

A FREE ONE-SHOT ADVENTURE

Mind Your Wick

The whole city's gas crosses one bridge in two iron pipes. A lighter stands in each tower every night. Tonight the fog is the worst in a generation, and the man in the east tower has stopped answering the lamp signal.

LEVEL 3 | 4 INVESTIGATORS | ABOUT 2½ HOURS | READY-MADE CHARACTERS INSIDE

READ THIS ALOUD

The Job

> Master-Lighter Barnaby Wick does not ask the Night Office for help. He sends a boy with a folded note that says only: Chain Bridge, now, bring oil. On the city tower he is watching the far end through a glass. The tower lights exchange a signal every quarter hour. The east tower has missed three. The lamps at the middle of the span are burning low and blue. And the Dimming Motion goes to the vote at ten tomorrow morning.

4	3	2½h	3
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

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2. The Cast
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THE TRUTH

What Really Happened

Somebody means to give the Corporation a reason. A fracture of the mains on the Chain Bridge on the eve of the vote would darken the river wards for a night and prove that the Company cannot be made to light them at any price. The same thing happened, by accident or otherwise, on the Night of Bells.

The charge is already placed: a keg of blasting powder under the deck at the middle of the span, lashed to the upstream pipe, with a slow match. It was put there at dusk by two men who came across from the east bank in gasworkers' jackets. The east-tower lighter saw them, went out to challenge them, and has not been seen since. His lamp is still burning in the tower window.

The men are Ushers. They are waiting in the east tower for eleven o'clock. What they have not allowed for is that the middle of the bridge is the longest unlit drop in the city, that the lamps there are already failing, and that the Lamp-Eaters which gather wherever a light is about to die have been collecting under the span since dusk. Cutting the match is a climb under the deck, seventy feet over the tide, in fog, with one lantern.

WHO'S WHO

The Cast



HEAD OF THE CANDLEWICK SOCIETY

Master-Lighter Barnaby Wick

Sixty, gruff, tireless. Forty years on the round and never once late with a lamp.

SECRET

He has the Society's map in his coat, with the line of the Seventeen on it. He means to give it to the investigators tonight if he does not come back off the bridge. He has already written the note.



LIGHTER OF THE EAST TOWER

Ned Larkin

Young, steady, three years on the bridge. Whistles hymns.

SECRET

He is alive, under the deck, clinging to the pipe lashings twenty feet from the charge, where he went after the men and could not get back. He has not called out, because something under the bridge has been calling him.



SENIOR USHER, IN THE EAST TOWER

Mr. Lisle

Soft-voiced, unhurried, regretful about the lighter.

SECRET

He was told the match is two hours. It is forty minutes. His employers did not think it necessary that he should come back across.

WHERE IT HAPPENS

The Locations



01

The City Tower

A stone room with a stove, a logbook and a signal lamp. Wick is at the window with a glass.

What happens here. The briefing, the missed signals, and oil. From here the span is a line of eighteen lamps going into fog. The middle six are blue.



02

The Span

A quarter mile of iron deck, seventy feet up, the mains slung beneath in two pipes.

What happens here. The crossing. Fog rules: ten feet of sight. Each failing lamp passed is a choice: stop and trim it, or leave a dark stretch behind. Under the deck, on the lashings, a slow match is burning.



03

The Works Tower

The far tower, where the mains come up out of the ground. A lamp burns in the window, and nobody tends it.

What happens here. The Ushers, waiting politely for eleven. They will explain that nobody need be hurt. They have the only key to the hatch that gives onto the underside of the deck from this end.

HOW IT PLAYS

The Scenes

1

EXPLORATION ●●●○ HARD

Crossing a bridge whose lamps are dying. Trimming a lamp takes a round and holds for an hour. Leaving three dark in a row lets what is under the span come up through the gap. Anyone who looks over the rail at the middle hears their name from below.

Opposition: Lamp-Eater *(full stats in the gallery)*

2

SOCIAL ●●○○ MEDIUM

The east tower. The Ushers are civil and immovable, until told that the match is forty minutes and not two hours. Mr. Lisle is not a fanatic. He is grateful, and has just learned what his gratitude was worth.

