



Prologue Edition

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Home Base
<http://www.meta-earth.com/lodoss>

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What is Fuzion?

Fuzion is a unified set of role-playing rules combining the best of the **Hero System™** (*Champions*) and **Interlock™** (*Cyberpunk®*, *Mekton Z™*). Not only can Fuzion be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize existing **Hero™** and **Interlock™** rules and materials; if it is marketed as **Fuzion Capable**, it can be used as part of the Fuzion system.

Hero Games and R.Talsorian Games, Inc., jointly developed Fuzion. Many existing games systems use Fuzion, including **Champions: The New Millennium**, **Usagi Yojimbo**, **Bubblegum Crisis the RPG**, **VOTOMS**, **Mekton**, and many more. Fuzion uses a unique Plug-In system that allows for easy addition and removal of rules. For instance, to add Martial Arts to your campaign, you need only turn to a Martial Arts plug-in. To add Magic, Psionics, or Superpowers, these too may be easily plugged-in to the core rules (Total Fuzion).

Where Can I Get Fuzion?

The basic Fuzion rules (for character generation, combat, game mechanics, and basic plug-ins) can be found in any Fuzion product produced by R.Talsorian Games, Hero Games, or Gold Rush Games. However, as it is, these companies were kind enough to provide an on-line version of their core rules system. To obtain this file, please visit the following URL on the Internet (provided the site does not move, of course):

<http://www.sabram.com/rtalsoriangames/site/fuzion>

What is Atomik Fuzion?

Atomik Fuzion is collection of Fuzionable materials developed by Mark Chase, primarily plug-ins for Mekton and other Fuzion RPG gameworlds. These plug-ins include the fantasy gameworld, **Lodoss War**, as well as generic plug-ins for psionics, magic, sci-fi, and alien characters.

Playing Fuzion

You have this Atomik Fuzion plug-in game, so how do you play Fuzion? First, you must get a set of Total Fuzion rules. As mentioned, the rules to create characters and play the game can be found in any Fuzion Capable RPG book or at the web site listed earlier. If you are having trouble finding a Fuzion game book, visit your local gaming store and ask about the R.Talsorian Games or Hero's Games product line. I recommend **Champions: The New Millennium** or **Bubblegum Crisis** for a good source. In late 1998 or 1999, R.Talsorian will be coming out

with a Fuzion version of **Cyberpunk** and **Mekton**, which I would highly recommend.

Creating a Fuzion Character

To create a character for any Fuzion game, you must have a Fuzion rulebook (see above). Most any Fuzion rulebook should do.

The first step is to develop your character's lifepath (see step one Fuzion character creation rules). I would recommend the lifepath chart show in **Bubblegum Crisis** (or **Cyberpunk** or **Mekton**, when they come out), or the on-line rules which you can download off the web. There are other lifepath systems, some made by fans, and these are acceptable at the GM's discretion.

The Origins Path for **Champions** is relevant only for superhero characters. If you are playing a superhero, Origins is a good way to flesh out his or her past. If not, you may ignore Origins all together.

Primary Characteristics as listed in Atomik Fuzion Plug-Ins are INT, WILL, PRE, TECH, REF, DEX, CON, STR, BOD, and MOVE. This is the same as it is for **Bubblegum Crisis** and **Champions**. PSI and MAGE may be added for Psionic or Magic plug-ins. Derived characteristics are calculated as normal.

Atomik Magick

The Atomik Magick plug-in is essential for **Lodoss War RPG**.

Atomik Magick is a Fuzion plug-in for adding magic systems and fantastical spells to conceivably any Fuzion Powered game.



Atomik Magick should be considered an independent magic plug-in. It is not compatible with other magic plug-ins that may be developed by licensed publishers or individuals, and so it is advisable to only use one type of magic plug-in for your campaign.

You may obtain Atomik Magick at the following URL:

<http://www.meta-earth.com/fuzion/atomik.html>

Or you may email Mark Chase at the address listed on the cover page.

The Magic systems and spells presented in **Lodoss War RPG** use the rules as described in Atomik Magick. Unless you wish to play Lodoss War without magic, you must obtain Atomik Magick, or devise your own system to play by.

In the Age of Eternity

Record of Lodoss War is an epic fantasy anime series (Japanese Animation), chronicling the adventures of a party of heroes. Based loosely on the American RPG D&D™, a Japanese RPG called "Lodoss War" came to life, developed by Ryo Mizuno and Group SNE, and became modestly popular. It consisted mainly of three books, Lodoss War Companion I, II, and III. Shortly following, a novel series and manga series (comic book) came out, based on the RPG campaign of Group SNE. Finally, these stories were adapted into a 13 part animation series title "**The Record of Lodoss War**" (or "Lodoss Island War Record", in its literal translation). There are four CD music soundtracks available, volumes 1, 2, and 3, and the original music score for the radio broadcast, all extremely beautiful and very well done.

The original animation series is based on the novels but much has been changed. The first eight episodes cover the first novel. The last episodes cover volumes six and seven of the novel series. Many side adventures were cut out from the anime series allowing it to follow the main story thread. There is also another anime series, called the **Legend of Crystania**, which takes place in the mystical land of Crystania, located on the southern continent Danarn. **Legend of Crystania** is considerably different from Record of Lodoss War, as it takes place 300 years in the future. A new Lodoss War TV series is currently being created and will air in Japan starting in the summer of 1998. At the current writing of the **Prologue Edition**, I have no information on the new series.

Lodoss War, the RPG

This **Lodoss War RPG** is based on the new Fuzion RPG system, jointly developed by R.Talsorian Games and Heroes Games. Why Fuzion? Fuzion is a new dynamic RPG system used in dozens of anime RPG, including Bubblegum Crisis, Usagi Yojimbo, VOTOMS, Dragonball Z, and Mekton (the anime mecha RPG). It is only logical for Lodoss War, yet another anime series, to utilize the Fuzion mechanics system (also known as AnimechaniX). Furthermore, the Fuzion core rules are **Free**, yes free, you need not buy anything, just download the web-book (html or .pdf), from the Fuzion Labs Website. Also, please visit my Atomik Fuzion Website and download the Atomik Magick plug-in, you will need it (all Addresses give on previous page).

This is technically **Lodoss War RPG Prologue Edition**. Why Prologue Edition? Because this is not the final version. The *original Lodoss War RPG* from Japan is currently undergoing translation. Once complete, the **Epic Edition** will be released,

stuffed with verified original Lodoss War material from the original RPG itself!

Secondly, a new Lodoss War TV series is currently showing in Japan. When I have the details on this series (fan sub, a script, anything) I will release the **Eternal Edition** of this RPG. Do not expect this release until early 1999.

Lodoss Where?

Where can you get **Record of Lodoss War**? Why, from US Manga Corps, of course. You can order it from them by mail or phone, or direct over the web from their Web Catalog.

<http://www.centralparkmedia.com/usmanga/uslibrary15.htm>

The Name Game

Originally, the names of people and places in Record of Lodoss War were purposefully chosen to be Westernized, that is, the name Lodoss itself is not a native Japanese word, rather, it was chosen to give the feel of a fantastical setting. Such people and place names (Lodoss, Valis, Parn, Deedlit) were written in syllabic *katakana* script (Lodoss, for instance, is really Rodosu in its *romaji* form). This has caused problems in translation. Many fan subtitled version of the series and many translation scripts contain different spellings for people and places. Even the original RPG maps that had Roman characters were often in conflict with each other. Therefore, this should be kept in mind while reading this text and watching subtitled versions of the show.

I have attempted to keep the names people and locations as consist as possible with the American release of **Lodoss War** by US Manga Corps. This differs somewhat from fan interpretations, and the direct *romaji* spelling. Below is a table listing some of the more important places, including the *romaji*, typical, and alternative spellings. This typical spell is used throughout this text. *Romaji* is the direct translation from *katakana*, and alternative is the most popular fan version of the name.

Typical	Romaji	Alternative
Lodoss	Rodosu	(none)
Valis	Vuarisu	Vallis
Alan	Alan	Allan
Flaim	Fureimu	Flame
Roid	Roidu	Lloyd
Alecrast	Arekurasuto	Arraycrust
Bramd	Buramudo	Buramudo
Mycen	Maisen	Maisen

The History of Lodoss

The Age of Gods was closing. Eternity had come to an end. The heavens shook as the armies of Falis, the supreme God of Light, clashed with those of Falaris, the supreme God of Darkness. In the seemingly endless battle, the earth wept and the oceans trembled in fear.

The final battle between the survivors, Marfa, the Mother-Goddess of Creation, and Kardis, the malevolent Goddess of Destruction, echoed to the ends of the earth.

At the climax of their fierce battle, a continent separated, creating a land on which both the goddesses of light and darkness perished like a flame and flickered away.

Several thousand years later, the land to the south of the continent of Alecrast has become known as "Lodoss - The Accursed Island."

- Narrator, *Record of Lodoss War*

About this Book

A **Lodoss War RPG** is based primarily on the OAV series. I do not have direct access to the manga, the novel series, and only limited information on the original Japanese RPG. Though much the background is accurate, where information is lacking or unknown, I have speculated on the subject in order to fill in the gaps to create a flushed out "World of Lodoss".

If there are topics herein that you feel are incorrect, or if you have additional information, please email me (mchase@cdc.net). Thank you.

In the beginning...

I"In the beginning the Giant Atsuki came. For Atsuki, the Giant of Forceria, life came to an end. But from him all life began. His body formed the land and his blood became the seas. His angry wail became the winds and storm. From his final breath came flame that brought the fires of life.

"When the world had thus formed, the gods were born from the remains of Atsuki's body. From his right foot came Myrii, the God of War. From his left foot came Cha Za, the God of Trade. From his head came Rada, God of Wisdom. From his body came Marfa, Mother-Goddess of Creation. The wicked god of Darkness, Falaris came from his right hand, and from his left came Falis, the Supreme God of Light." - *Lady of Pharis, Lodoss War Manga*

Many thousand of years passed as the people and creatures of Forceria prospered and worshiped their gods. Yet, in time, the gods began to war amongst themselves. Gods of Light and Gods of

Darkness fought to control the world of Forceria. In the great war that spanned a thousand years the gods of Light and Dark were destroyed, and many hundred lesser deities perished in the furious battle.

In the final climatic battle, Kardis Goddess of Destruction, and Marfa Goddess of Creation, destroyed each other in mutual annihilation. With her dying breath Kardis cursed the land with her fury. Marfa, the last of her power burning away, separated the cursed land into the island of Lodoss, thus protecting the rest of the Forceria. Marfa's spirit came to rest upon the island to protect it from the curse of the evil Goddess Kardis. The dark remnant soul of Kardis died upon the broken land of Marmo. Many thousand years later the spirits of the departed goddesses still watch over these lands which they once fought over in life. Even in death the two goddesses greatly influence the fate of both lands.

After the great battle between the gods of Light and Dark, the many neutral gods and goddess, who held no loyalty to Light or Dark, escaped to a far away land where they discarded their bodies and reincarnated into numerous wild beasts-including the lion, snake, bear and fox. They isolate their land of Crystania from the rest of Forceria by the creation of the Rampart of the Gods. None have entered Crystania; those who try, never return.

Age of Chaos

AIn the two thousand years after the climatic battle between the last great goddesses, the land Lodoss was disordered and chaotic. Kingdoms and empires would rise and fall. Sorcerers and monsters from the dark island of Marmo would invade the lands of Lodoss, destroying villages and pillaging cities.

Age of Magic

AEight hundred years before the Age of Enlightenment, there arose in Lodoss a greater kingdom the likes of which have never been seen again. Kastuul, the Kingdom of Sorcery, a mighty empire that united all of Lodoss but reigned with an iron fist. For hundreds of years Kastuul dominated the lands. Great progress was made in magic and the kings and queens became like unto gods in their power.

In the end, the barons and kings of Kastuul began warring among themselves, each vying for greater power. Eventually, as the terrible war waged on, the Kingdom of Sorcery collapsed.

Before all was lost, the last rulers secured the five great magical treasures to prevent them

falling into the wrong hands. Each of the five Ancient Dragons would guard one treasure, insuring its absolute safety. To Bramd was given the Mirror of Truth. To Eibra was given the Crystal of Souls. To Mycen was given the Staff of Life. To Narse was given the Ferroniere of Knowledge. Finally, it was the mighty Shooting Star who was charged with the most powerful of all magical items, the Scepter of Domination, the single relic which could control all the magic in Lodoss, command the Ancient Dragons, and even master the gods.

Only one great sorcerer survived the fall of Kastuul. The witch, Karla, was able to transfer her mind and soul into a circlet. Through her circlet she is able to control anyone who wears it. By this mechanism, Karla is able to transcend the physical limits of flesh and become immortal. She still lives on, half a millennium after the Fall, believing herself to be the singular guardian of Lodoss.

Age of Enlightenment

For five hundred years, a new Dark Age consumed the land. Five Ancient Dragons had survived the Fall of Kastuul -- two dragons of light and three of darkness. The Dragons of Darkness (Shooting Star, Eibra, and Narse) took to hoarding away vast and powerful magical treasures. The Dragons of Light (Bramd and Mycen) helped to rebuild Lodoss and bring the people out of darkness. Mycen, the Golden Dragon, helped build the Kingdom of Moss. Bramd, the Ice Dragon, lives in the Ice Caves of the Northern Mountains near Tarba, and is frequently visited by the holy priests of Marfa.

Only in recent times have the greater kingdoms of Lodoss come to be. Valis, the Holy Kingdom of Light, founded by King Fahn. Alan, a kingdom where peace and learning are prized above all, is ruled by King Kadomos VII; Kannon, another peace loving nation, was founded in the south of Lodoss, dangerously close to Marmo; in the south-western region of Lodoss is the Kingdom of Moss, ruled by Prince Jester, the Dragon Knights, and the Ancient Dragon Mycen. Finally, off the southeastern coast of Lodoss, rests the dark island of Marmo, where chaos and monsters rule.

First Age of Heroes

It seemed a grand Golden Age was approaching. The lands of Lodoss were united; great progress was being made in science, art, and magic. Peace reigned and the people prospered.

But then came a great darkness unto the bleak and pestilent island of Marmo where the dead soul of Kardis rests in eternal decay. A Demon King arose from the shattering insanity of the dead goddess, and brought all of Marmo under his tyrannical grasp. The Demon King's eyes turned to

the northern island-continent of Lodoss, and his armies of darkness marched forth to bring the enchanting realm under his total domination.

The Demon King had to be stopped, yet no army of peace-loving Lodoss could stand in his way. Six heroes rose up to face the dreadful Demon King, and went forth bravely to face him and his horrid followers.

King Fahn of Valis, the great knight Lord Beld, Neese, priestess of Marfa, the wise wizard Wort, the king of the dwarves, Frepe, and the sixth -- a sorceress whose true name was never told... Indeed she was Karla, waging her eternal war to keep the balance of Lodoss in check.

These six heroes ventured across Lodoss, freeing cities, and driving back the Demon's army. Finally, in the final confrontation, Lord Beld slew the terrible Demon King with his sword, but in so doing was bathed in the Demon's blood. Beld's soul was forever darkened by the Demon's power and he was corrupted to evil.

The surviving heroes became legends. King Fahn returned to Valis and there ruled for thirty more years. Belt took control of Marmo, and ruled as the Dark Emperor. Neese founded the Temple of Marfa, and is advised and protected by the Ice Dragon Bramd. The Sage Wort now recluses himself in his own castle, immersed in the study of magic. And the Nameless Sorceress, Karla, vanished for the next thirty years.

War of Heroes

In the thirty year time after the fall of the Demon King of Marmo, the lands of Lodoss were at peace once more. But Beld had other ambitions. Beyond his small island of Marmo, the island-continent of Lodoss awaited. He marched forth with his terrible armies of soldiers, dark elves, kobolds, goblins, and ogres to bring Lodoss under his control. And leading his monstrous army was Lord Ashram, the Dark Knight.

Karla, the Grey Witch, would not sit idly by. The Balance of Lodoss had once more been tipped, and all was in jeopardy. She set out to play both sides of the war, pretending to be allied to Beld, yet working within her own agenda. She helped guide a band of young adventurers, six new heroes, to the final battle with Beld's army.

King Fahn, hearing of Beld's invasion, sent his own armies to face off with the Dark Emperor of Marmo. Time and again, their armies clash, but the war quickly became a stalemate. Knowing there was but one way determine the victor in such a battle, the two heroes of old marched out to face off in single combat. Enemies, who were once friends and comrades at arms, now battled to the death for Lodoss.

The elder Fahn was no match for Beld, and the good king died from a fatal head wound from the great sword Soul Crusher. Even as the evil Beld stood victorious, Karla watched from above. To her, Lodoss belonged to no one, and so with a magical spear she impaled Beld, killing him instantly. With a mighty spell, she swept Beld's army of monsters away. The War of Heroes was over, and a new age had begun.

Second Age of Heroes

With Beld dead, Lord Ashram became commander of the armies of Marmo. Ashram took the Demon Sword Soul Crusher from his dead emperor's hand and returned to Marmo to claim the throne. But first he had to master the Demon Sword, else its dark power would master him. Through his great will and the strength of his stone cold heart, the Demon Sword bent to his will, and Ashram became the master of Demon within, thus ruling Marmo.

But ambitions were high on Marmo. The evil wizard Wagnard, a dark priest of Kardis, had plans to resurrect the ancient goddess in the belief that she would grant him immortality. To perform the rites to resurrect her, he would have to have the Scepter of Domination and the magical blood of a High Elf. To get the Scepter, he would need to defeat Shooting Star. Only an army could slay such a dragon, and Ashram commanded such an army.

Tricking his master, Wagnard convinced Ashram that if he had the Scepter, he could control all of Lodoss. Ashram and his army set out to claim the Scepter, with Wagnard's priests not far behind.

Meanwhile, agents of Wagnard moved out to find and capture a High Elf. The most prominent and easy to find High Elf was Deedlit, a hero in the war against Beld. The agents (lead by the dark elf Pirotess), failed to capture her, as Parn, Orson, and Shiris came to her aid. Wagnard punished the returning dark elf with a hellish death, but Pirotess escaped her fate by joining Ashram on his quest for the Scepter.

King Kashue lead a combined Valis/Flaim army to Fire Dragon Mountain where Shooting Star layed waiting, for recently the Ancient Dragon had been terrorizing the villages of Flaim. Unknown to him, Ashram's army was also approaching Fire Dragon Mountain with a different goal in mind.

While Shooting Star took leave of his volcanic abode to attack Kashue's army, Ashram's party snuck inside to claim the Scepter. Unbeknownst to Ashram, Kashue's party had also managed to get inside the volcano, armed with enchanted Dragonslayer Lances of Myrii. Sensing that the Scepter had been stolen, Shooting Star screamed back to his home, furious with rage.

The two opposing parties clashed inside the volcano and a battle ensued. The battle was short,

however, as Shooting Star thunders back into his home. But Scepter in hand, Ashram commands the beast to yield, and by its magic Shooting Star could not oppose.

Shooting Star, knowing he could not directly attack the holder of the Scepter, creative decided to cause a cave-in to kill Ashram, smashing his tail and wings on the ceiling and walls. Pirotess pushed Ashram out of harms way, but in so doing slipped over the edge of a cliff. Ashram, desperate to save the only thing he ever loved, dropped the Scepter to rescue her. Taking advantage of the situation, one of Wagnard's followers grabbed the artifact and teleported away.

Now free of the Scepter's control, Shooting Star prepared to annihilate the intruders. Furious with Ashram, he pours out his rage in fiery dragon breath. Pirotess, loyal to Ashram to the last, sacrifices herself to save him by jumping in front of the blast. She dies in Ashram's arms, proclaiming her love to him.

Dragonslayer Lances in hand, Parn, Orson, and Kashue charged Shooting Star and inflicted mortal wounds to him. The dragon died, lashing furiously about, causing the entire volcano to collapse. Parn, Kashue and the others fled, but Ashram remained, clutching his dead love in his arms, embracing death to join her.

Parn, Kashue, Deedlit, and Orson returned to Castle Akrohd in Flaim after their triumphant victory against Shooting Star. But their victory was short lived for Wagnard was still on the move. This time the evil wizard appeared to personally capture Deedlit. Parn was helpless to stop the sorcerer from taking her, and watched as the maniacal conjurer teleported away with her. He is desperate to get her back, and starts off on a new quest with his friends to find her. As a gift, Princess Fianna gives Parn the mighty Holy Sword of Falis, the enchanted blade that had once belonged to King Fahn.

Ashram awaked at the base of the ruined volcano, alive and well, and wondering how he survived. It was Karla who saved him from the bury, fiery death in the volcano of Fire Dragon Mountain. Now forever changed by the death and sacrifice of Pirotess, Ashram swears vengeance on all. Vengeance against Wagnard and vengeance against Parn whom he blames for the death of Pirotess. Yet, unknown to Ashram, Karla had also resurrected Pirotess, and they will one day meet again in accordance to her plans...

Parn and the others battled their way into the dark temple on Marmo. From the north, the Golden Dragon Mycen approached to assist, but the evil Narse intercepted Mycen, and the two Ancient Dragons locked in mortal combat over the Temple.

Ashram also managed to sneak into the Temple, and was the first to face off with Wagnard.

As Wagnard's priests began the resurrection of Kardis, and Deedlit's life-force drained away, Wagnard and Ashram enter combat. Ashram was no match for Wagnard, his power ever-growing from the dark energies of the awakening Goddess of Destruction.

Finally, Parn arrives at Temple Chamber of Kardis, only to be confronted by both Ashram and Wagnard. Together, the two warriors are able to push Wagnard back and into a pit of seething dark energy. Thinking Wagnard dead, Ashram turned to face Parn. Parn, desperate to stop the resurrection of Kardis and save Deedlit, beseeched Ashram to yield and help him save the high elf and all of Lodoss. Ashram, no longer carrying for anything but vengeance, simply attacked Parn.

As Ashram and Parn battle, time was running out. Wagnard suddenly reappeared, his life and body immortalized by Kardis's power. Wagnard blasted Ashram with a wave of energy, knocking him out, then turned to finish off Parn. But as the insane sorcerer prepares to kill the valiant hero, the Dark Knight of Marmo impaled Wagnard with his powerful Demon Sword. As Wagnard's shattered soul died and flickers away, he unleashed the last of his death-energy into Ashram, killing him.

With both Wagnard and Ashram finally dead, Parn rushed to save Deedlit. But an impenetrable energy field surrounded the altar of Kardis. The Holy Sword of Falis in one hand and the Demon Sword Soul Crusher in the other, energy of light and darkness seethed around his body. Bravely, he leapt into the air, screaming in desperation to slay the coming Goddess of Destruction. Crashing down upon the barrier, the crackling energy of the two opposing swords annihilated the energy field. The great spells of the unholy resurrection are shattered. Parn rescued Deedlit from her fate, and the dark goddess returned to her eternal slumber.

All was well once more, in the enchanted land of Lodoss. But nothing lasts forever...

Age of Valor

This is currant age after the destruction of the evil Wagnard. Parn, Deedlit, and the others have returned to Valis as heroes. Lodoss has been saved, and all the lands are free again. But evil still plagues the land. The water dragon Eibra still waits off the coast of Raiden, guarding his Crystal of Souls on Blue Dragon Island. Many other treasures remain scattered across Lodoss. The treasure of Narse, remains untouched. The once prosperous land of Kannon lies in smoldering ruin, still occupied by a standing Marmo army which, according to Valis spies, is once more on the move.

And, somewhere, the Grey Witch Karla plans her next game of pawns and kings...

Crystania and Beyond

Love never dies, no matter how dark that love might be. Karla, her plans for the future still undaunted, once more resurrected Ashram (some say he didn't actually die, but was only wounded, and recovered after the battle). Ashram now found himself in the wilderness of Lodoss, his memories a clouded dream.

Finally, he makes it to a village where Pirotess remains in hiding. Pirotess, also resurrected by Karla, is now reunited with her lost love. Ashram's memories return, and he and Pirotess decide to exile themselves from Lodoss to find a new land to explore and conquer. They return briefly to Marmo to collect the forces loyal to them, and escape to the south in a small fleet of ships.

After weeks of travel, their supplies and food exhausted, Ashram and his fleet come to a new land, called Crystania. Off the cost of Crystania, Ashram calls out to the gods. One of the gods of Crystania, Barbas, responds that if Ashram surrenders his body, he will let his crew come safely into Crystania. Ashram agrees, knowing Pirotess and his crew will die if he does not. And so, Barbas takes Ashram and allows Pirotess and the crew entrance.

Three hundred years passed. Pirotess, a long-lived dark elf, is still alive (and has changed her name to Chera). In the land of Crystania, Ashram sits upon a throne, forever sleeping by Barbas's enchantment. As Ashram sleeps, Chera (Pirotess) waits for him to awaken. In truth, the evil god Barbas has expelled Ashram's soul from his body and into the Ring of Chaos. By this means, Barbas is able to resurrect himself into Ashram's body, and is able rule Crystania with an iron fist. Chera manages to steal the Ring of Chaos and flee, awaiting a time to save her lover from the clutches of the evil god.

Meanwhile, in Danarn, chaos brews. Danarn is part of the same continent as Crystania, but separated by a great wall (the Rampart of the Gods). Danarn is a chaotic land full of rebellions and wars. After the death of the King of Danarn, the Prime Minister makes a move for power, creating a new civil war. Raydon, nephew of the King, is forced to flee with his friends when his parents are killed by soldiers loyal to the Prime Minister. With him are Narsel the wizard, Adelisia, a Priestess of Rada, Orville, a mercenary warrior, and Lifan, an elemental. They make it to the mythical land of Crystania and are allowed entrance. In Crystania, they meet up Chera and were-tiger Volks. Chera explains that Barbas has taken control, and has enslaved Crystania. Raydon, Chera, and the others fight to free the land from the dark god's control.

As Barbas control's Ashram's body, they cannot simply kill him. They must expel Barbas's soul and use the Ring of Chaos to restore Ashram's soul to his body.

Heroes of Lodoss

Heroes Never Die

Through the ages, heroes rise and fall -- valiant knights, wise magicians, and holy priests. So long as wars are to be fought and new evils to be vanquished heroes will always be there battling for the side of light and virtue. Indeed, any man can be a soldier. But no matter how brave or strong, it takes a special heart to be a hero.

What then is a hero? A hero is not motivated by promises of fame or fortune, or even self-righteousness (many a knight erroneously believe this latter be the embodiment of the chivalric code). A true hero is one who selflessly gives of himself for the good of all mankind. A priest of light who heals the sick and comforts the dying, asking nothing in return, is a true hero. A good wizard who uses his magic to spare a town from drought or famine, and blesses them with prosperity. And yes, even a warrior, who fights for the weak, and stands for all he believes through the darkest perils which may unfold upon his quest.

Many knights and soldiers fancy themselves heroes, and though their cause may be good, and their intention righteous and just, very few are true heroes. Every age has its heroes, and they are the ones who come to shape their world and defeat the evils and dark powers who would destroy all that is good. These are the ones who think not of themselves but of the world and people they love. These are the ones to whom the greatest virtue of all is Justice.

Note on Stats

Characteristics were converted by computation from the stats listed in the *original* Lodoss War RPG (STrength, ENdurance, AGility, INtelligence, LUck, Physical Beauty). Not all characters had stats listed, only the main characters. The system used to convert is given below:

INT = 1/2 IN

WILL = 1/4 (IN + EN)

PRE = 1/2 (PB)

TECH = 1/4 (IN + LU)

REF = Divide 1/2 (LU + AG) between REF and DEX

DEX = Divide 1/2 (LU + AG) between REF and DEX

CON = 1/2 EN

STR = 1/2 ST

BODY = 1/4 (EN + ST)

MOVE = 1/6 (AG + EN + ST)

MAGE = simply assigned

Parn

Original - ST:13 EN:10 AG:10 IN:9 LU:16 PB:13

Fuzion - INT 4, WILL 5, PRE 6, TECH 6, REF 7, DEX 6, CON 5, STR 6, BODY 6, MOVE 5

Parn is the son of Tessius, a valiant Holy Knight once in the service of King Fahn. Tessius was dishonored and stripped of his title, and sent to fight on the frontlines of a war against Marmo. There he died, and his name was forever remembered with dishonor. Parn seeks to restore honor to his name and wears his father's old armor with pride.

Headstrong and impulsive, Parn's careless bravery often got him into trouble, but his luck, wits, and gradually improving experience allow him to eventually become the greatest hero in Lodoss, knighted a Holy Knight of Valis, and finally the title "Knight of Lodoss".

From the beginning, both Wort and Karla are aware of Parn's destiny, though neither can see what will come of the war between Lodoss and Marmo. Parn is currently on a quest to find Woodchuck.

Deedlit

Original - ST:12 EN:9 AG:15 IN:12 LU:13 PB:13

Fuzion - INT 6, WILL 5, PRE 6, TECH 6, REF 8, DEX 6, CON 4, STR 6, BODY 5, MOVE 6, MAGE 6

Deedlit is a High Elf, over a hundred years old. She values all life, but will not hesitate to kill those who threaten her friends. Like all elves, Deedlit is a powerful elemental, and is one of the few High Elves to associate with humans. Her interest in humans began simply out of curiosity, but quickly grew to admiration as she fell in love with Parn.

Slayn

Original - ST:7 EN:10 AG:12 IN:16 LU:14 PB:14

Fuzion - INT 8, WILL 7, PRE 7, TECH 6, REF 7, DEX 6, CON 5, STR 4, BODY 4, MOVE 5, MAGE 7

Slayn attended the various schools of magic in Alan and became a powerful wizard of high reputation. His power of magic are, however, insignificant to the ancient mages of Kastuul. Many of the books he possesses are copies or actual texts from that age. He is old friends with the dwarf warrior Ghim and left his studies to help him on his quest to free Leylia from Karla's grip. Slayn's talents saved his friends on numerous occasions, and though most of his spells are strictly defensive, when he gets into a magical slugfest he often comes out on top. Slayn currently lives in Castle Roid in Valis where he acts as a sage and advisor. He has a number of students, all of great magical potential, including the hotshot mage Cecil. Slayn is currently engaged to Leylia.

Ghim

Original - ST:19 EN:12 AG:11 IN:10 LU:12 PB:10

Fuzion - INT 5, WILL 5, PRE 5, TECH 5, REF 6, DEX 6, CON 6, STR 9, BODY 7, MOVE 6

Ghim is a stout dwarven warrior, strong, brave, and wields a mean battle axe. Ghim's quest was to find Leylia, a priestess of Marfa whom he had deep feelings for (Leylia had been possessed by the Grey Witch Karla). He eventually succeeds in rescuing Leylia, but dies in his battle against Karla.

Etoh

Original - ST:11 EN:6 AG:13 IN:14 LU:13 PB:17

Fuzion - INT 7, WILL 5, PRE 8, TECH 7, REF 6, DEX 7, CON 4, STR 5, BODY 4, MOVE 5, MAGE 4

Etoh is a young priest of Falis, and follows the ways of light and truth. He is skilled in many priestly spells, including healing, blessings, protection, and warding spells. Though a priest, Etoh is not opposed to combat and is quite proficient in the usage of his small, but deadly, mace. Etoh joins Parn and his friends on their many quests to both explore the world and help them to defeat the forces of evil. Currently, Etoh is chief advisor for the Royal Family of Valis. It is believed he will marry Princess Fianna, but nothing is as yet official.

Orson

Original - ST:14 EN:11 AG:15 IN:7 LU:12 PB:14

Fuzion - INT 3, WILL 5, PRE 6, TECH 5, REF 7, DEX 7, CON 5, STR 8, BODY 6, MOVE 6

Orson is a mercenary cursed with a demon-spirit called "Hyuri", which inflicts him with a berserker's rage. Unlike many berserkers, however, Orson has limited control over his Hyuri spirit. It does not attack or injure his friends, and will in fact go into a berserker rage only when his friends (especially Shiris) are threatened. Still, those who know of berserkers fear him, as it is said that where ever a berserker goes only death remains.

Shiris

Original - ST:15 EN:9 AG:16 IN:10 LU:14 PB:15

Fuzion - INT 5, WILL 5, PRE 7, TECH 6, REF 8, DEX 7, CON 4, STR 6, BODY 5, MOVE 7

Orson's companion, Shiris is a hotheaded mercenary, but is driven by more than promise of war-fortune; she is also a true hero at heart and eventually she and Orson join Parn and the other heroes on their quest to save Lodoss from destruction. Though she is Orson's close friend, they are not lovers. She is attracted to Parn, but knows he is destined for Deedlit.

Woodchuck

Original - ST:7 EN:8 AG:17 IN:12 LU:13 PB:6

Fuzion - INT 6, WILL 5, PRE 3, TECH 6, REF 7, DEX 8, CON 5, STR 4, BODY 4, MOVE 5

Woodchuck is a gambler and thief, but his intentions are certainly not evil. As scoundrels go, Wood is the best of them, and can never pass up a good treasure or gullible sucker. He cheats when he gambles and he cheats when he fights, but he's a thief with his own code of honor, and he never betrays a friend. After he joins up with Parn and others Wood becomes a valuable asset, and both his sense of humor and skill as a fighter come in handy during the course of their adventure. However, Wood's fate is sealed. When Karla is vanquished from Leylia's body the Grey Witch possesses him. At present, Wood remains her host, though Karla is no doubt in the process of searching for another, more appropriate body to use for her vessel.

King Kashue Arnargue

King Kashue is the mercenary king of Flaim, and is suspected to be the missing Third Prince of Kannon. Ten years ago, the mighty Kashue assembled an army and united the warring nations of the northern desert. With both sword and deed, he brought the desert kingdoms together, and created the powerful nation of Flaim. Flaim and Valis are close allies and Kashue was a close friend of King Fahn. These two allied nations join together in the war against Marmo. When King Fahn died, Kashue became the acting regent of Valis until such time as Fianna was old enough to be properly coronated as Queen.

King Fahn

The elder King Fahn has been the sovereign ruler of Valis for over fifty years. He founded the Holy Kingdom of Valis in accordance to the laws of Falis and the path of light. When Lodoss was first threatened by the Demon King, Fahn and his band of heroes set out to destroy the demon, and became legends. Already, however, Fahn was a legend in his time. Fahn wields the Holy Sword of Falis, diametrically opposed to the Demon Sword Soul Crusher. King Fahn was killed by Emperor Beld in the Battle of Heroes. Fahn has no male heirs, so his daughter Fianna is to become the Queen of Valis. Until she becomes old enough, however, the rulership of Valis is temporarily in the hands of the Kashue, King of Flaim.

