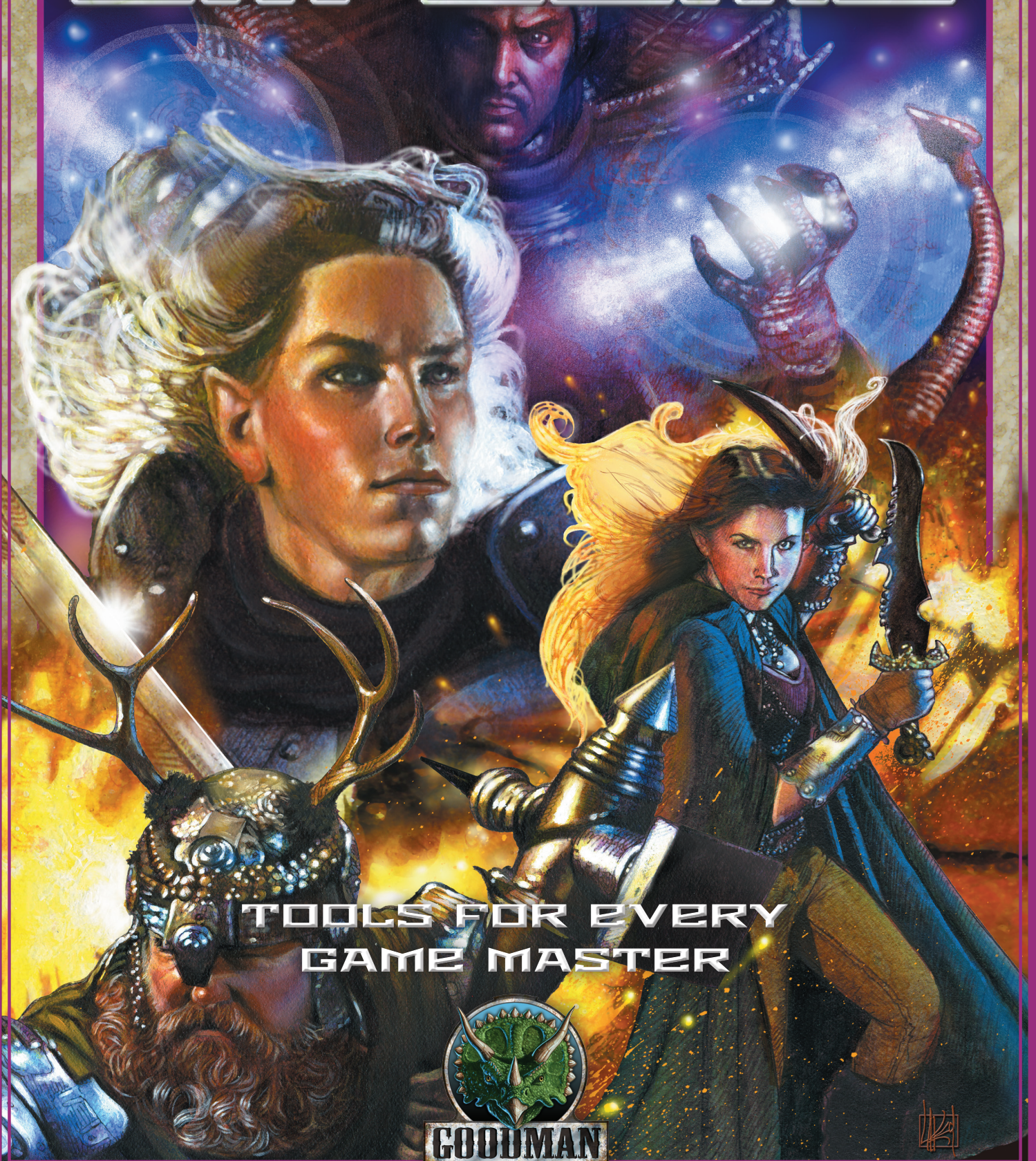


# GM GEMS



TOOLS FOR EVERY  
GAME MASTER



GOODMAN  
GAMES



# GM Gems Vol. 1: A Collection of Game Master Inspiration

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# Introduction

The job of the Game Master (or judge), 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 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.

This is the second printing of *GM Gems*. Although *GM Gems* is a great resource for all Game Masters, this version of the text has been edited to be of greater value to the *Dungeon Crawl Classics* RPG judge. If you are not playing *DCC*, don't worry! Just ignore any game-specific terms where they arise. As with the first printing, this edition of *GM Gems* is largely systems-neutral, utilizing game statistics only where necessary for illustrative purposes.

