

PRING



THE BOOK OF SPRING

*wherein are provided the rules
and information for player
characters and travelers*

Player Character Creation

The players must create their player characters—their Travelers—before the game can begin. These are the instructions for character creation.

Choose a Class

Character creation starts with the selection of the character's Class. The seven Classes represent different character jobs and standings in their community. Players should cooperate when choosing Classes so that their specialties and skills don't overlap.

The Minstrel, Merchant, Healer and Hunter classes are recommended for new players.

The Artisan, Farmer and Noble classes are recommended for players with a little experience playing Ryuutama.

Choosing a class determines the Skills that are available to your character. Your character is able to use any Skills available to their class at first level.

Choose a Type

Next, the players should determine their character's Type. Each Type is adept at handling certain kinds of danger that the PCs might come across in their journey.

ATTACK TYPE

This type specializes in combat and using weapons.



TECHNICAL TYPE

This type can quickly assess a situation and find clever ways to solve problems.



MAGIC TYPE

This type enables the use of various types of magic.



Determine Starting Ability Scores

A character's Starting Ability Scores are the numbers that represent the physical and mental statistics of each starting character. They are expressed as 4 values: Strength [STR], Dexterity [DEX], Intelligence [INT], and Spirit [SPI]. These are often called "stats".

Each ability score is expressed as an even number from 4-12, i.e. 4, 6, 8, 10, or 12. Starting scores may not be above 8 and therefore must be either 4, 6, or 8. The higher the number, the better the ability.

Furthermore, the value of each score determines the type of dice that will be rolled when that stat comes into play: for example, a character with [STR: 6] will roll a 6-sided die when a [STR] check is called for.

To determine a character's Starting Ability Scores, choose one of the following three sets of numbers and arrange them as you like between the four scores:

① AVERAGE SET	6 6 6 6
② STANDARD SET	4 6 6 8
③ SPECIALIZED SET	4 4 8 8

EXPLANATION OF STATS

STRENGTH [STR]

Represents physical power, stamina, and endurance.



DEXTERITY [DEX]

Represents speed, nimbleness, and lightness of foot.



INTELLIGENCE [INT]

Represents power of judgment, thought, and memory.



SPIRIT [SPI]

Represents focus, bravery and strength of conviction.



The mysterious player M.N. decides to create a Farmer class character. Perhaps the ability to have multiple animals is appealing. M.N. decides that this character will want to help out the party on the road and is perhaps a bit of a free spirit, so this character's side-job will be the Minstrel's Music skill.

This character is starting to feel like a bright personality, so M.N. chooses the Magic Type, and selects Spring as this character's magic season. Suddenly

M.N. thinks up the perfect name: Haruka! Haruka chooses her 2 initial incantation spells.

Haruka is strong in body and spirit, but not quite as nimble as others. A high [SPI] score will help with her magic and [DEX] is probably her least important Ability Score. She chooses to spread out her starting scores as follows: [STR:6] [DEX:4] [INT:6] [SPI:8]

HIT POINTS (HP)

$$\text{Max HP} = [\text{STR}] \times 2$$

HP is an abstract value that represents a character's stamina and ability to take damage before being knocked out. Being attacked and beset by mishaps on the trail will reduce your HP. When a character's HP is reduced to 0, they are knocked unconscious. Any damage that reduces a character's HP below 0 has a chance to cause that character's death. Rules for fainting and death are covered in the combat section of the rules.

MENTAL POINTS (MP)

$$\text{Max MP} = [\text{SPI}] \times 2$$

MP is an abstract value that represents a character's force of will and concentration. A character may use magic and Concentration by spending MP. MP may never drop below 0, so if a magic spell requires more MP than a character has, that spell may not be cast. If a character's MP falls to 0, they fall unconscious.

CARRYING CAPACITY

$$[\text{STR}] + 3$$

Carrying Capacity represents how much a Traveler can carry on their person. This is an abstract notion that combines weight and volume; a Traveler can equip containers or bags that have their own Carrying Capacity to increase the amount of goods or items they can carry. Clothes or armor actively being worn, and weapons or items currently being carried in hand, do not count for Carrying Capacity.

Haruka starts off with [STR:6], so doubling that brings her starting HP to 12. She cannot go above that, even via healing.

With her [SPI:8], she gets a big MP total right away with a base of 16 MP. She adds her Magic Type bonus of +4 starting MP, for a final total of 20 MP! That's the most any character can start with.

With a [STR:6] and the Farmer Skill Robust, Haruka's starting Capacity is 12.

Haruka can raise her maximum HP and MP as she levels up, but from now on any changes to her [STR] or [SPI] will have no effect on those values. A character's Capacity, however, will change as their [STR] is raised or lowered.

Choose your Mastered Weapon

Each character is skilled in the use of a particular weapon, called their Mastered Weapon. This is the weapon that the character will use the most in combat.

Choose one of the five weapon types as your character's Mastered Weapon: Light Blade, Blade, Polearm, Axe, and Bow. A character starts with their chosen Mastered Weapon. If the GM allows it, a Traveler may choose Unarmed as their Mastered Weapon, but if they do, they will start with no weapon.

During combat, attacking with a weapon that is NOT a character's Mastered Weapon will reduce that character's HP by 1 for each attack. This is caused by the exertion of using a weapon that the character is not used to.

WEAPON CATEGORIES

LIGHT BLADE: DAGGER, SHORT SWORD, WAKIZASHI, ETC.

Accuracy: [DEX + INT] +1

Damage: [INT] -1

An accurate but weak weapon. 1-handed

BLADE: BROADSWORD, RAPIER, KATANA, ETC.

Accuracy: [DEX + STR]

Damage: [STR]

A weapon with good balance between accuracy and damage. 1-handed

POLEARM: LONGSPEAR, TRIDENT, LANCE, ETC.

Accuracy: [DEX + STR]

Damage: [STR] +1

A weapon with high damage. 2-handed

AXE: BATTLEAXE, GREATAXE, ETC.

Accuracy: [STR + STR] -1

Damage: [STR]

A weapon with poor accuracy but which takes advantage of the bearer's strength. 2-handed

BOW: SHORTBOW, LONGBOW, CROSSBOW, ETC.

Accuracy: [INT + DEX] -2

Damage: [DEX]

Can attack from long range, but has poor accuracy. 2-handed

UNARMED: UNARMED COMBAT, USING A STICK, ETC.

Accuracy: [DEX + STR]

Damage: [STR] -2 (Using an improvised weapon makes this -1 instead)

Attempting to fight without a weapon. Uses both hands.

Accuracy: Determines whether your attack hits the enemy or not.

Damage: Determines the amount of damage dealt if your attack connects.

Micka is Haruka's traveling companion. As a Magic Type Merchant, he has no particular combat training but realizes that he should be prepared to protect his goods on any road. With his [DEX:6] and [INT:8], he realizes

that the “short sword” type weapon is best suited for him. He decides to take a small dagger (a Light Blade weapon) with him in case of trouble on the road, and notes the weapon’s information on his character sheet.

Determine your Personal Item

Next, choose for your character a small item that they would have an emotional bond with. This should be something the character would have on them at all times.

This item is only to add flavor and background to your character, and has no mechanical effects or rules of its own. With consent from your GM, you may choose a piece of travel gear or weapon as your character’s Personal Item, but this is strongly discouraged.

Shop for items

Characters start with 1,000 gold. Consult the item list and use this money to buy and equip any items your character will need for the journey ahead.

Your GM may specify that the player characters will spend the first portion of the session shopping. If this is the case, you can skip this step for now. Alternately, the GM may specify that you will be using the Picnic Rules, below, in which case this step does not take place.

Pick Your Character Details

Now that the mechanical aspects of the character are dealt with, hopefully it will be easier for the player to come up with the more important details - the ones that bring their character to life.

CHARACTER NAME

In addition to a name, thinking of a character’s nickname or alias may help to add some flavor.

AGE/GENDER

People of all ages and genders may decide that this is the time to set out on their Journey.

IMAGE COLOR/OUTWARD APPEARANCE

A character’s image color can be their favorite color or merely a color that they always seem to be wearing.

A character’s outward appearance can include their style, clothing, aura, skin, eye or hair color.

HOMETOWN/REASON FOR JOURNEYING

Players are encouraged to come up with the details of their hometown, as well as character details, like where they were born and how they make their living. Some characters may not have a pressing reason for journeying, while others may have a dramatic goal that the GM may use in future scenarios.

PERSONALITY/OTHER DETAILS, ETC.

As you play your character, this will become very important. You may want to discuss your character with the other players. If your character's personality doesn't jump out at you immediately, it is perfectly fine to leave yourself room for the character to grow throughout the first few sessions of play.

PICNIC RULES

You can use these rules to simplify things for players new to Ryuutama, or to get a game going more quickly.

Under these rules, item size and durability are ignored, as are the rules for Concentration. All weapons use [STR + DEX] for accuracy checks and [STR] for damage rolls.

Also, food and water are automatically refilled, so there is no need for shopping. You may start with the following items:

BASIC TRAVELER'S SET (EVERYONE)

Backpack, sleeping bag, wooden utensils, water pouch, rations

PARTY SET (ASSIGNED TO 1 PERSON)

Pack animal, barrel, wooden chest, repair set, soap, washing set, torch, firestarter set, tent

Ryuutama

Natural Fantasy R.P.G.

Character Sheet

Ryuujin

Created



Character name	Haruka Bryute			Player name	M.N.
Level	1	EXP	0	Gender	F
Class	Farmer /		Type	Magic (Spring)/	
				Age	16 y.o.

Class Skill	Stats Used	Effect
Robust	+	Carrying capacity +3, condition check +1
Animal Owner	+	Can own 3 animals
Side Job	DEX + SPD	Play inspiring music
	+	
	+	
	+	

Mastered weapon	Specialized Terrain	Personal Item	Gloves from her brother
Image Color / Appearance Her image color is yellow. She has chestnut-color (semi-long), an embroidered blouse, skirt, and a sun hood.			
Hometown / Reason for Travel She is from Elkte, famous for windmills and wheat. She has a letter from her late father that she is trying to give to her brother Fiore, who left the town 3 years ago.			
Notes She is in charge of the travel diary. Nickname: Yina the Flowerbird. She loves singing and her white dog Custer is her best friend. She is a crybaby when it comes to dark places.			

Stats	STR	DEX	INT	SPI
	d 6	d 4	d 6	d 8
HP	[Max HP = STR x 2]			
	12	20	20	20
Condition	[STR + SPI]			
	2	3	4	5
Traveling Rules	1) Movement Check [STR + DEX] 2) Direction Check [INT + INT] 3) Camp Check [DEX + INT]			
Equipment	(Equipped items count as size 0) short sword			
Weapons	Accuracy DEX + INT +1 Damage INT -1 one-handed			
Shield	Defense Points Penalty			
Traveler's Outfit	Effect/acc. cute sunhat heat +1 Effect/acc.			

Terrain + Weather	Determine bonuses and penalties for Terrain and Weather here
Check Bonus	Level 1 = 6 Level 2 = 8 Level 3 = 10 Level 4 = 12 Level 5 = 14
Check Penalty	Level 1 = 6 Level 2 = 8 Level 3 = 10 Level 4 = 12 Level 5 = 14
Weather	rain, strong wind, fog, hot, cold, hard rain, deep fog, snow, dark, hurricane, blizzard

Status Effects	Body	Mind
Injury (DEX) -1 Die size	Poison (STR) -1 Die size	Sick (ALL) -1 Die size
Tired (SPI) -1 Die size	Muddled (INT) -1 Die size	Shock (ALL) -1 Die size

Classes

The seven character classes of Ryuutama represent a variety of possible jobs and positions in the community.

Skills

Skills are specialties and techniques that are learned through experience on the job, turned into rules that can be used to affect the game.

Each class has three skills.

These skills have been learned by years of training or service in a town or village, and will come in handy during a long journey.

SKILL EFFECT

This field explains the effect a skill has when it is used, including results for successes, critical successes, and fumbles.

USABLE CIRCUMSTANCES

This explains the conditions that must be met before the skill can be used. Skills that do not require any particular circumstances will have a (-) in this box and can be used at any time.

