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# ADVENTURE PRINCESSES

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## ADVENTURE PRINCESS

*Small or Medium Humanoid (human)*

Adventure Princesses are confident, spritely girls with indomitable spirits and impossible amounts of charm. Where'd they get the name? That's obvious, even for Adventuring Princesses born to commoner stock (which is the vast majority of the race). Most leap into the adventuring lifestyle wholeheartedly, and carry themselves with the poise and courage of noble-born.

## APPEARANCE

Adventure Princesses are human women, who usually discover their innate talents during their teenaged years. They hail from all the familiar races and cultures of humanity, as well as some cultures that are lost or legendary to the outside world. Whatever their origins, Adventure Princesses are a little taller than the norm, stunningly attractive examples of their culture's standards of beauty.

In most cases, their eyes are bright and inquisitive, with pupils that are typically unusual, eye-catching shades. Purple, gold, amber, silver, pink and cerulean are not unknown as eye colors. Hair color is similarly

diverse: pink, pale blue, silver and rosy orange are all common hues. These tress and eye colors are common among the darkest skinned Adventure Princesses as well as the palest.

Adventure Princesses dress well, and can make even the simplest peasant's gingham dress look like an elegant ball gown. They tend to avoid truly ostentatious dress and jewelry, with even the wealthiest choosing clothing or armor that is practical, well crafted and simply elegant. Complex hair styles, intricate braids and decorative gems or other accessories are usually preferred over gold, silver and jewels. Adventure Princesses respect good craftsmanship more than expensive decoration, and most are skilled tailors, weavers, leatherworkers or even blacksmith armorers themselves.

## BIRTH AND ROMANCE

Adventure Princesses are born to humanity: they are children that are more personable, stronger-willed and confident than the norm. As children, they are often the leaders of their peers, cliques or gangs, blessed for a talent for diplomacy and a knack for getting into mischief. These gifted girls usually realize they are subtly different from ordinary humanity around the time they reach puberty.





Adventure Princesses are human, though unusual examples of the race, and can bear children with ordinary human men. Their daughters are always Adventure Princesses themselves, while their sons tend to be bright, chivalrous boys. Adventure Princesses share the same loves and lusts as humanity, but on the whole these women tend to focus on monogamous relationships- the ideal of a loving marriage to a worthy suitor, whether that suitor be male or female.

## LANDS AND KINGDOMS

Adventure Princesses come from human nations and human cities. Their origins are often humble and rural. They earn the title of Princess through deeds and daring, rarely through noble birth. Most are the daughters and granddaughters of farmers, millers,

merchants and the rising middle class emerging in the larger cities and trading centers. Adventure Princesses of actual noble blood are usually the daughters of obscure, minor families, or more darkly, fallen dynasties of which the Adventure Princess is a rare survivor.

Adventure Princesses display a natural gift for leadership, and often found or marry into royal lineages later in life. By the end of their lives, most have brought profound and usually positive change to the regions of their birth, and go down in history as lawmakers, liberators- rulers of the best sort. Adventure Princesses are excellent natural diplomats and most have a keen understanding of the workings of governance.

## FAITH AND MORALITY

Adventure Princesses tend to be quietly devout, showing their faith more by small daily acts of kindness or unexpected honesty rather than grand displays of piety. Most pay homage to domestic gods, gods and goddesses of craft work and the common people, not to mention deities of family, home, love and romance. As most Adventure Princesses have a tight connection to, and love of, nature, the worship of forest, water and animal deities is common. Few Adventure Princesses offer more than token worship to more warlike or violent deities, even if they themselves take up arms in the name of their faith.

Adventure Princesses are good-hearted young women. The most common alignment for Adventure Princesses is *neutral good*, but just as many are either lawful good or chaotic good. Very few are truly evil- even the cruelest is usually more misguided and spoiled than truly evil, and can often be turned to more honorable behavior if influenced by good-natured companions.

## ON CAMPAIGN

Adventure Princesses are gripped by a fierce wanderlust and curiosity about the world around them. Even if their homes are comfortable and well-protected, they have no qualms about leaping into danger for a chance to see the world and its wonders. Adventure Princesses have an almost unnatural aptitude for getting sucked into quests both great and

small, and they find it hard to turn down an honest request for help.

Adventure Princesses can excel in a variety of roles. Their charm and quick wit makes them natural bards, but many choose other spellcasting paths: Adventure Princess sorcerers, wizards, witches and summoners are all equally common. Those able to find a skilled mentor might become alchemists. They don't neglect the martial path either, as their love of nature gives them innate aptitude as druids and rangers. Few Adventure Princesses are brutal enough to become barbarians or pure fighters, but the courage and nobility of the paladin, knightly prowess of the cavalier, diverse skillset of the rogue or spell-slinging daring of the magus all appeal.

## NAMES

Adventure Princesses have names drawn from local human traditions. An Adventure Princess' names can vary from the mundane to the whimsical, but often refer to attributes parents wished for their daughter: beauty, grace, wit, honor, studiousness and other virtues. Some bear minor noble titles from birth, but most Adventure Princesses are common-born, and only achieve nobility as a consequence of their journeys

## LANGUAGES

Adventure Princesses begin play speaking Common. Adventure Princesses with high INT scores can choose any language as a bonus language, except for secret languages, like Druidic.