Villains of Lodoss

Evil Never Fades Away

Where there is good, there is always evil. The Light and the Dark are equal, and neither can exist without the other. To this end, evil exists as an aspect of the natural order of the universe. But evil is selfish and self-destructive, and rarely runs out of control to threaten the balance between Light and Dark. It is those individuals who serve neither good nor evil, light nor dark, who threaten to unleash the terrible destructive forces of chaos. And in some resides such darkness and evil that the scales of history can topple and come crashing down in a flurry of war and bloodshed.

These are movers and shakers of history. The men and women who throw the world into chaos in their relentless climb to power and selfish ambition. Some are not truly evil, others are as dark as the hellish-goddess Kardis herself...

Beld

Before his corruption to Darkness, Beld was a noble knight who fought at King Fahn's side to destroy the Demon King of Marmo. It was Beld himself who slew the mighty Demon King, but he paid a terrible price. He and his mighty sword were bathed in the blood of the dying Demon, and the last remnants of its soul possessed him and turned him to evil. The sword became enchanted with the Demon's power and was thereafter known as the Demon Sword Soul Crusher. He who wields the Sword rules Marmo, but the Demon rules the wielder!

After the First Age of Heroes, Beld conquered Marmo and became known as the Dark Emperor. He formed a great army of monsters, dark elves, and violent men of war. And like the Demon King before him, Beld set out to bring all of Lodoss under his control.

His conquering army seemed unstoppable. Fortress after fortress fell. City after city was sacked and burned. But in the climatic final battle between the joint forces of Valis and Flaim against Beld's dark army of Marmo, King Fahn stepped out to challenge his old friend to single combat. Knowing this was the decisive moment that would decide the fate of Lodoss forever, Beld accepted and killed King Fahn.

Triumphant, Beld prepared to proclaim his victory. But other forces were already at work. Before he could even turn around, a lightning-laced spear of terrible magical force crackled out of the blackening sky and impaled him through the heart. The Dark Emperor died, his soul shattered and destroyed. War of Heroes was over.

But who had thrown the spear? Only one whose power rivaled the gods, and to whom the balance of history was a game of kings and pawn...

Ashram

Original - ST:17 EN:14 AG:13 IN:10 LU:19 PB:10
Fuzion - INT 6, WILL 6, PRE 8, TECH 5, REF 8, DEX 8, CON 7, STR 8, BODY 7, MOVE 7

Ashram was the commanding general of Beld's dark army of monsters, dark elves, and warriors. Known as the Black Knight, Ashram's skill as a warrior was unmatched. No man could equal him in combat. As a general, his tactics were flawless, and it was by Ashram's leadership that Beld's army was so successful.

But Ashram was not truly evil, not as Beld or Wagnard. Indeed, Ashram was driven by selfish ambition, ambition that led to his downfall, but Ashram held no desire to destroy Lodoss, nor slaughter innocence. Though his heart was cold as ice, there was one small candle burning in his heart that would one day thaw his graven soul.

Pirotess, a beautiful dark elf warrior, swore her undying loyalty to Ashram. Though neither could openly admit it, there was a bond of love slowly forming between them. Sadly, Ashram remained a cold and callous leader, else his men would think him weak. And as a subordinate, Pirotess could not proclaim her love to him. The two stayed close through the wars and battles across Lodoss, guard each other's back in combat. Only in the end, when Pirotess lay dying in Ashram's arms, did they truly realize their love for one another.

After Beld was slain in the War of Heroes, Ashram took the Demon Sword and returned to Marmo to lay claim to the island. Ashram was able to master the Demon, and so the Demon did not control him. But his ambitious drive overcame him when the evil Wagnard tempted him into partaking in the quest for the Scepter of Domination. It was on this quest when Pirotess met her fate and was killed by the Fire Dragon Shooting Star. Ashram himself would have died, but Karla, the Grey Witch, rescued him. His destiny was not yet fulfilled. Wagnard's evil plans had to be stopped, and Ashram, together with Parn, were the only ones who could stop him.

Indeed, Ashram and Parn destroyed Wagnard before he was able to resurrect Kardis, but Ashram took a fatal wound in combat and lay dying in the collapsing Temple of Kardis. And yet, Karla still had plans for Ashram's future. Rescued from the grip of death again, Ashram discovered Pirotess is still alive. Together, the two set off for a new land to call home. But that is another tale...

Pirotess

Original - ST:11 EN:11 AG:18 IN:16 LU:13 PB:13

Fuzion - INT 8, WILL 7, PRE 7, TECH 6, REF 7, DEX 7, CON 5, STR 5, BODY 5, MOVE 7, MAGE 6

Pirotess is a powerful dark elf, her shamanic magic as great as that of the High Elf Deedlit. A warrior in the Army of Marmo, her loyalty is to Ashram. The two are locked in a tragic love affair, which only leads to destruction and death, but, in the end, is resurrected by the powers of fate.

Pirotess died fighting the Fire Dragon Shooting Star while trying to save Ashram. Though Ashram believed she was dead, and departed on a battle of vengeance, she was actually resurrected by Karla. Pirotess and Ashram eventually meet up again and this time they follow their hearts. The two depart from Lodoss with a small convoy of ships and followers, searching for a new land to make their own. Eventually, they come to the land of Crystania, and embark on a new voyage of adventure and war.

Wagnard

Original - ST:5 EN:6 AG:11 IN:17 LU:10 PB:8

Fuzion - INT 9, WILL 8, PRE 5, TECH 7, REF 5, DEX 6, CON 5, STR 3, BODY 4, MOVE 4, MAGE 10

Wagnard is the High Priest of Kardis and a devout follower of Falaris. It is his ultimate goal to resurrect Kardis, whose dead soul sleeps under the island of Marmo. Wagnard believed that if he succeeded and was able to control the goddess with the all-powerful Scepter of Domination, Kardis would grant him immortality. As with all insane sorcerers bent on resurrecting a dark god to gain immortality, he couldn't be more mistaken.

Wagnard's plans are eventually foiled when Ashram and Parn face off with him in the heart of the Temple of Kardis, thus stopping the resurrection of the Goddess of Destruction.

Wagnard's slightly pointed ears suggest that he may in fact be a half-elf, with a dark elf somewhere in his ancestry, but this is never made clear.

Karla

Karla, the Grey Witch, has lived for well over five hundred years. She was a powerful sorcerer in the Kingdom of Kastuul, and is its sole survivor. Her body has long since died, but she lives on, her soul enchanted upon a magical circlet. Whoever wears

the circlet immediately comes under Karla's power and she lives through that body.

Karla truly believes that only through chaos can the balance between Light and Dark be maintained. She believes that if either side becomes too powerful Lodoss will be destroyed, just as Kastuul was destroyed. When Light and peace become the dominant force in Lodoss, Karla creates war. When Darkness and evil become too powerful, she helps create peace. And so the cycle continues, with endless battles between good and evil, war and peace, driven by the mad whims of the ancient Sorceress of Kastuul. Though she truly believes she is protecting Lodoss, and that what she is doing is good and right, few share her belief, and she is considered to be a threat to the unification of Lodoss.

Since the fall of Kastuul, Karla has influenced the development of Lodoss, starting wars and ending wars as the centuries passed, using kings, heroes, and armies as pawns in the never-ending game of fate. Thirty years ago, Karla surfaced to personally take part in a war to destroy the evil Demon King of Marmo. The Demon King was such a powerful threat to Lodoss that Karla could not leave his fate in the hands of mere mortals. She joined a band of heroes (Fahn, Beld, Wort, Neese, and Frepe) on their quest to destroy the Demon King. She would not tell them her name, for if they knew she was in fact Karla, they would have tried to destroy her. Only the powerful wizard Wort recognized her as Karla, by the circlet upon her head, but he did not tell the others. Wort knew why she had come, and knew that her presence would be invaluable in destroying the Demon King.

After the Demon King was destroyed, the balance of power in Lodoss remained stable for thirty years. When the next threat emerged from Lodoss, Beld's army and Wagnard's plans to resurrect Kardis, Karla was there to guide her kings and pawns to stopping them, and bring stability back to the balance between Light and Dark.

Karla still lives on, moving from body to body, waiting, watching, and guarding. If the balance between Light and Dark ever tips again she will be there to guide a new band of heroes to play her games of destiny, fate, and war.

Non-Player Characters

Through the People...

Through the people the spirit of Lodoss lives. It is the people who build, the people who protect, and the people who live in the enchanted lands of Lodoss. And it is the people who give their lives to protect their homes and the lands of Lodoss from darkness and evil.

Though kings, emperors, and heroes pave the way into the future, the people are not to be forgotten. Some are great and mighty, others are passing villagers who merely stumble across the destinies of heroes and kings.

Below are a few of the people in Lodoss. Some are heroes of legend, such as Wort and Neese, but have retired to more ordinary affairs. Others, such as Jester, are rulers of other lands, but have had little dealings with the greater affairs of Lodoss.

Several NPC characters from the original Lodoss War RPG (by Group-SNE) have been converted to Fuzion and are also included.

Cecil (original RPG NPC)

Original - ST:7 EN:18 AG:9 IN:15 LU:10 PB:11

Fuzion - INT 8, WILL 8, PRE 6, TECH 6, REF 5, DEX 5, CON 9, STR 5, BODY 6, MOVE 6, MAGE 7

Cecil is a human sorcerer of some note. He studies magic under the watchful guidance of Slayn, in Valis. As familiar as Cecil is with magic, he is still hot headed and ready to fight. He will always rise to a challenge if another mage thinks he's better than him (thus, he makes a good rival sorcerer for a PC). Cecil, though male, has a strikingly feminine appearance, and becomes enraged whenever he is mistaken for a woman. He wears a wizardry robe and carries a cobra-hooded staff.

Mal (original RPG NPC)

Original - ST:10 EN:12 AG:17 IN:8 LU:15 PB:15

Fuzion - INT 4, WILL 5, PRE 7, TECH 6, REF 8, DEX 8, CON 6, STR 5, BODY 6, MOVE 6

Mal is an adventuresome halfling and left and idol existence in search of adventure and excitement. He makes an interesting NPC for any party, and is more than willing to join up for quests which seem daring and noble (though he wants little to do with fool-hearted quest). Mal loves to sing, and like many halflings is an excellent bard with a knack for weaving new tales and tunes on the spare of the moment. He always has a song to cheer up the party even under the most dire of circumstances. He uses a short

swords, but to him the short sword is a two-handed weapon!

Mal's goal is to complete a quest that will enable him to gain a high position in the Grasurasona community. He has come to Lodoss to gain experience as a swordsman and a thief. He may look like a child but he is a quick and very skilled.

Fuoso (original RPG NPC)

Original - ST:11 EN:11 AG:18 IN:10 LU:14 PB:16

Fuzion - INT 5, WILL 6, PRE 8, TECH 6, REF 7, DEX 9, CON 6, STR 6, BODY 5, MOVE 7

Fuoso is an extraordinary Ranger, a Scout of Raiden. He goes by the nicknamed "Scout", but also has a more infamous alias of "Shadow" which he operates by. His favorite quote is "the object in life is to succeed". Shadow is known for being a handsome fellow, and could easily be used as a romantic rival or interest. His sidekick and partner is Deso.

Fuosu was once a prominent figure in the Thieves' Guild of Raiden, but betrayed several of his associates. In revenge, the Guild murdered his parents and tried to kill him as well. He fled and thus changed his name to Shadow.

After the war ended, Fuosu, along with Marsh and Deso, meet up with Parn and Deedit in a fight against a renegade desert tribe in Flaim.

Deso (original RPG NPC)

Original - ST:10 EN:12 AG:15 IN:11 LU:11 PB:7

Fuzion - INT 6, WILL 6, PRE 4, TECH 6, REF 6, DEX 7, CON 6, STR 5, BODY 5, MOVE 6

Deso is Shadow's partner (above), and accompanies him on many adventures and quests. He is a short fellow, and somewhat lacking in looks and is very unlucky. In a fight, however, Deso can more than match the biggest foe. He has a good, dry sense of humor, which can offer a welcome relief on long journeys. His preferred weapon is a short sword.

Shayari (original RPG NPC)

Original - ST:16 EN:12 AG:11 IN:14 LU:15 PB:16

Fuzion - INT 7, WILL 6, PRE 8, TECH 7, REF 7, DEX 6, CON 6, STR 8, BODY 7, MOVE 6

Shayari (or Sherry?) is a valiant priestess of Myrii, God of War. She tries to uphold the Seven Virtues, and fights to bring justice and peace to the lands of Lodoss. Shayari is a large, though beautiful woman, whose bulk is iron tough muscle. She wears chainmail armor and a heavy breastplate, and wields a mean war hammer. She is often eager to join an adventuresome party, and makes a good NPC.

Naldeia (original RPG NPC)

Original - ST:12 EN:13 AG:15 IN:13 LU:10 PB:15

Fuzion - INT 7, WILL 7, PRE 7, TECH 5, REF 6, DEX 7, CON 7, STR 6, BODY 6, MOVE 7

Naldeia was once a member of a nomadic desert tribe in Flaim. She has since left her tribe (or was possible expelled) and is in search of her purpose in life. She wanders alone and strives to become totally self-sufficient, not wanting to rely on anyone. She is incredibly independent and anti-social, but could make an interesting NPC. She uses her family scimitar with unprecedented skill.

Marsh (original RPG NPC)

Original - ST:18 EN:15 AG:11 IN:11 LU:13 PB:8

Fuzion - INT 5, WILL 6, PRE 4, TECH 6, REF 6, DEX 6, CON 8, STR 9, BODY 8, MOVE 7

Marsh is a heft warrior from Flaim who fought in the war against Marmo. He's be around, and has a substantial reputation, both good and bad. He will usually get along with everyone, but after a while will begin to quarrel. Marsh's favorite weapon is the battle axe.

Wort

Wort was once a great hero, one of the Six Heroes who fought against the Demon King. Now he had secluded himself to a castle high in the mountains south of the Deserts of Fire and Storm. He is still and extremely powerful wizard, some say his power is second only to Karla. He takes no active part in the affairs of Lodoss, but keeps a watchful eye on Karla now that he knows she is still meddling with the balance of history.

Captain Jebra

Captain Jebra was a typical military commander. He was captain of the Alanian fortress Myse, a garrison outpost protecting the costal territories of Alania. A brave and fair soldier, Jebra had a strong sense of justice and believes in strict discipline for the men under his command. His soldiers act as both garrison and police for the areas under their protection, fighting off monsters, invaders, and raiders alike. Captain Jebra was killed defending his fortress when the armies of Marmo invaded. He was killed in single combat against Ashram. Despite Jebra's skill as a warrior, he was no match for the Dark Knight.

Prince Jester

Prince Jester is the leader of the Kingdom of Moss. He is the personal commander of the Dragon Knights, who ride upon the Wyvern Dragons that inhabit the land of Moss. Jester also has a psychic connection with the Ancient Dragon Mycen, the Golden Dragon who protects Moss. Jester opposed the invasion of Marmo, and allied himself with the armies of Flaim and Valis. His Dragon Knights became a valued addition to the allied armies of Valis and Flaim in the war against Marmo. Prince Jester still resides in his capital city, Dragon Breath, where he rules as a good and wise king.

Neese

Neese was one of the Six Heroes who defeated the evil Demon King of Marmo. She is the High Priestess of Marfa, the mother-goddess of Creation, and so being is powerfully gifted with healing and blessing spells. She could do little, however, when her daughter Leylia was captured by Karla. Neese founded and maintains the majestic Temple of Mafra, located near the town of Tarba, just north of Zaxon.

Leylia

Leylia is the daughter of Neese, and also a priestess of Marfa. Seven years ago, she was possessed by Karla and disappeared. Ghim, who had deep feelings for her, managed to free her from Karla's grasp, but in so doing, was killed. Leylia has now found comfort and companionship with Slayn, and both reside in the Castle of Valis, in Roid.

Mayor Filmore

A steadfast mayor and townsman, Mayor Filmore is typical of most good-intended commoners. He is the Mayor of Zaxon, the city where Parn and Etoh grew up. Zaxon has been plagued by goblin attacks several times in the past, and Filmore has been forced to making several crucial decisions. Recently, Zaxon has been free from such attacks and is now just another peaceful town on the outskirts of Alania.

Races of Lodoss

Races for Characters

There are three major races on Lodoss -- Humans, elves, and dwarves. Most characters will be human, though dark elves or half-elves should not be too uncommon. High elves are rare, due to the high OP cost of playing one. Other races, such as goblins, kobolds, ogres, and so forth, are inappropriate for Player Characters.

When you design your character, you must decide his or her race. By default, this is Human, and if you play a human you should still specify his nationality (Alan, Valis, Flaim, etc.). Other races require you to spend Option Points. Some of these are quite steep, especially high elf, so many Complications may need to be taken to counter-balance the cost (many high elves have Jealousy, Impulsiveness, Stubborn, and even, in some cases, a Bad Reputation among other high elves!).

All races have certain Characteristic modifiers, Talents, special Powers, and Complications. Talents and Complications are as listed in the core Fuzion rules. Most of the Powers are found in **Champions**. Do not worry if you do not have access to this book. These Power are self-explanatory, and a GM should have no problem working them into his campaign. These "Powers" are innate abilities, and do not require a skill roll to use.

Humans

Cost: 0 OP

Humans are by far the most common race on the island of Lodoss. Humans control and dominate the major kingdoms, and fill up all the rolls in society. Humans are the default character race for all player characters. Human's themselves, however, are quite diverse. The humans of Alan, Valis, and Kannon are fair-skinned with dark to light colored hair. The humans of Flaim are tanner, and adapted to live in the harsh desert environment. Mossians are made up of both dark and light skinned individuals. The humans on Marmo are also a mix, many are dark skinned though some are also quite pale.

High Elves

Cost: 50 OP

Everyone has heard of the elves. Yet, few people truly know the customs and culture of the elves. Few races have life spans that even compare to that of high elves. They are practically immortal, able to live up to 1000 years, or more, and their apparent age stops after 25-30 years.

High elves are a race of magical, immortal people whose origins are unknown. It is believed high elves were once the elite warriors or wizards of the gods during the primal age when the gods warred for dominant of the world of Forceria.

Elves, with their long life span, dislike getting involved with human politics since it is constantly changing. From an elf's point of view, the rising and falling of kingdoms and the shaping of human history seems just the blink of an eye. For this reason most elves look upon the other races as children who just don't get along with each other.

A typical elven village has about a hundred elves, and is very similar to a small human village. In such a village there would be farmers, workers, hunters, elders, and several shamans of varying power. Elves live in small wooden homes, most with their own gardens or small field. Elves farm, as well as hunt and gather food from the forest. Villages are ruled by the elders. Important matters are discussed in village meetings, and decisions are made by voting. If a decision can't be made then the elders decide. Most high elves live in the Forest of No Return, and the largest elven village is Talnora. There are also a few elven villages in the Glassy Woods on the western end of Lodoss.

Very few high elves associate with humans, and only deal with them when necessary. Even so, some high elves do come out into the human world. Motivations for this vary, from simple curiosity to having been assign a great quest by a village elder. A high elf can make a powerful ally in any adventurous party. All elves have MAGE at some level. They use Shamanic Magic as their form of spell casting (see the section on Magic). If they are a priest, they can use clerical magic instead.

Chars: +1 INT, +1 DEX, +1 REF, +1 PRE,
-1 BODY, -1 STR, -1 CON

Talents: Animal Empathy, Night Vision

Powers: Enhanced Perception (+2 all senses, 1 PP), Immortal Life-Span (10 PP)

Complications: Constant Distinctive Features [15] (Minor, 6 OP), Constant Intolerance to other races [5] (Major, 10 OP).

Dark Elves

Cost: 20 OP

Dark elves, like their high elf relatives, are a race of magical, long-lived people. Their origins are also unknown, but if they are anything like the origins of the high elves, it is possible dark elves were the elite warrior/wizards of the Gods of Darkness. Unlike high elves, dark elves are not immortal, though they

are long lived (twice the average human life span). Most dark elves live on Marmo, though some are scattered throughout Moss and Kannon, and of course dark elves can always be found in Raiden (just about anything can be found in Raiden).

The only physically distinctive feature between dark elves and high elves is skin color. Dark elves have dark skin (hence, their name), whereas high elves have very light colored skin. Both high elves and dark elves can have any color of hair, from black to silver white. Despite their reputation, not all dark elves are evil. In actuality, most are indifferent, and only fight to survive in the hostile land of Marmo. Even so, dark elves have a bad reputation.

Dark elves form villages much like those of the high elves (see above). Dark elves live in the Dark Forest on Marmo, but many also inhabit Salbad. More recently, dark elves have begun forming villages in the forests of Kannon, and have a strong presence in the Marmo occupied city of Shinning Hill.

Like all elves, dark elves use Shamanic Magic. If they are a priest, they can use clerical magic instead.

Chars: +1 INT, +1 DEX, +1 REF, +1 PRE, -1 BODY

Talents: Night Vision, Combat Sense +1

Powers: Enhanced Perception (+2 all senses, 1 PP), Extended Life-Span (x2 normal, 2 PP)

Complications: Constant Distinctive Features [15] (Minor, 6 OP), Constant Bad Reputation [5] (Major, 10 OP).

Half-Elves

Cost: 5 OP, or 15 OP for high half-elf

Half-elves are born of a mating between a human and an elf (high elf or dark elf). As can be imagined, high half-elves are extremely rare, as high elves rarely associate with humans. Dark half-elves are also rare, though far more common than the other type. The only difference between a dark and high half-elf is skin color. Because of this, darker half-elves have a bad reputation. Lighter skinned high half-elves do not have this reputation, so the OP cost for them is 15 OP. The majority of half-elves live on Marmo with the other dark elves, but many find their way to the Lodoss mainland. Half-elves find it easier to integrate into human society as their ears are not nearly as long as that of full elves, and their features can be somewhat concealed if necessary. Like all elves, half-elves use Shamanic Magic as their form of spell casting (see the section on Magic). If they are a priest, they can use clerical magic instead.

Chars: +1 DEX, +1 REF

Talents: Night Vision, Longevity

Powers: Enhanced Perception (+2 all senses, 1 PP)

Complications: Constant Distinctive Features [10] (Minor, 5 OP), Constant Bad Reputation [5] (Major, 10 OP).

Dwarves

Cost: 18 OP

Dwarves are a people of great strength and stamina. Though shorter and heftier than most races, dwarves are not to be underestimated. Dwarves are not nearly as common as elves, but are far more likely to be found in human society. The dwarven Kingdom of Stone collapsed thirty years ago after their leader, Frepe, was killed in the war against the Demon King of Marmo. Ever since, the dwarven race has been in a decline. Some day, the dwarves may rebuild their Kingdom of Stone and once more ascend to greatness. Dwarves are renowned for their fine craftsmanship, and may find work in cities and towns as blacksmiths or craftsmen. There is also a small dwarf run mining company near Raiden, which mines the hill for gold and precious stones. Because of this, many dwarves can be found in the city of Raiden. Most dwarves do not have magical powers, but are skilled fighters and workers. They have the ability to see in heat (infravision) as well as light, as they have adapted to living underground.

Chars: +1 TECH, +1 CON, +2 STR, +1 BOD, -1 PRE, -1 REF

Talents: Direction Sense

Powers: Infrared Vision (1 PP)

Complications: Constant Distinctive Features [10] (Minor, 5 OP)

Halflings

Cost: 6 OP

Halflings seem to have some relation to dwarves, possibly they are a result of dwarf-human intermating, thus making them "half-dwarves". They appear fairly human, having the same skin and hair color and similar proportions, but are only one meter tall and do have slightly pointed ears.

Halflings are native to Alecrast, and call themselves "Grasurasona" which means "faerie people of grass" in their native language, for they live in the vast grassy plains of that continent. They are uncommon in Lodoss, and usually cross over by ship to Raiden where they trade with local merchants. Halflings believe Lodoss is cursed and only visit to trade or prove themselves as warriors.

According to their legends, at the end of the War of the Gods, Kardis used her power to curse the land and split it apart, creating the island of Lodoss. Elves, dwarves, and three tribes of the Grasurasona heard Kardis scream her curse. The elf people hide from the curse and protected themselves within deep forests. The dwarves sought safety in caves and tunnels within the earth. But the Grasurasona had no shelter. Only one thousands of their kind were to escape from Lodoss, the rest perished in flame. Thus, to the halflings, Lodoss is cursed.

If a player wants to be a Halfling he must have a very good reason to be on Lodoss. For

example, Mal (see the section on NPC characters) came to Lodoss to gain experience as a swordsman.

Most halflings are rangers, but they can generally take on any character type. Their preferred weapon is the short sword (which they must use as a two handed weapon!) or a bow modified to their size (-1 DC and half range for a halfling bow). Halfling shamans who can commune with nature (as per Commune spell) have a special affinity for communicating with insects and plant spirits, and can actually ask them for information. A typical conversation might be "Did you see an ugly man, about forty years old and with plate armor, come stomping through here?" An insect would say that a person came stomping by, but could not recognize the facial features (of course, all humans look alike to plants and animals). GM's should think in advance of such conversations.

Chars: -1 BOD, -2 STR, +1 PRE, +1 DEX, +1 REF

Talents: Common Sense, Intuition

Powers: Enhanced Perception (+2 all senses, 1 PP)

Complications: Constant Distinctive Features [10] (Minor, 5 OP).

Hyuri

Cost: -12 OP

Hyuri is not really a race at all, it is a curse. A member of any race (human, elf, dwarf, etc.) can be cured with a Hyuri Spirit (the Spirit of Fury), and so a character can have this "race" in addition to any other racial template (you could be a human Hyuri, a dark elf Hyuri, a dwarf Hyuri, and so forth). Hyuri is basically the raging force of a berserker. When angered, such a berserker can go into an unstoppable rage. Sometimes, a berserker can control his rage to some degree (as Orson could), but in most cases this is a very difficult thing to do. Most people fear berserkers, so they tend to keep quiet about their curse, but some magic users can still detect the presence of the Hyuri spirit.

The items below *only* take effect when the character goes into a berserker rage (when angered, threatened, or in combat, roll Will + Concentration vs. 20 to avoid the Hyuri rage).

Chars: (only when enraged) -2 INT, -1 PRE, +3 STR, +2 BOD

Talents: (only when enraged) Blind Reaction, Combat Sense +2, High Pain Threshold

Powers: none

Complications: Berserker [20] (Extreme, 30 OP)

Goblins

Cost: -19 OP, gives you 19 OP!

Goblins are a race that inhabits Marmo and scattered areas of Lodoss. Goblins are reddish-brown creatures who inhabit caves and other dark and damp places. Most humans, elves, and dwarves, however, consider them monsters for all practical

purposes. Their sheer numbers are far greater than that of any other race in Lodoss, aside from humans.

Goblins, like kobolds, are earth dwellers and live in the darkest regions of the earth, primarily caves, deep forests, or ancient tunnels. They are also quite sensitive to light, as they are so used to living underground.

The strongest goblin always becomes the leader of its group. Goblins stay in groups of ten to twenty, and independent groups do not get along well with each other. Often, it takes the power of a goblin shaman or goblin lords bring several groups together.

Large groups of goblins capture kobolds and used them as slaves. Even larger groups have a mix of ogres as well, and but these ogres are not slaves. Ogres lack intelligence, and often look to the goblins for leadership, joining the larger goblin groups.

Goblins worship the dark gods Falaris and the great goblin heroes of the past. Buajack, also known as "I am as rock", was known to have slain many dwarves and is greatly revered. Another goblin, Zak Urub, is also seen as a hero, though he was neither a shaman nor a goblin lord, simply an exceptional common goblin. He was able to become leader of over a hundred goblin warriors, and showed surprising concern for his people. Zak Urub had several human slaves and wore a cloak dyed with elf blood.

Chars: -1 WILL, -1 PRE, +2 STR, +1 BODY

Talents: High Pain Threshold

Powers: none

Complications: Constant Distinctive Features [15] (Major, 15 OP), Constant Bad Reputation [10] (Major, 12 OP).

Goblins Lords

Cost: 4 OP

One out of a hundred goblins are born as a Goblin Lord. A Goblin Lord can command a large group of goblins, often fifty to a hundred. Goblin lords often rule tribes of goblins, or command goblin regiments in the Marmo army. Goblin Lords are much larger than normal goblins, and are in fact bigger than most humans. They are cunning, intelligent, and highly skilled fighters; indeed, they are creatures to be feared. Goblin lords carry the same social stigma as goblins, and many of the other races simply think they are just bigger versions of the average goblin. On Marmo, however, goblin lords can find themselves in places of power, and in command of military regiments and camps.

Chars: +2 STR, +2 BODY, +1 CON

Talents: High Pain Threshold, Combat Sense +1

Powers: none

Complications: Constant Distinctive Features [15] (Major, 15 OP), Constant Bad Reputation [10] (Major, 12 OP).

Kobolds

Cost: -6 OP

Kobolds are basically wild, wolf-like beastmen who inhabit Marmo and some of the forests of Lodoss. They are semi-bipedal (standing and walking on two legs, but run on all four), and look very much like wolf-men. They have dark gray fur, tails, digitigrade legs, and the head of a wolf. A kobold's hands are, however, fairly human-like, allowing them to wield weapons. Kobolds are often found wearing armor as well, and are somewhat skilled with a sword. They are not suited for PCs.

Chars: -1 INT, -1 WILL, +1 REF, +1 MOVE

Talents: Acute Smell, Night Vision

Powers: Discrmntry Smell (1PP), Tracking Sent(2PP)

Complications: Constant Distinctive Features [15] (Major, 15 OP), Constant Bad Reputation [10] (Major, 12 OP).

Ogres

Cost: 7 OP

Ogres are massive creatures, three times the size of a man. They have rough, dark brown skin, small bony horns on their head, and mouth with large canine teeth. They have poor vision with their small yellow eyes, but this makes them no less dangerous. Ogres are extremely strong, and usually wield large, devastating weapons such as axes or battle-scythes. Ogres are slow, stupid, and overconfident as to their own abilities. They are not suited for PCs.

Chars: -2 INT, -1 WILL, +5 STR, +3 BODY, +2 CON

Talents: High Pain Threshold

Powers: none

Complications: Constant Distinctive Features [15] (Major, 15 OP), Constant Bad Reputation [10] (Major, 12 OP), Reduced Eyesight [10] (Minor, 4 OP)

Giants

Cost: 40 OP

In the Central Mountains, south of the Deserts of Fire and Storm, are a race of huge humanoids who inhabit the foreboding cliffs and caves of the impassible mountain ranges. These massive people stand upwards of fifteen feet high, and can mass up to a ton. It is said their skulls are so large as to be used as hovels by goblins. Giants have rarely been seen outside the central region of their mountainous domain, but travelers making the journey through the mountain pass from Addan to Novice often speak of seeing giants watching them from the mountain peaks far above. Explorers who have ventured into the forbidden mountains have returned with tails of a great City of Giants and a valley of bones where the giants have buried their dead for centuries. Whether or not these rumors are true has yet to be seen. Giants should not be allowed as player characters.

Chars: -1 DEX, -1 REF, -1 MOVE, +8 STR, +5 BODY, +3 CON

Talents: none

Powers: none

Complications: Constant Distinctive Features [15] (Major, 15 OP), Constant Bad Reputation [5] (Major, 10 OP)

Creatures and Monsters

Ancient Dragons

The five Ancient Dragons of Lodoss are the most powerful creatures known to exist. They were born in the primal ages when the gods warred with one another, and fought side by side with the gods themselves. When the world was shattered, and gods faded away, only a dozen Ancient Dragons survived, and most of them retired to remote abodes, far from the scattered pockets of civilization. When the powerful Kingdom of Sorcery arose, the Ancient Dragons once more appeared, and played a vital and dreadful role in the wars between the Wizards Kings and Barons in their squabbling over the lands of Lodoss. In the end, Kastuul collapsed, and many of the last Ancient Dragons died fighting one another. Only five Ancient Dragons survived, charged with guarding the most powerful treasures of Kastuul. For five hundred years, the Ancient Dragons guarded their magical troves. Then, when the battles and wars against Marmo arose, the five remaining Ancient Dragons awoke once more. In the last war against Marmo, two of the Ancient Dragons died. Only three remain today.

The Ancient Dragons are so powerful it is pointless to list their characteristics. For all practical purposes, they are immortal and have vast knowledge of magic. It would take an army of hundreds, even thousands, to kill such a dragon, without the assistance of magical weapons (such as the Dragonslayer Lances of Myrii). An Ancient Dragon is said to be so large it can blacken an entire city while flying over head.

Shooting Star, the Fire Dragon

The Fire Dragon Shooting Star was, without question, the most powerful dragon remaining after the fall of Kastuul. Shooting Star made his home in an active volcano in the northwest of Lodoss. Here, in the old lava caverns he hide away his vast treasures of gold, magical armor, enchanted weapons, and the most powerful magic item of all -- the Scepter of Domination.

Shooting Star is an evil dragon, who enjoys destroying villages and terrorizing mortals. He does not often come out of his volcano, and had been relatively quite for some time. On occasion, in the past, he had taken flight and destroyed villages from time to time. Brave warriors would go on expeditions to slay the mighty dragon, but none returned. When Shooting Star was hibernating in his hellish, lava home, the people could only pray he would not rouse from his fiery slumber. Shooting star had a wingspan

estimated at four hundred meters, and was just as long from the tip of his nose to the end of his tail.

When Kardis began to waken in Lodoss, Shooting Star took flight again and began terrorizing villages with a vengeance. Both the Marmo Army and the armies of Flaim and Valis converged on Fire Dragon Mountain to slay the beast, but for different reasons. The Marmos wanted the Scepter of Domination, the Flaim and Valis just wanted to destroy the dragon.

Shooting Star was mortally wounded by the Dragonslayer lances, and died as his thrashing body caused his volcano to cave in on him. His treasure was buried under the rubble and exploding lava.

Some say it takes much more than that to kill an ancient dragon... Shooting Star's wrath may one day return to plague the northern lands of Lodoss.

Narse, the Black Dragon

Narse was a dragon of darkness who fought along side Kardis, Goddess of Destruction in the ancient War of the Gods. When Kardis was killed, and her shattered spirit fell to the island of Marmo, Narse followed her and made his home in the caverns near where her dead soul lay in perpetual death. In time, the Temple of Falaris was erected over the same spot, and beneath it, the underground Temple of Kardis. Narse lived under the Temple of Falaris, and guarded a great treasure of gold and magic items, including the legendary Ferroniere of Knowledge.

As a dragon of darkness, Narse is extremely evil and malevolent. However, he has done little for the past five hundred years and spends most of his time hibernating in the caverns beneath the Temple of Falaris and Kardis. Narse is not as large as Shooting Star, but is still very impressive, with a wing span of three to four hundred meters, and measures four hundred meters from nose to tail. He actually has two tails, a feature that distinguishes him from most other dragons.

