

Iconic Princesses



BATHFINDER
ROLEPLAYING GAME COMPATIBLE



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LETTERS FROM THE FLAMING CRAB

ICONIC PRINCESSES

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Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in *February*: **Tiny Dragons**

Coming in *March*: **Women of History**



Our backs were to the wall and our store of ammunition long since spent. Surrounded as we were by murderous raptor-men, I saw little hope of extracting ourselves from the situation with our collective skins intact. We had visited dozens of worlds in our haphazard journey from plane to plane, ~~XXXXXXXXXX~~ drunkenly staggering from one dimension to the next, but it seemed that, at last, our ticket was well and truly punched.

And then they arrived. Four fierce, amazing women armed with magic and might. A Chinese woman in gleaming mithral chain leaped into the battle, laughing and using metal claws to rip open her enemies. Fighting in concert with her, a blonde monk with enormously long braids wielded her hair as a weapon, lashing raptor-men into submission. Behind them, two women of unearthly beauty unleashed magical energy upon the savage horde. With a wave of her hand, one beauty attacked the raptor-men with an army of rats while the other, skin as white as the driven snow, used fire as a weapon to burn and destroy.

~~XX~~ Our spirits renewed by these unexpected reinforcements, my crew and I gripped our blades and leapt into the fray. Caught as they were between two fronts, the raptor-men stood ~~XX~~ little chance. A battle that seemed destined to be our last instead became a rousing victory.

That evening, we hosted our saviors for a meal aboard the Flaming Crab. As an adventuring party, the four women titled themselves simply 'The Princesses' but I recognized them as individuals. Snow White. Rapunzel. Beauty. Mulan. All the subject of stories I had been told as a child and, with the exception of Mulan, all considered paragons of feminine virtue, grace, and ~~XXXXXXXXXX~~ passivity back home.

I am pleased to report that these iconic princesses were nothing remotely resembling passive on this world. In that ~~XXXXXXXXXX~~ dimension, monsters and evil-doers had best beware. The Princesses are coming for them.

From the logs of Molly Shell, Captain of the UCS Flaming Crab

There's been a trend in recent years to reexamine fairy tales in a modern context. We've seen it in movies, television, comics, video games, and doll lines. Sometimes, princesses are given their own agency and ability to fight toe to toe with the princes. Other times, they get shoved into platform heels and angst-filled variations of their traditional roles. So, when I came across this entry in Captain Shell's logbook I knew we had to put together a book giving some RPG-style life to these four amazing women. What follows are four "princesses" in the established iconic format (1st, 7th, and 12th level) along with a smattering of new items, spells, and other neat toys. These characters are ready to be plopped into your campaign as NPCs or even as PCs or you can use them as inspiration for your own princess or fairy-tale inspired retooling of a classic character.

Thanks as always!
J Gray

BEAUTY

It was beauty who avenged the beast...

Viruden was the most beautiful girl in her village, an unremarkable shanty town scattered around the deteriorating walls of the baron's ancient keep. Her mother died in childbirth, and her father raised her with a kindness as alien to the downtrodden village as his daughter's beauty, which blossomed year by year into a heaven-touched effervescence. She gave it little thought, breaking her back by day alongside him in the mud and dust, only to read what books he could acquire for her with scant coppers, deep into the night by flickering candlelight.

The other villagers thought her lucky when her beauty caught the eye of the baron's cruel brute of a son, but she couldn't stand the man and fled into the dark forests. Viruden found a ruined estate there, and within a terrible beast who lurked among the gardens of dead roses. She saw the man beneath the monster though, and true love kindled. For a time they were happy, before the baron's son descended upon them with the mob and fire. The Beast breathed his last in her arms, and as the hands of the murderers grasped her, something awoke in the recesses of Viruden's mind. Her will surged, her magic erupted for the first time. And now she stalks this world alone, a terrible beauty who defends the powerless.

When using Viruden in a campaign using character traits, she gains the Greater Purpose and Grief-Filled traits.

VIRUDEN	CR 1
AASIMAR WITCH 1	XP 400
CG Medium outsider (native), humanoid (human)	
Init +0; Senses darkvision 60 ft.; Perception +4	
DEFENSE	
AC 14, touch 10, flat-footed 14 (+4 armor)	
hp 10 (1d6+4)	
Fort +3, Ref +0, Will +3	
Defensive Abilities resistance acid 5, cold 5, electricity 5	
OFFENSE	
Speed 30 ft.	
Melee shortspear +1 (1d6+1)	
Ranged sling +0 (1d4+1)	
Special Attacks hexes (Unnerve Beasts DC 14)	
Spell-Like Abilities (CL 1st; concentration +4)	
1/day—alter self	
Witch Spells Prepared (CL 1st; concentration +4)	
1st—command (DC 14), cure light wounds, mage armor	
0 (at will)—detect magic, mending, stabilize	
Patron animals	
TACTICS	
Before Combat Viruden casts <i>mage armor</i> on herself.	
During Combat Viruden first attacks creatures who consciously oppress others. If there are any animals in the vicinity (whether wild, or especially the mounts or pack animals of an enemy) then she uses her Unnerve Beasts hex on the enemy to make any such animals turn	

on him. Next, she uses the spell *command* on the most impressive warrior of the enemy and orders him either to either drop his weapon, approach or flee from her (if doing so would provoke attacks of opportunity from her allies), or to drop to the ground. Finally, she prioritizes healing any innocents in danger of dying in addition to her allies, using *cure light wounds* or stabilize as appropriate.

Base Statistics Without *mage armor*, Viruden's statistics are AC 10, touch 10, flat-footed 10.

