

## **Dragon Storm**

### **Valarian Champion FAQ (2/12/2010)**

The Valarians are a Stormlands wide organization of Bloodkin and mortals. This is the most common organization for the characters of Dragon Storm to belong to. The Valarians are a relatively new power on Grandilar. They were initiated by Valaria, a werewolf who had visions of the destruction of the Draconic Era. She did not find many listeners, but enough to form the Valarians. After the Deathday Massacre of Dragons the Valarians were a ready organization and they stepped into the gap to collect together and protect the surviving mortal bloodkin through mutual cooperation and new abilities.

The Valarians have several goals that they work to keep in balance. They are a forward thinking group that is working towards the future while protecting themselves today. This creates a series of goals that sometimes cause the Valarians to choose the best course to survive today and build towards a new world. The Valarians believe they will succeed in creating a new world order and they act in ways to encourage that result and make it a positive world.

The general beliefs and goals are:

1. Create a world order that is safe for Bloodkin and Mortals.
2. Create a world order that is compassionate and embraces many peoples and viewpoints.
3. Valarians believe that followers of the Pylos are tragically misled. Some, usually the patsies, mercenaries and those who have been conned by the propaganda, should be "saved", or at least not killed indiscriminately. Some Pylos followers, such as allied Necromancers, madspawn, and monsters, deserve to die. They can be sorted later.
4. Valarians believe that their actions today should never create more enemies than it creates friends. If an action leaves people neutral, it is not harmful to the cause.

What does all of this mean to the everyday Valarian out in the world? That is a question that each character in Dragon Storm must resolve for themselves. Obviously the higher you go in the organization the more dedicated you are to the Valarian goals. That means that a Prime Valarian is more rigid in their thinking than an everyday Champion. Obviously the Mentors, Warmasters, Valarian Masters and Councilors are the most dedicated. These higher characters take the time to seriously consider the ramifications of collateral damage. How will it affect the innocent and the misled? Is there a less violent answer? Do I have time to think?

As much as it would be helpful to spell out the characters actions and thoughts, we can not. These attitudes, and choices, will vary with your Gamemasters portrayal of her campaign and the characters experiences. That is the essence of role-playing a character and is up to you. All we can offer is vague guidance.

This puts the choices on the player to sort through their characters feelings as they play. The player may find the power of a Prime Valarian appealing, but would this character accept the restrictions? This is a part of the role-playing aspect that players must be responsible for. If the character can not perform up to the expectations of an upgrade, they should not accept it.

These choices become more acute when it comes to the Valarian Mentor, Valarian Master and Valarian Warmaster. Is the character willing to take adventures off to teach? If no, then they would not choose to be a Mentor. Is the character willing to lead charges into enemy formations? If not, they should turn

down the Warmaster job. Is the character so dedicated to the cause that they will spurn being an Archmage to be a Valarian Master? If not, then they should turn down the honor.

I know that the questions above are just a few of the ones players ask themselves before accepting a promotion, but it is a good sample of what players go through when role-playing Valarian Characters.

Many character personalities do not fit well in the Valarians. They consider the Valarians to be to "good". For those characters we have begun offering the Rogues. Some Day we may also add the Anti-Pylos Brotherhood Necromancers as well, only time will tell. For those of you already playing the PDF Raptor characters, I am afraid that they will never become "official", but you should enjoy yourselves anyway.

*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.

*Meditive Recharge has several variations, What do we do?*

The older versions were prone to abuse. VAL-023 is the current version. A GM is welcome to invoke rule 3.4 and allow the older versions in her game.

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