

This is a short encounter suitable for use as an interlude between adventures, or inspiration for something more far reaching.

THE PRINCESS AND THE BARRISTER

“Rumour has it that Princess Tamina is the heir to the throne of a vast kingdom far to the east, sent to the Lowlands to find a suitably strong, virtuous and handsome mate to ascend to royalty with her because a royal decree demands she be wed before becoming Queen.

This is most certainly what the elven barrister in her employ insinuates to all the fresh-faced young men they encounter, inciting many to great deeds and derring-do to increase their worth in the alluring eyes of the shapely princess.

To this day, no one has met her strict, confusingly codified demands. And recently there have been whispers that some who have tried have abruptly disappeared, never to be seen again.”

Description: Princess Tamina and her elven barrister, Robyrnas Stringer, travel the land in the search of a suitable mate to take the princess’ hand in marriage, to become a king at her side, in a far flung corner of the world. To this end, the prospective suitor has to complete a task or a quest, or fit certain seemingly arbitrary requirements codified in the legislature governing such things (only decipherable by the looming barrister). The pair always travels together, and finds lodging in the most expensive inns and hostleries, although barrister Stringer does not flinch at entering lowly drinking holes and taverns to find suitable mates for his charge.

However: the seemingly fairy-tale goal of the travelers hides quite a sinister purpose: Princess Tamina has been horribly transformed by the foul magics of chaos and is currently the host of a primal, soul sucking djinn creature. The young men lured in by the promise of royalty are sustenance for the djinn, while Princess Tamina suffers, sharing her horribly transformed body with a malign magical intelligence. Barrister Stringer treats the unfortunate princess simply as a tool to gain wealth and affluence, and has affixed himself to her to further his own goals.

Further details and how these characters are introduced remains to be decided by the Judge, but the following paragraphs contain some suggestions for adventure hooks, and statistics for barrister Stringer, Princess Tamina and the chaos djinn inhabiting her.

Story hooks: Here’s a few suggestions on how to introduce the princess and the barrister to your campaign.

- **As a random encounter:** The characters meet the princess and the barrister traveling on the road in a worn down stately carriage, drawn by an exhausted mare. They spend the night

at the same campsite, and the barrister makes sure that all male characters of a suitable age are aware of the princess' quest for a mate. Although Princess Tamina is obviously regal, and the barrister clearly knows his law, something is off: why would such a personage travel with such a small retinue, in the middle of the wilderness?

- **As a quest giver:** Barrister Stringer is in search of brave men to complete an arduous task, the reward for which is the princess' hand in marriage! Judges can simply chain any module or adventure to this hook, and use the final revelation after the task has been completed as a suitably horrifying epilogue.
- **As an antagonist:** The worried burgher of a little country town is looking for their prodigal son, and promises a large sum as reward to whoever finds out what happened to him. They were last seen with an elven barrister, and a voluptuous, demure lady who traveled through town a fortnight ago. Discovering the princess' secret will surely lead to a confrontation!

Character descriptions: What follows are the statistics and descriptions for barrister Robyrnas Stringer, Princess Tamina, and the chaos djinn.

Robyrnas Stringer: A sly elven barrister, wearing a powdered wig and the voluminous robes of his craft. Barrister Stringer always strikes up conversations with lads likely to fall for the princess when possible. **Statistics:** *Init:* +3; *Atk:* darts +3 (1d4) or poisoned dagger +4 (1d4+poison); *AC:* 12; *HD:* 2d8; *MV:* 30'; *Act:* 1d20; *SP:* hidden weapons; dagger poison (DC 10 Fort save: success means 1d10 rounds of paralysis, fail extends effect to 1d4 days); *Saves:* Fort +0, Ref +2, Will +5; *AL:* N; *Treasure:* 1d3 uses of shadepeach dust (poison, rules above¹), book of law and scripture, 1d100 gp.

Princess Tamina: Voluptuous, regal and scantily dressed, Princess Tamina can instill lust to most men of fighting age. She always wears a veil upon her features, and never speaks: this is because the curse of the chaos djinn has reduced the lower part of her face to a hideous, ragged mass of deformed flesh. **Statistics:** *Init:* +5; *Atk:* deafening shriek +2 (1d6, sonic damage, cone effect 5'x10') or soul's kiss +5 (requires grapple attack on unwilling target, success means target is paralyzed, and their soul is sucked out in 1d3+2 rounds unless kiss is broken); *AC:* 12; *HD:* 2d6; *MV:* 30'; *Act:* 1d20; *SP:* Tamina rolls a DC 15 Will save each round to act as herself when she or the djinn feels threatened, otherwise the djinn controls her; if Tamina reaches 0 HP the chaos djinn is released and attacks; *Saves:* Fort +2, Ref +4, Will +0; *AL:* N; *Treasure:* an extravagant, revealing outfit (50 gp).

Chaos djinn: A primal, corrupting force inhabiting Princess Tamina's body, consisting of the foul winds of the eastern wastes. The chaos djinn lures in young men using Princess Tamina as a bait, and sucks out their soul essence. Use the following statistics if Princess Tamina is reduced to 0 or less HP and the djinn is released. **Statistics:** *Init:* +8; *Atk:* deafening shriek +5 (1d10, sonic damage, cone effect 5'x20'); *AC:* 18; *HD:* 3d8+3; *MV:* fly 50'; *Act:* 1d20; *SP:* if the djinn kills anyone with its shriek it enters their body through the ears and the target becomes possessed (further events are left entirely to the Judge); after 5 rounds without a body the djinn dissipates into the wind; *Saves:* Fort +5, Ref +5, Will +5; *AL:* C; *Treasure:* the shriek of the djinn (arcane component, requires special skill to harvest).

¹ More detail about shadepeach dust can be found in [Marigold's Wagon of Wondrous Herbs](#) and [Kestrel's Tools and Tinctures](#) over on KitN!