

# WIZARD CARD DECK



SPELLS + CAPTIVITIES  
CLASS FEATURES + TALENTS

*Customizable Character Class Deck  
compatible with 13<sup>th</sup> Age™, and The Archmage Engine™*

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# 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.

## ACID ARROW

## SPELL USED

DAILY

*Miss: Regain spell during next quick rest*3<sup>rd</sup> LEVEL SPELL

LEARNED ✦

5 d10 acid damage, and 10 ongoing acid damage;  
10 ongoing on a miss.

5<sup>th</sup> LEVEL SPELL

LEARNED ✦

8 d10 acid damage, and 15 ongoing acid damage;  
15 ongoing on a miss.

7<sup>th</sup> LEVEL SPELL

LEARNED ✦

3 d4 × 10 acid damage, and 25 ongoing acid damage;  
25 ongoing on a miss.

9<sup>th</sup> LEVEL SPELL

LEARNED ✦

5 d4 × 10 acid damage, and 40 ongoing acid damage;  
40 ongoing on a miss.

# 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.

**3<sup>rd</sup> LEVEL SPELL**

LEARNED



The spell is now a quick action to cast.

**5<sup>th</sup> LEVEL SPELL**

LEARNED



Miss 25% of the time.

**7<sup>th</sup> LEVEL SPELL**

LEARNED



Miss 30% of the time, and you can now target 1d2 creatures with the spell.

**9<sup>th</sup> LEVEL SPELL**

LEARNED



Miss 30% of the time, and you can now target two creatures with the spell.

BLUR

SPELL USED

DAILY

## CHARM PERSON

RANGED SPELL

DAILY

**Target:** One nearby creature with 40hp or fewer*Special:* This spell cannot be cast during combat or on a target that has rolled initiative to fight.**Attack:** Intelligence + 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.)

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.

## MISS

*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.

## CHARM PERSON

## SPELL USED

## DAILY

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

Target with 64hp or fewer.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

Target with 96 hp or fewer.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

Target with 160hp or fewer.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

Target with 266hp or fewer.



## COLOR SPRAY

CLOSE-QUARTERS SPELL

CYCLIC

Target: 1d4 nearby enemies in a group

Attack: Intelligence + Level vs. MD

## HIT

2 d8 psychic damage, and if the target has 10 hp or fewer after the damage, it is *weakened* until the end of your next turn.

## MISS

— (champion feat: miss damage equal to your level)

3<sup>rd</sup> LEVEL SPELL

LEARNED ✦

4 d6 psychic damage, 20 hp or fewer.

5<sup>th</sup> LEVEL SPELL

LEARNED ✦

6 d8 psychic damage, 30 hp or fewer.

7<sup>th</sup> LEVEL SPELL

LEARNED ✦

10 d6 psychic damage, 40 hp or fewer.

9<sup>th</sup> LEVEL SPELL

LEARNED ✦

10 d12 psychic damage, 60 hp or fewer.

## COLOR SPRAY

## SPELL USED

CYCLIC

*Cast once per battle**OR: at-will when the escalation die is even*

## ADVENTURER FEAT

LEARNED ✧

Increase the hit point threshold of the *weakened* effect by 5 hp.

## CHAMPION FEAT

LEARNED ✧

On a miss, the spell deals damage equal to your level.

## EPIC FEAT

LEARNED ✧

The spell now targets 1d4 + 1 nearby enemies in a group.

## WEAKENED

You take a -4 penalty to attacks and to defenses.

## MAGIC MISSILE

RANGED SPELL

AT-WILL

Target: One nearby or far away enemy

Attack: Automatic hit

## EFFECT

2 d4 force damage.

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

2 d8 force damage.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

4 d6 force damage.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

6 d6 force damage.

*epic feat: 6 d8 force damage*9<sup>th</sup> LEVEL SPELL

LEARNED ✧

10 d6 force damage.

*epic feat: 10 d8 force damage*

## MAGIC MISSILE

## REUSABLE SPELL

## AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## ADVENTURER FEAT

LEARNED ✧

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.

## CHAMPION FEAT

LEARNED ✧

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.)

## EPIC FEAT

LEARNED ✧

The 7<sup>th</sup> and 9<sup>th</sup> 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

3 d6 cold damage

MISS

Damage equal to your level.

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

4 d8 cold damage.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

6 d8 damage.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

7 d10 cold damage.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

10 d12 cold damage.

## RAY OF FROST†

## REUSABLE SPELL

## AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## ADVENTURER FEAT

LEARNED ✧

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.

## CHAMPION FEAT

LEARNED ✧

The target of the spell can also be far away.

## EPIC FEAT

LEARNED ✧

When you cast the spell you can change the damage type to lightning or negative energy.

## DAZED

You take a -4 penalty to attacks.

## STAGGERED

When you are reduced to half your hit points or fewer, you're *staggered*.

# SHIELD

CLOSE-QUARTERS SPELL

RECHARGE

Free action to cast, when an attack hits your AC

## EFFECT

The attacker must reroll the attack.

You must accept the new result.

## 3<sup>rd</sup> LEVEL SPELL

LEARNED



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

## 5<sup>th</sup> LEVEL SPELL

LEARNED



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

## 7<sup>th</sup> LEVEL SPELL

LEARNED



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

## 9<sup>th</sup> LEVEL SPELL

LEARNED



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

## SHIELD

## SPELL USED

RECHARGE 11+ AFTER BATTLE (champion feat: 6+)

## ADVENTURER FEAT

LEARNED ✧

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

## CHAMPION FEAT

LEARNED ✧

Recharge roll after battle is now 6+.

## EPIC FEAT

LEARNED ✧

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.

3<sup>rd</sup> LEVEL SPELL

LEARNED ✧

1d6 Lightning damage.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

2d6 Lightning damage.

*epic feat: 2d8 damage*

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

3d6 Lightning damage.

*epic feat: 3d8 damage*

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

4d6 Lightning damage.

