

### 5) Find the names of any traitors

**Alignment/Faction : Any**

There are Good creatures pretending to be Evil and Evil creatures pretending to be good. You do not know who you can trust. Traitors who work for your side can be very useful but traitors who work for the enemy can seriously undermine the cause. They must be hunted out and neutralised. The advantage of finding a traitor is that you can then tell them lies that they will pass on to the people they work for, you can also find out what they are interested in. This can be very useful, much more useful than just killing them.

**Name of the Player who completed the objective and how you did it :**

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### 7) Find/destroy the source of the Witch's Power

**Alignment/Faction : Any, except for a member of the Witch's Faction**

The Witch rules Narnia because she is the most powerful creature in it, apart from Aslan who is presently absent. Once the source of this power is found, something can be done about it. For some, especially Good creatures, destroying the source is enough. Others, mainly Evil creatures, wish to find the source so that they may gain the power for themselves. Either way, both groups wish to take the power from Jadis. Jadis has boasted that her power can never be broken because it comes from four sources, and one of these sources can not be taken away from her, this is her natural strength and magical ability. This comes from being Queen of Charn and as Charn no longer exists nothing can be done about it. No one knows where Charn is, apart from the fact that it is far away. The prophet of the Well has given hope, however. He has said that all four sources of the Witch's power can be negated.

**Name of the Player who completed the objective and how you did it :**

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### 10) Find out what is so special about the Light Pole

**Alignment/Faction : Any**

There is something different about the light pole growing in the Wild Woods, something special. Legend says that it grew from a broken piece of light pole which the Witch threw at Aslan at the dawn of time. The light pole has a power about it. A power and an affinity for Aslan. This can be good if you are Good. If you are not good the poles presence can be a worry. Before anything can be done about it, however, you will need to know a lot more. Any action taken could be the wrong action and could result in just the thing that you did not want. The light pole has shone in the woods since the dawn of time and nothing has come of it yet, so why take the chances of acting hastily.

**Name of the Player who completed the objective and how you did it :**

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### **1) Have the Sons of Adam and the Daughters of Eve Crowned**

**Alignment/Faction : Good or Neutral**

The legends say that the Witch will die, if two Sons of Adam and two Daughters of Eve are Crowned. Only humans are supposed to be crowned rulers of Narnia. However, no humans have been seen in the world for hundreds of years. The witch is not a human, no matter how much she would like people to think that she was. Now humans have been seen in the Wild Woods. What is more important, there are four of them, two boys and two girls, the prophecy looks like being fulfilled. Once they are crowned the Witch will be finished.

**Name of the Player who completed the objective and how you did it :**

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### **2) Get some seeds from the Flowers growing on the Mountains of the Sun**

**Alignment/Faction : Any**

Seeds from the Flowers growing on the Mountains of the Sun are a source of magical power for spells. They can be obtained in one of three ways; 1) by going to the mountains of the sun and harvesting them, 2) by planting and harvesting one of the seeds, and 3) by being given them by the one of the birds that fly from the sun each day. Each method is very difficult. Getting to the sun is almost impossible. Growing the seeds may seem the easiest method, but the seeds will not just grow anywhere and you do not know how to cultivate them. You do not know how to contact the birds, or any reason to think that they would help.

**Name of the Player who completed the objective and how you did it :**

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### **3) Have the Sons of Adam and the Daughters of Eve commit an Evil act each**

**Alignment/Faction : Evil**

The legends are wrong. The Deep Magic from the Dawn of Time does not say that the Witch will die if humans are Crowned. The deep magic says that, "If two sons of Adam and two daughters of Eve are crowned while being pure of heart, they will rule Narnia and destroy all opposition to them". This has a whole different meaning. The Witch has title to all traitors. If the Sons of Adam and the Daughters of Eve commit an Evil act each and are then crowned, Jadis will still be effective ruler of Narnia. Not only that, but traitorous humans being crowned will give Jadis a legitimacy she does not already have, and an opportunity to destroy her enemies.

