

ARCANIST LEVEL 7



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 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."