

Great pass

Pass

Pass/Fail

Fail

Fail (Ultimate)

**Dice (6D)**

Subtract Attack from armour and what's left is dealt.

**Starting**

10hp 10 Atk  
15 Gold healing Potion

**Store**

Item	Gold
light Pants	20
heavy Pants	40
light chest plate	25
heavy chest plate	60
healing potion(+5)	5

1 means you fail

2 means you also fail

3 Depends on situation you might pass or fail

4 you succeed

5 you succeed

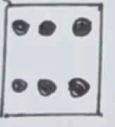
6 you can go to store or this counts 5

**Battle**

3 Steps

1 you use item

5 or shop



**Character creation**

Character creation is simple Name that's it

**Inventory**

You can only have 5 things at a time.

**Armour**

doesn't count in inventory

Light	heavy
+3	+6
Pants +2	+4

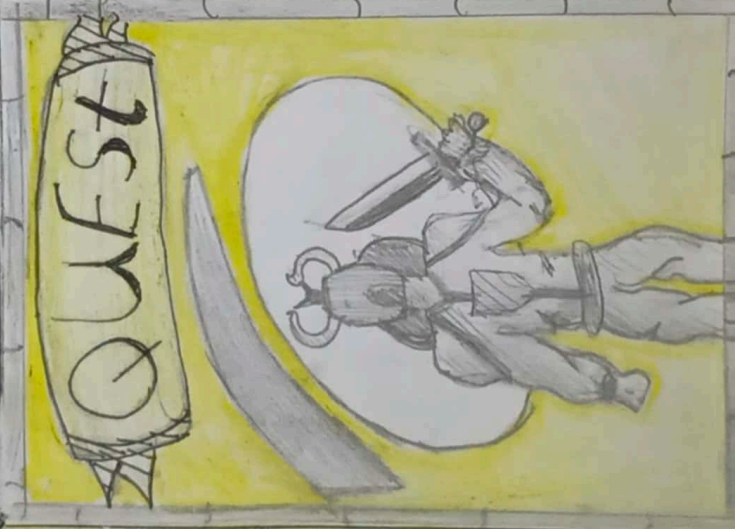
2) You attack

3) Monster Attacks

**Magic**

you can use any spell 3 times. Give them to your players when ever you want

- fly: you can fly
- Electroball: Electric Attack + 5 dmg
- Luck: plus +1 in dice roll
- berserk: gain +10 +10 hp and Atk for one step



- Stun: opponent can't attack for one turn
- animate: make any item Alive for 1 battle phase
- Heal: heal yourself to full

**level (LPI)**

you level up After you kill a boss you gain hp and Atk and spells.

a easy trip learn in 10 minutes

recommended Evil DND items

for Bosses adventure spells

