

Phoenixborn of Argaia

This book contains collected facts about Phoenixborn. Some of the details have come from interviews or Discord conversations, and may not have a linkable source.

Note: Only playable Phoenixborn are included here. Information about other Phoenixborn can be found in the Inhabitants of Argaia section.

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Common information about Phoenixborn

The Phoenixborn are humans who were given power by the Phoenix to protect humanity from the [Chimera](#). Many of their magics were previously not thought possible, and it is through this power that they are able to create creatures of their own design, called conjurations.

Most of them chose locations to guard, while others were assigned locations, during the [Great Cleansing](#). Through their combined efforts, they eradicated the Chimera and ushered humanity into a new golden age.

They consider themselves "Children of the [Phoenix](#)," and refer to each other as siblings. Despite this, their age varies greatly, from the youngest being born a few years after the Great Cleansing to the oldest being around 600 years old and still alive. All Phoenixborn death is due to battle; a version of "a warrior's death" is attributed to them regardless of the actual circumstances of their death. They are unable to procreate.

A prophecy foretold of the conflict of the Phoenixborn, and a [collection of ashes](#), which are the remains of the Phoenixborn who fall in conflict. Through these ashes, the victorious Phoenixborn absorb the power of their fallen foes and the last one will inherit a newborn world.

As time proceeded, the source of these warriors' power desired reunification, leading to a growing desire among the Phoenixborn to slaughter their own kind and absorb the abilities of their incinerated kin, just as the prophecy predicted. This desire has subsided after the new Red Rains and the re-emergence of the Chimera.

Aradel Summergaard

The Phoenixborn who lives in solitude in [Evermist Valley](#), Aradel first

Aradel Summergaard art from the master set
Master Set art

appeared in the Master Set's [The Mist Guardian](#) and later in [The Frostwild Scourge](#). She is also known as the Lady of the Mists, and is in her 50s or 60s.

History

Born in the Evermist Valley to [Aaron Summergaard](#) and his wife, Aradel lost her mother shortly after birth due to her mother's health issues and a complicated birth. This led her father to be a big influence in her life, and she loved and respected him; his influence can be seen on her [conjurations](#).

During her teenage years, while she was still getting used to and learning her powers, the [Great Cleansing](#) began. During the Great Cleansing, Evermist Valley came under attack, and other Phoenixborn were being taken. Her father saved her life by intercepting a poison needle meant for her.

After the Great Cleansing, she desired silence and tranquility, and began a hermit-type lifestyle away from others. She believed the time for war and destruction was done. Her lack of presence around others caused her legendary status to grow, as some people had never seen her, even thinking she didn't exist.

She is conflicted about the current state of her world. She doesn't want to fight the other Phoenixborn; it's not who she is. She didn't want to leave, but when her home was threatened, she felt it was best to go to prevent other people from dying.

Conjurations

Aradel's three conjurations, [Blue Jaguar](#), [Butterfly Monk](#), and [Mist Spirit](#) are all based on the stories and legends her father told her when she was young. These creatures guard the denizens of the mists from the outside world, and heed her call en masse, knowing that when she calls, their safety is at risk.

Card appearances

- [Shifting Mists](#)
- [Mist Typhoon](#)

- [Steady Gaze](#)
- [Rejuvenate](#)
- [Glaciate](#)
- Bonechill Wind (Frostwild Scourge Storm aspect)
- Frost Bulwark (Frostwild Scourge Storm aspect)

Quotes

- "Quiet your mind. Listen to my words."
- "Be gone, interloper! This is where your trespass ends."
- "The valley itself shall rise against the foe!" + "They can smell the water within your flesh!"
- "The enemy has come. To me, my little friends!" + "Small? Yes. But as infinite as the mists themselves."
- "Heed our ancient pact and aid me now!"
- "I shall cleanse this valley of your filth."
- "Within the mists, even Truth can be reborn."
- "Can you imagine seeing one of these little Mist Spirits? Surely no one would think them dangerous. Heck, I might even try to pet it should I come across one. Then another appears, and another. Soon you're surrounded by little blue Mist Spirits. And then you notice the antlers! And what's that bit of blue above their heads? Is that blue flame? They have cut off all escape, and suddenly you hear the cry of a jaguar coming from out of the mists. You feel the vibrations and hear the low rumble of something immense coming towards you, but you can't get away!"
- "Let rock erode before water!"

Short story

They have come for you.