*epic feat: 4d8 damage*

## SHOCKING GRASP

## REUSABLE SPELL

## AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## ADVENTURER FEAT

LEARNED ✧

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

## CHAMPION FEAT

USED ✧ LEARNED ✧

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

## EPIC FEAT

LEARNED ✧

The damage dice of the spell increase to d8s.

## DAZED

You take a -4 penalty to attacks.

# 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.

## 5<sup>th</sup> LEVEL SPELL

LEARNED



Target with 160 hp or fewer,  
and the target can be far away.

## 7<sup>th</sup> LEVEL SPELL

LEARNED



Target with 250 hp or fewer,  
or two targets each with 125 hp or fewer.

## 9<sup>th</sup> LEVEL SPELL

LEARNED



Target with 500 hp or fewer,  
or two targets each with 250 hp or fewer.

## CONFUSION

## SPELL USED

## DAILY

*Miss: Regain spell during next quick rest*

## ADVENTURER FEAT

LEARNED ✧

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.

## CHAMPION FEAT

LEARNED ✧

Each failed save against the spell deals 6d10 psychic damage to the target.

## EPIC FEAT

LEARNED ✧

The save against *confused* is now a difficult save (16+).

## CONFUSED

You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.

## DAZED

You take a -4 penalty to attacks.

## CRESCENDO

CLOSE-QUARTERS SPELL

AT-WILL

**Target:** One or more enemies engaged with you

*Special:* You can choose more than one target for this spell, but you take a  
–2 penalty when attacking two targets,  
–3 penalty for three targets, and so on.

**Attack:** Intelligence + Level vs. PD

## HIT

4 d6 thunder damage,  
and the target pops free from you.

## MISS

Damage equal to your level.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

4 d12 thunder damage.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

7 d10 thunder damage.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

10 d12 thunder damage.

# CRESCENDO

## REUSABLE SPELL

**AT-WILL**

*You can re-use an at-will power freely.  
It never runs out.*

# FORCE SALVO

RANGED SPELL

DAILY

**Target:** One or more nearby or far away enemies

*Special:* The spell creates a number of force bolts equal to 1+ your Intelligence modifier. You must target a different creature with each bolt; any extras can't be used.

**Attack:** Intelligence + Level vs. PD

HIT

4 d10 force damage.

MISS

— *(champion feat: miss damage equal to your level)*

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

7 d10 force damage.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

10 d12 force damage.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

3 d6 × 10 force damage.

## FORCE SALVO

## SPELL USED

## DAILY

## ADVENTURER FEAT

LEARNED ✦

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.)

## CHAMPION FEAT

LEARNED ✦

On a miss, a bolt now deals miss damage equal to your level.

## EPIC FEAT

LEARNED ✦

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.

## 5<sup>th</sup> LEVEL SPELL

LEARNED ✦

Target with 100 hp or fewer.

## 7<sup>th</sup> LEVEL SPELL

LEARNED ✦

Target with 160 hp or fewer.

## 9<sup>th</sup> LEVEL SPELL

LEARNED ✦

Target with 250 hp or fewer.

## HOLD MONSTER

## SPELL USED

## DAILY

*(adventurer feat:**Miss: Regain spell during next quick rest)*

## ADVENTURER FEAT

LEARNED ✧

If the spell misses all targets, you regain the spell during your next quick rest.

## CHAMPION FEAT

LEARNED ✧

The spell can target up to 2 nearby enemies whose total hit points don't exceed the limit.

## EPIC FEAT

LEARNED ✧

Increase the limit by +50 hp.

## DAZED

You take a -4 penalty to attacks.

## LIGHTNING BOLT

CLOSE-QUARTERS SPELL

DAILY

Target: 1d3 + 1 nearby enemies in a group  
or in a (rough) line

Attack: Intelligence + Level vs. PD

HIT

7 d8 lightning damage.

MISS

Half damage.

5<sup>th</sup> LEVEL SPELL

LEARNED ✦

10 d10 lightning damage.

7<sup>th</sup> LEVEL SPELL

LEARNED ✦

2 d8 × 10 lightning damage.

9<sup>th</sup> LEVEL SPELL

LEARNED ✦

3 d8 × 10 lightning damage.

## LIGHTNING BOLT

## SPELL USED

## DAILY

## CHAMPION FEAT

LEARNED ✦

A natural even hit also deals 10 ongoing lightning damage.

## EPIC FEAT

LEARNED ✦

A natural even hit now deals 20 ongoing lightning damage (hard save ends, 16+).

## WIZARD SPELL LEVEL 3

# REBUKE

RANGED SPELL

CYCLIC

**Target:** One nearby enemy with 100 hp or fewer

**Attack:** Intelligence + Level vs. MD

**HIT**

The target is *hampered* until the end of your next turn.

**MISS**

— *(epic feat: even miss – target dazed)*

**5<sup>th</sup> LEVEL SPELL**

LEARNED ✦

Target with 160 hp or fewer.

**7<sup>th</sup> LEVEL SPELL**

LEARNED ✦

Target with 266 hp or fewer.

**9<sup>th</sup> LEVEL SPELL**

LEARNED ✦

Target with 400 hp or fewer.

## REBUKE

## SPELL USED

## CYCLIC

*Cast once per battle**OR: at-will when the escalation die is even*

## ADVENTURER FEAT

LEARNED ✨

When you roll a natural even hit with the spell, you also deal psychic damage equal to double your level to the target.

## CHAMPION FEAT

LEARNED ✨

When you hit the target with the spell, you also *daze* it until the end of your next turn.

## EPIC FEAT

LEARNED ✨

When you roll a natural even miss against the target, you *daze* it until the end of your next turn.

## DAZED

You take a  $-4$  penalty to attacks.

## HAMPERED

You can only make basic attacks. You can still move normally.

# SLEEP

RANGED SPELL

DAILY

**Target:** Before making the attack, roll 3 d20 + 45 to determine the maximum number of hit points of enemies you can target with the spell.

*Special:* 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.

