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roulette (If PCs gamble, 2/6 chance of winning; may argue INT, WIS or DEX bonus to improve odds, but increases chance of spotting by Vrandol). A drow cashier, Belardara Duin, oversees from a raised dais at east end of the room. Totally goth, likes working nights. Doesn't like Vrandol.

6. **Storage Room & Broom Closet:** Usually unoccupied unless someone spills some drinks or blood.

7. **Cigarium & Bar:** Greets clients with fragrant smokes of a variety of strains and blends (5-10gp ea). Enthusiastically overseen by halfling smoke-sommeliers Gunther and Grace Cloudleaf.

8. **Humidor:** Secret door in closet. Climate-controlled room containing the finest cigars in the territory. Part of the humidior "shelves" are a trained mimic, Skippy.

9. **Madame's Office:** Secret door. Madame Martid, Ogre Illusionist (Colour Spray, Wall of Fog, Fascinate, Invisibility) uses a minor smoke illusion to enter/exit **Room 7** discreetly. Likely (5/6 chance) doing rounds around her club, glad-handing and playing the affable hostess. Card deck is hidden in the false bottom of cigar box on her desk (deck depicts odd chimeric creatures with descriptions).

10. **Employee Lounge:** Typically 3-4 toughs, plus off-duty servers, fight cornermen, etc. May be called out for tasks or shifts via a bell from **Room 3**.

11. **Pit Fighter 'Cells':** Secret doors. The bars are for show for backstage guests and the press. Currently rooms the next main card, Orc Ghorbash Smeed, and North-man Varnja Hjortsberg. Ghorbash is favored to win, but can be bribed to throw the match in the third round (50-100gp). Will cause a commotion, as Ghorbash is not a good actor.

12. **Fight Arena** with stadium seats. Any number of high rollers and connoisseurs of the pugilistic arts await a scheduled bout.

13. **Bookie:** Theodilius Vrigronuam, gargoyle accountant, wears a green eyeshade and tracks odds with his abacus. Key to cash boxes (**Room 14**) hidden in ledger.

14. **Side Door & Vault:** Secret doors. Hidden vault holds the nightly casino (d10x100gp) and fight (2d4x100gp) takes in two *alarmed* and locked iron boxes bolted to the floor.

Boss Qreewaw, ravenfolk crime lord, offered you a job to settle your debt. Discreetly recover a valuable card deck from Madame Martid's hidden office, and your debt is paid. You have two nights to case the joint and do the job. Each PC has d4x50gp for bribes, disguises, or paraphernalia.

1. **Entrance:** Inside are two minotaur bouncers, Lenny and Squiggy (chainmail muscle shirts, bow ties, stun-clubs [1d6 dmg, stunned 1d4 rounds]). If you ain't on The List, they'll let it slide for 10-20gp.
2. **Dance Stage** greets visitors with 4-6 comely dancers of random species and genders.
3. **Pit Boss:** Vrandol The Shiv, a hobgoblin with a trilby and a shank, monitors casino via mooks and dealers, spying on the suspicious with a *crystal ball* (3x/night). Calls toughs from **Room 10** to break up squabbles or cheater's fingers.
4. **Dance Floor:** Lit by the scintillating lights of fairies in silver cages, music of *auditory illusions* is tailored to different individuals' tastes. May make for awkward pairs dances.
5. **Casino:** Loud with tables of blackjack, diamondback and

RANDOMS AT THE CLUB (COULD HELP OR HURT):

1. Drug-addled unicorn-folk
2. Monkey-man pickpocket (as 5th level thief)
3. Goblin 'glitter' dealer
4. Incognito bored royals slumming
5. Local totally legitimate businessmen
6. Off-duty dancers offering arm-candy
7. Has-been child celebrity bard
8. Undercover royal revenue

RUMORS/RESOURCES (50GP PER ROLL):

1. Get the Cloudleafs talking smoke and they won't notice anything else.

2. A trio of toughs cycles through the club 4x an hour.
3. There are eyes on the casino.
4. A side door near the entrance allows an alternate entry.
5. Find the storeroom for a quiet spot.
6. Do NOT mess with the humidior.
7. Two dancers caught the crud and need replacements.
8. Belardara Duin misses Drow intrigues and scandal.
9. The fairies have been itching to unionize.
10. Martid's office is hidden off the Cigarium.
11. Fixing a fight could prove a distraction.
12. The gargoyle knows the odds and holds the money.