

VA1a

Oe/BX/1e MINI ADVENTURE

Old School Adventures™ Mini-Module VA1a

THE LOST CAVERNS OF AZGOT



**For Use With Oe/BX/1e Editions
and Comparable Retro-clones**

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Title page illustration by Richard J. LeBlanc, Jr.

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The Lost Caverns of Azgot

Introduction

While this adventure is not part of **Old-School Adventures™ Module VA1: Valley of the Five Fires**, it has been designed to be used in conjunction with the setting it creates. Furthermore, its format allows use with almost any early edition of the original role-playing game (Oe, BX, 1e) or comparable retro-clone (e.g., S&W, LL), but may require some tweaking to match your chosen rules edition.

Monsters: Only a minimum number of monster encounters have been included in this adventure. Instead, it is designed to allow “population” of the caverns as the DM deems fit, allowing it to be easily adapted into any existing campaign.

Background for the DM

These lost caverns, located near the foothills on the northeast outside edge of the Valley of the Five Fires, were once the lair of a race of “proto” ogres. Born of the deity Azgot, the first ogres were equally strong magic users and warriors. They were the predominant beings in this part of the world, and found no foe they could not vanquish. They easily became the masters of their domain, afterward moving into a relatively peaceful existence among their own kind. Over time, disuse of their power and might led to the weaker strains of ogres and ogre magi that exist today. The proto-ogres’ numbers became scattered across the world, and the cradle of their kind became lost to the millennia.

The caverns detailed on this map are only a portion of a much larger complex that extended to the south (via the blocked passage in area **m**), but cave-ins have rendered access to those areas all but impossible. It is doubtful that the clues and evidence found in the caverns will be enough to tell the entire story to those explorers lucky enough to find themselves in the cavern. Nonetheless, it remains a testament to the genesis of ogrekind the world over.

Using this Adventure with Module VA1: Valley of the Five Fires

The following premise is suggested if using this adventure with **Valley of the Five Fires**:

Recently, a small tribe of phase giants have found their way into these caverns, and have begun to use them as their new home. It is unclear as to whether the phase giants have also made their way into the larger complex to the south (though it’s very likely).

Phase Giants: Statistics and descriptions for phase giants may be found in **VA1: Valley of the Five Fires** or on the New Big Dragon blog (savevsdragon.blogspot.com).

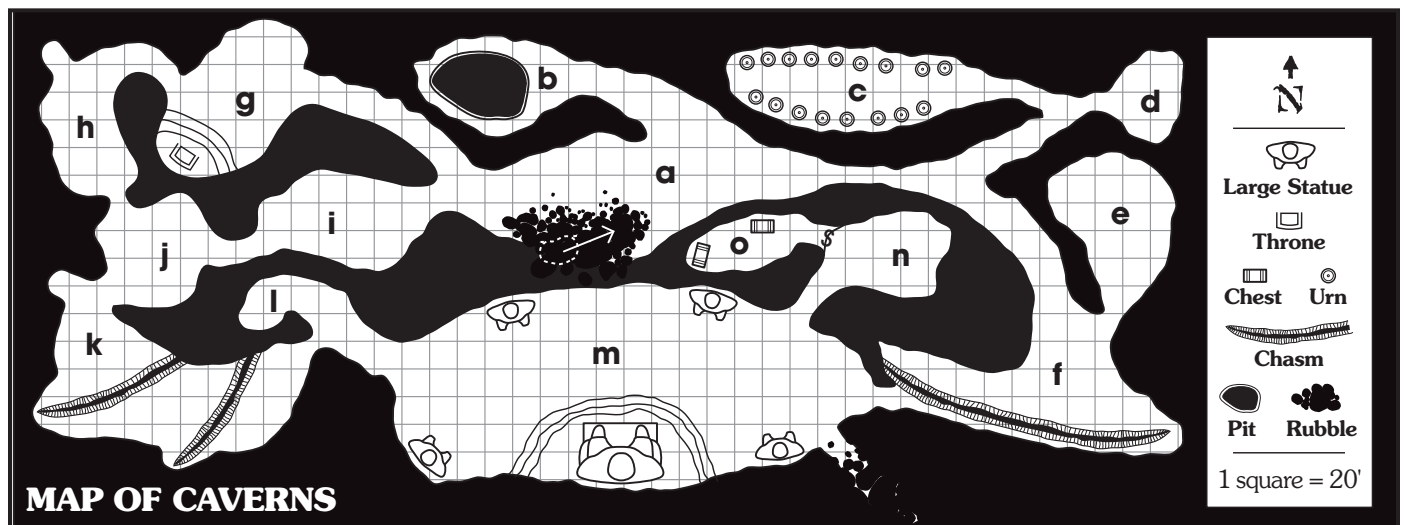
Wandering Monsters: Wandering monsters in the caverns are at the DM’s discretion. However, given the caverns have been closed off for some time, it is suggested that any wandering monsters in the caverns take that into account (e.g., puddings & jellies, or insects/serpents that may have found their way in via hidden air shafts, including crimson death worms).

