Title: Sylvia’s Monster Manager

Sylvia’s Monster Manager is a program designed to generate monster encounters for the players of a Fables of Sylvius™© game. The program will create and manage a set of monsters of appropriate difficulty for the players to fight. Monster data is stored in files and read into the program, where the monsters will be leveled up in difficulty to match the player specifications. Users can pick a target monster, and carry out a variety of actions on it, including attacking it with various weapons, targeting it with damaging spells, or altering its stats with status inducing spells, such as burned, or poisoned.

Normal gameplay for players results in encounters with enemy combatants, which is handled by the Game Master, or GM. It is the GM’s duty to monitor the enemies, and to calculate how much damage they take from player attacks. This can be complicated due to monsters stats, such as defense or armor, which weapons the player is attacking with, what values they rolled to attack, and if any magical elements (fire, ice, water, ect.) are involved in the attack. All of these factors are important in the calculation of the total damage the enemy took. Sylvia’s Monster Minder removes much of the calculation that the GM would normally be required to do by hand. This allows battles to progress much faster, and smoother.