

The Casino Scroll

1d6 secret casinos, 1d6 high stake bets, and 1d6 ruthless bouncers



Secret Casinos

The best, worst-kept secrets in all the realm.

1. **{The Twilight Casino}** Its hidden doors can be found in almost every city's gardens, and once inside you can gamble away years on the material plane for fey riches.
2. **{The Loophole}** Appearing before the most desperate, this smoldering casino hall offers its patrons the chance to gamble their way out of fiendish contracts.
3. **{The Yellow Door}** Boasting patrons from the highest walks of society, this casino preys on those who would gamble their savings away just for the chance to speak to a potential donor, ally, or informant.
4. **{The Dealer's Den}** Found deep beneath the city, this glittering casino is run by a family of disguised chromatic dragons who eat those unable to repay their debts.
5. **{The Tower of Cards}** Wizards who don't dare wager their lives in pursuit of arcane knowledge can instead risk their coin for it at this enchanted casino built inside a massive demiplanar tower.
6. **{The Hideout}** Poorly managed, not well hidden, and filthy beyond words, this underground casino is frequented by monstrous folk not welcomed in the city.



3. **{Magic Item}** Win a mage's priceless magic item, or steal another one for them from a sleeping dragon's hoard.
4. **{Informant}** Win information out of a corrupt guard, or help them not get fired by stealing evidence from the prison.
5. **{An Invitation}** Win a noblewoman's invitation to an upcoming ball, or act as her "servants" at the event.
6. **{A Map}** Win a bard's treasure map, or escort them to its mystery destination.

Ruthless Bouncers

I don't see your name on the list, bub.

1. **{Suit of Armor}** This suit of tuxedo-like armor dons itself on miscreants and literally walks them out the door when not serving drinks on a shield platter.
2. **{Ghost}** Possesses thieves in order to force them to empty their own pockets and then walk themselves out of the building.
3. **{Wizard Student}** Desperate to pay off their student debt, they earn money as a bouncer which has the added benefit of giving them people to test their spells on.
4. **{Ogre}** This walking pair of clenched fists has a terrible habit of falling in love with everyone they're told to kick out.
5. **{Card Golem}** This swirling mass of playing cards {which acts as an art installation} can quickly take the form of a hulking card golem when needed.
6. **{Halfling}** Anyone who underestimates their size quickly learns just how much damage they can do with the help of their enchanted belt, boots, and armbands.



High Stake Bets

What'll ya wager?

1. **{A Ship}** Win a pirate captain's rundown ship, or serve as their crew on the captain's upcoming voyage.
2. **{A Keep}** Win a lazy knight's keep, or clear it out of zombie basilisks for them.