

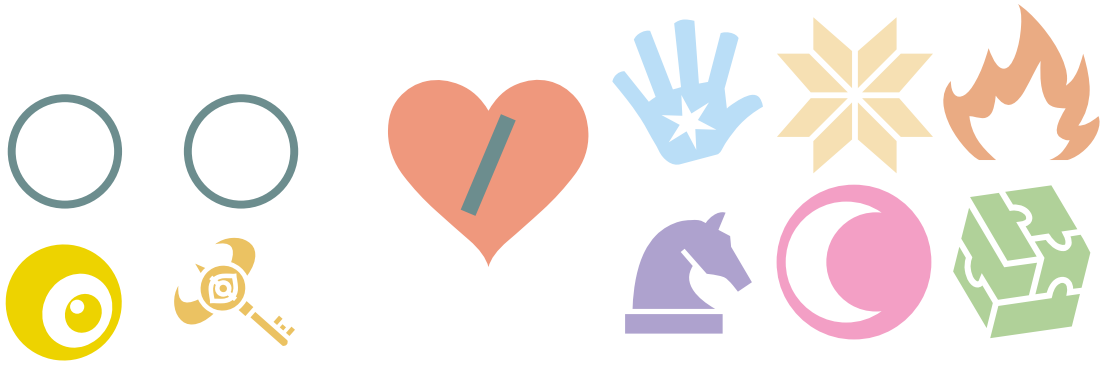


METAGLOBS

A GAME MADE BY

SIGN HERE

BY THOMAS HANUSEK



SYMBOLARIUM



YOU START EACH DUNGEON HERE



Roll a LUCKY encounter.



Roll a FATE



You gain 1d6 GLOG



Roll one of the rows in the item table. Then pick one of the items in that row and add it to your character.



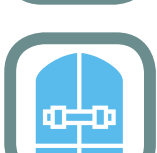
Roll one of the rows in the class table. Then pick one of the classes in that row and add it to your character.



Gain 1 KEY. Can only be used once.



Can only be opened with a key. When you open it, roll on the TREASURE table.



Can only be opened with a key. Blocks passage otherwise.



Heal 2 HP.



Reach the PLOTHOLE to advance to the next dungeon.



Roll d6 and fight the rolled monster. Each dungeon has its own monsters to fight.



Test a random attribute. If you fail lose 3 HP.

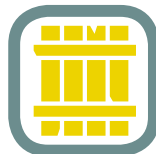


Fight the boss mentioned in the dungeon. When you kill it you win this fairly incomplete Demo Version. Huzzah!



Pick a personality.

If you already have a personality, pick another personality and add its attributes and ability to yours. (Do not add its health)



A barrel, roll 1d6 to see what's inside.

- 1 nothing
- 2 nothing
- 3 Gain 1d6 GLOG
- 4 Gain 1 key.
- 5 heal 1 HP.
- 6 gain a random [buff] at the start of next combat



Roll a random quest and a random curse. When you finish the quest you are free from the curse and gain 3 META

NOW WITH MORE META

META GLOG



EVERYTHING
ABOUT
DUNGEONS
LEVEL UPS
LOOT

THE CUTEST LITTLE CRITTERS

GRETCHLINGS!



COLLECT ALL
1296
ALPACAS!

By Thomas Hanusek



**GET THE
AXEKNIGHT
COLLECTIBLE
ACTION STICKER
OR YOU WILL DIE ALONE**

ART helps us share feelings in a tangible way.
ART connects us.
ART brings us together and sometimes brings us closer.
ART is the glue that binds us together.
ART is more than just a bunch of paintings and poems and songs.
ART can take you to places, you would never go on your own.
It makes you think and feel in new ways.
It is the catalyst for change.
ART is how you make a difference.
Creating ART is showing your way of thinking.
Creating ART is showing who you are.

A GAME BY THOMAS HANUSEK

.ART

WWW.KRASSEKUNST.DE

.GAMES

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Icons made by

- Lorc, <http://lorcblog.blogspot.com>
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- Willdabeast, <http://wjbstories.blogspot.com>
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- Pierre Leducq
- Caro Asercion



METAGLOG IS THE GAME I HAD IN MY MIND WHEN I WAS A KID AND FIRST HEARD ABOUT ROLEPLAYING GAMES. A NEVER-ENDING BOARDGAME WITH INFINITE FREEDOM. A GAME WHERE THE HEROES YOU PLAY HAVE THEIR OWN LIVES AND STORIES. A GAME WITH A WORLD WHERE WONDER, TREASURE AND DANGER AWAIT YOU AROUND EVERY CORNER.

I WAS HOOKED BY POLYHEDRAL DICE AND MAGIC ITEM DESCRIPTIONS BUT NO TTRPG 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.

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,
You have been sleeping long enough.
You are now at a crossroads. the place where
light and darkness together become nothing.
Do not try to understand it - you will never be
able to and only risk becoming nothing yourself.
Everything will make sense soon.

