

RAGING SWAN PRESS

20 THINGS #40:  
GREEN DRAGON'S LAIR



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# 20 THINGS #40: GREEN DRAGON LAIR

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*Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your session to life? Well fear not! That's where the 20 Things line comes in. This supplement gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your adventure. Use the material herein either before or during play and bask in your players' adulation.*

*This instalment provides ten tables compatible with virtually any fantasy roleplaying game and is designed to help you to flesh out and bring to life a green dragon's lair.*

## CREDITS

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**Design:** Creighton Broadhurst

**Development:** Creighton Broadhurst

**Art:** William McAusland and Dean Spencer. Some artwork copyright William McAusland, used with permission.

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## FOREWORD

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Welcome to this Raging Swan Press System Neutral Edition supplement. Herein you'll find evocative, inspiring text designed to help you—the busy GM—run better, quicker and easier games.

This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM's system of choice.

One special note about the NPCs in this supplement. While some are magic-users, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we've made no attempt to note their "class" leaving them simply as "female human" and so on.

## USING THIS BOOK

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You can use these tables either during session prep or "on the fly" during the actual session. Roll on the desired table and describe the result. Remember:

- Some players may assume because you describe something it is important. This may slow down the party's progress through the adventure. This isn't necessarily a bad thing.
- Modify any result so it fit with your game.
- Ignore or re-roll inappropriate results.
- Have fun!

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## 1: GREEN DRAGON LAIR FEATURES

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A green dragon's lair is rarely nothing more than a cave stuffed full of treasure. Green dragons are wily, cunning and in-tune with the surrounding woods and forests. Their lairs reflect their intrinsic connection with the surrounds.

Use the table below, to add major features of interest to the green dragon's lair. Such features are both flavoursome and things for the PCs to interact with as they explore the lair.

1. A thick curtain of roots grows down through the ceiling. In places, the growths are so thick they could obscure small hiding creatures such as very young dragons.
2. A root easily two-foot thick burrows through the ceiling and down into the floor. The root—the tap root of a large and ancient tree above—is so thick it could provide cover to those fighting or hiding nearby.
3. The earth and mud floor is churned up as if something large and powerful has been digging here. The resultant furrows and ridges of loose, damp soil create areas of difficult terrain.
4. Incongruously, a huge, albino oak tree grows in the middle of the chamber. Its lofty boughs spread wide and scrape the area's ceiling.
5. A wide sinkhole in the lair's ceiling emits light into the dragon's lair. Grass, saplings and bushes grow under the sinkhole upon a small hillock of soil, creating an oasis of underground woodland.
6. A large pool of deep, murky water fills much of the area. Tracks in the pool's muddy banks show where the dragon has slid into the water. Wily characters can study the tracks to get an idea of the dragon's size. Several narrow sunken fissures feed the pool and the dragon may use these fissures as a way to enter and exit its lair.
7. A stream wends its way through the dragon's lair before issuing forth from the lair's main entrance. The stream flows through a series of deep pools and down several small waterfalls before it reaches daylight. The sound of flowing water makes it hard to hear stealthy movement in the stream's vicinity. The stream's water tastes foul.
8. A deep, wide fissure cuts the lair in half. The jagged fissure is the result of some ancient earth movement and is 60-foot deep. The floor on the fissure's far side is ten-foot higher than the floor closer to the lair's entrance. Bones and decomposing bodies—the remains of the dragon's victims—choke the fissure and a faint charnel smell rises from its depths.
9. The dragon has covered the floor with deep soil and tried to plant various trees and shrubs to obscure several exits from the area. Many of the trees and shrubs are dying from lack of light, although voracious growths of mould and mushrooms grow throughout the gloomy, dying "forest".

10. A pile of splintered tree trunks lies in a precarious pile against one wall. The pile is ten-foot high and comprises a dozen or so large trunks piled haphazardly atop one another. The dragon uses the pile to block a small cave mouth—within it keeps prisoners and snacks. The pile is unstable and could easily collapse if the wrong trunk is removed.
11. A worn pathway wends its way up a steep slope. Wooden stakes topped with grinning skulls along with torn, shredded pieces of animal carcass and the like flank the trail. These macabre decorations are both a warning and declaration of the dragon's might.
12. The stark, fossilised denuded splintered trunks of an ancient buried forest thrust from the floor of the cave. Some of the trunks are little more than stumps while others rise to surprisingly loft heights.

