

NPC

Neutral Evil
ALIGNMENT
Normal
VISION
0
POINTS

SKILLS					MAX RANKS	14/7
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
Craft (Painting)	INT	9	= 4	+ 5.0	+	
Craft (Stonemasonry)	INT	18	= 4	+ 14.0	+	
Knowledge (Arcana)	INT	16	= 4	+ 12.0	+	
Knowledge (Architecture and Engineering)	INT	14	= 4	+ 10.0	+	
Knowledge (Geography)	INT	12	= 4	+ 8.0	+	
Knowledge (History)	INT	18	= 4	+ 14.0	+	
Knowledge (Local)	INT	8	= 4	+ 4.0	+	
Knowledge (Nature)	INT	5	= 4	+ 1.0	+	
Knowledge (Nobility and Royalty)	INT	16	= 4	+ 12.0	+	
Knowledge (Religion)	INT	15	= 4	+ 11.0	+	
Knowledge (The Planes)	INT	11	= 4	+ 7.0	+	

✓ : can be used untrained. X : exclusive skills

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+6	=	+5	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+7	=	+5	+	+2	+	+0	+	+0	+	
GRAPPLE attack bonus	+6	=	+5	+	+1	+	+0	+	+0	+	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

FEATS	
Alertness	See Text
Brew Potion	See Text
Craft Wand	See Text
Craft Wondrous Item	See Text
Enlarge Spell	See Text
Extend Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text

Spell Mastery (Magic Missile, See Text
Invisibility, Darkness, Flaming
Sphere)

SPECIAL ABILITIES

Summon Familiar

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff

LANGUAGES

Common, Dwarven, Gnome, Sylvan, Undercommon

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	5	5	5	4	2	1	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Conjuration (Creation) [Acid]
☐☐☐☐ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
☐☐☐☐ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	11 minute [D]	Medium (210 Feet)	V, S	No	Evocation [Light]
☐☐☐☐ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard action	11 round	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
☐☐☐☐ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Necromancy
☐☐☐☐ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (50 Feet)	V	Yes	Evocation [Light]
☐☐☐☐ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	11 rounds [D]	Close (50 Feet)	V, S, M	No	Illusion (Figment)
☐☐☐☐ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	110 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
☐☐☐☐ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (50 Feet)	V, S	No	Transmutation
☐☐☐☐ Mending <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
☐☐☐☐ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	110 minutes	Medium (210 Feet)	V, S, F	No	Transmutation [Language-Dependent]
☐☐☐☐ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (50 Feet)	V, S, F	Yes (object)	Transmutation
☐☐☐☐ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	11 hour	10 ft.	V, S	No	Universal
☐☐☐☐ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	Yes	Evocation [Cold]
☐☐☐☐ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	110 minutes	Personal	V, S, F	No	Divination
☐☐☐☐ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	11 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
☐☐☐☐ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	11 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Burning Hands <i>Effect:</i> 5d4 fire damage	15	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
☐☐☐☐ Charm Person <i>Effect:</i> Makes one person your friend.	15	Will negates	1 standard action	11 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐ Color Spray <i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.	15	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]
☐☐☐☐ Detect Undead <i>Effect:</i> Reveals undead within 60 ft.	15	None	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	V, S, M/DF	No	Divination
☐☐☐☐ Disguise Self <i>Effect:</i> Changes your appearance.	15	None	1 standard action	110 minutes [D]	Personal	V, S	No	Illusion (Glamour)
☐☐☐☐ Erase <i>Effect:</i> Mundane or magical writing vanishes.	15	See text	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Transmutation
☐☐☐☐ Feather Fall <i>Effect:</i> Objects or creatures fall slowly.	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 11 rounds	Close (50 Feet)	V	Yes (object)	Transmutation
☐☐☐☐ Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	11 minutes [D]	Touch	V, S, M	Yes	Transmutation
☐☐☐☐ Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (harmless)	1 standard action	11 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]
☐☐☐☐ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (210 Feet)	V, S	Yes	Evocation [Force]
☐☐☐☐ Mount <i>Effect:</i> Summons riding horse for 22 hours.	15	None	1 round	22 hours [D]	Close (50 Feet)	V, S, M	No	Conjuration (Summoning)
☐☐☐☐ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	15	None	1 standard action	11 minutes	Close (50 Feet)	V, S	Yes	Necromancy
☐☐☐☐ True Strike <i>Effect:</i> +20 on your next attack roll.	15	None	1 standard action	See text	Personal	V, F	No	Divination