Aradel ignored the voice and kept walking. Her mist-kissed skin shimmered in the sunlight, and all around flitted strangely beautiful insects and the occasional fay.

Even now they hunt you. You have laid a doom upon this land.

When she arrived at her father's grave, she shook her head. She should have known this was her destination all along. And she saw him there by the gravestone, his deep blue eyes pleading with her.

I died for this land. For its people. Would you strip all meaning from my sacrifice?

"I will fight for them!" she said too loudly, her voice breaking the serenity. "Like I always have. Like you taught me."

If you stay here, the people of the Evermist will die. Each honest man who labors for his family. Every good woman who toils with her hands. All the sweet babes whose dreams have yet to take

shape.

"But I cannot leave," she pleaded. "My heart is here. Would you have me tear it from my breast? Let the others come to me. I shall fight them, and I shall win."

Fight them? Yes. Win? Perhaps. But you will lose trees to flame, and the mists will be trapped by dust and ash. The digging of graves is the only prize you can hope to win by staying in this place.

The mists glowed blue, and from out of them emerged a spirit. It rolled lazily through the air, cooing in the strange tongue of its kind. Aradel smiled as it floated by her, and she held out a finger for it to touch. The mist spirit turned and looked at her, its eyes sad and knowing.

"If I leave this place," she whispered to it, "how long will it be before I can return?" And when Aradel heard the spirit coo the answer, she wept.

Astrea

The self-appointed Goddess of Ishra, little is known about Astrea. She appears in the similarly named deck, [The Goddess of Ishra](#). She reappears in [The Blight of Neverset](#).

Astrea art from the Goddess of Ishra
Art from The Goddess of Ishra

History

Again, not much is known about Astrea. She uses her magic to control minds, with examples of that being [Echo Greystorm](#)'s allies, Light and Sonic Swordsmen.

She arrived at Neverset to aid with destroying the Blight that appeared there.

Conjurations

Astrea has 3 conjurations: [Steadfast Guardian](#), [Light Bringer](#), and [Weeping Spirit](#). As of Blight of Neverset, she has added two more to her repertoire: [Shimmer Wing](#) and [Eternity Flame](#).

Card Appearances

- [Kneel](#)
- [Call to Action](#)
- [Arrogance](#)
- [Judgment](#)
- Proliferate (Blight of Neverset Bloom aspect)
- Allure (Blight of Neverset Bloom aspect)

Quotes:

- “Our meeting was predestined. As is your fall.”
- “May its tears wash clean your hate.” + “Look upon the fate of those who oppose me.”
- “Give in to your desire to humble yourself before me.”
- “Sister, fulfill your call. Send back the one whose destiny was not yet complete.”
- “Few jewels sparkle before they are polished.”
- “Let us replace this vexing existence with one more worthy of me.”
- “You are doomed to fail, again and again.”

Official texts

We lay down our worldly thirsts in pursuit of her enlightenment. We lay down our imperfect bodies to be reborn at her side. All praise be unto the Goddess of Ishra. Her enemies will kneel before her glory. We will peel back their veils. We will end their cycle of pain. All praise be unto Astrea.

-The Goddess of Ishra packaging from Ashes: Rise of the Phoenixborn

Brennen Blackcloud

The guardian of the city of

[Blackcloud](#),

Brennen Blackcloud first appeared in [Children of Blackcloud](#), and later appeared as one of the four

Phoenixborn in [The Corpse of Viros](#).

Brennen Blackcloud
Dragonborn Blackcloud, unknown

Card from Children of Blackcloud



History

Brennen Blackcloud was born a girl, but their grandfather, through following Blackcloud's old-school tradition, made them live and act as a man to the throne. Brennen's relationship with their grandfather was anything but simple; while he was their only confidant, they also resented the manipulation. They also held some guilt regarding their female identity. Just as they started to think about the throne, how they felt about it, and how they wanted to represent themselves, their grandfather, known as the "Never Dying King"^[1], passed away and Brennen inherited the kingdom. On top of that, the [Collection of Ashes](#) was beginning, creating more conflict in their life.

At 15, they are the last scion of the falling House of Blackcloud, and they aim to restore their family and the city to the terrifying glory of their ancient heritage.

Conjurations

Brennen has only 1 [conjunction](#) associated with them: [Dread Wraith](#). Even in the Corpse of Viros, none of the conjurations are tied specifically with them. This lone conjunction is a creation born from the anger and trauma due to the relationship Brennen had with their grandfather.

