



3. CLUB LOUNGE

This club lounge is clearly the place to hang out. A sign on the wall says so. Huge fish tanks feature brightly colored fish and an octopus. Soft leather chairs provide a great place to sober up or to enjoy a delicious drink at the bar.

Bartender. The skeleton bartender uses clockwork devices to shake rum drinks, peel fruit, blend fruit juices, and create souvenir flattened tokens (at a cost of 3 tokens). A door behind the bar leads to the kitchen. Characters who sit in the lounge are shown a menu whose only item is “Delicious Meals” for 3 tokens.

The bartender can be bribed (6 tokens) to let characters into the kitchen. A successful DC 13 Wisdom (Perception) check notices a brass key hanging around the bartender’s neck. This opens the door to the machine room (area 5). It’s possible to steal the key with a successful DC 14 Dexterity (Sleight of Hand) check, or to sweet talk the bartender into “lending” it with a successful DC 13 Charisma (Deception or Persuasion) check.

Lounging Duergar. A few duergar are in the lounge, taking a break from gambling and watching the three harpist skeletons on the stage. Chatting up these duergar can provide information as in the gambling hall, at a rate of 1 token per piece of information.

4. KITCHEN

Strange clockwork devices prepare food here, all of them slicing, dicing, stirring, mixing, and cleaning in a frenzy. Any character watching the process notes that the fare looks particularly unhealthy, featuring questionable meats, past-their-prime vegetables, and copious amounts of lard. Skeletons come and go to pick up food and drop off dishes. They ignore any characters who don’t get in the way.

The door leading north into Lottie’s domain is not locked. Lottie assumes that anyone coming this way is a staff member on legitimate business, or is looking to die.

5. MACHINE ROOM

The clockwork machinery in this area generates power for the casino and controls all the other clockwork in the place. The heavy iron door is set with a large lock and a dangerous trap, which sprays anyone who tries to pick the lock with a potent contact poison. The trap can be detected with a successful DC 16 Intelligence (Arcana or Investigation) check and disarmed with a DC 14 Intelligence (Arcana) check or Dexterity check using thieves’ tools. If the lock is picked without disabling the trap, the character picking it must make a DC 14 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. The trap resets automatically.

The bartender sometimes accesses this area to adjust power levels and has the key (see area 3). Using the key