

WIZARD DECK



17TH
AGE



9TH LEVEL WIZARD SPELLS

Disintegrate

Ranged spell
Daily

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 4d8 x 10 damage, and the target is vulnerable (hard save ends, **16+**).

Special: *In addition, if the target drops to 0 hp from this attack, or drops to 0 hp before it saves against the vulnerable effect of this attack, it is gone, dusted, nothing remaining.*

Miss: Half damage.

E : You can now target a far away creature with the spell.

Meteor Swarm

Ranged spell
Daily

Special: *You summon a meteor swarm. If you're underground, you get the ur-dark stalactite equivalent! Nothing more happens this round, but roll **1d3 + 1** to determine how many meteors you*

*have summoned. At the **start of your next turn**, even if you are unconscious or dead or have left the area, the meteors arrive **one per turn** at the start of each of your turns and slam into the combat area.*

Target: You can make an attack with each meteor against 1d4 enemies in a group. (It works best against enemies who are unable to spread out and are forced to stand and be swarmed.) Alternatively, use the spell to level an area with high impact property damage.

Attack: Intelligence + Level vs. PD

Hit: 4d4 x 10 damage of the energy type of your choice (cold, fire, lightning). Any allies engaged with the enemies you are targeting take one-fourth damage from each meteor that impacts the area.

Miss: Half damage.

E : Each meteor now deals 5d4 x 10 damage.

Teleport

Ranged spell
Daily

Effect: You and **up to 4** allies next to you can teleport to any location in the world, underworld, or overworld that you have previously visited. When you teleport, roll a d20. If you roll a 1, something weird happened and the GM is going to send you somewhere else interesting. Otherwise, you and your allies arrive at the desired location at the start of your next turn. Any effects of spells or items cast before teleporting are dispelled and no longer function on arrival, so it's best to wait and use such spells after you arrive.

E : Your allies don't need to be next to you before you cast the spell, just nearby. Alternately, if they are all next to you when you cast the spell, you can teleport to a location known to one of your allies.



This Wizard 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 damondk@at#hotmail#dot#com.

This Wizard Deck uses trademarks and/or copyrights owned by Fire Opal Media, which are used under the Fire Opal Media, 13th Age Community Use Policy. We are expressly prohibited from charging you to use or access this content. This Wizard Deck is not published, endorsed, or specifically approved by Fire Opal Media. For more information about Fire Opal Media's 13th Age Community Use Policy, please visit www.fireopalmedia.com/communityuse. For more information about Fire Opal Media and 13th Age products, please visit www.fireopalmedia.com and www.pelgranepress.com.

WIZARD UTILITY SPELLS

List

- 1st lvl** : disguise self, feather fall, hold portal
3rd lvl : levitate, message, speak with item
5th lvl : water breathing
7th lvl : scrying

For example, if you memorize the utility spell slot at 3rd lvl, you can cast one of the following six spells at 3rd lvl as a standard action: *disguise self*, *feather fall*, *hold portal*, *levitate*, *message*, or *speak with item*. You don't have to decide ahead of time which utility spell you will cast.

You can also memorize the utility spell multiple times by giving up a spell slot for each use.

A :/C : Each utility spell you take lets you cast **two/three** spells from the available options instead of **one**.

U1: Disguise Self

Close-quarters spell
Daily

Effect: This spell provides you with an effective magical disguise that lasts about ten minutes, making the skill check to avoid unmasking one step easier: easy if it would have been a normal task, normal if it would have been a hard task, and hard if it would have been a ridiculously hard task. The spell only affects your general appearance, not your size. It can be used to hide your features behind the generic features of another person or race. Using it to impersonate a specific creature makes it less effective as a disguise—GM, consider a –2 to –5 penalty depending on the degree of difficulty.
3rd lvl : The spell lasts for 1 hour.
5th lvl : The spell also provides smell; +2 bonus to any checks.
7th lvl : The spell also handles correct-sounding vocal patterns and rough mannerisms; +4 bonus to any checks.
9th lvl : You can now target an ally with the spell; you can also now use it on up to two creatures at once.

U1: Feather Fall

Close-quarters spell
Daily

Free action to cast

Effect: When you cast this spell, it arrests your fall, letting you glide down the ground over a round or two. If you're falling a ridiculous distance, wait to cast it until you're nearing the ground or risk turning back into a non-feather at the wrong moment.
3rd lvl : Can now target a nearby ally with the spell.
5th lvl : Can now target up to two nearby creatures with the spell.
7th lvl : Can now target up to five nearby creatures with the spell.
9th lvl : You gain some control over where a target falls, like a quickly gliding feather.