STATISTICS

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

Base Atk +0; CMB +1; CMD 11

Feats Alertness, Toughness

Skills Heal +7, Knowledge (history) +7, Knowledge (nature) +7, Knowledge (planes) +9, Perception +4, Sense Motive +4; **Racial Modifiers** +2 Heal, +2, Knowledge (planes)

Languages Common, Elven, Gnome, Sylvan

SQ witch's familiar (rat named Hami); Scion of Humanity

Gear short spear, sling with 20 bullets, the Beast's rose*, noble's outfit, chronicler's kit, witch's kit, 13 gp

*This magic item can be found at the end of Viruden's entry.

VIRUDEN	CR 7
AASIMAR WITCH 7	XP 3,200
CG Medium outsider (native), humanoid (human)	
Init +4; Senses darkvision 60 ft.; Perception +8	
DEFENSE	
AC 16, touch 11, flat-footed 16 (+4 armor, +1 deflection, +1 natural)	
hp 38 (7d6+14)	
Fort +7, Ref +4, Will +8	
Defensive Abilities resistance acid 5, cold 5, electricity 5	
OFFENSE	
Speed 30 ft.	
Melee masterwork shortspear +5 (1d6+1)	
Ranged sling +3 (1d4+1)	
Special Attacks hexes (Evil Eye [-2, 8 rounds], Healing [2d8+7], Slumber DC 18, Unnerve Beasts DC 18)	
Spell-Like Abilities (CL 7th; concentration +12)	
1/day—alter self	
Witch Spells Prepared (CL 7th; concentration +12)	
4th—charm monster (DC 20), mirror transport	
3rd—dominate animal (DC 19), reckless infatuation (DC 19), suggestion (DC 19)	
2nd—commune with birds, disfiguring touch (DC 17), mirror hideaway, unnatural lust (DC 18)	
1st—command 2x (DC 17), cure light wounds, mage armor, mount, charm animal (DC 17)	
0 (at will)—detect magic, guidance, mending, stabilize	
Patron animals	
TACTICS	
Before Combat Viruden casts <i>mage armor</i> on herself. If she has reason to believe there are enemies in the area, she casts <i>commune with birds</i> in order to learn any details of their approach and then casts <i>mirror transport</i> on her and her party to lay an ambush.	
During Combat Viruden first attacks creatures who	

consciously oppress others. If there are any animals in the vicinity (whether wild, or especially the mounts or pack animals of an enemy) then she uses *dominate animal* on the the most powerful and orders it to attack her enemies. If there are other animals about, she then uses her unnerve beasts hex to goad them into attacking one of her enemies. Next, she uses her enchantment spells, slumber hex, and evil eye hex against the most impressive looking warrior who seems the dullest of mind. Finally, she prioritizes healing any innocents in danger of dying in addition to her allies, using the healing hex, or wand as appropriate.

Base Statistics Without *mage armor*, Viruden's statistics are AC 12, touch 10, flat-footed 12.

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 14

Feats Accursed Hex, Alertness, Improved Initiative, Spell Focus (enchantment), Toughness

Skill Craft (scientific writing) +15, Heal +7, Intimidate +7, Knowledge (arcana) +10, Knowledge (history) +15, Knowledge (nature) +15, Knowledge (planes) +17, Perception +8, Sense Motive +8; **Spellcraft** +15, **Survival** +3; **Racial Modifiers** +2 Heal, +2 Knowledge (planes)

Languages Celestial, Common, Elven, Gnome, Sylvan

SQ witch's familiar (rat named Hami); Scion of Humanity

Combat Gear *potion of cure serious wounds*, *potion of fly*, *potion of invisibility*, *wand of cure light wounds* (50 charges); **Other Gear** masterwork short spear, sling with 20 bullets, *the Beast's rose**, *cloak of resistance* +2, *headband of vast intelligence* +2, *ring of protection* +1, *amulet of natural armor* +1, noble's outfit, chronicler's kit, witch's kit, 67 gp

*This magic item can be found at the end of Viruden's entry.

VIRUDEN

CR 12

AASIMAR WITCH

XP19,200

CG Medium outsider (native), humanoid (human)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 12, flat-footed 18 (+4 armor, +2 deflection, +2 natural)

hp 75 (12d6+36)

Fort +10, **Ref** +6, **Will** +11

Defensive Abilities resistance acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee masterwork shortspear +8 (1d6+1)

Ranged sling +6 (1d4+1)

Special Attacks hexes (Animal Skin [rat], Beast Eye DC 22, Cackle, Evil Eye [-4, 9 rounds], Healing [2d8+10], Major Healing [3d8+12], Slumber DC 22, Unnerve Beasts DC 22)

Spell-Like Abilities (CL 12th; concentration +18) 1/day—*alter self*

Witch Spells Prepared (CL 12th; concentration +18)

6th—*antilife shell*, *swarm skin*, *true seeing*

5th—*animal growth* (DC 21), *feeblemind* (DC 23), *hold monster* (DC 23), *smug narcissism* (DC 23)

4th—*antithetical constraint* (DC 22), *charm monster*

(DC 22), *mirror transport*, *moonstruck* (DC 22)

3rd—*dominate animal* (DC 21), *jealous rage* (DC 21),

reckless infatuation (DC 21), *suggestion* 2x (DC 21)

2nd—*commune with birds*, *disfiguring touch* 2x

(DC 18), *mirror hideaway*, *unnatural lust* 2x (DC 20)

1st—*charm animal* (DC 19), *command* 2x (DC 19), *cure*

light wounds, *mount*, *recharge innate magic*

0 (at will)—*detect magic*, *guidance*, *mending*, *stabilize*

Patron animals

TACTICS

Before Combat Viruden casts *antilife shell* on herself. If she has reason to believe there are enemies in the area, she casts *commune with birds* in order to learn any details of their approach and then casts *mirror transport* on her and her party to lay an ambush.

