

Death Rave of the Techno-Lich

by Mark A. Wilson

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The year: 1985. Stuart the Techno-Lich rules the land with a tungsten fist. The party is invited to a mandatory death rave in honor of their dread overlord. Groups shall compete to see who amuses Stuart the most. In preparation for the death rave, groups are asked to come in matching costumes, and to prepare a choreographed dance. Allow players time to brainstorm their attire and dance routine. At the entrance, the party is charged for entry and asked for their dance team's name.

Description Chart

- 1 - Disco balls float through the room as imps fly around serving appetizers and drinks. A feverish disco tune plays as you enter.
- 2 - The sound of chains, and demonic minions all wear black lipstick and speak in gravelly voices. Grindcore death metal plays loudly.
- 3 - A denim wonderland, with creatures' hairdos magically enhanced to enormous size. Synth-heavy pop plays as you enter.
- 4 - Everyone seems to be wearing a suit, but none are black. Oranges, blues, plaids and others assault your eyes, and the smell of hair gel and mustache wax permeates the room. Smooth jazz plays as you enter.

MC Chart

- 1 - DJ Jazzy DJinn (Genie)
- 2 - Spinasaurus Rex (T-Rex)
- 3 - Vamping Vamp (Vampire)
- 4 - Doppelgangnam Style (Shapechanger)
- 5 - The Vinyl Vine (Plant Creature)
- 6 - The Bearded Devil (human, huge beard)

Running the Session

1. Roll 1d4 on the Rave Description Chart, 1d6 on the MC Chart, and 1d8 on the Dance Teams chart to choose three teams. These will compete in the dance-off.
2. Once the players settle in, the dance floor flares to life and the music changes to ominous bass beats. Mists swirl to life, forming opaque walls of a dungeon. The MC makes the following announcement: "All prospective team's must make it through the Dungeon of the Techno-Lich and defeat the Killjoy, who hates all fun, to prove their worth before the dance-off. Good luck!" As they enter, other competing teams begin to disappear into their own versions of the dungeon.
3. Following the dungeon portion, remaining teams compete in a dance-off.
4. The party competes in a semi-final, with a group dance roll of 10+ needed to advance. If they reach the finals, this increases to 12+. The Techno-Lich will then challenge the winner(s) to a dance-off, group check of 15+.
5. The MC congratulates the victors, regardless of the outcome against Stuart, announcing that they've been selected to become undead minions of the Techno-Lich. Will they accept their fate? Escape? Given the attendance, several strategies will create the confusion needed to escape before being captured and converted.

Dance Teams

- 1 - The Hippos: Literal hippos. No one's sure how they got here. Dance move: rolling around as if in mud.
- 2 - The Bawdy Birdies: Humanoid bird siblings. Dance move: romantic aerial dance, set to string music.
- 3 - The Rock Sashas: Humanoid cat group, dressed sharply. Dance move: Tumbling routine set to hip-hop.
- 4 - The Rainbow Unicorns: mixed group, dressed all in black. When asked, they say it's about the irony. Dance move: Scarily violent head-banging.
- 5 - The Chromatics: each dressed as a different-color dragon, with sparkling sequins. Dance move: Tango
- 6 - Zoot-Suit Zombies: undead makeup and finely tailored, multi-colored zoot suits on each. Dance move: Lindy Hop Routine
- 7 - Druidic Storm: four druids wearing plain clothes. Dance move: Each transforms into a different elemental and they create a weather maelstrom on the dance floor.
- 8 - The Underground Pounders: Dwarves dressed in tribal war robes. Dance move: Synchronized Haka dedicated to the Techno-Lich.



A. The Gatekeeper (coffee-powered construct). Asks the party for their favorite bands. If the bands are too mainstream, it accuses them of not liking good music, and attacks. If they're too obscure, it accuses them of trying to seem cool, and attacks.

B. War Game. A wizard offers them a game: she'll flip a coin. On heads, the party will take lightning damage. On tails, the wizard will deal lightning damage to the party. They keep playing until someone falls. The only winning move is not to play. Players can simply walk through the room, ignoring the offer, or kill the wizard.

C. Ballroom of Dances Past. Dance teams from past years' competitions appear in ghostly form (those not rolled earlier). Inquiring about Stuart's intent will reveal he wants to turn the best dancers into his personal minions, ensuring he has the sickest moves in the land.

D. The Library. Contains shelves of music and poetry written by the Techno-Lich. Most of it is awful. A secret opening in the wall leads to a compartment that contains a magical guitar, which can be used to boost spellcasting for one who is musically proficient. There's also a pair of sweet shades that grant nightvision.

E. The Killjoy. A demon sulks, claiming that he hates raves. He'll stop it any way he can. A fight breaks out, with tentacles springing from the walls which will grapple (but not harm) the party. Upon victory, the dungeon disappears, leaving players back on the dance floor.