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

-Specail: 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

-Specail: 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

Char sheet:	
Char name:	
Species:	
Specail:	
Stats:	health to start of:100
Stealth:	Health:
Speed:	Mana:
Extra health:	
Strength(additional damag	je):
Spell casting ability(min 1)	ŭ <u></u>
Max mana(min 10):	
Age:	
Destinguishing	
features:	
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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

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

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

1dmq

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

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

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 wrapings with the body woven together, the eyes look like they're made of sand

Graveyard creatures:

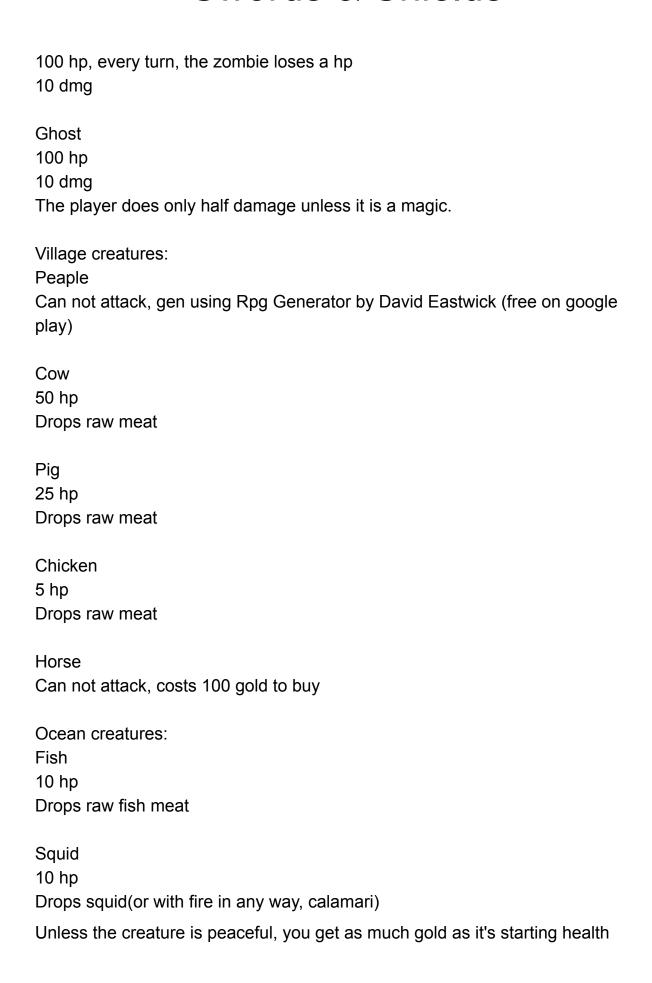
Skeleton

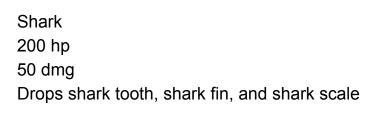
100 hp

10 dmg

Drops bones

Zombie





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

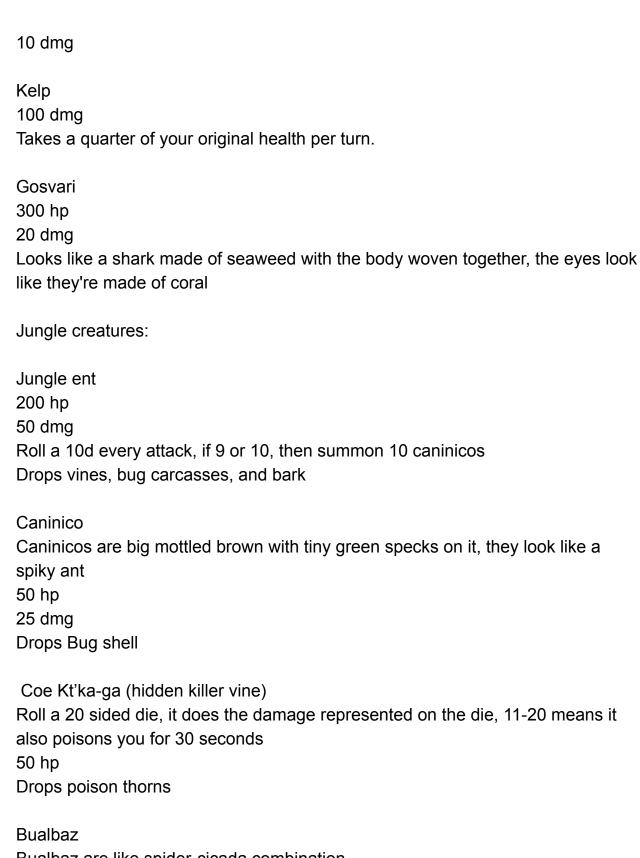
Pirate ship 300 hp 0 dmg

Summon one pirate captain and 19 more pirates If the ship dies, so do all pirates on board

