

GLASS STORYTELLING SYSTEM

TORMERON'S SIMPLE GUIDE TO MAGIC

WRITTEN BY TORMERON

1. INTRODUCTION

You enter an old crypt, spider webs decorate the ancient entrance, the big rocks that hold this place open are overgrown and chipped in many places, 3 long scratch marks go over the wall on one side, as you delve deeper you find yourself following narrow passages leading you like a maze to your destination.

After dealing with some kobolds and some hobgoblins along the path you reach the halls of power of a mage that used to live here, the name is emblazoned upon the ceiling in an eternal fire that never dies, "TORMERON".

As you look around you see rows upon rows of ancient neatly ordered books.

You go through the books and draw a book out of the library named "Tormeron's basic guide to Magic and spellcasting"

As you open this ancient tome the following text is written on the first pages:

"Magic is everywhere and is like a web everyone can draw upon, when the first of spellcasters found out magic they found the extensiveness of what magic could one day become.

In old magic training books there is a passage which says "To all who follow my path the bars of reality shall be bent and the impossible is possible if you have the imagination to do it!"

Books upon books lay in old libraries teaching new forms of magic and giving birth to ideas that were once commonly practiced but long forgotten."

2. PREMISE

This book is another of the core rulebooks for this RPG devised by Tormeron.

This rulebook has been written to explain the magic system in this RPG storytelling system.

As with all rules and books in this system, make your own ruling as to how things work if you don't like the way described below.

3. WHAT IS MAGIC IN THIS SYSTEM?

In order to stick with the idea that you are part of the creation of these worlds that rise from these rules imagination should be the tool for players to create new and magnificent spells, spells that aren't like the common fire ball or lightning strike.

Won't spellcasters be overpowered in this system?

The simple answer is no, the reason they won't be overpowered is since no matter how you spend your points as you level, much like a non spellcaster might dedicate a lot of points into physical and do amazing amounts of damage every time he swings and hits his sword at the target.

So too is the spellcaster, without the front liner to keep the spellcaster safe, the spellcaster might die easily due to having low armor or hit points.

There are many systems out there with better spellcasting rules than yours!

I never said there aren't other systems that give you another way of doing it that might be simple as well, the idea of this system is to make it as simple as it can be and make it openly available for all to use.

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4. WILLPOWER RECOVERY

There are 2 approaches to how a spellcaster would recover his willpower:

1. Recovery over time – For every round after the spellcaster cast a spell, the points are recovered at his knowledge score per round. At a minimum of 1 per round.
2. Recovery after rest – Could be either a short rest or a long rest, depending on the DM, the spellcaster needs his rest to recover these points making it harder to cast magic all the time, but maybe in that system the caster can create permanent magic and still recover those points after a rest.

As a suggestion I would say short rest should only recover part of the willpower while a long rest will recover them all.

None of these 2 systems might fit you or a mix of 2 of them might fit you, feel free to change and alter as you see fit for your campaign. But remember before the campaign to explain to your players how you wish the system to work for recovery

5. SPELLCASTING COMPONENTS

This is a completely optional rule.

Since spells are not devised in a list I cannot give you the exact components for every spell but as a suggestion I would say the cost of components should be worth 1 silver piece per point invested into the spell.

These components remain after spellcasting unless they less than needed worth of components are used on a spell and then they are destroyed. Any spell can be cast with less than the needed amount of components but the lowest amount that should be possible to cast with for a spell will be half the worth of the spell.

If the DM decides to go into spell runes instead of individual components, such as a fire rune for fire spells and such. I would define the cost per rune should be 10 gold for the 1st rune and for every additional rune it should cost an additional 50% since these runes are not destroyed with use.

Another option is that each rune would cost you 1 gold but be destroyed withing x amount of uses

6. RITUALS AND MAGIC ITEM CREATION

MAGIC ITEM CREATION

In a small room at the top of an old tower flashes of light are seen and the shrill voice of laughter erupts as Veras finally completed the creation of the magical globe of sightseeing, exhausted of the effort his drops onto his small dusty bed aside his work table.

Unlike common spells that might involve instantly summoning into existence a creature or an object or a force to be reckoned with, the spellcaster might want to create weaponry or items to help his group or himself.

The following is a short guide how this should be done.

Magic item creation should never be a common simple thing everyone does at every moment of their life. The creation of a magical item should a feat of strength that will take long to reproduce.

Before the spellcaster can imbue an item with magic he will need to have the item bought or retrieved for him to imbue it with magic.

Unlike a momentary imbue of power onto an item the creation of magical items is different.

Magical items become more resilient to damage and become lighter weight than their non magical or temporally magically imbued counterparts.

In order to create an item you need to sacrifice the willpower invested into the item forever.

The cost of the imbue of the magic should be for every point of effect another point for the imbue is sacrificed.

Unlike a spell though, these items will be available for use round after round without fail. So a +3 fire damage magically imbued sword would require to sacrifice 6 points of willpower for it's creation.

The creation of magic items will take 1 day per effect willpoint invested in the item.

Rituals

Some magic might be needed to do some extraordinary feats of magic that reaching those powers might take tens or hundreds of levels to achieve, but the player really want to do it, such as opening a portal to another place very far away.

The spell caster should be allowed to do that using a ritual in which he invests every round all his spellpoints until he reaches the sum of points that are needed to do this feat of magic.

These rituals should not be disturbed by any damage or the spellcaster might drop concentration upon the ritual and lose the points already invested and have to begin anew.

7. CONCENTRATION

One of the side rules that have been specified in the core rules but never quite explained thoroughly.

Concentration is the ability of a spellcaster to retain his attention on a spell effect for lasting effect as long as the concentration holds.

Every DM might decide when concentration is broken.

Here are some options of when concentration could be broken:

1. When the spellcaster suffers any damage
2. When the spellcaster suffers more than 1/4 of the total hitpoints as damage
3. when the spellcaster suffers more than 1/2 of the total hitpoints as damage
4. If the spellcaster is rendered unconscious
5. If one of the spellcaster's components is unavailable to him, such as speech or hand movement
6. other

How to deal with broken concentration:

1. Roll a d100 and anything above 50 the spellcaster manages to retain it's concentration for each specific spell in concentration
2. same as one but one roll applies to all spells in concentration
3. the spell is cancelled
4. the spell is cancelled and as a result a wild magic effect occurs (up to the DM)
5. the spell is reversed upon the caster
6. the spell is cancelled but due to cutting it short an explosion occurs causing a certain amount of damage upon the caster
7. same as 6 but instead it's on target the explosion.

SPECIAL THANKS

To Marc Rahn thanks a lot for helping me brainstorm and playtest this system!