



## AN ANCIENT GAME OF MONSTERS AND MAGERY

### A YUGIOH INSPIRED TTRPG

#### **BETA VERSION 1.0c**

Welcome to Duel Monsters. This is a mechanically simple RPG that uses the YuGiOh cards as reference for monster stat blocks and spell options. I have specifically focused my balance and play around cards up to the Labyrinth of Nightmare set. This is the beta and still needs balancing how ever the core mechanics will be staying mostly the same. The main features missing at the moment are class archetype suggestions, a more detailed list of spell balancing, and I need to tweak the balance factor for Ritual Monsters.

If you have any notable feedback or suggestions, please feel free to let me know.

#### **CHANGE LOG**

- New examples
- Details for Basic Magic
- Added mana bursts
- Fixed Typos
- Card Draw
- Starting page count
- Changed Fullcast restrictions
- Casting Stance
- Changed Logo

# SETTING

Duel Monsters is a YuGiOh inspired fan TTRPG about summoning monsters, casting spells, and dealing with the trials and benefits of a noble standing in Ancient Egypt. This was mostly inspired by the “Pharaoh’s Memories” arc of YuGiOh. It is a low complexity system with a focus on spell variety, monster summoning, and combat while leaving other aspects such as social conflict open to roleplaying.

Players will take the role of a Magus, a person of high standing similarly in rank to somebody of noble blood. A Magus is somebody able to cast magic without needing the assistance of an implement and have the ability to summon a fragment of a Monster, an entity that lives outside of our world in a dimension called the Shadow Realm.

Being a Magus has upsides such as being able to have power over the peasantry, access to food and information when needed, and not needing to purchase goods with their own finances. At the same time this power also comes with responsibilities. These responsibilities can include religious duties such as healing the sick, dealing with spirits and monsters, or providing blessings to the public. Other duties may include needing to deal with complaints of the peasants, conflicts between nobles, investigating issues with crop yields, or even needing to clean up after attacks from riff raff such as bandits or assassins.

While this system assumes a Fantasy Egypt setting, it is not difficult to update to a more modern setting.

# MECHANICAL BASICS

## ACTION RESOLUTION

Every time a check is made in Duel Monsters, you roll 2D6 and add a modifier to the result. In some specific circumstances you may roll +1D6 on your roll. This is compared to a target difficulty or against another roll.

## ACTION MODIFIER

When making a Check your modifier is determined by your equipment and how many stat points you spend when performing the action. It may also be modified by Charging the roll or spending Mana.

## CHARGING ROLL

Certain actions allow a character to “Charge” their next roll. When they Charge, the next roll has -1D6 and adds 6 to the modifier. A roll can have up to two Charge.

# CHARACTER CREATION

## STAT VALUES

A character has 7 stats:

### Hit Points (HP)

How much damage a character can take.

### Mana Points (MP)

A resource spent to cast Spells and Summon monsters.

### Attack

Added onto Attack rolls used in combat.

### Defense

Added on Defense rolls against attack and spells.

### Channeling

Determines how much MP can be spent in one round.

### Preparation

How many spells you can have ready to cast.

### Focus

Determines how many Spells you can keep active.

All stats start at a value of 1. You are then given 12 points to spend on stats with nothing going higher than 5 at creation. These will increase as you rank up.

## STAT POOLS

Each Stat has an expendable pool that is used in different ways.

**HP** is 4 per Stat Point (HP 1 = 4, HP 10 = 40)

HP is recovered through Healing Magic and resting.

**MP** is 10 per Stat Point (MP 1 = 10, MP 10 = 100)

MP is recovered through Meditation or resting.

**PREPARATION** is 1 Per Stat Point.

Preparation is recovered through Meditation or resting.

**FOCUS** is 1 Per Stat Point.

Focus is recovered when Focus is no longer occupied.

Attack, Defense, Channeling recover at the start of turn.

## SPELLS AND SPELLBOOKS

A Character begins with a Spellbook with 100 pages with 20 pages filled. A spellbook does not have to be a literal book; it can be a collection of loose sheets, writings on leaves or stone, or other physical objects.

A Spell takes up pages equal to the Spell Rank. If a Monster is added to the Spell Book, the Rank is increased by the Monster Level. More Spells can be added as you find them when given enough time.

You also start with one Bonded Monster. A Bonded Monster does not take up pages in your Spell Book and does not need to be Prepared but it does need to be refreshed like a regular Prepared spell. You do not gain another Bonded Monster through play, though story circumstances may allow your Bond to change.