STAT USED

This field indicates the dice that must be rolled in order to determine the outcome of a skill check. The stats listed here determine the dice to be rolled.

TARGET NUMBER

This shows the value the dice roll must meet or exceed in order for the Skill check to be successful. An entry of "Topography" means that the value is the level of the Terrain + the Weather modifier.



Minstrel



A traveler among travelers, who roams from town to town performing songs or dances. The Minstrel has a wide array of skills that can help the party in a variety of situations.

EXAMPLE JOBS: dancer, musician, minstrel, etc.

EXAMPLE ACTIONS: dancing, singing, storytelling, etc.

WELL-TRAVELED

As a minstrel who makes his earning by constant travel, you've learned how to travel safely.

SKILL EFFECT: +1 to Journey Checks (Travel/Direction/Camping Checks; always in effect)

USABLE CIRCUMSTANCES

STAT USED

TN

-

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-

KNOWLEDGE OF TRADITION

The people you have met on your travels have taught you their old songs and legends. You have learned a great deal about the world in this way.

SKILL EFFECT: You can get more information about the things you see and hear.

USABLE CIRCUMSTANCES

STAT USED

TN

Anytime you come across something interesting {INT + INT} GM's discretion

MUSIC

You can play music that reinvigorates your companions.

Once per scenario you may choose one terrain or weather type you are currently traveling through and gain it as a song. For example, if your character is currently in a rainy grassland, they might learn "Rain Song" or "Ballad of the Grassland," but not "Desert Rumba." You may later use the song only if it matches the specific condition in which it was acquired: for example, "Rain Song" can be used anytime it is raining, regardless of terrain. You can name your song whatever you like (the above names are only examples).

SKILL EFFECT: Give all party members a +1 bonus to their next roll. Critical: +3 bonus

Fumble: Any PCs with Condition of 6 or less gain the {High: 6} status effect.

USABLE CIRCUMSTANCES

STAT USED

TN

Usable when in a suitable area.

{DEX + SPI}

Topography

Each use reduces the Minstrel's HP by 1



Minstrel



A traveler among travelers, who roams from town to town performing songs or dances. The Minstrel has a wide array of skills that can help the party in a variety of situations.

EXAMPLE JOBS: dancer, musician, minstrel, etc.

EXAMPLE ACTIONS: dancing, singing, storytelling, etc.

WELL-TRAVELED

As a minstrel who makes his earning by constant travel, you've learned how to travel safely.

SKILL EFFECT: +1 to Journey Checks (Travel/Direction/Camping Checks; always in effect)

USABLE CIRCUMSTANCES	STAT USED	TN
-	-	-

KNOWLEDGE OF TRADITION

The people you have met on your travels have taught you their old songs and legends. You have learned a great deal about the world in this way.

SKILL EFFECT: You can get more information about the things you see and hear.

USABLE CIRCUMSTANCES	STAT USED	TN
Anytime you come across something interesting	[INT + INT]	GM's discretion

MUSIC

You can play music that reinvigorates your companions. Once per scenario you may choose one terrain or weather type you are currently traveling through and gain it as a song. For example, if your character is currently in a rainy grassland, they might learn "Rain Song" or "Ballad of the Grassland," but not "Desert Rumba." You may later use the song only if it matches the specific condition in which it was acquired: for example, "Rain Song" can be used anytime it is raining, regardless of terrain. You can name your song whatever you like (the above names are only examples).

SKILL EFFECT: Give all party members a +1 bonus to their next roll. Critical: +3 bonus
Fumble: Any PCs with Condition of 6 or less gain the [Muddled: 6] status effect.

USABLE CIRCUMSTANCES	STAT USED	TN
Usable when in a suitable area. Each use reduces the Minstrel's HP by 1	[DEX + SPI]	Topography





Merchant



A traveling tradesman who exchanges goods from various locales for gold and jewels. The Merchant has skills that allow them to buy goods cheaply and sell them for a higher price. They are also good at negotiations using conversational skills.

EXAMPLE JOBS: trader, store owner, caravan leader, etc.

EXAMPLE ACTIONS: selling, buying, trading, carrying, etc.

WELL-SPOKEN

As a merchant who earns her keep by trading, your communication skills are top notch.

SKILL EFFECT: Negotiation Check [INT + SPI] gets +1, always in effect

USABLE CIRCUMSTANCES

STAT USED

TN

Any Negotiation Check

-

-

ANIMAL OWNER

You have learned how to raise animals that will help you carry your goods. Normally, only one animal can be taken on a Journey for free (without paying their daily food and water costs). With this skill, you can keep more animals without incurring their food and water costs. The animal rules are explained in detail in the Items section.

SKILL EFFECT: You can keep 2 more animals for a total of 3 without paying for their food and water.

USABLE CIRCUMSTANCES

STAT USED

TN

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TRADER

When you go shopping, you can buy items cheaply and sell items at a higher price. However, in order to do so, you must buy or sell at least four items of the same type at once. When buying, you must have enough money to buy all the items at their normal price. If you succeed on the check, the price of the items will change. If you fail a check when buying, you cannot cancel the deal: You must buy the goods at full price. There may be times when supplies are short or shop owners refuse to deal with you, and you cannot use this skill. You may not use Trader to sell items in the same town that you have bought them.

SKILL EFFECT: You may buy items at a reduced price or sell items at an increased value.

USABLE CIRCUMSTANCES

STAT USED

TN

When selling/buying 4 or more of the same item

[INT + SPI]

See table

CHECK RESULT

6-7

8-9

10-13

14-17

18+

% In Price Change

10%

20%

40%

60%

80%

When purchasing goods reduce the price by this amount; when selling goods increase the price by this amount.



Hunter

An outdoorsman who makes their living from nature, using their wisdom, cunning and technology to bring down their prey. They are able to find food in any terrain while en route to their destination, and can even carve out the edible or useful parts of monsters.

EXAMPLE JOBS: hunter, trapper, monster hunter, etc.

EXAMPLE ACTIONS: hunting, chasing/ stalking, fishing, etc.

ANIMAL TRACKING

You can track four types of monsters (animal, phantom beast, demonstone, or phantom plant) by following their prints and spoor. You will also receive a +1 bonus to damage against a monster tracked using this skill.

SKILL EFFECT: Find a monster's location. +1 bonus to damage against any monsters found.

USABLE CIRCUMSTANCES	STAT USED	TN
When finding an animal's tracks	[STR + INT]	Topography

TRAPPING

You are able to harvest valuable materials, such as leather or food, from defeated monsters. The type of item you receive on a success is shown in the Monster's entry in the Dragonica.

SKILL EFFECT: Harvest materials from a defeated Monster

USABLE CIRCUMSTANCES	STAT USED	TN
After defeating a monster	[DEX + INT]	Monster level x2

HUNTING

You are able to catch small wild animals for food. This skill is used just before the camp check is made, however, if you decide to go hunting, you cannot also help set up camp. The higher the result of the check, the more food you catch.

SKILL EFFECT: Receive a number of rations equal to Check result – target number, but cannot participate in the camp check. Critical: All food is Delicious. Fumble: Afflicted by [Injury: 6] status effect

USABLE CIRCUMSTANCES	STAT USED	TN
Before camp check, once per day	[DEX + INT]	Topography





Healer



A medic respected by all for their skill in using herbs to cure illnesses and heal injuries. You'll want to make sure you have a Healer with you if you are traveling in dangerous areas.

EXAMPLE JOBS: doctor, pharmacist, alchemist, herbalist etc.



EXAMPLE ACTIONS: cure, operate, heal, etc.

HEALING

You heal a companion's injuries by creating a secret remedy from Healing Herbs and water. Any Healing Herb may be used, but the process takes time, so this skill is less effective if used during combat.

SKILL EFFECT: Target character recovers HP equal to the result of [INT + SPI]. During combat, recover only the result of [INT] (only 1 die.)

USABLE CIRCUMSTANCES

Spend 1 Healing Herb

STAT USED

[INT + SPI]
(During combat, [INT] only)

TN

None

FIRST AID

You can relieve a character's status effect for one hour. This also reduces the strength of the status ailment by your current level. If this reduces the strength of the status ailment to 0 or below, the status effect is immediately cured. A character may only receive First Aid once per day, regardless of whether or not the check is successful.

SKILL EFFECT: Relieve a character's status effect for 1 hour. Then, reduce that status effect's strength permanently by a number equal to the Healer's level.

USABLE CIRCUMSTANCES

A character with a status effect who has not yet received first aid today

STAT USED

[INT + SPI]

TN

Status effect's strength

HERB GATHERING

You know where to find potent Healing Herbs. Once each morning, when you succeed on this Skill Check, you can explore the wilderness to obtain a Healing Herb. The Healing Herb obtained depends on the current terrain. See the Healing Herb list in the Item Section for more information. Healing Herbs are only good for one day, unless you use a disposable herb bottle to keep it fresh for up to a week.

SKILL EFFECT: Find a single Healing Herb. Critical: Find 3 Healing Herbs. Fumble: Afflicted with [Poison: 6]

USABLE CIRCUMSTANCES

Once each morning, before the Travel check

STAT USED

[STR + INT]

TN

Topography







Farmer



A worker who lives in harmony with the bounty of nature. In order to reap their harvest, they must set their hand to a number of different tasks, giving them practice with a single skill from another class.

EXAMPLE JOBS: farmer, breeder, milkmaid, etc.



EXAMPLE ACTIONS: farming, planting, hauling, etc.

ROBUST

Thanks to your healthy lifestyle, your body is sturdy, and you are in tune with its natural rhythm. You are naturally resistant to ill effects and can carry more items.

SKILL EFFECT: +1 bonus to Condition Checks. +3 bonus to Carrying Capacity

USABLE CIRCUMSTANCES

-

STAT USED

-

TN

-

ANIMAL OWNER

You have learned how to raise animals that will help you carry your goods. Normally, only one animal can be taken on a Journey for free (without paying their daily food and water costs). With this skill, you can keep more animals without incurring their food and water costs. The animal rules are explained in detail in the Items section.

SKILL EFFECT: You can keep 2 more animals for a total of 3 without paying for their food and water.

USABLE CIRCUMSTANCES

-

STAT USED

-

TN

-

SIDE-JOB

Since a farmer's life can be tough without extra money in the off-season, you've taken up another job on the side. When you choose the Farmer Class, choose a single Skill from any other class that requires a Skill Check. You may use that skill as if you were a member of that class. However, you aren't as practiced as a person of that class, so you will always have a -1 penalty to the check.

SKILL EFFECT: Use a single skill from another class with a -1 penalty

USABLE CIRCUMSTANCES

Depends on the skill

STAT USED

Depends on the skill

TN

Depends on the skill







Artisan



A craftsperson that makes useful things, beautiful things, delicious things—all kinds of items. They are able to fix things that break along the way to their destination, and create things they need along the way.

Example Jobs: shoemaker, hatmaker,
cook, etc.

Example actions: sewing, cooking,
repairing, etc.

TRAPPING

You are able to harvest valuable materials, such as leather or food, from defeated monsters. The type of item you receive on a success is shown in the Monster's entry in the Dragonica.

SKILL EFFECT: Take materials from a defeated Monster

USABLE CIRCUMSTANCES	STAT USED	TN
After defeating a monster	[DEX + INT]	Monster level x2

CRAFTING

You can use this skill to make handy, cute, beautiful or delicious things. If you have time and tools, you can make things during your Journey. Each craft is different, and so are the things each character can make. When choosing the Artisan class, choose a single category from this list: Weapons, Armor, Shoes, Capes, Staves, Hats, Accessories, Food, Sundries, Camping Equipment, or Containers. If you choose "Shoes", for example, you can make any item in the Shoes category. If you fail this skill check, you may try again; the materials won't be lost, but the time will.

SKILL EFFECT: Make an item from your specialization. Choose the specialization category when choosing this class.

USABLE CIRCUMSTANCES	STAT USED	TN
Anytime you have the time (1 day per size) and materials (1/2 the gold cost)	[STR + DEX]	See table

REPAIR

You can repair damaged items, restoring their durability to full. Use the table below to determine the Repair Check target number. This costs 10% of the item's value, regardless of success or failure. You may retry a failed skill check, but you must pay the cost again.

