

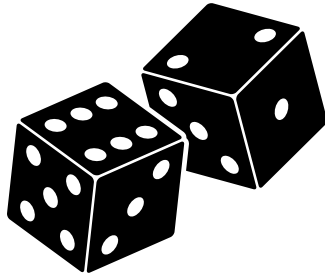
TROUBLE IN PARADISE CASINO

BREAK INTO AN UNDERGROUND CASINO.
FIND THE ASSET. ESCAPE.



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TROUBLE IN PARADISE CASINO



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RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

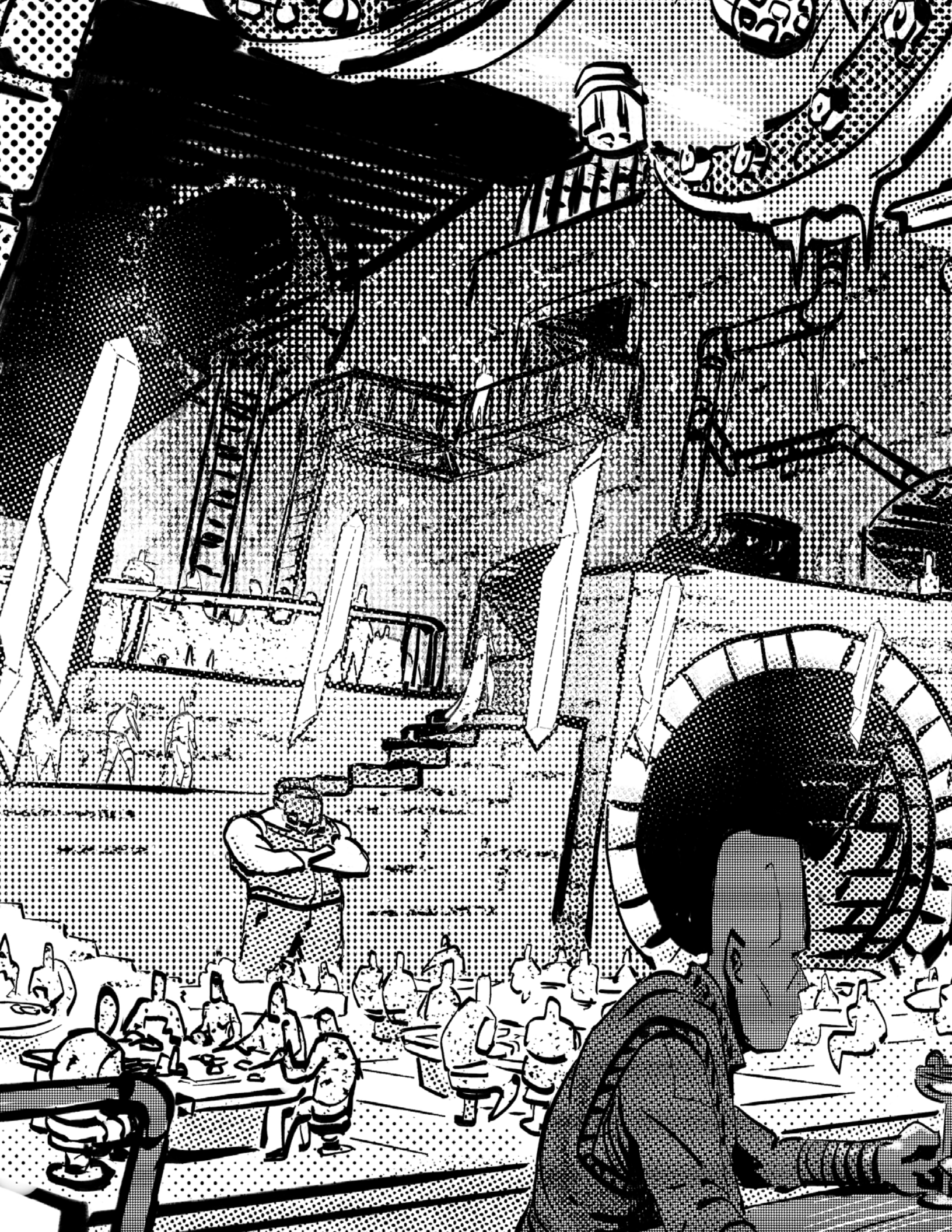
ADJUSTING ENCOUNTERS

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

ABBREVIATIONS

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful Good
NG	Neutral Good
LN	Lawful Neutral
N	Neutral
CN	Chaotic Neutral
LE	Lawful Evil
CE	Chaotic Evil
NE	Neutral Evil





TROUBLE IN PARADISE CASINO

Trouble in Paradise Casino is a Fifth Edition adventure for four to five characters.

This adventure is a predominantly social experience, intended for characters with an average party level (APL) of 5 through 11 to play through the adventure. This adventure is setting independent, and can easily be inserted into any campaign world where you would find a city with a robust sewer system.

This adventure is designed to focus on the development of a character with a background in nobility or knighthood. Throughout the course of the adventure, that specific character will be referred to as “The Noble” for ease of reference.

In this adventure, The Noble receives a missive from their family asking for help rescuing a peer or relative from an illicit gambling casino in the sewers of the city. Their peer has accrued substantial debt with the casino and is being held hostage until the family pays their debt. The family does not intend to bow to the demands of an illegal establishment and wants The Noble to retrieve their peer by any means necessary. Throughout the course of the adventure, that specific character will be referred to as “The Captive” for ease of reference.

BACKGROUND

The Paradise Casino is an underground gambling venue discreetly tucked away in the depths of a city sewer, obscured from prying eyes by powerful magic. The casino has been operating for 30 years without any major incidents with the city humming above it. It attracts high-stakes gamblers through a selection of taverns around the city that host their own gambling clubs.

The casino is owned by an ancient silver dragon that goes by the name Ziggy Hems. She uses the casino, which is functionally her lair, to fund and store ancient historical relics.

The Stone Troll’s Lantern is a recent addition to the casino’s repertoire of feeder taverns. Owned and operated by a woman named Alicia Rose, this unusual tavern is built into the bottom floor of a townhouse and has several below-ground floors, including direct access to the sewers.

THE CAPTIVE

Regardless of the exact nature of The Noble's relationship with The Captive, they learn something new about the individual: they have a penchant for gambling. While they've managed to keep their vice under control for some time, their blunt temperament has gotten them into trouble more than once. Unfortunately, they've aggravated the owners of the wrong casino this time.

Use the table on the following page to either roll or pick a description for The Captive that fits your game.

