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THE PHOENIX TRIBE

(See pages 32 – 33 and 113 – 114 in the Player's Guide for basic information on the Phoenix Tribe)

Paragon: Nimrod the Horned Lord (one of the Ishim)

Advised By: The Djinn Council

Primary Stronghold: Temple of Petra mantle

Key Concepts: Granters of renewal, teachers of enlightenment, healers of the pure, destroyers of the corrupted, proponents for change.

Key Words: Inner Enlightenment, New Age, Wicca, genies, ancient Persia, Arabian Nights, fire, light and sun deities, horned gods, cultural revolutions, the common people, testing and purifying by flame (trial by fire), wish granting, healing.

Tribal Gift Notes: Wishgiving

Wishgiving only works with Believers, Religarum Wielders and Bright Bloods. The Phoenix use their serenades and other resources to “grant” wishes to normal mundane mortals. Though it is always his choice whether he grants a wish or not, the Phoenix can never grant their own wishes. The ability will also not work on trysts, makers, scions, splintered avatars, or other supernatural beings.

Tribal Curse Notes: Wishbound

The Phoenix cannot become bound to trysts, makers, scions, splintered avatars or other supernatural beings, only to Believers, Religarum Wielders and Bright Bloods.

BACKGROUND:

The Horned Lord was a fire primal slain in the Valley of Gynnah by Loki and the Morrigan. During the Second Bloom of 144,000 BC he was resurrected and merged with a portion of the power from the slain master Sunedrion Weald. After being poisoned by his Queen Semiramis in 7,500 BC using the encrusted saliva from the head of Samiel, he was buried (along with all other male members of Pride Nimrod) in the Labyrinth on the shadowy isle of the dying Talos Wellspring. He immediately escaped but was unable to free his male followers; he made an arduous journey back to Earth and buried himself on the shores of the Euxine.

Thousands of years later he sensed the un-earthing of a huge piece of Palladium and began making his

way to the settlement of Ilium (Troy). Seizing the Palladium he was attacked by the tryst son of Zeus, Dardanos (who led the people of Ilium). The two clashed and in desperation to heal himself the Horned Lord attempted to steal some of the life force of Dardanos, but accidentally consumed every last bit of the tryst's auras and spirit.

The One Flame

A piece of Palladium equal in size to a human baby and continually giving off an amber-white flame, the One Flame has the unique ability to absorb ambient life force, thereby regenerating its stores of power. The One Flame acts differently than normal Palladium. It has no effect on curses, but a single charge will remove all tainted notes. A single charge will also remove all penalty points from all forms of poison (except radiation, which requires 1 charge per point as normal Palladium). A single charge will restore one missing attribute point (not lost to the normal aging process) from a mortal, but not from a supernatural creature; one box of damage is taken for each attribute point restored. The One Flame is also capable of detecting a character's different aspects: the flame changes color accordingly when approached. It turns darker in color when a tainted individual approaches it and the flames go black if a follower of Sanation approaches. The One Flame can also penetrate disguises both physical and mental and if it detects someone with false allegiances or posing as someone they are not it alters color wildly. It is treated as a mystical sense with a contested roll result of 18. It has also been used by the Horned Lord himself in the past to accomplish amazing feats, but such things weaken it for weeks, months and sometimes years.

The One Flame is capable of holding hundreds of charges and simply recharges from ambient immaculum within its vicinity (dozens of charges replenish per day).

In order to withstand the dark taint of Talos and rescue the other imprisoned Pride Nimrod males, the Horned Lord realized he needed to collect large amounts of Palladium. As such he began to hunt wayward and rogue immortals, even the occasional drove. He brought their voxes to the One Flame, cleansing them between his and its powers. He then sinned and gathered 49 taboos to go with his first (being haunted by Dardanos) and proceeded to splinter off 50 scions using the power of the One Flame to allow them to all be made immortal. The

first scion was Dardanos resurrected, complete with all his memories, the rest were a varied mix of adult humans based on the diverse mortals the Horned Lord took life force from. But Dardanos was unlike the other 49, who at times acted as nothing more than an extension of the Horned Lord's will: Dardanos was willful, rebellious, and while the Horned Lord could still command him, Dardanos did not simply do whatever the Horned Lord wished. In an attempt to emulate his "step-father" and assert his independence, Dardanos created 50 scions of his own, making each immortal.

The Horned Lord quickly realized that simply going out and taking Palladium would eventually reveal him to the other Prides and possibly cause additional competition for the precious substance. Realizing that an army of completely loyal followers seeking Palladium covertly was far superior to him leading the fifty scions personally, he commanded the remaining forty-nine "warlords" to create 50 scions each. An army of 2,550 scions led the search for the substance needed to rescue his sons trapped at Talos. Deciding to link them all through the Palladium, it burst into flame and is known to this day as the One Flame.

TROY AND THE FIRST BATTLES

In order to hide the truth, the Horned Lord sired a tryst and created a mantle to mimic Troy. The scions began seeking out Palladium around Anatolia until the Magdalen discover the interlopers and the Horned Lord. Zeus ordered the city of Troy burned to the ground in retaliation for the taking of his son. But the Magdalen were unaware of the mantle that the vast majority of the city's population fled into.

The city was rebuilt and the warlords began to take their scions and journey into Anatolia; eventually they patroned the Hurrians, Hittites and others. As their mortal tribes migrated, invaded and merged with others, the Phoenix followed along covertly seeking Palladium. Each time the Magdalen eventually discovered them and followed them back to Troy. Eventually the Magdalen gained the assistance of Semiramis's Pride Nimrod, but it did no good; the Horned Lord and the people of Troy just retreated to their hidden mantle each time and then rebuilt the city. Other prides that the Phoenix encountered had no idea as to who they were, or what they were doing. Only that they quickly entered an area for a brief period and then just as quickly left it.

In 1950 BC, the first of the Phoenix to enter and leave lethe was Perseus, awakening in Greece and mistaken as the latest incarnation of Dardanos. Zeus lavished upon Perseus until the young immortal realized his true past as a Phoenix.

Perseus's actions in destroying the hideous gorgon-scion of the Cadre Raga Medusa, freeing the Terat Pegasus and the Peri Chrysaor, his slaying of Cetus and the taking of a Milesian priestess of the Roane Poseidon, brought the Phoenix to the attention of the other prides. Eventually the Horned Lord realized that his Phoenix must spread to other areas in their search and that without some form of protection they would become the target of several prides. In 1453 BC he secretly met with the Jury and presented his case; the Jury called for the Phoenix to be admitted into the Stratagem Pact: only the Magdalen and Eremites voted against it.

The Phoenix quickly began to interact with other prides throughout Mesopotamia and beyond, initially forging alliances with the Banjax and entering Northern Africa to continue their search for Palladium. Eventually, the Phoenix gained the services of the Banjax Heracles (recently exiled from the Magdalen) in a plot to obtain 12 caches of Palladium hidden by the Magdalen Hera. These "Twelve Labours" gained them their first coup within the Stratagem. As a result, an alliance began between the Phoenix Probe Paris and the Magdalen Aphrodite; it resulted in the Trojan War where the Jury disallowed any further attacks on Troy as the new formal crèche of the Phoenix. It was during this time period that Heracles joined the Phoenix, the first outsider to join them. The Horned Lord consumed him and resurrected him in the same manner as Dardanos, but did so with Heracles's original vox. The rebirth still provided the Horned Lord with Hercules's undying loyalty. Hercules became a warlord of the Phoenix, acting as a replacement for some of those consigned to the Blue Air in the last two thousand years since the inception of the pride. Others who joined the Phoenix would be reborn thru one of the existing warlords unless the Horned Lord deemed them worthy of becoming a warlord themselves (in which case he personally rebirthed them).

