

CHIRIP

(Squirrel)

ALIGNMENT : **GOOD**

FACTION : **NONE**

LEADER :

MEMBERS KNOWN :

ALIGNMENT :

STATISTICS :

HIT POINTS : 10

ATTACK : 6

DAMAGE : 3

POWERS & SKILLS :

Track/Hide tracks 18

Hide 17

Sneak 17

Spy 15

Climb 20

Run 20

Dodge 16

First Aid 12

(Cures 4 Hit Points. It has no affect on hit points lost permanently, due to spell draining etc.

HISTORY

You are a close friend of Wisteria and you are very distressed about what happened to her. The Witch turns all sorts of good people to stone with her wand. You want to stop it. If her Wand was destroyed and the witch was driven away by another Tree of Protection, this reign of terror might end.

You have been watching the Witch's house looking for an opportunity to steal Wisteria's statue. You left quickly because you think that the guards may have spotted you. As you left you saw someone else running from the castle. His name was Gaggle, he had snuck into the castle to try and rescue his brother who had been turned to stone. He has a magic item which he had bought from a magician that was supposed to help, it didn't. He said he was now on your way back to the wizard to have words with him. You offered to help him escape as he was obviously not very good at that sort of thing. All enemies of the Witch must work together.

You have been watching the Witch's house for weeks and you have noticed some strange goings on in there. The Witch has been doing a lot of spell casting in her cellar, and she and one of her wolf henchmen went in there six days ago and have not come out.

PERSONALITY

You are a typical squirrel. You are always dashing about doing things. Unfortunately, while you are quick, you are also totally flighty and brainless. You try to always be helpful and industrious but unfortunately you are not always successful. So far you have caused more trouble for your friends who have to continually keep you out of trouble than you have caused to the Witch, but you keep trying.

OBJECTIVES

- 4 Get Wisteria back from being a statue
- 25 Plant another Tree of Protection
- 28 Help Gaggle
- 40 Steal the Witch's Wand
- 59 Find out what Silenus is up to