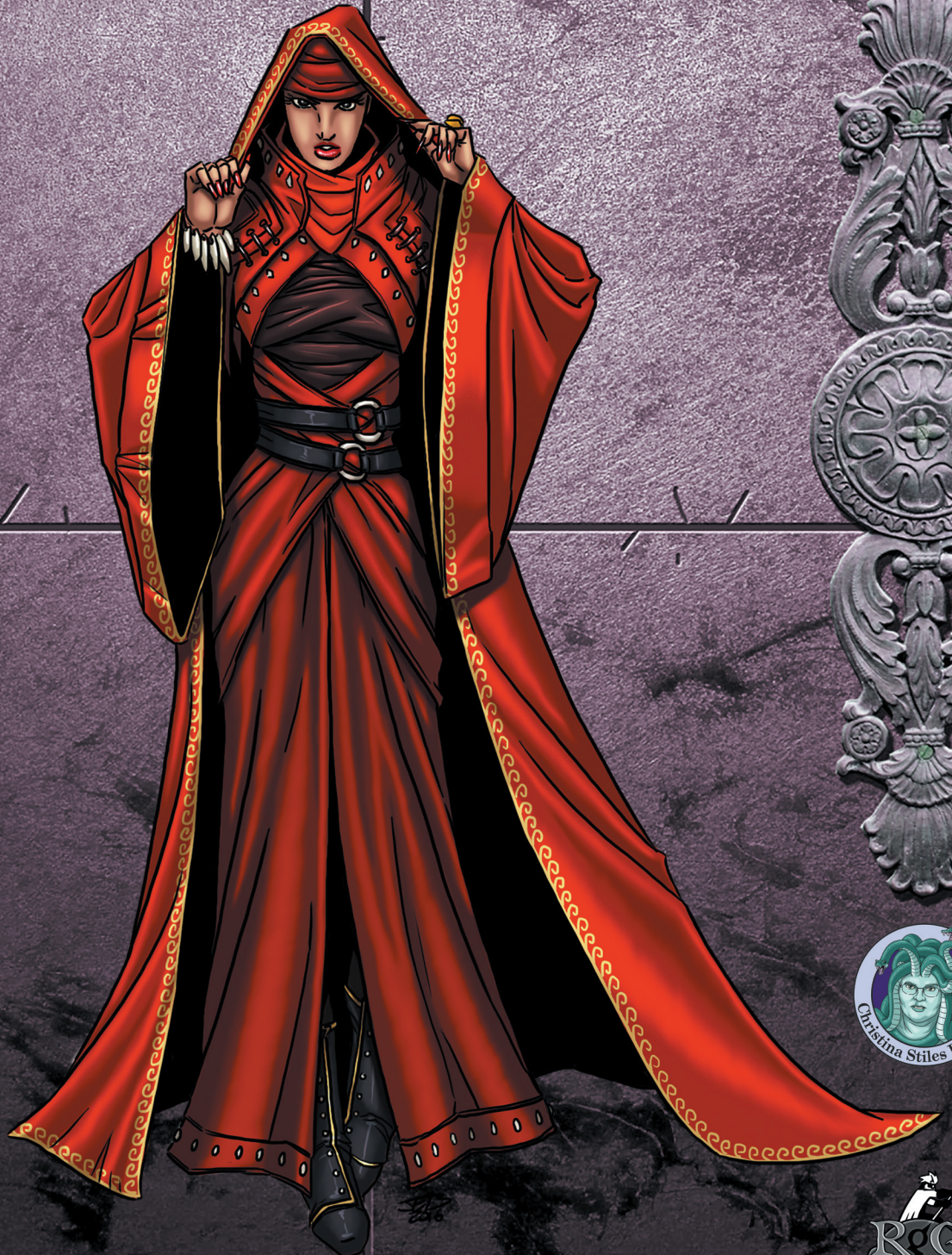


CHRISTINA STILES PRESENTS

# TALENTED ADVENTURERS WITCH: MARENA LENOIRE



MARGHERITA TRAMONTANO



**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

# TALENTED ADVENTURERS

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## ABOUT THE AUTHOR

Margherita Tramontano is an Italian literature teacher who has loved reading and writing since she was born. Over the years, she learned to love manga (above all, Ishinomori Shotaro and his heroes), fantasy (Ende, Tolkien, Pratchett) and, after a traumatizing experience with a gothic-loving GM, the most famous GDR of all. Much later, she discovered Pathfinder, which is her current burning passion.

She likes to define herself “a lot wizard, a little oracle, and a would-be bard,” and the greatest challenge she deals with everyday now is finding time to write with an inquisitor of a husband, a little celestial bloodrager, and a dancing skald (Michele and Giorgio) in her life. In recent years, she’s been published in several issues of *Wayfinder*, on the Kobold Press blog with a series of options for their shaman class, and in the new version of Green Ronin Publishing’s *Advanced Bestiary* (Teratocephalos template). She has also co-authored four Letters from the Flaming Crab for Flaming Crab Games; she created the Esotericist oracle archetype for The Knotty-Works; she’s the author of *Childhood Feats* for Everyman Games; and she contributed to *The Colossal Creatures Bestiary* for Zenith Games.

# TALENTED ADVENTURERS

## MARENA LENOIRE, BLESSED PRIESTESS

Often a member (or the leader, at high levels) of a religious community or order, the Blessed Priestess is often mistaken for a cleric. In fact, she does serve a deity, but in a more personal manner. Still, she is always referred to as the “Blessed Priestess” by those of her region.

Like many other daughters of the nobility, Countess Marena Lenoire the Benevolent was raised in a convent from an early age, and educated per the teachings of her country’s faith. She never took the complete vows of a nun, but always believed fervently in a deity that loved everyone and wanted peace and understanding between all living beings. She felt the presence of the god everywhere, making her feel safe and content. As she became an adolescent, she began to feel more than a presence—she heard voices, and spoke with mysterious visions that promised her protection and love if she continued to strive for peace and good. The girl chose to keep the secret about this from everyone.

Marena didn’t want to leave the monastery, but she obeyed her parents when they arranged her marriage with a noble paladin belonging to the royal family. Love blossomed quickly after the nuptials, and the young couple was happy and was soon blessed with an heir.

Then war came. Marena’s husband left for battle, entrusting the castle and their daughter to her care, and his role as a counselor to the sovereign. Marena’s wisdom protected the county and she won the love and loyalty of the peasants. Her advice at the court was invaluable for limiting losses and working toward a lasting peace. And when their enemies razed the country and burned the monastery where she once lived, Marena sheltered both the people and the nuns in her castle, and then went alone to meet the invaders. The enemy soldiers met her talk of peace and honor with laughter. Their mirth was soon silenced when a supernatural light descended on Marena from the sky, encasing them all in an aura of calm and reverence. That day, Marena Lenoire became the region’s heroine, the people’s savior, and a legend to be sung about.

## FACTICS

The Blessed Priestess is a benign healer and a pacifist, winning the hearts of enemies through charisma and diplomacy rather than violence and fighting. She always chooses combat as her very last resort.

Marena always tries diplomacy before resorting to combat, using her natural and magical charm abilities to make the enemy see reason. If violence is inevitable, she first casts pacifying and protective spells to curtail it, preventing friends and foes alike from hitting and wounding one another. She then tries to ensnare those who resisted, using her control on plants as well. After the battle, Marena insists on curing the wounded and keeping captured enemies alive to parley. She can be very persuasive on this point.

## CAMPAIGN USES

Other than being a gifted healer and a most reliable source of both spiritual and mundane advice, Marena can give shelter to the PCs against their enemies and introduce them to important characters at the royal court and in the high church hierarchy.

### MARENA LENOIRE, BLESSED PRIESTESS

CR 1/2

#### XP 200

Human witch 1

LG Medium humanoid (human)

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

#### DEFENSE

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 7 (1d6 +1)

**Fort** +1, **Ref** +1, **Will** +4

#### OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff –1 (1d6–1)

**Special Attacks** hex (healing<sup>APG</sup>)

**Witch Spell Known** (CL 1st; concentration +4)

1st (4/day)– *command* (DC 14), *cure light wounds*

0 (at will)– *dancing lights*, *daze* (DC 13), *guidance*, *light*, *stabilize*

**Patron** Peace<sup>ChoP</sup>

#### STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 17

**Base Atk** +0; **CMB** –1; **CMD** 10

**Edges** bonded item (staff), cantrips, patron (Peace), spontaneous witch spells

**Talents** healing<sup>APG</sup>

**Feats** Noble Scion<sup>ISWG</sup> (peace), Virtuous Creed<sup>ChoP</sup> (humility)

**Skills** Diplomacy +6, Heal +6, Knowledge (nobility) +6, Knowledge (religion) +1, Sense Motive +3

**Languages** Common

**Gear** quarterstaff, *potions of cure light wounds* (4), scroll of *calm emotions*, cleric’s kit<sup>UE</sup>, 24gp

# WITCH: MARENA LENOIRE



2016

# TALENTED ADVENTURERS

## SPECIAL ABILITIES

**Bonded Item (Sp):** The witch gains a bonded item. This bonded item is similar to a wizard's arcane bond bonded item, and follows all the rules of such an item with the following exceptions.

A witch with the witch spells edge (prepared or spontaneous) must commune with her bonded item each day to regain her spells. A bonded item stores all of the spells that a witch knows, and a witch cannot prepare or cast a spell that is not stored by her bonded item. A witch may have both the bonded item edge and any other edges that allows communing for spells (familiar, fetish, spellbook, etc.), gaining the benefits of all edges selected. If a witch with the witch spells edge (prepared or spontaneous) possesses multiple spellcasting conduits, she may commune with any of her conduits to prepare or regain spells.

A witch with the prepared witch spells edge can add spells to her bonded item as a familiar by learning them from scrolls (see familiar edge for details), but cannot add spells from familiars or other bonded items.

