



# METAGLOG

BY THOMAS HANUSEK



# **A GAME BY THOMAS HANUSEK**

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**METAGLOG IS THE GAME I HAD IN MY MIND  
WHEN I WAS A KID AND FIRST HEARD  
ABOUT ROLEPLAYING GAMES.  
A BOARDGAME WITH THE FREEDOM OF  
A VIDEOGAME, WHERE THE HEROES YOU  
PLAY HAVE A LIFE ON THEIR OWN AND  
LIVE IN A WORLD FILLED WITH TREASURES  
AND DANGERS HIDDEN IN EVERY CRANNY.**

**I WAS HOOKED BY POLYHEDRAL DICE AND  
MAGIC ITEM DESCRIPTIONS BUT NO RPG  
SESSION HAS EVER LIVED UP TO THE GAME  
MY CHILDISH MIND CAME UP WITH.  
METAGLOG IS AN ATTEMPT TO ALLEVIATE  
THIS VOID IN THE HUMAN UNCONSCIOUS.**

**THIS GAME IS A TRIBUTE TO THE FEELING  
OF AWE INDUCED BY EXPLORING THE  
UNKNOWN, COLLECTING THE KNOWN  
AND RELATIONSHIPS.**

# STOP!

## PLEASE BEAR WITH ME

In PLEASE, BEAR WITH ME you play a group of gretchlings working in an office. The office has its own special rules. Pick one player to be the GM.

### 1. THE GM IS „THE BIG BOSS“

The Boss's role is to give the gretchlings work they are supposed to do and shoot at them with a crossbow if they don't do their work. Gretchlings are not smart – and they do not like work. The Boss does everything from making up a game scene to playing the NPCs, to deciding who is the most „stupid“ or who has a „weirdo“ shirt.

### 2. THERE IS A BEAR IN THE OFFICE THAT WANTS TO EAT THE GRETCHLINGS

Roll 1d6 everytime a gretchling starts working:  
1 bear sleeps  
2-6 bear is hungry and tries to kill someone

### 3. THE RULESET USES NO DICE.

If the bear gets you, he kills you.  
If you don't do your work, The Big Boss will kill you.  
If a situation is uncertain decide which outcome would be most profitable for the company.

# IT WILL ALL MAKE SENSE



## 4. CHARACTER CREATION

You're all new and it's casual friday.

Write down your gretchling's name on a piece of paper and put it in front of you, or wear it as a name tag.

Then describe what your cool casual friday outfit looks like. No slacking, or the boss will shoot you.

## 5. DEATH

In case a character dies, they return to the office in the next scene.

## 6. OFFICE

### EQUIPMENT

Roll 1d10 twice to determine what's in the office.

- |    |                                |
|----|--------------------------------|
| 1  | lava fountain                  |
| 2  | snacks                         |
| 3  | 1d1000 snails                  |
| 4  | drugs                          |
| 5  | deadly traps                   |
| 6  | teleportation gun              |
| 7  | the hungry maw of obliteration |
| 8  | ball pit                       |
| 9  | 1d100 puppies                  |
| 10 | weapon rack                    |

## 7. THE BREAK ROOM

There is a locked room in the office called the BREAK ROOM.

The key to the BREAK ROOM is inside the bear.

The room contains no coffee, a single chocolate donut and a book titled METAGLOG with a fancy colorful cover.

Should a gretchling eat the donut, they die forever. Gretchlings are deathly allergic to chocolate.

When any gretchling interacts with the book, the office and all of reality melt down in a kaleidoscopic cacaphony of numbers.

**YOU MAY NOW FLIP TO THE NEXT PAGE.**

Wake up, bearer of the curse.  
You have been sleeping long enough.  
The curse of repetition is the biggest  
challenge in life. I'm granting you the power to  
escape the cycle.

## -META

### adjective

showing or suggesting an explicit aware-  
ness of itself or oneself as a member of its  
category : cleverly self-referential

- „meta“ Merriam-Webster.com. 2021.

<https://www.merriam-webster.com/dictionary/meta> (23.09.2021).

## DEUS META

I am **DEUS META**, trainee at human resources,  
GLOG company, yada-yada.. your guide and  
the personified voice of this tutorial.  
Hope you liked our little loading screen game  
PLEASE BEAR WITH ME. You can forget it now,  
now the real game called METAGLOG starts.  
I will teach you how to play this game  
in a way that makes you happy.  
Please enjoy the rules now.





You just have played a gretchling in an office. Now you are playing a person pretending to read a line of text.

In METAGLOG you are gonna play a whole group of characters living together in a community. You will go on adventures as them, roleplay how they stumble in and out of love and watch them get old and too weak for battle.

In this game called METAGLOG you are also controlling TIME AND SPACE like a god.

### **FUCK RULES**

Playing is about enjoying the time you spend.

Rules can and should be rewritten.

If a rule lowers the amount of fun your group is having, talk about it and cut the rule.

A rule is literally just a concept in your mind projected, there from a piece of paper. Don't let it dictate your fun.

Read this out loud:

rule rule rule rule rule rule rule

See how it stops making sense?

Think of this, when a rule lowers your enjoyment of METAGLOG.

# EVERYTHING IS ~~ORB~~ *olm*

The ~~orb~~ *olm* is the most perfect thing in the universe.

If you are ever afraid, because it's getting too weird, remember that the ~~orb~~ *olm* is always there for you and will not hurt you\*.

\*unless provoked

## THE ~~3 ORBS~~ *olms* OF PLAY

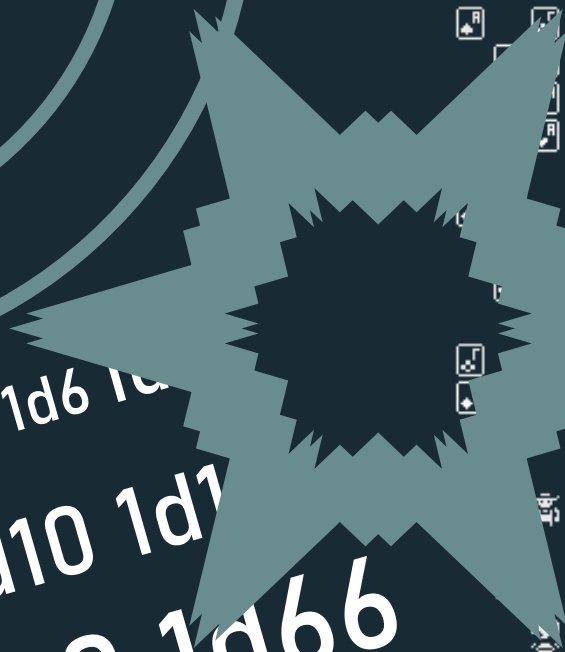
An ~~orb~~ *olm* is like a pair of glasses, that let's you see the game in a different way. Imagine it as a level of magnification of the game. Or like a box with cool stuff in a box with cool stuff. The game rules will tell you when to switch from one ~~orb~~ *olm* to another and what you can do in each one.

Each turn in battle you control a single **HERO's**, actions. In roleplaying events you also play a **HERO**, forming relationships with other heroes from the village.

You and any other players are a **GROUP** while going through the hero's journey or traveling through dungeons.

Also you all control **TIME AND SPACE**, two concepts that keep track of the heroes' journey and your position in the world.





1d4 1d6 1d10  
1d10 1d100  
1d20 1d66  
1d100  
1d1000

time x -> ∞



# THE HERO LOG

We indulge in roleplaying games to forget about the person we play everyday, by playing someone else.

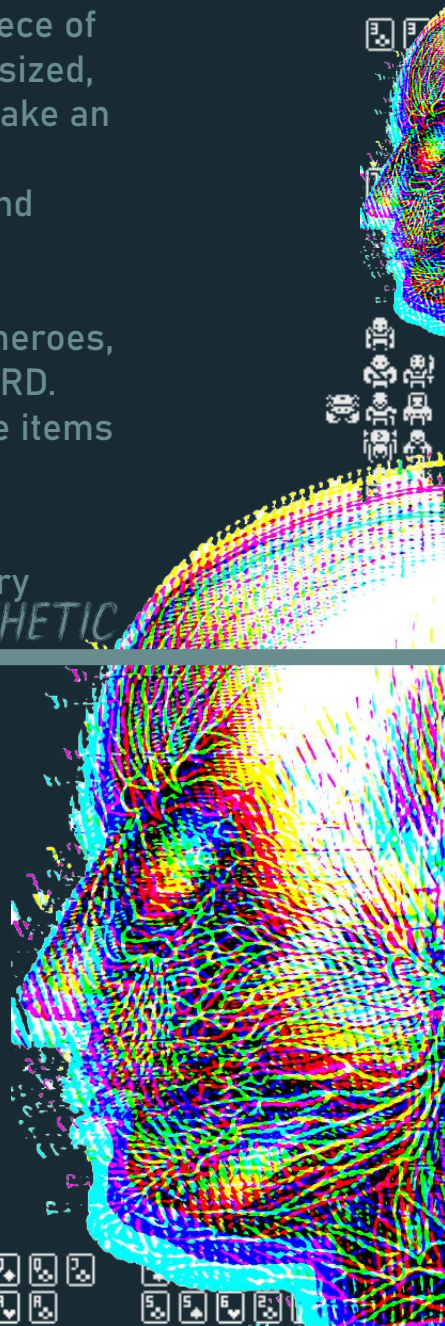
In METAGLOG you are playing somebodies. Like a few people at once.