**Name of the Player who completed the objective and how you did it :**

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#### 4) Get the tree, Wisteria, back from being a Statue

**Alignment/Faction : Any**

Wisteria was a talking tree, of Good alignment. She lived in the Wild Woods, across the river from the beaver dam, near the burial mounds. She was very popular with the enemies of the Witch that lived in that area. Wisteria found out something. Something which could be used to oppose the witch. She would not tell anyone what it was, as she said the knowledge could hurt Good people as well as the Witch. What the knowledge was, no one knows. Maugrim, the chief of the secret police, visited her one day. She was taken to the Witch's house and never seen again. There was a new statue of a tree in the Witch's courtyard, however.

**Name of the Player who completed the objective and how you did it :**

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#### 9) Get more Turkish Delight (or its equivalent)

**Alignment/Faction : Any**

You have eaten magic food or drunk magic drink. Food or drink with a spell on it that makes you want more. This is an uncontrollable urge, an urge that makes you forget about the good of others or even your own best interests. You must have some more. This spell would appear to be one of the Witch's greatest strengths, however, she uses it very sparingly, for once a person has eaten their second piece of Turkish Delight they no longer want any more, and they generally regret what they have done and try to remedy it. Keeping track of who has and who has not eaten a piece can become difficult. Fortunately only the witch knows the spell to create this special food.

**Name of the Player who completed the objective and how you did it :**

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#### 11) Identify members of the Secret Police

**Alignment/Faction : Any**

Maugrim is the head of the Witch's Secret Police. No one knows how many members he has but stories say that his spies are everywhere. No one, be they Good or Evil, dares do anything against the Witch's will, for fear that a secret policeman is watching. Once they are identified, care can be taken not to say or do anything while they are around. They can also be given false information. You have to be constantly alert, however, because Maugrim is hiring more Secret Police all the time.

**Name of the Player who completed the objective and how you did it :**

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### 12) Find out what happened to the Tree of Protection

**Alignment/Faction : Any**

The Tree of Protection can not have simply vanished. Something serious had to have happened for just a stump to be left. You need to find out how it died. What happened then, will give a clue to the Witch's power, and more importantly, you need to know how to stop it happening again. The Witch was supposed to be unable to come within miles of the tree. The third, and perhaps most important reason for finding out what happened, is to find out if there are any remains. Jadis will be hurt (10 pts damage) and lose her magical power, if she is touched by anything made from the tree. If the tree stump can be found, then staffs can be made by the Witch's enemies that will give them a real chance in any fight.

**Name of the Player who completed the objective and how you did it :**

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### 13) Plant another Tree of Protection in Cair Paravail

**Alignment/Faction : Any**

What worked against the Witch once, can work again. If a tree of protection can be planted in Cair Paravail, the heart of Narnia, then she would have to leave. This would negate her power over Narnia. There are a few problems with this, however. No one knows where Diggory obtained the golden apple that the first tree of protection grew from. Worse still, is the fact that such a tree will take a long time to grow. All throughout its early life it would have to be hidden, and the secret of its existence kept safe. It is possible that magic could be used to make it grow faster, but if that was tried the Witch would know instantly and could react.

**Name of the Player who completed the objective and how you did it :**

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### 14) Become immortal

**Alignment/Faction : Neutral or Evil**

The Witch is immortal. If she can do it, then becoming immortal must be possible. That is all the incentive you need.

**Name of the Player who completed the objective and how you did it :**

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### 15) Make it Spring

**Alignment/Faction : Any, except a member of the Witch or the Green Factions**

In Spring, all Evil creatures are weakened and all Good creatures are strengthened. This should be enough to convince Evil creatures that it should always be winter. There is one exception to this, however. That exception is the Evil trees. Trees are strengthened in Spring no matter what their alignment. This strengthening is greater than the loss that Evil trees suffer because it is not winter. More importantly for the trees, they can only sprout new leaves, and so recover damage in Spring. It is not easy to break the Witch's power over the weather. You do not know how to do it. You have been studying, asking questions, and quietly watching, for hundreds of years now. All you have learnt, is that part of the spell involves keeping Father Christmas away. If he is met by at least one creature of each of the three alignments, no matter what the outcome, this will partially weaken Winter. You also know that there are at least three other things that must happen to break the spell.

