

GM GEMS VOLUME 1: A COLLECTION OF GAME MASTER INSPIRATION

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INTRODUCTION

The job of the Game Master, despite that which makes it so rewarding, is often a thankless and tedious task exacerbated by the unpredictable nature of the average player. Even the most meticulous preparation takes you only so far when players throw an unexpected monkey wrench into the works, forcing you to improvise to keep the game from grinding to an unceremonious halt. That's where *GM Gems* comes in handy.

This systems-neutral collection of tips, tables, and inspirational articles for the beleaguered Game Master was written by some of the best known authors in the RPG industry, all of them veteran GMs, and the offerings found within its pages provide immediate usefulness for a wide variety of situations. Whether the adventurers spend time in the city, trek across the countryside, or explore the depths of a dungeon, *GM Gems* makes a Game Master's task easier, and may dramatically increase the quality of game play.

Chapter One: The Urban Experience details unique inns and taverns that are sure to intrigue and entertain your players, random items the sticky-fingered pickpocket may come across while pinching purses in the city's market square, strange unorthodox holidays and suggestions for ways to use them in your campaign, rites of passage designed to add greater depth and meaning to character advancement, and more.

Chapter Two: Getting There is Half the Fun explodes with a wealth of options guaranteed to add thrills for any cross-country journey. It includes inspirational locales the characters may use as campsites, ancient ruins, and unique traveling merchants with some very unusual wares, sinister secrets, and intriguing rumors.

Chapter Three: The Dungeon contains articles and tables sure to liven up every aspect of your players' next dungeon crawl or wilderness expedition. From invigorating short encounters that will slap the glazed stares off their faces when the game bogs down, and alternate effects to unleash on your unsuspecting players when next they activate a *rod of wonder*, to 100 ready-made room dressings you can use to make even empty dungeon rooms interesting and fun.

In short, *GM Gems* helps you run the best planned and most colorfully improvised game sessions ever. It's like having a team of Game Masters in your corner. ♦

GM GEMS

If you enjoy the contents of *GM Gems*, please tell us about it on the Goodman Games forums at www.goodmangames.com or drop the authors a message at www.werecabbages.com.

Happy gaming!

This is a systems-neutral sourcebook. It is designed to be used with any role playing game you choose, in any edition. Most role playing games share certain conventions, such as attack rolls, saving throws (or their equivalent), and magical spells. We make reference to these generic terms where it helps to clarify a point, but you should feel free to apply them to the game of your choice.

