

# ARCANIST LEVEL 1

Brainy and cheerful, Enora is relentless in her pursuit of forbidden arcane knowledge, and possesses enough lost cultures' secrets to make her a force to be reckoned with.

## ENORA

Female halfling arcanist 1

LN Small humanoid (halfling)

**Init** +2; **Senses** Perception +1

## DEFENSE

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

**hp** 11 (1d6+5)

**Fort** +2, **Ref** +3, **Will** +2; +2 vs. fear

## OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +1 (1d4–1)

**Ranged** light crossbow +3 (1d6/19–20)

**Special Attacks** arcane reservoir (3/day, max 4), consume spells

**Arcanist Spells Prepared** (CL 1st; concentration +4)

1st (3/day)—*color spray* (DC 14), *shield*

0 (at will)—*detect magic*, *light*, *message*, *prestidigitation*

## STATISTICS

**Str** 8, **Dex** 14, **Con** 12, **Int** 17, **Wis** 8, **Cha** 16

**Base Atk** +0; **CMB** –2; **CMD** 10

**Feats** Toughness

**Skills** Knowledge (arcana) +7, Knowledge (religion) +7, Linguistics +7, Perception +1, Spellcraft +7, Use Magic Device +7; **Armor Check**

**Penalty** –0

**Traits** helpful<sup>HoG</sup>, magic is life<sup>ACG</sup>

**Languages** Common, Goblin, Halfling, Jistkan, Osiriani, Polyglot

**SQ** arcane exploits (bloodline development [arcane]), arcane bond (bonded item [mwk quarterstaff]), fearless, fleet of foot<sup>ARG</sup>, halfling luck, keen senses, weapon familiarity

**Combat Gear** acid; **Other Gear** spell component pouch (2), *wand of mage armor* (5 charges), backpack, waterskin, spellbook (contains all 0th-level spells; all prepared 1st-level spells plus *comprehend languages*, *disguise self*, *enlarge person*, *expeditious retreat*, *grease*, *liberating command*<sup>UC</sup>, *mount*, *protection from evil*, and *unseen servant*), 2 gp

## SPECIAL ABILITIES

**Arcane Bond** Once per day while holding her quarterstaff, Enora can cast any spell in her spellbook that she is capable of casting. If she doesn't have her quarterstaff, she must make a DC 20 + spell level concentration check to cast a spell or the spell is lost.

**Arcane Reservoir** Each day, Enora starts with 3 points in her reservoir,

though she can fill it up to a maximum of 4 using consume spells. She can spend one point on a spell to increase the DC or caster level by 1.

**Consume Spells** Enora can spend a move action to expend a 1st-level spell slot and gain 1 point to her arcane reservoir.

**Helpful** When Enora uses the aid another action successfully, she grants a +4 bonus to her ally.

**Magic Is Life** As long as any spell is active on Enora, she gains a +2 bonus to saves against death effects and always stabilizes.

**Color Spray** Enora releases a 15-foot cone of beautiful colors. All creatures who can see the colors roll a Will save. If they have 1 or 2 hit dice, they are knocked unconscious for 2d4 rounds, then stunned and blinded for 1d4 rounds, then stunned for 1 round. If they have 3 or 4 hit dice, they are stunned and blinded for 1d4 rounds, then stunned for 1 round. Otherwise, they are stunned for 1 round. This is a mind-affecting illusion, so it doesn't work on some kinds of creatures.

**Comprehend Languages** Enora can understand all languages she reads or hears for 10 minutes, though she can't speak in those languages.

**Detect Magic** Enora can notice magic in a 60-foot-cone. If she concentrates, she can find how many magic auras there are on the next round. On the round after that, she can try to find out more about one aura.

**Disguise Self** Enora can use an illusion to make herself look like a different size Small humanoid for 10 minutes. This grants her a +10 bonus to Disguise checks.

**Enlarge Person** After 1 full round of casting, a medium humanoid target within 25 feet becomes Large for 1 minute, gaining +2 Strength, –2 Dexterity, reach, +1 size bonus to CMB and CMD, –1 size penalty to hit and AC, –4 size penalty to Stealth, –2 size penalty to Fly. If cast on Enora, she would become Medium and would not gain reach, so it is better cast on a bigger ally.

