



**THE OLD
BELL TOWER**

A SOLO MYSTERY GAME

The Old Bell Tower

Introduction

In this game, you'll explore the mystery of the old bell tower. Along the way, you'll gather clues and make crucial decisions that determine your fate. Your character's abilities and the items you find along the way will help you confront the supernatural forces at work. But be careful - something is always hunting in the darkness.

The game uses simple mechanics centered around a single six-sided die and can be completed in about 30 minutes. To play this game, in addition to this booklet, you'll also need one standard die and a small sheet of paper to make notes.

Before we begin playing, let's create your character and go over the rules. Grab your d6 and a sheet of paper and let's get started!

Attributes

Your character has three attributes that they will rely on along their journey.

Distribute 5 points between these attributes (maximum 3 in any) and note them on your paper.

- **Grit:** Physical and mental toughness
- **Wits:** Perception and quick thinking
- **Wisdom:** Knowledge of the old ways

Your Health starts at 6 - note this on your paper.

Task & Combat Resolution

Now let's take a look at how you handle challenges within the game.

Whenever you attempt something challenging:

1. Roll 1d6 + relevant attribute
2. Add any equipment bonuses
3. If the total equals or exceeds the target number, you succeed

Combat uses the same system:

1. Roll 1d6 + Grit + weapon bonus
2. Must equal or exceed enemy's Defense to hit
3. Success deals 1 damage (some weapons may deal more)
4. The enemy then attacks using the same rules, if it's still alive
5. Instead of attacking, you may attempt to flee to Location 1 with a Wits Check (5)

Movement & Exploration

Getting around in the game has a few simple rules, as well.

- When entering a new location, follow the provided instructions
- You may backtrack to any previously visited location
- When backtracking, you must then follow the narrative progression to return to later locations
- At any safe location (no immediate threats), you may perform one search action
- To search, roll 1d6 and then flip to the back of the current location's page to see your results
- Some actions/paths only become available with specific items or clues.

Starting Equipment

You can't go into a horror setting empty handed. That's how bad movies are born. Choose one to take with you:

- Flashlight - ignore darkness penalties
- Old Iron Poker - +1 to combat rolls
- First Aid Kit - restore 2 Health once

Great, now we're ready to begin!

The Mystery

For the past three nights, the bell in the abandoned church has rung at midnight. Each morning, something new in town is found destroyed - first the mayor's car, then the school's windows, now old Mrs. Harrison's entire garden is withered and dead. The pattern of destruction is spreading. Tonight, fearing for your family's livestock, you're going to find out why.

Location 1: Church Yard

You step into the old church yard. Moonlight casts long shadows across weathered headstones. The bell tower looms over the yard and cuts a dark shape against the stars. You hear a child crying somewhere in the darkness.



Return Visit: The crying is fainter now, more distant, but somehow more urgent.

Choose One:

- Follow the sound of crying (go to Location 2)
- Check the front door (go to Location 3)
- Circle around back (go to Location 4)

Searching The Church Yard

You search through the old church yard, but all you manage to find is an abandoned bird's nest and several spider webs. There's nothing of interest or value out here.

Location 2: Ancient Graves

You follow the sound of the crying and find that it leads you to a small, fresh grave. Funny, you thought this grave yard had been abandoned years ago. The headstone reads “Emily Harrison - Beloved Granddaughter.”

Return Visit: The crying has stopped, but a thin mist now rises up from around your feet. You can't shake the feeling that you're being watched. **You are being hunted.**

Wits Check (5):

- Success: You notice Mrs. Harrison's withered flowers here are arranged in a peculiar pattern. Note Clue A.
- Failure: A cold wind chills you to the bone. Take 1 damage.

Go to Location 3 or Location 4.



Searching The Ancient Graveyard

You spend some time searching among the old tombstones and sunken graves. The weeds are tall here and the ground is rocky.

If you rolled a 4 or higher, buried in the tall grass near one of the older headstones, you find Protection Charm. The charm is tarnished and badly damaged, but it might work one time.

To use the charm, you may add +2 to any one roll after seeing the result.



Location 3: Church Door

The heavy wooden door is weathered and worn, but still sturdy. It's also shut with a heavy, iron chain. The chains are inscribed with strange symbols.

Return Visit: The symbols on the chains pulse faintly in the darkness, seeming to respond to your presence and your paranoia grows. ******-1 on your next skill check.******

If you have the Flashlight: You can read the symbols. Make a Wisdom Check (5).

- Success: You recognize them as binding runes. Note Clue B.
- Failure: The symbols glow briefly. Take 1 damage.

Grit Check (6):

- Success: The chains shatter. Go to Location 5.
- Failure: Take 1 damage. The noise attracts something. **You are being hunted.**



Searching Around The Church Door

This area is oddly clean, as if the energy from the chains is keeping the rot and decay at bay here, protecting the church. You find nothing of value.

Location 4: A Back Entrance

You walk around to the back of the church and push your way through tall, wet weeds that have grown up along the side of the building. Eventually, you uncover a broken basement window. You hear whispered voices from below.



Return Visit: The whispers are clearer now - you can almost make out words in an old dialect.

If you are being hunted: The whispers grow louder. Make a Grit Check (5) or flee back to Location 1.

Wits Check (5) to enter safely:

- Success: Go to Location 6.
- Failure: Take 1 damage from the glass shards, then go to Location 6.