U1: Hold Portal

Ranged spell
Daily

Effect: You cast this spell on a door. For ten minutes, adventurer-tier creatures can't get through the door, not even by chopping it into splinters with an axe or blasting it with a fireball. Champion-tier creatures can batter it down; each attempt requires a DC 20 Intelligence skill check (including an

applicable background) by the caster to resist the battering and keep the spell going. Epic-tier creatures can walk right through. (Yes, let the caster roll even if they aren't present; it's their magic that is holding the door shut and intact and they'll know if it's getting battered down.)

3rd lvl : The spell now lasts for an hour. Adventurer-tier creatures are stymied. Champion tier creatures can batter the door down or destroy it after three failed DC 20 skill checks by the spellcaster. Epic creatures notice that the now-busted door had magic on it.

5th lvl : Champion-tier creatures take a few minutes to force the door open. It takes actual effort for an epic creature to force it open, but they'll manage it after one failed DC 25 skill check by the spellcaster.

7th lvl : Champion tier creatures are stymied for up to an hour by the door. It takes epic tier creatures longer to get through now; three failed DC 25 skill checks by the spellcaster.

9th lvl : Now epic-tier creatures curse and pry but can't get the thing open for an hour, barring bizarre magical circumstances that we all know we should probably expect, because there is something about epic tier environments that dislikes a locked door.

U3: Levitate

Close-quarters spell
Daily

Effect: Until the end of the battle, you can use a move action to rise straight up into the air or descend straight down. The spell won't move you horizontally, though you could levitate up to a ceiling and then scabble sideways in an undignified manner. The up-or-down movement is about half as fast as your normal movement. While levitating, you take a -2 penalty to your attacks and are vulnerable to attacks against you.

5th lvl : You can now cast the spell on a nearby willing ally instead of yourself.

7th lvl : You can now cast the spell as a quick action, and the spell can now affect two targets.

9th lvl : The spell can now affect five targets.

U3: Message

Close-quarters spell
Daily

Quick action to cast

Effect: You send a one to two sentence message to another person you know and have touched in the last week. Sending a message to a person you can see is always easy. Sending a message to a person you can't see requires a skill check using Intelligence against the highest-tier environment that you or the sender are occupying. For example, sending a message to someone in a normal epic environment requires at least a DC 25 skill check, and possibly higher if it's a hard check because of magical interference or the GM's headache. The maximum distance

you can send a message depends on the spell's level.

3rd lvl : Across half a city, at most.

5th lvl : Across the entire city and a bit into the countryside.

7th lvl : Partway across the Midland Sea, or between any of the cities near each other; so between any of the cities near each other; so from Glitterhaegen to Concord or Horizon to Santa Cora, but not from Horizon to Drakkenhall.

9th lvl : Across the full Midland Sea, from any city to any other city, and maybe even from the Sea Wall to the Frost Range.

U3: Speak with Item

Close-quarters spell
Daily

Quick action to cast

Effect: Speak briefly, mind-to-mind, with a magic item you are touching that is owned by you or one of your allies. If the conversation goes at all well (and it should since this is a roleplaying note you can probably only fumble for story reasons), the item's owner gets a free power recharge roll if that item's power has been expended.

5th lvl : You no longer need to be touching the item, it only has to be nearby.

7th lvl : If the conversation goes well, the item's owner gains a +2 bonus to the item recharge roll.

9th lvl : If the item recharge roll fails, you keep this spell, but the item you failed to convince won't talk to you until after your next full heal-up.

U5: Weather Breathing

Close-quarters spell
Daily

Quick action to cast

Effect: You can breathe underwater for the rest of the battle (or about five minutes). You become aware a couple of rounds ahead of when the magic of the spell is about to end.

7th lvl : You and 1d4 + 2 nearby allies can breathe underwater this battle.

9th lvl : The spell affects you and 1d6 + 2 nearby allies for 4d6 hours.

U7: Scrying

Ranged spell
Daily

Effect: You can use this spell to get information you shouldn't be able to get, peering in on other people's lives for a short period of time, usually no more than ten minutes at a time. It's not infallible and there are areas that may be warded at the GM's discretion. You must have touched the person you wish to spy on in the last month.

9th lvl : Duration is extended to a year.

Note : If you use a single standard action to cast the spell, you won't get much. Scrying works best as a sort of fast ritual; concentrating on the spell for awhile with props like a scrying pool or a crystal ball works better. What's the answer to protect yourself from scrying? Use this spell as a ritual . . . or perhaps the GM will make noticing scrying a hard skill check.



