

RAGING SWAN PRESS

20 THINGS INDEX 02
INSTALMENTS 01-73



SYSTEM
NEUTRAL

SAVE YOUR TIME. SAVE YOUR MONEY. SAVE YOUR STRESS.



[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

20 THINGS INDEX #02 (01 - 73)

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 index compiles the contents of all 73 20 Things instalments and presents the information in several easy to reference formats. Search by title, subject or content to quickly find the tables you need to run a better, less stressful game.

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

Art: William McAusland and Matt Morrow. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2022.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *20 Things Index (01 - 73)* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Creighton Broadhurst to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress



CONTENTS

Credits	1
Contents	2
20 Things by Title	3
Using 20 Things Books	4
20 Things by Subject	4
Castles	4
Caves & Caverns	4
Countryside	4
Desert	4
Dragons	4
Dwarves	4
Dungeons	4
Dungeon Locales	4
Evil Folk	4
Forest & Woodlands	4
Frigid Climes	4
Giants	4
Goblins	4
Good Folk	4
Graveyards, Tombs & Crypts	4
Hills	4
Humanoids	4
Inns & Taverns	4
Jungle	4
Kobolds	4
Moors	4
Mountains	5
Orcs	5
Ruins	5
Seas & Oceans	5
Swamps & Marshes	5
Thieves, Smugglers & Pirates	5
Treasure	5
Undead	5
Urban	5
Villages	5
War	5
Wilderness	5
Wizards, Mages & Sorcerers	5
20 Things By Content	5
01: Seedy Tavern	5
02: Looting the Body	5
03: Wizard's Tower	5
04: Smuggler's Lair	5
05: Subterranean Mine	6
06: Ancient Necropolis	6
07: Abandoned House	6
08: Cultist's Lair	6
09: Bustling Marketplace	6
10: Creepy Graveyard	6
11: Dark Caverns	7
12: Slavers' Compound	7
13: Noisome Sewer	7

14: Hill Giant Steading	7
15: War-Ravaged Land	7
16: Necromancer's Lair	7
17: Goblin Lair	7
18: Troublesome Treasure	7
19: Kobold Warren	7
20: Fort on the Borderland	7
21: Wilderness Camping	7
22: Ocean Voyage	7
23: Fallen Dwarven Hold	7
24: Sun-Scorched Desert	8
25: Curio Shop & Pawnbrokers	8
26: Townsfolk & Villagers	8
27: Ruined Castle	8
28: Travellers' Inn	8
29: Lich's Lair	8
30: Orc Village	8
31: Blue Dragon's Lair	8
32: White Dragon's Lair	8
33: Red Dragon's Lair	8
34: Farming Village	8
35: Bandits & Brigands	9
36: Fairs & Festivals	9
37: Fane of Evil	9
38: Torture Chambers	9
39: Green Dragon's Lair	9
40: Black Dragon's Lair	9
41: Ruined Wizard's Tower	9
42: Archives & Libraries	9
43: Items Most Wondrous	9
44: Alchemist's Laboratory	9
45: Vampire's Castle	9
46: Smugglers' Village	9
47: Local Landmarks	10
48: Ruined City	10
49: Abnormal Lesser Undead	10
50: Ruined Monastery	10
51: Items Most Wondrous II	10
52: Urban Chase	10
53: Windswept Moors	10
54: Noisome Marsh	10
55: Fecund Jungle	10
56: Snow & Ice	11
57: Besieged Castle	11
58: Wrecked Ship	11
59: Shadowed Borderland	11
60: Minions of Evil	11
61: Ghostly Hauntings	11
62: Sunken Ship	11
63: Crypts & Catacombs	11
64: On the Road	11
65: Noble's Manor House	11
66: Fane of Good	11
67: Lunatic Asylum	11
68: Merchant Caravan	12
69: HENCHFOLK & HIRELINGS	12

70: Urban Landmarks.....	12
71: Minor Urban Events.....	12
72: Urban Oddities.....	12
73: Failed Thievish Doings	12
OGL V1.0A.....	13

20 THINGS BY TITLE

This section lists the various 20 Things instalments in numerical orderly compilation instalments.

#	TITLE	COMPILATIONS
01	Seedy Tavern	TT
02	Looting the Body	TT
03	Wizard's Tower	TT
04	Smuggler's Lair	TT
05	Subterranean Mine	TT
06	Ancient Necropolis	TT
07	Abandoned House	TT
08	Cultist's Lair	TT
09	Bustling Marketplace	TT
10	Creepy Graveyard	TT, Vol III
11	Dark Caverns	TT, Vol III
12	Slaver's Compound	TT, Vol III
13	Noisome Sewer	TT, Vol III
14	Hill Giant Steading	TT, Vol III
15	War-Ravaged Land	TT, Vol III
16	Necromancer's Lair	TT, Vol III
17	Goblin Lair	TT, Vol III
18	Troublesome Treasures	TT, Vol III
19	Kobold Warren	TT, Vol III
20	Fort on the Borderlands	TT, Vol III
21	Wilderness Camping	TT, Vol III
22	Ocean Voyage	TT, Vol III
23	Fallen Dwarven Hold	TT, Vol III
24	Sun-Scorched Desert	TT, Vol III
25	Curio Shop & Pawnbrokers	TT
26	Townsfolk & Villagers	TT
27	Ruined Castle	Vol IV, TT II
28	Travellers' Inn	Vol IV, TT II
29	Lich's Lair	Vol IV, TT II
30	Orc Village	Vol IV, TT II
31	Blue Dragon's Lair	Vol IV, TT II
32	White Dragon's Lair	Vol IV, TT II
33	Red Dragon's Lair	Vol IV, TT II
34	Farming Village	Vol IV, TT II
35	Bandits & Brigands	Vol IV, TT II
36	Fairs & Festivals	Vol IV, TT II
37	Fane of Evil	Vol IV, TT II