SKILL EFFECT: Repair an item and return its durability to its original value

USABLE CIRCUMSTANCES	STAT USED	TN
Anytime you have the time (1 day per size) and materials (10% the gold cost)	[STR + DEX]	See table

ITEM PRICE	100G OR LESS	1000G OR LESS	10,000G OR LESS	100,000G OR LESS	MORE
TN	6	8	10	14	18





Noble



A member of a noble house, accomplished in both the literary and military arts as well as instructed in proper etiquette. However, Nobles are not quite suited to the life outdoors and are not very good at traveling.

EXAMPLE JOBS: knight, samurai, daimyo, lord, etc.



EXAMPLE ACTIONS: giving orders, protecting, studying, etc.

ETIQUETTE

Due to your long years of tutelage and experience in noble society, you are aware of the importance of proper etiquette. When speaking to someone of rank or status, you are able to leave them with a positive impression of you when you win a contested Etiquette check.

SKILL EFFECT: Leave a positive impression on someone of high rank or status.

USABLE CIRCUMSTANCES

STAT USED

TN

Conversing with someone of rank or status

[DEX + INT]

contested

REFINED EDUCATION

After years of study under a learned tutor, you have memorized facts and trivia about many aspects of the world. You know more than the average person about history, famous people and well-traveled places.

SKILL EFFECT: Know detailed information about the things you see or hear.

USABLE CIRCUMSTANCES

STAT USED

TN

Seeing or hearing something.

[INT + INT]

GM's discretion

WEAPON GRACE

After long years of practice and extensive training under a master-at-arms, you have learned to be graceful when wielding a certain weapon. When creating your character, choose either Blade, Polearm or Bow. You receive this weapon as a Mastered Weapon. If you already have this chosen category as a Mastered Weapon, you receive a +1 bonus to your Accuracy checks when using a weapon from that category.

SKILL EFFECT: Choose Blade/Polearm/Bow; it becomes an additional Mastered Weapon. If chosen category is already a Mastered Weapon, gain +1 bonus to Accuracy checks.

USABLE CIRCUMSTANCES

STAT USED

TN

-

-

-





Type

By and large, the ways in which Travelers deal with problems can be broken down into three groups. These three ways of coping with adversity are listed below; characters receive all abilities listed in their chosen “Type”.

Attack Type

This type is adept at fighting and has great physical prowess, whether making shows of strength or bashing a monster over the head.

ABILITY	EFFECT
Toughness	Max HP +4
Power	+1 bonus to damage rolls during combat
Weapon Focus	Gain 1 more Mastered Weapon



Technical Type

This type has great focus and excels at overcoming adverse circumstances. They shine brightest when there is a check that they must not fail.

ABILITY	EFFECT
Accurate	Gain an extra +1 bonus to any check when using Concentration, for a total bonus of +2.
Quick	+1 bonus to Initiative checks in combat
Pocket	Your Carrying Capacity is increased by +3



Magic Type

This type can harness the mystical energy known as “Magic.” Magic is split into two styles - “Seasonal Magic” and “Incantation Magic.” As characters gain levels, the more powerful effects of both types of magic become available to them. When a Traveler chooses Magic Type, they receive a grimoire in which to store their Incantations. The Traveler then records their first two Incantation Spells within. If the grimoire is lost, the recorded spells within it are lost as well.

ABILITY	EFFECT
Will	Max MP +4
Spellbook	Acquire 2 Incantation spells per level
Seasonal Sorcerer	Acquire Seasonal Magic



ACQUIRING INCANTATION MAGIC

First, choose 2 spells from the Low Level Incantation Magic list to acquire. Every level thereafter, you may choose and acquire two more incantation spells from any list available to you.

At levels 1-3, characters choose from the Low Level Incantation Magic list. Upon reaching level 4, characters have access to the Mid Level Incantation Magic List. Characters of level 7 or higher also have access to the High Level Incantation Magic List. You may always acquire spells from a lower level list.

ACQUIRING SEASONAL MAGIC

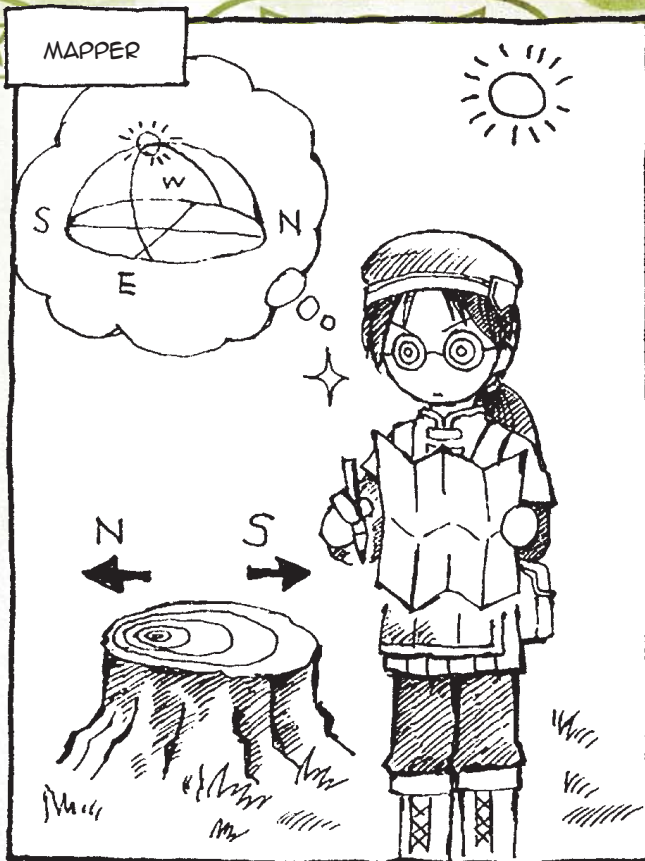
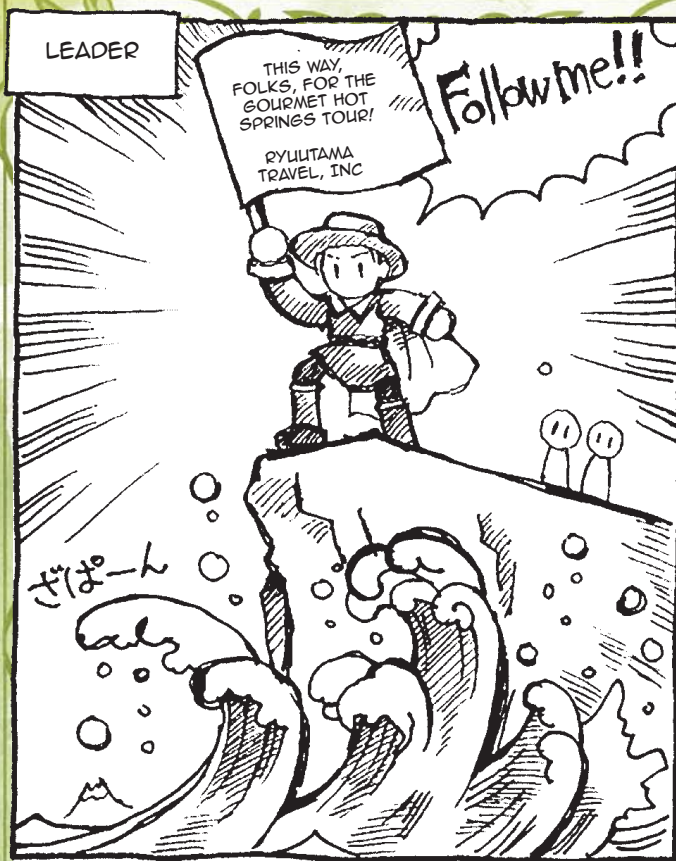
When creating a Magic Type character, the player must choose one of the four seasons. At first level, a character may cast any spell from that season's Low Level Spell List. At level 4, characters acquire all spells from that season's Mid Level Spell List, and characters of level 7 or higher possess all spells from the High Level Spell List of that season.

Brian has created a Noble named Sezna. Sezna has shown an appreciation for fencing from a young age, and has studied at a prestigious college for future military officers. While he doesn't resort to violence unless necessary, but the Attack Type still seems like a good fit. With [STR:8], Sezna starts with 20 HP—the maximum possible—and marks an extra +1 to damage next to his weapon stats. He writes it large since it will be his responsibility to remember it in the heat of battle! Finally, Sezna chooses his third Mastered Weapon. His starting weapon was a short sword and he chose the pike as his second Mastered Weapon when he chose the Noble Class. To round out his weapon choices, he decides on a bow. Sezna starts with all three weapons for free, but he'll need to make sure he has enough room to carry them all while on the road. Or perhaps he'll sell off or trade some of his weapons at the beginning of the journey, to gain more starting equipment or gold: Nobles tend to be rich, after all!

Haruka has chosen Magic as her Type and immediately chooses the Spring season. She adds her extra MP to her starting total and looks at the spell lists to decide which spells she wants to take at level 1. She will choose two incantation spells and will also receive all low level Spring magic spells.

She notices that there is no Healer in the party, so right away she decides to take the Cure Touch spell. She also sees that her short sword isn't going to be much use to her in combat so she jots down the info for the Shooting Star spell as well.

Since there are so many Spring spells she asks her Ryuujin for a secret photocopy of the Low Level Spring Magic list, promising to destroy it after the session. The Ryuujin lets her know that it is fine to copy the list for personal use and gives her a copy of her Spring spells.



Party Roles

Ideally, the party should be made up of a variety of classes. As PCs take wounds, run low on food, break their weapons and lose their way, it'll become very important to have a balanced team.

However, besides the role that each class plays, there is another set of roles that must be spread out amongst the party to ensure a smooth and enjoyable play experience. There are four important roles essential to all successful parties. Once the players have created their characters, they should assign these roles before playing.

Explanation of Roles

LEADER

The person that keeps the party together. The leader has the last word on any discussion concerning the party. The leader also keeps track of initiative and turn order during battle.

MAPPER

The person that makes sure the party is on the right path to their destination. They are responsible for the Direction Check part of the Traveling Check phase and for keeping the Map Sheet up to date.

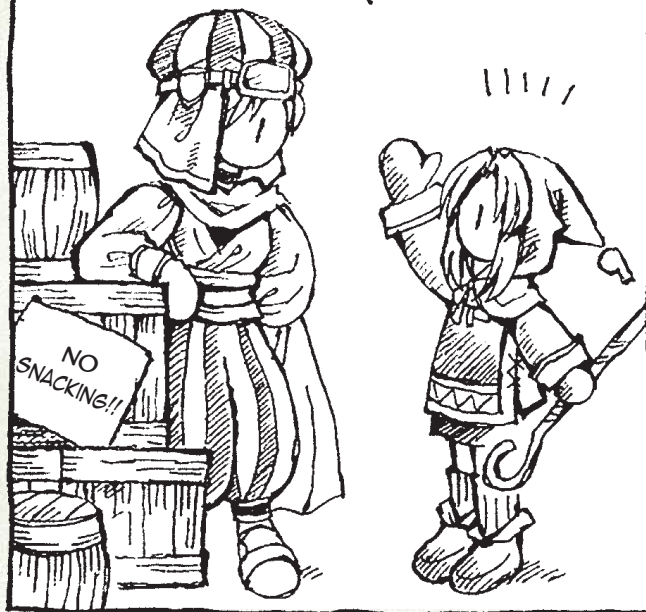
A character with high [INT] is recommended.



QUARTER-MASTER

CAN BANANAS
COUNT AS A MEAL?

IT'S UP TO
THE GM



JOURNAL KEEPER

I CAN FEEL THE MONSTER DRAWING CLOSER. I CAN BARELY RESTRAIN THE SHAKING OF MY HAND AS I PEN THESE WORDS. THIS THING, THIS ENTITY, IS HERE TO DECIDE OUR FINAL FATE. OH! WHAT HORRIBLE JUSTICE! I CAN HEAR IT APPROACHING THE ROOM, PERHAPS STANDING RIGHT OUTSIDE. IN JUST A FEW MOMENTS, WE'LL HAVE NO TIME LEFT TO ESCAPE...



