

The background is a dark, heavily cracked leather texture. The cover is framed by a dark metal border with small, round studs. In the corners and along the edges, there are intricate steampunk-style mechanical details, including gears, levers, and coiled snakes. A large, dark, triangular mechanical piece is visible in the top right corner. A leather strap with brass studs is attached to the right side. In the bottom left corner, there are two large, interlocking gears with a skull and a cross in their centers. The title is written in a white, serif font, centered on the cover.

100 THINGS FOR A GM TO SAY TO DISCONCERT THEIR PLAYERS

AZUKAIL
GAMES

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COMPATABILITY

This product is designed to be system agnostic and usable with any pen and paper role playing game system.

This PDF uses Adobe layers and the backgrounds and images can be disabled for a printer friendly version.

INTRODUCTION

This is a collection of 100 different phrases that a GameMaster can use in a game if they simply want to disconcert the players. They can cause players to overthink things, worry about what they have or haven't done and question their actions and the motives of others. These should probably not be overused, as if they are, they could damage the enjoyment of a game.

USING THE LIST

Rather than rolling, it is a better idea to choose appropriate results manually.

1. According to those rolls, bad things are going to happen. Many, many bad things.

2. All of these rooms and corridors are coated in thick layers of mould and slime of many different colours.

3. Anyone ever heard of the Head of Vecna? Of course, there is a problem in using it, but do you want to try.

4. Are you familiar with the concept of back-up characters?

5. Are you sure?

6. Are you sure no-one wants to play a cleric?

7. Are you sure you want to make that much noise?

8. As you're resting up, can you tell me if you are posting watch and, if so, who is taking the middle watch?

9. Before I continue, are you absolutely positive that's the course of action that you want to follow?

10. Can you tell me what your marching order is please? I want to know who is standing where.

11. Damn. This is a really big modifier.

12. Despite his appearance, as far as you can tell the black-robed figure wearing a demon mask and a necklace of bloody skulls seems like a pleasant, friendly per-

son. According to the rolls you made anyway.

13. Did you ever consider that some treasure might belong to... things that want it back?

14. Did you pack your potions and any other breakables carefully?

15. Does anyone have any silver?

16. Don't worry, it's perfectly normal to think you're being followed.

17. Do you like complicated and deadly puzzles?

18. Do you want to rest up before you proceed?

19. Everyone in town seems to be heading in the opposite direction to you.

20. For some reason, the wizard seems to find what you are doing to be immensely funny. At least, he has a huge grin on his face anyway.

21. Hang on, I need to see how many d6s I have. Can I borrow some if I need more?

22. Has anyone heard of the Grimtooth supplements? They look fantastic!

23. Have you ever heard the phrase "Be careful what you wish for"?

24. Hmm. You probably shouldn't have done that.

25. How many hit points does your character have? Oh... I hoped it was more.

26. Huh. That's different.

27. I agree, cities won't have any ability at all to cope with powerful, high-level characters who want to do whatever they want. That's something they definitely won't have considered.

28. I agree, everything has been going smoothly. So far.

29. I'd use a pencil to write those on your character sheet, not a pen.

30. I don't know quite what this means yet, but it sounds really bad.

31. I'm going to be passing notes to different people during play. Don't read too

much into it.

32. I'm really not sure how it's going to be possible to kill this monster.

33. I'm sure you're right. Nothing could possibly go wrong with that plan.

34. I need a bunch of saving throws rolled in advance. No, you don't need to know the difficulty level.

35. I need to know which characters are carrying which of your communal items.

36. Is it wrong to laugh at a really bad critical?

37. I think I need a calculator to work this number out.

38. I think spells to regrow limbs are really expensive.

39. It probably won't matter about spilling anything on your character sheet.

40. It's always a good idea to check for traps first.

41. It's okay, I don't need to know what your saving throw modifier is. It's too small to be relevant.

42. I've been reading the Evil Overlord list, so the villains will act smarter.

43. I've been taking some inspiration from the original versions of Dungeons & Dragons. Did you know they had poisons that would instantly kill you on a failed saving throw?

