

SHEPHERD

SCHOOL: Durant

RANK: 1

LESSONS: Paragon

TRAITS: Valiant; Absolute Conviction, Never Gives Up, Makes It Look Easy, Commander

In your first life you were a shepherd from Ilona, the heartland of the Empire. Your only military experience was protecting your flock from wolves, but you've always had courage and conviction and you've always believed in the Empire. You helped your village form an effective militia when the Dread began, and did your best to protect them until your death. In the time between death and rebirth you've learned a great deal about the arts of war, and you're ready to return to the battlefield. Your standard equipment is similar to your old militia gear: light armor, a simple wooden shield, and a short sword. However, you can use any weapon you can get your hands on, or bring down your enemies with your bare hands.

How did you die?

- ☐ *During a Chant outbreak in your village; you penned in your infected neighbors in the hopes that a cure would come from the Capitol, but they broke out and you caught the deadly plague.*
- ☐ *You were torn apart by a pack of warped and monstrous wolves while protecting your village.*
- ☐ *You led a desperate offense against forces of the Dread, and although you were successful, you were mortally wounded.*

Why did you come back?

- ☐ *You won't rest while the Empire is in danger.*
- ☐ *You don't want to see anyone suffer as you did.*
- ☐ *To find out who or what is behind the Dread and make them pay for their crimes.*

You still care about...

- ☐ *Your village.*
- ☐ *Your family honor.*
- ☐ *The Empire, and everything it represents.*

You've seen horrifying things battling the Dread. You've died and returned to fight again. But what frightens you?

- ☐ *The memory of your first death.*
- ☐ *Bugs. They always have.*
- ☐ *Seeing innocents suffer and being unable to do anything about it.*

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mission, learn what you can about the enemy, and don't place too high a value on your own life. Die well and you'll return stronger than before. Just make certain that you make each death... and each life... count.

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Designed by veteran game designer Keith Baker (creator of *Eberron* and *Gloom*) and Dan Garrison, *Phoenix* is a collaborative storytelling game that's accessible both to experienced roleplayers and casual gamers. *Phoenix: Dawn Command* includes over 290 cards featuring art from Rich Ellis (*Operation S.I.N.*) and Grace Allison (*Wander: Olive Hopkins And The Ninth Kingdom*).

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ELEGY

SCHOOL: Shrouded

RANK: 1

LESSONS: Shadow Dancer

TRAITS: Psychometry; Killer Instincts, Sneaky, Brilliant Deduction, Seen This Before

You are one of the Shadovar—a traveling people who were driven from their homeland long before the first Phoenixes were born. Your people have an old tradition of necromancy, and you think of the spirits of the dead as members of your family. Unfortunately, that tradition has led to your people being mistrusted and persecuted by the Empire in times of panic. In your first life you were a Chronicler, tasked both to uncover and preserve the stories of the dead but also to help resolve their unfinished business... particularly, to carry out justice to those whose killers escaped it. You're equal parts detective, historian, and assassin. As a Phoenix, your natural gifts have been enhanced; you can slip into the shadows, strike with deadly speed, and hear the voices of the spirits as they whisper clues. You carry an assortment of knives and useful tools for spycraft.

How did you die?

- ☐ You were pursuing a serial killer who preyed on Shadovar children. He got the drop on you.
- ☐ You were searching for the grave of an ancient Shadovar hero when you were attacked and torn apart by werewolves.
- ☐ You were trying to find out more about the Bones, the skeletal soldiers that threaten the Empire. You found the Bones, but died in the process.

Why did you come back?

- ☐ You are determined to end the threat of the Bones – to find out what has twisted these dead souls and give them peace.
- ☐ The Dread is the greatest mystery of all time, and you are going to solve it.
- ☐ You are going to do anything you can to protect your people – or to ensure that if they die, they won't be forgotten.

You still care about...

- ☐ Your clan and your family.
- ☐ The innocent spirits of the dead, including those trapped in servitude (like the Bones).
- ☐ Showing people that the Shadovar aren't responsible for the Dread, and that they deserve the Empire's respect and admiration.

You have hunted murderers and spoken with ghosts. You have died and returned to fight again. But what frightens you?