Narse was killed in the final battle to stop the resurrection of Kardis. Narse woke to protect the temple and destroy the armies of Valis and Flaim, but was intercepted by the good dragon Mycen. Though both dragons exchanged heavy blows, Mycen gained a boost of strength when the dark energy of Kardis was reversed by the Holy Sword of Falis. With this energy boosted and his wounds healed, Mycen blasted Narse out of the sky, and the Black Dragon crashed burning into the Strait of Marmo and died.

Narse's treasure still remains unclaimed, and hidden somewhere in the treacherous caverns below the collapsed Temple of Kardis.

Eibra, the Water Dragon

The Water Dragon Eibra lives in the ocean off the northern coast of Raiden, in the underwater caves and coral reefs of Blue Dragon Island. There he safely hides his precious treasures of gold and magic.

Eibra is an evil dragon, legendary among sailors for his persistent attacks on both merchant and pirate ships alike. Eibra is said to gut the bottom of a ship and steal away any treasures that might spill out, hoarding them away in his undersea caves. Needless to say, Eibra has a massive collection of gold and treasure. Eibra was entrusted with the Crystal of Souls, one of the more powerful magic items of Kustuul. None have yet been able to penetrate his watery domain, as it is far beyond the reach of mortal man.

Eibra can take flight and leave his underwater domain for short periods of time, but he is terribly uncomfortable out of water, and will only leave if absolutely necessary. He has not left his under water caves for the past five hundred years. Even today, Eibra guards his treasures and terrorizes the northern oceans, posing a great barrier for merchants venturing to and from the northern continent of Alecrast.

Mycen, the Golden Dragon

The Golden Dragon Mycen is beloved and awed by all. He is the guardian and protector of the Kingdom of Moss, located in the southwest quadrant of Lodoss. Moss is heavily populated by dragons, and the people of Moss are quite fond of them. Few evil or malicious dragons reside in Moss, and to the Mossians the Dragon is a symbol of prosperity and luck.

Mycen helped build the Kingdom of Moss, and jointly rules with the Dragon Rider Knights, commanded by Prince Jester. Mycen lives in a large cave located just north of the capital Dragon Breath, where a large fortress/shrine stands in his honor, guarded by a regiment of Dragon Rider Knights.

Mycen is a large golden feathered serpent dragon, with a wingspan of three hundred fifty meters. He is only three hundred meters long, as his tail is somewhat shorter than most dragon tails. Appearing much more bird-like, Mycen's tail is basically several large scale-feathers, used for stabilizing his flight. This reduces his mobility on the ground, but Mycen is unmatched in the air.

Mycen's treasures are far less spectacular than the treasures of other dragons, as he used much of his treasure to fund the building of the Kingdom of Moss. Still, he protects several powerful magic items, including the renowned Staff of Life. Like Bramd, Mycen allows limited access to his sacred relic for those in need. Mycen does not allow everyone access to the Staff, but only to those he

believes are worthy, and only in extremely dire situations.

Bramd, the Ice Dragon

Bramd is the oldest and wisest of the Ancient Dragons. Though immortal, time has taken its toll on this primordial creature, born in the age when the gods were still young. Bramd never leaves his home in the tall frozen mountains in the northeast of Lodoss. But this mighty dragon is far from infirm. He possesses magic so great and powerful none would be fool enough to face him.

Fortunately, Bramd, in his wisdom of ages, is a dragon of light. He may actually be *the* Dragon Counterpart of Marfa, just as Narse was the dragon counterpart of Kardis. If this is true, Bramd may be far more powerful than anyone realizes.

Bramd is charged with guarding the Mirror of Truth, a magical mirror which contains all the wisdom and knowledge of the ages, and can reveal the answer to any one question asked of it. Bramd allows restricted access to the Mirror, only allowing the High Priest of Falis and High Priestess of Marfa access. It is unknown why this Mirror was unable to help find Leylia when she went missing, as Bramd seemed just as worried over her disappearance as Neese did.

Bramd has a distinguishing crest of six horns on his nose, and is light blue in color. He is most comfortable in cold climates, and so he made his home on the high mountain peaks in the northeast corner of Lodoss. He acts as advisor to the High Priests of Falis and Marfa, and only a select few others are allowed access to his ice caves.

Great Dragons

Great dragons are the next most powerful species of dragon in Lodoss. These dragons are rarely seen, and keep to high mountain peaks and remote caverns. Little is known about them. It is believed there are only a half-dozen to a dozen great dragons on Lodoss. They are between five to seven hundred years old, and were born in the Age of Magic. Although they are not nearly as old and powerful as the Ancient Dragons, great dragons are still extremely dangerous. Like the Ancient Dragons, great dragons are immortal. Given a few thousand more years, they may become as large and as powerful as the Ancient Dragons.

Many great dragons do hoard vast treasures, and occasionally terrorize villages. Great dragons are easier to slay than the Ancient Dragons, but it still takes a small army (or a brave hero) to bring one down. Great dragons can fly, and typically have four legs, two powerful wings, a long neck and tail. Most have a wing span between fifty to a hundred meters (tip to tip). Like all dragons, they breathe fire and can have a nasty temper. The majority of great dragons

reside in Moss (five are known to reside there), and these are all good dragons, allied with Mycen and the Dragon Riders. Other great dragons are scattered through Lodoss and have neutral to evil dispositions.

Dragons are heavily armored with scales and are extremely tough. However, most dragons are unarmored on their underside and have a weak spot where the neck meets the head. Any hit to this weak spot does x10 damage (-6 to hit). Any hit to the eye (-8 to hit) with a large enough weapon can blind it, and cause the dragon to flee.

Below is an average Great Dragon template.

Actual dragons may vary.

Chars: INT 5, WILL 7, PRE 5, TECH 4, REF 7, DEX 7, CON 10, STR 18, BODY 300, MOVE 8 [40 in flight], MAGE 7

Weight: several hundred tons

Armor: 20-K (underbelly has only 1-K of armor)

Hit Points: 30 Kills (1500 hits)

Attack: Fire breath, 4-Kill attack (17DC)

Spells: several dozen

Thunder Dragons

Thunder Dragons are one of the more common types of dragons found in Lodoss. They often rest in deep caverns, ruined castles, or the collapsing tunnels from the old dwarven Kingdom of Stone. Thunder dragons are land dragons, incapable of flight. They walk on all fours, and have the appearance of a brontosaurus. They are not overwhelmingly large, but are still quite big, measuring twenty to thirty meters from end to end and massing ten to twenty tons.

Thunder dragons do little more than lay around and sleep, and rarely cause a problem unless their domain is intruded upon. Even so, Thunder dragons occasionally go in search of a mate or a new home, and a wandering thunder dragon is a creature best to be avoided. Thunder dragons do avoid cities, but they sometimes stumble across a village, the effects of which can be catastrophic.

Thunder dragons are heavily armored with scales and are extremely tough. As with most dragons, they are unarmored on their underside and have a weak spot where the neck meets the head. Any hit to this weak spot does x10 damage (-6 to hit). Any hit to the eye (-8 to hit) with a large enough weapon can blind it, and cause the dragon to flee.

Below is an average Thunder Dragon template. Actual dragons may vary.

Chars: INT 3, WILL 5, PRE 4, TECH 3, REF 6, DEX 6, CON 8, STR 14, BODY 80, MOVE 6

Weight: 10 to 20 tons

Armor: 3-K (underbelly is unarmored)

Hit Points: 8 Kills (400 hits)

Attack: Fire breath, 1-Kill attack (14DC)

Wyvern Dragons

The wyvern dragons of Moss are the only truly domesticated dragons known. These are the dragons used by the Dragon Knights. Wyverns are large reptilian dragons with short necks and tails, two legs, and two wings. They have a wing span of about twenty meters and are fifteen to twenty meters from head to tail. When ridden, a set of bit and bridle are placed on their head, and the rider sits on a mount on the wyvern's back.

The wyverns of Moss are kept in large caves, which is why the Mossians have their fortresses near the mountains. The wyverns are allowed to fly free, but are trained to stay within a certain range of their caves and return when called. Wild wyverns are also common in Moss, and these should not be treated as docile or domestic riding beasts. Wild wyverns can be quite temperamental and violent. Wyverns also live on Blue Dragon Island.

Below is an average Wyvern Dragon template. Actual dragons may vary.

Chars: INT 3, WILL 5, PRE 4, TECH 3, REF 7, DEX 6, CON 8, STR 12, BODY 30, MOVE 4 [20 in flight]

Weight: 3 to 5 tons

Armor: 1-K

Hit Points: 3 Kill (150 hits)

Attack: Fire breath, 8 DC

Sea Serpents

Sea serpents are the dragons of the ocean. It is unknown how many sea serpents there are, for the oceans are vast and uncharted. Few ships have met with a sea serpent and returned. Those that do return, or the survivors from a ship that was destroyed, bring us the only information on these great monsters of the sea.

Sea serpents are very long, so long they can coil themselves around even the largest galleon ship and crush it to splinters. Arrows seem to be ineffective against its slimy-scaled body, but remember, a solid hit to the eye can drive such a serpent away.

It is unknown why a sea serpent attacks a ship. It is possible they feel threatened when a ship crosses over their domain. They may also mistake a ship for a whale, as whales constitute the bulk of a sea serpent's diet.

Below is an average Sea Serpent template. Actual serpents may vary.

Chars: INT 3, WILL 5, PRE 5, TECH 3, REF 8, DEX 7, CON 12, STR 18, BODY 100, MOVE 8

Weight: unknown

Armor: 5-K

Hit Points: 10 Kills (500 hits)

Attack: Coiling Crush, 5-Kills to the ship. Fire breathe, 2-Kill attack (15DC)

Griffins

Griffins are magical beasts, half-lion/half-eagle. The front half of a griffin is that of a great eagle, with golden feathers, wide powerful wings, and the head and beak of a bird. The back half is that of a lion. A griffin stands on four lion legs, and can fly with its mighty eagle wings.

Griffins are rare in Lodoss. It is believed, however, that many live on Alecrast and Crystania, but this is unknown. The few griffins that do live in Lodoss reside on tall mountains and are rarely ever seen. They are by no means aggressive, but they will protect their nest and their young. Though griffins bear their young as a lion does, they also lay eggs as a bird lays eggs. However, one out of five griffin eggs are solid gold, weighing upwards of five kilograms. If this wasn't enough incentive for unscrupulous thieves, it is said that a griffin's claw holds certain magical healing properties. If made into a drinking vessel, the griffin's claw-cup can magically heal anyone who drinks from it!

Griffins are not considered evil monsters, and in actuality, griffins want nothing better than to simply be left alone. Griffins are clearly intelligent. It is said that if you save a griffin's life (or the life of its young) it will give you one of its healing claws as a gift.

Below is an average Griffin template. Actual griffins may vary.

Chars: INT 5, WILL 5, PRE 6, TECH 3, REF 7, DEX 5, CON 8, STR 8, BODY 10, MOVE 6 [16 in flight], MAGE 5

Weight: 400 kgs

Armor: 10 KD

Hit Points: 50

Attack: Claw attack - 6 DC, Bit attack - 4 DC

Spells: a few...

Gargoyles

Gargoyles are monstrous creatures spawned of magical energy and are an abomination of nature. They may have been first created in Kastuul as a weapon of war, but could have existed far earlier.

Gargoyles are large, green, winged monsters who attack without warning or provocation. Their greatest ability lies in concealment. Gargoyles have the magical ability to turn themselves into stone, and make themselves seem as mere statues. When a tasty-looking traveler ventures by, the gargoyle awakens, sheds his stony disguise, and attacks the hapless victim.

Gargoyles usually reside in unsuspecting places, where it would not be unusually to see old statues. Ancient ruins or abandoned fortresses are a common hiding place for gargoyles. Many gargoyles also live on Marmo. On Marmo it is common sense to avoid old ruins and to never get close to a monstrous looking statue, so these Marmo gargoyles

do not lie waiting for their pray and have simply take up hunting.

Below is an average gargoyle template. Actual gargoyles may vary.

Chars: INT 3, WILL 5, PRE 4, TECH 3, REF 7, DEX 6, CON 6, STR 7, BODY 7, MOVE 5 [12 in flight]

Weight: 100 kgs

Armor: 5 KD

Hit Points: 35

Attack: Claw attack - 4 DC, Bit attack - 3 DC

Giant Worms

One of the nastiest creatures known is the Giant Acid Worms of Marmo. These giant slug-like worms burrow through the earth using their grinding teeth and acidic juices, forming deep tunnels underground. Many of their tunnels intersect natural cave systems, and even the underground Temple of Falaris and Kardis. The Giant Worms are only known to exist in Marmo, but it is not impossible that they may reside elsewhere.

The worms are extremely large, and can grow upwards of a hundred meters in length. Newly hatched, they are only as big as a man. The Giant Worms are rarely seen, as their tunnels are very deep underground. The only recorded attack occurred during the final siege against the Temple of Kardis, when the group of adventures accidentally stumbled across one. There may have been other attacks in the past, but if so, none survived to tell about them.

The Giant Acid Worms have many dozens of slimy tendrils they use to grab victims and shove into their gapping, wormy mouth. It is nearly impossible to break the grip of a tendril once it has taken hold, and cutting a tendril can be extremely fatal. The blood of a Giant Acid Worm is, as its name implies, pure acid. When attacking such a worm, you must take careful measure not to be hit by its blood as you strike. Anyone hit by the corrosive acid takes 4 DC damage. It will continue to burn, doing 1 less DC every round, for the next three rounds (3 DC, 2 DC, 1 DC). Usually this is fatal. In any event, it is bad news. Fire spells are very effective against a Giant Acid Worm, as the fire blast generally seals the wound it makes before the creature can spurt its blood everywhere. Acid worms are also very fearful of fire, and may simply flee if attacked by several fire spells, whether they harm it or not.

Below is an average Giant Worm template.

Actual worms may vary.

Chars: INT 1, WILL 3, PRE 3, TECH 1, REF 5, DEX 5, CON 10, STR 15, BODY 50, MOVE 4

Weight: 400 kgs

Armor: 20 KD

Hit Points: 5 Kills (250 hits)

Attack: Tendril - 3 DC, Acid - 4 DC

Demons

Many thousand years ago, when the War of the Gods raged across the heavens and the earth, the bowels of hell itself were torn asunder. That infernal realm, once ruled by Barbas and dominated by the Gods of Darkness, now lies in ruin in chaos. Yet, the greater servitors of darkness live on, fighting and warring amongst themselves for the hellish lands of their netherworld realms.

Few demons venture beyond the veil that separates the world of the living from the world of the dead. But they can be summoned by dark mages, priests of darkness, and demonalators. They often react poorly to such arrogant interlopers, but those summoned in the name of Barbas, Kardis, or Falaris are open to hearing the pathetic request of the all too mortal wizard. Many demons find pleasure in manipulating the sorcerer, making him believe he is in control, while it is the demon himself who is pulling all the strings.

Demons are powerful and terrible creatures to be reckoned with. If one is every invoked into combat, it will wreck havoc with both sides, unless one side is fast enough and smart enough to strike a deal. But remember, any deal struck with a demon is *never* in your favor. Consider your soul damned for eternity. And if a demon is every actually losing a fight, it can always summon a half dozen allies from the depths of hell itself.

Demons are horrifying creatures to behold. They are large, strong, and often red or black in color. They have mighty bat-wings and twisted goat-horns on their ferocious, bestial heads. Demons are masters of magic, and can cast spells faster than any mortal mage could ever hope to achieve.

Below is an average demon template. Actual demons may vary.

Chars: INT 6, WILL 8, PRE 4, TECH 4, REF 6, DEX 7, CON 8, STR 8, BODY 8, MOVE 5 (14 in flight), MAGE 6+

Weight: 80 kgs

Armor: none, unless worn

Hit Points: 40

Attack: Usually with magical combat spells

Characters

Chartacters

Before any game can be played, each player must create a character. Characters are created as prescribed in the basic Fuzion rules with very little modification. It is a good idea to have a character concept in mind before you start to make a character.

You should have the Fuzion core rules handy. The character creation rules are pretty much universal, so any Fuzion powered RPG book should be adequate for making a character. Some of the special powers for other races (such as infrared vision, tracking sense, and so forth) are special superpowers, listed only in *Champions: The New Millennium*. However, they are also listed in the on-line Fuzion rules set, at the URL listed at the beginning of this document. If you do not have access to these powers, do not worry, the GM should be able to make a reasonable 'guestimate' about their nature.

The only other major documents you will need is **Atomik Magick**, which is available from the Atomik Fuzion website, where you most likely retrieved this document. If you do not have Atomik Magick, or require addition Fuzion material, please visit the URL listed below.

<http://www.meta-earth.com/fuzion/atomik.html>

Character Concept

For the **Lodoss War RPG**, characters are assumed to be adventuresome, heroic individuals (otherwise, they are just boring commoners). It is possible to play a more exotic or atypical RPG, where the PCs are common folk thrown into extreme circumstances and forced to quickly adapt and grow. PCs could also be mere soldiers, a group of quiet priests, or fortune-seeking merchants. The type of campaign the GM wishes to run will have a large impact on the design of the characters. Borrowing from the series, a well rounded adventure group may consist of at least a few fighters of varying types, a wizard, a cleric, and comic relief in some for or another (thieves are good for this).

Choosing your character's race and gender also has a large impact on the initial character design. The first step in generating any Fuzion character begins with rolling on his or her Lifepath Events. The character's Lifepath is an excellent way to develop his or her background and current standing in society. Based on the outcome of the

Lifepath, you can decide if your character is more suited toward being a cold and unscrupulous thief, or a wise and patient Priest of Marfa. If you have already decided you want to play a Mage or Fighter, by all means, do so. But for much more interesting and unpredictable character generation, let the roll of the dice develop your character. After all, in reality, what we get in life is just the luck of the dice.

Game Settings

In Fuzion there are a number of game settings which must be considered. The first is Reality Level. Reality Level effects how many Characteristic Points, Option Points, and other such values are allocated to character generation. In Lodoss War, Heroic (50-60 CP, 40-50 OP) should be allocated. If this seems insufficient, the GM may up this to Incredible, but beyond that the power level of the campaign becomes more akin to a superhero campaign than a fantasy campaign.

Power Points (PP) are not used in Lodoss War, as superpowers do not exist. Only CP and OP have any relevance. If the GM wishes to give extra OP to help defer the cost of buying a Race (High Elf is especially expensive), he may, of course, do so.

Atomik Magick should be used for making characters such as priests and wizards. To use magic, an additional characteristic, MAGE, is required. CP for buying levels of MAGE must be used from the same CP pool used to purchase other characteristics (such as INT, WILL, and so forth). All spells are considered skills, and Option Points are used to buy spells as normal.

Races

The majority of characters should be human. However, there are a number of other races which are also possible. Standard PC races are Human, High Elf, Dark Elf, Half-Elf, Dwarf, and Halfling. Other races can only be used at the GM's discretion. Below is a quick reference table listing the character races and the OP it costs your character. For a detailed description of the race, please see the chapter on Races.

Race	OP
Human	0
High Elf	50
Dark Elf	20
Half-Elf (Dark)	5
Half-Elf (High)	15
Dwarf	18
Halfling	6

Because the cost of High Elf is so high, it may seem impossible, or impractical, to get this race, which is somewhat disappointing. The high cost comes from the fact that they are Immortal, an extremely expensive advantage. To help lower the cost, additional complications can be given. The only type of High Elf which would go out an adventure with humans are very atypical of their race. Such high elves may have social complications, such as Bad Reputation among other elves, or may even be an Outsider to high elf society! Together, these two complications may generate upwards of 20-30 OP to alleviate the cost of this race. If you really want to play a high elf, talk to the GM about it and about other possibilities for lowering the cost.

Character Types

Unlike many RPG systems, Fuzion does not have character classes. A character can be designed any way the player chooses. However, to facilitate the more traditional fantasy RPG setting where there are basic character classes (Fighter, Mage, Thief, Cleric, etc.) twelve character templates have been listed below. They can be used as desired, or simple as a guideline for creating a character.

In similar style to templates used in other Fuzion games, the templates below list a Description, Recommend Skills and Options (Talents, Perks, etc.), and free starting equipment. Your character will get the listed equipment for free.

Fighter (Warrior)

Description: Fighter, adventurer, hero, brash young hothead -- all these names and many more describe that rare and often short-lived character who quests for some distant and impossible goal. He may be seeking a great and powerful magic item. He may be fighting to protect his village from evil. A fighter of this type is often driven by more than a want of gold or fame. Rarely will he himself know what drives him on his quest. Perhaps it is destiny. Perhaps he wants to change the world. Perhaps the adventure itself drives him onward. Adventurers are rare, those that live long, rarer still. But a true hero at heart who seeks the greatest of adventures may survive and become a legend.

Skills: Melee Weapon, Melee Evade, Riding (horse)

Options: Combat Sense, Renown

Equipment: longsword, scabbard, breastplate, chainmail sleeves, hvy. cloth pants, md. shield, leather boots

Soldier

Description: Soldiers are the fighting men of the army. Young, they are hopeful, naïve, quick to fight and quicker to die. Old, they are cynical, hard, skilled, and scared. It is a soldier's duty to lay down his life for King and Country, and is not a job for

everyone. Being a soldier is a grueling task, and many are rewarded only with death. It is a brutal business, and many soldiers turn to brutality as way to forget the pain they bury inside. But those who fight with honor, those who are smart, skilled, and yes, even lucky -- they are the ones who become commanders, generals, and warlords. It's a bloody business being a soldier, but if you survive, you always come out on top.

Skills: Melee Weapon, Melee Evade, Riding (horse), Tactics

Options: Combat Sense, Blind Reaction, Ambidexterity

Equipment: broadsword, scabbard, hauberk, leather boots, half helm, md. shield

Mercenary

Description: Sword for hire, fighter of fortune, warrior of gold -- mercenaries are known by many names and come in every form. They are fighters, indeed, adventurers, who lend their sword and skill to the highest bidder. Many take whatever jobs they can get -- guarding a town gate, protecting a caravan, policing the streets of a crime infested town. Few are dumb enough to hire into an army, but some do. A few mercenaries are bound by personal codes of honor and only work for noble and honorable nations such as Valis, Flaim, Alan, or Moss. But many mercenaries work for pirates, raiders, bandits, and even the dark armies of Marmo.

Skills: Melee Weapon, Melee Evade, Riding (horse)

Options: Combat Sense, Renown, Contact

Equipment: longsword, scabbard, breastplate, arm greaves, leather pants, leather boots

Knight

Description: The knight is an elite soldier of a king. Though his rank and station may seem superior, so are his responsibilities and duty. Knights are bound by codes of honor that they must uphold, or risk being expelled dishonorably from the knighthood. As a knight progresses, and performs great deeds and acts of courage, he may be dubbed into an order of knighthood, such as the Order of the Lance, or the Order of the Lion. The greasiest and most revered title of all is Knight of Lodoss, a title that can only be bestowed by the King or Queen of Valis.

Skills: Melee Weapon, Melee Evade, Riding (horse), High Society

Options: Combat Sense, Ambidexterity, Wealth, Membership in Knighthood

Equipment: broadsword, scabbard, full platemail, full helm

Ranger

Description: Rangers are hunters, woodsmen, survivalists, and elite scouts. They are skilled in the arts of survival, concealment, and tracking. Some are soldiers, some are mercenaries, and for others it

is simply a way of life. Rangers know how to survive for days, even weeks, alone in the wilderness without human contact. They can track their prey, or a foe, through the darkest forest. Rangers are often employed as military scouts or messengers, or to lead a party through a dangerous wilderness. Many Rangers may also have Shamanic magic.

Skills: Melee Weapon, Melee Evade, Survival, Tracking, Stealth

Options: Acute Sense, Direction Sense, Night Vision

Equipment: broadsword and scabbard or bow, hvy. leather vest, arm greaves, leather pants, leather boots

Thief

Description: A thief's profession is a criminal one. He steals not only to survive, but often a thief steals just to best another. Often, thieves are skill gamblers (and even better cheaters), and well versed in the art of con games. Thieves can never pass up a fat purse or rich treasure, but also know when something looks *too* good to be true. Thieves are not robbers, and make a point of it to anyone who accuses them as such. They take -- swiftly, quietly, and without harm -- from those who carelessly leave their valuables unguarded. Many thieves believe they are serving society -- better to steal from them now, and show them their weaknesses, than let them live in ignorance!

Skills: Melee Weapon, Gambling, Lockpicking, Slight of Hand, Stealth, Streetwise

Options: Common Sense, Double Jointed, Membership in Thieves' Guild

Equipment: large knife or throwing knife, leather jacket, leather pants, leather boots, lockpick kit

Mage

Description: Wizards, sorcerers, conjurers, enchanters... There are as many types of magic users as there are spells to cast. But mages are rare these days. Only now is the lost knowledge of Kastuul being recovered. Only a few hundred individuals claim to be magicians, and most of them are fakes or too unskilled to be of any use. Yet, there are a few with great potential, and even some with great power. Older wizards are always searching for a young student with high potential to pass on the knowledge of ages so it will never be lost again. There are several magic systems available to magic users (mainly Sorcerer, Shaman, or Wizardry), and these are outlined in the next chapter.

Skills: Various spells, Thaumaturgy, Languages, Research, Teaching, Slight of Hand

Options: Eidetic Memory, Speed Reader, Wealth, Membership in Mages' Guild

Equipment: staff, robe

Priest (Cleric)

Description: Priest are holy (or unholy) men and women who follow the teachings of prophets and worship the ancient gods. Though the gods may have died long ago in the War of the Gods, their spirits still live on within the world. Their power can be seen and felt within all living things, and can be called upon to do great works of magic. Priests and clerics have a specially form of magic, called Clerical magic, which is different for every god or goddess. Some are good, some are evil. All can be quite powerful. See the next chapter for more information.

Skills: Various spells, Thaumaturgy, Languages, Research, Teaching, Expert (your religion)

Options: Intuition, Membership in Religious Order

Equipment: dagger, robe, healer's bag

Merchant

Description: Merchants buy goods and products from farmers and craftsman, and sell them in markets and bazaars. Many merchants find it more profitable to bring goods from one end of the land to the other, jacking up the price and selling them as rare and exotic commodities. A merchant is always looking for a good way to fatten his purse, but he also has need to protect his interest. Merchants often hire fighters or mercenaries to guard their caravans or protect their holdings from bandits, thieves, and robbers. Most merchants are poor fighters, but some are skilled at swordsmanship. Many practice sword fighting as a hobby, but they are still not match for a true fighter.

Skills: Bribery, Business, Persuasion, Trading, Melee Weapon

Options: Common Sense, Contact, Favor, Wealth, Membership in Merchants' Guild

Equipment: dagger, wealthy clothes, jewelry (4 rp)

Barbarian

Description: Brutal and savage, a barbarian knows nothing but war and death. Most barbarians live on Marmo, though some also come from the hostile deserts of Flaim. Barbarians do not kill for money, or sport, honor, or duty. They kill for survival. They come from lands drenched in blood and care little for any life but their own. Barbarians are neither good nor evil, just as a wolf that hunts and kills is not evil. Even so, barbarians are not well suited for life among more civilized humans. A smart barbarian can adapt, and choose a path of good when he meets the crossroads between light and dark. Some Barbarian mages may have Shamanic magic (Barbarian Shamans).

Skills: Melee Weapon, Melee Evade, Riding (horse), Survival

Options: Blind Reaction, Combat Sense, High Pain Threshold, Rapid Healing

Equipment: claymore or great axe, breastplate, arm greaves, leg greaves, leather boots

Commoner

Description: The average man or woman rarely sees war and adventure as a suitable way of life, and relies on the more day to day activities to keep busy. Commoners are farmers, craftsmen, blacksmiths, boatmakers, and carpenters. They make up the great bulk of the population. A commoner may find himself in a special situation, requiring him to quickly fall into many other character types listed above.

Skills: Local Expert, Profession (farming, carpentry, etc.), Trading, Melee Weapon

Options: Common Sense, Contact, Favor

Equipment: farm-type weapon, commoner's cloth, pony or cow

Noblemen

Description: Of high social station, and wielding great wealth and power, the nobleman lives in the lap of luxury, and can afford a great many things other characters cannot. Noblemen such as princes, barons, dukes, and marquises own vast tracks of land and live in the confines of a castle. Lesser noblemen, such as lords and ladies, serve the greater noblemen, yet still enjoy vast power over their servants and vassals, and also live within the protective walls of castles. Not all noblemen, however, are arrogant and pompous. It should not be forgotten that some of the greatest heroes of all time were noblemen. Both King Fahn and King Kashue were high noblemen, and Prince Jester of Moss bravely leads the Dragon Knights in the great quests of virtue and honor.

Skills: Melee Weapon, Acting, High Society, Oratory, Persuasion

Options: Beautiful/Handsome, Membership in royal Household, Wealth

Equipment: noble cloths, jewelry (5 rp), pouch with 600 gold pieces

Skills

The master skill list for Lodoss War is slightly different from that which may be found in other Fuzion rulebooks. The rules are the same, but several skills are different, or modified, to better suit a fantasy setting.

Everyman Skills

Everyman skills are things generally known by everyone. **Perception, Concentration, Athletics, Hand-to-Hand, Hand-to-Hand Evade, Local Expert** (Knowledge of your area), **Lore**, and **Ridding** (Horse). These are given free to all characters by the GM, and have an automatic starting level of 2; about what the average person would know about his or her world. Each can be improved by adding Skill levels

on an individual basis. Please note that Education is *not* an Everyman skill in this gameworld. Most people are uneducated and illiterate. To be literate, you must have Education at 1 or better. Lore, however, is a limited form of historical knowledge, consisting of myths and legends of old, many of which are indeed true.

General Skills

Unlike Everyman Skills, General Skills are purchased at the cost of one Option Point for every level of skill; for example, to have 4 levels in Survival would cost 4 OP.

Buying a skill generally gets you the ability to do pretty much everything described by that skill. However, some skills require that you specialize in a certain aspect of that skill, for example, Melee Weapon [Sword] and Melee Weapon [Axe].

Below is a list of skills. This is not to say other skills are not possible. If a GM wishes to add a new skill, he may do so. However, many skills such as Expert and Profession can cover a wide variety of possible skills. Each skill below is listed with its base characteristic in brackets. This is the default characteristic for that skill. If the GM wishes to use another, he may do so.

ACROBATICS The ability to perform flips, jumps, and rolls like a circus acrobat. You can also jump and flip over an obstacle, landing on your feet, ready to fight. (DEX)

ACTING The ability to act; to assume a role or character. Someone who is skilled in this can fake moods or emotions, or hide his true identity. (PRE)

ALCHEMY This is the study of the chemistry of magic. Alchemy uses the mana that is within all things, and is a skill that may be used by non-magicians. Basically, this is magical chemistry. (INT)

ANIMAL HANDLER The skills of animal handling, training, and care as applicable. (INT)

ARTISAN The ability to make beautiful or useful objects. Must specify one of painting, drawing, sculpture, jewelry, etc. Includes artistic aesthetics as well.

ATHLETICS Basic Athletics skills; dodging, escaping, throwing, swimming. (DEX)

BRIBERY A character with this skill knows when to bribe someone, how to approach him, and how much to offer. (PRE)

BUILDING Knowledge of constructing buildings, tunnels, bridges, etc. Includes ability to design such structures and skills to direct teams or construct the structure yourself.

BUSINESS Knowledge of basic business practices, laws of supply and demand, employee management, and so forth. (INT)

CLIMBING Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase. (STR)

CONCEALMENT You can hide things and find things that other people have hidden - like important papers, weapons, jewels, artifacts, and so forth. (INT)

CONCENTRATION The abilities of focus and mental control. This would encompass feats of memory, recall, and physiological control. (WILL)

CONTORTIONIST The ability to manipulate your body to get out of ropes and similar bonds. You may also contort your body to fit into generally inaccessible places or spaces. (DEX)

CONVERSATION This ability allows you to extract information from people with careful conversation. The use of this skill takes time, and if the roll is missed, the subject realizes he is being pumped for information. (PRE)

DEDUCTION This is the art of taking several facts and leaping to an obvious conclusion. This skill should be used sparingly. (INT)

DISGUISE The ability to change a character's appearance through makeup, costumes, body language, and facial expression. (TECH)

EDUCATION General knowledge, such as reading, math, history, and current events. (INT)

EXPERT Any one field of knowledge: farming, law, appraisal, and so forth. This can be a hobby, or an in-depth knowledge of a specific field or area. (INT)

FORGERY The ability to create false documents, playing cards, signatures, royal seals, and so forth. (TECH)

GAMBLING The ability to win gambling games that require some skill, such as dice, cards, and more exotic games. A character may also use this skill to cheat. (TECH)

HAND TO HAND Basic skill at fighting with your hands. Adding a Martial Arts plug-in will allow the character to use Martial Arts maneuvers and actions. (REF)

HAND TO HAND EVADE Basic skill at getting out of the way of someone who is trying to hit you. This skill is used for defense when you are being attacked by someone using the Hand-to-Hand Skill. (DEX)

HIGH SOCIETY The knowledge of royal and upper-class culture: what clothes to wear, what are considered sophisticated drinks, and how to mingle with royalty and so forth. (PRE)

HISTORY This is knowledge of history, mostly dating back no more than 500 years ago. Historical knowledge beyond the Kingdom of Kastuul is limited to myth and legend (Lore skill). (INT)

INTERROGATION The ability to forcibly extract information from people. The character knows how to avoid leaving marks, can judge how close a victim is to death or breaking, and is an expert at manipulating subjects into revealing desired information. (PRE)

LANGUAGES Must specify one particular language. All characters can be fluent in one of the below languages as default, but any other second languages must be bought as normal.

Common - common tongue

High Royal - only 'decorative'

Kastuulian - the ancient tongue

Elven - tongue of the elves

Dwarven - tongue of the dwarves

Halfling - tongue of halflings

Goblin - tongue of the goblins

Alecrastian - spoken by Alecrastians

Crystanian - spoken by Crystanians

LIP READING This skill enables the character to read someone's lips in order to tell what he is saying. The character must be able to see his target's mouth clearly. (INT)

LOCAL EXPERT Knowledge of an area; who's who, where things are, general customs, schedules, and peculiarities of the environment. (INT)

LOCKPICKING This skill allows the character to open locks, assuming he has equipment (improvised or hand crafted). (TECH)

LORE This is a familiarity and knowledge of age-old tails and traditions involving supernatural, mythical, and magical stories. (INT)

MELEE WEAPONS Using melee weapons, such as knives, clubs, axes, swords, spears, pole arms, etc. You must specialize in a type of weapon, and take a separate skill for each type. (REF)

MELEE EVADE Basic skill at getting out of the way of someone who is trying to strike you with a weapon. This skill is used for defense when you are being attacked by someone using a melee weapon. (DEX)

MIMICRY The ability to perfectly imitate someone else's voice. (PRE)

NAVIGATION Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather, and other guides. (INT)

ORATORY The ability to speak to an audience and to deliver a convincing presentation. (PRE)

MEDICAL This skill enables the character to stop bleeding, repair damage, and generally keep someone alive. (TECH)

PERCEPTION The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions.

