

TORCHBEARER

Spells

This document contains new and revised spells from first to fourth circle for magicians and elves.

Bring Down the Nerf Hammer

After much consideration, we have made a few alterations/additions to existing spells from Torchbearer. We felt that Eldritch Darts as composed in Torchbearer overshadowed the other first circle spells, so we created a slightly toned down version (Aetherial Swarm) to replace it and moved a somewhat more powerful Eldritch Darts into the second circle. We gave Wizard's Aegis a slight boost to make it a bit more desirable, and we added a few new spells just for fun. You'll find the new and updated spells below.

First Circle

Aetherial Swarm

The magician pulls a swarm of enraged aetherial hornets across the Shroud of Worlds to harry her enemies.

Supplies for Aetherial Swarm: A flowering blossom.

- Lore Master Ob to Learn: 2
- Scholar Ob to scribe as a scroll: 2
- Scholar Ob to scribe into traveling spell book: 2

Casting Aetherial Swarm

No test to cast is necessary.

Aetherial Swarm Effect

For the duration of a Kill or Drive Off conflict, the magician may use the Arcanist skill in place of Fighter for Attack actions. This includes rolling for or helping with the disposition roll.

Aetherial Swarm has the following special characteristics:

Powered by Rage: +1D to Attack if the caster has the angry condition.

Aetherial: Mundane armor has no effect on Aetherial Swarms. Only magical armor and spells or prayers provide protection.



Sailor's Friend

The caster peers into the Otherworld for guidance from the spirits of land and sea.

Supplies for Sailor's Friend: a sunstone crystal.

- Lore Master Ob to Learn: 2
- Scholar Ob to scribe as a scroll: 2
- Scholar Ob to scribe into traveling spell book: 2

Sailor's Friend Factors

Weather Conditions: Fair, Overcast, light snow or rain, squall, the Twilight of the Gods

Advantage: +1D, +2D, +3D

Sailor's Friend Effect

This spell allows the caster to determine the position of the sun, the rough time (morning, noon or evening) and the approximate location of a destination, thus providing additional dice for a Pathfinder test. The spell does have limits: It simply doesn't work at night or underground, and the destination must be a location or landmark known to the caster (at the very least she must have seen an accurate map prior to casting the spell).

Wizard's Aegis

The caster summons a luminescent shield of aether bearing her wizard's sigil, interposing itself between herself (or her companions) and harm.

- Supplies for Wizard's Aegis: a chrysoprase ring or pendant.
- Lore Master Ob to Learn: 2
- Scholar Ob to scribe as a scroll: 1
- Scholar Ob to scribe into traveling spell book: 2

Casting Wizard's Aegis

No test to cast is necessary.

Wizard's Aegis Effect

When using Wizard's Aegis, the Arcanist skill replaces the Defend action skill/ability in a Kill, Capture or Drive Off conflict.

Wizard's Aegis has the following characteristics:

Indestructible: +1s to Defend

Arcane Surge: If you successfully defend, the opposing team suffers -1D to its next action.

Second Circle

Dweomercraft

The magician hooks threads of aether to a bit of scrap and weaves simple tools into being.

Supplies for Dweomercraft: A dogwood stick shuttle.

- Lore Master Ob to Learn: 3
- Scholar Ob to scribe as a scroll: 2
- Scholar Ob to scribe into traveling spell book: 3

Dweomercraft Factors

Supplies: Thread, rope, canvas, paper, timber, rubble, ashlar

Tools: Simple (needle, lever, oar), composite (gaff hook, spade, tongs), complex (calipers, pulley, warp-weighted loom), magical (for alchemy, rituals and sorcery)

Duration (one phase is base): Adventure, permanent

Dweomercraft Effect

With a fragment of appropriate material, the caster can create appropriate tools or supplies for skills. For instance, the caster could create a needle and thread from a sliver of bone and bit of wool or gut, or create paper or sailcloth from a scrap of flax.

Eldritch Darts

The magician rips missiles of raw, burning aether through the Shroud of Worlds and hurls them at those who have offended her.

- **Supplies for Eldritch Darts:** shears or a skinning knife that have never been used.
- **Lore Master Ob to Learn:** 3
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into traveling spell book:** 3

Casting Eldritch Darts

No test to cast is necessary.

Eldritch Darts Effect

The caster may use Arcanist in place of the Fighter skill for one versus test or for a single Attack or Feint action in a Kill or Drive Off conflict. It may not be used to roll for disposition. Once the spell is cast, the caster is unarmed. The caster may arm another weapon or spell in her possession between rounds.

Eldritch Darts has the following special characteristics:

Unerring: Against any weapon except bow, crossbow or sling, your Attack counts as versus an opponent's Attack and is independent against Maneuver.

