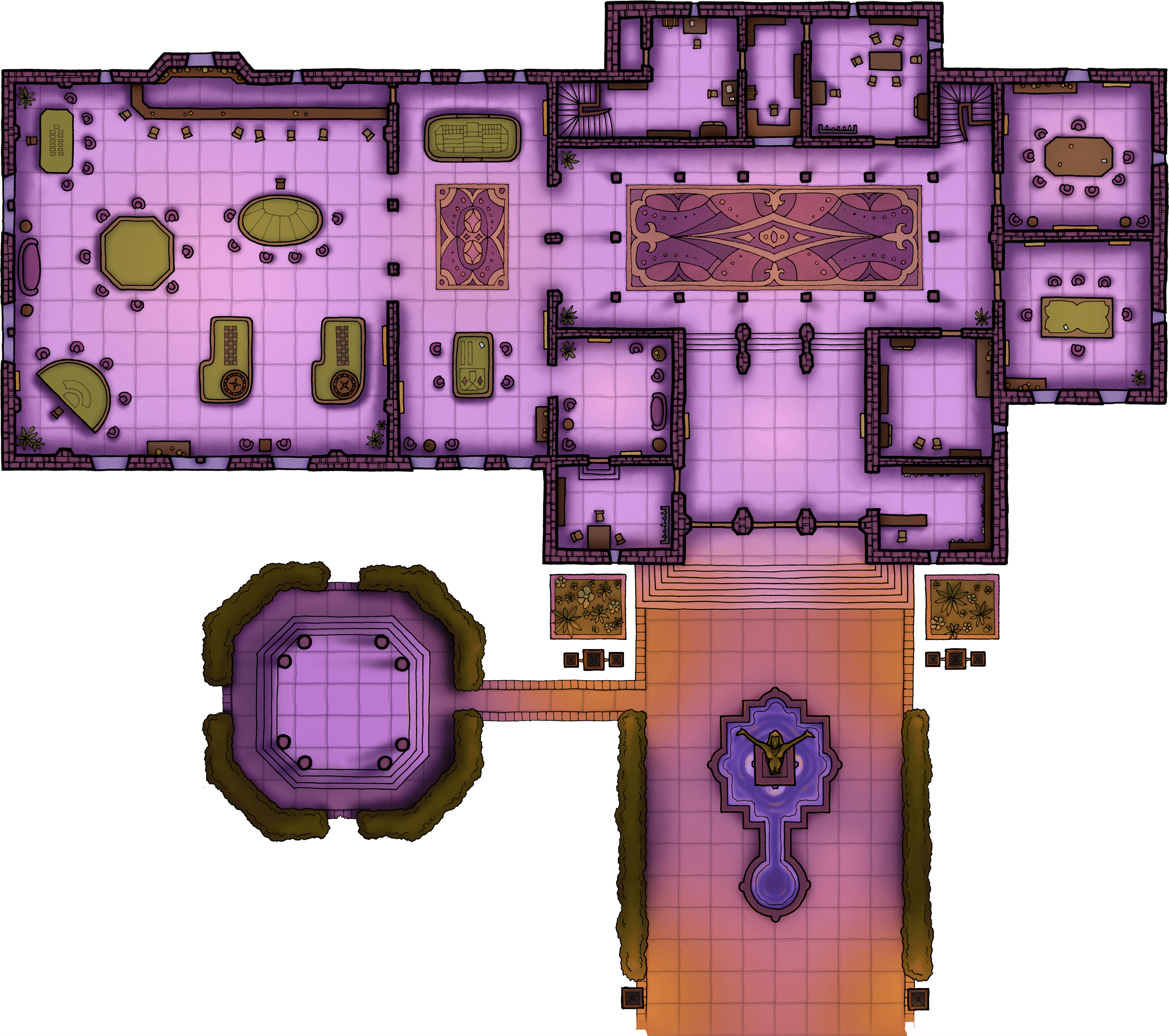
