

Wyrmskeep Dungeons μ 1: Oasis of Brass

AN ADVENTURE FOR CHARACTER LEVELS 3-5

GM INFORMATION

This micro-adventure is designed for a group of 3rd to 5th level characters, with a total of 20 to 30 levels. If the party is significantly weaker or stronger than that, you may need to adjust the hit points of opponents to compensate.

Stat blocks for monsters and magic item descriptions are not included in this module. See the 5e SRD or other similar source materials for such information.

PROLOGUE

This adventure should be set-up by the player characters discovering a sheet of parchment that appears to be a map to an oasis or well. Notes scribbled on the paper imply that a powerful magic weapon (possibly a shortsword or longsword) was hidden underground at the location near a well. The GM can decide how difficult it is for the party to decipher the directions to the well, and whether they need to consult (and maybe pay) someone to help in that effort. The party should always be able to eventually glean the proper route and travel to the Oasis of Brass. If the GM prefers to have the well not be in a desert, a few changes in wording can alter the location to any isolated place in their game world.

OASIS

After a few hours of following a little-used path through the wilderness, the party comes upon an outcropping of prickly bushes surrounding some palm and olive trees. An opening in the flora allows access to the center of the area, where a well made of brownish-red bricks can be seen. Success! Hopefully.

Examining the bushes closely will reveal some recent disturbances to the undergrowth. A successful DC 11 Tracking (Survival) check will narrow down the

disturbances to passage of some kind of giant insect or arachnid. Figs grow on the trees and are safe for consumption. The well's water is potable.

1. WELL

The bricks that form the wall of the well appear old and weathered. You guess this oasis has been in use for a long time. A wooden structure around the well supports a pulley to ease lowering buckets to fetch water. No buckets or ropes are in-place though.

If a party member looks down the well, read the players the following:

Water can be seen shimmering some 40 ft. down the well. You notice that some of the bricks in the west interior wall are displaced outward. They might make good handholds if one wanted to descend into the well.

Anyone without a negative dexterity bonus can easily use the protruding bricks to descend about 30 ft. down. A single brick made of a black material can be seen just below that point. If pressed, a secret door will open in the wall, allowing access to a corridor.

2. CORRIDOR

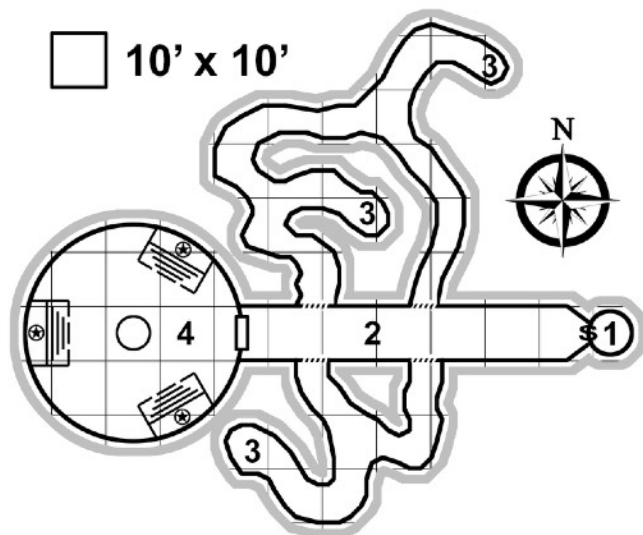
The corridor is made of the same kind of brick as the well. It is 10 ft. wide, 60 ft. long, and has a 10 ft. high ceiling. There is a wooden door with metal bindings at the far end. About 30 ft. down each side wall there appear to be piles of brick rubble and sand (so four in total). Finally, there are glints of metal on the walls between the rubble piles.

The rubble piles are where sections of the brick wall have been breached. Irregular holes exist in the walls at those points filled with sand. Digging at the breaches will alert **10 Giant Centipedes** that will quickly dig through the sand at *all* the holes and assault the party! The centipedes can crawl along the walls and ceiling, giving them surprising access to characters in rear ranks!

If the party considers taking a short (or long) rest after the monsters are defeated, mention that distant sounds of other underground creatures can be heard and delay is unwise; i.e., dissuade the party from taking a rest for a proper challenge.

The "glints of metal" are two 15" by 6" brass plaques embedded in the wall. On each is engraved a word in Common, "Fire" and "Promise." A small stud at the top-right corner of each plaque can be pressed to release the plaque from the wall. There used to be six such plaques, but the four where the holes are have been taken by the centipedes and placed in their nests.

The door is locked and requires a DC 12 Lock Picking check to open.



3. CENTIPEDE NEST

The tunnels that lead to these nests are only 5 ft. high, so medium-sized or larger characters will need to crawl.

