



CALIMRA'S TALES OF LUSKAN

SEVEN MUST FALL

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An Adventure of Fate for Characters of Level 5 to 7



ABOUT THIS BOOK

Writing the Adventure Shorts for *Calimra's Secrets about Luskan* inspired me to expand the very first short story into a fully developed adventure, as it is one of the most intricate plots I have ever created in my career as a Dungeon Master.

Seven Must Fall is my first published adventure on the Dungeon Masters Guild, and I sincerely hope it will be played at many tables and find a place in the hearts of RPG groups everywhere.

What I wanted to capture here is a fate. A young life filled with dreams and naive hope, a life that seems for a brief moment to be on the verge of becoming everything it wished for, only for the harsh reality of Luskan to strike with full force and a few unforeseen twists turning the table again.

Seven Must Fall is a story about love destroyed by fate, dreams and naive hope, only to be saved by the very essence of this city: the bold and fearless who are ready to take on even the most daunting of challenges.



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ON THE COVER

In better times, Annie could be seen doing what she loved most, rolling the dice with carefree joy and celebrating every victory amidst the roaring laughter of fellow guests.

This alternate cover reveals the cold truth: the moment of her final throw, as reckless laughter engulfs the world around her. In an instant, every triumph turns into defeat, and fate mercilessly exacts its final price.

HOW TO USE THE BOOK

This adventure is designed to guide a group of 5-7 Level characters through a mystery that unfolds in the streets, taverns and forgotten depths of Luskan. This book is specifically structured to make its use as simple as possible, to satisfy the needs of DMs of any level of experience and provides all you need to bring the story to life, while giving you the freedom to shape events to fit your group.

Before running the adventure, read through the entire book at least once. The adventure assumes you have access to the three core rulebooks of Dungeons and Dragons.

While the story is set in Luskan and draws heavily on the city's culture of piracy, intrigue and arcane tension, it can be adapted to other harbor cities with minimal effort. Any port where law is fragile, factions compete for influence and fortune guides the desperate can serve as an alternate location. By adjusting the roles of the captains or replacing the ruins of Illusk with local equivalents, the adventure can be placed in another region of the Forgotten Realms or even in a completely different campaign world.

For those wishing to explore Luskan in greater depth, the companion sourcebook *Calimra's Secrets About Luskan* offers expanded lore, non-player characters, locations and historical detail.

Use this book as a framework rather than a script. Encourage player creativity, reward bold thinking with inspiration points and remember that the essence of this story lies in the unpredictable nature of luck. Tymora smiles and Beshaba strikes, but the outcome of the adventure rests in the hands of your players and the choices they make.

May fortune guide you and may the dice fall as the story demands.

WHAT YOU NEED

To run *Seven Must Fall* (7MF), you need the three core rulebooks of Dungeons & Dragons (2014 or 2024 editions): PHB, DMG and MM. This adventure uses material from *Calimra's Secrets about Luskan* sourcebook but can easily be played alone or adapted to any coastal or intrigue-driven setting.

CREDITS

Before entering the storm-battered harbor of Luskan, I want to thank those who made this journey real. To Ed Greenwood and R.A. Salvatore, whose worlds and words shaped the Realms. And most of all to my test players and my first time co-author Roland. You've done a great job! Working together was great fun!

Your imagination, laughter and trust brought Luskan to life. This book exists because of you.

TYMORA'S FAVOR AND INSPIRATION

This adventure places a strong thematic focus on hope, luck, choice and the shifting balance between Tymora and Beshaba. To support this theme, the Dungeon Master is encouraged to award Inspiration when the characters act in ways that reflect Tymora's nature.

The Lady of Luck favors those who embrace courage, kindness, spontaneity and honest risk. A character who offers comfort to the grieving, takes a meaningful chance for a noble cause, refuses to surrender to despair, plays a game of chance with sincerity or shows respect toward the fallen may find Tymora smiling upon them. Inspiration gained in this way reinforces the idea that divine forces are active within the story and that the heroes have the power to push back against the rising tide of misfortune.

Players should feel that their choices and attitudes shape the flow of fortune around them. Tymora does not reward caution or cynicism. She rewards heart, boldness and the belief that even in the darkest city, a spark of hope can change the outcome of the throw.

Dungeon Masters can use this mechanic to emphasize moments of emotional significance and to highlight the ongoing struggle between the forces of luck and calamity that drives the adventure.

FINAL NOTE

Set the tone as you wish or as recommended here and let your players guide the story. Luskan rewards courage, cleverness and risk.

Every choice becomes part of its legend, and every win leaves an echo in the wind.

THE SEED OF MISFORTUNE

The storm had not yet reached Luskan, but the wind already prowled around the spires of the Host Tower like some hungry beast.

Teyva the Gray ignored it. Her steps were silent upon the spiral stair, her gray robes drifting behind her like a whisper of smoke. A small globe of witch-light hovered above her shoulder, cold and deliberate, casting her sharp features into stark relief. Her eyes fixed on the door ahead, a slab of black stone engraved with protective runes that pulsed faintly in response to her approach.

Druette the Black waited within.

Of course he did this time, the occasion was too important, although he has a bad dislike for lateness.

"You are late," he said without looking back.

"You are dramatic," Teyva replied, stepping inside. "One of us must be something." Druette turned, his hard features illuminated by the flame. Shadowy power radiated from him, raw, unrefined, hungry.

He studied her expression.

"You have reconsidered?" he asked. "About the plan?"

"No," she said.

A small smile touched her lips, cold, without warmth. "I have refined it."

Druette's grin was that of a wolf. "Good," he rumbled. "Because Luskan has played at fortune long enough. Baram struts like a rooster. The High Captain's power grows. And Jarlaxle's shadow-brokers slip through our streets with impunity."

He spat the last word.

"The Host Tower was once feared," he said. Teyva did not answer. Her gaze drifted toward the far archway, as if sensing movement.

"She is arriving."

The shadows deepened, thickened, and then peeled away from the arch like a living veil as Maerova Lathwinter stepped inside.

She moved with the eerie grace of a woman who had long ago traded her soul for the quiet certainty of prophecy. Her hair, white as bleached bone, hung in intricate braids woven with black thread. Around her neck hung a symbol carved of the antlers of misfortune: the stalking foot of Beshaba.

Druette scowled. "You wear your goddess too proudly."

"And you wear your arrogance as a cloak," Maerova replied.

Teyva raised a hand. "Enough. We have not gathered

for trading insults." Druette crossed his arms, glowering. "Then let us concentrate on the purpose of our gathering," Maerova smiled. "Purpose," she echoed. "Yes. Beshaba approves of purpose... especially when it leads to suffering."

"You summoned me," she said to Teyva. "You spoke of a design that requires divine misfortune." "Not simply misfortune," Teyva said. "Direction. Shape. Containment. Misfortune without aim is chaos. Chaos without aim is waste."

Maerova's eyes glittered. "Then you misunderstand the Maiden of Misfortune."

"Perhaps," Teyva answered calmly. "Or perhaps I simply misunderstand mortals less."

Druette stepped closer, impatience leaking through his poise. "We have a tool in mind," he said. "One that pairs arcane craft with divine ruin."

Maerova tilted her head. "An artefact?"

"A seed," Teyva corrected. "One that will take root in the hearts of Luskan's fools. One that will grow through greed, pride, and vanity. They will carry it willingly. Worship it. Trust it. And in doing so, open the door to their own undoing."

Maerova looked delighted. "Ah. Now you speak the language of Beshaba."

Druette reached beneath his cloak and withdrew a small wooden coffer. Midnight-black, bound with silver thread, it clicked softly as he set it upon the brazier's rim.

Teyva gestured. "Open it." Druette lifted the lid.

Inside lay two small dice, each carved from bone so pale it seemed to glow. Their runic pips shimmered faintly with silver, as if touched by starlight.

Maerova inhaled sharply. "A pair," she whispered. "Twin faces of fate. Bound. Dependent."

"These dice will choke Luskan's luck. Every fool who touches them will think Tymora blesses them." Druette growled. "Every gambler will feel chosen. Every thug will believe himself immortal. Until—"

"Until misfortune blooms," Teyva finished. "Not yet, though. Not before the festival. Not before the ritual. Not before the city is ready to fall."

Maerova leaned closer, her pale fingers hovering over the dice but never touching.

"They will seek each other," she murmured. "Not as objects, but as intentions. Together, they awaken. A cruel design. Elegant."



TONE, THEMES & ADVENTURE SUMMARY

This adventure blends mystery, danger and divine intrigue in the storm-lashed streets of Luskan. It invites the characters into a tale shaped by hope, fate and choice, where every decision may shift the balance between fortune and disaster.

A CITY BALANCED ON THE EDGE OF A BLADE

Luskan is a place where shadows bargain with light and the law is whatever the strongest force can enforce. The tone of the adventure reflects this constant tension.

LUCK AS BOTH BLESSING AND CURSE

At its heart, this is a story about luck. Not the cheerful symbol found on festival banners, but the raw and frightening truth behind it. Every roll of the dice is a reminder that fortune is fickle. Tymora's smile can turn in an instant, and Beshaba's touch lingers just behind it.

