

Swords & Shields

- Species

Spidorian

-Capitol: Spidorea

-Special: has paralysis venom that can be put on weapons, roll a 6d, if you roll a 6, do double damage, enemy is paralyzed for 30 sec. Can hold 6 weapons instead of 2. only 2 of those weapons can have a damage above 20.

-Naming: first half: |Knife Web Shield Poison Spinner| second half: |Spinner Catcher Fighter Squirmer Fang Destroyer| Titles (Spidorians put title after name): |Destroyer Bard Protector Guard Archer Royal guard|

Human

-Capitol: Calaver

-Special: None

-Naming: Normal

Elf

-Capitol: Leafthrown

-Special: in Forest Elves get stealth boost 3 and speed boost 3

-Naming: first part: |Leaf Tree Pond Lake Fern Grass |second half: |shot feet blade voice fall caretaker|

Dwarf

-Capitol: GoldAle

-Special: Not affected by drinking effects

-naming: human

Halfling

-Capitol: mountinium

-Backstory: Halflings are the combination of human and dwarf, outcast the made home in the mountain and now have a thriving city

-special: Not greatly affected by drinking

-naming: human

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Char sheet:

Char name: _____

Species: _____

Specail: _____

Stats: _____ health to start of:100

Stealth: _____ Health: _____

Speed: _____. Mana: _____

Extra health: _____

Strength(additional damage): _____

Spell casting ability(min 1): _____

Max mana(min 10): _____

Age: _____

Destinguishing

features: _____

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Swords & Shields

Above Ground Creatures:

Ogre All drop their weapons

GM: roll a 6d dice

1: a Ogre with a sword, does 20 dmg w/ sword per swing, 25 hp

2: a Ogre with a bow, dose 15 dmg w/ bow per shot, summon another oger and roll for it, 25 hp

3: a Ogre with a mace, does 20 dmg w/ mace per swing, roll 6d to see if you g6et another oger, roll odds no oger, roll evens, summon as many ogres as the die says to(2=2 ogres, 4=4 ogres, 6=), cancels summon ability, 25 hp

4: 4 Ogres with sticks, dose 3 dmg w/ stick per Oger per swing, summon another Oger and roll for it, 25 hp per oger

5:reroll

6:reroll

Snake

10 dmg

10 hp

Drops tooth

Ent

20 dmg

100 hp

Drops bark

Eagle

1 dmg

1 hp

Drops raw meat and feathers

Kt'ka-ga (killer vine)

Roll a 20 sided die, it does the damage represented on the die

50 hp

Wild Boar

20 dmg

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

30 hp

Drops meat and 2 tusks

Gosvari

300 hp

20 dmg

Looks like a daddy long legs made of grass with the body woven together, the eyes look like they're made of flowers

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Swords & Shields

Cave Creatures:

Oger

Look at the oger above

Vampire

Roll a 20 sided die, add 9 and that is the dmg the vampire will do that turn, roll a 6 sided die, if 6 you also get vampirism, add the amount of damage done to the vampires health ex. 12 damage=12 more hp for the vampire

100 hp

Drops a mysterious item: ex. A cursed item, it looks like: A small green gem carved to look like a elephant

The curse: people appear as crows to you, you can still understand though

Find more with Rpg Generator by David Eastwick (free on google play)

Cave chest

Roll a 6d, if 6, the chest is a mimic

Else use the Rpg Generator by David Eastwick (free on google play) to gen chest loot

Mimic:

10 dmg

20 hp

Bat

Drops bat hide

1dmg

10 hp

Lavna

Drops amulet of fire resistance

A creature made of lava

Roll a 20 sided die, if 10 and below, double it, that is the damage you will do

100 hp, every other attack, lower this by 5 as it solidifies

Giant centipede

Beetle Leg

200 hp

30 dmg

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Chitin Wraith

A bee-like insect that is covered in Chitinous plates that are gray with a faint purple tint and are covered in spikes, it has 2 bright blue glowing eyes, they make 0 sound and pick up the player with translucent magical tentacles. They make huge colonies that start at an underground tunnel and they make more tunnels and create a hive that goes up, once the hive reaches the surface, the Chitin wraiths start to produce wax that hardens into rock and create hole mountains dotted with tunnels that lead through the hive. The sting will set the person stung on fire for a minute and paralyze them for a minute. People hallucinate if they are within 100 feet of a Chitin Wraith.

