

RAGING SWAN PRESS

GM'S SCREEN #9:  
CURIO SHOP



SYSTEM  
NEUTRAL



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# GM'S SCREEN #9: CURIO SHOP

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*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 curio shops in your campaign and is compatible with virtually any roleplaying game.*

## DESIGN CREDITS

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**Design:** Creighton Broadhurst

**Development:** Creighton Broadhurst

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

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## HOW TO USE THIS SUPPLEMENT

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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

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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 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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# CURIO SHOP

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## ODDS & ENDS

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1. A small stuffed lizard lies on its back amid other odds and ends. The lizard is missing one eye, but its scales are of a faded blue hue; hinting at (perhaps) some strange ancestry.
2. These very long bright red boot laces are tied in a confused jumble of a knot. If someone takes the time to unravel the knot, they find a perfectly smooth white pebble at its heart.
3. A single blue and yellow-feather fletched arrow rests in a narrow quiver designed to hold no more than six missiles. The quiver has a drawstring at its mouth which can be tightened to stop arrows falling out.
4. Only the front half of this horse has been carved from the block of wood from which it emerges. The carving is crude and it is more than possible the carver was only vaguely aware of a horse's anatomy.
5. Hanging from a fragment of a thin silver chain, this mouldy rabbit foot has a patch where the fur has been rubbed away.
6. This crudely drawn floor plan of an unnamed tavern has several arrows pointing to various windows on the first floor. Similarly, one of the rooms has been circled emphatically.
7. Used to weigh down a sheaf of papers this large chipped tusk may have come from an orc or half-orc.
8. Roughly the shape of a spearhead this shard of obsidian is incredibly sharp.
9. Two shards of flint wrapped in an old, stained cloth are bundled into a slightly charred pouch.
10. This small child's rattle is shaped like a morningstar and painted in gaudy colours.

## BRIC-A-BRAC

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1. Full of dry soil this waterproof leather pouch hides five large acorns.
2. Several of the names listed on this framed ornately drawn family tree have been scored out so violently there are holes in the vellum.
3. A matched brush and comb set. The comb is missing half its teeth and the brush is matted with hair and what is—hopefully—mud.
4. These four tarnished silver spoons each has an identical hole burnt through the middle.
5. A ragged, oversized quill crafted from the bright blue feather of some kind of exotic bird (or perhaps other creature). The quill is missing its nib.
6. This small drum has a rip in its cover.
7. The jagged fragment of a leather armband etched with the remains of a heraldic symbol—a lion rampant clutching a battle-axe—lies at the back of a shelf.
8. Containing slightly wet and matted multi-coloured chalk dust this pouch may have once belonged to a wizard.
9. This wrought iron holy symbol (of a locally worshipped deity) has been poorly repaired; weld marks are obvious and the whole has a twisted—perhaps—warped aspect. (Perhaps this in intentional and an evil cult used it in a bastardisation of some holy ritual).
10. Hanging from a frayed length of red-stained leather this cracked monocle has an iron frame.

## BAUBLES & CURIOS

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1. This battered and dented silver thimble has faint faerie runes engraved all over its surface. Those who can read faerie translate the runes as a prayer to a nature goddess.
2. Tightly rolled up and shoved under a shelf, this tapestry depicts a mighty castle standing atop cliffs plunging down to a tumultuous sea. Close examination of the tapestry reveals several caves at the base of the cliffs.
3. Once a magical item akin to a scroll this shattered leg bone has faint etching recording a fragment of a powerful necromantic spell. No magic remains in the "scroll".
4. Slender and riven with minute cracks, this vase decorated with swirling wave patterns stands in splendid isolation atop a high shelf.
5. Depicting a rearing warhorse clad in chain barding this iron figurine is missing its rider.
6. Dust covers these four beaten copper dinner plates tied together with faded yellow string.
7. Perhaps sized for a child, this tiny brass ring is engraved with musical notes.
8. With a hood edged in luxurious white fur (from a polar bear) this blue cloak would be valuable were it not for the jagged rent in its back.
9. Exquisitely made, but worthless—assumable—as a weapon this miniature crystal dagger is translucent and catches the light in beguiling ways.
10. Four battered pewter cups along with a decanter are arrayed on a silver tray. Each is stamped with the heraldic device of a fallen noble house. The whole can be purchased for 100 gp.

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

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**Busy:** bustling, hectic, crowded, packed; **Cheap:** inexpensive, reduced, keen, bargain; **Cluttered:** untidiness, mess, disorder, confusion, muddle, disarray, jumble, disarrayed; **Empty:** deserted; **Expensive:** costly, high-priced, dear, pricey, overpriced, exorbitant; **Haggle:** bargain, barter, dicker, chaffer, palter; **Organised:** ordered, neat, tidy, systematic, orderly, meticulous; **Shelf:** shelving, rack, bookshelf; **Shop:** store, market, emporium; **Shopkeeper:** trader, dealer, merchant, seller, vendor; **Shopper:** customer, buyer, client.

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