D12	RACE	DESCRIPTION
1	Dragonborn	Vaardel Morrash. She has a smooth head and green eyes with ridged copper scales.
2	Dwarf	Bendar Bonegranite. He has rugged pink skin and cropped, wavy, white hair.
3	Elf	Arbane Caijeon. He has very long, curled, white hair and green eyes. He has soft copper skin. He stands 167cm (5'5") tall and has a lean build.
4	Gnome	Friktit Tinsaper. She stands 99cm (3'2") tall and has a beefy build. She has rough brown skin.
5	Half-Elf	Arryn Bluebow. She has short, straight, blond hair and yellow eyes.
6	Half-Orc	Fulonar Willowdraft. She is a physically imposing dark-skinned woman. She wears crescent spectacles with a black brim.
7	Halfling	Belsys Nimblehearth. She has light skin and hazel eyes. Her very long curly silver hair is styled in elaborate braids.
8	Human	Solomon Denholm. A woman of a pale complexion, she is well dressed, but even with her fine clothing she looks run-down. Her auburn hair is braided into rings.
9	Tiefling	Marcelina Sohreh. This petite short woman is perpetually holding a sweet of some kind. She usually wears her red robe and has her shortspear always slung over her shoulder, marred by sweets.
10	Goblin	Gobba. He stands 102cm (3'4") tall and has a round build. She fidgets constantly and always has a backup plan.
11	Kobold	Zirpe. A man with a cold, calculating air about him, he wears tight fitting clothing which further accentuates his frame. His red eyes dart around the room hyper actively observing anyone and anything.
12	Lizardfolk	Shetra. She has black scales and golden eyes. A large yellow frill sticks up from her head.

ADVENTURE HOOKS

You can use the following table to craft a unique hook for The Noble based on their relationship to The Captive.

D4 HOOK	RELATIONSHIP WITH THE CAPTIVE
1	The Noble receives a missive asking for assistance in a delicate family matter. One of The Noble's cousins went missing a week ago and shortly after the family received a ransom letter. They ask The Noble to recover their cousin quietly to avoid further muddying the family's reputation.
2	A noble house allied with The Noble's house has reached out for aid with a sensitive matter. The heir to the allied house has been missing for several days after a bout of gambling. They need the heir recovered and this incident kept under wraps.
3	The Noble receives a letter from a member of their family that is sympathetic to their love of another family's heir. The letter informs them that their love has been seized by an underground casino for defaulting on their debts. The sympathetic family member is unsure what the facts of the situation are, but urges The Noble to resolve the situation quietly, lest the rest of the family discover this blunder.
4	One of The Noble's peers, a noble beloved by the people of the nation, has gone missing. The Noble's sovereign has kept their disappearance under wraps for now. The sovereign has several parties scouring the city in search of the missing noble and reached out to The Noble to assist in the search effort.

RUNNING THIS ADVENTURE

Infiltrating an invitation-only casino is not a simple task. The characters are expected to make multiple visits to the Stone Troll's Lantern, a gambling den that feeds clients to the Paradise casino, to gather information and establish themselves as regulars. Arousing suspicion that somebody is attempting to break into the casino could result in the feeder tavern being cut off entirely, blowing the operation.

The progress of this adventure is measured in weeks. The gameplay loop of this adventure is:

1. Each week, the party chooses an NPC to socialize with (refer to the "Infiltration Stages" below for a concise list of NPCs to pick from). Allow the players to discover the NPCs by exploring each map.
2. Roleplay a conversation between the player-characters and the chosen NPC. Refer to the NPC's disposition, personality, and quirk to roleplay them.
3. After a brief conversation, decide whether or not the characters have shifted the NPC's disposition, and whether that shift is positive or negative. A Charisma (Persuasion, Deception, or Intimidation) check might apply; each NPC also has relevant checks listed under their disposition. The difficulty of the check depends on the person's current attitude toward the party (refer to the table below). Characters who made notable contributions to the conversation can aid each other on the check to grant advantage, but the characters might also have disadvantage if they offended the person.
4. Check if the characters have completed the current stage (see "Infiltration Stages" below). Repeat from step 1.

The following table has suggested DC's for each disposition and rewards for improving the disposition.

STARTING DISPOSITION DC ON SUCCESS

Friendly	14	The NPC reveals their "intel" if they have any.
Neutral	17	Disposition becomes friendly. The NPC reveals their "history."
Hostile	20	Disposition becomes neutral.

INFILTRATION STAGES

There are three stages to infiltrating the casino and rescuing The Captive. Failures during one stage do not have to result in failure of the following stages.

STAGE ONE: TAVERN

The characters begin with access to the first floor of the Stone Troll's Lantern. At this stage, the goal is to get the passphrase for the tavern's gambling hall from the staff.

The following NPCs are available at this stage (see "Basement Cast"):

- Dworgoun Caskchin, cook.
- Sea Breeze on a Summer Morning, waitress.
- Vola Quinton, bouncer.

Completing This Stage. After the characters spend at least 2 weeks here and reach a friendly disposition with an NPC, they're encouraged to order "broiled stirges" next time they visit. Ordering the "broiled stirges" enters them into the gambling hall.

STAGE TWO: GAMBLING HALL

At this stage, the goal is to get an invitation to the casino.

In addition to the previous NPCs, the following NPCs are available at this stage (see "Sewers Cast"):

- Jaennis Caswell, waitress.
- Reirak Brownbreaker, cook.
- Theriatis Hanali, gambling regular.

Completing This Stage. After the characters spend at least 2 weeks gambling and achieve a friendly disposition with one of the staff, they are introduced to Alicia and receive an invitation to the casino.

STAGE THREE: SCOPING OUT THE CASINO

At this stage, the goal is to learn where exactly The Captive is being held so that he can be rescued.

The following NPCs are available at this stage (see "Casino Cast"):

- Berevan Sisters, baristas.
- Ecstasy, gambler.
- Jaxar Burton, guard.

Completing This Stage. Various NPCs in the casino have information that the characters can use to locate The Captive and potentially retrieve them without raising alarms.

GAMBLING

You can use the following games to roleplay any of the gambling elements of this adventure.

QUICK RULES

Tavern Buy-In: 20 gp.

Casino Buy-In: 100 gp.

DICE ROULETTE

Use the following steps to play:

1. Each character must choose a number between 1 and 20 or choose between even and odd. Correctly guessing the exact number nets the character triple their buy-in.
2. The dealer (GM) rolls a d20 and the guesses are locked in.

Winning. Correctly guessing even or odd nets the character one-and-a-half times their buy-in.

GYP

Use the following steps to play:

1. Each character must roll 2d6 dice. If the dice total 7 or 12, they win.
2. If the character does not win, they can double their bet and add 1d6 to their total. If the dice total 7 or 12, they win.

Winning. If a character wins, they earn twice their buy-in or bet.

SLOTS

Use the following steps to play:

