

# LADY OF THE GREEN KIRTLE

## THE GREEN LADY

## THE GREEN WITCH

**ALIGNMENT** : EVIL

**FACTION** : GREEN

**LEADER** : YOU

**MEMBERS KNOWN** : GOLG

**ALIGNMENT** : EVIL,  
NEUTRAL

**BENEFIT** :

All members of the Green faction can use the underground tunnels, that the Gnomes have made: to hide things, to travel to certain places without being seen, and to secretly communicate. The tunnels connect; the Lamp Post, the Witches House, the Stone Table, Cair Paravail, the central plain, and the Shadow Lands.

**STATISTICS** :

**HIT POINTS** : 16

**ATTACK** : 12

**DAMAGE** : 4

Fighters from Bism : 20 strength

### POSSESSIONS:

The Silver Chair. For 3 pts it can take over the will of anyone sitting on it. They will willingly join your faction and work to help you.

### HISTORY

You have ruled the Gnomes from the Really Deep Land, the land of Bism, a land one thousand fathoms under the earth, a land of fire and stone, for many of their generations. You are the Queen of the Shadow Lands, the lands just under the earth.

Golg is a loyal subject and the head of your spies. The Gnomes work for you from fear not from enchantment

### OBJECTIVES

- 7 Find the source of the Witch's power
- 45 Become leader of the Evil forces
- 46 Become queen of Narnia

### PERSONALITY

You are gracious and kind, a real lady, pleasant to be with, understanding of others weaknesses and helpful. You are suave and sophisticated. Always charming and never bitchy.

You are also a totally evil plotter you care nothing for others as long as you get what you want. In fact, you enjoy other peoples' suffering.

### SPELLS

Your spells are powered by your own life energy. Each spell costs a certain amount of energy to cast. This is taken from your hit points, permanently. The spell works automatically.

**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

**Clairaudience** : 1 pt

Listen into a currently occurring conversation.

**Healing** : 1 pt

Cures 6 points damage, it has no affect on hit points lost permanently.

**Sleep** : 2 pts

+ 1 per extra creature affected

Makes the target creature(s) 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.

**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.