

Halloween Tier 1, 10/14/26

casino dungeon why the fuck not. Thinking man's module. Much fun for the DM.

The party investigates a strange alien presence establishing footholds in the Waterdeep, the (k)Night Club. The alien organization has established themselves in the city as the ultimate house of vice, a heaven-scraping tower housing a casino, multiple bars and dance clubs, and a zoo of alien oddities. The Club is more than a fun night out though, and the adventurers soon find themselves trapped in the Tower. Can they escape, or will they become living fuel for the (k)Night Club's rise to power in Faerun?

Pre session questions:

1. What is a vice of your character, something they have a hard time saying no to?
 - a. SEAT 1:
 - b. SEAT 2:
 - c. SEAT 3:
 - d. SEAT 4:
 - e. SEAT 5:
 - f. SEAT 6:
2. What is something your character has done that may draw the ire of past employers? (moments from the table, what have you been up to in your adventuring career?)
 - a. SEAT 1:
 - b. SEAT 2:
 - c. SEAT 3:
 - d. SEAT 4:
 - e. SEAT 5:
 - f. SEAT 6:

PART ONE: the (k)Night Club

The party receives a strange flyer nailed to their door, or delivered via SRM (Swole Raven Mail) if they are currently dwelling in a bush or alleyway, or it's displayed on a message board. The point is that they will see this flyer, you know the drill. The flyer is a brightly colored cacophony of moving images advertising the grand opening of the intergalactically-famous (k)Night Club's Museum of Oddities and Zoo. The flyer advertises the following to entice adventurers to the Tower:

- Free entry to the zoo
 - When this is read, the flyer flashes to show six legged cats, an antennae and horned family of tall lizard like deer, and a winged lizard with three heads spitting blue fire
- Free entry to the Lotus Bar and Disco
- 2 free drinks at the Lotus
 - When this is read, an illustration of an octopus-like alien armed with 4 boston shakers, two bar spoons, a lime, and a knife pops out of the sea of color to show off his skills
- 100 gp of free play at the casino
- Doors open at 10 pm
- When the advertisement finishes, the flyer changes to show an illustration of a glittering tower

Preparations

The party may wish to prepare prior to entry to the incredibly obvious dungeon, especially given that I have literally been caught on camera saying I want to do a casino dungeon and the Lotus Bar and Disco should absolutely be ringing alarm bells. The party may wish to shop for supplies, in doing so they will learn the following information about the (k)Night Club:

- **Potions Shop**
 - Elanor Mallowroot, a short girl in a green dress with a talkative nature, excitedly asks the party if they have seen the Tower? It sprang up in the Mistshore two tendays ago, and has since completely taken over the area. Elanor wishes to go, but notes that the area has historically crawled with criminals, and the Club is likely too dangerous for her.
 - The gnome shopkeeper notes that since the Club has moved to town, certain ingredient shipments have been harder to obtain, or have arrived tampered with. The ingredients taken could be used to create paralytics and heavy sedatives. He suspects the aliens, and even goes as far to offer the party a 100gp reward to investigate and locate a missing crate of insert alchemical ingredient here
 - Iphi Oxylus, a student who works at the shop, mentions that a friend of hers visited the casino, and came back in a strange haze. She wouldn't eat, drink, or sleep, and only talked about returning to the club. Only when put into a magical sleep and taken to a cleric of Lathander (sure girl throw that in there) for healing, was she able to return to a normal state. She doesn't remember anything of the Tower
- **Trinkets Shop**
 - The shop owner offhandedly mentions that the Lotus Bar is becoming one of his new favorites, he was there last night, and the night before, and plans on going there tonight. If you go, you should always try to order from Jeff, the purple octoplee. Marcus, the orange octoplee,

tends to get a little sloppy in the sake of showmanship, and a little of his octoplee goo always ends up in the drinks

- The shopkeeper has noticed that since beginning to go to the bar, his knee pain has lessened. The two must be correlated!