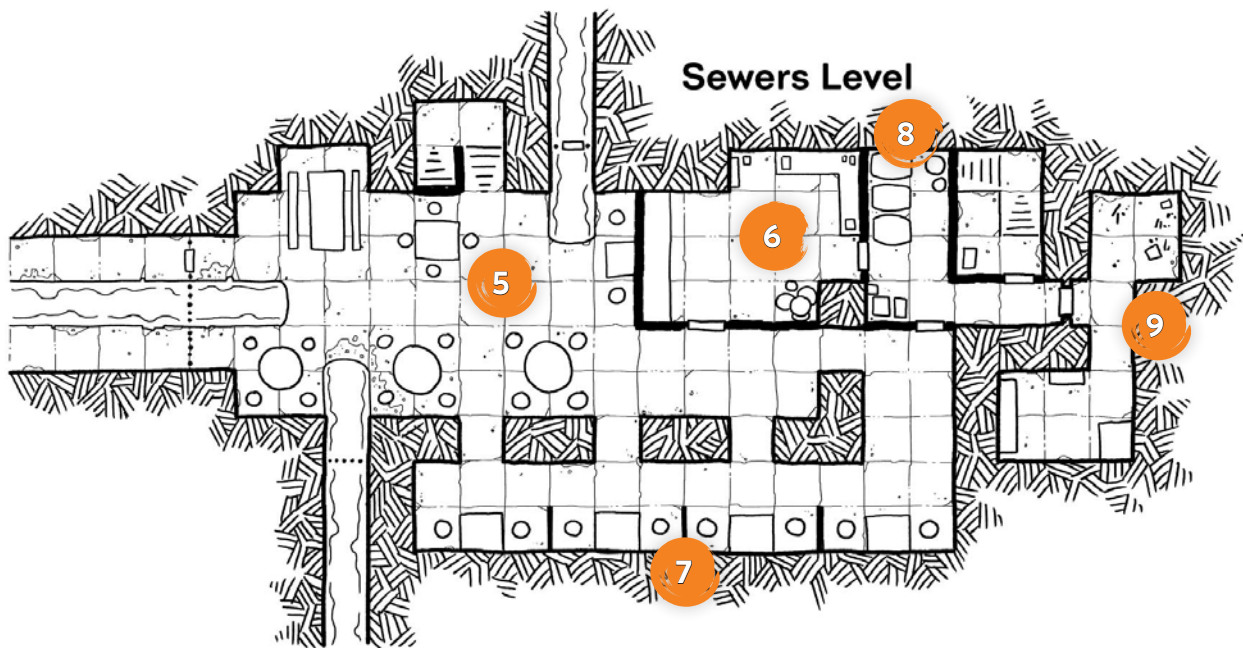
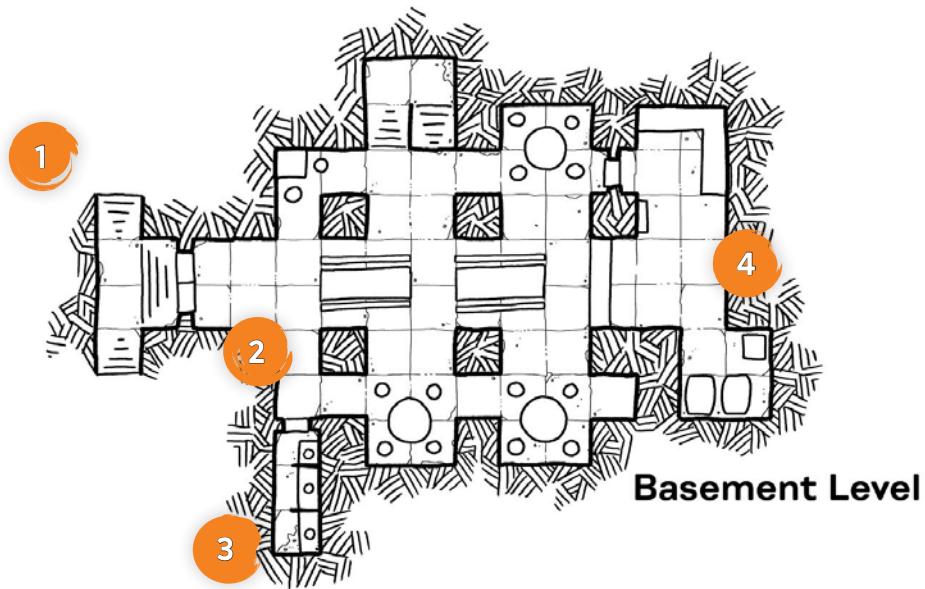
A character rolls 3d6 dice. If all three dice have matching numbers, the character wins.

Winning. The character wins twice their buy-in. If the matching numbers are all sixes, they win four-times their buy-in.

MISSION PREPARATION

The Noble's family has performed some preliminary investigations into the casino where The Captive is being held. They have gathered the following information for the characters:

- The casino is hidden in the sewers beneath the city.
- The casino is a large-scale invitation-only operation with multiple feeder gambling halls scattered around the city.
- The city guards have found and shut down some of the feeders, but they've failed to locate the casino itself.
- The characters will have to enter one of the feeder gambling halls and make a good enough impression to get an invitation to the casino.
- The feeder that the characters will be going to is located at the Stone Troll's Lantern, a rundown tavern that attracts an outsized number of patrons for its size and location.
- The tavern uses a monthly rotating passphrase to gate access to their gambling hall.



MAPS BY DYSON LOGOS

THE STONE TROLL'S LANTERN

The tavern is a three-story subterranean structure built beneath a townhouse.

GENERAL FEATURES

Unless otherwise noted, locations in The Stone Troll's Lantern have the following features.

Ceilings, Floors, and Walls. The tavern is built out of the lower levels of a townhouse in a sparsely populated area of the city. The basement is the only floor with a wooden ceiling. Everywhere else, the ceilings, floors, and walls are made from stone.

Doors. All of The Stone Troll's Lantern doors are 2 feet thick, 4 feet wide, 6 feet tall, and made of iron-reinforced wood. They have AC 15, 18 hit points, and immunity to poison and psychic damage. Except where otherwise noted, all of the doors are unlocked.

A locked door can be forced open by succeeding on one DC 20 Strength check or making three consecutive attempts. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 15 Dexterity check.

Lighting. The tavern is dimly-lit by half-doused lanterns. Bright light is provided exclusively by floating lanterns that follow the waiters.

Climate. Due to being underground, near the sewers, and poorly insulated from the elements, the tavern is persistently warm and moist. Food can't be kept in the tavern for long without mold growing over it.

Staff Uniforms. The waiter/waitress uniforms include a lit oil lantern that hover around them, providing better illumination for them and notifying patrons where they are.

BASEMENT CAST

There are three people of interest on the basement floor of the tavern.

DWORGOUN CASKCHIN

Neutral | Female | Dwarf | Cook (**commoner**)

Starting Disposition. Hostile. She doesn't like talking to most people, with the exception of Vola. Creatures that connect with her over food may substitute a Charisma check for an Intelligence (History) check for discussing culinary history or a Wisdom (Perception) for identifying the ingredients in her dishes.

Personality. Quiet and reserved, she prefers to listen than to talk. She cares deeply about the food she prepares for guests of the tavern and keeps an eye on patron reactions when they take their first bite; a fascination that is often frustrated by Breeze's tendency to order patrons food of her own whims. Dworgoun can identify the ingredients of a dish by smell and enjoys showing off this talent.

Description. Skalilynn wears plain and functional clothes. She has deep brown skin and deep-set brown eyes.

SEA BREEZE ON A SUMMER MORNING

Neutral | Female | Tiefling | Waitress (**commoner**)

Starting Disposition. Neutral, though she feigns a pleasant face for customers. Creatures that connect with her over a breadth of subjects as she jumps from one subject to the next may substitute a Charisma check for a general Intelligence or Wisdom check.

Personality. "Breeze" for short. She speaks confidently about a variety of topics with grace. She is clearly well-traveled and educated, with an amazing amount of patience and a slow-boiling temper. Rather than take people's orders, she picks out food for each patron based on how they introduce themselves. The more outspoken the introduction, the spicier the dish she orders for them.

Description. Standing at 5' 10" tall with aquamarine skin with expressive amethyst eyes and shoulder length, curly, deep purple hair that is twisted into dreadlocks.

