# 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>HoG</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 Oth-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 qp

## **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.

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

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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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