Pronouns

Brennen's pronouns are a complex issue; on the one hand, we, as readers about the fictional world, know that Brennen was born a girl. However, almost all residents of Argaia believe Brennen to be a young man. More confusion is added if you consider how both of those are tied to past trauma, and both may be appropriate and also inappropriate simultaneously, but neither are wrong. Shortly after the release of The Corpse of Viros, the designer said (in Discord) that Brennen's character story does not have a particular ending in sight, and the original creator of Brennen also did not have one determined. The community's consensus is that any pronouns are acceptable, with most preferring to use "she/her" or "they/them."

Card appearances

- [Chant of Worship](#)
- [Choke](#)
- [Fester](#)
- [Safeguard](#)
- [Guilt Link](#)
- [Serve the City](#)
- [Change of Heart](#)
- Glare (Corpse of Viros Shadow aspect)

Quotes:

- “Your death will have a purpose.”
- “Render unto me, all that I desire most.”
- “Even now I fester within the hearts of your friends.”
- “And just like that, your efforts are for naught.”
- “Ideas breed disloyalty and words are their foul seed.”
- “The Chimera will find we are an eager adversary.”

Footnote

1: Kept himself alive for hundreds of years with ceremonial dark arts and magic.

Coal Roarkwin

The Lord of Iron, Coal is the Phoenixborn of [Rustwatch](#).

He is 514, born during the second century of the [Sealed Age](#). He first appears in the Master Set's [The Men of Iron](#) and later in [The Corpse of Viros](#).

Coal Roarkwin type unknown
Art from Master Set



Alternate art

His earliest memories were of roaming the streets with other parentless children, swinging sticks as though they were swords in the hands of the world's greatest heroes. The danger of regular [Chimera](#) attacks made him grow up quickly and by his thirteenth year, he found a job on the famous Captain [Gerald Bywater](#)'s ship, the Crusty Heel. Five years flew by on the deck of the old ship, filled with ocean-dwelling chimera, fallen comrades, and promotions as his power, not fully understood, grew.

Before long, his skills caught the attention of the [Vermillion Council](#). They recruited him to join the ranks of the fearless [Amurai](#), training him. He excelled at formal training, learning discipline, surpassing his strength, and discovering that he was more than just a man.

He was a Phoenixborn.

He relished his duty as an Amurai and it took him to the darkened corners of the world where the Chimera were deadliest. This eventually brought him to the shores of Rustwatch, where, in the midst of all the fighting, he found [Lyn](#). Their love for each other blossomed more fiercely than any fighting he had ever experienced, and he quit the Amurai, dedicating himself to her. Decades passed, old age seizing Lyn like it never could a Phoenixborn. It was in her last breath that she whispered to him, "Save them."

Coal joined the [Great Cleansing](#), destroying leagues of Chimera as his heart ached. Rustwatch came to peace shortly after and there he stayed, enjoying the calm, until the [Collection of Ashes](#) called him back to fight.

After the new wave of Red Rains fell, Coal joined several other Phoenixborn as an Adjudicator for the trial of [Rowan Umberend](#)^[1].

Conjurations

Coal's lone conjuration is the [Iron Rhino](#).

Card appearances

- [Chant of Revenge](#)
- [Strengthen](#)
- [Expand Energy](#)
- [One Hundred Blades](#)
- [Cover](#)
- [Foresight](#)
- [Final Stand](#)
- Regenerate (Corpse of Viros Shadow aspect)
- Iron Scales (Corpse of Viros Fury aspect)

Quotes

- "Let death find the liars that called me brother."
- "You're out of your depth."
- "I cleansed an ocean of beasts once. Like this!"
- "They pummeled the chimera. Now they'll pummel you."
- "Here's a little trick I learned."
- "Now give 'em hell!"
- "The [Rains](#) bring a second chance at vengeance"
- "Those who live grow up fast."
- "We have always found strength in suffering."
- Can you feel it? That's the thunder of a stampede. It's the ringing of smiths' hammers. It's the rhythm of the crew on a galley working as one. Do you feel the power of unified purpose rattling in your chest, swelling to a crescendo of unstoppable force? Become caught up in it, unable to stop the momentum! At its head, Coal Roarkwin. These are the men and women worthy of being called The Iron Men!

