

NPC

Chaotic Neutral
ALIGNMENT
Normal
VISION
0
POINTS

SUBDUAL DAMAGE							DAMAGE REDUCTION		SPEED		
								Walk 30'			
	0	0	4	0	0	0		0	+0	0	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE		ARCANE SPELL	ARMOR CHECK	SPELL RESISTANCE	

SKILLS					MAX RANKS	22/11
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Climb	STR	5	= 3	+ 2.0	+
✓	Concentration	CON	12	= 2	+ 10.0	+
	Craft (Painting)	INT	14	= 2	+ 12.0	+
	Knowledge (Dungeoneering)	INT	14	= 2	+ 12.0	+
	Knowledge (Geography)	INT	13	= 2	+ 11.0	+
	Knowledge (Local)	INT	12	= 2	+ 10.5	+
	Knowledge (Nature)	INT	16	= 2	+ 12.0	2
	Knowledge (Nobility and Royalty)	INT	14	= 2	+ 12.5	+
	Knowledge (Religion)	INT	13	= 2	+ 11.0	+
✓	Listen	WIS	11	= 1	+ 10.0	+
✓	Sense Motive	WIS	3	= 1	+ 2.5	+
✓	Survival	WIS	13	= 1	+ 12.5	+
✓	Swim	STR	15	= 3	+ 12.0	+
✓	Use Rope	DEX	14	= 4	+ 10.0	+
				=	+	+

FEATS	
Brew Potion	See Text
Endurance	See Text
Enlarge Spell	See Text
Extend Spell	See Text
Improved Counterspell	See Text
Improved Two Weapon Fighting	See Text
Investigator	See Text
Run	See Text
Scribe Scroll	See Text
Scribe Scroll	See Text
Skill Focus (Knowledge (Dungeoneering))	See Text
Stealthy	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text
Widen Spell	See Text

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Common, Goblin

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	3	2	1	0	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.	12	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	12	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	12	None	1 standard action	9 minute [D]	Medium (190 Feet)	V, S	No	Evocation [Light]
□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	12	Will negates	1 standard action	9 round	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	12	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	12	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	12	Fortitude negates	1 standard action	Instantaneous	Close (45 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	12	Will disbelief (if interacted with)	1 standard action	9 rounds [D]	Close (45 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	12	None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	12	None	1 standard action	Concentration	Close (45 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	12	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	12	None	1 standard action	90 minutes	Medium (190 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	12	Will negates (object)	1 standard action	Instantaneous	Close (45 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	12	See text	1 standard action	9 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	12	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	12	Will negates (harmless)	1 standard action	9 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	12	Fortitude negates	1 standard action	9 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Detect Secret Doors <i>Effect:</i> Reveals hidden doors within 60 ft.	13	None	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
□□□□ Identify <i>Effect:</i> Determines properties of magic item.	13	None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination
□□□□ Magic Missile <i>Effect:</i> 5 missiles that do 1d4+1 damage each.	13	None	1 standard action	Instantaneous	Medium (190 Feet)	V, S	Yes	Evocation [Force]
□□□□ Obscuring Mist <i>Effect:</i> Fog surrounds you.	13	None	1 standard action	9 minutes	20 ft.	V, S	No	Conjuration (Creation)
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	13	None	1 standard action	9 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□ Sleep <i>Effect:</i> Puts 4 HD of creatures into magical slumber.	13	Will negates	1 round	9 minutes	Medium (190 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Unseen Servant <i>Effect:</i> Invisible force obeys your commands.	13	None	1 standard action	9 hours	Close (45 Feet)	V, S, M	No	Conjuration (Creation)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ False Life <i>Effect:</i> Gain 1d10+9 temporary hp	14	None	1 standard action	9 hours or until discharged; see text	Personal	V, S, M	No	Necromancy
□□□□ Fox's Cunning <i>Effect:</i> Subject gains +4 Int for 9 minutes.	14	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
□□□□ Glitterdust <i>Effect:</i> Blinds creatures, outlines invisible creatures.	14	Will negates (blinding only)	1 standard action	9 rounds	Medium (190 Feet)	V, S, M	No	Conjuration (Creation)
□□□□ Hideous Laughter <i>Effect:</i> Subject loses actions for 9 rounds.	14	Will negates	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Magic Mouth <i>Effect:</i> Speaks once when triggered.	14	Will negates (object)	1 standard action	Permanent until discharged	Close (45 Feet)	V, S, M	Yes (object)	Illusion (Glamour)
□□□□ Misdirection <i>Effect:</i> Misleads divinations for one creature or object.	14	None or Will negates; see text	1 standard action	9 hours	Close (45 Feet)	V, S	No	Illusion (Glamour)
□□□□ Obscure Object <i>Effect:</i> Masks object against scrying.	14	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration
□□□□ Phantom Trap <i>Effect:</i> Makes item seem trapped.	14	None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamour)
□□□□ Scorching Ray <i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].	14	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	Yes	Evocation [Fire]
□□□□ Summon Monster II <i>Effect:</i> Calls extraplanar creature to fight for you.	14	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, F/DF	No	Conjuration (Summoning)

* =Domain/Specialty Spell

Wizard Spells LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Gentle Repose <i>Effect:</i> Preserves one corpse.	15	Will negates (object)	1 standard action	9 days	Touch	V, S, M/DF	Yes (object)	Necromancy
☐☐☐☐ Sepia Snake Sigil <i>Effect:</i> Creates text symbol that immobilizes reader.	15	Reflex negates	10 minutes	Target: Corpse touched Permanent or until discharged; until released or 1d4 days + one day/level; see text	Touch	V, S, M	No	Conjuration (Creation) [Force]
☐☐☐☐ Slow <i>Effect:</i> 9 subjects takes only one action/round, -2 to AC, -2 on attack rolls.	15	Will negates	1 standard action	9 rounds	Close (45 Feet)	V, S, M	Yes	Transmutation

