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GM'S SCREEN #3: GOBLIN CAVES



SYSTEM
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GM's SCREEN #3: GOBLIN CAVES

Space behind your GM's screen is precious (and limited). You've got dice, figures, the adventure, reference books—obviously a drink and snacks—as well as pencils, pens, a notebook and more! Often times a GM needs to be a juggler to make it all fit. That's why we created the GM's Screen line. Most GM screens focus on presenting the rules. This GM's Screen line is different. Instead of rules, each instalment presents hyper-focused pages of dressing, minor events and more all designed to add depth and flavour to an adventure. (And better yet, you can use the tables without your players realising what you are doing!)

This instalment of GM's Screen comprises three tables designed to bring to life the goblin caves in your campaign and is compatible with virtually any roleplaying game.

DESIGN CREDITS

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HOW TO USE THIS SUPPLEMENT

Using this supplement is easy. Simply print out page 2 and pin it to the inside of your GM's screen. (You can also print it out and cut it up before clipping it to your screen so you do not obscure vital tables printed on the screen itself).

When play calls for it, roll on the relevant table and use the result to build verisimilitude, detail and flavour into your game. Always re-roll inappropriate results, but consider any given result as a starting point. Describe the situation and see how the players react!

Because words have power, we've also added some flavoursome examples to help you bring the setting alive in your players' minds.

SYSTEM NEUTRAL EDITION

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 wizards, 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.

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GOBLIN CAVES

DRESSING

1. Crude paintings—little more than stickmen—decorate the walls in simplistic battle scenes. The red stickmen—who have large, pointy ears—are depicted killing their foes.
2. This filthy chamber smells of sweat and rotting food. Rubbish overflows from niches in the wall.
3. A jumbled skull display fills a shelf high up on one wall. Several of the skulls have rolled off the shelf and lie on the floor. Many of them bear signs of stabbing and slashing wounds.
4. A hung woollen blanket hides a small alcove. The alcove within stinks. The stench is overpowering near a small crack in the floor. The goblins use this area as a toilet.
5. A battered stone statue of a human warrior stands against one wall. The statue is damaged up to about chest height—as if someone had used it as a target. The warrior's nose has snapped off, but otherwise the statue's upper portions are in pristine condition.
6. Crude frescos of goblins butchering and dismembering their enemies decorate the walls.
7. A large pile of firewood is stacked haphazardly along one wall. Nearby, a fire pit smoulders; soot blackens the stone above, but a crack in the ceiling draws away most of the smoke.
8. A mouldering goblin corpse lies on its front, a serrated dagger juts from its back. The corpse has been comprehensively looted of all valuables—even its shoes have been stolen.
9. A near skeletal rat corpse lies against one wall. Investigations reveal bite marks all over the bones.
10. Junk and rubbish are piled about the room.

EVENTS

1. A perceptive PC spots a pile of bedding heaped against the wall moving slightly. Investigation reveals a terrified goblin child buried deeply within. It offers no resistance while crying (loudly) for its mummy.
2. High-pitched cackling echoes through the cave. The echoes make it hard to tell where they originate.
3. The rhythmic clatter of weapons on shields and shrieks of excitement echoes through the air. Somewhere distant, goblins prepare for battle!
4. The faint smell of smoke reaches the PCs' nostrils. The smell becomes more pungent, the further the PCs get into the caves. In some places, smoke coils ominously and soot wreathes the ceiling.
5. A distracted goblin gnawing on a burnt rat corpse wanders around the corner. He is oblivious to the PCs' presence.
6. An arrow flies out of the darkness and thumps into a PCs' shield. Cackles sound in the darkness before the PCs hear the soft patter of goblin footsteps scurrying away.
7. A burning ball of dry grass rolls down the corridor. It throws sparks and the flames create weird shadows on the walls and ceiling. It leaves a trail of smouldering grass in its wake.
8. Sounds of furtive movement, from an indistinct direction, reach the PCs' ears.
9. Suddenly, goblin voices are raised in song. They chant a revoltingly detailed battle-song that speaks of death, mutilation and food.
10. The smell of wet dogs, urine and sweat fill the air; from the smell of it, goblins were here recently!

THINGS TO LOOT

1. This goblin carries a small pouch crammed full of smoked meat. Beyond all expectations, the meat is smoked correctly, tasty and safe to eat.
2. A leather necklace hangs around the goblin's neck. From it hangs an iron holy symbol of a well-known good-aligned god. A small black stone—an onyx—set in the symbol is worth 5 gp.
3. This goblin hides its greatest treasure in its left boot—a tarnished gold piece stolen long ago from the chieftain. Only exhaustive searching reveals this hidden treasure.
4. Three vials of oil, each already set with a small, makeshift wick of ripped cloth fill this goblin's pouch. The goblin also kept a smouldering piece of char cloth in the same pouch!
5. The goblin's belt has an ornate, but tarnished, iron buckle depicting a dragon's maw. It is worth 1 gp.
6. An impressive collection of smooth, shiny pebbles fill this heavy pouch. The pebbles are worthless, but hidden among them is a chunk of quartz worth 4 gp.
7. Carried in its pack, this goblin owns a short, 20-foot long strip of dirty silk rope. Although dirty, the rope is in good condition.
8. This goblin wore a wolf-skin hat. Sized for a small creature, it is warm but filthy. Clean, it is worth 5 sp.
9. A pouch holds a battered small iron box containing a small quantity of pungent, but soiled, snuff.
10. Jet black fur edges this goblin's dirty scarlet cloak. The cloak once belonged to a goblin hero. It is a status symbol among the goblins. If given the chance a goblin tries to buy—or steal—the cloak.

WORDS & DETAILS HAVE POWER—USE THEM TO ADD FLAVOUR AND ATMOSPHERE TO YOUR GAME

Cackle: giggle, snigger, titter; **Dance:** caper, cavort, jig, prance, skip, whirl; **Sing:** chant, croon, pipe, warble; **Insult:** denigrate, disparage, humiliate, jibe, malign, slag off; **Wound:** beat, bludgeon, cut, jab, impale, slash, pierce, puncture, stab, stick, wound; **Female Goblin Names:** Bakka, Camka, Kla, Reml, Trusk; **Male Goblin Names:** Gril Kizkek, Klid, Reza, Siv, Viban; **Goblin Last Names:** Brightspark, Bumface, Foamwhizzle, Hardtooth, Nosecut, Sharpgob

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