SOLOMON AND THE ARABIAN NIGHTS

After 1,000 BC the Phoenix became involved in the kingdom of Israel and moved further west across the Middle East, away from the Mediterranean. Some of their interactions with the kingdom of the Milesian Solomon included the warlord Hesediel founding the Shinanim Quiet Culture, exploring further out using Israel's trade routes and establishing a friendship with the Anopheles through Solomon's Queen: Makeda. It is a semi-alliance that endures into the present day with the Hemari Tribe. The Phoenix took the Milesian Ezekiel under the protection of their Shinanim Quiet Culture in Babylon and befriended the Magdalen Apollo after he was sent to Northern Africa to battle Drove Lamia in what is now Libya. Even the rise of the Eremite's Achaemenid

Persian Empire did not stop the cultural impact of the Phoenix upon the people of the Middle East. In fact it only highlighted it. Many of the exploits of the Phoenix and their followers are today highlighted in a tale called "One Thousand and One Nights" or "The Arabian Nights"

THE GREAT ONE COMETH

Having always had difficulty gaining a foothold in the territories of the Magdalen (who also covet Palladium for their own studies), the Horned Lord wooed Alexander the Great away from the Magdalen. Consuming him and rebirthing him as a scion, the Horned Lord used the vox of one of the previously fallen warlords to make him immortal. Alexander secretly became not just a member of the Phoenix, but a warlord as well. Unlike prior warlords, Alexander didn't follow behind conquering mortals, he instead continued to act as one, leading the scions of three prior warlords as a single army. He paved the way for the Phoenix to have complete access to nearly all the Middle East to finish searching for Palladium in those regions. Unfortunately the Arachne poisoned him, forcing him to "kill" his mortal persona. It was during this time that the Phoenix met their near equals, the Salamanders (part of Drove Sainha) in the Underground regions of the Inferno and Tarterus. Busy with the Sainha and with Alexander the Great dead to the mortal world, the Phoenix created a mantle in what is now Jordan, mimicking the ancient city of Petra. This allowed them to continue to operate in the Middle East and Northeast Africa while the Magdalen and other prides raced in to claim the territories the Phoenix once held.

CARTHAGE AND EARLY EUROPE

In 300 BC their forays into the Underground brought the Phoenix in contact with the Peri who they befriended. The warlord Cerun (Cernunnos) traveled with them to what is now France, initially avoiding the Morrigna, Tuatha and Magdalen there. An exchange was made between the Phoenix and Banjax in Northern Africa as the Keeper Bennu became a personal bodyguard to the Banjax Paragon Ra (though he still remained a Phoenix), and the Banjax Nefertum joined the Phoenix. The Horned Lord was fascinated with the ideas Nefertum had for exploring the full healing powers of Palladium. Nefertum became the first outsider to join the Phoenix but not be consumed and rebirthed. During this time the Phoenix hosted the Banjax among their Berber followers when the Olympian and Carthaginian cabals of the Magdalen came to civil war (Punic Wars 264 BC). The Phoenix were kept mostly in small pockets around the Mediterranean in Southeastern Europe, the Middle East and North Africa, constantly evading domination by the Madgalen's Roman Empire. As a

result of diminished ability to search around the Mediterranean, the warlords Kern (Kernunno or "Herne") and Svarog traveled northward thru most of central Europe; Svarog settling with his followers in Poland and Kern settling with his in what is now the United Kingdom. Within the Middle East the Phoenix next brought about the Sassanid Persian Empire through the teachings of the Milesian Zoroaster (Zarathushtra) and sent that empire into war with the Eremite's Byzantine Empire.

THE SUN ALSO RISES

In 251 AD Apollo defected from the Magdalen to join the Phoenix. Again the Horned Lord did not consume and rebirth him; this marks the point where the practice of doing such by the Horned Lord and the other remaining original warlords ceased (newer warlords had never gained this ability when they were reborn). Apollo traveled to France, eventually taking the lead of the Phoenix there. The majority of the Phoenix's Berber mortal tribes became known as the Moorish Muslims (The Moors). Within the Sassanid Empire Atar had the ādur Wishnāsp mantle created in what is now West Azarbaijan, it was used as both temple for their followers and a place to keep prisoners of the Phoenix. It will famously be renamed to Taxte Soleymān (Solomon's Throne) by the mortal population in the distant future.

More Than Scions

It eventually came to the Horned Lord's attention that once the prisoners of Talos were rescued, what would the Phoenix do next? The Phoenix Pride already vastly outnumbered the prisoners of Talos, who had now spent over 7,000 years in isolation and poisoned agony. What were they going to be brought home to? Realizing that his pride needed to grow beyond simply being clones of himself, and at the urging of the warlord Dardanos, the Horned Lord stopped the practice. It allowed the Phoenix to finally investigate possible future directions they might take once the collection of Palladium was over. Though even today the Phoenix still collect Palladium for a variety of uses, their horizons are far broader than back during their time in Troy.

The Phoenix also reached the furthest away from their current holdings when the Keeper Pele comes out of Ietne in Hawaii while facing incursions by Drove Sainha in 427 AD. As the Phoenix reached farther from their original place of birth they unfortunately saw the end of their Sassanid Empire after the rise of the Magdalen-sponsored Milesian Muhammad. During these great battles the Magdalen burned the Phoenix's Academy of Gundishapur and in retaliation the Phoenix burned the Magdalen's Great Library of Alexandria in Egypt. Back and forth contests of wills and skirmishes

would lead to new entries in the tales of the Phoenix such as that between the Juggler Marid Badroulbador and the Milesian Ala ud din Sha Alam (Aladdin) against the Magdalen Slayar Hasan ibn al-Nu'man.

This period of time culminated with the Phoenix Moors conquest of southern Spain. After the migration of the Moors to Spain, the warlords Eki (Eguzki) and Ile (Ilazki) moved into what is now Basque country to deal with a mated pair of Doves (Sugaar of the Sainha and Mari of the Lamia) in 711 AD. Hercules also came to Spain and the warlord settled into the southern regions with the Moors. Apollo and Oberon of the Tuatha create an alliance between the two tribes and the Phoenix rescue Charlemagne's Paladins from certain death, creating the Palatine Quiet Culture. Within the Middle East the Probe Ja'far bin Yahya Barmaki became advisor to the mortal Harun al-Rashid (fifth Abbasid Caliph) in Baghdad; their adventures join the many Arabian Nights tales. But a wish gone wrong led Ja'far to an affair with Harun's sister and the Phoenix beheaded and consigned to the Blue Air. He will be portrayed as a villain beyond those stories. Within Europe, Apollo took the reins of leadership for the region; Cerun decided to spread the influence of the Phoenix deeper into Eremite territories and took his people into the Black Forest of what is now Germany. Within the south a tryst of Hercules created the Islands of the Blessed mantle, entered through Majorca in the Balearic Island archipelago off the inner coast of Spain.

MEDIEVAL PHOENIX

The last full millennium began with Kern and the Peri capturing a Ru-Shou dragon known as Vouvre, the loss, gain and loss again of power in southern Spain, and the Phoenix's odd alliance with the Eremites in the First Crusade. It would pit them against their former allies the Banjax, who sided with the Magdalen to keep Eremite interests out of Egypt. The Crusades kept the Phoenix quite busy, and included their infiltration of the Knights Templar (which became a Quiet Culture eventually).

Back in Europe again, the "Hunting Grounds" mantle was created in Windsor Great Park in England and the Basilica mantle was created in France as the Phoenix gain control over the French monarchy. But again the focus on the Crusades, which allowed the Phoenix to cover much ground in their search for Palladium, would never let them stay in mortal politics for long. But in 1453 AD when the vote tipped just enough to banish the Anopheles and Dracul from the Stratagem Pact, the Horned Lord himself appeared to the assembly of Paragons and decreed war against any who remained in the pact when the year reached 1500 AD. As relations

between the prides disintegrated, the Phoenix lost all mortal political power in both France and Spain, and had to deal with the Apocrypha's Spanish Inquisition. When 1500 AD came, all left the Stratagem Pact.

THE NEW WORLD

In 1644 AD a cadre of Phoenix came out of lethe in what is now the Southwest United States. The Emissary Tsohanoai, Scourge Shakuru and Sleeper Pah find themselves among the indigenous people watched over the Tuatha and Banjax. A new alliance was forged at the same time that the Anopheles and Phoenix rekindled their friendship in Spain to combat the Magdalen, Apocrypha and Drove Sainha. Cerun's people encountered Emanuel Swedenborg, a normal mortal who nonetheless could see the Phoenix in their true forms. His experiences with the Phoenix led him to delve heavily into Christian mysticism and became one of the precursors for the New Age Movement.

Tiring of the common people suffering during endless bickering over control of the mortal government, Apollo's people incited the French Revolution. To repay the Banjax for their help in the New World the Phoenix arranged for them to obtain the Louisiana territory from the Magdalen. The Phoenix sent a number of their people in scattered groups to the new United States of America and joined in the "Manifest Destiny" of heading west. The Phoenix became the face behind few famous western personalities and myths such as Pecos Bill.