VOLA QUINTON

Neutral | Female | Half-Orc | Bouncer
(gladiator)

Starting Disposition. Hostile. She is distrustful of everybody in the tavern except for Dworgoun. Creatures that connect with her over displays of strength may substitute a Charisma check for a Strength (Athletics) or general Constitution check.

Personality. She is skeptical of what others tell her and is slow to trust. While she acts the brute, she is far gentler than she would appear. She can speak with the dead, and doesn't see much difference between the living and dead.

Description. She is tall, broad shouldered and powerfully built. Her white hair is unkempt and raggedy. Her brown eyes have a joyful gleam in them most of the time.

BASEMENT

The “basement” level is where most of the tavern’s patrons eat, drink, and socialize. This floor is manned by a tiefling woman and two dwarves that run the kitchen.

1 - ENTRANCE

As the characters approach the building, read the following:

Tucked at the end of a muddy street in a forgotten corner of the city is a two-story townhouse. A set of rickety wooden stairs ascend to the residential entrance into the building. Flanking the rising stairs are two small cobblestone patios, each with a set of descending stairs that merge in front of a set of battered double doors. Several people are loitering on the patios and the muffled sounds of inebriated conversation and laughter can be heard through the doors below.

Encounter: Drunkards. There are three **spies** hidden among the loiterers. The spies work for the tavern and casino; their job is to test the temperament of groups so that the joint enterprise can filter out disruptive elements before they have an opportunity to cause trouble. One spy initiates an encounter with the characters by stumbling into the brawniest member and shouting something about a stolen chicken. The next round, they take a swing at the weakest-looking member. If any of the characters enact violence on the first spy, the second spy moves to intervene while the third slips inside of the tavern and drops an iron bar across the double doors, alerting the bouncer (Vola, the **gladiator** in area 2).

Double Doors. When the iron bar is dropped across the doors, the doors cannot be picked and the DC to break them by force increases by 10.

2 - COMMON ROOM

This subterranean refuge is damp and dark with the sour smell of alcohol hanging heavy in the air. The cheerful banter of well-fed and modestly inebriated folk fills the room. A single lantern shines like a beacon in the room, bobbing up and down as it floats around the establishment's waitress.

Humanoids and other creatures are expected to seat themselves where possible in this room.

Magic Mouths. Two dozen *magic mouths* are discreetly placed throughout this room. The mouths' triggers are carefully orchestrated to amplify the noise of the already-loud tavern and create the illusion of loud overlapping conversation, intended to obscure any noise coming from the gambling hall below. A character that spends at least 30 minutes in the room and succeeds on a DC 20 Wisdom (Perception) check or has a passive Perception of 20 detects the repeating auditory backdrop.

Staff. Vola, the bouncer, is stationed along the wall near the entrance. Breeze, a waitress, works the whole room. See "Basement Cast" for more information about these characters.

Access to the Gambling Hall. Creatures that flag down the waiter and attempt to order "broiled stirge" are invited to take the stairs down to the sewer level. Sometimes Breeze likes to tease new patrons by first serving them broiled strige, a stringy meat with a coppery aftertaste from the blood stirge's consume.

3 - LATRINE

The latrine has a moist wooden bench with three holes separated by waist-high dividers. Waste is deposited into self-tipping buckets over the sewer below.

Encounters. When entering the latrine, roll on the following table for a possible encounter:

4 - KITCHEN

The warm aroma of meat being cooked fills this room. A stout dwarven woman is stationed on a stepping stool at a counter to the north, preparing ingredients. There are two beer kegs in an alcove to the south.

Staff. The kitchen is operated by Dworgoun Caskchin, a dwarven woman (see "Basement Cast").

D6 ENCOUNTER

1-2 No encounter.

3 A red-skinned tiefling woman wearing simple overalls is sitting crouched on top of the bench, engrossed in a thick book with a leather spine. She is so thoroughly absorbed in the book that she does not respond to anything except the theft of her book. The book's title is "Call of the Forest," a lengthy dissertation on druids and the gods of nature.

4 A wiry, 5-foot-9-inch man with red hair done up in a braided mohawk is propped up on one leg, standing over one of the bench holes. He is carefully lowering a rope with a powerful lodestone down the hole. He shushes anybody that enters the latrine.

4 If given 5 minutes of uninterrupted silence, he successfully retrieves a decorated iron dagger from the waste bucket below.

If interrupted, he accidentally places too much weight in the bucket and his quarry falls into the sewer below; he frowns before hacking away at the seat to chase after the dagger by entering the sewer.

5 A portly dwarven man is crying on the floor in front of the latrine bench. He is in the midst of a drunken fit after being broken up with by his partner, Eridud. If approached, he latches onto the nearest humanoid and begs to know what he's going to do now.

6 A muscular man in half-equipped leather armor bearing the city guard's insignia is leaning over the furthest bench hole, expelling an unbelievable volume of tie dyed bodily fluids. Casting *dispel magic* on the man absolves him of this condition.

SEWERS CAST

There are three people of interest on the sewers floor of the tavern.

JAENNIS CASWELL

Neutral | Female | Human | Gambler (**noble** with proficiency in chess)

Starting Disposition. Neutral. Creatures that connect with her over the history of chess may substitute a Charisma check for an Intelligence (History) check.

Personality. She is almost supernaturally perceptive, and has a silver tongue. She prays to the goddess of knowledge and vigilance.

Description. Jaennis is a human woman about 23 years old. She has light skin and hazel eyes. Her medium-length curly red hair is put up in braids. She is strong, but clumsy. She believes it is important to create and learn new things.

History. She was born to a wealthy landowner in a frontier town, living a normal and happy childhood. Trips to the city with her father enamored her with life in the city.

REIRAK BROWNBREAKER

Neutral | Male | Dwarf | Cook (**commoner**)

Starting Disposition. Hostile. He wants little to do with other people. Creatures that connect with him over food or organization can substitute a Charisma check for a general Wisdom check.

Personality. He is shy and timid. He has not had much interaction with people and is skittish around them. He keeps a meticulously organized workspace and knows precisely how much stocked food they have available at any given moment.

Description. Dworgoun wears nice clothes and has light brown skin. He is short (even for a dwarf), overweight, and clumsy.

History. Gifted from a young age, Reirak studied abroad. While studying, he fell in love. They married and had a daughter. He has gone from town to town till he finds a spot where he can set up a sustainable business.

THERIATIS HANALI

Neutral Good | Male | Elf | Gambler
(commoner)

Starting Disposition. Neutral. Creatures that connect with him over observing the other people in the casino can substitute a Charisma check for a Wisdom (Perception) check.

Personality. He goes out his way to put a smile on everyone's face. There's no-one he won't accept into his heart. He is terrible with names, forgetting people's names several times before they finally stick; this causes him no end of embarrassment.

Description. A man with a friendly, welcoming air about him, he wears a tan tunic with grey highlights, and long tan pants that bunch up around his shoes. He wears his blonde hair down and his eyes are blue.

History. He is heir to a fortune and has not had to work a day in his life.

Intel. He can provide a breakdown of personalities and quirks of everybody employed by the Stone Troll's Lantern, however he can only remember the staff by their description, which can make communicating this information more challenging.