Starting at 2nd level, the witch's bonded item can be used once per day to cast a spell dependent on the type of bonded object chosen by the witch. The spell is treated like any other spell cast by the witch, including its casting time, duration, and other effects dependent of the witch's level. This spell cannot be further modified by metamagic feats or any other ability. As the witch gains levels, the bonded item gains new spells that the witch can cast in this way. She can cast any one of these spells once per day using her bonded object, but gains greater flexibility in what spells she can cast, and gains more powerful spells as she gains new levels.

The bonded item spells associated with a staff are as follows:

Staff: 2nd—*shillelagh*; 4th—*warp wood*; 6th—*plant growth*; 8th—*arboreal hammer*<sup>UM</sup>; 10th—*passwall*; 12th—*move earth*; 14th—*changestaff*; 16th—*control plants*; 18th—*wooden phalanx*<sup>UM</sup>.

**Cantrips:** The witch can cast cantrips, or 0-level spells. These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally. If the witch possesses the witch spells edge (either prepared or spontaneous), the cantrips she knows and can cast each day are determined by the witch spells edge. If the witch does not possess the witch spells edge, she knows two cantrips drawn from the witch spell list. She can use one of these cantrips each day, after communing with her spellcasting conduit (bonded item, familiar, etc.). If the witch gains the witch spells edge, these rules are

superseded by the rules for cantrips detailed under the witch spells edge.

**Favored Class Bonus:** Her Favored Class Bonus is +1 witch spell known per level.

**Patron:** The witch attracts a supernatural patron. The witch selects one witch patron—once this choice is made it cannot be changed. At any spell level the witch can cast spells as a result of the witch spells edge, she adds the patron spell of the same level to her class spell list. The witch automatically adds all patron spells to her spellcasting conduit (bonded item, familiar, fetish, mask, spellbook, or spell deck) at the level they are gained or when she becomes capable of casting spells of the given level. The witch cannot cast patron spells of a level she is unable to cast.

**Witch Spells, Spontaneous:** [Feytouched Horror, Ley Line Guardian] The witch casts arcane spells drawn from the witch spell list (see *Appendix Three: Compiled Witch Spell List* in *Rogue Genius Games's The Genius Guide to the Talented Witch*). She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, the witch must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against the witch's spell is 10 + the spell level + the witch's Charisma modifier.

Like other spellcasters, a witch can cast only a certain number of spells of each spell level per day. Her base daily spell allotment of 1st-level spells is given on Table: Spontaneous Witch Spells per Day. In addition, she receives bonus spells per day if she has a high Charisma score (see the *Pathfinder® Roleplaying Game Core Rulebook™* for more information on bonus spells). The witch's caster level is equal to her class level.

The witch's selection of spells is extremely limited. She begins play knowing four 0-level spells and two 1st-level spells of her choice from the witch spell list. At each new witch level, she gains one or more new witch spells, as indicated on Table: *Spontaneous Witch Spells Known*. The witch's spells known are stored in her spellcasting conduit (bonded item, familiar, etc.). Unlike a spellcaster with the prepared witch spells edge, a spontaneous spellcaster witch cannot add new spells to her spellcasting conduit by any other means. She must get 8 hours of sleep and spend 15 minutes communing with her spellcasting conduit to regain her spells each day.

Upon reaching 4th level, and at every even-numbered witch level after that (6th, 8th, and so on), a witch can choose to learn a new spell in place of one she already knows. In effect, the witch loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged.

# WITCH: MARENA LENOIRE

A witch may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

While the witch gains additional spells per day as she increases in level for the spell levels she can cast, she does not automatically gain access to higher level spells. A witch may select this edge a second time if she is 3rd level, and one additional time every two class levels thereafter to a maximum of nine total times at 17th level. Each time, she gains access to witch spells of one higher level (2nd-level spells if taken twice, 3rd-level spells if taken three times, and so on). The witch's spells per day for those levels of spell she can cast are always determined by *Table: Spontaneous Witch Spells per Day* and *Table: Spontaneous Witch Spells Known* shows the witch spells known.

Note that since the spontaneous witch spellcasting progression gains access to higher level spells at even levels, a witch might use an edge to gain access to spells higher than her level allows. In this case, the witch gains access to the given spell level when her witch level is sufficient to cast the spells, and not before.

**Healing\* (Su):** A witch can soothe the wounds of those she touches. This acts as a *cure light wounds* spell, using the witch's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this hex acts like *cure moderate wounds*.

## HEALING HEX\*

The Healing hex is not listed in *The Genius Guide to the Talented Witch*. However, that was an oversight. All the other base witch hexes are in the book. Since the Major Healing hex has been included in the book, it should be assumed that this one should be included as well.

## MARENA LENOIRE, BLESSED PRIESTESS

CR 1

XP 400

Human witch 2

LG Medium humanoid (human)

Init +1; Senses Perception +2

### DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 11 (2d6 +2)

Fort +1, Ref +1, Will +5

### OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +1 (1d6–1)

Special Attacks hexes (charm [3 rounds/day, DC 14], healing<sup>APG</sup>)

**Bonded Item Spell** (CL 2nd; concentration +5)

1/day– *shillelagh* (DC 14)

**Witch Spell Known** (CL 2nd; concentration +5)

1st (5/day)– *command* (DC 14), *cure light wounds*, *sanctuary*\* (DC 14)

0 (at will)– *dancing lights*, *daze* (DC 13), *detect magic*, *guidance*, *light*, *resistance*, *stabilize*

\* Patron spell; **Patron Peace**<sup>Chop</sup>

## STATISTICS

Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 17

Base Atk +1; CMB +0; CMD 11

Edges bonded item (staff), cantrips, patron (Peace), spontaneous witch spells

Talents charm, healing<sup>APG</sup>

Feats Noble Scion<sup>ISWG</sup> (peace), Virtuous Creed<sup>Chop</sup> (humility)

Skills Diplomacy +7, Heal +7, Knowledge (nobility) +7, Knowledge (religion) +2, Sense Motive +4

Languages Common

Gear mwk quarterstaff, *potions of cure light wounds* (4), scroll of *calm emotions*, sunrods<sup>AM</sup> (5), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 24gp

## SPECIAL ABILITIES

**Charm (Su):** A witch can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the witch had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the witch's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this effect again for 1 day. At 8th level, this effect improves the attitude of the target creature by 2 steps. This is a mind-affecting charm effect.

## CHARISMATIC WITCH

*The Genius Guide to the Talented Witch* does not state that the save DCs for a spontaneous witch's hexes and other class abilities of a spontaneous-casting witch should be based on Charisma. Still, since every other spontaneous class bases its spellcasting and other class abilities on Charisma, it should be assumed that it's true in this case, as well.

## MARENA LENOIRE, BLESSED PRIESTESS

CR 2

XP 600

Human witch 3

LG Medium humanoid (human)

Init +1; Senses Perception +2

# TALENTED ADVENTURERS

## DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 16 (3d6 +3)

Fort +2, Ref +2, Will +5

## OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +1 (1d6–1)

Special Attacks hexes (charm [3 rounds/day, DC 14], healing<sup>APG</sup>)

Spell-Like Abilities (CL 3rd; concentration +6)  
3/day– *summon monster II*

Bonded Item Spell (CL 3rd; concentration +6)  
1/day– *shillelagh* (DC 14)

Witch Spell Known (CL 3rd; concentration +6)  
1st (6/day)– *charm person* (DC 14), *command* (DC 14), *cure light wounds*, *sanctuary\** (DC 14)

0 (at will)– *dancing lights*, *daze* (DC 13), *detect magic*, *guidance*, *light*, *read magic*, *resistance*, *stabilize*

\* Patron spell; Patron Peace<sup>Chop</sup>

## STATISTICS

Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 17

Base Atk +1; CMB +0; CMD 11

Edges bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells

Talents charm, healing<sup>APG</sup>

Feats Noble Scion<sup>ISWG</sup> (peace), Virtuous Creed<sup>Chop</sup> (humility), Virtuous Creed<sup>Chop</sup> (mercy)

Skills Diplomacy +8, Heal +8, Knowledge (nobility) +8, Knowledge (religion) +3, Sense Motive +5

Languages Common



Gear mwk quarterstaff, bracers of armor +1, potion of cure light wounds, scroll of calm emotions, sunrods<sup>AM</sup> (5), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 44gp

## SPECIAL ABILITIES

*Holy Servant (Su)*: This works as the dark servant edge, except the witch is empowered by good forces (usually archons or azata). However, the servants of light are far more discerning and selective in their vassals than fiends. The witch must have an alignment of either chaotic good or lawful good. The witch can only summon creatures with the celestial creature template or that have either the archon (for lawful good witches) or azata subtype (for chaotic good witches).

A witch must have a chaotic good or lawful good alignment to select this edge.

Starting at 1st level, the witch can cast *summon monster I* as a spell-like ability a number of times per day equal to her Charisma modifier (minimum 1). She can cast this spell as a standard action, and the creatures remain for 1 minute per level (instead of 1 round per level). However, any creature summoned in this manner must have the *celestial* creature template or have either the *archon* or *azata* subtype (chosen when the edge is taken). At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing her to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level). At 19th level, this ability can be used as *gate* or *summon monster IX*. If used as *gate*, the witch must pay any required material components. A witch cannot have more than one *summon monster* or *gate* spell active in this way at one time. If this ability is used again, any existing *summon monster* or *gate* immediately ends. These summon spells are considered to be part of her spell list for the purposes of spell trigger and spell completion items. In addition, she can expend uses of this ability to fulfill the construction requirements of any magic item she creates, so long as she can use this ability to cast the required spell.