38	Torture Chambers	Vol IV, TT II
39	Black Dragon's Lair	Vol V, TT II
40	Green Dragon's Lair	Vol V, TT II
41	Ruined Wizard's Tower	Vol V, TT II
42	Archives & Libraries	Vol V, TT II
43	Items Most Wondrous	Vol V, TT II
44	Alchemist's Laboratory	Vol V, TT II
45	Vampire's Castle	Vol V, TT II
46	Smugglers' Village	Vol V, TT II
47	Local Landmarks	Vol V, TT II
48	Ruined City	Vol V, TT II
49	Abnormal Low-Level Undead	Vol V, TT II
50	Ruined Monastery	Vol V, TT II
51	Items Most Wondrous II	Vol VI, TT II
52	Urban Chase	Vol VI, TT II
53	Windswept Moors	Vol VI, TT II
54	Noisome Marsh	Vol VI, TT II
55	Fecund Jungle	Vol VI, TT II
56	Snow & Ice	Vol VI, TT II
57	Besieged Castle	Vol VI, TT II
58	Wrecked Ship	Vol VI, TT II
59	Shadowed Borderland	Vol VI, TT II
60	Minions of Evil	Vol VI, TT II
61	Ghostly Hauntings	Vol VI, TT II
62	Sunken Ship	Vol VI, TT II
63	Crypts & Catacombs	Vol VII
64	On the Road	Vol VII
65	Noble's Manor House	Vol VII
66	Fane of Good	Vol VII
67	Lunatic Asylum	Vol VII
68	Merchant Caravan	Vol VII
69	Henchfolk & Hirelings	Vol VII
70	Urban Landmarks	Vol VII
71	Urban Events	Vol VII
72	Urban Oddities	Vol VII
73	Failed Thievish Doings	Vol VII

ABBREVIATION COMPILATION

TT	<i>The Thingonomicon</i>
TT	<i>The Thingonomicon II</i>
Vol I	<i>GM's Miscellany: 20 Things Volume I</i>
Vol II	<i>GM's Miscellany: 20 Things Volume II</i>
Vol III	<i>GM's Miscellany: 20 Things Volume III</i>
Vol IV	<i>GM's Miscellany: 20 Things Volume IV</i>
Vol V	<i>GM's Miscellany: 20 Things Volume V</i>
Vol VI	<i>GM's Miscellany: 20 Things Volume VI</i>
Vol VII	<i>GM's Miscellany: 20 Things Volume VII</i>

WHY NO VOLUME I OR II?

Compilations volume I and II were released while the 20 Things line was a lawless and ungoverned place. They were compilations of articles posted on Raging Swan Press's old website. At the time, the line was not themed around monthly releases. Subsequently, many of the articles appeared in later instalments in the line as the release schedule became more ordered and organised.

USING 20 THINGS BOOKS

You can use these system-neutral books 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 fits with your game.
- Ignore or re-roll inappropriate results.
- Have fun!

20 THINGS BY SUBJECT

This section presents the various 20 Things instalments broken down by theme. For example, if your characters were about to embark on a sea voyage you can use the resources under "Seas & Oceans" to add depth and flavour to the adventure.

CASTLES

20: Fort on the Borderlands, **27:** Ruined Castle, **57:** Besieged Castle

CAVES & CAVERNS

11: Dark Caverns

COUNTRYSIDE

28: Travellers' Inn, **35:** Bandits & Brigands, **47:** Local Landmarks, **64:** On the Road, **65:** Noble's Manor House, **68:** Merchant Caravan

DESERT

24: Sun-Scorched Desert, **31:** Blue Dragon's Lair

DRAGONS

31: Blue Dragon's Lair, **32:** White Dragon's Lair, **33:** Red Dragon's Lair, **39:** Black Dragon's Lair, **40:** Green Dragon's Lair

DWARVES

05: Subterranean Mine, **11:** Dark Caverns, **23:** Fallen Dwarven Hold

DUNGEONS

05: Subterranean Mine, **08:** Cultist's Lair, **11:** Dark Caverns, **13:** Noisome Sewer, **16:** Necromancer's Lair, **17:** Goblin Lair, **19:** Kobold Warren, **23:** Fallen Dwarven Hold, **27:** Ruined Castle, **29:** Lich's Lair, **45:** Vampire's Castle, **50:** Ruined Monastery

DUNGEON LOCALES

37: Fane of Evil, **38:** Torture Chambers

EVIL FOLK

60: Minions of Evil, **69:** Henchfolk & Hirelings

FOREST & WOODLANDS

40: Green Dragon's Lair

FRIGID CLIMES

32: White Dragon's Lair, **56:** Snow & Ice

GIANTS

14: Hill Giant Steading

GOBLINS

17: Goblin Lair

GOOD FOLK

66: Fane of Good, **69:** Henchfolk & Hirelings

GRAVEYARDS, TOMBS & CRYPTS

06: Ancient Necropolis, **08:** Cultist's Lair, **10:** Creepy Graveyard, **16:** Necromancer's Lair

HILLS

14: Hill Giant Steading, **20:** Fort on the Borderlands, **23:** Fallen Dwarven Hold, **30:** Orc Village

HUMANOIDS

17: Goblin Lair, **19:** Kobold Warren, **30:** Orc Village

INNS & TAVERNS

01: Seedy Tavern, **28:** Travellers' Inn

JUNGLE

55: Fecund Jungle

KOBOLDS

19: Kobold Warren

MOORS

53: Windswept Moors

MOUNTAINS

14: Hill Giant Steading, **20:** Fort on the Borderlands, **23:** Fallen Dwarven Hold, **30:** Orc Village, **32:** White Dragon's Lair, **33:** Red Dragon's Lair

ORCS

30: Orc Village

RUINS

07: Abandoned House, **27:** Ruined Castle, **41:** Ruined Wizard's Tower, **45:** Vampire's Castle, **48:** Ruined City, **50:** Ruined Monastery

