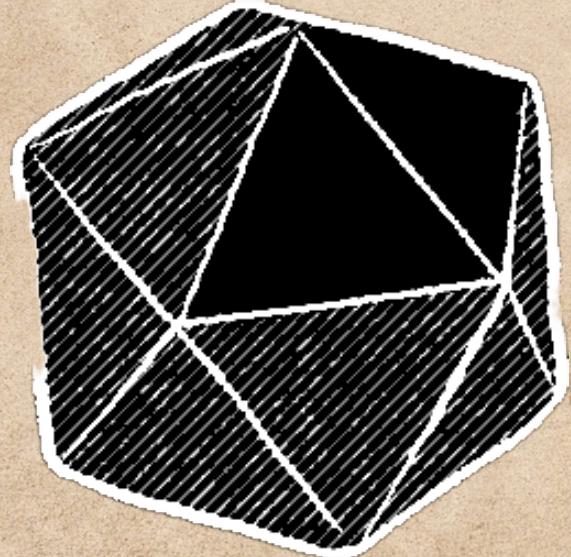


ROLLIES

BY EMILY AND GWEN



	BASIC	Regular Dice
	GLASS	Only rolls upper half, but has a 50% chance of breaking
	STONE	Always rolls just below average
	UNION	Each die gets a bonus equal to the number of union dice you roll
	ADVANTAGE	Rolls twice and takes the highest
	Poison	Reduces all enemy rolls by 1
	FLUID	Changes shape
	MONEY	Gives you 1 gold
	LUCKY	Rerolls 1s and 2s
	EXPLDING	Rolls again every time it rolls max
	TRANS	Rolls 50% higher :3
	OUTLIER	Rolls distance themselves from the average
	FIRE	Adds 1 to your total for each consecutive term you've rolled fire