## HERO CARDS

Each hero is represented by a HERO CARD. To create a bunch of HERO CARDS take a piece of paper and fold it in the middle until it's cardsized, then unfold and cut along the folds, or like take an index card and cut it in half. Then write the HERO's name, stats, quirks and abilities on that card.


Items are represented in the same way as heroes, but use smaller cards. To create an ITEM CARD, cut a HERO CARD in half and write down the items name and abilities on the front of that card.

Don't forget to doodle a small image on every single card you create. It adds to the *AESTHETIC*





# STARTING THE GAME

1. For each player pick a random  character to join the village. Write that character on a HERO CARD.
2. For each player add 1 TORCH(✂)- (1d4 damage,[fire], +1 LIGHT) and 20 GLOG to the group inventory. Create an item card for each of the torches.
3. Proceed with TIME AND SPACE

If you are playing METAGLOG in single player, create 3 heroes ,and add 3 torches and 60 GLOG to the group inventory. In single player you control all heroes in the group. You may play out any roleplay encounters, but you don't have to if you don't want.



Having problems with your finances? GLOG can help!  
- fast! as soon as tomorrow  
- 100% nonbinding and riskfree  
- over 100.000 happy costumers

# @000 ATTRIBUTES

## TEST AN ATTRIBUTE

Whenever the result of an action is uncertain the game will ask you to test an attribute. To do this roll 2d6 + that attribute.

If you roll equal or higher than 10 you succeed the test, if not you fail. If you roll a 1 you always fail, no matter your attributes.



**LIGHT** - For each point of LIGHT provided by the items in your heroes' inventories, they can explore 1 room in the dungeon.



## HEALTH(HP)

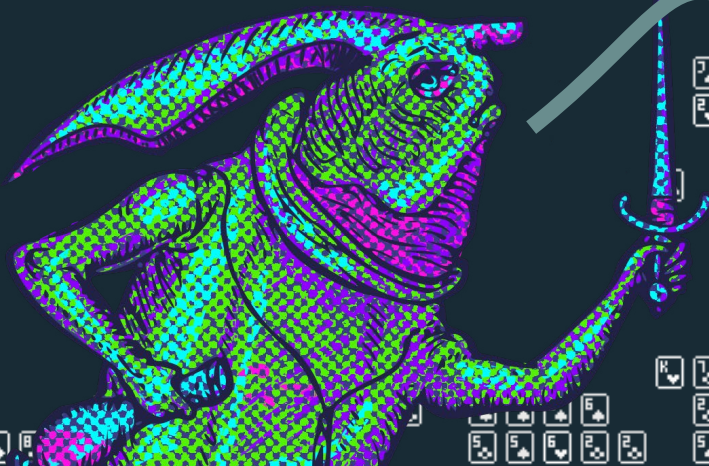
Damage causes loss of Health.

When the health of a hero reaches 0 they roll on DEATH.



## ARMOR (AC)

Subtract the character's ARMOR from any damage they get from attacks.







**STRENGTH** - Some weapons require STR to be used properly. Each character can carry 2 + STR ITEMS.



**DEXTERITY** - Add DEX to defense rolls against ✂ and 🎯 attacks. Some weapons require DEX to be used properly.



**INTELLIGENCE** - The maximum amount of MAGIC DICE(MD) you can have. MD are used to cast spells. Some weapons require INT to be used properly.



**WISDOM** - Add WIS to rolls against magic attacks and rolls to resist spells. Also test WIS at the end of your turn to heal one of your CONDITIONS.

### **ADVANTAGE AND DISADVANTAGE**

If you have advantage on a test you roll 3d6. and discard the lowest die.

If you have disadvantage on a test you roll 3d6. and discard the highest die.

GLOG IS ORB  
ORB IS GLOG  
YOU ARE YOU  
I AM ME ?

# @000 COMBAT

## HERO TURNS

Whenever you are in combat the game is played in turns.

On its turn a hero can pick from **TWO HERO ACTIONS**.

A hero cannot pick the same action twice in the same turn.

At the end of its turn, if the hero has any **CONDITIONS** they test 🗡️ to remove one of them.

## MONSTER TURNS

Each monster has its own set of actions. Roll 1d6 to determine which one it uses in its turn. Monsters will attack on a 1-3 and cast a spell on 4-6. If a hero is targeted by one of the monster's negative spell effect they may defend with their 🗡️ (see **ATTACK**). At the end of its turn, if the monster has any **CONDITIONS** it tests 🗡️ to remove one of them.

## TURN ORDER

The heroes and monsters alternate turns. After a hero finished their turn a monster of the player's choice get's its turn and vice versa. Each hero or monster can only have one turn per round. After everyone had a turn, a new round starts in the same order. If one side has no more turns left, the other still gets to finish all its turns.

## WHO GOES FIRST ?

Roll 1d6 at the start of each round of combat, including the first one.

1-3 monsters get the first turn that round

4-6 heroes get the first turn that round

## HERO ACTIONS

- **ATTACK**
- **DEFEND**
- **PARRY**
- **USE AN ITEM**
- **CAST A SPELL**
- **MEDITATE**
- **FLEE**

## MONSTER ACTIONS

- ROLL 1D6:**
- 1. ATTACK**
  - 2. ATTACK**
  - 3. ATTACK**
  - 4. SPELL**
  - 5. SPELL**
  - 6. SPELL**



## ATTACK


Attacking works the same as testing an attribute with a changing target number to roll over. The attacker tries to roll higher or equal than their opponent's defense.

Pick a weapon to attack with and an opponent to attack.

Roll  $2d6 + (\text{Weapon Icon})$  (determined by weapon used to attack)

Opponent rolls  $2d6 + \text{DEX}$  if attack is  or 

$2d6 + \text{WIS}$  if attack is  or to resist a spell

attacker's roll  $\geq$  defender's roll = the defender loses HP equal to attacker's weapon damage - defender's  Armor

attacker's roll  $<$  defender's roll = the attack misses.

## DEFEND

Until your next turn, you get advantage on defending.

## PARRY

Get a free attack against the next creature that misses you with one of their attacks.

Lasts until your next turn.

## USE AN ITEM

Use an item from your inventory.

Roll the usage die of any consumables you use.

## CAST A SPELL

Each spell has a [COST] before its name, that you must pay with your heroes' Magic Dice. To do this, roll any number of MD from your pool and add the rolls together.

If you roll  $\geq$  [COST] you successfully cast the spell. All MD that rolled a 4-6 are burned and removed from your heroes pool.

If you roll  $<$  [COST] the spell fails.


You do not burn any MD, but your action is lost.

## MAGIC DICE (MD)

Six-sided dice you use to power your spells.

Each hero starts combat with NO MD. and needs to meditate first to recharge them.

## MEDITATE

Recharge 1 MD. You can carry as many MD as you have  INT any MD recharged above that limit are lost.

## FLEE

Each monster gets 1 free turn, you may then continue your journey or move to an adjacent dungeon room.

# EXAMPLE COMBAT

## FAR ENEMIES

### M004 METAL CAPYBARA

♥5 ♠2 ✂3 @2 ✂0 ♣0

whenever another monster dies deal 3 damage to each enemy

1 Attack all nearby enemies with [wail ✂] - d4 damage] and inflict [slow] and [poison] on a hit

2 Attack the two enemies with highest ♣ with [smacking ✂] - d6 damage]

3 Attack the enemy with highest ✂ with [nuisance (✂) - d4 damage] and heal for the amount of damage dealt.

4 heal [weak] and [poison] of all allies

5 heal [slow] and [blind] of the two allies with highest ✂

6 give the two allies with highest WIS [+2 ♠] until end of combat

## NEARBY ENEMIES

### M004 METAL CAPYBARA

♥5 ♠2 ✂3 @2 ✂0 ♣0

whenever another monster dies deal 3 damage to each enemy

1 Attack all nearby enemies with [wail ✂] - d4 damage] and inflict [slow] and [poison] on a hit

2 Attack the two enemies with highest ♣ with [smacking ✂] - d6 damage]

3 Attack the enemy with highest ✂ with [nuisance (✂) - d4 damage] and heal for the amount of damage dealt.

4 heal [weak] and [poison] of all allies

5 heal [slow] and [blind] of the two allies with highest ✂

6 give the two allies with highest WIS [+2 ♠] until end of combat

## NEARBY HEROES

Boris - guard chief

HP 12|AC 0|STR 2|DEX 3|CON 1|INT 0|WIS 0

- boasting all the time

- has drugs, wants to sell

Attacks ignore armor of monsters with stone, gem or crystal in name.

## HERO BACK ROW

Koro - archdruid

HP 12|AC 0|STR 1|DEX 0|CON 1|INT 2|WIS 2

- will cut you

- no social skills whatsoever

+3 on rolls to cast Nature spells

# ROWS

## FAR

Heroes and monsters in the far row can only be attacked with weapons that have [reach].

Heroes in the far row can only use weapons with [reach] to attack.

Monsters in the far row can attack you with any of their attacks.

Spells can be cast from any row and can affect any row.

## NEARBY

Heroes in the nearby row can use any weapon they want to attack, but get disadvantage on their attack roll if that weapon has [reach].

If there are no more fighters in the nearby row, all fighters from the far row move to the nearby row.



take matters into your own hands with GLOG  
-appear as if you know what you're doing  
- get your life back on track  
- new peppermint taste



# @000 DEATH

When a monster, NPC or Hireling has 0 or less HP they just die. Heroes do not play by the same rules. When a hero has 0 or less HP they revive at the end of combat. The player loses 100 GLOG as payment for reincarnation.

Then roll  $1d20 +$  the damage from the attack that killed the character, on the injury table. Write down any injury on the character's card.

