

The blood-sport Arena in the city of Kornegrum (or the sprawling, corrupt city of your choice) re-opened six months ago, featuring all manner of full-bore bullfighting, dog fights, and gladiatorial games. The operators are secretly the Cult of Vultaash, a 100-year-old cabal dedicated to the resurrection of a suppressed demon. Blood spilt in the arena revives the abomination, drop by scarlet drop...

by
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THE CULT
Mostly fanatical, but under-skilled fighters (2-4 levels below the PCs); the leadership is made up of two deadly spellcasters and one expert thief.

THE DEMON
Vultaash is a destroyer demon, expected to walk the world and leave nothing but ash in his wake. He is pre-ceded in the world by the Hound of Vultaash, an armored beast 9 feet high at the shoulder, that is drawn to individuals of power, challenging them and thus providing Vultaash intelligence on his potential opposition.

The Hound can ignore both magical energy as well as physical damage, without ill effect. However to be useful as a gauge of power, it can only ignore a fixed total amount (perhaps 75hp), ignoring less and less each round it is challenged. For example, it might be unaffected by 21 damage the first round, 18 the next, then 15, and so on.

Vultaash himself is either a 100-foot tall humanoid figure, with vast magical powers and whose tread negates all life beneath it instantly, or could be a demon from your own setting or devising.

NOTE: If your players participate in the Arena sports, they can later discover they helped revive a demon! FUN!

There are more Cult members throughout the population of the City...(!)

DUNGEON KEY
The entire underground complex features hewn stone hallways that slope toward Area H, with a gutter in the center of the stone floor, where the blood from above flows magically like mercury ever downward to H. 1d6 Cultists wander the halls, half of which are encountered that same d6 number of rounds after the PCs enter.

A. Out-of-the-way – but not hidden – entrances to the dungeon complex deep beneath the Arena’s Ground Floor.

B. Massive cubes of stone slide in, to block entry or escape. These are operated by vigilant Cult members on the Ground Floor, or by those in G.

C. Blocks of the ceiling drop if these traps are tripped (but do not block the flow of blood from the Arena above).

D. 1d6+1 Cult members meditating to add strength to the Hound of Vultaash and to Vultaash himself.

E. Trained but horrible creatures, released from their pens if a floor trigger is unwittingly tripped.

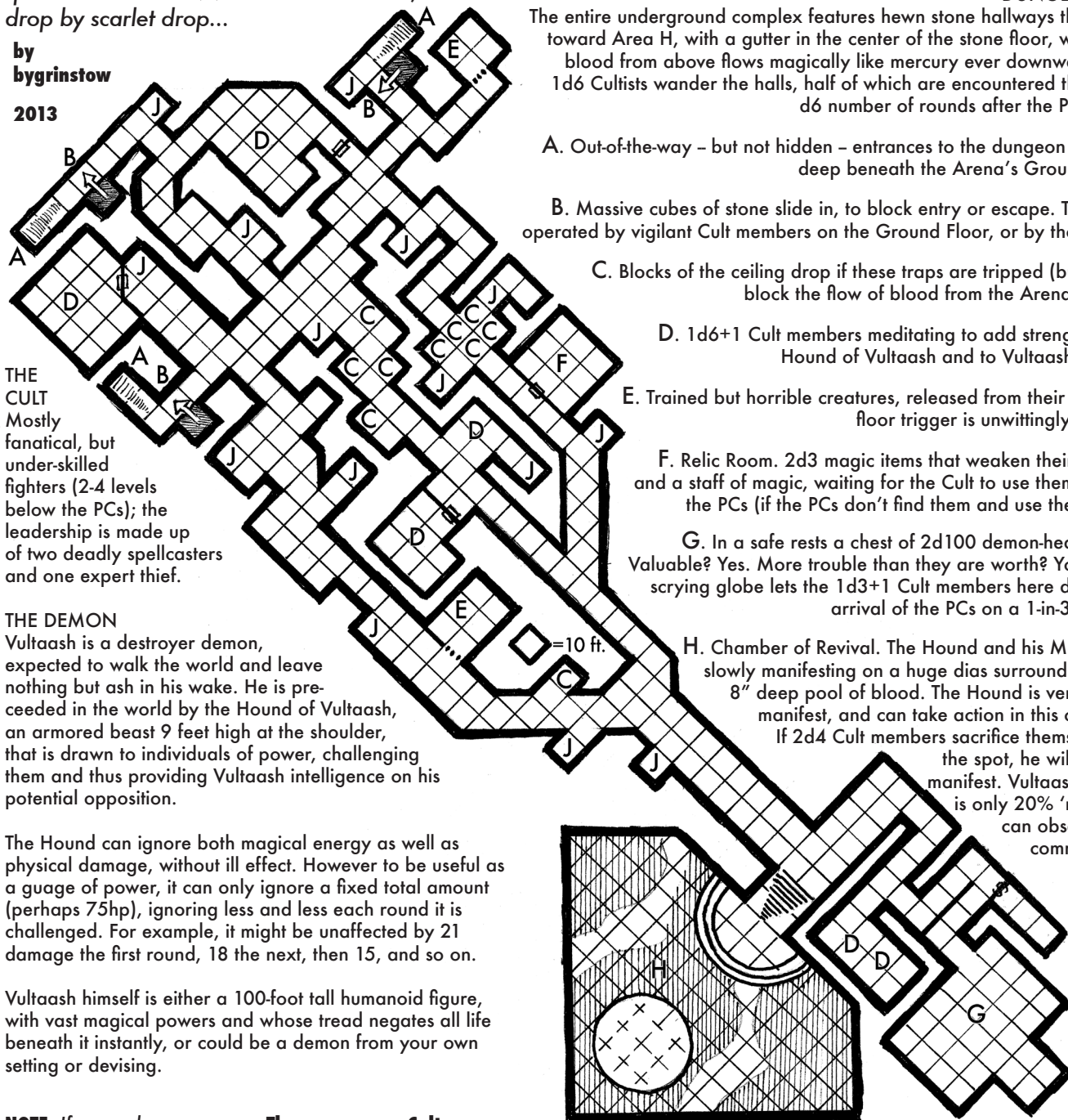
F. Relic Room. 2d3 magic items that weaken their targets, and a staff of magic, waiting for the Cult to use them against the PCs (if the PCs don’t find them and use them first!).

G. In a safe rests a chest of 2d100 demon-heart gems. Valuable? Yes. More trouble than they are worth? You bet. A scrying globe lets the 1d3+1 Cult members here detect the arrival of the PCs on a 1-in-3 chance.

H. Chamber of Revival. The Hound and his Master are slowly manifesting on a huge dias surrounded by an 8” deep pool of blood. The Hound is very nearly manifest, and can take action in this chamber.

If 2d4 Cult members sacrifice themselves on the spot, he will be fully manifest. Vultaash himself is only 20% ‘real’ and can observe and comment, but not act.

J. Blood drips slowly from the ceiling here.



One possible version of the Hound can be found (along with other creatures) on the Appendix M Blog: appendixm.blogspot.com

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