

Modules

Different ways to use the hero developed

- [Arena](#)
- [Kings tournament](#)

Arena

Pre doc listing may or may not be out of date

The arena can be pvp or pvpve depending on rules you wish to follow.

In general it will be pvp with small squads 3 characters, if wanting to run one you can set goals and add NPC enemies.

The crowd can be used and roll a d6 every turn to determine what they do. Such as blood thirst.

Every few rounds of battle roll a d6 for a modifier traps etc.

- Players start on opposite sides of the arena, base level traps are placed as well as a rolled for creature
- Players gain the kick special ability
 - Kick pushes a player back 5 feet(1block) + 5 ft for every 2 points over the defenders defense
 - Kick is your attack and works the same way as a regular attack , effects from a weapon can not be use
 - Defender can choose to use dexterity or strength for defense here.
- Every 3 rounds:
 - The crowd reacts causing an effect
 - A d6 summoning of monsters
 - at 6th turn summoning effects happen twice, then three times
- Points are scored based on this:
 - Regular Monster 1
 - Elite 3
 - player 3
- If a player dies they respawn at the original area

Below is the listing from the formal document here :

<https://doc.pandabeardev.ninja/9y6NKtn2Q4qyXhUndzs5VA?view>

Playtest 2

Codename: Dem Bones

Possible Abilities

- Fireball - Cost: 2 -> Essence cost 1 or 2(1 for single 2 for aoe); DMG-> 1d6 + ESS Max
- Ice Slick - Cost: 1 -> Enemies caught in ice have movement halved 6x6 area
- Summon Undead Cost: 4 -> Summon a minion stats are 2/1/0/2(S/D/E/M), Essence cost can be increased by one to add +1 to two stats per Essence spent max any stat to 5
- Orcish Rune Blade- Skill from orc rune Weapon - cost 2 - Increase damage for 1 turn by 2, take one hp damage
- Shield Wall - Must have a shield - Cost 1 - Roll a dice and call 2 numbers on a d6-> Negate damage
- Boom Boom - cost 2 - Reduce Dex to 0(it cant be increased) Double Strength

Develop Character with the creator here:

<https://pandabeardev.ninja/lowroad/>

Rules: 2 arms, 1 head, 1 torso, 2 legs.

Items: 1 weapon per hand

Spells: —> Possibly if so essence req will be listed

Trinkets: 1 trinket

Consumables: 1 consumable

Base HP->10

Arena

Arena is done in a small mat, size is up to you:

Every few rounds of battle roll a d6 for a modifier traps etc.

<https://wiki.pandabeardev.ninja/books/low-road-legends/page/arena>

Players start on opposite sides of the arena, base level traps are placed as well as a rolled for creature

Players gain the kick special ability

- Kick pushes a player back 5 feet(1block) + 5 ft for every 2 points over the defenders defense
- Kick is your attack and works the same way as a regular attack , effects from a weapon can not be used
- Defender can choose to use dexterity or strength for defense here.

Every round:

Every round:

1. Roll effect
2. Then spawn

Roll Table:

1. Random Player +1 to str or dex (select based on roll attached to player)
2. 2 elites extra
3. 5 non elites extra
4. All Monsters +2 Strength
5. Spawn trap
6. Summon Demon

Traps:

- Teleport trap - 2d6 x 2d6 (6 inches)
- Pitfalls - insta kill
 - res at start
- Land mine - 1d20 (roll)
 - 1d6 Up damage or 2d6 - one on first roll
- Center - large pitfall
 - forest roll d20 - trap on
- Tripwire - player loses move

Trap Placement:

- d6 rolled to hold each player
- if not a player on first roll
 - roll the dice until a player is selected, that player selects the location

Game starts with 3d6 summoning

A d6 summoning of monsters(a roll of 5+ always summons an elite)

Monsters are summoned based upon their point value(5 1 elite 2 weak)

Points are scored based on this:

- Regular Monster 1
- Elite 3

- player 3
- Demon 5

Monster stats:

NPC Idea References - https://doc.pandabeardev.ninja/G_6qXagaTHSrTOWc_U177g

Non-Elite

- HP-6
- S-3
- D-4
- M-3

Elite

- HP-15
- S-7
- D-4
- M-2

Demon

- HP-20
- S-10
- D-2
- M-4
- Heal 5 hp w/ kill -> attacks npcs and players

If a player dies they respawn at the original area

MAGIC NOTES:

Low Road Legends Magic

- Magic has to have a cost cant be spamming it
 - System needs to have a cooldown offset by Ess, but minimum of 1 turn between use of a spell.
 - Spells that last 2 turns would have a minimum of 2

- The idea is to not have a spam of one. Some spells may bypass this but we will just call it the cooldown and all spells have a global of one unless otherwise noted.
- Cost can be added too, possibly essence charging up after being expended
 - A spell may cost 4 ESS, a player had 4 total, player builds up 1 per turn if essence was a specific number and more if his starting number was higher.
- The above are all ideas and subject to change as are the info below

Magic has evolved

- Magic is now not int but essence representing magical ability

Direct attack spells

- Your average attack spells, fireball etc
- Cause direct damage and likely have a defense related to one stat

Buff Spells

- Spells to increase a stat, damage, defense or something else.
- Conversely includes spells to do the opposite to enemies(target allies is ok though)
- This is your ray of enfeeblement or haste style spells

Reactive Spells

- Reactions, realistically im expecting these to be paired with attack or defense
 - Spell that Raises defense based on Ess when hit(reactions to the hit)

Combo Spells

- Similar to reactive spells except these are comboed with an action not in response to an action. As above a spell may be defensive when you are hit, that is reactive, but a spell to say make a blade hit at a distance, would be done in conjunction with the action of attacking.

Misc Spells

- These are spells that may have rules specific to them, on a bell curve i expect them to contain the weakest and strongest spells.
 - Summoning Minions

- Reviving the dead
- “Healing” -> seems more a buff spell though

Kings tournament

A series of minigames, jousting, etc. More to come