**Expeditious Retreat** Enora's movement increases to 60 for 1 minute.

**Grease** Enora can grease a 10-foot-by-10-foot square of floor or an item for 1 minute. If she greases the ground, creatures in the area must make a DC 14 Reflex save or fall prone and creatures walking through the area must make a DC 10 Acrobatics check or stop moving and be forced to make the same Reflex save (failing the Acrobatics check by 5 or more makes them fall without a Reflex save). If she greases an object, if the object is attended, the object's possessor can attempt a Reflex save to make the grease miss the item. Otherwise, if the possessor was holding the object, he drops it, and he must attempt a Reflex save each round to pick up or use the item. If she greases someone's clothing, they receive a +10 bonus to Escape Artist checks, CMB to escape grapple, and



"Look, I don't want to have to hurt you, but you're standing between me and that artifact."

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CMD vs. grapple.

**Liberating Command** As an immediate action, Enora can pick an ally within 25 feet. That ally can spend an immediate action to make an Escape Artist check with a +2 competence bonus to escape restraints, bindings, or grapples.

**Light** An object Enora touches sheds light for 10 minutes. She can't have more than one copy of this spell active at once.

**Mage Armor** Enora's wand grants a touched target a +4 armor bonus to AC for 1 hour.

**Message** Enora can whisper messages to the target for 10 minutes as long as they remain within 110 feet and aren't obstructed, and the target can respond each time Enora sends a whisper. Nearby creatures might be able to overhear the messages (DC 25 Perception).

**Mount** Enora can summon a basic light horse or pony for 1 hour.

**Prestidigitation** Enora can perform simple magic tricks for 1 hour, such as cleaning her outfit, chilling her drink, or flavoring her meal.

**Protection from Evil** A touched target gets a +2 resistance bonus to saves and a +2 deflection bonus to AC against evil creatures for 1 minute. The target cannot be touched by a nongood summoned creature and is immune to direct mental control and possession from evil creatures. Casting the spell after direct mental control or possession allows the target a new saving throw at a +2 bonus.

**Shield** Enora gains a +4 shield bonus to AC for 1 minute and becomes immune to *magic missile*.

**Unseen Servant** Enora can create an invisible force that follows her around for 1 hour performing basic unskilled tasks exerting no more than 20 lbs. of force (except it can drag 100 lbs.). Its speed is 15 ft. and though it can't be targeted, it dissipates if it takes 6 or more damage from area attacks. It also ceases to exist if it ever is more than 25 feet from Enora. It takes a move action to command the servant to perform a task.

Like many halflings, Enora has always been driven by an unlikely pairing of curiosity and luck. She grew up in Rahadoum, where religion is banned, and her parents—both professors at one of Rahadoum's premier arcane institutions, the Occularium—fostered in their only daughter a hunger for knowledge that was rivaled only by her optimism and determination. Enora's intuition, natural understanding of the mystical inner workings of magic, and fastidious research skills quickly took her to the top of her class.

When she came of age, Enora came out atop a pool of nearly a hundred applicants for a coveted governmental position researching some of the Occularium's most valued magical treasures from the

ancient Jistka Imperium. But years of study of even the most esoteric and enigmatic of Jistkan relics wasn't enough for Enora, and countless hours in the Occularium's library aroused in her an uncontrollable sense of wanderlust. She took a leave of absence, intending to research the ruins of Lirgen—one of the two nations completely subsumed by the Eye of Abendego just over a century earlier—where she hoped to rediscover lost information about Lirgeni mastery of astrology.

Within a dank and moldering sanctuary, Enora uncovered a stone tablet that radiated a magical aura unlike anything she had ever encountered before, even amid the most powerful of Jistkan artifacts under her charge in the Occularium. Setting her hand upon the arcane writing and reaching forth with her innate arcane abilities, Enora touched the very fabric of the magical energy that pulsed through the artifact, unraveling it ever so slightly to better understand it. Immediately, her mind was flooded with magical revelations—knowledge beyond her wildest dreams.

When she pulled her hand away, Enora had a new understanding of the potential for learning that existed beyond the strictly secular libraries and laboratories of Rahadoum. A combination of rage and sadness overwhelmed her as she realized that her own rejection of Nethys and other gods of magic had been holding her back from attaining the knowledge she'd always yearned for. How could she return to Manaket and her governmental position knowing that so much more information remained beyond her grasp, simply because it was held in libraries dedicated to deities her nation had shunned?