**Name of the Player who completed the objective and how you did it :**

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### 17) Get your tail back

**Alignment/Faction : Reepecheep**

Your tail was bitten off by Maugrim. You were fighting to save one of your subjects from being carted away and imprisoned. You failed to save him and lost your tail in the process.

A mouse's tail is the only thing that he has to be proud of. It is beautiful, as well as functional. Without a tail you cannot look other mice in the face. Mice are small and tend to be ignored by other creatures, you need all the dignity you can get to keep your rightful place in society. You have to get your tail back. Obviously it will not just grow back. You will have to find someone with magic, (not the Witch of course), or some magical object to help you.

**Name of the Player who completed the objective and how you did it :**

Reepecheep.....  
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### 18) Make it Thaw

**Alignment/Faction : Neutral or Good**

In Winter, Evil is strengthened, in Spring, Good is strengthened, but in Thaw, everyone is equal. Everyone must manage by themselves with only their natural strengths and abilities. It is not easy arranging for a Thaw. Of course, the Witch can make it Thaw whenever she pleases. She does this occasionally, when she wants food to grow. It is not very likely that she will do so if you ask her. Other powerful magicians can probably also make it thaw, again not something that is any help to you. The only really reliable way of achieving your aim, that you can see, is to burn some seeds from the flowers of the mountains of the sun, on the stone table. The seeds look like small burning coals.

**Name of the Player who completed the objective and how you did it :**

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## 20) Get the magic mirror

**Alignment/Faction : Any**

In the Witch's house there is a magic mirror. This mirror looks like a blank face with hair and a beard. When you look into it, your face fills its centre. The Witch took this mirror from Cair Paravail when she conquered Narnia. Silenus made the mirror out of moon beams when the world was young. The mirror can answer questions. Having the mirror will greatly aid you, but there is a price to pay. The mirror will answer up to five questions, as long as the asker owns it. Once the asker loses possession of the mirror it will drain life (one Hit point permanently) for each question asked. Thus this great treasure is not something that is easily shared around.

**Name of the Player who completed the objective and how you did it :**

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## 21) Get the Witch's wand

**Alignment/Faction : Chamberlain**

When the Witch went away she left her golden wand in your keeping. This was very unusual, she normally never goes anywhere without it. You were very careful and made sure that it was locked away. Then disaster struck. Four days ago the wand was stolen. One of the palace guards was killed in the burglary, his throat was torn out by some large animal. If the Witch finds out that you have lost her wand you will be killed, very slowly. You have therefore hidden the theft and will try to get it back. You secretly buried the guard, in the burial mounds in the Wild Wood and then had the Red Dwarves make a duplicate wand. The wand looks the same as the original but of course it is not magical. When you get the real wand back you will have to swap them over, something that will not be easy. There are only two clues to the theft, traces of some magical dust which makes things invisible and the sighting of a Squirrel near the palace at the time of the theft. The guards were watching the squirrel closely, as it was acting suspiciously, so you know that it did not do the actual theft but that does not mean that it knows nothing about it.

**Name of the Player who completed the objective and how you did it :**

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## 22) Get one of the Silver Apples

**Alignment/Faction : Any**

The silver apples from the Tree of Life will heal all damage and even bring a creature back to life. An undamaged creature that eats one of them will become immortal. It was from this tree that Diggory picked the apple that the Tree of Protection grew from. You do not know where the tree is located but you know that the stories say that Diggory was gone for less than two weeks when he went to get the apple, so it can not be far.

**Name of the Player who completed the objective and how you did it :**

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### 23) Get a pair of the magic rings

Alignment/Faction : Any

Diggory and Polly, the hero's of Narnia from the early days, and the Witch herself, got to Narnia by using some magic rings. There were two rings, one green and one gold. With these rings people can go to other worlds. The Gold ring sends you to another world and the Green one brings you back. There is at least one set of these rings in Narnia, somewhere. The first Queen and King of Narnia had them. With these rings great knowledge and power are to be had.

