

## **Dragon Storm Rogue FAQ (2/12/2010)**

Some Character Personalities find the Valarian Champions organization unfit for them. Therefore, the Rogues exist.

The Pylos Necromancers have used successful propaganda to paint these Bloodkin as bushwhackers, thieves, cowards and terrorists. Thus they came to be known as the Rogues. The Rogues themselves wear the label proudly and propagate the belief that they are hardcore and should be feared by everyone.

The Rogues are a small group of people who share an interest. In this case the interest is the wiping out the Pylos Necromancers, Pylos Agents and the Pylos on Grandilar.

These Rogues do not have a traditional organization. Greater training, such as becoming a Prime Rogue or Rogue Avenger, confers greater combat abilities. These greater abilities do not confer authority. Within the Rogues Authority is something that must be earned through being a leader. Many Avenger's and Prime's have no interest in planning or command. Their interest is to get in the face of the enemy and get to it.

This lack of organization is difficult for some people to cope with and they find themselves more comfortable in a traditional organization like the Valarians. This is entirely a role-playing choice. The Rogues are not enemies of the Valarians, although the methodology of the Rogues does cause friction from time to time.

The goal of the Rogues is parallel to that of the Valarians. Both the Rogues and the Valarians believe in the destruction of Pylos Necromancers.

The Valarians hold that all life is precious and that they will do all they can to bring liberty and freedom to all peoples. They are unwilling to betray their fundamental belief that all life is precious and they do everything possible to avoid killing, or harming, the innocent. The Valarians want to build a new world. The Valarians want to share this new world with free mortals. The Valarians want to turn the public to their side.

The Rogues are not interested in the new world of the Valarians. They are fighting to obtain vengeance for the destruction of the old draconic world, the world that was destroyed on Death Day. They believe that their world is becoming extinct, it is too late to get back the old ways. Their driving goal is to destroy the Pylos and their Agents who destroyed the old draconic world. They do not believe in the concepts of "innocence" or the future. They are embroiled in the past transgressions.

The Valarians and Rogues find value in each other. The Rogues are willing to do the dirty immoral killing that the Valarians can't perform. The Valarians keep the world from turning against the Rogues by spreading a positive image that keeps many mortals out of the Rogues way. Both grudgingly put up with each other. That means that at lower levels (Valarian Champions and Rouge Heroes) there is some crossover. At the higher, more committed, levels the crossover becomes strained and at the top levels there is no crossover. Specifics on this are covered on the pages contained within each Rouge Membership description.

The Rogues first appeared about 50 years after the DeathDay Massacre. Those early founders included Heliot Greatflame (a surviving Ancient Dragon), Horus Naythan (a Brotherhood Keeper) and Van Brightwing (a Pegasus Valarian Warmaster). They came together for one purpose, to oppose the Pylos, Pylos Agents and Pylos Necromancers.

The Ancient Dragons backing the Rogues did so because it was painfully obvious that their days of domination were in the past and they wanted revenge. The Brotherhood members backed the play because they felt most of the Brotherhood was ducking the battle against the Pylos forces. The switching Valarians believe that the moral, long term, approach of the Valarians is too restrictive.

Van Brightwing took up the less compassionate attitude of the new Rogues and withdrew from the Valarians before they Banished her. She understood that the Rogues and Valarians would need each other and she did not force a confrontation. Frequently when Valarians behave outside the bounds of Valarian ethics, and are thrown out of the Valarians, they become Rogues and continue their war against the Pylos with an organization that turns a blind eye to carnage and collateral damage.

Some rules specifics.

1. Gaining the Rogue Hero card requires finding a Mentor within game play and is controlled by the Gamemaster. If your character does not find a Mentor during the game sessions they will not be able to join.
2. The Rogue Hero may become a Valarian Champion. However they may not become a Prime Valarian of any type, nor may they be a Valarian Warmaster, Mentor or Valarian Master. The Rogue Hero, Valarian Champion, and Brotherhood Affiliate, are the only cross over membership cards that they may have. They may not be Brotherhood Keepers or Searchers.
3. The Rogues accept only shape shifters. That means no Orcs and no Latent shifters until they have become full shifters. A character who is a shifter but is in Denial will not get in either.
4. Rogues may participate fully in the Clan structure operated by the Guild.
5. The Rogues have a working understanding with the Brotherhood. They sometimes perform mutual missions.
6. The Rogues have a grudging relationship with Valarians and complete combined missions.
7. Rogue anchors (Hero, Prime Hero and Avenger) are all kept with the character. They build on each other.
8. Unlike other anchors in DS these three (Rogue Hero, Rogue Prime Hero, and Rogue Avenger) may be removed voluntarily from characters. They represent membership in the Rogues, and the stat benefits associated with the membership. We are well aware of the incongruities of this rule, but it is a game, and it works this way.

*11/29/2009 My character is a Valarian Champion and Rogue Hero, what happens to the Rogue Boons if I become a Prime Valarian and must leave the Rogues? The character will be choosing to give up access to Rogue cards, they lose the Boons too. The reverse is also true, becoming a Prime Rogue means no more access to Valarian cards and the character loses the Valarian Boons.*

*More Questions?* E-mail [mark@marksmysteries.com](mailto:mark@marksmysteries.com) and ask.