## MARENA LENOIRE, BLESSED PRIESTESS

CR 3

### XP 800

Human witch 4

LG Medium humanoid (human)

Init +1; Senses Perception +2

## DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 20 (4d6 +4)

Fort +2, Ref +2, Will +6

# WITCH: MARENA LENOIRE

## OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +2 (1d6-1)

**Special Attacks** hexes (charm [4 rounds/day, DC 16], healing<sup>APG</sup>, peacebond [7 rounds, DC 16])

**Spell-Like Abilities** (CL 4th; concentration +8)

4/day— *summon monster II*

**Bonded Item Spell** (CL 4th; concentration +8)

1/day— *shillelagh* (DC 15) or *warp wood* (DC 16)

**Witch Spell Known** (CL 4th; concentration +8)

1st (7/day)— *charm person* (DC 15), *command* (DC 15), *cure light wounds*, *sanctuary\** (DC 15)

0 (at will)— *dancing lights*, *daze* (DC 14), *detect fiendish presence*<sup>AoE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron Peace**<sup>ChoP</sup>

## STATISTICS

**Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 18**

**Base Atk +2; CMB +1; CMD 12**

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells

**Talents** charm, healing<sup>APG</sup>, peacebond

**Feats** Noble Scion<sup>ISWG</sup> (peace), Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy)

**Skills** Diplomacy +10, Heal +9, Knowledge (nobility) +9, Knowledge (religion) +4, Sense Motive +6

**Languages** Common

**Gear** mwk quarterstaff, *bracers of armor +1*, *potion of cure light wounds*, *potion of remove curse*, *scroll of calm emotions*, sunrods<sup>AM</sup> (5), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 44 gp

## SPECIAL ABILITIES

*Peacebond (Su)\**: A witch can use this talent on a creature within 30 feet to prevent it from drawing a weapon for a number of rounds equal to 3 + the witch's Intelligence modifier. This talent has no effect on natural weapons or weapons already in a creature's hands, but does prevent an archer from drawing arrows. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

## MARENA LENOIRE, BLESSED PRIESTESS

CR 4

**XP 1,200**

Human witch 5

LG Medium humanoid (human)

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

## DEFENSE

**AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)**

**hp 24 (5d6 +5)**

**Fort +3, Ref +3, Will +7**

## OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +2 (1d6-1)

**Special Attacks** hexes (charm [4 rounds/day, DC 16], healing<sup>APG</sup>, peacebond [7 rounds, DC 16])

**Spell-Like Abilities** (CL 5th; concentration +9)

4/day— *summon monster III*

**Bonded Item Spell** (CL 5th; concentration +9)

1/day— *shillelagh* (DC 15) or *warp wood* (DC 16)

**Witch Spell Known** (CL 5th; concentration +9)

2nd (5/day)— *calm emotions\** (DC 18), *cure moderate wounds*, *enthrall* (DC 16)

1st (7/day)— *charm person* (DC 15), *command* (DC 15), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peacebond*<sup>HotS</sup>, *sanctuary\** (DC 17)

0 (at will)— *dancing lights*, *daze* (DC 14), *detect fiendish presence*<sup>AoE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron Peace**<sup>ChoP</sup>

## STATISTICS

**Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 18**

**Base Atk +2; CMB +1; CMD 12**

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (2)

**Talents** charm, healing<sup>APG</sup>, peacebond

**Feats** Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy)

**Skills** Diplomacy +11, Heal +10, Knowledge (nobility) +10, Knowledge (religion) +5, Sense Motive +7

**Languages** Common

**Gear** mwk quarterstaff, *bracers of armor +1*, *cloak of resistance +1*, *potions of cure light wounds* (2), *potion of remove curse*, *scroll of calm emotions*, sunrods<sup>AM</sup> (5), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 44 gp

## MARENA LENOIRE, BLESSED PRIESTESS

CR 5

**XP 1,600**

Human witch 6

LG Medium humanoid (human)

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

## DEFENSE

**AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)**

**hp 29 (6d6 +6)**

**Fort +4, Ref +4, Will +8**

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *quarterstaff* +3 (1d6)

# TALENTED ADVENTURERS

**Special Attacks** hexes (charm [4 rounds/day, DC 17], healing<sup>APG</sup>, holy blessing +3 [7 rounds, DC 17], peacebond [7 rounds, DC 17])

**Spell-Like Abilities** (CL 6th; concentration +10)  
4/day— *summon monster III*

**Bonded Item Spell** (CL 6th; concentration +10)  
1/day— *shillelagh* (DC 15), *warp wood* (DC 16) or *plant growth*

**Witch Spell Known** (CL 6th; concentration +10)  
2nd (6/day)— *calm emotions\** (DC 18), *cure moderate wounds*, *enthrall* (DC 16)

1st (7/day)— *charm person* (DC 15), *command* (DC 15), *compel hostility<sup>UC</sup>* (DC 15), *cure light wounds*, *diagnose disease<sup>UM</sup>*, *peace bond<sup>HotS</sup>*, *sanctuary\** (DC 17)

0 (at will)— *dancing lights*, *daze* (DC 14), *detect fiendish presence<sup>AOE</sup>*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron Peace**<sup>Chop</sup>

## STATISTICS

**Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 18**

**Base Atk +3; CMB +2; CMD 13**

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (2)

**Talents** charm, healing<sup>APG</sup>, holy blessing, peacebond

**Feats** Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>Chop</sup>, Virtuous Creed<sup>Chop</sup> (humility), Virtuous Creed<sup>Chop</sup> (mercy)

**Skills** Diplomacy +12, Heal +11, Knowledge (nobility) +11, Knowledge (religion) +6, Sense Motive +8

**Languages** Common

**Gear** +1 quarterstaff, bracers of armor +1, cloak of resistance +1, potion of cure light wounds (3), sunrods<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 100 gp

## SPECIAL ABILITIES

**Holy Blessing (Su)\*:** The witch can grant a creature within 30 feet holy blessings for a number of rounds equal to 3 + the witch's Intelligence modifier. The target receives the benefits of the *protection from evil* spell. The deflection bonus to AC and resistance bonus to saves granted by this effect increase by +1 at 5th level and every 5 witch levels thereafter (to a maximum of +6 at 20th level). At 8th and 16th level, the duration of this talent is extended by 1 round. Once a creature has benefited from this talent, it cannot benefit from it again for 24 hours.

## MARENA LENOIRE, BLESSED PRIESTESS

CR 6

XP 2,400

Human witch 7

LG Medium humanoid (human)

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

## DEFENSE

**AC** 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

**hp** 34 (7d6 +7)

**Fort** +4, **Ref** +4, **Will** +8

## OFFENSE

**Speed** 30 ft.

**Melee** +1 quarterstaff+3 (1d6)

**Special Attacks** hexes (charm [4 rounds/day, DC 17], healing<sup>APG</sup>, holy blessing +3 [7 rounds, DC 17], peacebond [7 rounds, DC 17])

**Spell-Like Abilities** (CL 7th; concentration +11)  
4/day— *summon monster IV*

**Bonded Item Spell** (CL 7th; concentration +11)  
1/day— *shillelagh* (DC 15), *warp wood* (DC 16) or *plant growth*

**Witch Spell Known** (CL 7th; concentration +11)  
3rd (5/day)— *charitable impulse<sup>CotR</sup>* (DC 19), *dispel magic*, *wind wall\**

2nd (7/day)— *calm emotions\** (DC 18), *cure moderate wounds*, *daze monster* (DC 16), *enthrall* (DC 16), *soothing word<sup>CC</sup>*

1st (7/day)— *celestial healing<sup>AA</sup>*, *charm person* (DC 15), *command* (DC 15), *compel hostility<sup>UC</sup>* (DC 15), *cure light wounds*, *diagnose disease<sup>UM</sup>*, *peace bond<sup>HotS</sup>*, *sanctuary\** (DC 17)

0 (at will)— *dancing lights*, *daze* (DC 14), *detect fiendish presence<sup>AOE</sup>*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron Peace**<sup>Chop</sup>

## STATISTICS

**Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 18**

**Base Atk +3; CMB +2; CMD 13**

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (3)

**Talents** charm, healing<sup>APG</sup>, holy blessing, peacebond

**Feats** Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>Chop</sup>, Virtuous Creed<sup>Chop</sup> (humility), Virtuous Creed<sup>Chop</sup> (mercy)

**Skills** Diplomacy +13, Heal +12, Knowledge (nobility) +11, Knowledge (religion) +7, Perform (oratory) +5, Sense Motive +9

**Languages** Common

**Gear** +1 quarterstaff, bracers of armor +1, cloak of resistance +1, phylactery of faithfulness, potions of cure light wounds (2), potion of eagle's splendor (300 gp), sunrods<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 200 gp

## MARENA LENOIRE, BLESSED PRIESTESS

CR 7

XP 3,200

Human witch 8

LG Medium humanoid (human)

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

# WITCH: MARENA LENOIRE

## DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 38 (8d6 +8)

Fort +4, Ref +4, Will +9

## OFFENSE

Speed 30 ft.

Melee +1 quarterstaff +4 (1d6)

Special Attacks hexes (charm [2 steps, 4 rounds/day, DC 18], healing<sup>APG</sup>, holy blessing +3 [8 rounds, DC 18], peacebond [7 rounds, DC 18], ward +3)

Spell-Like Abilities (CL 8th; concentration +12)

4/day— *summon monster IV*

Bonded Item Spell (CL 8th; concentration +12)

1/day— *shillelagh* (DC 15), *warp wood* (DC 16), *plant growth* or *arboreal hammer*<sup>UM</sup>

Witch Spell Known (CL 8th; concentration +12)

3rd (6/day)— *charitable impulse*<sup>CotR</sup> (DC 19), *dispel magic*, *wind wall*\*

2nd (7/day)— *calm emotions*\* (DC 18), *cure moderate wounds*, *daze monster* (DC 16), *enthrall* (DC 16), *soothing word*<sup>CC</sup>, *status*

1st (7/day)— *celestial healing*<sup>AA</sup>, *charm person* (DC 15), *command* (DC 15), *compel hostility*<sup>UC</sup> (DC 15), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peace bond*<sup>Hots</sup>, *sanctuary*\* (DC 17)

0 (at will)— *dancing lights*, *daze* (DC 14), *detect fiendish presence*<sup>AOE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*

\* Patron spell; Patron Peace<sup>ChoP</sup>

## STATISTICS

Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 19

Base Atk +4; CMB +3; CMD 14

Edges bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (3)

Talents charm, healing<sup>APG</sup>, peacebond, ward

Feats Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy)

Skills Diplomacy +14, Heal +13, Knowledge (nobility) +11, Knowledge (religion) +8, Perform (oratory) +6, Sense Motive +10

Languages Common

Gear +1 quarterstaff, bracers of armor +2, cloak of resistance +1, potions of cure light wounds (2), potion of eagle's splendor, sunrods<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol

## SPECIAL ABILITIES

Ward (Su)\*: A witch can use this talent to place a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on

saving throws. This ward lasts until the warded creature is hit or fails a saving throw. A witch knows when a warded creature is no longer protected. A witch can have only one ward active at a time. If the witch uses this ability again, the previous ward immediately ends. A witch cannot use this ability on herself. At 8th level and 16th level, the bonuses provided by this ward increase by +1.