PERSUASION The ability to convince, persuade, or influence individuals. (PRE)

PROFESSIONAL The ability to perform a certain profession (such as artist, actor, doctor, carpenter, mason, farmer, etc.) Obviously, certain other skills will greatly enhance the character's ability to practice his profession. (INT)

RANGED EVADE Basic skill at getting out of the way of someone who is trying to shoot you with any type of ranged weapon, be it a bolt, arrow, or blast of magical energy. This skill is used for defense when you are being attacked by a ranged attack. (DEX)

RANGED WEAPONS Firing bows or crossbows. You must specialize in either Bow or Crossbow (or other specific type). (REF)

RESEARCH Skills in using libraries, archives, records, as well as uncovering information from obscure or uncommon sources. (INT)

RIDING This skill enables a character to ride a living creature under difficult circumstances. The type of animal (usually horse) must be specified when this skill is purchased. (DEX)

SEDUCTION The ability to gain others' trust by offering companionship or favors (not necessarily sexual). (PRE)

SEIGE WEAPONS Use of heavy siege weapons, such as Ballistas or Catapults. You must specify which. (TECH)

SHADOWING The ability to subtly follow someone. Also the ability to spot and lose a tail. (INT)

SHIPHANDLING Ability to pilot, man, and work aboard a sailing vessel.

SLEIGHT OF HAND The ability to palm items, fool the eye, perform magic tricks, etc. Also pickpocketing. (REF)

SPELLS Each spell is a skill which can be learned. See the chapter on Magic for more information.

STEALTH The ability to hide in shadows, move silently or avoid detection in combat situations. (DEX)

STREETWISE This skill gives the character knowledge of the seamy side of town: he knows where the local Thieves' Guild is, how talk to thugs, gain information, and so on. (PRE)

SURVIVAL This skill enables the character to live off the land, find food and water, identify dangerous plants and animals, and so on. (INT)

SURVEILLANCE The ability to spy on a subject at range without being detected. (INT)

TACTICS The ability to fight effectively and efficiently. A character with this skill is an expert at combat, and usually knows what must be done to win a battle. (INT)

TEACHING The ability to impart information or skills to other. (PRE)

THAUMATURGY This is knowledge of magic, how it works, and how to control and use it. This skill is used to modify spells, or create new ones. Most good mages have this skill, as most enjoy making spells more than do learning them. You must have Education of 2 or better. (INT).

TRACKING The ability to follow a trail by observing tracks, marks, broken twigs, and so forth. (INT)

TRADING The ability to strike a good bargain with a merchant or customer. (PRE)

TRAPS The ability to recognize and evade various types of traps and boobytraps. The character also knows how to set up such traps, given the proper time and equipment. (TECH)

VENTRILOQUIST The character can make his voice sound as if it's coming from somewhere other than himself. (PRE)

WARDROBE AND STYLE A grasp of fashion, wardrobe, and personal grooming. A character with

this skill knows how to show off clothes and look his best. (PRE)

WEAPONSMITH The character knows how to build, maintain and repair weapons of various types. The class of weapon (Ranged, Melee, or Siege) must be specified when this skill is purchased. (TECH)

WRITING Composing songs, novels, poems, speeches, and documents. You must have Education of 2 or better.

Talents

There is no change in Talents from the basic core Fuzion rules. All Talents are available at 3 OP per level. If the GM wish to add new Talents, he may of course do so.

Perks and Privileges

Perks and Privileges must be customized for each individual campaign. In a fantasy setting, some Perks are more relevant and important than others. There are a wide variety of Memberships, Contact, and levels of Wealth, all costing a different amount of OP per level.

The Impact values of Perks vary from gameworld to gameworld. Impact is rated from Little Impact to Very High Impact. Impact values modify the cost of a Perk, ranging from x1 to x4.

Little Impact x1 cost

Moderate Impact x2 cost

High Impact x3 cost

Very High Impact x4 cost

Each level in a Perk cost a certain number of Option Points, as listed below. A chart has been provided, listing each Perk, and various sub-categories, and their cost per level. The cost below is listed as cost per level. That is, to have a Membership Level Five in the Mage's Guild would cost 10 OP.

Perk Name	Cost Per Level
Membership	
Army	1 OP
Knighthood	3 OP
Religious Order	2 OP
Royal Household	4 OP
Thieves' Guild	1 OP
Merchants' Guild	2 OP
Mages' Guild	3 OP
Other Guilds	2 OP
Contact - as normal	1 OP per level
Favors - as normal	0.5OP per level
Renown - Moderate Impact	1 OP per level
Wealth - High Impact	3 OP per level

Royalty

Having a membership in a Royal household gives you a royal title. What level of Membership you have dictates your title. You must have a certain minimum level of Wealth as well to support your title (see Wealth).

Membership (Royal Household)

- Level 1 - Youth, non-heir. Wealth not required
- Level 2 - Youth, Future Heir. Wealth not required.
- Level 3 - Lord, Wealth 2+
- Level 4 - Marquis, Wealth 3+
- Level 5 - Graf, Wealth 4+
- Level 6 - Baron, Wealth 5+
- Level 7 - Duke, Wealth 6+
- Level 8 - Grand Duke, Wealth 8+
- Level 9 - Prince, Wealth 9+
- Level 10 - King, Wealth 10

Wealth

Wealth determines your starting resources. However, most of your resources are locked into non-liquid assets, such as your house, personal possessions, cost of living, and so forth. You do have a weekly disposable income, which comes in the form of wages, selling your goods and services, and so forth. If you are royalty, most of your weekly income comes from taxes. Remember, you can exchange 1 OP for 1 Raiden Piece. See Weapon and Equipment for more info on Money.

Wealth

- Level 0 - Commoner, 1 Raiden per week
- Level 1 - Lower Middle Class, 2 Raidens
- Level 2 - Middle Class, 4 Raidens
- Level 3 - Upper Middle Class, 6 Raidens
- Level 4 - Upper Class, 12 Raidens
- Level 5 - Wealthy, 24 Raidens
- Level 6 - Highly Wealthy, 48 Raidens
- Level 7 - Very Wealthy, 100 Raidens
- Level 8 - Extremely Wealthy, 200 Raidens
- Level 9 - Filthy Rich, 400 Raidens
- Level 10 - Kingly, 1000 Raidens

Magic, Wizards, and Clerics

A Land of Magic

Lodoss is a land of great magic, mysteries, and power. Once, many thousands of years ago, the world of Forceria was forged by the brilliant powers of magic. The gods were great then, but in their greatness terrible wars were fought. The earth was shattered, the seas boiled, and the gods perished and died away.

It took centuries for civilization to rebuild, and centuries more for learned men to master the ways of magic. Kastuul, the Kingdom of Magic, arose seven hundred years ago. The great empire spanned all of Lodoss, some say beyond, and was ruled by mighty sorcerers and wizards. In time, these immortal rulers became bitter and jealous of one another, and took to warring amongst themselves to determine who would become the supreme emperor of the known world. Only destruction and chaos came of the war, the mighty Kingdom of Magic collapsed -- Cities burned in the pyre of dying armies, cataclysmic tidal waves rushed in from the storm-angered seas, earthquakes shattered the land from east to west. Thousands died, and the knowledge of the ages was all but lost.

It took another five hundred years for civilization to recover from the calamity. Though evil, chaos, and war still plague the land, the people are once again blessed with the luxury of art, poetry, and science. Slowly but surely, lost knowledge from the age of Kastuul is being recovered. More and more, the few remaining magical tomes and books of knowledge are being translated, copied, and passed between the circles of wisemen, adepts, and priests. Those with a desire to learn are welcomed into the schools and academies now prominent through Alania and Valis. Indeed, it seems nothing is beyond the grasp of our understanding and the new world of magic and mystery is finally opening its door.

Magic in the Game

Lodoss War RPG uses the magic game mechanics system presented in **Atomik Magick**. **Atomik Magick** is available at the URL listed below in .PDF format. If you do not have **Atomik Magick** you must get it to play this game. It has all the magic systems, game mechanics, and spells. I could repeat all the rules here, but getting the document separately simplifies matters greatly, as you will be able to easily use the magic game mechanics rules to any other fantasy Fuzion campaign you might want to run.

<http://www.meta-earth.com/fuzion/atomik.html>

It is possible you may wish to use an alternative magic system presented in another Fuzion plug-in. You may of course do so, but all rules below assume you are using **Atomik Magick**. There is no guarantee on how well other magic systems can represent the magic seen in Lodoss War.

Once you have **Atomik Magick**, please read and understand how the magic system works. All further descriptions, rules, and options listed below assume that you have **Atomik Magick** handy, and are familiar with the systems presented therein.

If you have questions, or do not understand how and where to get this document, please email me (mchase@cdc.net).

Magic Characters

When making a mage as a PC character, it must be kept in mind that only in the past century has magic started to make a come back. Before this time, Lodoss was still shrouded in darkness, and the people rather ignorant of the magical world around them (elves are the exception). Because of this, mages (also commonly referred to as wizards or sorcerers) are quite rare. Most kings have a few modestly powerful wizards in their court, and every city has at least four or five amateur magic users. A few of the more powerful mages reside in solitary castles, or wander the country searching for magical treasures, spells, and potential apprentices. Magic users are awed and well respected in most communities, and many find jobs as advisors for local villages.

MAGE Characteristic

A mage must have a MAGE characteristic (as described in **Atomik Magick**). To facilitate character growth and staged-progression, all magic users should start out with a MAGE of 1 or 2, and these points are taken from the normal pool of characteristic points. He may also start out with a few minor spells (at MAGE 2, he could only know a few minor spells anyway). Calculate MP and MREC as normal. He may spend extra OP to increase both MP and MREC, if desired.

The character can advance his MAGE characteristic as he gains OP from the adventure. It takes 5 Option Points to increase MAGE by 1 point. Remember, he will also have to spend OP to learn new spells and improve in other areas, so this seems a fair level for increase. The GM may wish to limit the character's advancement at first, to keep the player from jumping his character two or three levels

in the first game season. It might be that he can only advance every other game season. Furthermore, the GM should require that the character spend at least four hours a day devoted to studying and exercising his magical powers (he cannot cast useful spells during this time, however).

Mage PCs should not be advanced beyond MAGE 7, as it would unbalance the game. The GM may, of course, allow further advancement as he sees fit, but he should be wary of this.

Elven Magic

The advancement scheme above does not work well for high elves. For dark elves and half-elves, who are mortal, the above system for limiting the way MAGE starts out is perfectly fine (though they will be using Shamanic Magic).

High elves, on the other hand, are immortal. A starting high elf character could be over a hundred years old and highly experienced in casting spells. Therefore, a high elf can have a MAGE between 1 to 5. All elves must have a MAGE of at least 1; they are elves, after all. However, high elves cannot advance further without there being some extreme circumstance. If a max MAGE of 5 seems low, the GM can always change this to suit his campaign. As seen in **Lodoss War**, elves are lacking in other forms of magic, but are quite powerful elementalists.

Also remember, there are very few books on Shamanic Magic (if any). All spells are passed down by teaching, song, and elemental invocations. Therefore, most elves should start off with at least three or four good spell skills, and perhaps a half-dozen minor ones. Further skills can only be learned from an elven teacher, and there are no books to cast directly from.

Spell Skill Characteristic

As mentioned in **Atomik Magick**, spells are skills, and so they must have a base characteristic for making Task Rolls. The base characteristic for casting spells is TECH for all magic users.

Therefore, when casting Fireball, the Task Roll to hit is **TECH + Fireball + 3D6 vs. target's DV**. When casting straight out of a book with no skill, the roll is simply **TECH + 3D6** for all spells. Having a high TECH is, therefore, extremely important to all spell casters.

Remember GM's, if you set a ceiling on characteristics, most mage PCs will end up with their TECH set at this value. If you want to avoid this, you may use the optional Categorizing Skill Characteristic system listed below.

Categorizing Skill Characteristic

This is optional, as it does complicate the magic system. Its purpose is to avoid "Munchkin" mage characters by requiring different base characteristics to be used in different categories of spells.

By default, all spells use TECH. This means all spell casters will max out their TECH characteristic. This is both unbalancing and unrealistic. If the GM chooses, he may require that each category of spells (Combat, Elemental, Mental, etc.) uses a different base characteristic for casting spells.

For instance, if all Mental Spells used WILL as the base characteristic, then the roll to cast Mind Control would be **WILL + Mind Control + 3D6**. If all Combat spells used REF as the base characteristic, then the roll to cast Fireball would be **REF+ Fireball + 3D6**.

The GM may set these bases anyway he likes. However, to set a standard, the chart below lists the recommended characteristic base for each spell category.

Spell Categories	Base Characteristic
Combat Spells	REF
Creation/Destr. Spells	TECH
Elemental Spells	WILL
Enchantments	TECH
Illusion Spells	INT
Knowledge Spells	INT
Light and Dark Spells	TECH
Mental Spells	WILL
Movement Spells	DEX
Nature Spells	INT
Necromancy Spells	WILL
Physiology Spells	TECH
Summoning Spells	PRE
Wizardry Spells	TECH

Aptitudes

Optionally, magic users may have aptitudes, if they desire, as described in **Atomik Magick**.

This will modify his effective MAGE for the spell categories, and so should be considered when you develop your character concept. A GM is advised to look over all the spells and decide ahead of time if there are any categories he wants to restrict from Aptitudes. For instance, he may feel that it would be inappropriate to allow Combat Spells to be used as the Primary Aptitude, but it could be the Secondary Aptitude. Players may also want to be sure they have selected an appropriate aptitude. A Sorcerer cannot have an Aptitude in Elemental Spells, as Elemental Spells are unavailable to Sorcerers (see Magic Systems, below).

Magic Systems

There are five primary magic systems in *Lodoss War* -- Sorcery, Shamanic, Common, Clerical, and Demonic. Clerical Magic systems are different for each god or goddess they represent. But do not fear, all magic systems are very straightforward.

The rules for creating new magic systems is outlined in *Atomik Magick*. However, *Lodoss War RPG* does not use this system. Instead, only the systems described below are available. Each system gives access to certain categories of spells, and *only* those spells are available to that system. There are no Skill or Aspect modifiers (which simplifies magic greatly). Only the spells themselves are used from *Atomik Magick*, with little modification. For instance, a Sorcerer only has access to those spell categories listed for Sorcery. If a magic user knows multiple magic systems, he must pay 10 OP and have the GMs permission. For instance, to have both Sorcery and Shamanic magic would cost 10 OP. To have Sorcery, Shamanic, and also a Clerical Magic system would cost 20 OP. Common magic cost 5 OP for non-mages, but cost nothing for mages (see Common Magic for details). That is, if you have *any* level of MAGE, you automatically have access to all Common Magic spells, without question.

Casting off-system as described in the *Atomik Magick*, is *not* possible in *Lodoss War*. For instance, a Sorcerer cannot cast Shamanic spells. Nor can a Priest cast Demonic spells. The exceptions are characters who know multiple magic systems (as above). Magic users who know more than one magic system are called Wizards (as opposed to simply sorcerer, shaman, priest, demonolator, etc.). Wagnard was a true Wizard, knowing *all* the magic systems. Wagnard was both a Priest of Kardis (the High Priest, in fact), and also knew Shamanic, Sorcery, and Demonic spells (and, of course, Common), meaning he paid 30 OP for all the systems. Slayn, on the other hand, was only a sorcerer, and thus could not cast Shamanic spells.

To keep in line with the spirit of the original *Lodoss War RPG*, each spell casting system has certain spell categories which spells can be drawn from. For instance, Sorcerers do not have access to any Elemental Spells, but Shamans do. Likewise, Shamans lack Wizardry spells, but Sorcerers can cast Wizardry spells. The Casting Method listed is the manner in which the spells are cast (as described in *Atomik Magic*). The Time multiplier modifies the time to cast spells for this system. There are no Skill or Aspect Modifiers.

For example, a Shaman with a MAGE of 5, has access to all Elemental spells of Level 5 or less. A Shaman could not use Enchantment or Wizardry spells. A Sorcerer with a MAGE of 5 would have access to Enchantment and Wizardry spells, but

Elemental magic is out of his grasp. Wizards are the most diverse, with access to a combination of several systems of magic.

Sorcery

Casting Method: Speak, Language (Kastuulian)

Casting Time: x1

Sorcery is the default magic system for human magic users. Knowledge of this spell casting method has been all but lost for four hundred years. Only in the last century has this lost magic system been recovered.

The powers of sorcery attempt to enact changes in nature and the physical world. Sorcerers devote a great deal of time researching the methods in which the forces of nature can be channeled. These methods include chanting incantations, using hand gestures, the use of a staff or spell book, and so forth. Many of the spells contemporary sorcerers use today have been passed down from the Mages' Guild in Alan.

At the peek of the Kingdom of Sorcery, there were vast libraries of Sorcery spells, thousands of volumes of thousands of pages. During the terrible war, these libraries were destroyed and nearly all the books were lost. Yet, a few remained.

Kastuulian magic books are prized artifacts (actually, anything from ancient Kastuul is a prized artifact). Kastuulian tomes are written in Kastuulian, and Sorcery spells can only be cast when spoken in Kastuulian. These spells were formulated to command the energies of magic (Mana) with certain Kastuulian incantations. All Sorcerers should know Kastuulian at level 2 or better to be fluent enough to chant the spells and invocations.

Of all the magic systems, Sorcery is the most common and most well documented. Slayn and Wort were both Sorcerers.

A few sample incantations are:

"Things alive and dead, shed your false clothing and appear in your true form. Time of all creation, the infinite power, becoming the barrier to protect us. Time of all creation, the infinite power!"

"Give unto my staff the power to banish darkness."

"To the souls who are controlled by the selfish spells, answer my righteous calls to awakening."

Available Spell Categories

Combat Spells
Creation & Destruction Spells
Enchantments
Illusion Spells
Knowledge Spells
Light and Dark Spells
Movement Spells
Wizardry Spells

Shamanic Magic

Casting Method: Speak, Gesture

Casting Time: x1/2 (half listed time for spells!)

Shamanism is the use of natural forces to produce magical effects. Shamanic magic is the summoning and controlling of elemental powers and nature spirits. Unlike Sorcery, Shamans use the magical energies of nature, present in all living things. Spirits of nature exist within the trees, the river, the air, and the even the cracking blaze of fire.

It takes a special person with a talent for magic *and* an affinity for nature to become a Shaman due to the bond they have to develop with their environment. It is through this bond that the Shaman is able to communicate with nature and forge pacts with the spirits of Earth, Wind, Water, and Fire, and invoke their power. Shamans develop their talents and skills over time as they develop their bond with nature.

In a broad sense, all spells cast by Shamanic magic are technically elemental spell (even Combat Spells, Illusion Spells, Movement Spells, and so forth). This is because the method of casting calls upon and invokes magic by praying to the spirits of nature. For instance, to fly, one might call unto the spirit of the air (Sylph) to grant the power of flight. This is purely a special effect of the casting method, but the GM should encourage players to formulate their spirit-prayers for each spell. This is not required, but can make the game much more interesting, and more to the spirit of Lodoss.

As with all things, Shamans may be good or evil. The spirits of nature are neutral toward good and evil, after all, nature may be used by anyone who is *in tune* with nature. Thus, both a good high elf and an evil dark elf can use the same spells and invoke the same spirits, even while pitted in combat against one another. Intelligent elemental creatures, (such as a Golem or Undine) may have a particular alignment toward good or evil, but this will vary with each individual elemental creature.

Most elves use Shamanic Magic. A few elves are Wizards, and those who are priests use the clerical magic for their respective god or goddess. As a general rule, high elves, dark elves, and half-elves should all use Shamanic Magic. There are very few human shamans, as humans have, for the most part, abandoned nature and and become "urban" creating their own magical systems. There are still some human shamans, but these people are either barbarians or spirit-elementalists from Crystania.

The time to cast Shamanic Magic is half the listed time on the spell. That is, casting Commune would only take 1 minute instead of 2 minutes.

The biggest disadvantage with Shamanic Magic is that there is little to nothing written about it. Shamans must learn spells on their own (as they progress and earn experience), or find a shamanic

teacher. The only way to cast Shamanic spells is if you have a skill in that spell. There is no way to cast Shamanic spells "from the book" because there are no books to use! Most shamans should start out with five to ten spells. They can advance if another shaman is willing to teach them, or through self-teaching (which can take months of practice).

A few sample incantations are:

"Faerie of light, the mother power that nurtures plants, come to me."

"Undine, faerie of water, give us your power."

Available Spell Categories

Combat Spells
Elemental Spells
Light and Dark Spells
Illusion Spells
Mental Spells
Movement Spells
Nature Spells
Physiology Spells

Demonic Magic

Casting Method: Speak

Casting Time: x1/2 (half listed time for spells)

Demon magic is the darkest magic and its practice is shrouded in mystery. Demon magic is not tolerated in Lodoss, though there are many demonalators who practice on Marmo. Only dark elves, demons, and dark wizards can cast this sinister magic.

One who practices demonic magic is referred to as a "dark mage" or demonalator (one who invokes demons). They are evil, ruthless, and corrupt. Many are also priests of Falaris or Kardis, or other dark gods, and their powers are only enhanced by this. The dark gods can easily grant their most devote followers greater demonic powers.

Dark mages are notorious for summoning demons and evil spirits, as well as binding necromantic spells. They work in black temples and gothic stone fortresses, practicing their powers of darkness and destruction. The requirements for the casting of their spells often includes ghastly and horrific ingredients, unspeakable rites, and blasphemous incantations. Many of the more powerful spells (level 6 and up) can require blood sacrifices. Resurrect Deity even requires a blood sacrifice of the eternal life of a high elf...

Available Spell Categories

Combat Spells
Destruction (only) Spells
Illusion Spells
Dark (only) Spells
Necromancy
Summoning
Wizardry

Common Magic

Casting Method: Speak, Gesture

Casting Time: x1

Cost: 5 OP for non-mages, free to mages

The great mage Randal created a form of magic that uses a particular word or phrase to manipulate natural energies. These incantations are simple enough for anybody to adopt with the proper amount of talent and instruction.

Common magic is particular to the Lodoss War universe. They are Cantrips (spells which can be used by anyone), and can be cast by even non-mages. These are very simple spells, most of them learned from teachers and wizards, or even warriors.

Few Common spells are very impressive, but they can be learned by non-mages. A non-mage must have Common magic as a Talent. This Talent cost 5 Option Points. It can be taken after a character has been in play for some time, especially if he has been around magic users and has some grasp on the basic concepts of magic.

All characters who are mages (that is, having 1 point or more in MAGE) automatically have access to all Common spells, which can be learned as normal.

All Common spells are First Level spells. From **Atomik Magick**, the spells available as Common Spells are: **Clean, Soil, Mend, Predict Weather, Ignite, Find Water, Lesser Optical Illusion, Know Time, Direction Sense, Detect Magic, Light Point, Animal Empathy, and Awaken.**

Because non-mages do not have a Magic Pool, they may use their ENDurance to pay for casting a spell. However, it cost 5x the MP in END to cast the spell. That is, Ignite costs 2 MP, therefore, a non-mage casting Ignite would spend 10 END.

Clerical Magic

There are about ten gods and goddesses still worshipped in Lodoss. The four primary gods are Falis, Marfa, Falaris, and Kardis. Other gods have small pocket cults or minor temples and shines in various cities and towns, with only a few followers. All priest spells are cast at 2/3rds time (rounded to the nearest second). That is, if a spell is listed as taking 3 minutes to cast, it would only take 2 minutes. If a spell is listed as taking 5 minutes, it would take three minutes and twenty seconds.

For each god or goddess there is a different clerical magic system. A priest can only learn spells in this system, unless he has paid 10 OP to also know other systems. Spells are granted by the spirit of the god, or maybe taught by priests higher in the Order. Some priest spells are outlined in religious books, and can be cast from these books. For instance, the Book of Falis has many healing spells, which as Priest of Falis can use to cast from.

If a priest, for some reason, abandons his deity (or is excommunicated) he loses the casting system for that god, rendering any spells he has learned for that system unless. He does not lose the spells; simply, he can no longer cast them. If he ever returns and is brought back into the priesthood, he will be able to use those spells again.

If a priest, for some reason, changes his religion (a priest of Falis becoming a priest of Marfa, for instance), he will lose the former casting system, rendering all those spells useless. He must then begin learning all knew spells under his new clerical magic system. For this reason, few priests change their religion unless they have good reason.

There may be other gods, and cults of these gods, but these must be created by the GM.

Priest of Falis

Casting Method: Speak, Religion (Falis)

Time: x2/3

Falis is the most loved and worshipped god in Lodoss. The great Temple of Falis stands as a brilliant white-marble palace in Roid, the capital city of Valis. Nearly every village and town has a shrine dedicated to the glorious God of Light, were men and women are free to sing their praises and worship the mightiest of the gods.

There are four orders of the Priesthood of Falis. The first level are Acolytes, and they serve as the ones who clean and maintain the temples and shrines, and help people in need on a day to day basis. The second level of the priesthood is Novitiate. Novitiates are priests in training. They attended Temple (in Roid) where they learn the teachings of Falis and begin training in the art of magic. After undergoing a long journey (the final step the their training), they become Priests of Falis. A Priest has great power and knows many holy spells, but can only use his magic to save or help others. Most priests work in the Temple or perform services in the many shrines thought the land, but some also go out into the world on a quest to help others in need. After many years of being in the priesthood, it may be possible to become a Bishop. A bishop typically runs a shrine, or leads classes in the Temple. Bishops also hold administrative positions. The High Priest is the figurehead of the Temple of Falis, acting as the religious leader for a term of five years. After these five years, the High Priest steps down and another bishop is elected to his position.

Priests of Falis may learn many spells in Temple. These spells are primarily Physiology healing spells, Mental spells, and Light spells. Priests of Falis can only learn Light spells from the Light and Darkness category. Other spells are also taught, including a few Combat spells (mainly for defense), Enchantment spells (mainly Bless), and a few others as well. Turn Undead is the only

Necromancy spell taught, and it is known (and used) by most priests.

Available Spell Categories

Combat Spells (defensive)
Enchantments
Knowledge Spells
Light (only) Spells
Mental Spells
Physiology Spells
Necromancy (Turn Undead)
Wizardry Spells

Priest of Falaris

Casting Method: Speak, Religion (Falaris)

Time: x2/3

Falaris, the terrible God of Darkness, is feared and loathed throughout Lodoss. His cult resides primarily on Marmo, along with other cults dedicated to dark gods such as Kardis and Baylos. There are many human priests of Falaris in the Black Temple of Falaris on Marmo, but many dark elves also follow the dark god. Dark elves see themselves as the chosen "Children of Falaris". Because of this, a dark elf (or half-elf) character who is a priest of Falaris may use Falaris Clerical Magic, instead of his Shamanic magic. They cannot use both shamanic and Falaris magic (unless they pay 10 extra OP); they must choose their path wisely.

Priests of Falaris must perform horrid rites and bloody sacrifices to their god within the abysmal chambers of the desolate and terrible Temple of Falaris. Most sacrifices require a human, dark elf, or half-elf be ritualistically killed, but the sacrifice of a high elf is extremely well rewarded, and can result in spectacular spell-casting effects. Goblins and other semi-intelligent creatures are usually not satisfactory sacrifices.

Middle and high level priests can begin to learn extremely potent and black spells, and have easy access to their dark mentors and unholy tomes from which to learn.

Available Spell Categories

Combat Spells
Enchantments
Illusion Spells
Dark (only) Spells
Necromancy Spells
Summoning Spells
Wizardry Spells

Priest of Marfa

Casting Method: Speak, Religion (Marfa)

Time: x2/3

Marfa, Goddess of Creation, was the last of the Gods of Light to fall. When she fell, her soul and essence settled across all of Lodoss, and now

resides as a powerful protective force. Because her spirit is so great, her priests are quite common and temples and shrines dedicated to Marfa can be found throughout the land.

The Grand Temple of Marfa is located north of the town of Tarba, in the Northeast corner of Lodoss, near the domain of the Ancient Dragon Bramd. Bramd acts as the great protector and advisor of priests of Marfa, as he was the dragon who fought at Marfa's side during the War of the Gods. Bramd is extremely powerful and very ancient and spends most of his time sleeping within the ice-crystal caverns of his mountaintop lair. The High Priestess of Marfa lives in the Grand Temple. The founder and current High Priestess of the Temple is Neese. He daughter, Leylia, will probably be her successor one day.

Early on, priests of Marfa are taught a few basic spells, including a few healing spells and creation spells. Later, than can learn more advanced spells in other categories. Priests of Marfa rarely learn "damaging" spells, or spells which can hurt and harm. However, they know that having the ability to fight and defend oneself is crucial, so a few combat and defensive spells are also taught.

Available Spell Categories

Combat Spells (defensive)
Creation (only) Spells
Enchantments
Illusion Spells
Knowledge Spells
Necromancy (Turn Undead)
Physiology Spells
Wizardry Spells

Priest of Kardis

Casting Method: Speak, Religion (Kardis)

Time: x2/3

Kardis is the abominable Goddess of Destruction and Madness. Her cult resides along side the cults of Falaris, but is actually more popular and far more powerful than the cults dedicated to the God of Darkness himself. This is because Kardis is still extremely strong and influential. She was the last god of darkness to die, but was not utterly killed. Kardis's influence on Marmo is so strong that sensitive wizards and other magic users can often feel her presence.

The actual Temple of Kardis is beneath the Temple of Falaris, and acts as a sarcophagus to the goddess who lies between death and sleep. The Temple of Kardis is very hard to access, except by those who know the way. Deep inside is a labyrinth of empty chambers, endless tunnels, and an enormous, yet desolate, necropolis city. Here, the worshipers of Kardis reside, practicing their black arts and performing unspeakable rites and sacrifices in her name.

Because of the close ties between Kardis and Falaris, dark elf (or half-elf) characters who are priests of Kardis may use Kardis Clerical Magic, instead of their native Shamanic magic. They cannot use both Shamanic and Kardis magic (unless they pay 10 extra OP); they must choose their path wisely.

Available Spell Categories

Combat Spells
Destruction (only) Spells
Enchantments
Illusion Spells
Mental Spells
Necromancy Spells
Summoning Spells

Priest of Baylos

Casting Method: Speak, Religion (Baylos)

Time: x2/3

Baylos is the dark God of Fire and Fury. Once, Baylos was the noble god of Fire and Justice, but Baylos was drawn to the darkness, and his sense of Justice became twisted, corrupted with evil. Like their god, worshipers of Baylos have a twisted sense of justice as well. Most truly believe they are followers of Justice, the chosen of Baylos, and charged with the responsibility to seek deadly vengeance on all who trespass against the will of Baylos.

The Law of Fire, also called the Book of Baylos, is the chief text for followers of Baylos. It is, in essence, a book of law which lays out complex and excruciatingly detailed rules of right and wrong. Any who violate the slightest law are guilty of trespassing against Baylos, and thus, must be destroyed. The Law of Fire is so strict and precise, practically everyone violates at least one of the laws on a daily basis (be it an ill-spoken word, a joke, or a legitimate crime). Priests of Baylos are granted "Impunity" from many of the laws, but acolytes and followers must follow the letter of the law. The Law of Fire is considered by most citizens of Lodoss to be a fraud.

Nevertheless, priests and followers of Baylos seek out and destroy violators of the Law. They hunt down and destroy those they believe are guilty, and sacrifice them to Baylos as an offering for power. Such human sacrifices are terribly bloody. The worship of Baylos is outlawed on Lodoss, but there are cults dedicated to him in several towns.

Available Spell Categories

Elemental: Fire (only) Spells
Enchantments
Illusion Spells
Knowledge Spells
Light and Dark Spells
Mental Spells
Summoning Spells

Priest of Myrii

Casting Method: Speak, Religion (Myrii)

Time: x2/3

Myrii is the God of War and Virtue. He is a God of Light, and his priests follow the ways of virtue and enlightenment. Myrii is the patron god of all soldiers, so it is not uncommon for a priest of Myrii to bless an army before they go into battle. This does not always work, however, for the army must be fighting for good, and the leaders be of noble and virtuous nature.

Priests of Myrii are not warriors. They do not condone violence, killing, or bloodshed. "Battle with heart, not blade" is the common saying of Priests of Myrii, meaning that a bloody battle is only to be used when all else has failed, and when it is the only avenue to destroy evil. Even so, Priests of Myrii are extremely well tuned fighters, skilled in combat with nearly every weapon and masters of a fighting style akin to martial arts. They know many combat spells as well, but defense is the preferred tactic. "Use your enemy's own strength against him", is repeated time and again to all new acolytes. "Let your enemy wear himself down, then finish him with a single efficient strike".

Priest of Myrii must uphold all Seven Virtues of Light, or risk removal from the priesthood (and losing of all their powers). The Seven Virtues of Light are Honesty, Humility, Charity, Compassion, Justice, Valor, and Prudence. The priesthood is forgiving (as per Compassion) but severe violation or a clear movement into the darkness is punishable by excommunication (as per Justice).

Available Spell Categories

Combat Spells
Creation & Destruction Spells
Enchantments
Illusion Spells
Light and Dark Spells
Movement Spells
Physiology Spells

Priest of Barbas

Casting Method: Speak, Religion (Barbas)

Time: x2/3

Barbas was one of the few gods to survive the War of the Gods. Barbas (and a few other gods as well) fled to Crystania where they surrendered their bodies and took form in animals to hide from their enemies. Barbas originally took the form of a great tiger. Though he resides on Crystania (and is the reigning lord of the entire country), he still has several dark death-cults in Lodoss and Marmo. These cults are few in number and work in dire secrecy. The worship of Barbas is illegal in most parts of Lodoss.

Priests of Barbas are extraordinary skilled in the black arts of necromancy and summoning. Fortunately, most priests of Barbas are not too powerful, but those who are can be extremely deadly enemies.

Available Spell Categories
Creation & Destruction Spells
Illusion Spells
Light and Dark Spells
Mental Spells
Necromancy Spells
Physiology Spells
Summoning Spells

Priest of Rada

Casting Method: Speak, Religion (Rada)

Time: x2/3

Rada is the God of Wisdom and Knowledge. He is the patron god of the arts, and loved by all who have the creative gifts. His priests and followers are outspoken advocates of peace, and believe in total non-violence. They must take the Complication Vow: Non-Violence [15]. Priests of Rada do know defensive spells, but only those spells that incapacitate or otherwise dissuade attackers (Sleep, Daze, and other such spell are quite common).