Name of the Player who completed the objective and how you did it :

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### 24) Find the trees of Gold and Silver

Alignment/Faction : Any

In the days when Narnia was young two coins were planted by accident, one of silver and one of gold. These coins grew up into trees, also of silver and gold. Many things were made from these trees, including the crowns of the Queens and Kings of Narnia and, it is rumored, the Witch's wand. The trees grew in the Wild Woods somewhere near the lamp post but their actual location has been lost over time. These trees are very valuable, you want them not only for their raw value but also for what can be made from them, perhaps other magic items.

Name of the Player who completed the objective and how you did it :

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### 25) Rob the treasury of the Red Dwarves in the Deep Mines

Alignment/Faction : Neutral or Evil

The Red Dwarves are famous for the treasure that they have collected. The Deep mines are a holy place for both the Red and the Black Dwarves and one that the Red Dwarves guard well. The entrance to the Deep Mines is in the Western Wilds at the back of the waterfall. The location of the treasure in the mines is a secret only the Red Dwarves know.

Name of the Player who completed the objective and how you did it :

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## 26) Get the Crowns of Narnia back

**Alignment/Faction : Any, except the dwarves faction**

The crowns of the Queens and Kings of Narnia were made in the early days, by the Red Dwarves. They were made of some branches from the the two treasure trees that grew when two coins, one of gold and one of silver, accidentally fell to the ground while the world was being formed. When the rightful rulers of Narnia died, following the start of the witch's winter, the Red dwarves staged a daring raid on the treasury at Cair Paravail and stole the crowns. The dwarves claim that since they made the crowns and since the people they gave them to and their descendants are now dead the crowns belong to them. They do not recognise the claims of any future rulers of Narnia to the crowns. The crowns are now in the treasury, under the secret hill, in the Deep Mines. The Deep mines are sacred to the Dwarves and even the location of their entrance is a secret.

**Name of the Player who completed the objective and how you did it :**

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## 27) Find the sources of magic power

**Alignment/Faction : Any**

Every one knows that there is more than one source of power to cast spells. The more of these sources you know, and can tap, the more power you will have. You know more than most people, you know that there are four different sources of power. What they are though remains a mystery

**Name of the Player who completed the objective and how you did it :**

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## 28) Help Gaggle

**Alignment/Faction : Any**

You know and respect Gaggle for what he is and what he is trying to achieve. You believe in him and his cause, therefore you will do what you can to help him.

**Name of the Player who completed the objective and how you did it :**

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### 29) Help the other three

**Alignment/Faction : Aslan's faction**

Peter, Susan, Edmund and Lucy. You are a family and you care for each other. You don't always get on well, you fight and squabble as all brothers and sisters do, but that does not harm the basic loyalty and love that you feel for each other. Peter is the leader of the group, the rest of you are occasionally annoyed because he is being bossy, just because he is thirteen, Susan especially gets angry because she is much the same age and also like to lead.

Edmund can be a right pain on occasions, he has been known to lie and be spiteful, but underneath he is a good kid and still one of the family. Lucy is so good she can be unbearable, but she is the baby of the group and so can get away with it. Together you are a family and you will stick together through thick or thin.

**Name of the Player who completed the objective and how you did it :**

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### 30) Find the Toffee Tree

**Alignment/Faction : Any**

In the early time when the world was being created, Diggory accidentally planted a toffee. Diggory was on his way to get a silver apple from the Tree of Life, so that the Tree of Protection could be planted from one of its seeds. The toffee he planted also grew into a tree, a magical tree. The fruit of the toffee tree has the ability to negate the effect of the Turkish Delight spell. The Turkish Delight spell, is a spell which creates magic food or drink. Food or drink with a spell on it that makes you want more. This is an uncontrollable urge, an urge that makes you forget about the good of others or even your own best interests. The toffee tree is the only known cure for this spell. The Witch uses the spell a lot when things are unsettled and they are certainly unsettled at the moment. You will have to find out where the tree is.

