

## NPC

## ALIGNMENT

Darkvision (60'), Normal
VISION
0
POINTS

SKILL NAME	SKILLS					20/10
	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Trapmaking)	INT	20	= 6	+ 14.0	+	
Knowledge (Arcana)	INT	26	= 6	+ 20.0	+	
Knowledge (Geography)	INT	26	= 6	+ 20.0	+	
Knowledge (History)	INT	26	= 6	+ 20.0	+	
Knowledge (Nobility and Royalty)	INT	25	= 6	+ 19.0	+	
Knowledge (The Planes)	INT	26	= 6	+ 20.0	+	
Spellcraft	INT	27	= 6	+ 19.0	2	

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
Stability	
Stonecunning	
Summon Familiar	

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff
LANGUAGES
Common, Dwarven, Giant, Gnome, Goblin, Terran

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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WEIGHT ALLOWANCE					
Light	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

# Wizard 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	4	6	6	5	5	5	5	3	2	1

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	16	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	16	None	1 standard action	17 minute [D]	Medium (270 Feet)	V, S	No	Evocation [Light]
□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	16	Will negates	1 standard action	17 round	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	16	None	1 standard action	Concentration, up to 17 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	16	Fortitude negates	1 standard action	Instantaneous	Close (65 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	16	Will disbelief (if interacted with)	1 standard action	17 rounds [D]	Close (65 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	16	None	1 standard action	170 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	16	None	1 standard action	Concentration	Close (65 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	16	None	1 standard action	170 minutes	Medium (270 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	16	Will negates (object)	1 standard action	Instantaneous	Close (65 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	16	See text	1 standard action	17 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	16	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	16	None	1 standard action	170 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	16	Will negates (harmless)	1 standard action	17 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	16	Fortitude negates	1 standard action	17 rounds	Touch	V, S, M	Yes	Necromancy

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alarm <i>Effect:</i> Wards an area for 34 hours.	17	None	1 standard action	34 hours [D]	Close (65 Feet)	V, S, F/DF	No	Abjuration
□□□□ Burning Hands <i>Effect:</i> 5d4 fire damage	17	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
□□□□ Enlarge Person <i>Effect:</i> Creatures size increases to next category	17	Fortitude negates	1 round	17 minutes [D]	Close (65 Feet)	V, S, M	Yes	Transmutation
□□□□ Grease <i>Effect:</i> Makes 10-ft. square or one object slippery.	17	See text	1 standard action	17 rounds [D]	Close (65 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Identify <i>Effect:</i> Determines properties of magic item.	17	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	17	None	1 standard action	Instantaneous	Medium (270 Feet)	V, S	Yes	Evocation [Force]
□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	17	Will negates (harmless, object)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□ Mount <i>Effect:</i> Summons riding horse for 34 hours.	17	None	1 round	34 hours [D]	Close (65 Feet)	V, S, M	No	Conjuration (Summoning)
□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	17	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
□□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	17	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□ Protection from Law <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	17	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	17	Will negates	1 round	17 minutes	Medium (270 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Alter Self <i>Effect:</i> Assume form of a similar creature.	18	None	1 standard action	170 minutes [D]	Personal	V, S	No	Transmutation
□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 17 minutes.	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes	Transmutation
□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	18	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)
□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 17 minutes.	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M	Yes	Transmutation
□□□□ Eagle's Splendor <i>Effect:</i> Subject gains +4 to Cha for 17 minutes.	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	18	None	1 standard action	Instantaneous; see text	Medium (270 Feet)	V	No	Transmutation

\* = Domain/Specialty Spell

## Wizard Spells

□□□□□ Mirror Image	18	None	1 standard action	17 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
<i>Effect:</i> Creates decoy duplicates of you 8.				<i>Target:</i> You				
□□□□□ Misdirection	18	None or Will negates; see text	1 standard action	17 hours	Close (65 Feet)	V, S	No	Illusion (Glamer)
<i>Effect:</i> Misleads divinations for one creature or object.				<i>Target:</i> One touched object weighing no more than 10 lb.				
□□□□□ Owl's Wisdom	18	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 17 minutes.				<i>Target:</i> Creature touched				

