

Modules

Different ways to use the hero developed

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

Arena

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

Kings tournament

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