Searching The Back Of The Church

The ground here remains rocky and overgrown. Small shards of glass from the broken window make searching difficult.

If you rolled a 1, take 1 damage from the shattered glass.

If you rolled a 4 or higher, wedged into the dirt right by the basement window you find a small, rusty key. It may be useful later.



Location 5: Church Interior

You step into the old church. Moonlight streams through high windows, casting eerie shadows off of decaying wooden pews. In the moonlight, you see a child's toys scattered near the altar.



Return Visit: The toys have moved slightly, though you're certain no one else has been here. A porcelain doll stares into your soul. **You are being hunted.**

If you have Clue A: You recognize the same pattern from the grave outlined in scattered building blocks among the toys.

If you are being hunted: Your presence seems to have disturbed the den of a large, angry raccoon. He darts from a pile of musty, old hymnals toward you.

Combat: Angry Raccoon

- Defense: 4
- Health: 2
- Attack: 1d6, deals 1 damage on 4+
- Will flee if damaged

After you defeat the raccoon, go to Location 6 or Location 7.

Searching Inside The Church

You wander among the dilapidated old church pews, searching high and low for something of value.

If you rolled a 4 or higher (3 if you have the flashlight), you find a slim book among the abandoned bibles and hymnals in the back pew. Upon closer inspection, you discover that it's the Bell Ringer's journal. You decide to keep it in case it contains clues that could help you.



Location 6: Basement

You descend into a cold, damp basement. Water drips somewhere in the darkness. Children's choir robes hang on rusty hooks. A heavy wooden cabinet stands against the far wall, its lock crusted with rust.

Return Visit: If you've disturbed the rats, they watch warily from the shadows but keep their distance.

Combat: Rat Swarm

- Defense: 3
- Health: 3
- Attack: 1d6, deals 1 damage on 5+
- If you have the Iron Poker, you can scatter them without fighting

If you have the Flashlight: You can search thoroughly. Make a Wits Check (5).

- Success: Find sheet music for a binding hymn. Note Clue C.
- Failure: In your searching, you cut your hand on a piece of rusty metal. Take 1 damage.

If you have the Rusty Key: You can open the cabinet, finding the Silver Bell inside.

Go to Location 5 or Location 8.



Searching The Church Basement

You rummage through the moth-eaten robes and busted pieces of furniture.

If you rolled a 4 or higher and have the rusted key, you open the locked cabinet and find a small silver bell inside. Its oddly clean and free of dust. You ring it and it sounds a clear, pleasing tone.

If you are injured, you heal 1 damage.

You pocket the bell, thinking it may be useful for fighting evil spirits.



Location 7: Bell Tower Stairs

The moonlight casts strange shadows down the stairwell from the windows of the tall bell tower above. You could swear they're moving, but surely it must be the wind. Rotting steps spiral up into darkness. You hear the bell beginning to vibrate above.

Return Visit: The vibrations are stronger now, making the whole staircase shudder.

If you are being hunted: The steps begin to crack. Make a Grit Check (5) or fall to Location 5 and take 2 damage.

If you have the Flashlight: You can climb safely. Otherwise, make a Grit Check (6):

- Success: Reach Location 8 safely.
- Failure: Take 2 damage, then choose to retreat or continue to Location 8.



Searching The Bell Tower Stairwell

The stairs are steep and dangerous. It's way too risky to spend time searching here. You should continue on your way.

If you rolled a 1, you feel compelled to spend more time searching the stairwell than you should, until suddenly you notice that your breath is visible and the stairs have become icy cold, despite the warm weather outside. You quickly hurry on your way, but a thin frost has settled over the stairs and you twist your ankle as you run. Take 1 damage.

Location 8: Bell Tower

The massive iron bell, rusted from time and the elements, thrums with dark energy. Midnight approaches. A small figure stands in the shadows; Emily's spirit. Around it, dark forces swirl. Thin, dark, wispy tendrils snake out toward you. Emily's eyes glow red in the darkness. The air is noticeably colder here.

Return Visit: The air crackles with tension. The bell's energy seems to try to consume you. Take 1 damage.

Continue to the resolution page to read your ending...



Searching The Bell Tower

The bell tower is empty, except for cobwebs. You take a moment to admire the hauntingly beautiful view from the top of the tall bell tower. This place really does have an air mystery hanging over it. You can feel the tension of good and evil, tugging at one another. You feel caught in the middle of that battle.

Your quest is complete, but something about the bell tower haunts you and will plague your nightmares for years to come. You shouldn't have overstayed your welcome by trying to search the tower.

Resolution

This is it. You've made it to the top of the bell tower and faced the entity of Emily's ghost.

If you successfully read the binding passage: Emily's ghost is exiled from the bell tower and bound to her tomb for eternity. The town is saved, but Emily does not find eternal rest.

If you used the silver bell: The evil entity surrounding Emily's soul is banished and she is free to rest in peace. If your health was reduced to 0 when you used the bell, your soul is now bound to the church and the bell will continue to toll under its new steward - you.

If you collected all 3 clues and at least 1 item: The evil entity controlling Emily is overpowered by your presence and flees. Emily's soul is free to find peace and you leave the church. You feel weary and a little banged up, but satisfied that you have helped the child find everlasting rest.



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