

One Roll Spells



The spells produced by this system are consistent with the spell construction rules in *First Year of Our REIGN*, but I make no guarantees that they're anything other than crazy and bizarre.

That said, here's how you use the charts. Roll anywhere between 1d and 9d, or set some at a chosen result if you prefer it that way. For every die you roll, the resultant spell has an additional point of Intensity. Want an Intensity 4 spell? Roll 4d. Intensity 9? Roll 9d.

But! There's an important difference between this One-Roll tool and most others. With One-Roll character generation, increasing Width of sets is cumulative: If you roll a 4x5, you get the effects of 3x5 *and* 2x5. But with spell effects, there are a lot fewer stock effects to pick from, so each level in a chart stands alone. If you roll a 4x5, the spell has the 4x5 effect and no other from those four dice. I'm boxing it out for the benefit of readers who aren't reading the introduction and are just skimming to the charts.

Most spells in *REIGN* do one thing, with some powerful spells doing several things that are all tied together. These... aren't like that. Thematic coherence isn't going to come out of these rolls. That's *your* job, as described under Step Three. Don't neglect it—for my money, that's the fun part.



THE DIFFERENT LEVELS OF WIDTH IN THE SET
CHARTS ARE NOT CUMULATIVE!

Step One: Sets



Roll a number of dice equal to the Intensity of the spell you're creating. If any dice come up in sets, consult the following charts for the effects.

2x1: One item inflicts a point of Shock (or +1S if it's used as a weapon) one time. This can be used to enhance a bludgeon or to keep people's hands off your favorite beer stein.

3x1: One item inflicts a point of Shock (or +1S if used as a weapon) for a number of hours equal to the spell's Height.

4x1: The spell affects a number of items of similar type (all swords, all arrows, all pages, all beer steins) equal to the Width of the casting roll. For a number of hours equal to the Height of the roll, these objects either inflict a point of Shock to everyone who touches them or they do +1S if used as weapons.

5x1: The spell affects a number of items of similar type equal to ten times the Width of the casting roll. Each object does +1S the next time it's used as a weapon or inflicts a point of Shock damage the next time it's touched.

2x2: This spell summons a number of Threat 1 followers equal to the Height of the roll. They serve for a number of minutes equal to the roll's Width.

3x2: Summons a number of Threat 1 followers equal to the Height of the roll. They serve for a number of hours equal to the roll's Height.

4x2: Calls forth Threat 2 followers, equal in number to the Height of the roll.

They serve for a number of hours equal to the roll's Height.

5x2: Brings the caster a number of Threat 4 followers equal to the Height of the roll. They serve for a number of minutes equal to the roll's Width.

2x3: This spell requires some simple ingredients and preparations. When cast successfully, it suppresses the caster's Craving for one roll.

3x3: The caster can, with a success, suppress his Duty for one roll.

4x3: This spell targets a number of followers equal to the roll's Height. They receive some form of +1 Threat enhancement for Width minutes.

5x3: This spell targets a number of unworthy opponents equal to the roll's Height. They suffer a rank 4 Morale Attack.

2x4: The spell's activation set serves as gobble dice against the next spell (helpful or harmful) directed at the caster. They can apply at any time, regardless of timing.

3x4: The caster has AR2 against all damage to Location 10 for a number of hours equal to the spell's Height.

4x4: The caster takes a point of Shock to each limb, but gets AR2 protection from all physical damage for a number of hours equal to the roll's Width.

5x4: The caster gets AR1 protection against one type of weapon. This is permanent.

Step One: Sets



2x5: One target gets a +1d bonus to his Weapon: Bow skill for one roll. Multiple castings neither extend the duration nor increase the bonus.

3x5: A number of people equal to the Height of the roll receive a +1d bonus to their Expert: Swimmer pools for a number of minutes equal to the Height of the roll. Multiple castings neither extend the duration nor increase the bonus.

4x5: The caster gets +1d to his Coordination for hours equal to the Height of the casting set. Multiple castings neither extend the duration nor increase the bonus.