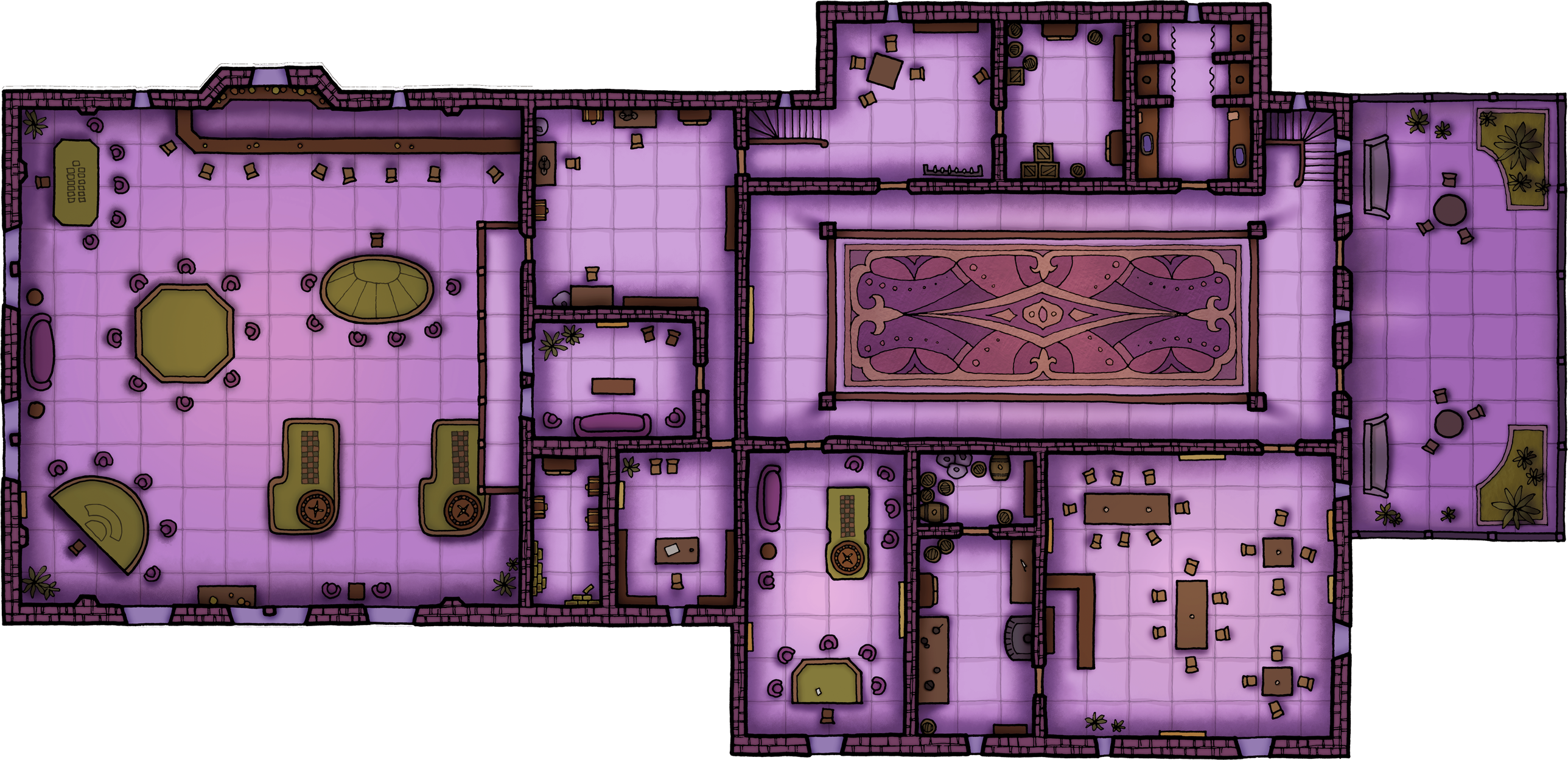
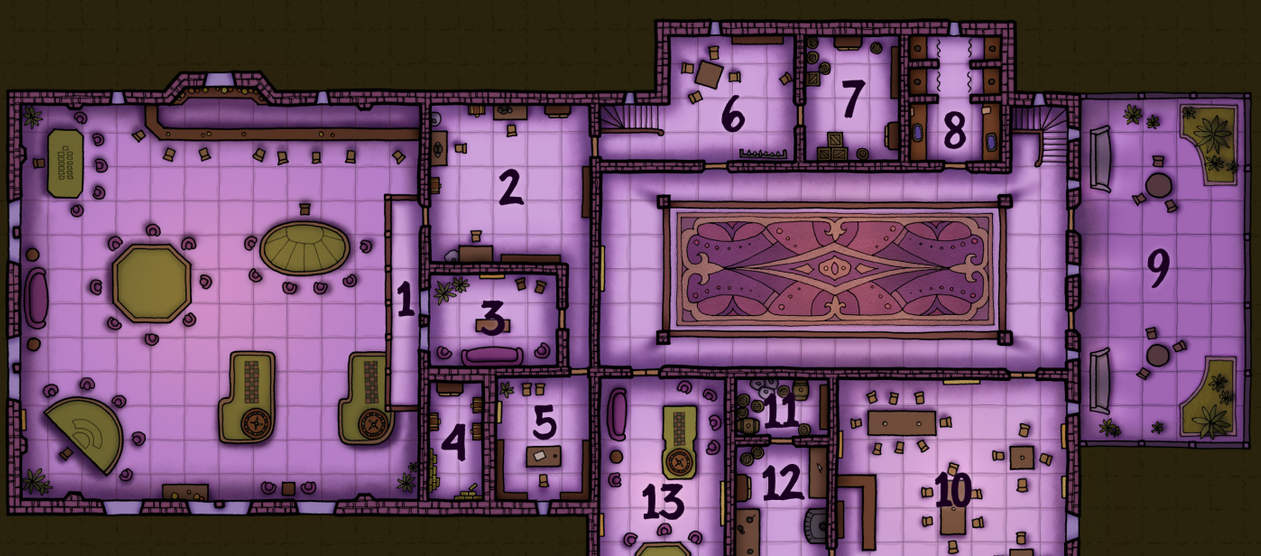