IF YOU HAVE ENOUGH TIME TO WRITE IN YOUR JOURNAL, WHY DON'T YOU JUST RUN AWAY?

QUARTERMASTER

This person keeps track of the party's food and water, and takes responsibility for buying the necessary supplies for the trip. Keeping food and water in barrels and trunks is much easier than each PC holding their own. This person will be responsible for the Ration Sheet.

A character with a pack animal is recommended.

JOURNAL KEEPER

This person keeps a detailed diary of events that happen in the game, as if through the eyes of their character. Another option is to have everyone in the party take turns writing the diary, switching off every day or every few days, so that you get a more interesting diary at the end of the journey.

Level Up

As travelers gain experience on the road, they will grow in strength and spirit.

How to Level Up

At the end of each session--that is, at the end of each journey--each PC will receive a number of XP. Once the character's XP total exceeds a certain value, they will level up.

WAYS TO ACQUIRE XP

1. Gain XP according to the highest Topography [Terrain + Weather] target number encountered during the session.

TARGET NUMBER	XP	TARGET NUMBER	XP
5-7	100	11-13	300
8-10	200	14~	500

2. Gain 50 XP for each time the Ryuujin used a Bènediction ability.
3. Gain XP equal to 10x the level of the highest level monster defeated this session.

Add these three subtotals together to determine the total amount of XP that each PC gains for participating in the session.

The party went through a rainy grassland (Terrain level 6 + Weather modifier 1 = Difficulty 7) as its hardest topography for 100 xp, the Ryuujin used its Story of Kindness Bènediction once for 50 xp, and the highest level enemy they defeated was a level 3 slime, for 30 xp. Each traveler receives 180 XP.

What Happens When You Level Up?

Characters improve, and gain new abilities upon leveling up.

1. Max HP and MP are increased. Each level, you gain three points to divide between the two.

Max HP +2, Max MP +1 OR Max HP +0, Max MP +3, etc.

2. Carrying Capacity increases by 1.
3. Gain new abilities (perks) depending on level.

LEVEL UP CHART

LEVEL	REQ. XP	NEW PERK
2	100	Stat Increase, Feint and Search Combat Actions
3	600	Terrain/Weather Specialty
4	1200	Stat Increase, Status Effect Immunity
5	2000	Extra Class
6	3000	Stat Increase, Extra Type
7	4200	Terrain/Weather Specialty
8	5800	Stat Increase
9	7500	Favor of the Seasonal Dragons
10	10000	Stat Increase, Embark on Legendary Journey

Stat Increase

At every even level, one of a character's ability scores increases. Choose one stat from [STR], [DEX], [INT] and [SPI] to increase by 1 die size. The dice rolled for the chosen stat increases in this order: d4 → d6 → d8 → d10 → d12 (max).

Increasing stats will not increase Max HP or Max MP, but increasing STR will increase Carrying Capacity. If STR increases by one die step (for example, d6 to d8), add 2 to Carrying Capacity, just like in character creation.

Terrain/Weather Specialty

At third and seventh levels, a character has enough experience on the road to become used to a certain terrain or weather pattern. Choose 1 from the twenty-two types of terrain and weather patterns. From now on, this character gains a +2 bonus on any rolls involving that terrain or weather.

Status Effect Immunity

At fourth level, a character learns how to avoid a single status effect. Choose one of the six status effects (injury, poison, illness, tired, muddled, shock). The character will be immune to that effect from now on.

Extra Class

By the time they reach fifth level, a character will have learned the trade of another class while on the road. This can be used to cover skills that the party is missing, or simply to strengthen existing skills.

The character chooses a new class and receives that class's skills as normal. If the class chosen is the same as the character's existing class, their skills are instead strengthened. Those skills which give a static bonus (Skills with a "-" in the Stat Used box) are cumulative; while skills requiring a Check receive a permanent +1 bonus.

Extra Type

A character gains a second type at sixth level. They choose a new type and gain its abilities. If the type chosen is the same as the character's existing type, the abilities are cumulative. For example, if a character chooses Magic Type both times, they will receive 4 spells every time they level up from that point forward, and immediately receive access to another Seasonal Magic category.

Favor of the Seasonal Dragons

By ninth level, the dragon to whom you have been offering your Travelogues has grown attached to you. Choose a single season. While you are traveling during that season, you are under the protection of the dragons of that season.

Once a day, you can decide to automatically roll a 10 on any check. You may use this after rolling the check, and you may use this benefit regardless of the size of the dice you roll.

LEGENDARY JOURNEY

The most arduous and longest of travels are known as the Seven Great Journeys. These Seven Great Journeys are pilgrimages to the most secret treasures, most beautiful paradises, and most wondrous sights in the world. At tenth level, a character is able to embark on a legendary journey of her own. The specifics of each Journey are left up to the GM, though ideas will be forthcoming in an upcoming supplement.

After a session interacting with the mischievous Neko Goblins, Haruka gains enough experience to reach level 2!

The first thing she does is increase her HP and MP. She feels she has quite enough MP for now (20 MP max!) so she puts all 3 points into HP, for a new total of 15 HP. She hopes this will help her through some troublesome stretches of forest that she'll be going through next.

She then marks an extra point of carrying capacity on her item sheet, for a total of 13: [STR:6] +3 (starting character) +3 (for Farmer's "Robust" skill) +1 (level increase)

Lastly, she looks to see what the level 2 perk is: she gets to raise an Ability Score! She noted how her [STR:6] failed her several times during the last session, so she decides to raise it to [STR:8]. Note that she does not recalculate her HP again as she does so, but her carrying capacity will now increase from 13 to 15.

Items

What are Items?

Items are the tools, armor and clothing that will aid you in your Journey. Items are divided into the following categories: weapons, armor, shoes, cloaks, staves, hats, accessories, food, sundries, camping equipment, and containers.

Items are mostly obtained by shopping, though many items may also be found or given to Travelers by NPCs.

Traveling Rules

SIZE AND CAPACITY

All items have a size of 1, 3, or 5. An item's size represents its volume, weight, heft, or encumbrance.

- Size 1: Fits in the palm of your hand.
- Size 3: Can be held with one hand.
- Size 5: Must be held with 2 hands.

MAXIMUM CARRYING CAPACITY

A character's Maximum Carrying Capacity is equal to [STR +3], plus modifiers for type. For example, a character with a [STR] of 8 will have a maximum carrying capacity of 11.

Characters that carry items with sizes that add up to more than their Max Carrying Capacity will suffer a penalty to all checks equal to the difference between the size total and their Max Capacity.

A character with a Max Capacity of 9 is carrying items with sizes that add up to 12. They will suffer a -3 penalty to all checks until they drop 3 sizes worth of items.

DURABILITY

Items start with a durability value equal to their size.

When using an item, rolling two 1s (a Fumble) on a Check will reduce its durability by 1 point. If an item's durability is reduced to 0, the item becomes broken and unusable. The item will remain unusable until it is repaired. You may repair an item only up to its original durability.

Shopping Rules

BUYING

You may buy an item while shopping as long as you are able to pay the listed gold (G) cost. Shopping is done in the shops found in most towns, or at the occasional passing peddler.

SELLING

You may sell unnecessary or extra items for half of their listed price. You may not, however, sell a broken item.

Additional Item Rules

Items can vary quite wildly, depending on who made it and where. “For example, hats may be “cute,” “uncool,” or “tough,” and one might even find hats made of the magical steel called “mythril” for sale. The modifiers on the table below show how the price of an item changes according to its characteristics. If you are buying an item with special modifiers, the cost is adjusted by the modifiers shown on the chart. For example, as you can see from the table below, “cute” hats are more expensive than “uncool” hats.

CUMULATIVE EFFECTS

You may apply any number of modifiers to an item provided they are not the same. An item may not have the same characteristic twice: “Cute cute” hats do not exist.

MAGICAL ITEMS

Somewhere in this world, magical items are waiting to be found. The intrepid explorer may find items that walk and items that shine with a light of their own. You may encounter specialist magicians called Enchanters who are able to imbue items with magical effects, and in the largest of cities, you may even find stores full of enchanted goods.

ORDER OF APPLIED COST MODIFIERS

When an item has several price modifiers applied to it, always apply the multiplying modifiers before the additive magical modifiers.

CHARACTERISTIC	COST MODIFIER	EFFECT/EXPLANATION
Cute	x2	The shape or color is cute
Beautiful	x2	The shape or color is beautiful
Sturdy	x3	The item’s durability is doubled
High Quality	x5	Weapons: Accuracy +1, armor: +1 defense, others items: +1 to item bonus
Used	x0.8	The item’s durability is 0.8 x its original value
Gross	x0.8	The sight of it makes you uncomfortable
Uncool	x0.8	Old, or made with poor style sense
Smelly	x0.7	Has a horrible smell that doesn’t come off, even after washing
Cursed	x0.5	The user suffers a -1 penalty to Condition checks every day
Broken	x0.5	Unusable until fixed
Mythril	x10	Reduce armor penalties by 1, size value is -2 due to lightness, durability automatically starts at 5
Orichalcum	x50	Will never break. If worn, Max HP and MP +2

Magical Characteristics

The price of the following characteristics are added after the non-magical modifiers are calculated.

CHARACTERISTIC	MODIFIER	EFFECT/EXPLANATION
Walking	+5000	During travel, this item will walk on its own so you don't need to carry it
Shining	+1200	Emits light about equal to a torch
Speaking	+2000	Loves to talk
Plus One	+8000	Weapon: damage +1; Armor: defense +1, other items: +1 to item bonus

Facilities

Food

Different foods can be found at restaurants and inns. The more delicious the food, the better the modifier to the next day's Condition. However, modifiers for eating multiple foods in a single day do not stack, and only the best effect is gained.

FLAVOR	PRICE (G)	WHERE FOUND	EFFECT/EXPLANATION
Disgusting	1	-	-1 penalty to next day's Condition Check
Normal	3	-	-
Delicious	30	-	+1 bonus to next day's Condition Check
Feast	1500	Large city	+3 bonus to next day's Condition Check

Inns

The size and condition of rooms at inns will affect the next day's Condition check.

ROOM RANK	PRICE (G)	WHERE FOUND	EFFECT/EXPLANATION
Squalor	5	-	A room without so much as a bed. For the next day's Condition check, roll twice and take the lower roll.
Basic Room	20	-	A large room with beds for 3-6 people and a table.
Suite	100	Town or larger	A well appointed set of rooms with a soft bed for one individual. Gives a +1 bonus bonus to the next day's Condition check.
Royal Suite	1200	City or larger	A set of rooms filled with exquisitely crafted furniture and an extremely comfortable bed. For the next day's Condition check, roll twice and take the better roll.

Services and Other Facilities

There are various facilities and services available in towns and cities. Anything from postal services to laundry or even weather prediction is available.

SERVICE	PRICE (G)	WHERE FOUND	EFFECT/EXPLANATION
Public Bath	2	Town or larger	A public area where anyone may bathe.
Cleaners	2	Town or larger	This price is per item of clothing cleaned.
Post Office	20	City or larger	Send one sheet of paper to another city
Shipping	80	City or larger	Send up to 5 size worth of items to another city
Wound healing			
	100	-	Recover 2d8 HP
Status Effect: First Aid			
	250	Town or larger	Nullify a status effect's penalty for 12 hours
Status Effect: Healing			
	300	Town or larger	Reduce a status effect's target number to 3
Item repair			
	Item cost x 0.2	-	Repair an item's durability to max
Library	20~	Large City	Look up information about the past, including ancient history
Information	10~	Town or larger	Get information about the present or recent past
Weather prediction			
	10	-	Get a prediction about the weather, up to 3 days in advance. 70% accurate
Fortune Teller			
	10~	City or larger	Hear a prediction about the future

Specialty Goods

These goods are regional specialties. When you buy these items in a town, you may resell them at full price in another town.

TYPE	PRICE (G)	SIZE	EFFECT/EXPLANATION
Small Goods	100	1	Jewel, accessory, spices, etc.
Medium Goods	500	3	Fruits, vegetables, crafts, etc.
Large Goods	1000	5	Furniture, woodworking, etc.