SEAS & OCEANS

22: Ocean Voyage, **58:** Wrecked Ship, **62:** Sunken Ship

SWAMPS & MARSHES

39: Black Dragon's Lair, **54:** Noisome Marsh

THIEVES, SMUGGLERS & PIRATES

04: Smugglers' Lair, **12:** Slaver's Compound, **35:** Bandits & Brigands, **46:** Smugglers' Village, **73:** Failed Thievish Doings

TREASURE

02: Looting the Body, **18:** Troublesome Treasures, **43:** Items Most Wondrous, **51:** Items Most Wondrous II

UNDEAD

06: Ancient Necropolis, **08:** Cultist's Lair, **10:** Creepy Graveyard, **16:** Necromancer's Lair, **29:** Lich's Lair, **45:** Vampire's Castle, **49:** Abnormal Low-Level Undead, **50:** Ruined Monastery, **61:** Ghostly Hauntings, **63:** Crypts & Catacombs

URBAN

01: Seedy Tavern, **03:** Wizard's Tower, **04:** Smugglers' Lair, **07:** Abandoned House, **08:** Cultist's Lair, **09:** Bustling Marketplace, **10:** Creepy Graveyard, **12:** Slaver's Compound, **13:** Noisome Sewer, **16:** Necromancer's Lair, **25:** Curio Shop & Pawnbrokers, **26:** Townsfolk & Villagers, **27:** Ruined Castle, **36:** Fairs & Festivals, **41:** Ruined Wizard's Tower, **42:** Archives & Libraries, **44:** Alchemist's Laboratory, **48:** Ruined City, **52:** Urban Chase, **65:** Noble's Manor House, **66:** Fane of Good, **67:** Lunatic Asylum, **68:** Merchant Caravan, **69:** Henchfolk & Hirelings, **70:** Urban Landmarks, **71:** Urban Events, **72:** Urban Oddities

VILLAGES

07: Abandoned House, **09:** Bustling Marketplace, **10:** Creepy Graveyard, **15:** War-Ravaged Land, **25:** Curio Shop & Pawnbrokers, **26:** Townsfolk & Villagers, **27:** Ruined Castle, **28:** Travellers' Inn, **30:** Orc Village, **34:** Farming Village, **36:** Fairs & Festivals, **46:** Smugglers' Village, **47:** Local Landmarks, **52:** Urban

Chase, **64:** On the Road, **65:** Noble's Manor House, **68:** Merchant Caravan, **69:** Henchfolk & Hirelings, **70:** Urban Landmarks, **71:** Urban Events, **72:** Urban Oddities

WAR

15: War-Ravaged Land, **20:** Fort on the Borderlands, **23:** Fallen Dwarven Hold, **27:** Ruined Castle, **57:** Besieged Castle

WILDERNESS

14: Hill Giant Steading, **15:** War-Ravaged Land, **20:** Fort on the Borderlands, **21:** Wilderness Camping, **23:** Fallen Dwarven Hold, **27:** Ruined Castle, **28:** Travellers' Inn, **30:** Orc Village, **35:** Bandits & Brigands, **45:** Vampire's Castle, **47:** Local Landmarks, **53:** Windswept Moors, **59:** Shadowed Borderland

WIZARDS, MAGES & SORCERERS

03: Wizard's Tower, **16:** Necromancer's Lair, **41:** Ruined Wizard's Tower, **42:** Archives & Libraries, **44:** Alchemist's Laboratory

20 THINGS BY CONTENT

This section presents an overview of each instalment's notable lists. The lists are presented in the order they appear in the book.

01: SEEDY TAVERN

20 Seedy Tavern Patrons
20 Seedy Tavern Staff
10 Strange Things to See Behind the Bar
20 Things Left in a Tavern's Bedchamber
20 Things to See in a Seedy Tavern
20 Things to See in a Tavern Brawl

02: LOOTING THE BODY

20 Things to Loot From a Dead Adventurer
20 Things to Loot From a Dead Bard
20 Things to Loot From a Dead Cleric
20 Things to Loot From a Dead Rogue
20 Things to Loot From A Dead Warrior
20 Things to Loot From A Dead Wizard

03: WIZARD'S TOWER

20 Minor Magical Affects to Encounter in a Wizard's Tower
20 Spell Component to Discover in a Wizard's Tower
20 Things to Decorate a Wizard's Tower
20 Things to Find in a Necromancer's Sanctum
20 Things to Find on a Wizard's Bookshelf
20 Things to Find in a Wizard's Laboratory

04: SMUGGLER'S LAIR

20 Minor Treasures to Find in a Smuggler's Storeroom
20 Things That Can Happen in a Rowboat
20 Things to Discover on a Beach
20 Things to Find in a Sea Cave

- 20 Things to Find in a Smuggler's Lair
- 20 Things to Loot From a Smuggler's Body

05: SUBTERRANEAN MINE

- 12 Perils to Encounter in a Mine
- 20 Hauntings to Encounter in a Mine
- 20 Strange Discoveries to Make in a Mine
- 20 Things to Find in an Abandoned Mine
- 20 Things to Find in a Mine
- 20 Things to Find in a Mining Cart

06: ANCIENT NECROPOLIS

- 10 Things to Loot from a Tomb Raider's Body
- 20 Curses to Encounter in a Necropolis
- 20 Minor Hauntings to Encounter in an Ancient Necropolis
- 20 Things to Find in a Dusty Crypt
- 20 Things to Find in a Sarcophagus
- 20 Things to Find in an Ancient Necropolis

07: ABANDONED HOUSE

- 10 Things to See in a Burned Out House
- 10 Things to See in a Plague-Infested House
- 20 Things to Find in an Abandoned House
- 20 Things to See in a Haunted House
- 20 (More) Things to See in a Haunted House
- 20 Treasures to Find in a Haunted House
- 20 Unfortunate Discoveries to Make in a Haunted House

08: CULTIST'S LAIR

- 10 Cultists with Personality
- 20 Things to Find in a Cultist's Lair
- 4 Unholy Books
- 20 Things to Find on a Cultist's Altar
- 20 Things to Loot from a Cultist's Body
- 20 Magic Effects on an Altar
- 20 Vile Things to Find in a Cultist's Lair