They ended their westward push when the Nefertum Quiet Culture helped to found the city of Berkeley California in 1860 AD and the university the city is now based around. It spun off a new group from Nefertum's people called the Indigo Children Quiet Culture, based around the Indigo mantle at Berkeley. From here they influenced mortal culture across the North American continent for over one hundred years. To increase the area of their presence to seek out additional Palladium, the Phoenix managed to arrange the sale of Alaska to the Banjax dominated United States. At this point the Phoenix finished repaying the Banjax for providing them North Africa over a thousand years ago.

THE GREAT BETRAYAL BECKONS

Late in the 19th century, the Phoenix began to mingle the differing philosophies of their influential leaders such as Nefertum, Hercules and Apollo with that of their dedication to gathering Palladium to rescue the lost male Nimrod. The Phoenix finally had a purpose beyond the rescue of the Horned Lord's lost sons. They twice rallied the people of France against domination in World War I and II and

became the only defense against Drove Sainha in the area around Japan (only the Phoenix could tolerate the radiation of Inferno for extended periods, at the cost of some of the Palladium resources). They also began the process of liberation for many countries in Africa to assist the Terat, Tuatha and Banjax, starting with Libya in 1951 AD.

Perhaps too invested in their cultural revolution of hippies, rock-n-roll, avant-garde film, musicals called "Hair" and Hispanic and chicano movements, the Phoenix were caught offguard when they discovered some of the former Talos prisoners alive on Earth in 1987 AD. Realizing many could have escaped on their own; the Horned Lord rallied his people to search for them and readied for forays into the Labyrinth. Just a year before the Great Betrayal the prisoners of Talos were rescued and secreted in Petra where the One Falem was moved to.

TRIBE PHOENIX RISING

The Phoenix retreated to their most survivable strongholds and mantles, simply giving up the ones that they knew they were unable to defend well. The Court of Making was formed in alliance with those Peri who did not enter the Court of War. The Horned Lord dispersed some of his people to other courts so he might have an eye and a voice in those as well. Once the Betrayal Wars ended the Horned Lord recalled his people and the Phoenix Pride became known as the Phoenix Tribe. Reclaiming lost mantles and strongholds Petra is crowned as their new crèche.

THE PHOENIX TODAY

The fire of the Phoenix does not simply represent a destructive force as it is typically known in the modern day. Even in ancient times the power of a Phoenix fire was a symbol of light and life; light in the form of wisdom and enlightenment, and life in its transforming powers to promote change. The Phoenix patron the concept of Individuation: the process through which a person becomes his or her "true self".

Long ago the Horned Lord came to realize that once his imprisoned children were rescued from Talos, they would come to join his new children of the Phoenix. The Phoenix would need a purpose beyond the claiming of Palladium if they were to survive and prosper. To this end he stopped consuming and resurrecting those outsiders who joined; they were no longer turned into scions to be remade as immortals. The Phoenix now enjoyed the bond between them and also the power that individual diversity brought them. The other warlords and their scions quickly began to be seen as individuals, and not extensions of the Horned Lord's will.

THOUSAND-FOLD PLAN

The One Flame binds the Phoenix empathetically, passing strong ideas and concepts through the tribe like a wildfire. Since each Phoenix is encouraged to be as individualistic as possible, the tribal community is always abounding with new ideas and concepts. This has put the Phoenix in a position to contest the Abzulim and their minions in a way other tribes cannot, with what they call the Thousand-Fold Plan.

As ideas, strategies, philosophies and new ways of thinking take hold among groups of the Phoenix, they eventually make their way to the notice of the warlords, the Djinn or even the Horned Lord himself. Ideas that are deemed new or different are given over to the One Flame, which passes them on to all Phoenix in the form of a hidden inspiration. Such inspirations reveal themselves to individual Phoenix in times of need (if the inspiration is appropriate). Such inspirations do not give instructions or details, they merely provide an idea's essence to help open a new path to be followed.

If you do not understand why this gift is so precious to those Phoenix possessing it, imagine the following scenario. A drove stalks a young member of the Phoenix for months, studied him, mentally probed him, and learned his habits and ways. Fully prepared the drove corners the Phoenix and the young immortal's defeat is at hand. But suddenly inspiration strikes from nowhere and the drove dies from an idea that he could never have detected; an idea the young Phoenix would never have discovered or created on his own. How do the minions of the Abzulim face a thousand plans from, a tribe of ever-evolving concepts, ideas and strategies?

Due to the great number of Phoenix that possess this gift, many see them as having something akin to the Arachne's Oneness. However, any Arachne will point out they are quite different: the Oneness relies on the Arachne's initiation of fact-based queries and the direct passing of factual information from the Oneness to the Arachne. The Phoenix have no control over what information goes to who, and it merely passes inspiration; not all ideas drawn from those inspirations are successful as a result. The Phoenix do not seem to mind the risk, as mistakes are learned from and that provides even more inspiration. And as is typically the Phoenix style, they have a habit of rising from the ashes of those mistakes anyway.

KNOW THYSELF

Among mortals the Phoenix use their vast array of skills, serenades, natures, contacts, and perpetual politics to guide mortals into discovering their own inner strengths, weaknesses and revealing their own

creative individuality. To the Believers and those of the Milesian bloodline they wield their most powerful gift: wishgiving. Wishgiving itself is the same power drawn upon by the well-known serenade Evensong, but with the ability for the Phoenix to act as the controlling and mediating force rather than the Bloom itself. To this end, many Phoenix also learn the power of Evensong and use it to “grant” the wishes of normal mortal charges that do not possess the brightened blood or faith of a believer. Of course the Phoenix must pay the price for such use of Evensong, though oddly the Bloom’s price is not as harsh for the Phoenix when used in this way.

It is the goal of the Phoenix to cultivate the individuality of mortals so the human race’s “whole is greater than the mere sum of its parts”. To this end the Phoenix (especially those that have followed the teachings of Apollo) have patroned a number of philosophies and their mortal advocates. A mix of Individualism, Existentialism, and to some extent Liberalism, colors the world of the Phoenix. They are firm believers that each individual is responsible for giving their life meaning, and living their life with passion, sincerity, independence and self-reliance. Writings on these topics by writers such as Jean-Jacques Rousseau and John Locke helped the Phoenix inspire the French Revolution as it did the Banjax inspire the American Revolution.

However, that does not mean the Phoenix are anarchists. They do not desire a world full of extreme individuals incapable of forming societies or interacting with their communities; that kind of fire is wild and destructive. Human history is full of humanity’s ability to control fire, but only with respect for its power. Those who attempt to dominate it or let it rage uncontrolled are often those who feel its searing heat the worst. The fire of the Phoenix is a proponent of change for purpose, for communities and societies that grow and thrive due to the contributions of independent thinkers and the will of their people; for individuals to be able to come together with diverse opinions, beliefs and interests and bring about a greater whole. To this end the Phoenix do not take as active a role in mortal governments, preferring to instead work closely with the people those governments are meant to serve. Anything that spreads ideas is of interest to the Phoenix and any institution that encourages free thinking is of interest to the Phoenix.

In terms of gender the Phoenix have a slightly higher amount of males. Not all of the Horned Lord’s warlord scions came out as male, and not all of their immortal scions were born male. This coupled with the act of going into Lethe has led the Phoenix to have a significant number of females amongst them. Among the Phoenix the symbols of the firebird,

horns (actually antlers and then actually the equivalent of Sunedrion branches growing from the Horned Lord’s head), flames, flaming eye(s) (the mind’s eye), candles and the sun are most common.

OLD VERSUS NEW

Though the Phoenix constantly push for the sharing of ideas and concepts, the battle against ennui and habit still takes its toll on them as it does every member of the Himsati race. The oldest of the Phoenix (and those who have a strong connection to avatars from the tribe’s early history) generally still follow the ways of Anatolia and Persia, and will be found with the accoutrements, trappings and mannerisms befitting the tales of the Arabian Nights, Alexander’s Macedonian Empire and the classical Roman Empire that dominated much of their early hunting grounds. Indeed many older Phoenix who have not gone into lethe in the last millennia or so remain in their mantles and nearby Dominions, sitting in recreations of the palaces of emperors and sultans. These ancient Phoenix and their strongholds are often the very embodiment of the tales of genies and powerful Persian warlords. They hold sway over the most ancient of treasures and places precious to the tribe.