SEWERS

5 - COMMON AREA

If the characters enter this area during open hours, read the following:

The smell of rotten eggs drifts through this poorly lit, damp chamber. People are huddled in groups around several tables, rolling dice, playing cards, and engaging in other forms of gambling. One waitress with a floating lantern is tending the room, distributing food and drink.

Staff. Jaennis Caswell serves as a waitress for this floor.

Gambling. Most of the people here are only interested in gambling. Characters can participate in gambling (see “Running This Adventure: Gambling”). Alternatively, Theriatis Hanali is one of the few gamblers here that is open to conversation with the characters (see “Sewers Cast”).

North Sewer. The metal door leading into the sewers here is locked. Creatures that venture in this direction for 10 minutes find a drainage pool that exits the sewer system and dumps into a river.

If a fight breaks out in the gambling den of the Stone Troll’s Lantern, the bodies are brought here to be broken down and discarded. A creature that investigates the drain and succeeds on a DC 14 Intelligence (Investigation) check discovers matted hair and flesh partially clogging the drains.

West Sewer. The metal door leading into the sewers here is locked. If the characters break through this door, proceed to “Reaching the Paradise Casino.”

South Sewer. Self-tipping buckets at the top of the sewer’s brick ceiling collect waste and deposit it in lump sums into the waste-water below.

6 - KITCHEN

There’s a long counter along the west wall and an L-shaped counter in the northeast corner; both countertops are used for food preparation.

Staff. Reirak Brownbreaker works in this kitchen (see “Sewers Cast”).

7 - PRIVATE TABLES

There are four private tables set between wooden dividers in this narrow hall. The individuals seated in this area are engaged in private games.

Gambling: High-Stakes Chess. Characters can play a game of high-stakes chess with Jaennis Caswell (see “Sewers Cast”) and converse with her. The buy-in to play with her is 100 gp.

To play a match of chess, two creatures compete with contested rolls. The first creature to succeed on three checks wins the game. Creatures can choose to make one of three different skill checks to play a round of chess – an Intelligence check, a Charisma (Deception) check, or a Wisdom (Insight) check. A creature that is not proficient with any gaming sets has disadvantage on these checks, a creature with at least one gaming set proficiency has no advantage or disadvantage, and a creature proficient in a chess-related gaming set gains advantage on these checks.

8 - CASK HALL

This L-shaped hall is empty except for three beer barrels and a couple small boxes.

Treasure: Beer. Each beer barrel is worth 2 gp.

9 - PANTRY

The pantry is split into two rooms, one north and one south. The northern room is notably damper, with clear signs of mold growing on the walls. The southern room contains two shelves and a large crate.

Treasure: Illicit Gains. A character that succeeds on a DC 17 Intelligence (Investigation) check discovers a secret cache of gold in one of the shelves — the tavern’s winnings from the gambling.

DUNGEON CAST

ALICIA ROSE

Lawful Neutral | Female | Human | Tavern
Owner (**noble**)

Personality. She does not care much for physical appearances, nor does she care much for other people. She does however care about what she wants and getting it.

Description. Alicia Rose is a 46-year-old human woman with long red hair. She wears a suit in poor condition. It has not been laundered in sometime and has been worn in activities one would not normally wear a suit during.

GM Info. She's been in the restaurant business for 30 years, but running a gambling hall is new to her. As a recent addition to the network of feeder gambling halls, she's over-eager to impress her new benefactor with fresh clients.

DUNGEON

10 - STAFF COMMONS

A set of stairs winds down to this tight, rectangular chamber. There are several alcoves scattered throughout the area, mostly filled with supplies for the tavern — dry goods, plates, utensils, carpentry materials, etc. A vacant table sits in the east corner with half-filled mugs of beer left out from the night before.

Treasure: Miscellaneous Items. The supplies scattered throughout this room are worth a combined value of 100 gp and weigh a cumulative 50 lbs.

11 - HEAD OFFICE

The door to this room is locked. This tight office space contains two desks and chairs, one pressed against the west wall and the other pressed against the east wall.

Staff. Alicia Rose (see “Dungeon Staff”), the owner of the establishment, is here working through the tavern’s financial books.

Desks. The tavern’s financial books are plainly visible on the desk. A character that examines the books for 10 minutes and succeeds on a DC 17 Intelligence check is able to puzzle out discrepancies in the financial reports that are carefully obscuring the illegal gains from gambling and smuggling.

A character that succeeds on a DC 14 Intelligence (Investigation) check discovers a hidden compartment in the larger desk that holds a ledger. Combining the ledger with the tavern’s financial records, a creature can put together a complete picture of the money going in and out of the tavern. Bonus payouts from the casino for providing new clients and serving as a storehouse for smuggled goods are also listed here.

12 - LOCKER

The door to this room is locked. Inside, there are two large wooden crates.

Treasure: Smuggled Goods. Each crate contains a variety of smuggled goods — five bolts of silk worth 50 gp each, an assortment of potions ingredients worth 100 gp, and the skull of an aboleth worth an unknown value.