ROMANCE AND RUIN

Annie Harthwell's story brings a personal and emotional thread to the narrative. Her dreams, her mistakes and her desperate hope for a brighter future give the mystery a human center. Themes of longing, misjudgement and vulnerability run through her tale.

POWER, VULNERABILITY AND REPUTATION

Luskan is ruled by its image of strength. High Captain Barri Baram's desperation to avoid scandal is a reminder that even those at the top are at the mercy of the city's perceptions.

A RACE AGAINST THE INEVITABLE

As the festival approaches the tone tightens. Scenes should feel urgent and heavy with implication. The characters are not only solving a mystery, they are trying to stop a divine disaster from unfolding.

PLOT SYNOPSIS

The city of Luskan prepares for Tymora's Throw, a night of celebration where pirates, merchants, smugglers and sellswords cast their lots in the hope that the Lady of Luck will smile for them. Dice roll in every tavern, debts are deferred, and even the darkest of alleys seem to shimmer.

This year, however, something is different. The goddess' smile is absent. This year, fortune can kill. A dice game, *Seven Must Fall*, popular in the South bank, has been warped into something deadly. Gathered in a secret place, two contestants roll dice. One wins, the other dies. An unnatural, silent executioner only known as Tymora's Hand delivers the killing stab before roaring crowds, believing they are witnessing divine judgment.

They are wrong, however. The dice are tainted by

Beshaba, Tymora's malevolent sister, and every soul lost in the game draws the city closer to disaster. Beneath Luskan's streets, in the deepest vaults of the Undercity, a Priestess of Beshaba tends a forsaken altar, for the arrival of Beshaba.

Each victim of *Seven Must Fall* makes Beshaba stronger. If she can manifest during the festival, she will bring a tide of catastrophic misfortune upon Luskan.

Rumors claim the dice for the secret, deadly games came from Neverwinter, but in truth they were created by three conspirators. Two fanatical Overwizards of the Arcane Brotherhood, Teyva the Gray and Druette the Black, seek to end Luskan's renewed rise and strip the High Captains of their growing influence. With the aid of a secretly operating priestess of Beshaba, Maerova Lathwinter, the wizards crafted an artefact for spreading misfortune, a pair of soul-devouring dice. After infiltrating the Tymora Temple and abducting its High Priest, Lathwinter gained control of the Coin Spinners, who under her guidance introduced the game variant of *Seven Must Fall* described above. It is reserved for the grand finale on the festival of Tymora's Throw, preceded by eight secret selection games, known as Tymora's Choice rituals. Played with the doomed dice and unusually high wagers, eight participants will be selected by "Tymora's Choice". The dying opponents lose their souls to Beshaba, captured in the dice. In the final grand ritual on Tymora's Throw, seven more participants in the hunt for the grand prize will lose their souls. This surge in power of Tymora's sister will bring the city on the brink to disaster.

When Annie Harthwell, the secret lover of High Captain Barri Baram, disappears with a Baram family jewel gifted to her, the fragile alliances that define Luskan are tested. Barri cannot allow such humiliation reach the streets. A High Captain who grieves, who is robbed, who is betrayed, will be considered weak and challenged in his position. To resolve that threat Barri sends his First Mate to quietly recruit outsiders, the player characters, to uncover the truth behind Annie's disappearance. What starts as a simple investigation, soon descends into Luskan's darkest corners. The characters trace Annie's final hours, learn of her debts and desperation, follow the cursed dice to their source, and deal with the growing influence of Beshaba.

As Tymora's Throw approaches and more souls go to

Beshaba, the heroes must locate the grand ritual, confront the infiltrated Coin Spinners gang, and face the powerful priestess of Beshaba before the seventh fatality brings her into the mortal world. If they fail, Luskan will not fall by steel, it will fall to the hunger for fortune.

And fortune is not always kind.

FIRST STEPS INTO THE SOUTH BANK

(Levels 5/6)

CHAPTER OVERVIEW

Before the investigation of *Seven Must Fall* begins, the characters experience some time in the South Bank or have to cross from North Bank first into Luskan's most notorious district.

This chapter establishes tone, culture, and expectations. Characters who arrive from the “safe” North Bank immediately experience the chaotic laws, predatory economy, and violent spontaneity of the South.

The heroes typically cross Dalath's Span, pay the informal “way toll,” of 5 cp per person to Ship Suljack **city guards** (CN, human, male, **Ship Militia**, Appendix B) and are confronted with the constant tension between the High Captains' rule and the lawless gangs that dominate the lower docks.

This short chapter prepares the group emotionally and narratively for the investigations to come. The DM may use before or while the *Getting Into Hooks* of this adventure the 4 optional introductory encounters. Each of them is fast, flavorful, and highlighting a different facet of South Bank life: extortion, thieves, drunken violence, or sudden monstrous danger.

ROLLING FOR ENCOUNTERS:

In addition to these 4 Scenes use the district related encounter tables (see Appendix A). Roll 1d10 once per in-game hour, or each time the party enters a new area or district. During daylight hours, an encounter typically occurs only on higher results (see each table). After sunset, encounters are far more frequent. Luskan never truly sleeps.

When a result lists an NPC or creature, its statistics can be found in the *Player's Handbook* (PHB), *Monster Manual* (MM), or this book (7MF). The relevant source is noted in parentheses after each entry.

Treat these tables not as random chaos, but as Luskan's living mood. This is the turning tide of a city that rewards audacity, punishes hesitation, and watches every move you make.

ENCOUNTER TABLES

Area / District	Safety Level	Theme / Dominant Elements
Dragon Beach / South Bank	Unsafe	Bustling harbor, smugglers, ghosts, Umberlee's whispers.
Rat Alley / South Bank	Dangerous	Criminal underworld, Zhentarim, Smugglers network.
Market Quarter / South Bank	Safe	Trade stalls, counterfeit goods, street performers, pickpockets.
Trade District / North Bank	Safe	Bureaucracy, cults of Umberlee, silver merchants.
The Spans (Bridges)	Safe	Guard tolls, bribery, smugglers underfoot, occasional ghosts.

GOALS OF THIS CHAPTER

- Give players a fast, visceral introduction to the South Bank
- Establish Luskan's danger, corruption, and unpredictability
- Show the lack of law enforcement and the dominance of local gangs
- Merge into the “Getting Into” or “Find the Girl” chapter with the characters already familiar with Luskan

TONE & ATMOSPHERE

THE SOUTH BANK

The South Bank is loud, predatory, crowded, and merciless. Smells shift from smoke to rot in moments. Music and threats mix freely in the alleys. Everyone watches newcomers and calculating whether they are marks, muscle, or trouble.

It is the beating heart of Luskan's population; chaotic, densely built, and overflowing with taverns, markets, and reeking alleys. Here the city's true life pulses: loud, dangerous, and unpredictable. Narrow streets are lined with rotting wooden houses that lean against one another like crooked teeth.

For many, the South Bank is Luskan as it lives and breathes. It is a district full with opportunities for quick fortune, betrayal, or untimely death.

DRAGON BEACH

Dragon Beach is the untamed soul of the South Bank, where surf, smoke, and shouting blend into a single breath. It includes not only the beach but also the nearest streets and houses just inside the city wall.

Pirate barracks overlook the beach, while cut-purses and spies are seemingly swarming in Rat Alley. Clearlight rings with gambling and desperate luck, and the shrines of Umberlee draw sailors who fear the coming tide.

The Cutlass, the Tricorn, and Pete's Island spill music and trouble into the night. Hidden shipyards such as the Iron Clamp and the Blackwind craft vessels meant for secrets and smuggling.

Dragon Beach is alive with exuberance, danger and the promise that fortune or ruin may arrive with the next wave.

SCENE 1: CROSSING DALATH'S SPAN

The stone arches of Dalath's Span rise before you, stretching across the churning water like the ribs of some ancient leviathan. Behind you, the North Bank's orderly streets fade into distance; ahead, the South Bank sprawls in crooked rooftops and drifting smoke.

Halfway across the bridge, a wooden booth leans against the railing. Three rough-looking men lounge beside it with the ease of people who answer to no law. One taps a cudgel against his shoulder and grins.

"Welcome to the South Bank," he draws. "Toll's five copper each... unless, o'course, you're feelin' lucky."

SCENE FEATURES

Light: Overcast daylight, lanterns on the bridge

Sound: Waves crashing, coins clinking, casual threats

Smell: Salt, tar, old rope

NPCs: 3 **Toll Collectors** (CN, 2 human, 1 half-orc, **Ship Suljack Militia**, Appendix B)

WHAT HAPPENS HERE

The toll collectors demand payment. They are part of the "city watch" and executing the rules of their ship and High Captains, Dagmaer Suljack. Paying works. Bargaining works with a DC 14 Persuasion check. Fighting draws a crowd and more opportunists.

SKILL CHECKS

DC 12 Insight: The "toll" is completely official.

DC 14 Persuasion: Reduce the toll to 3cp.

