

DUEL MONSTERS - A GAME OF SPELL CASTING AND MONSTER SUMMONING

WHAT IS THIS GAME?

Duel Monsters is a game 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

The default setting takes place in fantasy Ancient Egypt, a low magic and low technology place where spirits and magic are real but rare and even the higher status only have just enough food to survive. Other settings are viable, but the item system is left open enough that the difference is in description rather than mechanics.

WHAT AM I PLAYING AS?

Your character is a Magi, one of the people gifted with the ability to use magic. This comes with the benefits of a high status in society being near the equivalent of nobility, though it also comes with responsibilities. You will be expected to investigate complaints from the villages, handle conflicts and disputes, and investigate supernatural issues that come up (mostly fighting monsters).

MECHANICAL BASICS

Resolution: Roll 2D6+Modifier. Some circumstances will let you roll +1D6.

Using Stats: Spend from Stat Score when appropriate as listed in the Stat entry

Recover Score: Restored to maximum at the Start of your Turn each Round

CHARACTER STATS

Every player character has 7 stats, 2 resource stats and 5 base stats. The value of each stat starts at 1, and has a maximum of 10.

HP

MP

Attack

Defense

Channeling

Focus

Preparation

At creation all stats have a value of 1. You also have 12 points you can distribute between them, with no value becoming higher than 5 at character creation.

All Stats have a Score, which is how the Value is used in gameplay.

The Score of a Base Stat is equal to the Value. If it gets spent this is usually recovered at the start of your turn in each round.

The Score of the Resource Stats (HP and MP) have a different calculation and only recover under specific circumstances.

Your HP (Hit Points) have a Score equal to 4 plus 4 for every point, or $4 + (\text{Points} \times 4)$.

Your MP (Magic Points) have a Score equal to 10 plus 10 for every point, or $10 + (\text{Points} \times 10)$.

A new character starts with a Bonded Monster, a 100 page Spellbook, and 10 pages worth of spells.

A Bonded Monster does not take a page in your Spellbook and is instead inherently linked to you. Your Bonded Monster always counts as being Prepared without taking a Preparation slot. It otherwise follows the same rules as other Monsters.

A mage has an Attribute association that grants a minor ability that can be used. This must also be the Attribute of your Bonded Monster. When summoning a monster with your associated Attribute, the monster level is lowered by 1 for determining Summon and Sustain costs.

Attribute abilities are treated like Basic Magic. While attuned to your elemental magic, you may do similar low powered effects such as sensing movement through the ground, or vibrations in the air.

These are just examples, feel free to attempt similar strength effects relating to your Attribute. Stronger effects may be attempted with a Casting Check determined by the GM.

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.

CHARACTER PROGRESSION

When a milestone in a story is reached (determined by the GM), PCs will increase in capabilities. When this happens they gain 2 points to spend on Stats, and can increase the strength of a

Monster they have access to.

Choose a Monster available to you (either your Bonded Monster or one in your Spell Tome) to receive a Boost. For each Boost it gains a +1 Equipment Bonus to Attack, Defense, and HP. You then lower Attack and Defense by 1, and HP by 2. A Monster can not gain more Boosts than it has levels. (This means that at maximum Boosts, a Summoned Monster should be equal strength to the Real one).

COMBAT

Initiative: All characters in the battlefield roll for initiative. The order from highest to lowest determines the order that characters act in a round. A character may have a Modifier to this roll depending on circumstances such as an ambush, being intoxicated, or being distracted.

Actions: On your turn you can perform two partial actions or one full action

Partial Actions: Move between Sections of the battlefield, Disengage from a skirmish, Cast a prepared spell, Use an item, Make an attack, Charge

Full Actions: Sprint to any area of the battlefield, Cast a spell that isn't prepared, Cast multiple prepared spells, Manage your inventory, Attempt to flee

Movement: Movement and distance is not something that needs to be kept track of precisely. Instead, a battlefield is split into multiple sections. Each section represents the rough spacing between combatants on the field. Typically this will be the distance you can cover in a few seconds. As a Partial Action, you can move from one section of the battlefield to another. As a Full Action you can move to any point on the battlefield, provided there is nothing blocking the way. You may engage a target in combat with the same action you use to move.