Weapons and Armor

A character may not equip weapons or armor that total more than their carrying capacity. In addition, heavier armors have penalties that are applied to Travel and Initiative Checks. If a character sleeps in their armor, these penalties also apply to the next day's Condition Check.

WEAPON	PRICE (G)	SIZE	EQUIP:	ACCURACY	DAMAGE.
Light Blade	400	1	1 hand	DEX + INT +1	INT -1
A blade that can be held in the hand. It can be useful outside of combat in the preparation of food, harvesting herbs, and various other situations.					
Blade	700	3	1 hand	DEX + STR	STR
A weapon with a long, flat blade. Beloved around the world, a single-edged blade is called a "saber" while double-edged blade is called a "sword."					
Polearm	350	3	2 hands	DEX + STR	STR +1
A weapon consisting of a long pole with a sharp point fastened at the end. As it can be used to stab with the tip or bash with the handle, it has a wide breadth of usefulness. Its price also makes it easy to obtain.					
Axe	500	3	2 hands	STR + STR -1	STR
A tool used to cut down trees. Due to its weight, it is powered with brute strength, and not effective with small swings.					
Bow	750	3	2 hands	INT + DEX -2	DEX
A projectile tool used by hunters and the like. Since it can attack from afar, it is popular with nobles and soldiers. <i>*Players don't need to keep track of arrows</i>					
ARMOR	PRICE (G)	SIZE	EQUIP:	DEFENSE POINTS	PENALTY
Clothes	50	3	Chest	-	-
Normal clothes. Thick, tough clothing is preferred by travelers. Generally they are made from wool and thread.					
Light Armor	900	3	Chest	1	-
Armor constructed from the hide of animals, with metal plates covering vital points. Only the chest is protected, but because of its light weight it is easily worn.					
Medium Armor	2000	5	Chest	2	-1
Armor constructed from metal plates. The arms and legs are protected in addition to the chest area, but the weight increases proportionally.					
Heavy Armor	10000	5	Chest	3	-3
Heavy armor constructed from metal plates that completely covers the entire body. The body's movement is restricted, so movement is hampered with the armor equipped.					

SHIELDS

Shield Dodge Value: When a character has a shield equipped, the target number for an Attack Check to hit them is the greater of either their Initiative value or their Shield Dodge Value. There is no effect on the shield-equipped character's initiative order. "High quality" and "Plus 1" modifiers on a shield add 1 each to their Shield Dodge Value.

SHIELD	PRICE (G)	SIZE	EQUIP:	DEFENSE POINTS	PENALTY	SHIELD DODGE VALUE
Light shield	400	3	1 hand	1	-	7
A shield that can be held in one hand. Made from wood and grass, its light weight keeps it from being a nuisance in battle.						
Heavy shield	1200	3	1 hand	2	-1	9
A shield large enough to cast half of the body in shadow. Most of them are made from metal; its heavy weight makes it hard to carry.						

Traveling Gear

Traveling gear is the shoes, the hats, and all the other things that a traveler needs on her travels. At any given time, a character may equip one each of hat, cape, staff, and shoes. Bonuses from these items that refer to a particular terrain or weather type will apply to any check that uses that terrain or weather in its target number.

SHOES	PRICE (G)	SIZE	BONUS (+1)
Rain boots	300	1	Rain/Hard Rain/Storm
These boots have been finished with a coating that makes them resistant to water. They do a good job of keeping your feet dry.			
Walking shoes	350	1	On a road
These shoes are made from soft leather that make it easy to walk on paved surfaces. They are very lightweight and do not impede the movement of your feet.			
Climbing shoes	450	1	Wasteland/Rocky Terrain/Mountain/Alpine
These shoes have thick soles that allow walking across rocky terrain without hurting your feet. The soles also help to keep your feet from slipping.			
Snow boots	500	1	Snow/Blizzard
These shoes are specially finished to protect toes from frostbite.			
Mud boots	500	1	Swamp
These boots have wide soles that keep your feet from sinking into mud. They allow you to glide across the surface of the mud.			
Jungle boots	600	1	Woods/Deep Forest/Jungle
These boots are made to help you traverse overgrown jungles. They offer complete protection for your feet and are extremely sturdy.			

CAPES	PRICE (G)	SIZE	BONUS (+1)
Windbreaker	120	3	Strong wind
A cape with a hood that covers the entire body. Weights are stitched into the cape to keep it from flapping around in the wind.			
Warm cape	160	3	Cold
A cape made from the pelt of a thickly-furred animal. It can also be used as bedding or a blanket.			
Raincoat	400	3	Rain/Hard rain/Snow
A leather cape that has been finished with a water-resistant coating. It requires constant upkeep.			
Camo cape	400	3	Hide check +1 for chosen Terrain
Choose a terrain when purchasing this item. This cape allows you to conceal your entire body by blending into the surrounding topography.			
Fire cape	700	3	-1 fire damage
A cape made from the fur of a fire-resistant monster. It is weak to water: If it gets wet, it will be ruined.			
Sun cape	400	3	Hot
A cape made from a light, very breathable material that keeps heat from reaching inside.			

STAFFS	PRICE (G)	SIZE	BONUS (+1)
Walking stick	50	3	Level 3 or lower Terrain
A staff that is used by frail travelers. It is also useful when you have heavy bags. Its bonus only applies to weaker characters with STR of 4.			
Hiking staff	100	3	Rocky terrain/Mountain
A staff that helps you keep your footing when climbing in high places. You can adjust the length.			
Snow staff	280	3	Snow
A staff used to dig through snow. The tip is reinforced with metal to help break through ice.			
HATS	PRICE (G)	SIZE	BONUS (+1)
Cap	120	1	-
A normal hat. Hats and caps are believed to offer protection from evil. There are a variety of colors and shapes.			
Sun hat	180	1	Hot
A hat with a large brim to block sunlight. It is made from linen and thread for extra breathability.			
Woolen hat	200	1	Cold
A hat made from the pelt of a thickly-furred animal. It has ear covers to protect from frostbite.			
Sand hood	340	1	Desert
A hood that keeps wind and sandstorms from obscuring your vision. The material is thick and heavy but does not let direct sunlight through.			
ACCESSORIES	PRICE (G)	SIZE	BONUS (+1)
Goggles	4000	1	All Rain, Wind and Snow and related conditions
A tool used to protect your eyes during rain, wind, snow, or other extreme weather. Since numerous techniques are required to create a single pair, the cost can be prohibitive.			
Accessory	100~	1	-
Rings, earrings, bracelets, or any other decorative accessory. These can be created from metal, clam shells, seeds, or any other element that shows off the special colors of the land where it was created.			

Animals

Travelers often take animals with them on their journeys. Riding animals make movement through the countryside easy, while pack animals can carry much more than humans.

Number of animal companions

A character can take one animal with them without having to worry about food and water; they automatically have enough for the one creature. Members of the Farmer and Merchant classes, however, can take up to three animals without needing to worry about food and water. A character with both those Classes can bring up to five animals before supplies become an issue. If a character brings more animals than they can support for free, the additional ones must be fed and watered daily, requiring supplies like a Traveler.

Animal Characteristics

Just like items, animals may have additional characteristics that add effects and raise or lower their price. These work exactly like items.

ANIMAL TYPE	PRICE (G)	EFFECT/EXPLANATION
Riding animal	900	+1 bonus to travel checks on topographies of Level 2 or less. Only one person may ride at a time.
Large Riding animal	3800	+1 bonus to travel checks on topographies of Level 2 or less. Four people may ride at a time.
Pack animal	500	This animal has a carrying capacity of 15
Large Pack animal	2000	This animal has a carrying capacity of 30
Pet animal	300	A pet; must be no larger than one meter. i.e.: cat, turtle, rabbit, etc

CHARACTERISTIC	MODIFIER	EFFECT/EXPLANATION
Tough	x 2	Needs no food, even in desert or alpine environments
Clever	x 3	Understands and tries to follow its owner's commands
Bad attitude	x 0.7	Sometimes does not follow its owner's commands
Loud	x 0.7	Calls/brays/footsteps are loud and annoying
Baby	x 0.3	Not more than 6 months old. Has no abilities and counts as Pet animal
Loyal	1000	Never leaves its owner's side. You may pay 1000g to add this to any animal you have with you
Well-traveled	5000	Grants a +1 bonus to all travel checks. May only be applied to riding animals. Pay 5000g to add this to any animal you have with you

General Items

Small Items

This section covers food, sundries, everyday tools, and items useful for gathering materials. Characters should buy things as appropriate for their daily lives.

RATIONS	PRICE (G)	SIZE	EFFECT/EXPLANATION
Food	5	1	A single day's ration of food. Goes bad in 24 hours.
Alcohol	10	1	If drunk when a character's Condition is 3 or less, gain [Muddled: 4]
Disgusting Rations	5	1	Disgusting but edible. If eaten when character's Condition is 3 or less, lose half current MP
Rations	10	1	Portable food that can be taken on a trip
Delicious Rations	70	1	When eaten, next day's Condition check gains a +1 bonus.
Animal Feed	5	1	Needed when taking animals to the barren desert or alpine environments

SUNDRIES	PRICE (G)	SIZE	EFFECT/EXPLANATION
Perfume	500	1	Can get rid of the "Smelly" item attribute for 12 hours
Quill pen	2	1	A feather cut to be used as a writing utensil
Glass pen	120	1	Fancy pen with a nice grip
Leather page	2	1	Durable, single page for writing
Leather notebook	100	1	A notebook made of animal skin
Soap	5	1	Just add water!
Washing Set	15	3	Used to wash clothes
Umbrella	50	3	Held in a single hand. +1 bonus to Travel Checks on hot/rainy days
Compass	1500	1	+1 to Direction Checks
Torch	5	1	Makes dark places brighter
Lantern	80	1	Comes with windshield; light is hard to blow out
Firestarter set	20	1	Flint and steel to make firestarting easy
Utensils	10	1	Forks, spoons, etc. of various materials
Repair kit	100	1	Handy tools to make repairs with
Rope	50	1	10 meter-long rope
Hand mirror	300	1	Handy mirror, sized to fit in the palm of a hand
Instrument	300+	3+	Tambourine, guitar, lyre, trumpet, etc
Grandfather Clock	1000	5	A well-crafted ornate luxury item, heavy but sturdy
CAMPING EQUIPMENT	PRICE (G)	SIZE	EFFECT/EXPLANATION
Bedding	40	1	Fleece, blankets, etc. to make bedding down more comfortable
Sleeping bag	50	1	A small portable bed suitable for a single person
Tent	120	3	A tent large enough for 3 people
Arctic Tent	300	5	A 3-man tent that gives shelter from the cold; +2 bonus to camping checks in cold weather
Large Tent	500	5	A tent large enough for 10 people
Flow stone	20	1	Single use item that is used to warm bathwater up to 40 degrees c
Portable bath	450	5	A bathtub that can be taken anywhere
Pillow	10	1	Soft sleeping aid for those who can't sleep without one
Stuffed animal	100	1-5	Stuffed doll in various shapes and sizes
Insect repellent candle	10	1	Smelly candle that repels vermin and insects. Lasts for 12 hours

Containers

Containers are used to carry food, water and other heavy items. Each container has a carrying capacity equal to the value shown in the “Can hold” column. A person may only carry one big container at a time, though a pack animal may carry more.

CONTAINER	PRICE (G)	SIZE	CAN HOLD
Waterskin	30	1	-
A pouch of leather that can hold a day's ration of water			
Magic jar	2000	1	-
A magical jar that keeps cold liquids cold or hot liquids hot: +1 Travel. Check while in hot/cold weather			
Travel bag	10	1	3
A bag held in 1 hand			
Belt pouch	30	1	2
Only one can be equipped. Good when you want to be able to grab something quickly			
Herb bottle	100	3	-
Magically keeps up to ten herbs fresh; once opened for the first time, the bottle is good for seven days before it no longer works.			
BIG CONTAINER	PRICE (G)	SIZE	CAN HOLD
Barrel	10	5	10
Holds 15 days worth of water, or holds 10 size worth of other items.			
Backpack	20	3	5
A rucksack used by many travelers			
Large Backpack	40	5	10
Large rucksack that holds many items			
Wooden chest	10	5	15
If carried by a human, they take a -1 penalty to Travel Checks			

Item Kits

A basic kit contains the essentials a character needs to survive, so it can be a good idea to simply buy a kit and then see what else a character needs. A party kit has everything else that a party would need, so a starting party should generally pool their money to purchase one.