### DRAGON DRESSING: FEMALE DRAGON NAMES

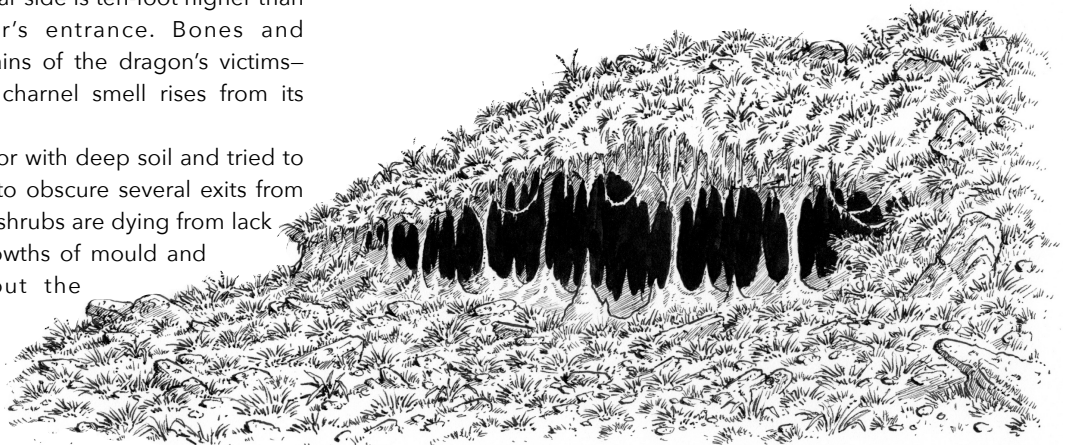
All dragons—even baby dragons—should have names.

1. Oskaryxon
2. Felmarun
3. Skadbalix
4. Ragothnym
5. Marungos
6. Kerinmal
7. Miirangkat
8. Trainteros

### DRAGON DRESSING: MALE DRAGON NAMES

All dragons—even baby dragons—should have names.

1. Maruxlym
2. Umeroth
3. Toszjanc
4. Authaseyr
5. Goslylingeir
6. Ujharraul
7. Andquirin
8. Seyrgoth



## 2: GREEN DRAGON LAIR DRESSING

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Green dragon lairs are different to normal dungeons. Consequently, the minor pieces of dressing should highlight this difference. Signs of previous exploration—dropped and broken equipment, the splintered corpses of slain adventurers and the like—will also be visible.

Use the table below, to add depth and flavour to the lair's minor features:

1. A faint noxious scent hangs in the air throughout the lair.
2. The trunk of a splintered elm tree lies against a wall. Its white bark is torn and splintered. From a distance the dirty white trunk looks like a gigantic bone.
3. An owlbear's disembowelled and partially eaten corpse lies scattered about the chamber. By the looks of things the owlbear was a particularly large specimen—but its size availed in naught when it encountered the green dragon.
4. Bats roost in the cave; the dragon tolerates them as they are a good early warning system for intruders entering its lair. Slippery piles of bat guano cover the floor.
5. A long length of corroded and pitted thick iron chain lies across the corridor; one end is still wrapped around a large skeletal arm, far bigger than a normal human's arm, that appears to have been yanked from its socket.
6. A large crossbow bolt—probably shot from a heavy crossbow, lies on the ground. The bolt's iron head is bent and buckled.
7. A large mound of rusting and rotting equipment sprawls across the floor; much of the gear shows signs of obvious violence and the faint smell of chlorine hangs in the air above the pile. Vermin—rats or perhaps even more dangerous creatures like rot grubs—might infest the pile, and attack anyone searching the mound for treasure.
8. The mouth to the next passageway looks—to paranoid characters—a little bit like the gaping maw of some vast subterranean beast. Stalagmites and stalactites even lend the appearance of teeth or fangs to the cave mouth.
9. A swath of malodorous bog covers a section of low-lying cavern floor. A faint, rank smell issues forth from the bog which is fed by several small streams issuing from the cavern walls. Mushrooms grow in profusion at the edge of the bog and a faint covering of slightly luminescent green fungi gives the whole area an unwholesome glow.
10. The gutted carcass of a deer hangs from a small outcrop high up on one wall of the cavern. The deer's blood—which has begun to dry—coats the wall and floor below the carcass. Other swaths and splatters of blood on the walls and floor indicate the deer is not the first creature to be hung here. (Here the dragon hangs its choice kills to ripen).
11. A greenish dust clings to the walls and floor of this area. Several strange and irregularly shaped "shadows" on one wall suggest the dragon once unleashed its foul poisonous breath here. Perhaps canny characters can use the size of the dusted area to estimate the range and scope of the dragon's fearsome breath weapon.

