

AHOSTA

GRAND VIZIER OF CALORMENE

ALIGNMENT : EVIL

FACTION : CALORMEN

LEADER : RABADASH

MEMBERS KNOWN : 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.

HISTORY

The Tisroc of Calomen, Rabadash's father is giving Rabadash every support in his invasion plans.

He has assigned two aids. You are one of them. Your first loyalty is to the Tisroc, your second to yourself and Rabadash comes in a poor third.

You are both good at what they do and will aid the Rabadash. To do otherwise will cost you your life. Andradin, the other aid, 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 Rabadash. In fact Rabadash is not particularly good at anything.

The small expeditionary force is currently waiting in Archanland, the country on the southern boarder for Anradis's order to swoop down and conquer.

Anradin suffers from an over developed sense of honour. You are here to make up for that. You have no honour at all. You are the Vizier of all Caloman, and a lower slime it is not possible to imagine. You take pride in your treacherousness.

POWERS & SKILLS :

Poison	10
(inflicts 3 points permanent damage)	
Eavesdrop	17
Spy	14
Sneak	16
First Aid	15
(cures 3 pts damage, will not restore permanent damage)	
Hide	16
Whine/Wheedle	12
Lie Convincingly	20

STATISTICS :

HIT POINTS	: 14
ATTACK	: 10
DAMAGE	: 6

POSSESSIONS :

6 Vials of Poison

PERSONALITY

You are a fauning little toady. You are totally untrustworthy interested only in your self. You believe in the motto stab them in the back before they stab you. All in all you are a perfect example of Calomene society.

OBJECTIVES

- 11 Identify members of the secret police
- 27 Find the source of magic power
- 38 Learn spells
- 56 Find out how to control Tash