

RAGING SWAN PRESS

# GM'S SCREEN #3: GOBLIN CAVES



SYSTEM  
NEUTRAL



Join  
Raging Swan Press  
on Patreon

Prep faster  
Prep easier  
Game better

# 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

---

**Design:** Creighton Broadhurst

**Development:** Creighton Broadhurst

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

©Raging Swan Press 2018.

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.

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.

## 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.

## SUPPORT RAGING SWAN PRESS ON PATREON!

---

Save YOUR precious time. Make YOUR session prep easier, quicker and less stressful.

Join Raging Swan Press on Patreon and get your books CHEAPER and before they are available anywhere else.

Learn more, at [patreon.com/ragingswanpress](https://patreon.com/ragingswanpress)



# 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

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

**GM's Screen #3: Goblin Caves.** ©Raging Swan Press 2018; Author: Creighton Broadhurst.

**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 *GM's Screen #3: Goblin Caves* 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.

To learn more about the Open Game License, visit [wizards.com/d20](http://wizards.com/d20).





SYSTEM  
NEUTRAL