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Charm Monster <i>Effect:</i> Makes monster believe it is your ally.	16	Will negates	1 standard action	9 days	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐ Ice Storm <i>Effect:</i> Hail deals 5d6 damage in cylinder 40 ft. across.	16	None	1 standard action	9 full round	Long (760 Feet)	V, S, M/DF	Yes	Evocation [Cold]
☐☐☐☐ Rainbow Pattern <i>Effect:</i> Lights fascinate 24 HD of creatures.	16	Will negates	1 standard action	Concentration + 9 rounds [D]	Medium (190 Feet)	V (Brd only), S, M, F; see text	Yes	Illusion (Pattern) [Mind-Affecting]
☐☐☐☐ Remove Curse <i>Effect:</i> Frees object or person from curse.	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐ Secure Shelter <i>Effect:</i> Creates sturdy cottage.	16	None	10 minutes	Target: Creature or item touched 18 hours [D]	Close (45 Feet)	V, S, M, F; No see text	No	Conjuration (Creation)

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Cloudkill <i>Effect:</i> Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	17	Fortitude partial; see text	1 standard action	9 minutes	Medium (190 Feet)	V, S	No	Conjuration (Creation)
☐☐☐☐ Dismissal <i>Effect:</i> Forces a creature to return to native plane.	17	Will negates; see text	1 standard action	Instantaneous	Close (45 Feet)	V, S, DF	Yes	Abjuration
☐☐☐☐ Dream <i>Effect:</i> Sends message to anyone sleeping.	17	None	1 minute	See text	Unlimited	V, S	Yes	Illusion (Phantasm) [Mind-Affecting]

* =Domain/Speciality Spell

Ranger 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	0	2	1	0	0	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Alarm <i>Effect:</i> Wards an area for 20 hours.	12	None	1 standard action	20 hours [D]	Close (50 Feet)	V, S, F/DF	No	Abjuration
☐☐☐☐ Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	12	None; see text	1 standard action	10 days	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	12	Will negates; see text	1 standard action	10 minutes	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐ Charm Animal <i>Effect:</i> Makes one animal your friend.	12	Will negates	1 standard action	10 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐ Delay Poison <i>Effect:</i> Stops poison from harming subject for 10 hours.	12	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐ Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	12	None	1 standard action	Target: Creature touched Concentration, up to 10 minutes [D]	Long (800 Feet)	V, S	No	Divination
☐☐☐☐ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination
☐☐☐☐ Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	12	None	1 standard action	Target: One creature, one object, or a 5-ft. cube Concentration, up to 100 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐ Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	12	Reflex partial; see text	1 standard action	Target: Creature touched 10 minutes [D]	Long (800 Feet)	V, S, DF	No	Transmutation
☐☐☐☐ Hide from Animals <i>Effect:</i> Animals can't perceive 10 subjects.	12	Will negates (harmless)	1 standard action	Target: Plants in a 40-ft.-radius spread 100 minutes [D]	Touch	S, DF	Yes	Abjuration
☐☐☐☐ Jump <i>Effect:</i> Subject gets bonus on Jump checks.	12	Will negates (harmless)	1 standard action	Target: 10 creatures touched 10 minutes [D]	Touch	V, S, M	Yes	Transmutation
☐☐☐☐ Longstrider <i>Effect:</i> Increases your speed.	12	None	1 standard action	Target: Creature touched 10 hours [D]	Personal	V, S, M	No	Transmutation
☐☐☐☐ Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	12	Will negates (harmless)	1 standard action	Target: You 10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐ Pass without Trace <i>Effect:</i> 10 subjects leaves no tracks.	12	Will negates (harmless)	1 standard action	Target: Living creature touched 10 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	Target: 10 creatures touched 100 minutes	Personal	V, S, F	No	Divination
☐☐☐☐ Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	12	Fortitude negates (harmless)	1 standard action	Target: You 100 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐ Speak with Animals <i>Effect:</i> You can communicate with animals.	12	None	1 standard action	Target: Creature touched 10 minutes	Personal	V, S	No	Divination
☐☐☐☐ Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	12	None	1 round	Target: You 10 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐☐☐☐ Barkskin <i>Effect:</i> Grants +4 enhancement to natural armor.	13	None	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 10 minutes.	13	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes	Transmutation

* =Domain/Speciality Spell

Ranger Spells

☐☐☐☐☐ Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect: Cures 1d8+5 damage</i>								
☐☐☐☐☐ Hold Animal	13	Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 10 rounds.</i>								
☐☐☐☐☐ Owl's Wisdom	13	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 10 minutes.</i>								
☐☐☐☐☐ Protection from Energy	13	Fortitude negates (harmless)	1 standard action	100 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Absorb 120 points of damage from one kind of energy.</i>								
☐☐☐☐☐ Snare	13	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect: Creates a magic booby trap.</i>								
☐☐☐☐☐ Speak with Plants	13	None	1 standard action	10 minutes	Personal	V, S	No	Divination
<i>Effect: You can talk to normal plants and plant creatures.</i>								
☐☐☐☐☐ Spike Growth	13	Reflex partial	1 standard action	10 hours [D]	Medium (200 Feet)	V, S, DF	Yes	Transmutation
<i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>								
☐☐☐☐☐ Summon Nature's Ally II	13	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>								
☐☐☐☐☐ Wind Wall	13	None; see text	1 standard action	10 rounds	Medium (200 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect: Deflects arrows, smaller creatures, and gases.</i>								
<i>Target: Wall up to 100 ft. long and 50 ft. high [S]</i>								

* =Domain/Speciality Spell