

# *Phoenix, FAQ, #1*

The Phoenix cards will be printed in two sets of nine cards each.

The Phoenix forms show some of the evolution that Susan and I have gone through as Dragon Storm has gone forward. The first, and most obvious change is that these forms each have a special ability relating to being in a Phoenix form. That is the damage an attacker receives when attacking a Fire Phoenix. Each form size has a variable amount of damage that they do, allowing us to vary the power of the ability and account for it in the card points of the cards.

We know that these abilities bring in some new concepts into Dragon Storm, but we think they will turn out to be fun for all.

The second addition is a special set of problems that comes with this shape-shifter type. They are magical fire constructs. This means that the Phoenix itself interferes with other magics and they can't use magic items. While the burning Phoenix is solid its flames are rising and filling constantly leaving them unable to grip or hold any items at all. Being a big moving fire also makes hiding nearly impossible. The few times it will be an advantage will be up to player role-playing abilities.

The magical fire construct does allow Phoenixes to fly and to have a special defense to Magical damage. This defense varies with the form of the Phoenix.

For those of you who are wondering, the DEF provided by the forms Fire Shield is included in the DEF on the card.

Abilities are the special powers that a Phoenix gains from their heritage and dragon's blood. We have tried to create abilities which enhance and distinguish the Phoenix from the other shifters.

Some of these abilities, like Null Magic and Fire Fist, are positive aspects of their natural anti-magic item problems.

And now some quick comments. No, you can not bottle Phoenix Tears. Yes, the GM may require Perception rolls for using abilities (Phoenix Song) that are targeting someone. No, you may not put Fist of Fire on someone else's melee attack. Yes, Greatflame bonuses are added to Phoenix abilities, as are any bloodline bonuses that apply. Yes, the GM may reduce stealth rolls around a Phoenix because of the sneaky person's new shadow. Yes, the GM still has rule 3.4 if they want to mess with you, or you bring up annoying rules questions that slow down the game.

Phoenix Song needs a couple of notes. You can only Sing once per round, so playing a second Phoenix Song has no benefit. At the start of each round you need to expend an Independent Action to keep the Song going. If you do not start the round with the Song, it drains. You do not get to wait and see if you need it or who to target later, use it or drain it.

## Phoenix Rising FAQ:

The form card essentially ties to the Boon. It cannot be used until the Boon goes into effect. It regenerates as soon as it is used, just like the Clanborn snapback form. The character does not need to be in Phoenix form for the Boon to take effect. However, she will end up in Phoenix form. This means that any items she is carrying might get fried once she is forced into form. Also, the Valarians might be doing some damage control if the Phoenix rises in the middle of a village, where all the local yokels will see her.

The effect of Phoenix Rising would be very visible. The enemies of the Phoenix would know to pour on the damage to make sure she stayed dead. The friends of the Phoenix would know to pour on the healing, or else get her out of harm's way until she had time to heal. The regeneration lasts for 5 minutes, but will not take the Phoenix past her original HP. In that sense, it works just like the warp feature, except for its limited duration.

Last but not least, the Boon is not optional. If the Phoenix goes to 0 or fewer HP, it takes effect. The Phoenix will not even be conscious when it begins (although she would be conscious once she arose). The "lethal

damage" means exactly that -- wounds, poison, disease, and so on. Old age, however, is NOT damage. Old age is natural. A phoenix is not truly immortal, and will die at the end of a very long life span.

This is a powerful Boon, and allows the Phoenix to survive where no other shapeshifter would. It is balanced by the fact that it will so rarely come into play, and has some serious negative consequences.

#### Phoenix Aura FAQ:

This is similar to the effect of an Orc Rumble, except that it costs an independent action per round to maintain. Yes, it could be stacked if the Phoenix could spare the independents. I made the effect visible for two reasons. First, it would look really cool. Second, it would be the Necro's clue to break out the Drain Ability.