## MARENA LENOIRE, BLESSED PRIESTESS

CR 8

XP 4,800

Human witch 9

LG Medium humanoid (human)

Init +1; Senses Perception +2

## DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 43 (9d6 +9)

Fort +5, Ref +5, Will +9

## OFFENSE

Speed 30 ft.

Melee +1 quarterstaff +4 (1d6)

Special Attacks hexes (charm [2 steps, 4 rounds/day, DC 18], healing<sup>APG</sup>, holy blessing +3 [8 rounds, DC 18], peacebond [7 rounds, DC 18], ward +3)

Spell-Like Abilities (CL 9th; concentration +13)

4/day— *summon monster V*

Bonded Item Spell (CL 9th; concentration +13)

1/day— *shillelagh* (DC 15), *warp wood* (DC 16), *plant growth* or *arboreal hammer*<sup>UM</sup>

Witch Spell Known (CL 9th; concentration +13)

4th (5/day)— *charm monster* (DC 18), *cure serious wounds*, *dismissal*\* (DC 18)

3rd (7/day)— *charitable impulse*<sup>CotR</sup> (DC 19), *dispel magic*, *remove curse*, *remove disease*, *wind wall*\*

2nd (7/day)— *augury*, *calm emotions*\* (DC 18), *cure moderate wounds*, *daze monster* (DC 16), *enthrall* (DC 16), *soothing word*<sup>CC</sup>, *status*

1st (7/day)— *celestial healing*<sup>AA</sup>, *charm person* (DC 15), *command* (DC 15), *compel hostility*<sup>UC</sup> (DC 15), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peace bond*<sup>Hots</sup>, *sanctuary*\* (DC 17)

0 (at will)— *dancing lights*, *daze* (DC 14), *detect fiendish presence*<sup>AOE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*

\* Patron spell; Patron Peace<sup>ChoP</sup>

## STATISTICS

Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 19

Base Atk +4; CMB +3; CMD 14

Edges bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (4)

# TALENTED ADVENTURERS

**Talents** charm, healing<sup>APG</sup>, holy blessing, peacebond, ward

**Feats** Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy)

**Skills** Diplomacy +17, Heal +19 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +9, Perform (oratory) +7, Sense Motive +11

**Languages** Common

**Gear** +1 quarterstaff, bracers of armor +2, cloak of resistance +1, healer's gloves<sup>UE</sup>, potions of cure light wounds (2), sunrods<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 50 gp

## MARENA LENOIRE, BLESSED PRIESTESS

CR 9

XP 6,400

Human witch 10

LG Medium humanoid (human)

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

### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 47 (10d6 +10)

**Fort** +5, **Ref** +5, **Will** +10

### OFFENSE

**Speed** 30 ft.

**Melee** +1 quarterstaff +5 (1d6)

**Ranged** javelin of lightning +6 (1d6–1)

**Special Attacks** hexes (charm [2 steps, 4 rounds/day, DC 19], healing<sup>APG</sup>, holy blessing +4 [8 rounds, DC 19], peacebond [7 rounds, DC 19], ward +3)

**Spell-Like Abilities** (CL 10th; concentration +14)  
4/day– *summon monster V*

**Bonded Item Spell** (CL 10th; concentration +14)

1/day– *shillelagh* (DC 15), *warp wood* (DC 16), *plant growth*, *arboreal hammer*<sup>UM</sup> or *passwall*

**Witch Spell Known** (CL 10th; concentration +14)

4th (6/day)– *charm monster* (DC 18), *cure serious wounds*, *dismissal*\* (DC 18)

3rd (7/day)– *charitable impulse*<sup>CoIR</sup> (DC 19), *dispel magic*, *plant voice*<sup>CaC</sup>, *remove curse*, *remove disease*, *wind wall*\*

2nd (7/day)– *augury*, *calm emotions*\* (DC 18), *cure moderate wounds*, *daze monster* (DC 16), *enthrall* (DC 16), *soothing word*<sup>CC</sup>, *status*

1st (7/day)– *celestial healing*<sup>AA</sup>, *charm person* (DC 15), *command* (DC 15), *compel hostility*<sup>UC</sup> (DC 15), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peace bond*<sup>HoS</sup>, *sanctuary*\* (DC 17)

0 (at will)– *arcane mark*, *dancing lights*, *daze* (DC 14), *detect fiendish presence*<sup>AE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron** Peace<sup>ChoP</sup>

### STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 19

**Base Atk** +5; **CMB** +4; **CMD** 15

**Edges** bonded item (staff; 1/day), cantrips, holy servant, patron (Peace), spontaneous witch spells (4)

**Talents** charm, healer's eye, healing<sup>APG</sup>, holy blessing, peacebond, ward

**Feats** Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy)

**Skills** Diplomacy +20, Heal +20 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +10, Perform (oratory) +8, Sense Motive +12

**Languages** Common

**SQ** healer's eye

**Gear** +1 quarterstaff, javelin of lightning, bracers of armor +2, cloak of resistance +1, healer's gloves<sup>UE</sup>, phylactery of faithfulness, *potion of cure moderate wounds*, sunrods<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 50 gp

### SPECIAL ABILITIES

*Healer's Eye (Ex)*: The witch gains a constant awareness of her ally's health. She is aware of the conditions affecting any allied creature within 60 feet: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like.

## MARENA LENOIRE, BLESSED PRIESTESS

CR 10

XP 9,600

Human witch 11

LG Medium humanoid (human)

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

### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 52 (11d6 +11)

**Fort** +5, **Ref** +5, **Will** +10; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

### OFFENSE

**Speed** 30 ft.

**Melee** +1 quarterstaff +5 (1d6)

**Ranged** javelin of lightning +6 (1d6–1)

**Special Attacks** hexes (charm [2 steps, 4 rounds/day, DC 19], healing<sup>APG</sup>, holy blessing +4 [8 rounds, DC 19], peacebond [7 rounds, DC 19], ward +3)

**Spell-Like Abilities** (CL 11th; concentration +15)  
4/day– *summon monster VI*

# WITCH: MARENA LENOIRE

## Bonded Item Spell (CL 11th; concentration +15)

1/day— *shillelagh* (DC 15), *warp wood* (DC 16), *plant growth*, *arboreal hammer*<sup>UM</sup> or *passwall*

## Witch Spell Known (CL 11th; concentration +15)

5th (4/day)— *baleful polymorph* (DC 19), *cure critical wounds*, *serenity*<sup>UM\*</sup> (DC 21)

4th (7/day)— *charm monster* (DC 18), *cure serious wounds*, *dismissal*\* (DC 18), *greater celestial healing*<sup>AA</sup>, *mass daze*<sup>UM</sup> (DC 18)

3rd (7/day)— *accept affliction*<sup>ChoP</sup>, *charitable impulse*<sup>CoIR</sup> (DC 19), *dispel magic*, *plant voice*<sup>CaC</sup>, *remove curse*, *remove disease*, *wind wall*\*

2nd (7/day)— *augury*, *calm emotions*\* (DC 18), *cure moderate wounds*, *daze monster* (DC 16), *enthrall* (DC 16), *hold person* (DC 16), *soothing word*<sup>CC</sup>, *status*

1st (7/day)— *celestial healing*<sup>AA</sup>, *charm person* (DC 15), *command* (DC 15), *compel hostility*<sup>UC</sup> (DC 15), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peace bond*<sup>HoIS</sup>, *sanctuary*\* (DC 17)

0 (at will)— *arcane mark*, *dancing lights*, *daze* (DC 14), *detect fiendish presence*<sup>AOE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron Peace**<sup>ChoP</sup>

## STATISTICS

**Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 19**

**Base Atk +5; CMB +4; CMD 15**

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (5)

**Talents** charm, healer's eye, healing<sup>APG</sup>, holy blessing, peacebond, ward

**Feats** Believer's Boon<sup>ACG</sup> (glory/honor), Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy)

**Skills** Diplomacy +21, Heal +21 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +11, Perform (oratory) +9, Sense Motive +13

**Languages** Common

**SQ** healer's eye, honor bound 1/day

**Gear** +1 *quarterstaff*, *javelin of lightning*, *bracers of armor* +2, *cloak of resistance* +1, *healer's gloves*<sup>UE</sup>, *mind sentinel medallion*<sup>UE</sup>, *phylactery of faithfulness*, *potion of cure moderate wounds*, *sunrods*<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 150 gp

## MARENA LENOIRE, BLESSED PRIESTESS

CR 11

**XP 12,800**

Human witch 12

LG Medium humanoid (human)

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

## DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 56 (12d6 +12)

**Fort** +6, **Ref** +6, **Will** +11; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *compassionate*<sup>ChoP</sup> *quarterstaff* +6/+1 (1d6)

**Ranged** *javelin of lightning* +7/+2 (1d6–1)

**Special Attacks** hexes (charm [2 steps, 5 rounds/day, DC 21], healing<sup>APG</sup>, holy blessing +4 [9 rounds, DC 21], major healing, peacebond [8 rounds, DC 21], ward +3)