DC 14 Intimidation: They back off, but will remember the characters for retaliation.

OUTCOME

The characters gain their first taste of South Bank "law." This leads directly into the First Impression scene or one of the four optional intro encounters below.

SCENE 2: FIRST IMPRESSIONS OF THE SOUTH BANK

The South Bank swallows you whole. Narrow alleys twist like tangled rope, packed with shouting vendors, bargemen hauling nets, sailors dicing on overturned crates, and pickpockets moving like minnows through the crowd.

Smoke rolls from cook-fires. Laughter turns to argument. Somewhere nearby, glass shatters and no one even flinches.

A dozen eyes follow you. Some curious, some hungry.

SCENE FEATURES

Crowds, noise, the sense of being watched; perfect place to trigger an optional intro scene.

OUTCOME

The DM rolls on the encounter table (Appendix A) and may choose one or more of the following four encounters on the way to launch the adventure.

SCENE 3: MISTAKEN FOR A DEBTOR

Two men push through the crowd, their boots heavy and their expressions irritated. One points straight at you (choose one player).

"There you are, ya rat," he spits. "Boss said you had till sunrise to pay your debt. Sunrise's gone. Hand over the coin or we take a finger."

WHAT HAPPENS HERE

The enforcers mistake a character for someone who owes them money. They demand repayment (variable amount) or try to drag the character into an alley.

SKILL CHECKS

DC 15 Persuasion: Convince them of mistaken identity.

DC 17 Intimidation: They back off, grudgingly.

Fight: 2 Ship Rethnor **Thugs** (LN half-elf, male **Debt Collectors**, Appendix B); they flee at half HP.

OUTCOME

A quick burst of tension. Reinforces how dangerous the South Bank is. Later the day when character visit a tavern the owner says with a wide grin: "Hey - our new debt collectors are honoring our humble inn!"



SCENE 4: STREET THIEVES' TRICK

Three soot-streaked children rush toward you, laughing and tumbling. "Wanna see a magic trick?" One shouts as a copper coin vanishes between their fingers. The crowd chuckles.

WHAT HAPPENS HERE

A classic distraction theft. If the characters fail to notice, one or more items are stolen by adult thieves who discretely walk by the scene.

SKILL CHECKS

DC 15 Perception: Notice the adults closing in.

DC 14 Sleight of Hand(counter): Catch the thief, while action.

DC 13 Athletics: Grab a fleeing thief.

OUTCOME

The Zhentarim **thieves** (CE human female, **Zhentarim Thug**, Appendix B) flee if confronted. Characters may recover stolen items and gain a rumors about dangerous gambling rings in the South Bank.

SCENE 5: THE THREE-AGAINST-ONE BRAWL

A shout echoes from a tavern doorway. Three pirates tumble into the street, fists flying as they batter a fourth man who stumbles backward toward you, desperate. "Help! They're tryin' to kill me!" he cries as he clings to a character's arm. The three pirates turn, drunk and grinning. "Back off. This is our fun."

WHAT HAPPENS HERE

A chaotic street fight. The fourth man is not innocent. He cheated at dice, but he genuinely fears for his life.

ENCOUNTER

3 Pirates (**Pirate**, MM) vs. PCs and one desperate victim (**Commoner**, MM).

OUTCOME

Saving the victim earns the characters a small rumor, information about the Coin Spinners, or a favor later.

SCENE 6: BEAST ESCAPE AT DRAGON BEACH

A roar erupts from the docks. Crates splinter apart as dockworkers scatter in terror. Rising from the broken wood, coated in dirt and sea-spray, one hulking white-furred creature throws its head back and bellows. Another shape climb free of shattered cages. "Gods! The northern shipment's cages broke!" someone screams. "Run!"

WHAT HAPPENS

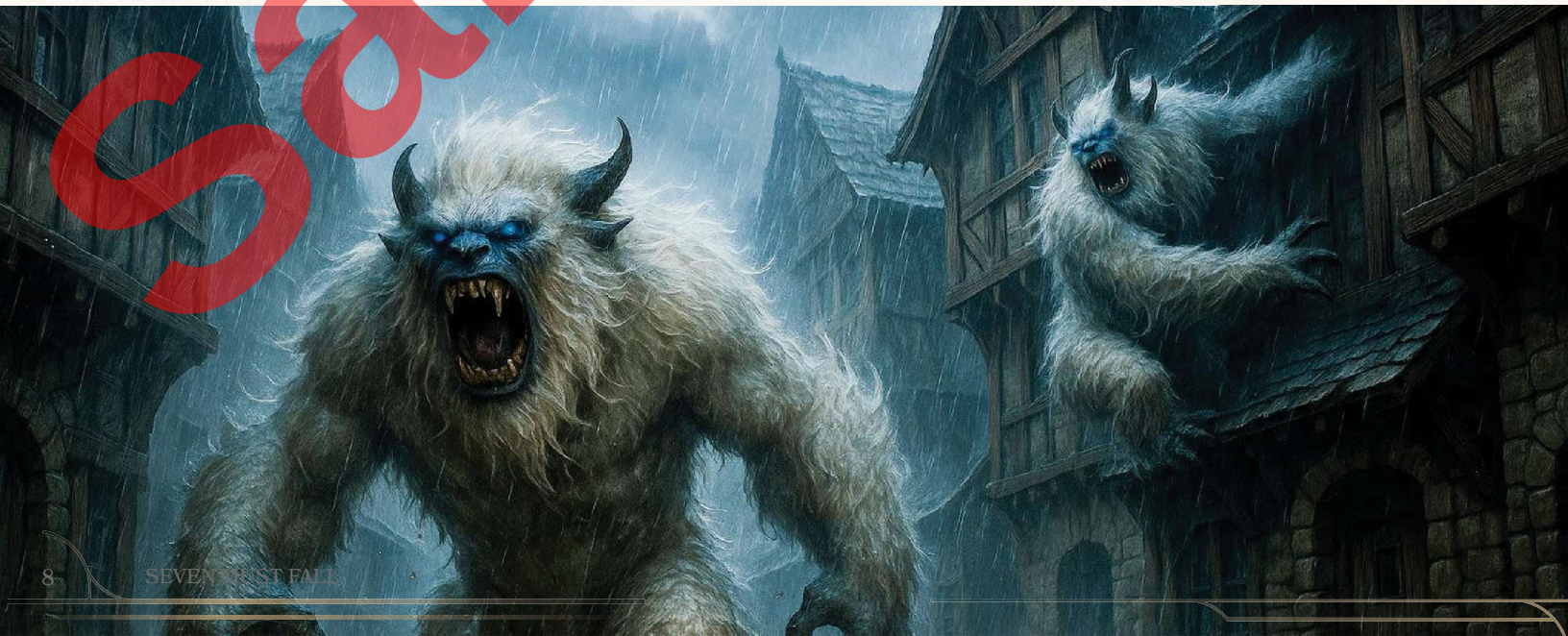
A shipment from the Spine of the World has gone wrong. Two captured Yetis Scouts break free and stampede directly toward the characters.

ENCOUNTER

2 **Yeti** (MM) variants crush through the street and attack the characters if they do not find cover within one round.

OUTCOME

A spectacular first fight. The Ship Watch arrives late, impressed if the characters intervene and trying to get that precious cargo alive. If the character manage to catch the beasts instead of killing them, they earn the respect and some coin (20gp) from the owners. After



an hour or two they hear people whispering in respect; “These must be those “Furmen”, as they call them.”

CONCLUSION OF THE CHAPTER

By the end of this introduction scenes, the characters understand the tone and tension of the South Bank. They have crossed Dalath's Span, interacted with the district's dangers.

They are now ready to begin or follow the storyline of *Chapter 1: Getting Into the Adventure*, already grounded in the city and primed for the mystery of *Seven Must Fall*.

REWARDS

EXPERIENCE

- **Social scenes:** 50 - 150 XP each per player
- **Combat scenes:** Standard monster XP

TREASURE

- Small coin purses from thieves or pirates
- Rumors and leads
- Favor from a grateful NPC

DIVINE INFLUENCE: LUCK & MISFORTUNE

If the characters show courage, altruism, or mercy during their chosen intro scene, grant 1 point of *Tymora's Inspiration*.

If they act with cruelty, greed, or disdain for the vulnerable, mark 1 Misfortune Die for later Beshaba encounters.

