

Do you think you have the skill and courage to become a Legend of the Five Realms? Grab two six-sided dice and a pencil and begin the challenge!

- Roll two dice for each characteristic and one dice for your gold

CHARACTER NAME:

STRENGTH	WEAPON	ARMOUR	BRAINS
SPEED			CHARM
HEALTH			GOLD

Draw your rabbit warrior!



OLD MELFRY'S WEAPON SHOP

Buy yourself some equipment! Will you spend it all or save up for more powerful gear?

SHARP STICK- 1g (one attack dice)

POTION- 3g (heal 5 health)

SHIELD- 3g (minus 2 from monster's attack)

AXE- 7G (two attack dice)

STARCLAW- 10g (three attack dice)

COMBAT- Roll your weapon's attack dice and add your strength (or another statistic if you are allowed to choose). Then roll dice for the monster and add its Strength. Highest score wins, and the loser takes away one Health. If it's a draw, both lose one health. When health falls to zero the monster (or player) dies. Take your gold, buy another weapon if you can and try and make it past all the monsters!

GORM CROW

STRENGTH 4

HEALTH 2

One attack dice



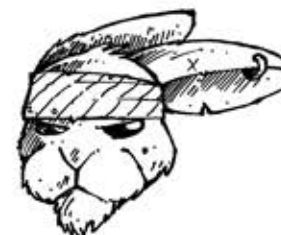
Two gold if you win!

BONEROOT THUG

STRENGTH 6

HEALTH 3

One attack dice



USE CHARM
OR STRENGTH

Three gold if you win!

MISTER SHAPE

STRENGTH 9

HEALTH 4

Two attack dice



USE BRAINS
OR STRENGTH

Five gold if you win!

GORM WARRIOR

STRENGTH 11

HEALTH 5

Two attack dice



USE SPEED
OR STRENGTH

If you win, you are
officially a Legend!