

NEST OF THE BRASS DRAGONS

CHAPTER ONE OF UPCOMING ADVENTURE COLLECTION "DUNGEONS WITH DRAGONS"

INTRODUCE YOUR LEVEL 1 PARTY TO THE DANGERS OF DRAGON LAIRS WITH A WYRMLING... RESCUE?



CHAPTER ONE: BRASS DRAGON NEST



What the hell are your players doing in a brass dragon's nesting cave? Are they baby-sitting? Rescuing an orphaned wyrmling? Hired dragon-nappers? Evil? Or maybe they're just being misled by a mysterious organization.

INTRODUCTION

This easy introduction lair is meant for a level 1 party. It's mostly a simple maze of traps with a few natural hazards, a hidden treasure hoard, and an optional baby-dragon fight.

My party ended up here (mostly) under false pretenses and ended up killing the brass wyrmling partially on accident and partially because they were being paid to. It was heart-breaking.

The most fun way to handle this is: send them in under false-pretenses, build up the suspense of "what giant thing lives in here?", and then surprise them with a baby dragon.

THE LAIR

Light: There are no light sources within the cave. Some areas have openings in the walls or ceiling that allow light in.

Environment: Brass dragons live in hot climates. This nesting cave is located high up a mountain on the edge of (or in) the desert. Therefore, the interior of this cave is *warm*. In some areas, openings in the walls and ceiling allow the hot desert wind to rush through the halls.

Halls: The passages through this cave are only 5-foot wide—just big enough to let the wyrmling retreat and hide without being followed by rival dragons.

The walls and floor are stone, marked with claw-marks. The parent dragons dug these passages off the large, natural cave they found in the mountainside.

THE DRAGONS

Adult brass dragons Amon and Corina found this natural cave in a mountain on the edge of their territory (not *too* far from their main lair) and dug it out to creating a nesting site.

After their wyrmling hatched, they left it here in secluded safety, returning frequently to feed and spend time with it.

The wyrmling Taldry is 3 years old.

The party arrives while the parents are out.

INTO THE LAIR

1. ENTRANCE

Without a map or directions, the cave mouth is intentionally hard to find. A DC 15 Wisdom (Survival) or Intelligence (Investigation) check allows the party to find the signs necessary to track down the entrance.

Hidden in the craggy face of the mountain is a wide cave mouth. Though the passage seems to narrow as it delves into the mountainside, this huge, roughly carved entrance warns that you are entering the lair of something much, *much* larger than you.

2. ENTRY HALL

The large cave entrance quickly narrows into a 5-foot-wide passageway.

Light: If the party is arriving during the day, sunlight filters into the passage, creating bright light for about 10-15 feet, and dim light for another 10-15 feet.

3. PIT TRAP

This four-way intersection contains a 10-foot-deep **hidden pit trap** (DMG pg. 122).

Once the pit has fallen open, the ledge around it can be traversed with a successful DC 10 Dexterity (Acrobatics) check.

4. EASTERN PASSAGE

If the party is here during the day, light can be seen at the end of this hallway.

5. EMERGENCY EXIT

This round, natural chamber has holes in the roof that allow the sun, wind, and sand to get in. The holes in the ceiling are just large enough for Tiny creatures to get through.

The floor of this chamber is covered with a dusting of sand.

SECRET DOOR

A DC 20 Wisdom (Perception) or Intelligence (Investigation) check locates the small door near the floor of this chamber. A light touch opens the 3-foot-high door.

Looking through the low door, you can see the massive desert stretching beyond the mountain.

It looks like something tiny could use this door to sneak in and out.

Beyond this door is a small ledge. The wyrmling sneaks out this door to hide if threatened by intruders.



6. BATS

At the end of this dark passage roost two **swarms of bats**. If they get startled by a loud noise, or if bright light is brought within 30 feet of them, they scramble and fly towards the exit.

They swarm around the characters' heads for a round and then continue on their way.

SECRET DOOR

In the back corner of this dark, empty chamber is a secret door leading to a small treasure hoard.

A DC 20 Wisdom (Perception) or Intelligence (Investigation) check is required to find the door.

7. TREASURE HOARD

Pushing open the secret door, you see a pile of gold and gems glittering in the light of your torch.

TREASURE

This is a small fraction of the brass dragons' actual hoard, here as a starter hoard for their child.

If your party chooses to take from this hoard, it contains: 56 gp, 172 sp, 312 cp, 8 gems worth 10 gp, a fancy vase worth 25 gp, and (optional) one magic item from **Magic Item Table A** (DMG pg. 144).

OPTIONAL TREASURE

Because of the prevalence of dragons in my home campaign, this hoard contained one extra item: the legendary sword Kelotrik (see Appendix). While attuned, the sword glows in the presence of dragons and deals extra damage to chromatic dragons (but no damage to metallic dragons).

