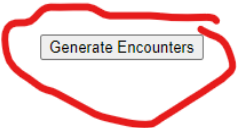Connor Lynch

CMPM 148

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How to use the tool

The main use of the tool is for the game master. During play there will be a ton of improvised gameplay from the actions the players will take to the settings the game master must use. While the players have some control over what they can do in the game space it is mainly up to the game master to create boundaries and impose limits so that players don't fall off course. The aim of the tool is to alleviate the stress and mental capacity for the game master when it comes to creating scenarios for the players whether that be encounters with enemies or the players walking around the mansion to explore all the rooms.

For the first tool, which is called the encounter generator, the game master will have the ability to generate many different scenarios for the players to engage with. Note that even though dialogue has already been made that describes the scene the game master should add on to the elements that are given. For example if I generate an encounter where the players walk into the kitchen and there is a chest in the room I know I have the freedom to say whatever is in that chest. It could be a trapped chest or it could be filled with gold. Perhaps some way to reduce players' exhaustion meter points? The encounter generator provides the outline of the scene for the game master to expand upon in an easy to use manner. The only thing the game master must do to operate this tool is to click the button that says generate encounters.

Enemy Encounter Generator Encounter Generator

Generates a random encounter for the game master to use to allievate the pressure of making encounters on the fly for the game master. Makes a total of 10 encounters to choose from.
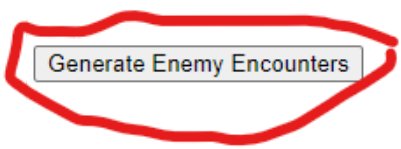
Generate Encounters

The second tool is named the enemy encounter generator. This tool provides a quick and easy way for the game master to create a combat scenario for the players. Once again the game master is given a scene to work with but now there are enemies players can interact with. This is another great opportunity for the game master to expand upon the details that have already been given. For example I generate an enemy encounter where it seems the guards are sleepy. This can allow players to use a more stealthy approach by maybe soothing the emotions of the guards, potentially putting them fully to sleep. The players could sneak around them instead of taking a more brute force approach. The number of enemies also provides a way of knowing the general challenge rating of the combat encounter if there is one. For example if the game master generates a room with 5 hazekillers then that would be considered an above average combat encounter as opposed to saying there are just hazekillers in the room. The game master can modify the number if needed but it is very convenient to have numbers right away to get a sense of what the players should and should not be doing. As for using this tool it is the same as the first one. All the game master needs to do when running the tool is to press the button that says generate enemy encounters.

Enemy Encounter Generator Encounter Generator

Generates an enemy encounter for the gamemaster to use. 10 are made to have some variety

Generate Enemy Encounters

To switch between the two tools simply click on either button labeled "Enemy Encounter Generator" or "Encounter Generator".