

**OBJECT**

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## **Magic Mirror**

The 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.

## **Witch's wand**

The wand is made of solid gold. It was made from one of the Branches of the tree of gold.

## **Silver Apple**

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 grew the Tree of Protection.

## **set of magic rings**

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.

## **Crowns of Narnia**

There are four crowns. For the of the Queens and Kings of Narnia. They 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 nor recognise the claims of any future rulers of Narnia to the crowns.

## **Fruit of the Toffee Tree**

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 Golden Bell**

The Golden bell is a magical bell created by the Witch while in Charn the land the Witch initially came from. Charn is on another planet.

Each time it sounds it cancels all the spells on the creature it is closest to (including stoning). If the Witch is the closest creature she can not cast spells for 10 minutes.

It can only be rung 5 times before it breaks.

## **Seeds from the Flowers growing on the Mountains of the sun**

These seeds look like small glowing coals. They can be used by anyone as a power source for magical spells.

1   2   3   4   5   Seeds

## **Mr Beaver's pipe**

Mr Beaver has a pipe which has been in his family for generations. He likes his tobacco and takes his pipe everywhere.

## **Jadis' crown**

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, but the tomb of the Dwarven kings was sacred to all Dwarves.

## **Stone sacrificial dagger**

The witch brought the dagger with her from out of the North. It has inscriptions in High Narnian on it. She uses it to sacrifice traitors on the stone table. She claims it is her right granted by the Emperor-over-seas himself.

## **The Silver Chair**

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

## **Water from the Wood between the Worlds**

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 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.

## **Seeds from the Flowers growing on the Mountains of the sun**

These seeds look like small glowing coals. They can be used by anyone as a power source for magical spells.

1   2   3   4   5   Seeds

## **Fire stone from the Secret Hill**

Fire stones are the rocks that cover the secret hill. They are continually burning. They can not normally be used for anything because they can not be touched. However, they only burn if they have air so they can be carried in water pots. These make effective missiles. Causing 4 pts fire damage.

# The Emperor-over-sea's Spell Book

## SPELLS

### **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.

### **Dispel Magic : 1 pt**

Dispels the last spell cast on a creature. If there is more than one spell on them, then multiple dispels must be cast

### **Clairaudience : 1 pt**

Listen into a currently occurring conversation.

### **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.

### **Grow plant : 1 pt**

Any plant can be grown to full size in 10 minutes.

### **Healing : 1 pt**

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

### **Make visible : 1 pt**

Make all things in Narnia which were invisible visible.

### **Remember : 1 pt**

Cancels the affect of a forget spell.

### **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.

### **Refreshment of the spirit : 2 pt**

Cures 3 points of permanent hit point loss.

### **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.

### **Turkish delight : 2 pts**

This spell creates food or drink that makes anyone who eats it want more.

### **Scry : 2 pts**

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

### **Change appearance : 2 pts**

Changes target into the appearance of any person or object.

### **Beautify : 3 pts**

The target gains the skill of seduction at level 13.

### **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.

### **Detect Truth : 3 pts**

Tells if someone is telling the truth.

### **Turn to stone : 6 pts**

Turns the target creature to stone.

### **Find buried treasure : 6 pts**

Finds any object that is known and that is not currently on someone's person.

### **Give someone the**

**head of an ass : 6 pts**

As it says.

### **Summon Winter : 24 pts**

Makes it winter. A temporary (15 min) thaw can be made at any time for the cost of 1 point.

## INVOCATIONS :

**Gaining Aslan's support**

**Thaw**

**Taking Aslan's support from the Witch**

**Activating the wand**

**Activating the Lamp Post**