09: BUSTLING MARKETPLACE

- 5 Different Places to have a Market
- 10 Merchants with Personality
- 20 Deals Too Good to Be True
- 20 Interesting Stalls
- 20 Rumours to Hear in a Bustling Marketplace
- 20 Things to See in a Bustling Marketplace
- 20 Types of Stall in a Bustling Marketplace

10: CREEPY GRAVEYARD

- 8 Haunts
- 10 Mourners with Personality
- 10 Things to Find in an Open Grave
- 20 Gravestone Inscriptions
- 20 Graveyard Rumours
- 20 Sights to See in a Graveyard



20 Strange Mausoleums to Discover in a Graveyard

11: DARK CAVERNS

10 Atypical Caves
10 Atypical Cavern Encounters
10 Legendary Caves
12 Natural Cavern Hazards
20 Pieces of Cavern Dressing
20 Things to Find in a Purple Worm's Stomach
20 Things to Find in a Subterranean River

12: SLAVERS' COMPOUND

10 Minor Events to Happen in a Slavers' Compound
10 Slaves with Personality
10 Slavers with Personality
20 Pieces of Dungeon Dressing for a Slavers' Compound
20 Things to Loot from a Slaver's Body

13: NOISOME SEWER

10 Folk to Encounter in a Sewer
10 Minor Locales of Interest in a Sewer
20 Discarded or Lost Things to Find in a Sewer
20 Pieces of Dungeon Dressing to Find in a Sewer
20 Minor Events to Experience in a Sewer

14: HILL GIANT STEADING

10 Minor Hill Giant Steading Events
10 Things to Find Near a Hill Giant Steading
20 Things to Find in a Hill Giant's Bag
20 Pieces of Hill Giant Steading Dressing
100 Hill Giant Pets
1,000 Abnormal Hill Giants

15: WAR-RAVAGED LAND

10 Pieces of Battlefield Dressing
10 Signs of War
20 Things to See in a War-Ravaged Village
20 Things to See During a Siege
20 Things to See During a Village Raid

16: NECROMANCER'S LAIR

8 Blasphemous Tomes of Forbidden Lore
10 Horrible Sensations
10 Horrible Sounds
20 Blasphemous Spell Components
20 Things to Find in a Necromancer's Sanctum
1,000 Abnormal Skeletons
1,000 Abnormal Zombies

17: GOBLIN LAIR

10 Goblins with Personality
10 Things to Find in a Goblin Chieftain's Quarters
10 Things to Find in a Goblin Common Room

10 Things to Find in a Goblin Guard Room
10 Things to Find Outside a Goblin Lair
20 Things to Find in a Goblin's Pouch
1,000 Abnormal Goblins

18: TROUBLESOME TREASURE

10 Difficult to Sell Treasures
10 Minor Curses Lurking in a Magic Item
20 Bulky Treasures Difficult to Get Out of the Dungeon
20 Fragile Treasures Difficult to Remove from the Dungeon
20 Minor Drawbacks for Magic Items

19: KOBOLD WARREN

10 Events to Occur in a Kobold Warren
10 Extra Things to Say When The PCs Fail to Find a Trap
10 Kobold Traps
10 More Kobold Traps
10 Pieces of Kobold Warren Dressing
20 Things to Loot From a Dead Kobold
1,000 Abnormal Kobolds

20: FORT ON THE BORDERLAND

10 Men-at-Arms with Personality
10 Travellers with Personality
10 Borderland Fort Whispers & Rumours
20 Borderland Fort Dressings
20 Borderland Fort Sights & Sounds

21: WILDERNESS CAMPING

8 Travellers to Share the Campfire
10 Notable Campsite Characteristics
10 Signs Someone Has Camped Here Before
10 Things Already Living at the Campsite
10 Things Lurking in the Shadows
20 Night-time Campsite Events
20 Things to Find at an Abandoned Campsite

22: OCEAN VOYAGE

6 Stowaways with Personality
10 Passengers with Personality
10 Sailors with Personality
20 Pieces of Ship Dressing
20 Shipboard Sights & Sounds

23: FALLEN DWARVEN HOLD

10 Dwarven Workshop Features
10 Dwarven Statues
10 Dwarven Temple Features
10 Minor Dwarven Treasures
10 Signs of Previous Exploration
10 Triggered Traps
20 Pieces of Dwarven Hold Dressing

24: SUN-SCORCHED DESERT

6 Sun-scorched Landmarks
6 Sun-scorched Ruins
10 Things to Happen in a Sandstorm
20 Pieces of Desert Dressing
20 Uneventful Days Travel in the Desert

25: CURIO SHOP & PAWNBROKERS

6 Customers
10 Complications, Hooks & Opportunities
20 Odds and Ends, Knick-Knacks & Oddities
4 20 Pieces of Bric-a-Brac, Junk & Dross
6 Weapons
20 Trinkets, Baubles & Curios

26: TOWNSFOLK & VILLAGERS

10 Beggars & Vagabonds
10 Guards & Soldiers
10 Merchants & Traderspersons
10 Peasants & Serfs

27: RUINED CASTLE

Outside the Ruined Castle
Outside in the Ruined Castle
 Minor Events
Inside the Ruined Castle
 Minor Events
Discarded Gear
Under the Ruined Castle
 Minor Events
Lost Trinkets & Treasures

28: TRAVELLERS' INN

Fellow Travellers
Locals & Staff
Taproom Dressing
 Sights, Sounds & Events
 Brawl Triggers
Bedchamber Dressing
 Things Left by the Previous Guest

29: LICH'S LAIR

Outside the Lair
Whispers & Rumours
Lich Lair Trinkets
Horrible Spell Components
Lich Lair Dressing
 Strange Smells & Sounds
 Strange Sensations & Events
Lich's Phylacteries

