

## NPC

Neutral Good  
ALIGNMENT

Normal  
VISION

0  
POINTS

SPEED		
Walk 20'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

<b>BASE ATTACK</b> bonus	+7/+2
-----------------------------	-------

<b>BASE ATTACK</b> bonus	+7/+2
-----------------------------	-------

<b>BASE ATTACK</b> bonus	+7/+2
-----------------------------	-------

<b>BASE ATTACK</b> bonus	+7/+2
-----------------------------	-------

<b>BASE ATTACK</b> bonus	+7/+2
-----------------------------	-------

<b>BASE ATTACK</b> bonus	+7/+2
-----------------------------	-------

<b>BASE ATTACK</b> bonus	+7/+2
-----------------------------	-------

<b>BASE ATTACK</b> bonus	+7/+2
-----------------------------	-------

<b>BASE ATTACK</b> bonus	+7/+2
-----------------------------	-------

## MAX RANKS 17/8.5

MAX RANKS 17/8.5

## MAX RANKS 17/8.5

MAX RANKS 17/8.5

## MAX RANKS 17/8.5

MAX RANKS 17/8.5

## MAX RANKS 17/8.5

MAX RANKS 17/8.5

# Adept Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	3	3	2	0	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Create Water</b> <i>Effect:</i> Creates 12 gallons of pure water.	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Water]
<b>Cure Minor Wounds</b> <i>Effect:</i> Cures 1 point of damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	No	Divination
<b>Ghost Sound</b> <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
<b>Guidance</b> <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	14	Will negates (harmless)	1 standard action	6 minute or until discharged	Touch	V, S	Yes	Divination
<b>Light</b> <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<b>Purify Food and Drink</b> <i>Effect:</i> Purifies 6 cu. ft of food or water.	14	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
<b>Touch of Fatigue</b> <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	6 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Bless</b> <i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.	15	None	1 standard action	6 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<b>Burning Hands</b> <i>Effect:</i> 5d4 fire damage	15	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
<b>Cause Fear</b> <i>Effect:</i> One creature of 5 HD or less flees for 1d4 rounds.	15	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (40 Feet)	V, S	Yes	Necromancy [Fear, Mind-Affecting]
<b>Command</b> <i>Effect:</i> One subject obeys selected command for 1 round.	15	Will negates	1 standard action	6 round	Close (40 Feet)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]
<b>Comprehend Languages</b> <i>Effect:</i> You understand all spoken and written languages.	15	None	1 standard action	60 minutes	Personal	V, S, M/DF	No	Divination
<b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<b>Detect Chaos</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Detect Evil</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Detect Good</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Detect Law</b> <i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.	15	None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination
<b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<b>Obscuring Mist</b> <i>Effect:</i> Fog surrounds you.	15	None	1 standard action	6 minutes	20 ft.	V, S	No	Conjuration (Creation)
<b>Protection from Chaos</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	Concentration, up to 10 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<b>Protection from Evil</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
<b>Protection from Good</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<b>Protection from Law</b> <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<b>Sleep</b> <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	15	Will negates	1 round	6 minutes	Medium (160 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
<b>Aid</b> <i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+6 temporary hp.	16	None	1 standard action	6 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]
<b>Animal Trance</b> <i>Effect:</i> Fascinates 2d6 HD of animals.	16	Will negates; see text	1 standard action	Concentration	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]
<b>Bear's Endurance</b> <i>Effect:</i> Subject gains +4 to Con for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, DF	Yes	Transmutation
<b>Bull's Strength</b> <i>Effect:</i> Subject gains +4 to Str for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation
<b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 6 minutes.	16	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M	Yes	Transmutation
<b>Cure Moderate Wounds</b> <i>Effect:</i> Cures 2d8+6 damage	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<b>Darkness</b> <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
<b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 6 hours.	16	Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)

\* =Domain/Specialty Spell

## Adept Spells

□□□□□ Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	6 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
Effect: Subject is invisible for 6 minutes or until it attacks.				Target: You or a creature or object weighing no more than 600 lbs				
□□□□□ Mirror Image	16	None	1 standard action	6 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
Effect: Creates decoy duplicates of you 8.				Target: You				
□□□□□ Resist Energy	16	Fortitude negates (harmless)	1 standard action	60 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.				Target: Creature touched				
□□□□□ Scorching Ray	16	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Fire]
Effect: Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].				Target: One or more rays				
□□□□□ See Invisibility	16	None	1 standard action	60 minutes [D]	Personal	V, S, M	No	Divination
Effect: Reveals invisible creatures or objects.				Target: You				
□□□□□ Web	16	Reflex negates; see text	1 standard action	60 minutes [D]	Medium (160 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Fills 20-ft.-radius spread with sticky spiderwebs.				Target: Webs in a 20-ft.-radius spread				
* =Domain/Speciality Spell								