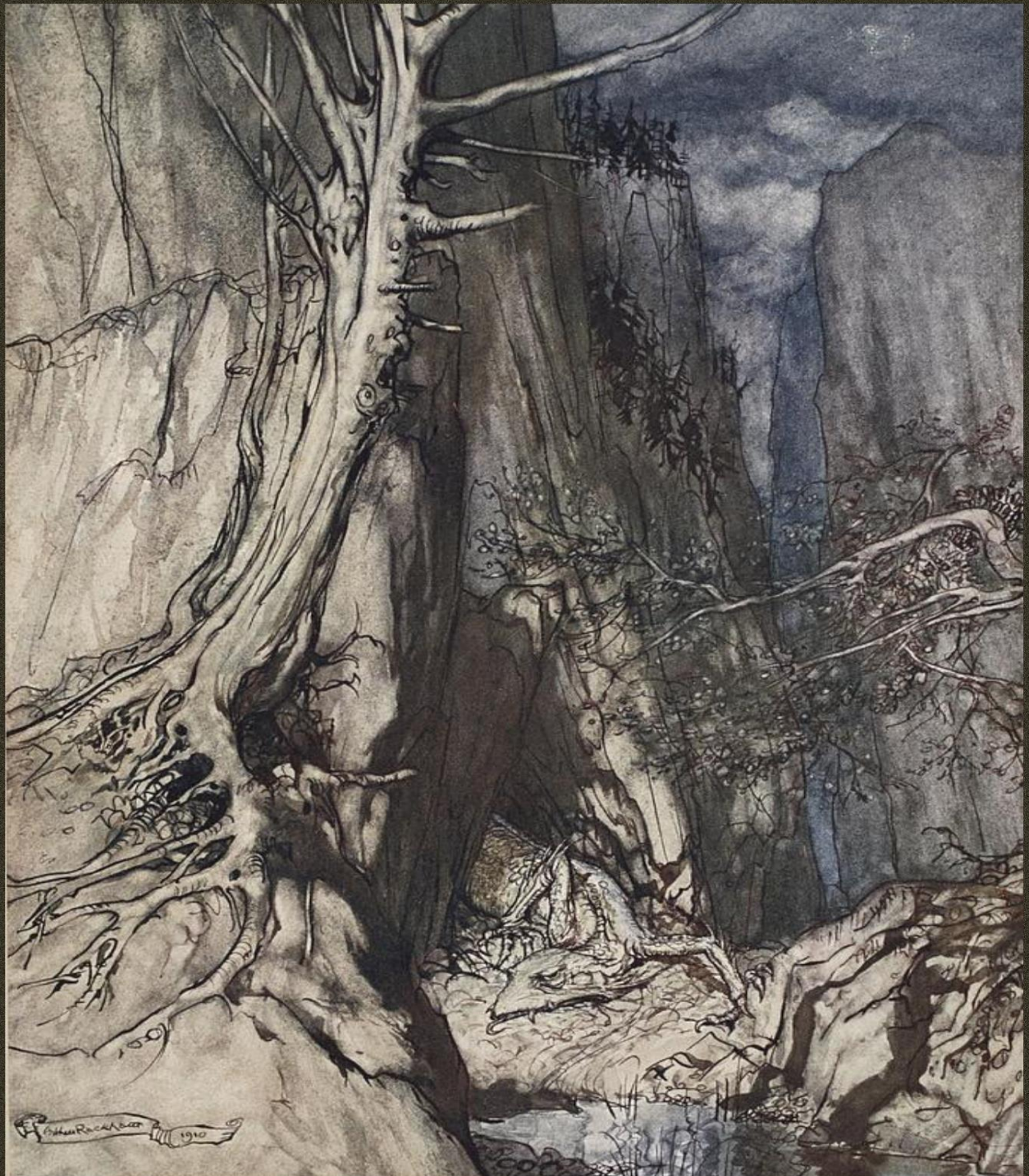


THE BLACK WYRM OF BRANDONSFORD



CHANCE DUDINACK

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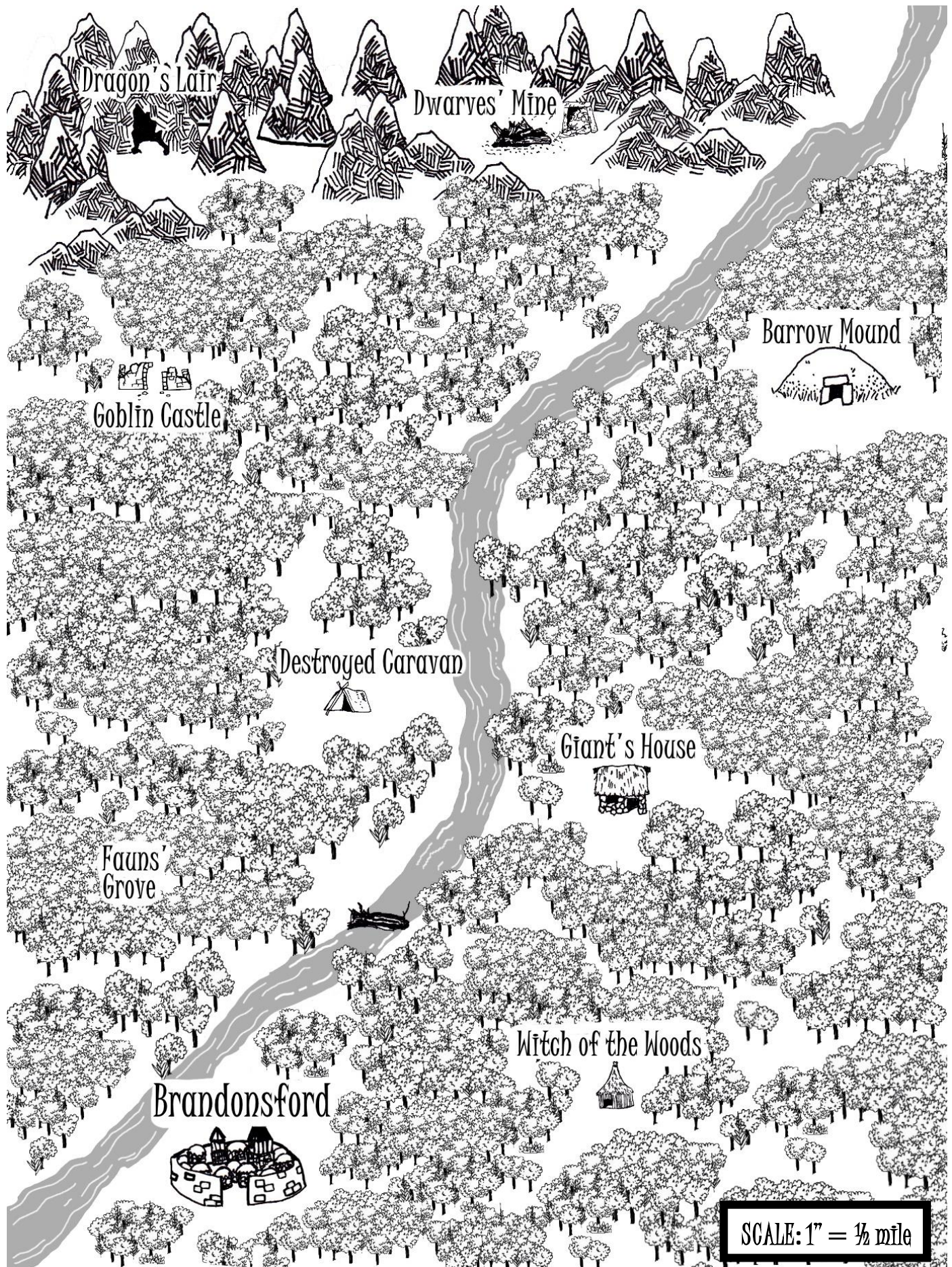
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THE BLACK WYRM OF BRANDONSFORD



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INTRODUCTION

This module is designed for play using the B/X ruleset and can be used in similar old-school systems with minimal conversion. It is meant to be run with a party of 4-8 characters of 1st to 3rd level. The party should be encouraged to investigate their surroundings, practice caution, retreat if necessary, and think of clever solutions to deal with obstacles.