30: ORC VILLAGE

Orc Village Sights & Sounds

Unaware of Intruders
Aware of Intruders
Orc Village Dressing
Inside an Orc Hut
Notable Orcs
 Warriors, Champions & Chiefs
 Other Rank & File
 Shaman
 Children
Orcish Treasures & Trinkets

31: BLUE DRAGON'S LAIR

Blue Dragon Lair Features
Dragon Dressing: Female Dragon Names
Dragon Dressing: Male Dragon Names
Blue Dragon Lair Dressing
Dragon Dressing: Distinguishing Marks
Minor Sights, Sounds & Events
Dragon Dressing: What's the Dragon Doing?
Treasures & Trinkets
 Dragon Dressing: Worn Trinkets
Blue Dragon Hoard Dressing

32: WHITE DRAGON'S LAIR

White Dragon Lair Features
Dragon Dressing: Female Dragon Names
Dragon Dressing: Male Dragon Names
White Dragon Lair Dressing
Dragon Dressing: Distinguishing Marks
Minor Sights, Sounds & Events
Dragon Dressing: What's the Dragon Doing?
Treasures & Trinkets
 Dragon Dressing: Worn Trinkets
White Dragon Hoard Dressing

33: RED DRAGON'S LAIR

Red Dragon Lair Features
Dragon Dressing: Female Dragon Names
Dragon Dressing: Male Dragon Names
Red Dragon Lair Dressing
Dragon Dressing: Distinguishing Marks
Minor Sights, Sounds & Events
Dragon Dressing: What's the Dragon Doing?
Treasures & Trinkets
 Dragon Dressing: Worn Trinkets
Red Dragon Hoard Dressing

34: FARMING VILLAGE

Village Sights & Sounds: Daytime
Village Sights & Sounds: Nighttime
Villagers
Travellers
Village Dressing

35: BANDITS & BRIGANDS

Bandits & Brigands
Camp Dressing
Bandit Loot
Looting the Body
Complications, Hooks & Opportunities

36: FAIRS & FESTIVALS

10 Fairs & Festivals
20 Minor Events
8 Stalls & Attractions
Hooks, Complications & Opportunities

37: FANE OF EVIL

Major Fane Features
Minor Shrine Dressing
General Shrine Decorations
The Altar
 Altar Dressing
Clergy & Prisoners

38: TORTURE CHAMBERS

Notable Torture Chamber Features
Torture Chamber Dressings
 Notable Instruments of Torture
 Lesser Instruments of Torture
Torturers
Major Prison Cell Features
Prison Cell Dressing
Prisoners

39: GREEN DRAGON'S LAIR

Green Dragon Lair Features
Dragon Dressing: Female Dragon Names
Dragon Dressing: Male Dragon Names
Green Dragon Lair Dressing
Dragon Dressing: Distinguishing Marks
Minor Sights, Sounds & Events
Dragon Dressing: What's the Dragon Doing?
Treasures & Trinkets
 Dragon Dressing: Worn Trinkets
Green Dragon Hoard Dressing

40: BLACK DRAGON'S LAIR

Black Dragon Lair Features
Dragon Dressing: Female Dragon Names
Dragon Dressing: Male Dragon Names
Black Dragon Lair Dressing
Dragon Dressing: Distinguishing Marks
Minor Sights, Sounds & Events
Dragon Dressing: What's the Dragon Doing?
Treasures & Trinkets
 Dragon Dressing: Worn Trinkets

Black Dragon Hoard Dressing

41: RUINED WIZARD'S TOWER

Dungeon Dressing: Outside the Tower
Dungeon Dressing: Inside the Tower
Lingering Spell Effects
Strange Sights & Sounds
Lost Treasures

42: ARCHIVES & LIBRARIES

Books in the Common Collection
 History Books
 Religious Books
 General Interest Books
Books in the Special Collection
Events Among the Stacks
Folk Among the Stacks
Things Among the Stacks 6

43: ITEMS MOST WONDROUS

Wondrous Attire
Wondrous Rings
Wondrous Rods, Staves & Wands
 Special Note
Wondrous Swords
Scabbards
 Special Note
Wondrous Miscellaneous Weapons

44: ALCHEMIST'S LABORATORY

Alchemists and their Assistants
20 Things to See in a Laboratory
20 Alchemical Mishaps
Complications & Opportunities

45: VAMPIRE'S CASTLE

Outside the Vampire's Castle
Inside the Vampire's Castle
 Presentable Locations
 Gore-Splattered Locations
The Vampire's Servants
The Vampire's "Guests"
Treasures, Trinkets & Trash
 Treasures
 Trinkets
 Trash

46: SMUGGLERS' VILLAGE

On the Streets
 Daytime
 Nighttime
In the Tavern
 Daytime

Nighttime
Whispers & Rumours in the Taproom
At the Harbour
Daytime
Nighttime
Folk
Illicit Cargo

47: LOCAL LANDMARKS

Beaches & Bays
Hills & Highlands
Houses & Homes
Ruins & Remnants
Wildlife & Woods

48: RUINED CITY

Evidence of Prior Expeditions
Lost Treasures & Trinkets
Minor Events
Ruin Dressing
 Decoration Subjects
Major Ruin Features

49: ABNORMAL LESSER UNDEAD

1,000 Abnormal Ghouls or Ghosts
1,000 Abnormal Mummies
1,000 Abnormal Skeletons
1,000 Abnormal Wights
1,000 Abnormal Zombies 7

50: RUINED MONASTERY

Outside the Monastery
 Generic Dressings
 The Outer Wall
 Gardens
 Graveyard
Inside the Monastery
 Generic Dressings
 Place of Worship
 Personal Chambers
 Public Areas
Under the Monastery
 Generic Dressings
 Cellars & Storage
 Cells & Oubliettes
 Crypts
Minor Events
Treasures, Trinkets & Trash
 Treasures
 Trinkets
 Trash

51: ITEMS MOST WONDROUS II

Customising Wondrous items

12 Quirks for a Wondrous Weapon
12 Minor Wondrous Item Boons
12 Minor Wondrous Item Drawbacks
12 Wondrous Daggers
12 Wondrous Keys
12 Wondrous Longswords
12 Wondrous Maces
12 Wondrous Rings
12 Wondrous Scroll Cases
12 Wondrous Staves
12 Wondrous Unholy Symbols
12 Wondrous Wands

