

The Keep Extension Documentation

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Introduction

The Keep has been designed to utilize simple text documents for the vast majority of its data storage such that users could expand upon the base material at their leisure. In order to successfully extend the depth of any of The Keep's data files, it is important to follow the format of the file contents precisely, otherwise it could result in presentation errors or unintended behavior. As such, this documentation will outline the exact format used for each file such that users can modify their local files to suit their needs. In order to begin the process of modifying a data file, users must first locate the desired data file by navigating to the CSVs folder where The Keep is located. For example, if you have The Keep located at "C:\Users\Name\Desktop\Apps\TheKeep" the CSVs folder would be found at "C:\Users\Name\Desktop\Apps\TheKeep\CSVs" This folder contains all of the data files that The Keep uses to make its tools functional and as such is where modifications must take place. To modify a data file, it is recommended that you first begin by reading the specification for that file contained within this documentation as indicated by the above table of contents. Each heading below in this document will match the name of a text file and will contain details as for that file's specification. In order to edit a file, open the text document in your text editor of preference and follow the format precisely as specified in this documentation. If your formatting is correct, upon reloading The Keep you should see that your changes have taken effect. As a universal rule, commas are disallowed anywhere in these text documents except to separate individual entries. Additionally, if a text document does not appear in this documentation, it is not intended to be edited due to The Keep relying on the contents of the file remaining unchanged

Conditions

The conditions file, by default, contains a list of the conditions present in the fifth edition version of Dungeons & Dragons. A single entry in this file is denoted by parenthesis. The format for each entry the file is as follows: (**conditionName,conditionEffect**)

conditionName - The name of the condition expressed as a string

conditionEffect - The description of the condition expressed as a string

If you put an asterisk "*" anywhere in the conditionEffect field, it will cause every bit of text after that asterisk to appear as a bullet point in the output for the condition. As a note, it is important to not utilize commas anywhere in the conditionName or conditionEffect field as doing so will cause the program to display output improperly. For example, if we wanted to create a new condition called Concentration, we would append to the end of our Conditions.txt document the following sans quotes:

“(Concentration, The following factors break concentration. *Casting another spell that requires concentration. *Taking damage. *Being incapacitated or killed.)”

EncountersMaster

The EncountersMaster file, by default, contains a list of all 5E SRD creatures, their environments, and their creature types. A single entry in this file is denoted by parenthesis and entries must be separated by a comma. The format for each entry the file is as follows:

(creatureName,arcticFlag,coastalFlag,desertFlag,forestFlag,grasslandFlag,hillFlag,mountainFlag,openWaterFlag,swampFlag,underdarkFlag,underwaterFlag,urbanFlag,cr,creatureType)

creatureName - The name of a creature expressed as a string

xFlag where x is the name of an environment - a 0 indicating that the creature is not to be found in the environment or a 1 indicating that the creature can be found in that environment

cr - The CR of a creature expressed as a decimal number if CR < 1. For example, if a creature is CR 1/8 the CR field should be populated as either 0.125 or .125

creatureType - The type of the creature expressed as a string. Possible choices for this field are Beast, Humanoid, Aberration, Monstrosity, Dragon, Fiend, Construct, Giant, Celestial, Elemental, Undead, Plant, Fey, or Ooze. The type is case sensitive and must be spelled exactly as one of these options.

NegativeTraits

The NegativeTraits file, by default, contains a list negative traits for an NPC to possess. A single entry in this list is denoted by comma separation. The format for each entry the file is as follows:
negativeTrait

negativeTrait - A negative trait for an NPC to have expressed as a string

It is recommended that added traits are kept fairly brief to ensure pleasant presentation if that trait is selected for display.

npcTypes

The npcTypes file, by default, contains a list of all categories of NPCs. A single entry in this list is denoted by comma separation. The format for each entry the file is as follows:

npcClassification

npcClassification - A category of NPC expressed as a string

The purpose of adding entries to the npcTypes folder is to expand the types of NPCs that can be generated. However, for each additional entry made to this text document, a matching text document must be created in the NPCs folder where The Keep is stored. For example, if you have The Keep located at "C:\Users\Name\Desktop\Apps\TheKeep" the NPCs folder would be found at "C:\Users\Name\Desktop\Apps\TheKeep\CSVs\NPCs" Once within this folder, you will have to create a .txt file with a name that precisely matches the npcClassification that you added to the npcTypes folder. For example, if you appended the entry Con Artists to the npcTypes folder, you would then have to create a file named ConArtists.txt in the NPCs folder and follow the formatting specified for any of the NPC documents.

PositiveTraits

The PositiveTraits file, by default, contains a list positive traits for an NPC to possess. A single entry in this list is denoted by comma separation. The format for each entry the file is as follows:
positiveTrait

positiveTrait - A positive trait for an NPC to have expressed as a string

It is recommended that added traits are kept fairly brief to ensure pleasant presentation if that trait is selected for display.

ShopTypes

The ShopTypes file, by default, contains a list of all categories of NPCs. A single entry in this list is denoted by comma separation. The format for each entry the file is as follows:
shopClassification

shopClassification - A type of shop expressed as a string

The purpose of adding entries to the ShopTypes folder is to expand the types of shops that can be populated. However, for each additional entry made to this text document, a matching text document must be created in the Inventories folder where The Keep is stored. For example, if you have The Keep located at "C:\Users\Name\Desktop\Apps\TheKeep" the NPCs folder would be found at "C:\Users\Name\Desktop\Apps\TheKeep\CSVs\Inventories" Once within this folder, you will have to create a .txt file with a name that precisely matches the shopClassification that you added to the npcTypes folder with the word Inventory appended. For example, if you appended the entry Inn to the ShopTypes folder, you would then have to create a file named InnInventory.txt in the Inventories folder and follow the formatting specified for any of the Shop Inventory documents.