**Spell-Like Abilities** (CL 12th; concentration +17)

5/day— *summon monster VI*

**Bonded Item Spell** (CL 12th; concentration +17)

1/day— *shillelagh* (DC 16), *warp wood* (DC 17), *plant growth*, *arboreal hammer*<sup>UM</sup>, *passwall* or *move earth*

**Witch Spell Known** (CL 12th; concentration +17)

5th (6/day)— *baleful polymorph* (DC 20), *cure critical wounds*, *serenity*<sup>UM\*</sup> (DC 22)

4th (7/day)— *charm monster* (DC 19), *cure serious wounds*, *dismissal*\* (DC 19), *greater celestial healing*<sup>AA</sup>, *mass daze*<sup>UM</sup> (DC 19), *unbearable brightness*<sup>ACG</sup> (DC 19)

3rd (7/day)— *accept affliction*<sup>ChoP</sup>, *charitable impulse*<sup>CoIR</sup> (DC 20), *dispel magic*, *plant voice*<sup>CaC</sup>, *remove curse*, *remove disease*, *wind wall*\*

2nd (7/day)— *augury*, *calm emotions*\* (DC 19), *cure moderate wounds*, *daze monster* (DC 17), *enthrall* (DC 17), *hold person* (DC 17), *soothing word*<sup>CC</sup>, *status*

1st (8/day)— *celestial healing*<sup>AA</sup>, *charm person* (DC 16), *command* (DC 16), *compel hostility*<sup>UC</sup> (DC 16), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peace bond*<sup>HoIS</sup>, *sanctuary*\* (DC 18)

0 (at will)— *arcane mark*, *dancing lights*, *daze* (DC 15), *detect fiendish presence*<sup>AOE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron Peace**<sup>ChoP</sup>

## STATISTICS

**Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 20**

**Base Atk** +6; **CMB** +5; **CMD** 16

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (5)

**Talents** charm, healer's eye, healing<sup>APG</sup>, holy blessing, major healing, peacebond, ward

**Feats** Believer's Boon<sup>ACG</sup> (glory/honor), Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy)

**Skills** Diplomacy +23, Heal +22 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +12, Perform (oratory) +11, Sense Motive +14

# TALENTED ADVENTURERS

**Languages** Common

**SQ** healer's eye, honor bound 1/day

**Gear** +1 *compassionate*<sup>ChoP</sup> quarterstaff, javelin of lightning, bracers of armor +2, cloak of resistance +1, healer's gloves<sup>UE</sup>, mind sentinel medallion<sup>UE</sup>, potion of cure light wounds (2), sunrods<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol

## SPECIAL ABILITIES

**Major Healing (Su)\*:** By calling upon eerie powers, the witch's touch can mend even the most terrible wounds of those she touches. This acts as *cure serious wounds* spell, using the witch's class level as her caster level. Once a creature has benefited from the major healing talent, it cannot benefit from it again for 24 hours. At 15th level, this talent acts like *cure critical wounds*.

## MARENA LENOIRE, BLESSSED PRIESTESS

CR 12

**XP 19,200**

Human witch 13

LG Medium humanoid (human)

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

## DEFENSE

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 61 (13d6 +13)

**Fort** +6, **Ref** +6, **Will** +11; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *compassionate*<sup>ChoP</sup> quarterstaff +6/+1 (1d6)

**Ranged** javelin of lightning +7/+2 (1d6-1)

**Special Attacks** hexes (charm [2 steps, 6 rounds/day, DC 22], healing<sup>APG</sup>, holy blessing +4 [10 rounds, DC 22], major healing, peacebond [9 rounds, DC 22], ward +3)

**Spell-Like Abilities** (CL 13th; concentration +19)

6/day— *summon monster VII*

**Bonded Item Spell** (CL 13th; concentration +19)

1/day— *shillelagh* (DC 17), *warp wood* (DC 18), *plant growth*, *arboreal hammer*<sup>UM</sup>, *passwall* or *move earth*

**Witch Spell Known** (CL 13th; concentration +19)

6th (5/day)— *raise dead*, *symbol of persuasion* (DC 22), *word of recall*\*

5th (7/day)— *baleful polymorph* (DC 21), *contact other plane*, *cure critical wounds*, *imbue hex*<sup>ACO</sup>, *serenity*<sup>UM</sup>\* (DC 23)

4th (7/day)— *charm monster* (DC 20), *cure serious wounds*, *death ward*, *dismissal*\* (DC 20), *greater celestial healing*<sup>AA</sup>, *mass daze*<sup>UM</sup> (DC 20), *unbearable brightness*<sup>ACG</sup> (DC 20)

3rd (7/day)— *accept affliction*<sup>ChoP</sup>, *charitable impulse*<sup>CotR</sup> (DC 21), *dispel magic*, *plant voice*<sup>CaC</sup>, *remove curse*, *remove disease*, *wind wall*\*

2nd (8/day)— *augury*, *calm emotions*\* (DC 20), *cure moderate wounds*, *daze monster* (DC 18), *enthrall* (DC 18), *hold person* (DC 18), *soothing word*<sup>CC</sup>, *status*

1st (8/day)— *celestial healing*<sup>AA</sup>, *charm person* (DC 17), *command* (DC 17), *compel hostility*<sup>UC</sup> (DC 17), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peace bond*<sup>HosS</sup>, *sanctuary*\* (DC 19)

0 (at will)— *arcane mark*, *dancing lights*, *daze* (DC 16), *detect fiendish presence*<sup>AOE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron Peace**<sup>ChoP</sup>

## STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 22

**Base Atk** +6; **CMB** +5; **CMD** 16

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (6)

**Talents** charm, healer's eye, healing<sup>APG</sup>, holy blessing, major healing, peacebond, ward

**Feats** Believer's Boon<sup>ACG</sup> (glory/honor), Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy), Voice of the Sibyl<sup>UM</sup>

**Skills** Diplomacy +28, Heal +23 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +13, Perform (oratory) +16, Sense Motive +15

**Languages** Common

**SQ** healer's eye, honor bound 1/day

**Gear** +1 *compassionate*<sup>ChoP</sup> quarterstaff, javelin of lightning, bracers of armor +2, cloak of resistance +1, healer's gloves<sup>UE</sup>, headband of alluring charisma +2, mind sentinel medallion<sup>UE</sup>, potions of cure light wounds (2), prophetic paraphernalia<sup>F&P</sup>, sunrods<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol

## MARENA LENOIRE, BLESSSED PRIESTESS

CR 13

**XP 25,600**

Human witch 14

LG Medium humanoid (human)

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

## DEFENSE

**AC** 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

**hp** 65 (14d6 +14)

**Fort** +7, **Ref** +7, **Will** +13; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

# WITCH: MARENA LENOIRE

## OFFENSE

**Speed** 30 ft.

**Melee** +1 *compassionate*<sup>ChoP</sup> quarterstaff +7/+2 (1d6)

**Ranged** javelin of lightning +8/+3 (1d6-1)

**Special Attacks** hexes (charm [2 steps, 6 rounds/day, DC 23], healing<sup>APG</sup>, holy blessing +4 [10 rounds, DC 23], major healing, peacebond [9 rounds, DC 23], ward +3, witch's charge

**Spell-Like Abilities** (CL 14th; concentration +20)

6/day— *summon monster VII*

**Bonded Item Spell** (CL 14th; concentration +20)

1/day— *shillelagh* (DC 17), *warp wood* (DC 18), *plant growth*, *arboreal hammer*<sup>UM</sup>, *passwall*, *move earth* or *changestaff*

**Witch Spell Known** (CL 14th; concentration +20)

6th (6/day)— *raise dead*, *symbol of persuasion* (DC 22), *word of recall*\*

5th (7/day)— *baleful polymorph* (DC 21), *break enchantment*, *contact other plane*, *cure critical wounds*, *imbue hex*<sup>ACO</sup>, *serenity*<sup>UM</sup>\* (DC 23)

4th (7/day)— *charm monster* (DC 20), *cure serious wounds*, *death ward*, *dismissal*\* (DC 20), *greater celestial healing*<sup>AA</sup>, *mass daze*<sup>UM</sup> (DC 20), *unbearable brightness*<sup>ACG</sup> (DC 20)

3rd (7/day)— *accept affliction*<sup>ChoP</sup>, *charitable impulse*<sup>CoR</sup> (DC 21), *dispel magic*, *plant voice*<sup>CaC</sup>, *remove curse*, *remove disease*, *wind wall*\*

2nd (8/day)— *augury*, *calm emotions*\* (DC 20), *cure moderate wounds*, *daze monster* (DC 18), *enthrall* (DC 18), *hold person* (DC 18), *soothing word*<sup>CC</sup>, *status*

1st (8/day)— *celestial healing*<sup>AA</sup>, *charm person* (DC 17), *command* (DC 17), *compel hostility*<sup>UC</sup> (DC 17), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peace bond*<sup>HoS</sup>, *sanctuary*\* (DC 19)

0 (at will)— *arcane mark*, *dancing lights*, *daze* (DC 16), *detect fiendish presence*<sup>AOE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron Peace**<sup>ChoP</sup>

## STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 22

**Base Atk** +7; **CMB** +6; **CMD** 17

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (6)

**Talents** charm, healer's eye, healing<sup>APG</sup>, holy blessing, major healing, peacebond, ward, witch's charge

**Feats** Believer's Boon<sup>ACG</sup> (glory/honor), Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy), Voice of the Sibyl<sup>UM</sup>

**Skills** Diplomacy +29, Heal +24 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +14, Perform (oratory) +17, Sense Motive +16

**Languages** Common

**SQ** healer's eye, honor bound 1/day

**Gear** +1 *compassionate*<sup>ChoP</sup> quarterstaff, javelin of lightning, bracers of armor +3, cloak of resistance +2, healer's gloves<sup>UE</sup>, headband of alluring charisma +2, mind sentinel medallion<sup>UE</sup>, prophetic paraphernalia<sup>F&P</sup>, sunrods<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol

## SPECIAL ABILITIES

**Witch's Charge (Su)\*:** Once per day when preparing spells, a witch can designate a willing creature as her charge. She gains a constant *status* effect on this creature and can target it with beneficial touch spells from a range of 30 feet. The creature remains her charge until she designates a new one.