- ☐ The thought that the spirits of your loved ones could be corrupted or bound in servitude.
- ☐ The moment of your first death; the memory still affects you on a primal level.
- ☐ The Empire blaming the Shadovar for the Dread and exterminating them.

TURN ORDER

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DRAKE

SCHOOL: Devoted

RANK: 1

LESSONS: Devoted Bond

TRAITS: Heart of the Wing; Charming, Resourceful, Inspiring, Shaman

In your first life, you were a shaman who wandered the forests of the Grimwald, doing your best to guide and advise people from all tribes and villages, mediating disputes and sharing the old stories. You carry a ceremonial staff — a symbol of authority when negotiating with spirits — and an assortment of healing herbs and minor charms.

How exactly did you die?

- ☐ *Protecting travelers from a pack of mutated beasts.*
- ☐ *Buying villagers time to escape during a Chant outbreak.*
- ☐ *Fighting your old apprentice, who had abandoned the old ways to practice necromancy and enslave innocents.*

Why did you come back?

- ☐ *Because the people of the Empire need you — all of them.*
- ☐ *Because the world itself is wounded, and it needs to be healed.*
- ☐ *Because life and death are out of balance... if you can get to the root of this, perhaps you can fix it.*

You've seen horrifying things in the wilds. You've died and returned to fight again. But what frightens you?

- ☐ *The Bones... death rising to destroy the living.*
- ☐ *Being alone... especially, the thought of being the last person alive.*
- ☐ *Seeing people suffer and being unable to do anything about it.*

You have the ability to strengthen others, discarding a card from your hand to improve an ally's spread. But what are you actually doing when you do this?

- ☐ *Channeling the pure force of your belief in your wingmates and your cause.*
- ☐ *Channeling minor nature spirits — for example, granting them the strength of a bear or cat's agility.*
- ☐ *Verbally encouraging them, offering advice and insights.*

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WOLF

SCHOOL: Bitter

RANK: 1

LESSONS: Endless Rage

TRAITS: Reckless; Superhuman Strength, Death Wish, Vengeful, Hunter

In your first life, you were a Skavi war leader – a fierce hunter whose pack preyed on the weak and corrupt people of the south. While you were a brutal killer, you fought to protect your people and ensure their survival; the world is a harsh place, and the wolf and the storm have no concept of mercy. Your people had a tradition of making deals with the Fallen Folk, the enigmatic spirits of the Dusk; you may have bartered with them yourself. Today you rely on your axe and your anger, and you carry little else. Your people hide their faces so the spirits cannot know them; you wear a helmet that conceals your features, with a snarling wolf on its crest.

You died hundreds of years ago when the first Phoenixes were imposing Imperial order across the north. How exactly did you die?

- ☐ *Sheer arrogance; you underestimated the Phoenixes and led your people into battle against impossible odds.*
- ☐ *You challenged the Phoenix commander to single combat to determine the outcome of the battle and were ignominiously defeated.*
- ☐ *You bargained with one of the Fallen Folk, who promised you victory in exchange for killing your (child/spouse/parent). At the final moment you refused to pay the price, and your clan was slaughtered by the Imperials.*

After lingering for a seemingly endless time in the Crucible, something inspired you to fight your way back to life and accept the mantle of the Phoenix... even though you fought against Phoenixes in your first life. Why did you come back?

- ☐ *You felt the calls of the last members of your family line, begging you for protection.*
- ☐ *You seek a truly worthy end to your existence to wipe away the bitter taste of your first death... even if it takes many deaths to achieve this.*
- ☐ *You believe that the Empire will fall; you want to ensure that your people survive and have a good place in the world to come.*

You died hundreds of years ago. You barely recognize the land of your birth or the people who live in it. But you still care about...

- ☐ *Your descendants. Even if they have forgotten the old ways, they are your blood and it is your duty to protect them.*
- ☐ *Your homeland. If nothing is done, the world will fall – and you won't let that happen to Skavia.*
- ☐ *The bargain you made with one of the Fallen Folk. What price did you pay, and what did you receive for it?*

You're a fierce and deadly warrior. You have died and returned to fight again. But what frightens you?

- ☐ *The Phoenix who killed you in your first life.*
- ☐ *The memory of your family and loved ones, who you failed and left to die.*
- ☐ *The Fallen Prince you bargained with in exchange for power in your first life.*

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