## ATTRIBUTE ASSOCIATION

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Every Magus has a natural connection to one of six attributes, determined by your Bonded Monster. When Summoning a monster of the same Attribute, treat it's level as 1 lower for Summon and Sustain costs.

Your Attribute also gives you access to Elemental Basic Magic (see Basic Magic), this costs 1 MP and 1 Focus.

**Dark** - Able to see in all types of darkness, though not as well as with a light source. This may be from lack of light, obscured by smoke, or any other reason besides personal blindness or complete cover.

**Earth** - When in contact with solid ground, you are unable to be forcibly moved by anything short of a strong wind.

**Fire** - Immune to damage from small fires such as torches or campfires. Damage from larger fires such as a burning house is halved. This doesn't affect combat or spell damage.

**Light** - Able to produce a floating orb of light of varying intensity. The orb of light is capable of being brighter than a torch.

**Water** - Can hold breath under water for hours at a time. Also able to swim at regular speed.

**Wind** - Hovers just off the ground avoiding things like pressure plates, spikes, and reeds.

The listed abilities are suggestions. Stronger or different abilities may be attempted, with a Casting Check if needed.

Examples include sensing tremors through the ground, hiding from sight with darkness or light magic, levitating high or creating gusts of wind, or igniting objects from a distance. You may attune to another Elemental Basic Magic for +1 MP and +1 Focus.

## RANK PROGRESSION

When a milestone in the story is reached, characters will increase in Rank. Every Rank increase gives you 3 points to spend on Stats (to a maximum of 10).

You also are able to increase the Rank of one monster you have access to. Choose either your Bonded Monster or one Monster in your SpellBook.

Every Rank grants an Equipment Bonus to Attack, Defense, and HP of + 1 while decreasing Attack and Defense by 1 and HP by 2. A Monster can not have more Ranks than it has Levels.

The amount of equipment you can have on you may increase as your character goes up in rank.

If you do not have a monster to Rank up, you may wait until you have a new monster added into your Spellbook. This may be a time to start making more allies to add more in.

## EQUIPMENT OPTIONS

Characters do not have to worry about keeping track of regular items. Instead your character has a set amount of Equipment Points that are spent on different categories. Each provides a benefit to a Stat. Mundane Equipment can have a bonus up to +3. Equipment can be swapped between adventures, or when you have access to some kind of barracks or bunker that lets you exchange it.

**WEAPONS** (Attack): Added any time you could add Attack to a roll.

**ARMOUR** (Defense): Added any time you could add Defense to a roll, or when splitting incoming damage.

**TALISMAN** (Focus): Bonus points used to sustain a Spell. Maintains Focus on Spells when Meditating.

**SCEPTRE** (Channeling): Spent before Channeling when casting a Spell. Available on every cast.

**JEWELLERY** (Preparation): Bonus is used to Prepare spells. May be cast by anyone holding the Equipment.

**AMULET** (MP): Contains MP equal to Bonus \* 10. It recovers to half of maximum when not used for 20 minutes. Recovers to full after 8 hours without use.

**WARPAINT** (HP): Grants extra HP equal to Bonus \* 4. May be restored when Meditating.

## MAGIC EQUIPMENT

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Magic Equipment provides higher bonuses than mundane equipment, and sometimes comes with extra properties. Magic Equipment can reshape to the desire of the caster and occupies a Focus Slot to use.

When making Magic Equipment that isn't from an existing spell, limit the equivalent bonus to +6.

## STARTING EQUIPMENT

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Your character has various pieces of Equipment worn and carried. This can be mundane items such as a gem pouch, a favourite token, or other mundane objects. It can also be usable items such as potions, trinkets, weapons and armour. A starting character can have 7 points of Equipment.

## PREPARING SPELLS

You can spend time with your spellbook to Prepare your spells. When you Prepare a spell, you chant a long incantation that settles it in your mind for easy casting later. A Prepared spell may be cast as a single Cast Action and does not require you to have the spellbook on hand. To Prepare a spell takes 5 minutes for every Rank of the spell. Each Prepared spell takes one point of your Preparation Pool. Only one instance of a spell may be prepared or in play per character at a time.

## LEARNING SPELLS

After finding a new spell you may learn it. To learn a new spell, it must be translated for the Magus then be transcribed from the source into the caster's spellbook. To translate a spell, a character must spend sufficient time working on it. This is usually one crafting day per rank of the spell. Rare spells (determined by GM) may take extra time and effort, if they can be found at all. Alternatively, the person that wrote the spell into the source may translate it for you in a short period of time. To transcribe a new spell, the source must first be translated and then the caster spends one crafting day per rank of the spell writing it into their spellbook. After this is completed roll 1D6. If the result is equal or less than the Spell Rank, it is removed from the original source and must be Transcribed again.