1ST LEVEL WIZARD SPELLS

Acid Arrow

Ranged Spell
Daily

Target: One nearby or far away creature
Attack: Intelligence + Level vs. PD
Hit: 4d10 acid damage, and 5 ongoing acid damage.
Miss: 5 ongoing acid damage, and you regain the spell during your next quick rest.
Slots : 3rd lvl 5d10, 10 ong; 5th lvl 8d10 damage, 15 ong; 7th lvl 3d410 damage, 25 ong; 9th lvl 5d4x10 damage, 40 ong

Blur

Ranged Spell
Daily

Target: You or one nearby ally
Effect: For the rest of the battle (or for five minutes), attacks against the target miss 20% of the time.
3rd lvl The spell is now a quick action to cast.
5th lvl Miss 25% of the time.
7th lvl Miss 30% of the time, and you can now target 1d2 creatures with the spell.
9th lvl Miss 30% of the time, and you can now target 2 creatures with the spell.

Charmed Person

Ranged Spell
Daily

Target: One nearby creature with 40 hp or fewer
Special: This spell cannot be cast during combat or on a target that has rolled initiative to fight.
Attack: Charisma + Level vs. MD
Hit: The target believes you are their friend until you or your allies take hostile action against them (attacking their normal allies is okay). The spell

works best as a type of pacifier; if you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.
Special: On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.
Slots : 3rd lvl 64hp; 5th lvl 96hp; 7th lvl 160hp 9th lvl 266hp

Color Spray

Close-quarters spell
Cyclic (1/btl OR At-Will when ED is even)

Target: 1d4 nearby enemies in a group
Attack: Intelligence + Level vs. MD
Hit: 2d8 psychic damage, and if the target has 10 hp or fewer after the damage, it is weakened until the end of your next turn.
Slots : 3rd lvl 4d6, ←20hp; 5th lvl 6d8, ←30hp; 7th lvl 10d6, ←40hp; 9th lvl 10d12, ←60hp
A : Increase the hit point threshold of the weakened effect by 5 hp.
C : On a miss, the spell deals damage equal to your level.
E : The spell now targets 1d4 + 1 nearby enemies in a group.



Magic Missile

Ranged spell
At-Will

Target: One nearby or far away enemy.
Attack: Automatic hit
Effect: 2d4 force damage.
Slots : 3rd lvl 2d8; 5th lvl 4d6; 7th lvl 6d6 9th lvl 10d6
A : You can choose two targets; roll half the damage dice for one missile and half the damage dice for the other, then assign one set of damage dice to each of the two targets.
C : Roll a d20 when you use the spell; if you roll a natural 20, the magic missile crits and deals double damage. (Rolling a 1 is not a fumble; this roll checks only to see if you can crit.)
E : The 7th and 9th level versions of the spell now use d8s as damage dice.

Ray of Frost

Ranged spell
At-Will

Target: One nearby enemy
Attack: Intelligence + Level vs. PD
Hit: 3d6 cold damage
Miss: Damage equal to your level.
Slots : 3rd lvl 4d8; 5th lvl 6d8; 7th lvl 7d10 9th lvl 10d12
A : When your ray of frost attack roll is a natural even hit, if the target is staggered after taking the damage, it is also dazed until the end of your next turn.
C : The target of the spell can also be far away.
E : When you cast the spell you can change the damage type to lightning or negative energy.

Shield

Close-quarters spell
Recharge 11+ after
battle

Free action to cast, when an attack hits your AC.

Effect: The attacker must reroll the attack. You must accept the new result.

3rd lvl You gain a +2 AC bonus against the rerolled attack.

5th lvl You can also use the spell against attacks that target your Physical Defense; replace references to AC with PD.

7th lvl The bonus to AC/PD on the rerolled attack increases to +4.

9th lvl The bonus to AC/PD on the rerolled attack increases to +6.

A : You can now choose either of the attack rolls, in case the second one crits or is otherwise bad for you.

C : Recharge roll after battle is now 6+.

E : Hit or miss, you take only half damage from any attack you use shield against.



Shocking Grasp

Close-quarters spell
At-Will

Target: One creature engaged with you

Attack: Intelligence + Level vs. PD

Hit: 1d4 lightning damage, and the target pops free from you.

Miss: You take damage equal to the target's level from botched feedback.

Slots : 3rd lvl 1d6; 5th lvl 2d6; 7th lvl 3d6; 9th lvl 4d6

A : The spell now requires only a quick action to cast (once per round).

C : Once per battle, when you hit the target of the spell, you can also daze it until the end of your next turn.

