

A FREE ONE-SHOT ADVENTURE

A Séance at Harrow House

The city's most admired hostess holds a sitting twice a year. This time the medium has decided to say no.

LEVEL 1 | 4 INVESTIGATORS | ABOUT 2½ HOURS | READY-MADE CHARACTERS INSIDE

READ THIS ALOUD

The Job

> Miss Ottoline Graves has been the voice at Lady Marchmont's table for thirty years. The carriage comes for her twice a year and she has never refused. This morning she called on the investigators with a week's wages in an envelope and a request: come to Harrow House tonight as her guests, and whatever she says at the table, do not let them make her finish.

4	1	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

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THE TRUTH

What Really Happened

The sittings are how the Quiet Communion receives its instructions, and Ottoline Graves is the only one it speaks through clearly. Tonight it means to ask for something large: the name of a child, a housemaid's daughter, to be "given a position" in the household. Ottoline has worked out what a position means. She intends to break the circle and has no idea what happens when she does.

The guests are forty years of good society: a magistrate, a banker's widow, a canon's wife. Each has been given something they cannot bear to lose and will do a great deal to keep the evening proceeding. The servants are not servants. On the second landing it is always cold, the clocks agree on the wrong hour, and one more place is laid at dinner than there are people to sit.

When the circle is broken, what was speaking does not leave. It takes the nearest sitter. The investigators must get Ottoline and the housemaid's child out of a house whose doors are being closed by very polite men, with something wearing a guest between them and the stairs.

WHO'S WHO

The Cast



HOSTESS, FIRST VOICE OF THE QUIET COMMUNION

Lady Honoria Marchmont

Seventy, charitable, formidable. Speaks of her patron as of a difficult old relation.

SECRET

She does not believe she is doing evil. She was a widow who asked a question and was answered, and she has kept the terms. She will be genuinely grieved if anyone is hurt.



THE MEDIUM

Miss Ottoline Graves

Fifty, quiet, frightened and resolved. Keeps her gloves on.

SECRET

She has heard the dead as other people hear rain since the first sitting. She is not sure that she will still be herself by the end of this one.



A GUEST, HUSBAND TO A SITTER

Canon Aubrey Leese

Affable, a little deaf, came for the dinner.

SECRET

He is the only person in the room who is not a member. He was invited so that there would be someone at the table worth taking.



HOUSEMAID AT HARROW HOUSE

Ruth Tolley

Nineteen, country-bred, terrified of the second landing.

SECRET

Her sister was housemaid here before her and is in the Annexe at St. Odile's. Ruth took the post to find out why.

WHERE IT HAPPENS

The Locations



01

The Drawing Room

A round table that has not been moved in thirty years, gas turned low, thirteen chairs.

What happens here. The sitting. The voice comes, makes its request, and Ottoline refuses.



02

The Second Landing

A cold stretch of corridor where the clocks agree on the wrong hour.

What happens here. The way to the nursery where the child is being kept, and where the house is least pretending to be a house.



03

The Servants' Hall

A long table laid with one place too many, and a back door the Ushers have already locked.

What happens here. The way out, if there is one.

HOW IT PLAYS

The Scenes

1

SOCIAL ●○○○ EASY

Dinner. Forty years of good society making conversation, each guest quietly establishing who the strangers are and what they could lose.

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

2

EXPLORATION ●●○○ MEDIUM

Slip upstairs during the coffee: the second landing, a locked nursery, and a housemaid with a key she is afraid to use.

3

COMBAT ●●●○ HARD

The circle breaks. The gas sinks to blue and the canon stands up in a way he has never stood, speaking in a voice the whole room recognises.

Opposition: Possessed Sitter *(full stats in the gallery)*

4

COMBAT ●●●○ HARD

Getting out. The Ushers have closed the doors and regret, sincerely, that nobody may leave until her ladyship's guest has finished.

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

KNOW YOUR ENEMY

Things in the Dark



Communicant

A respectable citizen who dines at a certain house, and would do a great deal to keep dining there.

AC 11 **HP** 11 (2d8 + 2) **Speed** 30 ft **Threat** 0.25

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	13 (+1)	11 (+0)	14 (+2)

Pocket Pistol. +2 to hit, range 20/60 ft, 1d6 piercing.

Position in Society. Can have one investigator barred, dismissed or arrested by the next morning unless stopped.



Possessed Sitter

A guest at a séance who asked one question too many — and is now answering for something else.

AC 11 **HP** 33 (6d8 + 6) **Speed** 30 ft **Threat** 1

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	15 (+2)

Unnatural Strength. +4 to hit, 1d8 + 2 bludgeoning; target pushed 10 ft.

Speak a Secret. Names a hidden shame of one creature within 30 ft; DC 13 Wis save or the target is Shaken and has disadvantage on its next action.

Borrowed Body. Banish or a blessed relic ends the possession without harming the host.



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 — Get Ottoline and the child out. The Communion loses its voice; Miss Graves must be hidden, and the Hartwell League is the only place that will take her.

II — Save the canon. A blessed relic or a Banish ends the possession, the evening is hushed up, and the Chapter of St. Brannoc finally has a witness it cannot ignore.

III — Let the sitting finish. Nobody is harmed tonight. Ruth's niece is given a position in the household, and the investigators are invited to dine again.

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 1

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

15	11	+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

A frightened woman paid good money to have someone sensible at that table. You are, on most days, sensible.



READY-MADE INVESTIGATOR

Dr. Agnes Thorne

PHYSICIAN · LEVEL 1

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

12	9	+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

Miss Graves has been your patient for years. You have never seen her afraid before.



READY-MADE INVESTIGATOR

Miss Cordelia Ashby

MEDIUM · LEVEL 1

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

11	7	+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

Miss Graves taught you everything. If she is afraid of that table, you should be too.



READY-MADE INVESTIGATOR

Sergeant Tom Galloway

SOLDIER · LEVEL 1

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

12	12	+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

Someone needs to stand by the door at Harrow House. Doors there close by themselves, they say.

gaslight

Play it tonight.
No prep. No rulebook.

Scan the code and the AI Dungeon Master runs **A Séance at Harrow House** 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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