## SPELLCASTING

Each Spell has a base MP cost equal to 1 + the Rank of the spell. When Casting a Spell you must have the MP Cost in remaining Channeling, including bonuses from Equipment. After casting a Spell, Channeling is lowered by the MP Cost minus Channeling Equipment. When you cast a spell, it is either Prepared or Loose.

## LOOSE CASTING

Loose Casting requires you to have your Spellbook on hand and turned to the page for the spell which takes an Action. If you have the correct Spell, you cast it with a Full Action. You may continue to cast the same Spell each round without changing the page again.

## PREPARED CASTING

Prepared Casting takes a single Cast Action. Choose one Prepared spell and cast it as normal. You may also boost your Channeling when casting a Prepared Spell. Once cast the spell is considered used and must be refreshed before you can cast it this way again. To prepare a spell again, you must spend time in relaxation going over your Spellbook. This takes about 1 minute per rank of the spell.

*NOTE: Prepared spells count as "In Hand" for effects.*

## CHANNEL BOOSTING

Whether you need more Channeling to cast a Prepared Spell, or want to spend more MP on it for a Casting Check, you can boost your Channeling by Sacrificing a Summoned creature. Sacrificing when you cast a Spell is a Full Action to perform and for every creature you Sacrifice, you increase your Channeling by 2 for that casting. The bonus to Channeling is spent before the Channeling Pool but after Channeling Equipment.

## PRECASTING SPELLS

Certain Spells can be precast, this includes certain traps and spells labelled "Quick Play". To Precast a Spell you cast as you normally would then occupy a point of Focus. As long as you maintain this point of Focus, you can activate the precast spell at any point without taking an action or spending more MP. Some Spells have certain triggers before they can activate.

## LOSING SPELLS

Some effects can cause you to lose knowledge of a Spell through Discard or Destruction. A lost Spell can only be Loose Cast if it is still in your Tome, it may not be Prepared or Drawn. If a Creature is Lost, you are unable to Prepare or Summon the Creature until you Meditate to restore the lost knowledge. This applies even from willing effects (like Polymerisation).

## CASTING CHECK

When a spell is cast against on an unwilling target that is not a summoned creature, you must make a Casting Check. This is a normal roll with a modifier equal to the MP spent on the casting of the spell, opposed by a Defense roll from the target (also adding Defense from Equipment). You may spend more MP than the base cost to increase your modifier on the check. If a target is unconscious they can not choose to be willing and always makes a Defense roll even if it is healing. If a Creature uses an ability, it adds Level to the casting check. Summons add MP cost instead. A Casting check can be Charged.

## EIDOLONS

When an Equipment or Item spell is cast as an incantation you create a temporary Eidolon, a magically created replication of an Artifact. Once cast, it occupies a point of Focus to sustain and is treated like a Trinket. You can give an Equipment Eidolon to someone else, but using it requires another point of Focus from the wielder like equipping a Magic Item. A Monster does not require Focus when using Equipment. Targeting it with Despell effects removes Focus on the Eidolon, causing it to vanish. When you meditate, any Eidolon must be dropped, regaining the Focus even if it would be maintained with Focus equipment. An Eidolon will always have minor faults in it's visual appearance making it clear it is a fake to anyone observing closely, as well as a Magic Aura perceivable through Stimulate Sense.

*NOTE: Once an Eidolon has been cast, you may not cast it again until you Meditate. This does not take an Meditate action.*

## COMBAT

Combat in Duel Monsters can be between monsters, magi, regular people, or any mix of them all. Combat takes place in a vague area with relative segmented movement instead of grids. It can take place some place as small as a tavern or as large as an entire farm. For time keeping, assume a Round to be 12 seconds.

## INITIATIVE

When a character takes a hostile action it is time to roll initiative. Every character involved in the combat makes a roll with a modifier based on their circumstances. These should range from 1-3, or possibly adding +1D6 with a successful ambush.

## ACTIONS

During a characters turn they can either take two Partial Actions or one Full Action.

### PARTIAL ACTIONS

Make a Move between two adjacent Sections.  
Disengage from a Skirmish.  
Cast a single Prepared Spell.  
Charge your next roll.  
Attack a target in range.  
Use an Item.  
Transfer an Item to a Summon.  
Activate a Basic Magic.