GM BACKGROUND

- **The Tale of Sir Brandon:** Hundreds of years ago, a dragon terrorized the village of a young warrior called Brandon. Brandon gathered a company of brave heroes and together they ventured into the wilds to slay the beast. There, Brandon received a magical sword from a beautiful fairy which he used to kill the dragon. Brandon and his men were knighted for their deeds and in time the village became known as Brandonsford, for their hero.
- **Brandonsford:** A quiet little town at the edge of the wilderness. The houses here are mostly thatched roof stone cottages along with two plaster-and-timber inns all herded together by an ancient stone wall. There are no guards or proper law enforcement, but the town is protected by a rotating group of able-bodied men on night watch duty.
- **The Dragon:** A family of dwarven brothers once lived in a cottage in the woods, leading simple lives mining under a hill. That is, until they came across a stash of buried treasure several weeks ago. One of the dwarves became so consumed by his greed that he killed his brothers to take it all for himself. His terrible greed transformed him into a dragon. The fearsome dragon terrorized the townspeople and killed all but one of the hunters sent to kill it. Now no-one in Brandonsford dares leave the town's walls.
- **Fairies:** While the woods outside Brandonsford have always been home to a few of the fair folk, the appearance of the Dragon has allowed the fairies to reclaim the forest as their own. One fairy in particular, the goblin king **Hogboon**, seeks to take over the forest as his new kingdom. The king has sent his goblin soldiers throughout the woods to establish control, but this has mostly resulted in the annoyance of the other forest dwellers and many dead goblins.

ADVENTURE HOOKS

- While relaxing in their favorite tavern, the characters overheard another adventuring party talking about a dragon attacking the people of Brandonsford. And where there's a dragon, there's bound to be boatloads of gold!
- After a night of high-stakes gambling with the local lout, the party members won what he claimed was an "gen-yoo-ine pirate's treasure map". Following the map has led the adventurers to Brandonsford, with the treasure buried in the woods nearby (the **Dwarves' Mine**).
- The desperate reeve of Brandonsford has humbly requested that you hunt and kill the dragon haunting his town for a payment of **1,000 gold pieces**.

The Town of Brandonsford

1d10 Rumors

1.	A supply shipment was supposed to come into town a week ago, but it never came. (True)
2.	You think a dragon is bad? I heard there's a man-eating giant in those woods! (True)
3.	A witch lives in the woods (True) who can turn you into a shrub just by lookin' at ye! (False)
4.	The dragon doesn't exist. It is merely an illusion conjured up by those wicked fairies! (False)
5.	The dread pirate Carmelo the Cursed buried his treasure in these very woods. (True)
6.	A family of dwarves who live out in the woods used to come into town to trade their metals. They haven't come around in a while. (True)
7.	The town's alchemist cavorts with an evil witch who lives deep in the forest. (Partially true)
8.	That dragon's probably dead already. After all, nobody's seen it since the hunters got attacked. (False)

THE BLACK WYRM OF BRANDONSFORD

Notable NPCs

Bentley, Owner of the Clumsy Fox Tavern

Halfling, glasses, bald head with gray sides, jovial, talkative. He runs the bar with the help of his wife Eloise and their three daughters.

- **Sells** his famous Fox Tail brew (3 SP/pint), fresh-made bread (5 SP) and rooms (10 SP/night).
- Bentley's more amiable nature and the upstairs rooms available for rent have made this tavern the de facto adventurer hangout. Here, the party can meet and recruit:

Lady Hilda – Lawful Fighter 2

STR 16 DEX 9 INT 9 CON 17 WIS 10 CHA 16

HP - 10, AC - Chain + shield, Morale 12

Attacks: Sword (+1) 1d6+1, Dagger 1d4

Description: Gentle face, freckled, one red curl hangs out of her coif. Generally patient and well-meaning, but in combat her fight-or-flight kicks in. Usually fight, with lots of threats and screaming.

Squints – Neutral Halfling 2

STR 12 DEX 14 CON 8 INT 15 WIS 11 CHA 7

HP - 6, AC - Leather, Morale 8

Attacks: Dagger 1d4, Sling 1d4+1

Description: Shifty eyes, dirty mop of hair. Wants to get his "big break" and to never work again in his life. Tends to hang back and pepper foes with his sling.

"Drop Dead" Ned – Chaotic Thief 2

STR 11 DEX 16 CON 13 INT 10 WIS 12 CHA 6

HP - 6, AC - Leather, Morale 7

Attacks: Silver dagger 1d4, Shortbow (+4 to hit and double damage for sneak attacks)

Thief Skills: Open Locks: 20% Find/Remove Traps: 15% Pick Pockets: 25% Move Silently: 25% Climb: 88% Hide in Shadows: 15% Hear Noise: 1-2

Description: Greasy hair, rotten teeth, calls everyone "friend", "pal", or "buddy". Doesn't like taking risks unless payment is involved. Likes to kill slowly.

*Keeps a killer wasp in a tiny jar around his neck for tight situations. Human-sized or smaller targets save or fall to the ground twitching in pain for 1d6+1 turns.

Malzazerick the Magnificent – Neutral M-U 2

STR 12 DEX 11 CON 11 INT 13 WIS 10 CHA 15

HP - 5, AC - Unarmored, Morale 10

Attacks: Dagger 1d4 or by spell

Spells: Read Magic 1, Charm person 1, Magic missile 1

Description: Rail thin, big nose, short hair. Dressed like a classical wizard (blue robes, pointy hat with stars). Whimsical and jokey.

Quinn, Owner of the Golden Egg Tavern

White beard, boney, uncomfortably friendly. Will do anything to keep new customers. Snaps at the mention of the Clumsy Fox.

- **Sells:** Watered-down swill (10 SP, will lower the price if anyone complains).
- **Offers 100 GP** to catch whoever's been stealing from his cellar.
- **Thinks** Bentley is a thief, or that he hired one. No matter how much money he spends to bring in good booze, it's gone by the next morning. Since shipments don't come in anymore, he's running out of inventory. "I don't know how he does it, but I know he's tryin' to ruin me!"
- **The Missing Booze:** The real cause of Quinn's disappearing booze is a **clurichaun** who sneaks into his cellar every night (see pg. 7).

Cedric the General Store Clerk

Stocky, bushy moustache, boisterous.

- **Sells:** Dry rations, adventuring supplies. He has no set prices but asks customers what they're willing to pay and haggles from there, seeing how high he can get.
- **Says** that his supply shipments haven't been coming in since the troubles with the Dragon began.

Eric the Town Reeve

Portly, mutton chops, purple rings around the eyes, visibly stressed. Spends much of his day in silent, wide-eyed thought.

- **Offers 1,000 gp** to whoever kills the Dragon. He recommends that anyone seeking to kill the beast speak with George the woodsman.
- **Thinks** that the witch living in the woods is responsible for all the problems lately.

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Warwick the Smith

Burly, simple, superstitious.