-META

adjective

**showing or suggesting an explicit
awareness 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).

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 everything about it.

Now the real game called METAGLOG starts.

I will teach you how to play it in a way that
makes you happy.

Please enjoy the rules.



DEUS META

THE JOURNEY IS THE CURSE INFLICTED UPON ALL HEROES. THE WORLD IS FORGOTTEN, AND IT IS YOUR DUTY TO REMEMBER IT.

TIME AND SPACE

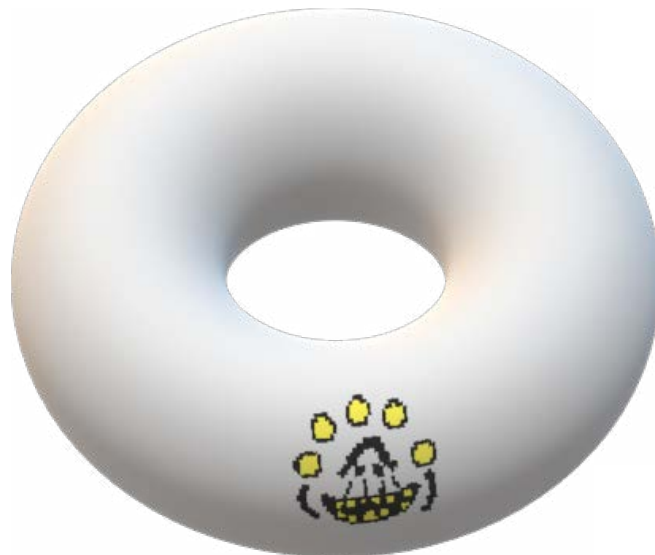
GOAL OF THE GAME

Your goal is to kill the DM hiding at the end of **THE HERO'S JOURNEY** :

THE HERO'S JOURNEY

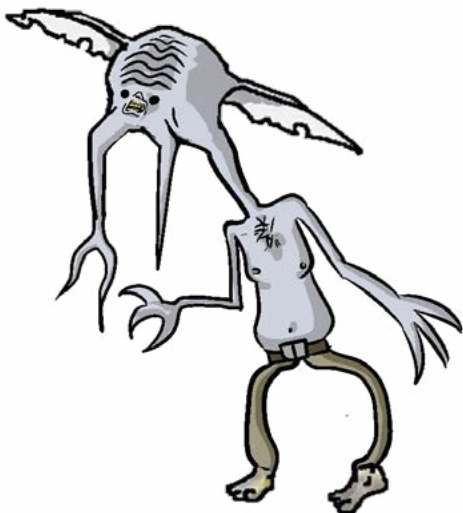
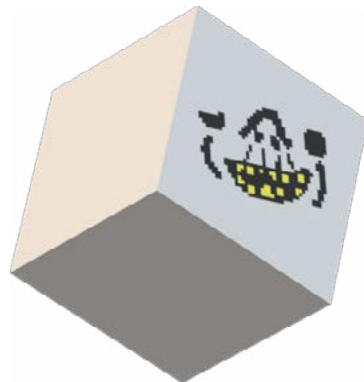
Each step of the journey will make you face its own trials and send you to a specific dungeon. Some dungeons are big, some are small, some are grids and some are nothing at all.

In the rest of the rulebook THE HERO'S JOURNEY will also be called THE JOURNEY.



YOU OPEN YOUR EYES.
ENCASED IN AN EGGSHELL.
EVERYTHING IS FORGOTTEN.
THE WORLD UNMADE AT ITS SEAMS.
ONLY STRANDS OF REALITY ARE LEFT.
YOU: A WEAVER COLLECTING MEMORIES.
STITCHING THE HOLES IN THE FABRIC OF SPACETIME.

BEFORE WE CONTINUE
DO YOU REMEMBER THE NAME OF THESE INDIVIDUALS ?
PLEASE WRITE THEIR NAMES IN THE BOXES BELOW THEM





BIRTH

**I AM SO GLAD YOU WOKE UP
WE'VE BEEN WAITING FOR YOU
FOR A VERY LONG TIME**

**DO YOU REMEMBER THE WORLD?
IT IS NOT THERE ANYMORE.
IT WAS FORGOTTEN.
LOST IN TIME.**

**THE NEW WORLD IS NOT YET GROWN
AND MY OLD MEMORY IS SO SO FRAGILE.
IT IS NOW UP TO YOU
WHAT WILL STAY AND WHAT WILL GO**

THIS IS YOUR CREATION

DO YOU REMEMBER?

YES

NO

HOW DID THE WORLD FEEL TO YOU?

ABSURD

REALISTIC

MYSTERIOUS

DEADLY

MAGICAL

FLUFFY

WHERE WAS THE WORLD MADE?

IN A DREAM

ON AN ANVIL

IN A BOOK

IN A BODY

**BEHIND THE
WALLS**

IN AN ACCIDENT

WHAT DID YOU NOTICE FIRST?

