

## 100 Random Events

for **Gamma World™** (All Editions)

Here is a list of small scale events for Gamma World™ campaigning. They work best when used to spice up a new village or town that the PC's are visiting for the first time or when used to break up what would otherwise be a boring passage of time spent in a settlement recuperating or training. Most of these are deliberately vague enough to serve as either a background event or a springboard to an actual adventure, and many of them can easily be changed to fit the circumstances. Many of the Cryptic Alliance or creature names can also be substituted with others by the GM, to allow for even more permutations. Most importantly, remember to have fun!

1. Archivists preaching doomsday in the market
2. Local wasteland gangs brawl in the streets to settle their differences
3. Bombing in the town market, Zoopremist or Red Death terrorists suspected
4. Crazy mutant goes on a killing spree, Radioactivists blamed.
5. Prominent pure strain human killed, Iron Society implicated.
6. Primitive barbarian nomads passing through
7. Mad robot on a rampage, all available hands sought to help fight it
8. Weird & terrible mutant creature escapes from its cage
9. Red Death gang seen ravaging the countryside
10. Rumors of a terrible creature. All urged to stay indoors at night.
11. Bizarre 'chariot of the gods' seen flying overhead
12. Radioactivists gathering in a nearby ruin
13. Band of Healers passing through
14. Purist Crusaders recruiting for a raid against the Red Death
15. Local festival, free food and drink
16. Exiled Bonapartist recruiting mercenaries for a reprisal
17. Archivists parade a new "god" through the streets
18. Brotherhood of Thought missionaries arrive to preach
19. Komodo spotted outside the settlement, travelers warned to hire guards
20. Good deed credited to the Healers
21. Bad deed blamed on the Purists
22. Raid by the Red Death against a local village. Volunteers sought for a counter-raid
23. Rumors persist of an impending war
24. Mysterious plague sweeps through the area
25. Mutant rodents causing unrest
26. Flooding sewage system spreads filth and disease
27. Sinister assassination plot uncovered
28. Unhappy residents up in arms
29. Raid by a neighboring settlement for food, slaves, cattle, or artifacts.
30. Local person killed by bandits
31. Boastful Knight of Genetic Purity rides through, challenging all mutants to a duel
32. Visiting merchants, unusual trade opportunities
33. Visiting Restorationist trade mission, unusual Artifacts for sale
34. Initiate of the Seekers announces an impending 'New Age'
35. Infestation of vermin

36. Red Death reputedly wiped out
37. Sit down protest by the Brotherhood of Thought
38. Body parts merchant, no questions asked
39. Rioting mutant mobs lynching pure strains
40. Devotee of the Radioactivists giving away radioactive domars
41. Healers hold a fundraising drive
42. Major military campaign in the planning stages, troops massing in the area
43. Press gangs round up warriors for the local army
44. Gladiator in town taking on new apprentices
45. Beggars demand food from everyone
46. All strangers issued "ID patches"
47. Local prostitutes on parade, ½ price all week
48. Local eating contest
49. Work gang calling for mandatory "volunteers" to clear rubble in a nearby ruin
50. Local farmers fair- fruit, vegetables & livestock on sale
51. Rakoxen stampede!
52. Peace Brigade forming a work crew, calls go out for donations and volunteers
53. Public execution
54. Blood feud erupts between two underground factions
55. Cryptic Alliance vows vengeance after one of their number is slain
56. Merchants hiring on caravan guards and teamsters
57. Land Shark sightings nearby. Travelers wary.
58. Komodo destroys a local farm
59. Pogrom declared against mutant animals
60. A motorcycle-riding hoop roars through town and off into the sunset
61. Radioactivists holding an all-night rave in a nearby ruin
62. Seekers offer wisdom for sale
63. Programmers handing out free Stage I ID's
64. Androids rumored in the area
65. Caravan passing through, recruiting additional mercenaries
66. Thieves stealing mounts (Brutorz, Centisteed, etc.)
67. Slavers hold auction
68. Runaway slave causes confusion
69. Slaves revolt and kill their owners
70. Rabid podog on the loose
71. Local hoppers sick.
72. Local seer urges a sacrifice to avert certain disaster
73. Locals celebrate an obscure folk hero, dancing and partying in the streets
74. Political dissent closes the markets
75. Zoopremist secret agent uncovered. City wide paranoia.
76. Gren sighted in the nearby woods.
77. Menarl hunting party outside town trading furs and skins
78. People dressed as Healers handing out free dope
79. Seekers embroiled in a smuggling scandal
80. Locals lynch a mutant
81. Peddler arrives offering goods for sale
82. Hunters return with a fine trophy
83. Fishermen report no fish at all

84. Fishermen attacked by a large river creature
85. A prowling rape-gang of local youths harassing males & females alike
86. A trial by combat is taking place between a Pure Strain Human and a Mutant
87. A group of Radioactivist pilgrims camps out on the edge of town
88. Some out-of-work mercenaries approach the party looking for work
89. A coffle of slaves led by several guards and a Slavemaster pass through the area
90. A mysterious circuit-riding Preacher passes through town
91. Deserters from an Alliance army stumble into town
92. Hunters report a large explosion in the forests to the north
93. A mysterious flying craft is seen hovering over the town for several minutes
94. A spy from a Cryptic Alliance tries to recruit the PCs into one of his intrigues
95. A merchant offers to sell a map to an Ancient installation for 500 domars
96. A migrating swarm of obbs torches the fields outside town
97. An un-powered industrial robot is being offered for sale in the marketplace
98. A dust storm passes through town, reducing visibility, possibly radioactive or poisonous
99. A large tremor shakes the earth, several buildings damaged or destroyed
100. Eerily quiet. Everyone stays shut up inside their homes and will refuse to talk to outsiders