## SLEEP

## SPELL USED

## DAILY

5<sup>th</sup> LEVEL SPELL

LEARNED ✦

Targets 5 d20 + 50 max hp.

7<sup>th</sup> LEVEL SPELL

LEARNED ✦

Targets 7 d20 + 100 max hp.

9<sup>th</sup> LEVEL SPELL

LEARNED ✦

Targets 9 d20 + 200 max hp.

## DAZED

You take a -4 penalty to attacks.



# 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. (It's a defensive tool).

**5<sup>th</sup> LEVEL SPELL**

LEARNED ✧

The teleported enemy also takes 4 d10 damage.

**7<sup>th</sup> LEVEL SPELL**

LEARNED ✧

The teleported enemy also takes 6 d10 damage.

**9<sup>th</sup> LEVEL SPELL**

LEARNED ✧

The teleported enemy also takes 10 d10 damage.

## TELEPORT SHIELD

## SPELL USED

## DAILY

## CHAMPION FEAT

LEARNED ✦

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

## EPIC FEAT

LEARNED ✦

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

## 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.

*champion feat: even miss – target hampered*7<sup>th</sup> LEVEL SPELL

LEARNED ✦

3d4 × 10 psychic damage.

9<sup>th</sup> LEVEL SPELL

LEARNED ✦

3d6 × 10 psychic damage.

## DENIAL

## SPELL USED

## DAILY

## CHAMPION FEAT

LEARNED ✦

When you roll a natural even miss with the spell, the target is also *hampered* until the end of your next turn.

## EPIC FEAT

LEARNED ✦

Increase the number of targets to  $1d4 + 1$ .

## HAMPERED

You can only make basic attacks. You can still move normally.

## DIMENSION DOOR

CLOSE-QUARTERS SPELL

DAILY

Target: You

Move action to cast

## EFFECT

You teleport somewhere nearby that you can see.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

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.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

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

WIZARD SPELL LEVEL 5

# DIMENSION DOOR

SPELL USED

DAILY

## 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 additional enemies, but allies engaged with any of the targets may also take damage (see below).

**Attack:** Intelligence + Level vs. PD

## HIT

10 d10 fire damage.

## MISS

Half damage.

## RECKLESS MISS

Allies engaged with the target take one-fourth damage.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

12 d10 fire damage.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

20 d10 fire damage.

## FIREBALL

## SPELL USED

## DAILY

## CHAMPION FEAT

LEARNED ✦

Casting the spell recklessly increases the number of additional targets to 1d4 instead of 1d3.

## EPIC FEAT

LEARNED ✦

Increase the number of 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 TALENT**

LEARNED ✧

The duration out of combat is 1 hour instead.

**7<sup>th</sup> LEVEL SPELL**

LEARNED ✧

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

**9<sup>th</sup> LEVEL SPELL**

LEARNED ✧

Creatures made invisible by the spell have a 25% chance of remaining invisible the first time (and first time only) they attack or get flashy.

# INVISIBILITY

## SPELL USED

## DAILY

## INVISIBILITY

Invisibility grants a big modifier to any stealth skill checks — at least +5 unless you're dealing with creatures who can detect you without sight.

Once engaged in battle, attacks against invisible enemies have a 50% chance to miss completely, before the attack roll. Attacks that miss in this fashion don't deal any damage or have effects on the invisible creature, though other effects on a miss might occur.

## 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.

9<sup>th</sup> LEVEL SPELL

LEARNED



75% chance that the target can teleport somewhere nearby instead of physically moving.

## BLINK

## SPELL USED

## DAILY

## RESISTANCE

When an attack with a damage type you are resistant to targets you, the natural attack roll must equal or exceed your resistance number to deal full damage.

If the roll is lower than your resistance, the attack deals half damage.

If you take *ongoing damage* of a type you resist, use the original attack roll to determine whether you take the full amount of ongoing damage or half the amount (rounded down).

# 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.

**9<sup>th</sup> LEVEL SPELL**

LEARNED



When you cast the spell, you can choose one:

- ♦ The effect lasts for an hour
- ♦ You can target 1d4 + 1 creatures for the normal duration.

# FLIGHT

SPELL USED

DAILY

# 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.

**9<sup>th</sup> LEVEL SPELL**

LEARNED



The roll for additional standard actions is now 11+ instead of 16+.

# HASTE

SPELL USED

DAILY



# INVISIBILITY PURGE

RANGED SPELL

DAILY

**Target:** 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.

## 9<sup>th</sup> LEVEL SPELL

LEARNED ✧

The spell also affects far away targets that you could normally see.

WIZARD SPELL LEVEL 7

# INVISIBILITY PURGE

SPELL USED

DAILY

## OVERCOME RESISTANCE

RANGED SPELL

RECHARGE

**Target:** 1d3 nearby allies  
(including yourself, if you wish)

## EFFECT

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

9<sup>th</sup> LEVEL SPELL

LEARNED



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

WIZARD SPELL LEVEL 7

# OVERCOME RESISTANCE

**SPELL USED**

**RECHARGE 16+ AFTER BATTLE**

## 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 × 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.

9<sup>th</sup> LEVEL SPELL

LEARNED ✨

2d10 × 10 psychic damage. If the spell misses, you regain it during your next quick rest.

# TRANSFER ENCHANTMENT

## SPELL USED

DAILY

(9<sup>th</sup> level spell:

*Miss: Regain spell during next quick rest)*

## DISINTEGRATE

RANGED SPELL

DAILY

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

## HIT

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

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.

## EPIC FEAT

LEARNED ✧

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

## DISINTEGRATE

## SPELL USED

## DAILY

## VULNERABLE

Attacks against you have their crit range expanded by 2 (normally 18+).



# 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.

Alternatively, use the spell to level an area with high impact property damage.

**Attack:** Intelligence + Level vs. PD

## METEOR SWARM

## SPELL USED

## DAILY

## HIT

4 d4 × 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.