### FULL ACTIONS

Move to anywhere on the Battlefield.  
Cast multiple Prepared spells at once.  
Cast a Loose spell.  
Cast a Prepared spell with a sacrifice.  
Manage your Inventory.

## MOVEMENT

Movement is split into sections with every obstacle on the field providing a new section. This can include toppled objects, people, summons, or anything else that may slow somebody down. For a Partial Action you can move from one Section to another. As a Full Action you can move to any Section on the battlefield. If you move up to other characters, you enter into a Skirmish with them. To leave a Skirmish requires a Partial Action.

## INVENTORY MANAGEMENT

As a Partial Action you may activate an Item already held in your hand, swap a held item with one carried by you, or transfer an equipped Item to one of your summoned creatures or from them to you.  
As a Full Action you can shift around every Item you carry and wear, swapping hands and equipment with your summons and yourself without limit.

## COMBAT STANCE

At the start of your turn you may declare a Stance. If you are in a Stance you may not use Parry or Cast a spell but may activate Precast Spells or Basic Magic.

**ATTACK MODE:** You gain +1D6 on Attack rolls. You are unable to use Block or Brace.

**DEFENSE MODE:** You gain +1D6 on Defense rolls including Brace, or against a Casting Check. You are unable to use Attack or Counter Attack.

**CASTING MODE:** You gain +1D6 on Casting Checks. At the start of your turn, you may Draw a random spell. You may Cast spells but can not Attack, Counter Attack, Block, or Brace.

## ATTACK

When you are in a Skirmish with one or more characters you can use a Partial Action to perform an attack on one target. You can not perform more than one Attack in the same turn. Your Attack roll spends from your Attack pool, you do not have to spend it all. Every 1 Attack spent increases the Modifier by +1.

An Attack check can be Charged.

## DEFENSE

When targeted by an Attack you choose a Defense in response.

**PARRY AND RIPOSTE:** You roll an Attack check in response. The higher roll deals damage to the lower roll equal to the difference between the two rolls.

**COUNTER ATTACK:** You roll an Attack check in response. Both you and the Attacker receive the full rolled value as incoming damage.

**BLOCK:** You roll a Defense check. This is like an Attack check but spending from Defense instead. The Attack roll is lowered by your Defense roll and you take any remaining value from the roll as damage.

**BRACE:** Lower the Attack check by 1D6 then deal the remaining to your Defense pool. If any Defense is remaining it is dealt as damage to the Attacker. Excess damage is dealt to your HP as normal.

A Defense check can be Charged.

## RECEIVING DAMAGE

When you would receive Damage it is split between HP and Defense. Half of the incoming damage is removed from your Defense pool and the remainder is removed from HP. If you do not have enough in your Defense pool any excess beyond that is also removed from HP. If you have Defense equipment, the damage is lowered by the Equipment value first after splitting.

## BASIC MAGIC

Every Magus has access to Basic Magic. This does not need a Spellbook or Preparation. You cast Basic Magic as a Full Action for 1 MP and occupy 1 Focus to sustain it. While it is sustained, you may spend a Partial Action to activate one of the effects. If you are using a Full Action to cast multiple spells you can also trigger Basic Magic effects as one of those spells, once each.

### PRESTIDIGITATION

This spell is a minor magical trick that novice spellcasters use for practice. As a Cast Action you create one of the following magical effects:

You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

You instantaneously light or snuff out a candle, a torch, or a small campfire.

You chill, warm, or flavor a small amount of nonliving material while the spell is Focused.

You make a color, a small mark, or a symbol appear on an object while the spell is Focused.

### MAGICINE

This spell is a catch all for all minor medicinal tricks performed by faith healers and witch doctors. As a Full Cast Action you can perform one of the follow effects:

Heal a minor wound or blemish, such as a boil, wart or small cut.

Assist a willing target in getting a good nights rest, allowing them to sleep naturally despite pain and suffering.

Cauterise a wound. While you don't fix the wound, you prevent it from further bleeding and infection.

Bring out the full medicinal properties available in plants. Good to use with elixirs.

### MAINTENANCE

A small spell used in general upkeep and fixing wear and tear of objects. As a Full Cast Action you may repair small cracks in, or generally clean, an object you make contact with.

### TELEKINESIS

A spell used for moving small objects without making contact. As a Cast Action, you can move around a small object you could lift with your finger as long as you can see it. As a Full Cast Action you can use an incantation to cause an object to move following simple commands. This may be used for things like writing with a quill, or rigging a die to always tip over if it lands on a 6.