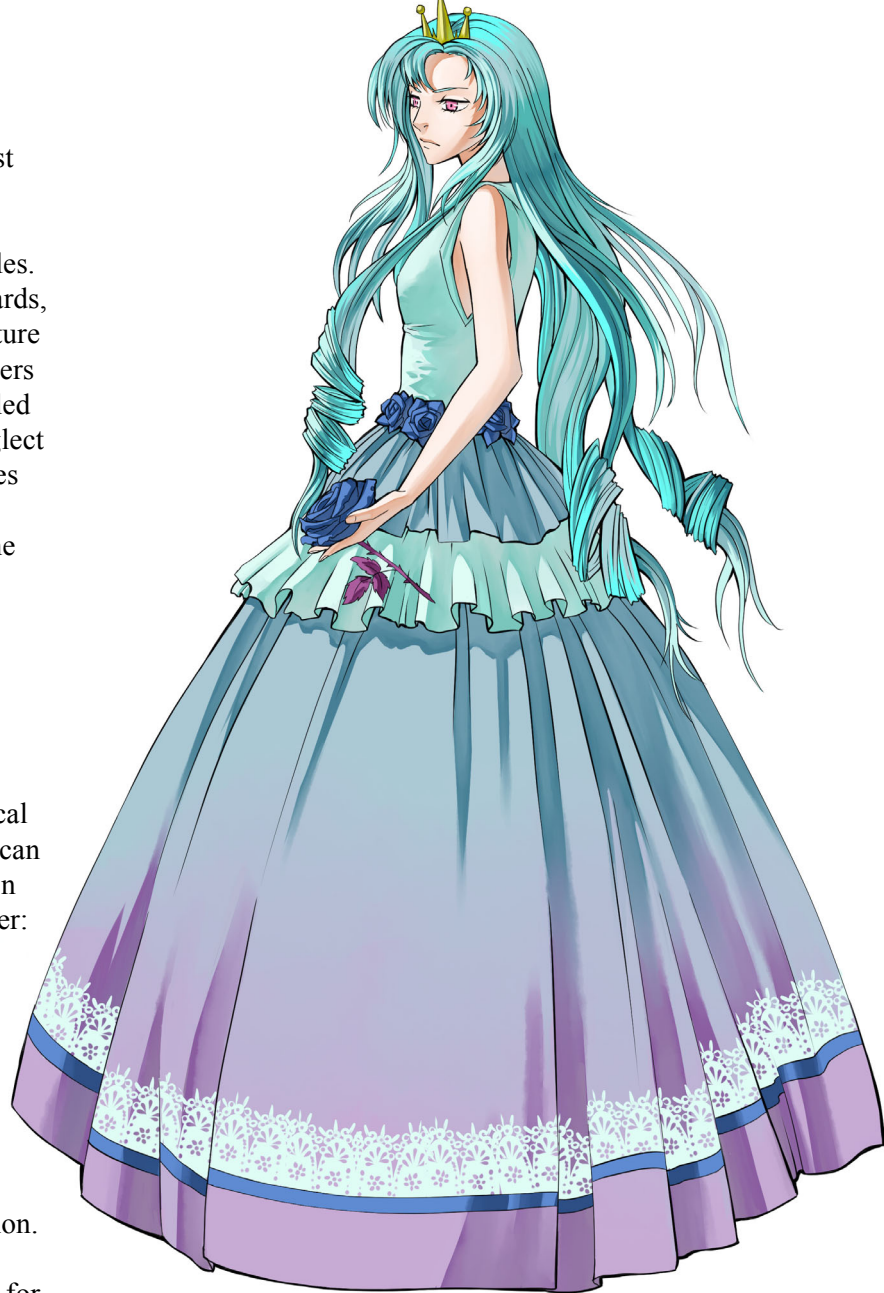
## ADVENTURE PRINCESS RACIAL TRAITS

All Adventure Princesses share the following racial traits.

### Size and Type

Adventure Princesses are either Small or Medium Humanoids with the Human subtype. Players choose whether their Adventure Princess is Small or Medium sized at character creation.

Normally, this choice cannot be changed, but in the case of a Small Adventure Princess, when the character reaches fifth level, she may choose to undergo a growth spurt over the next few days that



leaves her as a Medium creature, or remain a Small sized creature forever. This is a non-magical and permanent transformation that does not affect the Adventure Princesses' gear.

- Medium sized Adventure Princesses receive no bonuses or penalties due to their size.
- Small sized Adventure Princesses a +1 size modifier to attack rolls and their armor class, as well as a +4 size modifier on Stealth checks, but suffer a -1 size penalty on their CMB and CMD scores.



### Ability Score Modifiers

-2 *STR*, +2 *CHA*, and +2 to either *INT* or *WIS*

Adventure Princesses are vivacious and confident, and are known either for their fierce intellects and curiosity or common sense and willpower. However, all Adventure Princesses are slightly built and rather petite.

### Animal Friend (SU)

Adventure Princesses are accompanied everywhere by a cute, unusually bright and especially daring little animal friend. The Adventure Princesses gains a familiar as a wizard of her total character level.

