

Pathfinder Role Playing Game™ Random Encounter Generator

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Pathfinder is a table-top role playing game developed by Paizo, similar to Dungeons and Dragons. Managing random monster encounters is one of the most time consuming, and difficult aspect of running the game, especially if the game master wants to maintain a certain level of variety among the encounters.

A good encounter should have the correct difficulty for the party, should contain monsters that are reasonable based on the current terrain, for example the generator should never return polar bears if the players are currently in a arid desert, and should contain a good mix of different monsters across many encounters. The game allows for this variety by allowing the game master to mix different monsters to generate an encounter up to a difficulty threshold, as well as add templates to any of the monster, which change the effective level of the monster and augment its default abilities. Some monsters can also have class levels, similar to the players, which could be added if time allows.

Our initial implementation should include an graphical interface that will handle the query creation and displaying of the encounter. The database should contain a table of monsters, a table of templates, and a table of traits common to all monsters. Since monsters share many of same properties, those values could be moved into other tables or relations if it makes sense to do so. For the initial database, it will contain the three tables, and a series of functions that will help us build a valid encounter. The only input from the user should be encounter level, terrain type, preferred monster type and preferred templates.

In order to create the database, we plan on using a web scraper to grab information from the Pathfinder SRD. This will allow us to populate the database quickly so we can focus on developing and testing the encounter generating functions of the data base.

Pathfinder Role Playing GameTM is released under the Open Gaming Licence (OGL).