Roll a 20d, multiply the number by 100, if it is 100-900, it is a worker, with that amount of health, 1000-1900 a guard with that amount of health, 2000, a queen with 2000 health

Roll 5 20d, add the results and you get the dmg that one will do. Then add 10 hp after the attack

You get a chitin plate

Gosvari

300 hp

20 dmg

Looks like a daddy long legs made of stone, the eyes look like they're made of crystals

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Forgotten pyramid creatures:

Mummy

100 hp, every other turn add 10 hp

10 dmg

Drops jewelry that is worth 1000 gold, use Rpg Generator by David Eastwick (free on google play) to gen

Skeleton

100 hp

10 dmg

Drops jewelry that is worth 100 gold, use Rpg Generator by David Eastwick (free on google play) to gen

Wraiths

50 hp

Takes a quarter of your health unless you have 10 or less health, then it kills you, it add the taken health to its health.

Has bright blue eyes and mouth, with a faint purple body that only shows as a purple tint to everything behind it

Gosvari

300 hp

20 dmg

Looks like a daddy long legs made of wrappings with the body woven together, the eyes look like they're made of sand

Graveyard creatures:

Skeleton

100 hp

10 dmg

Drops bones

Zombie

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

100 hp, every turn, the zombie loses a hp
10 dmg

Ghost

100 hp

10 dmg

The player does only half damage unless it is a magic.

Village creatures:

Peaple

Can not attack, gen using Rpg Generator by David Eastwick (free on google play)

Cow

50 hp

Drops raw meat

Pig

25 hp

Drops raw meat

Chicken

5 hp

Drops raw meat

Horse

Can not attack, costs 100 gold to buy

Ocean creatures:

Fish

10 hp

Drops raw fish meat

Squid

10 hp

Drops squid(or with fire in any way, calamari)

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Shark

200 hp

50 dmg

Drops shark tooth, shark fin, and shark scale

Blood eel

300 hp gets

75 dmg

Only comes when there is blood in the water, it only needs blood to live, it is shaped like a lamprey but covered in tentacles to hold its prey, its mouth is full of mosquito-like suckers that actually drain the victim of all there blood.

Laviathan

Imagine a shark crossed with a giant eel

500 hp

100 dmg

Unknown

Gok

A shark- human hybrid

100 hp

50 dmg

Pirate ship

300 hp

0 dmg

Summon one pirate captain and 19 more pirates

If the ship dies, so do all pirates on board

Pirate Captain

100 hp

20 dmg

Pirate

109 hp

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

10 dmg

Kelp

100 dmg

Takes a quarter of your original health per turn.

Gosvari

300 hp

20 dmg

Looks like a shark made of seaweed with the body woven together, the eyes look like they're made of coral

Jungle creatures:

Jungle ent

200 hp

50 dmg

Roll a 10d every attack, if 9 or 10, then summon 10 caninicos

Drops vines, bug carcasses, and bark

Caninico

Caninicos are big mottled brown with tiny green specks on it, they look like a spiky ant

50 hp

25 dmg

Drops Bug shell

Coe Kt'ka-ga (hidden killer vine)

Roll a 20 sided die, it does the damage represented on the die, 11-20 means it also poisons you for 30 seconds

50 hp

Drops poison thorns

Bualbaz

Bualbaz are like spider-cicada combination

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

They are bright green and peaceful

15 hp

Drops Bug raw meat

Leviathan bug

The Leviathan bug looks like a tree, it move by lifting its body out of the ground and moving around on it's legs, each branch is a tentacle it uses to catch prey