If the Adventure Princess chooses any class that offers a choice of arcane or other bonds, she must always choose a familiar. She may only have one familiar at any given time, and if she belongs to a spellcasting class that offers a familiar, her total character level, rather than her spellcaster levels determines its abilities.

If the Adventure Princess' familiar dies or is released from service, she suffers a -1 morale penalty on all skill checks, attack rolls and saving throws until she next gains a level, and is able to replace her Animal Friend.

### Expected Skills for a Princess (EX)

Adventure Princesses know a few useful tricks that make their life a bit easier and the lives of those around them better. Adventure Princesses receive a +2 racial bonus on any two of the following skills:

*Craft (any), Diplomacy, Handle Animal, Heal, Perform (any), Profession (any), Survival*

The Adventure Princess can only select a single Craft, Perform or Profession skill to receive this bonus, the other racial skill must be a skill of a different type. The Adventure Princess can choose to receive a racial bonus to both a Craft and a Profession or Perform skill however.

### Human Blood (EX)

Adventure Princesses count as Human for all effects related to race.

### Normal or Slow Speed (EX)

An Adventure Princesses' speed is determined by her size.

- Small sized Adventure Princesses have a 20 ft base land speed (*slow speed*).
- Medium sized Adventure Princesses have a 30 ft base land speed (*normal speed*).

### Princess Magic (Sp)

Adventuring Princesses tend to know a little bit of magic to make their daily lives (and their occasional epic quests) easier. Choose any one of the following spell-like abilities: *lullaby, mending, message, prestidigitation, summon instrument*.

The Adventuring Princess can use the chosen spell-like ability three times per day, as a bard of her total character level.

### ALTERNATE ADVENTURE PRINCESS RACIAL TRAITS

Some Adventure Princesses break the mold, in ways both subtle and obvious.

### Blasty Princess (Sp)

Practical, everyday magic has its place, but it's a lot more fun just to blast something!

Choose from *Burning Hands, Color Spray* or *Magic Missile*. The Adventuring Princess can use the chosen ability once per day, as a sorcerer of her total character level.

### Crystalline Carpet (SU)

**Replaces:** Princess Magic

The Adventure Princess can conjure a thin sheet of beautiful crystal in the wake of her steps. Once per day, the Adventure Princess can cover the ground with a thin carpet of glittering crystal smoother than silk. This crystalline field acts as a *grease* spell cast by a sorcerer of the Adventure Princess' total character level. The Adventure Princess is not impeded by her crystalline carpet in any way, and can easily glide across the crystal. While moving across the crystalline carpet, she receives a +10 bonus to her base land speed.

### Crystalline Touch (SU)

**Replaces:** Princess Magic

Some Adventure Princesses can spin a thin shell of beautiful crystal with just a touch.

With a successful touch attack, the Adventure Princess can touch a creature or object and sheath it in a thin layer of durable, pale crystal. Depending on the Adventure Princess' intent, this can have one of

three effects. Touching an unwilling creature requires a successful melee touch attack.

- Impose a -1 penalty on attack rolls and REF Saves for 1 round.
- Provide a +1 deflection bonus to Armor Class for 1 round.
- Provide a nonliving object of Size Large or smaller with Hardness 5 for 1 round.

The effects of multiple touches are not cumulative. The Adventure Princess can use this ability three times per day, and use this versatile talent to hinder enemies, aid allies or herself and protect important treasures.

### **Especially Adventurous (EX)**

**Replaces:** Expected Skills for a Princess

You've never bothered to learn the expected skills for a proper lady, always more concerned with taking risks and having adventures. You receive a +1 luck bonus on all Saving Throws.

### **Friend to All Animals (Sp)**

**Replaces:** Animal Friend

Rather than forging a relationship with a particular, special pet, the Adventure Princess is well liked by all nature's creatures. The Adventure Princess can cast *Speak with Animals* at will, as a spell-like ability.

### **Foreign Princess (EX)**

**Replaces:** Human Blood, Human Subtype

It's not just humanity that has Princesses. The Princesses counts as a member of another Humanoid race common to the campaign, and gains the appropriate subtype. Examples might be an Elven, Dwarven or Halfling Adventure Princess, or a *Nekomusume* or *Cultureborn* Adventure Princess if hailing from the appropriate Otherverse Games campaign worlds.

### **Likable (EX)**

**Replaces:** Princess Magic

The Adventure Princess is exceptionally likable and a natural at delicate negotiations. When she fails a Diplomacy check, she may immediately retry the check at no penalty as a continuation of the original Diplomacy check. She may only retry a failed check against a particular creature once per 24 hours.

### **Modern Princess (EX)**

**Modifies:** Expected Skills for a Princess

Adventure Princesses in the modern world are expected to be highly educated and techno-savvy. Add the following skills to the list of skills they can choose to receive a bonus upon via their Expected Skills for a Princess trait.

*Computer Use, Drive, Knowledge (any), Pilot*

As with Craft, Perform and Profession, the Adventure Princess can only receive a bonus upon a single Knowledge skill.