Priests of Rada are generally highly intelligent, well-learned individuals who prize knowledge and art above all. Priests of Rada are renowned teachers and their schools are open to all, offering an unprecedented educational opportunity for both children and adults.

Available Spell Categories
Enchantments
Illusion Spells
Knowledge Spells
Mental Spells
Nature Spells
Physiology Spells
Wizardry Spells

Priest of Cha Za

Casting Method: Speak, Religion (Cha Za)

Time: x2/3

Cha Za is the God of Trade and Commerce. His priests are strong advocates of the Three Virtues of Trade: Honesty, Charity, and Prudence. With these Virtues in mind, any trade becomes a fair and good trade for both parties. Most merchants claim to be followers of the teachings of Cha Za, but as many people know, this is certainly not the case. Many merchants seek to fill their own pockets, and priests of Cha Za do not condone such activities. The main Temple of Cha Za is located in Addan, with shrines in Roid, Alan, Raiden, and other major cities.

Priests of Cha Za are a bit more relaxed and fun loving than priests of other orders. This is not to

say they live it up, but rather, the priests of Cha Za understand that to live life well you must live life to its fullest.

The most common spells employed Priests of Cha Za are called "Luck" and "Rack". Luck is basically the Blessing of Cha Za, which boost the target's luck by +5 (instead of +2 Luck, +2 REC). Rack is one of the few Curse spells used by priests of Light. Rack is a fairly harmless Curse spell that lowers the target's Luck by -5. Both are employed to help the fair or harm cheaters.

Available Spell Categories
Creation & Destruction Spells
Enchantments
Illusion Spells
Knowledge Spells
Mental Spells
Movement Spells

Priest of Atsuki

Priest of Atsuki do not gain magical skills from their god. Atsuki no longer exists, even in spirit, yet there are many cults dedicated to him who insists that all gods are part of Atsuki. He lives through the life in all things and all things live through him. Many priests of Atsuki do, however, practice magic as Sorcerers or Wizards.

Alchemy

Alchemy does not exist in the Lodoss War universe. It has not been witnessed in the series, and if Slayn, Wort, and Wagnard did not employ the power of alchemy, then surely it cannot be employed at all. This will be verified in the **Epic Edition** of this RPG.

Manastones

Although manastones were not spoken of in the Lodoss War series, there is evidence they exist. Some magic items have jewels incrusting in them and even the "eyes" in Karla's Circlet may be manastones. If manastones do exist, they are very rare, and so should be exceedingly expensive.

A 1-miat manastone (as described in **Atomik Magick**) cost 5 Raiden pieces. Therefore, by the manastone chart, a 5-miat manastone would cost 50 Raidens and a 10-miat manastone would cost 150 Raidens!

Because manastones are so rare, the easiest way to power magic items is by enchanting them with Burn Mana/Siphon Mana combo spells. This makes magic items very easy to detect, but is the best way to power them.

Many magical relics from Kastuul, do have manastones, and this, in part, is what makes them so valuable. The Scepter of Domination has a very large one, in fact.

Magic Items and Tomes

Magic Items

There are two types of magic items in Lodoss. Ancient Relics and standard Magic Items. Ancient Relics are legendary and powerful magic items from the kingdom of Kastuul (and possibly even the War of the Gods) -- items such as the Scepter of Domination. Standard Magic Items are more typical enchanted items, such as magic swords, magic armor, and the like.

Standard magic items can be made by wizards and sorcerers, but take a great deal of time and effort to create. Thus, standard magic items have a Selling Price (what you can sell it for) and Purchase Price (what you must pay to buy it). See the chapter on Weapons and Equipment for information on buying and selling items.

All standard magic items were built using the system presented in *Atomik Magick*. All effects are defined by certain spells (i.e., a fire wand may use the Fireball spell), so you should use *Atomik Magick* as a reference. Ancient Relics were not built on any system, and are simply "one big special effect". If a GM wants to create an Ancient Relic for his campaign, he just needs to make it up. Standard magic items should be built as described in *Atomik Magick*.

Ancient Relics

These are the most powerful magic items in Lodoss, created by the master sorcerers of the Kingdom of Kastuul, or forged by the gods themselves in the course of their great and terrible war. These are magic items of earth-shattering power. They are guarded by the Ancient Dragons, or lost forever in the sands of time. Wars have been waged for the control of such items, and thousands have died trying to possess them. Should any mortal man gain access to such a relic, he would become like unto the gods themselves... Or so he might think.

Scepter of Domination

Without a doubt, the Scepter of Domination was the most powerful magic item created. It was forged by the gods at the beginning of time. Whatever god held the scepter was the ruler of the world and was king of the gods. When war broke out among the gods, the Scepter changed hands time and again. When the last of the gods died, the Scepter was all but lost. It was discovered again during the reign of the Kingdom of Kastuul, and was

held by the Emperor himself. After Kastuul fell, the last of the sorcerers charged the Ancient Dragon Shooting Star as the guardian of the Scepter, for who would challenge Shooting Star, the mightiest of the dragons? For over five hundred years the scepter remained safely guarded in the volcanic Fire Dragon Mountain.

But the Scepter was stolen, and Shooting Star killed. Wagnard planned to use the Scepter in the resurrection of the dark goddess Kardis as a means to control her. However, as his plans went awry, Wagnard destroyed the Scepter in the hopes that Kardis would be unleashed, insane and out of control, and destroy the entire world. Fortunately, Kardis fell back into her deathly slumber, but the Scepter of Domination was no more.

And perhaps that is for the best.

Mirror of Truth

The Mirror of Truth is a tall magical mirror that contains all wisdom and knowledge, and can reveal the answer to any one question when asked. The Mirror is, apparently, intelligent, and some say it contains the essence of one of the gods (possibly Rada). The Ancient Dragon Bramd guards the Mirror in his cavern home on White Dragon Mountain. He allows restricted access to the Mirror, and only to the High Priest of Falis and High Priestess of Marfa. If anyone else comes into the shrine to access the mirror, the priests and holy knights who serve Bramd will politely turn them away. If anyone is overly persistent (or is violent), magic will be used to put them to sleep and they will be teleported by down the mountain.

You may, however, send a question to be answered. For non-priests, you must give your message to a priest of Falis or Marfa, and it never hurts to pay a large tribute to their holy order. Your request will then filter up the ranks of the priesthood, and if deemed worthy and worthwhile, the High Priest will get the answer for you on the next visit to the Mirror. Most requests are turned down from the start, but questions of urgent, dire, or noble nature may indeed be answered.

Crystal of Souls

Second in power only to the Scepter of Domination is the Crystal of Souls. This magnificent Crystal Ball has the power to return a soul to a dead body, instantly resurrecting the subject. Little is known about this magic item, aside from the myths and legends surrounding it. The crystal is guarded by Eibra, the Water Dragon, who keeps the Crystal

somewhere in the underwater caverns of Blue Dragon Island.

Because little is known about the afterlife, many speculations have arisen as to the nature of the Crystal of Souls, and all orders of priesthood have their own theories. Priests of Falis and Marfa together believe in transmigration to the Elysium Plane, ruled by the spirits of the gods of light (and naturally believe that all evil souls are destroyed or sent to a hell ruled by the gods of darkness).

Whatever the case may be, the Crystal of Souls can fully regenerate a dead body and restore its soul, thus resurrecting the victim, no matter how long dead he has been, or how badly damaged.

Staff of Life

The Staff of Life can be used to heal all injuries and disease. Even if mortally wounded or terminally ill, the Staff of Life can be used on the subject. It will heal all damage and cure every illness or disease that person may have, restoring him to full health. It cannot, however, bring life back to the dead.

The Golden Dragon Mycen guards and protects the Staff of Life in his great cavern-temple in Moss. Mycen does allow limited access to his sacred relic for those in need. Mycen does not allow everyone access to the Staff, but only to those he believes are worthy, and only in extremely dire situations.

Ferroniere of Knowledge

The Ferroniere of Knowledge is said to contain all the wisdom of past ages. Like many ancient relics, all information on the Ferroniere is based on legend, as no one has (or will like ever) gain access to this artifact. If the legends are true, then anyone wearing the Ferroniere can gain wisdom of the past. It is not known what *sort* of wisdom or *how* it will be known to the wearer. In a worst case, the Ferroniere might be a circlet not unlike the Circlet of Karla, in which case the wearer may well end up a slave of whatever mentality resides in the Ferroniere.

Narse, the Black Dragon of Darkness, was the sole protector of the Ferroniere. Mycen killed Narse in the great battle over the Temple of Kardis and Falaris. However, the Temple of Kardis collapsed from the inside, along with Narse's nest. It is believed that the Ferroniere (along with Soul Crusher and whatever other treasures Narse might have had hoarded away) are now lost for all time. This is not to say that some brave soul might one day venture to Marmo to search through the ruins for these artifacts, but it is terribly unlikely that any such attempt to find this relic will be fruitful.

Demon Sword Soul Crusher

The Demon Sword Soul Crusher was once a powerful greatsword wielded by Emperor Beld. From the time it was forged, Soul Crusher was an enchanted weapon of great power, stronger, deadlier, and more accurate than any other sword on Lodoss. Beld, one of the first Six Heroes, used his greatsword to kill the Demon King of Marmo. But the Demon's blood bathed the mighty sword, and the demonic creature's spirit was forever bound to the now darkened blade.

With the Demon's soul bound to it, Soul Crusher became extremely powerful. However, anyone who wields the sword must overpower the Demon, or the Demon will control him. Beld failed at this, and in essence, turned to darkness and became the new Emperor of Marmo. When Beld died and Ashram inherited the blade, he mastered the Demon, and thus, found himself in complete control of the weapon, along with the entire army of Marmo.

It is not known how much damage Soul Crusher actually does, it appears to do at least 8DC physical damage on impact, but the secondary effects are far worse. None who have been directly hit have survived. It is believed that Soul Crusher instantly kills and eradicates the target's soul. This was not effective against the wizard Wagnard. However, it must be remembered that by the time Ashram faced him, Wagnard was already an undead lich.

Soul Crusher is also the opposing sword of the Sword of Falis. When the two weapons get within 3D6 kilometers of each other (rolled random for each encounter), both swords glow and shimmer brightly (Soul Crusher glowing bright red). When in battle, the Opposing Swords will clash with great discharges of energy. Only one warrior, Parn, has ever held both weapons at the same time. When this occurs, the Demon is suppressed, and the wielder has the power of both weapons at his disposal. Together, these two counter-active units create an impenetrable field of magical energy, capable of blasting through any barrier and may well be able to slay a god...

Soul Crusher was lost in the final battle against Kardis. Parn wisely left the weapon to sink into the collapsing ruins of the dark goddess temple.

It is now lost forever. At least, for now.

Holy Sword of Falis

The Holy Sword of Falis is a weapon of immense power. This greatsword was once held by King Fahn of Valis, and is heavily enchanted. The sword is said to have been "touched by the breath of Falis", though when this occurred is not known. What is known is that this sword is the opposing sword of the Demon Sword Soul Crusher. When the two weapons get within 3D6 kilometers of each other (rolled random for each encounter), both swords glow

and shimmer brightly (the Sword of Falis glowing brilliant white).

King Fahn was the wielder of the Sword of Falis for over thirty years. When Beld killed him, the sword was given to Princess Fianna, heiress to the Kingdom of Valis. Fianna later gave the weapon to Parn to help him in his quest to rescue Deedlit and save Lodoss. After the battle against Ashram and Wagnard, Parn returned with the Sword of Falis. The weapon is now under heavy guard in the Castle Roid, by an elite group of knights called the Knights of the Holy Sword.

It is not known how much damage the Holy Sword of Valis can inflict, as it was never actually seen killing anyone. Likely, it can do upwards of 8 to 10DC damage. It may also have other properties such as Turn Undead, and may generate a protective field (Greater Spell Shield, Magic Force Field, etc.).

Dragonslayer Lances of Myrii

So goes the legend of the Dragonslayer: "Three lances were forged and blessed by Myrii, the God of War, to seal the evilness of the dragon." The Lances of Myrii are beautiful silver-steel pole arms enchanted with potent magic that can bring down the greatest of dragons, even an Ancient Dragon. The original Lance of Myrii was created by Myrii himself, and used to slay the terrible dragons of darkness during the War of the Gods. This Lance has been lost, but the Priests of Myrii have the skills and spells to forge a lance endowed with at least some of the original's powers. It takes three priests a day and a night to forge a Dragonslayer Lance. Such priests of Myrii must have the skill Weaponsmith and must give praise and make offerings to Myrii during the course of the weapon's creation.

When used against any dragon, a Lance of Myrii can have devastating effects. Against dragons, the Lance inflicts 4 Kills (or 17DC) of damage and is Armor Piercing. If the Lance should strike the dragon's weak spots (the eye or upper neck), the dragon will be killed instantly. Ancient dragons seem to take many hits from such a Lance, and Shooting Star was only annoyed by it, and only perished when his volcano clasped. Used against a normal target, the Lances of Myrii act as a normal Poleax.

Magic Items

These are more typical magic items. Though still exceedingly rare, these magic items can be created by sorcerers and wizards. Some can be purchased from a Mages' Guild, others require that you hire a wizard to create it for you.

Feel free to devise new magic items. If what you want is not listed below, the rules in **Atomik Magick** can be used to create practically any sort of magical items. All prices are in Raiden Pieces (rp) or Gold (gp).

Boots of Speed

Selling Price: 20 rp

Purchase Price: 40 rp

The Boots of Speed are sleek, form fitting, gold colored, fairly light, and very comfortable. Anyone who wears the boots can run at double his non-combat move. To activate the Boots, the wearer must speak an activation word (which should be given to you by whomever sells you the boots). They will run for thirty minutes of consecutive time, and cannot be used again the rest of the day. The Boots only work in daylight. They will not be able to use their power at night, or when the sky is dark gray. Lightly overcast, your speed is only increased by +50%.

Cloak of Invisibility

Selling Price: 30 rp

Purchase Price: 50 rp

This looks like an ordinary dull gray cloak. When worn, it acts as an ordinary dull gray cloak until the special word of invocation is spoken. At that instant, the Cloak, the wearer, and anything he is carrying instantly turns invisible. The Cloak will remain invisible for 5 minutes. It can be sustained longer if the wearer can supply 1 MP of magical energy per Phase. After the cloak's power expires, it cannot be used again for 4 hours (while it recharges). While invisible, the subject simply cannot be seen. He may still be heard, or smelt, or detected by other senses (such as touch or infrared vision). Anyone in combat with him is at ½ (REF + Skill) in Hand-to-Hand, and 0 (REF + Skill) at ranged vs. the character. If the opponent can make a non-targeting PER test (with hearing or some other sense), he is at ½ (REF + Skill) in both Hand-to-Hand and ranged combat. If the invisible character is making a visible attack, the attacker only takes a -1 penalty, even at range.

Ring of Invisibility

Selling Price: 40 rp

Purchase Price: 60 rp

One of the more common types of relics are magic rings. Among them, the Ring of Invisibility is quite popular and common (relatively speaking, it is still very rare). While it is off, the Ring of Invisibility looks like any ordinary golden ring. When the activation word is spoken (it is usually inscribed on the inside of the ring), the ring will activate and the wearer and anything he is carrying, will instantly turn invisible (as per Invisibility spell). The small gems on the ring are actually manastones. These manastones supply enough MP energy to keep the wearer invisible for one minute. If the wearer wishes to sustain the invisibility beyond this time, however, he must supply MP energy from another source (himself, another manastone, etc), at rate of 1 MP per Phase of

invisibility. The Ring will be recharged and ready to use again after about an hour.

Ring of Protection

Selling Price: 18 rp

Purchase Price: 30 rp

Another common ring is the Ring of Protection. The Ring of Protection can, for a time, protect the wearer from harm. The user must wear the ring, and say the activation word to activate its power. When he does, he will be protected by an additional 5 KD of invisible armor. If the 5 KD is penetrated (by even 1 point), the Ring's power shuts off and cannot be activated again for one hour.

Ring of Quickness

Selling Price: 70 rp

Purchase Price: 100 rp

This ring, when worn, accelerates the wearer's reaction speed and ability to perform tasks. When the activation word is spoken, the ring will boost the wearer's Speed by +2. It will remain active for 1 minute (5 rounds, or 20 Phases). It cannot be used again for an hour.

Ring of Spell Casting

Selling Price: 45 rp

Purchase Price: 75 rp

The Ring of Spell is simple a ring with a manastone mounted on it. The manastone is a 8-miat manastone (8 extra MP energy). This extra magical energy is available to the wearer for spell casting, or powering other magic items. It can completely recharge in 6 hours (recharges at 1 MP every 44 minutes).

Amulet of Protection

Selling Price: 45 rp

Purchase Price: 60 rp

Similar to the Ring of Protection, but more powerful. The Amulet of Protection can protect the wearer from harm. When the user says the activation word to activate its power, he will be protected by an additional 10 KD of invisible armor. If the 10 KD is penetrated (by even 1 point), the Amulet's power shuts off and cannot be activated again for six hours.

Amulet of Spell Casting

Selling Price: 300 rp

Purchase Price: 400 rp

This is similar to the Ring of Spell, but more powerful. The Amulet has a 12-miat manastone (12 extra MP energy). This extra magical energy is available to the wearer for spell casting, or powering other magic items. It can completely recharge in 3 hours and thirty-six minutes (recharges at 1 MP every 18 minutes).

Mage's Staff

Selling Price: 6 rp

Purchase Price: 10 rp

What mage is complete without his staff? Mage's staffs are enchanted with a special form of Accuracy, which simply makes them enhance the spell casting capability of the holder. Holding a mage's staff gives you a +1 to casting any Sorcery spell that you know. You cannot use a staff to help you in casting from a book, it only enhances those Sorcery spells which you already have a skill in. Some mage staffs have manastones mounted in them. These are far more expensive, as manastones cost a small fortune.

Enchanted Sword

Selling Price: +18 rp

Purchase Price: +30 rp

There are many types of Enchanted Sword, but the most common has +1DC damage and +1 WA cast upon it. For instance, an Enchanted Broadsword would have a WA of +1 and a DC value of 4 (instead of +0 and 3DC). You may make any sword (or any weapon), Enchanted in this manner, for +30rp.

Enchanted Armor

Enchanted armor is a bit more complex than the other magic items listed above. Enchanted armor is both lighter weight (as per Lighten Spell) and has increased protection (as per Armor spell). This is because the armor system used in **Lodoss War** is more complex than in standard Fuzion. Armor is done in piecemeal form. See Weapons and Equipment for detailed information on piecemeal armor.

The chart below is the same as the one in Weapons and Equipment, used for building your armor pieces. Use the normal Cost/Weight multiplier table for computing the final cost, weight, and penalty for the armor pieces you choice to make Enchanted. For instance, if you want to have an Enchanted Breastplate made of heavy plate armor, it would cost 60 rp, but weighs only 10.5 kgs, and incurs a -1.5 Penalty.

Armor	KD	Pen.	Sell Price	Purch. Price	Weight (kg)
Cloth	3	0	20gp	30gp	½ kg
Hvy. Cloth	4	0	40gp	60gp	0.6 kg
Leather	5	-1/5	70gp	100gp	0.8 kg
Hvy. Leather	6	-1/5	100gp	140gp	1.2 kg
Stud. Leather	7	-1/4	180gp	3 rp	1.5kgs
Ringmail	9	-1/3	3 rp	5 rp	2 kgs
Scalemail	10	-1/3	5 rp	8 rp	3 kgs
Chainmail	11	-1/2	7 rp	10 rp	4 kgs
Elven Chain	12	-1/3	15 rp	20 rp	3 kgs
Plate Armor	14	-2/3	14 rp	20 rp	5 kgs
Elven Plate	15	-1/2	25 rp	35 rp	4 kgs
Hvy. Plate	16	-1	18 rp	25 rp	7 kgs
Dwarven Plate	16	-1/2	22 rp	35 rp	5 kgs

Tomes and Books of Magic

Magical tomes contain spells and rituals to invoke magical powers. Ages ago, in the Kingdom of Sorcery, there were vast libraries of thousands of tomes -- the extent of magical knowledge was practically unlimited. But in the wars that followed, these libraries were destroyed, and the knowledge they contained, all but lost.

A few books survived, and from them, the techniques of modern sorcery have been devised. Original Kastuulian tomes are the prized possessions of mages. The Mages' Guild tries to maintain strict control over these books, and the Guilds' library in Alan has the largest collection in Lodoss.

All magic tomes listed below are for Common, Sorcery, Demonic, or Priest spells. There are no tomes for Shamanic magic.

Randal's Book of Natural Magic

Guild's Price: 50 gp per copy

This is the basic book of magic. It is quite common and can even be found in non-Guild libraries. The Book of Natural Magic was written by the great mage Randal, and covers the foundations of thaumaturgy, a beginner's intro to the workings of magic, and all the Common magic spells. All beginning mages are advised to start with this book and work their way up to more advanced tomes and grimoires.

Principles of Magic

Guild's Price: 5 rp per copy

An intermediate level book of magic, the Principles of Magic can further any sorcerer's skill in Thaumaturgy. This book, also authored by Randal, contains most 1st and 2nd Level Sorcery Spells, with a few of the more common 3rd Level spells (the GM should select those he feels are appropriate). It does not contain any Enchantment or Wizardry spells. These are discussed in his third book, the Principles of Enchantment.

Principles of Enchantment

Guild's Price: 15 rp per copy

The last book in Randal's canonical set of basic magic, the Principles of Enchantment outline many methods and procedures for magical enchantments. Contained within are advanced thaumaturgical theory and most Enchantment and Wizardry spells. Randal does not discuss Curse spells and the rituals for creating Pentagrams is certainly not to be found within this text!

Tome of Forgotten Knowledge

Guild's Price: 30 rp per copy

This is popular Guild book is a compendium of the few scattered spells recovered from the burned and decaying books of the kingdom of Kastuul. The

pages are direct copies from the recovered books. The book is about a hundred pages long, hand copied from the remains of twenty to thirty Kastuulian tomes. Some of the spells are incomplete, and therefore useless, but were including to preserve the knowledge in the hopes of future recovery. Contained within are ten to fifteen complete spells, a few from each Sorcery category. The GM should decide which can be found in the text.

Slayn's Pocket Grimoire

Guild's Price: 10 rp per copy

The famous sorcerer Slayn has compiled his own little book of useful spells and incantations. The original was written by Slayn's own hand (and was somewhat hard to read), and is still in Slayn's possession. However, he has allowed the Guild to sell and distribute copies to Guild members. The Pocket Grimoire contains about twelve Sorcery spells, all under 4th Level. The GM should decide which can be found in the text.

Grand Tome of Wort

Guild's Price: 20 rp per copy

Wort, like Slayn, has now made his personal grimoire available for sale through the Guild. Wort's Grand Tome contains a great deal of thaumaturgical theory, and he rambles on at times and the text can be difficult (even painful) to read. The Grand Tome has about fifteen sample spells, few greater than 5th Level. The GM should decide which can be found in the text.

Bound Scrolls of Arthyn

Guild's Price: 30 rp per copy

The sorcerer Arthyn has compiled his own grimoire of spells. Unlike others, however, Arthyn put his book together from lost Kastuulian scrolls and parchments he found on his many quests in search of forgotten knowledge. The Guild has made copies of Arthyn's loosely bound tome of scrolls. Copies of the Bound Scrolls are sold in book form (and only to Guild members), and contain about ten to fifteen spells of varying level and power. The GM should decide which can be found in the text.

Lost Book of Kastuul

Guild's Price: 80 rp per copy

The Lost Book of Kastuul is one of the few complete Kastuulian magic texts ever found. It seems to be a casual magical reference book, yet the spells it contains are quite powerful by modern standards. The Lost Book of Kastuulian has over twenty spells, a mix from Creation and Destruction, Knowledge, and Movement. Most of the spells are between 3rd and 7th Level, but a few are even more powerful. The GM should decide what spells are in this book.

Ten Cantos of Daylin

Guild's Price: 50 rp per copy

The Ten Cantos of Daylin is a tome of ten powerful magical spells (all over Level 7). Most of the book is dedicated to advanced theories thaumaturgy, and interesting ways to use the spells contained within. The Ten spells should be selected by the GM to suit his campaign.

Holy Book of Falis

This is the holy book of holy books for all priest and followers of Falis and the ways of Light and Truth (this book is even used by priests of other gods of light). The book was dictated by the Great Holy Prophet Mazlis who was filled by the Spirit of Falis four hundred years ago. The book contains all the teachings of Mazlis and many holy spells that invoke and call upon the enlightened hand of Falis. The Holy Book of Falis is also an unprecedented medical reference with an entire chapter dedicated to healing and herbology. Most of the clerical spells are Physiology or Light Spells, but there are many spells from other categories available to Priests of Falis.

Holy Book of Marfa

The Holy Book of Marfa is very similar in respect to the Holy Book of Falis. However, the Book of Marfa was written over the course of several hundred years by many Priests and Prophets of Marfa. It contains great wisdom and parables, and lays down in explicit detail how to best avoid the Seven Sins of Darkness and follow the Seven Virtues of Light. Most of the clerical spells are Physiology and Creation spells, but there are spells from other categories available to Priests of Marfa.

Holy Book of Rada

This has been called the ultimate book of holy wisdom. The Holy Book of Rada is a religious text of philosophy, poetry, and natural science. It contains the teachings of the great thinkers and philosophers of the ages, as well as those of the greater priests and prophets of Rada. Most of the clerical spells are Knowledge and Mental spells, but there are spells from the other categories available to Priests of Rada.

Book of Damnations

The Book of Damnations is renowned to be the chief text of demonic magic. The book is outlawed in Lodoss, but most dark cults have at least one copy. The book discusses ways to summon demons, how to deal with them, and especially how to banish them if things turn ugly. The Book of Damnations also has an in-depth chapter of Curses

and how to use them, and many powerful spells of the Black Arts.

Tome of Unholy Works

The Tome of Unholy Works is another book of demonic magic. However, unlike other such books, this was written by demons and given to dark mages. Only a few original copies are thought to be left, and all are immensely powerful. The tomes are large, and bound in human skin. Contained within are spells for summoning demons (but there is *no* information on how to banish them), in-depth necromancy, darkness, and destruction spells.

Grand Grimoire of Falaris

This is a large black book used by priests of Falaris in their rituals and worship of this darkest of the gods. It is unknown precisely what is contained within these books, but no doubt there are the rituals and rites used to praise Falaris and invoke his evil power. Many of the spells used by priests of Falaris may also be found within this grimoire of darkness.

Ten Forbidden Book of Kardis

Over the centuries, the devoted priests of Kardis have compiled a great collection of magical knowledge for invoking the powers of Kardis. The Ten Books of Kardis contain all the spells used by priest of Kardis, as well as the rites and rituals used to praise her. All ten books are required to formulate the ultimate incantation of magical, the mighty spells which are so powerful they can resurrect a god...

Spell Scrolls

Members of the Mages' Guild can buy individual spells from the Guild. Nearly any Sorcery spell can be put to parchment and sold to a sorcerer who needs to learn or use a new spell. This is an excellent way for Guild members to obtain new spells. However, they can be expensive.

The cost of a spell scroll is equal to the spell's Difficulty Value x its MAGE level, in gold pieces. That is, if the spell had a DV of 20 and a MAGE level of 5, it would cost 100 gold pieces. Some spells do not have a listed DV, and in these cases, simple square the MAGE level and multiple by four (so a MAGE 5 spell would cost 100 gold).

The Guild will also sell spell scrolls to non-Guild members, unless they have a reason not to (that is, if the mage has a bad rep, or is a known demonalator, and so forth). The price for all non-Guild members, is doubled.

Gods and Goddesses

The Age of Gods...

From the Primal Void Atsuki arose and created the world of Forceria. By the force of creation, Atsuki annihilated and from his death arose a pantheon of mighty gods and goddesses. Chief among these was Falis, Supreme God of Light, and Falaris, Supreme God of Darkness.

The Light and the Dark were equal. To all things there was an opposite. Light and Dark. Creation and Destruction. Life and Death. Order and Chaos.

As the ages passed, the gods took to warring amongst themselves -- great and terrible wars which spanned a thousand years and shook all of Forceria to its core. Countless deities were utterly destroyed, lost forever to oblivion. Many others were shattered and broken, left to die on the charred and ruinous battlefields of Lodoss, Alecrast, and Crystania.

The Age of Gods was over, and Eternity had come to an end. After the last of the mighty gods perished, the world began anew. Life returned to Forceria under the watchful guidance of the restful spirits of the fallen gods.

Indeed, the gods no longer live as great and mighty beings of cosmic forces. No longer do they walk upon the earth, command the legions and armies, and rule the world from great palace-temples. But their essence and spirits remain. Though broken and diminished, the power and the words of gods lives on. Their will is strong, their love and fury still burn within the earth, and their might and magic can be felt across the lands of Lodoss and beyond.

Falis, Supreme God of Light

Falis was once chief among the Gods of Light. He led his pantheon in the war against the pantheon of darkness. Falis was known for his goodness, righteousness, and virtue. He was one of the most ancient of the gods, formed from the Chaos Sea of Atsuki. In the War of the Gods, Falis and Falaris destroyed one another in mutual annihilation. In the wake of his destruction, Falis's spirit was scattered across Lodoss like ash. Falis's spirit still enchants the land, and his will can be felt, still pitted in the constant struggle against the will of Falaris. Priests of Falis enjoy a popular reputation for being the most noble and honorable priests of any religion in Lodoss.

Falaris, Supreme God of Darkness

Opposing Falis was Falaris, the God of Darkness. Falaris was created from Chaos as both Falis's brother and his diametric opposite. Where Falis was the ultimate purity and good, Falaris was the pinnacle of corruption and evil. Falaris was the head of the Pantheon of Darkness, and lead the forces of Darkness against the Forces of Light. During the most destructive of the great battles, Falaris and Falis clashed against one another. As they each unleashed the full force of their power, both great gods were annihilated in mutual destruction. Falaris's spirit was mortally wounded, and perished in the boiling sea. He suffers in eternal death, though his will is still strong through Lodoss. His will is in constant conflict with that of Falis, and these two gods still greatly effect the movements of history. His priests reside primarily in the Temple of Falaris on Marmo, but there are many dark cults dedicated to Falaris scattered throughout Lodoss. These cults are some of the bloodiest and abominable, second only to the cults of Kardis.

Marfa, Mother-Goddess of Creation

Marfa, Goddess of Creation. Marfa was the last of the Gods of Light, and in the final battle fought against Kardis, the last of the Pantheon of Darkness. Marfa was responsible for the actual creation of Lodoss itself. To protect the continent of Alecrast, she separated a large island from the mainland, and there the two goddesses pitted themselves in relentless combat. Just as in all battles before, both combatants destroyed one another. Marfa perished on Lodoss, and with her last breath, created a great enchantment to protect it from the curse of Kardis. Her spirit is still quite strong on Lodoss, and her priests are among the most powerful and well respected.

Kardis, Dark Goddess of Destruction

Kardis, Goddess of Destruction and Madness. Kardis was the last God of Darkness, and fought Marfa on the island of Lodoss in the final battle of the gods. There, both goddesses destroyed one another, bringing a final end to the War of the Gods. Kardis's burning body crashed on the island of Marmo, just to the south of Lodoss, and there she died, screaming great and terrible curses upon the land. Only Marfa's blessing was able to protect Lodoss from her curse (though Lodoss is still called the Accursed Island). Kardis's spirit is still extremely powerful. Her influence on Marmo is so strong in fact, sensitive wizards and other magic users can

often feel her presence. The Ancient Dragon Narse, who fought at Kardis's side, made his home in the caves near where she perished. Two temples were built on her resting place. First, the Temple of Falaris was built by the priests of Falaris many hundred years ago. The actual Temple of Kardis is beneath the Temple of Falaris, and acts as a sarcophagus to the goddess who lies between death and sleep. Kardis was nearly resurrected by Wagnard, but the resurrection ceremony was not completed, and she still resides in her eternal slumber. The priests of Kardis are the most abhorrent of all the priest of Darkness.

Baylos, God of Fire and Fury

Baylos is the God of Fire and Fury. He is a God of Darkness who died fighting Myrii, the God of War. Originally, Baylos was a God of Light (as God of Fire and Justice), and was a good friend of Rada (God of Wisdom and Knowledge), but in the course of the War of the Gods, he was corrupted into Darkness, and became a terrible and furious god, insane with his own twisted ideas of justice. Baylos killed Rada when the God of Wisdom tried to convince him of the error of his ways, and Myrii, God of War, had no choice but to slay Baylos. When Baylos died, Justice died with him, and in the fury of his death crime and disorder were forever cursed upon the world. There are cults dedicated to Baylos, though his worship is outlawed on Lodoss. Followers of Baylos share his twisted sense of justice. They hunt down and destroy those they believe are guilty, and sacrifice them to Baylos as an offering for power. Such human sacrifices are terribly bloody.

Myrii, God of War and Virtue

Powerful Myrii is the God of War and Virtue. He is the patron god of all soldiers and warriors, thought he only protects those of true virtue and honor (and perhaps this is why heroes are so "lucky"). Myrii was the general and commander of the armies of the Forces of Light in the War of the Gods. He was one of the last gods to fall, killed by Kardis as the last of his soldiers fell. Myrii's spirit is still strong, though priests of Myrii are very few in number. The Temple of Myrii is in Roid, and there are shrines to Myrii in Alan, Blade, and Dragon Breath.

Barbas, God of Death

Barbas was an evil and sadistic god, Lord of the Underworld and general of the Armies of the Undead. He was defeated in the War of the Gods, but not destroyed. Barbas was among the gods who fled to Crystania and discarded their physical forms, taking refuge in the form of animals. Barbas took the form of a great tiger, but later captured and

possessed the body of Ashram, whereby he became the most powerful god in Crystania. Barbas is still worshiped by dark death-cults in Lodoss and Marmo, though these cults are very few in number and work in dire secrecy. The worship of Barbas (called Barbarism?) is illegal in most parts of Lodoss. The spirit of Barbas rewards those who worship him with great powers of necromancy and black magic.

Rada, God of Wisdom and Knowledge

Rada is the God of Wisdom and Knowledge. He was the strongest advocated against the War of the Gods, proclaiming that the War would tear the heavens and the earth apart. Rada attempted to mediate a peace settlement with the Gods of Darkness, but was soon slain in battle by a Baylos, the God of Fire. Baylos had once been a God of Light and a good friend of Rada, but had been turned to Darkness. Baylos killed Rada when he tried to convince his old friend to return to the Light and help him end the war before all was lost. When Rada died, all hope of ending the Wars end died with him.