GETTING INTO THE ADVENTURE

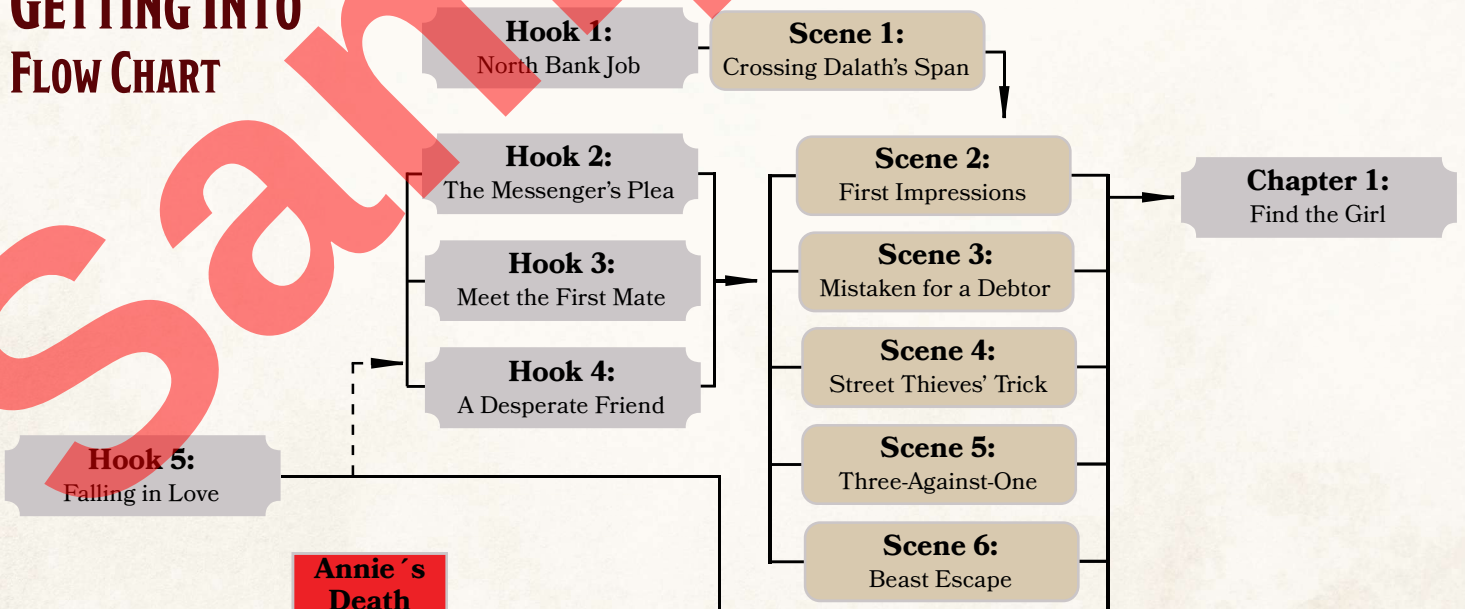
Seven Must Fall offers five distinct entry hooks, each tailored to groups with different motivations, emotional preferences or play styles. All hooks assume the characters are already present or just arrived in Luskan. Most hook leads to the same starting scene: *Meeting the First Mate at the Tricorn* (or directly into the investigation at the Cutlass, depending on the hook).

HOOK 1: A JOB IN THE NORTH BANK

The characters arrive in Luskan after escorting a merchant caravan. The caravan master naturally is eager to conclude business and get out of here with his purse and bones intact. After payment is made, he offers a final piece of advice. This hook appeals to pragmatic, mercenary-minded groups that accept paid work easily.

You hand off the final crate of cargo as the exhausted caravan master slaps shut the ledger. “Well done,” he mutters, eyes scanning the rooftops as if expecting crossbows. “Now, take your coin and your luck before the city decides it wants either back.” He pauses, lowering his voice. “If you plan to stay here for some time, go to the South Bank and visit the Tricorn. They always need good and heady bladesmen to run their business. But stay wary...”

GETTING INTO FLOW CHART



PLAYER MOTIVATION

- Seeking income
- Wanting immediate direction
- Classic “patron hires the party” start

SKILL CHECKS

- DC 11 Insight: The caravan master seems genuinely worried for their safety in the South Bank.

DM NOTES

- If players decide not to go to the Tricorn, a messenger later finds them (use Hook 2 fallback).
- The tone should reflect the North Bank’s paranoia.

TRANSITION

Hook 3: *Meeting the First Mate at the Tricorn*

HOOK 2: THE MESSENGER’S PLEA

A frightened messenger is paid to summon the heroes. This hook appeals to players who enjoy intrigue, secrecy, and narrative momentum.

The characters are approached by a nervous young man, with ink-stained sleeves and a black eye. His eyes are darting around, in fear. “Please, Sirs” he whispers “I need to find help, strong adventurers. There is someone... someone who needs to speak with you. Now, or tonight, orno... immediately. At the Tricorn. I was paid for this and nothing more. Good Luck!” The messenger is gone as quickly as he appeared.

PLAYER MOTIVATION

- Mystery
- Urgency
- Curiosity about “who sent the messenger”

SKILL CHECKS

- DC 12 Investigation: He was beaten recently, likely by pirates.
- DC 12 Insight: He is terrified of whoever hired him.

DM NOTES

- The messenger gives no further information even under threat.
- If players ignore the message, Baram’s first mate later approaches them instead.

TRANSITION

Hook 3: *Meeting the First Mate at the Tricorn*

HOOK 3: MEETING THE FIRST MATE

AT THE TRICORN (DEFAULT PRIMARY HOOK)

The First Mate of High Captain Barri Baram, under the alias Raiden, recruits the party under false pretences to find a missing “lady.” This is the canonical opening.

A figure approaches their table with the confidence of someone who has spent his life on shifting decks and blood-stained planks. He wears no insignia, no house colors, and no weapons visibly and seems to be very comfortable in these surroundings. He waits for a moment of relative silence, then speaks in a low voice, not rising above the ambient chaos.

“Hey, Lads and Lasses. You ain’t Salty Dogs...just arrived here, ye ?” ...” I’ll spend you the welcome drink all new, good fellas are entitled to...guess you’re of that kind ?” He puts on a menacing grin, and orders a bottle of rum. “Drink this toast with me, to Lady Umberlee, and the deep blue sea !” “So what’s your names....eh.....doesn’t matter here. But by the way, they call me Raiden. He orders a second bottle and bends forward “You fellas look like fortune-seekers, right ? Well, I got no fortune. But here’s an opportunity to prove you’selves. My best ... lady... vanished two days ago, without a trace. Wanna bring the b..., ah the misguided lady back? Here’s the advance. He shifts over a small purse of gold. “Let’s call her Annie for the time being. She’s mine, and I want her back...I need people unknown here for that task... do we have a deal, you bloody hikers ?”



The tavern is crowded, Smoke mixes with the smell of spiced rum and wet leather. Music fills the hall, played by a tiring bard. Arguments and laughter from onlookers are booming.

PLAYER MOTIVATION

- Gold
- Curiosity
- Missing-persons rescue

SKILL CHECKS

- DC 13 Insight: Raiden is lying about something, but not hostile.
- DC 14 Perception: His boots and gestures mark him as a sailor, likely a high ranking one.

DM NOTES

- Raiden never reveals he serves Baram.
- He offers 100 gp for finding “his” girl. 50 in advance.
- If players decline, he doubles the offer. If still declined he leaves but Baram later insists personally.

TRANSITION

Find the Girl - *Scene 1: The Cutlass*

HOOK 4: A DESPERATE FRIEND

While enjoying a moment of rest in a tavern on the South Bank (except the Cutlass or *Crooked Mast* a friend of Annie’s appeals to the characters out of fear and grief. Excellent for groups that enjoy personal stakes and moral responsibility.

You notice a young woman navigating the tables with unsteady steps. Her eyes are swollen, her makeup smudged and she clutches a small locket on her chest. She stops at your table. Her voice trembling, but she manages to compose herself and starts whispering.

“Scuse me... you lot ain’t locals, aye?” she asks. “You look like folks that can handle a blade, and perhaps some scrapes, without peenin’ yourselves. My name’s Molly. I... I need help. Gods above an’ below, I really do. “It’s my friend... Annie. Annie Harthwell. Or Claire, if you knew her from the Cutlass stage. She’s been drifted two nights now. No word. No note. Nothin’. And Annie ain’t someone who just runs, she’s a loyal soul.” She fidgets with a cheap silver ring, twisting it nervously. “She’s in trouble, I feel that.” She straightens, mustering all her courage. “If you’ve got guts an’ a bit o’ mercy in your hearts... please help me finding her. I ain’t got coin worth speakin’ of, but I can pay in other ways: whispers, discrete shelter if you need it, and...other favors.” I swear by Tymora’s luck I will never forget your help.”

PLAYER MOTIVATION

- Compassion
- Social / roleplay heavy groups
- Moral engagement

SKILL CHECKS

- DC 12 Insight: Molly is truly anxious and not hiding anything.
- DC 11 Persuasion: She explains that Annie worked as a bard (Cutlass).

DM NOTES

- This hook bypasses the Tricorn entirely.

Go to the Cutlass. Some there know more than they’re sayin’.... Be blessed for helping me!

TRANSITION

Find the Girl - *Scene 1: The Cutlass*

HOOK 5: FALLING IN LOVE WITH CLAIRE

The characters met Annie shortly before her death and were charmed by her warmth and talent. When she goes missing, they feel compelled to investigate.

A few nights before the adventure begins, the characters visit the Cutlass in its liveliest hours. Warm vibes fill the room as a beautiful young Bard introduced as Claire (Annie Harthwell) steps onto the stage. She sings with a soft, radiant voice, full of yearning. Even hardened pirates stop drinking to listen. After her performance, she drifts through the crowd, speaking warmly with patrons, laughing softly, and offering words of hope about the coming celebration day.