### **Warrior Princess (EX)**

**Replaces:** Princess Magic

The Adventure Princess knows how to take care of herself. She is proficient with the long and short bow, the long and short sword, the longspear, and with light armor and all shields (but not tower shields).

## *TRAITS FOR ADVENTURE PRINCESSES*

The following traits and feats are popular choices for Adventure Princess. Some do not require membership in the race to be chosen, making them good choices for Princesses and non-Princesses alike.

## *COMBAT TRAITS*

Some Adventure Princesses are as brave in battle as any knight, thanks to these combat traits.

### **Air Princess**

**Ability Type** Extraordinary

**Requires** Female gender

You were born to fly! You receive a +1 trait bonus on Fly checks, and Fly is always a class skill for you. While flying (either under your own power or in an aircraft or powered armor) you receive a +1 trait bonus on Diplomacy and Perform checks made against land-bound observers.

### **Dragon Slayer**

**Ability Type** Extraordinary

**Requires** base attack bonus +1

Some princesses get kidnapped by dragons, but Adventure Princesses are usually able to handle



themselves around the big wyrms. You receive a +1 trait bonus on critical confirmation rolls made against creatures of the Dragon type.

### **Dueling Princess**

#### **Ability Type**

Extraordinary

#### **Requires** Adventure

Princess race,

Martial Weapons

Proficiency, base

attack bonus +1

Whether or not it's proper for a lady of your station to take up the sword, you've developed a love of the dueling arts. You begin play with a +1 *shortsword, longsword or rapier*. (The gamemaster might allow you to substitute other weapons appropriate to your culture, but they should remain one handed weapons.)

### **Tomboy**

#### **Ability Type** Extraordinary

#### **Requires** female gender

You'll take every opportunity to prove that you're as good as any man and better than most. You receive a +1 trait bonus on STR-based skill checks and STR checks directly opposed by a male character.

## *MAGIC TRAITS*

Many Adventure Princesses have an innate gift for magic, which these traits bring out.

### **Animal Helpers**

#### **Ability Type** Supernatural

**Requires** Adventure Princess race, Friend to All Animals alternate racial trait

You can throw open the house windows and doors, and invite an assortment of small animals inside to help you with your daily chores. Doing so allows you to complete mundane household tasks and chores in about half the normal time, and provides



you with a +2 trait bonus on Profession checks made to earn a living.

### **Ball Gown Parachute**

#### **Ability Type** Spell-Like

**Requires** Adventure Princess race

A little magic, a little knowledge of aerodynamics, a little luck, and if you're properly dressed you can float down off a castle battlement without harm. Once per day, when you are dressed in any of the following outfits (*Courtier, Entertainer, Noble, Royal*) and unarmored, you can benefit from a *featherfall* effect, as cast by sorcerer of your total character level.

### **Elemental Birth Sign**

#### **Ability Type** Supernatural

**Requires** Adventure Princess race, first level spellcaster

Some Adventure Princesses are born under unusual circumstances which mark them as fonts of elemental power and gives them an aptitude to violent spellcasting. Choose one energy type: when the Adventure Princess casts a damage dealing spell of that energy type, she inflicts an additional point of energy damage. The Adventure Princess' appearance and mannerisms often provide a hint to which energy she has an aptitude for. An Adventure Princess with an affinity for Cold might be cold to the touch, have snow white hair, or breath that steams constantly, while one with fire affinity might have flame red hair, golden eyes or might steam faintly.

### **Fairy Woven Finery**

#### **Ability Type** Supernatural

**Requires** Adventure Princess race

Once per day, as a full round action, you can spin around in a shower of bright light, transforming any non-magical clothing you are wearing into a Noble's Outfit. If you remove any article of clothing, it automatically returns to its ordinary state. This effect also ends at midnight (or a similar time chosen by the gamemaster on worlds with different time

cycles), with the transformed outfit returning to its true state. You cannot use this ability between the hours of midnight and dawn. This is considered a transmutation effect.

### **Little Animated Buddy**

**Ability Type** Extraordinary

**Requires** Adventure Princess race, Animated Object familiar

You've acquired the services of a mischievous animated object, such as a candelabra that walks around on two legs, or something similar. Your Animated Object familiar has one more construction point available to it than a creature of its size normally would. If your Animated Object is destroyed or released from service, its replacement also gains this ability if it is also an Animated Object.

### **Princess' Countersong**

**Ability Type** Supernatural

**Requires** Adventure Princess race, Countersong class ability

An Adventure Princess' songs are especially powerful. The Adventure Princess receives a +2 trait bonus on Perform checks made to use her countersong class ability. She does not receive this bonus if the effect she is attempting to countersong is generated by a fellow Adventure Princess.

## ***SOCIAL TRAITS***

Adventure Princesses are social creatures and learn quite a few useful social traits.

### **Center of Courtly Life**

**Ability Type** Extraordinary

**Requires** Knowledge (nobility) 1 rank

You enjoy the gossip and bustle of the royal court, and are at home among nobility. You receive at +1 trait bonus on Knowledge (nobility) checks as well as a +2 trait bonus on Diplomacy checks made to gather information among the nobility.

