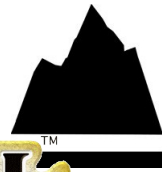


CLERIC DECK

17TH AGE[™]



1ST LEVEL CLERIC SPELLS

Bless

Ranged spell
Daily

Quick action to cast

Cast for power: One nearby ally gains a +2 attack bonus until the end of the battle.

Cast for broad effect: Choose up to three nearby creatures (including you); each target gains a +1 attack bonus until the end of the battle.

Slots : 3rd, 5th, 9th Each target gains a total of 1,2 or 3d10 temp.hp pr +1 atk.

7th lvl slot All attack bonuses granted by the spell increase by +1.

Note : Lvl 3,5 & 9 effects doesn't stack!

Cure Wounds

Ranged spell
Daily

Quick action to cast

Effect: You or a nearby ally can heal using a free recovery.

3rd lvl slot The target can also roll a save against each save ends effect.

5th lvl slot This spell is now recharge 16+ after battle instead of daily.

7th lvl slot The target can heal using two free recoveries instead of one.

9th lvl slot This spell is now recharge 11+ instead.

Hammer of Faith

Close-quarters spell
Daily

Effect: Until the end of the battle, your basic melee attacks use d12s as their base weapon damage dice.

3rd lvl slot The spell now requires only a quick action to cast.

5th lvl slot You deal half damage on misses with basic melee attacks this battle.

7th lvl slot Once during the battle, you can reroll a basic melee attack.

9th lvl slot For the rest of the battle, change any of your basic melee attack damage dice rolls that are less than the escalation die to the escalation die value.

Javelin of Faith

Ranged spell
At-Will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d6 + Wisdom holy damage.

Miss: Damage equal to your level.

Slots : 3rd 3d6, 5th 6d6, 7th 6d10, 9th 8d10

A : +1d6 damage against an undamaged target. At lvl 5 +2d6, lvl 8 +4d6

C : You can now target a far away enemy with the spell at a -2 attack penalty.

E : If your natural attack roll is an 18+, make the attack a second time against a different target as a free action.

Shield of Faith

Ranged spell
Daily

Quick action to cast

Cast for power: One nearby ally gains a +2 bonus to AC this battle.

Cast for broad effect: Choose up to three nearby creatures (including you); each target gains a +1 bonus to AC this battle.

3rd lvl slot The bonus also applies to PD.

5th lvl slot The bonus increases by +1 while the target is staggered.

7th lvl slot The bonus also applies to MD.

9th lvl slot The bonus when cast for power increases to +4. The bonus when cast for broad effect increases to +2.

Spirits of the Righteous

Ranged spell
Once per battle

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 4d6 + Wisdom holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn.

Miss: Your nearby ally with the fewest hit points gains a +2 bonus to AC until the end of your next turn.

Slots : 3rd 7d6, 5th 7d10, 7th 10d12, 9th 2d8x10

C : You also gain the bonus to AC until the end of your next turn on a hit.

Turn Undead

Close-quarters spell
Daily

Target: 1d4 nearby undead creatures, each with 55 hp or fewer.

Attack: Wisdom + Charisma + Level vs. MD

Hit: The target is dazed until end of your next turn.

Hit by 4+: 1d10 x your lvl holy damage, and the target is dazed until end of your next turn.

Hit by 8+: Holy damage equal to ½ target's max hp, and the target is dazed (save ends).

Hit by 12+ or Natural 20: The target is destroyed.

Slots : 3rd -90hp, 5th -150hp, 7th -240hp, 9th -400hp

A : You can expend your daily use of turn undead to gain an additional use of heal in one battle.

C : You can choose to target either demons or undead with the spell (but not both with the same casting).

E : Increase the targeting limit by 100 hp.