Battery: In addition to the opponent acting on your action, you may target one additional opponent with an action. You may distribute your Margin of Success between the two targets as you see fit. When you reach 5th level, you may also target the third acting opponent. Upon attaining 7th level, you may target any and all opponents on the opposing team, even those that are not acting this round.

Powered by Rage: +1D to Attack if the caster has the angry condition.

Aetherial: Mundane armor has no effect on Eldritch Darts. Only magical armor and spells or prayers provide protection.

Numinous Sigil

Drawing forth aether for ink, the caster inscribes an Otherworldly rune that contains a spell.

- **Supplies for Numinous Sigil:** A drop of the caster's blood and a quill that has never been used.
- **Lore Master Ob to Learn:** 4
- **Scholar Ob to scribe as a scroll:** 2
- **Scholar Ob to scribe into a traveling spell book:** 2

Numinous Sigil Factors

Material inscribed: paper, wood, stone or metal, glass, flesh

Spell contained: 1st Circle, 2nd Circle, 3rd Circle, 4th Circle, 5th Circle

Visibility: Invisible (without Supernal Vision or Vision of the Lords of Chaos and Law)

Numinous Sigil Effect

This spell allows the caster to inscribe a symbol that holds a spell in a fashion similar to a scroll. Once the sigil is created, the caster must then successfully cast the spell which she wishes the sigil to contain and choose a trigger (generally when the sigil is read, touched or destroyed/disfigured). The character that activates the sigil need not be a magician or elf, nor does the character need to voluntarily activate the sigil. Magicians commonly use this spell to trap a grimoire or door with Balefire so that the spell erupts when the inscription is read or the target opened, but it has many other uses.

Third Circle

Apotropaic Circle

By will and gesture the caster erects a shield against spell and spirit.

- **Supplies for Apotropaic Circle:** a mixture of salt and iron filings strewn in a circle.
- **Lore Master Ob to Learn:** 4
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into a traveling spell book:** 4

Apotropaic Circle Obstacle

Arcanist Ob to cast: 4

Apotropaic Circle Effect

The caster creates a magical circle centered upon herself. The circle can protect a number of characters (including herself) equal to half the caster's Will (rounded up). It can protect an additional character for each helper. Successes equal to the margin of success are subtracted from any hostile spells that would affect someone protected by the circle. For example, if a magician achieves 6 successes when casting Apotropaic Circle, an enemy spellcaster would suffer -3s to cast when targeting a character protected by the circle.

Spirits (including demons) must win a versus test against the caster's Arcanist to physically interact with anyone protected by Apotropaic Circle. An Apotropaic Circle presents a featureless barrier to the Eye of the Overworld spell; the Eye cannot see through the barrier and will be disrupted if it attempts to pass through it.

While sustaining an Apotropaic Circle, neither the caster nor her helpers may move. They also cannot take actions in a physical conflict like a kill or drive off conflict. They may take actions in other types of conflicts (Abjure, Convince, Trick, etc.) but do so at -1D.

Balefire

The caster hurls an explosive ball of incandescent flame at her enemies, engulfing them in a terrible inferno.

- **Supplies for Balefire:** A ball of bat guano and sulfur.
- **Lore Master Ob to learn:** 4
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into a traveling spell book:** 4

Balefire Factors

Targeted location: Outside, indoors

Proximity: Far, close

Other (count one each): Backsplash (friends in hand-to-hand with target), confined/narrow area, your mom

Balefire Effect

In a Kill or Drive Off conflict, Balefire inflicts one hit point of damage to every member of the opposing team that leads an action or helps during a round.

To cast Balefire, the caster may not take an action or help during the round. Likewise, any character helping the caster may not take an action or otherwise help during the round. If the caster is part of a team with three members, the other members may take actions during the round as if they were a team of two (i.e., one of the other members may take two actions during the round). If the caster is part of a team with only two members, the other member may take all three actions during the round. The spell may not be used if the caster is alone on a team.

If the caster has not been knocked out of the conflict while casting, Balefire goes off simultaneously with the third action in the round.

Balefire has the following characteristics:

Explosive: Mundane armor has no effect on Balefire. Characters with magical protection against heat or flame may roll 1d6: A result of 4-6 negates the damage.

Powered by Rage: +1D to cast if the caster has the Angry condition.

Burn Baby, Burn!: If cast in an enclosed space, the caster may choose not to worry about friendly fire. If so, do not use the Backsplash factor, but everyone on both teams that led an action or helped during the round is affected by the spell.

Eagle's Dance

With fingers crooked like talons, the caster emits a cry like a hunting raptor and grants the gift of flight with a touch.

