# RPG Geek RANDOM Design 2022

RANDOM TABLES are the primordial ooze from which all games originate. The Geeks of RPGG present the results of their enthusiastic enumeration of eclectic effects - AKA the RPGG R-A-N-D-O-M Design Experience of 2022.
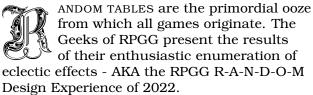
We did this in 2016 and it worked. Oops, we did it again in 2017. Then we forgot about it for 2 years. Then we did 2020. And it worked. As Ned Flanders might say:

> Ding dang diddly! If we did it once, we can do it again!

The theme this year was *events that I don't want to go through all the trouble to run.*

## THE TABLES

### EVENTS THAT I DON'T WANT TO GO THROUGH ALL THE TROUBLE TO RUN

| Roll | Result |
|------|--------|
| 1 | The **temporal conflict** between **faction** and **faction** brought on by the assassination of **leader** |
| 2 | A sub-light voyage from **Planet** to **Star** in a **Spacecraft** |
| 3 | A petty argument between **person** and **person** over a **petty thing** that results in **person** being hurt |
| 4 | The **temperament** people of **location** are menaced by a **monster** |
| 5 | The **monster** apocalypse brought on by the **leader**'s quest for forbidden **forbidden things** |