**THE IMPOSSIBLE
LANDSCAPE**

**THE GLOWING
LIGHTS**

**THE LUSH
VEGETATION**

**THE ROTTEN
STENCH**

THE SILENCE

THE BEINGS

WHAT WERE ITS INHABITANTS LIKE?

**SLIMY BUT
HONEST**

**TOWERING ABOVE
ALL**

**A TIGHTKNIT
COMMUNITY**

**FABULOUS AND
UNIQUE**

**ONE WITH
NATURE**

**DEAD OR
DOOMED**

ATTRIBUTES

EVERYTHING HAS THESE 2 ATTRIBUTES



HEALTH

When the health of a monster or yourself reaches 0 they are dead. You start with 10 health.



DICE

Used to power spells, attacks and abilities. Most actions in the game need dice to be used.

**YOU ALSO HAVE THESE 6 ATTRIBUTES
PLEASE PROVIDE A NAME FOR THEM.**



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

MAKE A TEST

Sometimes 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.

EXAMPLE:

The Watcher walks into a Stasis Trap- (Test 🖐️ or lose 1d6 ❤️)

They roll 2d6 and add their 🖐️ attribute of 3. Oof, they roll a 3 and a 2, even with the +3 from the attribute that's only 8, not enough to reach the 10 needed to succeed. The Watcher failed this test and loses 1d6 ❤️

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.

DAMAGE

Whenever you deal damage to a monster it loses that much health and vice versa. If a monster has 0 or less Health, remove it from the fight. If there's no monsters left you win. If you ever have 0 or less Health you die. Start a new run.

BLOCK

Block works like a shield that protects you from damage. When you get dealt damage, lose block first, before losing health. Block only lasts until your next turn. At the start of your next turn it resets to 0.

[PIERCING]

Some attacks are [piercing]. Damage from [piercing] attacks ignores block and damages health directly.



COMBAT

Combat is played in turns. First you get a turn, then all the monsters get a turn. Repeat until one side is dead or ran away.

On your or a monster's turn they roll a number of sixsided dice equal to their  DICE attribute and then use these rolls to activate their powers.


Your  DICE attribute is equal to the amount of personalities you have.


YOUR TURN

Roll your dice and use them to power your classes. To activate a class place one of your dice on it. That die needs to match the classes restrictions. Your attacks can target any monster you want. After you place a die it is used up for this turn. After you used up all your dice, or when you have no more actions left, your turn ends. And you proceed with the Monster Turn


Most of the time there's going to be a restriction on which dice you can use to activate your attacks.


The restrictions are:

 **ODD** Only odd rolls can be placed here. (1,3,5)

 **EVEN** Only even rolls can be placed here. (2,4,6)

 **PAIR** Requires 2 dice to be activated. Both need to show the same number.

 **MAX** Placed dice can't have a higher value than the pictured dice.

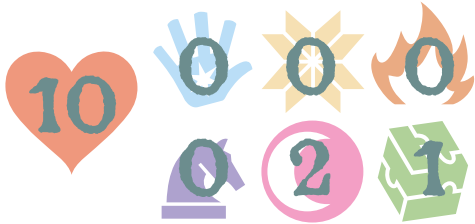
 **MIN** Placed dice can't have a lower value than the pictured dice.

MONSTER TURN

Roll the monster's dice and place them on the monster's attacks. If a dice fits multiple attacks, the monster always uses the leftmost attack first. After you place a die it is used up for this turn. After you used up all the monsters dice, or when they have no more actions left, their turn ends and the next monster's turn begins. After each monster had a turn proceed with your turn again.

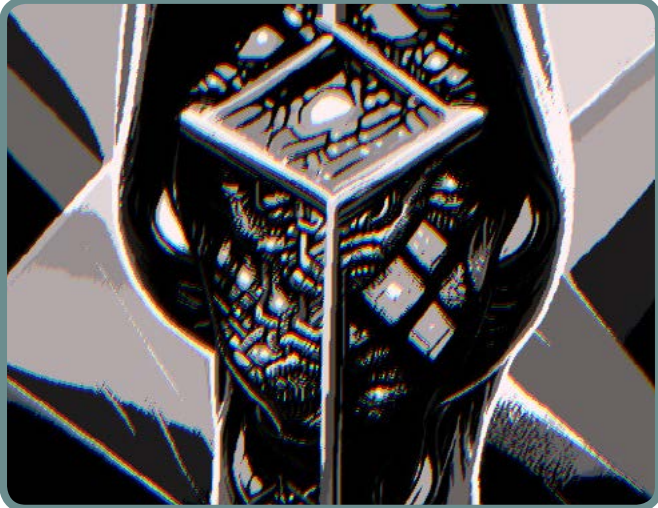
PERSONALITIES

(EMBLEM)

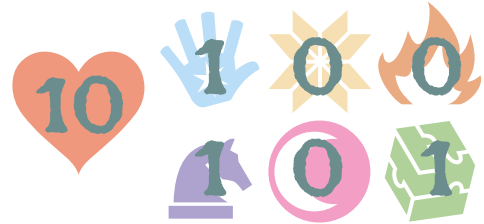


+2 on Tests against Traps

- slightest departure from the familiar makes them nervous
- always seeking attention