Spells

The Spells file, by default, contains a list of all 5E SRD spells. A single entry in this file is denoted by parenthesis and entries must be separated by a comma. The format for each entry the file is as follows:

(spellName,spellLevel,spellSchool,castingTime,componentsArray,duration,range,ritualFlag,description)

spellName - the name of the spell as a string

spellLevel - the level of the spell as a positive integer, with 0 indicating a cantrip

spellSchool - the school of the spell matching on of the case sensitive options exactly: Necromancy, Evocation, Abjuration, Transmutation, Divination, Illusion, Conjunction, and Enchantment

castingTime - the casting time of the spell expressed as a string

componentsArray - A special format for verbal, somatic, and material components. The componentsArray field must begin and end with square brackets as such sans quotes: "[]". Within the braces is the following format: **[verbalFlag,somaticFlag,materialComponent]**

verbalFlag - either a 0 or a 1. 0 indicates no verbal component.

somaticFlag - either a 0 or a 1. 0 indicates no somatic component.

materialComponent - the description of any material components. If no material components are used, simply leave this field blank.

Example componentArray for a spell that has a verbal component, has no somatic component, and has a material component of a piece of copper wire: [1,0,a piece of copper wire]

durationSchool - the duration of the spell expressed as a string. If the spell is concentration it is advised to notate it using square brackets such as: 10 minutes [Concentration] for consistency

range - the range of the spell expressed as a string.

ritualFlag - a flag indicating if a spell is a ritual. A 1 means the spell is a ritual, a 0 means that it is not a ritual.

description - the description of the spell expressed as a string.

Inventories

The Inventories folder contains a text document for every shop found in ShopTypes.txt. The Inventories folder is located in the CSVs folder where The Keep is located. For example, if you have The Keep located at “C:\Users\Name\Desktop\Apps\TheKeep” the Inventories folder would be found at “C:\Users\Name\Desktop\Apps\TheKeep\CSVs\Inventories”. Considering that all inventories follow the same format, a universal format will be given below to cover all cases. For the below specification, substitute the letter X with an entry from the ShopTypes CSV. For example, the below XInventory could be representative of the ApothecaryInventory, BreweryInventory, etc...

XInventory

The XInventory file, by default, contains a list of items that an X shop would carry, the rarity of that item, and its cost. A single entry in this file is denoted by parenthesis. The format for each entry the file is as follows: **(itemName,rarityCode,price)**

itemName - A name for an item expressed as a string

rarityCode - A single character expression of an items rarity, which determines how likely it is to appear in a shop. The possible options for this field are case sensitive as follows: C,U,R,V,L.

- C indicates a common item
- U indicates an uncommon item
- R indicates a rare item
- V indicates a very rare item
- L indicates a legendary item

price - The price of an item expressed as a string.

Note: If you modified the ShopTypes.txt file, text files must be added to this folder such that there is a text file for each entry contained within ShopTypes.txt

Loot

The Loot folder contains a text document for every type of creature in the fifth edition version of Dungeons and Dragons. The Loot folder is located in the CSVs folder where The Keep is located. For example, if you have The Keep located at “C:\Users\Name\Desktop\Apps\TheKeep” the Inventories folder would be found at “C:\Users\Name\Desktop\Apps\TheKeep\CSVs\Loot”. Considering that all loot CSVs follow the same format, a universal format will be given below to cover all cases. For the below specification, substitute the letter X with one of the following options: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant,

or Undead. For example, the below XLoot format could be representative of AberrationLoot, DragonLoot, etc...

XLoot

The XLoot file, by default, contains a list of items that an X creature would drop and the rarity of that item dropping. A single entry in this file is denoted by parenthesis. The format for each entry the file is as follows: **(rarityCode,itemName)**

rarityCode - A single character expression of an items rarity, which determines how likely it is to appear in a shop. The possible options for this field are case sensitive as follows: C,U,R,V,L.

- C indicates a common item
- U indicates an uncommon item
- R indicates a rare item
- V indicates a very rare item
- L indicates a legendary item

itemName - A name for an item expressed as a string. One may also choose to include a price for said item within this string. For example, one entry in this XLoot.txt file could be (R,25 GP worth of animal hide)

NPCs

The NPCs folder contains a text document for NPC type found in npcTypes.txt. The NPCs folder is located in the CSVs folder where The Keep is located. For example, if you have The Keep located at "C:\Users\Name\Desktop\Apps\TheKeep" the Inventories folder would be found at "C:\Users\Name\Desktop\Apps\TheKeep\CSVs\NPCs". Considering that all NPCs follow the same format, a universal format will be given below to cover all cases. For the below specification, substitute the letter X with an entry from the npcTypes CSV. For example, the below X could be representative of Adventurers, Civil Servants, etc...

X

The X file, by default, contains a list of NPCs that belong to the X category. A single entry in this file is denoted by comma separation. The format for each entry in the file is as follows: **npc**

Npc - A type of NPC expressed as a string.

Note: If you modified the npcTypes.txt file, text files must be added to this folder such that there is a text file for each entry contained within npcTypes.txt