5x5: The caster has his Mind, Command and Charm Stats all reduced to one. His Body score rises an amount equal to the diminishment of his Command. His Sense score rises an amount equal to the Mind reduction. His Coordination increases by the same number that his Charm dropped. This lasts for Width hours. Multiple castings extend the duration.

2x6: One target within a hundred paces is targeted with an instant attack. It can be parried, but if it hits, it does Width Killing, Waste Shock.

3x6: One target within a hundred paces takes Width Shock to the indicated location. This spell repeats automatically next round, doing the same damage to the same place at the same time.

4x6: One target within eyesight is hit with an Area 6 Shock attack.

5x6: One target within a hundred paces takes an Area 4 Killing attack. The waste dice from the spell roll do Killing damage.

2x7: All targets within a fifty foot radius take an Area 2 Shock attack. This spell is Slow 2.

3x7: All targets within a fifty foot radius take an Area 1 Killing attack.

4x7: All targets with a fifty foot radius take an Area 4 Shock attack.

5x7: All targets within a square mile take an Area 1 Killing attack.

2x8: The caster gains a +1d bonus to Intimidation for Width in days. If the spell has other effects that aren't instant, they either last Width days or their original duration, whichever is longer.

3x8: One target gets a success at any Eerie roll he makes for the next Width in days, regardless of whether there's any reason (other than this spell) for it to go off. If the spell has other effects that aren't instant, they either last Width days or their original duration, whichever is longer.

4x8: The spell summons a Threat 1 follower. He obeys loyally until killed or until the caster dies. If the spell has other effects that aren't instant, they also become permanent.

5x8: The caster gets AR1 against any attack by arrows or crossbow bolts. This is permanent. If the spell has other effects that aren't instant, they also become permanent.

Step One: Sets



2x9: This spell affects the caster only. For minutes equal to the Width of the spell roll, any other spells the enchanter casts are timed as if they had +1 Width. (They don't do more damage or have more effect.) Successive casting can extend the duration but don't increase the effect.

3x9: This spell must be cast after a successful use of Expert: Chef. If successful, the caster needs no food for a number of years equal to the Width of the roll. He gets all he needs from water and air.

4x9: For a number of hours equal to the Height of the activation roll, any attempts to detect the caster's magic with the Eerie sense face Difficulty 3.

5x9: The caster grows an impressive set of antlers from his head. They're permanent. They do WK damage and give him AR1 on his head against physical attacks.

2x10: This spell targets one person within a hundred paces. That person turns bright yellow (hair, clothes, skin, possessions) for a number of hours equal to the Height of the roll. Additional castings extend the effect.

3x10: This spell targets one individual within a hundred paces, and its effects last for a number of hours equal to the Height of the set. Anyone targeting that individual with magic gets +1d to to his Sorcery pool.

4x10: One individual within a hundred paces becomes enchanted for a number of years equal to the Width of the roll. The

enchantment sets off Eerie rolls but has no other effect.

5x10: One object develops a permanent blue glow and is always icy cold to the touch.

Step Two: Loose Dice



Any dice that aren't in sets produce additional effects for the spell, as listed below.

Roll Effect

1. One target within a hundred paces hears a sentence (of the caster's choice) spoken as if the caster was right next to him.
2. The caster's hand does a point of Shock damage to the next person it touches (other than the caster).
3. This spell requires elaborate, baroque ingredients and paraphernalia. When cast, it repeats its casting automatically a number of times equal to the Width of the first casting.
4. The caster takes a point of Shock to each limb and becomes indistinct to the eye. Any Sight rolls to spot the caster have their Width reduced by one for a number of hours equal to the Width of the spell.
5. The caster gets a +1d bonus to Scrutinize rolls for a number of hours equal to the roll's Width.
6. One target within a hundred paces is targeted with an arcane projectile. It can be parried, but if it hits it does Width Shock and the Waste dice do Shock as well.
7. This spell takes hours to cast. (The number of hours is equal to the number of dice rolled plus three.) (This is a bit of a fudge on the numbers if other Flaws came up, but let it ride.) The spell can take effect on any object, individual or location the caster can clearly picture in his mind, as long as that target is within a hundred miles.
8. A single Threat 1 servant appears and obeys for a number of hours equal to the Width of the roll.
9. The area immediately proximate to the caster floods with music and pleasant aromas for a number of hours equal to the roll's Height.
10. One person nearby immediately has the sensation of making a successful Eerie check.