SECTION EXAMPLE: A brawl breaks out in a tavern. The tavern has 3 sections, the left and right walls and somewhere in the middle. During the fight some tables get flipped over creating an obstacle. This adds another section to the tavern fight due to the extra movement required to get around.

Elsewhere, a battle takes place in an open field. Despite being larger this field also only has three sections to begin with. That is the base camp of each side and the middle of the field. As soldiers spread out providing more obstacles to get past, more sections are created.

MOVEMENT EXAMPLE: A mage summons a creature onto the battlefield. If you move once you can move to and/or engage with the creature. To reach the mage requires a Full Action to sprint across the battlefield, bypassing the creature.

Skirmish: To attack a target, first you must use a Movement action to Engage them in a skirmish.

You may also Engage with a skirmish already in place. All characters in the skirmish may target another character in the skirmish with an attack. To remove yourself from a skirmish you use a Partial Action. You are still in the same section when you Disengage.

BATTLE STANCE: At the start of your turn, you may decide if you are in Attack Mode, Defense Mode, or None. When you are in a Battle Stance you may not perform Parry and Riposte or cast a spell, though you can trigger spells that are precast.

(Attack Mode): When you use Attack Mode, you may not perform Block or Brace. If you make an Attack or Counter Attack you receive a +1D6 bonus.

(Defense Mode): When you use Defense Mode, you may not perform an Attack or Counter Attack. If you perform Brace you gain +1D6 Defend score before the attack roll. If you perform Block you receive a +1D6 bonus.

Attack: Choose a target in your skirmish. Spend up to your Attack score. Every 1 spent gives a +1 bonus to the die roll. (You may not Attack twice in the same round).

Receiving Attack: When receiving an attack, choose from Counter Attack, Parry and Riposte, Block, or Brace.

Counter Attack: Roll your own Attack check. Both you and the attacker receive the full results as damage.

Parry and Riposte: Roll your own Attack check. The higher roll wins the attack, dealing excess as damage to the lower roll.

Block: Roll an Attack check, spending from Defense. The result of your roll lowers the incoming Attack result, dealing the remaining attack as damage.

Brace: The full amount of Damage is used against your Defend instead of half. An attacker that fails to reduce Defend to zero takes Remaining Defend Score as damage.

Taking Damage: Only Half of the Damage received is dealt to your HP, the other half is Spent from your Defend score (not Defense Equipment). If your Defend becomes zero, then the remaining Damage instead reduces HP as normal.

Charge: As a Partial Action you can charge your energy to prepare yourself for action. Your next check in combat (including Brace and Casting checks) automatically gets a result of 6 on 1D6. (Roll -1D6 and add 6 to the final result). Multiple Actions spent on Charge allow for multiple D6 to become an automatic 6.

Item Use: As a Partial Action you may use an item or swap equipment from your inventory. This

may be a weapon, trinket, artifact, or similar. Alternatively, you may transfer equipment to a summoned creature.

As a Full Action you may swap any amount of items or equipment on you or a creature, though you may not use them in the same action.

SPELLCASTING

When you cast a spell, choose one of your prepared spells to cast.

Each Spell has a base MP cost equal to Rank+1. You may only spend as much MP as you have remaining in your Channeling Score. If the MP cost is higher than your remaining Channeling score, you must sacrifice creatures you have summoned. Casting a Spell that needs Sacrificing 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 Score.

After a spell is cast, it is used up. 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. To prepare a new spell, you must first clean the slot through Meditation. Only one instance of a spell may be prepared or in play per character at a time. To cast a spell that isn't prepared, you must use a Full Action. If you do not have the spell incantation on hand (such as your Spell Book), you can not cast it. Spellcasting otherwise acts as normal. Because this takes your Full Action, you can not cast an unprepared spell with a Sacrifice.

You may also use a Full Cast Action. This is a Full Action that lets you perform multiple Cast Actions. To do so, all spells cast must be Prepared, and you may cast an amount of spells up to your unoccupied Focus score + 1. Your Channeling Score is only spent on the highest MP cost spell.