52: URBAN CHASE

Alleyway Chase
 Daytime Events
 Nighttime Events
 Obstacles
Rooftop Chase
 Daytime Events
 Nighttime Events
 Obstacles
Sewer Chase
 Events
 Obstacles
Street Chase
 Daytime Events
 Nighttime Events
 Obstacles
Opportunities & Complications

53: WINDSWEEP MOORS

Camping & Campsites
Local Landmarks
Minor Daytime Events
Minor Nighttime Events
Wilderness Dressing
Uneventful Travel

54: NOISOME MARSH

Camping & Campsites
Local Landmarks
Minor Daytime Events
Minor Nighttime Events
Wilderness Dressing
Uneventful Travel

55: FECUND JUNGLE

Camping & Campsites
Local Landmarks
Minor Daytime Events
Minor Nighttime Events
Wilderness Dressing
Uneventful Travel

56: SNOW & ICE

Camping & Campsites
Local Landmarks
Minor Daytime Events
Minor Nighttime Events
Wilderness Dressing
Uneventful Travel

57: BESIEGED CASTLE

Minor Events
 Daytime Events
 Night-Time Events
Attacks
 Defences and Counterattacks
Challenges & Complications
 Dwindling Supplies
 Low Morale

58: WRECKED SHIP

On Deck
Minor Events
Below Decks: Cabins
Things to Find
Below Decks: Communal Areas
 Things to Find
In the Hold

59: SHADOWED BORDERLAND

Borderland Dressings
Borderland Landmarks
Borderland Legends
Strange Borderland Events
Strange Borderland Folk

60: MINIONS OF EVIL

Assassins & Killers
Clerics & Priests
Fighters & Warriors
Sorcerers & Wizards
Thieves & Spies

61: GHOSTLY HAUNTINGS

Ghostly Adventurers
Ghostly Villains

62: SUNKEN SHIP

20 Things Around the Wreck
20 Major Wreck Features
20 Minor Wreck Features
20 Pieces of Treasure
2 Ghostly Hauntings

63: CRYPTS & CATACOMBS

Crypt & Catacomb Dressing
 Sarcophagi Inscriptions
 Sarcophagi Graffiti
Crypt & Catacomb Features
The Interred
 Aake Vilja
 Kaija Tuntia
 Suni Keiko
 Vappu Miela
Sarcophagi Dressing
Grave Goods

64: ON THE ROAD

Highways & Byways
Passers-By
 Brithua Gravelcairn
 Hannah Mynge
 Sildia Gontarel
 Verro Fedraci
Hazards on the Road
Camping & Campsites
The Weather

65: NOBLE'S MANOR HOUSE

Notable Things Outside
Notable Things Inside
Minor Daytime Events
Minor Night-Time Events
Minor Dressing
Sample Manor House

66: FANE OF GOOD

Major Fane Features
Minor Fane Features
Folk of the Fane
 Londinium Garfael (Scholar)
 Noren Fosren (Architect)
 Ravan Bramlon (Priest)
 Sir Granden (Elderly Paladin)
 Sister Marian (Monk)
 Suriel Valanteth (Worshipper)
 Taysa Umbriel (Follower)
 Trope Tessle (Adventuring Bard)
Adventure Hooks

67: LUNATIC ASYLUM

Dressing
Minor Events
The Insane
 Alberich Stoneshield
 Auni Lempivalko
 Durra Bigit
 Fredrik Turnio

Inkeri Puukko
Kaarle Unto
Kalervo Maanavilje
Shanna Ekko Ildacer
The Staff
Arla lawson
Eliza Faringray
Helmut Temple
Oston Talltender
Randall Dawnfowl
Sara Swiller

68: MERCHANT CARAVAN

Notable Merchants

Aatu Päivö
Filppu Lemmäs
Ilma Ilmarinen
Rauna Antero

Notable Guards & Servants

Juho Miela
Martta Rasantaja
Riilka Overhill
Yarg Yargson

Notable Goods

Caravan Dressing

Minor Events

69: HENCHFOLK & HIRELINGS

Clerics & Priests

Janaela Shakirae
Kaarlo Markku
Tuomo Keto
Willithar Vonothvar

Fighters & Warriors

Anthic Ovlag
Einar Leino
Firtris Shakirae
Terttu Vuolle

Thieves & Rogues

Baredal Raulnor
Elena Rekunen
Helmi Markku
Thoric Valzak

Wizards & Sorcerers

Anneli Lopenen
Jani Outila
Kaunanna Natityrr
Viljo Korpela

70: URBAN LANDMARKS

Major Urban Landmarks

The Ebon Shard
Eri's Marvelous Mechanical Clock
The Guild Hall
The Hanging Garden

Isle of the Damned
The Lightless Burrow
Marsh Meadow
The Nowhere Arch
The Old Chapel
Statue of the Baby Eater
Tower off Ezen-Kar
Wragg's Quarry
Minor Urban Landmarks

71: MINOR URBAN EVENTS

Using Minor Urban Events

What Happens?
While You Were Away
Whispers & Rumours

Minor Event Hooks

Minor Urban Events

Tavern Brawl
New Notable Shop
Fire Breaks Out
Major Burglary
A Wondrous Sale
Local Fair or Festival
Public Execution
Brutal Murder
Brigands and Bandits
Illness Strikes
Odd Weather
Visiting Merchant

72: URBAN ODDITIES

Odd, But Fun, Festivals
Odd Features & Buildings
Odd Traditions
Odd Laws
Odd Punishments

73: FAILED THIEVISH DOINGS

Failing to Find Anything
Failing to Find a Trap
Failing to Pick Pockets
Unwelcome Discoveries
Failing to Pick a Lock

