

# Less is More — Record of Lodoss War

## New Training Traits

- ◆ **Spirit-Speaker:** The character is able to speak with spirits and make pacts with them.
  - ▶ They may summon or banish spirits with a CHA test, spirits above their Mastery give a penalty equal to the difference.
  - ▶ Spirits with Challenge Levels up to their Mastery are automatically friendly.
  - ▶ Friendly summoned spirits will perform one task before returning to the spirit realm. Unfriendly spirits must be negotiated with to perform any tasks.
  - ▶ Summoning spirits costs Stress equal to the Challenge Level of the spirit summoned.
  - ▶ Characters with this trait are also able to see and hear unmanifested spirits.

## Magic

Magic in Lodoss is divided into three categories, each with a different source and invoked with a different magical language.

### Ancient Magic

Traditional arcane magic, they have access to the entire normal spell list, and its practitioners are called sages, sorcerers, or wizards. They can use the spirit related spells on the list, but the summoned spirits are unfriendly to sorcerers, and they must achieve a Potency 2 greater than would normally be required for any spirit related effect.

This uses the language of Kastuul as its basis, referred to as the Ancient Language.

### Holy Magic

A divine source of magic, its practitioners are called clerics or priests/priestesses. Most priests use the lists of spells associated with their deity (their dedicated tools must be the holy symbol of their deity), but the most powerful use the *Channel Faith* trait to do miracles in their deity's name.

This uses the language of the gods as its basis, referred to as the Holy Language.

### Spirit Magic

Similar in some ways to Holy Magic, Spirit Magic calls on the spirits of the world for aid. These spirits can then be negotiated with to perform tasks that would otherwise be considered spell-like.

The Potency of any Spirit's actions is equal to its Challenge Level or less, and these effects should be determined by the player and GM working together. Spirit magicians do not have dedicated tools, but they can forge pacts with individual spirits.

This magic uses the language of spirits as its basis, and its practitioners are referred to as shamans or spirit magicians.

### Pacts

Spirit magic does not use up inventory space with spellbooks, but spirit magic users can make pacts with spirits which are inscribed on charms that take up inventory space. Only one pact can be inscribed per charm, but that particular spirit is able to be called upon for 2 less Stress (minimum of 1).

Most spirits require the spirit magician to perform some service to them before forming a pact, although some will prefer to test the character in some other way.

## Temple Spell Lists

Somewhat unique among fantasy settings, most of the deities of Forcelia (the world that Lodoss, Alecrast, and Crystania reside in) are actually dead or in hiding, either killed in the War of the Gods or hunted by the Ancient Dragons. This does not seem to stop their followers from tapping into their divine natures, however, perhaps because they are part of the fabric of reality itself.

### Gods of Light

The deities of the civilized realms of Alecrast and Lodoss, they are the gods and goddesses of creation, protection, and benevolence.

### Braki — God of Blacksmiths

Bless/Curse, Create/Destroy Element (Earth), Disintegrate, Dispel/Enhance Magic, Endure Climate, Feather, Glue/Dissolve Glue, Grease, Haste/Slow, Ignite/Extinguish, Locate Person/

Place/Thing, Open/Seal, Permanency, Repair/Ruin, Sharpen/Dull Weapon, Summon/Banish Object, Telekinesis.

### **Cha Za — God of Fortune**

Amnesia/Recall, Bless/Curse, Charm, Compel/Prevent Compulsion, Confusion/Clarity, Create Sound/Silence, Death Ward, Endure Climate, Glue/Dissolve Glue, Grease, Hallucination, Haste/Slow, Hex/Fortune, Invisibility/Make Visible, Know/Forget Language, Minor Magic, Mirror Image, Precognition, Reflection, Sleep, Telekinesis, Telepathy/Shield Thoughts, Upscale/Downscale, Wish.

