

gaslight

AN AI-RUN GOTHIC HORROR RPG · CARROWMERE

A FREE ONE-SHOT ADVENTURE

The Marrow Lane Vanishings

Seventeen people gone from one street. No blood, no struggle — and every lamp on the round still burning.

LEVEL 2 | 4 INVESTIGATORS | ABOUT 3 HOURS | READY-MADE CHARACTERS INSIDE

READ THIS ALOUD

The Job

> It began in the autumn with a lamplighter who did not come back from his round. Seventeen people are missing from Marrow Lane now, most of them taken from under its own lamps. The Candlewick Society has doubled its rounds, the constabulary has stopped sending men after dark, and Superintendent Kell of the Night Office wants somebody to walk the lane tonight and write down what they see.

4	2	3h	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
5. Things in the Dark
6. How It Can End
7. Ready-Made Investigators

THE TRUTH

What Really Happened

The old rule is that light keeps it back. The rule has not failed: the light has. This autumn Alderman Septimus Crowe signed an order fitting new burners to the eleven lamps of Marrow Lane, supplied by a contractor nobody at Candlewick Hall has heard of. They burn bright and clean, and they are not gas flames. They are something that looks like light and holds nothing back. Crowe did it because the Quiet Communion asked, and the Communion asked because what speaks to it wanted the lane opened.

Under a rag-and-bottle shop halfway down the lane, twenty-two abbey steps go down to black water. Something has stood on the bottom step for a very long time. It is one step higher each week. The vanished went to it willingly: it offers each listener the thing they most want, in a voice they know.

The investigators must find what is wrong with the lamps, trace the order to Crowe, and go down. The thing on the stair cannot be harmed while the step above it is unlit, and the only true flame left in the lane is whatever the investigators brought with them.

WHO'S WHO

The Cast



HEAD OF THE CANDLEWICK SOCIETY

Master-Lighter Barnaby Wick

Plain-spoken, grey with tiredness, mistrusts gentlemen. Walks the lane himself now.

SECRET

He has examined one of the new burners and knows it is wrong. He has told nobody, because the order bears the Corporation's seal and he cannot prove who is behind it.



CAPTAIN OF THE LANE'S MUDLARKS, THIRTEEN

Nettle

Fearless, sharp, trusts no adult. Hired for coin in advance and food for her gang.

SECRET

She has been down the stair as far as the fourth step. It called her by a name only her dead mother used, and she nearly went.



CHAIRMAN OF THE LIGHTING COMMITTEE

Alderman Septimus Crowe

Pompous, hard-working, sincerely proud of the city's drains.

SECRET

His daughter was dying eleven years ago and recovered overnight. He has paid for it on the first Friday of every month since, and this was the price.



KEEPER OF THE RAG-AND-BOTTLE SHOP

Mrs. Ada Pell

Sour, watchful, keeps a candle in the window and a hand on the till.

SECRET

She has been letting people through to the cellar for a shilling each. She thought they were smugglers until they stopped coming back up.

WHERE IT HAPPENS

The Locations



01

Marrow Lane

A crooked street of rag shops and lodging houses, too narrow for a cart, with a candle in every window.

What happens here. Walking the round. The lamps burn steadily and cast shadows that fall the wrong way.



02

Rag-and-Bottle Shop

Racks of old coats and crates of bottles. There is a trapdoor behind the coats.

What happens here. Mrs. Pell's shillings, and the way down.



03

Shop Cellar

Damp brick and barrel arches that give way to dressed stone at the far end.

What happens here. The rats are leaving. Whatever they are running from is ahead, not behind.



04

The Whispering Stair

Twenty-two abbey steps descending into black water that does not move with the tide.

What happens here. It speaks. It has an offer for each of them. Seventeen pairs of shoes are set neatly on the steps.

HOW IT PLAYS

The Scenes

1

EXPLORATION ●●○○ MEDIUM

Walk the eleven lamps with the lighters: the flames that give no heat, the shadows that lean toward the cellar grates, the burner that is not a burner.

