

FREE PREVIEW

NIGHTGLASS

A Narrative Hall Campaign Codex

COSMIC HORROR · FAIR-PLAY MYSTERY · SYSTEM-AGNOSTIC ·
THE TOWN THAT SHOULD NOT BE

A few opening pages of the campaign. The full campaign, with every scene, NPC, map note, and handout, is the complete download on narrativehall.com.

NARRATIVEHALL.COM

HOW TO USE THIS CODEX

This is not a rulebook. It contains no statistics, no encounter math, and no system mechanics. It is a **story bible**: a complete cosmic-horror world with a season of connected disappearances, a full cast, mapped places, and a session-by-session shape you can run with any tabletop system you already own.

You only need three things in your head before the first session.

1. **The premise.** Vesper Combe is a remote mountain town that should not exist. Decades ago it died under the snow, and one man used the great telescope on the hill, the Nightglass, to get something vast and patient between the stars to *remember* the town back into being. That thing has begun to finish its accounting. One by one, quietly, the people of Vesper Combe are being corrected: remembered a little differently, then by fewer people, then not at all. A new star rose last winter, low and steady. The town calls it the Latecomer. It is not a star. It is an eraser, and it is patient.
2. **The tone.** Cosmic horror, but intimate and cold rather than loud. The dread is not a monster in the dark. It is the empty chair no one can explain, the name that will not come, the photograph with a smudge where a face used to be. There is exactly one supernatural fact in this world, and everything else is the unbearably human business of being forgotten on purpose. Keep it quiet. Quiet is where the fear lives.
3. **The fair-play promise.** This is a real mystery, run honestly. The players are the only people in Vesper Combe who can hold the truth, because they keep a record (a ledger, a journal, a stack of photographs) that the correction has not reconciled yet. They solve each case by comparing what they wrote down to what the town now insists is true. The contradiction is the clue. The truth is always findable. The sky never lies to them directly. It simply edits the world and waits for them to stop noticing.

A note on the horror. Vesper Combe has one supernatural rule: *the sky is correcting the town out of existence, through memory*. Keep it grounded and existential, not splattery. No tentacled gods, no monster manual, no gore. The terror is loss, and the slow arithmetic of an indifferent universe tidying away a mistake. Wherever the uncanny bites, you will find a short **Light GM Hook** sidebar on how to stage it in your system. If your table wants the supernatural softer, the correction can be played as a creeping shared delusion the players alone resist. The campaign holds either way.

CAMPAIGN BACKGROUND

Vesper Combe sits in a high cold valley at the end of a single mountain road, the kind of town that exists because silver was once worth the climb. Above it, on the bald hill the locals call the Vigil, stands Vesper Observatory and its great brass instrument, the Nightglass, built by the astronomer Elias Vane in the years before the Long Winter.

The Long Winter is the thing no one in town remembers correctly, and that is the point. In a season of killing snow, an avalanche came down the Vigil and buried Vesper Combe whole. Everyone died. It should have been the end of the town, a line in a county ledger, a name on a map that nobody visits.

It was not the end, because Elias Vane survived in the observatory, and Elias Vane had spent his life studying the spaces between the stars, and he had found something there that *perceived*. He turned the Nightglass on it, and he offered it the only thing he had left: a town to remember. Something answered. The snow drew back. The dead stood up not as ghosts but as people, certain they had always been alive, and Vesper Combe went on, written back into the world by an act of vast attention from a thing with no name and no mercy and no particular reason to keep paying attention forever.

It has now begun to stop. The Latecomer, the steady new point of light low on the southern horizon, is the correction made visible, the thing's regard finally settling its account. And the account is simple. Vesper Combe died in the Long Winter. The sky is only making that true again.

The players arrive as outsiders (see the hooks) and find a town that feels wrong in ways no one else will admit, because no one else can. They are about to learn that the most frightening thing in the universe is not a monster that wants to eat you. It is a universe that has noticed you should not be here, and is being very, very tidy about it.

ADVENTURE HOOKS

Give each player one. Each is a reason to be in Vesper Combe and a reason they cannot simply leave.

- **The Surveyor.** You came to map the new road and update the county census, and your figures do not match the town's. Houses you counted yesterday are gone today, and no one will admit they ever stood. Your numbers are the first record the correction has not reached.
- **The Photographer.** You came to document a dying mountain town for a gazette. Your earliest plates show faces the town now swears were never here. The camera saw what memory cannot keep.
- **The Heir.** A relative you barely remember left you property in Vesper Combe. The deed is real. The relative, when you ask, is a person the whole town insists never existed, including the lawyer who drew the deed.
- **The Doctor.** You came to treat a winter sickness and found no patients, only a town with a strange and spreading symptom: people who calmly forget their own neighbors mid-sentence and feel no alarm at all.
- **The Believer.** You followed Elias Vane's published star charts here, certain he found something real. You are right. He did. It is currently erasing the town, and your notebooks are about to become the most important documents in the valley.

The thread that binds them: within the first session, one person vanishes, and the players are the only ones who notice the hole where that person stood. Everyone else has already been corrected into a world where that person never was. That is the campaign: hold the line of memory against a sky that is patiently rubbing it out.

Want the rest?

This is just the opening. **Nightglass: Campaign Codex + GM Kit** is ready to run: a complete, system-agnostic kit you can drop into any tabletop game.

Get the full download at

[NARRATIVEHALL.COM](https://narrativehall.com)