The Harvesters resemble towering ants made out of light, and appear in swarms when they are active. They harvest the power of the GLOG in a process akin to a butterfly collecting nectar, and it is this power they barter for in exchange for transporting you back to the mortal realm.



- Boring life?  
GLOG it up!
- guaranteed happiness
  - find meaning, or get your money back
  - may cause stomach pain

## INJURY

- 1** nothing, you even get your GLOG back.
- 2** wake up with scratches
- 3** can't use one hand until end of dungeon
- 4** bruised - can't wear armor until end of dungeon
- 5** unconscious until end of dungeon
- 6** permanent ugly scar -1 MAX HP
- 7** muscles ripped -1 STR
- 8** 1d10 fingers lost -1 DEX
- 9** dislocated jaw -2 MAX HP
- 10** blow to the head -1 INT
- 11** stab in the memories -1 WIS
- 12** knocked out teeth - can't eat solid food anymore
- 13** destroyed ego - change to a random other class
- 14** broken arm - can't adventure for 3 journeys
- 15** broken leg - MOVE takes 2 actions for 3 journeys.
- 16** HUSK - lower 2 Attributes of your choice by 1
- 17** lose ability to love
- 18** popped ear drums - always acts after MONSTERS
- 19** cut off foot - ATTACK takes 2 actions
- 20** lose hand
- 21** karma - a villager of your choice leaves forever
- 22** eye gouged out. -2 ATTACK, blind if both lost
- 23** torn off skin- future damage to hero is doubled
- 24** lose leg. can't use MOVE or DEFEND anymore
- 25** head trauma - set highest stat to 0
- 26** broken spine - hero stays in the village forever
- 27** cursed - lose all items in heroes inventory
- 28** fractured skull - the hero dies.
- 29** beheaded - the hero dies.
- 30+** Hero torn out of reality. Noone remembers them.

# TIME AND SPACE

The Hero's Journey is the curse inflicted upon all players. The world is forgotten, and it is your duty to remember it.

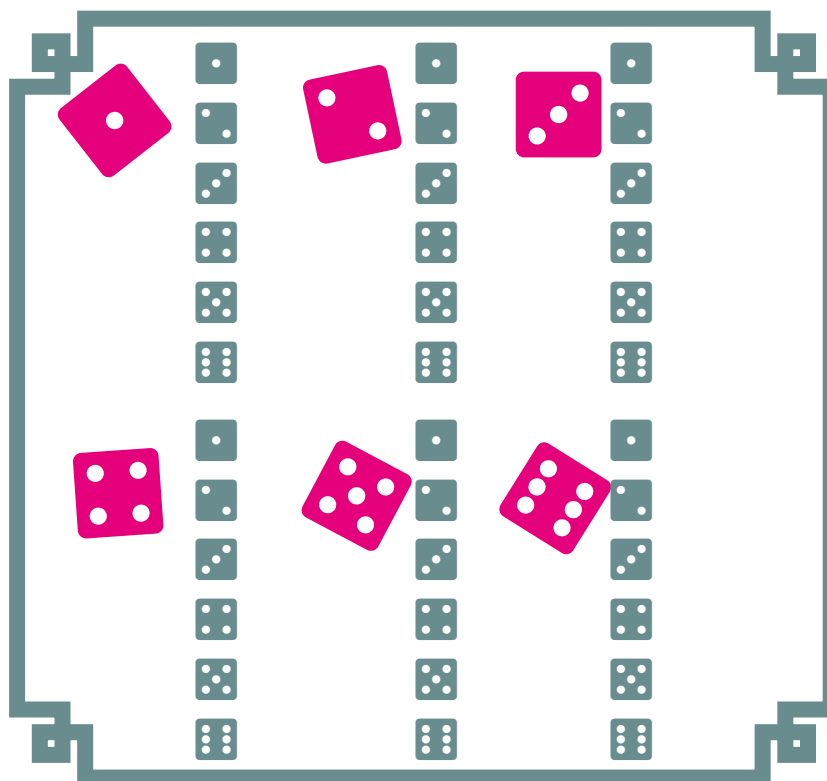
## @000TIME

TIME controls the phases of the game and the events that happen to our heroes.

TIME walks **THE HERO'S JOURNEY** in clockwise order. Everytime TIME steps on a field, follow the instructions you find under the @entry of that field.

**TIME** starts play on the @003 DUNGEON tile and immediately triggers its instructions.

Some @entries will only consist of a **D66 TABLE** to roll on. To do this roll 1d6 to pick one of the 6 lists. Then roll another d6 to pick the entry from that list.





## @000SPACE

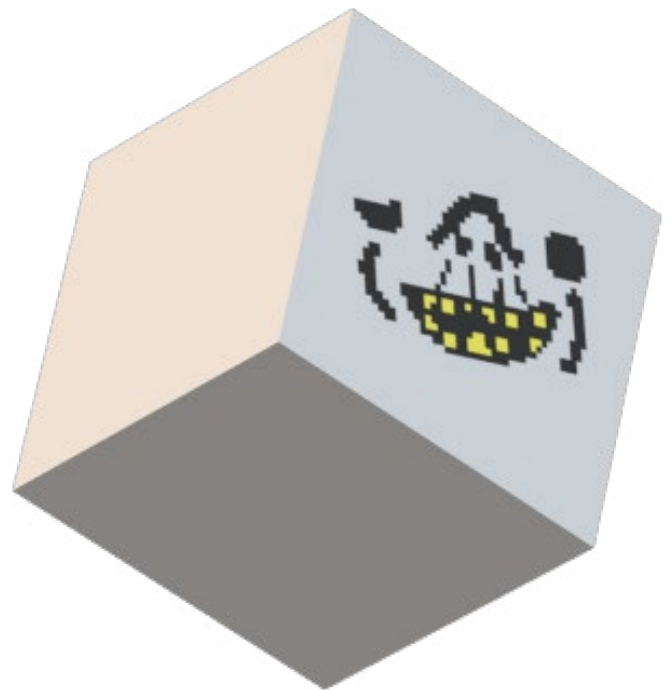
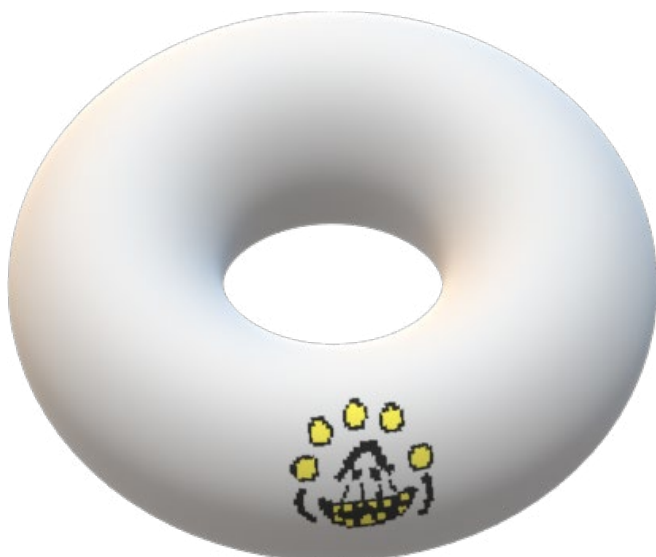
**SPACE** travels through **THE IMPOSSIBLE LANDSCAPE** from one region to the next and helps the heroes remember what the world used to be like.

**SPACE** controls the current location our group of heroes finds itself in. The dungeons you enter and the random encounters on your travels are determined by the location **SPACE** is on.



Whenever **TIME** steps on the @002 TRAVEL field, you move **SPACE** one field up, down, left or right.

If the field is empty roll on @location to get the location the heroes remember there, if that location already exists in your world, take the next unique location from the table instead.

**SPACE** starts play on the W001  field in the lower left corner of the impossible landscape.



# THE IMPOSSIBLE LANDSCAPE


					
 <b>WOO1 EGO</b>					



## THE HERO'S JOURNEY



## @001 - CREATE

1. Roll a new random NPC 
2. Roll 2d6 to determine how the NPC reacts to the heroes.
  - 2-3 HOSTILE - You are attacked by the NPC. Start combat.
  - 4-5 UNFRIENDLY - Will join the village if you sacrifice the item, YOU the player, are the most fond of
  - 6-8 NEUTRAL - Will join the village if you pay 50 GLOG.
  - 9-11 FRIENDLY - Will join the village if you pay 25 GLOG
  - 12 HELPFUL joins the village for free
3. TIME continues the hero's journey.

*On their quest the heroes meet friends and foes alike.*




## @002 - TRAVEL

1. You may move **SPACE** to an adjacent field on the **IMPOSSIBLE LANDSCAPE**. If SPACE moves to an empty field the heroes remember what used to be there. Roll on @000WHERE and draw the rolled WHERE on your map. If you roll one that already exists in your world go down the location table until you find one that does not.
2. **TIME** continues the hero's journey.

*On their travels the heroes may face danger or meet new friends. They never forget breakfast or a pre-dinner snack.*



## @003 - DUNGEON

1. You enter the dungeon of the WHERE **SPACE** is currently on.
2. You start the dungeon on the field with this symbol: 
3. Explore up to as many rooms as the group carries LIGHT
4. **TIME** continues the hero's journey.

See next page for further explanation

*The heroes risk their life in the pursue of sweet hard cash.*



## @004 - APOTHEOSIS

1. Roll on **APOTHEOSIS** to determine what kind of thing you remember.
2. Tell the other players about your memory and invent a new part of the setting. Write that memory down somewhere, maybe on its own card, or in a special chat room, so everyone can remember that it exists.
3. **TIME** continues the hero's journey.