During Combat Viruden first attacks creatures who consciously oppress others. If there are any animals in the vicinity (whether wild, or especially the mounts or pack animals of an enemy) then she uses *dominate animal* on the the most powerful and orders it to attack her enemies. If that is successful, she casts *animal growth* on that creature. Next, she uses enchantment spells, slumber hex, and evil eye hex against the most impressive looking warrior who seems the dullest of mind. Finally, she prioritizes healing any innocents in danger of dying in addition to her allies, using her healing hexes, or wand as appropriate.

STATISTICS

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

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

Feats Accursed Hex, Alertness, Extra Hex, Greater Spell Focus (enchantment), Improved Initiative, Spell Focus (enchantment), Toughness

Skills Craft (scientific writing) +21, Fly +12, Heal +7, Intimidate +12, Knowledge (arcana) +11, Knowledge (history) +21, Knowledge (nature) +21, Knowledge (planes) +23, Perception +13, Sense Motive +13; **Spellcraft** +21, **Survival** +3; **Racial Modifiers** +2 Heal, +2 Knowledge (planes)

Languages Celestial, Common, Elven, Gnome, Halfling, Sylvan

SQ witch's familiar (rat named Hami); Scion of Humanity

Combat Gear *potion of fly*, *wand of cure light wounds* (50 charges); **Other Gear** masterwork short spear, sling with 20 bullets, *cloak of resistance* +2, *corset of dire witchcraft*, *headband of vast intelligence* +4, *ring of protection* +2, *amulet of natural armor* +2, noble's outfit, chronicler's kit, witch's kit, 302 gp

Hami, Rat Familiar

Effective Witch Level 1

N Tiny magical beast

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) **hp** 5

Fort +2, **Ref** +4, **Will** +3

Defensive Abilities improved evasion

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee bite +2 (1d3-4)

Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 2, Dex 15, Con 11, Int 6, Wis 13, Cha 2

Base Atk +0; CMB +0; CMD 6 (10 vs. trip)

Feats Weapon Finesse

Skills Climb +10, Stealth +18, Swim +10; Racial

Modifiers +4 Stealth

SQ improved evasion, share spells, empathic link

SPECIAL ABILITIES

Familiar The master of a rat familiar gains a +2 bonus on Fortitude saves.

At level 7 modify Hami as follows

Perception +8

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)
hp 19

Fort +2, Ref +4, Will +6

Melee bite +5 (1d3-4)

Int 9

SQ deliver touch spells, speak with master, speak with animals of its kind

At level 12 modify Hami as follows

Perception +13

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 37

Fort +4, Ref +6, Will +9

Melee bite +8 (1d3-4)

SR 17

Int 11



The Beast's Rose

Aura moderate necromancy; CL 9th

Slot none; **Price** 16,200gp; **Weight** –

This withered, blackened rose, looks as if it will crumble into dust at any moment. Once per day, the bearer of the rose can preserve a body as if casting *gentle repose*. If the bearer of the rose dies, the rose automatically casts *breath of life* on her. Should this fail to revive her from the dead, the rose preserves her body as if *gentle repose* was cast. Once the rose brings the bearer back to life, it crumble into powder and cannot be repaired.

Construction Requirements

Craft Wondrous Item, *gentle repose*, *breath of life*;
Cost 8,100gp

MULAN

Blooming in adversity...

Not long ago, the lord of the lands on which the Hua family lives called his men to arms to fight against a rival lord. Since the Hua family had only but one child, a daughter Mulan, her father, who had acquired a permanent limp from serving in a previous war, was called upon to fight. Mulan's love for her father caused her to disguise herself as a man to take her father's place and prevent what would have been his death. Having never before received physical training, Mulan's first few weeks were brutal. Mulan soon realized that her slight form could not compete against others through sheer power. She began to pick up techniques to exploit her opponent's weaknesses: a feint here, a trip there, to even her odds. Employing this fighting style quickly moved Mulan up the ranks to be one of the best fighters among the troops. Since that war Mulan no longer has the desire to live as a demure female, and instead has taken to fighting brutality and injustice with her newly acquired skill set.

When using Mulan in a campaign using character traits, she gains the Fast-Talker and Reactionary traits.

MULAN

CR 1

HUMAN BRAWLER 1

XP 400

NG Medium humanoid (human)

Init +2; Senses Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 dexterity)

hp 12 (1d10+2)

Fort +3, Ref +4, Will +1

OFFENSE

Speed 30 ft.

Melee unarmed strike +4 (1d6+3) or fighting fan +4 (1d4+3/x3) or dan bong +4 (1d3+3/19-20) or tekko-kagi +4 (1d3+4) or short sword +4 (1d6+3/19-20)

Ranged light crossbow +3 (1d8/19-20)

TACTICS

Before Combat Mulan takes time to assess her opponents to better work against their weaknesses.

During Combat In the first round of combat, Mulan uses martial flexibility to take one of the following feats: Improved Disarm, Improved Dirty Trick, Improved Feint, Improved Grapple, Improved Sunder, Improved Trip, or Chairbreaker. Mulan focuses on staying on the edges of battle, making sure not to get surrounded by enemies. Additionally, if the opportunity arises, she attempts to make a combat maneuver against as many enemies as possible to leave them vulnerable against her allies.

STATISTICS

Str 17, Dex 15, Con 12, Int 10, Wis 12, Cha 12

Base Atk +1; CMB +4; CMD 16

Feats Catch Off-Guard, Combat Expertise, Improved Unarmed Strike

Skills Acrobatics +6, Bluff +2, Disguise +2, Perception +5,

Sense Motive +5

Languages Common

SQ martial flexibility 4/day

Gear leather armor, fighting fan, dan bong, short sword, tekko-kagi, light crossbow, crossbow bolts (20), backpack, waterskin, trail rations (6), torch, hemp rope (100 ft.), bedroll, small tent, 21 gp

MULAN

CR 7

HUMAN BRAWLER 7

XP 3,200

NG Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +3 dexterity, +1 dodge)

hp 57 (7d10+14)

Fort +8, **Ref** +11, **Will** +5

OFFENSE

Speed 30 ft.