## EPIC FEAT

LEARNED ✦

Each meteor now deals 5 d4 × 10 damage.

# TELEPORT

RANGED SPELL

DAILY

**Target:** You and up to 4 allies next to you**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, you miss your desired location and arrive somewhere else altogether. 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.

**EPIC FEAT**

LEARNED ✦

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.

WIZARD SPELL LEVEL 9

# TELEPORT

SPELL USED

DAILY

## UTILITY SPELL

1<sup>st</sup> LEVEL SLOT

CLOSE-QUARTERS OR RANGED SPELL

DAILY

You cast each *utility spell* at the level of the spell slot you gave up for it.

*Special:* You can give up multiple spell slots to take *utility spell* multiple times.

You don't have to decide ahead of time which *utility spell* you will cast.

## EFFECT

When you choose spells during a full heal-up, instead of taking a standard spell, you can choose to give up a spell slot to memorize the *utility spell* at the same level.

When you take the *utility spell*, you gain access to a range of useful non-combat spells of the level you memorized it or below.

You cast each *utility spell* at the level of the spell slot you gave up for it. You can give up multiple spell slots to take *utility spell* multiple times.

## UTILITY SPELL

## UTILITY SPELL USED

## DAILY

## CHOOSE FROM AMONG THE FOLLOWING UTILITY SPELLS

1<sup>st</sup> level     DISGUISE SELF1<sup>st</sup> level     FEATHER FALL1<sup>st</sup> level     HOLD PORTAL

## ADVENTURER FEAT

USED



LEARNED



Each *utility spell* you take lets you cast two spells from the available options instead of one.

## CHAMPION FEAT

USED



LEARNED



As above, but you can cast three *utility spells* instead of one.

## UTILITY SPELL

3<sup>rd</sup> LEVEL SLOT

CLOSE-QUARTERS OR RANGED SPELL

DAILY

You cast each *utility spell* at the level of the spell slot you gave up for it.

*Special:* You can give up multiple spell slots to take *utility spell* multiple times.

You don't have to decide ahead of time which *utility spell* you will cast.

## EFFECT

When you choose spells during a full heal-up, instead of taking a standard spell, you can choose to give up a spell slot to memorize the *utility spell* at the same level.

When you take the *utility spell*, you gain access to a range of useful non-combat spells of the level you memorized it or below.

You cast each *utility spell* at the level of the spell slot you gave up for it. You can give up multiple spell slots to take *utility spell* multiple times.

## UTILITY SPELL

## UTILITY SPELL USED

## DAILY

## CHOOSE FROM AMONG THE FOLLOWING UTILITY SPELLS

1<sup>st</sup> level     DISGUISE SELF1<sup>st</sup> level     FEATHER FALL1<sup>st</sup> level     HOLD PORTAL3<sup>rd</sup> level     LEVITATE3<sup>rd</sup> level     MESSAGE3<sup>rd</sup> level     SPEAK WITH ITEM

## ADVENTURER FEAT

USED



LEARNED



Each *utility spell* you take lets you cast two spells from the available options instead of one.

## CHAMPION FEAT

USED



LEARNED



As above, but you can cast three *utility spells* instead of one.



## UTILITY SPELL

5<sup>th</sup> LEVEL SLOT

CLOSE-QUARTERS OR RANGED SPELL

DAILY

You cast each *utility spell* at the level of the spell slot you gave up for it.

*Special:* You can give up multiple spell slots to take *utility spell* multiple times.

You don't have to decide ahead of time which *utility spell* you will cast.

## EFFECT

When you choose spells during a full heal-up, instead of taking a standard spell, you can choose to give up a spell slot to memorize the *utility spell* at the same level.

When you take the *utility spell*, you gain access to a range of useful non-combat spells of the level you memorized it or below.

You cast each *utility spell* at the level of the spell slot you gave up for it. You can give up multiple spell slots to take *utility spell* multiple times.

## UTILITY SPELL

## UTILITY SPELL USED

## DAILY

## CHOOSE FROM AMONG THE FOLLOWING UTILITY SPELLS

1<sup>st</sup> level     DISGUISE SELF1<sup>st</sup> level     FEATHER FALL1<sup>st</sup> level     HOLD PORTAL3<sup>rd</sup> level     LEVITATE3<sup>rd</sup> level     MESSAGE3<sup>rd</sup> level     SPEAK WITH ITEM5<sup>th</sup> level     WATER BREATHING

## ADVENTURER FEAT

USED  LEARNED 

Each *utility spell* you take lets you cast two spells from the available options instead of one.

## CHAMPION FEAT

USED  LEARNED 

As above, but you can cast three *utility spells* instead of one.

## UTILITY SPELL

7<sup>th</sup> LEVEL SLOT

CLOSE-QUARTERS OR RANGED SPELL

DAILY

You cast each *utility spell* at the level of the spell slot you gave up for it.

*Special:* You can give up multiple spell slots to take *utility spell* multiple times.

You don't have to decide ahead of time which *utility spell* you will cast.

## EFFECT

When you choose spells during a full heal-up, instead of taking a standard spell, you can choose to give up a spell slot to memorize the *utility spell* at the same level.

When you take the *utility spell*, you gain access to a range of useful non-combat spells of the level you memorized it or below.

You cast each *utility spell* at the level of the spell slot you gave up for it. You can give up multiple spell slots to take *utility spell* multiple times.

## UTILITY SPELL

## UTILITY SPELL USED

## DAILY

## CHOOSE FROM AMONG THE FOLLOWING UTILITY SPELLS

1<sup>st</sup> level     DISGUISE SELF1<sup>st</sup> level     FEATHER FALL1<sup>st</sup> level     HOLD PORTAL3<sup>rd</sup> level     LEVITATE3<sup>rd</sup> level     MESSAGE3<sup>rd</sup> level     SPEAK WITH ITEM5<sup>th</sup> level     WATER BREATHING7<sup>th</sup> level     SCRYING

## ADVENTURER FEAT

USED  LEARNED 

Each *utility spell* you take lets you cast two spells from the available options instead of one.

