# Spells Within

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# Introduction

## What is a TTRPG?

A TTRPG (Table Top Role Playing Game) is a game where players describe their actions and movements as characters in a made-up space. Players take on the role of a fictional character in a fictional space and usually there is a Game Master who runs the game.

Spells Within has a focus on role-playing. It is character-focused as well as goal-oriented. We want this game to be a rather simplistic game in its mechanics while also being well suited for campaigns with many sessions. The setting and world building are also set to be fantasy based with magic being a main theme for the game.

For each of the tables below, you can either roll a dice to determine which one is chosen for the specific circumstance, you can choose manually, or in some cases you can choose your own if the table states that they are just examples. It is required to have a d4, d6, and a d8 for this game.

# Character Creation

In this world there are 3 types of magic, **Heart**, **Soul**, and **World** magic.

**Heart** magic draws upon people's emotions and perceptions of the world, allowing them to influence the feelings and senses of others. **Soul** magic is about recognizing the core or soul of living things, and nudging that core with magic in order to transform themselves or the life around them. **World** magic though similar, instead, bonds with the soul of the world, allowing for direct manipulation and summoning of the world around them, though not without physical strain.

Below are a few questions to help you build your character, with examples for the more open-ended questions.

★ Choose one type of magic that your character is good at which will be your **Boon**, one that you have a neutral affinity with, and one that you are very bad at, which will be your **Bane**.

● What do you use for your magic?
  ○ A dance, spellbook, special attunement, prayer, a cauldron, or calculus)
● Where are you established?
  ○ A tower, cottage, demiplane, secret apartment, or on a cloud
● What is your familiar, a small magical creature you've summoned, befriended, or created which offers aid and company?

| 1. Cat | 5. Drakeling |
|---|---|
| 2. Owl | 6. Construct |
| 3. Gecko | 7. Minor Elemental |
| 4. Beetle | 8. Faerie |

● Why did you establish yourself in this region?

| 1. Fate | 2. Magical Creatures | 3. A Journey |
|---|---|---|
| 4. Community | 5. A Wellspring of Magic | 6. A Birthplace |

● What do you use your magic for?
  ○ Research, Exploration, Healing, Conquest, Comfortable Living, or something more?

★ What are the mechanics of your magic? What benefits do you gain from using your **Boon**, what side effects or accidents arise when you use your **neutral** magic, and what dreadful costs must you pay in order to use your **Bane**.

Even if mages share a **Boon**, mages can still vary through their specializations. A specialization reflects the ways that a mage has found specific uses for their magic, whether to become a master duelist, a grand performer, or an infiltrator-for-hire.

● What do you use your magic for?
  ○ Fighting, protecting, exploring, discovering, housekeeping, performing, etc.)
● Based upon the previous answer, what specialization do you have?

| Offensive | Defensive |
|---|---|
| Discovery | Traversal |
| Infiltration | Performance |
| Medical | Strength |

● After answering all of the above questions, create a 1-2 sentence summary of who your mage is to provide to your fellow players.

# Rules

## Interacting With the World

In most scenarios, Spells Within does not worry about the minute-to-minute interactions of player characters. Instead, players should be allowed to more broadly narrate how their character moves and acts in response to their environments. However, when engaging with the threats, especially when time and the order in which events occur is important, then the GM should use a turn-based system where players and the GM alternate, and when each character and GM faction completes their own set of actions, that is considered to be a round.

## Tests of Magic

When players interact with the world using their magic, they will have to roll a **Magic Test** in order to see how successful they are. They will roll **2d4**, **2d6**, **2d8**, with their bane, neutral, and boon magic respectively. If the use of their magic matches a player's specialization, they may add a **d4** to their roll. While the GM may use the table below to guide them in setting a target number for a **Magic Test**, they may also use the modifiers as they deem appropriate to modify a player's roll for their **Magic Test**. Typically, a GM should inform the player of any modifiers before they roll and the **Target Number** that they are aiming for.

| Task Difficulty | Target Number |
|---|---|
| Easy | 4 |
| Moderate | 6 |
| Hard | 8 |
| Extreme | 10 |

| Modifiers | Minor: | Major: |
|---|---|---|
| Aid | +1 | +2 |
| Hinderance | -1 | -2 |

Players can also use dice to represent other things such as luck but that is up to GM discretion.

## Progress

Progress is also a very important aspect of the game and so the GM must consider a few things as the players interact with the world:

1. Are they making progress towards stopping the threat of the campaign?
2. When they fail certain rolls, does it impede their progress in completing this goal?
3. Do they have a certain time limit to complete this goal?

The GM can create a progress clock to show how close the players are to completing their goal or how much time they have left to complete said goal. This is a circle, broken into a number of sections to represent the number of steps or successes that players or non-player characters need in order to succeed at a task. With particularly major setbacks or successes, a progress clock may increase by 2 steps instead of just 1, or may even lose progress.

# World Creation

When creating the world, one must consider the setting and style of the world. Some examples include Modern day, Medieval, studio ghibli, etc. The setting can also be a mixture of different types of settings such as medieval style with modern inventions in the world. The time period is also ambiguous and can be decided by the GM. The main thing that must remain the same is that the world is magical and has been built around magic.

Next you must decide the main threat of the campaign or story. One of the main aspects of the game is the goals and progress towards that goal. There can be multiple smaller goals in between but there has to be one main goal. Some examples include:

| Dragons or other destructive creatures are attacking the world | The realm is on the brink of war | Magic being used for nefarious purposes |
| --- | --- | --- |
| Smaller threat such as a local criminal organization | A deadly disease spreading quickly | A group of people (could be non-magic or magic users) that are trying to eradicate magic |

Another main aspect of the world the GM must consider is how magic is gained throughout the world. Magic is always a main aspect of the world and so the way it flows can have serious effects on the world. Some examples of how magic functions in the world include:

| Based upon energy that all living beings possess | External source that people attune to | Reading through spellbooks/scrolls |
| --- | --- | --- |
| Passed down through family lineage/genetic | Chosen by universal forces that see potential | Some combination of these ideas |

## How to Structure a Campaign

One important aspect of starting the campaign is noting the pre-existing relationship between each of the player characters. This will help in creating an incentive for the players to work together. Some examples of pre-existing relationships can include:

| Blood relation | Met in education | Met in a public space |
| --- | --- | --- |
| Tasked with the same job | From the same hometown | Met through similar magical abilities |

Having a session 0 can help the party make these pre-existing relationships as they can introduce each other, their character dynamics, and individual issues (if the players choose to). It may also be a good idea to introduce the major threat of the campaign during this time. This can help in having the party create these relationships and incentive for them all to work together. Tie in character specific details into the threats of the campaign to add more incentive to the party members as well.

Layout the pacing of the game, how many goals will the players need to complete before getting to the main goal? How long do these goals take to be completed? What will the players need to do to complete these goals? These are all good questions to ask yourself when creating the campaign. All these can change throughout the course of the game but it's good to at least lay out a rough framework.

Lastly, one of the most important aspects of structuring the campaign is actually creating the setting and world for the players to interact with. While you may adapt any of the worlds available online, this may require more effort to adapt to the unique mechanics of Spells Within. If you'd rather make your own world, then feel free to use the details from the World Creation