

of fermented river water. The glowing green liquid has no benefit if imbibed. Rather, any humanoid drinking from a bottle suffers as if they had drunk from the river (see above) and gains a killer hangover that imposes one level of exhaustion when the effect wears off.

ALMOST HERE!

When the characters have fought the duergar and determined that there's nothing of import in Fortune, they can make their way toward the cavern beyond the town.

The cavern looms more than twenty feet wide and tall, opening up to a dark tunnel that winds its way beneath the foothills. A strange smell hangs on the air, reminiscent of oil and ozone.

A successful DC 12 Intelligence (Investigation) or Wisdom (Perception) check to search around the cavern entrance detects a pressure plate running wall to wall under the dirt floor. If the check is 17 or higher, it also notes a rectangular object hanging from the ceiling fifty feet farther down the tunnel. This "trap" can be disabled with a DC 14 Dexterity check using thieves' tools.

Stepping on the pressure plate or failing to disable it causes an audible click and the sound of whirring gears. The rectangular object ahead reveals itself to be a large metal sign that is suddenly outlined in bright pink light, and which bears the words "Welcome! You are Almost Here!" shining brightly. If the sign is not activated, it can be read by any creature within 10 feet of it.

Farther down the twisting tunnel, a second pressure plate activates another sign that spells out "Tokens Available!" in brilliant green. Not far from the sign is a bridge leading over the glowing green river where it bisects the tunnel. Beyond the bridge, a third pressure plate lights up a sign reading "Loosest Slots In Faerûn!"

When the characters round a last corner beyond the third sign, read:

The darkness of the tunnel suddenly gives way to light. Tiny glowing globes, many of them blinking, flare to life along the walls and ceiling ahead. Hanging from the tunnel roof is an enormous sign, around which more globes of light chase each other, and on which are lit up the words "Lottie's Palace." Wide steps at the end of the tunnel lead up to a set of open double doors.

There are no dangers outside the palace, beyond exposure to too much flashing light.

LOTTIE'S PALACE

The creator of the *Orrery of the Wanderer*, Lottie is a lich and a master of clockwork magic. Her palace is not a typical lich's lair, however, instead taking the form of a swanky casino. As a functional gambling den, public places within Lottie's Palace are safe. Dangerous creatures guard only the restricted areas, including the

machinery room and access to Lottie's meeting hall and private chamber.

The characters' arrival at Lottie's Palace coincides with a liches' retreat, wherein Lottie gathers with some of her lich friends to do lich stuff. The characters need to poke around to find their way to Lottie, and can learn useful information with which to present their case before her while they do. In the end, their goal is to learn the last of the orrery's secrets, and to claim the final orrery component from her.

Map 5.2 shows the layout of Lottie's Palace.

1. GAMBLING DEN

As you pass through the doors, you enter a world of opulence. Glass chandeliers fill a huge open chamber with brilliant light. The floors are carpeted, the walls decorated with scrollwork and painted with images of golden coins bearing the letter L. Dark wooden beams span the vast ceiling, which glitters with thousands of tiny gems.

The center of the area holds a sunken gambling pit that is packed with people, sitting in leather-upholstered chairs around tables covered in green velvet. To one side of the hall is a stage where three harpists play, surrounded by a lounge with comfortable chairs and small tables. Beyond that is the bar, and a door presumably leading to a kitchen. A sign to your right indicates the "Powder Room," while another to your left indicates "Tokens." To the far left is a fortified iron door sealed with a large lock. The center of the far wall features another set of double doors.

The clientele here all look a lot like the duergar you saw in the town of Fortune. All are gambling in a frenzy, arguing with one another over tokens and swearing that the next game will be the big one. Most of them are drinking heavily.

As you take it all in, a skeleton wearing a red uniform with a high collar and a crisp-looking hat approaches you.

Skeleton Staff. The staff of Lottie's Palace are all skeletons with the power of magical speech. The skeleton that approaches the characters greets them in Common, suggests they get some tokens at the cashier, and presents everyone with a tray of drinks. These are complimentary beverages, loaded with rum and fruit juice. They taste delicious, but any character who imbibes four or more drinks gains the poisoned condition for 1 hour, or until the character has a meal at the lounge.

A total of twenty skeletons work the floor, acting as dealers, bartenders, wait staff, and entertainment. Many are dwarf-sized (former duergar). The characters can fight the skeletons if they wish, but any altercation darkens Lottie's mood when the characters finally meet her.

Each skeleton uses the normal stat block with these changes: