

HOW TO USE MIMIR

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HOW CAN MIMIR HELP?

I'M A GM LOOKING FOR AN ASSISTANT.

The "ASK" Screen

The first screen you will see when you get started, or after loading a saved story, is the ASK screen. This is where you can ask Mimir yes/no questions. This is useful for GM's when players ask questions that the GM may not immediately have a good answer for. Input the question the player asked in a manner that can be answered in a "yes or no" fashion, and then select how likely you think the answer is to be "yes".

The resulting answer screen will show Mimir's answer but will also provide some additional material to provide additional inspiration for interpreting the answer.

Mimir will also occasionally offer up suggested Complications. As the GM, you can choose to use them as written, take inspiration from them for your own ideas, or just ignore them entirely.

The "WHO" Screen

This screen allows you to randomly generate a detailed NPC, complete with personal details, motivations and even a suggestion for how they may have become involved in your story. And if you like an NPC, you can save them to view later.

The "DETAIL" Screen

The DETAIL screen generates a series of random facts related to when and where an incident might have happened. It also generates a random object, which could play a part in your story, as well as inspiration for possible answers to "What happened to...?" regarding an object, other people, one of the PCs or the place where the PCs are.

The "LISTS" Screen

This screen is a tool for GMs to create their own lists of things, which they can randomly pull entries from. This could be a list of random monsters, random people, organizations, locations, treasure... anything the GM wants. Each entry is tagged as "Common", "Uncommon" or "Rare", which determines the likelihood of an entry being randomly selected.

WE'RE PLAYERS WITHOUT A GM.

THE TABLE

If your going to run a GM-less game, you're going to want to come up with a way to come to a consensus among your fellow players. Mimir is used to answer questions and provide inspiration to interpret the answers. So you'll want to work out a way for your group to determine which questions are asked, and to settle on how Mimir's answers are interpreted. This might be by vote. Or perhaps you take turns asking and interpreting answers, passing Mimir around the table as you play.

INTRODUCTION

At the start of your new story you will be offered an Introduction. This is a randomly generated starting scene, curated based on the style and genre you selected for your story. The table can elect to choose a different starting scene if the one offered doesn't inspire any of you. But be careful! You only get a few "do overs". Life isn't always fair to wayward adventurers.

The "ASK" Screen

The first screen you will see when you get started, or after loading a saved story, is the ASK screen. This is where you can ask Mimir questions in a manner that can be answered in a "yes or no" fashion, and then select how likely you think the answer is to be "yes". For GM-less group sessions, you'll use your table's questions and Mimir's answers to work out details about what's going on in your story. "Is the door locked?" "Do I hear anything on the other side of it?" "Is the dragon still asleep?" These sorts of questions and answers are used to guide your character through the story.

Just ask your question and select how likely you think the answer is to be "Yes". The resulting screen will show Mimir's answer, but will also provide you with some additional information to help your table interpret the answer.

Mimir will also occasionally offer up suggested Complications. It's highly recommended that you don't ignore these, as they can be a powerful tool for keeping your story interesting.

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I'M A PLAYER RUNNING A SOLO GAME.

INTRODUCTION

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STORY SETUP

Mimir provides inspiration and Complications based on the types of story you wish to tell. And this is heavily affected by the selection of a Style and Genre.

FANTASY STYLE

High Fantasy – A fantastical world filled with fantastical creatures. Magic may not be commonplace, but everyone accepts that it is real. And most have seen evidence of that at least once in their life. Humans live alongside elves, dwarves, gnomes and halflings; and supernatural threats await those who venture into the unknown.

Low Fantasy – Closely modelled on the real-world medieval Earth, but with a small number of fantasy elements. Elves, dwarves, halflings and gnomes are known to humans, but are relatively rare. Magic exists, but few ever see it.

GENRE

Traditional – “Traditional” is a catch-all term for classical fantasy settings. If one were to place their story in Middle

Earth, Westeros or somewhere in the Forgotten Realms, this would be what you’d want to pick.

Horror – Horror is the same as the Traditional style, but injects inspiration specific to the horror genre, both mundane and supernatural. Tales reminiscent of *Dracula* and *Frankenstein* fit into this category, or perhaps a story beyond the mists of *Ravenloft*.

Post-Apocalyptic – This selection assumes that a more Traditional setting once existed but was destroyed some time ago. The characters you meet are either survivors, or descendants of survivors. This Genre injects inspiration based on themes of scarcity and desperation, and is perfect for someone who finds themselves walking beneath a *Dark Sun*.