*The heroes remember a small detail about the forgotten world.*



## @005 - VILLAGE

1. Roll a random wandering trader.
2. You may buy any items they have with your GLOG.
3. You may switch the heroes in your party. A maximum of 3 heroes can go adventuring together.
4. **TIME** continues the hero's journey.

*The heroes can't stay at safe havens for long, the curse forces them to continue.*



## @006 - EVENT

1. Pick 2 random villagers then refer to the event tables on the next page
2. choose META or GLOG
  - META: pick the wants and the location but roll for plot twist and relationship
  - GLOG: roll wants and location but pick the plot twist and relationship
4. Roleplay a scene between the 2 villagers using the 4 tables as inspiration
5. **TIME** continues the hero's journey.

*What a world we live in. To think there's an even bigger one inside the head of every single one of us.*



**TELECLOGELA GENERATOR -ROLL 2 NPCs AND THEIR WANTS. THEN ROLL ON THE OTHER TABLES TO ESTABLISH A SCENE**

**D36 WANTS**

1. party, alcohol and some good drugs
2. real love
3. to be forgiven
4. to uncover lost knowledge
5. to become mayor of the village
6. immortality
7. to bring back their dead partner
8. to find honor
9. to inflict suffering on somebody
10. to win a tournament
11. to ruin someone's life
12. to follow someone's orders
13. to heal someone from an illness
14. to protect someone
15. to create something
16. to become famous
17. to entertain others
18. to acquire wealth
19. to convert others to his religion
20. to settle down somewhere
21. to uncover a mystery
22. to destroy something
23. to find lost sibling
24. respect from their boss
25. respect from the person they love
26. to blackmail somebody
27. to create a new religion
28. to get out of their boring life
29. some good sex for once
30. to become the best in their craft
31. to solve a common problem
32. to change the way people think about them
33. to find their father
34. to constantly talk about their problems
35. someone that understands
36. a near-death experience

**D36 RELATIONSHIP**

1. guardian and ward
2. grandparent and grandchild
3. cousins
4. best friends
5. married
6. siblings
7. teacher and apprentice
8. lovers
9. parent and child
10. rivals
11. students of the same master
12. aware of the other's secret
13. hear the same voices
14. born from the same father
15. friends but rivals at work
16. created in the same lab
17. had an affair together
18. saved each other's life
19. want the same person dead
20. have experienced the same weird thing
21. follow the same oath
22. sells drugs to the other
23. longing for the same muse
24. share a common enemy
25. do shady shit together
26. saved by the same divine being
27. experience the same dreams
28. one accidentally hurt the other
29. one was the other's last hope
30. one broke the other's trust
31. one got his heart broken by the other
32. inseparable by fate
33. each thought the other was crazy
34. work on the same project together
35. one was betrayed by the other
36. both loved the same person

**D36 PLOT TWIST**

1. an old lover appears
2. this event has to be kept secret
3. there's a fire
4. someone acts in a very childish way
5. a secret is spilled
6. someone overreacts
7. someone lies
8. someone gets hurt
9. someone cries
10. someone is very happy
11. betrayal
12. someone hides an important object
13. everyone has a really good time
14. a lie is exposed
15. someone is ashamed of their actions
16. someone talks about the past
17. someone's anger is released
18. a relationship ends
19. someone is pregnant
20. a secret reveals itself
21. someone wants to be on their own
22. someone gets really drunk
23. someone is worried
24. someone is given a choice
25. someone breaks a promise
26. an animal is involved in the scene, roll what it WANTS
27. someone feels rejected
28. someone is very insecure
29. someone misunderstands completely
30. someone wants sex
31. a murder takes place [pick one villager who dies]
32. a new villager joins the villager and is somehow involved [roll a new random villager]
33. a fight starts
34. everyone gets angry
35. someone says something inappropriate
36. the mood is very bright

**D36 LOCATION**

- |   |  |   |
|---|--|---|
| <ol style="list-style-type: none"> <li>1. on a table in a busy smokefilled tavern</li> <li>2. private room at home</li> <li>3. loud marketplace smelling of fish</li> <li>4. on the quiet border of the village</li> <li>5. exhausted on the road</li> <li>6. after finishing a dungeon</li> <li>7. in a dark damp forest</li> <li>8. in a dusty small wardrobe</li> <li>9. inside a toilet, with people waiting outside</li> <li>10. backstage at the theatre</li> <li>11. on the stage with all eyes on you</li> <li>12. standing by a river with the wind blowing</li> <li>13. in a small cottage on a lonely mountain peak</li> <li>14. at the ocean</li> </ol> | <ol style="list-style-type: none"> <li>15. in the garden of a big mansion overlooking a quiet, scenic river</li> <li>16. by a small pond in the middle of a quiet, deserted woods</li> <li>17. on top of a hill overlooking a large city</li> <li>18. on the cold bench in front of the graveyard. illuminated by lanterns and fireflies</li> <li>19. inside an old-school bar no beer taps, just bottles of wine and spirits</li> <li>20. on a secret playground in the forest hills</li> <li>21. inside a dark, haunted, old castle</li> <li>22. on top of a small bridge looking across a wide river</li> <li>23. just after sunset on the windy docks</li> <li>24. underneath the village oak</li> </ol> | <ol style="list-style-type: none"> <li>25. in the entrance hall of a deserted mansion</li> <li>26. inside a secret room underneath the church</li> <li>27. inside the outdoor kitchen of an eatery</li> <li>28. inside a library in a cave</li> <li>29. on a field full of produce</li> <li>30. on the edge of a cliff</li> <li>31. on a hill under the full moon</li> <li>32. under a big colorful mushroom</li> <li>33. on the roof of a tavern</li> <li>34. under a waterfall in the forest</li> <li>35. in the catacombs under a castle</li> <li>36. on a festival on the village square</li> </ol> |
|---|--|---|

# @000 CONDITIONS

- 1 [BURNING]** At the start of turn get burned for 1 [piercing] damage
- 2 [SLOW]** You can only use one action next turn, then lose [slow]. When a slow monster acts, the player picks the action it takes instead of rolling.
- 3 [CURSE]** You can't heal HP from any source
- 4 [SILENCE]** You can't cast spells. Silenced monsters only roll 1d3 when picking their actions.
- 5 [WEAK]** Next attack against you automatically hits then lose [weak]
- 6 [BLIND]** Miss next attack then lose [blind]



# @000 BUFFS

- 1 [STRONG]** You have advantage on attacks. Lose [strong] when you miss with an attack.
- 2 [FAST]** You can use an additional action each turn. Lose [fast] when you get hit with an attack..
- 3 [WISE]** copy the next spell you cast
- 4 [CLEVER]** cast the next spell without paying its [cost], then lose [clever]
- 5 [REFLECT]** The next spell cast on you is reflected back on the caster, then lose [reflect]
- 6 [INVISIBLE]** - The next attack against you misses, then lose [invisible]

Test WIS at end of each hero's and monster's turn. On a success remove one of their conditions. (in order they appear in the table)

# @000 APOTHEOSIS

faction	drug	technology
villager	continent	magic
monster	settlement	cult
location	game	legend
plant	food	SPECIES
animal	art	history
politics	mannerism	royal fuck up
law	holiday	armor
artifact	tradition	gesture
architecture	religion	tool
transportation	clothing	weapon
weirdness	landmark	ritual

# D66 NPC - NAME

Deus	Sundered	Oblidisideryptch
Phlox	Reneford	Con Halfal
Everythings	Baal	Morgan
Sylvanas III.	"grim" Lucis	"lonely" Adven
Semiurgus	Spwack	"theistic" Giltho
Lich the Stitch	"dead" Delver	Loch
Mike	"epic" Stella	Xeno
Sir Onyx	Hastur XIII.	Ardent
Vayra	Hieronimus	Archon
Eos	Hiland	Cat the Dragon
Erika	Josie	Fifth
"undead" Waffle	Lexi	"filthy" Pig