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

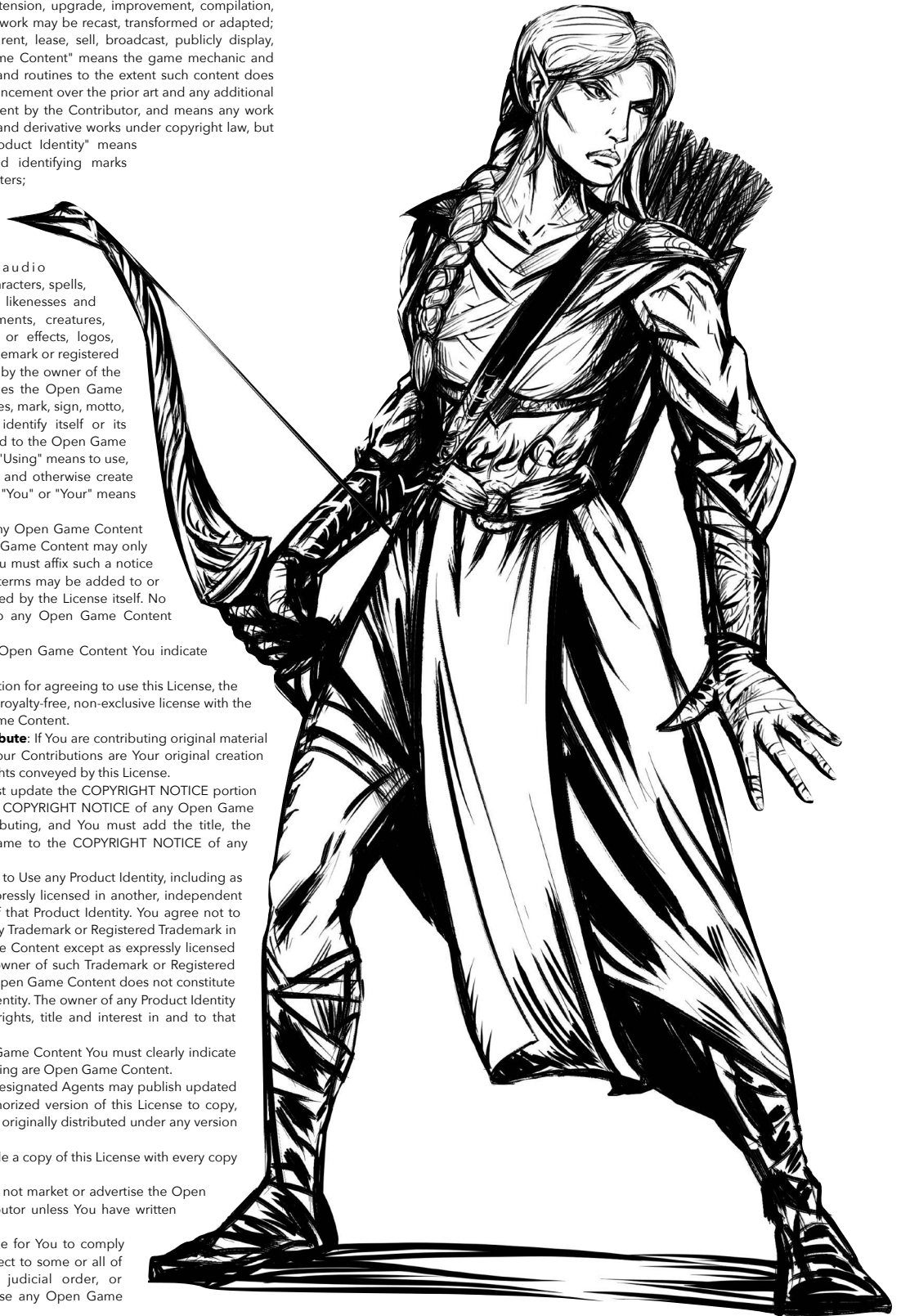
12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may Not Use any Open Game

Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.



Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

20 Things #1: Seedy Tavern. ©Raging Swan Press 2016; Author: Creighton Broadhurst and Jeff Gomez.

20 Things #2: Looting the Body. ©Raging Swan Press 2016; Author: Creighton Broadhurst, Seamus Conneely, Taylor Hubler and Anthony Jennings.

20 Things #3: Wizard's Tower. ©Raging Swan Press 2016; Author: Creighton Broadhurst and Amber Underwood.

20 Things #4: Smuggler's Lair. ©Raging Swan Press 2016; Author: Creighton Broadhurst.

20 Things #5: Subterranean Mine. ©Raging Swan Press 2016; Author: Creighton Broadhurst, Ron Calbick, Kalyna Conrad and Jeff Gomez.

20 Things #6: Ancient Necropolis. ©Raging Swan Press 2016; Author: John Bennett and Creighton Broadhurst.

20 Things #7: Haunted House. ©Raging Swan Press 2016; Author: Alexander Augunas, Creighton Broadhurst and Cole Kronewitter.

20 Things #8: Cultist's Lair. ©Raging Swan Press 2016; Author: John Bennett, Creighton Broadhurst and Mike Welham.

20 Things #9: Bustling Marketplace. ©Raging Swan Press 2016; Author: Creighton Broadhurst, Jeff Gomez and Alex Riggs.

20 Things #10: Creepy Graveyard. ©Raging Swan Press 2017; Author: Creighton Broadhurst, Jacob W. Michaels, Alex Riggs and David N. Ross.

