



Minfilia was once the leader of the Path of the Twelve, an organization of people touched by the Echo, and guided walkers of the Path how to use it to bring about peace. The Scions of the Seventh Dawn was formed from the merger of the Path of the Twelve and the Circle of Knowing to deal with the primals and aid the Grand Companies fend off the Garleans.

Minfilia is a hume who keeps her blonde hair in a ponytail with long bangs hanging down the sides of her face. She wears a pink half-top, brown culottes, and fingerless gloves, showing off her bared midriff.

Minfilia Warde

CR 1

XP 400

Female Hume Scion Cleric 1

NG Medium Humanoid

Init +6; **Senses** Perception +8

Defense

AC 16, touch 12, flat-footed 14 (+4 armor [-4 without mage armor], Dex +2)

HP 9 (1d8+1); **MP** 5

Fort +3, **Reflex** +2, **Will** +6

Defensive Abilities [Aura of Resolve](#) (+2/+1)

Offense

Speed 30 feet

Ranged Power Rod (Holy) +2 (1d4+4)

Special Attacks Gentle Rest (5/day)

Special Abilities Rebuke Death (5/day), The Loving Light (2/day)

Limit Breaks Blessing of the Crystal, Her Radiance

Red Mage Spells Known (CL 1st, Concentration +5)

- **1st** – Aero (DC 15), Blizzard (DC 15), Cure (DC 15), Fire (DC 15), Mage Armor, Protect, Shield

- **0th** – Detect Magic, Read Magic

Tactics

During Combat Minfilia begins combat by casting mage armor if its not already active. Minfilia generally stays in the back, supporting her allies by healing and buffing with her spells. Though she is far from afraid to jump into the fray if needed.

Statistics

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

Base Atk +0; **CMB** +1; **CMD** 13

Feats Extra MP, Improved Initiative

Skills Diplomacy +7, Knowledge (Arcana) +4, Knowledge (History) +4, Perception +8, Spellcraft +5

Languages Common

SQ [Spell Proficiency](#), [Domains](#) (Healing, Repose), Blessed Echo

Combat Gear Power Rod (Holy), Ghost Hand x1, Cure Potion x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-ft Rope, Torch x2

*Minfilia puts her favored class bonus into bonus skill ranks.

**If used in a campaign that allows traits, Minfilia takes the “Reactionary”, and “Deft Dodger” traits.

Minfilia Warde

CR 5

XP 1,600

Female Hume Scion Cleric 5

NG Medium Humanoid

Init +6; **Senses** Perception +13

Defense

AC 17, touch 12, flat-footed 15 (Armor +5, Dex +2)

HP 33 (5d8+5); **MP** 15

Fort +5, **Reflex** +3, **Will** +9

Defensive Abilities [Aura of Resolve](#) (+2/+1)

Offense

Speed 30 feet

Ranged +1 Power Rod (Holy) +6 (1d4+5)

Special Attacks Gentle Rest (5/day)

Special Abilities Rebuke Death (5/day), The Loving Light (2/day), [Channel Energy](#) (2d6; 5/day), Weapon of Light (1/day), [Blessing of the Faithful](#)

Limit Breaks Blessing of the Crystal, Her Radiance

Red Mage Spells Known (CL 5th, Concentration +10)

- **2nd** – Blur, Cure II (DC 17), Imperil (DC 17), Restore
- **1st** – Aero (DC 16), Air Bubble, Blizzard (DC 16), Cure (DC 16), Fire (DC 16), Protect, Shield, Thunder (DC 16), Water (DC 16)
- **0th** – Detect Magic, Elemental Orb, Read Magic

Tactics

During Combat Minfilia generally stays in the back, supporting her allies with healing, as well as harming foes from a distance with her spells. Though she is far from afraid to jump into the fray if needed. If confronted in melee range, Minfilia may use Weapon of Light to morph her Rod into a Longsword.

Statistics

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

Base Atk +3; **CMB** +5; **CMD** 17

Feats Channel Smite, Extra MP, Guided Hand, Improved Initiative, Martial Weapon Proficiency (Longsword)

Skills Diplomacy +12, Knowledge (Arcana) +8, Knowledge (History) +8, Perception +13, Spellcraft +8

Languages Common

SQ [Spell Proficiency](#), [Domains](#) (Healing, Repose), Blessed Echo, [Armored Mage](#) (Light), [Clear Mind I](#)

Combat Gear +1 Power Rod (Holy), +1 Chain Shirt, Headband of Inspired Wisdom +2, Ether x1, Phoenix Down x1; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-ft Rope, Torch x2

Minfilia Warde

CR 10

XP 9,600

Female Hume Scion Cleric 10

NG Medium Humanoid

Init +6; **Senses** Perception +19

Defense

AC 23, touch 14, flat-footed 21 (Armor +9, Dex +2, Deflect +2)

HP 63 (10d8+10); **MP** 43

Fort +8, **Reflex** +5, **Will** +12

Defensive Abilities [Aura of Resolve](#) (+3/+2)

Resist Holy 6, Shadow 4

Immune sleep effects, paralyzation, dazzled and stun effects

Offense

Speed 30 feet

Ranged +3 Power Rod (Holy) +12 (1d4+8)

Special Attacks Gentle Rest (5/day)

