Game Master Tool Kit

Why should we do it?

To assist and streamline improve doing a game session.

What will be new about it?

Map, town, and world generator with balanced encounters included for a range of parties.

API’s:

<https://github.com/MattMcFarland/rot-web-api#examples>

<https://formulae.brew.sh/cask/fantasy-map-generator>

Algorithm:

X = Total Monster XP

Z = Multimonster multiplier

P = Party encounter Xp

When(Z)

1 -> 1

2 -> 1.5

3-6 -> 2

7-10 -> 2.5

11-14 -> 3

Else -> 4

Y = P – (X\*Z)

PDeadly = 36x^2 – 99x + 163

PNormal = 17x^2 -59x + 92

Difficulty: 7