## CHAMPION FEAT

USED  LEARNED 

As above, but you can cast three *utility spells* instead of one.

## UTILITY SPELL

9<sup>th</sup> LEVEL SLOT

CLOSE-QUARTERS OR RANGED SPELL

DAILY

You cast each *utility spell* at the level of the spell slot you gave up for it.

*Special:* You can give up multiple spell slots to take *utility spell* multiple times.

You don't have to decide ahead of time which *utility spell* you will cast.

## EFFECT

When you choose spells during a full heal-up, instead of taking a standard spell, you can choose to give up a spell slot to memorize the *utility spell* at the same level.

When you take the *utility spell*, you gain access to a range of useful non-combat spells of the level you memorized it or below.

You cast each *utility spell* at the level of the spell slot you gave up for it. You can give up multiple spell slots to take *utility spell* multiple times.

## UTILITY SPELL

## UTILITY SPELL USED

## DAILY

## CHOOSE FROM AMONG THE FOLLOWING UTILITY SPELLS

1<sup>st</sup> level     DISGUISE SELF1<sup>st</sup> level     FEATHER FALL1<sup>st</sup> level     HOLD PORTAL3<sup>rd</sup> level     LEVITATE3<sup>rd</sup> level     MESSAGE3<sup>rd</sup> level     SPEAK WITH ITEM5<sup>th</sup> level     WATER BREATHING7<sup>th</sup> level     SCRYING

## ADVENTURER FEAT

USED  LEARNED 

Each *utility spell* you take lets you cast two spells from the available options instead of one.

## CHAMPION FEAT

USED  LEARNED 

As above, but you can cast three *utility spells* instead of one.

# DISGUISE SELF

CLOSE-QUARTERS SPELL

DAILY

**Target:** You cast this spell on a door**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 (−2 to −5 penalty).

## DISGUISE SELF

## UTILITY SPELL USED

## DAILY

3<sup>rd</sup> LEVEL SPELL

LEARNED ✦

The spell lasts for 1 hour.

5<sup>th</sup> LEVEL SPELL

LEARNED ✦

The spell also provides smell; +2 bonus to any checks.

7<sup>th</sup> LEVEL SPELL

LEARNED ✦

The spell also handles correct-sounding vocal patterns and rough mannerisms; +4 bonus to any checks.

9<sup>th</sup> LEVEL SPELL

LEARNED ✦

You can now target an ally with the spell; you can also now use it on up to two creatures at once.



# 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.

**3<sup>rd</sup> LEVEL SPELL**

LEARNED



You can now target a nearby ally with the spell.

**5<sup>th</sup> LEVEL SPELL**

LEARNED



You can now target up to two nearby creatures with the spell.

**7<sup>th</sup> LEVEL SPELL**

LEARNED



You can now target up to five nearby creatures with the spell.

**9<sup>th</sup> LEVEL SPELL**

LEARNED



You gain some control over where a target falls, like a quickly gliding feather.

UTILITY SPELL

WIZARD SPELL LEVEL I

# FEATHER FALL

UTILITY SPELL USED

DAILY

# HOLD PORTAL

RANGED SPELL

DAILY

**Target:** You cast this spell on a door**EFFECT**

For ten minutes, adventurer-tier creatures can't get through the door.

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.

## HOLD PORTAL

## UTILITY SPELL USED

## DAILY

3<sup>rd</sup> LEVEL SPELL

LEARNED ✦

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.

5<sup>th</sup> LEVEL SPELL

LEARNED ✦

Champion-tier creatures take a few minutes to force the door open. Epic creatures can force it open after one failed DC 25 skill check by the spellcaster.

7<sup>th</sup> LEVEL SPELL

LEARNED ✦

Champion-tier creatures are stymied for up to an hour by the door. Epic tier creatures get through after three failed DC 25 skill checks by the spellcaster.

9<sup>th</sup> LEVEL SPELL

LEARNED ✦

Champion-tier creatures can't enter. Epic-tier creatures can't get through for an hour.

## LEVITATE

RANGED 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 itself won't move you horizontally. 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.

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

You can now cast the spell on a nearby willing ally instead of yourself.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

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

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

The spell can now affect five targets.

UTILITY SPELL

WIZARD SPELL LEVEL 3

# LEVITATE

UTILITY SPELL USED

DAILY

VULNERABLE

Attacks against you have their crit range expanded by 2 (normally 18+).

# MESSAGE

CLOSE-QUARTERS SPELL

DAILY

Quick action to cast

**Range:** Across half a city, at most (*3<sup>rd</sup> level spell*)**Special:** The maximum distance you can send a message depends on the spell's level.

## 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.

## MESSAGE

## UTILITY SPELL USED

## DAILY

5<sup>th</sup> LEVEL SPELL

LEARNED ✧

Across the entire city and a bit into the countryside.

7<sup>th</sup> LEVEL SPELL

LEARNED ✧

Between cities near to each other.

9<sup>th</sup> LEVEL SPELL

LEARNED ✧

From any city to any other city, or across a sea.



# SPEAK WITH ITEM

CLOSE-QUARTERS SPELL

DAILY

Quick action to cast

**Target:** A magic item you are touching  
that is owned by you or one of your allies

**EFFECT**

Speak briefly, mind-to-mind, with a magic item you are touching that is owned by you or one of your allies. The item's owner gets a free power recharge roll if that item's power has been expended.

## SPEAK WITH ITEM

## UTILITY SPELL USED

## DAILY

5<sup>th</sup> LEVEL SPELL

LEARNED ✦

You no longer need to be touching the item, it only has to be nearby.

7<sup>th</sup> LEVEL SPELL

LEARNED ✦

The item's owner gains a +2 bonus to the item recharge roll.

9<sup>th</sup> LEVEL SPELL

LEARNED ✦

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

# WATER 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.

**7<sup>th</sup> LEVEL SPELL**

LEARNED



You and  $1d4 + 2$  nearby allies can breathe underwater this battle.