Enora traveled east into the Mwangi Expanse and found passage down one of the region's many rivers to the Arcadian Ocean, the entire time assessing her options. In the end, she chose the pursuit of knowledge over the security of the life she'd known, and now lives a life on the edge of two worlds. She works continually through carefully worded letters to maintain her good standing with the Occularium in order to preserve her access to its myriad magical and academic resources, but is afraid to return home, lest her newfound respect for the power of the gods brings punishment upon her head. She travels the Inner Sea in search of a better understanding of the inner workings of magic and the secrets of lost empires whose magic surpassed that of even the most powerful modern archmages.

Enora is singularly driven in her search for knowledge, but isn't above working with others in order to achieve common goals. She remains cheerful and optimistic about most things, yet holds deep-seated anxiety about the conflict she will inevitably face should she return to Manaket and be outed as a follower of Nethys. She doesn't talk much about where she came from, but knows that one day her travels will take her back to Rahadoum, and she'll be hard pressed to keep her secret.



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# ARCANIST LEVEL 4

Brainy and cheerful, Enora is relentless in her pursuit of forbidden arcane knowledge, and possesses enough lost cultures' secrets to make her a force to be reckoned with.

## ENORA

Female halfling arcanist 4

LN Small humanoid (halfling)

**Init** +2; **Senses** Perception +1

## DEFENSE

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

**hp** 27 (4d6+9)

**Fort** +4, **Ref** +5, **Will** +5; +2 vs. fear

## OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +2 (1d4–1)

**Ranged** light crossbow +5 (1d6/19–20)

**Special Attacks** arcane reservoir (5/day, max 7), consume spells, prescience 6/day

**Arcanist Spells Prepared** (CL 4th; concentration +8)

2nd (3/day)—*glitterdust* (DC 16)

1st (5/day)—*burning hands*, *ear-piercing scream*<sup>UM</sup> (DC 15), *vanish*<sup>APG</sup>

0 (at will)—*acid splash*, *detect magic*, *ghost sound*, *light*, *message*, *prestidigitation*

## STATISTICS

**Str** 8, **Dex** 14, **Con** 12, **Int** 18, **Wis** 8, **Cha** 16

**Base Atk** +2; **CMB** +0; **CMD** 12

**Feats** Extra Arcanist Exploit<sup>ACG</sup>, Toughness

**Skills** Appraise +8, Knowledge (arcana) +11, Knowledge (all others) +8, Linguistics +9, Perception +1, Spellcraft +11, Use Magic Device +10;

**Armor Check Penalty** –0

**Traits** helpful<sup>MOG</sup>, magic is life<sup>ACG</sup>

**Languages** Ancient Osiriani, Common, Elven, Goblin, Halfling, Jistkan, Osiriani, Polyglot

**SQ** arcane exploits (bloodline development [arcane], quick study, school understanding [divination (foresight)]), arcane bond (bonded item [staff of minor arcana]), fearless, fleet of foot, halfling luck, keen senses, weapon familiarity

**Combat Gear** acid, staff of minor arcana; **Other Gear** spell component pouch (2), cloak of resistance +1, wand of cure light wounds (10 charges), wand of mage armor (5 charges), quarterstaff, backpack, waterskin, spellbook (contains all 0th-level spells; all prepared 1st-level spells plus *ant haul*<sup>APG</sup>, *color spray*, *comprehend languages*, *disguise self*, *enlarge person*, *grease*, *liberating command*<sup>UC</sup>, *mount*, *obscuring mist*, *protection from evil*, *reduce person*, *shield*,

and *unseen servant*; all prepared 2nd-level spells plus *alter self*, *create pit*<sup>APG</sup>, *false life*, *darkvision*, *invisibility*, *knock*, *mirror image*, *pyrotechnics*), 112 gp

## SPECIAL ABILITIES

**Arcane Bond** Once per day while holding her staff, Enora can cast any spell in her spellbook that she is capable of casting. If she doesn't have her staff, she must make a DC 20 + spell level concentration check to cast a spell or the spell is lost.

**Arcane Reservoir** Each day, Enora starts with 5 points in her reservoir, though she can fill it up to a maximum of 7 using consume spells. She can spend one point on a spell to increase the DC or caster level by 1.

**Consume Spells** Enora can spend a move action to expend a spell slot and gain a number of points to her arcane reservoir equal to the spell's level.

**Helpful** When Enora uses the aid another action successfully, she grants a +4 bonus to her ally.

**Magic Is Life** As long as any spell is active on Enora, she gains a +2 bonus to saves against death effects and always stabilizes.