After preparing to whatever degree the party decides to prepare to, they set out for the (k)Night Club Tower.

The (k)Night Club Tower

The (k)Night Club has manifested itself as a glittering tower in the dilapidated Mistshore district. Rising from a thick carpet of mist, the tower is a skinny four-tiered building made of a strange white stone broken by multicolored windows. Music pulses from the second floor, and partygoers can be seen on the balconies. The windows of the third floor flash with silhouettes of the animals featured in the newly opened zoo. The building is wrapped in a banner of neon green light proudly heralding the club's name, and the block around the club is wrapped in a long line.

Getting into the Tower

Waiting in line will take hours! The party doesn't have to worry about entry as long as they have the flyer, but this line will not do! The party may choose to stealth about, talk their way through, or any other means of diversion. I wish to be entertained.

When the party inevitably makes it to the door, they are greeted by two **orc doorwomen**, Donna and Diana. The doorwomen will ask the characters for some form of identification, this is non-negotiable for entry. After the two orcs inspect the identifying item, **it will appear to glow**. The doorwomen wave it off if the glow is mentioned by the characters. After presenting ID, the orcs will present the characters with a wristband that contains all the offers mentioned in the flyer before ushering them into the foyer of the (k)Night Club Tower.

The identifying item will now function as a tie to reality for the character. This effect can be recognized on a DC10 Arcana check. Touching the item will grant advantage on Constitution saves inside the Tower.

The Foyer

The tower appears to be a linear structure from the outside, with the casino being located on the first floor, the club on the second, zoo on the third, but the Grand Foyer reveals a different reality. A glowing fountain of white stone fashioned in the shape of a hundred stars flows with a sparkling purple liquid, and the guests of the Tower are encouraged to drink from this fountain freely. Fuzzy, floating creatures in shades of pink and orange flit about handing out cups. Around the fountain there are three elevators, labeled **Casino, Lotus Bar and Disco, and Intergalactic Zoo**. The party may choose to begin in any area.

If the liquid from the fountain is enjoyed by any of the party members, nothing appears to happen now. On a 4 in 6, characters who have drank the fountain wine will roll with disadvantage in the Lotus Bar.

WHO:

If the characters attempt to interact with the other guests, they perceive nothing to be wrong. Everyone in the foyer seems to be enthusiastic about the new attraction, though some prefer to visit the casino or bar. The overall vibe is jovial. If magic is detected for, a slight evil aura can be felt from the fountain. The floating fuzzballs will swarm about any character doing so; this action appears to be and is harmless to the body and mind. The fuzzballs collect information on the characters, transmitting their emotions and vices into the magical mind of the Tower.

The Casino

The casino is themed as an island escape, complete with palm trees and tiki torches. The realism is even kept going with holograms of colorful birds and bugs flying through the air, and the soundscape is designed to mimic the pleasant ambiance of a tropical beach. Bird-like creatures with three eyes and long slender necks walk about the gaming pit on stilt like legs with trays of fruity umbrella'd drinks.

The gaming pit features three different games, the tables indicated by different colored umbrellas. The yellow umbrellas host **Pineapple Poker**, the red **Roulette**, and the purple **Blackjack**. Characters can use the 100 gp of free play associated with their wristband for any of the games.

The characters may wish to interact with other guests or the staff of the casino. The staff is pleasant, and can answer any questions about the Club, though they tend to keep their answers positive. The other guests appear to be in good spirits, even those who have been losing money. On a DC15 Perception check, characters begin to notice anachronisms in some guests clothing, indicating that they have been in the casino for longer than they know. A DC15 Arcana check will reveal the enchantment to be stemming from the gaming pit itself, and the various victims seem to have been collected from many locations identifiable and unidentifiable to the party. The true variety denotes that the Tower has manifested across planes and countries, collecting unknowing victims in the pit.

