

Dance-off of the century

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In the neon-lighted nights of the 80's a shady figure in trench coat offers a great deal of money for some documents. These can be obtained in the City's best club, the Disco.

Every few weeks a dancing competition takes place in the Disco. This gives the perfect opportunity to our heroes

1 - street/entrance

As the characters arrive to the Disco they got trapped in a long line. If they want their business get done tonight they should come up with some methods to get in as soon as possible.

The *bouncer* (the first guardian of the dungeon) can be persuaded, bribed or even intimidated.

2 - cloakroom

The first – and the last - stop in the dungeon. Characters should check their coats and they receive a *tag* in return. As they want to leave, they should have their tags otherwise they won't get their precious coats back.

3 - lobby

The crowd is quite big already. People are chatting and drinking here, some of them are standing or sitting on the couches by the walls as they are getting ready for tonight's biggest event, the dance competition. At the far end characters can buy drinks and ask the *bartenders* some questions.

They will face tonight's first real challenge in this area:

Trap: As the characters are moving through the crowd they have to make several dexterity checks. On a failed test they spill the drinks of others. The characters should be able to talk their way out of this situation but they may be suffering minor injuries from the owners.

4 - bars

To get to the bar characters need to pass a low dc strength based check.

The *bartenders* don't have time to chat around but for higher tip they will answer one or more questions about the competition or the building itself. They don't have any information about the *owner's* night schedule or the documents characters are looking for.

5 - restrooms

Both floors have restrooms. Characters can enter the building through the windows of these areas but the guests may warn the bouncers about them.

They are able to eavesdrop others talking about the *DJ*: her taste in both drink and men and the fact that she can manipulate the competition unobserved giving the edge to the dancers in her favor.

6 - dancehall

In the center of the area characters can see the multicolored dancefloor. Above it people looking down from the VIP through a hole on the ceiling designed for this purpose and the inevitable disco ball hanging from the upper ceiling.

They have time to talk to the *DJ* before the contest.

As the crowd starts to move to this area, *pickpockets* begin to operate. Characters can lose their cloakroom-tags very quickly.

Dancing competition: If more than one characters would like to compete they should form a group dancing against similar sized groups. The rules are the same as in any common fight. Players may use their traits or even spells described as particular dance moves. Dancers falling to below 1 hp don't die but got exhausted and give up the contest.

7 - stairs

At the far end of the dancehall are the stairs to the upper floor. At least one *bouncer* should be here at any given time who stop people, only allowing up those who are invited. Characters can find out fairly easily that the winner of the competition will be invited.



8 - VIP section

Extravagant and rich guests greets the winners in this area. Their patron invites the characters to their table forcing them to drink with them. Anyone who refuses should come up with serious reasons or pass a medium/high charisma based skill test. Drinkers need to make a constitution based checks, failing this they become tipsy, getting them some sort of disadvantage to further rolls.

The Disco's *owner* is here as well, giving the chance to talk to him but he is concentered about his office. Characters can distract the owner by challenging him to a dance-off but he is a most skilled dancer with two backupdancers. Only defeating him gives the characters the best chance to get into his office.

9 - office

This room is heavily decorated, with a desk in the middle and a safe on the wall. The owner keeps there the documents the players are looking for. Any character skilled with some kind of security device is able open it.

10- DJ's desk