

NPC

Neutral Good
ALIGNMENT
Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
								Walk 20'		
+0	+0	+4	+1	+0	+0		0	+0	0	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	MODIFIER	SIZE NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK	SPELL RESISTANCE	

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers			
FORTITUDE (constitution)	+10	=	+4	+	+5	+	+0	+	+1	+	
REFLEX (dexterity)	+9	=	+4	+	+4	+	+0	+	+1	+	
WILLPOWER (wisdom)	+10	=	+8	+	+1	+	+0	+	+1	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+3/-2	1d2	20/x2

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	
Blind-Fight	See Text
Craft Magic Arms and Armor	See Text
Craft Wondrous Item	See Text
Empower Spell	See Text
Quicken Spell	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Spell Penetration	See Text
Still Spell	See Text

+1 racial bonus on all saving throws
+2 morale bonus on saving throws against fear
Summon Familiar

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff
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Common, Dwarfen, Elven, Gnome, Halfling, Orc

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	5	3	2	1	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 (55 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	13 minute [D]	Medium (230 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	13 round	Close (55 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 13 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 (55 Feet)	V, S	No	Divination
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	Yes	Necromancy
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (55 Feet)	V	Yes	Evocation [Light]
□□□□□ Ghost Sound <i>Effect:</i> Fignent sounds.	14	Will disbelief (if interacted with)	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, M	No	Illusion (Figment)
□□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (55 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	130 minutes	Medium (230 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 (55 Feet)	V, S, F	Yes (object)	Transmutation
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	13 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 (55 Feet)	V, S	Yes	Evocation [Cold]
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	13 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	13 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Charm Person <i>Effect:</i> Makes one person your friend.	15	Will negates	1 standard action	13 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
□□□□□ Disguise Self <i>Effect:</i> Changes your appearance.	15	None	1 standard action	130 minutes [D]	Personal	V, S	No	Illusion (Glamour)
□□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 1300 lbs	15	None	1 standard action	13 hours	Close (55 Feet)	V, S, M	No	Evocation [Force]
□□□□□ Magic Aura <i>Effect:</i> Alters object's magic aura.	15	None; see text	1 standard action	13 days [D]	Touch	V, S, F	No	Illusion (Glamour)
□□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (230 Feet)	V, S	Yes	Evocation [Force]
□□□□□ Magic Weapon <i>Effect:</i> Weapon gains +1 bonus.	15	Will negates (harmless, object)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation
□□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□□ Ray of Enfeeblement <i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.	15	None	1 standard action	13 minutes	Close (55 Feet)	V, S	Yes	Necromancy
□□□□□ Summon Monster I <i>Effect:</i> Calls extraplanar creature to fight for you.	15	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, F/DF	No	Conjuration (Summoning)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Acid Arrow <i>Effect:</i> Ranged touch attack; 2d4 damage for 5 rounds.	16	None	1 standard action	5 rounds	Long (920 Feet)	V, S, M, F	No	Conjuration (Creation) [Acid]
□□□□□ Arcane Lock <i>Effect:</i> Magically locks a portal or chest.	16	None	1 standard action	Permanent	Touch	V, S, M	No	Abjuration
□□□□□ Blur <i>Effect:</i> Attacks miss subject 20% of the time.	16	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)
□□□□□ Command Undead <i>Effect:</i> Undead creature obeys your commands.	16	Will negates; see text	1 standard action	13 days	Close (55 Feet)	V, S, M	Yes	Necromancy
□□□□□ Daze Monster <i>Effect:</i> Living creature of 6 HD or less loses next action.	16	Will negates	1 standard action	13 round	Medium (230 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□□ False Life <i>Effect:</i> Gain 1d10+10 temporary hp	16	None	1 standard action	13 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
□□□□□ Glitterdust <i>Effect:</i> Blinds creatures, outlines invisible creatures.	16	Will negates (blinding only)	1 standard action	13 rounds	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)
□□□□□ Hypnotic Pattern <i>Effect:</i> Fascinates [2d4 + level] HD of creatures.	16	Will negates	1 standard action	Concentration + 2 rounds	Medium (230 Feet)	V (Brd only), S, M; see text	Yes	Illusion (Pattern) [Mind-Affecting]

