

### Elven Phoenix

+13



STR 0  
COR 1  
DEF 4  
SPD 1  
WIS 1  
HP 20  
CAP 6

PHOENIX Character (1)

This character may use elf, phoenix, item and universal cards, and may change into phoenix forms by playing form cards.

A phoenixes fire is magical and will not cause normal fires.

Taint DEF: 5 Od, 4 Warp

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Elven Phoenix

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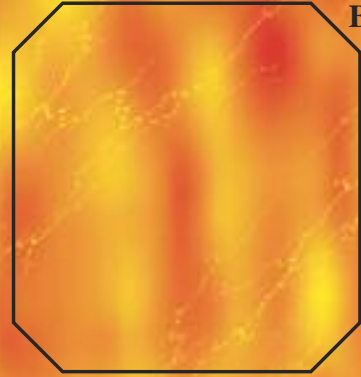
Taint DEF: 5 Od, 4 Warp

PHO-002 ILLUSTRATION © SUSAN VAN CAMP 2008

Elven Phoenix

### Phoenix Rising

0  
BOON



PHOENIX Anchor BOON 0/P (1)

Takes effect when the Phoenix reaches 0 or fewer HP due to lethal damage. The phoenix bursts into magical flame which regenerates 8 HP per round for 10 Rounds. After regeneration, if the phoenix is not at positive HP, she dies. If she is at positive HP, she comes to life in Base Phoenix Form. One Use Per Day

PHO-00 ILLUSTRATION ©

Phoenix Rising

### Base Phoenix Form

2



STR +3  
COR 0  
DEF +1  
SPD +3  
WIS 0  
HP 0  
CAP +2

PHOENIX Ace 1/V (U)

Play with an Action to shape shift into Phoenix Form. In Phoenix forms you may only speak Drakktentung and you may only use items designed for phoenixes. A Phoenix in this form may fly. A Phoenix in this form has a fire shield which does 2d6+1 magic damage to anyone who uses a melee attack against the Phoenix. May Not Hide.

Taint DEF: -2 Magic Damage.

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Base Phoenix Form

### Greater Phoenix Form

12



STR +9  
COR 0  
DEF +3  
SPD +2  
WIS 0  
HP 0  
CAP +6

PHOENIX Ace 1/V (U)

Play with an Action to shape shift into Phoenix Form. In Phoenix forms you may only speak Drakktentung and you may only use items designed for phoenixes. A Phoenix in this form may fly. A Phoenix in this form has a fire shield which does 2d6+3 magic damage to anyone who uses a melee attack against the Phoenix. May Not Hide.

Taint DEF: -3 Magic Damage

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Greater Phoenix Form

### Prime Phoenix Form

18



STR +15  
COR 0  
DEF +4  
SPD +1  
WIS 0  
HP 0  
CAP +12

PHOENIX Ace 1/V (U)

Play with an Action to shape shift into Phoenix Form. In Phoenix forms you may only speak Drakktentung and you may only use items designed for phoenixes. A Phoenix in this form may fly. A Phoenix in this form has a fire shield which does 2d6+6 magic damage to anyone who uses a melee attack against the Phoenix. May Not Hide.

Taint DEF: -4 Magic Damage

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Prime Phoenix Form

### Blazing Raven Form

5



STR 0  
COR 0  
DEF 0  
SPD +4  
WIS 0  
HP 0  
CAP -3

PHOENIX Ace 1/V (U)

Play with an Action to shape shift into Miniature Phoenix Form. In Phoenix forms you may only speak Drakktentung and you may only use items designed for phoenixes. A Phoenix in this form may fly. A Phoenix in this form has a fire shield which does d6+1 magic damage to anyone who uses a melee attack against the Phoenix. May Not Hide.

Taint DEF: -1 Magic Damage

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Blazing Raven Form

### Null Magic

4



PHOENIX Ace 0 (IND)/C (U)

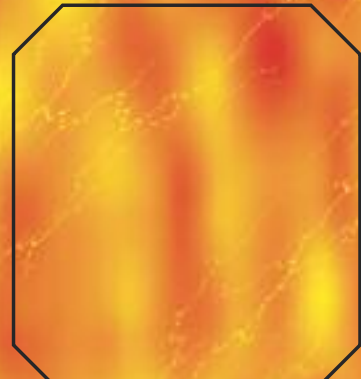
Independent card. Play in Phoenix form. Success at +2 makes target magic item the Phoenix can see stops working for the current combat round. To identify an item the user needs to be told an item is magic or be using Arcane Knowledge, Senses of the Master, or other detection spell.

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Null Magic

### Phoenix Warding

3



PHOENIX Anchor 0/P (1)

The Phoenix gains +3 Warp Defense and +3 Od Defense

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Phoenix Warding