

May 5, 2025

Before we can continue, **Ascetelis** betrays the party! She casts silence then begins to attack. She rolls really poorly and we take her down without difficulty.

Before leaving we stop by to speak with The Scholar. He doesn't have any specific information about Sheshkuh, but he speculates that by disrupting the Modron March, he could unbalance the multiverse in a way he could profit from.

We return to Sigil and enter Fortune's Wheel. Everyone takes another spin of the wheel with Boticelli winning a Luckstone! Everyone else gets bogus prizes.

The party passes through an unremarkable door, down a hallway, and through a portal to find the hub for the platinum rooms where the high-rollers gamble. The concierge, **Amber Atwert**, tells us about the gambling rooms. We decide to visit the Supertemporal Arena, where god-level entities battle it out.

We visit the Arena and witness two galaxy-sized entities battling it out. None of us feel completely to make an informed bet on such a conflict, so we return to the hub.

In the hub, Harvey asks how get more chips. Amber tells us we can earn another chip with an interesting and useful story. We tell two stories and earn two more coins.

The party enters Dungeonland and places a bet on a party of adventurers fighting a Dragon Turtle. The bet pays off and we win 2 more coins. Thor, also gambling, congratulates the party on their victory. Mario attempts to lift Thor's hammer but doesn't make the 3 nat 20's he'd need to succeed.

High on victory, the party visits **Fiends' Ante** where demons and devils play cards for the right to invade worlds. Boticelli takes a seat at the table with Solara assisting from the shadows. Boticelli wins the pot and the party gains 2 additional coins!

Flush with capital, the party decides to visit the Arena. Harvey, Six, and Boticelli enter the room and place their bets. Six and Harvey win, but during the course of the battle all three age 60 years in 6 rounds. Six is the only survivor. He collects the gear from his fallen comrades and exits. Atwert accuses Six of cheating because he won three times in a row and calls in the guards, who demand the party surrender. We're not having any of it. Fight!

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