Pineapple Poker

Characters wishing to play pineapple poker will wager their gold for the chance to win a rare magical item! Blinds are 25/25, players will be dealt 3 hole cards and asked to discard one. The board will be dealt to completion when all players have finalized their hole cards. The players will be awarded one point per round that one of their hands beats the dealer. Players must win 2 out of 3 hands against the dealer to acquire the prize of the **Eyes of the Eagle** <https://dnd5e.wikidot.com/wondrous-items:eyes-of-the-eagle>.

Roulette

Characters wishing to play roulette will wager 25 gp per spin to select color (the club's roulette wheel is patterned in a green and purple rather than the classic red and black) and number (1-36). Characters guessing

the correct color or number will be awarded a **potion of healing**. Subsequent correct guesses will award 100 gp.

Blackjack

It's what it says on the tin, everyone loves blackjack, even in space. Players will play 25 gp a hand against the dealer. Players will play to beat the dealer 2 out of 3 hands. If the players failed to acquire the Eyes of the Eagle, award them here. If the players have acquired the item, the reward is instead 250 gp.

Moving to the next location from the casino

When the characters decide to leave, stop them. Before proceeding to describe their predicament, present them with an option for how they would like to play the incoming trap. They may choose to play it as individuals, or elect a group leader to guide them through. If a group leader is elected, they may not receive help from the group, though individuals may choose to help one another. Once the players have made their choices, reveal the following.

You can't see a way out. You can't remember the way you came in. The gaming pit appears much larger, the tables more numerous, forming a maze you cannot see the end of. Pass out the maze to the selected player or players face down. Players will have 3 minutes to complete the maze before the glyph of warding inside goes off, dealing 3d8 lightning damage. Players may still complete the maze after the timer goes off, but it'll still be funny to put them on a timer.

After two minutes have elapsed, the glyph of warding will act in one of two ways depending on the tier of the dungeon tonight, and how I the DM personally feel.

Tier 1//Quadrants	Tier 2//Random Selection, Flat Curve
Divide the map into four quadrants. Every 30 seconds roll 1d4 to select the electrified quadrant. Characters in the associated quadrant will be shocked for 1d4 lightning damage on the first shock, 2d4 the second, 3d4 the third, and so on. Fuck your DEX save.	Every 30 seconds, randomly select a character in the maze. The character selected will be shocked for 5 lightning damage, 10 on the second, 15 on the third, 20 on the fourth, so on. Fuck your DEX save.

The Lotus Bar and Disco

The Lotus Bar and Disco is home to the most efficient, most delicious, and strongest bar in Waterdeep, as well as the current residence of the head of the (k)Night Club's familiar, the lavender tressym DJ Baguntza.

The bar is a four foot tall fish tank filled with manta ray and jelly creatures, with two octopolee bartenders busily working behind it. The purple and orange aliens move in perfect harmony, turning out tens of drinks a second. Behind the bar is a wall of bottles of various sizes and colors, softly illuminated by floating

lights. The bar wraps around the main dance floor, with a stairwell leading to the second floor dancefloor to the left, and a path to the balcony on the right. The second dance floor is home to the dj, a lavender tressym with a heart pattern on his face. The balcony is filled with party goers.

You cannot see the exit from the entrance of the bar, and you cannot back track if entering from a different location.

The Bar

The wristbands given to the players on entry include 2 free drinks, and can be cashed in here if not already used in the casino. The octoplee bartenders can make any manner of drinks known to the players. If asked to make a recommendation, they will project the image of the bar's signature drink into the character's mind- the Zombie Star. The drink is a black and turquoise slush topped with a cloud of white foam, served in a bowl like glass with an umbrella and edible flowers. Characters consuming any alcohol at the bar will be forced to make a constitution saving throw (characters who drank from the foyer fountain make this throw with disadvantage, characters making contact with their identifying item throw with advantage), DC14. Characters failing this throw will be poisoned for one hour, and will receive a special disadvantage if they engage in the second floor dance battle.