## MARENA LENOIRE, BLESSED PRIESTESS

CR 14

**XP** 38,400

Human witch 15

LG Medium humanoid (human)

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



# TALENTED ADVENTURERS

## DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)  
hp 70 (15d6 +15)

Fort +8, Ref +8, Will +13; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

## OFFENSE

Speed 30 ft.

Melee +1 *compassionate*<sup>ChoP</sup> quarterstaff +7/+2 (1d6)

Ranged *javelin of lightning* +8/+3 (1d6-1)

Special Attacks hexes (charm [2 steps, 7 rounds/day, DC 24], healing<sup>APG</sup>, holy blessing +5 [11 rounds, DC 24], major healing, peacebond [10 rounds, DC 24], ward +3, witch's charge)

Spell-Like Abilities (CL 15th; concentration +22)

7/day— *summon monster VIII*

Bonded Item Spell (CL 15th; concentration +22)

1/day— *shillelagh* (DC 17), *warp wood* (DC 18), *plant growth*, *arboreal hammer*<sup>UM</sup>, *passwall*, *move earth* or *changestaff*

Witch Spell Known (CL 15th; concentration +22)

7th (5/day)— *forcecage*\* (DC 24), *heal*, *mass hold person* (DC 24)

6th (7/day)— *greater dispel magic*, *mass cure light wounds*, *raise dead*, *symbol of persuasion* (DC 23), *word of recall*\*

5th (7/day)— *baleful polymorph* (DC 22), *break enchantment*, *contact other plane*, *cure critical wounds*, *imbue hex*<sup>ACO</sup>, *hold monster* (DC 22), *serenity*<sup>UM</sup>\* (DC 24)

4th (7/day)— *charm monster* (DC 21), *cure serious wounds*, *death ward*, *dismissal*\* (DC 21), *greater celestial healing*<sup>AA</sup>, *mass daze*<sup>UM</sup> (DC 21), *unbearable brightness*<sup>ACG</sup> (DC 21)

3rd (8/day)— *accept affliction*<sup>ChoP</sup>, *charitable impulse*<sup>CoIR</sup> (DC 22), *dispel magic*, *plant voice*<sup>CaC</sup>, *remove curse*, *remove disease*, *wind wall*\*

2nd (8/day)— *augury*, *calm emotions*\* (DC 21), *cure moderate wounds*, *daze monster* (DC 19), *enthrall* (DC 19), *hold person* (DC 19), *soothing word*<sup>CC</sup>, *status*

1st (8/day)— *celestial healing*<sup>AA</sup>, *charm person* (DC 18), *command* (DC 18), *compel hostility*<sup>UC</sup> (DC 18), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peace bond*<sup>HotS</sup>, *sanctuary*\* (DC 20)

0 (at will)— *arcane mark*, *dancing lights*, *daze* (DC 17), *detect fiendish presence*<sup>toE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*

\* Patron spell; Patron Peace<sup>ChoP</sup>

## STATISTICS

Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 24

Base Atk +7; CMB +6; CMD 17

Edges bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (7)

Talents charm, healer's eye, healing<sup>APG</sup>, holy blessing, major healing, peacebond, ward, witch's charge

Feats Believer's Boon<sup>ACG</sup> (glory/honor), Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Spirit Talker<sup>ACG</sup>, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy), Voice of the Sibyl<sup>UM</sup>

Skills Diplomacy +31, Heal +25 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +15, Perform (oratory) +19, Sense Motive +17

Languages Common

SQ healer's eye, honor bound 1/day

Gear +1 *compassionate*<sup>ChoP</sup> quarterstaff, *javelin of lightning*, *bracers of armor* +3, *cloak of resistance* +2, *healer's gloves*<sup>UE</sup>, *headband of alluring charisma* +4, *mind sentinel medallion*<sup>UE</sup>, *sunrods*<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 100 gp

## MARENA LENOIRE, BLESSED PRIESTESS

CR 15

XP 51,200

Human witch 16

LG Medium humanoid (human)

Init +1; Senses Perception +2

## DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 deflection, +1 Dex)

hp 74 (16d6 +16)

Fort +8, Ref +8, Will +14; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

## OFFENSE

Speed 30 ft.

Melee +2 *compassionate*<sup>ChoP</sup> quarterstaff +9/+4 (1d6+1)

Ranged *javelin of lightning* +9/+4 (1d6-1)

Special Attacks hexes (charm [2 steps, 7 rounds/day, DC 25], healing<sup>APG</sup>, holy blessing +5 [12 rounds, DC 25], holy conversion, major healing, peacebond [10 rounds, DC 25], ward +4, witch's charge)

Spell-Like Abilities (CL 16th; concentration +23)

7/day— *summon monster VIII*

1/day— *atonement* (10 rounds, DC 25)

Bonded Item Spell (CL 16th; concentration +23)

1/day— *shillelagh* (DC 17), *warp wood* (DC 18), *plant growth*, *arboreal hammer*<sup>UM</sup>, *passwall*, *move earth*, *changestaff*, or *control plants* (DC 25)

Witch Spell Known (CL 16th; concentration +23)

7th (6/day)— *forcecage*\* (DC 24), *heal*, *mass hold person* (DC 24)

# WITCH: MARENA LENOIRE

6th (7/day)– *greater dispel magic, mass cure light wounds, mass suggestion* (DC 23), *raise dead, symbol of persuasion* (DC 23), *word of recall*\*

5th (7/day)– *baleful polymorph* (DC 22), *break enchantment, contact other plane, cure critical wounds, imbue hex<sup>ACO</sup>, hold monster* (DC 22), *serenity<sup>UM</sup>*\* (DC 24)

4th (7/day)– *charm monster* (DC 21), *cure serious wounds, death ward, dismissal*\* (DC 21), *greater celestial healing<sup>AA</sup>, mass daze<sup>UM</sup>* (DC 21), *unbearable brightness<sup>ACG</sup>* (DC 21)

3rd (8/day)– *accept affliction<sup>ChoP</sup>, charitable impulse<sup>CotR</sup>* (DC 22), *dispel magic, plant voice<sup>CaC</sup>, remove curse, remove disease, wind wall*\*

2nd (8/day)– *augury, calm emotions*\* (DC 21), *cure moderate wounds, daze monster* (DC 19), *enthrall* (DC 19), *hold person* (DC 19), *soothing word<sup>CC</sup>, status*

1st (8/day)– *celestial healing<sup>AA</sup>, charm person* (DC 18), *command* (DC 18), *compel hostility<sup>UC</sup>* (DC 18), *cure light wounds, diagnose disease<sup>UM</sup>, peace bond<sup>Hots</sup>, sanctuary*\* (DC 20)

0 (at will)– *arcane mark, dancing lights, daze* (DC 17), *detect fiendish presence<sup>AOE</sup>, detect magic, detect poison, guidance, light, mending, message, read magic, resistance, stabilize*

\* Patron spell; **Patron Peace<sup>ChoP</sup>**

## STATISTICS

**Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 25**

**Base Atk +8; CMB +7; CMD 18**

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (7)

**Talents** charm, healer's eye, healing<sup>APG</sup>, holy blessing, holy conversion, major healing, peacebond, ward, witch's charge

**Feats** Believer's Boon<sup>ACG</sup> (glory/honor), Merciful Spell<sup>APG</sup>, Noble Scion<sup>SWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Spirit Talker<sup>ACG</sup>, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy), Voice of the Sibyl<sup>UM</sup>

**Skills** Diplomacy +32, Heal +26 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +16, Perform (oratory) +20, Sense Motive +18

**Languages** Common

**SQ** healer's eye, honor bound 1/day

**Gear** +2 *compassionate<sup>ChoP</sup> quarterstaff*, *javelin of lightning, bracers of armor* +3, *cloak of resistance* +2, *healer's gloves<sup>UE</sup>*, *headband of alluring charisma* +4, *mind sentinel medallion<sup>UE</sup>*, *ring of seven lovely colors<sup>ISG</sup>*, *sunrods<sup>AM</sup>* (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol

## SPECIAL ABILITIES

**Holy Conversion (Sp)\*:** The witch can cast *atonement* once per day as a spell-like ability. However, she must still expend 2,500 gp in rare incense and offerings in the

case of a creature atoning for deliberate misdeeds, and cannot target herself. The witch may alternately expend her daily use of this ability to attempt to temporarily alter one unwilling living creature's alignment one step towards good on the good-alignment axis (evil to neutral, neutral to good). The witch must hit the target with a melee touch attack. This effect lasts for a number of minutes equal to 3 + the witch's Intelligence modifier. A Will save negates this effect.

