

# Once Upon a Birthday

A Fairytale  
TTRPG  
by  
Lynne M. Meyer

# Once Upon a Birthday

You and your magical friends are throwing a surprise birthday party for someone special. Will there be a happy ending?

## Character Creation

### 1. What Magical Being Are You?

This realm is home to many enchanted beings. **Choose from the list below or roll 1d8 to determine what kind of magical being you are.** Each one is proficient in a different skill, and each is equipped with a particular item to help them in their tasks.

d6	Character	Specialization	Tool
1	Fairy Godmother	Insight	A magic wand
2	Enchanted Animal	Survival	A piece of magical clothing or adornment
3	Kindly Old Wizard	Lore	An old grimoire
4	Nanny	Heal	An umbrella
5	Wise Witch	Potions	A cauldron
6	Pixie	Stealth	A pouch of pixie dust

**Remember to give your magical being a name, and write down their pronouns.**

### 2. Choose Your Spell

All of the invited guests at this party are adept in a particular magical ability, which they can **use a number of times per day equal to their Spellcraft stat** (determined in the next section). **Roll 1d8 on the table below to determine your character's ability.**

d6	Superpower
1-2	Conjuration
3-4	Flight
5-6	Invisibility
7-8	Shapeshifting



## 2. What Are You Bringing to the Party?

Everyone agreed to contribute something to the party's success. **Roll a d6.**

d6	Item	d6	Item
1	Balloons	4	The birthday cake
2	Extra Chairs	5	Drinks
3	Pretty lights	6	Food

In an enchanted land, it's likely that at a party like this, even the food and decor will be magical. **Roll a d4 to determine if what you bring is:**

d4	Status	d4	
1	Magical	3	Magical, but with unexpected effects ( <i>decided by Storyteller</i> )
2	Non-magical	4	Missing (lost, stolen, or forgotten; <i>decided by Storyteller</i> )

## Stats

You have 3 stats. **Assign each one a different number: 1, 2, or 3.**

\_\_\_\_\_ BONDS (your love for your friends gives you endurance and strength of will)

\_\_\_\_\_ KNOWLEDGE (your specialization from section 1)

\_\_\_\_\_ SPELLCRAFT (your chosen spell from section 2)

When you attempt to do something where the outcome is uncertain, roll the appropriate stat. **Roll 1d6 and add your stat bonus. If your Specialization applies, you have Advantage on the roll; roll again and take the higher result.**

**On a 8-10:** Success!

**On a 5-7:** Partial success. Whatever you're attempting doesn't work as well as it should or last as long, or you have only limited information.

**On 3-4:** You do not succeed, but take no damage.

**On a 2:** Your action backfires on you, or you come to an entirely wrong conclusion.

**It's Dangerous To Go Alone:** You can aid another! Before they make their roll, describe what you do to help and make your roll. If you succeed, they gain +1 to their total.

# FOR THE STORYTELLER

## Setting and Scenario

Make this game as silly or as serious as you like. It's intended to be a light-hearted story that invokes and celebrates the familiar fairy tale tropes that many of us came to love as children - though of course, there may be deeper themes you wish to explore. (See **Running the Game**, below.) Make it your own. Choose from the prompts below.

### 1. Name Your Realm

An enchanted land needs a good name. **Roll once on each of the tables below. If none of the results are to your liking, feel free to devise a name of your own.**

d10	Part One	d10	Part Two
1	Star	1	-dell
2	Rose	2	-land
3	Candy	3	-ville
4	Myth	4	-dale
5	Swan	5	-shire
6	Mist	6	-vale
7	Winter	7	-acre
8	Silver	8	-peak
9	Fair	9	-valley
10	Moon	10	-haven

### 2. Where's the Party?

d6	Location	d6	Location
1	A forest	4	A meadow
2	A cute cottage owned by one of the characters	5	The beach
3	A castle	6	A ship

### 3. Who Crashes the Party?

*"I must say, I really felt quite distressed in not receiving an invitation." ~Maleficent*

Whether they were left off the guest list on purpose or on accident, someone wasn't invited. They're not going to let a little thing like that stop them from showing up, though. **Roll 1d8 on the table below, or choose your favorite.**

d8	Villain
1	A trickster imp determined to collect on a forgotten or long-ago bargain
2	A wicked fairy godmother
3	A spurned love interest who refuses to accept that NO MEANS NO
4	Wicked step-siblings of the guest of honor
5	A pirate captain bent on revenge
6	A big, bad - and very hungry - wolf disguised as someone's grandmother
7	The guest of honor's evil, jealous parental figure
8	An angry giant looking for his stolen property

### Running the Game

The guest of honor is up to you. It could be a prince or princess, but it doesn't have to be. Many of our favorite fairy tale protagonists come from humble backgrounds, but have the aid and love of one or more magical entities.

As you plan and run the game, think about the themes and tropes found in fairy tales. The versions many of us know from childhood can inspire silly, lighthearted play; however, the original versions of these tales often have adult, even gruesome content. (For example: Sleeping Beauty.) Whichever way you choose to go, some themes might prove close to home for some players; **you're encouraged to use safety tools and Lines and Veils.**

By the end of the game, the player characters should have defeated the party crashing villain, thrown a fabulous party, and ensured a happily ever after.

**Credits:** Cover image by S. Hermann & F. Richter from Pixabay. Internal game art by Gordon Johnson from Pixabay. Both free for commercial use.

Not for resale. Permission granted to print or photocopy this document for personal use only.

*Once Upon a Birthday* by Lynne M. Meyer