20 Things #11: Dark Caverns. ©Raging Swan Press 2017; Author: Creighton Broadhurst, David Posener and Alex Riggs.

20 Things #12: Slavers' Compound. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

20 Things #13: Noisome Sewer. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

20 Things #14: Hill Giant Steading. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

20 Things #15: War-Ravaged Land. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

20 Things #16: Necromancer's Lair. ©Raging Swan Press 2017; Author: Creighton Broadhurst and Jeff Gomez.

20 Things #17: Goblin Lair. ©Raging Swan Press 2017; Author: Creighton Broadhurst, Eric Hindley and Alex Riggs.

20 Things #18: Troublesome Treasures. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

20 Things #19: Kobold Warren. ©Raging Swan Press 2017; Author: Aaron Bailey, Creighton Broadhurst and Paul Quarles.

20 Things #20: Fort on the Borderland. ©Raging Swan Press 2017; Author: Creighton Broadhurst.

20 Things #21: Wilderness Camping. ©Raging Swan Press 2017; Author: Creighton Broadhurst and Jeff Gomez.

20 Things #22: Ocean Voyage. ©Raging Swan Press 2018; Author: Creighton Broadhurst.

20 Things #23: Fallen Dwarven Hold. ©Raging Swan Press 2016; Author: Creighton Broadhurst.

20 Things #24: Sun-scorched Desert. ©Raging Swan Press 2018; Author: Creighton Broadhurst.

20 Things #25: Curio Shop & Pawnbrokers. ©Raging Swan Press 2018; Author: Creighton Broadhurst.

20 Things #26: Townsfolk & Villagers. ©Raging Swan Press 2018; Author: Creighton Broadhurst.

20 Things #27: Ruined Castle. ©Raging Swan Press 2018; Author: Creighton Broadhurst.

20 Things #28: Travellers' Inn. ©Raging Swan Press 2018; Author: Creighton Broadhurst.

29 Things #29: Lich's Lair. ©Raging Swan Press 2018; Author: Creighton Broadhurst .

20 Things #30: Orc Village. ©Raging Swan Press 2018; Author: Creighton Broadhurst and Bart Wynants.

20 Things #31: Blue Dragon's Lair. ©Raging Swan Press 2018; Author: Creighton Broadhurst.

20 Things #32: White Dragon Lair. ©Raging Swan Press 2018; Author: Creighton Broadhurst.

20 Things #33: Red Dragon Lair. ©Raging Swan Press 2018; Author: Creighton Broadhurst.

20 Things #34: Farming Village. ©Raging Swan Press 2019; Author: Creighton Broadhurst.

20 Things #35: Bandits & Brigands. ©Raging Swan Press 2019; Author: Creighton Broadhurst.

20 Things #36: Fairs & Festivals. ©Raging Swan Press 2019; Author: John Adams and Creighton Broadhurst.

20 Things #37: Fane of Evil. ©Raging Swan Press 2019; Author: Creighton Broadhurst.

20 Things #38: Torture Chambers. ©Raging Swan Press 2019; Author: Creighton Broadhurst.

20 Things #39: Black Dragon Lair. ©Raging Swan Press 2019; Author: Creighton Broadhurst.

20 Things #40: Green Dragon Lair. ©Raging Swan Press 2019; Author: Creighton Broadhurst.

20 Things #41: Ruined Wizard's Tower. ©Raging Swan Press 2019; Author: Creighton Broadhurst.

20 Things #42: Archives & Libraries. ©Raging Swan Press 2019; Author: Creighton Broadhurst.

20 Things #43: Items Most Wondrous. ©Raging Swan Press 2019; Author: Creighton Broadhurst.

20 Things #44: Alchemist's Laboratory. ©Raging Swan Press 2019; Author: Creighton Broadhurst and Steve Hood.

20 Things #45: Vampire's Castle. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #46: Smugglers' Village. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #47: Local Landmarks. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #48: Ruined City. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #49: Abnormal Lesser Undead. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #50: Ruined Monastery. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #51: Items Most Wondrous II. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #52: Urban Chases. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #53: Windswept Moors. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #54: Noisome Marsh. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #55: Fecund Jungle. ©Raging Swan Press 2020; Author: Creighton Broadhurst.

20 Things #56: Snow & Ice. ©Raging Swan Press 2020; Author: Creighton Broadhurst and Rikh Hart.

20 Things #57: Besieged Castle. ©Raging Swan Press 2021; Author: Creighton Broadhurst and Mike Welham.

20 Things #58: Wrecked Ship. ©Raging Swan Press 2021; Author: Rikh Hart and Steve Hood.

20 Things #59: Shadowed Borderland. ©Raging Swan Press 2021; Author: Jeff Gomez.

20 Things #60: Minions of Evil. ©Raging Swan Press 2021; Author: Rikh Hart, Steve Hood and Mike Welham.

20 Things #61: Ghostly Hauntings. ©Raging Swan Press 2021; Author: Simon Butler and Rikh Hart.

20 Things #62: Sunken Ship. ©Raging Swan Press 2021; Author: Mike Welham.

20 Things #63: Crypts & Catacombs. ©Raging Swan Press 2021; Author: Creighton Broadhurst.

20 Things #64: On the Road. ©Raging Swan Press 2021; Author: Jacob W. Michaels.

20 Things #65: Noble's Manor House. ©Raging Swan Press 2021; Author: Mike Welham.

20 Things #66: Fane of Good. ©Raging Swan Press 2021; Author: Simon Butler.

20 Things #67: Lunatic Asylum. ©Raging Swan Press 2021; Author: Rikh Hart.

20 Things #68: Merchant Caravan. ©Raging Swan Press 2022; Author: Creighton Broadhurst.

20 Things #69: Henchfolk & Hirelings. ©Raging Swan Press 2022; Author: Creighton Broadhurst.

20 Things #70: Urban Landmarks. ©Raging Swan Press 2022; Author: Creighton Broadhurst.

20 Things #71: Urban Events. ©Raging Swan Press 2022; Author: Creighton Broadhurst.

20 Things #72: Urban Oddities. ©Raging Swan Press 2022; Author: Creighton Broadhurst.

20 Things #73: Failed Thievish Doings. ©Raging Swan Press 2022; Author: Creighton Broadhurst.

20 Things Index (Issues 01 - 73). ©Raging Swan Press 2022; Author: Creighton Broadhurst.

To learn more about the Open Game License, visit wizards.com/d20.



THE GM'S SUNDAY SUPPLEMENT

ADVICE - RESOURCES - DOWNLOADS



RAGINGSWANPRESS.COM/SUBSCRIBE

