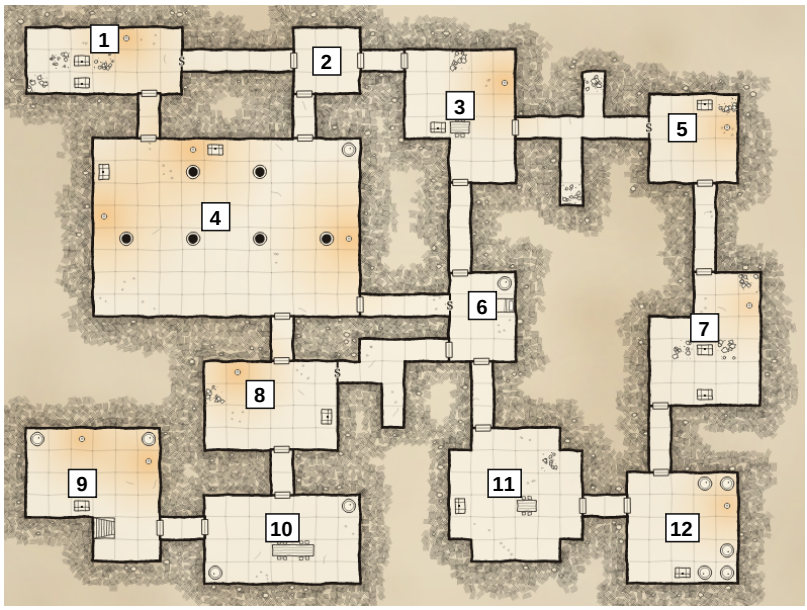
The Bell Under Brine Street

Cheat sheet

Old Hask will wipe out the party's debt if they get his ledger back from a traitor hiding in the flooded temple under the harbor.

D&D 5e / 4 characters, level 3 / 3 hours / Dungeon



Party enters at area 9. Climax in area 12.

PEOPLE

Old Hask (back) smuggler, the party's creditor
Wants: His ledger back before Corra sells it. Calls everyone 'friend' and never blinks.
"Friend. You still owe me two hundred. Let's talk about how...

Sister Wenna (back) priestess of Saint Merrow
Wants: Her chapel's reliquary back, and the truth about the fire. Speaks in tide sayings and touches the shell on her neck.
"The tide brings back what it takes. Sometimes it needs help."

Pip Marlow Corra's terrified lookout
Wants: To get out alive and get paid. Talks too fast, ends every sentence with 'yeah?'
"Don't! Don't. I'm nobody, yeah?"

Corra Vane Hask's lieutenant turned traitor
Wants: Enough gold to leave the harbor for good. Low and calm, picks at a rope burn on her wrist.
"You're not my buyer. So what are you?"

SCENES AND FIGHTS

Area	What	Who	Challenge
10	**Dice and grey coats** The toughs hold the door. Bandits throw dice in faces and fight in pairs. When two drop,...	4 Bandit (CR 1/8), 2 Tough (CR 1/2)	Low, 300 XP
4	**The drowned choir** Zombies wade forward in a line, singing. The ghoul (the old choirmaster) stays...	6 Zombie (CR 1/4), Ghoul (CR 1)	Low, 500 XP
8	**Pip and Brine** Pip bargains, lies, then tells the truth if pushed (DC 12 Intimidation or...	No fight	Social
5	**The tide bell** Anyone who slips (DC 12 Dexterity save on the beam) falls into the shaft, rings the bell...	No fight	Hazard
12	**Corra's last stand** Corra talks first. If it turns, toughs shove characters into the water where the...	Bandit Captain (CR 2), 2 Tough (CR 1/2), 2 Bandit (CR 1/8), Swarm of Quippers (CR 1)	Moderate, 900 XP

CLUE CHAIN

Corra is behind the barred doors of the tool room, and only the Gulls' knock (three slow, two quick) opens them. (opens area 12)

- area 10: Under the dice scores: 'knock: 3 slow 2 quick'.
- Pip Marlow: Corra's in the tool room past the vestry. Knock three slow, two quick, or she shoots through the door.
- area 4: Corra's note to the buyer: come to the tool room door in the vestry and use our knock.

Magistrate Ostrander paid the Gulls to burn Wenna's chapel. (for the ending)

- area 3: A payment slip for 50 gp 'for the chapel job' with the magistrate's seal.
- Corra Vane: He paid us to burn the chapel. That book proves it. That's why he'll pay anything.
- area 12: The ledger page: 'Ostrander, 50 gp, chapel, paid in full.'

PACING

0:00 Hask's barge, the deal, Wenna on the dock, down the stairs into area 9.
0:20 The Gulls at the guard post in area 10. Fight or talk, and find the knock.
0:50 Explore: the kennel and Pip, the Hall of Echoes and the drowned choir.
1:35 The tide bell in the sealed tomb, the reliquary in the family tomb.
2:00 The knock, the barred door, Corra Vane's last stand in the tool room.
2:45 Who gets the ledger: Hask or Wenna. Set up next session.

TREASURE

Area 12: Hask's strongbox: mixed coin and a silver compass (180 gp)
Area 7: The silver reliquary of Saint Merrow, stolen from Wenna's chapel (75 gp, or Wenna's favor)
Area 5: Potion of Water Breathing (about 100 gp)
Area 1: Old burial coins in the cracked coffers (35 gp)

IF IT GOES SIDEWAYS

If they ring the bell on purpose, let the choir chase them toward area 12.
Corra's door opens to see what's screaming.
If they bring the magistrate's men in, the soldiers arrest everyone and the ledger vanishes.

Prepwell. Map drawn by code. Adventure written by Claude and checked by our code against the map and the rules.