

Title: DnD dd theory

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So in the world of dungeon and dragons which is bound by rules and laws, the one that is the principle of this idea is that each round of combat is 6 seconds.

Now the idea is to gather 1000 villagers and a spear so each villager passes the spear to the next person And then the next and so on. Now each villager takes a 5x5 square to stand in (not accounting for movement speed) states that according to the raw rules that spear just went roughly 1 mile in 6 seconds or 600 miles an hour to still only do 1D6 of damage according to rules. (Passing the spear)

Now if that same 1000 villagers each went and instead went in a circle, not throwing the spear but holding and occasionally adding more spears Those spears would create a 600mph tornado vortex. (Vortex theory)

If retail doesn't sell gme (passing the spear) but truly holds the gme (vortex theory)

Drs is the end game