

A FREE ONE-SHOT ADVENTURE

Bound Bells

No bell has rung in Carrowmere for eleven years. Last night someone unbound one.

LEVEL 1 | 4 INVESTIGATORS | ABOUT 2 HOURS | READY-MADE CHARACTERS INSIDE

READ THIS ALOUD

The Job

> Since the Night of Bells every clapper in the city has been wrapped in leather on the Dean's order. At matins this morning the vergers of St. Brannoc's found the binding cut from the tenor bell and laid neatly on the ringing-chamber floor. Dean Fairweather has sent a private note to the Night Office. He would be grateful for discretion, and for company in the cathedral tonight.

4	1	2h	4
INVESTIGATORS	LEVEL	TO PLAY	SCENES

Play it with the AI Dungeon Master

No prep, no rulebook. Scan the code on the back page or visit gaslight.city, press play, and the AI Dungeon Master runs this adventure for your table — every voice, every roll, every rule. Solo or with up to six friends.

Run it yourself

Everything a Game Master needs is in here: what really happened, the cast and their secrets, the locations, the scenes, the opposition with full stats, three endings, and 4 ready-to-play characters. Players: stop at the end of this page.

Inside

1. What Really Happened
2. The Cast
3. The Locations
4. The Scenes
5. Things in the Dark
6. How It Can End
7. Ready-Made Investigators

THE TRUTH

What Really Happened

The binding was cut by a canon of the Chapter who has read the scraped pages of the abbey chronicle by raking light and believes he has understood them: the monks did not ring to keep something out, but to answer it. He thinks eleven years of silence is why the Vanishings have begun, and he means to ring the tenor at midnight.

He is half right. The abbey's drowned bells have been tolling under the river wards every night since the autumn, and nothing has answered. But what waits for an answer is not what the monks thought it was, and a single bell rung from the cathedral will be heard as an invitation.

The crypt stair smells of the river tonight. One of the drowned brothers has come up it, and stands in the nave keeping an office that ended six centuries ago. Above, in the dark of the tower, something is already moving inside the sound of a bell that has not been rung. The investigators must find which canon cut the binding, learn what he read, and decide with the Dean whether the city's bells stay silent.

WHO'S WHO

The Cast



DEAN OF ST. BRANNOC'S

Dean Tobias Fairweather

Mild, scholarly, not naturally brave. Does the brave thing anyway, apologising.

SECRET

He does not know whether binding the bells was right. He has read the abbey rites aloud in the crypt, alone, and would give a great deal to be told he did it correctly.



PRECENTOR, THE MAN WHO CUT THE BINDING

Canon Jerome Alder

Earnest, sleepless, certain. Talks about intervals and the old ringing methods.

SECRET

He has been hearing the drowned bells for a month. They ring a method with one bell missing, and he knows which.



KEEPER OF THE TOWER KEYS

Verger Hodge

Stolid, deaf in one ear, annoyed at the fuss.

SECRET

He let the canon up the tower for half a crown. He also saw, on the stair, a monk who was wet to the waist.

WHERE IT HAPPENS

The Locations



01

St. Brannoc's Nave

Rows of pews and cold flagstones under a ring of ten bells with their clappers bound.

What happens here. The vigil. A drowned brother walks the aisle on a round that ended six hundred years ago.

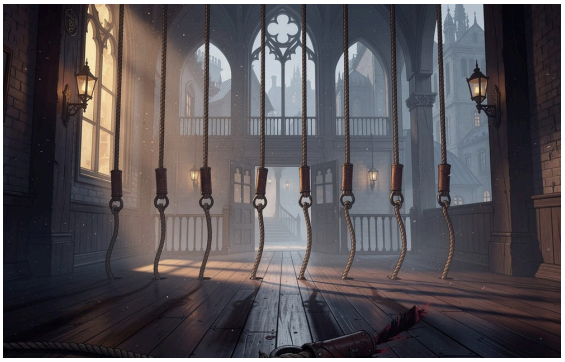


02

Cathedral Crypt

Low vaults holding the abbey chronicle, the Reliquary, and a door the vergers call a coal store.

What happens here. The chronicle's scraped pages, readable only by slanting light, and a stair that goes down further than the hill is high.



03

The Ringing Chamber

Ten ropes, ten leather bindings, and one of them lying cut on the boards.

What happens here. Midnight. The canon has the tenor rope in his hands.

HOW IT PLAYS

The Scenes

1 EXPLORATION ●○○○ EASY

Read the chronicle as the canon did: eleven scraped pages, a lantern held low, and one line surviving in the abbot's hand.

2 SOCIAL ●●○○ MEDIUM

Find the canon among the Chapter and get him to say what he heard. He is not mad, and that is the difficulty.

3 COMBAT ●●○○ MEDIUM

The nave after compline. The drowned brother ignores the living until someone crosses the line of the choir step.

Opposition: Drowned Monk *(full stats in the gallery)*

4 COMBAT ●●●○ HARD

The tower. Lamps shiver in their glass, the clocks stop, and something tolls that has no bell to make it.

