

Crispin's Rave Cave

A dungeon for only the hippest mid-level (6-10) adventurers.

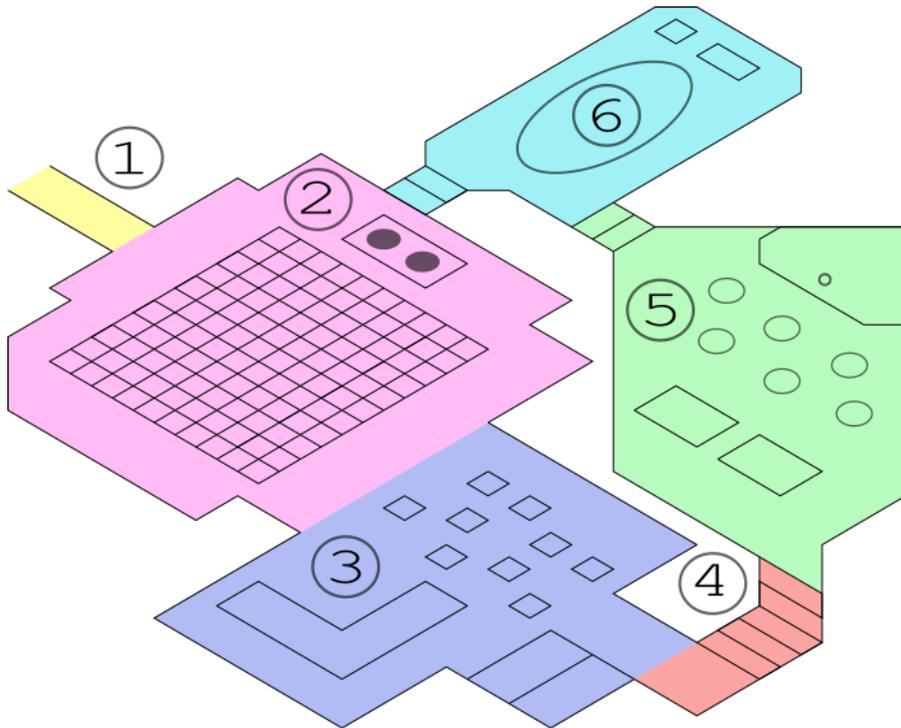
Desperate to reclaim his favorite hot-spot, Crispin the pink demon will pay a pretty penny to any adventurers who will venture into the Rave Cave to boot the tacky party-crashers.

1. Entry Hall - You got ID?

Two ogres and a hobgoblin ominously guard the cave's entrance. They can be persuaded to give you neon pink club wristbands – for a hefty price. Otherwise, prepare for an epic beat down if you don't pay up.

Bouncer Ogres. Both of these big fellas have magical glowstick necklaces that light darkness up to 30' with a gaudy yellow light. They can attempt to blind the party with their gear.

Bouncer Hobgoblin. Someone brought a Never-emptying Flask to work. He takes a swig and flies into a rage for an extra 1d6 melee damage per strike.



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2. Dance Floor - Let the rhythm move you.

A trendy vampire DJ spins those records right round. If he or any of the 1d12 wight ravers notice the lack of a wristband, all party members must roll a 1d20 to see if they *Feel the Beat*. Those who roll a 10 or lower have two left feet and are attacked by all enemies for being so uncool. Only the most discerning adventurers will notice the locked, secret door obscured by strobe lights and fog behind the DJ's table that leads to area 6.

Vampire DJ. When the trendy vampire is dropped to half health or lower, he invokes *All the Way to Eleven* and the party is deafened by the pulsing music until he's defeated. Once his musical career is turned to ash, the vampire's Sweet Goggles are all that remain. These purple shades can detect magical objects once per day.

3. Bar & Bathroom - This line is atrocious.

Square high-top tables fill the room as a long line of 2d10 goblins and wights wait to place their drink orders and use the bathroom. Two orc bartenders are keeping busy with their devious cocktails, but if they hear a disturbance or notice the party's lack of wristbands, they scream for a full-blown hoard attack.

Orc Bartenders. The ladies make a mean cocktail. Literally. In addition to their normal attacks, they throw bottles of acid worth 1d4 damage until they're defeated or party members are out of range.

4. Upstairs Corridor - High rollers only.

A magical detector is automatically triggered because these players are just not rich enough to enter the lounge, no matter how much cash they have. All players take 2d8 psychic damage from enchanted speakers reminding them that they are not famous or cool enough to be here.

5. Siren's Lounge - For a low key vibe.

A well-dressed cave troll and 1d6 of his bodyguard goblins are entranced by a siren singing on the stage. Though her song is magnificent, she is miserable and chained to the stone wall to prevent her escape. She stops singing as soon as the players enter, surprised and hopeful that they might rescue her.

Fancy Cave Troll. You interrupted his only evening out, so he is going to beat you with a comically small table. His lackeys attack with slings and clubs, and are looking for any opportunity to cut and run. But don't despair if the troll bellows and they stay to battle: those Ruby Cufflinks on his meaty wrists look expensive.

6. VIP Suite - How did you even get in here?

The highest point of the cave is bubbling natural hot spring-- currently occupied by a chic, displeased conjuration wizard named Mathilde, Crispin's arch-enemy. **Mathilde the Malignant.** She lazily summons a massive water elemental and watches from her cushy chair as it attacks, only growing interested when it's defeated. Mathilde herself can cast *Hustle*, allowing her to teleport at will. She also casts *Slowky Pokey* at half health, summoning shooting ice blades that deal 2d10 damage to their targets. Once the powerful conjurer is trounced, her locked chest in the corner is free to grab. It contains Thigh High Boots, stilettos that suddenly make the wearer much nimbler on their feet and the best dancer in the realm, and a Sapphire Ring, which allows the wearer to breath under water.