### STIMULATE SENSES

While Focused, this spell allows you to perceive creatures, items and spells to be magic. While you may not be able to discern it's true form, you can tell an object is magical. Looking at a Caster allows you to perceive how many Spells they have Focused. As a Cast Action, you can heighten any one of your existing senses to super human levels for a round (12 seconds).

### MANA BURST

While Focused, you can spend MP to improve any Skill Check, Attack or Defense Roll. Spends Channeling.

### HAMMER SPACE

As a Cast Action you can place an object you can carry into a pocket dimension accessible only by you. A Cast Action allows you to call out the object into your hands or onto your body as appropriate for equipment. Every instance of this spell may only store one item.

### ELEMENTAL MAGIC

Listed under Attribute Associations. A different Attribute from your own requires 2 MP and 2 Focus.

### MISCELLANEOUS

This is not an exclusive list and players are encouraged to come up with their own. Remember that Basic Magic needs to have no direct mechanical impact such as dealing damage or applying status effects and it needs to be something that you can expect even an untrained Magus could perform.

## SUMMONING

Summoning a Creature follows the same mechanics as Casting a Spell. A Creature Spell Rank is increased by the level of the Creature. A summoned creature appears next to the Caster. It may join a Skirmish when Summoned. On the turn it is summoned, a Creature can choose a Combat Stance and take a Partial Action.

## CONTROLLING SUMMONS

A Summon takes a point of Focus to Sustain. At the start of your turn you must choose if you are going to Sustain the Summon or Dismiss it. If you dismiss the Summon it vanishes from the Battlefield and may be summoned again. If you choose to Sustain the Summon you must spend MP equal to the level (not Rank) and then it can take actions like any other character. The MP cost to sustain may be lowered by spending more Focus when it is summoned. Every Point of Focus occupied decreases the Sustain by 1. These points remain occupied until you Dismiss it.

## SUMMON RESTRICTIONS

A summon is tied to the one who summons it and does not properly exist. The following rules apply:  
They must remain in 2 Kilometers of the summoner  
They are self aware but do not make decisions  
They will follow orders to the best of their ability  
The caster and summon can communicate mentally  
It has HP equal to Level \* 2 and has no equip bonus

## HEALTH SPLIT

When a Summon would receive damage, the Summoner can choose to take half or all of the damage. This is applied after incoming damage is reduced. The Summoner can not reduce the damage.

## SHADOW SUMMONING

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A Creature may be summoned as a Shadow. A Shadow does not have a Sustain cost and only occupies one Focus. A Shadow reveals itself when it is targeted with an attack or makes an attack but otherwise can not be targeted without specific effects. Some Shadow creatures have an effect trigger when they are revealed. A Shadow can not act when summoned, and must remain within one section of the summoner.

## DEATH AND HEALING

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If a Summon reaches 0 HP it is considered Defeated. As long as you keep 1 Focus occupied to Sustain the Summon it remains in play and can be carried around. It no longer has an MP cost to sustain. To bring back a Defeated summon you must use a revival magic such as Monster Reborn to Special Summon it. If you do not maintain the Focus, it's body will fade away and it can not be Summoned for 24 hours.

If a Summon is hit by a Destroy effect (such as Fissure) it may be kept in play like a Defeated summon.

If you dismiss a Summon before it is reduced to 0 HP, or it is removed with a Destroy effect, you may cast it again after Meditation to Restore it. When it is summoned again regardless, it is restored to full HP.

## LEARNING NEW SUMMONS

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Unlike regular Spells you can not learn a new Summon by copying the incantation from another source. You must find a Real version of a monster and impress them enough that they let you Summon a fragment of them. This might be through combat, knowledge, puzzles, or completing a quest for the monster. Every time you cast a Summon spell, you summon the same fragment of the Monster, with memories of everything that has happened since gaining it.

## ADVANCED SUMMONS

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**SPECIAL SUMMONS:** If a monster can be Special Summoned, it will have an ability that explains how. When you meet the appropriate trigger, you spend the MP as if Summoning normally but you do not need to spend an action to summon it. You also do not need Channeling to pay for it. After a monster is Special Summoned, it needs Focus and Sustain as normal. If you are able to Special Summon from the effect of another spell, you spend the action and MP to cast the spell and also the MP to summon the monster, using Channel only for the original Spell. If it was previously controlled by another caster (such as reviving with Monster Reborn), the original caster no longer needs to occupy Focus to keep it in play, you do that now.