- **Supplies for Eagle's Dance:** A cloak of eagle feathers.
- **Lore Master Ob to learn:** 4
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into traveling spell book:** 3

Eagle's Dance Obstacle

Arcanist Ob to cast: 4

Eagle's Dance Effect

This spell grants the ability to fly to one character of the caster's choice for a Phase. Characters capable of flight may overcome any obstacles involving ascent or descent of great heights without the need to test. In addition, characters under this spell add +2D to Maneuver actions and +1s to successful Feint actions in Kill and Flee/Pursue conflicts.

Empyrean Messenger

The caster summons forth a creature of the heavens to bear a message.

- **Supplies for Empyrean Messenger:** a mouse or gobbet of flesh.
- **Lore Master Ob to learn:** 4
- **Scholar Ob to scribe as a scroll:** 2
- **Scholar Ob to scribe into traveling spell book:** 3

Empyrean Messenger Factors

Recipient: Lover, enemy, parent or fellow PC, friend, mentor, acquaintance

Distance: Nearby, several hours flight, a day's flight, many days' flight

Type of Message (written is base): Spoken

Empyrean Messenger Effect

This spell summons a mundane flying creature to carry a message to a recipient known to the caster. Only a few types of birds, like ravens or crows, are capable of relaying spoken messages. Spoken messages can be no more than a few sentences in length.

Eye of the Overworld

The caster summons a great, floating luminous eye to fly before her and spy out the way.

- **Supplies for Eye of the Overworld:** Spectacles with rose quartz lenses.
- **Lore Master Ob to learn:** 4
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into traveling spell book:** 4

Eye of the Overworld Factors

Duration: one turn, two turns, three turns, four turns

Lighting: well lit, dim light, darkness

Visibility of Eye (visible is free): Invisible

Eye of the Overworld Effect

With this spell, the caster may project her gaze around corners and down corridors (to a maximum distance of Will x 20'. By default the eye, which is roughly the size of a human head, is visible and sheds dim light. The caster may will to make the eye to be invisible when casting, though those under the effect of spells like Supernal Vision or prayers like Vision of the Lords of Chaos and Law will still see it. The eye travels at the speed of thought but cannot pass through walls or other solid objects. It can, however, squeeze through spaces of at least 1 inch in diameter. A handful of salt, enchanted weapon or offensive spell or prayer can disrupt the eye (Ob 1 Fighter test or equivalent).

Eyes of the Bat

With a touch, the caster grants the ability navigate in darkness like a bat.

- **Supplies for Eyes of the Bat:** A perfectly pitched tuning fork.
- **Lore Master Ob to learn:** 4
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into traveling spell book:** 3

Eyes of the Bat Obstacle

Arcanist Ob to cast: 3

Eyes of the Bat Effect

Gives one character the ability to "see" like a bat in complete darkness with no penalties for one Phase. Characters cannot read or determine color without light.

Incandescent Beacon

The caster summons a heatless flame to light the darkness.

- **Supplies for Inner Fire:** A convex glass lens.
- **Lore Master Ob to learn:** 3
- **Scholar Ob to scribe as scroll:** 2
- **Scholar Ob to scribe into traveling spell book:** 3

Incandescent Beacon Obstacle

Arcanist Ob to cast: 3 or versus an unwilling target's Will or Nature

Incandescent Beacon Effect

This spell creates a light equivalent to a torch. The spell lasts for a session. The spell may be cast on an area, in which case it is immobile, or it may be cast on an object, in which case it moves with that object. The light can be covered but not extinguished. However, a Shroud of Shadows spell can cancel it. If the spell is cast upon an unwilling person/monster (rather than a carried object), the Obstacle of the spell is versus the target's Will/Nature. This spell can be used to blind a person/monster if cast upon the eyes.

Lightning Step

The caster energizes herself and her companions with an electric jolt that hastens their movements.

- **Supplies for Lighting Step:** A tincture of Cinnabar applied to the hands and feet.
- **Lore Master Ob to learn:** 4
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into a traveling spell book:** 4

Lightning Step Factors

Breadth: Caster, one person (not caster), two people, team

Duration (begin counting at 2): One turn, two turns, three turns

Lightning Step Effect

Characters subject to this spell may take two tests per turn rather than one. A conflict counts as a single test for this purpose. In Kill, Capture, Drive Off, and Flee/Pursue conflicts, characters subject to this spell add +2D to Maneuver actions.

Puissant Suggestion

With a sibilant intonation, the caster's words slither past her victim's defenses to seize the brain in a net of aetheric fire.

- **Supplies for Puissant Suggestion:** A comb of honey.
- **Lore Master Ob to learn:** 4
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into traveling spell book:** 4

Casting Puissant Suggestion

No test to cast is necessary.

Puissant Suggestion Effect

The caster may use Arcanist in place of the Manipulator skill for one versus test or in place of the Attack or Feint skill for a single Attack or Feint action in a Convince or Trick conflict. It may not be used to roll for disposition.