“Fresh faces, right? Not storm-bitten yet. You are not from here, right? You still have that wide-eyed look that most folks lose quickly around here.”
She brushes a stray curl behind her ear, glancing over her shoulder, checking whether someone watches.
“Hope you liked the song. Wrote it myself. Something soft to drown out all this sorrow. Folks here pretend they like the thunder, but truth is... everyone wants a quiet night once in a while.”
She leans a little closer, lowering her voice.
“Don’t mind me being that chatty. It’s just... Tymora’s Throw is comin’ g soon. Such big night! And I’ve the feeling this year will be my turn. Luck shifts like the tide. Pulls back and comes back crashin’ in!”
“If you’re still here on Throw Night, drop by the Cutlass. I’ll have a new song ready. A lucky one. A song for a new beginning....”
“I’ll see you again, yes? Be safe out until then... the river’s dark tonight !”

Annie is called back to the stage. But before she leaves, she glances back once more. There's fear in her eyes. Deadly fear, quickly masked by a bright smile. Then she is gone.

PLAYER MOTIVATION

- Emotional attachment
- Romantic tension
- Story-driven players
- Ideal for groups who enjoy narrative tragedies

SKILL CHECKS

- DC 12 Insight: Annie hides a deep worry.

DM NOTES

- This hook anchors players emotionally in Annie's fate
- Soon after the players learn that Annie is missing. The search for her begins immediately

TRANSITION

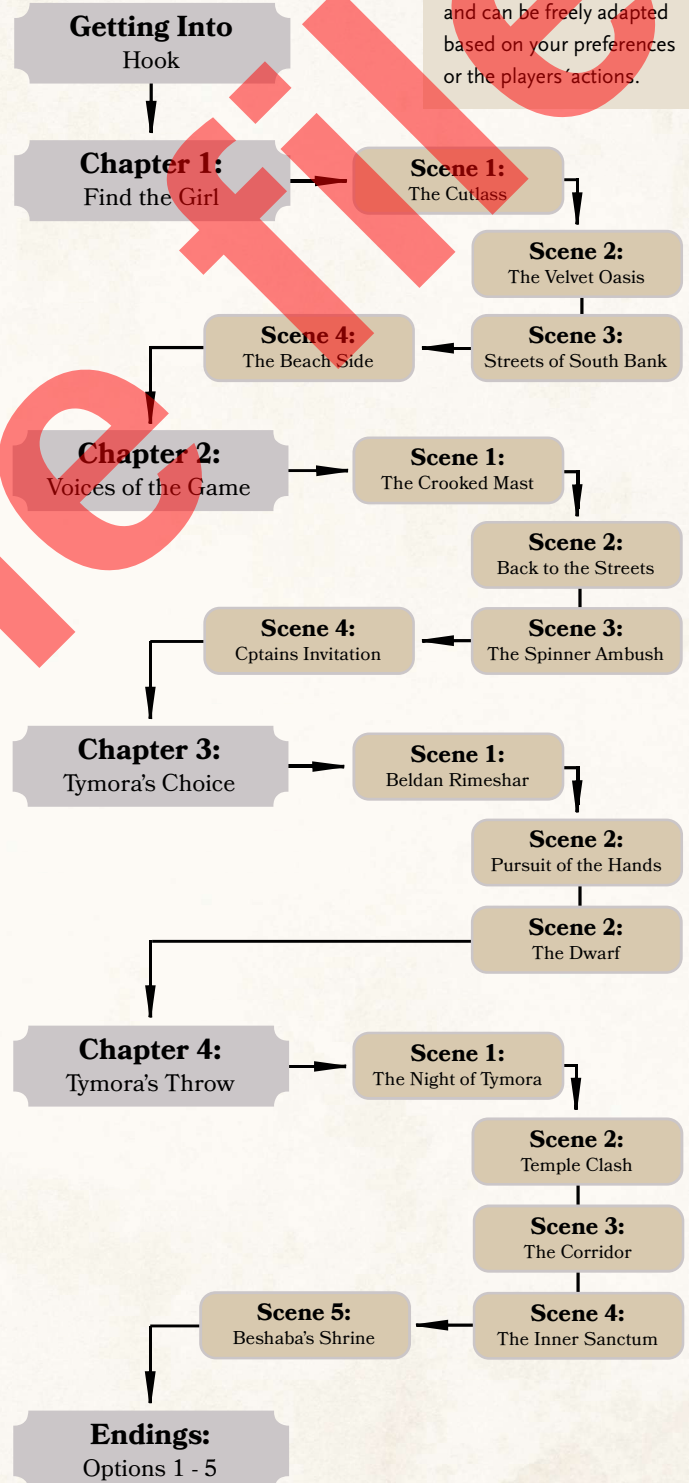
Scene 1: The Cutlass; optional: Hook 2, 3 or 4 or Find the Girl



FOLLOWING CHAPTERS FLOW CHART

DM Note:

This should serve as an aid through the sequence of scenes. Other pathways are of course possible and can be freely adapted based on your preferences or the players' actions.



ENTERING & OVERVIEW

This chapter begins after the characters have accepted the call to investigate the disappearance of Annie Harthwell. Depending on the chosen story hook (see *Getting Into the Adventure*), the characters may arrive with different perceptions:

- Professional detachment (Hook 1 or 3)
- Sense of urgency and secrecy (Hook 2)
- Compassion for a grieving friend (Hook 4)
- Emotional connection to Annie (Hook 5)

Regardless of the path taken, the investigation always begins with retracing Annie's final hours. The party's first destination is the Cutlass Tavern, where Annie worked, performed, and met many who knew her. The tone and emotional weight may vary depending on the hook, but the structure, clues and progression of this chapter remain constant.

GOALS OF THIS CHAPTER

By the end of this chapter, the characters should:

- Learn about Annie's background, relationships, debts, and secret lover.
- Realize she was deeply involved in *Seven Must Fall*, a common dice game turning deadly spreading through Luskan.
- Discover the physical evidence of her murder.
- Survive the *Coin Spinners'* attempt to silence them.
- Receive an invitation from *High Captain Barri Baram*, revealing his connection to Annie.

FOLLOWING THE TRAIL THROUGH LUSKAN

Annie's death is more than a simple tragedy on the shores of the Sword Coast. Her final hours weave a path through taverns and gambling dens, the violent currents of Luskan's lower districts. As the heroes set out to uncover what happened to her, they quickly realize that Annie lived a double life: half dreamer, half survivor, torn

between love and danger.

Their investigation begins in the *Cutlass Tavern* and leads through the *Velvet Oasis*, the alleys of the South Bank, and finally to Dragon Beach, where the cold surf reveals the truth that someone meant her harm.

TONE & ATMOSPHERE

The chapter blends:

- Gritty realism of Luskan's lower districts
- Emotional intimacy of Annie's tragic story
- Mystery and divine interference through Tymora & Beshaba
- Growing dread as *Seven Must Fall* emerges as something more than gambling

Scenes should feel:

- Crowded
- Dangerous
- Shadowed
- Always one whisper away from violence or revelation