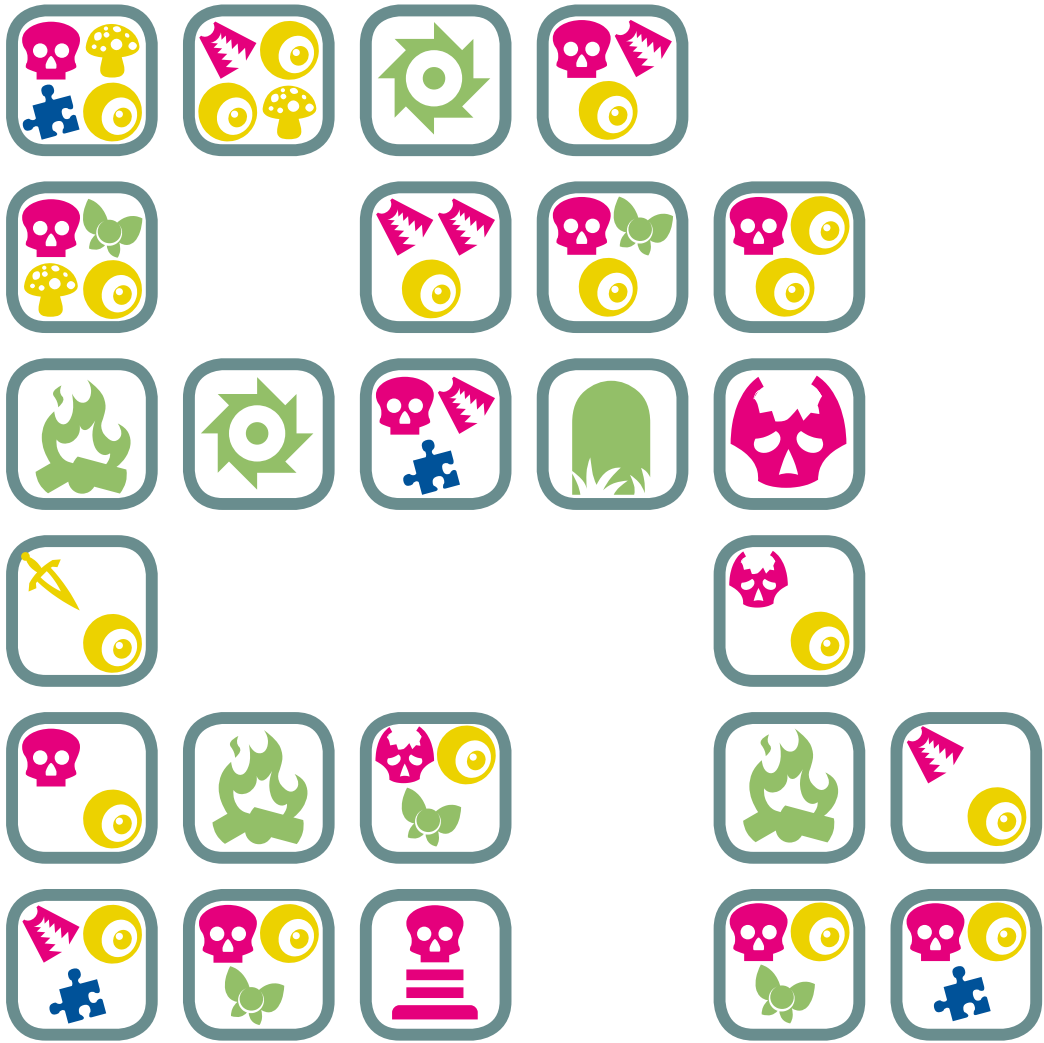
# DEMO ONLY HAS 2 WHERE'S



BOSS  
nearby: m000giant pudding  
far: m000goblin

1d20 GLOG   
50 GLOG 


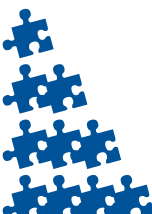






# W002 FOREST



**BOSS**  
 nearby: 2x goblin  
 far: 2x metal capybara

10 GLOG roll on    
 50 GLOG roll on  



## D6 ENCOUNTER

- 1 FOUNTAIN** Everyone heals 1d4 HP.
- 2 AMBUSH** Roll on . All enemies get a free action before battle.
- 3 FAIRY RING** Get +1 to an attribute of your choice until end of dungeon
- 4 SHORTCUT** move to any field in the same row or column you're in.
- 5 HIDING SPOT** get a free action at the start of next combat

## 6 D001 ALTAR OF EGREMP

### D001 ALTAR OF EGREMP

In the center of the room you find an altar with a sculpture of a winged monk named Egrem. The sculpture is an impressive piece made out of Egrem's rotting body and a plethora of regalia. The monk gazes lovingly out from the sculpture. You may pray to the altar. If you do roll 1d6

1. The ground beneath the altar springs to life in a circle of swirling winds, and a massive pillar of flame erupts from the earth. Deal 2d6 damage to each hero.
2. All of the air is filled with dancing colours, while strange and magical music drifts out of the altar. Each hero increases their lowest stat by 1.
3. A mighty and unceasing blast of divine energy rushes out from the pillar. A weapon of your choice gets the [holy] tag.
4. A portal appears where the altar used to be. Move SPACE to the nearest empty field and roll a random new location.
5. The altar crumbles away, and you return to the village. Leave the dungeon and move TIME to VILLAGE.
6. A brilliant star shoots through the heavens and lands a short distance from the altar. Gain 1000 star fragment

-each dungeon has puzzle pieces hidden in its rooms. Whenever you find a puzzle piece, mark the dungeon room by crossing it with a pencil. You keep puzzle pieces forever. Everytime you find a new puzzle piece you get the next reward in the puzzle loot list.

## D10 ENCOUNTERER

### 1 RIDDLE

Each hero tests INT. If half or more of the heroes succeed roll a random shop and get the 6th item..

### 2 TIMED TRAP

Roll a random battle on . At the end of the first combat round roll on

### 3 OBVIOUS TRAP

Encounter a trap of your choice from

### 4 RED BUTTON

There's a big red button in the wall. You may pick one of the heroes to press it. If you do roll 1d6:

1. Roll on
2. Roll on
3. Roll on and lose that much instead.
4. Gain 50 GLOG.
5. The hero transforms into a new random species
6. The hero's hand permanently turns into a random

### 5 FREEZING COLD

Each hero tests STR. If half or more of your heroes fail you lose 1 LIGHT.

### 6 SILENCE

Roll a random battle on . Heroes and monsters are [silenced] for the whole combat.

### 7 SLEEPING GOBLINS

Start combat with 1d4 m010goblins but they all don't act in the first round.

### 8 LIGHTNING RODS

Ooof a shocky not good. Each hero who fails a DEX test, has -1 DEX until end of dungeon.

### 9 ITEM SACRIFICE

Destroy one of your items then roll a random shop. You get the third item in that shop for free.


### 10 BLOOD SACRIFICE

Each hero gets 1d6 damage then heals for 1d6.

# HOW TO DUNGEON



## @000LIGHT

When you enter a dungeon, count the  LIGHT provided by all items in the heroes inventories. Keep track of your LIGHT with dice or by writing it down.

After moving into a room reduce your LIGHT by 1, when you have no LIGHT left, you automatically leave the dungeon. The starting room does not cost you LIGHT.

## @000 EXPLORING A ROOM

Whenever you enter a room you encounter all symbols it contains from left to right, top to bottom.

1 2  
3 4

You may only explore each room once per dungeon. If you enter it a second time, you encounter nothing.

If there are multiple monsters in a room, you fight them all at once. Half of the monsters will be in the far row.

After you encountered a room or fled battle, you may either move to the room above, below, left or right or leave the dungeon and continue with the hero's journey.

When you have explored as many rooms as you carry LIGHT you automatically leave the dungeon and continue with the hero's journey.



## REST

The heroes gain 3 LIGHT.  
Each hero heals 1d6 HP.

## WHO IS THE NPC?

n001	n007	n013
n002	n008	n014
n003	n009	n015
n004	n010	n016
n005	n011	n017
n006	n012	n018
n019	n025	n031
n020	n026	n032
n021	n027	n033
n022	n028	n034
n023	n029	n035
n024	n030	n036



## ROLL D4 ON MONSTERS



## ROLL D10 ON MONSTERS



## ROLL ON @000 CONSUMABLE



## COMBAT WITH BOSS



## PICK A HERO. ROLL 1D6

**1 TEST DEX** fail: 1d4 [piercing] damage

**2 TEST WIS** fail: 1d6 damage

**3 TEST WIS** fail: lose 1 armor until end of dungeon

**4 TEST DEX** fail: all monsters deal +2 damage next combat

**5 TEST STR** fail: 1d6 damage

**6 TEST INT** fail: destroy one item the heroes carry



## YOU GAIN

**1** 3 GLOG

**2** 5 GLOG

**3** 7 GLOG

**4** 9 GLOG

**5** 11 GLOG

**6** 20 GLOG



## ROLL D20 ON WEAPONS





## N001 NOBLE

♥10 ♥1 ✕1 @2 ✨1 ⚔1 class: wizard  
- slightest departure from the familiar makes them nervous  
- always seeking attention  
Heal 2 HP if someone uses a HELP action on you

## N002 WIZARD

♥10 ♥0 ✕0 @0 ✨3 ⚔3 class: wizard  
- cannot physically have more than 2 friends  
- allergic to dogs  
Can use the CAST SPELL action twice per turn

## N003 POLITICIAN

♥10 ♥0 ✕3 @0 ✨1 ⚔2 class: wizard  
- face only a mother would love, definitely not theirs though  
- calls people "my honor"  
If you Defend you get an additional +1 to your defense roll.

## N004 ARCHDRUID

♥12 ♥0 ✕1 @0 ✨3 ⚔2 class: druid  
- will cut you  
- no social skills whatsoever  
+2 to cast nature spells

## N005 RICH MERCHANT

♥18 ♥1 ✕0 @2 ✨0 ⚔3 class: thief  
- wanna trade?  
- claims to have killed a dragon, likely a lie  
Level ups cost you 10% less

## N006 GUARD CHIEF

♥14 ♥1 ✕2 @3 ✨0 ⚔0 class: warrior  
- boasting all the time  
- has drugs, wants to sell  
Attacks ignore armor of monsters with stone, gem or crystal in name.

## N007 DRAGONKIN

♥10 ♥1 ✕2 @2 ✨0 ⚔1 class: druid  
- smokes  
- has a pet and loves it  
Immune to any damage from attacks or spells that have [fire] or [burning]

## N008 GIANT

♥20 ♥0 ✕2 @0 ✨0 ⚔1 class: warrior  
- ouch my head  
- very wise, always has something to say  
Any weapons you wield have [reach], but you can't wear armor.

## N009 MINOTAUR

♥15 ♥1 ✕3 @0 ✨0 ⚔0 class: warrior  
-very clumsy  
-smells of coconut  
Horns count as a (STR) weapon - 1d6 damage [piercing]

## N010 STARFOLK

♥13 ♥1 ✕0 @1 ✨2 ⚔1 class: druid  
- I have brought you a gift  
- Asks questions about how to properly act in social situations  
MEDITATE restores 2 MD.

