



Reign Enchiridion

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Greg Stolze

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225 pages

Présentation de l'éditeur

The REIGN Enchiridion is a digest-size paperback that contains the complete rules for Greg Stolze's hit fantasy roleplaying game "REIGN: A Game of Lords and Leaders." REIGN expands the frontiers of fantasy gaming by elevating the action to an international stage. Monarchs, mercenaries and merchant princes gamble armies and fortunes to win nations in a rich and vibrant fantasy setting. REIGN's simple but complete rules model the triumphs and disasters of societies as small as a village or as large as a realm-spanning religion. With REIGN, your characters can defend threatened nations, bring prosperity to desperate provinces, make laws and perpetuate justice... or, if you prefer, loot, conquer and pillage on a vast and awesome scale. Powered by a fantasy-optimized version of the One-Roll Engine (or ORE) popularized by Godlike, Nemesis, Wild Talents, and Monsters and Other Chidlish Things, REIGN can take your characters from beggars to emperors. The ORE resolves events in delicate detail without cumbersome layers of contingent rolls. In REIGN, the characters aren't lone wolf strangers in strange lands, but leaders of communities, and those groups of followers can resolve large-scale conflicts against their rivals. This divide allows players to focus on the story elements they choose. If they don't care for blow-by-blow combat, they can simply send their army to besiege an enemy stronghold. On the other hand, if they lead the attack in person, they can drastically improve the chances of success... or doom their enterprise through foolish choices. The benefits of ruling are great, but the consequences of failure are drastic. The group-resolution rules from REIGN are self-contained and modular. It's a simple matter to stack them on top of any other RPG system. Want a concrete way to model what happens to the city when your superheroes destroy the Cult of Moloch Triumphant? Use REIGN to stat up the city and the cult. Ever wonder who'd win if two rival government conspiracies went head to head? REIGN lets you measure their weaknesses and strengths, then test them against one another. Fantasy kingdoms, cosmic empires and secretive cabals can all be easily managed and modeled with REIGN. The REIGN Enchiridion includes: The complete rules for REIGN, without the detailed setting chapters that are in the larger core book. Material from the first two years of online REIGN supplements, such as rules for building new spells and new schools of sorcery from scratch. Two new gamer-friendly tools, included by popular demand: "One-Roll Spells" and "One-Roll Monsters." The REIGN Enchiridion is a handy, indispensable reference for any REIGN game table.

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