### **Fairest of Them All**

**Ability Type** Extraordinary

**Requires** CHA 15+

Your beauty and grace is truly legendary. You receive a +3 trait bonus on directly opposed CHA based skill checks, as your charm easily lets you carry the day. Examples would be opposed Diplomacy checks, such as in a courtroom or diplomatic setting, aimed



at convincing a third party of something, contests of various Perform skills, and the like.

### **Orphan Princess**

**Ability Type** Extraordinary

You one day might be a princess, but for now, you're on your own, living a hard life. You survive by your wits. You receive a +2 bonus on Sleight of Hand checks made to steal necessary items (such as tools, equipment, unattended weapons, food or the like, but not gold, gems or other valuables), and on Diplomacy checks made to gather information among the poorest rung of a society.



### **Princess' Panoply**

**Ability Type** Extraordinary

**Requires** Adventure Princess race

The Adventure Princess has been given a fabulous bequest: clothing suitable for a young royal. She begins play with a pair of Courtier's Outfits, signet ring and a masterwork chain shirt.

### **Rat Princess**

**Ability Type** Extraordinary

**Requires** Adventure Princess race

You've got the courage, kindness and charisma of a princess, but somewhere along the way you lost the politeness. You receive a +1 trait bonus on Intimidate and Knowledge (local) checks, and one of these skills is always a class skill for you.

### **Student of History**

**Ability Type** Extraordinary

You've always had a love of history. You receive a +1 trait bonus on Knowledge (history) and Knowledge (nobility) checks, and one of these skills is always a class skill for you.

## ***RACIAL TRAITS***

These racial traits are exclusive to Adventure Princesses.

### **Fey Blessing**

**Ability Type** Extraordinary

**Requires** Adventure Princess race

Fairies attending your birth or coming of age ceremonies bestowed a minor blessing upon you, making you welcome among fairy kind. You are considered both a Human and a Fey for effects related to race, and you receive a +1 trait bonus on Diplomacy checks with Fey creatures.

### **Night's Princess**

**Ability Type** Extraordinary

**Requires** Adventure Princess race

You favor the night, and your pupils are a striking, navy, violet or jet black, or else gleam like a cat's eyes in the darkness. You gain lowlight vision.

### **Sibling Bond**

**Ability Type** Psi-Like

**Requires** Adventure Princess race, game master approval

Some Adventure Princesses are utterly dedicated to a sibling, and will do anything to protect their beloved

brother or sister. This character may be a human or Adventure Princess (depending on gender), and may be another PC or an NPC under the game master's control.

The Adventure Princess can manifest *sense link* at will, as a psion of her total character level. This ability differs from the powers in the following ways. The Adventure Princess can only form a *sense link* with their sibling, and this power may be manifested at any distance, so long as both siblings are on the same plane.

## ***RACIAL FEATS***

1. **Fairy Coach** – Adventure Princess race, Fairy Woven Finery trait
  - a. **Grand Fairy Coach** – character level 10<sup>th</sup>, Fairy Coach
2. **Noble Equipage** – Adventure Princess race, Dueling Princess trait

### **Fairy Coach – Racial**

You can conjure a phantasmal carriage from wishes and fairy dust, and transform your familiar into a pair of mighty draft horses to pull it.

**Requires** Adventure Princess race, Fairy Woven Finery trait

**Benefit** Once per day, as a full round action, you can conjure a phantasmal carriage. The carriage is large enough to carry four Medium sized creatures comfortably, and though is solid, is always visibly unreal. It is made from magical ice, solidified moonlight, ectoplasm, crystal, or some other unique substance. A phantasmal driver of your race, made of the same strange matter, sits in the buckboard. This driver takes no actions other than to drive the carriage, and has a +10 modifier on Drive checks to control the carriage.

Your familiar becomes part of the fairy coach, becoming a pair of draft horses made of the same material. Neither the fairy coach itself, nor the driver or draft horses can make an attack, and the effect immediately ends if either the fairy coach or the horses take damage; they are AC 10, Hardness 5 and have no effective hit points.

You retain the use of the fairy coach until you choose to end the effect or midnight occurs, at which time the fairy coach vanishes. As with the Fairy Woven Finery trait, this feat cannot be used between the

hours of midnight and dawn. It is considered a conjuration (creation) effect.

**Ability Type** Supernatural

### **Grand Fairy Coach**

The phantom horses pulling your fairy coach manifest fabulous wings, and your fairy coach can soar through the clouds.

**Requires** Fairy Coach, character level 10<sup>th</sup>

**Benefit** Your fairy coach gains the ability to fly at a tactical speed of 120 ft (poor); your phantom driver makes Drive checks rather than Fly checks to control the fairy coach while it is airborne.

**Ability Type** Supernatural

### **Noble Equipage – Racial**

Your obvious skill with the blade and courage has earned you the right to bear knightly arms. You are considered a knight-princess, expected to defend your kingdom in battle.

**Requires** Adventure Princess race, Dueling Princess trait

**Benefit** You receive equipment suitable to your station. You gain a light warhorse or light war pony, masterwork chainmail barding for the horse, a military saddle and tabard bearing personal coat of arms. You also gain a masterwork light steel shield and masterwork lance.