**FUSION SUMMONS:** Certain monsters can only be summoned by a method called Fusion Summon. These powerful creatures have specific monsters required to create them, referred to as Materials. To Fuse monsters you must have the Materials prepared (or summoned), have enough Focus to Sustain one spell for each Material (if a Material is already summoned, the occupied Focus counts towards this limit), and cast the spell "Polymerisation" as a Full Action.

After resolving the spell you Discard each Material from being prepared as if they were summoned, spend the MP cost equivalent of the Fusion monster using the highest Rank from the Materials with the Fusion Creature level to determine MP cost, then summon the Fusion monster. It occupies one Focus plus one more Focus for each Material.

In exchange for the difficulty of summoning, a Fusion monster has higher stats than normal for a monster of it's level. A Fusion monster adds the level of the Materials to determine HP and Equipment Bonuses to Attack and Defense even if they are not normally given one. If a Material was already summoned and damaged before Fusion, the damage carries over. If a Fusion creature is destroyed you may choose to keep the Focus occupied to sustain it's body, or occupy 1 fewer Focus to instead split it into the Materials allowing reviving them. If any Material has been improved, the Equipment ranks are added to the Fusion up to the Fused Monster level.

**FUSION EXAMPLE:** A Caster has bonded with M-Warrior #1 and M-Warrior #2 and has these both Prepared. He has Polymerisation in his Spell Tome but only wants to Prepare other spell options. Because it is a Full Action he can not Loose Cast so instead has a Preparation Ring containing the spell Polymerisation, allowing him to cast it when necessary. During combat, he holds out his Ring and spends a Full Round to cast Polymerisation, costing 4 MP. This is not countered so he "Discards" M-Warrior #1 and M-Warrior #2 from his mind meaning they are no longer prepared, spending another 6 MP to summon Karbonala Warrior (Rank 1 from M-Warrior #1, Level 4 Karbonala Warrior). Karbonala Warrior occupies 3 Focus with a Sustain cost of 4 MP, but is a powerful monster with 20 HP (2 \* Level), 9 Attack and 6 Defense and an inherent Equip Bonus of 6 (M-Warrior #1 and M-Warrior #2 both being level 3). If the Fusion occurred with Real (non summoned) versions, it would have 40 HP, 5 Attack, 2 Defense, and an Inherent Equip Bonus of 10. A true Warrior.

## OUT OF COMBAT

When you are out of combat there are many things you can do. Do not feel restricted to a set list. If an action would require a Skill Roll, it will have a difficulty ranging from 4-15. Modifiers may be applied depending on the current circumstances, allow players to be creative with how they approach obstacles.

*NOTE: Modifiers should range from -3 to +3*

## MEDITATION

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Meditation takes 5 minutes in a quiet undisturbed location and you must Dismiss any spell taking Focus that is not Basic Magic as well as Lose any Drawn spells. Every 5 minutes spent Meditating allows you to pick any two of the following effects:

- Restore MP equal to your MP Stat, up to no more than half of your total MP pool.
- Clean a Prepared Slot to Prepare a new Spell.
- Restore all Spells that have been Lost Knowledge.
- Restore 1 Equipment worth of War Paint.
- Restore MP equal to your MP Stat to an Amulet.

To fully restore MP you must get a full night sleep.

## RITUAL CASTING

Any Spell casting activity that takes longer than a round to complete is called a Ritual. This includes creating Magic Items such as Artifacts Trinkets and Scrolls, Translating and Transcribing a new Spell, or preparing a Ritual Summon. Each type of Ritual requires a certain amount of time based on the Spell Rank, with each having their own Time Unit. This can be in Minutes, Hours, or Days.

A Ritual that requires you to spend MP is not limited by your Channeling score, but you may not use Equipment to provide any extra MP for the Ritual. It must come from the performer and their Helpers if allowed.

In one day you can not perform Rituals for more than 8 Hours. If a Ritual would take 14 hours, this means it would take 8 Hours on one day, and 6 Hours on the next day, leaving you with 2 hours left to work on something else.

*NOTE: You do not need to perform a Ritual in one continuous session. You can have multiple Days between Progress, however you may only work on one Ritual at a time. You may however Help another one.*

## CRAFTING

PCs are able to make Magic Items that they have access to the Spell for, such as a Spellbook or Library. A Crafting Ritual costs MP to perform equal to 20 multiplied by the normal cost. If you do not have enough MP to pay for the Crafting, you may spend additional time adding your Channeling value in MP for each additional hour worked. This does not increase the MP required. You may instead use Helpers who add their own MP up to their Channeling for each day. One day of Crafting is limited to 8 hours of work.

