

LAMPLIGHT FANTASY RPG RULES – FOUL SORCERY & THAUMATURGY

+FOUL SORCERY+

Sorcery, and those that wielded it, once ruled the world. Since the Mage Wars though there are few left who can wield it, and those that do are winkled out by powerful Witch Hunters and slain. This is why there are no Heroes with it. Below Lamplight though there are a few who still practice this most foul art such as the Lord of Eternity Denied and his Eternal Priests, Troll Hags, the Corrupted Artificer, and the Slith. Below are a few of their powers.

A sorcerer can cast only one spell per round and must make a successful Lore task check to do so.

If you wish to randomly choose the spells for your creatures then roll 2d6 and match the scores to the ones in the left hand column below.

2d6	Spell	Effects
1+1	Anathema	The recipient of this spell is ignored by all persons and creatures for 3 rounds unless they attack someone or cast a hostile spell.
1+2	Befriend	One creature likes the Caster for 5 minutes. They will help & defend the Caster, but not do anything suicidal. They shall remember afterwards what happened. If the Caster attacks them, it breaks the spell.
1+3	Berserk	The Caster can touch a person to give them +2 to Fighting, but that person cannot cast spells or use other skills during the duration of the spell. Lasts 3 rounds.
1+4	Blur	One chosen enemy has blurred vision for 3 rounds. Range 30'. The victim is at -3 on most skills and can only move at half-speed.
1+5	Countermagic	This disrupts a spell targeted at the Caster & nullifies it. This is the only spell that can be cast as an immediate reaction and not on the Caster's turn. It can only be cast once per turn.
1+6	Daze	Enemy cannot attack for a turn. They can still move & defend themselves. Range 30'.
2+2	Demoralize	One chosen enemy will retreat at full speed from the Caster for 2 rounds. If attacked they will stop and defend themselves. Range 30'. Note; they must have somewhere they can go.
2+3	Detect Magic	Gives the location of the nearest magical item/creature or active spell within 60', if there are any. Instant.
2+4	Dodge	The caster can make an agility roll to dodge attacks. This lasts 3 rounds.
2+5	Embolden	A chosen target becomes immune to fear, and fear effects, for 1 hour
2+6	Extinguish	This spell puts out a single, non-magical fire of no more than 6' in any dimension. Instant. Range 30'.
3+3	Fire Bolt	This is a magical shooting attack that ignores target's armour. It may also be used to set inflammable objects alight. Instant. Range 30'. Note; for the purposes of shooting a fire bolt the Caster uses their shooting skill and counts as trained (+1).
3+4	Float	The Caster touches a person or object to let them float up or down at 30' per turn. Lasts 1d6 rounds (GM rolls this die in secret). The Caster can end the effect at any time they choose.
3+5	Hasten	The recipient of this spell moves at double their usual speed for 3 rounds.
3+6	Invisibility	The recipient of this spell cannot be seen for 3 rounds unless they attack an enemy or cast a spell, then the spell ends. They can still be heard.
4+4	Light	The Caster touches a small object to make it to illuminate a 10' radius area for 1 hour.
4+5	Lock & Bar	The Caster's touch holds a door shut against anything except an <i>Open Says I</i> spell. Lasts for 3 rounds.
4+5	Open Says I	The Caster's touch opens a single locked door or object. Instant.
4+6	Reveal	Hidden, concealed and invisible creatures or objects within 10' of the Caster are revealed to their sight. They remain visible for three rounds.

5+5	Silence	If cast upon an object, everything within 10' of the object is in a zone of utter silence for 3 rounds. Note; all spell casting requires the ability to speak the magic incantation. So, any Caster inside the area of effect cannot cast spells. Casting a spell from a wand is unaffected.
5+6	Teleport	The Caster disappears & reappears at any point they can see within 60'. Instant.
6+6	Terrify	All enemy must pass a Toughness task check to attack the Caster. Lasts 3 rounds.

Scrolls and wands

Although there are no Heroes that are trained in Foul Sorcery, they may come across scrolls and wands that will allow them limited access to it.

Scrolls

These pages of parchment or papyrus have had a spell inscribed into them. Any Hero then can read can simply speak the last line of the scroll and cast the spell. Sometimes that is the only line that is legible, so the Hero may not know what they are casting.

To determine which spell is on a scroll roll 2d6 and refer to the sorcery table.

Wands

A wand is made from Orichalcum and can contain up to seven castings of the same spell. The trigger word for the wand is usually carved into its handle. Again, the first time they use the wand a Hero shall almost certainly not know what it contains.

To determine which spell is on a scroll roll 2d6 and refer to the sorcery table.

Glyphs

Some uses of Sorcery may leave Glyphs marked on surfaces as traps. If a Hero touches the Glyph, then the spell shall be cast. Note that they are the target of the spell. A glyph lasts for 1d6 days after being cast, or until they are triggered. Suitable spells for Glyphs include: Anathema, Daze, Demoralize, Fire Bolt, Silence, Teleport (usually somewhere not too nice), and Terrify.

The Curse of Knowledge

Across the many levels beneath Lamplight are scattered several books and crystals. Each was once created to assist in teaching people magic. Simply picking one up or touching them will gift the Hero with the knowledge of three random spells. The crystal or book shall then turn to dust.

Determine which spells the character has learnt randomly, by rolling 2d6 and refer to the list above.

To cast one of the spells they know the character must make a successful Lore task check. If they fail, they cannot try to cast that spell again until the next day. If a Hero ever casts any of these spells in front of the villagers, they may summon a Witch-hunter to deal with the 'accursed one'.

THAUMATURGY

Besides Foul Sorcery there is also the ancient and now lost art of Thaumaturgy. This was the most powerful form of magic in the ancient realms and it was jealously guarded by the Great Conclave of Masters. It is said that they are all long dead, but it is rumoured that some may yet still live, hidden in secret places... like the mines below Lamplight.

Thaumaturgy only has seven spells, and it take a lifetime to learn just one, so no Hero shall ever do so. Each spell takes an hour to cast.

Spell	Effect
Construct	The caster can make any inanimate object they desire from available materials
Curse	The target of this spell must make a task check using SPTx2. If they fail, they will roll 3d6 for task checks forever, or until the caster lifts the curse
Entropic Touch	This spell draws out and destroys the magic from any items of creature. It can thus destroy a magic item or a curse.
Firestorm	Everyone within 60' of the caster is attacked by a whirling conflagration and must make a Toughness check or take a wound. The Firestorm lasts for as long as the caster can concentrate on it.
Geas	All that can hear and see the caster must make a task check using SPTx2. If the creature fails, they will follow that Geas, even if it means their lives
Imbue Life	An object, such as a skeleton or an automaton, is given life. It then becomes the slave of the caster for eternity or until its demise.
Restore Life	A creature that has not been dead more than one day per point of their Spirit attribute is restored to life