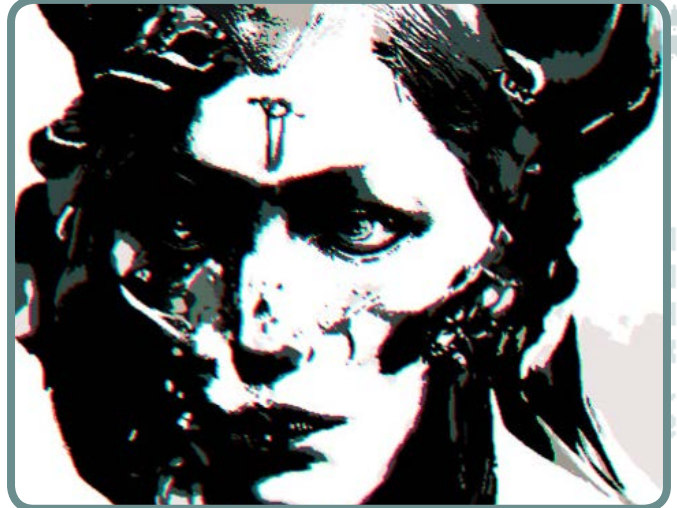


(ELF)



Double any damage dealt to gretchlings.

- loves hugs but will never start one
- goes on walks through the woods



(FAIRY)



You can pay 2 GLOG to reroll a roll on the TAROT table

- looks innocent but isn't
- always brings food for friends



(FICTIONAL CHARACTER)



Increase any healing received by 1

- always makes finger guns
- always high on whatever





CHARACTER CREATION

WORLDBUILDING DETAIL

EVERYTIME YOU VISIT THE EGO ROLL D20 AND ANSWER THE QUESTION FROM THE PERSPECTIVE OF YOUR HERO AND FROM THE PERSPECTIVE OF YOURSELF.

- 1 WHO DO YOU WANT TO BE?
- 2 WHERE DO YOU FEEL AT HOME?
- 3 WHERE DO YOU FEEL RELAXED?
- 4 HOW DO YOU FEEL ABOUT YOUR FAMILY?
- 5 WHAT MAKES YOU SAD?
- 6 WHAT DO OTHERS REMEMBER ABOUT YOU?
- 7 WHAT DO YOU WANT THE MOST RIGHT NOW?
- 8 WHO DO YOU LOOK UP TO?
- 9 WHAT DO YOU LIKE TO EAT THE MOST?
- 10 WHAT ARE THE MOST IMPORTANT THINGS FOR YOU?
- 11 IF YOU WOULD BE AN ICE CREAM FLAVOR, WHICH ONE WOULD YOU BE?
- 12 DO YOU LOVE YOURSELF?
- 13 WHO ARE YOUR FRIENDS?
- 14 WHAT DO YOU WANT TO CHANGE IN YOUR LIFE?
- 15 WHAT ARE YOUR BIGGEST PROBLEMS?
- 16 DO YOU HAVE A HIDDEN TALENT?
- 17 WHAT JOB WOULD YOU BE REALLY BAD AT?
- 18 HAVE YOU MADE A MISTAKE?
- 19 WHAT'S THE FUNNIEST THING YOU'VE DONE?
- 20 WHAT DOES HAPPINESS MEAN TO YOU?

1
2
3
4
5
6

DEBUFFS

	1 [BURNING] At the start of your turn get 2 damage, skip a turn to remove. Monsters will never skip.
	2 [STOP] Gain 1 less dice next turn, then lose [stop]
	3 [CURSE] Can't heal or gain block next turn then lose [curse].
	4 [SILENCE] Next turn your dice are worth -1 turn then lose [silence].
	5 [WEAK] Double the next damage you get. Then lose [weak]
	6 [BLIND] Your next action does nothing, then lose [blind]

BUFFS

	1 [STRONG] At the start of your turn get 2 block.
	2 [FAST] Gain an extra dice next turn then lose [fast]
	3 [WISE] Copy your next action then lose [wise]
	4 [RHYTHM] Next turn your dice are worth +1 then lose [rhythm]
	5 [REFLECT] The next attack against you, also hits the attacker then lose [reflect]
	6 [INVISIBLE] - The next attack against you deals no damage, then lose [invisible]

HOW TO METAGLOG



YOU ARE IN A DUNGEON

DUNGEONS ARE MADE OUT OF ROOMS

REACH THE END OF THE BOOK

DO NOT DIE

START
HERE

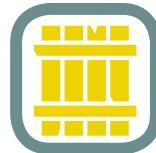
1. USE A PENCIL TO CROSS OFF A ROOM THAT IS ADJACENT TO THE DOOR OR TO A ROOM YOU ALREADY CROSSED OFF.