Opposition: Usher *(full stats in the gallery)*

3

COMBAT ●●●● DEADLY

Under the deck. A climb along pipe lashings with one lantern, to a keg with a lit match and a man who has been hanging on for three hours. The Lamp-Eaters come for the lantern. A fall is seventy feet into the Sallow. If the lantern goes out, nobody finds the match.

Opposition: Lamp-Eater *(full stats in the gallery)*, Sallow Light *(full stats in the gallery)*

KNOW YOUR ENEMY

Things in the Dark



Lamp-Eater

A thin dark thing that climbs lamp posts and drinks the flame — the lamplighters' oldest enemy.

AC 14 **HP** 39 (6d8 + 12) **Speed** 30 ft, climb 30 ft **Threat** 2

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	6 (-2)

Drink the Flame. Extinguishes one light source within 30 ft; a carried lantern's bearer makes a DC 13 Dex save to shield it.

Smothering Touch. +5 to hit, 2d6 + 3 cold; in darkness the target also becomes Shaken.

Light-Shy. Has disadvantage on everything while in bright light.



Sallow Light

A pale lantern-glow drifting over the marsh — it looks exactly like help.

AC 16 **HP** 27 (6d6 + 6) **Speed** fly 50 ft, 0 ft **Threat** 2

STR	DEX	CON	INT	WIS	CHA
1 (-5)	22 (+6)	12 (+1)	12 (+1)	15 (+2)	14 (+2)

Lead Astray. One creature that can see it makes a DC 13 Wis save or is Entranced and follows it for 1 minute (save at the end of each turn).

Cold Flare. +6 to hit, 2d8 cold.

Gone. Bonus action: becomes invisible until it next acts.



Usher

A servant of the Quiet Communion — black coat, soft voice, and no reflection after dark.

AC 13 **HP** 44 (8d8 + 8) **Speed** 30 ft **Threat** 2

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	13 (+1)	14 (+2)	14 (+2)

Weighted Cane. +4 to hit, 1d8 + 2 bludgeoning; DC 12 Con save or the target is Shaken until the end of its next turn.

A Quiet Word. One creature within 10 ft makes a DC 13 Wis save or is Entranced for 1 minute, and will walk with the Usher.

Lent Strength. In darkness the Usher has advantage on attacks and saves.

EVERY CASE CLOSES SOMEHOW

How It Can End

I

The match is cut and the keg goes into the river. Ned Larkin is hauled up alive. At ten the next morning Barnaby Wick lays a length of slow match on the Lighting Committee's table and says nothing, and the motion is withdrawn.

II

The match is cut and the Ushers go home across the bridge, thanking everyone. Nothing can be proved. The Dimming Motion passes by one vote, lawfully, and from midnight the river wards burn at half.

III

The main goes. The river wards are dark for six hours for the second time in eleven years. The Candlewick Society loses nine lighters relighting them by hand, and the Corporation's report blames a fracture.

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 3

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

15	25	+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 lamplighters never ask the police for help. When they do, you go.



READY-MADE INVESTIGATOR

Dr. Agnes Thorne

PHYSICIAN · LEVEL 3

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

12	21	+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

Wick's note reached your door too: Chain Bridge, now, bring oil. He would not send for a doctor unless he expected someone to be hurt.



READY-MADE INVESTIGATOR

Miss Cordelia Ashby

MEDIUM · LEVEL 3

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

11	17	+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

The lamps at the middle of the bridge are burning blue. You know what that means, even if nobody else does.



READY-MADE INVESTIGATOR

Sergeant Tom Galloway

SOLDIER · LEVEL 3

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

12	28	+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

Wick asked for people who would not run. You have never run.

gaslight

Play it tonight.
No prep. No rulebook.

Scan the code and the AI Dungeon Master runs **Mind Your Wick** for your group: every voice, every roll, every rule — with battle maps, character sheets and a world that remembers what you did.

Free to start — three sessions a month

Solo or with friends — up to six at one table

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