**Prescience** 6 times per day, at the beginning of her turn, Enora can roll a d20 and then use that dice result instead of rolling any time until her next turn.

**Quick Study** As a full-round action, Enora can spend one reservoir point to study her spellbook and swap one of her prepared spells for any other spell in her spellbook of equal level.

**School Understanding** As a swift action, Enora gains a +2 bonus on initiative checks for 3 rounds and always acts on the surprise round during that time.

**Staff of Minor Arcana** Enora's bonded staff starts the scenario with 10 charges. She can use 1 charge to cast *shield* on herself for 8 minutes or 2 charges to cast *magic missile* and shoot 4 missiles. Each day when preparing spells, she can sacrifice 1 of her 1st-level spell slots to regain 1 charge.

**Acid Splash** Enora makes a ranged attack at +5 to hit against touch AC. If she hits, it deals 1d3 acid damage.

**Alter Self** Enora can transform into any Small humanoid for 4 minutes, gaining a +2 size bonus to Dexterity, or any Medium humanoid, gaining a –1 size penalty to attacks and AC, a +1 size bonus to CMB and CMD, –4 size penalty to Stealth, –2 size penalty to Fly, and a +2 size bonus to Strength. Either way, she gains low-light vision, darkvision, scent, or swim if the creature she chooses has those qualities, so good choices are a Small goblin for darkvision, a Medium half-orc for darkvision, or a Medium gillman for swim.

**Ant Haul** A touched target gains a tripled carrying capacity for 8 hours.

**Burning Hands** Enora sprays a 15-foot cone of fire that deals 4d4 fire



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damage to every creature in the area (DC 15 Reflex for half).

**Create Pit** Enora can create a 10-foot-by-10-foot hole in the ground within 140 feet that leads to another dimension consisting only of a 20-foot deep pit. All creatures standing on the hole must roll a DC 16 Reflex save to avoid falling in the pit. If they make the save, they can choose a spot next to the pit and move there automatically. Those that fall into the pit take 2d6 falling damage and fall prone if they don't negate the damage. They can try to climb out of the pit, but the DC is 25 so they're probably stuck there (they can climb against a corner for +5 or if they are Large they have leverage from both walls and get a +10). All creatures who end their turn next to the pit also need to roll a DC 16 Reflex save with a +2 bonus or fall in as well. The pit lasts 5 rounds and then the creatures return harmlessly.

**Cure Light Wounds** Enora's wand heals a touched target for 1d8+1 damage. Enora needs to roll a Use Magic Device check to activate her wand.

**Darkvision** The touched target gains darkvision 60 ft. for 4 hours.

**Detect Magic** Enora can notice magic in a 60-foot cone. If she concentrates, she can find how many magic auras there are on the next round. On the round after that, she can try to find out more about one aura.

**Ear-Piercing Scream** Enora deals 2d6 sonic damage to a target within 35 feet and dazes it for a round. If it makes its DC 15 Fortitude save, it takes half damage and avoids being dazed.

**False Life** Enora gains 1d10+4 temporary hit points for 4 hours, which can put her above her maximum. She always loses temporary hit points first before losing her regular hit points.

**Ghost Sound** Enora can make illusory noises as loud as up to sixteen humans in any spot within 35 feet for 4 rounds, but she can't create discernible speech.

**Glitterdust** Creatures in a 10-foot radius take a -40 to Stealth and lose the benefit of invisibility and the like for 4 rounds. They are also blinded if they fail a DC 16 Will save, but at the end of each of their turns, they can attempt the Will save again to end the blindness.

**Invisibility** A touched target vanishes for 4 minutes or until the target attacks. While invisible, the target gains +20 to Stealth (+40 if standing perfectly still). The first attack before becoming visible gains a +2 to hit (and the enemy likely loses its Dexterity bonus to AC).

**Knock** Enora attempts to magically open something locked, rolling at +14 against the Disable Device DC to remove up to two means of locking the door (such as a mundane lock and the *arcane lock* spell, though it only suppresses *arcane lock* for 10 minutes).

**Light** An object Enora touches sheds light for 40 minutes. She can't have more than one copy of this spell active at once.

