SpellBones

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| --- | --- |
| **Die Results** | **Creature Name** |
| Two 2’s | Stirge |
| Two 4’s | Cockatrice |
| Three 1’s | Otyugh |
| Three 3’s | Griffon |
| Three 5’s | Manticore |
| Four 2’s | Gorgon |
| Four 4’s | Roper |
| Five 1’s | White Dragon |
| Five 2’s | Black Dragon |
| Five 3’s | Green Dragon |
| Five 4’s | Blue Dragon |
| Five 5’s | Red Dragon |
| Five 6’s | Archmage |

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**Rules**

First you roll 5d6, and don’t count 6’s (they count as 0) they’re “magic dice”. A “magic die” can change the result on one other die that didn’t roll a 6, to any number other than a 6. Creatures can be “created” with the results shown on the reverse. Creatures always beat non-creature sets. If two people roll creatures, the more powerful creature wins (closer to the bottom). In the case of a tie, the leftovers (excluding 6’s) break the tie. If they’re still tied the pot is split.

Get Together. Roll Some Dice. Have Fun.

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