A small but significant number of older Phoenix represent the ubiquitous Age of Enlightenment from the late 1600’s through the 1700’s. A myriad of contrasting philosophies and schools of thought empowered Apollo and his followers in places like France and throughout Europe. Teachings and concepts Apollo introduced hundreds of years earlier became a spark of ideas amongst a host of mortals. Famous thinkers such as Descartes, Newton, Voltaire, Rousseau, Franklin, Mozart, Bolívar, Jefferson, Locke, Swedenborg, Paine and many others empowered this faction, finally cementing the concept of individuation among the Phoenix. In the modern day these Phoenix are seen as contemplative, spiritualistic bards. They can be found occasionally coming to Earth and are seen in the old style coffeehouses, salons, debating societies and other places where the trade of philosophy still has that anachronistic feel. Of the few dealings in mortal governments the Phoenix maintain, these are the most likely to be involved.

Many of the younger Phoenix, those who have joined in the last few hundred years and those who are still fresh from Lethe, are an incredibly diverse group. They serve as the primary agents of the Horned Lord on Earth and are the most modern. But even amongst these there are the few traces of the ancient Phoenix symbolism on them. They concentrate their power in modern culture: music, sports, cinema and art. In the recent past they have been integral parts of a number of cultural and

“counter” cultural movements: the rock music scene, early “outlaw” biker culture, the “Wild West” of the USA, the hippie movement, the New Age movement, various pseudo-sciences, “New Left” movements in the UK and USA, alternative media and experimental (or “avante-garde”) movements in various forms of art. Many younger Phoenix feel the pull towards these kinds of movements, cultures and activities. For example a small but significant number of Phoenix can be found among today’s modern or “neo” hippies as well as followers of quantum mysticism.

Living Accomodations

Older Phoenix (especially those who are scions) able to live among humanity tend to favor a few specific types of places to live. Tribe members who favor their animal natures enjoy living in or near forested and rural areas where they are slightly removed from main populations but are still accessible. Those who favor their elemental side tend to prefer arid regions with vast expanses of space, strong air currents and very low humidity. Their homes contain reflections of the Dark Ages, the Macedonian, Moorish and Persian Empires.

Younger Phoenix prefer more urban areas overall, those living in the city usually find homes that give them beautiful views of the rising or setting sun. Their homes will often seem either cutting edge, bohemian, or at the very least rather eclectic. Those who favor their animal natures often find homes in or near areas most urban mortals tend to avoid (for example a trailer-home nestled among a desert scrub, or an old house on a high rocky beach the average tourist dislikes).

Some Phoenix tend to move often, not staying in any one place for very long, changing apartments or moving to other cities to experience new locations happens quite often among a significant number. Some simply live on the go, taking mortal professions that allow them a great deal of travel.

Of course there are more than enough Phoenix who break with all these traditions, being the individualistic people they are.

FINDING THE PHOENIX

The Phoenix can be found all over the world, strongly influencing cultures, traditions, arts (especially music), sports (especially Association Football [known in the USA as Soccer]), media and wielding minor influence in fashion and some religions. They are heavily involved in the New Age Movement and have patroned it since before its official inception. They purposely wield little power in most governments, preferring to work more directly with the people of a given region. They have

a strong hand in a number of philosophies: cultural, political, ethical and spiritual. They are also a strong part of the superstitions, lore and mythology of the Middle East and Northern Africa, with minor influence in the Iberian Peninsula of France and Spain.

The strongest presence of the Phoenix in the modern world is in France. Here they work among the people, with a small but solid investment in the French government. They have a great deal of influence over art, sports, fashion and media originating from this area of Europe. Due to the individualistic nature they pursue for their mortal charges, even within the national identity of France you will find numerous regional differences, promoting a wide diversity in traditions, culture, and even language dialects. This is well-suited to the Phoenix for they draw on an enormous wealth of diverse ideas and concepts for their own uses. Their work in the government of France has made France’s diverse cultural identity a national investment.

Within the north of Africa the Phoenix have a strong presence in Morocco and Algiers where they enjoy a great deal of influence over the populace. The Phoenix are heavily integrated into the cultural identities, arts, media, superstitions and lore of these people. In the surrounding countries they clash often with two droves: Lamia and Mut. Between the two, they have strong presences in Tunisia, Mauritania and the Western Sahara. The Phoenix still have a strong cultural impact but drove influence on mortal governments has made it difficult for the Phoenix to secure a level of individual enlightenment in the mortal population that they seek.

The Middle East has long been home to the Phoenix and they have always had the same strong influence there that they have had in France. However, the discovery of oil rich deposits in the last century and the heavy religious significance the area has in history, has led all the Tribes to maintain a strong presence there. The Phoenix wield little influence over the governments in these areas; this often leads to difficulties in the Phoenix pursuing their enlightenment goals with the mortal populace. Their strongest influence can be felt in countries such as the United Arab Emirates, Jordan, Yemen, Kuwait, Oman, and Turkey. They clash with the Anopheles in Cyprus, have tenuous relation with the Eremites and Magdalen in Israel, Iraq and Iran.

Spain is another area where the Phoenix have a moderate to strong degree of influence, again most of this resides within the cultural identity of the people there. Most of their influence is in Galicia and Andalusia, though their contributions are felt

throughout the country. The Eremites and Hemari bring a nearly equal influence to the people however.

In North America the Phoenix have taken up strong influence over places like Ottawa (ON), Toronto (ON), Vancouver (BC), Austin (TX), Berkeley (CA), Cleveland (OH), Chicago (IL), Phoenix (AZ), Santa Fe (NM) and like most tribes they maintain a significant presence in the other major large cities of the United States and Canada. Beyond this the Phoenix maintain a presence across most of the world at varying degrees.

MAJOR STRONGHOLDS

Even though the Tribe's existence does not go back as far as many others, they have managed to amass an impressive array of powerful mantles with which to fight the forces of darkness in this world. There are other mantles in use by various warlords and leaders of the Phoenix factions, but these hold the most importance to the tribe as a whole.

The Temple of Petra – The Phoenix Crèche

Created circa 320 BC

When the Phoenix began losing control over their influence in the Persian lands, they had the tryst Rekem create a mantle in what is now the country of Jordan, mimicking their great canyon-city of Petra that still exists to this day as an archeological site. Within the mantle Petra remains as it was in ancient times, a thriving metropolis carved into the very walls of the canyons it was built. This is where the One Flame rests, inside the great temple. Tribe members make their pilgrimages here yearly to test their purity and rekindle their connection to the One Flame. This also serves as the primary residence of the Horned Lord when not visiting Atlantis.

The Ancient City of Troy

Created circa 2,900 BC

The first and oldest of the Phoenix strongholds, it serves as a vault for the most valuable of treasures. Only the keenest of immortals can sense its entrance without the express permission of the tryst of the warlord Dardanos; the first warlord makes this mantle his primary domain. The mantle is a reflection of Troy at its zenith, during the age of the Trojan War. Dardanos still hunts for various treasures that may benefit the Phoenix and his scions still carry on the hunt for Palladium should the need for it arise again. Dardanos is given the task of judging who is worthy of entering not only the city, but the grand vault that holds the greatest prizes the Phoenix can bestow upon worthy tribe members. To be allowed into the vault to choose a prize is one of the highest honors. The bloodline of the Dardanos trysts has held this mantle since its inception.

ādur Wishnāsp

Created circa 390 AD

This mantle mimics a former Zoroastrian fire temple during the Sassanid Empire that is now known as Takht-e Soleymān ("Throne of Solomon") in West Azarbaijan, Iran. The huge craters serve as facilities to contain heavily tainted Phoenix (so they are not bound to a Bright Blood, possibly unleashing hellish wishes) and other prisoners of the Tribe. All the craters sit within the boundary of a single huge rocky crater that sits among rolling grassy hills. There are no other buildings save the temple complex. All other structures are built into the various inner craters, save one crater that drives a flowing pond-system. This mantle has direct connections to the Chinvat Bridge mantle in Inferno. It is a place of learning for many Scourges among the Tribe.