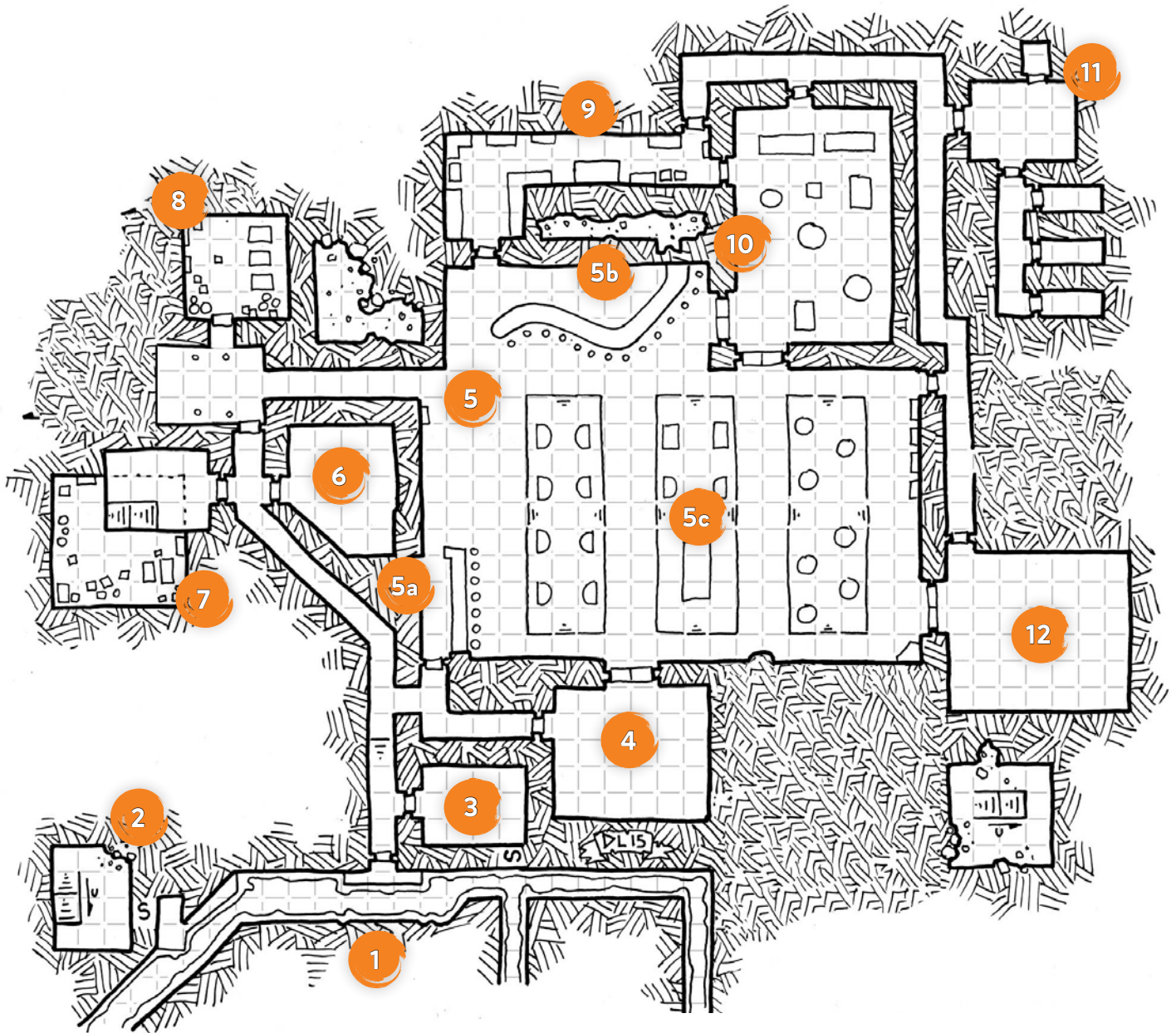
REACHING THE PARADISE CASINO

Paradise Casino can be accessed through the west sewer of the Stone Troll's Lantern sewer level.

These sewers are protected by a permanent casting of *guards and wards* (9th level). The sewers are filled with an impenetrable fog that smells sweet, illusory walls, and multiple gates protected by *arcane lock*. The only creatures unaffected by the spell are the goblins that escort creatures to and from the casino and Ziggy Hems, the casino's owner. Even if the effects of *guards and wards* are dispelled, the maze of possible paths makes it extremely difficult to navigate to the casino. To reach the casino without assistance, a creature must succeed on three consecutive DC 19 Wisdom (Survival) checks.

Characters that receive an invitation to visit the casino are escorted from the Stone Troll's Lantern sewers to the Paradise Casino by "gobdola" i.e. goblin-operated gondolas. It takes 30 minutes for the gobdola to travel from the tavern to the casino. The goblins contracted by the casino are all under the effects of *geas*, forbidding them from knowingly escorting creatures that have not received an invitation to the casino. The goblins are aware of the *geas* and staunchly refuse to escort anybody while the spell is active on them. If the spell is removed, through *dispel magic*, death or other means, the goblin is easily intimidated into guiding the characters to the casino.

Once the characters navigate the sewers, proceed to area 1 of the Paradise Casino.



MAPS BY DYSON LOGOS

PARADISE CASINO

The casino was built in an abandoned portion of the sewers by a silver dragon.

GENERAL FEATURES

Unless otherwise noted, locations in the Paradise Casino have the following features.

Ceilings, Floors, and Walls. The casino is built out of an abandoned section of sewer beneath the city. Every surface is built from solid stone

Doors. Most of the Paradise Casino's doors are 1 foot thick, 4 feet wide, 6 feet tall, and made of wood. They have AC 15, 18 hit points, and immunity to poison and psychic damage. Unless otherwise noted, all doors are unlocked.

A locked door can be forced open by succeeding on a DC 20 Strength check. A creature that is proficient with thieves' tools can pick a locked door with a successful DC 15 Dexterity check.

Damascus Steel Doors. Some of the Casino's doors are made from damascus steel conjured from clouds by Ziggy. The metal is unusual and characterized by a wavy, streaked appearance. These doors are 1 foot thick, 4 feet wide, and 6 feet tall. They have AC 19, 18 hit points, immunity to poison and psychic damage, and resistance to bludgeoning, piercing, and slashing damage.

Lighting. The casino is brightly lit by lanterns fixed to the walls and floating in the area. The lanterns are evenly spaced exactly 30 feet between one another.

Climate. The casino is kept at a cozy, slightly warm temperature with surprisingly good airflow for being placed in a sewer.

Forbiddance. The casino is under the effects of *forbiddance*, preventing creatures from accessing the area by portals, teleportation, or extraplanar travel. Additionally, fiends and undead take damage in accordance with the spell if they're in the spell's area.

Anti-Magic Field. Ziggy warded the casino so that she alone could cast spells near or within it. The effect is identical to an *antimagic field* centered on the casino and extending 300 feet from it in all directions. The effect doesn't apply to magic traps and constructs created by Ziggy. Only a *wish* spell or similar magic can end this antimagic effect.

CASINO CAST

The casino has a large staff composed of waiters, clerks, money counters, guards, cooks, and more. Staff may wander into any room of the casino at your discretion.

Below are three notable NPCs that the characters can interact with to gain insights into the casino's functioning.

BEREVAN SISTERS

Lawful Evil | Female | Humans | Baristas
(**commoners**) in area 5A and 5B

The Berevan sisters are named Eloise and Oriel.

Starting Disposition. Hostile, though they put on a good show for guests to keep the customers happy. Creatures that connect with Eloise over business talk can substitute a Charisma check for a general Intelligence or Wisdom check. Creatures that connect with Oriel over drinking games can substitute a Charisma check for a Charisma (Constitution) check.

Personalities. Eloise is a melancholic but persistent worker. Oriel is easily distracted, often focused on what she can see through Eloise's eyes rather than her own.

Description. Eloise is a woman with a warm, jovial air about her, she wears a tan vest with golden trim over her white shirt. Oriel is lean but muscular and is constantly adorned with expensive silk clothing, often dyed in bright yellow and blue.

History. The sisters were sold as small children to a necromancer. They were frequently test subjects. They eventually gained freedom when their former master disappeared. In a twisted fortune, the testing gave the sisters a magical telepathic bond that allows them to share their thoughts and senses such as sight.

Intel. During a slow shift, one of the sisters shows a character a secret hideaway tucked inside the walls of the casino. The hideaway leads into the exhibit preparation hall, circumventing the sealed door connecting area 5 to area 9, where the sister shows off some of the casino's relics that aren't yet on display.

ECSTASY

Neutral Good | Female | Tiefling | Gambler
(**common**) in area 5C

Starting Disposition. Neutral. Creatures that connect with her over drunk stories gain advantage on Charisma checks to shift her disposition.

Personality. She is soft-spoken, optimistic and speaks nonstop, as she rather likes the sound of her voice. She is cautious and jumpy. She reacts to every sound and lacks any concept of subtlety.

Description. An older woman who wears many layers of old clothing at all times, she is not a threatening figure. Her hair is short and red. Her gold eyes dart from person to person to random spaces in the air.

History. Born to a poor family in the city she treasured whatever gifts she got. She made a point of taking high paying jobs and getting most of it up front. She has recently gotten a pet goose that steals things from people.

Intel. One time, after a few too many drinks, she caused so much trouble that the guards took her to their holding cells and an old gnome woman came in and petrified her. She isn't sure exactly how long they left her like that, but she knows it was at least a week. The holding cell she was brought to was in the far northeast corner of the facility.

