

Magica; Land of Mana

Set Up: Place all dominos in one pile in front of the GM (it is recommended to mix in 2 or more sets of dominos). Each player starts with 20 health and 5 dominos representing the player's tickets.

Tickets: When a player wants to attempt something or cast a spell on the spell list they will have to spend tickets. When a player spends tickets they must first place a domino in front of them, then they can connect any dominos with matching faces. When the player has no more connections or no more domino they total all the dominos in front of them, each representing 1 ticket. Players can then spend their tickets on spells or perform actions. Players can also remove and draw up to 3 new dominos from the pile at the start of their turn. At the end of their turn players draw dominos til they have 5.

Enemies: When the players encounter enemies the GM will draw dominos (1 per each enemy) from the pile and play them in front of the players. The number on the left side (left facing the players) represents their health and the right represents their damage. When a player damages an enemy they lower their health by however much damage they cause. If the enemy gets hit at zero health or the damage is greater than their current health they are defeated and removed, but, if they survive then they attack and deal their damage to a random player. When combat is finished all players return to max health.

Effort: how many tickets are needed for different actions. The GM can use this chart to determine the appropriate cost for an action or spell

Easy actions: 2 ticket
Average actions: 3 ticket
Hard actions: 4 ticket
Really Hard actions: 5 ticket

Mapping:

The GM will place 1 domino face up and connect them to map out whatever area the players are in, each face representing 1 area. Players can move to 1 area connected to the area they are in on their turn. An area can be anything from a giant field, a cramped room, or a roomy travel, there is no limit to what they can be and how big they can be.

Spells: all spells on the spell list can be cast and will have a short description on what the spell does and a difficulty.

Spell List:

- *Ka-Slice:Easy:Deal 1 damage to 1 enemy
- *Remedy:Easy:Heal one player for 5 health.
- *Light:Easy:Create a glowing orb in front of the cast (it can't be moved)
- *Blast:Average:Deal 3 Damage to up to 3 enemies or Deal 6 Damage to 1 enemy
- *Flash:Average:Skip one enemy turn
- *Shield:Average:Protect one player from any damage less than 5
- *Heal:Average:all players gain 5 health
- *Tele:Average:teleport you or another player into any area not connected to your current area
- *Earth Shake:Hard:You deal 5 damage to all enemies
- *Weaken:Hard:reduce an enemies damage by 2
- *Boost:Really Hard:you or one player gains an extra domino til combat ends
- *Power Skin:Really Hard:you cannot take damage til the end of your next turn
- *Summon:Really Hard:Summon a creature with 5 health and 5 damage. At the end of your turn it will attack an enemy of your choice.

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