Chinvat Bridge

Created circa 320 BC

The Chinvat Bridge is a base of operations to attack the Sainha in Inferno. The Phoenix Mentor Simurgh (also known as Angha) brought her child Srishok to Inferno, protecting the tryst from the heat, in order to create the mantle. Its primary entrance is within the Underground realm of Inferno, but in ancient times it had secondary entrances were known as the 3 Great Fires, a set of temples in Sassanid Persia. The Great Fires only appear on Earth now at the request of the mantle's guardians: Sraosha, Mithra and Rashnu. The mantle holds the Cup of Jamshid, a gift from Apollo that temporarily gives normal mortals the power of divination. In ancient times (and today to a select few) it is a place of pilgrimage for mortal followers of the Phoenix.

Isles of the Blessed

Created circa 860 AD

The tryst daughter ("Joy") of Hercules created this mantle (also known as the Fortunate Isles) based on part of the Magdalen mantle known as Elysium. Entrances have been known to reside in Madeira, the Canary Islands, Azores, Cape Verde and Bermuda. The most prominent entrance has remained at Majorca in the Balearic Island archipelago off the eastern coast of Spain. Soothing breezes constantly caress the semi-tropical island, full of flowery meadows and trees that seem to shine in the sunlight. It is a place of rest, reflection and advanced training for many of the tribe's warriors.

Basilica

Created 1137 AD

Isabelle, the tryst daughter of Apollo, created this mantle after seeing her father inspired by the renovated Cathedral Basilica of Saint Denis in Paris. Its primary entrance lays within the Basilica, though portals are opened to other cathedrals and places of philosophical and religious importance around

France. The Basilica mantle is a huge cathedral with surrounding areas that serves as a repository of knowledge for Mentors, Mystics and Probes of the Phoenix. It has vast libraries, reflection rooms, and places where Apollo's Milesian oracles cast their various forms of divination. The sky is always somewhat cloudy, but a silver lining adorns each cloud and the sun is always seen shining in large swaths through the clouds.

Indigo

Created 1860 AD

The Phoenix were the driving force in the founding of the city of Berkeley California. At the top of the hill next to Founder's Rock is the primary entrance to Indigo. Indigo looks much like the land around Strawberry Creek prior to the building of the college and city. Sunny fields and wooded areas with the occasional redwood dot the path of the creek as it flows through the landscape. Rains are always short and soft, the temperature always mild, and the mantle sits in a perpetual state of springtime. Indigo is the primary mantle for the work of the Phoenix on this side of the world. It is also a place of healing for wounded Phoenix; the Indigo Children Quiet Culture that operating within the United States make great use of the mantle.

The Hunting Grounds

Created 1129 AD

Reflecting Windsor Great Park during the period of time it occupied the most land and a huge forest reminiscent of the Black Forest of Germany, the hunting grounds are training grounds for Slayers and serve as the home of the Circle of Nimrod. The mantle stretches for miles, occupying tens of thousands of acres of land. Wild animal such as deer and horses run free and small outer forests dot the landscape along with the occasional huge solitary oak tree. A tryst of Kern, who served as the physical parks first "ranger" created the park to serve as a place for his father to gather followers. Today it also serves as a place to bring loyal mortals from the New Age movement and other counterculture movements. The mantle has openings within Windsor Great Park in Windsor England, Central Park in New York USA, The Central and Northern Black Forest Nature Park in Germany, Stanley Park in Vancouver Canada and several other large parks (mostly those within cities) around the world. A castle and grounds reminiscent of Windsor Castle and the Royal Estates in the 12th century is at one end of the mantle, the primary domain of Kern, Cerun and Svarog and the Nimrod. The castle has an impressive kennel with creatures formed by the Nimrod as well as Kern's personal magically empowered mortal hounds. A few small medieval homes dot the mantle where various others can choose to live.

MAJOR TRIBAL FACTIONS

The Phoenix have a small number of "factions", various leaders having grouped together for specific purposes or banded together due to proximity to one another within the world. Nearly all the older Phoenix belong to a faction, most simply because of their connection to a specific warlord. Information on major Quiet Cultures is also included after the faction listing.

DJINN COUNCIL

The Djinn serve as the Horned Lord's inner council, consisting of many of the remaining warlords along with other tribal leaders. The heads of each "Flame" are counted among the Djinn Council. The Council are considered the oldest and wisest among the Phoenix and represent the huge diversity that is the Phoenix Tribe. Aside from the Horned Lord, only the Djinn have the ability to pass ideas and concepts to the One Flame so that they may be passed to those with the inspirational gift. The council administrates the tribe's overall activities throughout the world.

FLAMES OF DARDANOS

Dardanos, Explorer

Troy Mantle

A great number of scions were bound to Dardanos when their former Warlords were consigned to the Blue Air during the many early battles with the Magdalen. Dardanos was (and still is) responsible for the discovery of Palladium around the world and nearby Dominions. He is also lord of the mantle of Troy, housing the most precious treasures and artifacts of the tribe. Dardanos has the second largest faction within the Phoenix; he has gathered a number of outsiders to his banner over the long years. The touch of the warlord himself negates all penalties from a character due to poison and pain for the remainder of the Act. This faction maintains a large number of explorers, but still has significant numbers of the other callings as well.

Faction Boon: Palladium Sense (5)

Characters can sense Palladium on successful PER roll. The target number is equal to number of yards distance to the Palladium minus the number of charges it contains or any target number generated by mystical means (to hide it for example), whichever is higher.

Note: If a player wishes to start the game as a member of this faction, he must pay for the Faction Boon. If he leaves the faction, he immediately loses the boon and does not gain back the points spent.

PILLARS OF HERCULES

Hercules, Slayer

Isles of the Blessed Mantle

Hercules and his followers are looked to as the leaders of the warrior caste among the Phoenix. Slayers, Scourges, Explorers, Tacticians and Keepers who prove themselves worthy are invited to the Isles of the Blessed where they receive advanced training in the arts of combat. Others deemed worthy are often invited to Hercules's domain to take respite from their weary trials over the long years. Hercules's faction is the fourth largest, though he hosts more Phoenix within his mantle over a given period of time than any other save Petra itself. Hercules, like Dardanos, had a number of scions from fallen warlords bound to him, and has a large following from other Phoenix not aligned to any warlord.

OTHER WARLORDS

Each Warlord maintains his own group (often referred to as the "Flames of <insert name of warlord>") including his scions and others that have come to join him. Each warlord is connected to the Horned Lord, allowing instant communication whenever the Paragon desires. By that same trait, each warlord's immortal scions have the same connection with their warlord (and thru that warlord to the Horned Lord) allowing the warlord to instantly communicate with the scion at his whim. A warlord can only communicate with one scion at a time. In ancient times the Horned Lord allowed his command over the warlords to be used by them upon their own scions; now only the Horned Lord himself retains such power over his warlords and their scions, and it is used very sparingly. All the warlords (but not their scions) are immune to nearly all natural and synthetic poisons (but not to radiation and other similar effects).

Some Famous Warlords:

Note: It is quite possible that some of the later warlords are merely earlier ones having entered and come back from Lethe. There is no longer a full complement of fifty warlords, so we leave room for you the Narrator to come up with some of your own. Scions of missing warlords were originally bound to one of the remaining warlords, but after the decision to stop consuming outsiders who joined the Phoenix, immortal scions are free to choose their own path.

- Dardanos – the tryst son of Zeus, consumed and resurrected as a scion by the Horned Lord and then made immortal. The first warlord.
- Shimegi, Sharruma and Hebat – three warlords who patroned the Hurrian people and founded Urkesh.
- Ziparwa and Tiyaz – two who patroned the Palaumnili

of Anatolia

- Shamash (Samas) and Nusku – two who patroned the Hittites that sacked Babylon under the reign of King Mursilis I.
- Hercules (formerly known as Heracles of the Banjax and before that the Magdalen).
- Hesediel - founds the Shinanim Quiet in Solomon's Israel that leads the Milesian Ezekiel to founding Jewish Mysticism.
- Ayyur and Amanai – patroned the Berbers and eventually the Moors of Northern Africa
- Alexander the Great – conquers most of the Middle East in a single lifetime.
- Cerun (Cernunnos) – patroned celts in France alongside the Tuatha and Morrigan before traveling to the Black Forest of Germany.
- Kern (Kerunno) – "Herne the Hunter" in England, responsible for "The Horned God" beliefs of the New Age's "Wiccan" movements
- Svarog – Becomes known as Feosta, the Slavic god of celestial fire and smithing
- Atar – used the ancient teachings of the Milesian Zoroaster (Zarathushtra) to found the Sassanid Empire in what is now Iran.
- Eki (Eguzki) and Ile (Ilazki) – early patrons of what is now the Basque region of Spain.
- Simurgh – responsible for the creation of the 3 Great Fires of Chinvat, the mantle that exists in the Underground Realm of Inferno.