**Name of the Player who completed the objective and how you did it :**

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### 31) Get the Golden Bell

**Alignment/Faction : Any**

The Golden bell is a magical bell created by the Witch. It is in Charn the land the Witch initially came from. The bell has the power to break the Witch's spells. Charn is on another planet. The only way to get there is by magic, through the wood between the worlds. The Witch cannot go there because she cannot live in the wood between the worlds. Her spells do not work and her life drains away. The bell is in the main room of the palace, a ruined palace in a cold dark world.

**Name of the Player who completed the objective and how you did it :**

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### **32) Find out what factions exist and who their leader are**

**Alignment/Faction : Any**

The leaders of the factions have real power in deciding who will be the next ruler of Narnia, what is more the factions have their own aims and objectives which may not agree with your objectives. By finding out what the factions are you have at least started to neutralise them if necessary or perhaps get them on your side. so far all you have been able to find out is that there are six factions.

**Name of the Player who completed the objective and how you did it :**

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### **34) Help Rabadash become ruler of Narnia**

**Alignment/Faction : Neutral, or a member of the Calomene Faction**

Rabadash is the eldest son of the Sultan of Calomene. He has come to Narnia to find out its strength with the intention of being its new king. He is here claiming to be interested in forming a trade and perhaps a military alliance with Narnia. He does not have any troops in Narnia, the Witch would notice straight away, but he has a reasonable sized force in Archanland, the neighboring country, ready to swoop should the opportunity present itself. By helping Rabadash you are ensuring a place for yourself in the new order.

**Name of the Player who completed the objective and how you did it :**

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### **37) Find out how to use the Witch's wand**

**Alignment/Faction : Neutral or Evil, except for a member of the Witch's Faction**

The Witch's wand looks to be a rod of solid gold. It was made from a branch of one of the treasure trees that grew at the dawn of time. The two treasure trees grew when two coins, one of gold and one of silver, accidentally fell to the ground while the world was being formed. You know that the wand can turn people to stone but you do not know how to make it work. Having the wand but not the knowledge is worse than not having the wand at all.

**Name of the Player who completed the objective and how you did it :**

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### 38) Learn spells

**Alignment/Faction : Any**

The measure of any good magician is the number of spells he knows. Having the power to cast spells is useless without knowing the spells to cast. You intend to be the most knowledgeable magician in Narnia.

**Name of the Player who completed the objective and how you did it :**

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### 40) Steal the Witch's Wand

**Alignment/Faction : Any**

The Witch's wand looks to be a rod of solid gold. It was made from a branch of one of the treasure trees that grew at the dawn of time. The two treasure trees grew when two coins, one of gold and one of silver, accidentally fell to the ground while the world was being formed. The witch's wand is used to turn people to stone. Without the wand Jadis will be that much weaker. Once you have the wand you will have to consider whether to destroy it or to learn how to use it yourself. (Only Neutral or Evil creatures, except for a member of the Witch's Faction, can learn how to use the Witch's Wand.) Getting the wand will not be easy, Jadis almost always carries it. When she is not using it, the wand is stored in her house, in a locked vault, under guard.

**Name of the Player who completed the objective and how you did it :**

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### 41) Have the ruler of Narnia declare Dwarven independence

**Alignment/Faction : Any**

Dwarves are a separate race with their own culture, beliefs, and history. They are only subject to the Ruler of Narnia because they have been forced to submit. One of the Dwarven strongholds, the Red Dwarves Deep Mines, is not even in Narnia. It is located in the Western Wilds. In spite of this, the Rulers of Narnia assume that the Dwarves are their subjects and subjugate them if they resist. Dwarves have put up with this for too long. They want their independence. This will be done peacefully if possible, the Dwarves will agree to be a loyal ally, but forcefully if necessary. The Dwarves as a fighting force are a group to be recognised. They are determined and united under the black dwarf Leader, Nickabrick.

**Name of the Player who completed the objective and how you did it :**

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#### **42) Find out who killed you and why ?**

**Alignment/Faction : Undead**

You awoke in one of the burial mounds, in the Wild Woods near the Beavers dam. You have no memory of your past. From the state of your body you assume that you have been dead for only a few days, you died when your throat was torn out by some large animal. Your grave was hastily dug, with no marker at all and you have no identification on you. You know that the clothes you were buried in were not your own. You know that you have been murdered. Once you have identified your murderer you will decide what action to take. You are not happy with your present state.