- Warwick's shop is covered wall to wall with lucky charms. Horseshoes, rabbit's feet, and clovers have been nailed to the walls.
- **Sells:** Iron daggers (x3 standard price), a single longsword (50 GP), and a ton of useless junk from his house.
- **Problem:** Warwick is running severely short on metal. He used to buy it from some dwarven miners who lived under a hill in the woods, but they haven't come around lately and the Dragon is keeping Warwick from going to check on them.
- **Offers** the only thing he hasn't put up for sale, his grandfather's shirt of **mithril chain** (chain +1, wearer takes half damage from magic weapons and spells) to the party if they can go to the dwarves' mine and bring back some metal. He'll give them a sack full of 200 SP to pay for it.
- **Charms?/Fairies?** A fairy has been tormenting Warwick for some time now. He's seen it watching from his window at night. (See **The Fairy Visitor**, next page)

George the Hunter

Wild red hair and beard, missing an arm, stone-faced, hopeless.

- George is the only man in the village to have encountered the Dragon and lived to tell the tale. It took his arm and all of his fellow hunters.
- **Knows** that the Dragon lives in a cave at the foot of the mountains to the north, and of the beast's invincible black scales.

Father William the Priest

Perpetual droopy frown, gray beard down to the waist, drowsy. Deep hatred for the fae, subtly racist towards non-humans.

- **Sells** healing services (Cure Wounds, Cure Disease)
- **Thinks** Ingrid is a pagan witch and that she is part of a coven with the witch of the woods.
- **Dragon?** William knows that Sir Brandon once slew a dragon. He sent Brother Dirk to the knight's barrow mound to retrieve Brandon's magic sword, but he hasn't come back.

Ingrid the Alchemist

Thin, sheepish, socially awkward.

- **Sells** alchemical items:
 - **Essence of Wolfsbane** (applied to skin, repels wolves for 1d8 hours). **5 GP.**
 - **Witch Powder** (Bright blue, glows when touching something magical, washed off with water). **7GP.**
 - **Mandrake Root Tea** (heals 1 HD over 4 hours). **10 GP.**

Ingrid also possesses a **Firelight Citrine** (amber stone, shines as a torch when shaken, causes a violent explosion if exposed to fire) but will not sell it for anything less than **300 GP** because it is so rare.

- **Secret Admirer:** Ingrid has a crush on Warwick but has never even spoken with him. Instead, she sneaks over to his house every night to leave love letters and gifts as a secret admirer (See **The Fairy Visitor**, next page). She will not reveal this unless openly confronted or affected by magic (charm person).
- **Hopes** Warwick is doing okay. He's been acting rather worried and has been hanging up strange objects all over his shop.
- **Knows** that Vivian, the witch of the woods, might be able to help get rid of the Dragon and the encroaching fairies. Ingrid knows her personally.

Farmer Gill

Old, gangly, loud, cocky. Tends to embellish the truth, especially when telling his stories.

- **Sells:** Seamus the mule (100 GP). If the party tries to haggle, he'll guilt-trip them, saying something about how hard it'll be to get work done without his only mule.
- **Knows** the Tale of Sir Brandon by heart.
- **Dragon?** Gill says he valiantly drove it off when he caught it carrying off one of his cows. His boys are out trying to catch the thing now, so you need not worry about it.

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The Missing Booze

Quinn of the Golden Egg Tavern believes that Bentley, his business rival, has been stealing inventory from his cellar to ruin him. For **100 GP**, he asks that the party stake out the place and catch the thief in the act so Quinn can prove he isn't crazy and to hopefully "send that little thief back to whatever hole he crawled out of."

The Truth: Bentley has nothing to do with the stolen liquor. The thief is actually a clurichaun by the name of **Naggeneen** who sneaks into the cellar every night to have a drink.

- **At midnight**, an invisible Naggeneen arrives at the Golden Egg, magics the cellar door open, and heads inside to drink. If the party has made no effort to hide themselves, the clurichaun will flee.
- Once Naggeneen starts drinking, he doesn't do much to hide his presence other than remaining magically invisible.
- **If Naggeneen is captured:** He will offer up his pot of gold in exchange for his freedom. What he will not mention until after he is freed is that the pot is in the old temple ruins in the woods, where he used to live before the goblins moved in and kicked him out. (See **Goblin Castle**, pg. 10)

Naggeneen – AC: 4 (15) HD: 1d4 hp SV: D1

Attacks: None Morale: 8

Special: Naggeneen can turn invisible, create illusions, and fly at will but loses his powers when he is captured.



The Fairy Visitor

Warwick the smith is haunted by a malevolent fairy. He has seen the creature, which he describes as a hooded phantom, staring at him through his bedroom window in the night. Some mornings he awakes to find flowers laid on his windowsill, or strange talismans stuck to his door.

The Truth: Warwick's fairy visitor is the town's alchemist, Ingrid. Ingrid has romantic feelings for the man but has trouble expressing them.

At night, she sneaks out to Warwick's house to leave gifts as a secret admirer. The "cursed talismans" Warwick finds on his door are actually love letters, but Warwick is illiterate.

- **Blackmail:** The party can blackmail Ingrid if they find out what she's been up to. She will offer free items from her store and up to 100GP from her savings to keep the PCs quiet. However, if they exploit her too much, they should expect a **curse** to befall them as Ingrid goes to her old friend the Witch of the Woods for help.

Whoever participated in the blackmailing will be plagued by **nightmares** that prevent them from sleeping (cannot restore hp by resting). The curse lasts until the characters make amends with Ingrid or kill the witch.

- **Matchmakers:** The party can choose to work with Ingrid to make her dream come true. It is possible for the party to bring the couple together, provided they convince Warwick that Ingrid is not a witch (perhaps by likening mixing potions to forging metals) in which case he will be open to the idea. As thanks, Ingrid will give the party her **Firelight Citrine**, along with a warning of the stone's explosive properties.

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1d12 Random Encounters (2-in-6 each mile)

1. **1d6 Wolves.** Emaciated and vicious. Attack on sight. AC: 7 (12) HD: 2+2 Attacks: 1 bite (1d6) SV: F1 Morale: 8
2. **1d4 Drunk Goblins.** Mismatched animal features and ill-fitting piecemeal armor, singing a slurred song of praise dedicated to good King Hogboon. Attack only if provoked. Can be followed to the **Goblin Castle**. AC: 9 (10) HD: 1-1 Attacks: 1 weapon (1d6) SV: E1 Morale: 7
3. **2 Idiot Dragon Hunters.** Gill's sons Tad (short, fat, four teeth total) and Zach (tall, dopey, big Adam's apple). They're planning to bait the Dragon with a dead pig and then throw a net over it. AC: 10 HD: 1 Attacks: 1 pitchfork (1d4) SV: F1 Morale: 10
4. **1 Dryad.** One party member will see her in the trees, beckoning them with a finger. She will attempt to charm them and pull them into her tree. If the charm fails, she disappears. AC: 5 (14) HD: 2 Attacks: charm person SV: F4 Morale: 6
5. **1d10 Stirges.** Squabbling over a freshly killed deer. Half will attack on sight. The rest will join the fray in 1d4 rounds when they have finished draining the deer. AC: 7 (12) HD: 1 Attacks: 1 proboscis (1d3, +2 on first hit) SV: F2 Morale: 9
6. **2d6 Sprites.** Invisible, but their constant giggling gives them away. They will pull harmless pranks on the party. The first one to try to attack them will be victim to a cosmetic curse (ex: donkey ears, a long pointy nose, bucked teeth, etc.) before the sprites flee. AC: 5 (14) HD: ½ Attacks: curse (1 cast/5 sprites) SV: E1 Morale: 7
7. **Dragon Signs.** A trail of felled trees and acid burns cuts through the forest.
8. **Golden Fox.** A shimmering golden-haired fox. Its pelt is worth **1000 GP** (or more if undamaged by arrows or blades). AC: 3 (16) HD: 1+1 Attacks: 1 bite (1d4) SV: NM Morale: 5
9. **2 Fae Hounds.** Wolf-like, shaggy black fur, glowing eyes. Frantically sniffing around and shouting at each other with gruff voices. They will loudly ask the party if they've seen a golden fox. If the PCs already killed the fox, the hounds attack. Their elvish masters (see below) will arrive in 2d4 combat turns. AC: 4 (15) HD: 3 Attacks: 1 bite (1d6) Morale: 10
10. **1d6+1 Pompous Elvish Hunters.** Pursued lips, lidded eyes, dressed in extravagant furs. They're following the fey hounds at a sauntering pace and will actively ignore the party unless they get in the way or they've killed the golden fox. AC: 5 (14) HD: 1+1 Attacks: 1 longbow (1d8) or spell SV: E1 Morale: 8 Spells: 1 random 1st-level MU
11. **1d6 Goblin Scavengers.** Pushing a wheelbarrow full of stolen trade goods (**100 - 200GP** worth) back to the **Goblin Castle**. If approached, they will order the party to stand aside in the name of the Goblin King. If they do not comply, they will be attacked. AC: 7 (12) HD: 1-1 Attacks: 1 weapon (1d6) SV: E1 Morale: 10
12. **The Dragon.** The creatures of the forest flee in its wake. The Dragon is hunting for a meal. See next page for stats.