The tunnel dead ends at a nest of sorts, composed of plant matter, bone fragments, and a kind of greenish ooze. It's a bed that only a bug could find comfortable.

Each nest has shiny items stashed-away by centipedes. The first nest searched has the first set of treasure, etc.

Nest 1: 25 cp, 15 sp, 5 gp, a **Potion of Healing**, and one brass plaque ("Sun").

Nest 2: 50 gp gem, 5 pp, and two brass plaques ("Glove" and "Footsteps").

Nest 3: 20 sp, 10 gp, a silver-plated dagger, and one brass plaque ("Needle").

4. TREASURE CHAMBER

The door opens into a 40 ft. diameter cylindrical chamber with a 25 ft. high ceiling. At three equidistant points around the outside walls are sets of stairs, all with 8 steps. At the center of the room is a 6 ft. diameter, circular pit. There are no other obvious exits.

Standing at the top of each flight of stairs is a brass statue of a bald man in a blacksmith's skirt with an outstretched left arm, palm up, a representation of flames rising from the hand. To the side in their right hands they hold a large hammer.

Different sets of text are written on the rise of the 2nd to 7th steps of each stairs. On the top of the 1st and 4th steps are 15" by 6" indentations. The size of these indentations seem familiar.

The pit is 10 ft. deep and filled with a translucent, yellowish mist, but otherwise appears empty.

The text on the stairs is in Common and composed of six riddles. The correct answer to each appears on one of the brass plaques in the **Corridor (2)** or **Centipede Nests (3)**. Here are the six riddles and answers.

Northeast stairs, bottom steps: "What is broken when it's not held?" Promise.

Northeast stairs, top steps: "The more you take, the more you leave behind. What are they?" Footsteps.

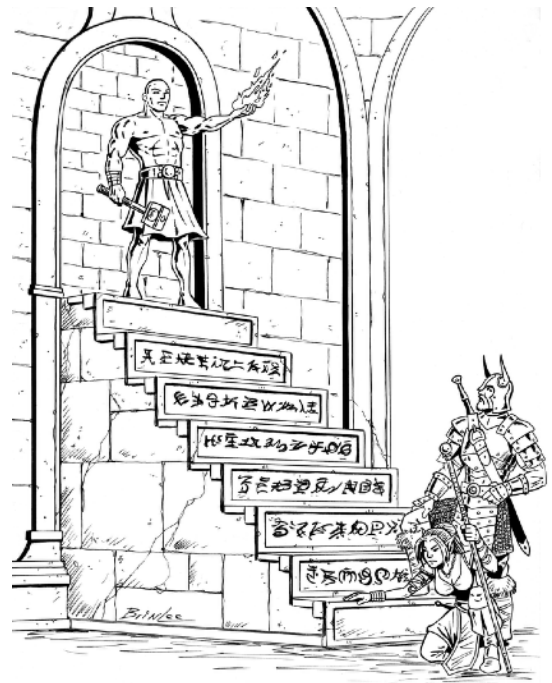
West stairs, bottom steps: "What goes round and in the house, but never touches the house?" Sun.

West stairs, top steps: "Feed me and I will live, give me water and I will die. What am I?" Fire.

Southeast stairs, bottom steps: "What has a single eye, but cannot see?" Needle.

Southeast stairs, top steps: "What has neither flesh, bone nor nail yet has 4 fingers and a thumb?" Glove.

When the first correct plaque to a riddle is placed in the indentation below the associated text, the pit will begin to



glow. At the bottom can now be seen the translucent image of a longsword. The weapon is not solid (yet). Each additional correct placement of a plaque will cause the weapon to rise 2 ft. up the pit and appear more solid.

Once the final plaque is placed correctly, the three statues will animate and say in unison, "**Excellent! You have proven yourself to have wisdom, but are you strong enough to earn the right to wield the Sword of Tarik!**" Immediately after their speech, they will transform into **3 Azer** (a kind of fire elemental) and attack.

Simultaneously, the blade of the longsword will disappear, and the hilt will drop to the bottom of the pit, now clear of mist. Jumping into the pit — DC 12 Acrobatics check to avoid 3 (1d6) bludgeoning damage — and grabbing the hilt will cause the wielder to become attuned to this **Sun Blade**, assuming the person attune to another item and is proficient in shortswords or longswords, and immediately gain knowledge of how to activate the weapon's powers. Neat! (This "auto-attunement" is a one time thing, BTW.)

When an azer drops to 0 HP, it will melt into a puddle of brass. Resting at the center of the slag will be a 500 gp ruby. The gem can be pried out without much difficulty.

When the last azer is slagged, the Sun Blade's scabbard will materialize on the plaque that reads "Sun".

CREDITS

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