If a prepared spell is Despelled (or similar), it may not be prepared again until you Meditate. A spell source (Such as a page in a Spellbook or a scroll) that is Despelled can be rewritten. This may be done by anyone who knows the spell and the task takes the same time as transcribing the spell. Otherwise, a spell source recovers itself in one week per rank of the spell.

CASTING CHECK

A Casting Check is required unless the target is willing or a summoned creature. To make a Casting Check, the Caster rolls 2D6+MP Spent, more MP may be spent on the Spell to increase the bonus, however the total MP spent (including the initial casting) can not be higher than Channeling. The target of the spell rolls a Block using Defense and Equipment Bonus. A Casting Check for a summoned Monster's ability counts the MP Spent for the initial summoning as the modifier.

KNOWN SPELLS

To learn a new spell, it must first be transcribed from it's source into the caster's spellbook. To transcribe a new spell, the source must first be translated and then the caster spends one hour per rank of the spell writing it into their spellbook. A spell occupies an amount of pages in a

spellbook equal to it's rank.

Translating: To translate a spell, a character must spend sufficient time working on it. This is usually one whole 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 automatically.

BASIC MAGIC

Every magic caster is able to perform basic mundane magic.

To Focus basic magic, you spend a Full Cast action with the initial incantation spending 1 MP. The magic then occupies a Focus slot. Once a magic is Focused any one effect may be used for free as a normal Cast Action (or part of a Multi Cast Action). You may remove Focus at any time to recover the Focus slot, but you must recast the incantation and spend 1 MP to use the effects again.

While the following list contains most options, others may be added into your game. Remember this when making your own basic magics.

Basic magic are effects that don't sway combat on their own, have no real "mechanical" effects, and you can expect every mage you come across to be capable of performing it.

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 magical 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

When 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.

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.

BASIC SUMMONING

Summoning a creature follows the same mechanics as casting a spell. A mage can summon any creature they have the appropriate spell for by paying the MP cost. A creature adds it's level to it's rank to determine MP cost. A summon can perform a single partial action on the turn it is summoned, move or attack. It may also choose Attack or Defense Mode.

A summoned creature occupies a Focus slot, and requires spending MP at the start of each turn to keep it in play. The MP cost to sustain is equal to it's Level. This may be lowered by occupying

more Focus slots at a rate of 1-1. Expensive summons are usually summoned once, used to perform an attack, and then dismissed. A Shadow summon does not have a sustain cost until revealed.

BASIC SUMMON MECHANICS

If the caster is in a Skirmish, the summon may join automatically

A summon can travel no more than 2 kilometers from the caster (That is the distance to the clouds in the sky)

Caster and summon communicate telepathically

Summons are self aware

A damaged summon recovers HP by being dismissed

Summons will follow orders to the best of their ability

A summon has HP equal to it's level multiplied by 2 plus a base of 4

A summon that is "discarded" (such as with Polymerisation) is destroyed and can not be Prepared or Summoned again until you Meditate

A summon may be Dismissed at the start of your turn before you spend the Sustain cost

A summon may be summoned as a "shadow"

SHADOW SUMMONING

A shadow does not act on the turn summoned

A shadow remains within one section of the caster at all times

A summon stops being a shadow when targeted for an attack or performing an action

SUMMON DEATH

A Summon is Defeated when it has no HP remaining. This is different to a Destroyed summon.

A Defeated or Destroyed summon can stay summoned by occupying a single Focus slot (it no longer has a Sustain MP cost but can no longer act).

A Defeated or Destroyed summon may be brought back at full HP with revival magic such as Monster Reborn.

A Defeated summon that is not sustained disappears and must wait a day before being

summoned again.

A Destroyed summon that is not sustained can be Prepared again after Meditation as if Despelled.

NEW SUMMONS

To learn a summon spell, a caster must make a bond with the creature (You can't just copy the spell from a source) and then it is transcribed into a spell tome as normal

A summon is an aspect of the original creature, but a caster summons the same aspect everytime

Some creatures may want something done before they make a bond with a caster

ADVANCED SUMMONS

As well as the normal rules for summoning, there are advanced methods of summoning. These allow you to do things like summon outside of your normal limits (Special Summon) or combine monsters into a stronger one (Fusion Summon).