12. A swath of lichens, fungus and mushroom grows in this dank cave. Several of the mushrooms have been ripped out of the floor—only jagged stumps remain. A character wise in the ways of nature can determine the mushrooms are of a sort which gives mild hallucinations to those ingesting them. (Perhaps the dragon is fond of the mushrooms and comes here to eat a few and dream strange dreams of ancient glimmering treasures and forgotten people).

### DRAGON DRESSING: DISTINGUISHING MARKS

Green dragons are as individual as any member of a species; they all have a unique appearance.

1. The dragon's normally impressive nose horn is splintered and broken; only a jagged stump remains. Drool continually dribbles from the dragon's mouth.
2. The green dragon's wings have a network of brown-coloured veins running throughout them which gives them the look of huge leaves.
3. The dragon's scales are a variety of shades of green; some are very light green while others are so dark green they could almost be black. The overall mottled effect is both unsettling and useful (for the dragon) as camouflage.
4. Blessed with a long, serpentine neck this green dragon moves its head back and forth in a hypnotic fashion before striking at its foes. Its eyes are close-set and surmounted with rows of tiny hornlets.
5. Dappled with patches of light and dark green, the dragon's wings look a little like a forest's canopy. The patches of dark green are more predominant toward the dragon's body.
6. This dragon has high nostrils and protruding teeth that curve downwards over its jaw. It also has a long and slender forked tongue. The pungent smell of chlorine gas surrounds the dragon. It speaks with a slight lisp.
7. Ragged holes pierce the dragon's left wing near its tip. When the dragon flies or flaps its wings, it emits a high-pitched whistling sound through the holes, which makes it less stealthy than its brethren.
8. A high, dark green crest starts at the back of the dragon's head and continues all the way down its neck as it diminishes in height until it ends between the dragon's shoulder blades.



### 3: GREEN DRAGON LAIR MINOR SIGHTS, SOUNDS & EVENTS

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Dragon lairs are not staid, unchanging places. While they might have only one resident, things of minor note still happen within.

Use the table below, to add minor sights, sounds and events to the green dragon's lair:

1. The thick stench of chlorine gas hangs thickly in the area, and is particularly bad in low-lying areas. Short characters—or those lying down—may even suffer laboured breathing.
2. A breeze passes gently through the cave bringing with it the slightly stronger smell of fetid gas; the party's nonmagical lights dance and flicker in the wind.
3. A small brown rat scuttles toward the party. The rat keeps close to the wall and ignores the characters unless they attack (in which case it flees).
4. A large, faded white chalk arrow daubed on the wall points further into the lair. Moss has begun to grow over the arrow, suggesting it has been here for some time.
5. The clatter of small falling rocks echoes through the cave from an unknown point. By the sounds of things, the rock fall was minor, and could not have blocked the party's escape route...
6. The sudden harsh cacophony of battle fills the air. It sounds like another band of explorers have already discovered the dragon. From the shouts and screams, the battle does not seem to be going well for the erstwhile dragon slayers. A sudden loud whooshing sound, some choked screams and a general clatter of armoured bodies hitting the floor seem to spell the end of the battle (or perhaps one-sided massacre).
7. A thick cloud of acrid, green-tinged fog blows through the lair. Although it does not inflict damage on the characters, the fog stings their eyes and reduces visibility to around 20-foot.
8. A putrid smell hangs in the air. Characters investigating the smell discover a blood-smeared narrow crack in one wall