## N011 SLIME PRINCE

♥10 ♥0 ✕0 @3 ✨2 ⚔0 class: priest  
- slimy but cute  
- gets angry very fast  
Immune to poison

## N012 MASTER OF ORB

♥16 ♥0 ✕0 @0 ✨2 ⚔2 class: wizard  
- mysterious fuckwit who thinks he is very cool but just pushes everyone away  
- wants to connect with everyone  
Orbs you wield get [reach] and [holy].

## N013 FACTORY OWNER

♥16 ♥0 ✕2 @0 ✨0 ⚔2 class: priest  
- have you heard of this fantastic product?  
- business proposals  
+3 Inventory Slots

## N014 MANGO QUEEN

♥10 ♥1 ✕0 @2 ✨1 ⚔2 class: thief  
- uses fruit and vegetables as swear words  
- wants to be liked but tries too much  
+2 to cast FIRE spells.

## N015 HEART PRINCESS

♥10 ♥0 ✕2 @2 ✨2 ⚔2 class: priest  
- bet you can't do this ridiculous thing?  
- collects bones  
Your allies have +1 STR.

## N016 NERVE PRINCE

♥10 ♥0 ✕0 @2 ✨2 ⚔2 class: thief  
- trick me once, I will create an elaborate plan to fuck up your life  
- anyone want some freshly baked cake?  
Your allies have +1 DEX.

## N017 BARBARIAN KING

♥12 ♥1 ✕2 @2 ✨0 ⚔1 class: warrior  
- allergic to salad  
- very selfconscious of his hair  
All your attacks have [brutal]

## N018 GOBLIN LORD

♥15 ♥0 ✕2 @1 ✨1 ⚔0 class: warrior  
- I think this is edible  
- collects pretty stuff and makes jewelry out of it  
Deals +1 damage from back row.

## N019 BOUNTY HUNTER

♥15 ♥0 ✕3 @2 ✨1 ⚔0 class: thief  
- edgy grimdark emo  
- will not wear stuff with bright colors  
Get advantage on parrying.

### **NO20 ARTICHOKE KING**

♥14 ♠0 ×1 @0 ♣3 ♠2 class: wizard

- wanna try an artichoke?

- very proud of their work

Starts each journey with 1

Artichoke in inventory. (Doesn't take an inventory slot. Usable, heals 1d4)

### **NO21 PARTY KING**

♥20 ♠0 ×0 @1 ♣1 ♠1 class: bard

- will not think twice ingesting something that looks fun

- worst hangovers

Can take 1d6 damage to block a CONDITION.

### **NO22 QUEEN OF ART**

♥12 ♠0 ×1 @2 ♣2 ♠1 class: bard

- everything is an art project

- can't take criticism

Drinking alcohol also restores all your MD.

### **NO23 POWDER BOSS**

♥14 ♠1 ×2 @1 ♣1 ♠1 class: thief

- pyromaniac with access to explosives

- sweetheart to his friends

Heal 2 HP if you attack or cast a spell that has [fire] or [burning]

### **NO24 CHICKEN LORD**

♥14 ♠0 ×0 @2 ♣2 ♠2 class: druid

- I've named all 1d6 of my chickens

- If something happens to them I will go crazy

Knows the spell: (DC 2) Summon m999Chicken

### **NO25 LESSER GOD**

♥12 ♠0 ×0 @0 ♣2 ♠3 class: priest

- worship me

- I am a normal member of society this is an act of socialising.

Knows the spell: Divine Smile(DC 4) Heal another hero for 2 HP.

### **NO26 OLD HERO**

♥13 ♠0 ×2 @1 ♣1 ♠1 class: warrior

- party mom/dad

- goes on nights of debauchery

After each journey add a random [TAG] to a weapon you used. Only works once per weapon.

### **NO27 FISHFOLK GHOST**

♥14 ♠1 ×0 @1 ♣2 ♠4 class: druid

- depressed alcoholic that doesn't drink

- can't interact with nonliving objects, like booze or any other item.

Cannot hold any items.

### **NO28 KING OF THIEVES**

♥12 ♠0 ×0 @3 ♣0 ♠0 class: thief

- mine?!

- swears on everything and everyone

Can test DEX once per combat. roll on LOOT.

### **NO29 BISHOP**

♥7 ♠0 ×0 @1 ♣3 ♠3 class: priest

- oh no please don't do that, that's a sin

- Smiles while attacking monsters

+2 to cast light spells.

Group has +1 LIGHT.

### **NO30 OGRE**

♥18 ♠0 ×3 @-1 ♣0 ♠0 class: warrior

- always on the hunt for food

- uses tree branches as toothpicks

Get double healing from food.

Can't cast spells.

### **NO31 EVIL OVERLORD**

♥16 ♠0 ×2 @2 ♣0 ♠0 class: warrior

- comments on every plan, always has a better suggestion

- Will do absolutely anything for some pudding

If your weapon has 3 or more [tags] you deal +2 damage.

### **NO32 DEATH**

♥10 ♠1 ×2 @1 ♣2 ♠1 class: wizard

- loves snails, wears a little snail hat with plush eye stalks

- builds drama everywhere

Heals 2 HP whenever anything dies in battle.

### **NO33 FAMOUS STAR**

♥5 ♠0 ×2 @2 ♣2 ♠2 class: bard

- hey buddy, everything alright?

- best friends with everyone

+1 to summoning spells. Summons deal +1 damage.

### **NO34 POETRY LORD**

♥11 ♠0 ×0 @0 ♣0 ♠4 class: bard

- goes on long midnight walks, for inspiration

- hasn't released a new poem for 2 years

Can burn and destroy a spell to cast it without having to pay with MD.

### **NO35 NEWS MOCUL**

♥10 ♠0 ×2 @0 ♣0 ♠0 class: bard

- writes down everything

- do you remember, when you did that thing back then?

+2 LIGHT

### **NO36 SAD BARON**

♥12 ♠1 ×0 @0 ♣2 ♠0 class: bard

- I don't want to be a baron anymore, but it's my duty

- complains about the weirdest things

Get a random [buff] whenever you get damaged.



# MONSTERS

## MO01 META GRETCHLING

♥3 ♠0 ✕0 ◎0 ✖0 ♣0

Gets double damage from attacks with [fire] or [flaming].

- 1 Attacks the hero with highest INT for (STR) 1d4.
- 2 Attacks the hero with highest WIS for (STR) 1d4.
- 3 Attacks the hero with highest DEX for (STR) 1d4.
- 4 Throws sand - The hero with the highest STR is now [blinded].
- 5 Cover- +2 Armor until next turn
- 6 Cover- +2 Armor until next turn

## MO02 GRETCHLING ORB

♥6 ♠0 ✕0 ◎0 ✖0 ♣0

Any damage of sources with [fire] or [flaming] instantly kill the gretchling.

- 1 Attacks the hero with highest INT for (STR) 1d4.
- 2 Attacks the hero with highest WIS for (STR) 1d4.
- 3 Attacks the hero with highest DEX for (STR) 1d4.
- 4 Throws sand - The hero with the highest STR is now [blinded].
- 5 Summons 1 m001 metagretchling
- 6 Summons 1 m001 metagretchling

end of combat.

## MO03 METAL CAPYBARA

♥5 ♠2 ✕3 ◎2 ✖0 ♣0

whenever another monster dies deal 3 damage to each hero

- 1 Attack all nearby heroes with [wail (STR) - d4 damage] and inflict [slow] and [poison] on a hit
- 2 Attack the two heroes with highest WIS with [smacking (STR) - d6 damage]
- 3 Attack the hero with highest INT with [nuisance (INT) - d4 damage] and heal for the amount of damage dealt.
- 4 heal [weak] and [poison] of all monsters
- 5 heal [slow] and [blind] of the two monsters with highest STR
- 6 give the two monsters with highest WIS [+2 ARMOR] until end of combat

## MO04 LONG BAT

♥2 ♠1 ✕2 ◎0 ✖0 ♣0

LONG BAT has advantage on defending

- 1 Attack two heroes of the player's choice with [Bite (STR) - d4 damage] and heal for the amount of damage dealt.
- 2 Attack the hero with highest HP with [Claw (STR) - d4 damage]
- 3 Attack the hero with highest STR with [Scatter (INT) - d6 damage]
- 4 cast a random spell on the hero with highest WIS
- 5 end battle and move heroes to the room below
- 6 give the two heroes with highest HP [-2 ARMOR] until end of combat

D4



D10



## MO05 SPARKLY MUMMY

♥4 ♠2 ✂4 🕒0 🌿2 ♣2

double damage from torches

- 1 Attack the two heroes with highest 🕒 with (🌿) - d8 damage
- 2 Attack all nearby heroes with (🌿) - d4 damage
- 3 Attack the hero with highest 🌿 with (✂) - d4 damage
- 4 heal the two monsters with highest 🌿 for d4
- 5 rough imprison - inflict [poison] on all heroes
- 6 Spell: heal [slow] and [blind] of the monster with highest ✂

## MO07 CHIHUAHUA SKINWALKER

♥7 ♠1 ✂3 🕒0 🌿2 ♣2

heroes can't parry

- 1 Attack two heroes of the player's choice with [rabies (STR) - d4 damage]
- 2 Attack two heroes of the player's choice with [demolish (INT) - 2 damage]
- 3 Attack the two heroes with highest INT with [exorcism (STR) - d6 damage]
- 4 heal the monster with highest STR for d4
- 5 transform into a broken mermaid, keep current HP
- 6 heal [slow] of all monsters