3RD LEVEL CLERIC SPELLS

Cause Fear

Ranged spell
Daily

Target: One nearby enemy with 75 hp or fewer
Attack: Wisdom + Level vs. MD
Hit: The target is weakened until the end of its next turn. On its next turn, if it's unengaged, it does not attack and moves away from you. If it's engaged, the target attempts to disengage as its first action, and moves away if it succeeds. If it fails, it moves away as its second action (drawing opportunity attacks). In either case, it will not attack unless it has no options for escape.
Miss: The target hates you for having tried to scare it, and it wants to hurt you most of all, but it won't be any stupider than usual in pursuing that goal.
Slots : 5th -120hp, 7th -190hp, 9th -300hp

Divine Endurance

Ranged spell
Daily

Quick action to cast

Cast for power: One nearby ally gains 40 temporary hit points.
Cast for broad effect: Choose up to three nearby creatures (including you); each target gains 20 temporary hit points.
Slots : 5th 60/30, 7th 80/40, 9th 100/50

Combat Boon

Close-quarters spell
At-Will

Effect: Make a basic melee attack. If the attack hits, you or one conscious nearby ally can roll a save against a save ends effect.
5th lvl slot The save gains a +1 bonus.
7th lvl slot If the attack hits, you and your nearby conscious allies can roll a total of two saves (one per character).
9th lvl slot The save bonus increases to +2.
A : If you score a critical hit with the combat boon attack, the subsequent save automatically succeeds.
C : One nearby conscious ally can roll a save even if your attack misses.

Judgement

Ranged spell
Daily

Targets: All nearby staggered enemies
Attack: Wisdom + Level vs. MD
Hit: 5d10 + Wisdom holy damage.
Miss: Holy damage equal to your level.
Slots : 5th 8d10, 7th 2d6x10, 9th 2d10x10
C : The spell now deals half damage on a miss.
E : The spell is now recharge 16+ after battle instead of daily.

Mighty Healing

Ranged spell
Daily

Cast for power: One nearby ally can heal using a single recovery and regain double the usual number of hit points.
Cast for broad effect: Choose up to three nearby creatures (including you); each target can heal using a recovery.
5th lvl slot The spell can now target far away allies.
7th lvl slot Power equals triple the usual hp for one recovery; broad equals 150% the usual hp per recovery.
9th lvl slot Recoveries provided by the spell are now free.
C : This spell is now a close-quarters spell.

Strength of the Gods

Ranged spell
Daily

Quick action to cast
Cast for power: One nearby ally deals +2d8 damage with melee attacks this battle.
Cast for broad effect: Choose up to three nearby creatures (including you); each target deals +1d8 damage with melee attacks this battle.
Slots : 5th 4d6/2d6, 7th 4d10/2d10, 9th 6d10/3d10



5TH LEVEL CLERIC SPELLS

Crisis of Faith

Close-quarters spell
Daily

Quick action to cast

Effect: For the rest of this battle, all enemies near you with 100 hp or fewer take a penalty to their Mental Defense equal to your Charisma modifier. Whenever one of those enemies misses with an attack roll, it takes holy damage equal to double your level.

Slots : 7th -160hp, 9th 250hp



Overworld Travel

Close-quarters spell
Daily

Special: You must cast this spell outdoors. It enables you and a group of nearby allies to travel up to and through the overworld to most any location in the world that you can name. The method of travel may depend upon your god, your icon, or your will. Some overworld travel spells summon a flying land, while others harness an elder sky being or simply turn all the travelers into swiftly moving wind. The trip through the overworld is magically warded by the spell. Travel takes between an

Sanctuary

Close-quarters spell
Daily

Effect: Choose yourself or a nearby ally. Enemies with 100 hp or fewer cannot attack the chosen target until that creature attacks or the escalation die reaches 6+.

Slots : 7th -160hp, 9th 250hp

7TH LEVEL CLERIC SPELLS ON NEXT CARD

9TH LEVEL CLERIC SPELLS

hour and a day, depending on distance and the amount of effort the spell must exert to maintain the warding. Party members who go off-plot and skip off into the overworld for a side adventure are on their own. The destination can be in the overworld or in the land. It can't be in the underworld—this is the wrong spell for destinations there.

