

OVERVIEW

Dungeons and Dragons is a role playing game where one player assumes the role of the Dungeon Master. This player is responsible for dreaming up adventures for the other players to embark upon.

Preparing games for dungeons and dragons can be a daunting task that is filled with lengthy tasks that may not yield benefit when it comes to running the game you've prepared.

Adventure Day is a computational solution to streamline the creation process of a D&D Adventure.

ADVENTURE PARSER

Markdown Text parser that interprets tagged words and headings for operations requested.

Dictionary entries to trigger additional actions to be taken on important actors in the story provided.
 Dictionary operators can be combined

Level: The rough power level of the adventure that is being created. This informs monster selection.

Name: name of item highlighted in text or monster to be referenced.

Type: Queries the Monster Vault for either a Monster or an NPC characteristics

Location: Creates a set of encounters for adventurers based on the Location the encounter would occur.

Race: Returns a specific type of monster (ex. "Dragon", "Aberration", "Goblin" etc...)

CR: sets the challenge rating for the desired Monster up or down based on the number provided.

Ability: Returns a monster with the desired ability listed as a value to the Ability Key.

```
{ "Name": "Archmage", "Type": "monster", "Race": "human", "Ability": "spellcasting", "CR": -2 }
```

Gathers markdown text input and tagged items and compiles them into an output that can be formatted with a CSS Stylesheet provided by The Homebrewery. Monsters are provided in stat blocks that are easily readable and story scenes are separated by headings that had been provided in the text file.



OUTPUT

IN SEARCH OF ADVENTURE

A small part of the massive set of modules H109 from TSR from 1987. This is an adventure designed for 7th level adventurers and will take them to 10th level after the adventure is completed. They'll confront the great king and his army of undead that some regard the best. With some skill and wit and even more luck the party may be able to overcome the odds and bring peace to the land once again.

THRESHOLD
 Threshold is a logging community of about 5000, ably ruled by Sherlaw Halara, Baron and Patriarch of the Church. In Threshold, the merchant, **Clifton Caldwell** has purchased the Old Anvil Castle, five miles west of Threshold. He has posted advertisements in local taverns for "Qualified Exotic Personnel".

HAMLET
 A small hamlet only a day's ride to the east was overrun by a **Hobgoblin** and his band of mercenaries several days ago. Everyone was killed. The party learns of this on their way to Caldwell's Castle. There is also a **Adult Red Dragon** that hails there that may reward the Adventurers for ridding a town of its side.

CALDWELL'S CASTLE
 A dungeon clearing adventure. The adventure begins with the party standing outside the double doors leading into the castle. The doors are unlocked, and swing open easily. The party must find and eliminate all monsters including two treasure maps with **spellcasting**.

CALDWELL CASTLE ENCOUNTERS

Difficulty	Monsters
medium	Crook(3), Hyena(4)
medium	Troll (2)
Hard	Outbear(2), Crook (3)
Hard	Black Pudding, Vampire Spawn(4)
Deadly	Drider (2)

NPC: CLIFTON CALDWELL
 Clifton is a Merchant in Threshold
 • appearance: notable nose
 • personality: outgoing
 • quirks: spendthrift / wastrel

HOBGOBLIN
humanoid, lawful evil

STR	DEX	CON	INT	WIS	CHA
13 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Damage Resistances None
Damage Immunities None
Condition Immunities None
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge Rating 5

Hobgoblin - Martial Advantage: Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.

Actions
Hobgoblin - Longsword: Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.
Hobgoblin - Longbow: Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 3 (1d8 + 1) piercing damage.

THE HOMEBREWERY

A small part of the massive set of modules H109 from TSR from 1987. This is an adventure designed for 7th level adventurers and will take them to 10th level after the adventure is completed. They'll confront the great king and his army of undead that some regard the best. With some skill and wit and even more luck the party may be able to overcome the odds and bring peace to the land once again.

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SOLUTION

- Users supply story ideas and tag items of interest in the body of text which will be fetched and represented in the output of the application.
- Highlight Headings with markdown headings
- Use Bold to highlight items of importance in this case a Hobgoblin is important to the Hamlet Scene.
- Define the Dictionary and what actions to be taken. In this case we want to make our Hobgoblin Five Challenge Ratings Higher than it starts at

2 ### Hamlet

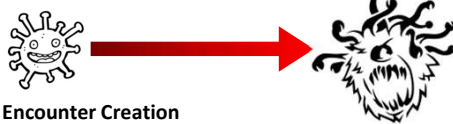
3

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4 { "name": "Hobgoblin", "type": "monster", "CR": 5 }

Monster customization

- Scaling of Monster Stats to pose a challenge for Adventurers of any Level.
- Addition of statistics is not directly proportional to challenge rating and needs to be evaluated.



Encounter Creation

- Based on Terrain type or Monster Abilities
- Had to be balanced around Adventure Level and Experience thresholds for varying difficulties.

Non Player Character (NPC) Traits

- Generates character traits, quirks, and personalities for character inspiration

MONSTER VAULT

Postgres Database filled with Monster that will be referenced by keywords in the Adventure Text

- Important Statistics (AC, HP, Type, etc...)
- Special Abilities, Actions, Reactions
- Environments Monsters are encountered in
- Non-player-character Quirks, personalities, and traits for inspiration.