## MO09 DUMB BOGGART

♥7 ♠0 ✂2 🕒0 🌿0 ♣0

- 1 Attacks a hero of the player's choice for ✂1d8
- 2 Attacks a hero of the player's choice for (STR) 1d8
- 3 Attacks a hero of the player's choice for (STR) 1d8
- 4 Stomp - Attacks all heroes for 2 damage.
- 5 Skin Growth - +1 armor until end of combat
- 6 RAGE . +2 Damage with all attacks until

## MO06 HOWLING SLIME

♥13 ♠1 ✂2 🕒1 🌿2 ♣2

heroes may pick attack twice per turn

- 1 Attack a hero of the player's choice with [expose (STR) - 2 damage]
- 2 Attack the enemy with highest STR with [snarl (INT) - d6 damage]
- 3 Attack an enemy of the player's choice with [magma (DEX) - d4 damage] and inflict burning on a hit
- 4 the enemies lose 1 LIGHT
- 5 heal one nearby ally of the player's choice for d6
- 6 heal the ally with highest INT for d8

## MO08 BROKEN MERMAID

♥7 ♠1 ✂0 🕒0 🌿4 ♣0

heroes can't cast spells

- 1 Attack the hero with highest ARMOR with [Bubble (INT) - d4 damage]
- 2 Attack the hero with highest HP with [Song (INT) - d8 damage]
- 3 Attack the hero with highest INT with [sigil (INT) - d6 [piercing] damage] and inflict [burning] and [slow]
- 4 the heroes lose 1 LIGHT
- 5 heal [blind] of the monster with highest ARMOR
- 6 give the monster with the highest ARMOR [+1 STR] until end of combat

## MO10 GOBLIN

♥3 ♠0 ✂2 🕒0 🌿0 ♣0

- 1 Attacks the hero with highest INT with [dagger (STR) - 1d6 damage]
- 2 Attacks the hero with highest WIS with [dagger (STR) - 1d6 damage]
- 3 Attacks the hero with highest DEX with [dagger (STR) - 1d6 damage]
- 4 Throws sand - The hero with the highest STR is now [blinded].
- 5 Battle cry - next attack deals +2 damage.
- 6 Calls for reinforcements +1 **MO10**goblin

# @000WEAPONS

## 1D20

1. SPEAR (STR)  
1d6 [twohanded][reach]  
Can also be used by nearby heroes.
2. SWORD (STR)  
1d6[sharp]
3. CLUB (STR)  
1d8-1 [blunt]
4. MORNING STAR (STR)  
1D6 [piercing]
5. AXE (STR)  
1d8 [brutal]
6. GREAT SWORD (STR)  
1d8 [twohanded][sharp]
7. WAR HAMMER (STR)  
1d8 [twohanded][blunt]
8. EVENING STAR (STR)  
1d8 [twohanded][piercing]
9. DAGGER (DEX)  
1d6 [piercing]
10. BOW (DEX)  
1d6 [twohanded][reach]
11. CROSSBOW (DEX)  
1d6 [twohanded][reach][piercing]
12. SLING (DEX)  
1d6 [twohanded][reach][blunt]
13. MUSKET (DEX)  
1d8 [twohanded][reach][brutal]
14. STAFF (INT)  
1d4 [mana]
15. BOOK OF MANA (INT)  
1d4 [reach][magic]
16. ORB (INT)  
1d6 [magic][twohanded]
17. BOOK OF FLAME (INT)  
1d4 [fire] [reach]
18. BOOK OF ICE (INT)  
1d4 [cold] [reach]
19. BOOK OF VOICE (INT)  
1d4 [holy] [reach]
20. TORCH (STR)  
1d4 [fire] +1 LIGHT

## @000 WEAPON TAGS

- [reach]: Can attack far enemies. Far heroes can only attack with a weapon with reach. Nearby heroes cannot use weapons with reach.
- [twohanded]: requires 2 hands
- [piercing]: damage dealt by this weapon ignores armor
- [blunt]: reduce the defender's armor by 1 until end of battle on each hit. (cannot go negative)
- [sharp]: deal +2 damage if the enemy has 0 armor
- [brutal]: if you roll max damage when attacking with this weapon, roll again and add that to your total.
- [magic]: If you roll max damage when attacking with this weapon restore 1 MD
- [fire]: If you roll max damage when attacking with this weapon, your enemy is now [burning]
- [cold]: If you roll max damage when attacking with this weapon, your enemy is now [slow]
- [holy] If you roll max damage when attacking with this weapon, heal one character for 2 HP.
- [shadow] if you roll max damage when attacking with this weapon, your enemy is now [blind]

chitin armor +1 armor  
coral armor +2 armor -1 DEX  
chainmail +3 armor -2 DEX  
cuirass +4 armor -2 DEX  
Shield +1 DEX  
spiked shield 1d6,STR, +1 DEX  
Tower shield +2 DEX  
torch sword 1d6, STR, [flaming]+1 light,  
lantern - +3 light, expensive  
glow stone - + 5 light, very expensive  
thieves tool - +1 to evade traps while holding it  
Net -Throw at someone to entangle them. As long as you're entangled the only action you can take is: Free Yourself - Test WIS, if you succeed you stop being entangled.  
polishing stone - use to polish a weapon and increase its damage by +1. Each weapon can only be polished once.

# @000 SPELLS

## Spells:

COST - type- effect

3 - NATURE - Deal 2 [piercing] damage to someone in the front row.

6 - NATURE - Give someone [shell]

9 - NATURE - Give the party [strong]

12 - NATURE - Deal 1d6 [piercing] damage to someone in the back row and pull them to the front row.

3 - DEATH Deal 2 damage to up to 2 enemies on the same row.

6 - DEATH You are now [invisible]

9 - DEATH Deal 1d6 damage to someone. If this kills them you gain 1 soul.

12 - DEATH Summon a Zombie in the front row

Zombie HP 4|AC 0|STR 1|DEX 0|CON 0|INT 0|WIS 0|(STR)  
Bite 1d6 [undead]

3 - LIFE Heal someone for 2 HP.

6 - LIFE Heal the party for 2 HP.

9 - LIFE Someone gets +2 to all attributes until your next turn.

12 - LIFE Heal someone for 1d8 HP

3 - FIRE Deal 3 damage to someone.

6 - FIRE Deal 2 damage to everyone.

9 - FIRE Deal 1d8 damage to an enemy. You gain [fast].

12 - REACTION FIRE This spell can't be cast normally. Instead when you get damage from an attack you can try to cast it for free. If you do deal the same amount of damage you got back to the attacker.

Until your next turn target enemy has -2 attack, defense, damage,

REACTION: DC 8 Give an enemy attack -3 damage.

Vampire touch - the next time a target of your choice deals damage they heal the same amount

ghost strike the next time a target of your choice attacks, their attack ignores all armor.

shield- absorb the next 4 points of damage against the group

big shield - absorb the next 8 points of damage against the group

confusion - if the target rolls an odd number on it's attack, the attack instead hits a monster of the player's choice

REACTION counter spell- you can cast this when someone else casts a spell, to counter that spell and make it do nothing.



## **D36 CONSUMABLES**

**C001**

**C002**

**C003**

**C004**

**C005**

**C006**

**C007**

**C008**

**C009**

**C010**

**C011**

**C012**

**C013**

**C014**

**C015**

**C016**

**C017**

**C018**

**C019**

**C020**

**C021**

**C022**

**C023**

**C024**

**C025**

**C026**

**C027**

**C028**

**C029**

**C030**

**C031**

**C032**

**C033**

**C034**

**C035**

**C036**



## CONSUMABLES

### C001 GLASS NUT

- Can be used once to get an additional puzzle piece at the end of a dungeon

### C002 BOBLIN SAND

- Can be used once to get an additional action each turn, for one combat

### C003 CRACKLING RESIN

Can be used once to deal d6 damage to the enemy with highest INT and heal for the same amount

### C004 CAVE CUBE

- Can be used once to move SPACE to an adjacent location.

### C005 VELVET SCORPION

- Can be used once to teleport SPACE to a location you already remembered.

### C006 TRINN'S BOMB

- Can be used once to inflict [silenced] on the enemy with highest INT

### C007 ROYAL ANVIL

- Can be used once to add [blunt] to a weapon of your choice without [blunt]

### C008 VILLAGE ANVIL

- Can be used once to add [sharp] to a weapon of your choice without [sharp]

### C009 HERMIT ANVIL

- Can be used once to add [brutal] to a weapon of your choice without [brutal]

### C010 DARKFORGED CHEESE

- Can be used once to cast a spell without paying its [cost]

### C011 SHRINE OIL

- Can be used once to pick results for next table you roll on

### C012 BLOOD PLUM

- Can be used once to heal yourself or an ally for d6.

### C013 FLOWER CHERRY

- Can be used once to heal yourself or an ally for d8.

### C014 BANAROHEDRON

- Can be used once to heal yourself or an ally for d12.

### C015 BILGRIM'S INK

- Can be used once to deal d6 damage to the enemy with highest HP.

### C016 ORB OF MISCHIEF

- Can be used once to summon an allied m001 metagretchling in the same row as you.

### C017 CURSED BONES

- Can be used once to summon an allied m007 chihuahua skinwalker in the same row as you.

