

# RANDOM DISASTERS

The Gamemaster can cast all sorts of woe and despair on their struggling player characters. These tables offer some helpful mundane ideas if you are running out of torment in the shape of ghosts and cursed props.

Either roll or pick something from the list if they are having an easy time.

While some problems will affect one department more than another, the Gamemaster should endeavour to ensure it becomes everybody's problem.

## Where does the problem start?

1	Front of House	4	Technical
2	Scenery	5	Costume
3	Performers	6	The Building

### Front of House

1	One of the patrons is belligerently and violently drunk
2	A seat in the auditorium is broken and needs fixing right now
3	A step has broken on some stairs which will cause patrons to fall if not fixed or roped off
4	A patron is angry and threatening violence, the duty manager needs some back up muscle
5	One of the patrons has fallen badly ill. Are they infectious?
6	One of the bars is out of booze. Someone needs to get more asap before the crowd turns nasty.

### Scenery

1	A large piece of scenery jams in the flys and refuses to be brought in. Can you free it?
2	A chair on stage looks dangerously fragile by the end of a scene. Can you find a replacement before someone sits on it?
3	A door on stage keeps coming open. Someone needs to hold it closed, but let the performers through at the right times.
4	A prop is missing. Has the performer taken it early or is it lost?
5	The handle to move a piece of scenery is missing and it won't unlock and move without it. Can you find the handle or find a way to move the scenery at the right time.
6	A large piece of flying scenery refuses to be taken out. Can you make it look like part of the next scene or find a way to get it off stage?

## Performers

1	A performer 'dries' (forgets their lines) can someone get close enough to prompt them?
2	A performer is missing and they should be on stage. Are they dead, kidnapped or just lost?
3	A performer has lost their lucky charm and refuses to go on stage without it. Can someone find the damn thing?
4	A performer is badly drunk, but insists they are fine to go on.
5	A performer is having a crisis of confidence and 'can't go on'. Can you help repair their ego enough to get them on stage?
6	One of the performers' lines were messed up by another performer and when the culprit comes off stage they are going to punch them, or scratch their eyes out. Can you stop the altercation before it starts?

## Technical

1	There is a smell of electrical burning coming from somewhere, but where?
2	A lantern has been knocked and is vital in the next scene, can you get to it to adjust it?
3	Something important decides to reset for no good reason, in a quiet scene. Can you stop it before it makes a noise?
4	A lamp in an awkward place has blown, can you get to it to replace it?
5	A smoke machine is refusing the stop pumping out smoke. Can you find it, stop it or at least get it away from the stage?
6	A strange noise is coming from the speaker system, quiet at the moment but getting louder. Is it a ghost or a technical issue?

## Costume

1	A costume has come undone and is about to start coming off on stage but the performer hasn't appeared to notice.
2	Someone's costume is missing. Did the dresser or the performer misplace it?
3	Part of someone's costume has fallen off on stage, can it be removed without the audience seeing.
4	A costume is badly torn, it needs to be repaired before the performer goes on again.
5	A performer's wig is falling off and needs reseating before it does so.
6	A performer is wearing the wrong costume, can you get the right one and get them off stage for a quick change.

## The Building

1	An important door that should open refuses to do so.
2	Water is dripping in from somewhere, and is potentially pooling somewhere dangerous.
3	A door or hatch somewhere is banging in a draft and can be heard in the auditorium, but where is it?
4	The toilets on one level are blocked.
5	A major fuse blows and all power is out. Luckily everything has a battery backup, but they only last so long...
6	The stage door keeper badly needs the toilet and asks you to cover. They swear they will be back in time for your next cue...