Melee brawler's flurry +10/+10/+5 (1d8+5) or unarmed strike +12/+7 (1d8+5) or +1 *fighting fan* +12/+7 (1d6+5/x3) or dan bong +11/+6 (1d6+4/19-20) or +1 *tekko-kagi* +12/+7 (1d6+5) or short sword +11/+6 (1d6+4/19-20)

Ranged light crossbow +10/+5 (1d8/19-20)

Special Attacks brawler's flurry, knockout (1/day, DC 17)

TACTICS

Before Combat Mulan takes time to assess her opponents to better work against their weaknesses.

During Combat In the first round of combat, Mulan uses martial flexibility to take two of the following feats: Greater Disarm, Greater Dirty Trick, Improved Feinting Flurry, Improved Grapple and Greater Grapple, Improved Sunder and Greater Sunder, Greater Trip and Vicious Stomp, or Chairbreaker. Mulan focuses on staying on the edges of battle, making sure not to get surrounded by enemies. Additionally, if the opportunity arises, she attempts to make a combat maneuver against as many enemies as possible to leave them vulnerable against her allies.

STATISTICS

Str 18, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 12

Base Atk +7/+2; **CMB** +11 (+15 trip, +14 disarm, +13 dirty trick); **CMD** 24 (26 vs trip, 25 vs disarm)

Feats Catch Off-Guard, Combat Expertise, Combat Reflexes, Feinting Flurry, Improved Dirty Trick, Improved Disarm, Improved Trip, Improved Unarmed Strike

Skills Acrobatics +13, Bluff +9, Diplomacy +2, Disguise +8, Perception +11, Sense Motive +11

Languages Common

SQ martial flexibility 6/day, brawler's strike

Combat Gear *potion of cure light wounds* (4); **Other Gear** *mithril chain shirt* +2, +1 *fighting fan*, dan bong, short sword, +1 *tekko-kagi*, light crossbow, crossbow bolts (20), *amulet of mighty fists* +1, *cloak of resistance* +2, *belt of incredible dexterity* +2, *cracked mulberry pentacle*, *cracked dusty rose prism*, backpack, waterskin, trail rations (6), torch, hemp rope (100 ft.), bedroll, small tent, 321 gp

MULAN

CR 12

HUMAN BRAWLER 12

XP 19,200

NG Medium humanoid (human)

Init +5; **Senses** Perception +16

DEFENSE

AC 22, touch 16, flat-footed 16 (+6 armor, +4 dexterity, +2 dodge)

hp 107 (12d10+36)

Fort +12, **Ref** +14, **Will** +7

OFFENSE

Speed 30 ft.

Melee brawler's flurry +16/+16/+11/+11/+6 (2d6+6) or unarmed strike +18/+13/+8 (2d6+6) or +1 *fighting fan* +18/+13/+8 (1d10+6/x3) or dan bong +17/+12/+7 (1d10+5/19-20) or +3 *keen tekko-kagi* +20/+15/+10 (1d10+8/19-20) or short sword +17/+12/+7 (1d6+5/19-20)

Ranged light crossbow +16/+11/+6 (1d8/19-20)

Special Attacks brawler's flurry, knockout (2/day, DC 20), stunning fist (12/day, DC 17)

TACTICS

Before Combat Mulan takes time to assess her opponents to better work against their weaknesses. When facing off against difficult opponents she drinks a *potion of haste*.

During Combat In the first round of combat, Mulan uses martial flexibility to take one or three of the following feats: Directed Disarm, Greater Dirty Trick, Improved Feinting Flurry, Improved Grapple and Greater Grapple and Body Shield, Improved Sunder and Greater Sunder, Chairbreaker, or Vicious Stomp. Mulan focuses on staying on the edges of battle, making sure not to get surrounded by enemies. Additionally, if the opportunity arises, she attempts to make a combat maneuver against as many enemies as possible to leave them vulnerable against her allies.

STATISTICS

Str 20, **Dex** 18, **Con** 14, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +12/+7/+2; **CMB** +12 (+17 trip, +16 disarm, +15 dirty trick); **CMD** 26 (29 vs trip, 28 vs disarm, 27 vs dirty trick)

Feats Catch Off-Guard, Combat Expertise, Combat Reflexes, Feinting Flurry, Greater Disarm, Greater Trip, Improved Dirty Trick, Improved Disarm, Improved Trip, Improved Unarmed Strike, Pin Down, Stunning Fist

Skills Acrobatics +19, Bluff +18 (+23 feint), Diplomacy +6, Disguise +13, Perception +16, Sense Motive +16

Languages Common

SQ martial flexibility 9/day, brawler's strike

Combat Gear *potion of cure moderate wounds* (8), *potion of haste* (5); **Other Gear** *mithril chain shirt* +2, +1 *fighting fan*, dan bong, short sword, +3 *keen tekko-kagi*, light crossbow, crossbow bolts (20), *amulet of mighty fists* +3, *cloak of resistance* +2, *belt of physical perfection* +2, *lucky cricket**, *mask of stony demeanor*, *mulberry pentacle*, *cracked dusty rose prism*, backpack, waterskin, trail rations (6), torch, hemp rope (100 ft.), bedroll, small tent, 1,254 gp

*This magic item can be found at the end of Mulan's entry.

RAPUNZEL

Letting down her hair...

Harangued by rich and powerful merchants for his daughter's hand in marriage, Shalista's father was forced to send her away before the threats turned to violence. The young beauty soon was living in solitude, far from her books and comforts, with a wild haired aunt who demanded absolute obedience and endless servitude. The aunt demanded three years of silent service and in return would give her the greatest treasure of the land. Shalista agreed.

