

To Do List

Tuesday, October 23, 2018 8:06 PM

- ☐ Associate monsters with a terrain type
- ☐ Craft a query to create an encounter comprised of monsters from a terrain type.
- ☐ Pick a starting location
- ☐ Assign a villain from a random monster.
- ☐ Generate an encounter based on starting locations land type (START)
- ☐ Generate an encounter based on a land type that is the villains terrain type (ENDING)
- ☐ Generate middle encounters that include monsters from either START or ENDING terrains

✓ Start with this

<http://archive.wizards.com/dnd/hoek/Welcome.asp#>

- You **begin** the adventure in the deep **forest**.
- You meet the local **captain** of the guard, who gives you your mission.
- You have to **resolve** the **destruction of property by fire**.
- They've determined it is the work of a **marauding dragon**, and it's up to you to stop it.
- You must **travel** to the ruins of an **abbey** to find a **marauding dragon**.
- **End** the threat in exchange for your **armor** improved or upgraded (nonmagical).

Start

Terrain: **Forest**
PC's Level: 6

Situation: <>Destruction<> <>Fire<>
Patron: NPC Name = Bandit **Captain** Parry

Objective: **END** Dragon

Select Monster not from Start Terrain
Villain: Marauding <>**Dragon**<>
Villain Home Turf: <>**Mountain**<>

Middle

Encounter 1:

Location:

Generate location from name from Mountain / Forest List
{Wooded foothills, Copperline gorge, fire lit thicket, cinder glade, rootbound crag}

Monsters:

Generate Level appropriate encounter
<>Select * from Monster where Terrain = 'Mountain' or Terrain = 'Forest'<>

Encounter 2...n:

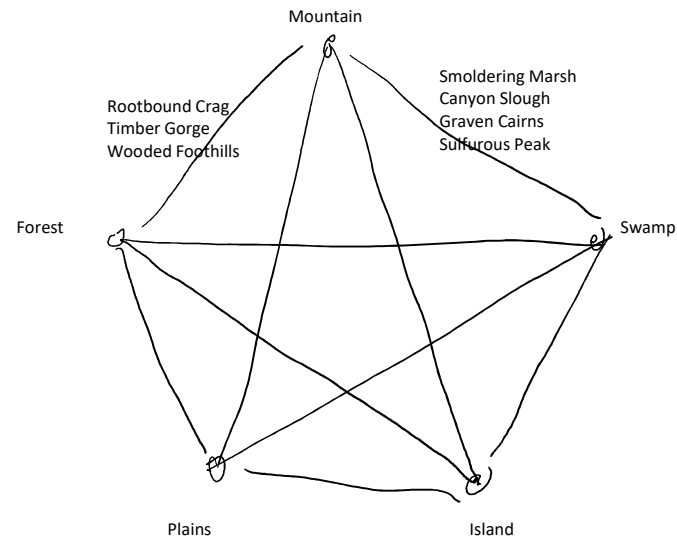
Repeat process above

End

Terrain: <>Mountain<> (Abbey)
Villain: Marauding <>Dragon<>
Monsters: Select * from Monsters where
Terrain = 'Mountain'

Adventure Climax

- Bloody Battle
- Chase Scene
- Escape hazard after battle
- Foil plan before completion
- Villain plus henchmen perform rite
- Forced to close portal
- Traps while in combat with Villain
- Dungeon collapse while combat ensues
- Choose to save NPC or pursue Villain
- Discover Villain's weakness
 - Relate this back to middle encounter



Wilderness Encounter Goals:

- Locate a dungeon or other site of interest
- Assess scope of natural / unnatural disaster
- Escort NPC
- Arrive at destination without being seen
- Stop raiding monsters
- Map new land.
- Find natural resource
- Hunt a specific monster
- Obtain information from reclusive hermit

Dungeon Goals:

- Stop monstrous inhabitants from raiding surface world
- Foil a villain's scheme
- Destroy a magical threat
- Find a particular item for a purpose
- Retrieve a stolen item hidden in the dungeon
- Rescue a captive
- Discover the fate of previous adventurers
- Discover the origin of a location
- Slay a challenging monster.
- Find an NPC that disappeared in the area around dungeon

General Goals:

- Seize control of a fortified location
- Defend a location from attackers
- Retrieve an object from inside a secure location
- Retrieve an object from a caravan that has departed
- Salvage an object or goods from a lost vessel
- Break a prisoner out of jail or prison camp
- Find source of a strange occurrence in a haunted location
- Rescue a character, monster, or object from a natural / unnatural disaster