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Explosive Runes	19	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]
<i>Effect:</i> Deals 6d6 damage when read.				<i>Target:</i> One touched object weighing no more than 10 lb.				
□□□□□ Fireball	19	Reflex half	1 standard action	Instantaneous	Long (1080 Feet)	V, S, M	Yes	Evocation [Fire]
<i>Effect:</i> 1d6 damage per level, 20-ft. radius.				<i>Target:</i> 20-ft.-radius spread				
□□□□□ Fly	19	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject flies at speed of 60 ft.				<i>Target:</i> Creature touched				
□□□□□ Gaseous Form	19	None	1 standard action	34 minutes [D]	Touch	S, M/DF	No	Transmutation
<i>Effect:</i> Subject becomes insubstantial and can fly slowly.				<i>Target:</i> Willing corporeal creature touched				
□□□□□ Lightning Bolt	19	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
<i>Effect:</i> Electricity deals 17d6 damage.				<i>Target:</i> 120-ft. line				
□□□□□ Magic Circle against Chaos	19	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□ Magic Circle against Law	19	Will negates (harmless)	1 standard action	170 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
<i>Effect:</i> As protection spells, but 10-ft. radius and 170 minutes.				<i>Target:</i> 10-ft.-radius emanation from touched creature				
□□□□□ Major Image	19	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (1080 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As silent image, plus sound, smell and thermal effects.				<i>Target:</i> Visual figment that cannot extend beyond 21 10-ft. cubes[S]				
□□□□□ Sepia Snake Sigil	19	Reflex negates	10 minutes	Permanent or until discharged; Touch	Touch	V, S, M	No	Conjuration (Creation) [Force]
<i>Effect:</i> Creates text symbol that immobilizes reader.				until released or 1d4 days + one day/level; see text				
□□□□□ Tiny Hut	19	None	1 standard action	34 hours [D]	20 ft.	V, S, M	No	Evocation [Force]
<i>Effect:</i> Creates shelter for ten creatures.				<i>Target:</i> 20-ft.-radius sphere centered on your location				

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Charm Monster	20	Will negates	1 standard action	17 days	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes monster believe it is your ally.				<i>Target:</i> One living creature				
□□□□□ Dimensional Anchor	20	None	1 standard action	17 minutes	Medium (270 Feet)	V, S	Yes (object)	Abjuration
<i>Effect:</i> Bars extradimensional movement.				<i>Target:</i> Ray				
□□□□□ Locate Creature	20	None	1 standard action	170 minutes	Long (1080 Feet)	V, S, M	No	Divination
<i>Effect:</i> Indicates direction to familiar creature.				<i>Target:</i> Circle, centered on you, with a radius of 1080 ft.				
□□□□□ Polymorph	20	None	1 standard action	17 minutes [D]	Touch	V, S, M	No	Transmutation
<i>Effect:</i> Gives one willing subject a new form.				<i>Target:</i> Willing living creature touched				
□□□□□ Reduce Person, Mass	20	Fortitude negates	1 round	17 minutes [D]	Close (65 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Reduces several creatures.				<i>Target:</i> 17 humanoid creatures, no two of which can be more than 30 ft. apart				
□□□□□ Resilient Sphere	20	Reflex negates	1 standard action	17 minutes [D]	Close (65 Feet)	V, S, M	Yes	Evocation [Force]
<i>Effect:</i> Force globe protects but traps one subject.				<i>Target:</i> 17 ft. diameter sphere, centered around a creature				
□□□□□ Scrying	20	Will negates	1 hour	17 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying)
<i>Effect:</i> Spies on subject from a distance.				<i>Target:</i> Magical sensor				
□□□□□ Shout	20	Fortitude partial or Reflex negates (object); see text	1 standard action	Instantaneous	30 ft.	V	Yes (object)	Evocation [Sonic]
<i>Effect:</i> Deafens all within cone and deals 5d6 sonic damage.				<i>Target:</i> Cone-shaped burst				

## LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Animal Growth	21	Fortitude negates	1 standard action	17 minutes	Medium (270 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> One animal/two levels doubles in size.				<i>Target:</i> Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
□□□□□ Break Enchantment	21	See text	1 minute	Instantaneous	Close (65 Feet)	V, S	No	Abjuration
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.				<i>Target:</i> Up to 17 creatures, all within 30 ft. of each other				
□□□□□ Cone of Cold	21	Reflex half	1 standard action	Instantaneous	60 ft.	V, S, M/DF	Yes	Evocation [Cold]
<i>Effect:</i> 17d6 cold damage.				<i>Target:</i> Cone-shaped burst				
□□□□□ Contact Other Plane	21	None	10 minutes	Concentration	Personal	V	No	Divination
<i>Effect:</i> Lets you ask question of extraplanar entity.				<i>Target:</i> You				
□□□□□ Interposing Hand	21	None	1 standard action	17 rounds [D]	Medium (270 Feet)	V, S, F	Yes	Evocation [Force]
<i>Effect:</i> Hand provides cover against one opponent.				<i>Target:</i> 10-ft. hand				
□□□□□ Major Creation	21	None	10 minutes	See text	Close (65 Feet)	V, S, M	No	Conjuration (Creation)
<i>Effect:</i> As minor creation, plus stone and metal.				<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
□□□□□ Telepathic Bond	21	None	1 standard action	170 minutes [D]	Close (65 Feet)	V, S, M	No	Divination
<i>Effect:</i> Link lets allies communicate.				<i>Target:</i> You plus 5 willing creatures, no two of which can be more than 30 ft. apart				
□□□□□ Teleport	21	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
<i>Effect:</i> Instantly transports you as far as 1700 miles.				<i>Target:</i> You and touched objects or other touched willing creatures				

## LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Fog	22	None	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	No	Conjuration (Creation) [Acid]
<i>Effect:</i> Fog deals acid damage.				<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high				
□□□□□ Chain Lightning	22	Reflex half	1 standard action	Instantaneous	Long (1080 Feet)	V, S, F	Yes	Evocation [Electricity]
<i>Effect:</i> 17d6 damage; 17 secondary bolts each deal half damage.				<i>Target:</i> One primary target, plus 17 secondary targets [each of which must be within 30 ft. of the primary target]				
□□□□□ Disintegrate	22	Fortitude partial (object)	1 standard action	Instantaneous	Medium (270 Feet)	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Makes one creature or object vanish.				<i>Target:</i> Ray				
□□□□□ Mislead	22	None or Will disbelief (if interacted with); see text	1 standard action	17 rounds [D] and concentration + 3 rounds; see text	Close (65 Feet)	S	No	Illusion (Figment)[Glamer]
<i>Effect:</i> Turns you invisible and creates illusory double.				<i>Target:</i> You/one illusory double				
□□□□□ Programmed Image	22	Will disbelief (if interacted with)	1 standard action	Permanent until triggered, then 17 rounds	Long (1080 Feet)	V, S, F	No	Illusion (Figment)
<i>Effect:</i> As major image, plus triggered by event.				<i>Target:</i> Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level [S]				
□□□□□ Suggestion, Mass	22	Will negates	1 standard action	17 hours or until completed	Medium (270 Feet)	V, M	Yes	Enchantment (Compulsion)
<i>Effect:</i> As suggestion, plus 17 subjects.				<i>Target:</i> 17 creatures, no two of which can be more than 30 ft. apart				

\* =Domain/Specialty Spell

## Wizard Spells LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Mage's Sword <i>Effect:</i> Floating magic blade strikes opponents.	23	None	1 standard action	17 rounds [D]	Close (65 Feet)	V, S, F	Yes	Evocation [Force]
☐☐☐☐ Shadow Conjunction, Greater <i>Effect:</i> As shadow conjunction, but up to 6th level and 60% real.	23	Will negates (if interacted with); varies; see text	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow)
☐☐☐☐ Simulacrum <i>Effect:</i> Creates partially real double of a creature.	23	None	12 hours	Instantaneous	0 ft.	V, S, M, XP	No	Illusion (Shadow)
☐☐☐☐ Spell Turning <i>Effect:</i> Reflect 1d4+6 spell levels back at caster.	23	None	1 standard action	Until expended or 170 minutes	Personal	V, S, M/DF	No	Abjuration
☐☐☐☐ Teleport Object <i>Effect:</i> As teleport, but affects a touched object.	23	Will negates (object)	1 standard action	Instantaneous	Touch	V	Yes (object)	Conjuration (Teleportation)

## LEVEL 8

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Mind Blank <i>Effect:</i> Subject is immune to mental/emotional magic and scrying.	24	Will negates (harmless)	1 standard action	24 hours	Close (65 Feet)	V, S	Yes (harmless)	Abjuration
☐☐☐☐ Polymorph Any Object <i>Effect:</i> Changes any subject into anything else.	24	Fortitude negates (object); see text	1 standard action	See text	Close (65 Feet)	V, S, M/DF	Yes (object)	Transmutation
☐☐☐☐ Prying Eyes, Greater <i>Effect:</i> As prying eyes, but eyes have true seeing.	24	None	1 minute	17 hours; see text [D]	One mile	V, S, M	No	Divination
☐☐☐☐ Sympathy <i>Effect:</i> Object or location attracts certain creatures.	24	Will negates; see text	1 hour	34 hours [D]	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

## LEVEL 9

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Meteor Swarm <i>Effect:</i> Four exploding spheres each deal 6d6 fire damage.	25	None or Reflex half; see text	1 standard action	Instantaneous	Long (1080 Feet)	V, S	Yes	Evocation [Fire]
☐☐☐☐ Soul Bind <i>Effect:</i> Traps newly dead soul to prevent resurrection.	25	Will negates	1 standard action	Permanent	Close (65 Feet)	V, S, F	No	Necromancy

\* =Domain/Speciality Spell