At the end of three years, with her hair reaching near to the floor Shalista was offered a bath, a brush, and new robes. She was also inducted into an ancient order of monks whose bodies were ultimate weapons. The 12-foot long braid of corn-silk colored hair was tipped with steel barbs and she was given the gift that was promised to her. Freedom not from her servitude, but from those who would wish to possess, control, or hurt her in the future.

Five years passed as her body and mind hardened. Shalista's skill improved to the point where she could best her master in combat and then she was released to the world. Taking a new name, she called herself Rappun-Zel, which in an ancient tongue means "Tangled Past". Her return to her father was bittersweet as the man had passed under unusual circumstances while she was in hiding. Rappun-Zel's investigation and subsequent battles brought the merchants low and established her as a local hero for those who sorely need one.

When using Rappun-zel in a campaign using character traits, she gains the Courageous and Suspicious traits.

RAPPUN-ZEL

CR 1

HUMAN MONK 1

XP 400

LG Medium humanoid (human)

Init +1; Senses Perception +8

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 Dex, +4 Wis)

hp 9 (1d8+1)

Fort +3, Ref +3, Will +6

OFFENSE

Speed 30 ft.

Melee flurry of blows +0/+0 (1d6) or unarmed strike +1 (1d6) or hair spike* +1 (1d4)

Special Attacks flurry of blows, stunning fist (1/day, DC 15)

*This weapon can be found at the end of Rappun-zel's entry.

TACTICS

Before Combat Rappun-zel uncoils her tresses from around her waist where she normally wraps them. She then takes a five foot step away from her companions giving ample room for enemies to approach her.

During Combat Rappun-zel is a patient combatant, often holding her action until someone comes within range of her tresswhip. She will then snap with the tress



Lucky Cricket

Aura faint evocation; CL 5th

Slot none; Price 30,000gp; Weight –

A button-sized trinket carved in the shape of a small blue-grey cricket, this charm is traditionally given to young soldiers about to go to war after being blessed by their ancestors. The charm acts as a *stone of good luck*, providing the bearer a +1 luck bonus on saving throws, ability checks, and skill checks. In addition, the lucky cricket causes any percentile rolls made by the bearer are adjusted by +10 or –10, depending on which would be favorable to her.

Construction Requirements

Craft Wondrous Item, divine favor; Cost 15,000gp



whip at range and then move in with her flurry of blows or other unarmed attacks. Using her Scorpion Stance allows her to slow her enemies, setting them up for further punishment by her or finishing moves from her friends.

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 15

Feats Improved Unarmed Strike, Scorpion Style, Stunning Fist, Tresswhip*, Weapon Finesse

Skills Acrobatics +5, Climb +4, Intimidate +5, Perception +8, Sense Motive +8, Stealth +5

Languages Common, Goblin

Gear hair spike, backpack, bedroll, trail rations (2), waterskin, monk robes, 2 gp

**This feat can be found at the end of Rappun-zel's entry.*

RAPPUN-ZEL

CR 7

HUMAN MONK 7

XP 3,200

LG Medium humanoid (human)

Init +2; **Senses** Perception +14

DEFENSE

AC 20, touch 17, flat-footed 18 (+3 armor, +1 monk, +2 Dex, +4 Wis)

hp 51 (7d8+7)

Fort +6, **Ref** +7, **Will** +9

OFFENSE

Speed 55 ft.

Melee flurry of blows +9/+9/+4 (1d8+2) or unarmed strike +9 (1d8+2) or hair spike* +9, (1d4+2)

Special Attacks flurry of blows, stunning fist (7/day, DC 17)

**This weapon can be found at the end of Rappun-zel's entry.*

TACTICS

Before Combat As her skills have increased, so have the range of her tactics. With her increased speed Rappun-zel can move through a battlefield, taking virtually any position she wants to maximize her combat advantages. She will uncoil her tresses and move toward foes that she feels will create the most problems, preparing to trip or crush her foes into submission.

During Combat Rappun-zel is a patient combatant, often holding her action until someone comes within range of her tresswhip. She will then snap with the tresswhip at range and then move in with her flurry of blows or stunning fist attacks. Using her Scorpion Stance allows her to slow her enemies, setting them up for further punishment by her or finishing moves from her friends. If so required she will move in and use Gorgon's Fist to further debilitate an opponent, leaving them vulnerable.

STATISTICS

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

Base Atk +5; **CMB** +7 (+13 trip); **CMD** 22 (24 vs. trip)

Feats Deflect Arrows, Enforcer, Fleet, Gorgon's Fist, Improved Trip, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Tresswhip*, Weapon Finesse

Skills Acrobatics +8, Acrobatics (jump) +23, Climb +6, Diplomacy +5, Intimidate +7, Knowledge (arcana) +2, Knowledge (history) +6, Knowledge (local) +4,

Knowledge (nobility) +2, Knowledge (religion) +6, Perception +14, Profession (clerk) +8, Sense Motive +15, Stealth +10

Languages Common, Goblin

SQ fast movement, high jump, *ki* pool (7 points, magic), maneuver training, purity of body, slow fall 30 ft., still mind, wholeness of body

Gear hair spike, *amulet of mighty fists* +2, backpack, bedroll, *bracers of armor* +3, *sash of flowing water*, trail rations (10), waterskin, monk robes, 102 gp

**This feat can be found at the end of Rappun-Zel's entry.*

RAPPUN-ZEL

CR 12

HUMAN MONK 12

XP 12,800

LG Medium humanoid (human)

Init +2; **Senses** Perception +25

DEFENSE

AC 25, touch 21, flat-footed 23 (+4 armor, +2 deflection, +3 monk, +2 Dex, +4 Wis)

hp 86 (12d8+12)

Fort +9, **Ref** +10, **Will** +12; +2 vs. enchantment spells and effects

Defensive Abilities improved evasion; **Immune** disease, poison

OFFENSE

Speed 75ft.