Encounter Areas

(a) Large Cavern: The party will “slide” into this area from the ground that gives way on the surface (dashed area to SW). Any PCs standing over the 20’x15’ hole as it forms will tumble down taking 2d6 damage in the process.

Additional Information/Encounters:

(b) Charnal Pit: This 50’x40’ (and 150’ deep) pit is filled with what appears to be the skeletal remains of dozens of some form of single-horned “ogre-esque” humanoid. Each skeleton measures approximately 14’ tall (several feet taller than the average ogre mage). Searching the entire pit (which requires removing the bones and setting them aside) will take 100 turns divided by the number of PCs searching. At the bottom of the pit are the following: a **ring of fire resistance**, a **ring of water walking**, and a **ring of protection +1**. Any person or persons directly responsible for removing the rings from the pit must save vs. spells (for each ring removed) or be cursed with a -1 penalty on



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all saving throws for 6 turns, cumulative (e.g., removing one ring and failing the saving throw would result in a -1 penalty on the next saving throw should a second ring be removed, and failing the saving throw on the second ring would result in a cumulative -2 penalty on all saving throws for 12 turns).

Additional Encounter Information:

(c) Storeroom: The northern and southern walls of this cavern are lined with large, lidded clay urns of primitive workmanship. They are generally uniform in size and measure 5' in diameter and 8' in height. There is a 10% chance that any individual urn contains a **giant spider** (specific type at DM's discretion). Anything that was originally stored inside the urns has long since disintegrated, but there is a 5% chance that any urn that does not contain a spider will contain noxious fumes that cause 1 turn of unconsciousness to anyone standing in a 10' radius of the urn when it is opened (on a failed saving throw vs. poison).

Additional Encounter Information:

(d) "Recipe Room": The walls in this area are covered floor to ceiling with markings in a strange, primitive language. Anyone speaking ogre or ogre mage will recognize the markings as having commonalities to those languages, but will not be able to read them directly. Using *read/comprehend languages*, the marking will be revealed as a series of recipes that are generally innocuous (depending on your palette), though many of the ingredients have names that are completely unfamiliar; furthermore, they are written in a way to suggest that visitors prepare their own food on a one-by-one basis.

Additional Information/Encounters:

(e) Sapphire Cavern: The first thing the PCs will notice when entering this area is that the walls and ceiling of this cavern have been completely "painted" a brilliant sapphire blue. The second thing they will notice is that this area feels substantially warmer than the other caverns in the complex. Close examination of the coloring used to "paint" the room will reveal that it appears to use sapphire dust as the pigment. Any magic used in this area will have double its normal effect. If the walls are "scraped", the sapphire dust can be collected; it will take 1 turn of work per PC to collect 1 oz. of the dust, with each ounce worth 10 gp.

Additional Information/Encounters:

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(f) Wide Chasm: A large 10' wide chasm consumes the majority of the southern part of this area. The chasm plunges about 80' downward, and the walls are quite difficult to climb (-40% penalty to the climb roll). Any character falling into the chasm will suffer 4d6 damage. Its presence makes direct access to the southwestern passage (to area **m**) difficult, and "crossing" at the odd angle (from NE to SW) creates a distance as if the chasm were 20' wide; the "safer" route is the ledge that runs along the southern side of the chasm, which allows all human-sized or smaller creatures to maneuver along its length safely (one at a time). There is a 50% chance any half-orc (or larger creature) moving along the ledge will fall into the chasm. Creatures larger than a half-orc will almost always fall into the chasm.

