

gaslight

AN AI-RUN GOTHIC HORROR RPG · CARROWMERE

A FREE ONE-SHOT ADVENTURE

The Same Door

Nineteen patients who have never met draw the same door, over and over. Last night, for the first time in eleven years, a lamp in the Annexe went out. This morning there are eighteen drawings on that wall, and one door.

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

READ THIS ALOUD

The Job

> Dr. Hester Whitlock has no standing at St. Odile's and gets in anyway. She brings the investigators through the locked gate on a Tuesday visiting order. Room eleven: a woman called Martha Sorrel, committed by private order eleven years ago, once a housemaid at Harrow House. Her lamp went out in the night. The attendants relit it within a minute. She has not moved or spoken since, and on the wall where she drew, the chalk door now has a handle, in brass, that is cold to the touch.

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

The door they all draw is the door at the head of the abbey's nave: the one the Long Office held shut. None of them has seen it. They draw it because they were each, once, in a room where it was spoken of, at Harrow House or the Guildhall or a sickbed, and were not meant to hear. The Annexe exists to keep nineteen such witnesses lit, fed and disbelieved.

Martha Sorrel heard more than any. She was in the room at Harrow House on the night Alderman Crowe made his bargain, carrying the tray. She knows what was promised, by whom and for what, and it is the one piece of testimony that could bring the Quiet Communion before a magistrate who does not dine with it.

Someone put her lamp out. Not an attendant: Dr. Cornelius Vane, who has been coming at night to sit and listen, and who has begun finishing his patients' sentences. He did not mean harm. He wanted to know what she would say in the dark. What she said was nothing. What happened was that a drawing she had made ten thousand times became, for one minute, accurate. The door is in the wall now. It is shut. Eighteen other patients are drawing faster.

WHO'S WHO

The Cast



THE REFORMER, RUNNING A DISPENSARY IN THE RIVER WARDS

Dr. Hester Whitlock

Brisk, unsentimental, believes in records and not in spirits.

SECRET

She has all nineteen committal orders now. The seal on each is the Corporation's. She has not yet let herself consider that the wing she forced them to build is what has kept these people alive.



SENIOR ALIENIST OF ST. ODILE'S

Dr. Cornelius Vane

Brilliant, kind, exhausted. Listens with his whole attention.

SECRET

He put the lamp out. He has heard so much of what the Marked say that he can no longer tell his own thoughts from theirs. He would like to be stopped, and cannot ask.



THE PATIENT IN ROOM ELEVEN

Martha Sorrel

Silent since the night. Before that: plain-spoken, patient, counted the hours aloud.

SECRET

She is not catatonic. She is holding the door shut, the only way she has: by not looking away from it. If she is moved, or sleeps, or testifies, somebody else must look.

WHERE IT HAPPENS

The Locations



01

The Annexe Corridor

One corridor, nineteen doors, a lamp behind each. The sound of chalk.

What happens here. Eighteen patients drawing the same door, faster than they ever have. Each lamp is the only thing between a drawing and what it is a drawing of. Count them.



02

A Room That Is Never Dark

Room eleven: a cot, a lamp, a woman sitting upright, and a door in the wall with a brass handle.

What happens here. The door. It is cold. It is shut. It is not locked, and it opens outward, into the room.



03

The Night Attendants' Room

A kettle, a clock, a ledger of rounds.

What happens here. Last night's ledger. The lamp in eleven was out for one minute, and a visitor is signed in at that hour, in a hand that starts as Dr. Vane's and ends as someone else's.

HOW IT PLAYS

The Scenes

1

EXPLORATION ●●○○ MEDIUM

Reading the room. A DC 12 check finds the lamp was turned down, not blown out. A DC 13 check of the ledger identifies the hand. Touching the handle costs 2 Composure. Looking at the door for more than a breath is how one starts to help hold it.

Opposition: Marked Patient *(full stats in the gallery)*

2

SOCIAL ●●●○ HARD

Dr. Vane, in his office, among fifteen years of case books. He will confess to anyone who lets him finish a sentence in his own words. Eighteen patients along the corridor are speaking in unison now, and he keeps joining in.

3

COMBAT ●●●● DEADLY

The corridor, when a second lamp fails. Whether by a patient's hand, the doctor's or a draught, another drawing becomes accurate, and this one opens. What comes through goes along the corridor putting out the rest. Nineteen people will not leave their rooms. The lamps must be kept.

Opposition: The Unlit *(full stats in the gallery)*, Marked Patient *(full stats in the gallery)*, Thrall of the Vast *(full stats in the gallery)*

KNOW YOUR ENEMY

Things in the Dark



The Unlit

A shadow with intent, living in the dark the gas-lamps cannot reach.

AC 14 **HP** 68 (8d10 + 24) **Speed** 40 ft, climb 40 ft **Threat** 4

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Smothering Dark. +6 to hit, 2d8 + 4 cold; on a hit the target's own carried light dims by half until relit.

Douse. Snuffs one unprotected flame within 30 ft. In darkness it is invisible; in bright light it is Shaken and halved.



Thrall of the Vast

A convert who has looked into the Wrong and calls what it did to them a blessing.

AC 12 **HP** 22 (4d8 + 4) **Speed** 30 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	11 (+0)	13 (+1)	10 (+0)

Ritual Knife. +3 to hit, 1d4 + 1 piercing, and on a hit the thrall gains 1d4 temporary HP.

Babbled Truth. Speaks a sentence of the Wrong; one creature within 10 ft, DC 11 Wisdom save or 1d6 psychic.



Marked Patient

An inmate of the Annexe who has seen the Vast — and through whom, sometimes, it sees back.

AC 11 **HP** 27 (5d8 + 5) **Speed** 30 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	8 (-1)	9 (-1)

Frenzied Grip. +4 to hit, 1d6 + 2 bludgeoning; target grappled (escape DC 12).

It Speaks. Each creature within 15 ft that understands speech makes a DC 12 Wis save or becomes Shaken.

EVERY CASE CLOSES SOMEHOW

How It Can End

I

The lamps are kept, the door stays shut, and Martha Sorrel is relieved at her watch by someone who chooses it: an attendant, a doctor, an investigator. She sleeps for the first time in eleven years, and wakes, and asks for a magistrate.

II

Martha is moved to the Stable Rooms to give her testimony. She gives it. The door in room eleven, unwatched for an afternoon, is found standing open by the evening round, on an ordinary wall.

III

The Annexe is evacuated and the wing bricked up with every lamp burning. Nineteen witnesses are scattered to nineteen wards, where nobody is paid double to keep their rooms lit.

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

Nineteen people committed by private order, every seal the Corporation's. That is not medicine. That is a file somebody wanted closed.



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

Dr. Whitlock asked for a physician she can trust behind the gate at St. Odile's. You trained with her. She does not ask twice.



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

Something in the Annexe has begun speaking in a voice only people like you can hear. It is asking for help.



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

A lamp went out in a locked ward and nobody can say why. Someone should sit up with those lamps tonight.

gaslight

Play it tonight.
No prep. No rulebook.

Scan the code and the AI Dungeon Master runs **The Same Door** 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

A world that remembers — every faction keeps score

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