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Mirror Image	16	None	1 standard action	13 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)
	Effect: Creates decoy duplicates of you 8.				Target: You				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐Arcane Sight	17	None	1 standard action	13 minutes [D]	Personal	V, S	No	Divination
Effect: Magical auras become visible to you.				Target: You				
☐☐☐☐☐Haste	17	Fortitude negates (harmless)	1 standard action	13 rounds	Close (55 Feet)	V, S, M	Yes (harmless)	Transmutation
Effect: 13 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.				Target: 13 creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐Hold Person	17	Will negates; see text	1 standard action	13 rounds [D]; see text	Medium (230 Feet)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Paralyzes one humanoid for 13 rounds.				Target: One humanoid creature				
☐☐☐☐☐Lightning Bolt	17	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]
Effect: Electricity deals 13d6 damage.				Target: 120-ft. line				
☐☐☐☐☐Protection from Energy	17	Fortitude negates (harmless)	1 standard action	130 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
Effect: Absorb 156 points of damage from one kind of energy.				Target: Creature touched				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐☐ Contagion	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]
Effect: Infects subject with chosen disease.								
☐☐☐☐☐ Detect Scrying	18	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination
Effect: Alerts you of magical eavesdropping.								
☐☐☐☐☐ Dimension Door	18	None and Will negates (object)	1 standard action	Instantaneous	Long (920 Feet)	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Teleports you short distance.								
☐☐☐☐☐ Invisibility, Greater	18	Will negates (harmless)	1 standard action	13 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes Illusion (Glamor) (harmless, object)	
Effect: As invisibility, but subject can attack and stay invisible.								
☐☐☐☐☐ Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
Effect: Frees object or person from curse.								
☐☐☐☐☐ Solid Fog	18	None	1 standard action	13 minutes	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)
Effect: Blocks vision and slows movement.								

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Dream	19	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]
Effect: Sends message to anyone sleeping.				Target: One living creature touched				
□□□□□ Fabricate	19	None	See text	Instantaneous	Close (55 Feet)	V, S, M	No	Transmutation
Effect: Transforms raw materials into finished items.				Target: Up to 130 cu. ft; see text				
□□□□□ Feeblemind	19	Will negates; see text	1 standard action	Instantaneous	Medium (230 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
Effect: Subject's Int and Cha drop to 1.				Target: One creature				
□□□□□ Nightmare	19	Will negates; see text	10 minutes	Instantaneous	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting, Evil]
Effect: Sends vision dealing 1d10 damage, fatigue.				Target: One living creature				
□□□□□ Telepathic Bond	19	None	1 standard action	130 minutes [D]	Close (55 Feet)	V, S, M	No	Divination
Effect: Link lets allies communicate.				Target: You plus 4 willing creatures, no two of which can be more than 30 ft. apart				
□□□□□ Teleport	19	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)
Effect: Instantly transports you as far as 1300 miles.				Target: You and touched objects or other touched willing creatures				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□Analyze Dweomer	20	None or Will negates; see text	1 standard action	13 rounds [D]	Close (55 Feet)	V, S, F	No	Divination
Effect: Reveals magical aspects of subject.				Target: One object or creature per caster level				
□□□□□Freezing Sphere	20	Reflex half; see text	1 standard action	Instantaneous or 13 rounds; see text	Long (920 Feet)	V, S, F	Yes	Evocation [Cold]
Effect: Freezes water or deals cold damage.				Target: See text				
□□□□□Planar Binding	20	Will negates	10 minutes	Instantaneous	Close (55 Feet)	V, S	No and Yes; see text	Conjuration (Calling)
Effect: As lesser planar binding, but up to 12 HD.				Target: Up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear				
□□□□□Veil	20	Will negates; see text	1 standard action	Concentration + 13 hours [D]	Long (920 Feet)	V, S	Yes; see text	Illusion (Glamour)
Effect: Changes appearance of group of creatures.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
□□□□□Wall of Iron	20	See text	1 standard action	Instantaneous	Medium (230 Feet)	V, S, M	No	Conjuration (Creation)
Effect: 30 hp/four levels; can topple onto foes.				Target: Iron wall whose area is up to 13 5-ft. squares; see text				

LEVEL 7

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Reverse Gravity	21	None; see text	1 standard action	13 rounds [D]	Medium (230 Feet)	V, S, M/DF	No	Transmutation
Effect: Objects and creatures fall upward.								
Target: Up to 6 10-ft. cube [S]								

* =Domain/Specialty Spell