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The Dragon



The beast moves like a fat alligator, dragging its bloated belly along the ground with each lumbering step, but with the potential to strike in an instant. Strings of spittle hang from its teeth, thick with foul poison. It lives only to eat and to protect its gold.

When the Dragon dies, its black scales melt away into steaming ooze, leaving behind the skeleton of a dwarf.

The Dragon – AC: 1 (18) HD: 8 (32 HP) Attacks: 1d6/1d6/1d8 + venom or breath weapon (remaining hp as dmg) SV: F8 Morale: 12

Scales of Glistening Black: Immune to normal weapons, but anything without scales (the eyes and mouth) can be damaged normally. Attack rolls on the mouth are -4, eyes -6. If an eye is hit, it is blinded.

Jaws Dripping with Poison: When the Dragon bites a character, it oozes strength-sapping venom from its mouth into the wound. Save vs. poison or take 1d6 STR damage. A character brought to 0 STR dies.

Throat Full of Brimstone. The Dragon's breath weapon is a spray of yellow sulfurous gas.

Stream

A lazy stream flows down from the mountains, bisecting the forest. 20' wide and only about 10' deep at its lowest.

Each time the party comes to the riverbank, there is a 2-in-6 chance of a random encounter. Or if they are moving down the river, 2-in-6 every mile.

1d4 Encounters

1. **1d20 Nixie Traders.** Flitting around the surface of the water like mosquitoes. They will pester the party to trade with them. They have a total **600GP** worth of pearls to trade for "wondrous items of the mortal world". The nixies also offer their own mortal items to trade if they don't think measly pearls will be enough:
 - Silver Bident of Beast-Slaying (a carving fork)
 - Circlet of Starlight (a glow-in-the-dark ring, casts light as a candle)
 - Many-Colored Bones of Divination (A mismatched set of dice)AC: 7 (12) HD: 1d4 hp SV: E1 ATK: 1 trident 1d4 ML: 6 Spells: charm person (once/10 nixies), water breathing (24 hr)
2. **Leprechaun Fisherman.** Crying for help. His beard is tangled in his line along with a struggling salmon. Save him without cutting his beard and he'll give a **100GP gemstone** as thanks. Damage the beard and he'll polymorph his savior's armor into something embarrassing. AC: 8 (11) HD: 1d4hp ATK: None SV: E1 ML: 8 SP: the leprechaun can turn invisible, polymorph nonliving objects, and create illusions at will.
3. **River Troll.** Lying stretched out across the river to resemble a mossy, wet log. Ambush on 4 in 6 if crossed over. Can be distracted with food. AC: 6 (13) HD: 4 (20 HP) ATK: 2 claws 1d6/1d6 SV: F4 ML: 10
4. **1d6 Goblins + 1 Giant Beaver.** The goblins are attempting to annex the beaver's lodge. They're losing. And now the beaver is very angry.
Goblins - AC: 7 (12) HD: 1-1 ATK: 1 weapon SV: E1 ML: 7
Giant Beaver – AC: 6 (13) HD: 4 ATK: 1 bite 3d4 SV: F4 ML: 9

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Witch of the Woods

This forest clearing gives way to a garden of topiary animals centered around a wattle hut.

- **Topiaries.** Woodland creatures and humans, all eerily detailed.
- **Pond.** 10 nixies live in the pond and demand the PCs cast their weapons into the water, or else the witch will turn them into shrubbery for her garden.
At the bottom: The nixies' collected tributes. A pile of rusted weapons, **2d20 gold coins**, a silver bangle set with turquoise stones (**200 GP**), and a gilded scabbard set with carnelians arranged like blossoming flowers (**400 GP**).
- **Hut.** The inside is a homely kitchen with plush, overly quilted furniture one might expect to find in a grandmother's house.

Vivian the Witch. Gray frizzy hair, hunched, one bulging eye, wrinkled old purple dress. Not exactly an evil witch, but just too old to care about being polite. Can get carried away discussing her topiary hobby.

- **Dwarves?** She was quite fond of the eldest brother, Grimni. Last time he visited he told her of a vast amount of gold they stumbled on in the mines.
- **Dragon?** Vivian knows one way to help kill the beast. There are magical trees in the western woods that drip wine like sap. The wine is magically potent, enough to knock a mortal unconscious with the slightest sip. But be warned, the place is frequented by fauns who would not take kindly to someone stealing their drink.
- **Pond?** Ask nicely and Vivian will call off the nixies and let you take whatever you want from the pool.

Fauns' Grove

A heavy, sickly-sweet aroma has settled in this part of the forest, where the trees bleed red wine in place of sap. Sounds of mirth and music echo from an unknown source.

- **Trees.** Must be tapped or cut to retrieve a sizeable amount of the wine. Damaging one will cause the ambient music to screech to a halt as **1d4 fauns** appear to confront the party.
- **Wine.** Magical. After drinking, save vs. poison: fall unconscious on a failure or become incredibly drunk (-3 to all rolls) on a success. Each of these effects last 1d10 hours.
- **Fauns.** Willing to trade their wine for sentimental items (ex: Ingrid's love letters, a dwarf's pick, a nixie treasure). They will not accept coin. Each faun has a golden wine goblet worth **300 GP**.

Fauns – HD: 5 AC: 5 (15) Attacks: 1 headbutt 2d4
Morale: 12

Giant's House

A cottage three times the size of a normal house built from cyclopean rocks. It is fitted with a tree bark door, a mudbrick chimney, and a window. A horrible roaring sound drones on from inside.

- **Chimney.** Belches out a column of thick smoke.
- **Window.** Warm, flickering firelight pours out. Through the window, you can see a wooden dining table, a pot cooking in the fireplace, and a sack sat against the wall.
- **Horrible Sound.** Thunderous growling, heavy breathing, repeat.

Inside the House:

- **Fireplace.** Roaring fire heating a giant cauldron (scorched bottom, rumbling lid). The cauldron holds boiling water and chopped vegetables. If the whole thing is tipped over it deals **1d8 damage** + save or spend 1 round screaming in pain.
- **Giant.** 16' tall. Sleeping in a giant cushy chair, head slumped to one side, booming snore. Wears hide clothes (yellow-brown, homemade) and a **gold necklace** (giant-sized, **400 GP**).
- **If the giant wakes up:** He'll chase after the party with intent to kill, shouting about how he "told you stinking little goblins to stay off my land!"
- **Wriggling Sack.** Contains a bound and gagged monk, **Brother Dirk**. If released he will loudly thank the party.

