

# a one in a million, or mostly d20, chance for adventure and other miscellaneous info

a once in a million chance or adventure Game Jam

This is a very long title for an increasingly long list of tables for a neat game with near infinite possibility of fun times. *A once in a million chance for adventure* is a table-top roleplaying game where you take on the part as a character interacting with the world and playing out a story, or you are the storyteller who is helping guide the players.

This zine is aimed to expand tools used in the game world both as characters and storytellers. I've broken the tools into two sections specifically for who may use them on a regular basis. This game is silly with heart, so with all products I'm involved in, I recommend the use of safety tools to ensure everyone has the best time at the table possible.

The following tables are to be considered a work of fanfiction, or perhaps a creative tribute, to the illustrious world created by Sir Terry Pratchett. This list of supporting tables aim to capture the spirit and geist of the Discworld. Use the Discworld book series as source materials when playing this game. Forever credit and respect to Sir Pratchett's estate.

This game was made using the Creative Commons License **Attribution NonCommercial ShareAlike 3.0 Unported (CC BY-NC-SA 3.0)** for Jocher Symbolic Systems' game "a one in a million chance at adventure".

Created by Cameron James for the 'a one in a million chance at a game jam' in Spring of 2021.

## Which table should I roll on?

1. What are the wizards up to right now?
2. What's in the air right now?
3. What's under your feet right now?
4. Odd Weather
5. What new (and/or small) god did you find?
6. What power does the god you found have?
7. What technology is going haywire?
8. What's going over the edge of the world as we speak?
9. NPC Hagglng Attitude
10. Why you?
11. Region you are from/born/raised/designed/first gained consciousness/etc.
12. Rare Gifts

## What are the wizards up to right now?

1. Sub-sandwiches kept together precariously with rapier-sized toothpicks.
2. Discussing the existential threat of hotter-than-normal-tubs while the pressure builds.
3. Discovering the pragmatic application of beat boxing to conjuration
4. Using the recent snow to transmute it into giant snow/ice cream Golems
5. Playing an invigorating game of "What's in the Hat?"
6. Oh no! Invisibility is contagious!
7. "A grand feast for...\*looks at notecard\*....Apprentice Malcolm...\*loads plate\*"
8. A race around the parameter of Ankh-Morpork on a variety of ill conceived propulsion systems.
9. Debating over the usage of linner compared to brunch.
10. Layering a Taco Bucket pile up that is embarrassing to watch both build and consume

### What's in the air right now?

1. Very sticky balloons
2. Pink Sky?! Huh...would you look at that!
3. It's a swan? It's a gyrocopter? No, it's a god falling from Mount Olympus.
4. A troll holding onto a rather large kite.
5. Someone is smoking their pipe with abandon.
6. A wave of insects.
7. DRAGON!!!!!!
8. Beautiful clouds and a sunset that just pops
9. Eels? Yes. The kind that zap? The electric clouds around them seem to lean into the idea.
10. Rincewind on a Rocket
11. A frantic message across the Clacks! Danger!
12. Some damned thing that Leonardo de Quirm created.
13. Daytime Aurora Borealis
14. Is that the Hogsfather?
15. An elven portal where some elves are dragging a local artist
16. Arrows!
17. Witches riding what are mostly brooms
18. A quiet, calming breeze that really settles the nerves.
19. Smoke, but the source is unknown.
20. A song floats through the air that seeks an audience.

### What's under your feet right now?

1. An improv group made entirely out of earthworms
2. Dwarves tunneling for the Mass-Transit system
3. Ticklish Quick Sand
4. Fragile rocky ground over a pit full of sentient rocks
5. The softest grass
6. Rock Dolphins
7. A well-traveled path. Nothing to see here. It's dreadfully boring.
8. A collectivist army of ants without a queen
9. Dung.
10. A field of very nice looking flowers with terrible manners.
11. Golems searching for something.
12. Broken mirrors

### Odd Weather

1. Two tornadoes entwined as if dancing to music
2. Spicy snow.
3. Upside-down rain
4. Just on the horizon, there is a giant talking lion made of clouds.
5. Old Meatballs...how long have they been up there?
6. Particular frost. It only frost specific things.
7. Lightning that wants to play tag.
8. Shade that just seems to follow each person
9. Curious Clouds who want to know what you are up to.
10. Rapidly aging tadpoles.
11. The rain tastes like potty water....the Gods are mad again.
12. Hurricane but cats.

