

ARCANIST LEVEL 4

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.



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