JAXAR BURTON

Neutral Evil | Male | Human | **Guard** in area 5

Starting Disposition. Neutral. Creatures that connect with him by offering him free substances (such as alcohol) gain advantage on Charisma checks to shift his disposition.

Description. Jaxar wears simple work clothes. He has tan skin and blue eyes. His thinning, wavy black and gray hair is twisted into many short, tight braids. He has a thick black and gray beard.

Personality. He is a brilliant intellectual and charming, but easily fooled. He believes it is important to honor your elders and to be appreciative of beauty.

History. He was born the only child of a wealthy merchant. When he came of age, he joined a caravan that would eventually take him to the city. When he arrived, he apprenticed to become a professional layabout.

Intel. He gets mildly inebriated and invites one or two of the characters to join him on a jaunt around some of the casino's private rooms. He fetches costumes from storage (area 7) and then leads the characters to the holding cells (area 11) where they mock and decorate the petrified Captive being held there in costumes.

ZIGGY HEMS

Lawful Neutral | Female | Gnome | Casino Owner (see “GM Notes” below for stat block) in area 13

Personality. She is cunning as she is ruthless and somewhat of a klutz. She has a good heart but also a terrible temper. She will forgive often but not before yelling and berating someone for whatever they have done wrong. She has a proclivity for collecting rare artifacts.

Description. is an elderly 279-year-old gnome that runs an underground casino in a forgotten section of the city sewers. At 3 ft., 5 inches tall and 41 lbs, she doesn’t cast an imposing figure. She has tan skin and big, bright green eyes. Her wavy white hair is tied in a short braid.

History. Not much is known about the casino or Ziggy’s ascent to power. By all accounts, she and her casino appeared suddenly 17 years ago. She rarely makes appearances on the casino floor during operating hours.

GM Notes. In truth, Ziggy is an **ancient silver dragon**. 30 years ago, her fascination with humanoids led her on a deep dive into high-stakes gambling rings around the continent. After years of playful observation, she decided to build her own casino targeting the wealthy elite and use the earnings to pull political strings in favor of her primary motivation: sequestering historical artifacts away from short-lived humanoids that would lose or destroy them.

In addition to being an ancient silver dragon, Ziggy has innate spellcasting. Her spellcasting ability is Charisma (spell save

DC 21, +13 to hit with spell attacks). Ziggy knows the following spells:

- 1/day: *divine word*, *forcecage*, *project image* (can appear as a humanoid), *sequester*, *simulacrum*, *teleport*

Ziggy reserves *divine word*, *forcecage*, and *teleport* for emergencies. She uses *project image* to keep an eye on the city and interact with its denizens. She uses *sequester* to sort and store items belonging to her collection that aren’t on display. Finally, she uses *simulacrum* on humanoids that she finds fascinating so that she can study them further.

Negotiating for The Captive. If the characters’ ploy to retrieve The Captive is discovered by Ziggy, she is likely to confront the characters directly. Ziggy will allow The Captive to leave, unpetrified and unharmed, after the characters return to The Stone Troll’s Lantern and kill all of the gamblers and staff that are aware of the tavern’s connection to the casino (everybody on the sewers floor and dungeon floor) and raze the building to the ground — a demonstration to the other feeder taverns Ziggy employs that allowing disruptive parties to worm their way into the casino is not tolerated.

The characters can fake the deaths of the people at The Stone Troll’s Lantern. As long as they burn the building to the ground, Ziggy is satisfied and teleports The Captive, alive and well, to the characters shortly afterwards.

1 - ENTRANCE

A 2-and-a-half-foot stone landing juts into the sewer water, offering footing before a pristine wooden door set in a polished gold frame.

The gobdola's pick up and drop off clients and staff of the casino here. At any given time there is at least one gobdola waiting here.

Door. During open hours, the casino door is unlocked and glides open effortlessly. When the casino is closed to clients, it is locked and protected by *arcane lock*.

Upon entering, creatures are greeted by signage that directs them to the room immediately to their right (area 3) to check any coats or weapons. Continuing north up a set of stairs, signage directs creatures to make a right turn at the first junction and then another right to the lounge and casino.

2 - GOBDOLA QUEUE

A cluster of gondolas are clogging the sewer in front of a stone platform.

Encounter: Sleeping Goblin. There is one **goblin** asleep in the cabin of a gondola.

Gondolas. There are three gondolas in the sewer water.

3 - COAT CHECK

If the characters enter during open hours, read the following:

Several people in fine clothes are queued at the door, handing their coats and the occasional dagger to a cheerful goblin sitting in a tall chair behind an oak desk. The goblin is taking the items and stuffing them into the desk's drawers.

Encounter: Coat Checker. Creatures entering the casino are expected to hand over any weapons here. The coat checker in charge is a pleasant **goblin** named Mug. There are three **commoners** in line.

Treasure: Desk. The desk drawers contain three bags of holding, each with a label written in goblin. The labels read "stab," "magic," "coat" and they have the following contents:

- There are fifteen fine coats worth an average of 50 gp each in the *bag of holding* labeled "coat."
- There are seven daggers in the *bag of holding* labeled "stab."
- There is one *wand of enemy detection* in the *bag of holding* labeled "magic."

4 - LOUNGE

There are a handful of upholstered chairs, a couch, and an attendant at a desk for getting casino chips. A quiet chatter hovers over the room.

Casino Desk. Creatures can exchange gold for casino chips at the desk. There are chips worth 10 gold, 20 gold, 50 gold, and 100 gold.

5 - CASINO FLOOR

Well-dressed individuals of every height, weight, race, and creed are shuffling around the casino floor, congregating at the bars and gambling tables. Light chatter and the sound of dice rolling are broken up by the occasional cheer or shout.

7a. This straight wooden bar seats seven creatures. It is bartended by one of the Berevan sisters (see “Casino Cast”).

7b. This curved stone bar seats 14 creatures. It is bartended by one of the Berevan sisters (see “Casino Cast”). A character examining the wall that succeeds on a DC 15 Intelligence (Investigation) check notices loose stone behind the bar, leading to a cavity in the wall that connects to the exhibit preparation hall (area 9).

7c. There are a variety of games being played in the three sunken arenas (refer to “Running the Adventure: Gambling”). Creatures can freely participate in the games if they have casino chips. Chips can be purchased in the lounge (area 4).

A **simulacrum** of The Captive is here, gambling with chips provided by the casino. The simulacrum is unaware of its nature, it does not know about its original’s predicament, and it has no memory of any events prior to gambling at the casino. As far as The Captive’s simulacrum is concerned, it’s in paradise. A creature that spends at least 30 minutes observing The Captive and succeeds on a DC 17 Wisdom (Perception)

check notices that the casino staff are tense and especially careful around The Captive.

Leaving the Casino with the Simulacrum. If the characters attempt to leave the casino with The Captive’s simulacrum, nobody stops them. While they are still within the city limits, a stranger (an illusion created by Ziggy using *scrying* and *project image*) approaches the characters and tells them “you shouldn’t take things that aren’t yours.” They do not explain themselves nor wait for the characters to respond before walking into a crowd and disappearing again (ending the *project image* spell).