Coal's Guide to Inspiring Loyalty

- Lesson 1: Make sure your units' sacrifices are not in vain. Never forget them, and avenge the fallen!
- Lesson 2: Give your units the strength they need to carry out the tasks you give them.
- Lesson 3: Your units are an extension of yourself. Protect them, and they will serve you well.
- Lesson 4: Give your units shiny armor. Make sure it has spiky bits... because who doesn't love spiky bits!

Short story

Coal laid the boy's body on the cold cobblestones, and, drawing his hand down the child's face, closed his eyes. An explosion shook the streets as a flaming arrow flew through the window of a bakery, its fire igniting the flour particles that hung heavy in the air. Coal stood, his face dour, as all around him weapons clashed, people screamed, and buildings burned.

This is Rustwatch. This was my love's home.

The anger inside him boiled over and he bellowed in rage. As if in response, a Rayward knight appeared, and spotting Coal, spurred his horse forward. Coal gave a cry, spittle flying from his lips, and he drew a cutlass that he threw at his foe. His magic launched the blade forward at a blinding speed, and it slammed into the mounted rider. A gurgling sound came from the knight's helmet as the blade punched through his steel plate, and he flew backward to the ground.

I have killed before. But those were monsters. Those were chimera.

Two more assailants came at him on foot, but Coal spun away and lashed out with two more of his blades. One fell to the ground dead. The other fell screaming, hands futilely clutching at the stump of a leg. Coal granted the soldier mercy and the screaming stopped.

Another dead boy. All of this for the mad desires of one person.

And suddenly she was there. Her armor was immaculately clean and she wore a smirk upon her face. "Hello, Coal."

"[Dimona](#)," he spat. He raised his arms, and the multitude of blades he wore upon his jerkin whipped free, beginning to spin around him. "All of this pointless death!"

"And yet there is only one death I actually require," she said. "Yours."

References

1: <https://www.plaidhatgames.com/news/2022/11/21/argaian-articles/>

Dimona Odinstar

The Radiant Queen of

[Rayward](#), Dimona

Odinstar commands the

Rayward army. In *Ashes: Rise of the Phoenixborn*, she was a promotional Phoenixborn, but in *Ashes Reborn*, she is the Phoenixborn of [The Queen of Lightning](#) deck. She has returned in [The Siege of Lordswall](#).

Dimona Odinstar from The Queen of Lightning
Art from The Queen of Lightning

History

Little is known about Dimona before the [Collection of Ashes](#). What is known is that she used the Library of Mariendretta to research old wars, the ones held between humans and not the recent conflicts of humanity against the [Chimera](#). There, she learned military strategy and tactics from the histories. Unlike some of the other Phoenixborn, Dimona was more than willing to involve others in the Collection.

To aid in winning, she has sent scouts around the world to gather information and spy on Phoenixborn, so that she may learn who next to strike against. She is known to be cold and ruthless behind her pristine holy look.

Conjurations

Dimona is one of the Phoenixborn with an exclusive conjuration: [Empyrean Mount](#). Resembling a pegasus, this mount is reserved for her soldiers who have distinguished themselves in battle.

Her other conjuration is the [Cloudburst Gryphon](#), presumably created as a result of the heraldry she found in her studies.

She has most recently created a dragon to ride into battle at the Siege of Lordswall.

Card appearances

- [Blessing of Lightning](#)
- [Dream Fracture](#)
- [Fork Lightning](#)
- [Take to the Skies](#)
- [Divinity Mount](#)
- At the Gates (Siege of Lordswall Horde aspect)

Quotes:

- “Bow before the unyielding clarity of the light!”
- “I point and they will see it dead.”
- “Tremble! For there is no light without me!”
- “We shall see how your forces fare against mine” + “My fury made manifest.”
- “This plague shall not mock my laws, my order!”
- “We yet control the skies. Let us break the siege from above!”
- “My righteousness shall sear a path through the horde.”

Short story

She sat upon her destrier and scowled at the resplendent battle-line that stretched out before her. Dimona wondered if they knew her secrets. Her stomach was a churning ocean of sick. She had never killed another human before, much less waged war against a whole city. She was making everything up as she went. Oh, there had been meticulous planning, but how could one make plans when everything one knew was hypothetical?

But Dimona had crafted schemes nonetheless. She knew her former brothers and sisters would adopt the same fighting styles they had against the [Chimera](#), so Dimona sought out the fabled Library of Mariendretta. In those hallowed and haunted halls she researched the wars of the ancients, learned about formations and maneuvers, and studied the notes long-dead generals had made about the uses of terrain. And yet, despite months of preparation, here she sat, scared once again, just as if she was still that little girl hiding under her bed from monsters.