Pirate Captain 100 hp 20 dmg

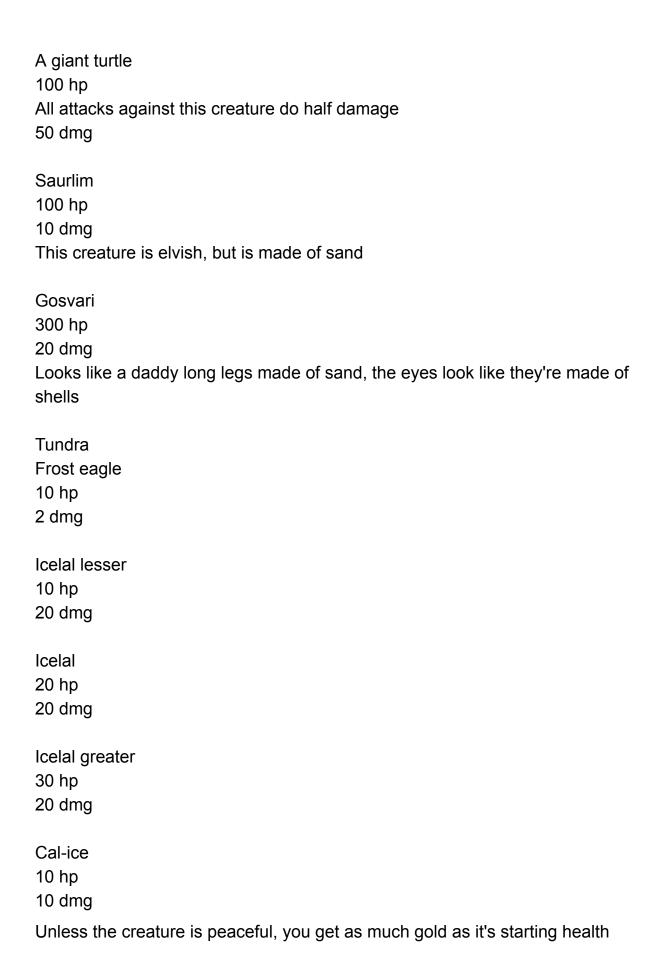
Pirate

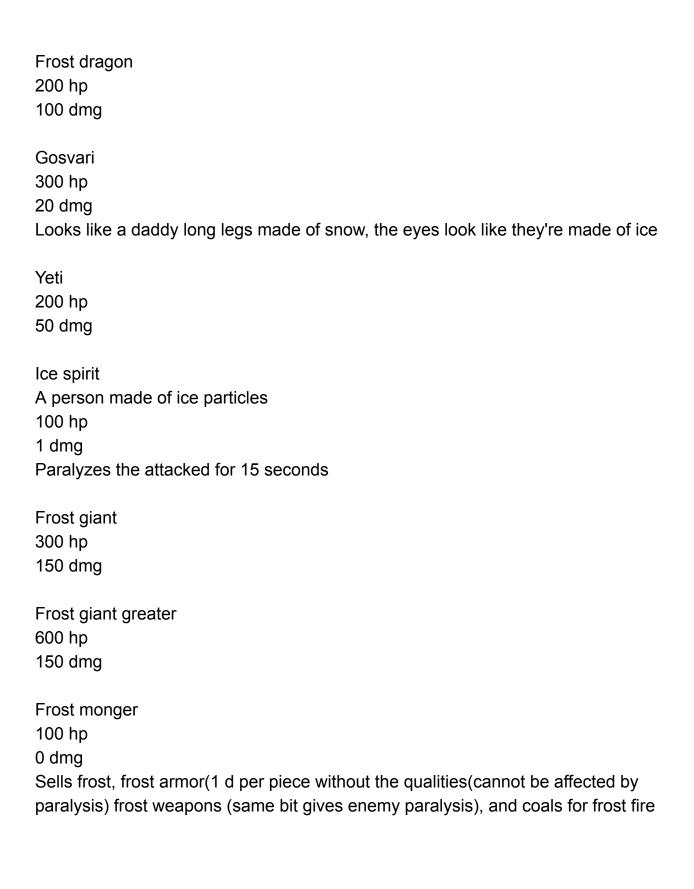
109 hp



Bualbaz are like spider-cicada combination

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





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			

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			

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

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

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

20 raw meat + 1 coal= 20 cooked meat

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

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