E : The damage dice of the spell increase to d8s.

† 1ST LEVEL WIZARD SPELLS †



3RD LEVEL WIZARD SPELLS



Confusion

Ranged spell
Daily

Target: One nearby enemy with 100 hp or fewer
Attack: Intelligence + Level vs. MD
Hit: The target is confused (save ends).
Miss: If you miss all targets, you regain this spell during your next quick rest.
Slots: 5th lvl ←160hp, can be far away; 7th lvl ←250hp OR 2 targets ←125hp 9th lvl ←500hp OR 2 targets ←250hp
A: On a miss against all targets with this spell, you can choose to daze those targets (save ends). If you do, you do not regain the spell.
C: Each failed save against the spell deals 6d10 psychic damage to the target.
E: The save against confused is now a difficult save (16+).

Confusion

Close-quarters spell
At-Will

Target: One or more enemies engaged with you (but see below)
Special: You can choose more than one target for this spell, but you take a -2 penalty @ two targets, a -3 penalty @ 3 targets, and so on.
Attack: Intelligence + Level vs. PD
Hit: 4d6 thunder damage, and the target pops free from you.
Miss: Damage equal to your level.
Slots: 5th lvl 4d12; 7th lvl 7d10 9th lvl 10d12

Force Salvo

Ranged spell
Daily

Targets: One or more nearby or far away enemies (see below)
Special: Choose up to 1+ your Intelligence different targets. You shoot a force bolt at each.
Attack: Intelligence + Level vs. PD
Hit: 4d10 force damage.
Slots: 5th lvl 7d10; 7th lvl 10d12 9th lvl 3d6x10
A: You can now target a specific creature with more than one bolt. Once you hit that target, you must target a different creature, and so on. (Roll your attack after each bolt before picking a target for the next bolt.)
C: On a miss, a bolt now deals miss damage equal to your level.
E: Increase the number of bolts by 1.

Hold Monster

Ranged spell
Daily

Target: One nearby enemy with 60 hp or fewer
Attack: Intelligence + Level vs. MD
Hit: The target cannot move or use move actions (hard save ends, 16+).
Miss: The target is dazed until the end of your next turn.
Slots: 5th lvl ←100hp; 7th lvl ←160hp 9th lvl ←250hp
A: If the spell misses all targets, you regain the spell during your next quick rest.
C: The spell can target up to 2 nearby enemies

whose total hit points don't exceed the limit.
E: Increase the limit by +50 hp.

Lightning Bolt

Close-quarters spell
Daily

Targets: 1d3 + 1 nearby enemies in a group or in a (rough) line
Attack: Intelligence + Level vs. PD
Hit: 7d8 lightning damage.
Miss: Half damage.
Slots: 5th lvl 10d10; 7th lvl 2d8x10 9th lvl 3d8x10
C: A natural even hit also deals 10 ongoing lightning damage.
E: A natural even hit now deals 20 ongoing lightning damage (hard save ends, 16+).



Rebuke

Ranged spell
Cyclic (1/btl OR At-Will when ED is even)

Target: One nearby enemy with 100 hp or fewer
Attack: Intelligence + Level vs. MD
Hit: The target is hampered (only makes basic attacks) until the end of your next turn.
Slots: 5th lvl ←160hp; 7th lvl ←266hp 9th lvl ←400hp
A: When you roll a natural even hit with the spell, you also deal psychic damage equal to double your level to the target.
C: When you hit the target with the spell, you also daze it until the end of your next turn.
E: When you roll a natural even miss against the target, you daze it until the end of your next turn.

Sleep

Ranged spell
Daily

Target: Before making the attack, roll **3d20 + 45** to determine the maximum number of hit points of enemies you can target with the spell. The spell can affect multiple enemies. You must target nearby enemies with the current lowest hit points first, and you don't get to choose the exact targets (except in the case of ties). If adding a creature would exceed the spell's hit point maximum, that enemy can't be a target.
Attack: Intelligence + Level vs. MD
Hit: The target falls unconscious (hard save ends, 16+; it also ends if the target takes 10+ damage).

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

Slots : 5th lvl 5d20 + 50 max hp; 7th lvl 7d20 + 100 max hp; 9th 9d20 + 200 max hp

Teleport Shield

Close-quarters spell
Daily

Always: For the rest of the battle, **once per round** when an enemy moves to engage you, you can make the following attack against it as a free action before it has the chance to attack in melee.

Attack: Intelligence + Level vs. PD

Hit: Teleport the enemy somewhere nearby you can see. You can place them in combat with one of your allies, but you can't place them in a dangerous location (lava pit or mid-air or other cheesy tricks; it's a defensive teleport rather than the perfect offensive tool).

