

Fortune's Wheel Casino

The atrium held a solid-gold statue of an arcanoloth with an illusory fountain spraying out gold coins.

Past the atrium was the casino itself, full of boxy clockwork machines (slot machines) which a night hag celebrating a recent jackpot explained to the party. Mixed in were gaming tables of various sorts (a card game run by a vampire croupier) and a roulette wheel run by a spectator wearing a rigid 20-sided die costume would roll itself on the table.

The party saw in the distance a huge speciality roulette wheel (an earlier version of which the casino was named after), but there was a line so the party tried to slot machines and gaming tables first. Fulton won 15 chips playing roulette, but the party mostly lost money on the slot machines and other card games though a few players won small gold rings (worth 15gp) and Sandro was zapped with a gout of flame.

The party made it to the roulette wheel which cost 5 chips and could normally only be spun once/day. The party was mostly unlucky and won some small odds and ends (a recently severed mind-flayer tentacle, 50gp, and a tunic that said "I spun Fortune's Wheel and all I got was this lousy tunic"), but Six got incredibly lucky (and the party sacrificed all their remaining chips to the gods of fortune) and won **actual divinity**. Still TBD what he's now minor, quasi-deity of. Something like god of dust mites or scheduling conflicts. We'll see. He has no worshippers and virtually no powers, but he is technically a divine being now.

The party then headed to the Ice Bar, where a yeti poured drinks at a bar made out of sculpted, enchanted ice, and a depressed white dragon was resting its head on the bar and flipping a gold piece. On the way, the party passed a large lobster-shaped clockwork machine entirely gilded in gold. Someone recognized it as the legendary Apparatus of Kwalish. Apparently it was winnable as a prize on Fortune's Wheel.

Revision #3

Created 2025-02-24 13:42:44 UTC by Matt

Updated 2025-02-26 00:26:12 UTC by Matt