(You can't cross off a room more than once)

2. CHECK THE SYMBOL YOU JUST CROSSED OFF IN THE SYMBOLARIUM AND FOLLOW ITS INSTRUCTIONS

Alternatively read what the symbol does before you cross it off, but where's the surprise in that?

3. AFTER YOU HAVE DEALT WITH THE BOSS PROCEED WITH THE NEXT STEP IN THE HERO'S JOURNEY.



CHARACTER CREATION



JUMP IN THE PLOTHOLE
TO LEAVE



MONSTER

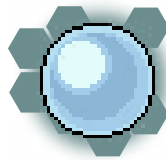


Immune to [slow].

GEOMETRY



EVEN



Deals damage equal to 1+ your



Gain block equal to your

ENTITY

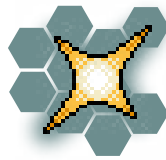


Immune to [blind].

GEOMETRY



EVEN



Deals damage equal to 1+ your



Heal self equal to your

CREATURE



Immune to [burning].

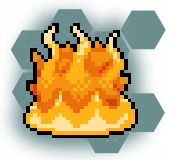
GEOMETRY



EVEN



Deals damage equal to 1+ your



Deal damage equal to DOUBLE your

GUY



Immune to [cursed].

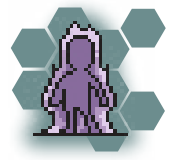
GEOMETRY



EVEN



Deals damage equal to 1+ your



Heal equal to 1+ your , and deal that much damage.

INCA

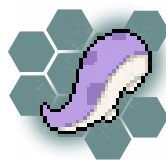


Immune to [slow].

GEOMETRY



EVEN



Deals damage equal to 1+ your



Gain block equal to 1+ your



Immune to [slow].

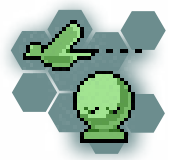
GEOMETRY



EVEN



Deals damage equal to your



Gain block equal to your



CALL TO ADVENTURE

1. Roll on **ADJECTIVE** and **CATEGORY** to determine what kind of thing you remember.
2. Invent a new part of the world that fits the rolled results. Give it a name, describe it in a few short sentences. Make it as real as your heart desires.
3. Write it down somewhere, maybe in the notebook at the end of this document or in a special chat room, so everyone can remember that it exists.

Examples:

You roll faction. You imagine a faction called the Agents of the Eye. Its members collect and sell information about politicians and other important people. You roll location, you invent a cool location like the pits of hellfire or the mossy banana island.

D66 ADJECTIVE

+

CATEGORY

mysterious	bloody	deceiving	faction	drug	technology
evil	beautiful	disruptive	person	story	magic
flying	ancient	dreamlike	monster	settlement	cult
powerful	ceremonial	eldritch	location	game	cosmology
wonderful	chaotic	elegant	plant	food	species
sentient	corrupted	enchanted	animal	art	word
expensive	secret	cursed	politics	mannerism	royal fuck up
organic	sticky	impossible	law	holiday	armor
ominous	stupid	illegal	artifact	tradition	gesture
psychedelic	toxic	loud	architecture	religion	tool
primitive	holy	silent	vehicle	clothing	weapon
sacrificial	noble	mechanical	anomaly	landmark	ritual

DO YOU REMEMBER THESE BEINGS? WHAT ARE THEIR NAMES?



