

MAUGRIM (Wolf)

HEAD OF THE SECRET POLICE

ALIGNMENT : EVIL
FACTION : WITCH
LEADER : JADIS
MEMBERS KNOWN : CHAMBERL'N
ALIGNMENT : EVIL

STATISTICS :
HIT POINTS : 18
ATTACK : 14
DAMAGE : 8

POWERS & SKILLS

Eavesdrop 10
Sneak 19
Steal 10
Open Locks 16
Intimidate 18
Use other Spies 17
Keen senses 16

PERSONALITY

You are dark and intimidating. You practice looming out of shadows. You have sarcasm down to a fine art when speaking to people craving favours from the Queen or begging for their life from you. You are totally loyal to Jadis. You have been offered many bribes and favours and taken none of them. That is how you got to the position you currently hold. Jadis knows you are loyal and gives you a certain amount of freedom because of it.

You know many of the Queens secrets because of your close association you occasionally use this knowledge for your own ends but never in a way that will displease Jadis.

OBJECTIVES

- 5 Find the names of any traitors
- 23 Get a pair of magic rings
- 26 Get the crowns of Narnia back
- 32 Find out what factions exist and who their leaders are

HISTORY

You are the very public, head of the secret police. You have many spies that you can call on. You were given your job because of your loyalty, not because you are the best spy. Many people in your employ are better. The wolf, Fenris, and the evil tree Weep Willow are your main spies.

Most of the time, secret policemen just spy on other people, find out information, round up dissidents, and generally terrorize the population.

Fenris, however, is on a special assignment. The Witch used her magic to change him to look like a human, Professor Kirke, and then both of them used a secret gate in the cellar of the Witch's house to go to Earth. You do not know what the Witch is planning.

Your main interest at the moment is the two gatherings. One, of Evil creatures, summoned by the Witch in response to the appearance of humans in Narnia, and the other, of Good creatures responding to the Witch's actions. You are mainly worried by the Evil gathering. Evil creatures can not be trusted. They also tend to think themselves immune to your activities because they are Evil. You will have to watch both conclaves closely.

You are gathering any spies you can. You have tricked the Marsh Wiggle, Puddleglum, into eating some Turkish Delight which the Witch had given you. Turkish delight is magically created food that makes the person who ate it do anything to get some more. He was on his way to the Good people to aid the children against the Witch. You told him he had to spy for you or he would not get any more. Turkish delight is unreliable, unfortunately. It makes them want more at any price but not loyal in any way.

You Suspect that someone has cast a spell on you. You can feel the magic tingle in your bones.