

SILENUS

ALIGNMENT : **NEUTRAL**

FACTION : **WILD**

LEADER : **BACCHUS**

MEMBERS KNOWN : **MAENAD**

ALIGNMENT : **NEUTRAL,
GOOD**

BENEFIT :

For the period of time that a creature is a member of the green faction they are immortal. This means that if they are killed. They will return to life in 10 minutes game time, with -3 to all statistics.

STATISTICS :

HIT POINTS : 16

ATTACK : 8

DAMAGE : 5

PERSONALITY

You are a friendly, lecherous, drunk, old man. You stand for everything that is good and wild about wine, the loss of inhibition and the enjoyment of life.

HISTORY

You have been a visitor to Narnia on many occasions. You come with, Bacchus and the maniacs to have wild parties, to chase the nymphs and dryads and to generally get drunk and enjoy yourself.

You first met Aslan when he created the world. You were there at the beginning time and met Diggory and Polly watched them pick the apple of life from the tree in the secret garden. You have picked and planted one of these apples yourself recently. Bacchus wants to rule the Wild Woods, if he succeeds there is no guarantee that the Witch will leave it alone. You have planted your own Tree of Protection. You have not used any magic to make it grow because the Witch would notice the spell.

OBJECTIVES

20 Get the magic mirror

30 Find the toffee tree

48 Destroy the silver chair

62 Get some water from the wood
between the worlds

SKILLS

Knowledge of plants and growing things 20

First Aid (cures 3 pts damage, will not restore permanent loss of hit points) 15

Summon bird from the mountains of the sun 18

SPELLS

Your spells are powered by the forces of nature. Each spell costs a certain amount of power to cast. The amount of power you have depends on the weather. In winter you have 4 points per half hour, in thaw, 6 points and in spring 12 points. Spells work automatically.

You are a more powerful magician than Bacchus because he has not taken the time and trouble to learn a lot of spells.

Grow plant : 1 pt

Any plant can be grown to full size in 10 minutes.

Create food and wine : 1 pt

Creates an unlimited amount of food and wine.

Make visible : 1 pt

Make all things in Narnia which were invisible visible.

Clairaudience : 1 pt

Listen into a currently occurring conversation.

Intoxicate : 1 pt

Make the target drunk for 5 minutes. Reduces statistics and skills by 5, it adds 5 to their hit points for this period.

Forget : 1 pt

This spell makes the recipient forget one thing. The caster specifies the thing at the time of casting. The recipient can learn the thing again.

Dispel Magic : 1 pt

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

Group Thaw : 1 pt

You, Silenus, and Penelopy can combine to cause a thaw. This spell can only be cast once. It creates a Thaw which lasts for 15 minutes.

Refreshment of the spirit : 2 pt

Cures 3 points of permanent hit point loss.

Summon bees : 2 pts

The bees summoned can attack anyone in Narnia, as long as the caster knows their present location. They inflict 3 pts damage.

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.

Invisibility : 2 pts

Target is invisible. This lasts 5 minutes.

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.