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

2

SOCIAL ●●○○ MEDIUM

Two of the Communion's Ushers arrive in a closed carriage to suggest, with perfect courtesy, that the investigators have been misinformed.

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

3

COMBAT ●●●○ HARD

The cellar: a tide of rats going the other way, and still water in the corner that is a little warmer than the air.

Opposition: Tallow Rats *(full stats in the gallery)*, The Black Water *(full stats in the gallery)*

4

COMBAT ●●●● DEADLY

The stair. One of the vanished has come back up to greet them. Behind it, a step higher than last week, the thing that sent it.

Opposition: The Returned *(full stats in the gallery)*, The Whisperer on the Stair *(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.



The Black Water

The water that stands in the abbey's cellars and does not rise with the tide. It is not water.

AC 8 **HP** 95 (10d10 + 40) **Speed** swim 30 ft, 20 ft **Threat** 4

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	18 (+4)	3 (-4)	12 (+1)	3 (-4)

Engulf. Moves into a creature's space: DC 14 Dex save or the target is pulled under, restrained and begins to drown, taking 2d8 cold at the start of each of its turns (escape DC 14).

It Knows You. A creature that starts its turn within 10 ft hears its own name; DC 13 Wis save or become Shaken.

Lightless. Light sources within 10 ft shed only dim light.



Tallow Rats

A carpet of dock rats, fat on rendered fat, moving all one way.

AC 11 **HP** 21 (6d8 - 6) **Speed** 30 ft, climb 20 ft **Threat** 0.5

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Swarm Bite. +3 to hit against a creature in the swarm's space, 2d6 piercing (1d6 at half HP); DC 11 Con save or gain Consumption after 1 day.

Flee the Dark. The swarm always moves away from the nearest creature of the Vast, revealing its direction.



The Whisperer on the Stair

What speaks from the bottom step under Marrow Lane — and has begun to come up.

AC 15 **HP** 127 (15d8 + 60) **Speed** swim 30 ft, 30 ft **Threat** 6

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	17 (+3)	18 (+4)	19 (+4)

Multiattack. One Offer and one Drowning Hand.

Offer. One creature within 60 ft that can hear it makes a DC 16 Wis save or is Entranced and moves toward the water; a creature that accepts willingly gains a boon and the Marked by the Vast condition.

Drowning Hand. +7 to hit, reach 15 ft, 2d10 + 3 cold; target pulled 10 ft toward the stair.

Below the Light. Cannot be harmed by anything while a full step of the stair above it remains unlit.



The Returned

One of the vanished, home again — the same face, the same voice, and candles gutter when it enters.

AC 14 **HP** 58 (9d8 + 18) **Speed** 30 ft **Threat** 3

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	13 (+1)	14 (+2)	16 (+3)

Familiar Hands. +4 to hit, 2d6 + 2 cold; a creature that loved the person it was has disadvantage on attacks against it.

Dim the Room. Light sources within 20 ft shed only dim light until the start of its next turn.

Almost Right. DC 15 Insight to notice anything wrong while it is at rest.



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	Carry true flame down the stair, step by step, and drive it back below the waterline. The lane is relit with honest gas; the seventeen do not return.
II	Expose Crowe's order before the Corporation. The burners are torn out, the alderman is ruined, and the Communion learns the investigators' names.
III	Accept the offer. One investigator gets what they most wanted and carries a mark for it; the stair goes quiet for a year, and is one step higher when it wakes.

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
>
> Seventeen names in a file and a superintendent who wants someone to walk the lane tonight. It was always going to be you.



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
>
> Three of your patients lived on Marrow Lane. Two of them are on the list.



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
>
> You have heard the names on Marrow Lane before. Not from the newspapers.



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
>
> The lamplighter who never came back from his round was your landlady's husband. You promised her.

gaslight

Play it tonight. No prep. No rulebook.

Scan the code and the AI Dungeon Master runs **The Marrow Lane Vanishings** 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

Play it: gaslight.city/adventures/one-shots/the-marrow-lane-vanishings
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