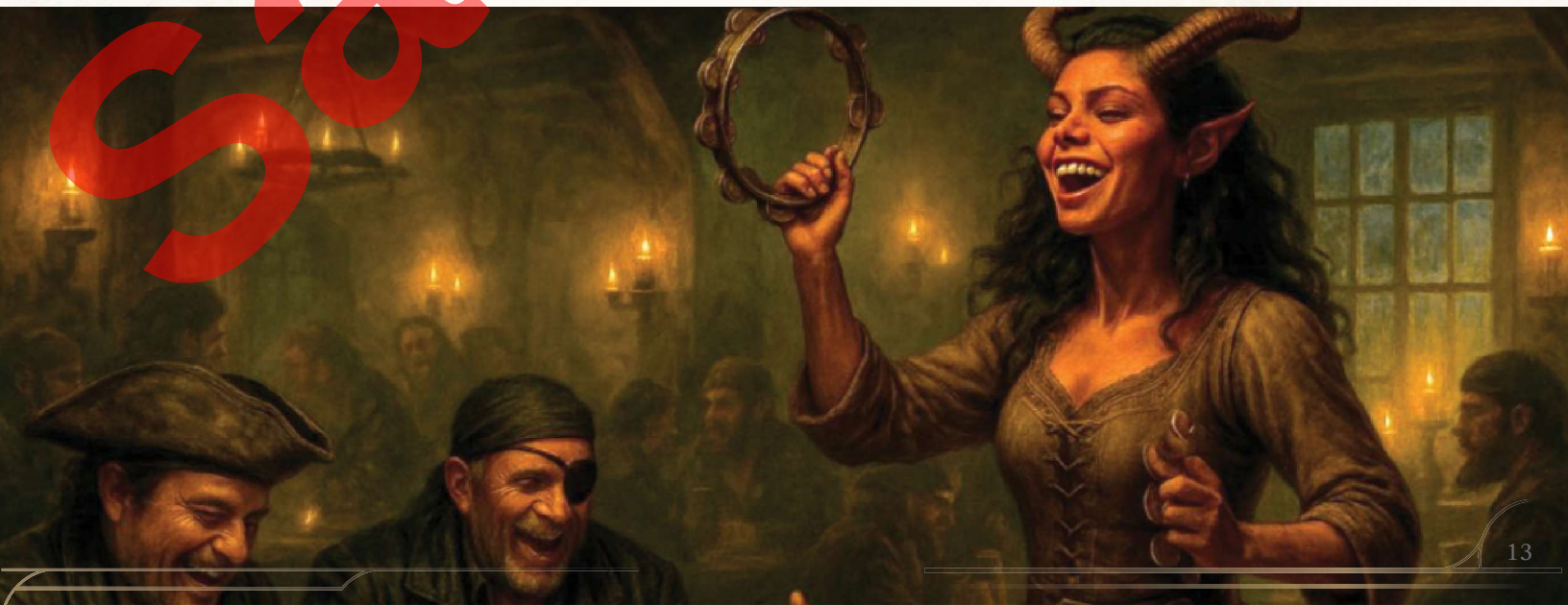
SCENE 1: THE CUTLASS

A COLLEAGUE REMEMBERS

The Cutlass churns with heat and motion. Pirates chant over spilled rum, mugs crash against tables, and two barmaids weave through the sailor-packed room with the ease of dancers who know every sway of the floorboards.

SCENE FEATURES

- **Light:** Lanterns, warm but smoky
- **Sound:** Laughter, arguments, wooden mugs clattering
- **Smell:** Sweat, ale, fried fish, damp wool
- **NPCs:** Barmaids, bard, drunken sailors, dockworkers



WHAT HAPPENS HERE

The characters speak to a barmaid or another bard who personally knew Annie. With tact or empathy, they learn that Annie had been secretly meeting a wealthy, refined man in an extra room. This is the party's first concrete lead toward understanding Annie's double life.

When questioned about Annie:

She raises a brow, folds her arms, and looks them over with a mixture of amusement and curiosity.
"Annie? Of course I knew Annie. Lovely Musician. Sweet girl. Too sweet for Luskan, if you ask me."
She snorts softly, as if recalling something tender and distant.
"She always had admirers. More than I pour cups of rum on a busy night."

As the heroes question the **barmaid/bard** (CN, female **Commoner**) more thoughtfully she becomes noticeably more reflective. Her initial snarl fades, replaced by thoughtful recollection. This moment provides the party with their first substantial lead, but only if they push her skilfully.

SKILL CHECKS

- DC 12 Persuasion: Barmaid reveals details about Annie's lover.
- DC 12 Insight: She is hiding information out of fear, not malice.
- DC 13 Investigation: Characters deduce her secret lover is someone of high social standing.

WHAT SHE REVEALS

If the heroes win her trust, she describes Annie's frequent meetings with a man in an extra room toward the back of the Cutlass.

"She met someone. Not local. Not rough. He always sat with her in the *private* room in the back. He wore fine boots and smelled like real perfume, not the harbor stink. Fine man. Never saw his face in the light of a candle. But I remember he had a beard and long dark hair."
"She glowed when he was around. Glowed like Tymora had touched her shoulder. If you want to know who he was, look for someone with coin and class. Someone far above these docks."
"Ask at the Velvet Oasis, where she... worked before coming to the 'lass."

FAIL FORWARD

Even on failed checks, the barmaid still mentions:

- Annie met someone elegant and wealthy.

- She worked at *The Velvet Oasis* for some time.

OUTCOME

The characters learn Annie's disappearance is tied to someone influential. This encounter also signals to the players that Annie's affair was not a casual romance. It was a risk laden with danger, and the consequences of that risk extend far beyond the walls of the Cutlass. Leads directly to **Scene 2: The Velvet Oasis**.

SCENE 2: THE VELVET OASIS

MADAME'S ABSINTHE AND SHARP TONGUE

The Velvet Oasis is a different world compared to the streets and taverns. Soft lights shimmer through thick violet curtains, and the sound of hushed laughter mingles with the scent of perfume and spiced smoke. On a cushioned divan, draped in violet silk, lounges Madame Cass. She elegantly swirls a glass of green absinthe, watching you and probably estimating the content of your purses.

SCENE FEATURES

- **Light:** Dim violet glow
- **Sound:** Soft giggles, whispered conversations
- **Smell:** Lotus incense, perfume, absinthe
- **NPCs:** Madame Cass, Luna, Celia, three halforc bouncers

WHAT HAPPENS HERE

Madame Cass reveals Annie's early days in The Velvet Oasis, her high hopes, talent, beauty, and growing ambition. Annie's two closest friends, Luna and Celia, provide the real breakthrough:

Annie was in love with High Captain Barri Baram, struggled with gambling addiction, and left the brothel to pursue a better life.

After offering some coin (min. 5 gp) she finally starts talking with the characters.

"Well. Gold is always welcome," she purrs, rubbing the coins with pudgy, jewelled fingers. "Though I would have preferred if you had come seeking company with my lovely girls."



When the heroes ask about Annie, she lets out a hoarse laugh.

"Annie? Do you know how many Annies drift through this city? Or Suzies, or Maries ? Names are nothing here." Her gaze sharpens suddenly.
"But, since you are not here for pleasure, you better speak openly."

Once convinced of their intentions, Cass reveals what she remembers. About half a year ago, an Annie worked here who was unlike the others. She was graceful, well-mannered, intelligent. That 's why Cass employed her as her personal do-all and entertainer for the guests.

Catherine recalls that Annie left *The Velvet Oasis* after a few month, since she was not for the lowest rung of South Beach.

"Did I tell that she came here with high hopes ? Free and on her own ? She loved the chaos, the always imminent danger, but this kind of work, once she had saved enough she left."
"And it seems, she really found a better life then, like she was longing for. If she would have ended on the streets of South Beach, rest assured, I would know it!"

She lifts her absinthe and forces the heroes to join her in a toast before pointing at two of her girls.

"Now don 't rush away, my dears? Spend a little time with these two beauties. They were Annie's closest friends. They will like your company - and your generosity."

SKILL CHECKS

Madame Cass

- DC 14 Persuasion: Gains her trust.
- DC 14 Insight: Annie's name triggers a flicker of concern.
- Intimidation: Immediate failure and causes the bouncers to react.

Luna & Celia

- DC 12 Persuasion: They share their information.
- DC 11 Insight: They are emotionally fragile but honest.

FAIL FORWARD

- If Cass is intimidated or offended, the bouncers appear but Luna and Celia still talk privately later.

ANNIE'S FRIENDS IN THE VELVET OASIS

The two young **courtesans** (Luna & Celia, CN female **Spy**) do not receive the heroes in the main hall of *The Velvet Oasis*. Cass leads them into a quiet back room where the incense drifts in dense, perfumed layers.

To gain their trust, at least one hero must offer reassurance (Persuasion check). If convinced that the group seeks the truth rather than gossip the characters received private information about their friendship. They still share with Annie a tiny apartment near Rat Alley.

You want to know the truth," one whispers.
"What first led Annie through these doors, I cannot tell. Maybe she owed the wrong people. Maybe she just needed a place where she felt safe. But after she got out, she made her living as barmaid, and then, when a bard of the Cutlass disappeared, the job was hers. She has a beautiful voice."

"But now, swear you will not sell our names to anyone."
 "She was in love, truly in love."
 "With Barri. Barri Baram."
 "The High Captain. The storm of the South Bank. Her Barri."

They describe him in Annie's words: charming, reckless, brilliant when he wanted to be, terrifying when he was not. A man who could own a market with his smile and level a dockside gang with his fists.
 The first girl continues, her voice cracking.

"But Annie had a weakness. Gambling. First her favorite pastime, but then it turned into an ever-worsening habit, she could not stop. But two nights ago she said she would win big. Finally Tymora is on her side, she said. Win enough to pay her debts. Enough to start a new life. Without hiding something, without lies."
 "She wanted to tell him. And now she has vanished."

OUTCOME

Players learn about:

- Annie's relationship with Barri Baram
- She loved Barri Baram deeply.
- Annie was unlike other workers: beautiful, educated, musically gifted.
- She left after saving enough coin.
- She sought to win money to pay debts and stop lying to him about it.
- Annie pursued a special gambling event two nights ago.
- Her debts and desperation

Annie never meant to pay off her debts and be gone for good. She intended to rise to the top here in Luskan - on Barri's side, the High Captain. More importantly, she seems to be very strangely enamored with luck.

Leads to *Scene 1: The Cutlass* or *Scene 3: Streets of the South Bank*.

SCENE 3: STREETS OF THE SOUTH BANK

LEARNING ABOUT SEVEN MUST FALL

On the streets everywhere people are already stringing bright little pennants and fluttering flags between the crooked rooftops, each marked with a silver coin in preparation for Tymora's Throw.

