD

Role and First Impression: Brinehook's practical route-keeper, coat crusted with salt, speaking as if every sentence must fit between waves. **Read-Aloud Intro:** A weathered woman in a dark tide coat checks the horizon before she looks at you; a white salt line circles one wrist. **DM Cue:** Mara supplies precise route information and insists on agency in her own rescue. **Opening Line:** "Name the depth, name the wind, then tell me what you intend to do." **Want:** Save the village without letting its elders bury another truth. **Fear:** Becoming a symbol people mourn instead of a person allowed to act. **Immediate Goal:** Reach the bell under her own power. **Voice:** "Name the depth, name the wind, then tell me what you intend to do." **Leverage:** Knows every safe route and carries the elders' undercroft key. **Knows:** Her mother helped cut the wreck page from the log. **Hides:** She has heard the bell in dreams for years and feels relief, not only fear, at finally answering it. **Responses:** Help earns exact guidance; pressure earns cold compliance; betrayal makes her take the fastest path alone.

Voice: "Name the depth, name the wind, then tell me what you intend to do."

Goal: Reach the bell under her own power.

Leverage: Knows every safe route and carries the elders' undercroft key. **Knows:** Her mother helped cut the wreck page from the log. **Hides:** She has heard the bell in dreams for years and feels relief, not only fear, at finally answering it. **Responses:** Help earns exact guidance; pressure earns cold compliance; betrayal makes her take the fastest path alone.

Use At Table: Use this NPC to deliver pressure, leverage, or table-facing clarity.

Netmaker Tallow

NPC CARD

Witness and village conscience disguised as a gossip.

Voice: "Knots remember the pull even after you cut the rope."

Goal:

Leverage: Holds a survivor's bell token and can rally fishers for the final evacuation.

Use At Table: Use this NPC to deliver pressure, leverage, or table-facing clarity.

Secrets

Cael's erased name is beneath the lantern tile.

DM SECRET

DM-facing truth and hidden leverage.

Rewards and Follow-Up

Silver Tide-Compass

REWARD

A palm-sized silver compass whose needle points toward the nearest safe air rather than north.

Survivor's Bell Token

REWARD

A thumb-sized bronze disk engraved with three knotted ropes. Displaying it while speaking the rescue title causes one drowned guardian to pause and listen for a round. It also serves as a valid clapper in the chapel puzzle. The token loses its magic when the pact is resolved but remains proof of the old brotherhood.

Appendix

Handout: the cut log gives the first line; worn footprints lead first to the open hand; the boat bell is salt-crusted from being

HANDOUT

Procedure: Players may ring any sequence. On an incorrect bell, water rises one step and a matching mosaic image glows, revealing whether that bell belongs earlier or later. After two mistakes, the correct first bell sounds faintly by itself. On three mistakes, advance the Tide Clock and open the door anyway as a guardian arrives.

Escalation: Each wrong bell raises the water and brightens Cael's erased name. On the third wrong bell, a guardian arrives asking, "Whom did you leave unanswered?" before it attacks.

Noncombat Options: Speak the full vow without ringing, use the survivor's token as a clapper, or have Mara answer the Call aloud. Each works if it expresses rescue before light.

Difficulty Dial: For an easier puzzle, the open-hand bell rings faintly when a character reads the first line. For experts, remove the direct order clue and let the water-flow direction show that Answer must precede Call.

Fail-Forward: The undercroft always opens. Failure changes entry position and pressure, not access.

Consequence: Solving cleanly lets the party enter through the north stair with the first guardian listening; forcing the door starts them beside the bell shaft with the tide one step higher.

Locations

HANDOUT

Brinehook and the Low-Tide Road: investigation hub, route map, and social pressure. Saint Orra's Chapel: puzzle threshold and rescue-vow revelation. Lighthouse Undercroft: flooded multi-solution finale.

Handout: What the Elders Cut Away

HANDOUT

Visibility: private

The missing log records that the elders ordered the Third Rope to abandon survivors and save the lighthouse lens. Cael obeyed, then rewrote the rescue pact into the drowned bell. Reveal this only after the party earns the log or forces the truth in the finale.

Player Handouts

Brinehook Low-Tide Route

PLAYER COPY - DETACH OR SHARE

Visibility: player-safe Asset: assets/brinehook-low-tide-player-map-msi7chcl.png

The player map shows the village, Rib Wreck, Glass-Eel Pools, Choir Stones, Widow's Channel, Saint Orra's chapel, and the lighthouse. It does not show the dry culvert, guardian zones, or Cael's bell circle.

PLAYER NOTES

FOR: _____ SESSION: _____

The Rescue Vow

PLAYER COPY - DETACH OR SHARE

Visibility: player-safe

No light before a life. No life left unanswered. All who answer return.

PLAYER NOTES

FOR: _____ SESSION: _____

Field Notes

SHEET 1

Field Notes

SHEET 2

Field Notes

SHEET 3

Field Notes

SHEET 4

Field Notes

SHEET 5