WHO DRINKS:

WHO SAVES:

The Balcony

The balcony is filled with partygoers, some simply taking the night air, others having a smoke, more huddled around the tables. The night feels warmer on the well lit patio, and the atmosphere is relaxed. The bar's balcony always appears to be on the second or third level of the tower, even if the party elects to enter the bar first.

The characters may wish to investigate the tables, as there are large huddles of guests around each one. Upon each of the hightop tables rests a vase of glittering purples and pinks, overflowing with a blue-green mist. Guests flock around the clouds of mist, eagerly inhaling before flitting back inside to dance. Characters observing closely will note that the effects of this mist appear to be extremely temporary, as one elf man with long black hair can be seen going from vase to dancefloor and back 4 times in 30 minutes. A successful DC15 Medicine, Nature, or Arcana check will reveal the vapors to be **dreammist**, a powerful hallucinogenic and stimulant. If a creature inhales the mist, they will be transported into their happiest memories and reality will appear as a dream to them. The effect is short lasting, and the crash brings extreme anhedonia, leading to a nasty addictive cycle.

The Second Dancefloor

The second dancefloor is located up the stairs to the left of the main dancefloor, and is home to the dj, a purple tressym with a heart pattern on his face. The tressym appears to be bipedal, and wears a pair of obnoxious yellow headphones, matching platform sneakers, and a jeweled chain. The cat flies between knobs

and switches, dials and levers, weaving a hypnotic melody for the crowd who never miss a beat. Lasers dance in the air, accompanied by blasts of mist and fire flashing the tressym's name- DJ Baguntza!

DJ Baguntza guards the exit to the next floor, and will challenge the party to a dance battle to advance further into the club. If asked, he admits freely to being the familiar of the Space Witch Miranda, and in charge of the (k)Night Club's extraplanar locations. He denies allegations that the Club is drugging people, or kidnapping them, or sapping their life force slowly, or whatever other heinous bullshit the party accuses him of. They should relax, have another drink, dance, have some of the dreammist. DJ Baguntza will attempt to tempt the party from leaving in anyway possible. If he is successful in thwarting escape attempts, characters will gain one level of exhaustion.

If the characters see through the cat's attempts to trap them in the club and go forward with the dance battle, the rules are as follows:

1. The battle plays out in three rounds, can be completed solo or in a trio
 - a. Note who has indulged in drinks until this point. Characters that have consumed the Club's booze and failed the CON save receive a special disadvantage.
2. The game is Follow the Queen, played best 2 of 3 rounds.
 - a. The first round will have 5 moves with 3 cards (2:1)
 - b. The second round will have 6 moves with 4 cards (3:1)
 - c. The third round will have 7 moves with 5 cards (4:1)
3. If the characters are on **special disadvantage island**, have them choose a number 1-*n*, *n* representing the number of moves in the given round. On move *n*, the player will be instructed to close their eyes, and will miss the move. Be certain to not give away which cards were moved

Characters losing the dance battle will gain 1d4 rounds of exhaustion, and they may want to see a cobbler about their shoes.

Upon winning the dance battle, DJ Baguntza relents and allows the party to pass to the next floor, noting how their fiery spirits will be absolutely delicious when the Tower inevitably traps them. If previous locations have not raised alarm bells to the dangers of the Tower, the Lotus should be ringing them.

The Zoo

Welcome to the jungle! The (k)Night Club takes pride in sitting on the cutting edge of technology, and boy are they proud of the zoo. Guests walk along a grassy path, shaded by giant plants with striped leaves and yellow flowers with cup shaped petals. The path guides them through the three feature exhibits before venturing into the aquarium. The animals in the zoo can come right up the path, even walk over it, but cannot touch the guests. Be closer to nature than ever, and live out your dreams! The poisonous catrinthians can be pet, finally!! I can't wait to pat their fluffy cheeks! I can feed the spiny lizaroses by hand with no fear of losing a limb,

and Andromeda Cloud dragonling can't burn me! It's paradise for animal lovers! Obviously this tech will not break totally not.

