

BRASSIARSUS

CHAMBERLAN OF THE WHITE WITCH

(Red Dwarf)

ALIGNMENT : EVIL

FACTION : WITCH
LEADER : WHITE WITCH
MEMBERS KNOWN : MAUGRIM
ALIGNMENT : EVIL

PERSONALITY

You are a tough power broker. You gloat when things go your own way and sneer at people weaker than yourself. You toady and sline to people in authority or with power.

HISTORY

Jadis has created a gate to Earth, in her cellar. Some humans have recently been coming to Narnia. They could be a threat or a wonderful opportunity for you all. Jadis feels the opportunity is worth the risk of helping them to get to Narnia, not to mention actually going to Earth herself. You do not agree. The children may be used to make Jadis the legal Queen of Narnia, but they are too big a danger to be worth the risk.

The Emperor-over-seas is the true ruler of Narnia. Fortunately he is quite prepared for Jadis to act as administrator, and what he does not know about her administration he can not complain about. Why risk him finding out, when things have been quite nice for hundreds of years. Of course, you have never dared expressing these thoughts to the Queen, she does not like any criticism.

The Witch left her wand behind, as no magic works on Earth. It halves the magical cost of every spell she casts while holding it. As she has a tendency to cast a lot of spells, it is not only beneficial it is necessary. The wand was in your keeping. It is not any more. Who ever stole the

STATISTICS :
HIT POINTS : 12
ATTACK : 6
DAMAGE : 5

POWERS & SKILLS :
 Knowledge about the Witch 14
 Eavesdrop 17
 Spy 19
 Read Hugh Narnian 15

POSESSIONS :
 The Witch's treasury

wand was obviously a skilled thief.

You had the Red Dwarves make a duplicate wand. You paid a lot of money for their speed and secrecy. You know that Jadis will never even notice the money being missing, you have been embezzling for years. Not once has she even bothered to look in the treasury. As long as she has as much money as she needs at the time, she does not care about the rest.

You are loyal to the Witch but not stupid. You do not like all the things she does. The Witch's spells are powered by life force (hit points). The Witch has a spell that lets her use other peoples hit points instead of her own. She has used this spell on you a few times. Loyalty or no loyalty you want someone to cast a forget spell on Jadis so she can never do this to you again.

You are an experienced eavesdropper and snoop, that is how come you know so many of the Witch's secrets and also how you found out about the silver chair. In fact you are responsible for her power. It was you who took the witch to the sacred, secret hill in the deep mines and translated the inscriptions for her.

OBJECTIVES

14 Become immortal
 21 Get the Witch's wand

48 Get/destroy the silver chair
 60 Make Jadis forget the draining spell