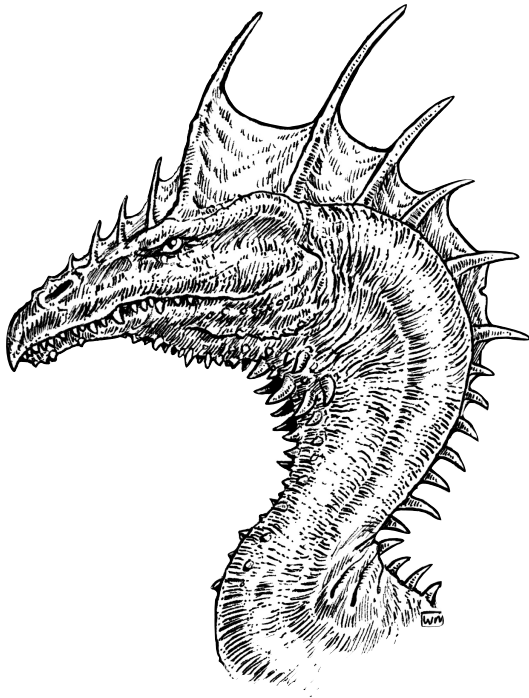
which twists and turns for about 20-foot before reaching a small natural cave. Within the cave lies the decomposing remains of a forester or hunter. Characters investigating the corpse discover a badly lacerated leg was likely the cause of the man's death.

9. Loud screams accompanied by deep chuckling and chanting in the language of dragon's reaches the party's ears. The screams suddenly end, and are replaced by the sound of rending and tearing flesh.
10. A faint earth tremor strikes the lair. Dust, dirt and gravel sift down from the ceiling onto the floor which vibrates as if struck repeatedly like a drum. Characters running, or those unsteady of their feet, may fall during the tremor, which lasts 30 seconds or so.
11. Greenish brown spider webs—impregnated with the dragon's poisonous gas—waft in the slight breeze; several unhealthy-looking spiders scuttle about the webs.
12. At the party's approach a small swarm of (harmless) bats takes light from their roosts on the ceiling and mill about. The bats flee the party's light, flying off in a random direction. (Their flight might alert the dragon to the presence of intruders).

#### DRAGON DRESSING: WHAT'S THE DRAGON DOING?

Green dragons don't just hang around their lair waiting for adventurers to wander inside.

1. The dragon is sleeping after a large meal. It is unprepared for battle and easier than normal to surprise.
2. The dragon is lazy and shamming sleep in the hopes of luring a tasty meal close enough to grab and eat without undue effort. If the party hesitate, the dragon even attempts fake snoring to lull them into a false sense of security.
3. The dragon is rolling around in its treasure hoard trying to itch a particularly hard-to-reach spot high up on its back. It is distracted and might not notice intruders.
4. The dragon has just finished dining on an owlbear and is preparing to gather up the creature's remains before throwing them out of the lair (or into whichever hole serves as its rubbish dump). Its first act when it spots intruders is to hurl the remains at the nearest interloper, instead.
5. The dragon is sorting through its hoard in search of new trinkets to wear. It is distracted, when the party arrives and is admiring several rings.
6. The dragon is contemplating some task or could be relearning its spells (if it is a spellcaster). Alternatively, the dragon pretends to be in some kind of trance so as to fool intruders into believing it is unaware of their presence.
7. The dragon is sharpening its claws on the trunk of a massive oak tree it has dragged into the lair for that very purpose.
8. The dragon is digging a hole in the floor. Perhaps it intends to hide a choice piece of treasure therein or perhaps it is burying a body or some object too foul to keep in its hoard.



## 4: GREEN DRAGON TREASURES & TRINKETS

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Dragons are renown for their vast treasure hoards—it's one of the main reason adventurers seek out their lairs. While much of the hoard likely comprises coinage and the like, inevitably other interesting objects—of a variety of values—will be intermingled with the rest.

Use this table below, to add depth and flavour to the dragon's hoard and assign a value to each piece of treasure suitable for your campaign.