Rada is considered the patron god of the arts and sciences. He presides over inventions and truth, and teaches people to live more rationally. His priests are well-learned men, and respected for their keen intellects. Rada's priests and followers are even more pacifistic than those of Falis. Where Priest of Falis believe it is acceptable to attack and destroy evildoers, followers of Rada believe only in total non-violence. Priests of Rada do know defensive spells, but only those spells that incapacitate or otherwise dissuade attackers (Sleep, Daze, and other such spell are quite common). Rada is primarily worshipped on Crystania, though there are several shrines to him in Roid and Alan.

Cha Za, God of Trade

Cha Za is the God of Trade and Commerce. He is a God of Light, and is the patron god of merchants, craftsmen, and travelers. Like the other gods, Cha Za fell during the course of the great War of the Gods. Cha Za believed that peace could only be made through cultural interaction, facilitated by fair and prosperous trade between the countries of Lodoss. The priests of Cha Za teach others the virtues of Honesty, Charity, and Prudence.

Atsuki, Primal God of Chaos

Atsuki was the primal God of Chaos. From him came all other gods. Atsuki's spirit no longer exists, as he was totally consumed by the powers of Creation. There are several cults who claim to be Priests of Atsuki, but these are nothing more than mad men.

Cities and Places

A Fantastical World

The Record of Lodoss War saga takes place on the mythical world of Forceria. Forceria has three known landmass -- Alecrast, Crystania, and Lodoss. The large, unexplored continent of Alecrast takes up much of in the northern subtopic to arctic zone. The mythical land Crystania (also called Danarn) lies in the southern hemisphere. Lodoss is a large island situated between the two, about two thousand miles southeast of the Alecrast and twenty-four hundred miles north west of Danarn. There is also a small collection of islands east of Alecrast, which are largely unexplored.

Lodoss, it's cities, nations, and special geographical regions will be covered in great detail shortly. The three other major regions (Alecrast, Crystania, and the Forgotten Isles) will be covered first, along with an overview of Forceria itself.

Prologue Edition Notice

As the **Prologue Edition** is being written, the original Lodoss War RPG is still undergoing translation (which will take quite some time). It should therefore be understood that much of the information presented here is unofficial and synthesized to fill in the gaps. When the original RPG has been translated, the **Epic Edition** will be released. The **Epic Edition** will contain all information on cities and places presented in Lodoss War Companion III. As of this edition, only limited information from Companion III was available (primarily, just on Alania and Raiden).

Maps and Images

You may be wondering why are there no maps or images here. The answer is simple. This is a .PDF document for printing out to use in your game session. All maps, images, and other pictures have been excluded to reduce the size of this document, to facilitate faster downloading, and to reduce the impact such a massive printing job might have on your printer. Maps and images can be found on the main **Lodoss War RPG** web site where you probably got this document. If you need this web address for reference, it is:

<http://www.meta-earth.com/lodoss>

There you will find all the maps you could possibly desire (many are scanned from the original RPG).

Distance and Travel

Distances in Lodoss are fairly confined. There are only four or five major regions, and all are accessible to each other by a series of roads and travel paths. The major roads can be seen on the maps, however, it should not be forgotten that there are countless other paths criss-crossing the countryside. The maps are relatively accurate, but with a keen eye you should be able to notice some discrepancies. This is to be expected, as map-making is not yet an exact science. Where there were once roads when the map was made, there may no longer be a road; and newer, better roads may have been built in their place. Never be afraid to ask a kind-looking villager for directions.

Many of the major roads in Lodoss seem to zigzag and take roundabout routes. Usually, this is to avoid mountains, deserts, large bodies of water, or such dangerous places as the Forest of No Return. There may be other routes over or through these dangerous zones (and ships can always be taken over water), but you should be forewarned about making such daring ventures. Mountains pose a terrible obstacle in central Lodoss, and there is just one good route through the Central Mountains.

Travel time is highly dependent upon weather conditions and road conditions. On horseback, at a steady pace, a rider or group of riders can make about 30 to 40 kilometers on a good day. Walking you can make about 30 kilometers (assuming you are in excellent shape), but an army would do well to move 15 kilometers in a day. Under bad conditions (rain, snow, or a really hot day), the distance per day may be halved, or worse. Bad road conditions, such as rocky, swampy, or forest terrain can also slow your progress. Climbing over mountains with a poor pass, or no pass at all, can cut travel time to just 5 kilometers a day.

Forceria

The world of Forceria is a magical and enchanting world. The people believe (that is, all but the wisest of sages) that their sun orbits their world, and all the heavens move in celestial spheres about the world. In truth, like all worlds, Forceria orbits its sun, and its single moon orbits around it. Forceria's moon is quite large, and holds bright, bluish-gray tent. Other celestial objects of significance are the planets Raylo, Arcryth, Tarsen, and Lyro.

Forceria is a large world, with an equatorial diameter of 12,200 kilometers. The surface is

covered by 80% water. Climate is temperate throughout much of the world, giving little variation except at the poles. Climactic variation tends to be localized to regions scattered through different lands. For instance, on Lodoss, which lies just a thousand miles south of the equator, there can be found vast dry deserts, high frozen mountains, and warm green forests, all confined to this single landmass.

There are three major landmasses on Forceria. Alecrast, Crystania (Danarn), and Lodoss (which was broken off from Alecrast and drifted south by massive shifting in plate tectonics). There is also a cluster of islands in the northern tropics that may once have been a continent...

Alecrast

Alecrast is the largest continent on Forceria, about seven to eight thousand kilometers from coast to coast (east-west). The people of Lodoss know little about Alecrast, but merchants and traders from Raiden often do business with the sea ports long the southern island chain, and a few even with the mainland itself.

As legend goes, at the end of the War of the Gods the final epic battle between Marfa and Kardis were fought on a southern peninsula of Alecrast. To protect Alecrast from destruction, Marfa separated the lands and move it southward as their battle raged on, causing cataclysmic earthquakes and volcanic eruptions on both lands. Even today, Fire Dragon Mountain stands as a reminder of this earth shattering event, and the Great Straight Cliff on the western side of Lodoss is clear proof that Lodoss was once attached to that now far away country. The island chain south of Alecrast also stand as testament to these climactic events of long ago.

The closest Alecrastian island to Lodoss is just six hundred kilometers northwest. The Alecrastian mainland, however, is nearly twenty four hundred kilometers north, and few make this incredible journey. Trade with Alecrast takes place along the south island chain. Travelers wishing to visit Alecrast can find their way to the mainland by island hopping across the southern strip of islands until they reach the thin southwestern peninsula of Alecrast. Aside from limited merchant trade, Lodoss has very little contact with Alecrast.

By far, the most well known and common Alecrastian creature are halflings. Halflings constitute the bulk of civilization on Alecrast, and many Alecrastian merchants are in fact halflings. The halflings who populate Lodoss are from Alecrast. It is also believe Alecrast has a great population of humans, elves, dwarves, goblins, and other such races. It is unknown if any Ancient Dragons remain on this continent.

Crystania and Danarn

Danarn is a large continent far to the south of Lodoss. Like Alecrast, all that is known about Danarn comes from rumors and lore. However, there have been transoceanic voyages between Lodoss and Danarn, at least in the time of Kastuul. All information regarding Danarn comes from the few remaining Kastuulian books. There has been no successful voyages from Lodoss to Danarn in recent times. It is believed, however, that after their resurrection by Karla, Ashram and Pirotesse may have taken a small Marmo fleet south, in the hopes of finding Crystania and Danarn to seek refuge. It is unknown if they were successful.

According to legend, near the end of the War of the Gods several of the gods, including Barbas, fled to the southern continent and took form in beasts. Barbas became a great saber-tooth tiger, while others became lions, bears, eagles, and other beasts. Some of the gods were good, others were evil. And so they continued the fight for the lands of Crystania, long after the War of the Gods ended. In the end, a great barrier, known as the Rampart of the Gods was created across the center of the continent. The northern half became known as Crystania. The people who live on the southern half of Danarn still worshipped these gods of Crystania. Whatever god these priests worship, they have the added ability to shapeshift into the form of that god's beast.

Crystania is an enchanted and magical land, full of wonder and danger. It may even be more magical than Lodoss.

Forgotten Isles

Known only from a burned fragment of Kastuulian maps are the Forgotten Isles. Located far northeast of Lodoss is a cluster of hundreds, perhaps thousands, of tropical islands, probably formed by volcanism or the remains of a continent destroyed in the War of the Gods. The ruined maps had no label for these islands, so they were simply called the Forgotten Isles by the sages and wisemen who studied the maps. Nothing else is known about the Forgotten Isles. If indeed people live there, or if there are great kingdoms, empires, dragons, and monsters, the people of Lodoss have yet to learn about it.

Lodoss

The Curse Island of Lodoss is a land of enchantment and war. Its history dates back five hundred years, but empires have reigned and fallen many hundred years before. Only in recent decades have the warring states of Lodoss become united, at least by treaty. Yet, Lodoss is still plagued by monsters and wizards of darkness, and the terrible armies and dark priests of Marmo. The lands and

towns of Lodoss are as different and diverse as the colors of the rainbow.

Lodoss is about six hundred kilometers east to west, and four hundred north to south. It is a good three week journey (under the very best conditions) from the eastern side of Alania to the western coast of Moss. Travel through northern Lodoss is more difficult, due to the Storm and Fire Desert.

Lodoss has nearly every type of climatic region imaginable. In the low lands are beautiful lush forests and valleys of gold and green. In central Lodoss is the Central Mountain range, which does pose a barrier to would be travelers between Alan and Valis. The mountain pass between Alan and Valis is long and hard, and though the shorter southern route is through the Forest of No Return, few dare to venture through this dangerously enchanted realm of the elves and fairies. Mountains can also be found in Moss, Kannon and near Raiden. The tallest mountains are in northern Alan, where the land reaches an altitude of nearly ten thousand meters, and the climate turns bitter cold. Here, amidst the frozen caverns and mountaintops is the icy domain the good dragon Bramd. In the central northern region of Lodoss, in the country of Flaim, is the great Storm and Fire Desert, once an impossible land to navigate, now the Desert is blessed with many frontier towns, forts, and oasis -- a welcome relief for those wishing to travel from Alan or Valis to distant Raiden.

For extensive maps, please visit the **Lodoss War RPG** website, addressed on the first page.

Valis

The Holy Kingdom of Valis is the most powerful country in Lodoss. It was founded approximately thirty years ago by King Fahn, one of the heroes who vanquished the Demon King of Marmo. Fahn attempted to unify all of Lodoss under his kingdom, but by treaty and alliances rather than by war and conquest. His strategy, though noble and bloodless, met with only modest success. In its early years, Valis was a young and unstable nation. The fledgling army of Valis was forced to defend foreign borders and fight distant wars to keep in line with the many defensive treaties formed by Fahn. When the ancient dragon Shooting Star threatened the northern territories of Valis (what is now Flaim), the inhabitance demanded the King's daughter, the baby Princess Fianna, be sacrificed to appease the monster. When King Fahn refused, they took Fianna by force. The Holy Knight Tessius (Parn's father) rescued Fianna, but by so doing Valis and the northern territories were thrown into a bitter war.

After many years of struggle and pain, of treaties forged and broken, Valis finally stabilized. The borders of Valis take up the central region of Lodoss. To the south is the Southern Sea, where the

capital Roid sits at the mouth of the Holy River. To the north are the Central Mountain, beyond which is the Kingdom of Flaim. To the East is Alan, and to the west are the Wildlands and the Kingdom of Moss.

Roid

Roid is the capital city of Valis. There are no walls around the city itself, but the Castle of Valis is heavily fortified, with walls towering nearly thirty meters, and battlement towers even higher. Beyond the Castle walls are the royal courts, royal stables, shrines to each of the Gods of Light, servant houses, guest and dignitary houses, and the castle itself, where lives the Princess Fianna, her advisors, and royal court officials.

The city outside the walls has the highest density around the castle, but spreads out for six kilometers, ending in rich farmlands. In the central city, the population is about four thousand; but the official population of Roid and the surrounding area totals nearly ten thousand. There are two large forts to the north and to the east of Roid, each with a thousand troops.

Roid is kept clean by its citizens, and by special work groups who are assigned the job of cleaning the city. The city is well policed, and the crime rate is surprisingly low of a city of its size. Thieves have attempted to form a Thieves' Guild several times, but all have fallen to the city guard or local militia. Crimes are judged in the city court, and punishments are typical harsh, though few crimes actually warrant execution. Murder and treason are the only capital crimes, most others are punished by several months in prison or public humiliation.

Port: The port of Roid is located on the Holy River, which leads directly into the Southern Sea. The Holy River Port has docks for six large ships and ten medium or small ships, and the river is large enough for vessels to journey upstream to the northern fort.

Commerce: There are three major markets in Roid. The first is the Port Market, near where the goods are unloaded from merchant vessels. The Port Market is an excellent place to find foreign or exotic goods, but the merchants tend to mark up the price quite a bit here. The Town Market is located on side streets just north of the main street, close to the Temple of Falis. At times, this market spills over into the main street, but the town guards do not take well to this. The last major market is the Farmers' Market, located near the Workers' Guild. Here, farmers sell their fresh produce and meat from the surrounding farms. Often, there are good bargains on excellent food items here.

Religion: All the major Gods of Light are represented in Valis. The most majestic is the great Temple of Falis, built as large as the Castle of Valis itself. This cathedral like temple houses dozens of sanctuaries, shrines, and alters to Falis, and is the

chief library and training center for all priests of Falis. A grand temple of Marfa is also in Roid, though not as large as the Great Temple in Tarba. The Temple of Light is a temple dedicated to all the gods of light, and here all are free to worship. Smaller shrines to Rada, Cha Za, and Myrii are also nearby.

Services: There are countless numbers of inns and pubs in Roid. Most inns are small bed and breakfast, but there are inns available of all levels of quality and luxury. Pubs are quite popular in Roid, but travelers should be warned that many are semi-privet, where strangers are suspect or unwelcome. There are traveler taverns where everyone is welcome, most around the periphery of the city, though these palaces can get quite rowdy. Some of the more popular (even infamous) pubs are the Boar's Head, the Lacy Wench, the Wooden Stool, the Sword and Shield, and the Warrior's Ale. If you're a dwarf, don't pass up the Cave, where they serve the best Dwarven beer in Valis. Other services are also available in town, including places to hire private guards (some reputable, others just hire out thugs, which can be okay), barbers, bathhouses (public and private), banks, and numerous stores. Healers can be found everywhere in Roid, but the Temples of Falis and Marfa are the best place to go for critical injuries. You should give an offering to the temples for their service, but they do not turn down anyone in need.

Guilds: Most of the guilds exist in Roid (aside from the Thieves' Guild). A branch of the Mages' Guild is on Arrow's Way. The Workers' Guild is headquartered near the Temple of Light. The local Merchants' Guild, as one might expect, is located near the port. The Mercenaries' Guild has a local branch in the northern part of town.

Addan

Addan is a moderate sized city 80 kilometers east of Roid, just west of the Alanian boarder. Addan is a major junction between the three kingdoms of Valis, Alania, and Kannon. The mountain pass from Novice comes in to Addan from the north, brining travelers from northern Alania. The road from Shinning Hill brings travels from Kannon, and from southern Alania. Though the shortest route to Alania is due east through the Forest of No Return, few dare to challenge the enchanted forest.

As important as it is, Addan is guarded by three major fortresses, acting as a buffer zone between Valis and Marmo occupied Kannon. Marmo forces besieged several of the towns and villages surrounding Addan, but the fortresses of Addan were able to slow the Marmo advance. The final battle between King Fahn and Beld took place in the mountain passes between Addan and Shinning Hill.

Commerce: Addan is strategically located between Valis, Kannon, and Alania. Anyone wished to travel

between these three lands usually stops off in Addan. Addan sits in a valley, surrounded on three sides by the mountains of central Lodoss, with two well traveled passes leading northward and southward. Along these roads are many smaller villages, the southern ones still recovering from the war against Marmo. Trade has finally picked up again, and the markets of Addan and the surrounding villages are bustling with activity. Merchants from all around set up shop, temporarily or permanently, and several caravans pass through every week. It should be noted that the merchants of Addan are not terribly keen on barter, and prefer to deal only in Raidens, gold, and jewels (what they call "hard-coins"). Some says its just post-war economics, others say it's a sign of the times...

Religion: The main deity worshipped in Addan is Cha Za. Most people living in Addan are simply on the move, and seem to have little time for worship, so religion is does not play a large role on day-to-day life. The Temple of Cha Za is located near the center of town, and is often visited by passing merchants and traders who wish to worship to their patron god. There are smaller shrines dedicated to the other gods, though the Shrine of Rada is somewhat rundown. With the large number of war veterans now living in Addan (most having retired here due to war injuries) a spectacular new Shine of Myrii is being constructed near Addan's southern entrance.

Services: As can be expected, there are many inns to be found for the weary traveler entering Addan. Though most of the inns are small ten to twenty bed houses, others seem nothing less than castles in size, and were in fact used by the armies of Valis and Flaim to board their troops before marching onward into Kannon. Such castle inns have been renamed in honor of the war -- King's Inn, Hero's Rest, and the Citadel (which is quite deserving of its name). Pubs are built for the traveler, and many are disreputable brothels as well -- The Ranger's Place, the Copper Mug, and the Traveler's Tavern. There are many other services to be found in Addan as well. Healers are easy to find, and as always, the temples of Marfa and Valis do provide their services (but please, always give an offering or donation).

Guilds: By far, the Merchants' Guild has the greatest obviously influence in Addan. Some say the Merchants' Guild (and its rivals, the Workers' Guild, Traders' Guild, and Farmers' Guild) call the shots around town. These guilds do openly compete with each other for power, real estate, and market share, and it can turn ugly. The Mages' Guild and Mercenaries' Guild also have branches in Addan. The Thieves' Guild controls Addan's thriving underworld, and can be located on a successful PRE + Streetwise vs. 20 roll.

Lesmoa

Lesmoa is the greatest city in southern Valis. It sits close to the northwestern board of Kannon, but does not see as much incoming trade from Kannon as Addan does. Traders and travelers from western Kannon take the route through Lesmoa on their way to Valis, but ruthless bandits and robbers plague the road leading into Lesmoa. Travels should be wary of these, and prepared in case of an attack. Lesmoa is 60 kilometers south of Roid, and just 40 kilometers from Valis's southern boarder (and there are several smaller towns between Lesmoa and the border).

Four fortresses guard the southern boarder of Valis (marked by a small river that flows off the nearby mountains), 30 kilometers south of Lesmoa. Two of these forts were destroyed by Marmo attacks, but have since been rebuilt and are now fully armed and manned. These forts stand guard against the dark armies of Marmo occupied Kannon.

Commerce: Before the Marmo invasion, most of the commerce in Lesmoa came from merchants and caravans passing between Valis and western Kannon. After the invasion of Kannon, commerce between Valis and Kannon was completely halted. Lesmoa has one major market located in the Town Square. Nearly everything is for sale here, from weapons and armor, to fresh produce, to handcrafted goods. Barter is also more accepted in Lesmoa than in other major merchant towns like Addan

Religion: The shrine of Marfa is the largest religious center in Lesmoa, and there is a very good hospital run by the priests. The hospital was initially established to help the injured soldiers and citizens fleeing Kannon during the Marmo invasion, but the hospital is still servers the sick, injured, and dying.

Services: There are many bed and breakfast inn scattered about Lesmoa, and all offer a fair price and a wide range of services. Taverns in Lesmoa is about the only place where you find any action, but be careful as some taverns are less open to foreigners than others. For a good ale and wild night, adventurous travelers should drop by the Bloody Axe, the Broken Arm, or Eric's Ale 'n Inn.

Guilds: The Merchants' Guild and Traders' Guild both have a strong influence in Lesmoa, which causes problems at times. The Mages' Guild is practically non-existent, aside from a small house where a very old and weak "wizard" maintains a pitiful little library of insignificant books. The Mercenaries' Guild as a fine office in Lesmoa, but after the war ended, they lost most of their business. The Thieves' Guild is busy at work in Lesmoa as well, and can be located on a successful PRE + Streetwise vs. 22 roll.

Central Mountains

The Central Mountains of Lodoss begin 50 kilometers northeast of Roid, but spread out so as to cover much of central Lodoss. The mountains are difficult and nearly impassable in places, and travel time is restricted to just 5 kilometers a day when crossing these mountains.

Traveling between Valis and Flaim, it is often easier to just go around the mountains on the western side. However, traveling between Valis and Alania, one must cross through the mountains. The only other paths between Valis and Alania is through the Forest of No Return or far to the south through Marmo occupied Kannon. Fortunately, there is a good mountain pass leading northeast from the city of Addan into Alania. Though this pass is difficult and treacherous, it is far easier than other passes. On a good day, a traveler can make 15 kilometers a day.

There are many dangers in the Central Mountains. Griffins live on some of the mountain peaks, but are of no real threat. If you are lucky, you might spot one flying majestically through the sky above. Griffins will not attack unless provoked, or unless they think their nest is threatened.

Giants also roam the Central Mountains. Though rarely seen, these giants are strong and formidable. They seem to live in the inner most regions of the Central Mountains, and there are rumors of a great City of Giants high up on mountain plateaus.

Bandits and robbers are the biggest threat to travelers who make the journey through the main pass. The bandits who prowl the pass will rarely attack a large, well armed party, but small groups or poorly armed parties can fall pray to these bandits. Bandits have been known to attack caravans from time to time, and many merchants hire mercenaries to help protect their caravans traveling through the Central Mountains.

Holy River

The Holy River runs down from the Central Mountains, southwest toward Roid. As the river nears the sea, it quickly widens out and the water flows along slowly and gracefully. Roid was built on the western shore of the Holy River, just north of the Delta. The Port of Roid is actually on the Holy River, and not the Southern Sea. Ships going to Roid must travel past the Great Delta Island and several kilometers up the wide river to the port.

The Holy River is clean and clear, and many sailing vessels from all across Lodoss can be seen making their way to or from the Port of Roid. The Holy River is one of the busiest waterways in Lodoss.

Great Delta Island

The Delta of the Holy River is spotted with dozens of small islands. The largest of these islands is quite big, and has been named the Great Delta Island. Great Delta Island is ruled by Valis, and is primarily a military outpost. It does have a few small fishing villages, but the civilian population is less than three hundred.

From a military standpoint, the Great Delta Island provides the first line of defense against an invasion from sea. Any ships wanting to attack Valis must pass by the Great Delta Island. There are two forts on the Great Delta Island, along with a naval yard with docks for ten large warships (galleys or galleons) and numerous docks for smaller warships. The forts can launch long range ballistas, burning fireballs, or rain catapult rocks on any trespassing or threatening warships. With the forts fully manned, and a ship in every dock, the military population of Great Delta Island can reach in excess of ten thousand. With such a large number of personnel, the entire cost of the island has become little more than a sprawling military city.

Alania

Alania was founded in the time of chaos and disorder after the collapse of the Kingdom of Sorcery. Historically, the nation of Alania is the oldest of the modern kingdoms, having been founded nearly four hundred years ago by the powerful family of Kadomos.

The Alanian Royal Family keeps close relations to the royal families of neighboring nations, usually by ties of marriage. Technically, Parn of Zaxon is in a direct line of power to the royal family of Alan. His mother, Shoriki, was a powerful member of the Kadomos household who married Tessius, a Holy Knight of Valis.

A kingdom of dwarves also exists within the borders of Alania, known as the "Iron Kingdom". This is the only dwarf kingdom presently in Lodoss. Cogon silver and dwarven steel are two well known products made by the dwarves, and these are among the most profitable commodities produced by them.

Today, Alania stands as a great kingdom of enlightenment, where learning and wisdom are prized above all, ruled by the wisdom and guidance of King Kadomos VII.

The greatest libraries and centers of learning are located in Alania. Alan, the capital, is headquarters of the Mages' Guild, and the libraries there are said to contain copies of all the known books in Lodoss.

Marmo attacked Alania on several occasions during the last war, but Alania never officially entered the war. Instead, King Kadomos chose to keep out of the conflict and remain as neutral as possible.

Emperor Beld judged Alania to be an impotent force, and concentrated his efforts on Kannon and Valis. Marmo did invade southern Alania and made raids on numerous coastal fortresses in the north (including Fortress Myce). The southern portion of Alan is within Marmo occupied territory.

Nevertheless, Alania is still one of the more powerful nations, with a large standing army, though their army is not as well trained as that of Valis or Flaim. The standing Marmo army occupying Kannon and southern Alania is a substantial threat.

Alan

Alan is the capital city of Alania. Alan was built on the Crimson Wave Bay, a large bay on the eastern side of Lodoss. The Port of Alan is so great that it rivals the Port of Valis.

The inner city of Alan is completely walled in, and even has a ten meter wide moat encircling it. Though there are suburbs and farmlands sprawling out for kilometers around, the main city of Alan is nothing less than a fortress. In times of crisis, the main gates are shut to all outsiders, even if they claim to be citizens of Alania.

Alan is most famous for its great libraries centers of learning. The Library of Alania is located next to the Temple of Rada, and is operated by the priests and acolytes of Rada. This library is enormous -- a castle in itself each room and tower filled with shelves of books and scrolls both new and ancient. Thousands of books on history, art, literature, poetry, astronomy, natural science, and any other topic conceivable can be found here (however, most books on magic are at the Guild's pirate library). Books cannot be checked out of Library of Alania, but there are many comfortable reading rooms and studies available to schools and researchers. The priests of Rada keep the Library open to the public, but it is always a good idea to present an offering or donation before entering.

There are dozens of smaller libraries and bookstores throughout Alan as well. The Academy of Alania is a school of learning where many nobles from all across Lodoss send their children to be educated. Alan is also the headquarters for the Mages' Guild, the Guild's Library, and Guilds' School of Magic.

Port: The Port of Alan is located on the northern shore of the Crimson Wave Bay. The port can dock six large vessels and numerous smaller ones. The port also has a large shipworks facility with many competent workers and craftsmen busily constructing new vessels of both trade and war. The Port of Alan is bustling with activity, from trade and commerce to thievery and brawls.

Commerce: Most commerce in Alan comes by way of sea or from the long roads leading into Valis and Kannon. Besides the countless market places

outside the walls of Alan, there are three main markets. The largest is the Dock Market, located along the port's many docks and wharves. Here all manners of goods and products from across the lands of Lodoss can be purchased. The other major market is located along Alan's western wall, and is simply called the Market Place. In the Market Place farmers sell their fresh produce, craftsmen and armors sell their goods, armor, and weapons. The King's Castle Square is often the site of many fairs, festivals, and bazaars where merchants and craftsmen set up shop to sell their goods.

Religion: All the Gods of Light are represented in Alan. The main temple is the Temple of Rada, located next to the King's Castle. In the Temple of Rada, the priests maintain a vast public library, as mentioned earlier. Smaller shrines to Falis, Marfa, Cha Za are also placed throughout the city.

Services: Throughout Alan, and in the suburbs around the walled city, are many inns for the weary traveler. The Wayfarer's Inn is the largest full service Bed and Breakfast in Alan, but don't expect to pay less than 2 rp a night. On the opposite end of the spectrum is the Watchman's Grave, located just outside of town, and is a sleaziest, dirtiest, tavern/inn/brothel in all of Alania. As taverns go, Alan has its mix as well. Mercenaries, thugs, and ruffians tend to migrate toward the Muddy Water Hole or Ranger's Trench. For the less brawny customer, check out the Sliver Sword Pub or the Iron Mug.

Guilds: The Mages' Guild is, of course, the major guild in Alan. The Mages' Guild (or just the Guild) owns six city blocks just north of the port where stands the Guild headquarters, Guild Library, the School of Magic, and other such facilities. The Mercenaries' Guild is also officially headquartered in Alan, with a large building near the Mages' Guild. The Merchants' Guild, Traders' Guild, and Seamen's Guild all have branches located near the port. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 20 roll.

Novice

Novice is a small city located at the north western boarder Alan, at the edge of the Storm and Fire Desert. It's importance lies in the trade route between Alan, Valis, and Flaim. There is only one safe pass through the Central Mountains. Novice sits on the northern side of this and is the primary stopping point for travelers venturing between Alan and Valis (see map). Novice is 60 kilometers north of the mountains, and 130 kilometers north of Addan, but the journey between Novice and Addan can take upwards of a week, due to the difficulties of the mountain pass. Travelers coming from Flaim across the Storm and Fire Desert often enter Novice as well, but this is rare, as the journey across the Desert is quite difficult.

Commerce: As one might imagine, Novice is a city founded on commerce, like Adden. Novice does not enjoy as much commerce as Adden, for Adden serves as the gateway between Valis and Alan, as well as Kannon.

Religion: There are several shrines dedicated to Cha Za through Novice and the surrounding area. Marfa, heavily worshipped in northern Alania, also has a large shrine in Novice. Falis and Rada also have shrines in this city, but strangely there is no shrine to Myrii.

Services: Most caravans making their way through Novice set up camp outside town. Novice itself has only a few inns, most of them booked full. The two largest inns are Tobol's Inn (run by the wealthy halfling Tobol) and the Traveler's Rest. As for taverns, drop by the Happy Hammer or the Ogre's Nose.

Guilds: The Merchants' Guild has the strongest presence in Novice. Other guilds also have local branches. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 22 roll.

Zaxon

Zaxon is a small farming village in northern Alania, located in the beautiful green valley area just south of the White Dragon Mountains. Zaxon is the last waypoint for pilgrims traveling to Tarba and the Temple of Marfa. It has a small population, and is remarkable only because it was once the home to Parn, Slayn, and Etoh. Zaxon was once plagued by random attacks from goblins, but these attacks have all but stopped in recent years.

Commerce: Zaxon sees very little commerce, and is, for the most part, self-sufficient. There is commerce between Zaxon and Zelni, located thirty kilometers east on the coast, from which Zaxon gets most of its imports. The few merchants and caravans which do come through are often on their way to the Temple of Marfa.

Religion: There are a few shrines to Marfa and Falis, and many of the priest and priestess of Marfa come to Zaxon first on their missions to spread the word of Marfa's teachings.

Services: Very few. There is one major inn in Zaxon, called "the Inn". Several of the farmers and villagers do offer room and board services for travelers and pilgrims, so if all six rooms are filled in "the Inn" just ask around. Zact runs a warm tavern called the Hobbled Goblin where he has mounted on the wall the head of a goblin he killed.

Guilds: The Farmers' Guild is the only guild in Zaxon.

The Forest of No Return

The Forest of No Return is one of the most heavily enchanted regions of Lodoss. The forest lies just west of the official Alanian boarder, and thirty

kilometers west of Alan itself. This magical forest stretches over a hundred kilometers north-south and is about thirty kilometers wide. If the forest were not so treacherous, it would make the fastest route between Alania and Valis.

But, as the name implies, the Forest of No Return is treacherous indeed. The forest is inhabited by the high elves and faerie-folk who have discovered the secrets of the forest and use its magical powers help ward away unwelcome visitors. Only high elves and faeries know the secret ways through the Forest of No Return, and only such a guide can safely usher travelers through.

There is nothing hostile within the Forest of No Return. The forest is a haven of nature, home to all sorts of peaceful animals, nature spirits, elves, and faeries. But the forest itself, being empty of harsh emotions, reacts strongly to such emotions. Travelers who do dare to venture into the forest should empty themselves of strong emotions such as fear, grief, anger, and surprise. If one does allow his emotions to come forth, the trees will react by creating an illusion. Grief stricken with the lose of a loved one, they may generate an illusion of that person. Negative emotions, such as hatred or greed can cause the trees to react violently, attacking with tendril vines which can entrap a victim forever.

The forest also drains people of their strength, as it drains out their aggressive feelings and motivation to fight. This incurs a -2 STR to all races, other than high elves and faeries, who are unaffected by the Forest's power.

Time also travels at a different rate in the Forest of No Return. It is difficult to say how time flows in the forest, it seems to be completely independent. Entering the forest, travelers can make it through in a day and find that a week has past in the outside world. On the other hand, a person might stay trapped in the forest for weeks, only to discover that a mere day has pass outside. Therefore, the time it takes to pass through the forest (assuming the traveler is not trapped forever) can take hours to days, to even weeks, and time outside will pass at a seemingly random or arbitrary rate.

The elven and faerie villages in the forest are extremely well hidden and it is doubtful any non-elf could locate these villages. Should a traveler accidentally stumble across an elven village he will never been seen again...

White Dragon Mountains

The White Dragon Mountains are located in the northeastern corner of Lodoss. The spectacular Temple of Marfa sits in the foothills of these awesome snow-capped mountains. The Temple of Marfa is a few kilometers up from Tarba, a small town devoted to supporting the Temple. The Great Temple of Marfa is a brilliant white-marble castle of

pillars and shines dedicated to the glorious Mother-Goddess of Creation. The priests and priestesses of Marfa train and worship at the Temple, and here also resides Neese, the High Priestess of Marfa and one of the most respected religious leaders in Lodoss.

Here no shadows fall, and no darkness or evil can ever dare to tread. For here the Ancient Dragon Bramd guards high upon the frozen mountaintops, ever vigilant against evil.

Kannon

South of Alania and Valis is the kingdom of Kannon. The people of Kannon, like Alania, were in the pursuit of arts and science, literature and poetry. After the Demon King of Marmo was slain, the people of Kannon grew complacent and comfortable in their way of life, enjoying the short few decades of peace that had come upon the land.

Kannon was completely unprepared for the Marmo invasion, lead by Lord Ashram and Emperor Beld. The Marmo army struck hard, hitting Rood first and carving a swath of destruction straight for Shinning Hill. The great capital of Kannon fell in a day. With Shinning Hill under their control, and the King taken captive, Kannon surrendered unconditionally. The Marmo army then fortified their positions at the Valis boarder, and proceeded to invade southern Alania. With Kannon subdued, the Marmos were at their leisure to subjugate the smaller towns and villages. Any resistance was meet with brutal force. Entire villages were burned to ash by the ruthless monsters and barbarian commanders of Marmo.

Even today, valiant warriors fight to liberate Kannon from the Marmos, but have meet with terrible failure. Marmo fortresses line the boarders between Valis and the unoccupied regions of Alania. The forces of Valis stand guard on their boards, ever watchful and vigilant against the great darkness that has befallen the once prosperous and glorious land of Kannon...

Shinning Hill

Shinning Hill, a city built on the foundations of an older city dating back centuries, was the awesome capital of Kannon. Upon the shores of the sparkling blue Steel Lake, the castle city of Shinning Hill was a bustling metropolis of activity and trade. The River of Kannon feeds into Steel Like, creating a waterway for merchant ships to travel to and from the capital city of Kannon.

