

FREE PREVIEW

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# NIGHTGLASS

## The Lamplighter

COSMIC HORROR · ONE-SHOT · SYSTEM-AGNOSTIC · A SINGLE  
NIGHT

A few opening pages of the scene. The full one-shot, with every scene, NPC, map note, and handout, is the complete download on [narrativehall.com](https://narrativehall.com).

# HOW TO USE THIS ONE-SHOT

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This is a complete, system-agnostic cosmic-horror scenario for a single evening of play. One Game Master, any small group, any ruleset you already own. No stat blocks, no math to convert. It teaches the quiet, devastating engine of the full Nightglass campaign in one sitting: a town being erased through memory, and the players the only ones who notice.

Read **The Pitch** aloud to start. Everything after it is for your eyes only. Where the night turns on an uncertain action, resolve it however your system resolves uncertainty. The horror is not in the dice. It is in the empty chair.

A note before you begin: this scenario is about being forgotten and losing people. It is sad on purpose. Run a quick safety check first (Session Zero, Lines and Veils, an X-Card or pause word anyone can call). Keep it quiet and human, not gory.

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# THE PITCH (read to your players)

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The road over the mountains is long, and Vesper Combe is the only light at the end of it. A small silver-faded town in a high cold valley, one main street, lamps already lit against the dark, and a warm inn called the Last Lamp where the keeper, Ms. Hargrove, has rooms and stew and no particular curiosity about travelers.

You arrived at dusk. An old man was lighting the street lamps as you came in, humming, nodding to each of you. Tomas Garrow, the innkeeper called him. Forty years on the lamps. You wrote the day's notes in your journal before bed, the way you always do: the road, the weather, the inn, the lamplighter who waved.

It is morning now. The lamps are out. The inn is warm. And when you ask Ms. Hargrove where the lamplighter takes his breakfast, she smiles, puzzled, and says: "Now who's that, dear? No lamplighter here. The lamps are on a town contract. Always have been."

She is not joking. She is not lying. And your journal, in your own hand, still says otherwise.

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# Want the rest?

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This is just the opening. **Nightglass: The Lamplighter (Cosmic-Horror One-Shot)** 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)**