**Mage Armor** Enora's wand grants a touched target a +4 armor bonus to AC for 1 hour.

**Magic Missile** Enora's staff shoots out 4 missiles of force at up to 4 targets all within 180 feet of Enora and no more than 15 feet from each other. The missiles automatically hit and deal 1d4+1 damage each, even to incorporeal creatures.

**Message** Enora can whisper messages to the target for 40 minutes as long as they remain within 140 feet and aren't obstructed, and the target can respond each time Enora sends a whisper. Nearby creatures might be able to overhear the messages (DC 25 Perception).

**Mirror Image** 1d4+1 copies of Enora weave around her for 4 minutes. Any attack requiring an attack roll has an equal chance to hit and destroy each image, missing Enora, as it does to hit Enora (so with 3 images, there would be a 1 in 4 chance to hit Enora and a 3 in 4 chance of destroying an image). An attack that misses by 5 or less also destroys an image. If the enemy can't see the images, it is not fooled.

**Obscuring Mist** Enora calls forth a mist in a 20-foot-radius spread centered on her for 4 minutes or until a moderate or strong wind blows it away or a fire spell burns it away. Until then, the mist blocks vision (even darkvision). Attacks against adjacent creatures in the mist suffer a 20% miss chance from concealment, and creatures farther into the mist have total concealment (50% miss chance and can't be targeted by sight).

**Prestidigitation** Enora can perform simple magic tricks for 1 hour, such as cleaning her outfit, chilling her drink, or flavoring her meal.

**Pyrotechnics** Enora can make a fire within 560 feet flare up into either fireworks or a cloud of smoke. The fireworks blind all creatures within 120 feet of the fire who can see it for 1d4+1 rounds unless they succeed at a DC 16 Will save. The smoke billows in a 20-foot radius, blocking all sight for 4 rounds. Creatures within must make a DC 16 Fortitude save or take -4 penalties to Strength and Dexterity as long as they stay in the smoke and 1d4+1 rounds after.

**Shield** Using her staff, Enora gains a +4 shield bonus to AC for 8 minutes and becomes immune to *magic missile*. If she casts it herself, it lasts only 4 minutes.

**Vanish** One target Enora touches becomes invisible for 4 rounds or until the target attacks. See *invisibility* above for more details.

After touching a mysterious artifact that flooded her mind with magical revelations, Enora chose the pursuit of knowledge over the security of the life she'd known in atheist Rahadoum. She travels the Inner Sea in search of the secrets of lost empires whose magic surpassed that of even the most powerful modern archmages. Enora is cheerful and optimistic, but holds deep-seated anxiety about returning home and being outed as a follower of the god Nethys.



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# ARCANIST LEVEL 7

Brainy and cheerful, Enora is relentless in her pursuit of forbidden arcane knowledge, and possesses enough lost cultures' secrets to make her a force to be reckoned with.

## ENORA

Female halfling arcanist 7

LN Small humanoid (halfling)

**Init** +2; **Senses** Perception +1

## DEFENSE

**AC** 15, touch 15, flat-footed 12 (+1 deflection, +2 Dex, +1 dodge, +1 size)

**hp** 45 (7d6+15)

**Fort** +6, **Ref** +7, **Will** +7 (+9 vs. fear)

## OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +4 (1d4-1)

**Ranged** light crossbow +6 (1d6/19-20)

**Special Attacks** arcane reservoir (6/day, max 10), consume spells, prescience 6/day

**Arcanist Spells Prepared** (CL 7th; concentration +12)

3rd (4/day)—*haste*, *fly*

2nd (5/day)—*glitterdust* (DC 17), *invisibility*, *mirror image*

1st (6/day)—*ear-piercing scream*<sup>UM</sup> (DC 16), *liberating command*<sup>UC</sup>, *obscuring mist*, *shield*, *vanish*<sup>APG</sup>

0 (at will)—*acid splash*, *detect magic*, *ghost sound*, *light*, *message*, *prestidigitation*

## STATISTICS

**Str** 8, **Dex** 14, **Con** 13, **Int** 20, **Wis** 8, **Cha** 16

**Base Atk** +3; **CMB** +1; **CMD** 14

**Feats** Dodge, Extra Arcanist Exploit<sup>ACG</sup> (2), Reach Spell<sup>APG</sup>, Toughness

**Skills** Appraise +9, Climb +2, Fly +13, Knowledge (arcana) +15, Knowledge (all others) +10, Linguistics +10, Perception +1, Spellcraft +15, Use Magic Device +13; **Armor Check Penalty** -0