Additional Information/Encounters:

(g) Throne Room: Although it is primitive in construction, there is no doubt that the dais and seat hewn from the rock of the cavern identify it as some sort of throne room. It is also obvious from the size of the throne that the ruler that sat there probably stood 15'-20' tall. Down the length of each of the two arm rests are 10 decorative stone "buttons," which can all be "pressed" in. The second button from the front on the sitter's left side will open a secret compartment on the top of the left arm rest, and the third from the rear on the sitter's right side will open a secret compartment on the top of the right arm rest. The 18 other buttons are trapped with poisoned needles (save vs. poison or die in 1d4+1 turns). Each secret compartment contains a key marked with an ancient rune which (understood through the use of *read/comprehend languages*). When translated, the key from the left compartment reads "fire" and the key from the right compartment reads "smoke." These keys open the chests in area **o**.

Additional Information/Encounters:

(h) Guards' Room: Piled in the room are remains of all sort of primitively constructed weapons and armor for some form of small giant, though it is all in pieces and none of it is usable.

Additional Information/Encounters:

(i) Gallery of Heroes: The south wall features a painting of five "proto-ogres" (thin, tall, strong lower jaw, protruding brow—even for an ogre, and a single horn on the head) engaged in a magical battle (e.g., casting fireball spells) with a golden dragon. Though primitive in nature, the painting features a high level of sophistication and detail (e.g., in the dragon's scales and facial features, and in the details of the flames in the fireballs).

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Additional Information/Encounters:

(j) Prisoner/Slave Chamber: The walls here are lined with a dozen pairs of shackles and chains constructed from an unknown metal. The shackles, as everything else in the caverns, are “giant-sized.” This room may have held prisoners, slaves, or a combination of the two. No amount of physical effort (alone) will remove the chains from the wall where they are mounted (they are mounted magically, identifiable through *detect magic*; *dispel magic* allows each chain to be pulled from the wall, but must be done so by at least two PCs with a combined strength of 34, and takes 6d4 rounds per chain to do so). Each shackle has a 50 gp weight, but has a 150 gp worth to any smith willing to take on the challenge of working with it (10% chance per smith visited).

Additional Information/Encounters:

(k) Double Chasm: This east/west cavern is roughly divided into thirds by a pair of chasms generally oriented north/south. At the southern tip of each chasm is a small ledge that will allow one person at a time to maneuver along it. The chance of any character falling in as they navigate the ledge is 95% minus (-) 5% per dexterity point (e.g., a character with an 18 dexterity would have a 5% chance of falling off the ledge, while a character with a 13 dexterity would have a 30% chance of falling off the ledge). The western chasm is 10' wide, it plunges about 80' downward, the walls are moderately difficult to climb (-25% penalty to the climb roll), and any character falling in will suffer 5d4 damage. The eastern chasm is 15' wide, it plunges about 110' downward, the walls are easy to climb (no penalty to the climb roll), and any character falling in will suffer 6d4 damage.

Additional Information/Encounters:

(l) Storage Room: Leaning against wall here is a wooden platform about 15' wide and 30' long (can be adapted for use as a sort of bridge for the chasms). The wood is petrified, and the platform weighs about 400 pounds; with enough man-power and coordination, it could be moved into a room with a chasm, raised perpendicularly, and “flopped” across one of the chasms in area **k**. The angle of the passage into area **f** does not allow for this to be accomplished easily (50% chance of the platform falling into the chasm).

Additional Information/Encounters:

(m) Temple: The main feature of this room is the statue on the dais to the south side of the room, both of which are hewn out of

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the natural rock of the cave. The statue depicts a seated proto-ogre that, if it were upright, would probably stand 50' tall; his upturned left palm cradles a sphere, and his right hand rests on the hilt of a standing sword. An inscription (in an ancient tongue) runs along the face of the second step of the dais; when translated (through *read/comprehend languages*), it reads, “In this world, Azgot has made his children its masters.” The four other statues in this room are carved stone statues of proto-ogre fighters bearing swords and shields; these statues each stand about 50' tall, and appear to have been carved elsewhere then brought into this cavern. The workmanship and detail of all of the statues is so amazingly life-like, it is almost as if each statue could come to life at any minute. If any of the four “guardian” statues is searched physically, there is a 10% chance per turn searching that the statue will fall over (doing 3d8 damage to anyone caught under it).