Melee flurry of blows +15/+15/+10/+10/+5 (2d6+3) or unarmed strike +14/+9 (2d6+3) or +2 *thundering hair spike* +16/+11 (1d6+7)

Special Attacks flurry of blows, stunning fist (12/day, DC 20)

TACTICS

Before Combat Rappun-zel moves like the wind through a battlefield, taking virtually any position she wants to maximize her combat advantages. She will uncoil her tresses and move toward foes that she feels will create the most problems, preparing to trip or crush her foes into submission.

During Combat At this point in her career as a defender, Rappun-zel is a patient yet brutal combatant. She goes out of her way to encourage bigger and stronger foes to come within her reach so that she can use her Medusa's Wrath and Gorgon's Fist to slow them down and reduce their effectiveness. She will then move on to other foes leaving it to her friends to mop up. She understands that her mobility is one of her biggest advantages and will leave crippled and tripped foes in her wake as she flashes through the battlefield.

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 12, **Wis** 18, **Cha** 14

Base Atk +9; **CMB** +12 (+19 trip); **CMD** 30 (32 vs. trip)

Feats Deflect Arrows, Enforcer, Fleet, Gorgon's First, Improved Trip, Improved Unarmed Strike, Medusa's Wrath, Scorpion Style, Skill Focus (Perception), Snatch Arrows, Stunning Fist, Tresswhip*, Weapon Finesse

Skills Acrobatics +12, Acrobatics (jump) +45, Climb +10, Diplomacy +8, Intimidate +12, Knowledge (arcana) +2, Knowledge (history) +7, Knowledge (local) +5, Knowledge (nobility) +4, Knowledge (religion) +7, Perception +25, Profession (clerk) +8, Sense

Motive +20, Stealth +12
Languages Common, Goblin

SQ abundant step, diamond body, fast movement, high jump, *ki* pool (10 points, lawful, magic), maneuver training, purity of body, slow fall 60 ft., still mind, wholeness of body

Gear +2 *thundering hair spike*, *amulet of mighty fists* +3, backpack, bedroll, *bracers of armor* +4, *ring of jumping*, *ring of protection* +2, *sash of flowing water*, trail rations (10), waterskin, monk robes, 432 gp

**This feat can be found at the end of Rappun-zel's entry.*



Tresswhip (combat feat)

You have learned to use natural extensions of your body as almost living weapons and incorporate them into your fighting style.

Prerequisite Improved Unarmed Combat

Benefit You can wield your long hair as a weapon akin to a whip with a reach of 10 feet and the disarming, monk, and tripping qualities.

Hair Spike (Exotic Weapon)

A character with the Tresswhip feat can weave this device into the end of her braid to augment any unarmed attack made with her hair. While the character is wearing a hair spike her hair deals the spike's damage. Hair spikes are light weapons and can be improved by feats that improve weapon attacks. It takes a full-round action to attach a hair spike to a braid, and the character gains a +4 bonus against disarm attempts made to remove the spike. Characters with the Tresswhip feat are considered proficient with this weapon.

Cost 3 gp; **Dmg (S)** 1d4; **Dmg (M)** 1d6; **Critical Range** 19-20; **Weight** —; **Type** S; **Special** —

SNOW WHITE

Magic is a wish that she makes...

Skin as white as snow, hair as black as ebony and lips as red as blood; that was the terrible wish her mother made when Snow White came into the world. Raised of noble birth, Snow White's childhood was easy and joyous until a fateful hunting trip when she was seven years old. Her mother, a witch of terrible cruelty and feral cunning, had planned to kill Snow White and in a dark ritual steal her youth and beauty for herself.

Snow White fled into the hills until she came upon a dwarven encampment who took her in and promised her safety. There, among the 7 dwarven clans, she grew up, year by year until on the eve of her 17th birthday an old traveling woman came into town and gave her a gift — a magic apple that would keep her youth forever. Foolish and naive, Snow took the apple and upon the first bite fell into an impenetrable sleep. Thinking her dead, she was entombed by the dwarves in a clear glass coffin, where she lay for hundreds of years until a group of adventurers broke the curse, hoping to win some reward. Indebted to the adventurers and penny-less Snow told them that she was originally a princess and that surely she still held some claim.

And so they came back to the kingdom of her birth, where her mother — in the body of a less fortunate daughter — still ruled as queen. When Snow White confronted her mother, her mother drew to slay her and were it not for the adventurers, she surely would have been killed. There was a terrible battle and in the end her mother lay dead, her centuries of vileness finally ended. The surviving adventurers took as tribute the vast sum of treasures from her mother's kingdom, leaving Snow only a few dozen coins and a some damaged trinkets. Now in a world much different than the one she knew — isolated from her adoptive family, Snow White set off to replace the years of experience her mother's cursed apple stole from her.

When using Snow White in a campaign using character traits, she gains the Adopted (dwarves) and Zest for Battle traits.

SNOW WHITE

CR 1

HUMAN OCCULTIST 1

XP 400

CN Medium humanoid (human)

Init +4; **Senses** Perception +3

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee battleaxe +1 (1d8+1/x3)

Ranged longbow +6 (2d6+1/x3)

Implement Schools

Enchantment (mother's scorched crown, 1 point)
Focus cloud mind (DC 13); inspired assault (+1)
Transmutation (blood-stained corset, 3 points)
Resonant physical enhancement (+2 Dex); Focus legacy weapon (+1)

Occultist Spells Known (CL 1st; Concentration +4)

1st (2/day) — *gravity bow*, *sleep* (DC 14)
0 (at will) — *daze* (DC 13), *mage hand*

TACTICS

Before Combat Snow casts *gravity bow* and uses legacy weapon on her longbow, and uses her inspired assault ability on herself.