**Name of the Player who completed the objective and how you did it :**

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#### **44) Help Bacchus become independent ruler of the Wild Woods**

**Alignment/Faction : Neutral, or a member of the Wild Faction**

The Wild Woods are the western boarder of Narnia. They are an area wild and free, an area where magic runs strong, Aslan's lamp post, the trees of Gold and Silver, all sorts of wonders are located here. They are also an area beloved by Bacchus. They have suffered because of the power struggles in Narnia. If they were independent this problem would end. This will be done peacefully if possible, Bacchus is not strong enough to oppose either Aslan or the Witch. It is much better if the ruler of Narnia seeds the area to Bacchus legally, that way there will be no problems with boarder disputes in the future.

**Name of the Player who completed the objective and how you did it :**

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#### **45) Help 'She of the Green Kirtle' become Leader of the Evil forces**

**Alignment/Faction : Evil (except for members of the Witch faction), or any member of the Green faction**

The witch is officially the leader of the Evil forces, but being Evil they have no loyalty to her, only fear of her power. For the Green Lady to become leader of the Evil forces eight people have to join her faction. Neutral members of the faction only count as half a member. In addition two of the four sources of the Witch's power have to be negated. Jadis has boasted that her power can never be broken because it comes from four sources. One of these sources can not be taken away from her, this is her natural strength and magical ability. This comes from being Queen of Charn and as Charn no longer exists nothing can be done about it. No one knows where Charn is, apart from the fact that it is far away. The prophet of the Well has given hope, however. He has said that all four sources of the Witch's power can be negated.

**Name of the Player who completed the objective and how you did it :**

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#### **46) Become Queen/King of Narnia**

**Alignment/Faction : Evil or Neutral, and The head of a faction or a creature not in a faction**

Knowing that only creatures that appear human can be Queen or King makes the struggle easier, there can be so few possible claimants, Jadis, Professor Kirk, Peter, Susan, Edmond, Lucy, Penelopy, Coriakin, any Calomene, Agatha, Gaggles or the Green Lady. The method is also very clear cut, gathering support from those who can give it. You intend that Narnia's next ruler will be you and you are not too particular about how you go about it.

**Name of the Player who completed the objective and how you did it :**

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#### **48) Get/ destroy the Silver Chair**

**Alignment/Faction : Any, except a member of the Green faction**

The silver chair is a magic item. An Evil person, with enough knowledge, can use it to take over the will of anyone sitting in it. The lady of the Green Kirtle currently possesses the chair. Once the chair is destroyed all creatures held in its thrall will become freed. If the chair changes ownership, the charmed creatures loyalty will go to the new owner of the chair. This is a powerful magic which She of the Green Kirtle is not suitable to wield.

**Name of the Player who completed the objective and how you did it :**

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#### **49) Learn how to read High Narnian**

**Alignment/Faction : Any**

High Narnian is the language of the Emperor-over-Seas, it is the language of the past and the things made at the start of time. The stone table has an inscription in high Narnian, as does the Scepter of the Emperor-over-seas, the Witch's wand, the Emperor's book of magic, the well of the prophet, stone tablets in the burial mounds, the Witch's sacrificial stone dagger, various books and writings, and it is said that the fire stones of the Secret Hill (where ever that is) has writings, written as deep as a spear that relate to the rules of the world. Being able to read this language will open up a whole other dimension of power and understanding. Very few people are known to be able to do so, the Witch, Agatha, and Corriakin the fallen star are the only people who claim to know the language.

**Name of the Player who completed the objective and how you did it :**

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### 50) Find out why a duplicate Wand was made

Alignment/Faction : Any

The Witch's chamberlain approached Gruffle, the Red Dwarf to make a duplicate wand. He paid very well for this and extra for the fact that a duplicate was made to be kept secret. Secrets, once paid for, have a tendency to become interesting. Once the reason for the secret becomes known perhaps it can be paid for again. Until the secret is known it would be dangerous to press the matter, as the Witch has a tendency to turn creatures who annoy her to stone.

