

Continue

Arms dealer terraria dryad

I recently had an idea for Dryad Invasion. (Yes, I put that smiley out there because it fits my theme) Ok, here he goes: After you defeated Plantera and chopped down at least 50 trees (post-plantera) there will be this news chat: Dryad has gotten angry for you chopping down so many trees. It... Left. Assuming Dryad is Mother Nature, of course. Which it is. I think I'm thinking. It will no longer be home (or housing menu). Your NPC will report dry observations within the next 5 days. Talking to NPC, there will be a new option: Dryad Sighting When you click, they will say the following: Wizard: My crystal ball saw (Dryad's name) lubricating the army in the jungle. I'm afraid they're going to attack us soon. Arms dealer: I went out to get supplies for bullets and saw (Dryad's name) in the jungle, shouting orders at the army. I didn't want to be cowardly, but there were so many soldiers that I had to run the other way. Nurse: I collected therapeutic supplies when I saw (Dryad's name) in the jungle and throne. Trader: I was just collecting the wrath of my new invention when I heard a voice that sounded exactly like (Name Dryad)'s. Steampunker: I tested my new gadget when I saw (Name Dryad) testing the cannon. There's probably going to be a lot more, but they were the ones I could come up with. On day 6 or 7 (randomly) the clogged army will attack. A huge army of streaks is invading! Army will include: (WARNING: TERRIFIC SPRITES) Armored Dryad: Health: 1500 Attack: 25 Defense: 60 AI: Fighter AI Drops: 50-70 Silver Coins (100%) 1-3 Higher Healing Potions (100%) 5-10 Wood (80%) Dryad Soldier: Health: 350 Attack: 55 Defense: 35 AI: Fighter AI (somewhat edited) Spoiler: Dryad Soldier notes will shoot 5 poisoned knives, then proceed to the melee attack. If you perish before all 5 knives throw, it will drop the balance (5 - number of knives already thrown) Drops: 33-66 Silver coins (100%) Poisoned knives (see notes) Dryad Wizard: Health: 600 Attack: 30 Defense: 15 AI: Caster AI (shoots natural spheres) Drops: 50-75 Silver coins (100%) Natural Sphere: Health: 1 Attack: 60 Defense: 0 AI: Spell AI No Drops Dirt Bat: Health: Health: 150 Attack: 15 (melee) 45 (projectile) defense: 20 AI: Bat AI (slightly edited) will try to get through the player, they will drop their dirt block. It will do 45 damages. After that, dirt bat will become normal. Drops: 50-80 Copper coins (100%) Nature Elemental: Health: 1000 Attack: 35 (melee) 20 (projectile) Defense: 15 AI: Granite Elemental AI (slightly edited) Spoiler: Nature Elemental, but stops every 5 seconds to fire projectiles. I shoot 5 sheets (those shot by Leaf Blower) that do 20 damage each. Then it repeats itself. Drops: 1-3 Silver coins (100%) Mud Worm: Health: 300 Attack: 40 (head) 25 20 DI: Worm AI drops: 4-7 silver coins (100%) Naturethorn: (Undeniable sprite change and ASAP) Health: 200 Attack: 90 Defense: 5 AI: Flocko AI can travel through blocks Drops: 33-66 Silver coins (100%) Dryad Master Wizard: Health: 15000 Attack: 75 (melee) Defense: 40 AI: Dryad Master Wizard AI When you spawn, he will fly over the player, shooting 7 natural spheres. Then he will teleport the player with purple and green particles to somewhere within 75 blocks (above ground) and summon 3 Dirt Worms and 2 Nature thorns. Then teleports next to the player and stands in place. Then she shoots 12 demons in a circle around her, and scythes will shoot away from her. If you hit one of the scythes, it will do 40-60 damage and transfer the amount to the wizard. Then repeat. Drops: 15-25 Gold coins (100%) One of them will fall: Jung Stinger Rifle (with 100-200 Stinger Bullets) Nature Tome Workers Pure Dirt Grassacre Dirtaxe Enchanted Dirt Ball Magic Spear All has a tab for items. Jung: Injury: 105 Injury Type: Melee 5% Critical Chance Use Time: 25 (Fast) Knockback: 2 Auto-Swing: True when you hit the enemy, Jung will release a hornet which will release 4-7 stingers at enemies. The Stingers make 50 damage each, although they are cut defensively. After that, the hornet will be deseconed. Stinger Rifle: Injury: 31 Injury Type: Ranged 5% Critical Chance Of Use Time: 6 (Insanely Fast) Uses Stinger Bullets Speed: 7.5 Knockback: 0.2 Stinger Bullet: (sprite waiting) Damage: 20 Prescription: Empty Bullet (15) Stinger (1) At: Work bench crafts: Stinger Bullet (150) Inflicts poison 60 seconds (15 seconds PvP) Nature Tome: Injury: 75 Injury Type: Magic 5% Critical Chance Mana : 10 Speed : 15 life time: 15 (very fast) shoots of natural realms they pierce and go through blocks. With each piercing, the damage will double. Limit is 750 (would be WRECK Destroyer) Magic Spear: Damage: 40 (7 dps when stuck enemy) Injury type: Throw 5% Critical chance Usage Time: 15 (Very Fast) Speed: 20 Magic Spear is thrown like bone javelin and works like it. When he's stuck in the enemy, he's dealing with 7 damage per second (it stacks.) However, he won't consume himself when throwing, similar to Magic Dagger. Grassacre: Damage: 125 Damage type: Yoyo flight time: 16 seconds reach: 24 tiles speed: 16 16% Critical probability Usage: 24 Dirtaxe: Damage: 42 