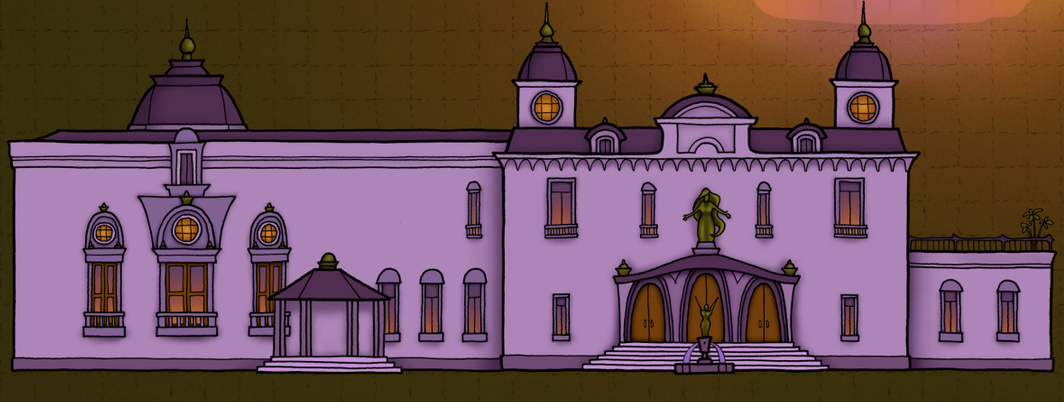