## MARENA LENOIRE, BLESSED PRIESTESS

CR 16

**XP 76,800**

Human witch 17

LG Medium humanoid (human)

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

## DEFENSE

**AC** 17, touch 13, flat-footed 16 (+4 armor, +2 deflection, +1 Dex)

**hp** 79 (17d6 +17)

**Fort** +9, **Ref** +9, **Will** +14; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

## OFFENSE

**Speed** 30 ft.

**Melee** +2 *compassionate<sup>ChoP</sup> quarterstaff* +9/+4 (1d6+1)

**Ranged** *javelin of lightning* +9/+4 (1d6–1)

**Special Attacks** hexes (charm [2 steps, 7 rounds/day, DC 25], healing<sup>APG</sup>, holy blessing +5 [12 rounds, DC 25], holy conversion, major healing, peacebond [10 rounds, DC 25], ward +4, witch's charge

**Spell-Like Abilities** (CL 17th; concentration +24)

7/day– *summon monster IX*

1/day– *atonement* (10 rounds, DC 25)

**Bonded Item Spell** (CL 17th; concentration +24)

1/day– *shillelagh* (DC 17), *warp wood* (DC 18), *plant growth, arboreal hammer<sup>UM</sup>, passwall, move earth, changestaff, or control plants* (DC 25)

**Witch Spell Known** (CL 17th; concentration +24)

8th (4/day)– *euphoric tranquility<sup>APG</sup>*\* (DC 27), *mass charm monster* (DC 25), *resurrection*

7th (7/day)– *forcecage*\* (DC 24), *heal, mass cure moderate wounds, mass hold person* (DC 24), *regenerate*

6th (7/day)– *greater dispel magic, mass cure light wounds, mass suggestion* (DC 23), *raise dead, symbol of persuasion* (DC 23), *word of recall*\*

5th (7/day)– *baleful polymorph* (DC 22), *break enchantment, contact other plane, cure critical wounds, imbue hex<sup>ACO</sup>, hold monster* (DC 22), *serenity<sup>UM</sup>*\* (DC 24)

# TALENTED ADVENTURERS

4th (7/day)– *charm monster* (DC 21), *cure serious wounds*, *death ward*, *dismissal\** (DC 21), *greater celestial healing<sup>AA</sup>*, *mass daze<sup>UM</sup>* (DC 21), *unbearable brightness<sup>ACG</sup>* (DC 21)

3rd (8/day)– *accept affliction<sup>ChoP</sup>*, *charitable impulse<sup>CotR</sup>* (DC 22), *dispel magic*, *plant voice<sup>CaC</sup>*, *remove curse*, *remove disease*, *wind wall\**

2nd (8/day)– *augury*, *calm emotions\** (DC 21), *cure moderate wounds*, *daze monster* (DC 19), *enthrall* (DC 19), *hold person* (DC 19), *soothing word<sup>CC</sup>*, *status*

1st (8/day)– *celestial healing<sup>AA</sup>*, *charm person* (DC 18), *command* (DC 18), *compel hostility<sup>UC</sup>* (DC 18), *cure light wounds*, *diagnose disease<sup>UM</sup>*, *peace bond<sup>HotS</sup>*, *sanctuary\** (DC 20)

0 (at will)– *arcane mark*, *dancing lights*, *daze* (DC 17), *detect fiendish presence<sup>AtOE</sup>*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron** *Peace<sup>ChoP</sup>*

## STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 25

**Base Atk** +8; **CMB** +7; **CMD** 18

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (8)

**Talents** charm, healer's eye, healing<sup>APG</sup>, holy blessing, holy conversion, major healing, peacebond, ward, witch's charge

**Feats** Believer's Boon<sup>ACG</sup> (glory/honor), Divine Protection<sup>ACG</sup>, Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Spirit Talker<sup>ACG</sup>, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy), Voice of the Sibyl<sup>UM</sup>

**Skills** Diplomacy +33, Heal +27 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +17, Perform (oratory) +21, Sense Motive +19

**Languages** Common

**SQ** healer's eye, honor bound 1/day

**Gear** +2 *compassionate<sup>ChoP</sup> quarterstaff*, *javelin of lightning*, *bracers of armor* +4, *cloak of resistance* +3, *healer's gloves<sup>UE</sup>*, *headband of alluring charisma* +4, *mind sentinel medallion<sup>UE</sup>*, *ring of protection* +2, *sunrods<sup>AM</sup>* (2), *cleric's kit<sup>UE</sup>*, *holy text<sup>UE</sup>*, *signet ring*, *silver holy symbol*, 100 gp

## MARENA LENOIRE, BLESSED PRIESTESS

CR 17

**XP** 102,400

Human witch 18

LG Medium humanoid (human)

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

## DEFENSE

**AC** 18, touch 13, flat-footed 17 (+5 armor, +2 deflection, +1 Dex)

**hp** 83 (18d6 +18)

**Fort** +10, **Ref** +10, **Will** +16; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

## OFFENSE

**Speed** 30 ft.

**Melee** +2 *compassionate<sup>ChoP</sup> quarterstaff* +10/+5 (1d6+1)

**Ranged** *javelin of lightning* +10/+5 (1d6–1)

**Special Attacks** hexes (charm [2 steps, 7 rounds/day, DC 26], curse of nonviolence [DC 26], healing<sup>APG</sup>, holy blessing +5 [12 rounds, DC 26], holy conversion, major healing, peacebond [10 rounds, DC 26], ward +4, witch's charge)

**Spell-Like Abilities** (CL 18th; concentration +25)

7/day– *summon monster IX*

1/day– *atonement* (10 rounds, DC 26)

**Bonded Item Spell** (CL 18th; concentration +25)

1/day– *shillelagh* (DC 17), *warp wood* (DC 18), *plant growth*, *arboreal hammer<sup>UM</sup>*, *passwall*, *move earth*, *changestaff*, *control plants* (DC 25) or *wooden phalanx<sup>UM</sup>*

**Witch Spell Known** (CL 18th; concentration +25)

8th (5/day)– *euphoric tranquility<sup>APG\*</sup>* (DC 27), *mass charm monster* (DC 25), *resurrection*

7th (7/day)– *forcecage\** (DC 24), *heal*, *mass cure moderate wounds*, *mass hold person* (DC 24), *regenerate*, *vision*

6th (7/day)– *greater dispel magic*, *mass cure light wounds*, *mass suggestion* (DC 23), *raise dead*, *symbol of persuasion* (DC 23), *word of recall\**

5th (7/day)– *baleful polymorph* (DC 22), *break enchantment*, *contact other plane*, *cure critical wounds*, *imbue hex<sup>ACO</sup>*, *hold monster* (DC 22), *serenity<sup>UM\*</sup>* (DC 24)

4th (7/day)– *charm monster* (DC 21), *cure serious wounds*, *death ward*, *dismissal\** (DC 21), *greater celestial healing<sup>AA</sup>*, *mass daze<sup>UM</sup>* (DC 21), *unbearable brightness<sup>ACG</sup>* (DC 21)

3rd (8/day)– *accept affliction<sup>ChoP</sup>*, *charitable impulse<sup>CotR</sup>* (DC 22), *dispel magic*, *plant voice<sup>CaC</sup>*, *remove curse*, *remove disease*, *wind wall\**

2nd (8/day)– *augury*, *calm emotions\** (DC 21), *cure moderate wounds*, *daze monster* (DC 19), *enthrall* (DC 19), *hold person* (DC 19), *soothing word<sup>CC</sup>*, *status*

1st (8/day)– *celestial healing<sup>AA</sup>*, *charm person* (DC 18), *command* (DC 18), *compel hostility<sup>UC</sup>* (DC 18), *cure light wounds*, *diagnose disease<sup>UM</sup>*, *peace bond<sup>HotS</sup>*, *sanctuary\** (DC 20)

# WITCH: MARENA LENOIRE

0 (at will)— *arcane mark, dancing lights, daze* (DC 17), *detect fiendish presence*<sup>AOE</sup>, *detect magic, detect poison, guidance, light, mending, message, read magic, resistance, stabilize*

\* Patron spell; **Patron Peace**<sup>ChoP</sup>

## STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 25

**Base Atk** +9; **CMB** +8; **CMD** 19

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (8)

**Talents** charm, curse of nonviolence, healer's eye, healing<sup>APG</sup>, holy blessing, holy conversion, major healing, peacebond, ward, witch's charge

**Feats** Believer's Boon<sup>ACG</sup> (glory/honor), Divine Protection<sup>ACG</sup>, Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Spirit Talker<sup>ACG</sup>, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy), Voice of the Sibyl<sup>UM</sup>

**Skills** Diplomacy +34, Heal +28 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +18, Perform (oratory) +22, Sense Motive +20

**Languages** Common

**SQ** healer's eye, honor bound 1/day

**Gear** +2 *compassionate*<sup>ChoP</sup> *quarterstaff*, *javelin of lightning*, *bracers of armor* +5, *cloak of resistance* +3, *healer's gloves*<sup>UE</sup>, *headband of alluring charisma* +4, *mind sentinel medallion*<sup>UE</sup>, *ring of protection* +2, *ring of sustenance*, *staff of the scout*<sup>UE</sup>, *sunrods*<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol

## SPECIAL ABILITIES

**Curse of Nonviolence (Su)\*:** The witch can curse a creature to prevent it from attacking innocents. If the target fails its Will save, it cannot take violent actions or do anything destructive against any creature with fewer Hit Dice than itself. If another creature takes hostile action against the cursed creature, the cursed creature can act normally in regard to that creature only. This is an abjuration effect. The curse is permanent but can be removed with a *break enchantment*, *miracle*, or *wish* spell. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

## MARENA LENOIRE, BLESSED PRIESTESS

CR 18

XP 153,600

Human witch 19

LG Medium humanoid (human)

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

## DEFENSE

**AC** 18, touch 13, flat-footed 17 (+5 armor, +2 deflection, +1 Dex)

**hp** 88 (19d6 +19)

**Fort** +11, **Ref** +11, **Will** +17; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

## OFFENSE

**Speed** 30 ft.

**Melee** +2 *compassionate*<sup>ChoP</sup> *quarterstaff* +10/+5 (1d6+1)

**Ranged** *javelin of lightning* +10/+5 (1d6–1)

**Special Attacks** hexes (charm, [2 steps, 8 rounds/day, DC 27], curse of nonviolence [DC 27], healing<sup>APG</sup>, holy blessing +5 [13 rounds, DC 27], holy conversion, major healing, peacebond [11 rounds, DC 27], ward +4, witch's charge)

**Spell-Like Abilities** (CL 19th; concentration +27)

8/day— *summon monster IX/gate*

1/day— *atonement* (11 rounds, DC 27)

**Bonded Item Spell** (CL 19th; concentration +27)

1/day— *shillelagh* (DC 19), *warp wood* (DC 20), *plant growth*, *arboreal hammer*<sup>UM</sup>, *passwall*, *move earth*, *changestaff*, *control plants* (DC 26) or *wooden phalanx*<sup>UM</sup>

**Witch Spell Known** (CL 19th; concentration +27)

9th (4/day)— *antipathy\** (DC 27), *mass cure critical wounds*, *refuge*

8th (7/day)— *euphoric tranquility*<sup>APG\*</sup> (DC 28), *mass charm monster* (DC 26), *mass cure serious wounds*, *mind blank*, *resurrection*

