

AGENDA

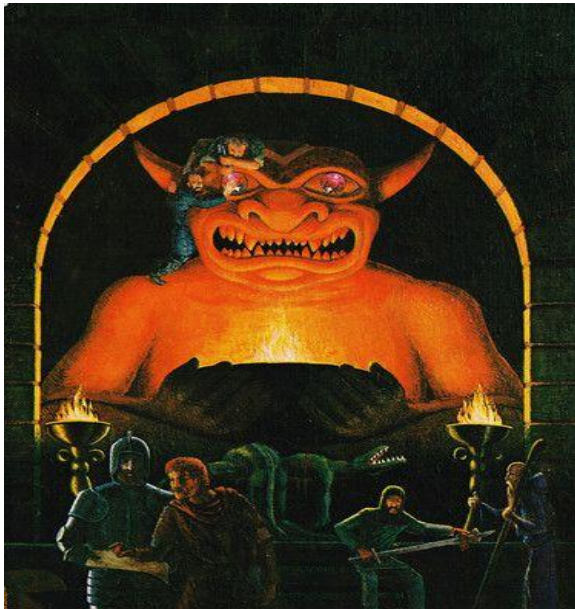
- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- Why are you traveling to the Unknown Demon Shrine?
- How did you learn of its location deep beneath the earth?
- What do you believe about the stories of the Unknown Demon?
- What do you plan to do with the massive gems?

IMPRESSIONS

- Blackness everywhere...
- Strange gibbering in the darkness
- Strange red lichen covered caverns
- The feeling of despair
- The distant sounds of tribal drums
- The stamp of your boots over stone



ALTAR TO AN UNKNOWN DEMON v1.0DD

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

“For as I passed by, and beheld your devotions, I found an altar with this inscription, **TO THE UNKNOWN GOD.**

Whom therefore ye ignorantly worship, him declare I unto you.”

Acts 17:23

CUSTOM MOVES

Prying Gems from the Demon Idol

If you try to pry either of the massive **Demogorgon Gems** from the **Demon Idol** ROLL+DEX

10+ You bypass the trap

7-9: The **Demon Idol** breathes **Dragonfire** throughout the chamber; but it affects your party, not you.

Less than 6: Everyone is affected by a massive cloud of **Dragonfire.**

Dragonfire Cloud

ROLL+WIS. On a 10+, you find suitable cover. On a 7-9, you dodged but choose 2 anyway:

- Your weapon melts on your hand.
- Your armor burns and leaves you breathless for a while.
- Say goodbye to your backpack.
- On a 6-, all three plus 2d6 fire damage

LORE

Some scholars believe that the Altar to an Unknown Demon represents the Demogorgon's true appearance before being transformed and cursed with dual personalities.

Legends hold that the Gems may be used somehow to do the following:

- Free Demogorgon from the **Vale of Shadows**
- Destroy Demogorgon for all time
- Unite his warring personalites into a vastly more powerful Demon
- Transform all of humanity into Troglodytes

THINGS

Classic examples of artifacts it is better not to have the Gems of Demogorgon will attract the baleful attention of the demon lord's cultists and both of that foul being's personalities. These massive rubies may not be harmed by any currently known method.

Gem of Aameul (Weight 1)

Allows the owner to open a one-way portal to the Vale of Shadows; the prison demiplane of the demon prince Demogorgon.

"The Vale of Shadows is a dimension that is a dark reflection, or echo, of our world. It is a place of decay and death, a plane out of phase, a [place] with monsters. It is right next to you and you don't even see it."

-Stranger Things

Vale of Shadows Custom Rules

When you attempt to navigate The Vale of Shadows, describe how you do it, and then roll +STAT. *On a 12+, hold 2 *On a 10+, hold 1. *On a 7-9, hold 1, but you also encounter a monster or trap. *On a miss, you encounter a monster or trap. *On a 1-3, you encounter the Demonogorgon (At the GM's discretion...)

If multiple party members navigate in turn, their hold is pooled together for the entire party. To find one of the vale's treasures, spend 1 hold and describe the place it is found in. You may spend 3 hold at any time to find an exit to this evil dimension.

Gem of Hethradiah (Weight 1)

Allows the holder to summon Demogorgon to fight until the demon or a selected present foe is slain.

Demogorgon will always be forced back to the Vale of Shadows when combat is concluded.

When you summon Demogorgon ROLL+WIS.

On a 10+, Demogorgon attacks your enemy...

On a 7-9, also choose 1:

- You are transformed into a **Troglodyte**
- You and your party are transported to the **Vale of Shadows**.
- All the magic items you are wearing are drained of power.
- On a 6-, Demogorgon attacks you.

Transformed Characters (Troglodyte)

Gain this move instead of the race move on your class sheet:

Your vicious claws and teeth do class damage. You also have Infravision.

Monsters

Demogorgon (Solitary, Huge, Stealthy, Planar, Terrifying)

Withering tentacles (d10+3 damage) 19 HP, 1 Armor Reach, Near

Special Qualities: *Gaze attack can charm or drive insane*

Demogorgon appears as an 18-foot-tall (5.5 m), reptilian (or amphibious) hermaphroditic demon prince with a somewhat humanoid form. Two mandrill heads sprout from his twin snake-like necks, and his arms end in long tentacles. His two heads have individual minds, called Aameul (the left head) and Hethradiah (the right head). One of Demogorgon's best-kept secrets, even from his cultists and minions, is that his two personas strive to dominate (and even kill) each other, but are unable to because they are aspects of one another. Despite this duality, many of Demogorgon's plots revolve around either permanently separating or uniting these two personas. His blue-green skin is plated with snake-like scales, his body and legs are those of a giant lizard, and his thick tail is forked. His appearance testifies to his command of cold-blooded things such as serpents, reptiles, and octopi.

Instinct: Corrupts

- Spreads Insanity
- Always moves twice
- Immune to most magic
- May start to argue with itself and allow party to escape
- Unable to leave the Vale of Shadows and will reform there if slain elsewhere.

Troglodyte Temple Guards (Horde, Intelligent)

Primitive spear (d6 damage) 3 HP, 2 Armor

Troglodytes are the degenerate reptile man descendants of a group of Demogorgon worshippers. They have lost much of their former glory, now forced to eke out a living at the edge of civilizations, often taken as slaves by others. They emit a noxious stench, a natural adaptation to help fend off predators.

Instinct: Serve Demogorgon

Visit the Cats of Tindalos

(<http://catsoftindalos.blogspot.com/>)

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(GMs may wish to consult my Vale of Shadows related Dungeon Starter.)