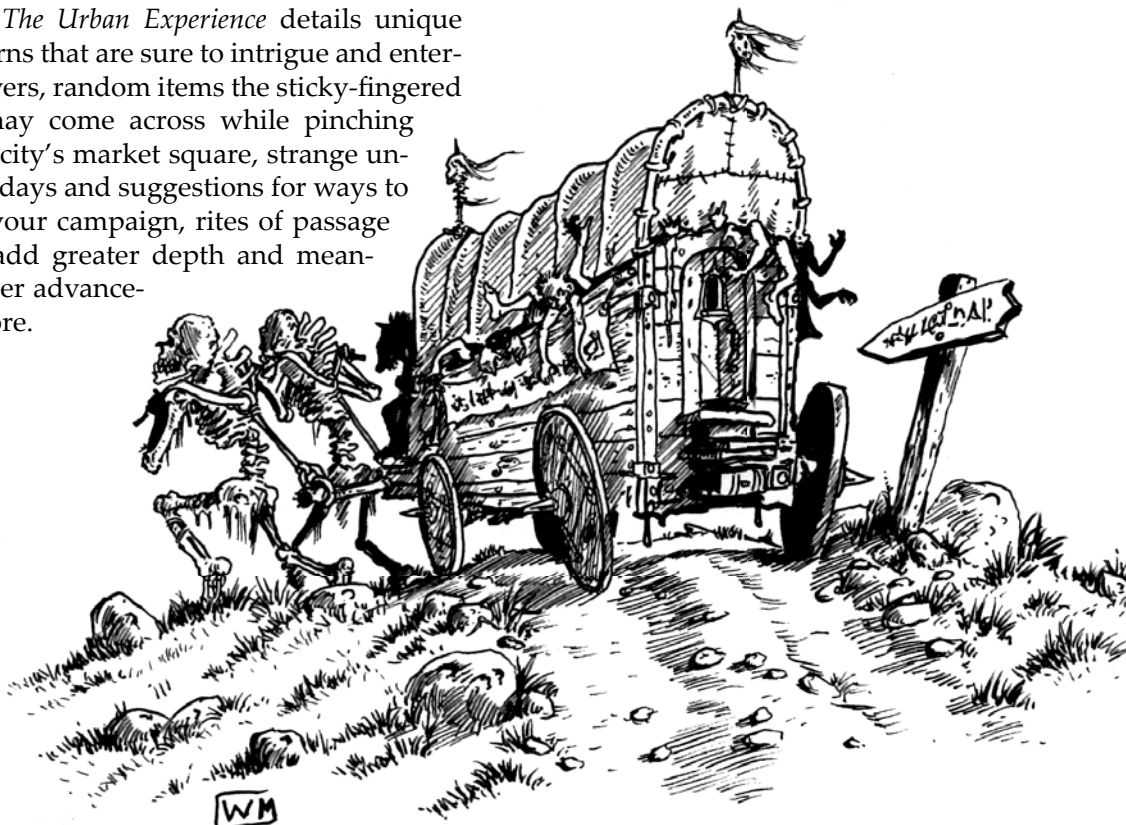
*Chapter One: The Urban Experience* details unique inns and taverns that are sure to intrigue and entertain your players, random items the sticky-fingered pickpocket may come across while pinching purses in the city's market square, strange unorthodox holidays and suggestions for ways to use them in 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.

If you enjoy the contents of *GM Gems*, please tell us about it on the Goodman Games forums at [www.goodmangames.com](http://www.goodmangames.com) or drop the authors a message at [www.werecabbages.com](http://www.werecabbages.com). Happy gaming!



# GM GEMS

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## TOOLS FOR EVERY GAME MASTER

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GM Gems is filled with a wealth of information and ideas to empower every aspect of your game. Never run boring, vanilla games and never be caught flat-footed!

This updated hardcover edition is systems-neutral yet uses DCC RPG stat blocks when default rules are required. The updated hardcover edition features amazing new cover art by legendary TSR artist Laura Lakey. The completely new layout includes new interior illustrations by Stefan Poag in addition to the originals by William McAusland, plus a two-page spread on the endsheets by OSR favorite Peter Mullen.

GM Gems is written by veteran game masters, and includes:

- Alchemical Mishaps
- Empty Rooms Worth Describing
- Extraordinary Campsites
- Familiar Creatures with Unfamiliar Faces
- Short Encounters for Short Attention Spans
- Unique Taverns and Inns
- Unusual Holidays
- 100 Unique Treasures
- And much, much more!

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COMPATIBLE WITH  
**DCC  
RPG**

Rules Set: Systems-neutral, designed to be used with any RPG, using DCC RPG for default rules where necessary.



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