During Combat Snow prefers to keep targets at range. She uses *sleep* on as many enemies as possible before attacking with her longbow.

Base Statistics Without investing mental focus, Snow White's statistics are **Ref** +3; **Ranged** longbow +5 (2d6/x3); **Dex** 16; **CMD** 14, Disable Device +7; Without *gravity bow*, inspired assault and legacy weapon Snow's statistics are **Ranged** longbow +4 (1d8/x3)

STATISTICS

Str 12, **Dex** 18, **Con** 10, **Int** 16, **Wis** 8, **Cha** 14

Base Atk +0; **CMB** +1; **CMD** 15

Feats Point Blank Shot, Precise Shot

Skills Appraise +7, Diplomacy +6, Disable Device +8, Knowledge (arcana) +7, Knowledge (history) +7, Perception +3, Spellcraft +7, Use Magic Device +6

Languages Common, Dwarven, Elven, Sylvan

SQ implements 2, mental focus (4)

Gear longbow with 20 arrows, scale mail, chalk (5), cold weather outfit, backpack, battleaxe, bedroll, blood-stained corset, flint and steel, scorched silver tiara, torches (5), trail rations (2), waterskin, 5 gp

SNOW WHITE

CR 7

HUMAN OCCULTIST 7

XP 3,200

CN Medium humanoid (human)

Init +5; **Senses** Perception +9

DEFENSE

AC 23, touch 16, flat-footed 17 (+7 armor, +5 Dex +1 dodge)
hp 49 (7d8+14)

Fort +6, **Ref** +9, **Will** +5

OFFENSE

Speed 60 ft. fly 90ft. (perfect)

Melee masterwork battleaxe +8 (1d8+1/x3)

Ranged +1 *adaptive frost composite longbow* +14 (2d6+12/x3 plus 1d6 cold) or +1 *adaptive frost composite longbow* +14/+14 (2d6+8/x3 plus 1d6 cold)

Implement Schools

Abjuration (the huntsman's cloak, 2 points)
Resonant warding talisman (+1); Focus mind barrier (14 damage), aegis
Conjuration (polished hand mirror, 2 points)
Resonant casting focus (+1 round); Focus servitor (summon monster III), flesh mend (2d8+7)
Enchantment (mother's scorched crown, 3 points)
Resonant glorious presence (+1); Focus cloud mind (DC 17), inspired assault (+2)
Transmutation (blood-stained corset, 6 points)
Resonant physical enhancement (+4 Dex); Focus legacy

weapon (+2), mind over gravity

Occultist Spells Known (CL 7th; Concentration +10)

3rd (2/day) — *cure serious wounds*, *dispel magic*, *haste*, *hold person* (DC 17)

2nd (4/day) — *glitterdust* (DC 16), *inflict pain* (DC 16), *resist energy*, *spider climb*

1st (5/day) — *command* (DC 15), *cure light wounds*, *gravity bow*, *shield*

0 (at will) — *daze* (DC 14), *mage hand*, *resistance*, *stabilize*

TACTICS

Before Combat Snow casts *haste* on herself and her allies, casts *gravity bow* and uses her legacy weapon ability on her +1 *adaptive frost composite longbow*, and uses her inspired assault and mind over gravity abilities on herself.

During Combat Snow opens with an area *dispel magic* to knock off enemy buffs and uses *hold person* on the most dangerous target before using focused shots and her fly speed to avoid melee.

Base Statistics If Snow's mental focus points are unassigned, her statistics are **AC** 21, touch 14; **Fort** +5, **Ref** +6, **Will** +4; **Ranged** +1 *adaptive frost composite longbow* +12 (2d6+12/x3 plus 1d6 cold) or +1 *adaptive frost composite longbow* +12 / +12 (2d6+8/x3 plus 1d6 cold); **Dex** 16; **CMD** 14; Diplomacy +12, Disable Device +7, Use Magic Device +15; Without *gravity bow*, *haste*, inspired assault and mind over gravity, Snow's statistics are **AC** 22, touch 15; **Ref** +8; **Speed** 30ft. **Ranged** +1 *adaptive frost composite longbow* +9 (1d8+10/x3 plus 1d6 cold);

STATISTICS

Str 12, **Dex** 20, **Con** 10, **Int** 19, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 21

Feats Deadly Aim, Focused Shot, Extra Mental Focus, Point Blank Shot, Precise Shot

Skills Appraise +14, Diplomacy +13, Disable Device +17, Knowledge (arcana) +14, Knowledge (history) +14, Perception +9, Spellcraft +14, Use Magic Device +16

Languages Common, Dwarven, Elven, Sylvan

SQ implements 4, mental focus (12), magic item skill, object reading, shift focus, aura sight

Combat Gear *wand of cure light wounds* (50 charges), *scroll of dimension door*, *potion of lesser restoration*;

Other Gear +1 *mithral breastplate*, masterwork battleaxe, +1 *adaptive frost composite longbow* with 50 cold iron arrows, *efficient quiver*, *headband of intellect* +2, backpack, bedroll, hooded lantern, masterwork thieves tools, smoke arrow, 10 blunt arrows, blood-stained corset, scorched tiara, tarnished silver mirror, huntsman's cloak, cold weather outfit, 83 gp

SNOW WHITE

CR 12

HUMAN OCCULTIST 12

XP 19,200

CN Medium humanoid (human)

Init +6; **Senses** Perception +14

DEFENSE

AC 30, touch 19, flat-footed 23 (+9 armor, +5 Dex, +2 deflection, +2 natural, +2 dodge)

hp 93 (12d8+36)