**Traits** helpful<sup>MOG</sup>, magic is life<sup>ACG</sup>

**Languages** Ancient Osirian, Common, Elven, Goblin, Halfling, Jistkan, Osiriani, Polyglot

**SQ** arcane exploits (arcane barrier, bloodline development [arcane], dimensional slide, potent magic, quick study, school understanding [divination (foresight)]), arcane bond (bonded item [*staff of embers*]), fearless, fleet of foot, halfling luck, keen senses, weapon familiarity

**Combat Gear** acid, *staff of embers*<sup>ACG</sup>; **Other Gear** spell component pouch (2), *cloak of resistance* +2, *headband of vast intelligence* +2, *ring of climbing*, *ring of protection* +1, *rod of lesser extend metamagic*, *wand of cure light wounds* (10 charges), *wand of mage armor* (5 charges), backpack, waterskin, mwk quarterstaff, spellbook (contains all 0th-level spells; all prepared 1st-level spells plus *ant*

*haul*<sup>APG</sup>, *color spray*, *comprehend languages*, *disguise self*, *enlarge person*, *expeditious retreat*, *grease*, *mount*, *protection from evil*, *reduce person*, and *unseen servant*; all prepared 2nd-level spells plus *alter self*, *bear's endurance*, *create pit*<sup>APG</sup>, *false life*, *darkvision*, *knock*, *pyrotechnics*; all prepared 3rd-level spells plus *daylight*, *dispel magic*, *fireball*), 247 gp

## SPECIAL ABILITIES

**Arcane Barrier** As a swift action, for 1 reservoir point, Enora can gain 10 extra temporary hit points for 7 minutes. The second time each day she uses this ability, it costs 2 reservoir points, then 3 points, and so on.

**Arcane Bond** Once per day while holding her staff, Enora can cast any spell in her spellbook that she is capable of casting. If she doesn't have her staff, she must make a DC 20 + spell level concentration check to cast a spell or the spell is lost.

**Arcane Reservoir** Each day, Enora starts with 6 points in her reservoir, though she can fill it up to a maximum of 10 using consume spells. She can spend one point on a spell to increase the DC or caster level by 2.

**Consume Spells** Enora can spend a move action to expend a spell slot and gain a number of points to her arcane reservoir equal to the spell's level.

**Dimensional Slide** Enora can spend 1 reservoir point during a move or withdraw action to step through a dimensional rift, essentially spending 5 feet of movement to move dimensionally up to 70 feet away. The dimensional movement doesn't provoke attacks of opportunity, though the rest of the move provokes as normal.

**Helpful** When Enora uses the aid another action successfully, she grants a +4 bonus to her ally.

**Magic Is Life** As long as any spell is active on Enora, she gains a +2 bonus to saves against death effects and always stabilizes.

**Prescience** 6 times per day, at the beginning of her turn, Enora can roll a d20 and then use that dice result instead of rolling any time until her next turn.

**Quick Study** As a full-round action, Enora can spend one reservoir point to study her spellbook and swap one of her prepared spells for any other spell in her spellbook of equal level.

**Reach Spell** By casting a spell as a full-round action and using a spell slot one level higher than necessary, Enora can cast a melee touch spell at a range of 40 feet or a spell with a range of 40 feet at a range of 170 feet.

**Rod of Lesser Extend Metamagic** By holding this rod in hand, Enora can double the duration of three spells she casts each day.

**School Understanding** As a swift action, Enora gains a +3 bonus on initiative checks for 3 rounds and always acts on the surprise round during that time.

**Staff of Embers** Enora's bonded staff starts the scenario with 10 charges. She can use 1 charge to cast *produce flame* for 1d6+5



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damage, 2 charges to cast *scorching ray* to create two rays that deal 4d6 fire damage each, or 4 charges to cast *fireball* for 8d6 fire damage. Enora can recharge her staff once per day when preparing spells by expending a 3rd-level spells slot to regain 1 charge.

**Acid Splash** Enora makes a ranged attack at +6 to hit against touch AC. If she hits, it deals 1d3 acid damage.

**Cure Light Wounds** Enora's wand heals a touched target for 1d8+1 damage. Enora needs Use Magic Device to activate her wand.

**Detect Magic** Enora can notice magic in a 60-foot cone. If she concentrates, she can find how many magic auras there are on the next round. On the round after that, she can try to find out more about one aura.

