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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)

Finalized Design Doc Takeaways and changes

We had changed the layout slightly from our design document to make it easier to look at and code, creating more space and encounters than the original design showed. We have added all the information that we need for the generator to work so that we can use it for our DnD campaigns. We made it so all of the locations across our whole map had been covered with all of their encounters that went with them, ranging from NPCs, to dragons, to landmarks, and down to traveling merchants. We removed all relevant stat blocks and decided it would be easier to just look those up with a website we already use.

We made it so at the bottom of the code if you wanted to specify what region you wanted the encounter from you could simply type in the region in quotation marks and get a region specific encounter if you ran it.

Rules of DnD:

**Character Creation**: Start by creating your character. This involves choosing a race (such as humans, elves, dwarves, etc.), a class (like wizard, fighter, rogue, etc.), and allocating ability scores to determine their strengths and weaknesses. These choices will affect your character's skills, abilities, and how they interact with the game world.

**Ability Scores and Modifiers**: There are six key ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each score has a modifier derived from it, which is added to dice rolls related to the abilities. For example, a high Dexterity will benefit tasks like sneaking and dodging.

**Advantage and Disadvantage**: One of the distinctive mechanics in 5e is the use of advantage and disadvantage. When you roll with advantage, you roll two twenty-sided dice (d20s) and take the higher roll. With disadvantage, you roll two d20s and take the lower roll. Various game situations might grant either advantage or disadvantage.

**Combat**: Combat is turn-based. On your turn, you can typically move and perform an action, such as making an attack, casting a spell, or using an item. Initiative (determined by rolling a d20 plus your Dexterity modifier) decides the order of turns in combat. Combat mechanics involve attack rolls, hitting an opponent’s Armor Class (AC) to see if an attack hits, and then rolling damage based on the weapon or spell used.

**Spellcasting**: For characters that can cast spells, such as wizards and clerics, spellcasting involves choosing which spells to have prepared from their class’s spell list. Spells can require components (verbal, somatic, or material), and their effects can vary greatly, from healing allies to damaging enemies or altering the environment.

**Roleplaying and Skills**: Interaction with other characters and the environment often involves roleplaying and skill checks. Skill checks require rolling a d20 and adding a relevant ability modifier and skill proficiency (if applicable) to meet or exceed a difficulty score set by the Dungeon Master (DM).