How I you created the knowledge base involved building a web crawler on the starter site of the Dungeon and Dragon wizards of the coast [website](https://dnd.wizards.com/), where the data I got involved the at least 15 relevant urls of both within the original domain and some outside of it. This web crawler looped through the urls and scraped off the text off of each page and stored them which includes all the data/information about dimension 20 and escape from the blood keep that you could get from the retrieved urls. This data was cleaned up using a function where text from each url's text file has their newlines and tabs dealt with and sentences are extracted using NLTK's sentence tokenizer. These sentences from each file are directed to written to a new file. Once it is figured out what the top 10 terms are, a pickeled python dict is used to hold the knowledge base/facts surrounding the top 10 terms

Top 10 terms:

Dnd, players, magic, fight, D&D, game, party, DM, skill, Dungeon

Screen shots of the knowledge base:

Text

Description automatically generated

Sample dialog to create with a chatbot based on knowledge base (C = chatbot’s response, U = user’s response):

C: Welcome one and all to utter chaos! My name is Axford. I'm the sole chatbot for this evening and it is time for some mischief and magic!

U: how do you dm

C: improvise it