Slots : 5th lvl Teleported enemy takes 4d10 damage; 7th lvl 6d10; 9th 10d10

C : When your teleport shield attack misses, the spell's attack is not expended that round.

E : You can now teleport the enemy somewhere far away that you can see; other restrictions still apply.



5TH LEVEL WIZARD SPELLS

Denial

Ranged spell
Daily

Target: 1d4 nearby enemies in a group
Attack: Intelligence + Level vs. MD
Hit: 9d10 psychic damage, and the target is hampered until the end of your next turn.
Miss: Half damage.

Slots : 7th lvl 3d4x10; 9th 3d6x10

C : Roll a natural even miss with the spell, the target is also hampered until the end of your next turn.

E : Increase the number of targets to 1d4 + 1.

Dimension Door

Close-quarters spell
Daily

Move action to cast

Target: You

Effect: You teleport somewhere nearby that you can see.

7th lvl Your destination can now be far away, but not so far that it is out of range of enemy attacks that can hit far away targets.

9th lvl You can take one ally who is next to you along with you as you teleport.

Fireball

Ranged spell
Daily

Special: When you cast this spell, you can choose to cast it **recklessly**.

Target: 1d3 nearby enemies in a group. If you cast **recklessly**, you can target 1d3 more, but then your engaged allies may also take damage (see below).

Attack: Intelligence + Level vs. PD

Hit: 10d10 fire damage.

Miss: Half damage.

Reckless miss: Your allies engaged with the target take one-fourth damage.

Slots : 7th lvl 12d10; 9th 20d10

C : **Recklessly** = +1d4 targets instead of +1d3.

E : Base # targets to 1d3 + 1 instead of 1d3.

Invisibility

Ranged spell
Daily

Target: You or one nearby ally

Effect: Until the end of the battle (or for five minutes out of combat), the target becomes invisible until it attacks or uses some ridiculously flashy action.

High Arcana: The duration out of combat is 1 hour instead.

7th lvl You can now target 1d3 nearby allies (including you) with the spell.

9th lvl Creatures made invisible by the spell have a 25% chance of remaining invisible the first time they attack or get flashy. Twice? You're visible.

7TH LEVEL WIZARD SPELLS

Blink

Close-quarters spell
Daily

Target: You or one nearby ally

Effect: For the rest of the battle (or for five minutes), the target gains resist damage 16+. Enemies who can see invisible creatures ignore this resistance.

Whenever the target uses a move action, there is a 50% chance that it can teleport somewhere nearby instead of physically moving.

9th lvl 75% chance.

Flight†

Ranged spell
Daily

Target: You or one nearby ally

Effect: The target can fly until the end of the battle (or for five minutes). Your speed doesn't increase appreciably but you can move in three-dimensions.

9th lvl When you cast the spell, you can choose one: the effect lasts for an hour **OR** you can target 1d4 + 1 creatures for the normal duration.

Haste

Ranged spell
Daily

Target: You or one nearby ally

Effect: On the target's next turn (not this one, if you cast it on yourself), the target gains an additional standard action. In addition, at the start of each of the target's turns this battle, if the escalation die is even, roll a d20 and add the escalation die; on a **16+**, the target gains an additional standard action that turn.

9th lvl The roll for additional standard actions is now **11+** instead of **16+**.

Invisibility Purge

Ranged spell
Daily

Targets: Any nearby enemies who are invisible, whether you know they are there or not

Attack: Intelligence + Level vs. MD, rolled by GM

Hit: The target turns visible and cannot become invisible again this battle.

Miss: If there are one or more invisible creatures nearby, you become aware of their presence. Not where they are, or who they are, but that there are invisible creatures present.

9th lvl The spell also affects faraway targets that you could normally see.

Overcome Resistance

Ranged spell
Recharge **16+** after battle

Target: 1d3 nearby allies (you can count yourself as an ally)

Effect: Until the end of the battle, the target ignores the resistance power of any creature it targets with an attack.

9th lvl You can now target 1d4 nearby allies with the spell.

†Transfer Enchantment

Ranged spell
Daily

Special: You or an ally you are next to must be suffering from a condition caused by an enemy for you to cast this spell.

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 2d6 x 10 psychic damage, and you can transfer one condition caused by your enemies from you or the ally you are next to over to the target. If timing is required, interpret the transferred condition as if you had caused it with this spell.

Miss: Half damage.

9th lvl 2d10 x 10 damage if the spell misses, you regain it during your next quick rest.