

SORCERER DECK



17TH
10^{AGE}



1ST LEVEL SORCERER SPELLS

Breath of the White

Close-quarters spell
Daily

Target: 1d2 nearby enemies in a group; *breath weapon*

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma cold damage.

Miss: Half damage.

Slots : 3rd 5d6, 5th 4d10, 7th 6d12, 9th 10d12

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use breath of the white dragon that turn if you wish.

Burning Hands

Close-quarters spell
At-Will

Targets: Up to two nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma fire damage.

Slots : 3rd 1d8, 5th 2d8, 7th 3d8, 9th 5d8

A : When you miss with burning hands, you deal fire damage to the target equal to each damage die that rolled its maximum possible result.

C : When you roll a natural 18+ with a burning hands attack roll, you can choose another nearby target for the spell. The new target doesn't have to be part of the original group.

E : You can now target each enemy engaged with you with your burning hands spell in addition to any other targets.



Chaos Bolt

Ranged spell
At-Will

Special: The first time you use chaos bolt each battle, determine a random energy type. The spell deals that type of damage each time you use it that battle.

Target: One nearby enemy **OR** one far away enemy with a -2 attack penalty

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma random energy damage, and if the natural attack roll was **even**, you gain a chaotic benefit as if you had gathered power.

Miss: Damage equal to your level.

Slots : 3rd 3d8, 5th 5d8, 7th 7d8, 9th 9d8

A : You don't take the -2 penalty for attacking a far away enemy with the spell.

C : Sorc lvl 5-7 : roll any chaotic benefit gained with this spell on the epic chaotic benefits table. Sorc lvl 8-10, choose the epic chaotic benefit you want.

Lightning Fork

Ranged spell
Recharge 16+ after battle

Target: One nearby enemy; *chain spell*

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma lightning damage.

Miss: Half damage.

Slots : 3rd 7d6, 5th 6d10, 7th 10d10, 9th 2d8x10

A : Once per battle, you can re-roll one of your lightning fork attacks rolls.

C : If you miss all targets with lightning fork, you don't expend it.

E : The recharge roll for lightning fork is now 11+.

Chain Spell: Each time you make a natural **even** attack roll, you can attack a different target with the spell.

Resist Energy

Ranged spell
Recharge 16+ after battle

Target: You or one nearby ally

Effect: Until the end of the battle, the target gains *resist damage 12+* to the following energy type of your choice: cold, fire, lightning, thunder.

3rd lvl slot Choose two types of energy the target gains resistance to.

5th lvl slot Resistance is now 16+.

7th lvl slot The spell now affects two targets.

9th lvl slot Recharge roll is now 11+.

A : You can target an additional creature with the spell.

Scorching Ray

Ranged spell
At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma fire damage, and if the natural attack roll is **even**, the target also takes 1d8 ongoing fire damage.

Miss: Damage equal to your level.

Slots : 3rd 3d6, 2d4 ong ; 5th 4d6, 2d6 ong ; 7th 6d6, 3d6 ong ; 9th 10d10, 5d6 ong

A : You can now use the spell against a far away target, but with a -2 attack penalty.

C : Each time you cast the spell, you can have the attack deal random energy damage instead of fire damage. Replace the fire entry on the random energy table with your choice of negative energy or acid.

E : You don't take the -2 penalty for attacking a far away enemy with the spell.

3RD LEVEL SORCERER SPELLS

Breath of the Green

Close-quarters spell
Daily

Target: 1d4 nearby enemies in a group; *breath weapon*

Attack: Charisma + Level vs. PD

Hit: 15 + Charisma ongoing poison damage.

Miss: 5 ongoing poison damage.

Slots : 5th 25+Cha ong, 10 on miss; 7th 35+Cha ong, 15 on miss ; 9th 50+Cha ong, 25 on miss

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use breath of the green that turn if you wish.

Chaos Pulse

Ranged spell
At-Will

Target: One random nearby enemy

Attack: Charisma + Level vs. PD

Hit: 3d10 + Charisma random energy damage.

Even Miss: Half damage.

Odd Miss: Damage equal to your level.

Slots : 5th 5d10; 7th 7d10 ; 9th 9d10

Dragon's Leap

Ranged spell
Daily

Quick action to cast

Target: You; breath weapon

Effect: You can fly at the rate you normally move until the end of your turn. (So if you don't land or find someplace to hang from, you'll fall.)