SCENE FEATURES

- **Light:** Lanterns, flickering street torches
- **Sound:** Distant surf, drunken shouts, murmured warnings
- **Smell:** Fishgut, smoke, brine
- **NPCs:** Dockhands, beggars, smugglers, pickpockets, Street Augur Tessa Darn

WHAT HAPPENS HERE

The characters gather rumors how *Seven Must Fall* has changed, hear the Prophecy, and learn Annie sought the game shortly before her death.

Wind curls between crooked alleys strung with pennants for Tymora's Throw. Whenever you mention Annie or ask about a dice game, voices drop to nervous whispers and eyes flick toward narrow shadowed spaces where danger lingers unseen.

While make their way through the South Bank, roll the Luskan Encounter Table (see Appendix A) to represent the unpredictable nature of the district and to reinforce its living, shifting dangers.

From time to time they may meet a blind Street Augur who is talking in riddles repeating phrases of her Prophecy (see *Prophecy of Seven Must Fall* box below).

PROPHECY OF SEVEN MUST FALL

Spoken by Street Augur Tessa Darn
 on the streets of South Bank and Dragon Beach

Seven steps, seven shadows, seven voices, seven falls.
 When the first one falls, the path will open.
 When the second falls, fate will begin to whisper.
 When the third falls, the forgotten smile of misfortune will stir.
 Beware the one who smiles when others stumble.
 For she walks among you in a common form, and beneath her steps hope withers like winter grass.
 The two faces of fate roll again, white as bone, cold as the breath of a cruel goddess.
 When they stand apart they are silent.
 When they stand together they sing of ruin.
 On the day of the festival of the Blessed Lady, fortune will die.
 Leave Luskan if you can, or stand if you have the courage to deny the tide, to resist the dice, to challenge the hands that shaped them, to face the smile that watches over their fate.
 For when Seven Must Fall is fulfilled, the true face of fortune will appear.
 It will wear a crown of frost and a smile as sharp as broken bone.

SKILL CHECKS

- DC 13 Insight: Locals are terrified of the *Coin Spinners*.
- DC 15 Persuasion or 5 gp bribe: Locals reveal game-related rumors.
- CDC 15 Investigation: Gamblers move through secret backrooms and cellars. Last game at *The Crooked Mast*, Dragonbeach

FAIL FORWARD

- A beggar whispers the crucial info even if checks fail.

CLUES & INFORMATION.

The learning above should prompt the heroes to become interested into Tymora and the games played

Whatever is going on however, the heroes hear the same rumors. Tymora gave the popular *Seven Must Fall* her blessing in the form of two enchanted dice. But only few get the chance to take part in the rituals with those.

- It is a ritual of chance with stakes that reach far beyond coin. Those who win gain favor, power, or protection from forces unseen for the next year.
- An acquaintance the heroes made opens up that Annie seemed to search for a ritual a few days ago. That 's quite difficult, as games are always staged in different places.
- Annie was determined to play. Everyone who knew her saw her hunger for risk.
- Another acquaintance, a weary dockhand (Dockworker, 7MF) leaning against a post offers the final piece. He tells the characters that if they want to follow her trail, they should go to the *Crooked Mast* on Dragon Beach. There, he heard, two nights ago was the most recent "to fall".

OUTCOME

- Special form of *Seven Must Fall* is played in ritual "Choices by Tymora"
- Games are held in shifting secret locations.
- Annie was searching for a round two nights ago.
- Last known game took place at the *Crooked Mast* on Dragon Beach.

Depending on the last locations this scene leads to *Scene 4: The Beach Side*.

GAME RULES OF SEVEN MUST FALL

1. The Goal: Be the first player to score seven winning sevens.
2. The Dice: Both players use the same two dice, taking turns.
3. Valid Rolls: Only a total of 7 counts. All other results are worthless.
4. Strength of the Seven: Not all sevens are equal: 6+1 beats 5+2, and 5+2 beats 4+3.
5. Tie: If both players roll a equal seven in the same round, no point is awarded. Roll again.
6. Victory: The first player to reach 7 points wins the entire stake.
7. Cheating: Any form of cheating, by hand, by dice, or by magic, results in loss of the stake and immediate exclusion from the game.

SCENE 4: THE BEACH SIDE

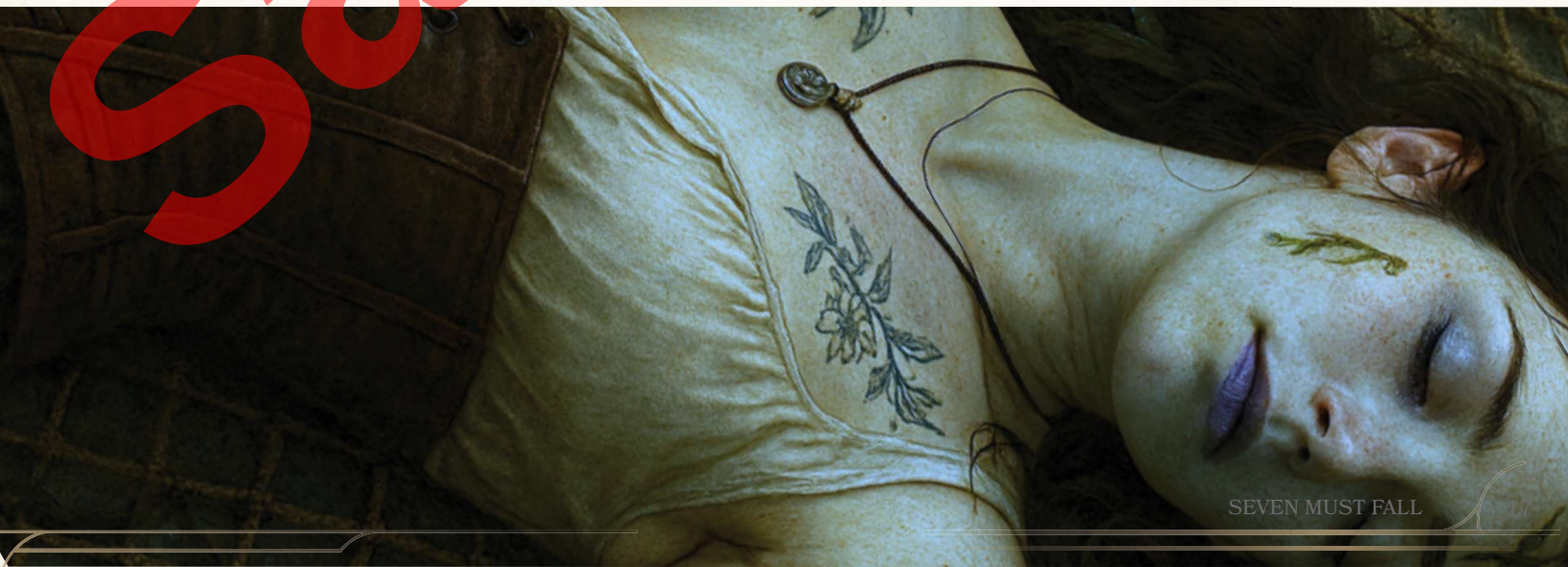
DISCOVERY AT THE SHORE

On your way to *The Crooked Mast* you spot a small crowd standing in a half-circle. After making their way, the heroes are looking at a young woman, lying dead on the wet sand. Her hair is tangled with seaweed and salt. Her eyes are closed as though asleep, but her lips are blue from the cold.

"The tide brought her in. I was checking my nets, and found her." says a fisherman. "Luck failed her. Tymora bless her soul." murmurs an old woman
"She's the bard from the Cutlass, isn't she?" says a younger sailor in a sad voice.

SCENE FEATURES

- **Light:** Grey daylight, cold surf
- **Sound:** Waves, gulls, murmurs
- **Smell:** Salt, seaweed
- **NPCs:** Fishermen, onlookers



WHAT HAPPENS HERE

The party finds Annie's corpse and discovers she was assassinated; Stabbed once cleanly through the heart.

The crowd is unsettled but not surprised. A dead body on Dragon Beach is simply another morning in Luskan, and the people seem ready to walk away once curiosity fades.

Characters must decide what to do and how to handle Annie's remains.

SKILL CHECKS

- DC 13 Investigation: Find a private spot to hide the body.
- DC 11 Persuasion: Disperse or calm the crowd.
- DC 15 Investigation: Determine the assassination method.
- DC 12 Insight: realize that the dead person is Annie based on the descriptions from her friends and colleagues

FAIL FORWARD

If Investigation fails, a bystander points out the stab wound.

A young boy, one of the many day-workers struggling to get by, pulls your sleeve: "That 's Claire, the bard from the Cutlass !" he whispers.

CLUES & INFORMATION

A character who searches the body finds a single, small punctured wound beneath Annie's left shoulder blade. The angle and depth indicate a long, narrow blade such as a stiletto or assassin's dagger that pierced her heart. There is no evidence of a struggle. No bruising. No defensive wounds on her hands or arms. The killer, clearly a professional, struck with precision and Annie likely died before she could cry out.

Her clothes show no sign of theft and no damage beyond that by water in the sea. As she definitely did not drown, the entire scene looks like Annie was murdered elsewhere and quickly dumped into the sea, with her murderers giving little attention if she could wash ashore or not.