### What new (or small) god did you find?

1. The God that moves that rock that it's in a painful spot in your shoe to a spot that doesn't bother you.
2. The God of boogers.
3. The God of spitting on things to make them work. \*it happened one time\*
4. The God of birds pooping just to the side of someone's mouth.
5. The God of stuck door knobs.
6. The God of beatboxers
7. The God of the best sandwich at the best sandwich shop that closed last Winter
8. The God of loud music quieting down late at night.
9. The God of hotter-than-normal-tubs
10. The God of hearing that last piece of whispered gossip in the next room over.
11. The God of Imp Watch accuracy
12. The God of the casual whiff of a candle when you see it at the grocer
13. The God of horn polish.
14. The God of all combination utensils that aren't sporks.
15. The God of Clack dialtones
16. The God of friends that only meet once at the pub
17. The God of Foul Ron's inventions
18. The God of Frank, one or maybe all Franks.
19. The God of leftover condiment packets.
20. The God of ingrown hairs

### What is the power of the god?

1. Waxing
2. Holding Steady
3. Waning
4. They got 1 believer

### What technology is going haywire?

1. A batch of HlStory Monk devices appear before the group. They'll probably want those back.
2. A Cube is making a heinous sound that mixes a baby crying with a bad violin.
3. Some damned thing that Leonardo de Quirm created.
4. Clacks. Is it code or nonsense?
5. Sentient Iconograph that is telling any and everyone what it's scene.
6. Thermostat in a Troll community
7. A Big Gonne
8. The Postal Office Mail Sorter is sending objects across dimensions across Discworld.
9. A transport of mirrors and a transport of Forever Lights collided creating the first Disco
10. Hex is spitting out increasingly metaphorical and dance related warnings.

### What's going over the edge of the universe?

1. Rincewind
2. Some barrels filled with fine wine
3. Someone's hopes and dreams in the form of a wish penny
4. A school-bus full of gnomes
5. Someone's trash, how thoughtless!
6. Nothing but water
7. A boat...with wings....oh we've seen this disaster before.
- 8.

### **Npc haggling attitudes.**

1. Gregarious and terrible at business
2. Meticulous
3. Nice but impatient
4. Distracted
5. Boisterous about quality...ignorant
6. Passionate
7. This is not their shop, you are certain.
8. Desperate for business
9. Any discount would be like cutting their throat and stealing food from their children's mouths
10. Suspicious
11. Calm, Cool, Collected. The Worst Kind
12. Agitated
13. Hurried and clumsy
14. Laise-se-faire
15. Poor personal bubble
16. Presents wares in a mystical fashion
17. Eccentrically dressed but calm demeanour
18. Calmly dressed but an eccentric demeanour
19. Dastardly and predatory
20. Welcoming

These tables are for players to use to expand some ideas about their character. It is up to the Referee whether you or your party begin with a Rare Gift.

### **The Story so Far.....Generic Beginnings**

1. Reading those adventure books really romanticized the idea.
2. Your parents worked for the University in some capacity.
3. A scrappy young orphan who is a bit of an ass.
4. You bet a friend that you could find the edge of the world.
5. Your parents were circus/stage folk. What act did you perform as a child?
6. Lone person raised in Ankh-Morpork by wolves or something.
7. You lost your damn keys?! They gotta be around here somewhere.
8. Hermit that really wants to be loved.
9. You're a wolfperson or a person raised by wolves.
10. Loving Home with well adjusted parents. You just wanted to see the world.
11. You skipped out on class in 5th grade, just kinda started wandering.
12. Homelife was real bad. You really needed to see anything else.
13. Your parents were farmers of a very low-brow crop. Like turnips.
14. Hermit that honestly hates folks pretty bad.
15. You woke up on a beach with aggressive amnesia
16. Loving Home with mal-adjusted parents. You needed to see the world.
17. Lone person raised in the wilds by wolves or something.
18. What is your talent? You have been taking on the road to make it big.
19. Hermit that acts like they hate people but truly wants to be loved.
20. A scrappy young orphan with a heart of gold.

**Region you are from/born/raised/designed/first gained  
consciousness/etc.**

**\*Does not necessitate genetics or personality\***

- |                     |                   |
|---------------------|-------------------|
| 1. Klatch           | 11. Ankh-Morpork  |
| 2. Lancre           | 12. Uberwald      |
| 3. Ephebe           | 13. No Thingfjord |
| 4. Quirm            | 14. Mouldavia     |
| 5. Bes Pelargic     | 15. The Chalk     |
| 6. Stolat           | 16. Howondaland   |
| 7. Agatean Empire   | 17. Brindisi      |
| 8. Ramtop Mountains | 18. Genua         |
| 9. Pseudopolis      | 19. Tezumen       |
| 10. Ankh-Morpork    | 20. Djelibeybi    |

**Rare gifts.**

- |   |
|---|
| 1. A piece of Hex   |
| 2. An inactive Golem  |
| 3. A kite that the Wizards had hidden away for good reason.       |
| 4. A magic pipe that creates shapes from the smoke.               |
| 5. A vampire's fang.  |
| 6. A quality mincemeat pie  |
| 7. A gold kazoo   |
| 8. An toupe that just works on anyone                             |
| 9. Two Nice Geese   |
| 10. The first ever Imp Watch, or at least that's what they say.   |
| 11. A Wizard Doggy Bag  |
| 12. A rock that just kinda stays warm, not too hot, not too cold. |
| 13. A fake eye that belongs to the Assassin's Guild               |
| 14. Sheets of Soul Music  |
| 15. A Witch's toothstick  |
| 16. One of Icarus' feathers (partially singed)                    |
| 17. Magnetized meteoric iron                                      |
| 18. A pen from Ventanari's desk                                   |
| 19. Dwarven Dice  |
| 20. A button that sends you a second back in time.                |