### C018 SLIPPERY MATCHES

- Can be used once to give yourself or an ally +1 strength until end of combat

### C019 EMEN'S HERB

- Can be used once to recover 1 MD

### C020 WOOLEN POTION

- Can be used once to remove [silence] of yourself or an ally

### C021 BUCKET OF WATER

- Can be used once to remove [burning] of yourself or an ally

### C022 POTENT BREW

- Can be used once to remove [slow] of yourself or an ally

### C023 HONEY CRUB

- Can be used once to remove [curse] of yourself or an ally

### C024 MUSCLE ROOT

- Can be used once to remove [weak] of yourself or an ally

### C025 OCULAR EGG

- Can be used once to remove [blind] of yourself or an ally

### C026 FIRESNAP STONE

Can be used once to deal d4 damage to an enemy of your choice.

### C027 GLOW CARTOUCHE

Can be used once to get +3 LIGHT.

### C028 NIGHT LEAF

Can be used once to skip all encounters of one dungeon room. (you still pay 1 LIGHT)

### C029 HOMEBAKED COOKIE

Can be used once to move TIME to the Village.

### C030 MUTAGENIC MUSHROOM

Can be used once to give someone a random [buff] and a random [condition]

### C031 WANDERER'S OINTMENT

- Can be used once to remove all [conditions] from someone

### C032 NEUTRAL POWDER

- Can be used once to remove all [buffs] from someone.

### C033 ACID VIAL

- Can be used once to set someone's armor to 0 until end of combat.

### C034 ENTROPIC BREW

- Can be used once to swap 1 attribute of a hero.

### C035 CANDY D20

- Can be used once to give a hero +1✂, +1🎯, +1🌿, +1🔪 or +3 ♥ permanently.

### C036 MANA ICE CREAM

- Can be used once to gain [clever] at the start of each round for one combat.

# D8 WANDERING TRADERS

## SO01 SEAMSTRESS

ITEM	EFFECT	TYPE	PRICE
<b>RED NUT</b>	Can be used once to give all nearby allies +1 armor until end of combat	<b>CONSUMABLE</b>	<b>20</b>
<b>RACHEL'S EGG</b>	Can be used once to deal d4 damage to you and then heal you for d6..	<b>CONSUMABLE</b>	<b>10</b>
<b>TALISMAN OF THE VAMPIRE</b>	whenever you attack give one enemy -1 strength until end of combat	<b>TRINKET</b>	<b>125</b>
<b>MAJESTIC EYEPATCH</b>	+1 armor. advantage on testing STR	<b>HEADGEAR</b>	<b>125</b>
<b>INORGANIC SCARF</b>	when you lose HP inflict [silenced] on one nearby enemy	<b>TRINKET</b>	<b>100</b>
<b>PAPER GLOVES</b>	attack with a mace to copy each spell you cast until end of your next turn.	<b>TRINKET</b>	<b>100</b>

## SO02 FISHFOLK TRADER

ITEM	EFFECT	TYPE	PRICE
<b>JAX'S EAR</b>	Can be used once to give you +3 Intelligence until end of combat.	<b>CONSUMABLE</b>	<b>10</b>
<b>MEMORY BOMB</b>	Can be used once to inflict [silenced] on one far enemy	<b>CONSUMABLE</b>	<b>20</b>
<b>METAL CORAL</b>	Can be used once to deal d4 damage to one far enemy . Double the damage if the enemy has less than 50% HP.	<b>CONSUMABLE</b>	<b>15</b>
<b>NIGHT LEAF</b>	Can be used once to skip all encounters of one dungeon room. (you still pay 1 LIGHT)	<b>CONSUMABLE</b>	<b>55</b>
<b>GRASS CORAL</b>	Can be used once to heal one ally for d4 HP. Double the healing if the ally has less than 50% HP	<b>CONSUMABLE</b>	<b>15</b>
<b>OPEN DOLL</b>	Can be used once to move TIME to a field of your choice	<b>CONSUMABLE</b>	<b>60</b>

## SO03 PLATEAU WALKER

ITEM	EFFECT	TYPE	PRICE
<b>FEATHER OF THE GHOST</b>	Can be used once to give an enemy -1 armor until end of combat	<b>CONSUMABLE</b>	<b>30</b>
<b>ICE OIL</b>	Can be used once to deal 3 damage to all your allies and heal for the same amount.	<b>CONSUMABLE</b>	<b>30</b>
<b>TURQUOISE ROBE</b>	+4 armor.	<b>ARMOR</b>	<b>200</b>
<b>PLATEAU BADGE</b>	when you kill an enemy you may move one ally to another row	<b>TRINKET</b>	<b>125</b>
<b>TAGRAN'S HELMET</b>	1 armor. whenever you move to another row attack a nearby enemy with ✂ 1d4	<b>HEADGEAR</b>	<b>125</b>
<b>FRAGRANT WAR-SPEAR</b>	1d6   [twohanded][reach][piercing] Can also be used by heroes that are nearby.	<b>WEAPON</b>	<b>125</b>

## SO04 FIRE SLUG MERCHANT

ITEM	EFFECT	TYPE	PRICE
<b>ELF BEER</b>	Can be used once to inflict [weak] on an enemy of your choice	<b>CONSUMABLE</b>	<b>15</b>
<b>PHEROMONE TWIG</b>	Can be used once to provoke all nearby enemies (they target you, if they attack next turn)	<b>CONSUMABLE</b>	<b>30</b>
<b>EMBER ARMOR</b>	+1 armor, +1 light	<b>ARMOR</b>	<b>100</b>
<b>EMBER SPIKE</b>	1d6 [brutal] [fire], advantage on attacks	<b>WEAPON</b>	<b>175</b>
<b>SKYEARTH MASK</b>	+1 armor. Whenever you kill an enemy give all allies +1 WIS until end of combat	<b>HEADGEAR</b>	<b>200</b>
<b>THORN COGGLES</b>	Any weapon you use has [brutal]	<b>HEADGEAR</b>	<b>250</b>

**S005 HOLLOW ANGEL BAZAR**

ITEM	EFFECT	TYPE	PRICE
<b>BRASS POMEGRANATE</b>	Can be used once to heal [slow] and [burning] of two allies of your choice.	<b>CONSUMABLE</b>	<b>40</b>
<b>GHOSTLY PETAL</b>	Can be used once to permanently add [this item does not use inventory slots] to an item you are carrying.	<b>CONSUMABLE</b>	<b>150</b>
<b>BRITTLE BRACERS</b>	whenever you lose armor deal 2 [piercing] damage to each enemy.	<b>TRINKET</b>	<b>75</b>
<b>REGAL CENSER</b>	d4 [twohanded] [reach] increase any healing you do by 2.	<b>WEAPON</b>	<b>125</b>
<b>RAVENNIGHT CUIRASS</b>	+1 armor. +1 damage dealt with spells. DEATH spells cost you 1 less to cast.	<b>ARMOR</b>	<b>100</b>
<b>DEMONIC TRIDENT</b>	1d12 [fire] [blind]	<b>WEAPON</b>	<b>666</b>

**S006 OCCULT CRAB SHOPPE**

ITEM	EFFECT	TYPE	PRICE
<b>CERULEAN CARAPACE</b>	+3 armor. Uses 2 inventory slots.	<b>ARMOR</b>	<b>150</b>
<b>MINOTAUR KNUCKLES</b>	d6 [twohanded] [piercing] [brutal]	<b>WEAPON</b>	<b>150</b>
<b>WATERSHADOW FLAIL</b>	d6 [sharp][brutal] -2 MAX HP	<b>WEAPON</b>	<b>100</b>
<b>FIBER GLASSES</b>	Whenever you run out of MD heal the ally with the lowest HP for 2.	<b>HEADGEAR</b>	<b>200</b>
<b>TARNISHED COGGLES</b>	Whenever you move to another row you heal 2 HP.	<b>HEADGEAR</b>	<b>200</b>
<b>WIZARD SOCKS</b>	You can cast spells twice per turn. Once per battle, use this item to recover 1 MD	<b>TRINKET</b>	<b>421</b>

**S007 ADVENTURER'S DELIGHT**

ITEM	EFFECT	TYPE	PRICE
<b>DAYSKULL DAGGER</b>	d4 [piercing] [holy]	<b>WEAPON</b>	<b>80</b>
<b>ENERGY HATCHET</b>	d8 [brutal]	<b>WEAPON</b>	<b>90</b>
<b>FAT BREASTPLATE</b>	4 armor. You can't cast spells.	<b>ARMOR</b>	<b>250</b>
<b>ARMOR OF THE GIANT</b>	2 armor. Advantage on testing STR.	<b>ARMOR</b>	<b>250</b>
<b>ORB HEADBAND</b>	whenever you run out of MD inflict [slow] on a nearby enemy.	<b>HEADGEAR</b>	<b>125</b>
<b>SCARF OF TRADITION</b>	advantage on attacks Increase any damage of [piercing] weapons you use by +2. Whenever an enemy gets [slow] you heal 2 HP	<b>WEAPON</b>	<b>525</b>

**S008 COSMIC ART COLLECTIVE**

ITEM	EFFECT	TYPE	PRICE
<b>CRYPT CUBE</b>	Can be used once to give yourself [fast]	<b>CONSUMABLE</b>	<b>75</b>
<b>THE FISH OF APATHY</b>	+1 WIS. Bring this item to a specific dungeon to get a huge reward.	<b>TRINKET</b>	<b>100</b>
<b>STARBORN VEST</b>	+1 armor. advantage on testing WIS	<b>ARMOR</b>	<b>150</b>
<b>CYCLOP'S GLASSES</b>	+1 DEX	<b>HEADGEAR</b>	<b>150</b>
<b>COSMIC SANDALS</b>	whenever you defend transform into m004 metal capybara	<b>TRINKET</b>	<b>150</b>
<b>MAGICAL MOON AMULET</b>	whenever you defend transform into m005 sparkly mummy	<b>TRINKET</b>	<b>200</b>