

# DUNGEON CRAWL CLASSICS

## BENEATH THE WELL OF BRASS

DCC DAY #2:  
A LEVEL 0 ADVENTURE  
BY HARLEY STROH





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CRAWL  
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Issac Musselman, and Monte Musselman. Special thanks to  
Ms. Doyle of the Basalt Public Library and the Roaring Fork  
Dungeon Crawlers.

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STEFAN  
2021



## INTRODUCTION



Remember the good old days, when adventurers were running scared, NPCs were there to murder you, and the finale of every dungeon was the chaos lord on the 666th level? These are the good old days! *Dungeon Crawl Classics* RPG adventures don't waste your time with humdrum scenarios, boilerplate campaign settings, or NPCs who want you to kill ten shadow cats. Each adventure is 100% good, solid *Dungeon Crawl Classics* with monsters you have never seen before, traps that spare the flesh but destroy the soul, and the secret portals that lead to a thousand insane worlds.

*Beneath the Well of Brass* is a 0-level adventure for 12 or more characters. Many of the challenges are puzzles; a smaller party of careful delvers can triumph where a larger, blundering mob will fail. For players given to creative, imaginative play, the adventure offers mastery of magic, diabolic favor, and the promise of immortality.

The adventure is designed to be run in a single four-hour session. However, if time permits, judges might consider allowing surviving PCs to level up between encounter area 1-12 and the adventure's conclusion.

## ADVENTURE SUMMARY

Three days ago, the bandit naming himself the Black King marched a band of brigands into the PCs' village. Fearful of the Black King's wrath, the village elders did their best to appease the man-giant and his men, plying them with the best meat and drink the hamlet could muster.

But the Black King's yearnings are not of the material world. Haunted by a vision of his own doom, the brigand is in search of immortality.

The answer to the Black King's melancholy lies in a nearby cave complex. Once the site of a chaos cult, the cave has long been forbidden to the villagers, for fear of awakening the object of the cult's sinister devotion.

Rather than risk sending his own reavers into the unknown, the Black King presses the PCs into service with a single, impossible command: Venture into the cave and return with the key to immortality. Should the PCs refuse or fail in their quest, the Black King commands his reavers to raze the village and slaughter its people.

## THE DEVIL'S MAW

Since time immemorial, sages and mystics have sought out the burning caverns, hoping to master the mystery of destruction and rebirth. A naturally-occurring fissure, the flame-licked caves are saturated with oil and suffocating gasses. But the sages were not mistaken in their quest: at the furthest reach of the caves, far beneath the earth, is a primal link to the Elemental Plane of Fire.

More recently, a chaos cult declaring themselves Theophages (or "God Eaters") sought out the caverns for their own, sinister purposes:

Invoking the names of forbidden patrons, the Theophages sundered the elemental fissure, cracking open a mighty portal to the mythic City of Brass. Luring an ifrit prince and his consort through the portal, the Theophages set the elemental pair to the task of binding raw chaos with material form. (The consequences of this alchemycal wedding and its cataclysmic failure are detailed in *DCC #100: The Music of the Spheres is Chaos*.) Their ends accomplished, the God Eaters abandoned the burning caverns and withdrew to their hidden monastery atop the world.

In the Theophages' absence, the Devil's Maw reverted to ruin. Fanciful tile mosaics depicting the Theophages' war against divinity were soon cracked and covered in soot. Safeguards taken to abate the caves' dangers fell by the wayside. The burning caverns returned to silence and darkness, save for the intermittent spit and flare of elemental flame.

