

# RABDASH

## FIRST SON OF THE TISROC OF CALORMEN

**ALIGNMENT** : EVIL

**FACTION** : CALORMEN

**LEADER** : RABADASH

**MEMBERS KNOWN** : AHOSTA  
ANRADIN

**ALIGNMENT** : ANY

**BENEFIT** :

Members of the faction may call Tash. To their location. This will inflict 3 pts permanent damage and act as a scare, and an intimidate for all non members. Tash may only be called once, per member.

**STATISTICS** :

**HIT POINTS** : 14

**ATTACK** : 14

**DAMAGE** : 6

**POWERS & SKILLS** :

Awareness 15

(makes it impossible to be surprised, poisoned etc)

Eavesdrop 15

Spy 13

Sneak 17

Use Other Spies 18

**POSSESSIONS** :

Some of the Tisroc's treasury

**PERSONALITY**

You are an arrogant little snot, young, egotistical, cunning, and totally untrustworthy. A perfect example of Calomen society.

**HISTORY**

You will one day rule all of Calomen, that is if your father or one of your brothers do not kill you first. Conquering Narnia is the first step in your climb to power, if you succeed you will be Tisroc before too much longer, if you fail your father will have you killed. You accept those odds. The invasion was your plan and you know the risks involved.

Your father is giving you every support while ensuring your loyalty. He has assigned two aids. Their first loyalty is to him but they are both good at what they do and should aid the struggle. Andradin is the Tarakaan of Tashbaan, a large city in Calomen. He is the leader of the Calomen forces. He was chosen because he is a better military man than you are. You accept that. Men like him are to be used. Your small expeditionary force is currently waiting in Archanland, the country on the southern boarder for Anradis's order to swoop down and conquer.

To make up for Anradin's over developed sense of honour. You have

Athosa with you. Athosa is the Vizier of all Caloman, and a lower slime it is not possible to imagine. You always have your food tasted when you eat with him and never sit with your back to a door. He will be very useful.

**OBJECTIVES**

**26** Get the crowns of Narnia back

**40** Steal the Witch's wand

**46** Become King of Narnia

**56** Find out how to control Tash