SPECIAL SUMMON

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 normal for the monsters MP cost but you do not need to spend the action to summon it that normally would be required. You also do not need the Channeling required for it's MP cost. After a monster is Special Summoned, it acts as normal needing Focus and Sustain as any other monster.

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. If it was previously controlled by another caster (such as reviving with Monster Reborn), the original caster no longer needs to occupy Focus.

FUSION SUMMON

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 cast 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 remove 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 to determine MP cost, then summon the Fusion monster. It occupies one Focus as normal for a summoned

creature plus one 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 it's Materials to determine HP and Equipment Bonuses 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, or occupy 1 fewer Focus to instead split it into the Materials allowing reviving them as normal.

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. He 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 24 HP (4 base plus 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 44 HP, 5 Attack, 2 Defense, and an Inherent Equip Bonus of 10. A true Warrior.

HEALTH LINK

When a summoned Monster takes damage to HP (After Defense) there are three options.

- 1) The Summon takes the full amount of incoming damage
- 2) The Summon takes half of the full amount and the Summoner takes the other half (Excess from an odd split can be put on either)
- 3) The Summoner takes the full amount of incoming damage

Incoming Damage is the damage after the damage is reduced by Defense Equipment. A Summoner does not apply their own effects that reduce damage such as Defense Equipment or Defend score.

PREPARING SPELLS

You can spend time with your spellbook to Prepare your spells. When you Prepare a spell, you chant a longer incantation that settles it in your mind. A Prepared spell may be cast as a Cast Action rather than a Full Cast action, and does not require you to have the spellbook on hand. To Prepare a spell takes 1 minute for every Rank of the spell, including Level when Preparing a Summon. You may have a number of spells prepared up to your Preparation score.

PRECASTING SPELLS

Certain spells can be Precast, such as "quick play". This is separate to the Preparation of spells. A spell that can be Precast will usually trigger off certain events, or allow a temporary effect to

assist combat. Precasting a spell takes the same time as casting a spell normally and costs MP at the time of casting, though once cast it occupies a Focus slot to maintain. As long as you keep the Focus slot occupied, you may activate the spell at any time assuming the trigger conditions are met, if any.

MEDITATION

You can recover MP by taking time out to meditate. If you find a nice quiet spot, you can spend 5 minutes in undisturbed meditation. Any spells except for basic magic occupying a Focus slot are lost.

A successful attempt at meditation allows you to do any two of the following:

- 1) Recover spent MP equal to your MP Attribute, up to half of your maximum MP.
- 2) Clean a used spell slot so a new spell can be Prepared.
- 3) Reapply 1 Equipment Point of Warpaint
- 4) Restore all Despelled spells to be Prepared again

Any other effects that require meditation to fix or refresh may happen automatically at GM discretion.

To fully recover MP, you must get proper sleep (About 8 hours).

MP COST

The MP cost for an incantation spell is 1+Rank. The MP cost of a summoning spell is increased by the level of the creature. All basic magic costs 1 MP to Focus.

These are the Minimum Costs, you can spend more MP to increase the bonus on a Casting Check.

EQUIPMENT

Equipment increases the connected attribute, with an additional bonus as listed. This bonus is referred to as an "Equipment Bonus" regardless of what it improves.

Mundane equipment bonuses should not be higher than +3.

Weapon – Attack Bonus is added to all Rolls that would let you add Attack to the modifier.

Armour – Defense Bonus reduces the incoming Damage from Combat, applied before splitting between HP and Defense. Does not apply against Effect Damage but is used when opposing a Casting Check.

Talisman – Focus Bonus is used to maintain Spells and Summons. Spells maintained with Focus Bonus are not lost when meditating or resting.

Scepter – Channeling Bonus is used (not spent) to lower the Channeling Score needed to be spent when Casting a Spell. This effectively lowers how much Channeling you need to cast an individual spell.

Jewellery – Preparation Bonus is used to Prepare Spell in the Equipment. Any Prepared Spell may be cast by someone wielding the Equipment as a Cast Action, or a Full Cast Action if the Spell is not in their Spell Tome.

Amulet – Contains 10 MP per Equipment point. If it is not used for 20 minutes, it recovers MP up to half of it's maximum. If unused for 8 hours it recovers to full.

