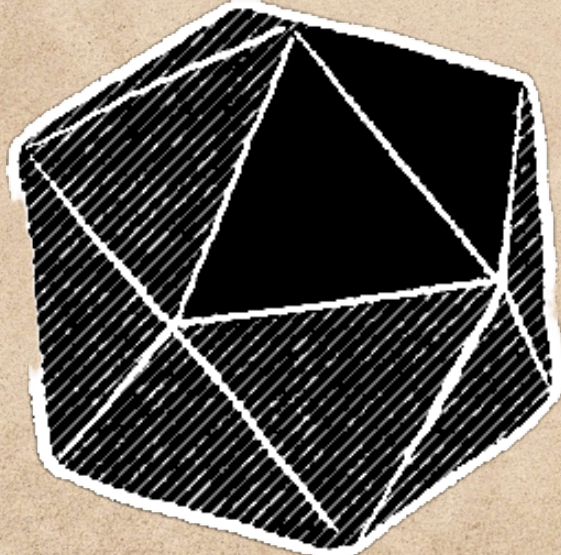


ROLLIES

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 |
|  | EXPLODING | 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 |