



EuLabRPG: EUropean LABoratories of Role-Play Gaming to promote school social and emotional culture

Project Number: 2023-1-IE01-KA220-SCH-000158117

KEYWORD'S SYSTEM: INSPIRATION SHEET

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Date: 16/06/2024



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Roll a D20 die for each column.

Use the 3 elements together as inspiration to write a Scene.

N.	Place	Object	Character
1	Old abandoned mill	Fresco with eerie figures	Bounty hunter
2	Large port city	Banner of the Order of Chivalry	Local celebrity
3	Cemetery at the top of the hill	Test tube containing a bluish liquid	Talentless poet
4	The border between two rival clans	Antique tome of herbalism	Prophet of doom
5	Cave under the cliff	Journal with maps of unknown places	Caravan leader
6	Flooded mountain temple	Mirror with a distorted reflection	Superstitious mercenary
7	Lost city in the forest	A sealed amphora found in a river	Beast tamer
8	Cave of crystals	The key with incomplete inlays	Fake Enchanter
9	Cave behind the waterfall	Stardust	Suspicious hermit
10	Traveling market	Rigged dice	Charlatan
11	Petrified Forest	Forged documents	Seer
12	Workshop of arts and mysteries	Feather that changes color	Brawler
13	Cursed battlefield	Weakly pulsating stone	Protector of the community

14	Rock-cut amphitheatre	Tarot cards for divination	Honorable knight
15	Inn of the Artists	Glasses that show another world	Daredevil explorer
16	Island with a dormant volcano	Gem that absorbs memories	Queen of brigands
17	A tunnel connecting two buildings	Box that imprisons light	Decayed nobleman
18	Swamp with strange light phenomena	Flower that moves on its own	Tournament champion
19	Mine inhabited by strange creatures	Petrified egg	People's hero
20	Bandit camp	Claw of a legendary beast	Intrusive admirer