5th lvl slot You can now fly until the end of your next turn.

7th lvl slot You can now fly twice as fast as you normally move on the ground. You also gain a +5 bonus to disengage checks.

9th lvl slot The spell is now recharge 16+ after battle instead of daily.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use dragon's leap this turn if you wish. (Yeah, we know it's not actually a breath weapon, but it works as part of the draconic sorcerer package.)

Echoing Thunder

Ranged spell
At-Will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma thunder damage, and the first enemy that hits you with a melee attack before the start of your next turn takes 2d6 thunder damage. (An empowered spell does not double this aftershock damage.)

Miss: Damage equal to your level.

Slots : 5th 5d6, 2d6 aftershock; 7th 7d6, 3d6 aftershock; 9th 9d6, 4d6 aftershock;

C : The spell's aftershock damage is now also doubled when echoing thunder is empowered.

RANDOM ENERGY TYPE TABLE

Roll d4

- 1: Cold
- 2: Fire
- 3: Lightning
- 4: Thunder



CHAOTIC BENEFITS OVERVIEW TABLE (D6)

Adventurer Tier (levels 1–4)

- 1–2: +1 to AC until the start of your next turn.
- 3–4: (Lvl) dam to all nearby staggered enemies.
- 5–6: (Lvl) dam to one nearby enemy.

Champion Tier (levels 5–7)

- 1–2: +1 to AC and PD -> the start of your next turn.
- 3–4: (Lvl) + Cha dam to all nrby staggered enemies.
- 5–6: (Lvl) + Cha dam to one nearby enemy.

Epic Tier (levels 8–10)

- 1–2: +1 to all def -> the start of your next turn.
- 3–4: (Lvl) + Cha x 2 dam to all nrby stag'd enemies.
- 5–6: (Lvl) + Cha x 2 dam to one nearby enemy.

5TH LEVEL SORCERER SPELLS



Breath of the Black

Close-quarters spell
Daily

Target: One nearby enemy; breath weapon

Attack: Charisma + Level vs. MD

Hit: 10d6 + Charisma acid damage, and 20 ongoing acid damage.

Miss: 10 ongoing acid damage.

Slots : 7th 10d10, 40 ong, 20 ong on miss; 9th 2d6x10, 60 ong, 30 ong on miss;

E : Double the spell's ongoing damage on a miss.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use breath of the black that turn if you wish.



The Queen's Shadow

Ranged spell
Daily

Special: Once you cast this spell in a battle, you can cast it at- will for the rest of that battle.

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 8d6 + Charisma psychic damage, and if the natural attack roll is even, you can teleport to a nearby location you can see.

Miss: Damage equal to your level.

Slots : 7th 9d10; 9th 10d12

E : Once per battle, the teleport from a hit with the queen's shadows can be to a far away location you can see.

Three Dooms

Ranged spell
Recharge 16+ after battle

Target: One nearby enemy; *chain spell*

Attack: Charisma + Level vs. PD

Hit: 2d4 x 10 random energy damage, and you take damage of the same type equal to the unmodified dice roll (2d4, 2d8 or 2d12).

Note : *No Charisma bonus to damage.*

Miss: Half damage, and you still take random energy damage equal to the unmodified dice roll.

Slots : 7th 2d8x10; 9th 2d12x10

Chain Spell: *Each time you make a natural **even** attack roll, you can attack a different target with the spell.*

Unearthly Glamour

Ranged spell
Daily

Effect: You gain a +5 bonus to all Charisma skill checks for **the next five minutes**. If you fail a Charisma skill check during this time, however, anyone you were attempting to convince or influence with the check is freaked out or disgusted by the supernatural glamour attached to you and has extremely negative reactions to you.

Slots : 7th 1 hr duration; 9th 2 hr duration



7TH LEVEL SORCERER SPELLS



Breath of the Blue

Close-quarters spell
Daily

Target: One nearby enemy; *breath spell*

Attack: Charisma + Level vs. PD

Hit: 10d12 + Charisma lightning damage, and at the start of the target's next turn, 1d6 of its nearby allies take 20 lightning damage.

Miss: Half damage, and no damage to target's allies.

9th lvl slot 2d10 x 10 damage 25 lightning damage to nearby allies.

E : You can now target a far away enemy with the spell (no attack penalty).

