

# Luck Fort

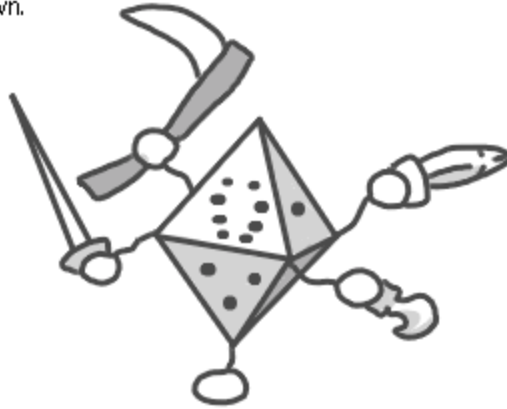


## [Cube Knight]

Animated warriors made from dice. These guys are weak, but attack en masse. Upon one's death, roll a dice- if 4 or above, a Blade Anima should spawn.

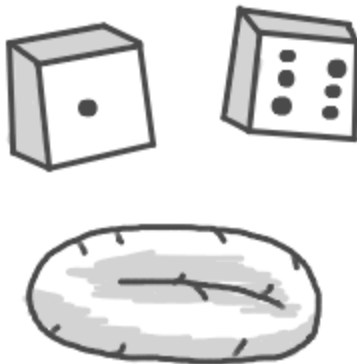
## [Octahedral Crusader]

Similar to the Cube Knights, but much more formidable. On death, roll a dice- if 1+, it spawns a Blade Anima. 2~3+, an additional Rapier Anima. 4~5+, an additional Hook Anima. If 6, all four Animas should spawn.



## [Blade Anima] [Rapier Anima] [Hook Anima] [Scythe Anima]

These rise from fallen die warriors. They float around until they decide their move, then make a dive at their unlucky target.



## [Master of Chaos]

Supreme master to all in Luck Fort. Roll 2 die every turn that passes- these will represent his eyes. If either eye is a 1, all dice rolls that turn are considered 1s. If doubles of any other number show up, all dice rolls that turn are the number there are two of. He can use his turn for either a normal bite/tackle attack, or spit out some fodder Cube Knights.

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