But it was also this waterway that was Kannon's undoing. The Marmo army marched up from Rood on land, while its fleet of warships traveled the river to strike a full-scale invasion against Shinning Hill. Within a day, Shinning Hill's walls were reduced to rubble, the army was crushed without mercy, and the King himself was captured and bound

in chains. Beld established Shinning Hill as his new capital on the mainland, and from there begin his plans for the systematic invasion of Alania and Valis.

Though the Marmo invasion was halted at the boarders of Kannon and southern Alania, Kannon is still occupied by Marmo forces. Shinning Hill is a plundered city, half in ruin, the other half in chaos. The temples of Falis, Marfa, and Rada are desecrated, the bodies of their priest and priestess lie dead and rotting in the shrines they stood fast to protect. The citizens who remain are slaves to the brutal Marmos, their lives forever darkened by the terrors and the pain brought by the ruthless invasion. But many still stand hopeful of the day Valis comes to liberate their once beautiful country.

Port: Golden-Copper Wharf is the port of Kannon. It once ranked among the greatest ports in Lodoss, complete the shipworks and docks for the largest of sea vessels. Now the Wharf is Marmo military port, holding a dozen warships. Steel Lake has now become a Lake of Blood where the wreckage of countless Kannon ships lie at the bottom.

Commerce: Commerce in Shinning Hill, as with most of Kannon, has been completely halted. What goods are brought in come from military caravans. The commoners still do business in the market to sell goods and buy food, but Marmo soldiers over see all transactions. Weapons are band, and anyone seem carrying a weapon who is not a Marmo will be killed where he stands.

Religion: Religion has been abolished in Shinning Hill, save for the worship of the dark gods. The temples and shrines of the Gods of Light have been desecrated or destroyed. Priests of Kardis and Falaris are constructing new temples to their dark gods next to the castle. Here it is required for citizens to pay homage and give offerings to the dark gods. Any who refuse to worship the dark gods is pushed by death.

Services: No one travels to Shinning Hill any longer. All the inns are closed. Taverns are still open, though heavily patrolled by Marmo soldiers. There are several taverns that serve only the soldiers, and these taverns can get extremely rowdy. The dark elves have their own privet tavern, the Drows' Hideaway, where the elves can have some peace and quite away from the rowdy human, barbarians, and goblins.

Guilds: All guilds in Shinning Hill have been destroyed. Guilds promote a free market and can threatens Marmo's control.

Rood

Rood was a port city on the southern end of Kannon. A quite fishing village with prosperous farms to the north, Rood had no way to repel the Marmo invasion when it came. Strategically, the Marmo forces destroyed a small fort just east of the

town, then invaded Rood to pillage it of goods and supplies. The farmers and fishermen tried to fight the Marmo soldiers and monsters, but too little avail. Rood was sacked and burned to the ground. Little remains of this town today. The local population is currently rebuilding Rood, but there is little hope for prosperity as long as Marmo still controls the land.

The farms of Rood are still intact, but the army taxes them heavily, requiring half of all food produced in Rood to be given to the Marmo army.

Flaim

Ten years ago, the mighty mercenary king Kashue assembled an army and united the warring nations of the Storm and Fire Desert. With both sword and deed, he brought the desert tribes together, and created the powerful nation of Flaim. Flaim and Valis are close allies, and the two nations are now allied in the still prevalent struggle to drive back Marmo. King Kashue currently lives in the Castle Roid where he is acting regent of Valis, until such time as Fianna becomes old enough to be properly coronated as queen.

Most of Flaim occupies the hostile waste of the Storm and Fire Desert. There are a few oasis towns, including Haven, and several nomadic tribes still wander the desert. Most of these tribes are neutral, but some are hostile raiders who still pose a threat to stability in the region. The Road of Thirst crosses the Storm and Fire Desert, and is traveled by caravans moving between Flaim and Alania.

Blade

Blade is the capital city of Flaim. Before it was the capital, Blade was a small independent town that sat on the eastern side of the Yellow River. After Kashue made it his capital, Blade grew quickly, becoming a city of bustling activity. The city has grown in layers, and there are three major districts.

The oldest district (the Old Town) is in the northeastern quadrant, and has it's own wall surrounding it. The Central District (shown on the main map) is split by the Yellow River, which runs through the very city of town. On an island in the Yellow River is Castle Akrohd, connected to both sides of the city by two great bridges. Also on an island is the Merchants' Guild, also connected to the rest of the city by bridges and housing it's own miniature port. The central district has a second wall surrounding it, though ships are still free to pass down the river.

The last district is the Outer District, which consists mainly of newer buildings, houses, and complexes. The Outer District is built around the Central District and Old Town, and is totally surrounded by a wall (except for the river).

Port: The Port of Blade is located on the northern side of the Outer District (not shown on map). It is on

the Yellow River, which empties into the sea just twelve kilometers north. Dozens of merchant vessels and warships move in and out of the port daily.

Commerce: Commerce in Blade comes from by way of sea, or by caravans coming from Valis or Raiden. On rare occasion, an expedition from Alania, having crossed through the treacherous Storm and Fire Desert, may also come through. Much of the food is imported from southern farms near Lolan and Manni. The Market and the Yellow River Plaza, both located in the Central District, are the common market places for trade and commerce.

Religion: The god Myrii and Falis both have a large shrines in the Central District, just across the river from the Mercenaries' Guild. There is an even larger Shine of Marfa located in the southeastern corner of the Outer District. Cha Za and Rada also have smaller shrines in the Outer District.

Services: The Outer District has many inns where travelers can enjoy a quite night's rest. Abdul's Keep, the Riverside Inn, and the Golden Lamp are all excellent inns. Blade seems to have more taverns than any other city, second only to Raiden. A few of more renowned taverns are Shadam's Silver Pub, the Drunken Dwarf, the Ivory Wench, and the Barren Baron.

Guilds: Most of the guilds have built modest guildhouses in Blade, though none are prevalently powerful. Arguably, the Merchants' Guild has a fairly strong presence, but the Mercenaries' Guild also has a large guildhouse. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 22 roll.

Haven

Haven sits dead center in the middle of the Storm and Fire Desert. Haven is the only major stop along the Road of Thirst (which has just a few nomadic villages and scattered ruins along its path), and thus is extremely strategic for both merchants and armies alike. Haven is built on a desert oasis, whose water source apparently comes from a vast underground lake.

Haven is walled desert city, though its gates never close. The streets are dusty, and the buildings and homes small and built of sand bricks and stone. Wells, reaching down into the vast underground lake, are scattered through the town. In the center of Haven is the original oasis, a small, yet lush desert garden.

Haven has a substantial population, surprising for its remote location. It is a comforting relief for all travelers venturing through the hostile waste of the desert.

Commerce: All of Haven's commerce comes from caravans and merchants travelling through the desert between Flaim and Alania. No more than one or two caravans come through every week, so Haven must remain fairly self-sufficient. The main market square

is the center of trade within Haven, however, the passing caravans and merchants generally set up their own temporary camps where the locals can shop for goods.

Religion: Myrii has the largest shrine in Haven, as Haven was founded by the warlike nomad tribes of Flaim. There are also shines to Falis and Cha Za, but Marfa and Rada are not so well represented.

Services: Many travelers coming through Haven set up camp outside town. In Haven there are a large number of inns to chose from, however, these can be somewhat pricey. The Fairway Inn has a good price, as does the Nomad's Rest and the Djinni's Lamp. Haven has many taverns and pubs as well, including the Last Oasis, the Camel's Hump, the Dustbin, and the Dry Cantina.

Guilds: Haven is basically run by the Merchants' Guild, which grants many perks to passing merchants and caravans. The Mercenaries' Guild and Thieves' Guild are also present. Other guilds are non-existence. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 20 roll.

Storm and Fire Desert

The Storm and Fire Desert spans one hundred-fifty kilometers. Though the surrounding lands of Flaim are also considered desert regions, the Storm and Fire Desert is a hostile wasteland of baking days and freezing night, of sandstorms and scorching heat. None would dare travel the desert alone, and only most well provisioned caravans can hope to make it across.

The city of Haven sits in the center of the Storm and Fire Desert, the only major stop along the traveled Road of Thirst. Nomads do live in the region, and they have learned how to survive in the deadly wasteland. These nomads are rarely acceptant to strangers and are best avoided.

The best way to cross the Storm and Fire Desert is along the Road of Thirst, preferably with a large caravan. Small parties rarely make it across. Even if they are well provisioned, such parties are easy pray to nomads and bandits.

Much of the desert is uncharted, but there are two ancient ruins of note. One is the Temple of the Efreeti, located in the northern Empty Quarter of the desert. It is believed the Temple of the Efreeti has been abandoned for some time and is a remnant from several centuries ago when desert tribes worshiped the mysterious beings know as the Djinn. Seventy kilometers southeast of Haven, in the desert valley north of the Central Mountains, stands the ruins of a great tower known by nomad tribes as the Tower of the Djinni. In context, this may be related in some fashion to the Temple of the Efreeti, and the previous Djinn worshipping religions popular centuries ago.

Djinn are believed to be real by the people of Flaim, however, there have been no recorded encounters. Djinn are said to be vast and powerful desert spirits, possible demons or demi-gods, but there is no information regarding them at this time.

The Storm and Fire Desert has many unexplored regions, and there are no doubt many ruins and treasures to behold. Perhaps treasures from the ancient Kingdom of Sorcerer. For this barren desert has not always been a wasteland...

Moss

The Kingdom of Moss is in the southwestern quadrant of Lodoss. Moss was once just a collection of duchies and baronies. The Golden Dragon-Lord Mycen controlled much of northern and central Moss. With him ruled the Dragon Knights, an order of royal knighthood who keep peace and order throughout the land. Under the rulership of Mycen and the Dragon Knights, the people enjoyed a great deal of liberty and freedom, and their lands prospered. In time, other surrounding baronies joined with Mycen's domain, and soon the area became known as the Kingdom of Moss.

Dragons are well respected in Moss, for their chief leader is the Ancient Dragon Mycen. Wyvern Dragons are common, and the Dragon Knights have tamed these great creatures for their rides. All sorts of other dragons roam the land and lurk in caverns, including many great dragons and countless thunder dragons. The people know, however, that not all dragons are of good alignment. Most of the dragons of Moss are good or indifferent, but wild dragons are highly unpredictable, and can act hostile. The thunder dragons which roam the old ruins of Kastuul are very protective of their domain and react bitterly to unwelcome guest.

In Moss the symbol of the Dragon represents strength and prosperity. It is impossible to avoid this fact, as nearly everything seems connected to this idea. After the unification of Moss, many cities changed their name to fit this motif as well, and most taverns and inns use the word Dragon as well. Even the names given to children reflect this, with such names as "Drake", "Scale", or "Cave".

Dragon Breath

Dragon Breath is the "capital" of Moss, but only because it is the site of the Dragon Knights' Castle. Moss does not technically have a centralized ruling body as it operates as a commonwealth or confederation (each town and city ruling itself independently). Dragon Breath was once called Hakken, a city which has always been fairly large and prosperous. The old Castle Hakken still stands on the southern side of town, but has been abandoned. Instead, the city has slowly grown northward, and the

newest districts surround castle wall of the Dragon Knights' Castle.

Mycen's Cave is in the mountains just twenty kilometers north, and the Ancient Golden Dragon can often be seen flying gracefully through the sky. The Dragon Knights' Castle is a large stone fortress, with courtyards to facilitate the lands of wyverns. Behind the castle is a large open field where Mycen may land, though he rarely does so.

Port: Dragon Breath is about a dozen kilometers from the sea, but it is built near a river which leads down from the mountains and empties into the Western Sea. Smaller merchant vessels can navigate this river, but galleons are unable to do so. Dragon Breath has a small port, but most merchants trading with Moss use the larger ports in Dragon Scale or Dragon Eye.

Commerce: Merchants coming from Valis by way of Dragon Scale, or those entering Dragon Breath's small port, are the only commerce seen. A few merchants do come down from Raiden or Flaim, but this is rare. The main market is in the center of town, and is a constant hive of activity. Any manner of goods or produce may be purchased here, including many dragon-related items. Joval's Weapon Shoppe sells many custom dragon-style weapons and armor, with ornamental dragon claw hilts, dragon-scalemail armor (+1 KD, +2 rp cost on scalemail armor), and even large dragon scale shields (a single dragon scale from a great dragon, works as a large shield).

Religion: Myrii has a large temple in Dragon Breath, and there are shrines to Falis, Marfa, Rada, and Cha Za as well. Near the center of town stands an honorary shrine and large (though 1/20 scale) statue dedicated to Mycen.

Services: Dragon Breath has a wide variety of inns and taverns, though most are prefixed or postfixed by the word "Dragon". This is a little overwhelming to visitors, though it has become everyday to the local population. Several of the better known inns are the Golden Dragon Inn, the Wyvern's Stay, the Dragon's Lair, and Drake's Cove (the owner's name is Drake). Taverns follow in suit with such colorful names as the Dragon's Mug, the Dragon's Nest, the Griffin's Claw, and the Wyvern Tavern.

Guilds: Most of the guilds exist in Dragon Breath, including the Merchants' Guild, the Mages' Guild, the Mercenaries' Guild, and others. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 22 roll.

Dragon Scale

Dragon Scale is the major port city for Moss. It sits on the eastern side on Moss, on the coast of the Great Bay. Ships from Valis and Alania often stop here, and before the Marmo invasion, many merchants from Kannon as well. Traders from Raiden stop at Dragon Claw or Dragon Eye.

Dragon Scale was once called Gyenon, capital of the old Barony of Gyenon, which is now part of Moss. The sage Wort is said to have been born in Gyenon, but such is only rumor, and may be only a fabrication of the locals of Dragon Scale.

Port: The Port of Dragon Scale, know by mariners as the Dragon's Port, serves as the major port for most of Moss. Moss is handicapped in that it is an extremely mountainous region, and coastal cities are uncommon. Moss has a small navy, seeing little need to maintain a presence at sea. The Dragon Knights are quite mobile, and can make far better time flying across land and sea than any caravan or ship. Moss's limited navy is stationed at a fort just a few kilometers south of Dragon Scale, and is constantly on alert for pirates and Marmo ships.

Commerce: Commerce between Valis and Moss is booming. Merchants and caravans regularly travel the main road from Roid, and the armies of both nations take great pains to keep this road free of bandits. The main market in Dragon Scale is located on the northern side of town, and as in Dragon Breath, many dragon related items may be purchased here.

Religion: Falis has a glorious temple in Dragon Scale, as does Cha Za. There are also a smaller shrine for Marfa and Rada.

Services: Inns are available for travelers throughout Dragon Scale. The best bed and breakfast in Dragon Scale is Slumbering Dragon Inn. Travelers may also find Fair Night Inn and Dragon Port Inn quite a comfortable stay as well. For taverns and pubs, drop by the Dragon's Den, the Jackal's Pub, or the Witch's Brew.

Guilds: The Merchants' Guild and Mages' Guild both have large facilities in Dragon Scale. The Mercenaries' Guild, Traders' Guild, and a few other guilds also have guildhouses in Dragon Scale. The Thieves' Guild can be located on a successful PRE + Streetwise vs. 20 roll.

Wildlands

West of Flaim and Valis, and north of Moss, is a region of land unclaimed by any nation. These are the Wildlands, an area of foreboding mountains and vast plains. Scattered villages lie isolated through the Wildlands, but for the most part the area is unpopulated. The Fire Dragon Shooting Star once plagued these lands, and was the primary cause for its severe unpopularity.

Fire Dragon Mountain is the most renowned location in the Wildlands, but the Silent Swamp and Castle of Karla are also great landmarks, being close to the boarders of Flaim and Valis. Raiden is technically part of the Wildlands, but deserves its own separate section.

Fire Dragon Mountain

In the northern mountains of the Wildlands, near Raiden, is the great active volcano Fire Dragon Mountain. Fire Dragon Mountain has been in a constant state of activity for as long as anyone can remember, but has never erupted violently.

The Ancient Dragon Shooting Star lived in Fire Dragon Mountain, but the demon dragon is currently believed to have perished. Shooting Star lived within the volcano itself, but hoarded his treasure in a vast cave on the south side of the mountain. The caves are old lava tunnels, and one such tunnel leads out to the eastern side of the mountain, and is popularly know as the Dragon's Pass. Adventurers who sought to slay the dragon often took this tunnel to enter the volcano, but Shooting Star had the tunnels heavily boobytrapped.

Shooting Star's treasure is thought to have been lost when part of the volcano collapsed. Adventurers may seek this treasure, but any expedition may be fruitless. And such adventurers may in fact discovered that the Demon Dragon is not quite as dead as some believe...

Silent Swamp

The Silent Swamp and Rain Lake are actually the same body of water. The Castle of Karla is located on the northwestern side of the swamp. The Silent Swamp is filled with all the putrid life of swampy regions, including snakes, reptiles, and lurking monsters. The pass from Flaim to Valis crosses close to the Swamp, and at one point actually crosses the eastern edge of the Swamp. This is considered the most dangerous stretch of the journey from Flaim to Valis, and was in fact where Kashue first encountered Karla.

Castle of Karla

The Castle of Karla sites on the northwestern side of the Silent Swamp. It is often deserted and stripped of anything of value. Much of the castle is flooded and filled with filth. Many snakes and dangerous reptiles have made it their home here. Even when Karla is present within the Castle it remains rundown and seems uninhabited. Despite the belief that the Castle contains a vast treasure of magically items, adventurers are advised to steer well away.

Raiden

Before the City of Raiden was founded, the inhabitants of the northern lands led a simple life of farming and fishing. Piracy in the Northern Sea has been a continuous bother for hundreds of years, and many coastal settlements were first built as pirate ports. Seven hundred years ago, when Lodoss was united under the power and influence of the Kingdom

of Sorcery, the Kastuulian army was able to put a temporary halt to the pirates of the Raiden region.

During the turbulent times when Kastuul began to collapse, wars and rebellions raged across Lodoss. Raiden, a remote and distant region of Lodoss, soon became an exile country, where dissidents and criminals were deported. For the crimes of theft, debt, and military desertion, the sentence was often deportation to Raiden, a country that was still wild and largely unexplored. Rebels and others who resisted the reign of Kastuul were deported to the Great Straight Cliff on the northwestern coast, simply being dropped off the ship and abandoned there. Many did not survive, but with the help of renegade pirates, the dissidents helped build a castle and created a thriving pirate community.

On the shores of the Bay of Raiden a large port city was slowly being built. Where there was once farmland, there were now heavily populated villages. Where once small fishing boats sat, now came great caravels burdened with a human cargo of rebels and criminals. The Port of Raiden was built to help receive then new arrivals, but in time the port came under commercial use as merchants and traders came to sell their goods to the "criminals" of Raiden. When civil war broke out, the Kingdom of Sorcery collapsed, dozens of small states, and kingdoms formed all warring with each other for territory and resources. Raiden, however, was already a sovereign state, even at the pinnacle of Kastuul's power. Being such, and being as remote and independent as it was, Raiden never saw the chaos and turmoil that strafed the lands of Lodoss.

Raiden prospered as Lodoss burned. Its wealth as a free state became staggering. Merchants from Alecrast traded with the port of Raiden, bringing gold and exotic goods from those distant, unknown lands. Raiden was destined to become the economic superpower of Lodoss.

Free City of Raiden

"Come thou to the city of anarchy,

Come thou to the city of kings.

Walk ye her streets of ruin,

Walk ye her streets of gold.

Welcome to the City of Chaos

Welcome to the City of Freedom!"

Centuries ago, the city of Raiden was founded by the ancient Kingdom of Sorcery, Kastuul. But founded not as a town for the prosperous, Raiden was a deportation point for dissidents and criminals. And yet, when the Kingdom of Sorcery fell, only Raiden remained, and still stands as last city of Kastuul. The oldest standing city in Lodoss, Raiden has buildings and temples as old as seven to eight hundred years, some say even a thousand years old. There is no other city in Lodoss like it, and some say there never will be again.

In the ultimate paragon of irony, Raiden, once a town of common criminals and rebels, has turned itself into a sprawling city of unparalleled proportions. As if a dozen walled cities had grown together into one, the maze of its streets and roads, the disordered jumble of its towering walls, and its architectural diversity representative of every form in Lodoss past and present, Raiden is a city so enormous it is difficult to imagine. Raiden is a city without a king. No one claims to control Raiden, for the city has become an entity unto itself. Indeed, it is a city anarchy, yet even here there is order.

For nearly five hundred years the merchants of Alecrast have traded solely with Raiden. Raiden has thus become an exceedingly wealthy town, but as always, only a select few control the greater portion of the wealth. The great Maritime Mercantile, one of the primary Alecrastian import trade companies, has a gold coinage mint where the famous gold currency coin the Raiden Piece (rp) is minted, and accepted as the currency standard throughout all of Lodoss.

Merchants and traders from all across Lodoss come to Raiden to trade with each other as well as the halfling merchants from Alecrast. The city is a literal hive of commerce and trade, far more so than even Addan. For in Raiden there are no taxes, there are no tariffs -- only goods, commerce, wealth, and ambition. Everything is for sale in Raiden, and *anything* can be purchased for a price. There are no laws, thus murder and theft are common place. Those who live in Raiden, born and raised in the City of Freedom, have learned that to survive you must be either a master or a slave. Those with money can buy protection, those without must place themselves under the protection of gold baron or mercantile.

The gates of Raiden stand ever open, ready for all who wish to enter. But think not of coming without a sword in hand, for in Raiden modern business *is* war.

Raiden is a city of constant change. It is dynamic, alive, and ever vibrant with an energy and power all its own. Some say Raiden is evolving by leaps and bounds, and its culture is so far removed from anything else in Lodoss it is hard to imagine. Raiden is the melting point for all the lands and people of Lodoss and distant Alecrast. As the famous halfling bard Mal once sung, Raiden is a city of great chaos, and yet, a city of even greater freedom.

People of Raiden

There is no census in Raiden, but some have estimated the population of Raiden to be over twenty thousand (extremely large by Lodoss standards), all urban and discounting the farms and surrounding villages (such as Hishi and Honto). Raiden has a diverse racial population, though even here humans

still constitute the majority. Dwarves, dark elves, halflings, and even goblins can be found in Raiden. High elves rarely come to Raiden, but there are always at least a few to be found here, usually looking to purchase a special item from Alecrast. The diversity of races has caused problems, and as can be expected, the dwarves and dark elves have carved out their own small niche of the city. Goblins who come to Raiden are often looked down upon, even though such goblins are the few intelligent and innovative ones of their race. Halflings come only to Raiden on business, and generally come with enough money to do as they please.

Port of Raiden

Raiden has the largest port on the island of Lodoss, and some say the entire world. The wharf and docks span the entire Bay of Raiden and down part of the Blazing River. Countless port companies own the various docks, and most charge a steep price for usage of the docks and port facilities. Many merchants simply anchor their ship in the middle of the bay and take their goods to shore by small boats (though this causes severe traffic problems in the bay). The Maritime Mercantile owns the largest facility, but uses it primarily for their own ships. Expect to pay 30 gp a day to keep a small boat docked, while docking a carrack or galley could cost over 10 Raidens a day!

The Raiden Shipworks is a large shipbuilding company located on the eastern side of the Bay. The Shipworks build countless small boats, and at least a dozen large ships every year. Most are bought by the various mercantiles or Alecrastian traders, but Flaim also buys some of their ships.

Because there are no real laws in Raiden, it is perfectly legal for a pirate ship to enter the port and dock. A pirate ship could even attack another ship in the middle of the bay. This rarely happens, however, because most of the merchant ships that come to Raiden are heavily armed, and there are always a few privateer warships in the Bay. A known pirate ship would not last one minute pulling into the Port of Raiden.

The merchants who come to Raiden by sea are well aware of the two major pirate outposts, one on Blue Dragon Island, and one at the pirate fortress on the Great Straight Cliff, and avoid these areas. Nevertheless, these pirates prowl the shipping lanes from Alecrast and from the southern and eastern sides of Lodoss. Thus, many ships coming to Raiden travel in large groups, or are escorted by privateer warships.

Religion in Raiden

Depending on how one looks at it, either Raiden has no religion, or it is the ultimate form of religious freedom. Anyone who comes to Raiden is free to worship however they chose, be it sacrificing

screaming victims to Kardis or blessing the needy in the name of Falis. The only real temple is the Temple of Cha Za, where many merchants go to give offerings to their patron god. The priests who run the Temple of Cha Za are extremely wealthy.

Services in Raiden

There are more inns, taverns, and pubs in Raiden than any other place in Lodoss. A famous place of interest is the Sea Dragon Restaurant, overlooking the bay of Raiden from a high hill on the coast. You can often find Raiden's most popular celebrity, the Song Princess Lucia, performing at Sea Dragon Restaurant. The Black Pearl, the Halfling's Loft, and the Lighthouse are also exceedingly good restaurants, though not too fancy for the common patron.

There are more taverns and pubs than can be counted in Raiden, and new ones open every day. A few of the more colorful taverns are Castaway's, Barrels of Ale, Seaman's Mug, and Crossbones Tavern. One of the stranger clubs, located in the darker side of town, is known as the Black Raven -- here the patrons dress in a similar fashion to Karla or Ashram. Some say the owners of the Black Raven are actually vampires... but these are of course just rumors.

As one could imagine, *any* service is available in Raiden, no matter how exotic or "illegal". Prostitution is an open and thriving business. Money can buy you anything in Raiden, no matter how pleasant or terrible, normal or perverse. If you can think it, Raiden has it.

Guilds in Raiden

There two major guilds in Raidens are both diametrically opposed and both headquartered here. These are the Merchants' Guild and the Thieves' Guild. The Merchants' Guild is "officially" headquartered in Adden, and unofficially so in Raiden. This is because the Maritime Mercantile is the primary supporter (some say owner) of the Merchants' Guild. The Raiden headquarters, however, is not recognized by the other nations of Lodoss because of certain guild taxation laws. But as far as merchants are concerned, Raiden is *the* headquarters of the Merchants' Guild.

The Thieves' Guild is known to have an influence in many city, and in those cities the Thieves' Guild is hidden in secret places, usually in the sewers or underground tunnels. In Raiden however, the Thieves' Guild location is well known, though it is located in the rougher, darker side of town where "good citizens" shouldn't be anyway (of course, "good" is meaningless in Raiden, and there are no real "citizens").

Other guilds in Raiden include the Mercenaries' Guild, the Privateers' Guild (the

maritime version of the Mercenaries' Guild), the Seamen's Guild, and the Mages' Guild.

Great Straight Cliff

The Great Straight Cliff was once part of a mountain range on Alecrast. When Marfa split Lodoss from Alecrast, the land separated across this mountain range, creating a sheer cliff on the northwestern side of Lodoss, known simply as "the Great Straight Cliff". This Cliff drops off sharply into the ocean, and is nearly twenty-five hundred meters high!

There is a small stretch of beach at the base of the cliff, formed mostly from fallen rocks and fine grains of sand washed up from the sea. During the Kingdom of Sorcery rebels and dissidents were drop off along his remote beach as a form of exile. Many died here, and this area became known as the Beach of Bones. As Kastuul declined, pirates once more terrorized the seas. Those rebels who did survive on the Beach of Bones worked with these pirates to build a massive fortress at the base of the Cliff, literally carving it out of the rock itself. The many caves and water coves along the cliff became ports to many pirate vessels.

Today, most of the pirate activity in the Northern Sea originates from either the Pirate Fortress at the Great Straight Cliff, or from Blue Dragon Island, and many pirates patrol between these to locations hunting for their prey. The stone fortress is heavily armed, and has successfully driven back fleets from Valis, Flaim, and Moss. The watery caves in the cliff lead into hidden cavern ports bustling with pirate activity. These cave ports are large enough to hold carracks (the common pirate ship), and some even galleys.

Mariners should steer well away from the Great Straight Cliff.

Blue Dragon Island

Blue Dragon Island is located just north of Lodoss, off the coast of Raiden. The Water Dragon Eibra (who is actually green, not blue) inhabits the reefs and underwater caves of Blue Dragon Island, and this poses an extreme hazard to ships traveling between Lodoss and Alecrast. Generally, ships steer clear of Blue Dragon Island, but Eibra often swims a great distance from his home to attack merchant ships.

Pirates who know the comings and goings of Eibra often make base on Blue Dragon Island, or the small islands surrounding it. Crossbone Island and Skull Island are two such islands. Both of these islands have a rudimentary pirate port, deserted most of the time, but still frequented by pirates and adventurers alike. Many treasure hunters go to explore Crossbone and Skull Island in the search of buried pirate treasure, but most never return.

Mariners should be warned, a dangerous coral reef lies on the southern side of the Island. Unless you have a very accurate pirate map of the area, all approaches to the lands should be from the northeast, but this might attract Eibra's highly unwanted attention.

Blue Dragon Island itself has several areas of note. On the northern side of the island is Blue Dragon Cave. There are two entrances to this cave. One is underwater on the northern coast of the island, which Eibra uses to enter and leave from his watery cavern domain. The other is this surface cave which leads through many tunnels and caverns, and finally down to the black underwater sea where Eibra lurks. The underwater sea is connect to the ocean, and somewhere in its depths is Eibra and his vast treasure.

The Faerie Woods are on the eastern side of the island, and are said to be home of many faerie spirits. There may also be a few lost dark elf villages in the woods as well, so travelers should be cautious. The island is quite mountainous, and wyvern dragons make their nests on the northern coastal cliffs. These wyverns are wild, unlike the wyverns of Moss, and should be avoided. The mountains at the south are home to many griffins.

Marmo

The dark island of Marmo lies just thirty kilometers off the southern coast of Kannon. Marmo is primarily inhabited by goblins and dark elves, but many humans and kobolds also live in this sinister land. Marmo is plagued by war and chaos, and has only one major city, Salbad, which is basically an anarchy. The Dark Forest is populated by dark elf villages, and it is inadvisable for anyone uninvited to tread into the Dark Forest's foreboding reaches.

The Temple of Falaris and Kardis are located near the center of Marmo, just south of Salbad. On some maps these two landmarks are backwards, but this is simply a cartographic mistake. Salbad is on the northwest side of Marmo, and the Dark Temple is in the center.

A black cloud forever hangs over Marmo, cast by the ever-present shadow of Kardis's slumbering presence. The island is constantly under the veil of night or twilight, and never once has the sun show across its cursed lands. Until the presence of Kardis is completely eradicated, Marmo will be trapped in an eternity of darkness.

Dark City Salbad

Salbad, the Dark City, is located on the northwestern side of Marmo. The city is in a state of anarchy, where gangs of humans, dark elves, and goblins fight over territory, resources, and scraps of food. A few districts of Salbad are fairly stable, protected by powerful sorcerers or prominent goblin

lords. When a major force does take charge over Marmo, such as was the case with Beld, Salbad falls under military control. As a police state, Salbad is actually safer than some cities in Lodoss.

Port: The port of Salbad is currently deserted. Most of the Marmo warships are stationed along the northern coast, or are in the ports of Kannon. No merchant ships visit Salbad, they would just get sacked and burned.

Commerce: Salbad receives little commerce. Bandits from Salbad often bring in goods for their gangs or warlord, and can be attacked by other gangs, but this is not true commerce. It is anarchy economics (aka "survival of the fittest").

Religion: The worship of Falaris and Kardis are practiced within Salbad, and the shrines these dark gods are about the only structures in Salbad which remain undamaged. Priests of Falaris and Kardis can be seen daily parading sacrifice victims through the city, and chanting their dark rites. Many warlords and soldiers of Marmo visit the shrines of Falaris and Kardis to pay homage to their gods.

Services: Services in Salbad are unavailable. There are taverns and pubs, but these are generally controlled by gangs or goblin groups, and should be avoided by non-members.

Guilds: There are no guilds in Salbad.

Temple of Falaris and Kardis

In the center of Marmo is an enormous Castle Temple, standing in a black mire littered with corpses and scattered bones. The dark temple of Falaris casts its sinister shadow across the land of Marmo. It was built many years ago by dark elves and goblins. This site was chosen for it was the center of the evil presence which resonates from Marmo, and the priests of Falaris believed it was their god calling unto them. In fact, this spot was the resting place of Kardis, Goddess of Destruction.

Many years later, the cults of Kardis constructed the Temple of Kardis in the tunnels and catacombs far beneath the surface Temple of Falaris. Here they discovered Narse, and were careful not to wake him, and further down still a vast cavern chamber where the presence of the dark goddess was the strongest. Here they built the Temple of Kardis.

After the failed resurrection of Kardis, the Temple of Kardis was destroyed when much of the cavern collapsed. The Temple of Falaris still stands on the surface, and is now used by both the priests of Falaris and Kardis in the worship of their gods.

Weapons and Equipment

Money! Money! Live Stock?

Currency in *Lodoss War RPG* is typical of most fantasy settings. The basic currency is based on the gold standard. The base currency is the Raiden, but there are also platinum coins, gold coins, silver coins, and copper coins. Jewels are also a popular form of currency, as is barter (usually in live stock or perishable goods).

For Fuzion conversion, the base currency, the Raiden Piece (rp), is equal to \$100 current US dollars. One gold piece (gp) is then worth US\$1.

Use the table below for basic coinage equivalents.

- 1 Raiden Piece (RP) = 100 Gold Pieces
- 1 Platinum Piece (PP) = 10 Gold Pieces
- 1 Gold Piece (GP) = 10 Silver Pieces
- 1 Silver Piece (SP) = 10 Copper Pieces
- 1 Copper Piece is equal to a US\$ penny.

Money is typically unmarked. The Raiden is a gold piece about the size of a US silver dollar. The "gold piece" is about as big as a nickel. The most commonly used coins are Silver, Gold, and Raidens. Copper is common for change, but Platinum coins are not very popular (they look too much like silver).

Jewels

Jewels are also considered a viable form of currency trade. Rather than detail the price per carat of each individual jewel, a simplified, generic Bag of Jewels equivalent is used for this system. A "Bag" is considered to be about an ounce of jewels, and contains a mix of precious stones, ranging from pearls, to rubies, to small diamonds. Most of the jewels are fairly worthless (valued at no more than a few silver each), but together the bag of jewels can be quite valuable.

When "found", a bag of jewels (per ounce) contains 1D6 *gold* pieces worth of jewels (most look pretty, but are fairly worthless). Therefore, a ten pound (5 kg) chest of jewels can give up to 16D6 Raiden.

If you make a bag yourself, you can put any value of jewels into the bag, assuming you have sufficient funds. That is, you can exchange 30 Raiden for a 30 Raiden-equivalent bag of valuable jewels. The bag will only weigh an ounce, but the jewels would have a value of 30 rp.

Most merchants will trade goods for jewels, just as if they were coins. Smart merchants are experts in appraising jewels, so don't try to rip them off!