**9<sup>th</sup> LEVEL SPELL**

LEARNED



The spell affects you and  $1d6 + 2$  nearby allies for 4d6 hours.

UTILITY SPELL

WIZARD SPELL LEVEL 5

# WATER BREATHING

UTILITY SPELL USED

DAILY

# 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. Some areas may be warded at the GM's discretion.

You must have touched the person you wish to spy on in the last month.

Scrying as a single standard action won't yield much. Concentrating on the spell for a while with props like a scrying pool or a crystal ball will work better.

## 9<sup>th</sup> LEVEL SPELL

LEARNED



You must have touched the person you wish to spy on within the last a year.

UTILITY SPELL

WIZARD SPELL LEVEL 7

# SCRYING

UTILITY SPELL USED

DAILY

## ALARM

### STANDARD DURATION

The cantrip creates a minor watch-sprite that can be instructed to scream if someone comes through an area or touches an object. Watch-sprites are notoriously stupid and sleepy, but with the right talking-to they might stay focused for the duration of the spell.

At higher levels, the spell might summon little fanged spirits buzzing back and forth serving as both visual and actual deterrents.

## ARCAINE MARK

### STANDARD DURATION

#### Difficult perception or magic check to notice

The cantrip creates a magical sigil on an object or person. These sigils are usually plain to see, though a deliberately invisible mark can be made.

It takes a difficult perception or magic check to notice.

# GHOST SOUND

**DISTRACTION DC:** 15 (*adventurer*), 20 (*champion*), 25 (*epic*)

## Wisdom-based skill check against player characters

This spell creates false noises emanating from somewhere nearby. The effect is like an exceptionally good version of throwing your voice, if your voice could create a wide variety of sounds.

Attempted distractions with the cantrip are DC 15 challenges in adventurer environments, higher as you move into champion (DC 20) and epic (DC 25) environments.

If someone is using ghost sound against the PCs, a Wisdom-based skill check can identify the sound as a magical fake.



# KNOCK

## INTELLIGENCE CHECK VS. ENVIRONMENT'S DC

This cantrip summons a magical servitor three to four times as big as your closed fist that swarms around the door and attempts to punch or push it open (depending on whether you want to be quiet or announce your presence). Success is determined with an Intelligence check against the environment's DC using an appropriate magical background.

This cantrip does nothing to avoid any traps that might exist.

# LIGHT

## STANDARD DURATION

This cantrip creates a fairly wide and consistent field of light, up to 30 feet in diameter, though it isn't bright enough to dazzle.

## MAGE HAND

**DURATION:** 1 ROUND

This cantrip creates a small telekinetic effect that lasts a round at most. At best it's about half as strong as the wizard's own strongest hand. At worst it's half as strong as the wizard when they're weak from a bad fever.

## MENDING

**DURATION:** 1–6 ROUNDS (*might require Intelligence check*)

This cantrip summons a variety of tiny (hand-sized and smaller) magical sprites who swarm over a chosen broken object attempting to mend it (over the course of 1–6 rounds).

Small-scale repairs like torn wineskins, muddy clothing, a broken handgrip on a sword, and similar repairs that anyone could fix with two to four hours of devoted work gets handled in seconds.

More elaborate repairs to complicated objects might require an Intelligence check, or at the GM's discretion could only be possible if the wizard has taken the *Cantrip Mastery* talent.

# PRESTIDIGITATION

**DURATION: ABOUT ONE MINUTE**

This cantrip produces magic tricks and small illusions. One casting usually gives you a minute of fun. The magic has nowhere near as much real world force as *mage hand*.

# SPARK

**TARGET HAS TO BE NEARBY AND IN SIGHT**

This is a minor fire creation spell, enough to light a pipe, or a campfire, or even a page or two of an unprotected spellbook. It doesn't work against living beings or against things that couldn't easily be set on fire with a few seconds of steady application of a candle. The target of the *spark* has to be nearby and in sight.

## CANTRIP

**RANGED** (*standard action, Cantrip Mastery: quick action*)

You don't have to memorize or choose a cantrip beforehand, you just cast them on the fly.

You can cast a number of cantrips equal to your Intelligence modifier each battle, or about three to six cantrips every five minutes. (*Cantrip Mastery: at-will*)

**STANDARD DURATION**

*Adventurer tier:* 10–60 minutes,  
plus 10 minutes per wizard level

*Champion tier:* 1–6 hours

*Epic tier:* 2–12 hours

The GM rolls and the wizard becomes aware that their cantrip is about to end a couple minutes before it's done.

# CANTRIPS

*See each individual cantrips card for more details.*

Every wizard can cast a handful of cantrips each day. You don't have to memorize or choose them beforehand, you just cast them on the fly.

Wizards can cast a number of cantrips equal to their Intelligence modifier each battle. Each cantrip takes a standard action to cast as a ranged spell. Outside of battle, a wizard can cast about three to six cantrips every five minutes. The Cantrip Mastery talent speeds up cantrip casting.

## STANDARD DURATION

*Adventurer tier:* 10–60 minutes,  
plus 10 minutes per wizard level

*Champion tier:* 1–6 hours

*Epic tier:* 2–12 hours

The GM rolls and the wizard becomes aware that their cantrip is about to end a couple minutes before it's done.

## CYCLIC SPELLS

Spells that have a cyclic usage can always be cast at least once per battle, and are only expended in that battle if they are cast when the escalation die is 0 or odd. In other words, if you cast a cyclic spell like *color spray* or *rebuke* when the escalation die is even, the spell is not expended and can still be cast later in the battle.

## OVERWORLD ADVANTAGE

Wizardly magic taps into the power of the overworld. While a wizard is in the overworld, their daily spells become recharge 16+ after battle.