44. I've come across a great method of handling encumbrance. So, let's see what everyone is carrying and whether they can actually move.

45. I want to try something new with exploding dice.

46. I wonder if fantasy characters have the equivalent of an organ donor card.

47. Just a minute whilst I make this bunch of dice rolls.

48. Let's see, you apparently pronounce this "Ka-THOO-loo."

49. Looks like this adventure may be over a lot faster than I'd planned.

50. Most of what the NPC is saying is incomprehensible. The only word you can understand is "death." Which is being used a lot.

51. No, no, honestly, I do think you are doing the right thing.

52. No, that fact isn't relevant to this adventure. I just thought it was interesting.

53. No, you can ignore the image on the GM's screen.

54. Of course that NPC isn't up to anything.

55. Of course the bridge looks to be safe, sturdy and easily capable of taking everyone's weight.

56. Okay, I'm going to need a lot of miniatures for the next encounter.

57. Polymorphing characters into random creatures is a fun concept.

58. Remember, not finding a trap means that you haven't FOUND a trap.

59. So, how many healing potions and spells do you have between you?

60. So... I'm guessing that none of you have ever faced these creatures before?

61. Some of these demon lords have names that are really hard to pronounce.

62. Sorry, I'm having trouble not laughing!

63. Sorry I'm late, I needed to print off a lot of blank character sheets.

64. Sorry, what was it you said you were doing? Not that it really matters.

65. So, what are your characters currently holding in their hands?

66. So... you aren't going to search the area then?

67. Sure. Bigger numbers are never bad.

68. Sure. That is a good idea.

69. That's useful. This supplement comes with multiple Obituaries pages. I can enter lots of details, including cause of death.

70. Tell me what your characters' Strength (Dexterity/Constitution/Wisdom/Intelligence/Charisma/Etc.) scores are please. I

want to update my records to see who has the highest (lowest).

71. The dice rolls I'm making? No, you don't need to worry about them.

72. There's a strong smell of sulphur, which is often associated with volcanic activity. Did you know that sulphur is sometimes called brimstone, and is associated with hellfire and devils? No, that doesn't have any relevance; I just thought it as interesting.

73. The runty-looking kobold in robes with a glowing wand does not look remotely scared of you. Despite the fact that you apparently outnumber him, and are all much larger.

74. This dungeon's designer looks to have really liked traps.

75. This is warped. Not unfair, but definitely warped.

76. This place seems absolutely normal and safe in every respect.

77. Wait a second, I need to look this result up. It sounds, err, interesting. Yes, interesting.

78. What's the highest enchantment bonus you have on a magic weapon? Hmm... that could be a problem.

79. When making a wish, it's best to word them carefully. Just to be on the safe side.

80. Which character used to be at the back again?

81. Which character wants to go through this door first then?

82. Why are so many archmages described as being "mad"? I can't imagine that such a person would be pleased to see you.

83. Why would it be trapped?

84. Wow! This is really going to hurt!

85. You find a lot of bodies. None of them have any sign on them as to how they died.

86. Yes, it's just a skeleton. The black robe and scythe probably don't mean anything.

87. Yes. Paying your hirelings the lowest amount possible is a good idea. Nothing could go wrong with that idea.

88. Yes, you're pretty sure that's totally harmless.

89. Yes, you do believe that to be true.

90. You can try again on that roll. That's lucky. Let's hope your next roll is lucky too.

91. You could have sworn you had more hirelings a minute ago.

92. You hear an ominous-sounding click.

93. You know, it's a full moon tonight. It's okay, though, that's probably not relevant.

94. You know, there are times when it's a good idea to actually have a plan.

95. You managed to buy that very cheaply. Odd how the vendor seemed so eager to get rid of it.

96. You're right, it's probably dead (safe).

97. You're right, those NPCs do look suspicious. In fact, everyone looks suspicious.

98. You're right, what could possibly go wrong?

99. Your retainers (henchmen/mercenaries) are standing where in relation to your characters?

100. Your roll suggests that the sigils daubed in blood on the floor are some sort of good luck charms.

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