Usage time: 12 (Very fast) Pickaxe power: 205% Axe power: 115% Range bonus: 0 2% Critical chance Enchanted Dirt Ball (yes, that is really the name): When used, shouts dirt worm mount. Traveling at 50 mph can go 20 blocks into the air until the worm returns down. You can travel through dirt and stone without being damaged. The worm and the player will appear in front of the stone. Workers of Pure Dirt: Shouts of small dryad to protect you (sprite waiting) dryad will shoot mud spheres (like those from Dirt Rod) and fly mud hoverboard. Damage: 35 damage type: Screaming Knockback: 5 Aaannnnnddd, that's it! I hope you enjoyed it. But sprite statements would make me happy (I will give you credit!) After the invasion the Witch Doctor will sell dryad voodoo doll, which can be used to invite invasion again. Then the biscuits will be impressed with you and return to your home. ALL Sprites will get a sprite change unless the community says sprite should stay the same. Have a great day! Before I got to Planter, my whole world was a null tree. So don't you think dryads anger is a little late? in any case, apart from the fact that I do not really support this. I think we have enough events so far. A guide to the invasion would be better. It's really not bad. This should happen only after the planter, and if the corration is greater than the sanctuary. (This means that corruption is spreading a little faster than hallow. So Dryad just thinks I'm going to let her live with me again, even though she tried to kill me? For someone who's 500 years old, she's pretty pale. Why? By the time one beats the planter, they come out of the trees and basically need a completely new world to get wood. (No problem tho.) Yeaaah, just... Why? By the time one beats the planter, they come out of the trees and basically need a completely new world to get wood. (No problem tho.) It's really just if the player was irresponsible. Trees drop acorns, and it's stupid not to replant them. in: PC release, NPC, purchased items, and another 2 Share 250 Arms Dealer is an NPC that will move to the right house when the player has a firearm of any kind, without a Flare Gun. The fastest way to get a arms dealer to move into a house is to destroy Shadow Orbs or Throbbing Hearts (which have the ability to drop a musket or undertaker respectively). Despite flare gun name, he does not meet the requirements of the gun dealer's spawning, because it includes only weapons that include fire bullets. Service Arms Seller is a salesman who primarily deals with various weapons and related items, such as ammunition. To this end, he sells various weapons (including Minishark and Shotgun, which can be found nowhere else), without basic ammunition. Defense He uses a Flintlock pistol to defend himself. However, he updates it to Minishark deal with the same damage, but Minishark is much faster. Sell Arms Dealer Quotes Make It Fast! I have a date in <Nurse's name=>hours. (Nurse must participate). Keep your hands off my gun, buddy! <Dryad's name=> is a searcher. Too bad she's so prude. (Must be dryad). I see you're an eye-catching Minishark. You really don't want to know how it was made. Bloody moon: I love nights like tonight. There's never a lot of things to kill. su <Demolitionist's > </Demolitionist's > </Durse's> </Nurse's> </Nurse's> different things? (There must be demolition work). I want <Nurse's name=> what is sellin. What do you mean, she doesn't sell anything? (Nurse must participate). Hey, it's not a movie, buddy. Ammunition is additional. (Perhaps a reference to most films where there are endless rounds). Bugpresumably causes this the only thing he says when skeletron is defeated, but the body wall is not, even if the head is dead. I heard that there is a doll that looks very similar to <Guide's name=> somewhere in the dungeon. I would put a few rounds into it. The arms dealer names Andre Brimst Bronson Dante (may be referring to Dante, the protagonist of the Devil May Cry series.) Darius Darnell Darryl (May be referring to Daryl Dixon from The Walking Dead.) DeAndre Demetrius DeShawn Dominique Jalen Jamal Malik Marguis Maurice Reginal Terrance Terrell Tony Trevon Tyrone Willie Xavier Trivia Leaked version of this leather was used for demolition. He seems to be impressed by the nurse, as seen in his quotes. From 1.2.1 he also sells Nurse Costume for Halloween. Why he needs a nurse suit for sale is currently unknown. In one of his quotes, he talks about the guide Voodoo Doll, telling him that he can be found in the dungeons, and even saying that he would like to put a few rounds, showing the manager and the arms dealer do not like each other. There are three emotes used more frequently by a guide and arms dealer; Fight, kick, and anger. Other female NSF guotes show that the gun seller is interested in women. Update Info v1.2.1 Now sells Nurse Costume during Halloween. v1.2 v1.1 v1.0.5 PC release PC release NPCs purchased goods vendors named NPC Community content is available under CC-BY-SA, unless otherwise specified. Mark.

</Guide's></Nurse's></Demolitionist's>

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