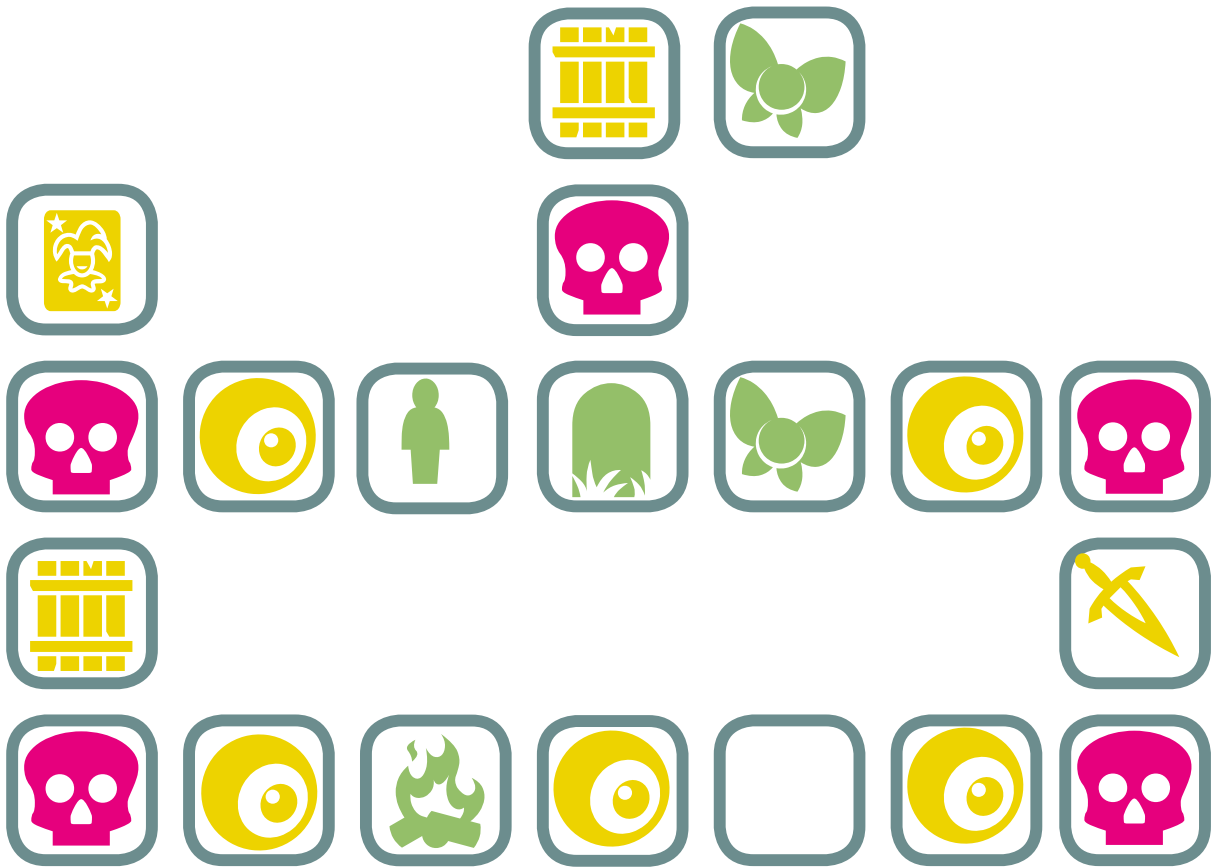
D66 COOL NAMES YOU CAN USE FOR STUFF




Deus	Sundered One	Oblidisideryptch
Phlox	Reneford	Con Halfal
Everythings	Baal	Morgan
Sylvanas III.	Lucis the grim	Alex
Urgus Semi	Spwack	Thoniel Gil
Lich the Stitch	Delver	Loch

Mike	Stella	Xeno
Sir Onyx	Hastur XIII.	Ardent
Vayra	Hieronimus	Archon
Eos	Hiland	Cat the Dragon
Erika	Josie	Fifth
Waffle	Lexi	Pig the filthy

LIKE MONSTERS OR SOMETHING

CALL TO ADVENTURE



GRETCHLING

MAX

Deal 2 damage.

MIN

Deal 3 damage.

GRETCHLING

PAIR

Deal 2 damage.

Heal 2 ♥

GRETCHLING

Roll the HP at beginning of battle

EVEN

Gain 2 block

ODD

Each GRETCHLING heals ♥

GRETCHLING

MIN

Steals 1 GLOG. If you kill it before it runs away you get it back.

Runs away.

GRETCHLING

Gives you and itself [weak].

MAX

Deal damage.

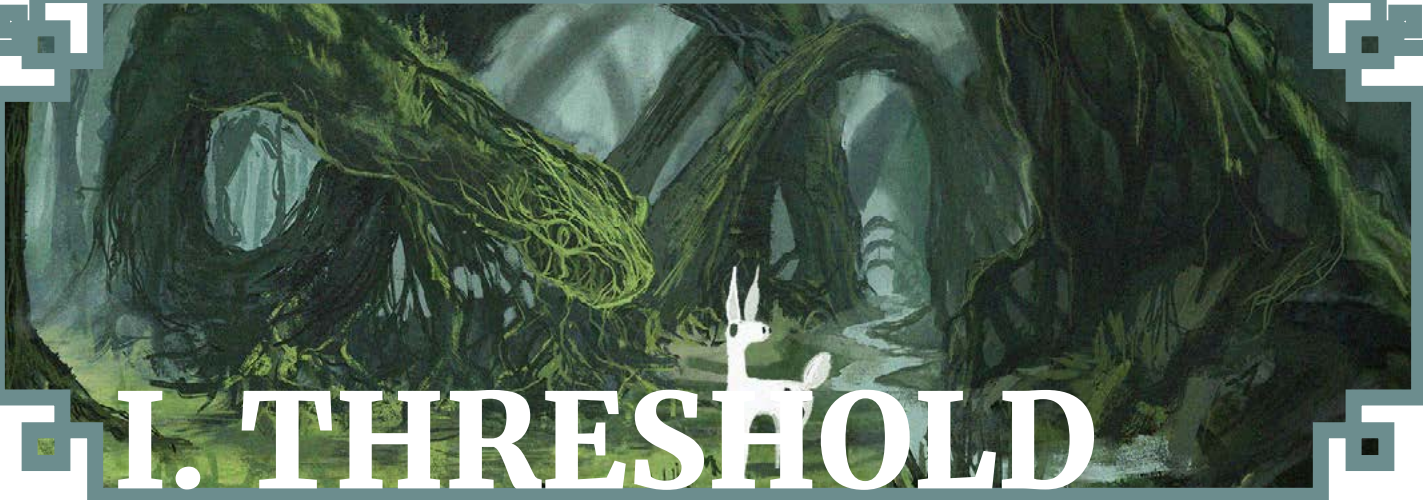
GRETCHLING

MAX

Deal damage equal to the amount of GRETCHLINGS in battle.

