

FREE PREVIEW

SAINT'S REST

A Narrative Hall Weird-Western One-Shot

WEIRD WEST · GHOST MYSTERY · ONE NIGHT · SYSTEM-
AGNOSTIC

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.

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HOW TO USE THIS ONE-SHOT

This is a complete, self-contained weird-western mystery for **one session of about three to four hours**, runnable with **any tabletop system you already own**. No stat blocks, no mechanics inside, just a town, a dead man, a handful of suspects, and a single night to name a killer before the dead names him his own way. Bolt it onto whatever rules you like, or run it rules-light by talk and tension.

What it is. In the silver town of Saint's Rest, the murdered dead don't stay buried, when somebody's wronged into the ground, they rise, quiet and patient, and walk until a living soul names who did it. Three nights ago a prospector named Asa Fenn died at the bottom of his own mine shaft. The doctor called it an accident. Asa disagrees. He's been standing outside the assay office every night since, and the new undertaker is the only one who can hear what he's trying to say. The marshal's already jailed a man for it. He jailed the wrong one. The players have until dawn to hear the dead, work the town, and name the real killer, or Asa Fenn will come down off that boardwalk and take his justice himself, and an innocent man will hang, or worse.

Before you start: a quick safety check. Murder, frontier violence, a hanging on the line. Two minutes for an X-card or lines-and-veils at the top. The dread lands better when everyone's agreed to go there.

The uncanny, at the table. The risen dead are fiction first: patient, wrong, *people*, not monsters to gun down. A dead man can't say who killed him (he's bound to the wrong, and speaks in fragments and signs), so the players have to investigate the living. Narrate the hearing; don't stat it. If your system wants a roll, gate how clearly the fragment comes, never whether it's true.

This is also a doorway. This one night is the opening of a full season. If your table wants more, *Saint's Rest: Campaign Codex + GM Kit* turns this case into the first of many, and digs up the far older murder the whole town is built on. See the last page.

THE PITCH (read to your players)

“Saint’s Rest is a silver town in hard hills, lamplit and loud and lawless at the edges, owned near enough whole by the rich man up in the stone house. You’ve taken work nobody else wanted: helping the new undertaker, a quiet woman named Verity Cole, with her difficult clients. Difficult, in Saint’s Rest, has a particular meaning. Because tonight there is a dead man standing in the street outside the assay office. Hat on, hands at his sides, patient as a fencepost, and his name was Asa Fenn, and three days ago they pulled him out of the bottom of his own mine shaft and the doctor wrote ‘accident’ and the marshal jailed a drifter who’d argued with him over cards. And Asa Fenn is still standing out there, every night, looking at the door of the assay office, and his mouth is working, and Verity Cole can hear what most folks can’t: he is saying, over and over, that it was no accident, and that the man in the jail didn’t do it, and he is not going to lie back down until somebody living says the true name out loud. The sun comes up in about eight hours. After that, Asa stops waiting.”

The clock. The players have one night. At dawn, if the true killer hasn’t been named (out loud, with enough truth behind it to make it stick), Asa Fenn comes down off the boardwalk and walks to the jail to take the man the marshal locked up, or to the saloon to take the man who actually did it, in a way that gets the wrong people hurt. Either way, someone dies who shouldn’t, and the dead does not rest.

Want the rest?

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