Barter

Bartering (the trading of goods) is also an extremely common form of commerce. Actually, it is the most widely used form of commerce, though not the most practical. A typical commoner may never see one Raiden his entire life, yet he will trade cattle and live stock worth an equivalent of many Raiden pieces. Barter is usually not a viable form of commerce for adventurers and travelers, though adventurers can barter off their spoils from recent exploits.

There are two forms of barter: Merchant and Square-Deal (merchant is obviously the opposite of a square-deal). All items have a Selling Price and a Purchase Price. The Selling Price is what *you* can sell it to a merchant for. The Purchase Price is what the merchant will charge you (this is why most people tend to hate merchants). In Merchant Bartering, you must match the Merchant's price for the good you want to buy with an equivalent Selling Price for the goods you are selling (and merchants rarely give change on barter). That is, it may take three fat geese to buy a new set of leather boots.

A Square-Deal, on the other hand, sets out to match only the Selling Prices. This is a much fairer trade, and is typical of most non-merchant types (i.e. farmers, commoners, and fellow travelers). In this deal, goods of equal value are simply being exchanged so both parties benefit equally. Merchants rarely ever accept square-deals, they always want to turn a profit (that is, after all, their business), but merchants can be bargained with.

Bargaining and Haggling

On any trade, the Purchase Price can be haggled down or the Selling Price can be bargained up. This requires a successful **PRE + Trading** or **INT + Business** task roll versus the merchant's **PRE + Trading** or **INT + Business**. If you equal the merchant's roll, you can drop the Purchase Price (or raise the Selling Price) by 10%. If you succeed by more, you can get a bigger percentage.

You succeed by	Percentage Change
1	15%
2	20%
4	25%
6+	30%

Because mark up is only 30-40%, a merchant cannot go beyond a 30% bargain, unless you resort to threats and extortion (which is basically robbery).

Weapons

To all adventurers, weapons are usually the most important items. Therefore, they will be listed first. Weapons are grouped by Weapon Type, which is the same as the equivalent Melee Weapon class. That is, to use any weapon from the Sword category, you must have Melee Weapon (Sword). Weight is in kgs (x2 for lbs.).

	WA	DC	MinSTR	Selling Price	Purchase Price	Weight(kgs)	Notes
Knives							
Dagger	+0	1	1	3 gp	5 gp	¼	1h
Small Knife	+1	1	1	6 gp	10 gp	¼	1h
Large Knife	+1	2	2	18 gp	30 gp	½	1h
Throwing Knife	+0	1	1	40 gp	60 gp	¼	1h, Ranged
Swords	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Rapier	+2	2	2	300 gp	5 rp	1	1h, AP (1/2 armor)
Shortsword	+1	2	2	120 gp	2 rp	1	1h
Broadsword	+0	3	3	160 gp	3 rp	1.5	1 or 2handed
Longsword	+1	3	3	180 gp	3 rp	2	2h
Scimitar	+1	4	4	230 gp	4 rp	3	2h
Greatsword	+0	5	5	400 gp	6 rp	4	2h
Claymore	+0	6	7	600 gp	10 rp	5	2h
Axes	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Hand Axe	-1	2	2	12 gp	20 gp	1.5	1h
Wood Axe	-1	3	3	30 gp	50 gp	2.5	1h
Battle Axe	-1	4	3	170 gp	3 rp	3	2h
Great Axe	-1	6	5	350 gp	6 rp	4	2h
Throwing Axe	+0	4	4	400 gp	6 rp	2	1h, Ranged
Clubs	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Stick (ugly)	+0	2	2	(laugh)	1 sp	½	1h, Stun Damage
Club	-1	4	4	15 gp	30 gp	1	2h, Stun Damage
Mace	+0	3	3	130 gp	2 rp	1.5	1h
Great Mace	+0	5	4	280 gp	5 rp	2.5	2h
Hammer	-1	2	3	12 gp	20 gp	3	1h
Maul	+0	3	4	180 gp	3 rp	4	2h
War Hammer	+0	6	6	500 gp	8 rp	5	2h
Spears	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Spear	+1	2	2	120 gp	2 rp	2	1h, Ranged or Melee
Long Spear	+2	3	3	180 gp	3 rp	2.5	1h, Ranged or Melee
Javelin	+2	4	5	300 gp	5 rp	3	1h, Ranged
Lance	+2	5	6	500 gp	8 rp	4	2h
Pole Arms	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Quarterstaff	+1	3	3	25 gp	40 gp	1.5	2h, Stun Damage
Pitch Fork	-2	2	2	50 gp	80 gp	2	2h
Harpoon	-1	4	4	270 gp	4 rp	2.5	2h, Ranged or Melee
Scythe	-2	3	4	150 gp	2 rp	3	2h
Battle Scythe	-1	4	4	300 gp	5 rp	4	2h
Poleax	+0	5	4	360 gp	6 rp	5	2h, 6m reach
Halberd	+0	6	5	600 gp	10 rp	6	2h, 6m reach
Flail	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Fail	+0	3	3	30 gp	40 gp	3	1h
Great Fail	+0	5	5	160 gp	2 rp	4	2h
Whip	-1	1	1	18 gp	30 gp	1	1h
Barbed Whip	-1	2	1	70 gp	1 rp	1	1h
Bow	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Bow	+0	4	3	180 gp	3 rp	1	2h, Range STR x 20
Longbow	+1	7	5	400 gp	6 rp	2	2h, Range STR x 20
Cross Bow	WA	DC	MinSTR	Selling Price	Purchase Price		Notes
Crossbow	+1	5	4	500 gp	8 rp	2.5	2h, Range 100m
Heavy Crossbow	+1	8	5	800 gp	12 rp	4	2h, Range 200m

Armor

Second to weapons on most adventurer's shopping lists is armor. Remember, however, armor is not the save-all in a melee sword fight. Your sword is. Parry, strike, parry, strike, parry, and strike. Most fighters typically wear little armor. After all, the best defense is a good offence.

Armor is cumbersome, and thus, penalizes actions. However, PEN does not subtract direction from REF or DEX. Instead, it only causes a restriction on certain actions (mostly, physical and combat actions). Some of these are Acrobatics, Athletics, Climbing, and Defensive Values (to evade, dive for cover, etc.). It does not subtract from the use of weapons (punching, attacking with a sword).

Armor in Lodoss War is placed Piecemeal, that is, each strickable location can conceivable have a different type of armor protection. This added realism also complicates combat. If you feel the trade off is not worth the added complexity, please feel free to use the default medieval armor presented in other Fuzion books.

For example, look at Parn's armor. We can clearly see it divided into plated sections - Shoulders, Chest, Stomach, arms, hands, thighs, legs, feet, and so forth. Parn has Plate Armor covering his Shoulders, Chest, Stomach, Thighs, and Feet. Heavy green cloth covers his arms and legs. His hands have heavy cloth gloves, and he never wears a helm. You can layer armor (heavy cloth over chainmail) but don't to it. Your Penalty will just get too high.

There are fourteen body locations that can be protected, not including the head (to protect the head, buy a Helm), and Vitals. Vitals are covered by Chest or Stomach armor. There are two charts listed below. One lists the Cost/Weight/Penalty multiplier for armoring a location. The second chart lists all the available armor types (leather, chain, plate, etc.). When you select a type for a location, multiply its listed cost and weight by the Cost/Weight multiplier and its Penalty by the Penalty multiplier for that location. Don't worry, an example for Parn will follow shortly.

Remember, you have *two* arms and *two* legs, so you must buy armor for both arms, legs, thighs, shoulders, feet, and hands.

Location	Cost/Weight/Pen.
Hands (each)	x1/4
Arms (each)	x1/3
Shoulder (each)	x1/3
Chest	x1
Stomach	x1/2
Thighs (each)	x1/3
Legs (each)	x1/3
Feet (each)	x1/4
For all Locations	x5.14, total

Armor	KD	Pen.	Sell Price	Purch. Price	Weight (kg)
Cloth	2	0	6 gp	10gp	½ kg
Hvy. Cloth	3	0	12 gp	20gp	0.75kg
Leather	4	-1/4	25 gp	40gp	1 kg
Hvy. Leather	5	-1/4	40 gp	60gp	1.5 kg
Stud. Leather	6	-1/3	70 gp	1 rp	2 kgs
Ringmail	8	-1/2	130gp	2 rp	3 kgs
Scalemail	9	-1/2	180gp	3 rp	4 kgs
Chainmail	10	-2/3	280gp	4 rp	5 kgs
Elven Chain	11	-1/2	800gp	10 rp	4 kgs
Plate Armor	12	-1	400gp	6 rp	6 kgs
Elven Plate	13	-2/3	1000gp	12 rp	5 kgs
Hvy. Plate	14	-1.3	500gp	8 rp	8 kgs
Dwarven Plate	14	-2/3	1200gp	15 rp	6 kgs

For example, consider Parn's armor scheme, as outline earlier. Parn has Plate Armor covering his Shoulders, Chest, Stomach, Thighs, and Feet. Heavy cloth covers his arms, hands, and legs. His Plate Armor costs 6 rp (listed price) x (1/3 + 1/3 (shoulders) + 1 (chest) + 1/2 (stomach) + 1/3 + 1/3 (thighs) + 1/4 + 1/4 (feet)) for a total of **6 x 3.32 = 20 rp**. His Hvy Cloth armor costs 20gp x (1/3 + 1/3 (arms) + 1/4 + 1/4 (hands) + 1/3 + 1/3 (legs)) for a total of **20 x 1.82 = 36 gp**. His total cost is then 20 Raidens and 36 gold.

Weight is computed similarly, with a total of 6kgs x 3.32 + 0.75 kgs x 1.82, which totals about 21.4 kgs (or about 40 lbs.).

Likewise, Penalty is also computed, with a total of -1 (Plate) x 3.32 + 0 (Hvy. Cloth) x 2.5, which totals out to be -3.32. This can be rounded down to a -3 Penalty. If Parn had gone with Full Plate over all locations, his totals would have been 31 rp, 31 kgs, and a -5 Penalty.

Feel free to experiment to find the best combination. Remember, each location is protected separately, so if you are hit in the Thigh, you must use the Thigh armor for protection.

Helms

Compared to armor, helmets are really quite simple. They protect the Head location, though often a precise hit can penetrate to the eye (-8 penalty to target the eyes). The only odd factor to consider is Perception Penalty. Large helmets often have a big Perception Penalty, as they are difficult to look out of. Helmets are listed below.

Helmet	KD	Percpt	Sell Price	Purch. Price	Weight (kgs)
Leather Cap	1	-0	6 sp	10 gp	¼ kg
LeatherHelm	2	-0	18 sp	30 gp	½ kg
Steel Cap	4	-0	40 sp	60 gp	1 kg
Half Helm	6	-1	70sp	1 rp	1.5kg
Chain Coif	8	-2	120sp	2 rp	2 kgs
Full Helm	10	-3	180sp	3 rp	3 kgs
Great Helm	12	-4	230sp	4 rp	4 kgs

Shields and Bucklers

Having a shield is an excellent way to put distance between yourself and your opponent. Shields add to your base DV when you take a defensive action, such as Evading. Shields can be used to make a Blocking maneuver, while still keeping your weapon ready to strike (otherwise you'll be using your sword to parry). That is, you can either Evade with your shield (adding the DV bonus granted by the shield), or you can use it in a standard Block maneuver. If you use it to Evade, you cannot follow up with a Block (though you can still use your sword to parry). Shields are only considered destroyed if they are smacked by a heavy amount of damage. However, they do get worn down. Normal shields are typically discarded after battle. "Special" shields, magical shields, or personalize shields are kept, but must be repaired (half cost to repair).

Shield	DV +	Sell Price	Purch. Price	Weight (kgs)
Buckler	+1	25 gp	40 gp	½ kg
Small Shield	+2	70 gp	1 rp	1 kg
Md. Shield	+3	180gp	3 rp	2.5kgs
Large Shield	+4	280gp	5 rp	5 kgs

The Armour Shoppe

For those who want a more colorful (and possibly simpler) armor system, you may buy and use piecemeal armor already computed out for specific locations. These are armors such as you might find in any armory shop in a major city or weaponsmith. Armors are listed along with what areas they protect. Areas in question are: Head(3-5), Hands(6), Arms(7-8), Shoulders(9), Chest(10-11), Stomach(12), Thighs(14), Legs(15-16), and Feet(17-18), as numbered on the Hit Location chart. Remember, Vitals are protecting by Chest or Stomach armor. *Paired items, such as gloves, boots, etc, have stats listed as if both were taken.*

Armor	KD	Pen.	Locat. Coverd	Purch. Price	Weight (kg)
Leather Jacket	5	-0.7	7 -12	170gp	4.2
Leather Pants	5	-0.3	14 - 16	80gp	2
Leather Boots	5	-0.1	17 - 18	30gp	0.75
Leather Gloves	4	-0.1	6	20gp	0.5
Ring Shirt	8	-1.4	7 - 12	566gp	8.5
Chain Sleeves	10	-.4	7 - 8	268gp	3.35
Chain Shirt	10	-1.9	7 - 12	11 rp	14
Chain Skirt	10	-0.4	14	268gp	3.4
Chain Gloves	10	-0.3	6	2 rp	2
HauberK	10	-1.9	9 - 14	11 rp	14
Leg Greaves	12	-0.67	15 - 16	4 rp	4
Arm Greaves	12	-0.67	7 - 8	4 rp	4
Pauldron	14	-0.9	9	536gp	5.4
Plate Belt	12	-0.5	12	3 rp	3
Breastplate	12	-1.5	10 - 12	9 rp	9
Hvy.Breastplate	14	-2	10 - 12	12 rp	12
Tasset	12	-0.67	14	4 rp	4
Solleret Boots	12	-0.5	17 - 18	3 rp	3
Gauntlets	12	-0.5	6	3 rp	3

By this chart, a decked out knight in full plate armor (referred to as being a Full Harness) would have gauntlets, arm and leg greaves, solleret boots, tassets, pauldons, a heavy breastplate, and a full helm (from the helm section). This would give about a 12 KD coverage from head to toe (head would have 10KD, pauldron and hvy. breastplate both grant 14KD). The total weight is 38.4kgs (76.8 lbs.), with a penalty of -6 (pretty severe). It would cost a staggering 38 Raidens and 36 gold.

Weapon Accessories

What sword is complete without a scabbard? What bow can work without arrows? This section covers a few weapon accessories and weapon enhancements.

Scabbard

A rather simple item, a scabbard is a sheath for holding a sword. Worn by most warriors, a scabbard is a safe and easy way to carry a blade weapon. A standard scabbard weighs about 1 kg, and has a Purchase Price of 80 gp. Fine scabbards can cost much more.

Boot Sheath

A favorite of thieves everywhere, the boot sheath is an excellent way to sneak knives past lazy or careless guards. The boot sheath can hold one blade (can come in all sizes to match any type of knife) and can be made to fit snugly on your leg. Boot Sheaths also come built in to some types of boots. Typically, the pants are pulled over the sheath so as to conceal the weapon.

The practice of concealing weapons in boot sheaths has become so common, guards now make regular boot searches. Recently, thieves and assassins have begun to make arm sheaths, and other types of cancelable sheaths. These are basically the same, just made for the arm, back, or side. A sheath weighs about ½ kg, and has a Purchase Price of 50 gp.

Atlatl

An atlatl (at' lat-el) is small device used to help throw spears and javelins. It consists of a smooth rod with a hook at the back for holding the spear in place. The spearthrower then throws the spear using the atlatl as a grip. This allows for more force and better control over the spear. Effectively, the use of an Atlatl raises your STR by +1 (for throwing the spear), that makes it go farther and do more damage. However, using an atlatl requires a different skill than just Spear. The skill to use an atlatl is Ranged Weapon (Atlatl Spear). A good atlatl has a Purchase Price of about 60 gp, and weighs ½ kg.

Fine Blade

Finely crafted blades are those made by the master smiths of Lodoss. Forged in the hottest fires, molded from the strongest metals and alloys, fine blades are weapons to be prized and wielded with honor and glory. Most fine weapons are christened with a name, usually that of its owner or maker, or given a name that implies great power. Fine blades are expensive. You cannot buy a fine weapon in a weapon shop, you must hire a master smith to forge it for you. This can take weeks, even months, for an extremely well made weapon, and the cost for such can be astronomical.

A fine blade is much shaper and better balanced, so it does +1 DC damage and has a +1 Weapon Accuracy. Fine blades are also less prone to breaking (though this is just a game effect). If not cared for properly (daily cleaning, sharpening, polishing, and so forth), it will lose both these bonus permanently.

It costs x5 the listed Purchase Price to have a fine blade hand crafted. Fine blades are prime candidates for magical enchantments.

Elven Blade

Elven Blades are fine blades forged by the best elven weapon smiths. They are made of Elven Steel, a metal alloy that, though not magical in nature, still baffles the best human and dwarven metalworkers. The blade is practically unbreakable... Elven rapiers can parry a smashing war hammer or battle axe without a scratch.

Elven Blades do not increase the DC of the weapon, rather, they add Armor Penetration (AP). That is, when hit by an Elven Blade, only half your armor value is used (in the case of an elven rapier, the armor is ¼, as rapiers are already AP weapons). Elven Blades cannot be purchased from elves, and the street price would be astronomical.

Dwarven Axe

Dwarves are master metal workers. Though they have still not learned the secret of Elven Steel, they have their own special alloys that are vastly superior to man-made metals. The preferred weapon of dwarves is the axe. Axes are good, strong, versatile weapons, able to chop wood, bust down doors, and hack up ogres and goblins alike (no one enjoys practicality more than a dwarf).

Dwarven axes are *perfectly* balanced weapons. Axes forged by the dwarves gains a +2 Weapon Accuracy, plus automatically becomes a throwing weapon (so you must have both Melee Weapon (Axe) and Ranged Weapon (Axe)). Even a great axe can be thrown with staggering accuracy. If that wasn't enough, the axe can be thrown in such a way as to return to the thrower if it misses (or just grazes) the opponent. This, of course, requires the thrower to roll higher than 24. If his roll is not higher

than 24, or if the axe was imbedded in the target, it will not return. Even so, this is a very handy ability.

Dwarven Axes cannot be purchased from the dwarves, and the street price would be astronomical.

Quiver

A quiver is a small cylindrical case for holding arrows (bows) or quarrels (crossbows), typically worn on the back, for quickly, more natural arm action when cocking the bow. A quiver can hold twelve arrows or quarrels. It weighs about ½ kg, and has a Purchase Price of 60 gp.

Arrows (and quarrels)

There are many types of arrows, the most common simply have a steel arrow head, long wooden shaft, and feathers at the end for stabilization. But there are many other types of arrows, and these new arrows can make an archer one of the deadliest fighters on the battlefield.

All prices and weight are per Dozen (12), that is per Quiver. Brief descriptions will follow.

Arrow/Quarrel	WA	KD	Sell Price	Purch. Price	Weight (kgs)
Feathered	+0	+0	18gp	30gp	1
Steel Shaft	+1	+0	30gp	50gp	2
Whistling	+0	+0	25gp	40gp	1
Barbed	-1	+0	40gp	60gp	1
Broadhead	+0	+1	60gp	1 rp	1
Steel/Broad	+1	+1	130gp	2 rp	2
Elven	+1	(AP)	300gp	5 rp	1

Feathered Arrows

Feathered Arrows are the standard arrow type. They have a sharp V-shaped steel arrowhead, wooden shaft, and four feather fletches in the back.

Steel Shaft Arrows

A steel shaft replaces the wooden shaft. Though the arrow is heavier, it is much more stable. These arrows are more expensive, but they are well worth the cost.

Whistling Arrows

Whistling arrows are designed with a series of holes down the head of the arrow and through the shaft. When fired, they make a loud whistling sound as they streak through the air. Whistling arrows are primarily used as signaling devices, but can also be used to discourage enemies. They can, of course, kill just as any arrow.

Barbed Arrows

The arrowhead has a set of ugly-looking backward facing barbs. When a barbed arrow is extracted from a victim, it will inflict 2DC of damage, and cause excruciating pain. These arrows are

designed to cause as much pain and suffering as possible, and are rarely used by honorable archers

Broadhead Arrows

These arrows have a four-bladed steel arrowhead (shaped like an X seen head on). These arrows do more damage than standard, two-blade arrowheads. Naturally, they cost more due to the added difficulty of forging the arrowheads.

Steel Shaft Broadhead Arrows

Considered by archers to be the ultimate in long-range bow-power. These arrows have a steel shaft and a broadhead arrowhead. They are well stabilized and inflict a great deal of damage.

Elven Arrows

Naturally, elves make the best arrows. Elven arrows have a wood shaft and an elven steel arrowhead. They gain a +1 WA and have Armor Piercing ability (AP).

Siege Weapon

Siege weapons are not portable weapons in any sense of the word, but they are at least *mobile*, used by armies to bring down castles and fortresses. The most common siege weapons are Catapults, Ballistas, and Battering Rams. Siege weapons are huge, and usually designed to defend a castle or fortress. Attacking armies generally do not push around a two or three ton siege engine, rather, they build one once in close range to the enemy lines. It can take three or four days to build a good siege engine, and these assault engines generally do not last long, due to their mediocre construction. Anyone who has a skill in Siege Weapon (type) can both use and help build such a weapon.

Light Ballista

A ballista is basically a giant crossbow. It fires three meter bolts at an incredible velocity, and can do devastating damage to anyone unlucky enough to be directly hit. It takes twenty man-hours to build a light ballista (so three men can do it in 6 or 7 hours), and it weights about 800 kilograms once finished. A light ballista has 50 SDP (1K) and usually no armor (its just wood, after all).

A ballista can fire its bolt up to 300 meters. Any target hit takes 1K (14DC) damage, and the bolt will usually pass straight through, hitting any one behind that target. It take 10 Phases to reload, crank, and be readied to fire again. They can be mounted on wheels for limited mobility. Such ballistas are often found on navel vessels.

Heavy Ballista

Heavy Ballistas were originally developed to knock down castle walls, gates, and doors. Armies soon discovered that, if aimed skyward, a heavy

ballista becomes the best offensive weapon for fending off dragons. These fire huge seven meter bolts at an incredible velocity, and can do devastating damage.

It takes sixty man-hours to build a heavy ballista (so ten men can do it in 6 or 7 hours), and it weights about 4 tons once finished. A heavy ballista has 200 SDP (4K) and usually no armor (its just wood, after all).

A heavy ballista can fire its bolt up to 1200 meters. Any target hit takes 3K (16DC) damage, and the bolt will usually pass straight through, hitting any one behind that target. It take 30 Phases (90 seconds) to reload, crank, and ready to fire again. They can be mounted on wheels for limited mobility. Heavy ballistas can be mounted on large navel vessels.

Battering Rams

Mainly used for knocking down castle gates and doors, battering rams come in all shapes and forms. Improvised logs are commonly used by peasants when storming a castle, but a really army will build a heavy ram, completely with wheels and a "boiling oil" shield over top to protect the rammers.

It takes thirty man-hours to build a heavy battering ram (so five men can do it in 6 hours), and it weights about a ton once finished. A military battering ram has 100 SDP (2K) and usually no armor (its just wood, after all). However, it does have a protective shield on top used to shield those pushing it from catapult rocks and boiling (or burning) oil, which may be dumped over the castle wall as they batter the doors down.

Pushed by six men, a battering ram can do 10DC damage on impact. Adding an additional pair of men will add +1DC damage up to 14DC (1K). After 14DC (a ten man team), it takes four more men to raise the damage by +1K. Thus, a heavy battering ram with eighteen people pushing (nine on each side), will do 3K (or 16DC) damage. This is the practical limit for a battering ram.

Catapults

Catapults are large siege weapons that hurl one or more giant rocks over castle walls or at on-coming armies. Catapults have either a spoon-shaped bin for holding the rocks or a sling-like net that holds the rocks. Spoon bins give a much higher trajectory, best for blindly throwing a dozen rocks over a castle wall. Slings, however, cast rocks in a straighter, more direct path, and should be used when firing at targets that are in a direct line of fire. Both sling and spoon catapults can be used when shooting at dragons, just as long as you can get the rocks high into the air.

It takes fifty man-hours to build a catapult (so ten men can do it in 5), and it weights about 3 tons

once finished. A catapult has 150 SDP (3K) and usually no armor.

Catapults can be used in many ways. They can be used with a spoon or sling, and with one big rock or many smaller ones.

A spoon will throw its projectile(s) in a high arc, sacrificing range for altitude, and is good for getting over a wall. Firing this way, the catapult can only fire indirectly, so many rocks should be used to maximize the probability of a hit. Max range is 200 meters, max altitude is 150 meters. Setting the tension will set the range and altitude proportionally.

Slings are somewhat better, able to be set for max range or max altitude, independently. The projectiles may be fired straight at an on coming army (or dragon) and a single large rock can often help bring down a castle wall. Max range is 400 meters, max altitude is 100 meters. Each of these can be adjusted independently.

Firing one big rock (or two or three big rocks), or a dozen small rocks also effects how this weapon works. To simplify matters, choose either one big rock, or a dozen small rocks (you may make up your own rules for varying numbers and sizes of rocks, if you want). A single large rock of about 50 to 100 kgs does 3K damage on direct impact with a target.

Throwing many small (5-10kg) rocks has an area of effect. The dispersion radius around the target zone is 3D6 meters radius. Anyone within this radius must make a Defense Roll vs. 18 (assuming they see the rocks coming in). Anyone hit will be struck by a rock in a random location and take 3D6 damage from it.

Mangonel

Mangonels are miniature catapults used for short-ranged combat. Catapults are superior weapons for throwing large rocks, but mangonels are specifically designed to throw burning balls of tar.

It takes forty man-hours to build a mangonel (so eight men can do it in 5), and it weights about a ton once finished. A mangonel has 100 SDP (2K) and usually no armor.

Mangonels fire a single 5 to 10 kg projectile, usually a burning ball of tar. This fireball is often hurled over a castle wall to start fires in the castle yards. Rarely are the used directly against infantry (the probability of hitting is rather slim). The effect of this weapon is that if the burning tar ball should land on something flammable (thatch roof, haystack, the enemy's supply of oil and tar), it will explode in to flames, and hopefully spread through the castle or fortress. Thus, it is purely a game effect, though a very effective game effect.

Mangonels are often mounted on ships for naval warfare. In a pitch naval battle, the sky is literally filled the blazing fireballs as each side attempts to incinerate the other.

Naval Ships

Naval ships play a large role in both war and commerce. Lodoss is an Island continent, with many scattered islands surrounding it. Lodoss is thousands of kilometers from any other mainland (such as Alecrast and Crystania). There are no known "complete" maps of the world, but there have been rumors of such.

Many cities lie on the costs of Lodoss, and have great seaports. Merchants often transport their goods by way of the ocean, catching the westward winds at the north of Lodoss or the eastward winds at the south end of Lodoss. A complex series of trade routes has many merchant vessels jumping from Alan, past Marmo (taking a sharp southward detour), up the Holy River to Valis, then down to Dragon Scale or Dragon Breath, and finally to Raiden. Mariners are wary of both the northwestern and southeastern corners of Lodoss. Marmo warships and black pirates plague the southeast sea. The northwestern sea is dangerously close to Blue Dragon Island where lurks the evil dragon Eibra. Pirates plague the northeastern sea as well, and the caves of the Great Straight Cliff is a haven to marauders and pirates as well.

The old wars between the nations of Lodoss often saw many navel battles. However, with the unification and treaties recently made between the nations of Lodoss, such great sea battles are now a thing the past. The navy of Marmo was decimated in the last war, and they now pose little threat. Even so, the nations must keep up a strong navy to defend from pirates and the renegade Marmo ships that still terrorize the crystal blue seas surrounding Lodoss.

Carrack

A three-masted merchant vessel, with two square sails and a small triangular sail (a lateen sail) on the aft mast. The ship is also equipped with thirty rowing oars for use in port or when the wind is slow. A typical merchant Carrack can transport up to 400 tons of cargo and two hundred passengers and crew. Carracks have little armament, and generally relay on archers and on-deck fighting. The required crew complement is at least sixty seamen. It costs 1000 Raidens to construct and takes a month to build.

Galley

Galleys are the largest merchant ships built, but also double as warships. A galley is a prized ship for a pirate to capture, but most pirates only have carracks. Galleys are about 50 meters in length. They have three tall sail masts, and forty oars for use in port or when the wind is slow. The largest galleys can transport up to 300 tons of cargo and 500 passengers and crew. Galleys are typically mounted with a few siege weapons, a ballista or mangonel, but mainly relay on archers and on-deck fighting. The

required crew complement is at least 200 seamen. It costs 4000 Raidens to construct, and takes three or four months to build.

Caravel

Smaller and faster than galleys, caravels can fill any navel role. Merchants, navies, and pirates alike use caravels. Some are converted to be purely passenger ships, others are stuffed to overflowing with cargo. Caravels have a broad bow and a high, narrow poop deck. It is rigged with three or four masts, of which the foremast is a great square sail, while the others are triangular. A typical caravel can transport up to 100 tons of cargo, but cargo caravels can carry up to 300. They can handle up to four hundred passengers and crew. Caravel can mounted a few siege weapons, ballistas or mangonel. The required crew complement is at least 150 seamen. It costs 2000 Raidens to construct, and takes two or three month to build.

Galleon

Galleons are the largest ships built. These are huge ships with tall forecastles and a high poop deck. Galleons have three or four mast, each mounting four square sails. They have no oars, as such propulsion is incapable for moving such a ship, and relay totally on the power of the wind. Galleons are warships, and are armed to the teeth with ballistas, mangonels, and well-able archers. Many galleons are used in fighting pirates or combating great sea monsters. A galleon can carry up to a thousand men, but the required crew complement is at least 400 seamen. It costs 8000 Raidens to construct, and takes eight months to a year to build.

Standard Equipment

Standard gear and equipment follows below. All should be self-explanatory. Listed is its Weight, Purchase Price, and any Notes which may be needed for clarification. To save space, Selling Price is not listed. If you wish to sell one such item below, take 50% of its Purchase price and bargain.

Animals	Weight (kg)	Purch. Price	Notes
Chicken	6kg	10gp	Farm
Pig	20kg	30gp	Farm
Sheep	40 kg	60gp	Farm
Cow	1100kg	4 rp	Farm
Pony	350kgs	3 rp	Burden
Falcon	4 kg	12 rp	Trained
Horse	600kgs	5 rp	Ridding
Camel	800kgs	12rp	Ridding
War Horse	900kgs	20rp	Ridding
Food	Weight	Price	Notes
Trail Rations	½ kg	4gp	1 days worth
Tavern Meal	½ kg	3gp	bread, cheese
w/ meat	-	5gp	w/ meat

Good meal	½ kg	8gp	much better
Fine meal	½ kg	15gp	yummy!
Bread	¼ kg	5sp	A loaf
Cheese	¼ kg	1gp	A round
Sausage	¼ kg	2gp	smoked
Vegetables	¼ kg	2gp	a half-pound
Ham	½ kg	4gp	a pound of ham
Meatloaf	½ kg	4gp	a pound
Beef	½ kg	8gp	a pound
Dried Meat	½ kg	6gp	a pound
Fish	¼ kg	5gp	whole fish
Dried Fish	¼ kg	6gp	2 dried fish
Tavern Beer	-	1gp	a mug
Dwarven Beer	-	2gp	a mug
Ale	-	2gp	a glass
Mead	-	2gp	a glass
Cheap Wine	-	4gp	a bottle
Fine Wine	-	10gp	a bottle
Elven Wine	-	14gp	a bottle
Services	Weight	Price	Notes
Inn (poor)	-	5gp	bed for a night
Inn (good)	-	10gp	bed and 1 meal
Inn (luxury)	-	1 rp	luxury treatmnt
Inn (royal)	-	5 rp	royal treatment
Stable	-	15gp	per day
Ferry	-	4gp	per km
Ship (poor)	-	1gp	per km
Ship (good)	-	3gp	per km
Ship (lux)	-	10gp	per km
Servant	-	80gp	per day
Thug	-	50gp	per day
Bodyguard	-	80gp	per day
Mercenary	-	1 rp	per day
Assassin	-	2 rp	per day
Clothing	Weight	Price	Notes
Shoes	¼ kg	10 gp	unarmored
Boots	½ kg	20 gp	unarmored
Dirty Rags	1 kg	5 sp	-1 PRE
Commoner's	2 kgs	1 gp	brown cloth
Villager's	2 kgs	3 gp	a little better
Dashing	2 kgs	10 gp	more color
Fine Cloths	3 kgs	40 gp	looks great
Wealthy	3 kgs	1 rp	+1 PRE
Noble	4 kgs	5 rp	+2 PRE
Kingly	5 kgs	20 rp	+3 PRE
Travel Gear	Weight	Price	Notes
Rope, 10m	4 kg	5 gp	10m rope
Backpack	4 kgs	30 gp	holds 40 kgs
Backpack	6 kgs	50 gp	holds 60 kgs
Backpack	8 kgs	1 rp	holds 100 kgs
Pouch	-	2 gp	holds 2 kgs
Sack	½ kg	4 gp	holds 12 kgs
Big Bag	1 kgs	8 gp	holds 30 kgs
Torch	½ kg	3 gp	burns 30 min
Flint&Steel	¼ kg	2 gp	light fires
Whetstone	-	2 gp	sharpens blades

Bedroll	1 kgs	5 gp	for sleeping on
Blanket	1 kg	3 gp	keep warm
Small Tent	4 kgs	10 gp	1 person
Md. Tent	8 kgs	15 gp	2 people
Big Tent	20 kgs	30 gp	4 people
Pavilion	50 kgs	3 rp	10-15 people
Cooking Gear	2 kg	4 gp	pots, utensils, etc.
Wineskin	-	4 gp	4 quarts
Medical Gear	Weight	Price	Notes
Healer's Kit	1 kg	1 rp	+1 Medical skill
Healer's Bag	3 kg	3 rp	+2 Medical skill
Bandages	¼ kg	5 gp	Bind wounds
Bone Saw	1 kg	10 gp	Amputate, 2DC
Healing Herbs	¼ kg	20 gp	+1 Rec
Medical Ale	¼ kg	4 gp	bottle, dulls pain
Tools	Weight	Price	Notes
Hatchet	1.5 kg	20 gp	2DC
Pick	3 kg	30 gp	3DC, for digging
Shovel	2 kg	25 gp	for digging
Crowbar	3 kg	30 gp	for prying
Hammer	3 kg	20 gp	2DC
Lockpicks	¼	4 rp	for lockpicking
Miscellaneous	Weight	Price	Notes
Chest	2 kg	5 gp	Holds 30 kgs
Jewelry	-	1-10rp	Quality varies
Silver Bar	1 kg	50 gp	Bar of Silver
Gold Bar	1 kg	20 rp	Bar of Gold
Book	1 kg	1-10gp	A book
Parchment	-	1sp	per page