




GOBLINARIUM, HO!

THE GOBLINARIUM PRESENTS

# *Intelligabsia*

SETTING MODULE FOR *GOBLINARIUM, HO!*

By Max Rafferty, for you five idiots 

## INTRODUCTION

**Y**OUR EYE BEGINS TO TWITCH AS THE COLD AIR MAKES its first bite into your clammy green skin. The warmth of the coffeshop is entirely gone, replaced by the hammering of construction, and screams echoing off the cobblestones. You glance up at the irregular, hulking buildings rising above you, growing taller by the day it seems. When theyre not becoming rapidly shorter, that is. You eye a handful of questionable metal bits as they clatter to the street below, their origin entirely untraceable in the canopy of buildings.

Your eyes drift back down to a bolgh woman staring at you from across the street. She doesn't budge as you make eye contact. Plump and pretty enough, you squint to get a better look. Is she smiling at you? You are wearing your nicer burlap jacket...

Suddenly, you're on the ground, your ass flashing into pain. You've been collided with by a hulking massadoon who took the corner at full speed. Chitterlings are pouring out of the alley around you on the ground and you swat a few away who get a little grabby. Greasy bunch, these. You wipe your hand on your already filthy trousers. Another goblin rounds the alley, smashing a chit into wet pulp. Explains the screaming at least! Most, at least.

The massadoon helps you up and apologizes, and you give him a pamphlet and assure him its no problem. You explain to him that he should come to your group's, the Slobnob Intelligentsia's next meeting, the latest of

## SETTING DESCRIPTION

AS WE HAVE LEARNED, GOBLINARIUM IS THE WORLD WHERE gobins live and come from. It is very rare for people to

**A** go to goblinarium, so we do not know very much about how goblinarium works. There is maybe more goblinariums than just one. But there is at least one goblinarium where the goblins come from.

### GOBLIN WORLD:

#### GORTH

Goblinarium we know most about is called Gorth. A fellow named Moe got there somehow, and he wrote a terrible book about all the stuff in Gorth. Its mostly goblins. Mostly goblins.

#### GORTH SKY

The sky in Gorth is made of clocks, just like goblins. Unlike goblins, there are no mushrooms in the sky on Gorth. Mushrooms are forbidden by handsome sky men, who love to dance. Every hour the sun bongs a bell and moves across the sky. The moon is secretly a hole. Ghosts fall out of the hole once a year, and it is the most

which is the very place you are leaving now. Big ideas, you say. Secrets even, you say, an evil gleam in your eye. You nudge him with your elbow, growing conspiratorial. You've practiced this act before. You're about to launch into a tirade against the sins of the empire, the cruelty of the prince, the horrible conditions in the undercity, the stagnancy technology preventing a glorious golden age for rich and poor alike... but you pause.

You remember the woman. You look back and she is gone without a trace. Something wrong about the way she was staring, you think too late. Turning back, the massadoon cuts you off before you can begin again and trots after the chits, promising to read the pamphlet. He won't be back. His loss. The Slobnobs really do have big, new ideas. Dangerous ideas. New ways of using magic. And if you and your friends can figure out how to not have that same magic rip out the users guts or vanish into nothing but eyeballs or any of the myriad horrible things it seems to do, then there will be noone in the entire goblinarium who can stop you.

You've only decided on the name of the group this very evening, and its been a contentious topic for weeks. You say it a few times, rolling it off your tongue as you set off in search of more open ears. Its a bit mouthy, you think, your ears flattening back in thought. Walking on, pondering, you vanish into the din and darkness of yet another Goblintown night.

popular holiday on Gorth. The ghosts scream, so, so much. The quiet minority really hate this holiday, because it is so loud and sometimes grandpa comes back. Oh no.

## GORTH ZODIAC

There are 12 hours in the Gorth day. 6 day hours and 6 night hours, bong bong bong bong bong bong. So 6. Each of the hours has a spot in the sky that each have names. There are, of course, things about these things.

