

FREE PREVIEW

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# SAINT'S REST

A Narrative Hall Campaign Codex

WEIRD WEST · GHOST MYSTERY · A TOWN WITH A SECRET ·  
SYSTEM-AGNOSTIC

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](https://narrativehall.com).

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# HOW TO USE THIS CODEX

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This is not a rulebook. It contains no statistics, no encounter math, and no system mechanics. It is a **story bible**, a complete weird-western world with a season of connected hauntings, 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.** Saint's Rest is a silver-boom town where the murdered dead don't stay buried. The wronged, the killed, the cheated-to-death, the abandoned, rise quiet and patient and walk until someone living names who wronged them and sets it right. Most folks can't hear them. The new undertaker can. And lately the dead are rising more than they have in years, because the town is built on a grave that won't keep.
2. **The tone.** Weird-western mystery. Dust and lamplight and frontier grit, with a cold thread of the uncanny running under it. Each restless dead is a fair-play whodunit; the season is a slow reckoning with the buried sin the whole town was built on. The dead aren't monsters to gun down. They're victims asking the only question that matters out here: *who did this to me, and is anyone going to say so?*
3. **The fair-play promise.** This is a real mystery, run honestly. The dead cannot name their own killer, they're bound to their unfinished business, and they speak in fragments, signs, and the manner of their dying. The players solve each case by investigating the living. The truth is always findable. The gift points; it never accuses.

**A note on the weird.** Saint's Rest has exactly one supernatural fact: the wronged dead rise. Keep it grounded and folkloric, no armies of zombies, no monster manual. A restless dead is a quiet, patient, terrible *person*, doing the last thing they can't let go of. Wherever the uncanny bites, you'll find a short **Light GM Hook** sidebar on how to stage it in your system. If your table wants the supernatural softer, the gift can be played as an undertaker's uncanny instinct for how a body really died, the campaign holds either way.

**A note on the violence.** It's a western: there are guns, and there is death, and the frontier is hard. But the campaign is solved by truth, not by the fastest draw, gunplay tends to make things *worse* here, because shooting a man doesn't lay his victim to rest. Keep the killing consequential and the mystery central. Use a safety tool for the heavier themes (murder, racism on the frontier, the buried massacre at the season's root) at session zero.

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# CAMPAIGN BACKGROUND

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Saint's Rest got its name from a tired prospector's joke, and the joke turned mean. It sits high in silver country, a boom town thrown up around the richest lode anybody ever pulled out of these hills, one long main street of saloons and assay offices and false-front shops, a white church, a brown graveyard on the hill they call Boot Hill, and above it all the big stone house of the man who owns the mine and, near enough, the town: **Augustus Merrick**, silver baron, founder, and the most respectable killer in the territory.

Because out here, the dead don't always lie down. It's a fact of the country, the way drought and rattlesnakes are facts: when a body is *wronged* into the ground, murdered, cheated to death, left to die, sometimes it doesn't stay. It rises. Not raving, not rotting, not hungry for flesh. Quiet. Patient. *Wrong*. A restless dead walks with one thing left undone, and it will keep walking, standing at the foot of a bed, waiting outside a door, repeating the last thing it ever knew, until some living soul names who wronged it and makes it right. Then, and only then, it rests. Most folks can't hear what the dead are trying to say, and have learned to look away and wait for them to be quieted by other means. The undertaker's trade in Saint's Rest has always been half burying and half *re-burying*.

For thirty years the old undertaker, a careful and well-paid man, kept Saint's Rest's dead in the ground, and kept one dead in particular very deep indeed. Because Augustus Merrick's fortune, and the town's whole golden life, sits on a murder. The silver lode was never Merrick's. It belonged to his partner, **Jonah Creed**, the man who found it, and Merrick put a bullet in Jonah Creed and a story over the grave, and built Saint's Rest on top of both. Jonah Creed has risen, now and again, across thirty years, patient as the hills, and every time the old undertaker and Merrick's money put him back down. But the old undertaker is dead now, and a new one has come to Saint's Rest, **Verity Cole**, who came west for a fresh start and a quiet trade, and who discovered on her first night in the parlor that she can *hear* them, every one. And so the dead of Saint's Rest, ignored for a generation, have found a voice at last, and they are rising more than they have in years, and the oldest and angriest of them is working his way up toward the light.

The players are Saint's Rest's reluctant speakers-for-the-dead, Verity herself, the marshal who's tired of pretending he can't see what's standing in the street at night, the doctor who knows which deaths weren't natural, the preacher who can bury them but never lay them to rest, whoever the town hands the job because no one else will take it. They will spend a season

closing the cases the dead bring them, one wronged soul at a time, fair-play murders solved by listening to victims who can't quite say what they need to say, and discovering that every one of those small wrongs is a thread running back to the big one, the founding sin, the grave the whole town stands on. And they will come to the question Saint's Rest has spent thirty years not asking: *what does the town owe the man it murdered to build itself, and is anyone brave enough to dig him up?*

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# ADVENTURE HOOKS

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Five ways to pin a party to Saint's Rest. Mix them, the best tables give each player their own reason to stay in a town they ought to leave.

**The New Undertaker.** One player is Verity Cole, or came west with her: she's bought the dead old undertaker's parlor sight unseen, and on her first night the dead come to introduce themselves, and she finds she can hear every word. The trade is steady. The clientele is unusual. And the previous owner left books that don't quite add up. *Best for parties who want the gift at the centre.*

**The Star Nobody Wants.** A player is the new marshal, or the marshal's deputies, handed a badge in a town the baron owns, where the law is a courtesy Merrick extends and withdraws as it suits him, and where half the disturbances reported at night are things the marshal has been told, firmly, that he did not see. *Best for parties who want to push against power.*

**The Inheritance Out West.** A player has come to Saint's Rest to settle the affairs of a relative who died here, a relative the town is oddly cagey about, whose grave is fresh and whose death was ruled natural by a doctor who won't meet your eye. *Best for parties who want a personal thread into the dead.*

**Down On Your Luck.** The players drifted in broke, for the silver, for the work, for the warrant one county over, and Saint's Rest will feed and pay anyone willing to do the job nobody wants: helping the undertaker with her *difficult* clients. The pay is good. They'll learn why. *Best for parties who'll take any job and regret it.*

**The Quiet Investigator.** A player has a reason to ask questions, a journalist on a string of frontier disappearances, a Pinkerton-type chasing a thirty-year-old fraud, a circuit preacher who keeps being called to bury people who won't stay buried. The questions are routine. In Saint's Rest, routine questions get a man's claim jumped, or worse. *Best for parties who like a paper trail with teeth.*

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# Want the rest?

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This is just the opening. **Saint's Rest: 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)**