War Paint – Grants 4 HP per Equipment point that is spent before regular HP. Restored when Meditating.

NOTE: These are just examples (though other effects should be similar), your Equipment can be in a variety of forms, and can have multiple types of Bonuses, just try to limit the total to +3 for Mundane Equipment. Magic Equipment can have a Bonus up to +6, unless it is from a specific Spell.

MAGIC EQUIPMENT

Magic Equipment provides higher bonuses than mundane equipment, and sometimes come 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 an existing spell, limit the bonus to +6.

MAGIC ITEMS

In the world there are magical items, these are objects that have magical properties to them. Some of them are usable only once, and must be enchanted again to be reused. Others can be used multiple times as long as they are occupying a focus slot, or even provide a passive effect. Even if it occupies a Focus slot, MP is spent when first using a Magic Item.

ARTIFACTS

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

To restore the power of an Artifact, or to create a new one, a caster must have the appropriate spell in their spellbook. Once the spell is acquired, the caster performs a ritual as appropriate for the specific Artifact. A ritual costs MP to perform equal to 10 multiplied by the time taken in minutes, or days as appropriate. The required Channeling score is equal to the final MP Cost of the ritual. (Yes, that means some helpers can make it more difficult).

RESTORING: To restore an artifact, the caster must perform a ritual that takes a number of minutes equal to the MP cost of the Artifact spell (1+Rank), plus an extra minute for each sacrifice required to meet the Channeling score required. Every helper in the ritual adds an extra minute to the time required.

CREATING: To create an artifact takes a number of days equal to double the MP cost of the Artifact spell ($2*(1+Rank)$). Every sacrifice required and helper used adds an extra day to the time. (One day equals 8 hours of work over a 24 hour period).

HELPERS: Helpers must be present for all stages of the ritual. They may spend MP, but only half of their Channeling Score is added to the Ritual caster.

TRINKETS

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. The Ritual has a Final MP cost equal to 5 multiplied by the time taken in hours.

RESTORING: A Trinket is consumed on use and can not be restored.

CREATING: To create a Trinket takes a number of hours equal to double the MP cost of the Trinket spell ($2*(1+Rank)$). Every sacrifice required and helper used adds an extra hour to the time.

HELPERS: Helpers must be present for the entire ritual. They may spend MP, but only half of their Channeling Score is added to the Ritual caster.

EIDOLONS

When an Equipment 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. To equip it yourself requires another point of Focus like equipping a Magic Item normally, however targeting it with Despell effects removes Focus on the Eidolon causing it to vanish. When you meditate, any Eidolon must be dropped to regain 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.

GM TIPS

- 1) 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.
- 2) 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.
- 3) 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.
- 4) Don't forget the action economy when placing monsters. Unless a character is well armoured then 10 attacks at +1 can do more damage than 1 attack at +10.

- 5) 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.
- 6) 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.
- 7) 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 and Defense in combat equal to it's level as an Equipment Bonus. It's listed Attack and Defense are lowered accordingly. A real version has a base HP of 4 plus it's level as Equipment Bonus to HP (4*level) 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.

EXAMPLES

Summoned Masaki the Legendary Swordsman (Level 4)

HP: 12

ATK: 11

DEF: 11

Real Masaki the Legendary Swordsman (Level 4 equivalent)

HP: 20

ATK: 7

DEF: 7

Katana - +4 Attack

Tosei-gusoku - +4 Defense

Summoned Blue Eyes White Dragon (Level 8)

HP: 20

ATK: 30

DEF: 25

Real Blue Eyes White Dragon (Level 8 equivalent)

HP: 36

ATK: 22

DEF: 17

Fangs and Claws - +8 Attack
Dragon Scales - +8 Defense

CONVERTING CARDS TO INGAME SPELLS

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).
 - 2a) 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.

- 3) 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.

- 4) Spells, traps and effects that affect life points have this value divided by 100.

- 5) 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.

- 6) 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.

- 7) 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.

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.

RARITY - RANK CONVERSION

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.

Common - Rank 1

Rare - Rank 2

Super Rare - Rank 3

Ultra Rare - Rank 4

Secret Rare - Rank 5