Giant – AC: 4 (15) HD: 8 (35 HP) Attacks: 1 Fist 2d8
Morale: 8

Brother Dirk – Lawful Cleric 2

STR 11 DEX 8 CON 10 INT 10 WIS 14 CHA 10

HP: 5, AC: Unarmored, Morale 10

Attacks: Fist 1d4

Spells: Cure Light Wounds (1)

Description: Standard monk get-up. Rosy face, soft. Will never attack a defenseless opponent. Refuses to make dealings with the fae.

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Destroyed Caravan

Ruined tents and corpses lie around a burnt wagon tipped onto its side that breathes wisps of stinking smoke.

- **Wagon.** Singed by corrosion, smell of sulfur. Most of the trade goods they carried are gone.
- **Bodies.** Tradesmen and their guards. Battered and pierced armor, some are missing fingers, hands, and heads.
- **Tents.** Ripped by claws, speckled with blood.
- **First Visit: 1d6+1 Goblin Scavengers.** Picking through the wreckage, loading anything still intact into a wheelbarrow to take back to their king.

Dwarves' Mine

The remains of a log cabin lie in a rotting heap at the base of a hill. In the hill itself, there is the old post-and-lintel entrance to a mineshaft, sealed shut by a cave-in.

- **Log Cabin.** Blackened crumbling timbers (clearly burnt down) jutting out of a pile of broken furniture and roofing.
- **Searching the wreckage:** For every ten minutes of searching, roll 1d6 to see what the players find (all items can be found if they search long enough):

1d6	Items found
1.	2d20 iron ingots
2.	A mining pick engraved with a name: 1. Grimni 2. Grelli 3. Durni 4. Breni 5. Kedri 6. Hruni 7. Brol
3.	2d20 GP
4.	1d4 gems (10-100 GP each)
5.	1 dwarven corpse (of 5)
6.	Bejeweled Silver Beard Comb (300 GP)

- **Cave-In.** The tunnel is filled with a mound of dirt and wooden fragments. If the players spend three turns digging through the debris, they will find a **dead body** underneath.
- **Dead Body.** A dwarf killed by the cave-in. On its middle finger, it wears the Soul-catching Ring.
- **Putting on the ring:** The ghost of **Grimni**, one of the dwarven brothers, appears as a hallucination only the wearer can perceive.

Grimni. Thick brown beard, miner's clothes, serious, impatient. He was killed by his greedy brother, Brol.

- **Insists** the wearer take his ring to his brothers so that he can tell them how he was killed. When he finds out his brothers are dead, he will be willing to help the PCs.
- **Knows** where Brol might have taken the treasure: an old cave the brothers found out east (the Dragon').

Dragon's Lair

A lonely cave at the base of the mountains flanked by blackened trees. The darkness within is pierced by the sparkling gold and jewels piled inside.

- **First Visit:** The Dragon is here sleeping on its hoard.
Future Visits: Dragon has a 3-in-6 chance to be here, and if not, it has a 3-in-6 chance to return each turn.
If you take the Dragon's treasure, it will find you
- **Dragon.** When it is here, streamers of yellow smoke rise from the cave mouth, and the stones shake with its deep, rumbling breaths.
- **Treasure.** The dragon's hoard built upon the once buried treasure of Carmelo the Cursed. The treasure is piled under the upturned chest it was originally buried in. The hoard contains:
 - A nest of **9,000 gold coins**
 - **6 golden rings** (on severed fingers, 200 GP worth)
 - **Garnet earrings** still attached to a decaying human head (142 GP)
 - A **skull** with ruby eyes and a rainbow of gemstone teeth (pop out the gems for 800 GP worth, or sell the whole thing to a collector for 1,600 GP)
 - **1 diamond** (463 GP)
 - **Carmelo's Jeweled Cutlass** (see pg. 18)

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Goblin Castle

A skeleton of crumbling rocks and ivy. The ruins of a temple dedicated to a forgotten wild god, evidenced by the imagery of flowering vines on columns and weathered leafy faces on the stonework. The goblin king Hogboon has taken over the place to use as his "castle".

The goblins will not try to kill the party when encountered, instead they will try to capture them and bring them before the king for sentencing.

1. Common Area

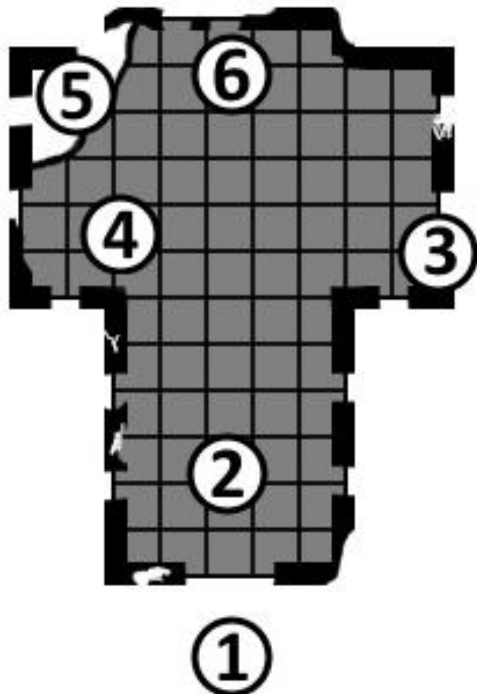
- **Goblin houses.** Miniature village of goblin homes. Shacks made from temple rubble, lean-tos.
- **10 Goblins.** 4 are sleeping in the huts, 6 are preparing for war (gearing up, stringing bows, sharpening blades).

2. Effigy

- **3 Goblin Workers.** Mushing together an effigy of their king. Unarmored. Will throw globs of mud and stones in combat (1d4 dmg).
- **Effigy.** 6' tall, made from just about anything the goblins could scrounge up from the forest, mostly mud, rocks, and sticks.

3. Garbage

- **3 Goblins.** Standing on the only corner left of the second floor, 10' up. Tossing things over the edge that the king deemed worthless (books, crockery, torn up clothes, body parts, etc.) and laughing when they hit the ground.



4. Armory

- **Armor pile.** Helmets, chain shirts, padded cloth, daggers, arrows, axes, spears.
- **2 Goblins.** Taking pieces out of the pile and adding goblin flare: feathers, horns, bones, and spikes.

5. Clover Patch

- **Clovers.** 5' diameter. The patch is a somehow more vibrant shade of green than the other plants here.
- **Dig under the patch:** A shallow hole containing a **pot of gold** (500 GP).

6. Throne

- **Throne.** Made from pieces of a shattered stone altar.
- **Hogboon, the Goblin King.** A boar-headed man dressed in a dashing nobleman's frock. Imperious, egotistical, and rude. Snorts and spits when he speaks. Wears a ring with a glowing green gem (**The Emerald Ring of the Goblin King**, pg. 16). Counting up a pot of glittering gold coins.

Hogboon wants the PCs to find the dragon who lives in the forest, capture it, and bring it back to him alive. He keeps his reasons secret but offers the party the opportunity to become knights of the goblin kingdom if they do the job.

"Drug it, lock it in a cage, I don't care what you do just bring it to me!" Hogboon will give the party a **rope of unburdening** (See pg. 18) to help transport the dragon once they've incapacitated it.

If the party brings back the Dragon:

Hogboon grants them knighthood, along with a goblin squire to use as a personal pack mule and/or guinea pig.

Hogboon plans to use the Dragon to complete his takeover of the woods by charming it to obey him. Using the dragon, Hogboon will move to destroy Brandonsford and drive the other fairies out of the woods.

