

CORIAKIN

MAGICIAN OF THE ISLES

ALIGNMENT : NEUTRAL

FACTION : NONE

LEADER :

MEMBERS KNOWN :

ALIGNMENT :

STATISTICS :

HIT POINTS : 20 Immune fire

ATTACK : 10

DAMAGE : 5

POSSESSIONS:

10 seeds from the Flowers growing on the Mountains of the sun

PERSONALITY

You were once a kind, caring sort of person and occasionally you still act that way. However, you are very bitter about what happened to you and your bitterness manifests itself in your words and actions. You do not really care about anything now, except your self. You want to be the most powerful spell caster in the whole world.

HISTORY

You are a fallen Star. You were punished by the Emperor-over-seas, because you fell in love with a Witch. Not just any Witch but Jadis the White Queen of Narnia.

It was not your love that was a problem but the fact that she tricked you into telling her one of the "Great Secret Spells". The spell of life draining.

You hate her for what she did to you you are still in love with her. For this reason you are neutral in the current crisis in Narnia. Officially you should aid the forces loyal to Aslan, the Emperors son but you cannot force yourself to do anything against Jadis.

This does not mean that you are going to do nothing. You regret teaching Jadis the spell so you are going to try and repair your error.

SPELLS

You know of three ways of powering spells

1) Spells powered by your own life energy. The spell cost is taken from your hit points, permanently.

2) Spells powered by magical seeds from the flowers growing on the mountains of the sun.

3) spells powered by other creatures life energy, using the life draining spell.

Spells works automatically.

Make visible : 1 pt

Make all things in Narnia which were invisible visible.

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.

Remember : 1 pt

Cancels the affect of a forget spell.

Dispel Magic : 1 pt

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

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.

Healing : 1 pt

Cures 6 points of, non permanent, damage.

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 (game time). 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.

Beautify : 3 pts

The target gains the skill of seduction at level 13.

OBJECTIVES

2 Get more seeds from the flowers growing on the mountains of the sun

24 Find the trees of gold and silver

38 Learn more spells

60 Have Jadis forget the draining spell