Opposition: Bell-Wraith *(full stats in the gallery)*

KNOW YOUR ENEMY

Things in the Dark



Drowned Monk

A brother of St. Brannoc's, six centuries under black water and still keeping his office.

AC 13 **HP** 60 (8d8 + 24) **Speed** swim 30 ft, 20 ft **Threat** 3

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	14 (+2)	8 (-1)

Multiattack. Two Sodden Hands.

Sodden Hand. +5 to hit, 1d10 + 3 bludgeoning; DC 13 Con save or the target's lungs fill and it cannot speak until the end of its next turn.

Bound to the Office. Will not cross running water or a line of blessed oil.



Bell-Wraith

The sound of a great bell with no bell to make it — and something moving inside the sound.

AC 15 **HP** 97 (13d8 + 39) **Speed** fly 40 ft, 0 ft **Threat** 5

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	12 (+1)	16 (+3)	17 (+3)

Toll (Recharge 5–6). Each creature within 30 ft makes a DC 15 Con save or takes 4d8 thunder and is deafened and Shaken (half damage only on a save). Unprotected flames within range gutter.

Passing Chill. +6 to hit, 2d8 + 3 cold; target gains Chilled to the Bone on a failed DC 14 Con save.

Incorporeal. Resists non-blessed weapons; cannot enter a place where a consecrated bell hangs silenced.

EVERY CASE CLOSES SOMEHOW

How It Can End

I

Rebind the tenor and keep the silence. The city is safe tonight; the drowned bells go on ringing unanswered, and the canon is sent to the country.

II

Ring the true method, with the Reliquary on the rope. The wraith is laid, the drowned bells fall silent for a season, and the Chapter knows what the monks knew.

III

Let him ring. One note. Every bound bell in Carrowmere shivers in its frame, and down in Marrow Lane something on a stair takes two steps at once.

These are the likely ends, not the only ones. When your table finds a fourth, let it.



READY-MADE INVESTIGATOR

Inspector Edwin Hale

INSPECTOR · LEVEL 1

Detective inspector who once asked the Night Office one question too many and has been on their list ever since.

15	11	+2	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Reinforced Vest	hit die d10			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
+0	+2	+1	+1	+2	-1
10	14	13	12	15	8

Saving throws

○ Strength	+0
○ Dexterity	+2
● Constitution	+3
○ Intelligence	+1
● Wisdom	+4
○ Charisma	-1

Skills

○ Acrobatics DEX	+2
○ Arcana INT	+1
○ Athletics STR	+0
○ Deception CHA	-1
○ History INT	+1
● Insight WIS	+4
● Intimidation CHA	+1
● Investigation INT	+3
○ Medicine WIS	+2
● Perception WIS	+4
○ Performance CHA	-1
○ Persuasion CHA	-1
○ Religion INT	+1
○ Sleight of Hand DEX	+2
○ Stealth DEX	+2
○ Survival WIS	+2

Weapons

WEAPON	HIT	DAMAGE	RANGE
Service Revolver six shots, then reload	+4	2d6 + 2 piercing	40/120 ft
Constable's Truncheon cannot be disarmed; advantage on Intimidation in the river wards	+2	1d6 bludgeoning	melee

Gear

- **Investigator's Journal** — record and cross-reference clues; retain information through fear and the Unravelling
- **Police Whistle** — summons nearby police in 1d6 rounds; audible at 300 yards
- **Bullseye Lantern** — bright light in a 60-ft cone; shutter as a bonus action; 6 hours per flask of oil
- **Box of Vestas** — brief bright light 5 ft for a round or two; relight lamps

Who they are

Personality Methodical, patient, writes everything down. Believes nothing he cannot see — so far.

Ideal Every case deserves a true report, filed or not.

Bond His first sergeant went into the fog on the Night of Bells and never came back out.

Flaw Will not admit he is frightened until it is far too late.

WHY YOU TOOK THE JOB

The Dean asked the Night Office for discretion and company. The Night Office sent you, which tells you how seriously it takes the request.



READY-MADE INVESTIGATOR

Dr. Agnes Thorne

PHYSICIAN · LEVEL 1

One of three women licensed to practise in Carrowmere, and the only one who will go to the river wards after dark.

12	9	+1	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Heavy Greatcoat	hit die d8			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+1	+1	+2	+2	+0
8	13	12	14	15	10

Saving throws

○ Strength	-1
● Dexterity	+3
○ Constitution	+1
○ Intelligence	+2
● Wisdom	+4
○ Charisma	+0

Skills

○ Acrobatics DEX	+1
○ Arcana INT	+2
○ Athletics STR	-1
○ Deception CHA	+0
○ History INT	+2
● Insight WIS	+4
○ Intimidation CHA	+0
● Investigation INT	+4
● Medicine WIS	+4
● Perception WIS	+4
○ Performance CHA	+0
○ Persuasion CHA	+0
○ Religion INT	+2
○ Sleight of Hand DEX	+1
○ Stealth DEX	+1
○ Survival WIS	+2

Weapons

WEAPON	HIT	DAMAGE	RANGE
Swordcane concealed; finesse	+3	1d8 + 1 piercing	melee

Gear

- **Physician's Bag** — stabilise the dying; Medicine checks; restore HP on a short rest
- **Smelling Salts** — end Entranced or wake an unconscious ally; a save bonus vs the next fear effect
- **Tincture of Valerian** — recover 1 Composure, or end the Shaken condition; 4 doses; no more than one per night
- **Oil Lantern** — bright light 30 ft, dim 30 more; wards light-fearing horrors; limited oil

Who they are

Personality Brisk, unsentimental, privately kind. Diagnoses everyone she meets, out loud.