200 hp

100 dmg

Drops jewelry

Golems

Golems are made of rock chunks giving arms, fists, legs, feet, body, and a head

100 hp

10 dmg

Arrows, swords, axes, shields, and knives do 0 dmg, only magic and pickaxes do damage

Drops weapons, armor, or jewelry

Gosvari

300 hp

20 dmg

Looks like a daddy long legs made of bark, the eyes look like they're made of thorns

Beach

Crab

10 hp

0 dmg

Hostile crab

20 hp

10 dmg

Mogat

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

A giant turtle

100 hp

All attacks against this creature do half damage

50 dmg

Saurlim

100 hp

10 dmg

This creature is elvish, but is made of sand

Gosvari

300 hp

20 dmg

Looks like a daddy long legs made of sand, the eyes look like they're made of shells

Tundra

Frost eagle

10 hp

2 dmg

Icelal lesser

10 hp

20 dmg

Icelal

20 hp

20 dmg

Icelal greater

30 hp

20 dmg

Cal-ice

10 hp

10 dmg

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Frost dragon

200 hp

100 dmg

Gosvari

300 hp

20 dmg

Looks like a daddy long legs made of snow, the eyes look like they're made of ice

Yeti

200 hp

50 dmg

Ice spirit

A person made of ice particles

100 hp

1 dmg

Paralyzes the attacked for 15 seconds

Frost giant

300 hp

150 dmg

Frost giant greater

600 hp

150 dmg

Frost monger

100 hp

0 dmg

Sells frost, frost armor(1 d per piece without the qualities(cannot be affected by paralysis) frost weapons (same bit gives enemy paralysis), and coals for frost fire

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Currency:

a = Archium coin

d = Demonium coin 100 Demonium=1 Achium

g = Gold coin 100 gold=1 Demonium

i = Iron coin 100 iron=1 Gold

Cost sheet:

	Normal	Angelic	Demonic	Qualities
Sword	90 g	+ 20 g	+ 20 d	+ 20 g for each quality
Bow	90 g	+ 20 g	+ 20 d	+ 20 g for each quality
Mace	75 g	+ 20 g	+ 20 d	+ 20 g for each quality
Axe	75 g	+ 20 g	+ 20 d	+ 20 g for each quality
Shield	80 g	+ 20 g	+ 20 d	+ 20 g for each quality
Knife	25 g	+ 20 g	+ 20 d	+ 20 g for each quality
Staff	90 g	+ 20 g	+ 20 d	+ 20 g for each quality
Helmet	80 g	+ 20 g	+ 20 d	+ 20 g for each quality
pauldrons	20 g	+ 20 g	+ 20 d	+ 20 g for each quality
Chestplate	90 g	+ 20 g	+ 20 d	+ 20 g for each quality
Gauntlets	10 g	+ 20 g	+ 20 d	+ 20 g for each quality
Leggings	70 g	+ 20 g	+ 20 d	+ 20 g for each quality
Boots	60 g	+ 20 g	+ 20 d	+ 20 g for each quality
Rings	10 g	+ 25 g	+ 25 d	+ 25 g for each quality
Amulets	15 g	+ 30 g	+ 30 d	+ 30 g for each quality
Other items	80 i			

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Food	20 i			
horse	1 d			
Horse Armor	60 g	+ 20 g	+ 20 d	+ 20 g for each quality
Horse feed	1 i			
Arrow	10 i			
Fishing rod	10 i			
Demonium ingot x20	50 g			
Angelic ingot x20	50 d			
Leather x20	1 i			
Iron ingot x20	50 i			
Gold ingot x20	50 i			
Coal x30	20 i			
House	1 a			
Stone x20	1i			

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Events

Every week, roll a 20d 3 times, each time write the number, add the numbers and if the total is between 50 and 60, a natural disaster happens

Forest, jungle

Meteors

Roll a 6d, if 6, you are hit and die, 5, are almost hit and get 3 quarters of your max health in damage dealt

1-4 you are fine

On a mountain,

Volcano

Roll a 6d every turn till you exit the biome, if 2-5, you are on fire from the lava
6 you melt in the lava