KIT	PRICE (G)	SIZE	SET CONTENTS
Basic Kit	150	Total: 3	Large backpack, sleeping bag, wooden utensils, waterskin, rations x2
Party Kit	800	Total: 10	Pack animal, barrel, wooden chest, repair kit, torches x3, firestarter kit, soap x2, washing set, tent

Healing Herbs

What Are Healing Herbs?

In this world rich with natural treasures, there are a number of plants that have special properties. Among these are plants that have medicinal uses - these plants are called Healing Herbs. The benefits of Healing Herbs vary depending on the terrain in which the herb grows, and generally, wilder, rougher areas have herbs with more potent effects.

The standard benefits of healing herbs can be used by anyone, but members of the Healer Class are also able to use any Healing Herb with the Healing skill in order to treat a character's wounds.

Using and Storing Healing Herbs

The beneficial effects of the same type of herb do not stack.

Healing herbs must be used within 24 hours or they lose their potency and become unusable.

By using a disposable magic herb bottle, you can keep a healing herb fresh for seven days, avoiding the 24 hour limit. Once an herb bottle is opened for the first time (to put in an herb), its "seven day countdown" begins. At the end of those seven days, all unused herbs in the bottle immediately wither and become unusable. Herbs taken out cannot be transferred to another bottle.

You may use a healing herb during battle as a single action.

Each healing herb collected has a size of 1 when not in a bottle (which holds 10).

Buying Herbs On The Market

Herbs are only available for purchase at herbalist shops found in large cities. Most shops will not purchase herbs from travelers.

LEVEL	PRICE (G)
1	100
2	300
3	800
4	Not for sale
5	Not for sale

Herb List And Location

PHYSICAL TYPE	Lv	TERRAIN	PORTION
Sunset Hime Apple	1	Grassland	Fruit

USE: Recover 2 HP

DESCRIPTION: A fruit that resembles an apple. Hime Apples become rich and nourishing as their colors deepen like the sunset.

Crowned Morning Glory	1	Wasteland	Flower
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USE: Used to help ease sleep. Next day's Condition will be 6.

DESCRIPTION: An annual that blooms into several gorgeous flowers. The colors of the flowers vary between white, violet, crimson, and indigo, depending on the weather.

Giant's Palm	2	Rocky	Leaf
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USE: Used to help ease foot pain. Used after taking damage from a Travel Check: recover that damage.

DESCRIPTION: An annual that produces light green leaves covered in mucus. It prefers wet climates.

Demon Lacquer	2	Woods	Sap
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USE: Enough for 1 poison arrow: add 2 damage to 1 bow attack.

DESCRIPTION: A deciduous tree that grows to about 12 feet tall with ash-white bark. A dark sap oozes when cuts are made in its bark.

Daybreak Crimsonflower	3	Swamp	Stalk
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USE: Use after making a Condition Check to remove a physical status ailment; Reroll the check with a +1 bonus.

DESCRIPTION: A thistle where blood red flowers bloom. The stalk contains a powerful narcotic, so care must be taken in handling it.

MENTAL TYPE	Lv	TERRAIN	PORTION
Churchbell Dayflower	2	Hill	Flower

USE: Next check using [SPI] gets a +1 bonus

DESCRIPTION: Cousin to the ordinary dayflower, the Churchbell Dayflower produces blooms of up to three feet in size. They prefer to grow on hills and bloom only in the brightest sun.

Moonlight Snowgrass	3	Forest	Leaf
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USE: Helps focus the mind: For one full day, when MP is used, 1 less MP is spent. Has no effect when spending 1 MP.

DESCRIPTION: A diminutive species of grass that only grows in the moonlight, it is said that it takes an entire year to grow even a single centimeter. Juice squeezed from this grass is used to rouse one's spirit.

White Night Chrysanthemum	3	Mountain	Leaf
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USE: May be used to reroll a Condition Check in order to cure a mental status ailment. Reroll once with a +1 bonus.

DESCRIPTION: A chrysanthemum with a deep violet hue. It only grows in frigid climes and blooms only during the shortest winter nights. Locals use it to brew a kind of tea.

ENHANCE TYPE	LV	TERRAIN	PORTION
Firefly Darkpouch	3	3rd level terrain; Night only	Pollen
USE:	Magical effects that deal damage or recover HP receive a bonus equal to the Caster's Level.		
DESCRIPTION:	An annual that blooms only at night. The light-purple flower resembles a pouch, and glows in total darkness.		
Kingmilk Salve	4	Jungle	Hive
USE:	Duration of the next magic spell cast is doubled; Has no effect on "instant" duration spells.		
DESCRIPTION:	Honeycomb from a type of jungle bee; Their nests can be over two meters tall, resembling ant hives made of rock-hard mud and dirt.		
Windcrying Tulip	4	Jungle, Only during strong winds	Flower
USE:	When casting a single target spell, you may select one additional target.		
DESCRIPTION:	A type of tulip that only takes root in areas with strong winds. The jade-hued petals of its flowers are carried by the wind to disperse its pollen.		
Black Temple Melon	4	Desert	Fruit
USE:	May cast one "1 area" or "all area" spell without harming allies in the area.		
DESCRIPTION:	A type of melon that thrives in the shelter of deadfalls. Well known for the fact that every part of the plant, from leaves, to roots and even the fruit, is jet black. Has the distinct odor of cheese. Really stinky cheese.		
Barrierwood Stalk	5	Alpine	Branch
USE:	May use a "normal" incantation spell as a "ritual" spell. The target becomes "all nearby companions", and the duration becomes 12 hours. No effect on spells with "instant" duration, and only affects spells with "single" targets.		
DESCRIPTION:	A subspecies of Barrierwood, also known as the Guardsman of the Woods. Thrives on alpine heights, and said to be as hard as orichalcum.		

A SPELL MAY ONLY BE AFFECTED BY ONE ENHANCE TYPE HERB AT A TIME.

HERB BY LEVEL/LOCATION

TERRAIN LEVEL	TERRAIN	NAME	TYPE
1	Grassland	Sunset Hime Apple	Physical
1	Wasteland	Crowned Morning Glory	Physical
2	Rocky	Giant's Palm	Physical
2	Woods	Demon Lacquer	Physical
3	Swamp	Daybreak Crimsonflower	Physical
2	Hills	Churchbell Dayflower	Mental
3	Forest	Moonlight Snowgrass	Mental
3	Mountain	White Night Chrysanthemum	Mental
3	3rd level terrain; Night only	Firefly Darkpouch	Enhance
4	Jungle	Kingmilk Salve	Enhance
4	Jungle, Only during strong winds	Windcrying Tulip	Enhance
4	Desert	Black Temple Melon	Enhance
5	Alpine	Barrierwood Stalk	Enhance

Magic

What Is Magic?

The seasonal dragons wield the very power of Creation. Magic is the tiny portion of that power that humans can use.

With magic, all manner of things suddenly become possible. A magic user can create a point of light out of nothing, or cure a wound in an instant. This power comes in two forms: Incantation Magic, and Seasonal Magic.

How To Use Magic

In order to use magic, one must repeat a fragment of Dragonic verse while imitating the motion of dragons. The magic user must focus her energy on the desired result, and the concentration required means that using magic depletes spiritual energy. This is why using magic costs MP.

When You Can Use Magic

To use magic, all of the following must be true:

- ✿ Your entire body is free to move around, and not restrained (you can hold items in both hands, as long as your arms are free to move around)
- ✿ You can speak
- ✿ You have enough MP to cover the spell's cost
- ✿ If you are using a spell with a range other than "touch" or "caster", you must be able to see the target

Incantation Magic

Magic that can be learned through study or practice is called Incantation Magic. This magic has spread throughout the world because it can be expressed as written incantations. Most users of Incantation magic use a spell book to record their spells, so if this tome is lost, the magic user is unable to cast incantation magic until a new book is acquired.

Seasonal Magic

It is said that every person in the world has an affinity with one of the seasons. Magic users are able to tap into their affinity for the season that matches their personality to create magical effects. This is called Seasonal Magic.

In contrast to Incantation Magic, Seasonal Magic relies on feelings and emotion to cast spells. This type of magic cannot be taught to or otherwise bestowed upon another person. People with magical abilities are, one day, simply able to use magic drawn from their season. As a magic user grows in power, they become able to use a large number of spells without needing to study.



Invoking Magic

STEPS TO INVOKE MAGIC

- 1 Select which spell to cast from your list of available spells.
- 2 Refer to the spell's "range" value, and choose the target.
- 3 Chant the magic words.
- 4 Spend the required MP.
- 5 Roll the Magic Check [INT + SPI]. If two 1s are rolled, the spell fails. Any other result usually indicates success.
- 6 The magic is invoked and lasts for the duration given in the spell's description.

CASTING A SPELL ON AN ENEMY

When casting a spell on an enemy or Monster, the Magic Check will succeed on a roll that is equal to or higher than the target's Condition. If the Magic Check total is less than the target's Condition, there is no effect.

If the Magic Check is a critical success, the spell automatically succeeds even if the Check is lower than the target's Condition.

CUMULATIVE MAGIC EFFECTS

Effects from consecutive castings of the same spell do not stack. However, similar effects from different spells do stack. For example, casting both Alert Bell Alarm and Lightning Bug Net will result in a +3 bonus to Camping Checks.

ENDING MAGICAL EFFECTS

The person who cast a spell may decide to end its magical effect at any time.



How To Read The Spell Lists

Casting Time

Before invoking a spell, the magic user must consider how long a spell takes to cast. There are two ways of casting a spell, and each one takes a different length of time.

NORMAL MAGIC

This magic can be cast instantaneously. If a spell is cast during combat as the character's action, the spell takes effect as soon as it is successfully cast.

RITUAL MAGIC

This type of magic requires an hour long ritual to take place before it is successfully cast. Within that hour, the caster spends their time drawing magical symbols and reciting Dragonic words of power. If, for whatever reason, the casting is interrupted, the caster loses no MP but must start again from the beginning.

MP Cost

Magic costs MP to cast. Generally spells cost 2, 4, or 10 MP to cast. More powerful spells require more MP.

Effect Duration

This is the duration of the spell's effect. Generally, spells that are used in combat are measured in rounds. 1 round is equal to about 10 seconds of game time.

Target

This determines whether the spell affects a single target or "all targets in a given area." Other spells may target "1 tool" or have some other specific target in the spell entry. If a spell targets an area, the spell will target both enemies and allies in the area.

If a spell with a target of "1 area" is cast out of combat, it will target a 5x5 meter square. If a spell with a target of "entire field" is cast out of combat, it will target a 15x15 meter square.

The shorthand "sqm" in the spell list Target field means "square meters".

Range

This determines how far away the caster may be from the target when casting the spell.

TOUCH

The caster must be touching the target when the spell is cast. It is possible to wear gloves, clothing or armor and still count as touching the target. In the case of a ritual spell, the target must be touched at the end of the ritual.

CASTER

The spell only affects the caster.

