Rain on Carver Street

A nightclub singer swears she overheard her own murder being planned. By morning she has changed her story - and her address.

Setting: Other Tone: Gritty ~3hrs
Party: 4 players Level 2

dungeonmaster.website

Introduction

The Hook

Lila Devereaux sings two sets a night at the Blue Heron and hears everything said at table nine. Last night she came to your office after closing, shaking, and said two men had discussed a job for Friday with her name in it. This morning she telephoned to say she had been mistaken, thanked you, and hung up. Her apartment is empty and the Heron says she is unwell.

How to use this adventure

This one-shot is designed for a single session with the AI Dungeon Master at dungeonmaster.website. Read the plot summary and NPC secrets before play. Players should not read beyond the hook.

Estimated duration: ~3hrs
Recommended party: 4 at level 2

The Adventure

Lila was not mistaken. For six years she has kept an account of everything said in front of her - not to blackmail anyone, but as insurance. Somebody has found out the book exists. Silk Castellane, who is trying to make the family respectable, has decided it cannot be allowed to, and has sent east for a man who arrives on the Thursday train.

She changed her story because Nick Castellane got to her first. He does not want her dead: he wants the book, to use against his brother, and has her in a room over the Anchor Light - Finnerty ground, where no Castellane would think to look. The Finnertys know and are charging him for it.

The investigators have until Friday night. They must learn who ordered the job and who is merely holding her, find the book (it is in the Heron, where she could reach it every night), and get her on a train before the out-of-towner finds her. He is patient, polite to hotel staff and has never been seen by anyone in Dorrance.

Lila Devereaux

Role

Singer at the Blue Heron

Personality

Poised, wry, tired of being part of the furniture. Lies gracefully.

DM Only - Secret

The book is taped inside the piano on the Herons bandstand. One entry is from table nine in 1946, the week before a district attorney was shot.

Suggested mannerism: lean into personality cues when this NPC speaks - give them a distinct voice.

Silk Castellane

Role

Elder son, running the familys legitimate front

Personality

Carnation, law degree, perfect manners. Regrets what is necessary.

DM Only - Secret

He does not know what is in the book. He ordered the job on the strength of a rumour, and the rumour was started by his brother.

Suggested mannerism: lean into personality cues when this NPC speaks - give them a distinct voice.

Nick Castellane

Role

Younger son, the familys fist

Personality

Direct, restless, exactly what he appears to be.

DM Only - Secret

He is hiding Lila from his own brothers killer and is beginning to like her. He will give her up for the book and feel bad about it.

Suggested mannerism: lean into personality cues when this NPC speaks - give them a distinct voice.

Red Finnerty

Role
Head of the Finnerty Boys

Personality
Cheerful, freckled, should not be mistaken for a forgiving man.

DM Only - Secret
He is renting Nick the room because he wants to see which brother wins. He would give a good deal for one page of that book himself.

Suggested mannerism: lean into personality cues when this NPC speaks - give them a distinct voice.

The Blue Heron

Description

Round tables, a bandstand, a corner booth kept for the mayor and a gaming room upstairs.

What happens here

Where it started. The staff are frightened, the piano has not been tuned in a week, and table nine is occupied.

The Anchor Light

Description

The Finnertys saloon under the coal conveyor: sawdust, photographs of drowned boats, a back stair.

What happens here

Where she is. Strangers are served. Strangers who ask questions are walked to the door.

The Hotel Belvedere

Description

Twelve storeys of faded magnificence, a house detective in an armchair.

What happens here

Where a quiet commercial traveller checked in on Thursday with one suitcase.

Encounter 1: social

Difficulty: medium
Type: social

Work the Heron on a slow night: a bouncer who saw her leave with two men, a hat-check girl who sells what she hears, and a captain at table nine who is watching the strangers.

Monsters / threats

Nightclub Bouncer, Mob Enforcer

Encounter 2: exploration

Difficulty: medium
Type: exploration

Find the book before anyone else works out where a singer could reach every night without being noticed.

Monsters / threats

Cat Burglar

Encounter 3: social

Difficulty: hard
Type: social

The Anchor Light. Red Finnerty will let the investigators upstairs for a price, and Nick Castellane is at the top of the stair.

Monsters / threats

Street Tough

Encounter 4: combat

Difficulty: deadly
Type: combat

Friday night, the station platform or the alley behind the Heron. The man from the east has had three days to choose his ground.

Monsters / threats

Out-of-Town Gun

Resolution Paths

Path 1

Put her on the night train with the book. She is never heard from again; a postcard arrives a year later from a city by a different ocean.

Path 2

Trade the book to Silk for her life. He burns it unread, calls off the job, and owes the investigators a marker he will honour exactly once.

Path 3

Give the book to Nick. The brothers war starts that week. Lila stays in Dorrance under his protection, which is safer than it sounds and worse than she deserves.

Play at dungeonmaster.website

Enjoyed this adventure? Play it directly at dungeonmaster.website - the AI Dungeon Master runs it for your group, no prep required.

https://chalkline.rest/one-shots/9845f67a-672e-46c6-8f6c-5f35e9293075

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