**Ear-Piercing Scream** Enora deals 3d6 sonic damage to a target within 40 feet and dazes it for a round. If it makes a DC 16 Fortitude save, it takes half damage and avoids being dazed.

**Fireball** Enora's staff can fire a small bead up to 720 feet away, at which point it bursts into a 20-foot-radius spread of flame (if it passes through a narrow opening before that distance, she must roll a ranged touch attack at a +7 to avoid hitting the wall and detonating early). The fireball deals 8d6 fire damage to all creatures and objects in the area (Reflex save DC 18 for half).

**Fly** A touched target gains a 60 foot fly speed and a +7 bonus to Fly checks (+20 total for Enora herself) for 7 minutes.

**Ghost Sound** Enora can make illusory noises as loud as up to twenty-eight humans in any spot within 40 feet for 7 rounds, but she can't create discernible speech.

**Glitterdust** Creatures in a 10-foot radius take a -40 to Stealth and lose the benefit of invisibility and the like for 7 rounds. They are also blinded if they fail a DC 17 Will save, but at the end of each of their turns, they can attempt the Will save again to end the blindness.

**Haste** Enora can grants to up to 7 targets within 40 feet of Enora and all within 30 feet of each other a +30 ft. enhancement bonus to movement speed, +1 to attack rolls, +1 to Reflex saves, a +1 dodge bonus to AC, and an extra attack at the highest bonus during any full attack. These benefits lasts for 7 rounds.

**Invisibility** A touched target vanishes for 7 minutes or until the target attacks. While invisible, the target gains +20 to Stealth (+40 if standing perfectly still). The first attack before becoming visible gains a +2 to hit (and the enemy likely loses its Dexterity bonus to AC).

**Liberating Command** As an immediate action, Enora can pick an ally within 40 feet. That ally can spend an immediate action to make an Escape Artist check with a +14 competence bonus to escape restraints, bindings, or grapples.

**Light** An object Enora touches sheds light for 70 minutes. She can't have more than one copy of this spell active at once.

**Mage Armor** Enora's wand grants a touched target a +4 armor bonus to AC for 1 hour.

**Message** Enora can whisper messages to the target for 70 minutes as long as they remain within 170 feet and aren't obstructed, and the target can respond each time Enora sends a whisper. Nearby creatures might be able to overhear the messages (DC 25 Perception).

**Mirror Image** 1d4+2 copies of Enora weave around her for 7 minutes. Any attack requiring an attack roll has an equal chance to hit and destroy each image, missing Enora, as it does to hit Enora (so with 3 images, there would be a 1 in 4 chance to hit Enora and a 3 in 4 chance of destroying an image). An attack that misses by 5 or less also destroys an image. If the enemy can't see the images, it is not fooled.

**Obscuring Mist** Enora calls forth a mist in a 20-foot-radius spread centered on her for 7 minutes or until a moderate or strong wind blows it away or a fire spell burns it away. Until then, the mist blocks vision (even darkvision). Attacks against adjacent creatures in the mist suffer a 20% miss chance from concealment, and creatures farther into the mist have total concealment (50% miss chance and can't be targeted by sight).

**Produce Flame** Enora's staff can create a ball of fire in her hand, and the flames create light like a torch and last 8 minutes. In addition to providing illumination, she can hurl the flames up to 120 feet (+7 ranged touch) or touch enemies with them (+1 melee touch). Either method deals 1d6+5 damage. No sooner do you hurl the flames than a new set appears in her hand. Each attack she makes reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. To use this ability, Enora must succeed at a DC 20 Use Magic Device check.

**Scorching Ray** Enora's staff can blast her enemies with two searing beams of fire. The rays may be fired up to 45 feet at the same or different targets (+6 ranged touch), but they must be fired simultaneously. Each ray deals 4d6 points of fire damage.

**Shield** Enora gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

**Vanish** One target Enora touches becomes invisible for 5 rounds or until the target attacks. See *invisibility* above for more details.

After touching a mysterious artifact that flooded her mind with magical revelations, Enora chose the pursuit of knowledge over the security of the life she'd known in atheist Rahadom. She travels the Inner Sea in search of the secrets of lost empires whose magic surpassed that of even the most powerful modern archmages. Enora is cheerful and optimistic, but holds deep-seated anxiety about returning home and being outed as a follower of the god Nethys.



"Look, I don't want to have to hurt you, but you're standing between me and that artifact."