Goblins – AC: 7 (12) HD: 1-1 Attacks: 1 weapon SV: E1 Morale: 7

Hogboon, the Goblin King – AC: 5 (14) HD: 5 (20 HP) Attacks 1 sword (1d8) or spell SV: E5 Morale: 10 Spells: charm person, sleep, invisibility (self)

Emerald Ring of the Goblin King: Can change a nonliving, nonmagical object into a plant or transform a changed object back.

THE BLACK WYRM OF BRANDONSFORD



1. Entrance

The door is a white stone slab set into the mound. A bleached, faded mural on its surface shows a conquering knight.

- **Door.** The dirt below it is worked, suggesting the door was opened recently.

2. Antechamber

- **Wall Mosaics.** They tell the story of Sir Brandon and the Dragon. They are divided into panels:
 1. Brandon gathers his men and they journey to the dragon's lair. Three figures stand out against the other knights: a shaggy giant of a man with a greatsword (Alfred), a wizened priest (Myrddin), and a wild-eyed man with an axe (Wyllt).
 2. Brandon slays the dragon by driving his sword through its mouth.
 3. Brandon and his men are knighted by a queen.
- **Sounds.** Clattering and hushed voices from the east.
- **Treasure.** The mosaics are decorated with real gems (230 GP total).

3. Knights' Crypt

- **1d6 Goblins.** Tired, disheveled. Cautiously poking around in the burial alcoves. They are here to claim the barrow as a new castle and have lost some of their party to the undead in the lower levels. They are willing to join the PCs if they promise to help clear out the lower level but will flee at the first sign of trouble.
- **Burial Alcoves.** Most only contain a pile of bones and a rusted blade, but some are paired with special items:
 - A. A folded chainmail shirt and a mace.

B. Sealed with a heavy flagstone (requires 14 STR to move). If the goblins are around, they will attempt to keep the characters away from this alcove. Inside is a **gray ooze** the goblins managed to trap.
 - C. An ornamental jewel-encrusted dagger (200 GP).
 - D. A 5' rectangular seam in the stone. **Secret door to Area 4.**

Goblins – AC: 7 (12) HD: 1-1 Attacks: 1 weapon SV: E1 Morale: 7

Gray Ooze – AC: 8 (11) HD: 3* ATK: 1 touch 2d8 SV: F2 ML: 12

A hit from the ooze dissolves armor in 1 turn. Deals an additional 2d8 dmg per round to unarmored targets.

4. Relics

A chest of polished dark wood sits in the middle of the room. Stone shelves are built into the walls, upon which sit thick, white candles in golden holders.

- **Chest.** 4' long. The lid is carved with twisting vines, flowers, and leaves. Inside are the quarterstaff and monastic robes of St. Arthur, which can be sold as relics (provided you can prove their authenticity) for **1,200 GP**.
- **Seven Candles.** They look like they've barely been used. The holders are worth **50 GP each**.

5. Statues

- **Four Statues.** 8' tall, one in each corner of the room. Each statue is a knight with a different word etched into the base:
 1. **VALOR.** Rigidly gripping a sword and shield.
 2. **PIETY.** Staff cradled in the arm, hands clasped in prayer.
 3. **WISDOM.** Reading from an open book.
 4. **DUTY.** Bent over, carrying a heavy load.
- **Sound of dripping water.** From **Area 6**.

THE BLACK WYRM OF BRANDONSFORD

6. Chapel

- **Stone Pews.** Disintegrating.
- **Moldy Statue.** St. Arthur, bearded man with a spear, patron of hunters. A patch of mold is growing over the statue's face.
- **Mold.** Touching it releases a spore cloud (save vs. poison or 1d2 damage). A character who cleans it off the statue is **blessed**, receiving +1 to all rolls made while in these woods.
- **Dripping water.** From a crack in the ceiling, falling on the statue.

Lower Level

Wandering Monsters: Each turn there is a **2-in-6 chance** the party will encounter one of the undead knights that haunts the lower barrow.

Sir Alfred – 7' tall browned skeleton in rusted armor and a mustachioed electrum death mask (250 GP). Drags a broken greatsword behind it. AC: 5 (15) HD: 3 Attacks: greatsword (1d8) SV: F3 Morale: 12

Sir Wyllt's Skull – floating skull, veiny yellowed eyes bounce around in their sockets. Always laughing. AC: 3 (17) HD: 1+1 Attacks: bite 1d6 SV: F1 Morale: 12

7. Corridor

The bodies of three goblins lie in bloodied pieces at the bottom of the stairs. The walls and ceiling of the hall drip with condensation and icy mist.

- **Cold, Wet Air.** Grave chill. Sticks to the skin like a cold sweat.
- **Bodies.** The goblins were running towards the stairs before they were cut down.
- **Mist.** Seeping in through cracks. Falling in slow, gaseous streams.
- **Wall Carvings.** Animals pursued by hunters running through the forest (stylized, swirl patterns). One continuous scene running the length of the corridor.
- **Sounds.** Scratching and chittering from **Area 8**.

8. Food

Six clay amphorae are overturned on the floor. Fat black creatures skitter around the refuse.

- **Amphorae.** Spilling out cheese, hardened bread, dried beef, and dried fruits. The food has long spoiled. Eating any deals 1d2 damage and the character must save vs. poison or vomit.
- **Creatures.** **2d6+1 giant rats.** They're fighting over the food in the jars and attack anyone that gets close.

Giant Rat – AC: 7 (13) HD: 1d4 Attacks: 1 bite 1d3 SV: F1 Morale: 8

9. Perfume

The dusty air here is tinged with a sweet scent. The room houses nine sealed amphorae standing in rows of three.

- **Scent.** Lavender slightly masked by dust.
- **Amphorae.** Full of cloudy, flower-scented oils. Burns half as long as standard lamp oil.

10. Shrine

A 3' statue has been placed on a dais near the south wall, with offering bowls placed at its feet. There is a 10' wide ring of small stones on the floor encircling the statue.

- **Statue.** A clay figure of a nude, antlered man. His arms are held out to the sides, and he holds a wand in his left hand and a spear in his right.
- **Stones.** A ring of **10 Warding Stones** (see pg. 18). If anything passes over them, they begin to shake for 1 turn, creating a loud enough clatter to attract one of the Knights. Moving a stone out of place stops the effect.
- **Offering Bowls.** One filled with **45 SP** and **20 GP**, the other with **five rubies** worth 50 GP each. Sitting near the bowls is a hollow **golden amulet** (contains a slip of yellowed parchment with a *protection from evil* spell written on it, worth **150 GP**).

THE BLACK WYRM OF BRANDONSFORD

11. Slime Pool

A circular pool of water is built into the floor. Globbs of green slime float on the surface of the water like algae. The glint of gold can be seen at the bottom of the pool.

- **Pool.** 5' deep. Anyone who enters will be attacked by the slime.
- **Slime.** On contact it digests armor in 6 rounds, flesh in 1d4 unless killed by fire or a *cure disease* spell. While in water, its weakness to fire is negated. Characters will have to remove it from the pool or kill it some other way to enter the pool unscathed.
- **Treasure.** At the bottom of the pool is a silver dagger, 156 GP, and a human skeleton with gold teeth (20 gp).

12. Armory

The room is in ruins. A sparkling layer of spiderwebs covers the piles of broken shields and weapons on the floor.

- **Spiderwebs.** Looking closely one can see the shadowy shape of a **giant spider** lurking under the detritus. Touch the webs and it jumps out to attack.
- **Shields and Weapons.** Decorative, rusted, beaten. If the PCs take time to scrape away at the rust, they will find 6 tiny amethysts (25 GP each) and 1 emerald (300 GP) socketed into the decorations. To do that, however, they must first rip through the spiderwebs.