Puissant Suggestion has the following special characteristics:

Subtle: +1D, +1s against Defend

Disarming: Opponent suffers -1D to Attack

Sign of Abrogation

Stepping forth with a bold, authoritative gesture of Law, the caster dispels magics that offend her.

- **Supplies for Sign of Abrogation:** A handful of coarse salt.
- **Lore Master Ob to learn:** 3
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into traveling spell book:** 3

Sign of Abrogation Obstacle

Arcanist Ob to cast is equal to the obstacle of the spell to be dispelled.

Sign of Abrogation Effect

This spell destroys or ends a spell that has already been cast. The caster may only dispel spells she is of a level capable of casting.

Simulacrum

The caster makes a subtle gesture, summoning forth mirror images to confuse her foes.

- **Supplies for Simulacrum:** A mirror.
- **Lore Master Ob to learn:** 4
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into traveling spell book:** 4

Simulacrum Obstacle

Arcanist Ob to cast: 3

Simulacrum Effect

Successfully casting this spell increases disposition in a Kill, Drive Off or Capture conflict by 1 and adds a mirror image of the caster which counts as a target in Fight. Margin of success adds additional disposition and additional simulacra (maximum of 4 each). Simulacra are knocked out of a fight before any other targets and cannot be regained by any means. Bonus disposition from simulacra does not count as part of the team's disposition for the purpose of determining a compromise.

Whispers on the Wind

With a whispered word, sylphs of the Middle Air fly forth to gather tidings that should be known to the wise.

- **Supplies for Whispers on the Wind:** An earhorn used by an elder.
- **Lore Master Ob to learn:** 3
- **Scholar Ob to scribe as a scroll:** 2
- **Scholar Ob to scribe into traveling spell book:** 3

Whispers on the Wind Factors

Information sought: Guild on watch or current rumor, current town event or current town laws, a lead to an adventure, eavesdropping on a private conversation

Whispers on the Wind Effect

The caster summons invisible spirits of the air that carry snippets of conversations back to her ears. She may use this spell to glean information on a town before seeking to enter, but the town itself must be in sight as sylphs have mercurial attention at best. Likewise, eavesdropping on a private conversation requires being no further away than a room or two (or the equivalent if outdoors).

Fourth Circle

Hammer of Heaven

The caster channels a bolt from the heavens to destroy her foes.

- **Supplies for Hammer of Heaven:** An amber rod.
- **Lore Master Ob to learn:** 4
- **Scholar Ob to scribe as a scroll:** 3
- **Scholar Ob to scribe into a traveling spell book:** 4

Casting Hammer of Heaven

No test to cast is necessary.

Hammer of Heaven Effect

This spell may be used for a single Attack or Feint action in a Battle conflict. It may not be used to roll for Disposition. Hammer of Heaven has the following characteristics:

Energy Bolt: +2D to Attack and Feint actions; Attack actions are independent against Maneuver.

Chain Discharge: For each team member knocked out of a conflict due to Hammer of Heaven, another team member that has not yet been affected takes a point of damage.

White Fire: Mundane armor has no effect on Hammer of Heaven. Characters with magical protection against lightning may roll 1d6: A result of 4-6 negates one point of damage.

Shockwave: Disposition lost to Hammer of Heaven cannot be regained, even with a successful Defend action.

Wormtongue

With speech black with flattery and lies, the caster twists her victim's will to her own purposes.

- **Supplies for Wormtongue:** The tongue of a viper.
- **Lore Master Ob to learn:** 4
- **Scholar Ob to scribe as a scroll:** 4
- **Scholar Ob to scribe into traveling spell book:** 5

Casting Wormtongue

This spell causes a versus test between the target's Will (or Nature for monsters) and the caster's Arcanist skill. The caster suffers -1s penalty for each rank by which the target's Might exceeds that of the caster.

Wormtongue Effect

Successful use of this spell has progressive results:

- The first time the caster successfully casts this spell on the target, she may rewrite the target's Instinct.
- The second time the caster successfully casts this spell on the target, she may rewrite the target's Goal.
- The third time the caster successfully casts this spell on the target, she may rewrite the target's Belief.

For monsters without Goals or Beliefs, the second and third castings allow the caster to add an additional Instinct to the monster (3 maximum).

At the end of each phase in which the target attempts to act upon his or her new instinct, goal or belief, the target may test Will (or Nature for monsters), +1D for each rank by which its Might exceeds that of the caster. The test is versus the caster's Arcanist skill. Success breaks the enchantment(s), leaving the target fully cognizant of what the caster has done.

Should the caster fail to cast this spell, all previous enchantments on the target are lost instantly and the target becomes fully cognizant of what the caster has done.

Casting this spell requires a period of non-hostile conversation. This spell does not work on Undead, creatures of animal intelligence, or constructs (like guardian statues).