HINTERLAND SUN

Kern (Emissary), Cerun (Keeper), Svarog (Merchant)

Windsor Great Park Mantle

The strongest warlords of western and central Europe banded together long ago along with Kern's Ferrishyn Quiet Culture, to spread teachings they had gathered from Apollo that they modified to fit population of places like England, Germany and Poland. A number of newer Phoenix within Europe have come to join with them as part of the New Age movement; the three warlords and their scions have acted as the "Horned Gods" and "Goddesses" of a number of quasi-pagan religions throughout Europe. They sponsor a large number of Mystics, Emissaries, Merchants, Mentors and Probes. Their Ferrishyn Quiet Culture is the largest of the Phoenix, having gathered an enormous amount of followers starting in the early 1900's AD and holding onto them through the Great Betrayal.

AUBADIANS

Nefertum, Mystic

Temple of Petra Mantle

Nerfertum is not a warlord, but he brought his own immortal and mortal followers with him when he transitioned peacefully from the Banjax to the Phoenix and began his study of the healing properties of Palladium. He has gained a large

following among the Mystics, Probes, Mentors, and Emissaries of the Phoenix in eastern Africa and Asia Minor. He resides within the Temple of Petra where he continues his studies of Palladium and the miraculous things that can be done with the petrified Sunedrion sap. His Nefertum Quiet Culture serves all Phoenix within the regions of the Middle East and Africa. Nefertum's people are able to heal the pure and harm the tainted.

Faction Boon: Ombudsman (3)

At the cost of a mote of immaculum, the character makes an END roll against the STR of the target. Every two success points heals one wound box, unless the target is tainted in which case it does one wound box of damage. The character can only do this once per Episode and must come in physical aura contact with the target (this will work through clothing and armor, even mystical armor).

Note: If a player wishes to start the game as a member of this faction, he must pay for the Faction Boon. If he leaves the faction, he immediately loses the boon and does not gain back the points spent.

PHOEBIAN

*Apollo, Mentor
Basilica Mantle*

The "Shining Ones" (from whom the tribe derives its nickname) were originally the immortal followers of Apollo and many of his mortal oracles that defected with him from the Magdalen. After Apollo came to France he quickly gathered a large following, and his teachings became part of the Age of Enlightenment throughout Europe. Many of the warlords ingrained pieces of his philosophy into their own methods. Apollo still resides within the Basilica Mantle with his tryst daughter Isabella (who has lived these many years as a favor from Nefertum who was able to bind her to a piece of Palladium along with her shard). The Phoebian is the second largest faction within the Phoenix (after the Circle of Nimrod) and spread across most of the world. A great deal of Harlequins, Jugglers, Mentors, Merchants and Probes populate this faction.

CIRCLE OF NIMROD

*Janicot, Tactician
Windsor Great Park Mantle*

This Circle consists almost entirely of the rescued male Nimrod, plus those Nimrod who made their way back to Earth and entered Lethe. The Nimrod still to some extent, seek their place within the Phoenix as the Horned Lord has not shown them preferential treatment over any other Phoenix. Indeed a few of the Nimrod have left to join with other tribes, but only a few; the vast majority of the

nearly thousand rescued and found former prisoners of Talos have chosen to remain within the Phoenix. For now the Nimrod's purpose has been in determining exactly what the Shadowen are planning, seeking ways to thwart them and take away the dark artifacts they currently use.

Their Secret

The continued exposure to the Darkle of the Labyrinth has left the Nimrod sensitive to its reality altering effects and has allowed them to make forays into Sheol without the various Drowes there becoming aware of them. Of greater importance though, is the fact that they have sensed a place in the country of Mexico where a city stands beyond the reach and memory of mortal man and immortal himsati. Their gathering of evidence has slowly come to the attention of the Djinn Council and it is quite possible that if this knowledge is passed to the other Phoenix, memories of Mexico City might return to the tribe.

The Nimrod have unique himsati forms: they are all normal creatures that erupt in a nimbus of black flames (Elemental Essence as other Phoenix). They can also separate their himsati from their human form, a shadow of black fire. The Scourge and Tactician callings represent a great number of the faction.

Faction Nature: Fire-Shadow

Members of the Nimrod do not have the Wishgiving ability like other members of the Phoenix. They are instead able to separate their himsati form from their human body, creating a three-dimensional solid shadow of black flame. When this is done the character cannot activate any natures as the separate himsati carries all natures fully active within it. It cannot play serenades or use any skills other than those normally usable by its himsati form (unarmed combat, himsati combat, dodge and other skills deemed appropriate by the Narrator). This ability only works once per Episode as the fire-shadow needs time to rest before being called forth again.

Faction Boon: Darkle Sense (5)

The Nimrod can sense Darkle with a PER roll (at a +6 bonus) against a target number of 6. If the Darkle is being hidden by mystical means they roll against the target number generated by the power hiding the Darkle. The Darkle must be within a number of yards equal to twice the character's SPT.

Faction Curse: Taint Sensitive (5)

Whenever a member of the Nimrod gains any taint, the penalties are doubled. Any methods used to rid them of such taint (even using the One Flame) require twice the cost (the One Flame would

therefore need to use 2 charges to cleanse a member of the Nimrod).

Note: If a player wishes to start the game as a member of the Circle of Nimrod, he takes Fire-Shadow as an extra starting nature for free (he does not receive the tribal gift of Wishgiving). The Darkle Sense is paid for by Taint Sensitive. Taint Sensitive cannot be removed so long as the character is a member of the Circle of Nimrod. Leaving the Nimrod does not remove the curse or the boon, but it immediately removes the Fire-Shadow nature.

QUIET CULTURES

Below are listed the largest and most well-known of the Quiet Cultures of the Phoenix.

Shinanim

Founded by the Phoenix Hesediel during the reign of Solomon, they are the smallest of the Quiet Cultures. They spread the teachings of the Phoenix among the people of the Middle East and offer shelter and assistance to the tribe when called upon. Many of the members are followers of Jewish Kabbalah or Hermetic Qabalah. They are also often used as discreet mortal messengers when the Phoenix need to make contact and mystical communication is desired to be avoided.

Palatine

Formed by the Roland and the other Paladins of Charlemagne roam the land seeking out Bete Noire and other creatures to fight. Each Paladin functions as a cell with a retinue to assist him, all the Paladins are of the Milesian bloodline and each has a Palladium-enhanced weapon. They often war with agents of the Apocrypha and the Wormine Druids. Paladins are often tasked as mortal scouts for the Phoenix, entering an area of suspected drove activity to unobtrusively seek out signs of such. The Palatine serve the Phoenix in areas of mortal law enforcement as well.

Knights Templar

The Templars have been a Quiet Culture of the Phoenix since the days of the Crusade. They serve the mortal economic arm of the Phoenix and handle many of their investments in the modern day. The safehouses they provide always have the best security and defenses. A few still act as chivalric knights, and have been known to work with the Paladins of the Palatine Quiet Culture. They are the second largest of the Quiet Cultures, spread across Europe, Africa, and the Americas. The Knights Templar are also primary mortal backers of the Phoenix involvement in sports around Europe. They find possible recruits and immortals in Lethe in various sports teams.

Nefertum

Serving the Phoenix of the Middle East and Africa, the Nefertum serve more than just their namesake within the Phoenix. They act as healers, willing providers of bits of life force for those Phoenix in need. They offer solace and a place of comfort for other mortal charges of the Phoenix, and teach their healing arts to any who care to learn. A few have spread abroad from their normal territories, and many can be found in actual health professions among the mortal population.

Ferrishyn

The Ferrishyn are found across Western and Central Europe, the followers of the New Age Movements thru Europe. They tithe a great deal of life force to the Phoenix and spread their teachings throughout the regions. Many of the Ferrishyn still venerate the Phoenix as higher spiritual entities and operate in mortal Wiccan circles, pagan cults and hermetic spiritual cabals. The Ferrishyn often look after or take in Phoenix returning from Lethe while they live under the guise of a mortal life. The Ferrishyn are most involved in assisting the Phoenix in patroning arts and media within Europe.