If you'd like to give this sword to your party, they find it, glowly faintly, at the bottom of the treasure pile. It stops glowing once picked up.

SECRET DOOR

Another DC 20 Wisdom (Perception) or Intelligence (Investigation) check finds a second secret door in this treasure chamber. This door and the passage beyond are 15 feet wide and almost 15 feet tall.

8. SECRET PASSAGE

This passage extends 20 feet and then ends in a blank wall.

Finding the secret door from this side only requires a DC 15 Wisdom (Perception) or Intelligence (Investigation) check.

Finding the door from area 13 is still a DC 20 check.

9. SNAKE? SNAKE!

This passage moves away from the light and into deeper darkness.

Hiding in the darkness is a **poisonous snake**, waiting to surprise any passing creatures.

10. WESTERN PASSAGE

If the party is exploring during the day, they can see bright light at the end of this passage.

The hot desert wind funnels through this tunnel, carrying stinging sand with it.

11. BONEYARD

This round, natural chamber is completely open to the sky. The ground here is covered in shifting sands blown in from the desert, as well as cracked bones and broken armor.

SOURCE OF THE BONES?

In my campaign, the burnt bones and clawed armor came from undead the brass dragons had been rounding up from the desert and destroying.

If your players ask too many questions about the bones, they can simply be a mix of cracked bones from livestock and evil adventurers who tried to abduct the dragon egg/wyrmling.

12. PORTCULLIS

The passageway here opens into a huge chamber (area 13). Ten feet before the passage ends, is a pressure plate (DC 10 to notice).

Triggering the pressure plate causes a portcullis to fall from a crack in the stone ceiling. Creatures standing within 5 feet of where the iron gate falls must succeed on a DC 10 Dexterity saving throw to dive out of the way or suffer 1d10 piercing damage and be knocked prone.

Approaching Area 13, this isn't a super-dangerous trap, it's easy to spot and easy to avoid. If the wyrmling flees from the party, it comes this way, triggering the portcullis behind it to stop any pursuers.

Lifting the portcullis requires a DC 20 Strength (Athletics) check.

13. NESTING CHAMBER

Light: If the party is exploring during the day, this chamber is flooded with sunlight. At night, the chamber is dimly lit by starlight.

This massive, sandy chamber has a towering ceiling supported by six pillars with spiraling, serpentine carvings. The far wall is nonexistent, leaving a natural window overlooking the vast desert.

The floor in this chamber is covered with a shifting blanket of sand. Buried by one of the pillars, its mottled brown scales providing camouflage, is the wyrmling.

Taldry (a **brass dragon wyrmling** with fly speed 0 ft.) is sleeping, nestled in the warm sand. He awakens at any loud noise (such as the portcullis falling, the large secret door opening, or just loud adventurers).

The sands fall away as a small frilled head on a long serpentine neck raises out of its sandy bed. Bright, intelligent eyes blink at you as the small creatures chatters.

Taldry only speaks Draconic, but is more than happy to converse with nice adventurers. His first words upon awaking are: "Mom? Where's my mom?"

If the party seems hostile or no one speaks Draconic, Taldry grows scared and frantic and tries to escape. His wings are not yet formed enough to fly, so he attempts to use his Sleep Breath and then flees.

His route is: exit through Area 12 (setting off the portcullis trap), down Area 9, jump/glide over the pit trap in Area 3, through Area 4, and out of the secret door in Area 5, where he climbs along the ledge and waits for his parents to come find him.

APPENDIX

KELOTRIK

Magic Longsword (requires attunement)

This magic longsword deals an extra 1d10 damage when used against chromatic dragons. It deals no damage to metallic dragons.

While attuned, the sword also glows when within 120 feet of any dragon. The light increases as the wielder draws closer to the dragon, starting at 5 feet of bright light and 5 feet of dim light and ultimately increasing to 30 feet of bright light and 30 feet of dim light.

This sword was originally created to hunt down and destroy the followers of Tiamat, but the enchantment was faulty. So while it still only damages chromatic dragons, it detects the presence of *any* dragon.

HOME BREWERY

This module was formatted using [The Homebrewery](#).

MAP

Lair map created using [Inkarnate](#).

ACKNOWLEDGEMENTS

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RESOLUTION

How this resolves will depend on what took your party there in the first place.

If Taldry escapes to the emergency exit and starts calling for his parents, they get close enough to hear him and help in 1d4 hours.

If your party kills or abducts the baby dragon, you now have two adult brass dragons ready to hunt them down and seek revenge (*parents' lair coming soon*).

In a rescue or baby-sitting mission, you now have the joy of making your party deal with an intelligent, chatty infant that probably won't share a language with most of them.

MAP

