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PRINCE OF THE CARRION KING

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PURPLE PRINCE



NIKKI DARLING



CAPTAIN TRIPS



THRILLING ZOMBIE



***NOTE*
FOR DM'S**
 we recommend giving
 your players advantage on
 performance check rolls
 if they actually do the
 dance at the
 table.

The Set Up: It's midnight. King Diamond, a groovy ghoulie, is desperately digging up Queen Pearl's grave to find the Purplicious Locket in her coffin. "Help me reunite with my boo." If King Diamond opens the locket he can summon Queen Pearl's ghost. They will give the locket to a mortal, which triggers the summoning of their child Purple Prince. The graveyard comes to unlife as a purple mist spreads. Hands pop out of graves as hot-rod zombies, greaser ghouls and preppy mummies crawl out of their burial places and start going on dates with each other. Tombstones fire into the air as the ancient drive-in comes to life with fast food minions, movies playing, little red Corvette drag races, and dance battles.

Purple Prince aka The Villain Formerly Known as Purple Prince (he/him): This sexually unobtainable demon lord has piles of luscious, unkempt curly hair and immaculately sculpted facial hair. He wears a velvet suit with assless chaps, and most importantly, the Purplicious Locket. He wants to be loved and adored. At sunrise, he'll perform the musical ritual to call forth the Purple Rain, a psychedelic acid rain that separates flesh from the soul. The souls of his thralls then dance their way to his hell realm of chaos and disorder, adding to his legions.

Nikki Darling (she/her): Dance master of Carrion King. This mummy cheer captain holds court with the other jocks at the outside tables. She can be won over with flattery. Her dance move is "Cheer Routine." Spell out Purple Prince's name. "Give me a P. Give me an R..." Doing this dance forces all within earshot to make a saving roll or do nothing but participate in the cheer.

Paisley Park Graveyard:

This ancient drive-in movie theater has been converted into a graveyard. The screen still stands as a monolith surrounded by tombstones. When the undead arrive, zombie versions of romance films will be playing. There's a stage set up with mics and band equipment. Just before sunrise, the Purple Prince will come onstage to perform his concert to summon the Purple Rain. There's lots of undead teens in hot rods and riding nightmare hell-horses to get around the graveyard.

Captain Trips (he/him): Dance Master of the Ungrateful Dead. This fuzzy, cuddly bear is playing wanky, never-ending guitar solos to set the vibe of the party. He can be won over by proving your superior constitution. His dance move is "Air Guitar." Summon a magic musical instrument weapon with a successful performance check.

The Thrilling Zombie (he/him): Dance Master of Gravestone Henge. This red leather clad dance machine seems like he's overcompensating for a missed childhood. He's hiding a great sadness. He can be won over by simple childish delights like candy or toys. His dance move is "The Zombie." Doing this dance with a successful performance check can either break one target of the locket's thrall effect, or bring 1d4 zombies under your thrall until you attempt the dance again.

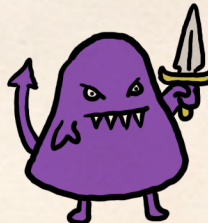
Camazotz (they/they): Dance Master of Werebat Cave. This colossal bat god is wearing a purple zoot suit and has half their face painted white like a jester. They are a god of the night, death and sacrifice. They can be won over by winning a dance contest with their cultists. Their dance move is "The Batdance." With a successful performance check, this bat themed interpretive dance allows a target to reroll a failed saving roll.

YOU EVER DANCE WITH THE DEVIL IN THE PALE MOONLIGHT?

The king and queen implore you to kill them and the Purple Prince so that the three of them can be reunited in a new afterlife. To do this, you must find the four dance masters and learn their special dances. The only way to remove the locket is to defeat Purple Prince in a 4-on-1 dance battle using each of the four dances at the same time. After the locket is removed, The Purple Prince is vulnerable to normal attacks. After you kill all three of them, king, queen & prince, they'll be sucked into the locket with a burst of purple light, removing the hell-realm taint from the graveyard and destroying the remaining undead.

Purplicious Locket: This silver, filigree, heart-shaped locket emits an internal purple glow. The words "I Would Die 4 U" are inscribed on the back. Opening the locket allows you to summon the ghost of a dead lover. Wearing the locket gives you a gaze attack with two effects: **1)** the target must roll a save or fall in love with the first person they see, and **2)** they're under the thrall of the wearer of the locket. The locket is cursed, and will summon Purple Prince when touched by a mortal, giving him until sunrise to add to his legions.

Carrion King restaurant: This fast food mausoleum grows from what was the central concession stand. This brightly lit '50s-style drive-in diner serves crying doves and soylent green from the hundreds of interior crypt drawers. Fast food minions in paper hats deliver orders on roller skates to undead lovebirds in cars and at the plethora of tables.



Fast food minions: The Grim Aces are small purple gummydrop-shaped gluttony demons. Bone Burglars are skeletal devils wearing a fedora over their red hair, a striped shirt with a red tie, and a black mask pulled over their skull faces. The manager, Mayor McSleeze, a walking cheeseburger, has drugs if you want em.

Crypt of the Ungrateful Dead: This groovy catacomb's walls are painted with images of zodiac sex positions, lightning bolts and skulls, glowing in black light. Undead anthropomorphic bears are having a psychedelic party and will offer guests the magic fungus that grows here.

GRAVESTONE HENGE:

These concentric rings of gravestones surround a central hole containing the vertical coffin of The Thrilling Zombie. The coffin works as a warp tube that brings you to the front of Carrion King and back. There is currently a dance battle waging between two hordes of zombies.

Werebat Cave: Inside of a tomb marked "Keaton" are a set of stairs that lead down to an underground tunnel system. From the top of the stairs you can hear the funky jams coming from the cursed boombox that will lead to the lair of the bat god. The tunnels contain the Graveyard Boomers, a skeleton gang concerned with the volume of the music. "Would you keep it down!" The chamber of the bat god is filled with strange musical equipment, mystic smoke covers the ground and the flashing party lights are disorienting. Werebat cultists in capes and bat masks exalt Camazotz with their best batdance to the beats of the cursed boombox.