Giant Spider – AC: 6 (13) HD: 3 Attacks: 1 bite 2d6 + poison (save vs. poison or die in 1 turn) SV: F2 ML: 7

13. Salon

The painted walls are chipped and flaking. Eight stone chairs sit around the room, two against every wall. At the center of the room is bronze pitcher set on a short stone table.

- **Wall Paintings.** Mostly incomprehensible. The few intact scenes are of people doing recreational activities.
- **Stone Chairs.** Study, but weathered. Their finer features have eroded away.
- **Pitcher.** Empty. Worth 80 GP.

14. Warrior Statues

Nine statues are placed in the otherwise bare room: ranks of stone warriors standing at attention. Their shadows are deep and dark, stretched longer than they should be.

- When the party enters the room, **Sir Myrddin's ghost** (unchanging scowl, black robes, moves like ink in water) will emerge from the shadows to attack, howling that the party has trespassed on sacred ground.
- **Nine Statues.** Conical 5' stones carved to look like soldiers. Each holds a real spear.

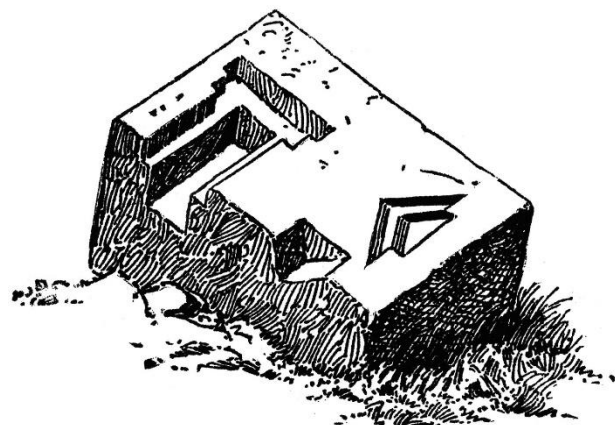
Sir Myrddin's Ghost – AC: 3 (16) HD: 4 (16 HP) Attacks: 1 Touch (1d6 + energy drain), or special SV: ML: 12

Call to Arms: Myrddin uses his ghostly powers to command a statue to charge in a straight line, weapon out. **1d8 damage**, save for half, statue shatters on impact with a wall.

15. Cleric's Workroom

The room is lined with diamond shaped scroll shelves. At the southwest corner is a desk next to a rotting wooden footlocker.

- **Desk.** An open **book** is placed on it. Drawers contain a chisel, a hammer, a brush, and small pots full of dry, coagulated paints.
- **Book.** A thick holy book entitled *Lives of the Saints*. Vellum pages decorated with painted margins and gold leaf. Fairies cannot stand the sound of someone reading from the book. Worth 2,000 GP.
- **Footlocker.** Locked, but easily breakable. The inside is full of fist sized rocks with odd shapes chiseled into them.



THE BLACK WYRM OF BRANDONSFORD

16. Crypt of Sir Wyllt

Peeling murals on the walls depict a tranquil, green forest. The sarcophagus is carved to look like a solemn human face with a long beard. Next to the sarcophagus is a table holding an assortment of grimy bottles.

- **Sarcophagus.** Contains the headless skeleton of Sir Wyllt and his **silver axe** (See pg. 18). The skeleton attacks when the sarcophagus is opened.
- **Bottles.** **3 potions of healing** (green, syrupy, minty), **4 potions of sleep** (purple, shimmering, numbing), and **1 potion of tranquility** (yellow, soothing fumes. When drunk save or become completely relaxed, unable to perform physically demanding tasks for 1d6+6 turns).

Sir Wyllt's Skeleton – AC: 5 (14) HD: 2 Attacks 1 axe 1d6+1 SV: F2 ML:12
SP: When it lands an attack with its axe, roll for a random body part to be severed from the target.

17. Crypt of Sir Myrddin

The sarcophagus lies open with its lid broken on the floor, revealing the decrepit corpse held inside.

- **Corpse.** Dried out mummy, black with necrosis, mouth agape. **Two platinum coins** have been placed over his eyes. His hands are folded on his chest over top of two 6" **runestones** each inscribed with 2 random cleric spells.

18. Crypt of Sir Alfred

The stink of wet rot permeates the room. The sarcophagus here is open and empty, with its lid cracked into pieces on the floor.

19. Maiden

A statue of a noblewoman stands in the center of the room. She holds a sword horizontally in front of her, with her proud eyes looking down before her. Flush with the wall behind her is a closed stone door.

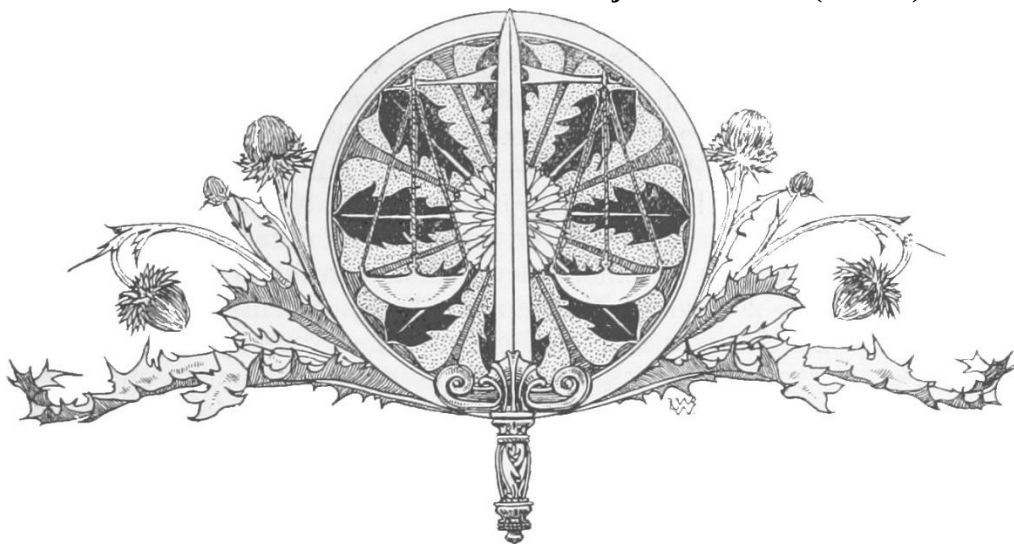
- **Statue.** If a character stands before the maiden, they will hear a female voice in their head say: "What makes a true knight?". If they answer with the words from the statues from **Area 5** (Valor, Piety, Wisdom, and Duty) in any order, the door will open.
- **Door.** Locked.
- **Trap!** If anyone attempts to open the door without being knighted by the maiden, she will animate and attack, grinding across the floor like a giant chess piece.

The Stone Maiden – AC: 6 (14) HD: 4+1
Attacks: stone sword 1d8 SV: F4 Morale: 12

20. Tomb of Sir Brandon

The room is dominated by a wooden dragon-headed ship. Inside the ship is a stone sarcophagus with a statue on its lid of a knight, who lies peacefully as if asleep, clutching a longsword. Treasures have been meticulously placed around the sarcophagus.