Additional Information/Encounters:

(n) Annex: On the ground to the northeast are a pair of bronze candlestands (30 gp ea.), and the ground surrounding them is patched with pigments of various colorations. The pigments are most likely the residue of candles that decomposed millennia ago. On the wall to the northwest (where the secret door is indicated on the map) are two archaic symbols (each about 2' tall). If the PCs have the keys from the throne room, they will recognize the symbols; if they do not, the symbols may be translated (through *read/comprehend languages*). The bottom symbol is the word “fire” and the top symbol is the word “smoke.” For the secret (magical) door to open, a fire must be set directly in front of the wall underneath the symbols (no further than 1' from the wall) and allowed to burn for at least 1 turn (which will heat the fire symbol until it glows, and deposit soot over the smoke symbol until it is covered), at which point the wall will “disappear”; the door will only remain open while the fire is burning, so anyone entering area **o** must walk over/through the burning fire (damage at DM's discretion based on the size of the fire).

Additional Information/Encounters:

(o) Treasure Room: In this room are two wooden (petrified) chests with bronze hardware. The lock of the chest on the north wall bears an ancient symbol that, when translated (through *read/comprehend languages*) reads “wind”; the “smoke” key (from area **g**) unlocks this chest which contains a **staff of striking** (13 charges) and a **potion of gaseous form**. The lock of the chest on the west wall bears an ancient symbol that, when translated (through *read/comprehend languages*) reads “water”; the “fire” key (from area **g**) unlocks this chest which contains 5,000 gp and a **wand of fireballs**. If the wrong keys are used on the chests, or either chest is tampered with, each will release a 5d6 fireball (1 charge per chest) that affects all in the room (on a failed save vs. spells).

Additional Information/Encounters:

56-PAGE
MONGOL-INSPIRED
SANDBOX SETTING

Old School Adventures™ Module VA1

Valley of the Five Fires

Fantasy Setting & Adventure Module for Character Levels 4-9

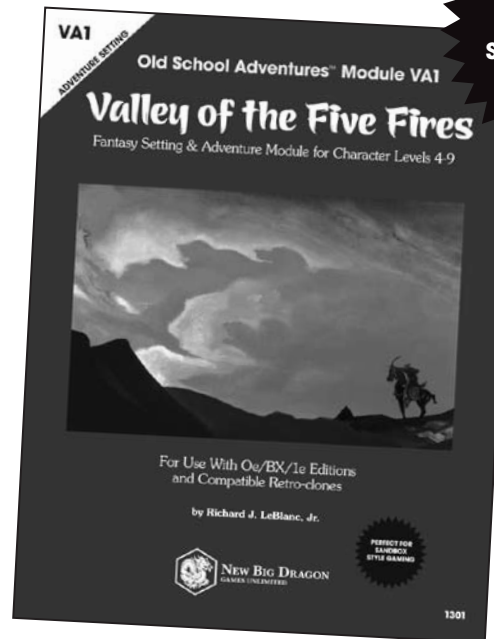
For Use With Oe/BX/1e Editions and Comparable Retro-clones



The Valley of the Five Fires is an mongol-inspired fantasy setting and adventure module for use with Oe/1e/BX editions of the original fantasy role-playing game and comparable clones. This 56-page module includes:

- information on the history of the area, including a wilderness map of the Lands of the Five Fires and background on the major tribes, clans, and hordes
- detailed maps and information on the area's major settlements, including lists of shops and suppliers
- a new Steppe Shaman character class, with 2 variants, and 39 class-specific spell descriptions
- details on armor and weapon types specific to the region
- comprehensive information for 10 major NPCs, plus statistics for 24 pre-generated NPCs
- 4 new fully-detailed monsters, overview information for 29 creatures specific to the area, stats for all other monsters included in the module, wandering monster tables for the various terrains in the area, and a quick-reference, one-sheet monster index
- complete information for The Quest of the Luuzhin Coins, including adventures seeds, a detailed map of the Valley of the Five Fires, plus maps and detailed encounters for 9 major locations in the valley
- adventure seeds for horde-related adventures, encounters in the city of Banua, and over 30 seeds for adventures in the surrounding area
- detailed maps and complete encounter information for 6 minor adventures in the area, plus suggestions for 15 additional wilderness encounters
- information to aid in creating encounters in the areas throughout the Lands of the Five Fires, including nomad camps and religious sites (stupas and ovoos)
- 4 new artifacts/magic items

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