Breath Spell: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use breath of the blue this turn if you wish.

Stolen Faces

Ranged spell
Daily

*Free action to cast, **before** initiative is rolled*

Targets: 1d4 + 1 nearby allies

Effect: You steal the once-per-battle racial powers of your allies this battle, but you don't get the advantage of your allies' feats or items that improve those powers. We say you "steal" the power because you aren't asking permission. Each ally you steal a racial power from can roll an easy save (6+). Success means they get to use their power also this battle. Failure means they can't; you took it fully. You can't steal racial powers you already possess. Diversity pays.

9th lvl slot You get to use your allies' powers as if you also had any of their feats that improve those powers.



Touch of Evil

Close-quarters spell
Daily

Quick action to cast

Special: Using this spell when you're actually fighting demons could be unwise. If you are fighting one or more demons, roll an easy save (6+) at the start of each of your turns. Failure means that you are confused that turn.

Target: You

Effect: You gain a random demon-style power for the rest of the battle, similar to the abilities demons possess but not identical.

Roll a **d8** to see which power you gain:

1: Resist energy 16+—When an attack that deals energy damage targets you, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

2: Infernal battery—Until the end of the battle, you can use a quick action once each round to make recharge rolls for your expended recharge spells. Each time you do so, you take damage equal to half the natural result of your recharge roll.

3: Backlash—The first time you are staggered this battle, the enemy who staggered you becomes confused (save ends).

4: Spell frenzy—You enter a spell frenzy (see Infernal Heritage talent). If you were already in a spell frenzy, you now roll 3d20 for each attack and take damage equal to triple the target's level for each roll that misses.

5: Fear aura—Enemies engaged with you that have fewer hit points than double your current hit points are dazed. In the unlikely event that they could normally use the escalation die, well, they can't.

6: Teleport 1d3 + 1 times this battle—As a move action, you can teleport anywhere you can see nearby.

7: Demonic speed—You can take an extra standard action each turn that the escalation die is even. You lose 2d10 hit points each time you use the extra action.

8: Eye of the Diabolist—Choose any two features you want! Yeah! Enjoy. For the rest of this day, all your icon relationships disappear and are replaced by an identical number of conflicted points with the Diabolist. Consider this a love letter to the GM.

9TH LEVEL SORCERER SPELLS

Breath of the Void

Close-quarters spell
Daily



Target: One nearby enemy; *breath spell*

Attack: Charisma + Level vs. MD

Hit: 2d12 x 10 + Charisma negative energy damage, and the target moves down 2d6 points in initiative order, to a minimum of 1.

Miss: Half damage.

Breath Spell: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use breath of the void this turn if you wish.

should always be favorable for you. The long-term consequences of randomly invoking the power of an icon that may be an enemy might not be favorable for you, and should be played for narrative interest by the GM, particularly if the impact of the spell was huge for you. Since this is a daily spell, sizable impact is fine, but don't award any extra effect for empowered casting, especially since the spell can be cast effectively out of combat.

E : Roll two d6s for this spell, then choose the d6 result you prefer.

If the escalation die is **5+**, you can swap the escalation die for one of your rolls.

If you get **no** successes, you regain the spell after this battle.

You can acquire one of the new spells the same round you cast this spell. Then select and acquire any other gained spells at the start of your next turn, so if you haven't already figured out what you will take, get to work. If you haven't figured it out by your next turn, the GM should move play on without your decision and consider letting you trickle in the spells as you figure it out.

You can use your Charisma as the ability score that provides the acquired spells' attack bonuses and damage bonuses (if any). Other ability score references remain unchanged. As you might expect, each 5 you roll also invokes an Archmage-related complication or obligation in the tradition of rolling 5s on relationship checks. The GM should have as much fun with you as possible.

Calling the Blood

Close-quarters spell
Daily

Effect: Roll a d6 to randomly select one of the six sorcerous heritage icons:



You gain some surprising or bizarre magical effect associated with the power of that icon to assist you. The effect is entirely up to the GM, though the immediate impact of the spell

Silver Flame

Close-quarters spell
Daily

Quick action to cast

Effect: Roll your relationship dice with the Archmage; if you have none, avoid this spell.

For each **6** you roll, you gain one **7th** level or lower spell from any spellcasting class that you can cast this battle.

For each **5** you roll, you gain one **5th** level or lower spell from any spellcasting class that you can cast this battle.

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