GRIMLORE

Portal Tales

Event Generator

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CONTENT

Introduction

The 32 unique cards in the Event Generator Deck can be used to create a mind-boggling number of events in GRIMLORE, the narrative dark fantasy game of exploration and combat.

This is a small explanation on how to use this deck. Keep in mind the most important rule:

All the content in this deck is up to interpretation by the players. They are just ideas and inspiration to get the players moving. You can interpret the result of your draws in any way you see fit!

You could use these cards as 32 events, but we recommend drawing multiple cards to create the event with a combination of values from these cards.

The base for the Event Generator logic has been created using ChatGPT v4.

Also, this deck can be used with any kind of fantasy RPG, as it is system agnostic. Keep in mind that the themes are based on a dark fantasy setting.

Now go out there and experience some adventures!

Card Layout

The card has these pieces of information.

1. Skill Challenge
a. Attribute
b. Skill
c. Difficulty
2. Terrain Type, Size, Name
a. Type
b. Dungeon/Settlement Size
c. 3 Name Parts
3. Event Traits
a. Visual scene trait
b. Audio scene trait
c. Additional scene trait
4. Event Description
a. What to do
b. Possible solutions

Skill Challenge

If you need to determine the Attribute & Skill combination for a test or something else, use this part of the card. Draw 1 to 3 times for the Attribute, the Skill and the Difficulty (number of negative dice).

Terrain Type, Size and Name

Draw once to determine the type of landscape that the event takes place in. Options are Wilderness, Settlement and Dungeon. If the result is SETTLEMENT or DUNGEON, use the columns for S-SIZE and D-SIZE respectively to determine the size of the location. Also, for SETTLEMENT and DUNGEON, combine any or all of the drawn names

to generate a unique name for the location. Wilderness usually doesn't have names, unless you want to name the forest or mountain range that the characters are in.

Event Traits

The next three parts are mostly for fluff, to breathe some life into the scene. Feel free to use the same card or draw another one. The traits are sometimes tied to the type of the location, so if you do not want to use the same card, you should draw new cards until you get the same landscape type again, otherwise these traits might not fit very well. It is up to you to decide on the final scene traits.

Event Description

Here we can see the actual challenge that needs to be completed to successfully pass this event (what to do). Below that, there are suggestions for how to deal with this event. Currently there are only Combat and Skills.

How to use the deck

The first draw

In GRIMLORE, when you start an event, the first thing that we want to determine is the location type (dungeon, settlement, or wilderness).

The second draw

For Dungeons and Settlements, draw another card and consult "D-Type" or "S-Type" respectively to determine the size of the location.

Also, draw one to three additional cards to determine a name for the Dungeon or Settlement.

For Wilderness, draw another card and consult the "Wilderness type" to determine the general landscape of the region.

The third draw

Now draw one to three cards to determine a visual, an audial and a tactile trait for the location. Those are loosely connected by the location type on

each card, so if they do not make sense for your current location, just keep drawing cards until you find a trait that makes sense.

This step is totally optional, but it will add a lot of flavor to your events and locations.

The fourth draw

We draw a fourth card to determine the skill test challenge for this location. Feel free to add more details to this if you want to. Every player could add an additional detail to make things more interesting.

Also consult the difficulty value for the challenge (or draw another card to determine it).

The players should now discuss on how the event could be solved, come up with an attribute and skill combination and let an available character roll for the skill check.

If you can't decide on an attribute and skill combination, you can draw another card and consult the drawn value for ATT and SKILL.

The challenge description will also show the reward or consequence for failing the test. If you drew an additional card for the difficulty of the event, then use that card for the reward or consequence.

Closing Words

Never forget the most important rule:

Make this content your own. These are just ideas and guidelines for how a quest can be structured in GRIMLORE. Feel free to embellish or redact as much as you want. This is your world; you are its creators! 😊