Indigo Children

Spun off from the Nefertum, they are based out of Berekeley California in the United States, but have spread across North America. The Indigo are similar to the Ferrishyn for their participation in the New Age Movement and several cultural changes within the United States and Canada. They are primarily responsible for the hippie movement as it appeared in the United States. They spend a great deal of time searching out immortals coming out of Lethe at early ages and bring them to the Phoenix. A number of Indigo Children work the media, art, fashion and music circuits to seek out himsati in Lethe and possible additions to their own numbers.

Firebrands

The Firebrands began their time as a loose-knit organization of cowboys and gauchos in the 19th century, many being part of various small groups following the Osiri within Mexico and Spanish territories now in the United States. Nowadays the Firebrands are heavily involved in the motorcycle culture and are found riding in or as motorcycle clubs throughout the United States, Canada and Mexico. They have no central leadership but come together at various cycle rallies and meets. The Phoenix have a few of these groups in Europe, South America and Asia, but North America is the primary territory. They serve as eyes and ears, often gathering together when called for special needs and occasions, providing mortal muscle, distractions or camouflage for members of the tribe.

RELATIONS

The Phoenix maintain a number of alliances and have a great deal of enemies among the other tribes and the droves.

THE TRIBES

Arachne

"They rely on spot-on logic but yet they feed on emotions to power their true forms. Smart, dangerous, living in the dark, they'll bite you and it will hurt."

The Phoenix and the Arachne rarely cross paths as tribes. Individual warlords and Arachne nests may cross paths, but for the most part the two tribes' activities remain largely disconnected. There is one place where they compete on occasion and that is in the aspect of time: the Arachne seeking probability and the Phoenix seeking possibility. The poisoning of Alexander, the placement of Louis the XI, and some of the advances of the Ottoman Empire while it was under Arachne control, are the only major conflicts they have had in the last several thousand years. The Arachne have developed a habit of keeping knowledge of any aggressive actions by the Phoenix and have in the past followed in their wake restructuring resources left behind to expand their own power.

Eremite

"Their ability to comingle so many religious philosophies among them is laudable. It would be nice though, if they would stop trying to paint us as devils and heathens."

The Phoenix and the Eremites had a long history of combativeness due to the Eremite's attempts to oust the "demonic" Phoenix from the Middle East during the tribe's early history there. The Eremite's interest in Religarum inspired by religious faith occasionally puts them at odds with the Phoenix who patron the New Age movements. There is some friction with the Eremite's in Spain as well, but mostly the two put their efforts towards ousting the Apocrypha from Portugal, a victory they have yet to achieve.

Hemari

"The pretty muses and powerful she-warriors carry a fire within them. Their attempts to inspire and manipulate the emotions of humanity are not as far from our own goals for them."

The Phoenix have had one form of alliance or another with the Hemari since that tribe's days as the Anopheles Pride. They share a great deal of power in Spain, and the Anopheles have great influence in France. Both work in many of the same mortal circles, having friendly rivalries in art, media, music and fashion. The Phoenix worry that the Hemari are from "broken" homes (Anopheles and Shadowen) and keep a watch that they do not fall to the darkness that their sisters have. And of course

Apollo's Phoebian faction has a strong bond with Aphrodite's people in the Hemari and Hercules has the same with Hippolyta (*interesting that they are all former Magdalen*).

Magdalen

"Like us they prize their individualism, but have no sense of contribution to a community by that individual. But their internal bickering has often started entire renaissances which have helped us greatly. We'll only burn their books if they throw them at us."

The Phoenix see the Magdalen as a scattered series of rogue elements too smart for their own good. The Olympians treated the Phoenix harshly when they first encountered them and it led to several thousand years of non-stop harassment and wars thru the various cultures the two have patroned. Most times the Phoenix came out the victor (Perseus, Alexander, Apollo, the naming of Troy as their crèche, etc.). Oddly it would be after the dissolution of the Stratagem in 1500 AD that events would lead the Phoenix and Magdalen to begin the cessation of constant hostile interactions. Though they do not have any solid alliances, they are at peace for the time being.

Morrigan

"Their warrior spirit and acceptance of humanity's place in the world has made them admirable. But their desire to only interact with 'the best' and their need to still wear a crown makes us wary of too deep a friendship."

It was the Morrigan who nicknamed the Phoenix "Hunters Supreme". The Phoenix respect the Morrigan but feel the Morrigan consider themselves to be the leaders of the Atlantean Pact as they were the Stratagem Pact until its final demise. The Morrigan also treat the Phoenix as being a "younger tribe" with "bizarre" concepts and "weirdo" followers, which frustrates younger Phoenix. Older Phoenix tend to get along with the Morrigan quite well and work together in Europe on occasion. Having been taught by another Ishim (Namergon the Lightning Man), the Phoenix afford the Morrigan respect for their warrior's ways. The only point of concern is the Morrigan's lack of respect for all mortals save the "cream of the crop".

Osiri

"Their work towards purifying the human soul is commendable and aligns with our own goals. We simply seek to purify through fire and enlightenment for a strong and sound mind can purify its own soul"

The Osiri have been allies of the Phoenix throughout almost all of the fiery tribe's history, save a brief period during the Crusades. They have offered each other haven, literally "traded" a few members, and have stood side by side in battle and used many the same principles in revolutions (French and American) throughout history. Though the Osiri do

not take the 'extreme' levels of individuality that the Phoenix do and occasionally have taken small issue with their destructive nature (again the Crusades for example), there is an amount of respect between the two tribes that borders on true friendship.

Peri

"They may be weapons of war, but they have a great will to keep the fire in their souls controlled. We admire that, and their artistry and singing rivals the Hemari and our own."

The Phoenix and Peri do not have much in the way of specific alliances, but have always remained on friendly terms. The Phoenix adore the ability of a Peri to create, seeing them as having one of the most vivid imaginations of all the tribes. Their defense of the innocent and the youth of the world speaks volumes to the Phoenix, who also have a deep reverence for the Kai Ra. The elemental cousins maintain an intense rivalry in the world of sports through their mortal followers; the occasional sports competition among the actual himsati of the two tribes can accidentally destroy the arena it is held in. The Phoenix also invite the Peri into their strongholds along with the Hemari to gather for music festivals, performances and contests. The Peri maintain an entrance to their Crystal Maze mantle in the ballroom of Versailles in Paris.

Protean

"The dwellers of the deep tread in places we prefer not to go. They are at times more alien than the Arachne. Regardless they were wronged long ago and are an ally who fight in the murkiest of depths."

The Phoenix and the Protean have had few direct interactions over the years. The land and surface-dwelling Protean are on neutral and good terms with the Phoenix, but those who dwell almost entirely in Ys are alien to most of the other eleven tribes. They are ancient beings that have almost nothing to do with humanity or even anyone beyond other Protean. The time that the majority of the Protean spent as Drove Roane adds to the apprehension many Phoenix have about them.

Sharakai

"Their ability to embrace a great many philosophies over the eons is admirable, but their past need for constant balance still seems to interfere with the hunting instinct of their inner dragons. Often they stifle inspiration by never allowing extremes."

The Phoenix have a great deal of respect for the followers of Sharakai and remain on even terms with that tribe. They have more than once had kingdoms that were "neighbors". The Phoenix never ventured into the territory of the Sharakai tribe in force to seek Palladium as the New World opened up before they truly felt the need to fully enter the Orient. This perhaps saved the two tribes from coming into conflict. There is no specific allegiance to, or

animosity against, the dragon's children.

Terat

"No tribe adheres to our tenants of individuality quite like the Terat. Their understanding of the dreaming mind is astounding; it is a shame they are unable to do more in the waking world, for the things they might inspire would amaze even us."

The Phoenix could be said to feel bad for the Terat's losses during the Great Betrayal, but they do not pity them as they know the Terat do not need anyone's pity. The Terat have come back as strong as ever and Phoenix Mystics who are trained to enter the Morpheum marvel at the ability of the Terat to navigate its silky web-like structure. The Phoenix admire and respect what the Terat are willing to go through in order to work with humanity as well as they do. The Phoenix occasionally work with the Terat in the modern day, but almost exclusively through their Mystics in the Morpheum. In the ancient past they have worked together from time to time and traded off mortal empires (the Hittites). They are on friendly terms with them if not in alliance.

