

GM GEMS

A COLLECTION OF
GAME MASTER INSPIRATION



GOODMAN
GAMES

SHORT ENCOUNTERS FOR SHORT ATTENTION SPANS

Your players stare back at you with glassy-eyed stares. One of them stifles a yawn as you describe the next empty dungeon room that is identical to the last dozen. Another mumbles something about searching for traps while listlessly rolling dice. If this sounds familiar, the following events and encounters may be just what you need to liven up your game. Roll d% for a random event or simply choose one that you like or fits the circumstances best.

d% Result

- 01 A character's backpack bursts, revealing a few new items.
- 02 A stray dog follows the party. Several other dogs join in until an entire craven pack seeks the party's leadership.
- 03 Something unseen rips a chunk of hair from the back of an adventurer's head.
- 04 A hero gains the temporary ability to understand what animals are saying, though he cannot communicate with them, and they have nothing interesting to say.
- 05 A vandal paints insulting things about the party on a nearby wall.
- 06 An adventurer sees a multitude of gnashing fangs and goggling eyes when she closes her eyes.
- 07 A bard sings, "The devil Gizhiroth murders any who dare talk in this place, but singing will not alert him."
- 08 Fish entrails douse the adventurers as they loiter beneath a scullery window.
- 09 The specter of a felled ally explains that death really hurts.
- 10 A quill-waving playwright demands that the adventurers recount their heroic adventures.
- 11 A goblin war band riding worgs charge up to the party and ask for directions to a nearby village.
- 12 A rowdy protester hands a hero a sign as he darts by. Seconds later, a crowd pelts the hero with rotten tomatoes.
- 13 Finishing a particularly gas-inducing ale, a character begins burping uncontrollably, attracting an ooze mephit that challenges him to a belching contest.
- 14 Musicians tag along to provide theme music for the adventurers.
- 15 Chewing sounds emanate from a character's backpack.
- 16 A humiliated thief hangs upside down in a tangled cocoon of his own climbing rope.
- 17 A stubborn innkeeper demands that the adventurers dance for their supper.
- 18 An ashen-faced witchdoctor throws powder at the party and vanishes.
- 19 One of the adventurers is on a **MISSING** poster.
- 20 A goblin runs up to a male character jabbering, "Daddy! Daddy!"
- 21 A mob of young commoners rushes the heroes demanding autographs.
- 22 A melon-sized eyeball rolls across the floor.
- 23 The ground gets hotter and hotter beneath the party.
- 24 An adventurer gains an acute sense of *true seeing*, though colors appear painfully bright.
- 25 A nearby corpse won't stop twitching.
- 26 Stars in the nighttime sky seem to extinguish, one after the other.
- 27 Trekking lost through the wilderness, the party discovers their own footprints.
- 28 Dust trickles from the ceiling, followed by ominous creaking.
- 29 A courier delivers a letter stating, "One of you is a doppelganger."
- 30 After a tickling sensation, beetles pour out from under an adventurer's armor.
- 31 An obese kobold staggers into the area and vomits up a brightly painted egg.
- 32 The party finds an enormous tome written in Draconic with the title "*Indigestion: What Creatures to Avoid.*"
- 33 A blood-drenched man warns aloofly, "We're all going to die here."
- 34 A character the adventurers chat with produces a pillow, lies down, and falls asleep.
- 35 It starts to rain actual cats and dogs.
- 36 A disembodied voice whispers, "Run!"
- 37 A hero's tattoos animate bawdily for two rounds.
- 38 A smiling troglodyte runs toward the party, but explodes before reaching them.
- 39 A treant develops an obsessive crush with whichever hero has the highest Charisma.
- 40 A casket maker begins taking measurements of each adventurer.
- 41 A despondent mouse does its best to get stepped on.
- 42 A hideous baroness persistently leers at, and speaks lewdly to the party.
- 43 A character's reflection in a puddle appears elderly.
- 44 Food spoils and flowers wither wherever one of the heroes treads.
- 45 A facedown drunkard slides into an alley, carried away by insects.
- 46 The party enters a town where clothing is banned.
- 47 Ogres demand a loan with which to buy candy.
- 48 A smiling girl hands a hero a ring and flees as its troll owner arrives and notices it.
- 49 A local youth demands payment for a job the party never asked him to do.
- 50 A blubbing giant begs for emergency splinter removal.

