

ANRADIN

TARAKAAN OF TASHBAAN

(Calomene)

ALIGNMENT : EVIL

FACTION : CALORMEN

LEADER : RABADASH

MEMBERS KNOWN : AHOSTA

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.

PERSONALITY

You are a very nasty piece of work. A strong warrior, proud of his heritage and his people. You are condescending to lesser creatures, that is anyone not from Calomene, especially women and animals. You cannot believe that these Narnians let the talking animals have anything to do with politics at all.

You believe in honour, but only honour in battle and your own personal honour. You are loyal to your Tisroc and therefore loyal to his son.

In normal negotiations you are as ruthless as all Calomene's. Your word is your bond but they had better have a close look at the fine print and possible misinterpretations.

You are afraid of magic. Magic in Calomene is left up to the priests when they try to appease Tash. To be sacrificed is not a clean way to die.

OBJECTIVES

- 7 Find/ destroy the source of the Witch's power
- 22 Get one of the Silver apples
- 34 Help Rabadash become ruler of Narnia
- 52 Find out people's military strength

STATISTICS :

HIT POINTS : 14

ATTACK : 16

DAMAGE : 8

Troops in Archanland: 40

POWERS & SKILLS :

Intimidate 12

Swordsmanship under difficult circumstances 14

Seduction 10

Leadership 18

(immunity to intimidation, scare etc. and mind affecting spells)

Track/Hide tracks 18

Climb 18

Treat Poison 17

HISTORY

Tashbaan is a large city in Calomen, and you are its ruler. You are used to having your merest whim obeyed and punishing any opponents severely.

You are in Narnia as the leader of the Calomen forces. Rabadash is the official head but he has no idea of how to lead men. The Tisroc has given you that honour. Rabadash, is the Tisroc's eldest son. Your small expeditionary force is currently waiting in Archanland, the country on the southern boarder for your order to swoop down and conquer.

You are a warrior not a courtier but that does not mean that you are incapable of plotting. No one survives for long in Calomene society without being able to handle themselves in a dangerous situation where the tongue is more dangerous than the dagger in the back or the cup of poison. You prefer to fight with honour and a clean sword.