24 hours later, the simulacrum of The Captive turns into a pile of snow as Ziggy creates a new simulacrum of The Captive. If the characters had not already discerned that The Captive is a simulacrum, a character with proficiency in *arcana* recognizes them as a simulacrum upon their melting.

If the characters are persistent and attempt to abscond with the simulacrum three times, Ziggy (see “Casino Cast”) begins observing The Captive and awaits the next attempt. This time, she intervenes and invites the characters to her office (area 13) to discuss their repeated trespasses.

6 - KITCHEN

The metallic sounds of plates being shuffled, pots and pans changing hands, and knives chopping food on wooden boards fills this busy kitchen. The fragrance of steamed vegetables and cooked meat saturates the air.

Encounter: Staff. There are three cooks (**commoners**) in this room preparing food and one waiter (**commoner**) setting dirty plates aside while the next order is being prepared. Creatures that are not disguised as casino staff are told to leave and directed back to the casino floor.

7 - CASINO STORAGE

The wooden door to this room is locked.

This two-floor area has a barren upper floor and a staircase leading down 10 feet into a dark room filled with open wood crates, bar stools, plateware, kitchen supplies, spare casino uniforms, and other miscellaneous supplies used by the casino.

Uniforms. There are 14 casino uniforms. Humanoid creatures between 4 feet and 6 feet tall can don a uniform to disguise themselves as casino staff. As long as they are not caught in a group of more than three, everybody except for Ziggy assumes that the characters are new hires. If the characters are roaming in a large group, they must succeed on a Charisma (deception) check with a DC equal to 12 plus 1 for each character in the group to ward off suspicion.

8 - SECURE STORAGE

The door to this room is composed of damascus steel (see "Paradise Casino: General Features") and has a dragon's head engraved on its surface.

The door is locked and sealed by the *arcane lock* spell with the password "dead man's hand" spoken in draconic. Additionally, Ziggy has protected this room with a glyph on the door using the *symbol* spell, requiring a DC 21 Intelligence (Investigation) check to spot. Cast at 7th level, the glyph triggers the death effect (DC 21) when any creature breaches the door without speaking the *arcane lock's* password. The glyph's effect is contained to the 20-foot hall leading to the door.

Inside, the stone walls around this room are chipped and worn with age. There are three large wooden crates to the east and a smattering of smaller barrels and boxes around the remainder of the room.

Large Crates. These crates are packed tightly with wool to protect the contents. The crates, from north to south, contain the following priceless artifacts:

- A smaller box containing an adamantite sword that's been split into fragments in its center. The sword is imbued with magic that prevents it from being repaired.
- A tiny box containing a detached eye. The eye shows no signs of decay. A *detect evil and good* spell or similar magic detects the eye, which is celestial in nature.
- A gnarled olive-wood club wrapped in a lion skin.

Barrels and Boxes. There are a dozen art objects, ranging from sculptures to paintings, with an average value of 5,000 gp each.

9 – EXHIBIT PREPARATION HALL

The east and south doors connecting to areas 7 and 10 are made of damascus steel and are locked. The north door is a simple wooden door.

Inside, there are pedestals with drapes hung over their contents. Some of the drapes have a rectangular silhouette, while others conform to the irregular shape beneath them.

Relics. There are five relics kept under wraps here. The other pedestals are empty. The relics are listed below:

- A serrated bastard sword made of bone. The sword was forged by a coven of sea hags and draws its power from the ocean's tides. Presently, its power lays dormant.
- A pair of gauntlets made from blue-tinged metal. When worn, it surrounds the wielder in a cloak of harmless flames. It was the signature item of a warlord in a notable conflict millenia ago.
- A set of spaulders covered in a gold wash. Parts of the metal are lacquered red.
- A longspear with a half made of red oak. It houses the spirits of its past owners, who demand to speak to their nephew and refuse to speak to anybody else. Unfortunately, they are not helpful in identifying who their nephew is.
- A longbow with a dark blue leather grip. It is expertly crafted from expensive materials. It was wielded by a princess named Emele Svenja that oversaw a kingdom's final defense before it was seized and burned to the ground.

Secret Access. A successful DC 15 Intelligence (Investigation) check reveals loose stone behind one of the pedestals near the south door, leading to a cavity in the wall that connects to the casino floor (area 5B).

10 – MUSEUM

Sound drops dead in the air in this room, which is dedicated to relics placed on eight stone pedestals around the room.

Silenced. This room is permanently under the effects of the *silence* spell.

Relics. There are nine relics on display, listed below:

- A small suit of chainmail covered in engravings. It was forged by elves to be used by goblin champions during an unusual period of aligned interests.
- This broadsword was forged by a long-forgotten wizard as an experiment and appears to change color in the light. The guard is gilded. It shoots lightning bolts. It occasionally stops working mid-battle.
- This mace appears battered, but solid. The metal parts are gilded. It can turn good creatures evil and seems to gravitate toward those with musical talents. It's history is tied to multiple serial killers.
- This dire flail was forged by witches and allows the owner to shape-shift.
- This suit of splint mail was forged by a long-dead hero and is inset with obsidian. When donned, it gives the bearer glimpses of the past and instills a powerful paranoia in them.
- This compound bow was forged by dwarves and is eerily, always dripping with blood. The source of its power is feelings of joy.
- This suit of plate mail is stylized almost to the point of impracticality. Any creature that touches the armor directly and is not its original bearer, a dwarven king of a forgotten kingdom, has *disintegrate* (DC 19) cast on them.
- This large shield has been partially lacquered white. According to legend, it can blind its opponents. A character proficient in either Arcana or History can make a DC 20 Intelligence (History or Arcana) check. A character that is proficient in both skills has advantage on this check. On a success, they realize that the item is a forgery.
- This suit of leather armor is marked with knicks and scratches. The buckles are inlaid with bronze. It has been the object of several famous quests.

11 - SECURITY & HOLDING CELLS

The entryway to the holding area is stocked with equipment for apprehending disruptive individuals: handcuffs, clubs, and armor.

North Door. The north door is locked and muffled complaints can be heard through the wood. A man (**commoner**) in scuffed clothes and a rag in his mouth is stuffed in the room. He was locked in there for attempting to cheat on the casino floor.

Holding Cells. The southern door is locked. On the other side are three holding cells behind damascus steel doors, each of which is locked. Two of the cells are empty. The third cell contains the petrified body of The Captive with a note strapped to their forehead that reads “hold until paid.”

12 - HEAD OFFICE

The double-doors leading to this room are made of damascus steel.

There is a single mahogany desk placed in the center of this room. Sitting in a chair behind it is an old gnome woman with tan skin and big, bright green eyes. Her wavy white hair is tied in a short braid.

Encounter: Ziggy. Ziggy (see “Casino Cast”) can usually be found in this sprawling room unless the staff have alerted her to a disruption elsewhere in the casino.

CONCLUDING THE ADVENTURE

After the characters successfully retrieve The Captive, they can return them to their family estate. The family, whether peers to The Noble or The Noble’s own, are extremely grateful for the return of The Captive.

If any of the casino’s relics were stolen, the characters have one workweek to pawn the item off at whatever price they can get — few merchants will recognize the items’ true values or believe the items to be genuine — before Ziggy teleports to the item’s location with a team of werebears (they owed Ziggy a favor) to take the items by any means necessary.

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