## RITUAL MAGIC

**Wizards can cast their spells as rituals** (see page 192)

### CHAMPION FEAT

LEARNED



You can cast full rituals by using all your actions each round to focus on the ritual for 1d3+1 rounds. As with standard rituals, your fast rituals are not meant to replace combat spells; they're a means of acquiring and improvising wondrous magical effects rather than a means of inflicting damage and conditions.

## RITUAL MAGIC

## TO CAST A SPELL AS A RITUAL:

- ♦ Choose the spell that will be used and expended by the ritual.
- ♦ Tell the GM what you are trying to accomplish and gather necessary ingredients for the ritual.
- ♦ Spend 1d4 minutes, quarter-hours, or hours (as determined by the GM) preparing and casting the ritual. You can't cast other spells during this period. A PC taking damage won't necessarily end the ritual, but it will be ruined if a character falls unconscious or launches an attack of their own.
- ♦ Make a skill check using one of your magical backgrounds and the ability score the GM deems appropriate. Use the standard DC targets (or a special DC set by the GM), depending on your tier and the results you're hoping for. The higher the level of the spell consumed by the ritual, the greater the effect.

**RITUAL CASTING RESULTS****DETERMINING RESULTS**

Choose outcomes that are outgrowths of the spell's normal effects. The effects don't have to play within the usual constraints of the magic system, and they don't have to be taken as a precedent for future rituals.

**FAILURE SHOULD FAIL FORWARD**

As usual, use the fail forward mechanic.

*(See page 42 and 192)*

**RITUALS EXPEND THE SPELL**

No matter the outcome, the spell is expended until your next full heal-up.

**HIGH ARCANA TALENT**

LEARNED ✧

The High Arcana talent of the wizard allows you to cast a ritual in a matter of rounds instead of minutes, but it still needs the required components.



## ABJURATION

## TALENT

*Trigger:* Whenever you cast a daily wizard spell

## EFFECT

Whenever you cast a daily wizard spell, you gain a +4 AC bonus until the end of your next turn.

## ADVENTURER FEAT

LEARNED



The bonus also applies to your Physical Defense.

## CHAMPION FEAT

LEARNED



You gain 2 d12 temporary hit points each time you cast a daily spell.

## EPIC FEAT

LEARNED



The bonus also applies to Mental Defense.

# ABJURATION

TALENT

## CANTRIP MASTERY

## TALENT

## AT-WILL

Cantrips are at-will spells for you

## Quick action to cast

## EFFECT

Unlike normal wizards, who use a standard action to cast a *cantrip*, you can cast a *cantrip* as a quick action.

To do something particularly cunning or surprising with one of your *cantrips* where the GM isn't sure whether you could pull off that use of the spell, roll a normal save (11+) to cast the spell the way you envision it.

Additionally, you can expend a 3<sup>rd</sup> level spell slot or higher to choose one *cantrip* per spell slot you have given up and create a once-per-day related effect with it that is much greater, if you and your GM can agree on a cool effect that suits the *cantrip*.

## CANTRIP MASTERY

## REUSABLE TALENT

## AT-WILL

*You can re-use an at-will power freely.  
It never runs out.*

## ADVENTURER FEAT

LEARNED



You can use cantrip-style versions of any wizard spell you have memorized. When you expend a spell, however, you can't make cantrip-style use of it any more. The key is that none of these uses should be combat relevant or deal damage.

The Cantrip Mastery talent is more about enhance the roleplaying and less about combat usefulness.

## EVOCATION

TALENT

ONCE PER BATTLE

*Special:* When you cast a spell that targets Physical Defense, before rolling for the number of targets or making the spell's attack roll, you can expend your quick action to *evoke* the spell.

## Quick action to evoke the spell

EFFECT

Hit or miss, you'll max out the spell's damage dice.  
(Except on a natural one, which deals no damage to the target and likely *damages the caster* in some manner.)

CHAMPION FEAT

LEARNED



Whenever you evoke a spell, you can reroll one of the attack rolls if that natural roll was less than or equal to the escalation die. You must take the new result.

# EVOCATION

TALENT USED

ONCE PER BATTLE

# HIGH ARCANΑ

You can choose any daily wizard spell twice.

## MEMORIZATION

When you pick your spells, you can choose any daily wizard spell twice (instead of once). This doesn't apply to spells that start as recharge spells.

For example, at 7<sup>th</sup> level when you have five 7<sup>th</sup> level spells and four 5<sup>th</sup> level spells, you could choose *fireball* twice as a 7<sup>th</sup> level spell, or once as a 7<sup>th</sup> level spell and once as a 5<sup>th</sup> level spell; your 3<sup>rd</sup> level spell slot can't be used for *fireball* because *fireball* starts as a 5<sup>th</sup> level spell.

## COUNTER-MAGIC

You gain a bonus spell: *Counter-magic*.

(Use the corresponding talent spell card.)

## INVISIBILITY SPELL ENHANCEMENT

The duration of the *Invisibility spell* out of combat is 1 hour instead of 5 minutes.

## RITUAL ENHANCEMENT

The High Arcana talent allows you to cast a ritual in a matter of rounds instead of minutes, but it still needs the required components.

WIZARD TALENT

HIGH ARCAPA

TALENT



## COUNTER-MAGIC

CLOSE-QUARTERS SPELL

ONCE PER BATTLE

Free action to cast

*Trigger:* A nearby creature you can see casts a spell*Target:* The nearby creature casting a spell*Attack:* Intelligence + Level vs. MD

## HIT

The target's spell is canceled, and the caster loses the action they were using for the spell. If the spell had a limited use, that use is expended if your natural attack roll is even.

## CHAMPION FEAT

USED



LEARNED



You can now cast *counter-magic* twice per battle.

## EPIC FEAT

LEARNED



You can now cast *counter-magic* in reaction to a creature using any magical ability, not just casting a spell.