7th (7/day)— *forcecage\** (DC 25), *heal*, *mass cure moderate wounds*, *mass hold person* (DC 25), *regenerate*, *vision*

6th (7/day)— *greater dispel magic*, *mass cure light wounds*, *mass suggestion* (DC 24), *raise dead*, *symbol of persuasion* (DC 24), *word of recall\**

5th (7/day)— *baleful polymorph* (DC 23), *break enchantment*, *contact other plane*, *cure critical wounds*, *imbue hex*<sup>ACO</sup>, *hold monster* (DC 23), *serenity*<sup>UM\*</sup> (DC 25)

4th (8/day)— *charm monster* (DC 22), *cure serious wounds*, *death ward*, *dismissal\** (DC 22), *greater celestial healing*<sup>AA</sup>, *mass daze*<sup>UM</sup> (DC 22), *unbearable brightness*<sup>ACG</sup> (DC 22)

3rd (8/day)— *accept affliction*<sup>ChoP</sup>, *charitable impulse*<sup>CoIR</sup> (DC 23), *dispel magic*, *plant voice*<sup>CaC</sup>, *remove curse*, *remove disease*, *wind wall\**

2nd (8/day)— *augury*, *calm emotions\** (DC 22), *cure moderate wounds*, *daze monster* (DC 20), *enthrall* (DC 20), *hold person* (DC 20), *soothing word*<sup>CC</sup>, *status*

# TALENTED ADVENTURERS

1st (8/day)– *celestial healing*<sup>AA</sup>, *charm person* (DC 19), *command* (DC 19), *compel hostility*<sup>UC</sup> (DC 19), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peace bond*<sup>HotS</sup>, *sanctuary*\* (DC 21)

0 (at will)– *arcane mark*, *dancing lights*, *daze* (DC 18), *detect fiendish presence*<sup>AOE</sup>, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*

\* Patron spell; **Patron Peace**<sup>ChoP</sup>

## STATISTICS

**Str** 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 27

**Base Atk** +9; **CMB** +8; **CMD** 19

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (9)

**Talents** charm, curse of nonviolence, healer's eye, healing<sup>APG</sup>, holy blessing, holy conversion, major healing<sup>APG</sup>, peacebond, ward, witch's charge

**Feats** Believer's Boon<sup>ACG</sup> (glory/honor), Believer's Hands<sup>ACG</sup>, Divine Protection<sup>ACG</sup>, Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Spirit Talker<sup>ACG</sup>, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy), Voice of the Sibyl<sup>UM</sup>

**Skills** Diplomacy +36, Heal +29 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +19, Perform (oratory) +24, Sense Motive +21

**Languages** Common

**SQ** healer's eye, honor bound 1/day, lay on hands 1/day (4d6 hp)

**Gear** +2 *compassionate*<sup>ChoP</sup> *quarterstaff*, *javelin of lightning*, *bracers of armor* +5, *cloak of resistance* +4, *healer's gloves*<sup>UE</sup>, *headband of alluring charisma* +6, *mind sentinel medallion*<sup>UE</sup>, *ring of protection* +2, *ring of sustenance*, *staff of the scout*<sup>UE</sup>, *sunrods*<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol

## MARENA LENOIRE, BLESSED PRIESTESS

CR 19

XP 204,800

Human witch 20

LG Medium humanoid (human)

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

## DEFENSE

**AC** 18, touch 13, flat-footed 17 (+5 armor, +2 deflection, +1 Dex)

**hp** 92 (20d6 +20)

**Fort** +11, **Ref** +11, **Will** +18; +2 vs. mind-affecting spells, spell-like abilities, and supernatural abilities

**Defensive Abilities** sovereign (DC 29)

## OFFENSE

**Speed** 30 ft.

**Melee** +2 *compassionate*<sup>ChoP</sup> *quarterstaff* +11/+6 (1d6+1), *oaken staff*<sup>HotW</sup> +10/+5 (1d6)

**Ranged** *javelin of lightning* +11/+6 (1d6–1)

**Special Attacks** hexes (charm [2 steps, 9 rounds/day, DC 29], curse of nonviolence [DC 29], healing<sup>APG</sup>, holy blessing +6 [14 rounds, DC 29], holy conversion, major healing, peacebond [12 rounds, DC 29], sovereign, ward +4, witch's charge)

**Spell-Like Abilities** (CL 20th; concentration +29)

9/day– *summon monster IX/gate*

1/day– *atonement* (12 rounds, DC 29)

**Bonded Item Spell** (CL 20th; concentration +29)

1/day– *shillelagh* (DC 20), *warp wood* (DC 21), *plant growth*, *arboreal hammer*<sup>UM</sup>, *passwall*, *move earth*, *changestaff*, *control plants* (DC 27) or *wooden phalanx*<sup>UM</sup>

**Witch Spell Known** (CL 20th; concentration +29)

9th (7/day)– *antipathy*\* (DC 28), *dominate monster* (DC 28), *mass cure critical wounds*, *refuge*

8th (7/day)– *demand* (DC 27), *euphoric tranquility*<sup>APG</sup>\* (DC 29), *mass charm monster* (DC 27), *mass cure serious wounds*, *mind blank*, *resurrection*

7th (7/day)– *forcecage*\* (DC 26), *heal*, *mass cure moderate wounds*, *mass hold person* (DC 26), *regenerate*, *vision*

6th (7/day)– *greater dispel magic*, *mass cure light wounds*, *mass suggestion* (DC 25), *raise dead*, *symbol of persuasion* (DC 25), *word of recall*\*

5th (8/day)– *baleful polymorph* (DC 24), *break enchantment*, *contact other plane*, *cure critical wounds*, *imbue hex*<sup>ACO</sup>, *hold monster* (DC 24), *serenity*<sup>UM</sup>\* (DC 26)

4th (8/day)– *charm monster* (DC 23), *cure serious wounds*, *death ward*, *dismissal*\* (DC 23), *greater celestial healing*<sup>AA</sup>, *mass daze*<sup>UM</sup> (DC 23), *unbearable brightness*<sup>ACG</sup> (DC 23)

3rd (8/day)– *accept affliction*<sup>ChoP</sup>, *charitable impulse*<sup>CotR</sup> (DC 24), *dispel magic*, *plant voice*<sup>CaC</sup>, *remove curse*, *remove disease*, *wind wall*\*

2nd (8/day)– *augury*, *calm emotions*\* (DC 23), *cure moderate wounds*, *daze monster* (DC 21), *enthrall* (DC 21), *hold person* (DC 21), *soothing word*<sup>CC</sup>, *status*

1st (8/day)– *celestial healing*<sup>AA</sup>, *charm person* (DC 20), *command* (DC 20), *compel hostility*<sup>UC</sup> (DC 20), *cure light wounds*, *diagnose disease*<sup>UM</sup>, *peace bond*<sup>HotS</sup>, *sanctuary*\* (DC 22)

0 (at will)– *arcane mark*, *dancing lights*, *daze* (DC 19), *detect fiendish presence*<sup>AOE</sup>, *detect magic*, *detect*

# WITCH: MARENA LENOIRE

*poison, guidance, light, mending, message, read magic, resistance, stabilize*

\* Patron spell; **Patron Peace**<sup>ChoP</sup>

## STATISTICS

**Str 8, Dex 13, Con 12, Int 10, Wis 14, Cha 28**

**Base Atk +10; CMB +9; CMD 20**

**Edges** bonded item (staff), cantrips, holy servant, patron (Peace), spontaneous witch spells (9)

**Talents** charm, curse of nonviolence, healer's eye, healing<sup>APG</sup>, holy blessing, holy conversion, major healing, peacebond, sovereign, ward, witch's charge

**Feats** Believer's Boon<sup>ACG</sup> (glory/honor), Believer's Hands<sup>ACG</sup>, Divine Protection<sup>ACG</sup>, Merciful Spell<sup>APG</sup>, Noble Scion<sup>ISWG</sup> (peace), Peacemaker<sup>ChoP</sup>, Persuasive, Spirit Talker<sup>ACG</sup>, Virtuous Creed<sup>ChoP</sup> (humility), Virtuous Creed<sup>ChoP</sup> (mercy), Voice of the Sibyl<sup>UM</sup>

**Skills** Diplomacy +38, Heal +30 (+5 competence bonus with magic gloves), Knowledge (nobility) +11, Knowledge (religion) +20, Perform (oratory) +24, Sense Motive +22, Use Magic Device +13

**Languages** Common

**SQ** healer's eye, honor bound 1/day, lay on hands 1/day (5d6 hp)

**Gear** +2 *compassionate*<sup>ChoP</sup> quarterstaff, *javelin of lightning*, *bracers of armor* +5, *cloak of resistance* +4, *healer's gloves*<sup>UE</sup>, *headband of alluring charisma* +6, *mind sentinel medallion*<sup>UE</sup>, *ring of protection* +2, *ring of sustenance*, *potion of cure serious wounds*, *oaken staff*<sup>HotW</sup>, *wand of manile of calm*<sup>ACG</sup>, *sunrods*<sup>AM</sup> (2), cleric's kit<sup>UE</sup>, holy text<sup>UE</sup>, signet ring, silver holy symbol, 200 gp

## SPECIAL ABILITIES

*Sovereign (Su)\**: The witch radiates a sacrosanct bearing, making it difficult to strike a blow against her. Any opponent attempting to directly attack the witch, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the witch until this effect ends. Those not attempting to attack the witch remain unaffected. This effect does not prevent the witch from being attacked or affected by area of effect spells. The witch cannot attack or harm an affected creature without breaking the effect but may use non-attack spells or otherwise act. This effect is permanent, but can be removed with a *remove curse* or similar, magic, using the using the save DC as the DC to remove the curse. Whether the creature succeeds on the Will save or has the effect broken by some other means, the creature can never again be affected by this ability. This is a mind-affecting compulsion effect.



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