

BACCHUS

ALIGNMENT : **NEUTRAL**

FACTION : **WILD**

LEADER : **BACCHUS**

MEMBERS KNOWN : **SILENUS**

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 : 18

ATTACK : 14

DAMAGE : 8

PERSONALITY

You are a wild, carefree, dangerous, young man. You are dangerous because you like tempting fate, fighting against the odds.

You live for excitement and adventure. Sometimes people who accompany you on your adventures get hurt. This is not your wish but fun cannot be had without danger, and danger is only real if the pain is real. You have suffered hurt yourself on numerous occasions, even been killed three times. One of the advantages of being immortal is being able to ensure that you do not make the same mistake twice.

HISTORY

You have been a visitor to Narnia on many occasions. You came to dance and sing and generally enjoy yourself.

You have made it a definite policy to be neutral. You have met Aslan and quite like him, much more than you like the Witch, but that does not mean that you are going to take sides.

You first met Aslan when he created the world. You were there at the beginning time and met Diggory and Polly and saw what fun they got up to.

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 3 points per half hour, in thaw, 5 points and in spring 10 points. Spells work automatically.

Silenus is a more powerful magician than you because he has taken the time and trouble to learn more spells.

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.

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.

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.

Scry : 2 pts

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

Thaw : 3 pts

This spell can only be cast once. It creates a Thaw which lasts for 15 minutes.

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.

OBJECTIVES

10 Find out what is so special about the light pole

44 Become independent ruler of the Wild Woods

48 Destroy the silver Chair

52 Find out peoples military strength