

**HER IMPERIAL MAJESTY, JADIS, QUEEN OF NARNIA,
CHATELAINE OF CAIR PARAVEL, EMPRESS OF THE LONE
ISLES, ETC. QUEEN OF CHARN. THE WHITE WITCH. MRS
MACREADY, HOUSEKEEPER TO PROFESSOR KIRKE.**

ALIGNMENT : **EVIL**

FACTION : **WITCH**

LEADER : **JADIS**

MEMBERS KNOWN : **MAUGRIM**
DWARF

ALIGNMENT : **EVIL**

STATISTICS :

HIT POINTS : 26

ATTACK : 6

DAMAGE : 10

POSSESSIONS :

Wand :The wand halves the magical cost of every spell you cast while holding it.

Magic Mirror : answers up to 5 questions for no cost. If the mirror is lost the owner will lose one hit point, permanently, for each question asked.

Stone sacrificial dagger.

HISTORY

The Emperor-over-seas is the true ruler of Narnia. A magician so powerful that you would not dare face him. Fortunately he is quite prepared for you to act as administrator, and what he does not know about your administration he can not complain about.

You rule Narnia because you are the most powerful creature in it and because you have overcome the puny opposition that Aslan put in your way. He had the boy Diggory plant a magical tree, the Tree of Protection. You simply had the tree removed. You corrupted Mr Beaver's great great grandfather with Turkish delight. He chopped the tree down for you.

There are four sources to your power:

1) Your natural strength and magical ability as Queen of Charn.

2) The apple of life which you ate. You stole one of these apples and it gave you immortality. There were side effects but these were minor; you cannot eat another apple; you cannot go near any tree grown from one of these apples; you take damage from being touched by anything made from the wood from one of these trees; you have no emotions, except negative ones; and you cannot cast any emotion affecting spells.

PERSONALITY

Jadis and Mrs Macready have the same personality.

You are cold and calculating, totally self centered. Haughty and proud describe you admirably.

All creatures are beneath you and not worth considering, even your faithful retainers are insignificant.

You are so conceited that you can not even conceive of opposition to your rule as coming from anywhere but Aslan. When Aslan is mentioned you go cold. You are a coward and you fear him.

OBJECTIVES

3 Have the Sons of Adam and the daughters of Eve commit an evil act each

31 Get the golden Bell

56 Find out how to control tash

3) Your official position in the Emperor-over-seas court. Your chamberlain guided you to the Dwarven, sacred, secret hill in the deep mines and translated the inscriptions there. It was from these inscriptions that you learnt your most powerful spell and gained title to all traitors in Narnia. You got your crown from the Dwarvish hoard at the same time. You are officially, the Emperors executioner, you actually have his support for your rule. The stone table is the center of your power, you sacrifice all your traitors there.

4) The only other powerful spell you have learnt, Life Draining. You learnt this from Coriakin, when he was still a star. The fool fell in love with you. It was very easy to manipulate him into giving up his secrets.

You have gone to Earth to forestall a threat to your power. Some humans have recently been coming to Narnia. You have met one of the children, her name is Lucy. You made friends, and gave her some Turkish delight, you even let her hold your magic wand, to prove you were harmless.

They could be a threat or a wonderful opportunity. The opportunity is worth taking the risk of helping

then to get to Narnia, not to mention actually going to Earth yourself. The children will be much easier to deal with on Earth, and if you can control them when they get to Narnia you can legally become Narnia's Queen, not just a usurper.

No magic works on Earth. You got there through a gate that you created in your cellar. The only way back is through the wardrobe that the children used. This Wardrobe gate is unstable, it may close permanently soon, so you will use it to get all the children to Narnia next time it is open.

Something you must look into while you are on Earth is a way of getting your bell back. Word of its existence has reached Narnia. It is too powerful a magic item to be just left laying around in Charn.

Going to Charn would be very difficult, you would have to get one of the magic gold rings and go again through the Wood between the Worlds. You almost died the last time you were there. It leaches away your magic and your life very quickly.

Your most prized possession is your wand. You have left it with your chamberlain while you are on earth. You designed the wand yourself. It was made from the branch of a solid gold tree, that grew at the dawn of the world, near the lamp post. You had some of your dwarfish slaves, do the actual work. Of course the knowledge they gained in making the wand was a threat to your supremacy so you killed them all, once they had finished. There is an inscription on the wand. This inscription is part of the wands activating power so you have hidden it carefully. Only a person with the ability to cast spells can see the inscription and you have further hidden it under an illusion of non existence.

The inscription is a copy of part of the incantation (written in High Narnian) inscribed on the scepter of the Emperor-over-seas. You can not read High Narnian. You get your chamberlain to translate for you when you want something read.

You have a very efficient secret police force. Maugrim its leader is very loyal, he is always bringing you people to turn to stone. Your chamberlain manages most of your other mundane affairs

SPELLS

Your spells are powered by your own life energy. Each spell costs a certain amount of energy to cast. This is taken from your hit points, permanently. Spells can also be powered by other creatures life energy, using the life draining spell.

Spells works automatically.

Because you have eaten one of the Silver Apples of immortality you can not cast any emotion effecting spells.

Life Draining : 1 pt

The caster can take up to 4 Hit points permanently from an Evil person and use this to cast spells. A caster may not cast it more than once on a person. a person with magic ability has a 5% chance x the number of spells they know of learning the spell if it is used on them.

DispelMagic : 1 pt

Dispels the last spell cast on a creature. If there is more than one spell on them, then multiple dispels must be cast

Clairaudience : 1 pt

Listen into a currently occurring conversation.

Sleep : 2 pts

(+ 1 per extra creature affected)

Makes the target creatures go to sleep for 5 minutes. They will wake up if someone tries to kill them.

Turkish delight : 2 pts

This spell creates food or drink that makes anyone who eats it want more.

Scry : 2 pts

Ask a question of a GM about a present or past event.

Change appearance : 2 pts

Changes target into the appearance of any person or object.

Cast Fire : 3 pts

The spell summons one of the Birds of the Sun to attack the target creature. It inflicts 8 points fire damage on a target anywhere in Narnia.

Turn to stone : 6 pts

Turns the target creature to stone.

Summon Winter : 24 pts

Makes it winter. A temporary (15 min) thaw can be made at any time for the cost of 1 point.