1. A small ingot of pure adamantine fills an exquisite teak coffer. The coffer is locked, and unsurprisingly heavy. The key lies somewhere in the dragon's hoard.
2. A large tapestry depicting a mighty castle surrounded by woodland is tightly rolled up and kept off the floor by a bed of coins. The tapestry is large—10 foot by 20 foot when unfurled—and heavy.
3. A ledge about 12-foot off the floor holds a small collection of books. The books comprise several diaries and travel journals along with three minor spellbooks.
4. A bronze gong stands incongruously amid the other treasures; the gong's hammer hangs from a hook on its frame. The dragon likes the sound of the gong and sometimes flicks it with one claw—thus it sports several scratches and dents.
5. This half-finished marble statue depicts a beautiful dryad emerging from a mighty oak. The statue is over 12-foot tall, but only the uppermost eight feet have been completed. Chisel marks on the remainder show where the sculptor started his work; clearly he was interrupted.
6. Miraculously intact, this brass-rimmed hand-held magnifying glass fills a small custom fit leather pouch. The initials G.G. are carved into his black-stained wooden handle.
7. Missing its shoulder strap this haversack seems to contain naught but a mass of sodden paper and parchment. A diligent searcher, however, discovers the deeds to a ruined farmstead set at the edge of the woodland in which dwells the dragon.
8. A ring of tiny pearls decorate the handle of this ornate two-foot long walking stick. Dried mud clings to the walking stick's other end and a bloody handprint mars its shaft.
9. This small stone statuette of a lighthouse is incredibly detailed. A tiny magical light glimmers from the top of the carving—which may have additional magical powers (perhaps similar to an *instant fortress*).
10. Hanging from a fine silver chain this silver-plated whistles lets out a high-pitched shrieking sound when vigorously blown.
11. Painstakingly drawn onto a large, supple piece of parchment this map of the surrounding forest is breathtakingly detailed and shows several hitherto unknown potential adventure sites hidden deep in the woodland's unexplored reaches.
12. Carefully folded into a large, heavy sack, this waterproof tent is large enough for six people.

13. Three large matched jars hold a thick, foul smelling liquid. This is embalming fluid. Each of the jars is marked with the elven symbol for death.
14. A bolt of red velvet fills a tightly drawn leather sack. An intricate knot protects the sack's contents.
15. A large collection of clean and highly polished shells fills this bulging pouch. Many of the shells are small, but two large white ones came from an oyster.
16. Seemingly near worthless this pewter jug may attract the attention of a suspicious treasure hunter. Scratching at the pewter—merely a false covering—reveals the silvery glimmer of platinum beneath!
17. This vial holds specially prepared ink suitable for the scribing of spells into a spellbook. The vial holds enough ink to scribe five levels of spell.
18. Closely packed fragrant leaves fill this small cedar wood box. The leaves are tea and are surprisingly valuable.
19. Sized for a dwarf, this heavy crossbow is inlaid with strips of beaten iron that glimmer in the light. The crossbow's string is interwoven with fine silver wire.
20. Beautiful flowing elven script spelling out the name "Wyrmsbane" decorates the blade of this slightly curved but perfectly balanced longsword.

### DRAGON DRESSING: WORN TRINKETS

Green dragons are vain creatures. Sometimes they'll augment their appearance with various shiny baubles. Some might be magical, others might be merely pretty.

1. Three heavy glimmering golden rings hang from the dragon's left earlobe. The three are a matched set.
2. A wide torc of beaten gold encircles the wrist of the dragon's left arm. The torc is a primitive thing with the look of ancient work about it.
3. The dragon wears a thick silver chain around its neck. The chain's intended use was to restrain a werewolf, but the dragon stole it from an unfortunate hunter who encountered much more than he bargained for. A carving of a moon decorates each of the chain's links.
4. The dragon wears a black choker set with a single translucent red stone (a ruby) around its long, sinuous neck.
5. The dragon wears a wide leather belt as a headband, and has set glittering black gems (large onyxes) in the belt's holes.
6. The dragon is blind in its left eye and wears a small dented steel buckler as an eye patch of sorts. The faded image of a blue-hued prancing pony decorates the old buckler.
7. The dragon wears a wide brown leather belt wrapped tightly around its left foreleg. It could wear it thus to protect an old injury, or the belt might have magic powers.
8. The dragon has recently fallen upon and destroyed a patrol of the local lord's men. It wears the patrol's bloody flag as a short cape.