Name of the Player who completed the objective and how you did it :

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### 51) Find out about Mr Beaver's pipe

Alignment/Faction : Any

Mr Beaver has a pipe which has been in his family for generations. Until recently you thought nothing about it, Mr Beaver likes his tobacco and takes his pipe everywhere. Now whoever your curiosity has been aroused. Mr Beavers pipe is unusual, it seems different, almost magical in fact. You do not want to raise this with Mr Beaver for two reasons. One is that he might know about the pipe and if he has kept it a secret for this long then he would not like you prying. The other is that he may not know about the pipe which raises a whole heap of other possibilities.

Name of the Player who completed the objective and how you did it :

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### 52) Find out peoples Military Strength

Alignment/Faction : Any

Military strength is one of the things that will determine who is going to rule Narnia. Therefore it is definitely in your interest to find out what peoples strength is. Military strength for most people is the same as their Attack Number, however, some people, such as: Rabdash of Calomene; Nikabrick, leader of the Dwarves; and the Witch, to name a few, have additional loyal supporters that they can call on. All this information must be learnt.

Name of the Player who completed the objective and how you did it :

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### 53) Protect the special trees

**Alignment/Faction : Any**

There are a number of special trees in the world, the Tree of Life, the Tree of Protection, the two Treasure trees and the Toffee tree. The Tree of Life existed before the dawn of time, the other trees grew in the early times when the world was young. The Treasure Trees grew from two coins, one of silver and one of gold, that accidentally fell to the ground at this time. The Toffee Tree grew from a toffee that Diggory threw away when he was traveling to get the silver apple from the Tree of Life. Both the talking trees are dedicated to protecting these trees. The Tree of Protection has gone, but the others still exist. Both trees know the location of some of them. The Treasure Trees are half a mile to the west of the Lamp Post in the Wild Wood. These trees are in a small hidden valley totally surrounded by thick brambles. There is no way that they could be found by random searching. The toffee tree is also in a hidden valley, this valley is in the Western Wilds above the waterfall.

**Name of the Player who completed the objective and how you did it :**

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### 54) Learn the incantation to activate the Lamp Post

**Alignment/Faction : Good**

The Lamp Post in the Wild Woods is magical. It was created when the Witch threw a broken part of a post at Aslan. It is still connected to Aslan's magic. Any creature of Good alignment can use this pole to get power for their spells. By holding onto the pole and reciting the correct incantation they get 6 points of spell power. The only problem is that the incantation has been lost. It was written in High Narnian, the language of long ago, but where this was recorded is unknown.

**Name of the Player who completed the objective and how you did it :**

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### 56) Find out how to control Tash

**Alignment/Faction : Evil or a member of the Calomene faction**

Tash is the God of the Calomenes. His power may or may not rival Aslan's. What is known about him is that Tash comes to Narnia each solstice, while Aslan is nowhere to be seen. It is easy to summon Tash, all you need do is kill someone in solstice, it is not easy to control him, even the High Priest of Tash does not claim to be able to do that. If, however, some method of control was possible then there would be no problem with solstice not to mention no problem with ruling Narnia. The only indication that it may be possible to control him is a saying made about Tash. The light of Aslan is, as chains, they bind and hold, even the mighty Tash cannot break free.

**Name of the Player who completed the objective and how you did it :**

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### 58) Find out what is so special about the Burial Mound

Alignment/Faction : Any

There is something is strange about one of the Burial Mounds in the Wild Wood near the Beaver Dam. It is not the open grave, and the undead walking, that is to be expected when the Witch is calling up her power. What is strange about the mound is a feeling of waiting, a feeling almost of danger. The mound is not a safe place to be, yet it is also an interesting place. You want to find out what is special about it without disturbing the mound itself, what ever is in it is not necessarily something you want to let lose.