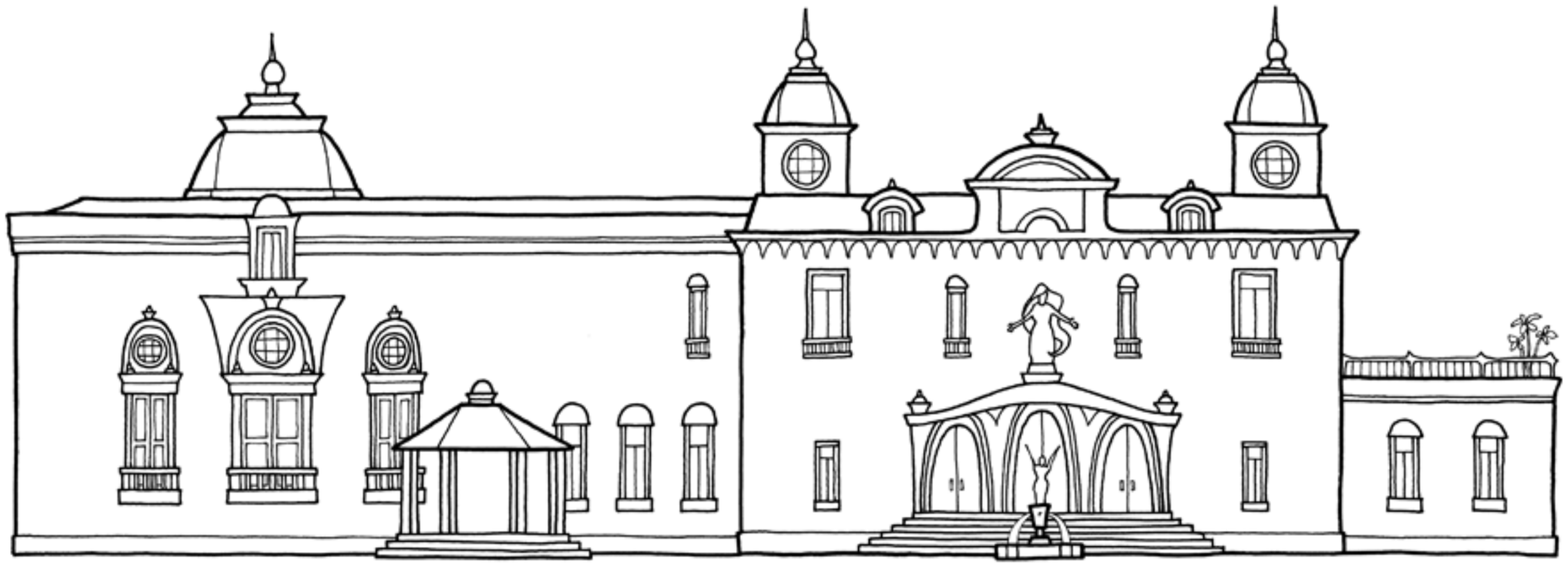


1 - Indoor Balcony
2 - Counting Room
3 - Private Parlor
4 - Secret Vault
5 - Director's Office
6 - Guard Room
7 - Storeroom
8 - Bathroom
9 - Terrace
10 - Restaurant
11 - Kitchen
12 - Pantry
13 - High Stakes Room
14 - Gaming Room
15 - Office
16 - Cashier
17 - Poker Rooms
18 - Parlor
19 - Foyer
20 - Staff Room
21 - Cloak Room
22 - Pavilion

# Mont Acceaux Casino

## ABOUT

- The Mont Acceaux Casino is a high-class gambling establishment inspired by the Monte Carlo in Monaco.
- The gaming tables depicted here include:
  - *Roulette*
  - *Craps*
  - *Blackjack*
  - *Baccarat*
  - *Poker*
  - *Faro*
  - *Trente et Quarante*
- The first five are fairly common casino games, but, for those unfamiliar with the last two, Faro is a casino card game that was once popular in the American Wild West. And Trente et Quarante is a popular casino game in France, in which a dealer lays out two rows of cards and gamblers wager on which one will have the higher value.

## NOTES

- The entrance to the vault on the second level is concealed. The door is meant to be hidden behind the bookshelves in the director's office, but it could be accessed via the parlor or even the balcony if you prefer. A secret switch or magical code word may be necessary to open it. Or just a key.
- The small room next to the office on the lower floor is a small vault. This is meant to hold money that has been brought into the casino that day. The majority of the casino's assets are held in the upstairs vault.
- The cashier is where gamblers can exchange money for casino chips or vice versa.
- The pavilion outside may host musical performances at times.
- Keep in mind that, as this is a casino, drinks at the bar are probably free.
- If your players come here to gamble, you might consider bringing a deck of cards to the game. Instead of rolling dice to decide whether the players win or lose, you could play a few hands of blackjack with them.
- Here's an idea for how that might work. For every player gambling, have them declare how much they want to wager throughout the night. Or just note the value of the chips they bought from the cashier when they arrived. Next, play five hands of blackjack with each player. Don't take bets on each hand, just count how many times they won or lost. Then, at the end, apply the result below to the amount wagered at the beginning. For characters with a proficiency in gambling, add one win. For characters who drink while gambling, have them make a Constitution check or lose one win.
  - Player won 5: Player gets +100% of money wagered.
  - Player won 4: Player gets +50% of money wagered.
  - Player won 3: Player gets +20% of money wagered.
  - Player won 2: Player loses 20% of money wagered.
  - Player won 1: Player loses 50% of money wagered.
  - Player won 0: Player loses all money wagered.