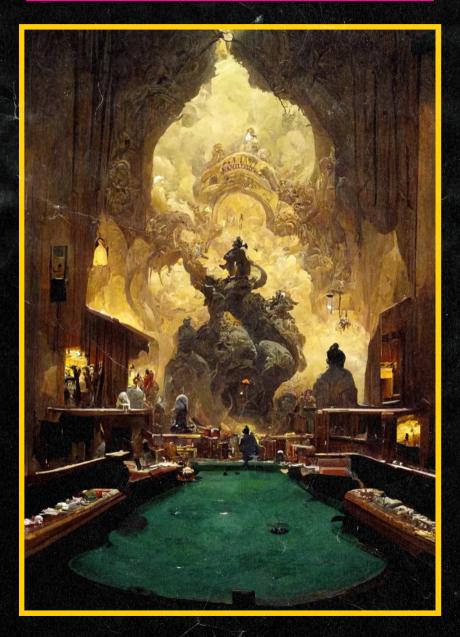
The Ctasino Scroll

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



## Secret Clasinos

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.
- {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.



## High Stake Bets

What'll ya wager?

- [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.



- {Magic Item} Win a mage's priceless magic item, or steal another one for them from a sleeping dragon's hoard.
- {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.
- 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.
  - [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.