### **Marfa — Mother Goddess of the Earth**

Anti-Magic Shell, Awaken, Bless/Curse, Charm/Repulse, Circle of Calm, Circle of Healing, Circle of Protection, Compel/Prevent Compulsion, Cure/Spread Disease, Death Ward, Elemental Wall (Earth), Endure Climate, Feather, Heal Wounds, Ignite/Extinguish, Know/Forget Language, Light/Darkness, Open/Seal, Purify/Corrupt Food/Drink, Sleep, Summon/Banish Object, Telepathy/Shield Thoughts, Terrorize/Calm.

### **Myrii — God of War**

Bless/Curse, Boost, Breathe Water, Circle of Protection, Death Ward, Disintegrate, Feather, Gecko Climb, Haste/Slow, Immobilize, Know Status, Sharpen/Dull Weapon, Spirit Missile, Summon/Banish Object, Telekinesis, Truestrike.

### **Pharis — God of the Sun**

Animate/Destroy Undead, Bless/Curse, Circle of Calm, Circle of Healing, Circle of Protection, Compel/Prevent Compulsion, Control Weather, Death Ward, Elemental Bolt (Light), Elemental Burst (Light), Heal Wounds, Hide From/Reveal to Undead, Light/Darkness, Summon/Banish Spirit, Truestrike, Turn/Bolster Undead.

### **Rahda — God of Knowledge**

Amnesia/Recall, Bless/Curse, Compel/Prevent Compulsion, Confusion/Clarity, Copy/Seal Text, Create Sound/Silence, Disguise Text, Dispel/Enhance Magic, Know/Forget Language, Know Status, Locate Person/Place/Thing, Minor Magic, Open/Seal, Permanency, Projection, Postcognition, Precognition, Scry/Block Scrying, Summon/Banish Object, Telepathy/Shield Thoughts, Transcribe/Erase, Truesight.

### **Wehner — God of Minstrels**

Amnesia/Recall, Bless/Curse, Boost, Charm, Circle of Calm, Circle of Healing, Compel/Prevent Compulsion, Confusion/Clarity, Copy/Seal Text, Create Sound/Silence, Disguise Text, Dispel/Enhance Magic, Elemental Bolt (Sound), Elemental Burst (Sound), Grease, Hallucination, Hex/Fortune, Invisibility/Make Visible, Know/Forget Language, Know Status, Light/Darkness, Minor

Magic, Open/Seal, Postcognition, Sleep, Telekinesis, Terrorize/Calm, Transcribe/Erase, Truesight, Upscale/Downscale.

## **Gods of Darkness**

There are other Gods of Darkness, however these are the best known and most followed, primarily among the creatures of Marmo.

### **Goyamar — God of Jealousy**

Animate/Destroy Undead, Bless/Curse, Charm, Command Spirit, Command Undead, Compel/Prevent Compulsion, Cure/Spread Disease, Drain/Gift Life, False Life, Feather, Feeblemind, Gravemist, Hex/Fortune, Hide from/Reveal to Undead, Locate Person/Place/Thing, Open/Seal, Phase Shift, Repair/Ruin, Soultrap, Summon/Banish Spirit, Telekinesis, Terrorize/Calm, Turn/Bolster Undead, Wail of the Banshee, Wither.

### **Kardis — Goddess of Destruction**

Amnesia/Recall, Bless/Curse, Boost, Charm, Compel/Prevent Compulsion, Confusion/Clarity, Create Sound/Silence, Disintegrate, Drain/Gift Life, False Life, Feeblemind, Hallucination, Hex/Fortune, Hide from/Reveal to Undead, Immobilize, Invisibility/Make Visible, Mirror Image, Neutralize/Inject Poison, Repair/Ruin, Sharpen/Dull Weapon, Sleep, Telepathy/Shield Thoughts, Terrorize/Calm, Truesight, Wither.

### **Phalaris — God of Darkness**

Amnesia/Recall, Animate/Destroy Undead, Anti-Magic Shell, Bless/Curse, Command Spirit, Command Undead, Compel/Prevent Compulsion, Confusion/Clarity, Copy/Seal Text, Darkvision/Blind, Disguise Text, Dispel/Enhance Magic, Drain/Gift Life, False Life, Feeblemind, Gravemist, Hallucination, Hex/Fortune, Hide From/Reveal To Undead, Immobilize, Know/Forget Language, Light/Darkness, Minor Magic, Permanency, Projection, Reflection, Scry/Block Scrying, Shadow Form, Shadow Spy, Shadow Step, Soultrap, Summon/ Banish Spirit, Terrorize/Calm, Turn/Bolster Undead, Wail of the Banshee, Wither.