## STAR CHART TABLE

Result	Sign
1	Fook (Month: Beldrest, Season: Summer, God: Elephantine)
2	(Month: C, Season: Summer, God: Gimme Business)
3	(October, Season: Fall, God: Mr. Uhoh)
4	(Month: Klytapril, Season: Winter, God: Julius)
5	Mook (Month: Screams, Season: Winter, God: I Beg You, Free Me)
6	Oblin (Month: Stinkharch, Season: Spring, God: Krobar)



Many Gorth Goblins put great faith in this zodiac, and track where the sun, and the moon, and the Gorth are in and or on it.

## GORBIT

Gorth, you see, touches the sky. The sky is a solid thing, lumpy even. As we said, it is a clock. Gorth just rolls around along the 6 zodiac regions, and it takes a whole year. There are, of course, 6 months then, and their names are different from the zodiac signs for no reason. Moe said it was because of old kings of legend but somebody else said there was a different goblinariums where they had the same months mostly so anyway.

Gorths gorbit around the sky is incredibly destructive, and leaves a trail in a big long destroyed line around the world, right along the equator. This affects almost every part of life on gorth. Don't build your house there. Makes a cool noise tho.

## POLITK

There are two dominant nations on Gorth, Mepho in the north and The Malkin Concordant in the south. There are many smaller nations, but their growth is inhibited by their proximity to the path of the gorbit, where they are smashed and roasted on a regular basis.

## GOBLINTOWN

The biggest city on Gorth, and capitol of the Mephostan Empire, is Goblintown. Goblins are not known for their naming, or for their choices of destination. So, a lot of goblins get confused and lost, and somebody says "maybe you're looking for Goblintown", and the confused goblin will think "yes, I am a goblin, and I am looking for town" and will go straight there instead of Whest Collow, which is where their Gran lives, and they'll start a nice printing business and Gran will go crazy and live in the woods is probably what happens.

Goblintown is a bustling, modern metropolis on the brink of (industrial) revolution, and has been as long as anyone can remember. But thinks are changing. The new prince has radical new ideas, and new spells are rumored to be being cast by talented youths. New ideas shared in coffee shops or bars on balmy Goblintown nights.

## YOU AND THE INTELLIGOBZIA

You and your friends are young, "intellectual" goblins of Goblintown hungry for power and change.

You have been having incredible, world-changing discussions with your friends, all members of the Slobnob movement, a growing intelligentsia of the youths of the city. Poets, musicians, philosophers. Free thinkers of all kinds. Making new ideas for a bright future, to rise from the barbarous past of the Mephostan

Empire, your home. Many of you have just moved to Goblintown, giving up rural roots. It is a truly bustling, modern metropolis with goblins of all kinds, that nonetheless has stagnated in its glory. Each generation feels on the precipice of a new golden age, which never arrives. It has been on the verge of something great for thousands of years.

So what has changed? Why here, why now? The tensions of politik and empire are strained, but this is nothing new. War and revolution loom. The elite goblins stand both metaphorically and literally on the necks of the common goblin, who struggle to even eat under the yoke of empire. The crown prince Dorinat, though he has new ideas of his own, values ambition and control. His head of police, Lt. Kombol Shelby Kellioldval, is a brutal enforcer who has taken particular interest in the Slobnob youths. A particular interest in you, and your friends.

Why you, then? Of all the artists, and thinkers, and believers in the Slobnobs, you and your friends are the most crucial of all. You are magicians. You have unlocked new secrets from the Drive, through the newly discovered substance called "Movement", mined in far-off lands. You have discovered that movement can greatly enhance the application of magic. What was once parlor tricks and buffoonery, now threaten to change the empire forever. Your spells could transform industry, society, the entire balance of power on planet Gorth. Your spells can modify the Drive itself, rearranging the nature of the Goblinarium. But the way forward is murky, and not all of your friends agree about what the Slobnob's focus should be. So you plot, and experiment, and discuss, seemingly endlessly sometimes, in these shops and backrooms, and discover the path your movement will take.

### SETTING NEXUS

Your Nexus is the various coffeeshops you frequent to have your discussions.

### NAMING

When choosing last names, if you are generating them you may wish to add a little local Goblintown flavor to them. Refer to the following table to generate these during character creation:

### SETTING GENOMICS (FAMILY NAME ENDING) TABLE

Result	Ending
1	-oli
2	-ov/-ova
3	-sky
4	-in
5	-ic/-ich
6	-le