CLOSE AREA

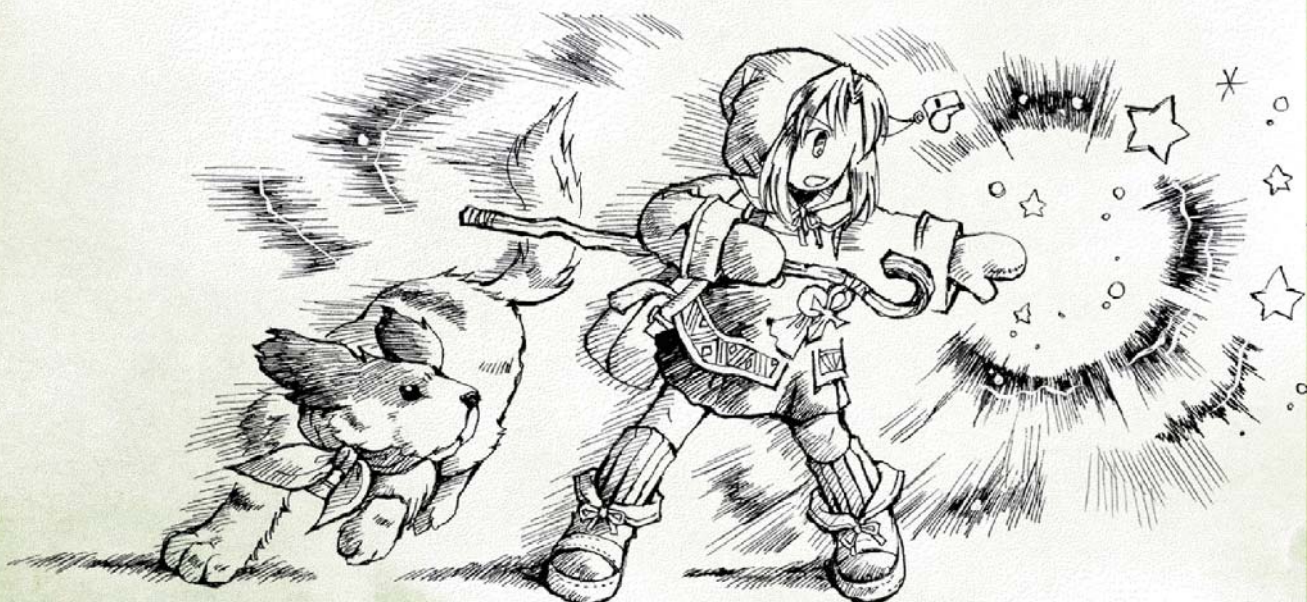
The spell can affect targets in either the caster's area or 1 area away. It has a range of about 10 m.

ALL AREAS

The spell can affect any area the caster chooses. It has a range of about 15 m.

ANY

The spell can affect anything as far as the caster can see.



Incantation Magic

Low Level Spells

MAGIC-TYPE CHARACTERS RECEIVE 2 SPELLS EACH LEVEL

NORMAL	MP	DURATION	TARGET	RANGE
Pure Crystalight	2	12 hours	1 Tool	Touch

Crystallizes the part of the tool touched. The crystallized part gives off a white light similar in intensity to the glow of a lantern. It may be turned off and on by tapping it.

Alert Bell Alarm	4	12 hours	10 sqm area	Touch
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Causes a magical bell to appear. The bell will sound an alarm if a monster comes within 10 m. The bell cannot be moved. This spell is recommended for new players. Grants +1 on Camp Checks.

Arrow Compass	4	12 hours	-	Touch
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Causes a magical compass to appear. Recommended for new players. Grants +1 on Direction Checks

Enhanced Red Hand	4	6 rounds	1 person	Close Area
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The target's main weapon hand glows red. It confers strength and skill and guides the weapon to its target. Grants +1 to Accuracy Checks.

Cure Touch	4	Instant	1 person	Touch
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Heals a wound in an instant. Caster rolls [INT] (1 die) and heals a target's HP for that amount.

Shooting Star	4	Instant	1 person	All Areas
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Shoots a blast of heat from the caster's palm that slams into the target. Caster rolls [SPI] (1 die) and deals damage to target equal to that amount.

RITUAL	MP	DURATION	TARGET	RANGE
Animal Tamer	10	12 hours	Up to 7 animals	All

For the duration of the spell, the caster may tame a number of wild animals that are within sight at the end of the ritual. They may be used as either riding or pack animals. In order to cast the spell, the caster must capture or detain the target animals. Caster rolls [SPI] (1 die): a number of animals equal to that result are tamed. The spell has no effect on monsters.

Round Reflection	10	12 hours	1 person	Touch
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A round pale barrier appears and protects the target. The target receives the benefit of 3 defense points (-3 damage from enemy attacks).

Tastegood Taste	10	1 hour	Rations	Touch
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Caster rolls [SPI] (1 die): that many rations are now "Delicious." The caster decides exactly what flavor. Any affected rations not eaten within an hour rot and are destroyed.



Mid Level Spells

MAGIC-TYPE CHARACTERS RECEIVE 2 SPELLS EACH LEVEL

NORMAL SPELL	MP	DURATION	TARGET	RANGE
Dragonica, Open!	2	Instant	1 person	All Areas

Summons the monster compendium, Dragonica. The target monster's page automatically opens and displays its data.

Attack of the Killer Object	4	Instant	1 person	All Areas
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An object on the battlefield strikes the target for 1d6 damage. As long as the Magic Check is not a Fumble, the magic will take effect no matter the target's Condition. The object used disappears.

Safety Zero	4	6 rounds	1 person	Touch
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The target's heart is shrouded in light. One time when the target takes damage that would take its HP to 0 or below, the target is instead left with 1 HP. This spell cannot be cast multiple times on the same person.

Magematik Shield	4	10 minutes	1 person	Touch
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A magical shield appears that automatically moves to protect the target. Target receives 1 defense point (-1 damage from enemy attacks).

Remove Touch	4	Instant	1 person	Touch
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Restores the target's body and mind to a state of equilibrium. A target suffering a status effect may reroll their Condition Check and use the new one if it is higher.

RITUAL	MP	DURATION	TARGET	RANGE
Knights of Cleaning	4	(Length of ritual)	Dirty clothes	Touch

Dirty clothing flies away at the start of the ritual to be cleaned by the mysterious Knights of Cleaning. At the end of the ritual, the clothes are returned with no loss of color or quality. Items that cannot be cleaned (up to the GM) are returned unchanged.

Elfwish	4	Overnight	1 work in progress	Caster
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After the ritual is complete, little elves appear while the caster is sleeping to work on a simple project of the caster's choice. They will do work equal to what a 6 year old child can do.

Cat's Drive	10	12 hours	5 sqm from caster	Caster
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While walking through a forest, the trees will move out of your way. While moving through a forest, movement is no longer halved and the party may move as normal.

Type Wild	10	12 hours	Up to 7 people	Touch
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Summons a magical stuffed animal that allows the party to escape from an encounter with a phantom beast or animal monster, unless the GM decides otherwise. Because the caster has to carry around the cumbersome stuffed animal all day, their DEX is reduced by 1 dice size while the spell is in effect.

High Level Spells

MAGIC-TYPE CHARACTERS RECEIVE 2 SPELLS EACH LEVEL

NORMAL	MP	DURATION	TARGET	RANGE
Dragon Fly	4	10 minutes	1 person	Touch

Wings similar to a dragonfly's appear on the target's back, allowing them to fly at 30 km/hour. They are able to move in the air as freely as if they were on land. The wings give neither bonuses nor penalties while in combat.

Hayabusa	4	6 rounds	1 person	Touch
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The target is imbued with the speed of a hawk. The target may attack twice each round for the spell's duration. After the spell wears off, the target is exhausted and receives [Injury: 10]

War Metafield	10	6 rounds	All area	Caster
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Erects a barrier around the battlefield, trapping friend and foe alike. Within the field, damage rolls made by allies gain a +1 bonus, and damage they receive is reduced by 1. However, all objects in the battlefield disappear. Nobody may leave or enter the field while the spell is active.

Bloodbath Blades	10	Instant	All area	Caster
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Summons countless magical spinning blades that slash through the air. All characters and all monsters take damage equal to [INT + SPI]. The caster alone is unaffected by this spell.

RITUAL	MP	DURATION	TARGET	RANGE
Rainbow Drop Bridge	4	12 hours	Airspace	Touch

Creates a rainbow bridge that spans up to 50m horizontally and up to 20m vertically. The bridge must be anchored on solid ground at both ends, and may be used by anyone.

Dragon Sign	4	1 hour	Chosen person	All
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A brightly lit signal shines in the sky. The signal may contain up to 140 characters and may be made visible only to any one chosen person if the caster wishes. The chosen person can "sense" that the message exists in the sky but cannot know the contents until they read it.

Anywhere Cottage	10	12 hours	Airspace	Touch
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Creates a cottage large enough for seven people. Characters who sleep in the cottage receive a +2 bonus on their Camp Check, but if more than seven people enter the cottage, it will disappear.

Dragon Banquet	10	2 hours	Up to 7 people	Caster
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Creates a humongous feast including a table, seats and food for up to 7 people. Any character that eats this food has their HP completely replenished. It takes two hours to eat your fill.

Replica	10	12 hours	1 item	Touch
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Replicates an item for the duration of the spell. The replica item has the same size, effect, etc. as the original. If, before the spell ends, one of the items is destroyed or lost, the other will be destroyed as well.

Spring Magic

LOW LEVEL – AUTOMATICALLY LEARNED AT LEVEL 1

NORMAL	MP	DURATION	TARGET	RANGE
Wake up and Stand Up	2	Instant	1 area	Close Area

Anyone sleeping in the area immediately awakens and stands up. Anyone awake but lying down will immediately stand up. This only affects living things with 2 legs.

Emina Nonno	2	1 day	Touched area	Touch
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The area touched will be covered with lots of tiny flowers. The caster decides the variety of flower. If the flower chosen is appropriate for the area touched, and is cared for, the flowers may last longer than the normal duration.

Cure Plus Plus	2	Instant	1 person	Touch
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This is cast at the same time as Cure Touch (only one Magic Check required) and makes that magic stronger. Add 1d6 to the effect of Cure Touch. This spell may not be cast separately.

RITUAL	MP	DURATION	TARGET	RANGE
A Little Beauty	4	1 day	1 person	Touch

The target's hairstyle and hair color are changed, and makeup is applied to fit a desired image. This hairstyle and makeup will not change until the end of the spell's duration. This spell cannot actually change a person's features.

MID LEVEL – AUTOMATICALLY LEARNED AT LEVEL 4

NORMAL	MP	DURATION	TARGET	RANGE
Detect Loveheart	2	Instant	Loving heart	All

This spell reveals to the caster any "hearts in love" within sight. This knowledge comes softly to the caster, and is revealed to no one else. However, the spell does not reveal the object of the person's affections. Obviously, this spell only affects beings that are capable of love.

Kaguya's Leylance	4	Instant	1 person	All Areas
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Beams of light as thick as bamboo shoots skewer the enemy. Deals [SPI] (1 die) damage to target. If it is night and the moon is visible increase the damage by 1d6.

Rose Fever Scatter	4	Until cured	1 area	Close Area
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Allergenic pollen is scattered through the air, causing eyes to water and noses to run. All creatures within the same target area receive [Poison: 6] no matter how high their Condition is, as long as the caster doesn't fumble the Casting Check.

RITUAL	MP	DURATION	TARGET	RANGE
Luck Luck Luck	10	12 hours	3 people	Touch

Good things seem to happen more often. This spell can be cast on 3 people at once. Once, within the duration of the spell, each target may reroll one check.

HIGH LEVEL – AUTOMATICALLY LEARNED AT LEVEL 7

NORMAL	MP	DURATION	TARGET	RANGE
Cure Plus XL	2	Instant	1 person	All Areas

Cast at the same time as Cure Touch. (Only one Magic Check required) This spell turns the touch-range Cure Touch into a spell that can target someone in any area. This spell may be used with Cure Plus Plus, but may not be cast alone.

Sprout	10	6 rounds	1 person	Touch
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Awakens a person's dormant power. It changes one (and only one) of the target's stats from 12 to 20. Targets with no stat of 12 are unaffected.

Resurrection Kiss	10	Instant	1 person	Touch
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This spell has the power to resurrect anything that has died within the last 6 rounds (1 minute); in order to do so, the caster must kiss the target, which then revives them to half their maximum HP.

RITUAL	MP	DURATION	TARGET	RANGE
Spring's Daybreak	4	Instant	1 person	Touch

The most beautiful moment of Spring is Daybreak, when the beauty of nature fills one's heart. The target may roll their Condition Check twice and take the better roll. This spell may only be used just before the target rolls their Condition Check.

*The sleeping seeds sprout; flower buds
stretch, blooming, towards the sun.*

*Like the soft sunlight, Spring magic has the
power to heal and and spread cheer.*



Summer Magic

LOW LEVEL – AUTOMATICALLY LEARNED AT LEVEL 1

NORMAL	MP	DURATION	TARGET	RANGE
Briar Nonno	4	6 rounds	1 area	All Areas

Thorny briars rise from the ground, entangling all in the area. Everyone in the target area receives a -2 penalty to Initiative, starting the next round.

