



HYDRA TITAN OF MID-NOR (HYDRA)

Preview



VALDENAR DE DORIMAN

"Come then and challenge me!"

INCARNATION

Valdenar de Doriman is one of the greatest heroes in the kingdom – not only in size but also in valor. He has risked his life on the battlefield to defend Virtue and Light more often than anyone can remember. His colossal strength, fighting skills and untamable courage are legendary. Valdenar is an inspiration for anyone who seeks glory as part of the Barhan armies!

Before becoming a champion, or even a baron, Valdenar was a captain on a ship. His proud and dauntless character inspired his ambitions of treasure hunting and glory. His dreams were fed by a talent envied by any treasure hunter: in his hands, apparently lifeless objects would reveal their special qualities! His ships braved many seas, even some that don't appear on any map. Sometimes Captain Valdenar would pass himself off as a simple merchant, exchanging good iron and plentiful wheat from the kingdom of Alahan for the exotic food-stuffs produced by distant nations. But most of the time he was an explorer, tracking mythical treasures and legendary artifacts.

Valdenar's reputation grew so great that the Baron of Doriman honored him with his friendship. Over months, the aging baron recognized in the spirited captain the rock that would one day uphold his fiefdom. Yet it was too early to tell Valdenar: he had yet to find the wisdom that would allow him to steer Doriman.

His adventurous period came to brutal end when Valdenar returned from one of his expeditions with a seriously damaged ship and a decimated crew. He was bringing back a mighty amulet from his voyage, but it had cost him many good men! Crestfallen, Valdenar sold his ship to compensate the families of his dead sailors. To ease the remorse, he handed the mightiest artifacts collected on his adventures, the Amulet of the Guardian and his sword Ephren, to the treasury of Doriman, so that they could serve the cause of those whom they had cost so dearly. Valdenar became a paladin dedicated to defending the poor, the weak and the oppressed whom his wild ambitions had deprived of a husband, a father or a son.



His righteous and strong soul made him an exceptional paladin. His name was once again mentioned as an example of virtue. It was said his gaze could force evil creatures and minions of Darkness into flight. Valdenar had sworn to himself never to fail those who needed his strength. His oath was bolstered by his untamable will; and his heart burned with a virtuous flame no evil could contemplate without dread.

A year had not gone by when the Baron of Doriman began to feel death creep upon him. Valdenar's deeds had demonstrated that the fire of youth had made way for the wisdom of repentance. It was time for the baron to intercede with King Gorgyn so that Valdenar would be given the helm of the fiefdom of Doriman. The king gracefully accepted, for he already knew of Valdenar's valor.

The last act of the old baron was to summon the proud paladin to his castle in order to pass on to his worthy successor the three treasures of the barony: the Amulet of the Guardian, the sword Ephren and the Armor of Alerion. With his last breath, the baron died peacefully. The fate of his beloved fiefdom was in the hands of a new baron whose fame would keep growing: Valdenar de Doriman!

As the crown of the barony was lowered over his brow, Valdenar felt that something he had lost was returned to him; yet this was in exchange for another essential part of himself. Valdenar had been incarnated. The new Baron of Doriman took his office to heart and excelled in it, for he was valiant and virtuous. His adventures gave courage to the honest people of Doriman, as he remained true to his oath to defend the poor, the weak and the oppressed; even beyond the borders of his barony. Exceptional men and women quickly befriended him, the most well known being Kelgar, Baron of Kallienne.

Thus, he was seen fighting alongside Akkylannie in the sands of the Syharhalna; Ephren fell upon the creatures of Darkness of the plains of Avagddu; the Armor of Alerion deflected countless blows at the heart of Kallienne itself, while the hordes of Acheron sowed death and destruction upon the capital of the Kingdom of Alahan. On that day, the royal guard was so impressed by the bravery and strength of the man that the people called "Lord of Paladins," that they made him their champion.

Though the heart of the Baron of Doriman no longer sought glory and honor, they still came to him. Each time he demonstrated more brilliantly than the last what a strong and righteous soul could accomplish in the name of Light!

STRATEGY

Baron Valdenar de Doriman is a living legend: the strength of his blows are an inspiration to his comrades, his resilience is unequalled by his foes and no troop he leads shall ever flee. The truth is that anyone who would try to impress Valdenar de Doriman is likely to be in for a fright himself!

Protected by his three artifacts, Valdenar becomes a nightmare to his enemies: the Amulet of the Guardian allows him to help allies in danger; Ephren, his sword, smites anything standing in the way of Light and the Armor of Alerion shelters him from treacherous blows.



UNIT FORMATION

Valdenar de Doriman can join any paladin or royal guard unit. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

RECRUITING THE INCARNATE

Valdenar de Doriman: 330 A.P.

Resurrection/Duel: 7 Elixir points.

Sacred armor: The result required for hand to hand Strength tests taken against the holder is read one column to the left on the resolution table.

Sacred weapon: The result required for the holder's hand to hand Strength tests is read one column to the right on the resolution table.

Hard boiled: An opponent never gets any bonus dice on his Strength tests taken against hard boiled fighters.

Hyperian: The Courage tests of a unit including a Hyperian fighter are automatically successful. In addition, the unit's Courage value is considered as a Fear value by frightening fighters.

ATTRIBUTES

Valdenar de Doriman has 3 points to spend on artifacts.

The Amulet of the Guardian (1): Once per round, Valdenar de Doriman's characteristics can be used in any combat involving a friendly Incarnate.

The Armor of Alerion (1): Valdenar loses two fewer health points, to a minimum of one, when he suffers a successful Strength test.

Ephren (1): Enemies eliminated by Ephren cannot come back into the game in any way. The miniature(s) of the eliminated fighters are put aside and cannot be used for the rest of the game (e.g., even to summon a new unit).

FEAT: MOMENT OF BRAVERY

The player spends 1 Elixir point when the Incarnate takes a test. For this test, the Incarnate's Courage is added to the action value.



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Preview

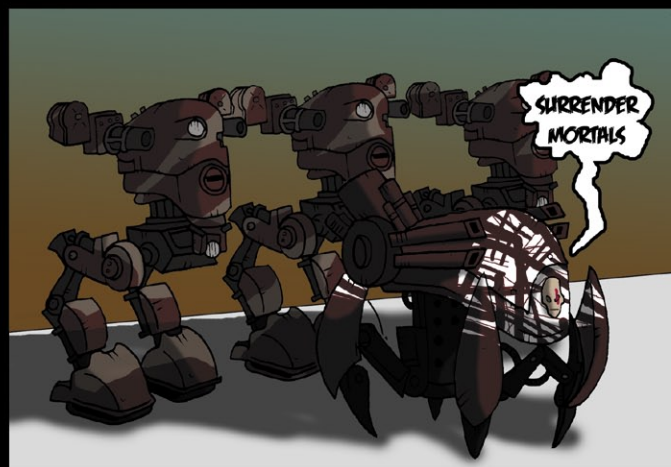




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