### **Nameless God of Madness**

Amnesia/Recall, Bless/Curse, Boost, Cataclysm, Confusion/Clarity, Create Sound/Silence, Disintegrate, Drain/Gift Life, Elemental Bolt (Any), Elemental Burst (Any), Elemental Strike (Any), Feeblemind, Hallucination, Immobilize, Know/Forget Language, Purify/Corrupt Food/Water, Repair/Ruin, Sharpen/Dull Weapon, Terrorize/Calm, Truestrike, Wail of the Banshee.

## **Neutral Gods**

These are only some of the neutral gods. The only remaining gods, they hid themselves from the dragons as animals in Crystania, where the struggle between Light and Dark was less intense.

They are referred to as neutral because they took neither side in the War of the Gods.

#### **Arkeno – God of Time**

Amnesia/Recall, Bless/Curse, Circle of Calm, Circle of Healing, Circle of Protection, Haste/Slow, Hex/Fortune, Immobilize, Mirror Image, Permanency, Postcognition, Precognition, Repair/Ruin, Reflection, Truestrike.

#### **Barbas – God of Rule**

Bless/Curse, Charm, Circle of Protection, Command Animal, Command Spirit, Command Undead, Compel, Prevent Compulsion, Cure/Spread Disease, Heal Wounds, Immobilize, Know Status, Permanency, Purify/Corrupt Food/Water, Summon/Banish Spirit, Telepathy/Shield Thoughts, Turn/Bolster Undead.

#### **Bruza – God of Battle**

Bless/Curse, Boost, Breathe Water, Circle of Protection, Death Ward, Disintegrate, Feather, Gecko Climb, Haste/Slow, Immobilize, Know Status, Sharpen/Dull Weapon, Spirit Missile, Summon/Banish Object, Telekinesis, Truestrike.

#### **Feness – God of the Moon**

Animate/Destroy Undead, Bestial Senses, Bless/Curse, Charm, Circle of Calm, Circle of Healing, Command Spirit, Command Undead, Compel/Prevent Compulsion, Confusion/Clarity, Darkvision/Blind, Dispel/Enhance Magic, Heal Wounds, Hide From/Reveal to Undead, Invisibility/Make Visible, Light/Darkness, Projection, Shadow Form, Summon/Banish Spirit, Truesight, Turn/Bolster Undead.

#### **Ganeed – God of Thieves**

Amnesia/Recall, Bless/Curse, Boost, Charm, Compel/Prevent Compulsion, Confusion/Clarity, Copy/Seal Text, Create Sound/Silence, Disguise Text, Grease, Hallucination, Hex/Fortune, Invisibility/Make Visible, Know/Forget Language, Know Status, Light/Darkness, Minor Magic, Open/Seal, Sleep, Telekinesis, Transcribe/Erase, Truesight, Upscale/Downscale.

#### **Rumiss – God of Barriers**

Anti-Magic Shell, Bless/Curse, Circle of Calm, Circle of Healing, Circle of Protection, Dimension Lock, Dispel/Enhance Magic, Elemental Wall (Any), Endure Climate, Hedge Out Animals, Hide From/Reveal To Undead, Invisibility/Make Visible, Open/Seal, Phase Shift.

#### **Sumash – God of Luck**

Amnesia/Recall, Bless/Curse, Charm, Compel/Prevent Compulsion, Confusion/Clarity, Create Sound/Silence, Death Ward, Endure Climate, Glue/Dissolve Glue, Grease, Hallucination, Haste/Slow, Hex/Fortune, Invisibility/Make Visible,

Know/Forget Language, Minor Magic, Mirror Image, Precognition, Reflection, Sleep, Telekinesis, Telepathy/Shield Thoughts, Upscale/Downscale, Wish.