If your equipment is lost or destroyed, you may replace this gear through your benefactor when you next gain a level, provided you remain on good terms with them. When you reach 10<sup>th</sup> level, all masterwork equipment granted by this feat can be replaced by +1 equipment instead.

**Ability Type** Extraordinary

## *MAGICAL ITEMS*

Adventure Princesses sometimes carry these magical items; some of these devices are unique to the race, but others are often carried by bold young adventurers of all races.

## *MAGICAL COSTUMING AND ARMOR*

- Adventuring Chemise
- Cloak of Hospitality
- Sapphire Plate

### **Adventuring Chemise**

**Aura** faint enchantment CL 5<sup>th</sup>

**Slot** none **Price** 7,500 gp (DC 25) **Weight** 15-17 lbs

This long dress-like garment hangs to mid-thigh and sandwiches a light weave of fine chain mail between two layers of soft cloth. The outer face of the chemise is usually a pale, pastel hue often blue, pink, orange or amber, with intricately brocaded cuffs, shoulders and neckline.

The Adventuring Chemise is a **+1 benevolent chain shirt**.

Each Adventuring Chemise provides the wearer with a +4 competence bonus on one of the following skills, chosen by the shirt's creator: *Acrobatics*, *Climb*, *Knowledge (dungeoneering)*, *Survival*, *Swim*, *Use Magic Device*. Often, the brocaded pattern at the neckline provides a clue to which skill is enhanced.

### **Construction**

**Requirements** Craft Magic Arms and Armor, *aid*

**Cost** 3,750 gp (DC 23)

### **Cloak of Hospitality**

**Aura** moderate conjuration CL 7<sup>th</sup>

**Slot** shoulders **Price** 56,000 gp (DC 32) **Weight** 5 lbs

This rugged traveling cloak is durable, waterproofed and intricately stitched leather. Its wool inner lining is a vibrant hue, often dyed in the heraldic colors of the person the cloak was originally commissioned for.

The wearer of the Cloak of Hospitality gains a +4 enchantment bonus on saving throws against environmental extremes.





Once per day, the wearer can spread their cloak out over mostly level ground, which forms a simple structure, like a hunting lodge or wayside hostel, as per the spell *secure shelter*. The shelter's furnishings bear the same coat of arms as the cloak. This shelter remains in place for up to 14 hours, or until dismissed.

#### **Construction**

**Requirements** Craft Wondrous Items, *endure elements*, *secure shelter*

**Cost** 28,000 gp (DC 29)

#### **Sapphire Plate**

**Aura** moderate conjuration CL 10<sup>th</sup>

**Slot** armor **Price** 31,000 gp (DC 30)

**Weight** 50 lbs

This gleaming azure armor is hewn from large plates of magically grown, mystically hardened sapphire. Upon command it can assume the form of a rich blue ball gown, accented by purest white silk.

Sapphire Plate is a set of +2 **glamered, martyring agile half plate**. Upon command it can assume the form of a Royal Outfit, which always takes the form of a blue and white ball gown with full bustle and a wide hoop skirt.

When the Sapphire Plate is worn by an Adventure Princess, its martyring effect is treated as *cure moderate wounds* instead. If worn by an Adventure Princess of at least 10<sup>th</sup> level, the martyring effect is treated as *cure serious wounds* instead, and the armor's enhancement bonus increases to +3.

**Special:** Only female creatures can benefit from this magical armor. It acts as a masterwork set of agile half plate when worn by a male creature.

**Construction**

**Requirements** Craft Magic Arms and Armor, *disguise self, mass cure light wounds*

**Cost** 15,500 gp (DC 27)

**MAGICAL WEAPONS**

- Applewood Bow
- Questing Blade
- Vanity Blade

**Applewood Bow**

**Aura** moderate conjuration CL 7<sup>th</sup>

**Slot** weapon **Price** 5,750 gp (DC 24) **Weight** 2 lbs

This small and sturdy composite shortbow is hewn from applewood, it's grip wrapped with red or vermillion leather faded to pink. The delicately curving shaft is etched with hunting and rural scenes in low relief.

The Applewood Bow is a **+1 adaptive composite shortbow of poison resistance**. The Applewood Bow bestows a +3 resistance bonus on saving throws against poison while the bow is carried, even though this is normally a property for magical armor.

**Construction**

**Requirements** Craft Magic Arms and Armor, *neutralize poison, warp wood*

**Cost** 2,875 gp (DC 22)

**Questing Blade**

**Aura** faint conjuration CL 9<sup>th</sup>

**Slot** weapon **Price** 5,300 gp (DC 24) **Weight** 2 lbs

Questing Blades are simple and undecorated, yet quality short swords often presented to young adventurers, especially upon the completion of a first great quest. Often these blades have a crude engraving of a particular monster etched into the fuller.

The Questing Blade is a **+1 X-bane short sword**. The sword's owner can attempt a DC 15 Craft (visual arts/painting) check, which requires an hour's work to paint a crude icon representing a particular creature type. If the check is successful, the painted icon burns away, revealing an engraved image of a particular creature type, which becomes the weapon's bane subject.

The Questing Blade cannot be repainted (and thus, change its bane type) until the wielder slays or defeats a creature of the designated type. The Questing Blade's bane type can not be changed more than once per week.