The characters may wish to communicate with the alien animals or investigate the habitats, as the alien zoo technology will totally not fail. Doing so will reveal the following information:

- The catrinthians are short, shaggy-furred creatures with six legs and pointed ears. Two of the three have long striped tails, all have one antenna atop their heads, the end of which is shaped like a bell. These creatures are vegetarians, and very friendly. If characters speak to them, their cries sound like chiming bells. The three are a family, and the last of their kind. Their home world was devoured by the (k)Night Club's leader, and now they are trapped in the Tower as trophies, their life forces slowly being sapped away. They don't think they have too long to live left, and beg the party for aid.
 - As a reward for helping them escape, the catrinthians grant the party a **Bag of Tricks** <https://dnd5e.wikidot.com/wondrous-items:bag-of-tricks> if they have not gained the Eyes of the Eagle. If they have the Eyes, the catrinthians grant the party **crawler mucus** <https://roll20.net/compendium/dnd5e/Poisons#content>, which they can use to coat their weapons.
- In the catrinthians habitat are pieces of shattered pottery. The pottery features images of giant flowers in hues of orange and red. Butterfly shaped handles can be found as well. The catrinthians lean on the characters if they pick the pottery up.
- The lizorses, even though the signs say you can feed them and the guide encourages it, are incredibly shy creatures that only need to eat once every 5 tenday. They are creatures of desert moons, bred for extreme climates and harsh cultures. They hate their lives at the zoo, and alternate between hiding and attempting to impale the guests and guide with their long tusk. If a character speaks to them, they are skittish and upset. They were recently abducted from their home world, and are still unsure of what happened to them. However, they do not wish to leave, as this place is more abundant than their moon could ever be, and they could get used to eating more often. They are unaware that the Tower is feeding on them.
- The dragonling has three heads and a bad attitude! Upon appearing, he immediately blasts the party with fire, followed by a blast of smoke for good measure. The third head sneezes a flaming snot bubble. He isn't some acquisition of the Club, but a familiar of one of the members! His name is Eggsy, he's here for burning a hole through his mama's apartment floor, and he can't wait to get out!!!! And when he gets out, hes going after the cat!!! Thats right, DJ Baguntzza, his bestie, the first one he called to fix the damage before mama could ever know, SOLD HIM OUT!!! And now he wants revenge. Help him out. Please. He is so cute and innocent
- Freestyle the habitats

Interacting with the animals may leave the party with a desire to break them out of the zoo. Searching through the habitats will eventually lead to a control panel with three levers. The levers are not labeled. Moving

all the levers up opens a trap door that leads nowhere in the ceiling. Funny, you didn't even know there was a ceiling there. Moving all three levers down opens a secret door. Moving the central lever and only the central lever up disabled the techFields (FUCK YOU I GET TO DO IT TOO) around the animals.

Once the field is broken, the catrinthians file into the secret door, with Eggsy flying overhead. The dragonling yells that hes going to get that fucking cat, you guys get out of here before he burns the place down! The exit should be just down the hall, go on now.

PART TWO: this is a bad place lets leave

Ever been backstage of a casino? It's kind of a scary place. The secret door leads into a dingy corridor that curves gently to the left until the end cannot be seen. Eggsy said that the exit is down this hallway, and you can smell the salt of the Mistshore alleys. Surely if you keep following this hallway, you will be able to leave. You can finally go home. You can leave this place and all of its noxious parties behind.

I am so funny. Welcome to the dungeon. At the end is your freedom. Oh, and the building is going to be burning down. You have 1 ½ hours. Go. Go now.

1. The Curving Hallway
2. Stepping Stones
3. DJ Baguntza's Dressing Room
4. Laboratory
5. The Second Curving Hallway
6. Slot Machine Storage
7. Ooze Pit
8. Portal Tech Room
9. Return to reality