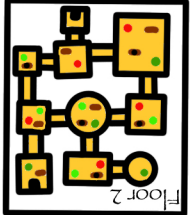
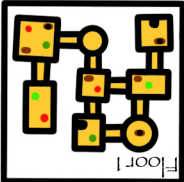


Floor 3



Floor 2



Floor 1

Hp 10
Def 2

Mini mine dungeon

How to play:
Roll 1d6, to go first get higher then armor class of the enemy. After that roll for you or the enemy depending on who goes first if you/enemy gets 0 health you/enemy will die. If you kill the enemy re heal all health. If you go different levels and come back the enemy's will respawn. Hp is the health Def is defense whatever the number of the defense is that much minus your attack. To win you must kill the evil necromancer

Enemy's:

- Goblin ● Hp 4 Def 1 Armor 2
- Ogre ● Hp 8 Def 2 Armor 4
- Spider ● Hp 6 Def 1 Armor 3
- Necromancer ● Hp 12 Def 2

Things:

- Chest ●
- Locked chest ●
- Stairs ●

Each chest opened is +1 gold
each locked chest is +4 gold
shops coming soon
To open a locked chest you must roll a 3 or higher on a 1d6