**Construction**

**Requirements** Craft Magic Arms and Armor, creator must have Skill Focus (craft: visual arts/painting), *summon monster I*

**Cost** 2,650 gp (DC 22)

**Vanity Blade**

**Aura** faint conjuration CL 4<sup>th</sup>

**Slot** weapon **Price** 12,150 gp (DC 26) **Weight** 2 lbs

The Vanity Blade is a basket-hilt rapier gilded and glistening. The blade's basket hilt is fitted with small silver mirrors enchanted to never dull or tarnish, and the blade tapers to a point thinner than any needle.

The Vanity Blade is a **+2 rapier**. While wielding the highly reflective Vanity Blade, the character receives a +4 luck bonus on saving throws against gaze attacks and rays.

**Construction**

**Requirements** Craft Magic Arms and Armor, *glitterdust*

**Cost** 6,075 gp (DC 24)

**WONDRIOUS ITEMS**

(Cn) indicates a consumable item

- Adventuring Locket
- Courser's Cameo
- Courageous Snood
- Fairy Dust, Blue (Cn)
- Fairy Dust, Golden (Cn)
- Princess' Basket
- Princess Coronet, Blue
- Princess Coronet, Green
- Princess Coronet, Red
- Queen's Wimple

**Adventuring Locket**

**Aura** faint divination CL 5<sup>th</sup>

**Slot** neck **Price** 8,400 gp (DC 25) **Weight** negligible

A variety of these simple golden lockets are often presented as gifts or trophies to young Adventure Princesses to help them in their first quests. Each locket hangs from a long, slender golden chain.



While wearing the Adventuring Locket, the wearer receives a +2 competence bonus on Knowledge (geography) checks, and if the wearer wills it, the locket will rise up out of the wearer's blouse and point in the direction of true north.

The Adventuring Locket can cast *locate object* once per day but only to seek for a specific kind of general object. The shape of the Adventuring Locket's charm determines what kind of object the locket can locate. Common charms (and the general objects they seek) are listed below:

- Arrowhead (ranged weapons)
- Apple (edible food stuffs of any type)
- Chalice (jewels and treasure)
- Knight's Helm (armor and Noble's Outfits or Royal Outfits)
- Miner's Pick (mines and mining equipment)
- Sword (melee weapons)

### **Construction**

**Requirements** Craft Wondrous Items, *locate object*  
**Cost** 4,200 gp (DC 23)

### **Courser's Cameo**

**Aura** faint conjuration CL 3<sup>rd</sup>

**Slot** neck **Price** 1,200 gp (DC 18) **Weight** negligible  
This ivory and lapis lazuli cameo bears the image of a blue horse's head in profile against white. Some cameos resemble a stylized chess piece, while others depict the horse more naturalistically.

Once per day, the cameo's wearer can concentrate to summon either a horse or pony, as appropriate for their size and riding gear, as per the *mount* spell. The horse remains until dismissed, dispelled or slain, or until six hours elapse.

If the cameo is worn by an Adventure Princess of at least 8<sup>th</sup> level, the spell summons either a warhorse or a warpony instead, as appropriate to the Princess' size.

### **Construction**

**Requirements** Craft Wondrous Items, *mount*  
**Cost** 600 gp (DC 16)

### **Courageous Snood**

**Aura** moderate enchantment CL 7<sup>th</sup>

**Slot** head **Price** 3,500 gp (DC 22) **Weight** negligible  
Snoods are simple head scarves, worn by peasants and princesses alike and are often a symbol of virginity or innocence. This particular snood is golden silk, sometimes checked with strong black or navy blue, and often bedecked with fine golden chains woven through the wearer's hair.

While wearing the courageous snood, the wearer receives a +4 enchantment bonus on saves against fear, and her augmented confidence provides her with a +1 morale bonus on all CHA-based skill checks.

### **Special:**

Only female creatures can benefit from this magic item.

### **Construction Requirements**

Craft Wondrous Items, *good hope*

**Cost** 1,750 gp (DC 20)

### **Fairy Dust, Blue (Cn)**

**Aura** faint transmutation  
**CL** 5<sup>th</sup>

**Slot** none

**Price** 150 gp (DC 11)

**Weight** negligible

Blue Fairy Dust smells of sawdust and fresh cut grass, and is usually carried in a small velum or leather pouch.

When Blue Fairy Dust is sprinkled over a broken object weighing no more than five pounds, nor larger than an average table top, it acts as a *mending* spell. If the Blue Fairy Dust is sprinkled by a Fey or a member of the Adventure Princess race, the dust can affect broken objects as large as a man, and up to



250 lbs, provided the broken object is primarily made of wood or stone.

### **Construction**

**Requirements** Craft Wondrous Items, creator must be Fey, *mending*  
**Cost** 75 gp (DC 8)

### **Fairy Dust, Golden (Cn)**

**Aura** moderate transmutation **CL** 9<sup>th</sup>  
**Slot** none **Price** 2,250 gp (DC 20) **Weight** negligible  
 Golden Fairy Dust sparkles brightly in the sun, and is usually carried in small velum or leather pouches. When sprinkled on a creature, it makes their skin tingle and their steps seem lighter.