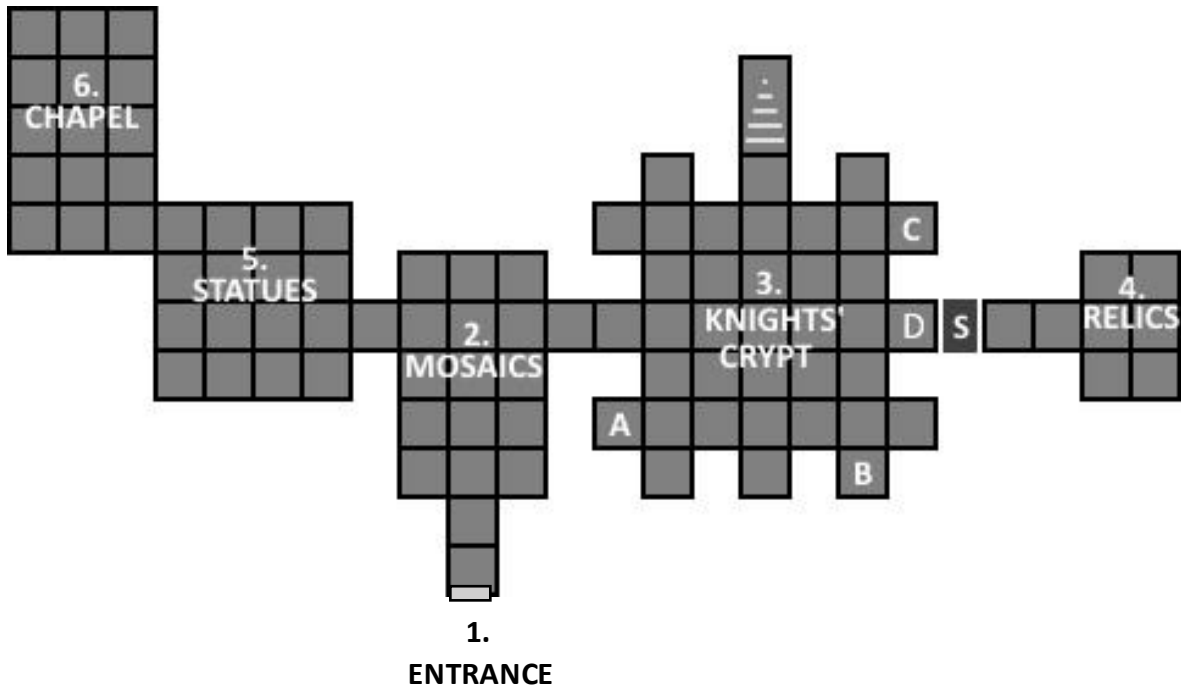
- **Sarcophagus.** The name "Brandon" is engraved on the side. Inside is the browned skeleton of Sir Brandon, still dressed in his plate armor and holding his **Holy Sword** (See pg. 18).
- **Treasure.** Around the sarcophagus: **5 brass urns** (full of dust, worth 100 GP each), a **kite shield** emblazoned with a golden dragon (400 GP), and a **jeweled chalice** (600 GP).



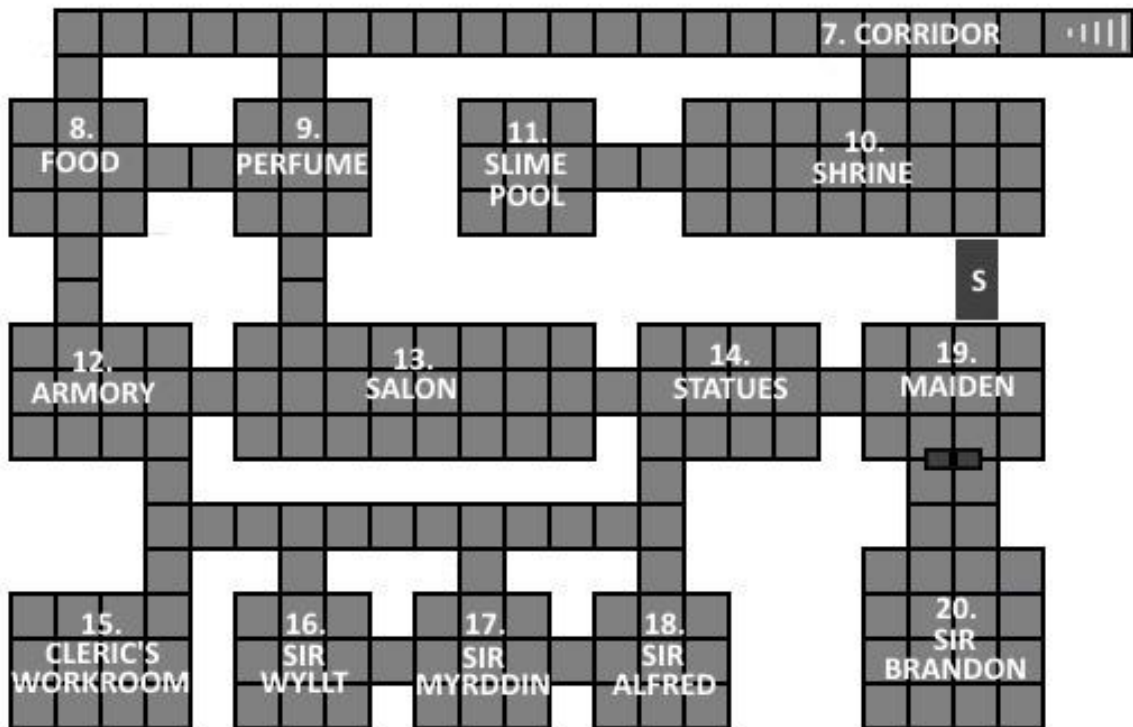
THE BLACK WYRM OF BRANDONSFORD

Barrow Mound Map

LEVEL 1



LEVEL 2



THE BLACK WYRM OF BRANDONSFORD

Appendix: Magic Items

Carmelo's Jeweled Cutlass – A cutlass +1, +3 vs. lawful opponents. Its handguard and hilt are decorated with gemstones in every shade of blue. The sword is legendary amongst scoundrels and pirates. Carrying the sword openly will bring on unwanted attention from these people.

Emerald Ring of the Goblin King – A golden ring housing an emerald in a setting shaped like a blooming flower. The ring has can be used to transform any nonliving, non-magical object into a plant, or change a transformed object back to normal.

If you kill the wearer of this ring and take it as your own, you become the new Goblin King. Goblins from Faerie will obey you unquestioningly. While you have the ring you will also be hunted by the agents of power-hungry fairies who want the ring for themselves.

Firelight Citrine – A glassy orange stone the size of an egg and warm to the touch. Produces light as a torch when shaken. If exposed to an open flame, it causes a violent explosion. Worth 300gp to wizards, alchemists, and jewelers.

Rope of Unburdening – A 20' long enchanted rope which, when hitched to an object, makes that object feel as light as a feather to the person pulling the load. To everyone else the object retains its normal weight. The rope loses its magic if cut.

Lives of the Saints– A holy book with pages decorated with elaborately painted clerical art and gold leaf. The book is filled with stories about the saints and their triumphs over malicious fairies. Fae beings hate the sound of someone reading from the book, and fairies close to the reader will be doubled over in pain as if the sound of it is deafening.

Holy Sword of Sir Brandon – A longsword made from a silvery white metal. A sentence is etched into the blade: “All shadows yield to my light.” The wielder of this sword is immune to all forms of deception., magical or otherwise The sword has +1 to attacks and damage, increased to +3 against evil beings.

Silver Axe of Sir Wyllt – A bearded axe made entirely of polished silver. Leafy vines are embossed along the shaft. The axe cannot harm inert material like stone, wood, or metal, but cleaves through flesh and bone like butter, able to effortlessly slice off limbs upon making contact.

Warding Stones – A set of fist-sized stones, each with a flat face inscribed with a single rune. The stones become active when arranged into a circle, regardless of dimensions. When active, if any living thing passes through the circle the stones begin to rumble and glow for 1 turn.



THE BLACK WYRM OF BRANDONSFORD

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