Tuatha

"Pretty elves and totems, they want our Palladium. They can't have it. Other than that we respect their desire to bring humanity in harmony with all things under the firmament of the Earth. During the 60's, they were almost as much fun as the Anopheles..."

The Phoenix respect the power of the Sunedrion and the choice of the Ishim Styx (Immortal Celebrant) to have the Tuatha guard the Wealds around the world. They enjoy the company of the Tuatha except when it comes to the issue of Palladium, which the Tuatha covet as much as the Magdalen. Otherwise the two have alliances within France and parts of Western Europe with the Tuatha having a significant yet indirect effect on the New Age movement the Phoenix patron.

THE ENEMIES

A brief look at those the Phoenix have had their greatest battles with...

Drove Sainha – the Salamanders

The fiery lizards are the Phoenix's greatest enemy, and battles through the Iberian Peninsula, the northern coast of Africa and in the Underground realms of Tarterus and Inferno have raged on for ages between the two. The Sainha gained control of a number of Ru-Shou from the Tengu at the hands of the Abzulim Estrosk (Fafnir) and were able to mate with them to produce the predator known as a "drake". In northern Spain the Sainha are known as the Cuélebre and where their greatest human thralls, La Guita Xica, exist. In ancient times the Sainha were known as the Ifrit or Efrete: the "lesser" demonic djinn the Phoenix constantly warred with.

They are partly responsible for the Eremite's treatment of the Phoenix during the time of the Persian Empires.

Drove Lamia – The Sekhet of Denwen

This drove family was originally a group of followers of Sekhmet (the "Eye" of Ra) of the Osiri until the serpent goddess Denwen corrupted them to the path of Sanation. They are a small Drove found almost exclusively on the African continent and are one of the smaller drove families. But the cunning of these females with lion-like heads is beyond reproach. They took their thralls from desert thieves and bandits, corrupting them and using them to hide their activities. In the modern world they have stood behind a number of corrupt military dictators and governments, seducing their way into power. A small group of them has had influence over the Basque region of Spain and France.

Drove Azhoth – The Vampire Blades

A sect of the former Peri led by Moloch (also known as Ba'al) has often rose up to plague the Phoenix in northern Africa and the Middle East. He is partially responsible for forming the Tengu, though the Phoenix have had few dealings with the dark birds of the orient. They still encounter the Azhoth in the Undergrounds of the Iberian Peninsula when seeking out the Sainha and have allied with the Peri to defeat the dark blades on more than one occasion.

Drove Mut – The Children of Apep

Reputed to be followers of Alul the Swallower (known as Apep or Apophis among the Osiri), the Mut are more concerned with the Osiri, but the Phoenix have had to battle the dark mummies created by this drove in the north of Africa many times. The Drove often gains influence among mortal governments by killing off government leaders and raising them back up as dark mummies. It is said that they originally followed Jormungard and that some of the stories of Apep are attributable to the huge serpent-child of Loki and the Rhime.

Drove Ahnenerbe – The Thulians

With their predators known as the Trasgu and their thralls among the Thule Society, this Drove is the bane of all the tribes in Europe. Originally known as Drove Trasgu, they were absorbed by the fallen House Aryan of the Eremites and became the Ahnenerbe of today. They have spent a great deal of time undermining the efforts of the Phoenix and other tribes throughout Europe.

Human Enemies

The Apocrypha

The primary base of the Apocrypha has been and

still is in Portugal. This has proven a thorn in the side of the Phoenix of the Iberian Peninsula as well as the northern coast of Africa.

The Wormine Druids

The Phoenix of Western and central Europe have more difficulties with these dark druids interfering in the New Age movement. They seem at times to be allied with the Apocrypha and at times not.

Hermetic Order of the Golden Dawn

This group harasses many of the Phoenix's followers throughout Europe and into the Middle East.

INNER WORKINGS NOTES

The Phoenix in most campaigns will have fewer than 5,000 members. Some of the gifts they have are a result of the huge number of scions of the warlords and the bond they share. Well over 2,000 scions and a few dozen warlords are still accounted for, so the remainder of the tribe should not exceed another two or three thousand. Otherwise you may wish to consider not using the Inspiration Boon for the Phoenix. This should still leave plenty of room for you to create other factions if desired and customize the tribe to fit your own style for running the game.

HIERARCHY AND TRIBAL TENANTS

The Horned Lord rules as Paragon and has final say on all matters. The Djinn Council advises him, often remotely as he can communicate with all his warlords at once, and has the necessary means to contact others such as Nefertum and Apollo. Each warlord or group of warlords is responsible for maintaining the presence of the Phoenix within an area as they see fit. There is no specified method the warlords use to maintain an area; though it is law among the Phoenix that no warlord can be challenged in times of crisis. In terms of the topics that affect the entire tribe (and some the all members of the Atlantean Pact) the Phoenix differ on the finer points, but general convictions exist. The violation of some are treated as specific punishable offenses within the tribe (tribal tenants).

Abzulim: Dragons such as these are to be slain; when the time comes they will see that the Phoenix flames burn hottest and brightest.

Atlantean Pact: We adhere to its laws as we have agreed. Though we do not enjoy the company of all involved in the pact, we respect their participation within it and do not try to stifle them from following their own ways, unless such ways attempt to suppress or diminish our own.

Conundrum: The shards are all that is left of the Sanguinary, if it is truly gone. We need them still to

increase our numbers, but otherwise they are nothing more than currency and raw material for items.

Crucible (Labyrinth): There are dark things still lurking in their impenetrable orbs. But we found enough Palladium to free our brothers from Talos, and we will find enough to destroy the monsters there as well.

Dominions: They are the shattered remains of worlds once safe to inhabit. The far Dominions are not of our concern at this time save the Labyrinth. The near Dominions house a number of parasites that we must exterminate to protect humanity.

Droves: If not for humanity's inability to accept us as we are we would burn them all. For now we will play the game of political hide-n-seek, but when we catch them away from the prying eyes of humans, we destroy them.

Habitat (Earth): This world is weakened, bruised and battered, yet it continues on, rising again from the ashes of its own near destruction. We cleanse it, burning away the parasites and blights upon it.

Himsati: We take the himsati form whenever it suits us, so long as it does not endanger our work with humanity. We have nothing to hide.

Humanity: Any Phoenix found to suppress the creative spirit and individuality of the mortal race will face the most supreme punishment; Solomon's Prison will only be the beginning of their suffering.

Ingenue (The Reborn): We must find our fallen brothers and will gladly take in any that find themselves out of place with their former Prides. We now know the Reborn hold a great many secrets to help ensure our victory over the dread Abzulim.

Morpheum: Many of our mystics are trained to navigate the dream-realm; it lets us connect to new ideas through it. We do not recommend entry beyond their own dream cocoons for those untrained; the Nightmare Drove is powerful there, our allies in the Terat help our sleepers in the Morpheum and for that we are grateful.

Palladium (Tribal Tenant): The misuse of Palladium for one's own gains is forbidden. We have greater uses for its precious powers; violaters will find themselves in Solomon's Prison.

Poison (Tribal Tenant): Only the natural poisons that we have been gifted with are to be used; those caught using the synthesized poisons of man or immortal will spend time in Solomon's Prison, filled

with the poison they used.

Silence, The: We hold to the silence here in the Habitat and only in the Habitat. Our mantles, the Dominions and other realms have no need for it. On Earth the Bloom's granting of wishes helps us avoid many issues with it.

Sinning: The act of sinning diminishes the vibrancy and creative spirit of those mortals we sin upon. We do not condone such actions, but our past makes it clear there are desperate times and it is a desperate measure.

Taint (Tribal Tenant): No Phoenix shall purposefully taint himself, or he will spend time in Solomon's Prison in atonement. He will be purified by the One Flame, and he will bear the scars to remind him not to do such again.

ADDITIONAL BOONS:

Starting Phoenix characters may choose from one of the following as a free additional boon for becoming a member of the Phoenix, this is in addition to the Wishgiving gift they already possess.

Athletic:

The same as the ability on page 132 of the Narrator's Guide.

Inspiration (Phoenix Only):

Once per Episode the character makes a roll against a target number of 6. The success level determines how much information the GM will provide that can help the character out in a situation where the circumstances are becoming harmful (physically, mentally, or spiritually) to the character.

Poison Resistance:

The same as the ability on page 141 of the Narrator's Guide.