If the heroes succeed on the investigation, they can conclude with certainty that this killing was professional.

- Annie was stabbed with a thin, sharp blade (stiletto or assassin's dagger).
- No defensive wounds. She was killed instantly and professionally.
- She was dumped at sea, not drowned.
- No belongings were stolen.

MAGICAL INTERACTION WITH ANNIE'S

REMAINS

Characters may attempt to use magic such as *Speak with Dead*, *Raise Dead*, *Revivify*, *Resurrection* or similar spells on Annie's body. These efforts cannot fully

succeed because Annie's soul is not free. Her essence is trapped within the corrupted bone dice used in the *Seven Must Fall* ritual.

As long as the two dice remain away by more than ten feet, no resurrection magic can draw her spirit back. *Raise Dead* or (*True*) *Resurrection* automatically fail.

Speak with Dead produces only faint, fragmented impressions, as if the spirit is distant or muffled. The corpse can utter only broken concepts such as "I set everything", "10" or "pain", providing no usable details about her killer.

Annie cannot be restored or meaningfully questioned until the characters confront the true nature of the dice later in the adventure.

DM NOTES: METAPHYSICS OF ANNIE'S SOUL

Annie's soul is not merely dead; it has been severed from the normal path of passage to the Fugue Plane. During her game of Seven Must Fall, Annie unwittingly bound her essence to the pair of ritual dice (see Appendix C) used in the round. Each die holds half of her divided spirit, suspended between fortune and misfortune. The gamble she made at the table did not simply risk coin and life but her very soul.

Because her soul is fragmented and anchored to two separate vessels, divine magic cannot locate or recall her in the way resurrection spells require. Only when the dice are brought together does Annie's soul become whole enough for powerful magic to interact with it in a meaningful way. Even then, resurrection may have consequences tied to the greater mystery of the game's origin and the entities behind it.

TRANSITION TO NEXT CHAPTER

This naturally leads into: *Chapter 2 - Voices of the Game*

REWARDS

EXPERIENCE

- **Social scenes:** 200 - 500 XP each per player
- **Investigation progress:** 1000 XP (party)
- **Combat scenes:** Standard monster XP

TREASURE

- Small coin purses from thieves or pirates
- Rumors, leads & evidence

INSPIRATION POINT AWARD

If the characters show kindness for Annie's memory, take personal risk to keep bystanders away from Annie's body or spread hope in the city of despair grant 1 point of *Tymora's Inspiration*.

ENTERING & OVERVIEW

Before the characters can pursue any new lead, they will naturally try to complete their original task and report back to the people who sent them to find Annie.

If the characters have entered the story by *Hook 3: Meet the First Mate at the Tricorn* they will try to talk to Raiden. Yet Raiden is nowhere to be found. As they compare what they have learned with the story he told them, the details no longer match. Their doubts grow, and it becomes clear that Raiden's tale could not have been true. Piece by piece they realize that "Raiden" was never more than a false face, a name offered to hide the real patron of their search. The hand behind the request was the High Captain Barri Baram himself.

The chapter centers on uncovering the suppressive silence around Seven Must Fall and the Coin Spinners. The heroes must navigate frightened witnesses, evasive tavern-keepers, and a criminal faction eager to stamp out their curiosity. Clues at the *Crooked Mast*, combined with street rumors, point toward an upcoming Choice ritual hosted in a hidden cellar beneath Beldan's Maritime Sundries & Salvage.

Before the party can act, the Coin Spinners strike to scare them off, or silence them permanently. Just as the clues align, a message reaches them from High Captain Barri Baram himself. He reveals the truth of his love for Annie and swears vengeance on whoever took her life. The heroes are now caught between a desperate friend and a grieving captain, and both expect answers.

This chapter ends when the characters reach the entrance of Beldan's shop and prepare to infiltrate the last Choice ritual round of Seven Must Fall.

GOALS OF THIS CHAPTER

By the end of this chapter, the characters should:

- Discover that "Raiden" is Barri Baram's First Mate.
- Confirm Annie was killed by unknown figures connected to the coin spinners.
- Learn where tonight's Tymoras Choice will take place.
- Experience the Coin Spinner ambush.
- Receive Barri Baram's personal request for justice and his reward offer.
- Understand that Seven Must Fall is escalating toward the final round under the Tymora temple.

TONE & ATMOSPHERE

- **Paranoia & Suppression:** People fear speaking. Words are exchanged through closed teeth, not lips.
- **Grief & Realization:** The truth about Annie casts a long emotional shadow.
- **Escalation:** The Coin Spinners begin to actively resist the party's investigation.
- **Political Pressure:** Barri Baram's grief is genuine, but his need to hide scandal is equally real.

SCENE 1: THE CROOKED MAST

BREAKING THE SILENCE

The *Crooked Mast* is a slanted, wind-beaten tavern on the harbor's edge. Its warped pillars groan with every wave. As you step forward into the main room, the floor bows slightly beneath your feet. The smell of fish guts and stale rum is overwhelming. Conversations fade, marking you in silence before pretending to ignore you. The barkeep pauses mid-wipe, his eyes narrowing, while the serving women exchange uneasy looks. Something here is being kept in the dark.

SCENE FEATURES

- **Light:** Dim lanterns that swing with the shifting tide.
- **Sound:** Quiet murmurs, clinking mugs, creaking
- **Smell:** Salt, rum, old wood.
- **NPCs:** *Musc* (tavern-keeper), 2 barmaids, 8 regulars.



WHAT HAPPENS HERE

The heroes investigate the events of two nights ago. The people in the tavern collectively deny any knowledge until pressured. Musc eventually confesses that the Coin Spinners held a gambling night here, ending with a body being dragged across his private pier.

SKILL CHECKS

- DC 15 Persuasion: Musc admits the Spinners were here.
- DC 15 Intimidation: He confesses immediately.
- Passive Insight 12+: The room is lying collectively out of fear.

FAIL FORWARD

If Investigation fails, dockworkers tell a weaker version of the same clues later.

When you begin asking about the last two nights or Seven Must Fall, the atmosphere in the room becomes tense. It is painfully obvious from their stiff postures and darting glances that they are hiding something.

If pressured into speaking, the barkeep reveals that the Coin Spinners held a large gambling night in the *Crooked Mast* two night ago, drinking heavily and paying handsomely for privacy. He did not know beforehand that somebody would be killed, but is disgusted about it. He seen a female body being dragged across his private pier.

The barkeep glances toward the back door, then leans forward, voice low. "All right... fine. They were here. The Coin Spinners. The whole damned night. Dice, rum, shouting... best coin I made all season." He swallows hard. "After the last game ended, there was eerie silence and then ecstatic cheering. I did not look. They paid me not to. Two of them dragged a woman's body across my pier and threw her straight into the sea. That is all I know, by the eyesight of my young wife and children."

If the characters turn to the **guests** (NE human / halforc male **Dockworkers**, 7MF), a friendly approach in that they are not here to arrest anybody reveals more. Any offered drink loosens their tongues. None witnessed the murder, but they know about the game that led to it.

A drunk pulls you closer, his breath thick with ale. "This was a wild one here that no one saw coming. But tonight they said it is the real deal. Last of *Tymora's Choice* before Tymora's Throw. In a cellar beneath a merchant's shop. Rethnor's ground. Quiet place. Five hundred gold to enter."

CLUES & INFORMATION

- A Coin Spinner event took place here.
- A woman's body was dragged out and dumped into the sea.
- There was cheering after the final game.
- Next Tymora's Choice is played this night.

According to a drunken guest who tells far too much, the last Choice ritual before the finals of *Seven Must Fall* is scheduled for tonight. The Coin Spinners have chosen the cellar of a local merchant as the venue. This leads into: **Scene 2: Back to the Streets.**

SCENE 2: BACK TO THE STREETS

ASKING AROUND IN LUSKAN

Cold wind curls through *Fishguts Lane* as you question the locals. Every time you mention the game, voices drop. A toothless woman with a gull feather behind one ear hisses in Luskan cant: "Easy now, cutters. The Spinners do not like loose tongues. Keep your eyes open and your jink hidden."

SCENE FEATURES

- **Light:** Lantern-lit lanes, fog.
- **Sound:** Distant gulls, creaking ships, hushed conversations.
- **Smell:** Rotting nets, tar, brine.
- **NPCs:** Random locals, dockworkers, beggars, pickpockets.

WHAT HAPPENS HERE

The heroes gather street-quality rumors about *Seven Must Fall*. Locals fear the *Coin Spinners* and share only fragments.

SKILL CHECKS

- DC 13 Insight: People are holding back due to fear.
- DC 15 Persuasion / 5 gp bribe: Locals speak more freely.

A drunken bargeman stumbles against a crate. "Seven Must Fall runs tonight. Last *Choice* before Tymora's Throw. You want in, follow the noise in the old storehouse quarter. But trust me-no one walks away the same."

A young pickpocket tugs your sleeve. "If you hear bones crack and coins ring, that is your place. Spinners love their theatrics."