



MAP 5.2: LOTTIE'S PALACE

- It speaks Common, though its responses are programmed.
- A successful DC 11 Wisdom (Perception) check notes a small clockwork device attached to the inside of a skeleton's skull that lights up when it speaks.

None of the skeletons are in a position to set up meetings with Lottie. The characters need to figure out how to get to her on their own.

**Gambling Tables.** All manner of games can be played at Lottie's Palace, including Three-Dragon Ante, dice, Dragonchess, roulette, blackjack, and a cutthroat role-playing game called Papers & Paychecks. A character can play any game for a cost of 3 tokens (available from the cashier). You can use any combination of checks and roleplaying you like to represent a character's attempts to gamble, but each game should involve at least three checks of DC 12 or higher. An Intelligence (History) or Wisdom (Perception) check might allow a character to suss out the rules of a game or analyze the opposition, while an Intelligence (Investigation) or Charisma (Deception) check can represent careful play or cagey bluffing. The DC of any checks made to gamble increases by 1 for each drink a character consumes.

If a character fails all the checks for a game, they lose their 3 tokens and owe another 3. If the character fails more than half their checks, they lose their 3 tokens and owe 1 token. If they succeed on all checks, they keep their tokens and gain 2 tokens. This is a great way to lose money, but if a character beats the odds and wins

more than three times in a row, the dealer for the game declares that it needs to go on its dinner break (despite being a skeleton).

**Slot Machines.** One side of the gambling pit features banks of strange clockwork machines, each with a large red lever and a slot for tokens. These machines promise great fun, surrounded by colorful lights and amazing sounds. They also drain an average of 3 tokens for every minute of play.

**Gamblers.** The inebriated patrons are too focused on their gambling to talk to any characters who aren't also in the game. A character who gambles can strike up a conversation at the table, learning three pieces of information for each game they play, chosen from the following revelations:

- Lottie's Palace has been in operation for over ten years. Before the casino was built, the cavern it was carved out of was home to a clan of duergar.
- When Lottie arrived, she offered the duergar jobs building her lair and minting tokens. When the casino was complete, Lottie fired her duergar work force but offered each of them a starter set of tokens as a severance package. The duergar took up gambling and drinking.
- Lottie employs only skeletons to work her palace, many of which were once duergar.
- Some of the duergar decided to start up a town next to the casino and sell tokens at lower cost. They took on construction loans and named their town Fortune.
- After a lot of hard work, customers of the casino began to come to Fortune to get tokens. Lottie lowered her prices in response. Fortune quickly became unable to pay its debts, and the town was abandoned.
- Lottie is not only a powerful wizard—she's a lich.
- Lottie loves clockwork. She has crafted many amazing machines, including the clockwork machine room that powers the casino.
- The machine room behind the fortified metal door controls all the clockwork devices in the casino, including the locked double doors that lead to Lottie.

**Treasure.** The tiny gems embedded into the ceiling are valuable if collected. With 1 minute of uninterrupted work, a character can collect 30 gp worth of gems, to a total of 3,000 gp for the entire area. The chances of the characters being able to work uninterrupted are left to your determination.

## 2. CASHIER

A skeleton in a slinky dress behind the cashier window offers tokens for use at the tables. Each token costs 5 gp. The cashier also suggests purchasing "super lucky tokens," which function identically to normal tokens for the low, low cost of 10 gp each. The L-stamped tokens are made of copper covered with a thin layer of gold, as the characters saw with the tokens found in Horn Enclave.

The cashier accepts any form of valuables as payment (excluding IOUs), which are taken to a huge chest on the far side of the room. Any nonliving matter placed into the chest is teleported to secret vaults located in a distant land.