## 5: GREEN DRAGON HOARD DRESSING

Green dragon hoards can be immense in scope and value. Among the treasures and trinkets, however, most dragons have also accumulated objects that might not fall under the traditional heading of treasure, but which are interesting and flavoursome none-the-less.

Use the table below, to add such objects of interest to the dragon's hoard:

1. The splintered and torn remains of a set of bagpipes lies among the dragon's hoard. Dried blood coats the pipe's supple leather bag.
2. A splintered and rotten empty wagon lies on its side against one wall. It is missing its wheels and is in a terrible condition.
3. A smashed, once ornate, bronze lamp of exotic design lies among the hoard's coins. Foreign-looking runes of perhaps magical origin are etched into the lamp's squashed body.
4. The rotting torso of a muscular man fills a rent mail shirt. Dried gore covers the armour both inside and out.
5. A smashed and dented steel conical helmet filled with coins stands upside amid the hoard. The helmet once had leather ear flaps, but only one—bloodstained and shredded—remains.
6. Intricate carvings of a woodland scene replete with pixies, a unicorn and capering elves decorate this chest. If the chest wasn't missing its bottom, it would be quite valuable.
7. The stump of a brass candlestick rises from the mass of coins and other valuables in the dragon's hoard. Elsewhere, amid the coins, lies the other part of the candlestick covered in dry melted black wax.
8. Deep claw marks in the floor bare mute witness to the dragon's scratching and sharpening of its claws. Several coins—and perhaps a few easily overlooked gems—are stubbornly wedged in the cracks.
9. A jagged, broken sword blade lurks among the hoard's glimmering treasures; distracted searchers could cut themselves badly on the once-fine weapon's stump.
10. Dirty water fills several small hollows in the floor; snapped bones emerge from the water of one such hollow, while the others might conceal small objects the dragon has lost track of over the years.
11. An iron scroll tube contains a heavily water-damaged scroll. The scroll once held a powerful magic spell, but its magic has long since faded.
12. A pile of worn and dirty clothes lies next to the hoard. The dragon sometimes rests its weary head on this pillow of sorts. It also hides its choicest treasure deep in the pile.
13. Glimmering coins fill a black wrought iron bucket. A short length of rotting rope yet hangs from the bucket's handle.
14. The remains of a broken and splintered oak cask lies amid the hoard. The cask's interior is charred, and it once held fine brandy; the dragon has long since guzzled the spirit.
15. An as yet unopened plain chest holds a large selection of cheeses, several clay jugs filled with pickles and pickled onions and four large packets of smoked and salted beef. All are in excellent condition; the chest has clearly not been in the dragon's hoard long. A heraldic device on the chest's lid mark it as property of a local noble family.
16. A large, rusting cage lies on its side amid the hoard. The cage is about five-foot wide by ten-foot long and is the kind of cage used to transport prisoners by wagon. The jumbled, mouldering remains of three rag-clad individual lie within.
17. This dragon likes to display its kills. Crude stakes—nothing more than sapling trunks thrust into the floor display the heads of its recent kills. A head tops each of the stakes (some of the heads may even still wear jewellery). Some stakes yet have their branches and the dragon has decorated these with various body parts.
18. A fine, but now dented, tinderbox etched with the sigil of an exploding fireball lies among the other treasures. The tinderbox once belonged to Armas Nenonen a mage of minor repute who disappeared some years ago.
19. An iron coffer stands erect on one end among the other treasures. The dragon has scratched the coffer's lid, but the cunningly hidden locking mechanism has resisted its attempts to force entry. Something inside the heavy coffer rattles, if it is picked up.
20. This large beaten bronze sculpture seems to depict some kind of squatting headless toad-creature. It is an ugly, hateful thing best destroyed.





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# GLOAMHOLD AND ITS SURROUNDINGS





