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Design Document

**Barovian Random Encounter Generator**

The generator will include information like stat blocks, lore, items, and encounters from resources I already use online. The idea is to make it easier for me to run my games. The resources we need can be found at the following websites and files: <https://docs.google.com/document/d/1xd_OhWjJzng2rSpDltb9rpTTJ-t11JfUgzv53uYGTlw/edit?usp=sharing> and <https://5e.tools/bestiary.html#wolf_xphb>.

Here is the pseudocode:

# Define main regions of Barovia

regions = ["Western Barovia", "Central Barovia", "Eastern Barovia",

"The Village of Barovia", "Valley of Barovia", "Lake Zarovich",

"The Svalich Woods", "The Tser Pool", "The Castle Ravenloft"]

# Predefined tables for each encounter type (NPC, Combat, Phenomena, Landmarks)

encounter\_tables = {

"NPC": {

"Western Barovia": ["A grieving widow seeking revenge on Strahd", "A former soldier who has turned into a bandit"],

"Central Barovia": ["A traveling merchant selling cursed artifacts", "A drunk ex-noble who knows secrets about Strahd's past"],

"Eastern Barovia": ["A Vistani fortune teller who gives cryptic advice", "A haunted man who believes he is being watched by Strahd"],

# Add more NPCs for each region...

},

"Combat": {

"Western Barovia": ["Ambush by wolves", "A vampire spawn hunting in the woods"],

"Central Barovia": ["Giant spiders in the ruins", "A horde of zombies attacking a village"],

"Eastern Barovia": ["Werewolf pack", "Strahd's vampire minions seeking to silence an informant"],

# Add more combat encounters...

},

"Phenomena": {

"Western Barovia": ["A thick mist that disorients travelers", "Unnatural howls that seem to come from all directions"],

"Central Barovia": ["Sudden drops in temperature that make you feel like you're freezing", "A faint voice calling your name from the shadows"],

"Eastern Barovia": ["Strange lights flicker in the trees, guiding you deeper into the forest", "A dreamlike fog that gives you visions of the past"],

# Add more phenomena...

},

"Landmarks": {

"Western Barovia": ["A broken shrine to the Morninglord", "A haunted crossroads where travelers vanish"],

"Central Barovia": ["An abandoned mansion overrun with undead", "A mysterious tower where strange sounds echo from within"],

"Eastern Barovia": ["A forgotten graveyard hidden in the woods", "A rickety bridge over a chasm, rumored to lead to a hidden cult"],

# Add more landmarks...

}

}

# Function to generate an encounter

function generateEncounter(region):

# Step 1: Randomly select an encounter type (NPC, Combat, Phenomena, Landmarks)

encounter\_type = random Choice(["NPC", "Combat", "Phenomena", "Landmarks"])

# Step 2: Pull the appropriate table based on region and encounter type

encounter\_list = encounter\_tables[encounter\_type][region]

# Step 3: Randomly choose an encounter from the list

encounter = randomChoice(encounter\_list)

# Step 4: Return the generated encounter

return encounter

# Example usage

region = random Choice(regions) # Select a random region, or specify one based on the narrative

encounter = generate Encounter(region)

print("In the region of", region, "you encounter:", encounter)