## ARTIFACTS

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Artifacts are usually used once before losing their power, however some will maintain their power for multiple uses unless dispelled (such as Equipment).

To restore the power of an Artifact or to create a new one a caster must have the appropriate spell. Once the spell is acquired, the caster performs a ritual for the specific Artifact.

**CREATING:** Creating an artifact takes a number of days equal to double the normal MP cost of the spell.

**RESTORING:** To restore an artifact, the caster must perform a ritual that takes a number of minutes equal to the normal MP cost of the spell.

## TRINKETS

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Trinkets are similar to an artifact, however it is usable only once and can not be restored. A Trinket does not require MP to be spent when used.

**CREATING:** Creating a Trinket takes a number of hours equal to double the normal MP cost of the spell.

## SCROLLS

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Scrolls are a special type of Trinket that allows you to cast a spell without spending MP. It follows Trinket rules for crafting and the Scroll may be used as a Spell Source for learning a new Spell. A held Scroll is activated as a Full Action but may be activated by anybody able to read it. This is treated as casting a Spell at the lowest cost. You may spend additional MP up to your Channeling when making a Casting Check.

## RITUAL SUMMON

Certain Monsters can only be summoned with a Ritual. This requires multiple steps. First you perform a Ritual to create a Scroll of the appropriate Ritual Spell. Second you have the Ritual Monster prepared as well as other Monsters at least equal to the Level of the Ritual Monster to sacrifice. Third you activate the Scroll as a Full Action and Special Summon the Ritual Monster, paying MP for a Monster of its Level and Rank, as well as sacrificing prepared and summoned monsters. A Ritual Monster has an Equip Bonus equal to its level.

## PLAYER TIPS

Make sure you have enough Channeling to cast the spells you want to cast. This may be achieved through Equipment or Sacrifices but still plan ahead.

Don't rely on one single monster. If it gets destroyed or dies you will be left without one. It may also be more efficient to use multiple smaller monsters.

Remember that monster damage doesn't carry over to you unless you choose for it to. A small monster taking 25 damage is the same as a larger one taking it.

Get a variety of spells for different situations, even if you don't Prepare them. You can cast any spell in your book if you can turn to it's page.

Be creative with spell use, especially with Basic Magic. These can be used to solve a lot of out of combat problems.

Don't forget that you can see magic with stimulate senses.

## SPELL SUGGESTIONS

**Blue Medicine:** A Rank 1 Item spell that recovers 4 HP.

**Sparks:** A Rank 1 spell for 2 Direct Damage.

**Remove Trap:** Useful on many Artifacts and real traps.

**Despell:** Removes spell effects and Equip Artifacts.

**Rain of Mercy:** Rank 5 group healing for out of combat.

**Waboku:** An Artifact that can protect you from damage.

**Stop Defense:** Force an opponent into Attack Stance.

**Block Attack:** Force an opponent into Defense Stance.

## CARD DRAW

Some effects may allow you to Draw a card. When you do, you randomly Prepare a spell from your Spellbook. The available spells are those not already prepared, Lost, or Precast. A Drawn spell is Lost when cast. If a Drawn Spell would give you more Prepared spells than your Preparation score at the end of the round (12 seconds out of Combat.), you Lose any above this limit.

## GM TIPS

When designing encounters think about monster motivation. Unless summoned, they will likely run away when they hit about half HP or when achieving a goal. Use terrain, obstacles, and traps. Players have access to elemental magic, monsters, and likely healing magic. Feel free to wittle away their resources over time and let them find creative magical solutions to problems.

Ask the players what kind of monsters they may want to ally with and write an adventure around that. The same for spells, a rare spell may be lost in a library and guarded by a monster.

Don't forget the action economy when placing monsters. Unless a character is well armoured, 10 attacks at +1 can do more damage than 1 attack at +10.

Give the PCs a point value of Equipment at character creation and let them swap it around when they are able to do so, such as back at the temple or when finding a barracks. Give them more equipment points as they level up.

A monster or NPC should not be restricted exclusively to their listed ability. Think of the ability as being what they can do when summoned, but a real one has access to more options. Spellcaster types might cast spells, beasts could travel in a pack and call for backup, plants may be well camouflaged.

