

Listen to the Wind

1



PHOENIX Ace Ind / C (U)

Independent Card. Contest at +1 vs. Difficulty. May be combined. Sometimes the wind speaks to a phoenix about physical sights the wind has seen. Success allows the phoenix to gain a piece of information on a physical sight within 5 miles of the phoenix. GM interprets.

"The wind may be a friend, or a jokester, be wary."

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Listen to the Wind

Flame Whip

7



PHOENIX Ace Ind / F (U)

Independent Card. May be dodged at SPD vs. SPD. A character may use one per round. Range is 10 feet plus 5 feet per STR of current form. May only be used in a Phoenix Form. The Flame Whip does 2d6+7 magic damage.

"See the fire, feel the fire, I am the fire!!"

PHO-009 ILLUSTRATION © SUSAN VAN CAMP 2008

Flame Whip

Phoenix Blessing

1



PHOENIX Ace Ind / V (U)

Independent card. No contest. Play to protect a single magic item from the Phoenix's natural Fire Shield allowing the Phoenix to carry and use the specified magic item. This ability stays in play until the item is used or the form is drained.

"The power is real, only I can contain it."

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Phoenix Blessing

Circle of Light

2



PHOENIX Ace 0 (IND) / C (U)

Independent Card. Use in phoenix form to illuminate the area within 50 feet of the Phoenix. Anyone within the circle can see as though it were day. GM will determine the effect on creatures with nightvision.

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Circle of Light

Phoenix Song

5



PHOENIX Ace 0 (IND) / C (U)

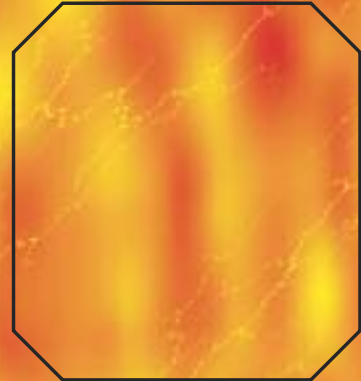
Independent card. Success at +1 versus +0 allows this creature to inflict a -8 SPD penalty that lasts to the end of the current combat round. The user may sing once per round, targeting a single creature within 500 feet. Only Warspawn, plague beasts and cast members with 2 or more features are affected by Phoenix Song. Only one may be played per round.

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Phoenix Song

Phoenix Aura

4



PHOENIX Ace Ind / C (U)

The Phoenix gains +4 to magic resistance rolls. The Phoenix must expend Independent action each round to maintain the Aura. The natural Fire Shield of the Phoenix sparkles while the Aura is in effect.

PHO-0 ILLUSTRATION ©

Phoenix Aura

Fist of Fire

4



PHOENIX Ace 0 (IND) / F (U)

Independent card. Play in Phoenix form. Make an unarmed melee attack do magic fire damage. only one Fist of Fire may be played a round.

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Fist of Fire

Phoenix Tears

1



PHOENIX Ace 0 (Ind) / F (U)

Play only when in a Phoenix shifted form. Play to heal D6+2 damage. A Phoenix's Tears act as a healing potion. It does not heal disease damage, but it does heal poison damage. The Phoenix must touch the target to heal using Phoenix Tears.

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Phoenix Tears

Phoenix Burn

4



PHOENIX Ace 0 (Ind) / F (U)

Success at +2 versus target's +0. Target is blinded by the Burn to the end of the round. Target is -12 to all rolls. Play only when in a Phoenix or Blazing Raven forms. Limited to one per round and a range of 80 feet.

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Phoenix Burn