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Darkness <i>Effect:</i> 20-ft. radius of supernatural shadow.	16	None	1 standard action	110 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]
☐☐☐☐ Flaming Sphere <i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 11 rounds.	16	Reflex negates	1 standard action	11 rounds	Medium (210 Feet)	V, S, M/DF	Yes	Evocation [Fire]
☐☐☐☐ Invisibility <i>Effect:</i> Subject is invisible for 11 minutes or until it attacks.	16	Will negates (harmless) or Will negates (harmless, object)	1 standard action	11 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)
☐☐☐☐ Web <i>Effect:</i> Fills 20-ft.-radius spread with sticky spiderwebs.	16	Reflex negates; see text	1 standard action	110 minutes [D]	Medium (210 Feet)	V, S, M	No	Conjuration (Creation)
☐☐☐☐ Whispering Wind <i>Effect:</i> No more than 11 hours or until discharged [destination is miles]	16	None	1 standard action	No more than 11 hours or until discharged [destination is miles]	(CASTERLEVEL)	V, S	No	Transmutation [Air]

* =Domain/Specialty Spell

Wizard Spells

Effect: Sends a short message 11 miles.

reached]
Target: 10-ft.-radius spread

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Deep Slumber	17	Will negates	1 round	11 minutes	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Puts 10 HD of creatures to sleep.				Target: One or more living creatures within a 10-ft.-radius burst				
□□□□□ Explosive Runes	17	See text	1 standard action	Permanent until discharged [D]	Touch	V, S	Yes	Abjuration [Force]
Effect: Deals 6d6 damage when read.				Target: One touched object weighing no more than 10 lb.				
□□□□□ Hold Person	17	Will negates; see text	1 standard action	11 rounds [D]; see text	Medium (210 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 11 rounds.				Target: One humanoid creature				
□□□□□ Magic Circle against Law	17	Will negates (harmless)	1 standard action	110 minutes	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]
Effect: As protection spells, but 10-ft. radius and 110 minutes.				Target: 10-ft.-radius emanation from touched creature				
□□□□□ Ray of Exhaustion	17	Fortitude partial; see text	1 standard action	11 minutes	Close (50 Feet)	V, S, M	Yes	Necromancy
Effect: Ray makes subject exhausted.				Target: Ray				
□□□□□ Slow	17	Will negates	1 standard action	11 rounds	Close (50 Feet)	V, S, M	Yes	Transmutation
Effect: 11 subjects takes only one action/round, -2 to AC, -2 on attack rolls.				Target: 11 creatures, no two of which can be more than 30 ft. apart				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Fire Trap	18	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]
Effect: Opened object deals 1d4+11 damage.				Target: Object touched				
□□□□□ Geas, Lesser	18	Will negates	1 round	11 days or until discharged [D]	Close (50 Feet)	V	Yes	Enchantment (Compulsion)
Effect: Commands subject of 7 HD or less.				Target: One living creature with 7 HD or less				
□□□□□ Polymorph	18	None	1 standard action	11 minutes [D]	Touch	V, S, M	No	Transmutation
Effect: Gives one willing subject a new form.				Target: Willing living creature touched				
□□□□□ Rainbow Pattern	18	Will negates	1 standard action	Concentration + 11 rounds [D]	Medium (210 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
Effect: Lights fascinate 24 HD of creatures.				Target: Colorful lights with a 20-ft.-radius spread				
□□□□□ Summon Monster IV	18	None	1 round	11 rounds [D]	Close (50 Feet)	V, S, F/DF	No	Conjuration (Summoning)
Effect: Calls extraplanar creature to fight for you.				Target: One or more summoned creatures, no two of which can be more than 30 ft. apart				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Baleful Polymorph	19	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (50 Feet)	V, S	Yes	Transmutation
Effect: Transforms subject into harmless animal.				Target: One creature				
□□□□□ Break Enchantment	19	See text	1 minute	Instantaneous	Close (50 Feet)	V, S	No	Abjuration
Effect: Frees subjects from enchantments, alterations, curses, and petrification.				Target: Up to 11 creatures, all within 30 ft. of each other				
□□□□□ Hold Monster	19	Will negates; see text	1 standard action	11 rounds [D]; see text	Medium (210 Feet)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: As hold person, but any creature.				Target: One living creature				
□□□□□ Major Creation	19	None	10 minutes	See text	Close (50 Feet)	V, S, M	No	Conjuration (Creation)
Effect: As minor creation, plus stone and metal.				Target: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level				
□□□□□ Mind Fog	19	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (210 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subjects in fog get -10 to Wis and Will checks.				Target: Fog spreads in 20-ft. radius, 20 ft. high				
□□□□□ Permanency	19	None	2 rounds	Permanent; see text	See text	V, S, XP	No	Universal
Effect: Makes certain spells permanent.				Target: See text				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Contingency	20	None	At least 10 minutes; see text	11 days [D] or until discharged	Personal	V, S, M, F	No	Evocation
Effect: Sets trigger condition for another spell.				Target: You				
□□□□□ Control Water	20	None; see text	1 standard action	110 minutes [D]	Long (840 Feet)	V, S, M/DF	No	Transmutation [Water]
Effect: Raises or lowers bodies of water.				Target: Water in a volume of 110 ft by 110 ft by 22 ft [S]				

* =Domain/Specialty Spell