

gaslight

AN AI-RUN GOTHIC HORROR RPG · CARROWMERE

A FREE ONE-SHOT ADVENTURE

The Counting

Someone has dug open a plague pit on Pale Hill and found a book. The dead would like it read.

LEVEL 2 | 4 INVESTIGATORS | ABOUT 2½ HOURS | READY-MADE CHARACTERS INSIDE

READ THIS ALOUD

The Job

> Three nights ago a gang of resurrection men opened a trench on Pale Hill, looking for fresh subjects among the old. They found a parish nurse's ledger wrapped in oilcloth, and two of them have not been seen since. The third brought the book to Gideon Tarr of the Sextons' Guild, who will not touch it and wants it gone from his lodge before dark.

4	2	2½h	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
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THE TRUTH

What Really Happened

The book is Isolde Fenwick's: the name or description of every soul laid in the pits in the Grey Winter. She died before she finished it. The Pale Lady has walked the trench edges for seventy years trying to complete the count, and the count has never come out right because the last page is missing.

The missing page is the last day's burials, and Isolde herself is on it. It was torn out by the sexton who buried her, who could not bear to write her name among the unnamed. His grandson is Gideon Tarr, and the page is in the Guild's book of plots that must not be disturbed.

With the trench open, the pit dead are rising all together, feeling for the faces of the living as if looking for someone. They are not angry. They want to be counted. The investigators must hold the hill long enough to read the ledger aloud, recover the last page from a man ashamed to give it up, and decide who speaks Isolde Fenwick's name — because whoever finishes the list either ends her walking or takes up her place.

WHO'S WHO

The Cast



MASTER OF THE SEXTONS' GUILD

Gideon Tarr

Bent, sardonic, without illusions about the dead. Buried his own wife face down, with iron.

SECRET

He has the last page. His grandfather tore it out, and three generations of Tarrs have kept it rather than admit a sexton falsified a burial record.



THE SURVIVING RESURRECTION MAN

Ned Sprake

Shaking, drunk, wants to be paid and gone.

SECRET

He read the first page aloud in the trench for a joke. That is when the others were taken, and he has heard his own name spoken on the hill every night since.



THE PALE LADY

Isolde Fenwick

Silent, patient, heartbroken. Looks down, never at the living, unless they meet her eyes.

SECRET

She does not know she is dead. She believes it is still February and that she has one more trench to finish before she can rest.

WHERE IT HAPPENS

The Locations



01

Sexton's Lodge

Spades, lanterns, a kettle and the Guild's book of plots that must not be disturbed.

What happens here. Tarr hands over the ledger and refuses to discuss the last page. The book of plots is on the shelf behind him.



02

Pale Hill

A bare chalk rise where the fog lies longest and nothing has been built in seventy years.

What happens here. The reading. Every name spoken stills one of the dead; every pause lets them come closer.



03

The Open Trench

Forty to a pit, dug open again, the earth around it trodden as if by a crowd.

What happens here. Where she stands. Where the last name must be said.

HOW IT PLAYS

The Scenes

1

SOCIAL ●○○○ EASY

Get the truth out of Ned Sprake and Gideon Tarr: one will say anything for a drink, the other nothing at all for any price.

Opposition: Resurrection Man *(full stats in the gallery)*

2

EXPLORATION ●●○○ MEDIUM

Climb the hill at dusk with the ledger, find the opened trench and understand, from the order of the names, what is missing.

Opposition: Mourning Shade *(full stats in the gallery)*

3

COMBAT ●●●○ HARD

The pit dead rise in a mass. They can be held only by reading: each true name stops them for a breath, and there are nine hundred names.

Opposition: The Counting Dead *(full stats in the gallery)*

4

SOCIAL ●●●● DEADLY

The Pale Lady at the trench edge. She must be told her own name, and she must not be looked in the eye while she hears it.

Opposition: The Pale Lady *(full stats in the gallery)*

KNOW YOUR ENEMY

Things in the Dark



The Pale Lady

A mournful spectre that drinks the warmth from a room — and the living in it.

AC 13 **HP** 52 (8d8 + 16) **Speed** fly 40 ft, 0 ft **Threat** 3

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	17 (+3)

Draining Touch. +5 to hit, 3d6 cold, and the target's Strength drops by 1d4 until a long rest.

Keening (Recharge 5–6). 20-ft radius, DC 14 Wisdom save, 3d6 psychic and the Shaken condition (half and no Shaken on save).

Incorporeal. Moves through creatures and objects; takes 1d10 force damage if it ends its turn inside one.



Resurrection Man

A body-snatcher with a wooden spade, a dark lantern and a buyer waiting at the College.

AC 12 **HP** 16 (3d8 + 3) **Speed** 30 ft **Threat** 0.5

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

Spade. +3 to hit, 1d8 + 1 bludgeoning.

Dark Lantern. Bonus action: shutter or unshutter a lantern, plunging a 20-ft area into darkness.



Mourning Shade

A grief that has outlasted the griever — a veiled figure at a window, waiting for someone who died.

AC 12 **HP** 22 (5d8) **Speed** fly 30 ft, 0 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	10 (+0)	13 (+1)	14 (+2)

Weeping. Each creature within 15 ft makes a DC 12 Wis save or is Shaken and takes 1d8 psychic.

Cold Passage. +4 to hit, 1d8 + 2 cold.

Laid to Rest. If its vigil is completed for it, it departs without violence.



The Counting Dead

The pits of Pale Hill, risen all together — forty to a trench, with no names between them.

AC 11 **HP** 102 (12d10 + 36) **Speed** 20 ft **Threat** 4

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	6 (-2)

Press of the Dead. Each creature within 10 ft makes a DC 14 Str save or is grappled and takes 2d8 + 3 bludgeoning.

Unnamed. Speaking aloud the true name of any one of the pit dead ends the mass's action for a round.

Grave Chill. Creatures that start their turn grappled by it make a DC 13 Con save or gain Consumption.

EVERY CASE CLOSES SOMEHOW

How It Can End

I Read the last page and speak her name. Isolde Fenwick is counted among her dead and the hill is quiet for the first time in seventy years.

II Rebury the book and close the trench. The dead lie down unreckoned; the Pale Lady walks on, and Ned Sprake is found in the morning with white hair.

III One investigator takes up the ledger and promises to finish it. The Lady is released. The investigator hears the count in their sleep, and it has not come out right yet.

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 2

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

15	18	+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

Two resurrection men are missing and the Sextons want a book off their hands before dark. That is a case, whether the Guild likes it or not.



READY-MADE INVESTIGATOR

Dr. Agnes Thorne

PHYSICIAN · LEVEL 2

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

12	15	+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 parish nurse's ledger from the Grey Winter. You have seen her name in the old hospital books. You would like to read the rest.



READY-MADE INVESTIGATOR

Miss Cordelia Ashby

MEDIUM · LEVEL 2

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

11	12	+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 dead on Pale Hill have been quiet for seventy years. Last night you heard them counting.



READY-MADE INVESTIGATOR

Sergeant Tom Galloway

SOLDIER · LEVEL 2

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

12	20	+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
>
> Pale Hill at dusk, and something in the ground that took two men. Someone needs to stand at the top of the trench with a lantern.

gaslight

Play it tonight. No prep. No rulebook.

Scan the code and the AI Dungeon Master runs **The Counting** 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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