Fort +12, **Ref** +14, **Will** +9

DR 10/adamantine

OFFENSE

Speed 60 ft. fly 90ft. (perfect)

Melee +1 battleaxe +13 (1d8+3/x3)

Ranged +2 adaptive frost composite longbow +22 (2d6+19 19-20/x3 plus 1d6 cold) or +2 adaptive frost composite longbow +20/+20/+20/+15 (2d6+13/19-20/x3 plus 1d6 cold)

Implement Schools

Abjuration (the huntsman's cloak, 4 points)

Resonant warding talisman (+2); Focus mind barrier (24 damage), aegis, globe of negation

Conjuration (polished hand mirror, 2 points)

Resonant casting focus (+1 round); Focus servitor (summon monster IV), flesh mend (3d8+12)

Enchantment (mother's scorched crown, 3 points)

Resonant glorious presence (+1); Focus cloud mind (DC 22), inspired assault (+3)

Evocation (gloves of storing, 2 points)

Resonant intense focus (+1); Focus energy ray (6d6), wall of power (2d6+12)

Transmutation (blood-stained corset, 9 points)

Resonant physical enhancement (+6 Dex); Focus legacy weapon (+3), mind over gravity, quickness

Occultist Spells Known (CL 12th; Concentration +18)

4th (4/day) — *air walk*, *ball lightning* (DC 20), *confusion* (DC 20), *dimension door*, *stoneskin*

3rd (2/day) — *cinder dance** (DC 19), *cure serious wounds*, *haste*, *hold person* (DC 19), *resist energy* (communal)

2nd (4/day) — *glitterdust* (DC 18), *inflict pain* (DC 18), *node of blasting*, *spider climb*

1st (5/day) — *burning hands* (DC 17), *command* (DC 17), *cure light wounds*, *gravity bow*, *shield*

0 (at will) — *dancing lights*, *daze* (DC 16), *mage hand*, *resistance*, *stabilize*

*This spell can be found at the end of Snow White's entry.

TACTICS

Before Combat Snow casts *haste* on her allies, casts *gravity bow* and uses her legacy weapon ability on her +2 adaptive frost composite longbow; casts *stoneskin* and uses her inspired assault, quickness and mind over gravity abilities on herself.

During Combat Snow opens with *ball lightning* and wall of power to limit enemy access and uses her *scroll of disintegrate* on the most dangerous target. She uses her full attack, so long as there is at least one target in range of at least three of her *ball lightning*, using a +1 greater designating arrow as her first shot if she has other allies in melee, otherwise she uses her move action to direct the balls and uses focused shot. She debuffs melee targets with *inflict pain* and *confusion*.

Base Statistics If Snow's mental focus points are unassigned, her statistics are **AC** 28, touch 17; **Fort** +10, **Ref** +9, **Will** +7; **Ranged** +2 adaptive frost composite longbow +19 (2d6+19/19-20/x3 plus 1d6 cold) or +2 adaptive frost composite longbow +19/+19/+14 (2d6+13/19-20/x3 plus 1d6 cold); **Dex** 16; Diplomacy +17, Disable Device +19, Use Magic Device +23; Without *gravity bow*, inspiring assault, legacy weapon, mind over gravity, quickness, and *stoneskin*, Snow's statistics

are **AC** 29, touch 17; **Ref** +12, **DR** none; **Speed** 30ft; **Melee** +1 battleaxe +13 (1d8+3/x3); **Ranged** +2 adaptive frost composite longbow +14 (1d8+16 19-20/x3 plus 1d6 cold) or +2 adaptive frost composite longbow +12/+12/+7 (1d8+10/19-20/x3 plus 1d6 cold).

STATISTICS

Str 14, **Dex** 22, **Con** 12, **Int** 23, **Wis** 8, **Cha** 14

Base Atk +9/+4; **CMB** +11; **CMD** 29

Feats Deadly Aim, Focused Shot, Extra Mental Focus, Improved Critical (longbow), Point Blank Shot, Precise Shot, Rapid Shot

Skills Appraise +21, Diplomacy +18, Disable Device +23, Knowledge (arcana) +21, Knowledge (history) +21, Perception +14, Spellcraft +21, Use Magic Device +24

Languages Common, Dwarven, Elven, Sylvan

SQ implements 5, mental focus (20), magic item skill, object reading, shift focus, aura sight, magic circles, outside contact 2, binding circles

Combat Gear +1 greater designating arrows (5), *scroll of breath of life** (DC 29), *wand of cure light wounds* (50 charges), *scroll of disintegrate*, *scroll of life bubble*, *potion of lesser restoration*; **Other Gear** +3 mithral breastplate, +1 battleaxe, +2 adaptive frost composite longbow, *aegis of recovery*, *headband of intellect* +4, *belt of physical might* (+2 **Str**, +2 **Con**), *ring of protection* +2, *amulet of natural armor* +2, *lesser bracers of archery*, *gloves of storing*, adamantine arrows (10) backpack, bedroll, cold iron arrows (50), waterskin, trail rations (5), masterwork thieves' tools, granite and diamond dust worth 250 gp, blood-stained corset, scorched tiara, tarnished silver mirror, huntsman's cloak, 12 gp

*Activating this item requires a successful Use Magic Device check as noted



Cinder Dance

School evocation [fire]; **Level** bloodrager 3, occultist 3, magus 3, psychic 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, F (a miniature pair of metal shoes)

Range close (25 ft. + 5 ft./level)

Target one creature

Duration 1 round/level

Saving Throw Reflex negates; **Spell Resistance** yes

Two bursts of flame arc from your outstretched hands toward the target's feet, dealing 3d6 fire damage per round for 1 round per caster level (maximum 10 rounds). The target may halve this damage by spending a move action dancing or otherwise attempting to put out the flames each round. Doing so does not end the spell's duration and counts as movement, though the target can still take a five foot step.

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