When sprinkled on a Large or smaller creature as a standard action Golden Fairy Dust grants the recipient the benefit of a *fly* spell for 9 minutes. However, is sprinkled over a Fey or a member of the Adventure Princess race, the Golden Fairy Dust acts as *overland flight* instead with a duration of 9 hours.

### **Construction**

**Requirements** Craft Wondrous Items, creator must be Fey, *overland flight*  
**Cost** 1,125 gp (DC 18)

### **Princess' Basket**

**Aura** moderate transmutation **CL** 9<sup>th</sup>  
**Slot** none **Price** 92,000 gp (DC 33) **Weight** 5 lbs  
 This heavy wooden picnic basket has a hinged walnut lid carved with woodland scenes, and a carrying basket wrapped in red and white checked cloth. Similar checked cloth lines the inside of the basket.

When raw ingredients are placed within the basket and the lid closed, the basket transmutes them into a



lavish feast, wrapped in butcher's paper or otherwise stored for later dining. If multiple dishes can be prepared from the ingredients placed within, the basket will respond to the owner's spoken requests. It is considered to have a +20 modifier on Profession (chef, baker and vintner) checks, and can produce high quality wine or other beverages if appropriate ingredients and one or more empty bottles placed within. All food and drink is high quality, but non-magical.

The Princess' Basket stretches the ingredients by about fifty percent. For every two persons' worth of food placed within, the Princess' Basket can produce enough food and drink to sustain three people. It takes only a few moments to transform raw materials into finished food and drink.

### **Construction**

**Requirements** Craft Wondrous Items, *fabricate*  
**Cost** 46,000 gp (DC 31)

### **Princess Coronet, Blue**

**Aura** strong evocation **CL** 12<sup>th</sup>  
**Slot** head **Price** 19,200 gp (DC 28) **Weight** 1 lb  
 How this tiny, cute crown stays atop the wearer's head is a mystery for the ages. The coronet's metal is a gleaming platinum, inlaid with sapphires and runic patterns, surrounding a blue satin center.

While wearing the Blue Princess Coronet, the wearer can call upon *divine power* once per day. While the divine power effect is active, the wearer gains Spell

Focus (or Improved Spell Focus if she already possesses Spell Focus) for one school of magic of her choice.

**Special:** Only female creatures can benefit from the Princess Coronet.

**Construction**

**Requirements** Craft Wondrous Items, *divine power*  
**Cost** 9,600 gp (DC 25)

**Princess Coronet, Green**

**Aura** strong evocation CL 12<sup>th</sup>

**Slot** head **Price** 19,200 gp (DC 28) **Weight** 1 lb

How this tiny, cute crown stays atop the wearer's head is a mystery for the ages. It is formed from intricate silver knotwork, inlaid with emeralds, enclosing a crushed velvet, forest green center. The crown is topped by a symbol of royalty, often a tall cross, orb or diamond shaped insignia.

While wearing the Green Princess Coronet, the wearer can call upon *divine power* once per day. The wielder gains proficiency with all shields and the Improved Shield Bash feat.

**Special:** Only female creatures can benefit from the Princess Coronet.

**Construction**

**Requirements** Craft Wondrous Items, *divine power*  
**Cost** 9,600 gp (DC 25)

**Princess Coronet, Red**

**Aura** strong evocation CL 12<sup>th</sup>

**Slot** head **Price** 19,200 gp (DC 28) **Weight** 1 lb

How this tiny, cute crown stays atop the wearer's head is a mystery for the ages. It is formed from golden bands, jeweled with rubies and tiny diamonds, enclosing a crushed red velvet center. The crown is topped by a symbol of royalty, usually a blunt Maltese cross, orb or golden tines suggesting a sunburst.

While wearing the Red Princess Coronet, the wearer can call upon *divine power* once per day. If the wearer is wielding any form of mace or flail, the duration of the *divine power* effect is extended by +3 rounds, to 15 rounds. If the wearer drops the mace or disarmed, the additional rounds of duration are immediately lost.

**Special:** Only female creatures can benefit from the Princess Coronet.

**Construction**

**Requirements** Craft Wondrous Items, *divine power*  
**Cost** 9,600 gp (DC 25)

**Queen's Wimple**

**Aura** faint divination CL 5<sup>th</sup>

**Slot** head **Price** 6,500 gp (DC 24) **Weight** negligible

A wimple is a loose shawl worn modestly over the head, and this white linen wimple is trimmed in gold and crimson thread knotted into complex triskelons and twisted vine-work. This head dress is a symbol of wise rulership and diplomatic skill.

While wearing the Queen's Wimple, the character gains a +5 bonus on Diplomacy and Sense Motive checks. This bonus increases to +8 if either skill is used against any character with levels in the Aristocrat NPC class.

If the Queen's Wimple is worn by an Adventure Princess of at least 5<sup>th</sup> level, she additionally gains the benefit of a constant *comprehend language* spell while the Queen's Wimple is worn.

**Special:** Only female creatures can benefit from a Queen's Wimple.

**Construction**

**Requirements** Craft Wondrous Items, *comprehend languages*  
**Cost** 3,250 gp (DC 22)



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