d% Result

- 51 Angry guardsmen arrest the party for not cleaning up after their mounts.
- 52 A wizard appears from out of nowhere, looks around in confusion, then teleports away.
- 53 A gypsy's singing causes everyone's teeth to ache.
- 54 A message etched into the floor warns, "Wrong way!"
- 55 A rain shower falls upward from lake to sky.
- 56 Mounts and beasts of burden suddenly panic, requiring a DC 20 Handle Animal check to calm them.
- 57 Green ichor oozes up from between the flagstones.
- 58 Flaming footprints lead up to a wall and disappear.
- 59 Illusory rust spots appear on armor and weapons (DC 16 Will save to disbelieve).
- 60 A shaman informs an adventurer that one day she will marry a bear.
- 61 A character hears sounds of slobbering and drooling, but is unable to locate its source.
- 62 Upon opening a door, a copious torrent of blood blasts the party back.
- 63 Passersby point at the heroes and then laugh over some unexplained joke.
- 64 A small child mutely follows the party around.
- 65 A maudlin mime cries drunkenly on one of the adventurers' shoulders.
- 66 The party's skin becomes painfully and acutely sensitive.
- 67 The heroes find a dolly stuffed with wriggling maggots.
- 68 An impressive warrior strides up to the party and challenges them to a game of slap hands.
- 69 The grip of a hero's weapon turns ice cold.
- 70 A tiny imp hangs lifeless in the tousled beard of a revered sorcerer.
No one is brave enough to tell him.
- 71 An adventurer has an overwhelming shrinking sensation.
- 72 The characters suddenly smell brimstone and rotten meat.
- 73 Bells ringing in the distance get progressively louder regardless of the direction traveled.
- 74 Hissing voices debate over which adventurer would be tastiest.
- 75 A hero's footsteps elicit pain-filled exclamations from his shoes.
- 76 A sleepwalker passes by, backwards.
- 77 Torch flames suddenly turn blue.
- 78 The party hears muffled screams from behind a wall.
- 79 Everything a hero touches turns to pork.
- 80 A mysterious fog bank wafts toward the adventurers.
- 81 A rope leading into a cave ends in bloody severance.
- 82 A naked vagrant is convinced the party cannot see him.
- 83 A partially eaten gingerbread man flees a group of ravenous children.
- 84 A rainbow solidifies, forming a colossal bridge.
- 85 A were-skunk sprays the party and runs.
- 86 Images of a death god flicker in an ally's pupils.
- 87 An adventurer's stomach churns as if something inside just kicked.
- 88 Upon swatting a pesky fly, a buzzing voice sends greetings from Baalzebul.
- 89 Orc-toberfest has begun!
- 90 A black rose hovers before an adventurer, chastising her for missing a loved one's funeral.
- 91 A scent stirs repressed memories important to the current situation.
- 92 A frigid gust of wind whispers, "It comes!"
- 93 A hero's bad joke affects everyone with *hideous laughter*.
- 94 The party's possessions animate and attempt to escape.
- 95 A tavern brawl spills out onto the street and the owner claims the adventurers started it.
- 96 A figure stumbles out of an alleyway, coughing up blood, and collapses at the party's feet.
- 97 A shifty-eyed butcher offers his goods for a steal, but the heroes must buy them all.
- 98 A passing farmer has a cart full of gigantic vegetables.
- 99 An innkeeper wakes the heroes at midnight, urging them to leave.
- 00 A street urchin throws a head of cabbage at the adventurers.