Special Abilities Rebuke Death (5/day), The Loving Light (3/day), [Channel Energy](#) (5d6; 5/day), Weapon of Light (2/day), [Blessing of the Faithful](#), Ward Against Death (10 rounds/day), [Prayer](#)

Limit Breaks Blessing of the Crystal, Her Radiance

Red Mage Spells Known (CL 10th, Concentration +16)

- **4th** – Esuna, Raise
- **3rd** – Aera (DC 19), Cura, Dispel, Fly, Haste, Thundara (DC 19)
- **2nd** – Blur, Cure II (DC 18), Elemental Resistance, Fiery Shuriken, Imperil (DC 18), Restore
- **1st** – Aero (DC 17), Air Bubble, Blizzard (DC 17), Cure (DC 17), Fire (DC 17), Protect, Shield, Thunder (DC 17), Water (DC 17)
- **0th** – Detect Magic, Elemental Orb, Read Magic

Tactics

During Combat Minfilia generally stays in the back, supporting her allies with healing, as well as harming foes from a distance with her spells. Though she is far from afraid to jump into the fray if needed. If confronted in melee range, Minfilia may use Weapon of Light to morph her Rod into a Longsword.

Statistics

Str 14, **Dex** 14, **Con** 12, **Int** 10, **Wis** 23, **Cha** 14

Base Atk +7/+2; **CMB** +9; **CMD** 21

Feats Channel Smite, Extra MP, Guided Hand, Heightened Spell, Improved Initiative, Martial Weapon Proficiency (Longsword), Selective Channeling

Skills Diplomacy +20, Knowledge (Arcana) +13, Knowledge (History) +13, Perception +19, Spellcraft +13

Languages Common

SQ [Spell Proficiency](#), [Domains](#) (Healing, Repose), Blessed Echo, [Armored Mage](#) (Medium), [Clear Mind II](#), Healer's Blessing, Echoing Light, Astral Blessing

Combat Gear +3 Power Rod (Holy), +3 Breastplate, Headband of Inspired Wisdom +4, Ring of Protection +2, X-Ether x1, Hi-Ether x2, Phoenix Down x1; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-ft Rope, Torch x2

Minfilia Warde

CR 15

XP 51,200

Female Hume Scion Cleric 15

NG Medium Humanoid

Init +6; **Senses** Perception +26

Defense

AC 26, touch 15, flat-footed 24 (Armor +11, Dex +2, Deflect +3)

HP 138 (15d8+60); **MP** 85

Fort +15, **Reflex** +9, **Will** +18

Defensive Abilities [Aura of Resolve](#) (+4/+3)

Resist Holy 8, Shadow 6

Immune sleep effects, paralyzation, dazzled, silence, immobilize, and stun effects

Offense

Speed 30 feet

Ranged +5 Power Rod (Holy) +18 (1d4+13)

Special Attacks Gentle Rest (5/day)

Special Abilities Rebuke Death (5/day), The Loving Light (4/day), [Channel Energy](#) (7d6; 5/day), Weapon of Light (3/day), [Blessing of the Faithful](#), Ward Against Death (15 rounds/day), [Prayer](#), Safe Travels

Limit Breaks Blessing of the Crystal, Her Radiance

Red Mage Spells Known (CL 15th, Concentration +23)

- **5th** – Bless, Blizzaga (DC 23), Firaga (DC 23), Flight, Protect III, Shell III, Stonega (DC 23), Waterga (DC 23)
- **4th** – Esuna, Imperilra (DC 22), Ohspellra, Protection from Elements, Raise, Restora, Stoneskin, Vanish
- **3rd** – Aera (DC 21), Cura, Dispel, Energy Aegis, Fly, Haste, Thundara (DC 21)

- **2nd** – Blur, Cure II (DC 20), Elemental Resistance, Fiery Shuriken, Imperil (DC 20), Restore
- **1st** – Aero (DC 19), Air Bubble, Blizzard (DC 19), Cure (DC 19), Fire (DC 19), Protect, Shield, Thunder (DC 19), Water (DC 19)
- **0th** – Detect Magic, Elemental Orb, Read Magic

Tactics

During Combat Minfilia generally stays in the back, supporting her allies with healing, as well as harming foes from a distance with her spells. Though she is far from afraid to jump into the fray if needed. If confronted in melee range, Minfilia may use Weapon of Light to morph her Rod into a Longsword.

Statistics

Str 14, **Dex** 14, **Con** 18, **Int** 10, **Wis** 26, **Cha** 14

Base Atk +11/+6/+1; **CMB** +13; **CMD** 25

Feats Channel Smite, Empowered Spell, Extra MP, Guided Hand, Heightened Spell, Improved Initiative, Martial Weapon Proficiency (Longsword), Quickened Spell, Reactive Healing, Selective Channeling

Skills Diplomacy +27, Knowledge (Arcana) +18, Knowledge (History) +18, Perception +26, Spellcraft +18

Languages Common

SQ [Spell Proficiency](#), [Domains](#) (Healing, Repose), Blessed Echo, [Armored Mage](#) (Medium), [Clear Mind III](#), Healer's Blessing, Echoing Light, Astral Blessing, [Aura of War Revelry](#), Hope and Resolve

Combat Gear +5 Power Rod (Holy), +5 Breastplate, Ring of Protection +3, Rune Amulet, Cloak of Resistance +2, Megalixer x1, Turbo Ether x1; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-ft Rope, Torch x2