In a pinch, the versions of this spell cast by icons have been known to move invading armies and refugees from doomed cities. It's possible that the player characters could manage something similar but it's not guaranteed.

Sphere of Radiance

Close-quarters spell
Daily

Effect: You or one nearby ally can heal using a free recovery. Then make the following attack.

Target: Up to two nearby enemies

Attack: Wisdom + Level vs. MD

Hit: 7d8 + Charisma holy damage.

Miss: Half damage.

Slots : 7th 8d12, 9th 2d8x10



Prayer for Readiness

Close-quarters spell
Daily

Targets: Up to 5 allies

Effect: You utter a powerful prayer upon your comrades, giving each a special blessing. At any point later this battle, each blessed ally can acknowledge the blessing by saying "thank you" to your god, gods, or pantheon as a free action to reroll a d20 roll. That ally must take the reroll result. Note that you are giving the blessing and don't receive it yourself.

Epic Feat: This spell is now a quick action to cast.

7TH LEVEL CLERIC SPELLS

Circle of Protection

Close-quarters spell

Daily

Quick action to cast

Effect: Choose a defense: AC, PD, or MD. For the rest of the battle while you are conscious, you and each ally near you gains a +1 bonus to that defense. Each enemy that misses you or one of your nearby allies with an attack against the defense you chose is hampered until the end of its next turn.

9th lvl slot Attacks against the chosen defense can not score critical hits.

E : The spell is now recharge 16+ after battle instead of daily.

Resurrection

Ranged spell

Special

Special: You can cast this spell only once per level. You'll have to keep track of how many times you cast the spell in your life. You must have most of the corpse available to cast the spell. There's no time limit on resurrecting a dead PC, so long as you have the corpse (unless that becomes a silly exercise in resurrecting adventurer-tier characters into an epic-tier game!). NPCs should probably be a lot easier to resurrect if they haven't been dead long.

Special : If the target of your resurrection spell has been resurrected more times than you have cast the spell, there is a nasty 50% chance that the experience will play out using their higher number of resurrections instead of the number of times you have cast the spell.

Effect: You can bring a creature back to life in more or less normal condition. By more or less normal, we mean that you could cast your first resurrection in the middle of combat or during an adventure and we would advise something like the following drawbacks: expending half the resurrected character's recoveries, start them dazed (save ends), and flip a coin for each of their daily abilities—tails it's expended.

9th lvl slot You no longer need to have most of the corpse to perform this spell.

This Cleric Deck is made by Dion Haubro aka. Ashardis – Use as you want, provided you don't modify the PDF-file in any manner and act in accordance to Fire Opal Media guidelines (see below). You can contact me at [diamondk #at# hotmail #dot# com](mailto:diamondk@at#hotmail#dot#com).

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Limited Casting:

- The **first** time in your life that you use the spell you can cast it quickly, with a single standard action. Using the spell removes one of your spell slots until you gain a level (you get one less spell per full heal-up).
- The **second** time in your life you cast the spell, it takes longer, at least three or four rounds, and costs you something like half your hit points and daily powers/spells. The person you are resurrecting comes back at something like one-quarter strength.
- The **third** time you cast the spell it has to be as a ritual. The spell chews you up and leaves you with only a few hit points, then gnaws at the person you have resurrected, who takes days to recover well enough to qualify as an adventurer or combatant.
- The **fourth** time you cast the spell it nearly kills you. The resurrection succeeds but the person you've resurrected is going to be a mess for a month or more, regardless of any other magic tricks ya'll got going.
- The **fifth** time you resurrect someone (thanks to a boon from an icon, a powerful magic item, or some other method allowed by the GM that lets you use resurrection beyond your normal limit), that's the end of your story and you die. There's only a 50% chance that the resurrection spell works on the target. You've used up your quota of resurrection magic. You're not coming back via this spell, either.