MIN

Summon a



I. THRESHOLD

HOW TO MAKE A SCENE EVERYTIME YOU VISIT THE I. THRESHOLD

1. Choose META or GLOG

META: pick the WANTS and LOCATION but randomly roll for PLOT TWIST and NPC..

GLOG: Randomly roll WANTS and LOCATION but pick the PLOT TWIST and NPC

2. First determine the LOCATION you're in. Imagine how the air feels, if there's any particular smells and what kind of plants, if any grow there.

3. Now determine the NPC you will meet in that LOCATION. Imagine how that NPC looks, what they're wearing, and how their voice sounds.

4. Give the NPC and yourself a WANT. That's the underlying motivation that drives each character's roleplaying. It doesn't need to be fulfilled in that scene, but the NPCs and your actions will be influenced by it.

5. Roleplay a scene between you and a random NPC. Try to show the relationship you have to them. After you've established the scene determine the PLOT TWIST and let it influence the scene in any way you want.

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 NPCs

1. guardian
2. grandparent
3. cousin
4. best friend
5. spouse
6. sibling
7. teacher
8. lover
9. parent
10. rival
11. student of the same master
12. apprentice
13. hears the same voices
14. someone you wronged
15. friend, but rival at work
16. someone you met in a bar
17. secret lover
18. saved your life
19. wants the same person dead
20. same traumatic experience
21. follows the same oath
22. sells drugs to you
23. muse
24. your sworn enemy
25. someone very shady
26. god
27. someone from a dream
28. claims to be your child
29. your neighbour
30. someone you trust
31. someone that broke your heart
32. inseparable by fate
33. person that looks like you
34. someone you want to be
35. your favourite shopkeeper
36. your ex

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 village 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

1. on a table in a busy smokefilled tavern
2. private room at home
3. loud marketplace smelling of fish
4. on the quiet border of the village
5. exhausted on the road
6. after finishing a dungeon
7. in a dark damp forest
8. in a dusty small wardrobe
9. inside a toilet, with people waiting outside
10. backstage at the theatre
11. on the stage with all eyes on you
12. standing by a river with the wind blowing
13. in a small cottage on a lonely mountain peak
14. at the ocean
15. in the garden of a big mansion overlooking a quiet, scenic river
16. by a small pond in the middle of a quiet, deserted woods
17. on top of a hill overlooking a large city
18. on the cold bench in front of the graveyard, illuminated by lanterns and fireflies
19. inside an old-school bar no beer taps, just bottles of wine and spirits
20. on a secret playground in the forest hills
21. inside a dark, haunted, old castle
22. on top of a small bridge looking across a wide river
23. just after sunset on the windy docks
24. underneath the village oak
25. in the entrance hall of a deserted mansion
26. inside a secret room underneath the church
27. inside the outdoor kitchen of an eatery
28. inside a library in a cave
29. on a field full of produce
30. on the edge of a cliff
31. on a hill under the full moon
32. under a big colorful mushroom
33. on the roof of a tavern
34. under a waterfall in the forest
35. in the catacombs under a castle
36. on a festival on the village square

THE FIRST THRESHOLD



Each turn roll 2d6 and encounter the rolled room. If you roll a room you already encountered, pick an adjacent one instead.





5  

No damage from Axes.

HUMAN


MIN 



Deal 4 damage.





Deal 3 [piercing] damage

5  

[guard]

HUMAN



Gain 3 block.



ODD 

Deal 2 damage.




1D6  


Roll the HP at beginning of battle

DEMON


EVEN 



Heal self by 1d6 



ODD 

Deal 1d6 damage.

6  

GRETCHLING HUMAN

MIN 

Deal 2 [piercing] damage.






Deal 2 damage. Gain 4 Block.





4  

BIRD



Deal 3 damage and give [curse].



MAX 

Give all other allies [fast].




6  

When you kill him gain 3 GLOG.

HUMAN

PAIR 

PAIR 

Steals 3 GLOG and runs away..



MAX 

Deal 3 damage.



THRIFTY

Whenever you use a  to activate an action, copy it.

KIND

Increase all healing you do by 1.

PYROMANIC

Your attacks deal double damage to [burning] enemies.

THICK HEADED

Your armor can't be pierced.

CREEPY

Your attacks against enemies that haven't acted yet are [piercing].

COWARD

Ignore the first trap in each dungeon.

INTELLIGENT

Whenever you reroll a die increase it by 1 after the roll.

LOYAL

You are immune to [curse].

PROTECTIVE

Whenever you gain block, an ally gains the same amount of block.

BRUTAL

When you deal 5 or more damage also inflict a random debuff.

IN LOVE

You have +3 Max Health.