Similarly you may allow a monster to use their Attribute related magic. Earth are hard to knock down, Wind can hover, Dark can make it hard to see. Signature Spells are a great way to synergise with an existing monster, if used by a Real Version it may be able to use it once per day, or even once per encounter if it has time to rest in between.

## REAL MONSTERS

The real version of a creature is harder to fight than the summoned version. A real version has a Modifier to Attack, Defense, and HP equal to it's level as an Equipment Bonus. It's listed Attack and Defense are lowered by the same value. A real version has a HP of 4 \* level as an Equipment Bonus allowing them to recover 4 HP after a 5 minute rest. It may also know spells of it's own and have it's own MP, or be able to utilise "Elemental Attunement" magic depending on the type and attribute. Be creative.

If a Monster has a targeted effect, remember to roll a Casting Check if it targets anything but a Summoned Monster, adding their level as a bonus to the roll.

## EXAMPLES

Summoned Masaki the Legendary Swordsman (Lvl 4)

HP: 8

ATK: 11

DEF: 11

Real Masaki the Legendary Swordsman (Lvl 4)

HP: 16

ATK: 7

DEF: 7

Katana - +4 Attack

Tosei-gusoku - +4 Defense

Earth Magic: Tremor Sense, Unshakeable

Summoned Blue Eyes White Dragon (Lvl 8)

HP: 16

ATK: 30

DEF: 25

Real Blue Eyes White Dragon (Lvl 8)

HP: 32

ATK: 22

DEF: 17

Fangs and Claws - +8 Attack

Dragon Scales - +8 Defense

## CONVERTING CARDS TO INGAME SPELLS

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For now, it is up to you to convert the card game cards to spells yourself. This is pretty easy.

1. Traps become Artifacts. Some, such as spellbinding circle or dragon capture jar, can be an actual trap in a room. Others use Focus as normal.
2. Spell cards require adjudication. Use the artwork and the name as a way to figure it out. Cards like Pot of Greed are Artifacts. Red Medicine is a trinket. Equip cards remain equip cards or become buffs. Quick Play spells can be "Precast" (see rules above).
3. For some spells where one is objectively better than another (Such as Ookazi over sparks), use other aspects to balance them out. Sparks is a single target spell, Hinotama can hit everyone in a skirmish, Ookazi strikes a couple sections (allies included), and Tremendous Fire does the most to everyone while also hurting the caster. Alternatively you could increase the rank of each one above the rarity conversion. Similarly, Healing spells may be balanced around being an Artifact or higher cost.
4. When converting creatures, divide their attack and defense by 100. These become the Attack and Defence scores respectively. Shadow summoning a creature is the equivalent of playing it face down, so when it ceases to be a shadow a flip effect comes into play.
5. Spells, traps and effects that affect life points have this value divided by 100.
6. Cards that refer to "in hand" means to target Prepared spells. "Deck" is a casters spellbook. Anything "in the graveyard" is a spell that has been used without taking a rest to meditate, or a dead body in the area.
7. Some creatures or spells should be characters themselves rather than a spell. If a creature is a human, perhaps make it an NPC instead. A spell like "Dian Keto, the cure master" is actually a healer that has a powerful healing spell, she may teach it if she likes the players. Use the effect given on the card for a guideline of what the character can do.
8. Spells that target spells or traps (such as despell or remove trap) can work on incantations or artifacts as appropriate.
9. If an effect targets "A monster" it must be within one Section. If it target's "A player" then it can target anywhere on the field. Effects that target "All monsters" such as Time Wizard should instead target everything within one or two Sections.
10. Cards that destroy/remove/etc a creature usually only affect summoned creatures. If used on a Real target, a Casting check is suggested for a temporary effect.

**EXAMPLE:** Fissure may be used to target any target within one Section. The caster makes a Casting check with a modifier equal to the MP spent on Fissure (1+Rank) plus any extra MP they choose to expend for a boost (up to Channeling Score). The Casting Check rolls 2D6+3+Extra MP against the Target's Block Roll of 2D6+Defense Score (and Defense Equipment Bonus). If the result is successful, the target is not destroyed but they are instead taken out for the round, effectively dead and unable to act except to Parry incoming attacks.

## RARITY - RANK CONVERSION

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While there is no hard and fast rule the current guidelines I have been using for determining spell rank is based on the original rarity of the card. With cards in the same rarity, you may need to alter the Rank for balance purposes (See Ookazi vs Sparks)

**Common** - Rank 1

**Rare** - Rank 2

**Super Rare** - Rank 3

**Ultra Rare** - Rank 4

**Secret Rare** - Rank 5