1 you are unaffected

In a cave

Cave in

Roll a 6d

1 and 2 almost hit, no damage dealt,

3 and 4 hit on the head, 25 damage dealt

5 and 6 below

Roll a 6d, if 4-5 you live, but suffer 50 dmg, 1-3 you die

Village

Plague, get out of the village, you could get the plague, every turn roll, 1= no plague

2-5= reroll

6= plague

Beach and ocean

Tsunami

Get out, after 15 turns, you die

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Others

Plague

Every turn, roll a die, if you roll a six, the plague goes away

Otherwise all stats decrease by 5

Fire

Every turn, take 2 damage roll 4d, 3-4, fire goes away, 1-2 flames continue

Staffs

Roll a die

1,2

Launch a fireball, 10 dmg

3,4

Launch lightning, 20 dmg

5,6

Launch ice spike, 30 dmg

House

Houses come with a forge and crafting area for crafting, along with a bed, stables, and an eating place

Crafting

Whatever you craft, you use Rpg Generator by David Eastwick (free on google play) to get its stats/ abilities

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Crafting

4 iron + 1 coal= iron boots

5 iron + 1 coal= iron helmet

7 iron + 1 coal= iron leggings

8 iron + 1 coal= iron chestplate

3 iron + 1 coal= iron sword, mace, staff, bow or battle axe

4 gold + 1 coal= gold boots

5 gold + 1 coal= gold helmet

7 gold + 1 coal= gold leggings

8 gold + 1 coal= gold chestplate

3 gold + 1 coal= gold sword, mace, staff, bow or battle axe

4 demonium + 1 coal= demonic boots

5 demonium + 1 coal= demonic helmet

7 demonium + 1 coal= demonic leggings

8 demonium + 1 coal= demonic chestplate

3 demonium + 1 coal= demonic sword, mace, staff, bow or battle axe

4 Angelic ingot + 1 coal= Angelic boots

5 Angelic ingot + 1 coal= Angelic helmet

7 Angelic ingot + 1 coal= Angelic leggings

8 Angelic ingot + 1 coal= Angelic chestplate

3 Angelic ingot + 1 coal= Angelic sword, mace, staff, bow or battle axe

8 frost + 1 frost fire coal= frost boots

10 frost + 1 frost fire coal= frost helmet

14 frost + 1 frost fire coal= frost leggings

16 frost + 1 frost fire coal= frost chestplate

6 frost + 1 frost fire coal= frost sword, mace, staff, bow or battle axe

1Iron/gold/angelic ingot/demonium/2 frost+1 coal/frost fire coal= the same type ring or amulet

20 raw meat + 1 coal= 20 cooked meat

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Attacks:

For Players:

Player rolls 6D:

1:you take 10% of your attack damage, enemy takes 0 damage from your hit

2:you do half damage to enemy

3&4:listed damage

5:multiply damage by 2

6:multiply damage by 4

For enemy:

QL roles a 6D:

1:enemy take 10% of attack damage, player takes 0 damage from your hit

2:enemy does half damage to player

3&4:listed damage

5:multiply damage by 2

6:multiply damage by 4

Damages/protection sheet:

	Normal	Angelic	Demonic
Sword	30 damage	+10 damage	+50 damage
Bow	30 damage	+10 damage	+50 damage
Mace	20 damage	+10 damage	+50 damage
Axe	20 damage	+10 damage	+50 damage
Shield	5 protection	+10 protection	+50 protection
Knife	10 damage	+10 damage	+50 damage
Helmet	10 protection	+10 protection	+50 protection
pauldrons	5 protection	+10 protection	+50 protection

Unless the creature is peaceful, you get as much gold as it's starting health

Swords & Shields

Chestplate	25 protection	+10 protection	+50 protection
Gauntlets	5 protection	+10 protection	+50 protection
Leggings	20 protection	+10 protection	+50 protection
Boots	15 protection	+10 protection	+50 protection
Horse Armor	60 protection	+10 protection	+50 protection

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Unless the creature is peaceful, you get as much gold as it's starting health