HIGH ARCANIA SPELL

WIZARD TALENT

# COUPTER-MAGIC

**SPELL USED**

**ONCE PER BATTLE**

# VANCE'S POLYSYLLABIC VERBALIZATIONS

**To use this talent, you must use an additional quick action to cast your spell.**

Rename each of your daily and recharge spells. Think up the most over-the-top and extravagant names you can muster. Since these alternate spells are so lengthy, they take an additional quick action to cast. While the regular effects of the spells are the same as the more common versions, they have a small bonus effect appropriate to the situation.

The bonus effect is determined by the GM, or by a collaboration between the GM and the player. It should add to the storytelling power of the situation.

The bonus effect should suit the name of the spell or the way it's delivered, and shouldn't precisely match up with what the spell normally accomplishes.

*(also see page 149)*

WIZARD TALENT

# VANCE'S POLYSYLLABIC VERBALIZATIONS

TALENT

## WIZARD'S FAMILIAR

NAME

ANIMAL OR CREATURE

*Choose **two** of the following abilities for your familiar:*

AGILE

LEARNED ✧

You gain a +2 bonus to Dexterity skill checks.

ALERT / INSIGHTFUL

LEARNED ✧

You gain a +2 bonus to Wisdom skill checks.

COUNTER-BITE

LEARNED ✧

Each battle, if your familiar is close to you, it bites the first enemy that hits you with a melee attack after that attack, dealing 1d4 damage per level (no attack roll) to that enemy.

FLIGHT

LEARNED ✧

Flies as well as an overly cerebral hawk, which might in fact be precisely correct. It doesn't fly that often and usually sticks with you, but it can do so when its other abilities allow.

MIMIC

LEARNED ✧

One battle per day, you gain the use of the racial power (without feats) of one nearby ally.

## POISONOUS

LEARNED ✧

Once per battle, when you hit an enemy engaged with you, add 5 ongoing poison damage per tier to the damage roll.

## SCOUT

LEARNED ✧

Once per day, your familiar can separate itself from you and make a reconnaissance run of an area or location, and it may even manage that feat unseen (easy skill check for the environment to get your familiar to scout unseen).

## TOUGH

LEARNED ✧

You gain a +1 save bonus; *tough* counts as two familiar abilities if you choose it.

## TALKATIVE

LEARNED ✧

Your familiar can talk like a person; but note that the GM speaks for the familiar more than you do.

## ADVENTURER FEAT

LEARNED ✧

Your familiar gains another ability.

## CHAMPION FEAT

USED ✧ LEARNED ✧

Once per level, if your familiar is close to you, it can cast one of your spells as a free action on your initiative count, even if you have already expended the spell. The spell functions as if you had cast it.

## EPIC FEAT

LEARNED ✧

Your familiar gains another ability.

(see page 149–150)

# WIZARD SPELL PROGRESSION

## SPELL PROGRESSION

WIZARD	SPELL LEVEL				
	1 <sup>st</sup>	3 <sup>rd</sup>	5 <sup>th</sup>	7 <sup>th</sup>	9 <sup>th</sup>
Level 1	5	—	—	—	—
Level 2	6	—	—	—	—
Level 3	3	4	—	—	—
Level 4	2	6	—	—	—
Level 5	1	4	4	—	—
Level 6	—	2	8	—	—
Level 7	—	1	4	5	—
Level 8	—	—	3	8	—
Level 9	—	—	1	5	6
Level 10	—	—	—	3	9

# SPELL PROGRESSION

- There are five spell levels: 1, 3, 5, 7, and 9. The levels correspond to the character level at which you gain access to those spells for the first time.
- You know all of the spells in the rulebook for your class.
- You have a certain number of “spell slots” you can use. The number of spell slots you have of each level is listed on the spell progression table. These numbers are NOT cumulative. You do lose your lower-level slots as you level up. You’re expected to put lower-level spells in higher-level slots.
- After a full heal-up, you fill up your spell slots with spells that you know. Any spell you know can be chosen (only once unless stated otherwise) to fill a slot of its level or a higher level.
- A spell’s effect is based on the level of the slot you put it in. The level of the slot you choose for a spell does not affect your attack rolls with that spell — in other words, you always add your level to your attack rolls, not the level of the spell.
- Unlike weapon attacks, spell damage does NOT improve just because you level up.
- You must actually put the spell in a higher-level slot to get the damage increase listed for the higher-level spell. The ability score modifier added to damage does increase to double at level 5 and to triple at level 8 even if you are casting a spell that happens to be lower level than 5th/8th, but that’s it (not including wizards). The feats you’ve taken for a spell apply to the spell regardless of the spell slot you choose for it.



## WIZARD BASIC ATTACKS

### MELEE ATTACK

#### BASIC ATTACK

AT-WILL

**Target:** One enemy

**Attack:** Strength + Level vs. AC

#### HIT

Weapon + Strength damage

#### MISS

—

### RANGED ATTACK

#### BASIC ATTACK

AT-WILL

**Target:** One enemy

**Attack:** Strength + Level vs. AC

#### HIT

Weapon + Dexterity damage

#### MISS

—

#### ARMOR AND AC

<i>Armor Type</i>	None	Light	Heavy	Shield
<i>Base AC</i>	10	10	11	+1
<i>Attack Penalty</i>	—	—	-2	-2

## MELEE WEAPONS

## ONE-HANDED

## TWO-HANDED

## SMALL

1d4 dagger

1d6 staff

## LIGHT OR SIMPLE

1d6 (–2 attack) shortsword

1d8 (–2 attack) spear\*

## HEAVY OR MARTIAL

1d8 (–5 attack) longsword

1d10 (–5 attack) greatsword\*

## RANGED WEAPONS

## THROWN

## CROSSBOW

## BOW

## SMALL

1d4  
dagger1d4  
hand crossbow

—

## LIGHT OR SIMPLE

1d6 (–2 attack)  
javelin1d6 (–1 attack)  
light crossbow\*1d6 (–2 attack)  
shortbow\*

## HEAVY OR MARTIAL

—	1d8 (–4 attack) heavy crossbow*	1d8 (–5 attack) longbow*
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\*If you take a penalty for using a two-handed weapon, the penalty also applies to your spells.