Ideal Fear is a symptom. Find the cause.

Bond Treats the Candlewick Society's lamplighters for free.

Flaw Insists there is a rational explanation, even when there plainly is not.

WHY YOU TOOK THE JOB

A frightened clergyman, a cut binding and a night in a cold cathedral. Someone sensible should be there, and you are, on most days.



READY-MADE INVESTIGATOR

Miss Cordelia Ashby

MEDIUM · LEVEL 1

A genuine sensitive who has spent her life pretending to be a fraud so nobody looks too closely.

11	7	+1	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
no armour	hit die d6			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
-1	+1	+1	+0	+2	+2
8	13	12	10	14	15

Saving throws

○ Strength	-1
○ Dexterity	+1
○ Constitution	+1
○ Intelligence	+0
● Wisdom	+4
● Charisma	+4

Skills

○ Acrobatics DEX	+1
○ Arcana INT	+0
○ Athletics STR	-1
○ Deception CHA	+2
○ History INT	+0
● Insight WIS	+4
○ Intimidation CHA	+2
○ Investigation INT	+0
○ Medicine WIS	+2
● Perception WIS	+4
○ Performance CHA	+2
● Persuasion CHA	+4
● Religion INT	+2
○ Sleight of Hand DEX	+1
○ Stealth DEX	+1
○ Survival WIS	+2

Weapons

WEAPON	HIT	DAMAGE	RANGE
Derringer two shots; easily concealed	+3	1d6 + 1 piercing	20/60 ft

Gear

- **Warding Charm** — a save bonus and a moment's respite against undead and spirits
- **Pocket Watch** — precise timing; a focus for Steady Your Nerve checks
- **Planchette** — ask one question of a nearby spirit; the answer is true but may be incomplete; costs 1 Composure
- **Spirit Bell** — advantage on Commune with the Dead; three rings grants one reroll on a save against Possessed

Who they are

Personality Charming and theatrical in company; very still when she is listening to something nobody else can hear.

Ideal The dead deserve to be heard — and then let go.

Bond Her brother answered a voice in the dark when they were children.

Flaw Cannot stop herself from listening, even when she knows she should not.

WHY YOU TOOK THE JOB

You heard a bell last night. No bell has rung in Carrowmere for eleven years.



READY-MADE INVESTIGATOR

Sergeant Tom Galloway

SOLDIER · LEVEL 1

Twenty years with the colours, now a night porter, and still the man everyone wants beside them in a dark stairwell.

12	12	+1	30	+2
ARMOUR CLASS	HIT POINTS	INITIATIVE	SPEED (FT)	PROFICIENCY
Heavy Greatcoat	hit die d10			

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
+2	+1	+2	-1	+1	+0
15	13	14	8	12	10

Saving throws

● Strength	+4
○ Dexterity	+1
● Constitution	+4
○ Intelligence	-1
○ Wisdom	+1
○ Charisma	+0

Skills

○ Acrobatics DEX	+1
○ Arcana INT	-1
● Athletics STR	+4
○ Deception CHA	+0
○ History INT	-1
○ Insight WIS	+1
● Intimidation CHA	+2
○ Investigation INT	-1
○ Medicine WIS	+1
● Perception WIS	+3
○ Performance CHA	+0
○ Persuasion CHA	+0
○ Religion INT	-1
○ Sleight of Hand DEX	+1
○ Stealth DEX	+1
● Survival WIS	+3

Weapons

WEAPON	HIT	DAMAGE	RANGE
Coach Gun advantage within 10 ft; two shots then reload	+3	2d10 + 1 piercing	15/30 ft
Blackthorn Cudgel counts as a walking stick; +1 damage against undead	+4	1d8 + 2 bludgeoning	melee

Gear

- **Hip Flask** — a small bonus against fear once per scene; overuse brings its own troubles
- **Flask of Lamp Oil** — refuels a lantern for 6 hours; thrown and lit: 5-ft pool, 1d6 fire per round for 2 rounds
- **Oil Lantern** — bright light 30 ft, dim 30 more; wards light-fearing horrors; limited oil
- **Salt & Iron** — lay a line or circle that spirits and the Vast's creatures struggle to cross

Who they are

Personality Steady, blunt, slow to speak. Always carries two lights.

Ideal You do not leave your mates in the dark.

Bond Lodges above a lamplighter's widow who asked him to find out what happened on her husband's last round.

Flaw Answers questions with his fists when words run out, which is often.

WHY YOU TOOK THE JOB

You were in the city on the Night of Bells. If someone means to ring one again, you would like to be standing beside him.

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Play it tonight.
No prep. No rulebook.

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