Name of the Player who completed the objective and how you did it :

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### 59) Find out what Silenus is up to with the tree he is nurturing

Alignment/Faction : Any

Silenus is up to something sneaky in the Wild Wood. He has planted a sapling in among the brambles and cast spells around it to keep it protected and unseen. Of course spells like that call the attention of some people rather than keeping it away. The sapling appears to be normal. You have not dared touch it because you know about Silenus' traps. He is a powerful magician. Viewing from a distance and up close are two different things. The odd thing is that the tree is growing normally as an ordinary tree would. Silenus' magic is the magic of growing things, he could have a full grown tree there in two days if he wanted to but he has not.

Name of the Player who completed the objective and how you did it :

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### 60) Make Jadis forget the Draining Spell

Alignment/Faction : Any

One of the sources of Jadis' power is the power she steals from her subjects. She knows a draining spell. This spell drains hit points from an Evil character and turns them in to magic power for her. You do not want her to keep using this spell. No one even Evil creatures benefit from this power except Jadis. You know that there is a forget spell that can be used to make her forget how to cast a spell. You intend to have this spell cast on her as soon as possible.

Name of the Player who completed the objective and how you did it :

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### **61) Find out what crime a star can commit**

**Alignment/Faction : Any**

Coriakin is a fallen star. He has been banished from the heavens for committing a heinous crime. As soon as you heard this story your curiosity was piqued. What crime can a star commit ?

**Name of the Player who completed the objective and how you did it :**

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### **62) Get some water from the Wood between the Worlds**

**Alignment/Faction : Any except a member of the Witch's faction**

There is a wood that exists in a special place, a place between the worlds, a place where a person can travel from world to world by jumping into different pools. The Witch cannot go there because her spells do not work there, and her life drains away. The Witch got to Narnia from her home planet Charn by traveling through the wood once, she would never risk it again. The water in those pools is magical. They can be put to many uses, on interesting experiment would be to see what would happen to the Witch if she drank some of it, no matter what happens she will not like the result. The water may have other uses as well.

**Name of the Player who completed the objective and how you did it :**

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### **63) Return Jadis' crown to its rightful owners**

**Alignment/Faction : Any**

The crown that Jadis wears is not one of the crowns of the Queens and Kings of Narnia, it is, however, stolen from the treasure hoard of the Red Dwarves. Jadis entered the Deep Mines, past all opposition until she reached the Secret Hill. Even the fire stones of the hill did not stop her. She entered the treasure chamber and looted it. She did not in fact take much, there was so much there, but to take anything from the tomb of the Dwarven kings, sacred to all Dwarves has made her enemies.

**Name of the Player who completed the objective and how you did it :**

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**6) Find out why Professor Kirke was digging in the garden at 1am and the truth about the wardrobe**

**Alignment/Faction : Sons of Adam and Daughters of Eve**

Last night Peter saw Professor Kirke acting very suspiciously. Peter woke up in the middle of the night and saw the professor sneaking around and digging in the garden. He was definitely up to something. The house is very strange, something is going on. Lucy keeps going on about a world on the other side of the wardrobe. Everyone else has looked in it and there is nothing there, but when Peter asked the professor about it he acted as if he expected something of the sort and said that Lucy could be telling the truth.

**Name of the Player who completed the objective and how you did it :**

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**8) Find out what Mrs Mcready is up to**

**Alignment/Faction : Any**

Mrs Mcready does not like children and you do not like her. She is up to something. She has been carefully searching the house. She calls it spring cleaning, but you know better, you do not spring clean the way she has been. You heard her mumbling "the bell, the bell" almost as if she had gone mad. It was scary. You do not know what it means but you intend to find out.

**Name of the Player who completed the objective and how you did it :**

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**43) Become ruler of the Wild Woods**

**Alignment/Faction : Any**

The Wild Woods are the western boarder of Narnia. They are an area wild and free, an area where magic runs strong, Aslan's lamp post, the trees of Gold and Silver, all sorts of wonders are located here. They are also an area beloved by Bacchus. The Daemon wishes to control this area as it is the source of his power. It is much better if the ruler of Narnia seeds the area to you legally, that way there will be no problems with boarder disputes in the future.

**Name of the Player who completed the objective and how you did it :**

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