Step Three: Making Sense



The spells you roll up are unfinished. There are a lot of details that can't possibly fit on this list without weirdly repetitive randomness. When it summons followers, what are they? What type of weapon does it affect? Is there any circumstance under which *all* its effects make perfect sense?

Let's roll some dice and find out.

Example One: An Intensity 3 Spell.

I rolled 1,3,3.

My 2x3 outcome is that the spell requires simple ingredients and preparation, and suppresses the caster's Craving for one roll. The x1 Waste Die tells me that a person within 100 paces hears a sentence as if the caster had spoken it.

Well. That certainly seems random, all right. What's a setting where people are suppressing their desires and want to communicate clearly? I guess some kind of monastic order. Sure, these guys have taken a vow of silence and, on top of that, are eschewing other fleshy indulgences. So when someone tries to tempt them, they have a spell that lets them communicate "Keep your filthy liquor to yourself or I'll break your back" without violating their vow of silence.

Actually, let's imagine that the spell is the *only* way they're permitted to communicate (other than writing, I guess). It's like a prayer. Not only do they get their point across, but it

burnishes the armor of their faith by removing their next temptation. Perhaps the simple preparation for the spell is spinning a prayer wheel or reading from a holy text.

Example Two: An Intensity 5 Spell With No Sets.

I rolled 2,3,5,6,9. Let's see what craziness that yields.

x2 means the caster's hand does a point of Shock the next time he touches somebody. x3 adds baroque ingredients to the spell and makes it repeat a number of times equal to Width. x5 gives a +1d Scrutinize bonus for Width in hours, and x6 targets someone nearby with a magic projectile. Finally there's the x9 result which... makes everything around smell good and projects charming music?

The x9 puts this in a situation where appearances matter a lot. It's obviously a spell for dealing with troublemakers, but all its effects do only Shock damage, so it looks tailored for a caster who doesn't want to hurt anyone... permanently.

So let's imagine a palace sorcerer. He has some elaborate badge of office, a medallion or amulet, that fulfills the requirements for casting the spell. If someone makes trouble during a cotillion, he swings into action. He gets at least three shots at anyone raising a ruckus, which should be enough to stun the average loutish noble. The music and aromas mask most signs of the struggle,

Step Three: Making Sense



so other guests don't panic and any important people aren't disturbed. (Possibly, others in palace security would recognize the spell's song and know they should turn up.) His enhanced senses let him spot any hidden brawlers (or assassins who arranged a distraction) and his Shock hands give him a little something extra if he wants to persuade a captive to talk without leaving telltale knuckle prints.

Example Three: An Intensity 8 Spell.

I rolled 3,3,4,7,8,8,9,9. Let's start with the sets.

2x3 shows up again, giving us simple ingredients and suppressing the caster's Craving. 2x8 gives him an Intimidate bonus and amps up all the spell's effects (including that Craving block) for days. 2x9 gives the caster's later spells a timing boost. Mm, that's going to be sweet with that duration extension.

For loose dice we have a 4 (the caster takes 1S to each limb but inflicts a penalty to Sight when being pursued) and a 7 (which kicks the casting time out to hours but lets him target anything out to a hundred miles away, as long as he can picture it).

On the surface of it, that 7 kind of messes whole thing up, doesn't it? Everything else in the spell is a caster-specific effect, and then along comes 7 that makes it work at great distance. What to do?

Well, one obvious solution is to just re-roll the odd digit. But I love a challenge so I'm going to suggest that the 7 works as a conditional trigger. He can picture a person or an object or a situation or a location, and as soon as he comes into its presence, all the other goodies (resisting temptation, moving unseen, casting quickly and scaring people) all kick in. This seems like a pretty good spell for infiltrating an armed area, especially if your enemies are known for inflicting artificial Cravings with magic. You cast it long beforehand, so the casting doesn't set off any Eerie checks, then waltz right in, knowing your bennies won't kick in until you need them, *and* that you won't even have to take the time to cast it.