DungeonScribe

DungeonScribe is an all-in-one desktop app for tabletop RPG GMs, combining campaign management, session notes, NPC creation, AI-powered tools, and more—packaged into a single executable.

Features

- Campaign management & session notes with images and tooltips
- Random NPC generator and editor
- AI-driven Recaps, Story Builder, NPC Spotlight, Loot & Encounter Generators
- Quest Board, Treasure Vault, Beastiary, and Session Planner tabs

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Getting Started

1. Unzip **DungeonScribe.zip** to any folder.
2. Double-click **DungeonScribe.exe** to launch; no Python install required.
3. On first run, go to **Settings → Configure API Key...** and enter your OpenAI key.

Using DungeonScribe

- **Main Menu**: Create/open campaigns, write or review notes, generate NPCs.
- **Campaign Assistant**: Access AI tools via tabs (Recap, Story Builder, Quest Board, NPC Developer, Loot, Treasure Vault, Encounters, Beastiary, Session Planner).

Each tab has on-screen prompts and instructions to guide usage.

File Structure

After first launch, DungeonScribe will automatically create a `data/` folder next to the EXE. That `data/` directory holds all your campaign files, including:

```
campaigns/          # Saved campaign directories
imports/            # NPC and asset JSON imports
story_hooks/        # Generated or imported story-hook JSON
world_state/        # Context JSON/TXT for Session Planner
planner_outlines/   # Saved session-planner outlines
loot/               # Generated loot JSON
encounters/         # Generated encounter JSON
```

```
monster_stat_blocks/# Saved monster stat JSON
...                    # Other subfolders created as needed
```

You don't need to pre-create these folders; the app will add them when you save your first note, plan, or AI output.

Support

Visit the project repository or contact the developer for help and updates.

Happy gaming! 🎲