Vacation Vitality	4	6 rounds	1 person	Touch
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The target's health and cheer rise, as if they had just returned from a long, refreshing vacation. Target receives a +2 bonus to Condition.

Min-Min Cicada Chorus	4	6 rounds	All area	Caster
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The loud cries of cicadas (which make a sound like "MIN MIN MIN MIN MIN") fill the area, disrupting concentration. For the duration of the spell, anyone who attempts to cast a spell must first beat the caster in a contested [SPI + SPI] check. If the person attempting to cast a new spell loses, their spell automatically fails. Because the sound is loudest near the caster, the caster may not cast any other spells while this spell is active. Plugging one's ears does not stop the effect.

RITUAL	MP	DURATION	TARGET	RANGE
Koro-pok-kuru Cute Leaf 2		12 hours	Up to 7 people	Touch

Huge leaves appear that can be used as umbrellas for up to 7 people. The leaves may be used for a +1 bonus to rolls involving "rainy" weather. The leaves cannot be used in conjunction with actual umbrellas.

MID LEVEL – AUTOMATICALLY LEARNED AT LEVEL 4

NORMAL	MP	DURATION	TARGET	RANGE
Scarlet Passion	4	Instant	1 person	Touch

The target becomes fired up with passion, and moves their body with newfound energy. The target may immediately roll Initiative again, and use the new value if it is higher. The target acts on this new initiative number starting from the next round.

The Illness of May	4	Until cured	1 person	Close Area
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This spell brings upon enemies the magical force known as "Gogatsubyo", or "May Sickness", which saps one's will to do anything other than mope. Though the normal Magic Check is required, the target suffers [Tired: 6], no matter what their Condition is.

Lightning Bug Net	4	12 hours	5 sqm	Caster
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Summons a tent of magical mosquito netting that zaps approaching bugs. Grants a +2 bonus to Camp Checks in areas with flying insects.

RITUAL	MP	DURATION	TARGET	RANGE
Call Squall Code	10	10 minutes	5 sqm	Caster

This spell summons a sudden and powerful but extremely accurate rain shower, pouring down water as if a barrel was up-ended. The water is drinkable, and fills all available water skins and barrels.

HIGH LEVEL – AUTOMATICALLY LEARNED AT LEVEL 7

NORMAL	MP	DURATION	TARGET	RANGE
Cyclone	4	Instant	1 person + caster	Touch

Calls upon the calamitous power of thunderstorms in the form of a cyclone. Deals [DEX + SPI] damage to both the target and the caster.

Be Brave	4	Instant	All area	All Areas
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Summons an incredibly terrifying being (of the player's choice) for a split second. Assuming the Magic Check succeeds, all characters suffer [Shock: 10]. Covering one's eyes or hiding one's face will not stop the terror from seeping into your hearts.

RITUAL	MP	DURATION	TARGET	RANGE
Tanabata's Wish	10	?	Paper	?

Make a wish upon the light of the Milky Way, and maybe even two star-crossed lovers fated to be apart forever could meet for one night a year. All players write a wish on a small piece of paper and hand it to the GM. The GM chooses a single wish and makes it come true during the scenario. If all the players write truly terrible wishes, the GM may secretly discard them all.

Summer's Midnight	10	1 hour	Caster	Caster
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The most beautiful event in the Summer is Midnight, a time of illusion and calm. This spell can only be used at night. While the spell is in effect, the caster's form becomes a transparent, glowing silhouette that can pass through walls and man-made obstacles. The caster may not pass through natural landscape features, trees, stones, etc. and may not speak or interact with objects. While the spell is in effect, the caster's true body lies sleeping; when the spell's duration ends, the caster returns to their body automatically.

*Living things hustle and bustle in an atmosphere
of deep green; people are livelier than ever.*

*From crashing lightning to evening showers, Summer
magic has the power to affect the environment.*



Fall Magic

LOW LEVEL – AUTOMATICALLY LEARNED AT LEVEL 1

NORMAL	MP	DURATION	TARGET	RANGE
Fallen Leaves	2	Permanent	Ground	Touch

A cubic meter of dead leaves appears.

Harvest Moon	2	6 rounds	All area	All Areas
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A beautiful full moon appears in the night sky. This magic may only be used at night, in an area where the sky is visible. While the spell is in effect, the weather becomes "clear" and moonlight illuminates the area. The Spring Magic "Kaguya's Leylance" may use this moon as though it was a real moon.

Otome Tears	4	6 rounds	1 person	All Areas
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The target's eyes are filled with tears, blurring their vision and giving them a -2 penalty to Accuracy Checks.

RITUAL	MP	DURATION	TARGET	RANGE
Magic Jam Bottle	4	7 days	Food	Touch

Any edible item can be made into a long-lasting jam, keeping all its flavor, but preserved for one week. The amount of rations created is determined by a roll of [SPI] (1 die); Healing Herbs are unaffected.

MID LEVEL – AUTOMATICALLY LEARNED AT LEVEL 4

NORMAL	MP	DURATION	TARGET	RANGE
Grateful Scarecrow	4	6 round	1 person	Close Area

A scarecrow appears and draws an enemy's attacks. The target has a 50% chance of targeting the dummy scarecrow with all magic, attacks, and special attacks, but area attacks are not affected. Though the dummy is virtually indestructible, if hit with a fire attack, it becomes a "Flaming Scarecrow."

Spirit of Obon	4	Instant	1 person	All Areas
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Obon is the Fall festival where the spirits of the dead return home. This spell releases the soul of an undead-type monster from our world, returning it to the other side. An undead monster that has its soul released by this spell falls to the ground and disappears. However, in order for the soul to be released, this spell must be cast twice - though these castings do not need to be consecutive. There may be some rare undead whose souls will never return, or some undead who refuse to rest even after their soul has been returned, requiring other means of release...

Chocolate Cosmos	4	Until cured	1 person	Close Area
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The target remembers or thinks of a past or recent heartbreak. The target suffers [Shock:6], no matter its Condition, though the normal Magic Check is still required. The target must have loved or must be in love, and the strength of their love may raise the Shock value (at the GM's discretion).

Mignon Bivouac	4	12 hours	1 person	Touch
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Creates a cocoon-like hanging sleeping bag, that maintains a constant temperature whatever its surroundings. Sleeping in this bag grants a +1 bonus to the next day's Condition, but this spell may only be used if there is a ceiling or something for the 'cocoon' to hang from.

HIGH LEVEL – AUTOMATICALLY LEARNED AT LEVEL 7

NORMAL	MP	DURATION	TARGET	RANGE
Autumn Sky	4	1 round	1 person	All Areas

Completely destroys a target's willpower, as they gaze longingly at the autumn sky. Regardless of what they had resolved to do previously, they become lost in thought or second guess themselves and just give up. If used in combat, the target loses their next action.

Lie	10	Instant	1 person	Touch
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The caster speaks a word and the target withers. If the target has 2 HP or more, they are reduced to 1 HP. Only affects phantom beasts, phantom plants and humanoid targets.

RITUAL	MP	DURATION	TARGET	RANGE
Autumn's Dusk	10	Flight duration	Up to 7 people	Touch

The most beautiful sight to behold in autumn is dusk, when the subtlety and elegance of all things in nature can be felt the most; even crows in the sky. The targets may fly with a flock of migrating birds. Calling a flock of migrating birds from a range of one kilometer, the targets may fly to the same destination as the flock. The spell's effect wears off when the birds land. Details such as whether and how many birds are nearby, and how far they are flying are left up to the GM.

Rin-Rin Relaxing Orchestra	10	Ritual length	All who can hear	Caster
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The soft calls of crickets (which sound like, "rin rin rin rin rin") creates a pleasant and relaxing background tapestry of sound. All within earshot of the insect orchestra recover [SPI] (1 die) MP.

*Birds embark on their seasonal journey while
trees wither; crops produce their bounty.*

*Fall magic has the power to summon autumn cicadas
and their soothing call, or change the hearts of people.*



Winter Magic

LOW LEVEL – AUTOMATICALLY LEARNED AT LEVEL 1

NORMAL	MP	DURATION	TARGET	RANGE
Candy Ice Cube	2	10 minutes	Open space	Touch

Creates a large, translucent, frozen block 50cm on each side. This block may be used as an object in battle. Once it melts, it disappears so it cannot be used for water.

Cool Masquerade	4	6 rounds	1 person	Touch
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The target's countenance is frozen in place like a mask. The target does not suffer any mind-based status effects while the spell is in effect. Once the spell expires, any previous status effects return.

Snowball Storm	4	Instant	1 area	Close Area
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A barrage of snowballs is hurled at the area, inflicting [SPI] (1 die) damage to enemies, while allies in the area receive half damage.

Winter Sleep	4	Instant	1 area	All Areas
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The targets feels the lethargy of winter overcome them, and they fall asleep. On the targets' next action and every action thereafter, they may attempt to wake up by rolling a [STR + SPI] check with a target number of 6. If they succeed, they awaken, but their turn is over. If a sleeping creature takes any damage, they immediately wake up.

MID LEVEL – AUTOMATICALLY LEARNED AT LEVEL 4

NORMAL	MP	DURATION	TARGET	RANGE
Pirika Crackle-Static	2	6 rounds	Touched person	Caster

A powerful charge of static electricity zaps anyone who attacks the caster. Anybody whom the caster touches or attacks, or anyone who attacks the caster suffers [SPI] (1 die) damage. The caster also suffers this damage once, when the spell is cast.

Catch an Evil Wind	4	Until Cured	1 person	Touch
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This spell summons an illness which causes headache, fever, coughing, and all other symptoms of a bad cold. The target suffers [Sick: 6], no matter their Condition, as long as the caster doesn't fumble the Magic Check. In the world of Ryuutama, when someone catches a cold, some people say "Oh dear! An evil wind snuck up on you!"

Icesword of Desire	4	1 hour	1 person	Close Area
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A weapon of ice is created in the hand of the target. This weapon can be of any type, and has a +2 bonus to damage. If the wielder of the Icesword of Desire is attacked and reduced to 0 HP or less, the attacker automatically acquires this weapon.

RITUAL	MP	DURATION	TARGET	RANGE
Magical Kotatsu & Mikan	2	12 hours	Open space	Touch

A warm low-table with blankets and mandarin oranges suddenly appears. It provides a +2 bonus to Camping Checks while in "cold" weather. However, any character that Fumbles on the next day's Condition suffers [Sick: 4].

HIGH LEVEL – AUTOMATICALLY LEARNED AT LEVEL 7

NORMAL	MP	DURATION	TARGET	RANGE
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Absolute Zero Clock	10	D4 rounds	All area	Caster
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The caster freezes time around her, gaining 1d4 extra rounds during which only she may act. The caster may use this time only to cast magic.

Grave Glacier	10	Until thawed	1 person	Touch
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The target is frozen in a glacier, trapped until the ice melts. Physical attacks have no effect on the glacier, though in sunny weather, it will melt in a day; in cold weather, however, the glacier may never melt.

Winter's Early Morning	4	6 rounds	Caster's area	Caster
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The most wonderful experience of winter is the early morning, a time when nature is still and folk are filled with a quiet tension. Just like Winter's early morning, the caster silences the area around him. For the duration of the spell, no sound can be heard in the caster's area, and magic has no effect there.

RITUAL	MP	DURATION	TARGET	RANGE
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Seven Fortune Frigate	10	12 hours	Various	Caster
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A treasure-laden boat bearing seven legendary heroes arrives from the East to bless the caster and his companions. While the spell lasts, any character that is blessed turns any Fumbles into Criticals. Roll a d8 to see what class is blessed. If a class is blessed but the party lacks characters of that class, the heroes bless nobody and leave disappointed.

1: Merchant 2: Farmer 3: Minstrel 4: Hunter 5: Artisan 6: Healer 7: Noble 8: All Classes

Life deteriorates on a white canvas, plunged into icy grief.

*As snow blankets the land in a drowsy dream,
Winter magic has the power to inhibit action.*