POETIC

All your Music jobs deal +2 damage.




1D6 TAROT CARDS

- 1 THRIFTY OR KIND**
- 2 PYROMANIC OR THICKHEADED**
- 3 CREEPY OR COWARD**
- 4 INTELLIGENT OR LOYAL**
- 5 PROTECTIVE OR BRUTAL**
- 6 IN LOVE OR POETIC**

1D6 WEAPONS

- 1 SQUIRE OR NICEDICER**
- 2 KING OR JOKER**
- 3 KNIGHT OR DEFENDER**
- 4 BARBARIAN OR ARCANIST**
- 5 SQUIRE OR ROGUE**
- 6 ROGUE OR KNIGHT**



SQUIRE

MIN

Once per turn deal -2 damage.

- +2 damage
- Can be used more than once per turn.
- Any counts as a .
- Evolves with [Rune]

KING

MAX

Increase the next damage dealt this turn by +2

- increase by +3
- increase by +4
- Also reroll a die.
- Evolves with [Word]

KNIGHT

MAX

Gain 2 block
Deal 2 damage.

- +1 block
- +1 damage
- No more dice restrictions.
- Evolves with [Symbol]

BARBARIAN

MIN

Deal damage.

- Whenever you kill a creature with the barbarian, reroll a die.
- +1 damage
- +1 damage
- Evolves with [Blood]

JOKER

MAX

Heal someone for and deal damage

- MAX**
- and gain block
- Evolves with [House]

ROGUE

MAX

Once per turn deal [piercing] damage.

- Exhaust to make a [ranged] attack.
- MAX**
- MAX**
- Evolves with [Shadow]

NICEDICER

MIN

Once per turn reroll a die

- You may reroll up to two dice at once.
- You may reroll up to three dice at once.
- You may reroll any amount of dice at once. Evolves with [Dice]

ARCANIST

MAX

Deal damage to up to two enemies.

- MAX**
- Hits all enemies now.
- MAX**
- Evolves with [Power]

DEFENDER

MIN

Gain 3 block

- +1 block
- +1 block
- Your block can't be pierced.
- Evolves with [Shield]



D6 ENCOUNTER

- 1 FOUNTAIN** 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.
- 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 Egremep. The sculpture is an impressive piece made out of Egremeps 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. Deals 1d6 damage to you.
2. All of the air is filled with dancing colours, while strange and magical music drifts out of the altar. Increase one of your lowest attributes by 1.
3. A mighty and unceasing blast of divine light rushes out from the pillar. A class of your choice gets the following ability: Inflict [blind] when you deal damage with this class.
4. A portal appears where the altar used to be. You may skip to the next dungeon.
5. The altar crumbles away, and time goes backwards. Unexplore one of the rooms you already visited. You may visit it again.
6. A brilliant star shoots through the heavens and lands a short distance from the altar. Gain the THICKHEADED personality.



1 RIDDLE

Test If you succeed gain a random

2 TIMED TRAP

At the beginning of your next combat roll on

3 OBVIOUS TRAP

Encounter a trap

4 RED BUTTON

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

1. Roll on
2. Gain the Nicerdicer class
3. Roll 1d6 and lose that much
4. +8
5. -1
6. Gain a random .

Until the end of the journey you can't lose or unequip that class.

5 FREEZING COLD

Test . If you fail lose 1d6 GLOG.

6 LIBRARY

Roll a random battle on .

You and the monsters are [silenced] for the whole combat.

7 SLEEPING GOBLINS

Roll a random battle on .

but the monsters skip their first turns.

8 LIGHTNING RODS

Ouch, oops ZIZZLE. Test , if you fail lose -1 .

9 ITEM SACRIFICE

You may discard one of your classes or personalities and gain a random new one.

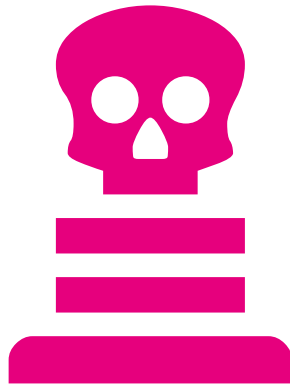
10 BLOOD SACRIFICE

A complicated system of needles pricks you for 1d6 damage. If you survive this you gain a bonbon. You may use the bonbon anytime you want to heal 1d6

REWARD TRACK



After each combat you win, advance 1 step on the reward track.



THE METAGLOG

Health  30

Get it? It's self referential. META. Like this text. You literally fight the literature in front of you. The actual book as an actual monster in the book. A book that's a meta book but also a monster. A meta book that contains a book monster. It is meta to itself, that is the joke. This is all meta. It's meta meta meta meta meta meta. This text. The meta text about the text. Everything is truly meta.

Each turn as its sole action Metaglog rolls 1d6 on this table:

1. 1d6 damage
2. all heroes gain a random debuff
3. Gains a random buff
4. Heals itself by 1d6
5. Lose a class or item of your choice
6. You lose 1d6 GLOG