ASK

QUESTIONS

Mimir is there to answer questions about your fictional setting that you don’t know the answer too. And when asking Mimir a question, you need to phrase the question in a way that should result in a Yes/No answer. Some examples of good questions to ask Mimir are:

“Do I hear anything?”

“Is there another way out of this room?”

“Does the silhouette appear human?”

“Is the chest locked?”

Once you’ve got the question, you’ll need to decide how likely you think the answer is to be “Yes”, then press the “Likely”, “Unlikely” or “Even Odds” button.

If you type your question into the Question field before selecting its likelihood, the question will be entered in Mimir’s Log.

MIMIR’S LOG

The field at the bottom of the ASK screen keeps a log of all the questions you’ve entered, the answers, additional details, and Complications. This field continually updates, and you can copy text from it to paste into notes, emails, etc.

AMBIENT SOUND EFFECTS

The button in the upper left of the ASK screen will open a window to select an ambient soundtrack to play. It’s not necessary to use this function, but you may find that it provides some measure of additional inspiration through increased immersion.

ANSWERS

INTERPRETATION

You've got an answer to your question. Now what? You'll need to use your imagination and what you already know to figure out exactly what the answer means. Maybe it's obvious. Maybe it's not. You may need to look for inspiration found elsewhere on this screen. Or maybe follow-up questions are needed.

Yes/No

This is the basic answer. And its usefulness is really going to depend on your question. "Is the chest locked?" A "No" to that question is pretty clear. A "Yes" tells you it's locked. But is it trapped? How hard is it to pick the lock? That's where the details at the bottom of the screen come in handy. More on those below.

YES!! / NO!!

This is the same as above, but more extreme. A result of "YES!!" in answer to "Are their monsters beyond the door?" tells you there are a LOT of monsters on the other side of the door, or maybe one especially potent one. Or it might mean the chest is locked, and it's a high quality or magical lock that is impossible to pick. A "NO!!" could mean that, not only are there no monsters on the other side of the door, there are actually allies. Or it could mean that the chest is not only not locked, but perhaps it's already open. Or maybe the chest has a magical lock, but the magic key is in it. Or perhaps you realize that maybe this chest was just a little TOO easy to get into. Was it some sort of bait?

Yes and...

This tells you that the answer is "Yes", and there is something more related too it. Yes, the chest is locked, and also trapped. Or yes, it is locked, and it's also covered in steel bands that are also secured to the floor.

No but...

This result is clearly a "No", but there is something else to it. No the chest isn't locked, but it is trapped. Or No, it's not locked, but it's not real either. It's a mimic!

COMPLICATIONS

Each time Mimir gives you a "No" answer, you get a little closer to triggering a Complication. Complications are suggested events that are used to add a little more spice to the story. You'll be asked to make a few selections to help Mimir offer up a Complication that makes sense within the context of your story.

CHALLENGE LEVEL

Whenever an answer leads your character to a situation where they may need to overcome something, it's useful to have some idea of how difficulty that's going to be. The Challenge Level is a number from 1 to 10. 1 means the challenge is going to be trivially easy to overcome, 10 means it's going to be nearly impossible. You'll likely need to determine what the Challenge Rating means in the context of your chosen game system. In Dungeons and Dragons 5th Edition, for example, you might double the Challenge Rating and add 5. So if the Challenge Rating came up 7, you'd need to roll a 21 to pick the chest's lock or disarm it's trap.

Or if your question is "Are their monsters in the room?", the Challenge Rating gives you an idea of how hard those monsters should be to defeat. A 1 might mean the monsters flee at the sight of you. A 5 is going to be a good challenge, while a 10 means you might want to ask Mimir if the way to the exit is clear.

DEGREE

An answer's Degree generally it refers to an amount of something. It could be the number of monsters in a room, or how much healing waters are left in the magical basin. It could more loosely be used to determine an thing's size as well.

PECULIARITY

How weird is it? Peculiarity is a measure of how likely a thing is given the context, and it can be very useful in interpreting Mimir's answers. You would expect to find goblins in a cave full of goblins. So if the Peculiarity comes up "Not Surprising", you might decide that the creatures you heard down the hall are goblins. Or perhaps you think it might be their kobold slaves, or dire wolf mounts. Whatever you come up with, it should be something you'd expect to find in that goblin cave. On the other hand, if the result comes up "Very Odd", it might decide they're dark elves instead. Or perhaps they're human slaves mind controlled by their tentacled master.

INSPIRATION

At the bottom of the "Answer" screen are two cards and a four words. The cards are randomly selected cards from a traditional Poker and Tarot deck. The four words are a randomly selected Animal, Color, Emotion and Direction. You can draw whatever inspiration you wish from these or ignore them altogether.