Enough. She had never been one for self-indulgent reflection, and she would be damned if she would start there in the fields outside of [Rustwatch](#). Dimona reared up on her warhorse and turned to address the soldiers who had pledged their lives to fighting for her cause.

“The world already tried to wipe our precious Rayward from its face,” she yelled. “But we refused to be swept aside. Now night falls once again, but this time Rayward shall be the light that shows the way! Shall we sit back as humanity descends into barbarism? Shall we allow our kin to remain squatting within their little cities, shunning the great wide world? No my brothers and sisters! The great reclamation of the world is at hand, and it is Rayward that will unite our kind and usher them into a new age of civilization. They shall see our glorious example and join us, or like Rustwatch, we will lead them by the sword to salvation. And when the world awakens from its slumber, it shall see stalwart Rayward standing tall, not just as one city, but as a multitude, all saying, here we are! Now and forever!”

“Now and forever!” her army roared back. “Now and forever!”

Echo Greystorm

Hailing from [Hemlock](#),

Echo Greystorm
appears as the

Echo Greystorm art from the Masters of Gravity

Art from The Masters of Gravity

Phoenixborn from [The Masters of Gravity](#). He has ventured to Moon Cove to fight the Chimera that has spawned there.

History

Little is known about Echo, though [Astrea](#) Marked two of his allies, the [Light](#) and [Sonic Swordsmen](#), and turned them against him.

He also had a rivalry with [Jericho Kill](#), though it is likely that rivalry is mutual, or even persists, after Jericho's use of time magic.

Conjurations

Echo's only creature conjuration is the [Mirror Spirit](#), which carries a fake black hole on it's back.

He does provide some of his allies with [Enhanced Strength](#), though that is not a direct conjuration of his magic.

Card appearances

- [Chaos Gravity](#)
- [Law of Fear](#)
- [Holy Relics](#)
- [Enlightenment](#)
- [Reverberate](#)

Quotes:

- “You misunderstand the gravity of your actions.”
- “Release yourself from the shackles of doubt.”
- “I name you steward to the blades of Ancestor Ari.”
- “Water retreats only to crash again upon the shore.”

Official texts

"Just as the waxing and waning of the moon, just as the tidal push and pull of the Glow Sea, you too are predictable. I can influence your every move to work to my ends. A small adjustment here and simply standing becomes a burden too great for you to bear. You walk an endless path, but it doesn't have to be this way. Join me and I can lift the weight of this long war from your shoulders."

-Expanded text from Masters of Gravity packaging for Ashes: Rise of the Phoenixborn

Fiona Mercywind

Phoenixborn of [Birdsnest](#). She appears in [The Protector of Argia](#) deck.

Fiona Mercywind
Fiona Mercywind type unknown
Art from The Protector of Argia

History

Fiona's background is unknown.

Conjurations

Fiona has several bug-themed conjurations: [Majestic Titan](#), [Mindfog Owl](#), and [Nightsong Cricket](#).

Card appearances

- [Exhortation](#)
- [New Ideas](#)
- [Return to Soil](#)

Quotes:

- “Bring your war, but you will leave your mind.”
- “Unnoticeable, right up to the moment it kills you.”
- “Every species can lend strength to others.”
- “Let the impetus of your forces be mine.”

Harold Westraven

Lurking in [Darmas](#) is the Phoenixborn Harold Westraven. He appears in [The Demons of Darmas](#). There are hints he may have changed himself to be a vampire or a werewolf.

Harold Westraven
Image of Harold Westraven type unknown

Art from The Demons of Darmas

The Phoenixborn define their own existence, and this is especially true of Harold Westraven. Harold has embraced the city of Darmas' legends, and for no other reason than it gives him delight, has used his power to make these horrors a reality. The people of Darmas lock their doors well before the sun sets, and cower in their homes as strange noises echo in the streets. Woe to the weary traveler who finds herself caught outdoors, when the howls of wolves sound from the alleyways, and the squeaking of bats erupts from dark cellars.

-Text from PHG's release announcement

History

The announcement contains almost all of what is known of Harold.

Conjurations

Like most ceremonial users, Harold has only a single conjuration: [Vampire Bat Swarm](#). These are based in the legends of Darmas mentioned above.

His other conjuration, the [Hunter's Mark](#), is likely a callback to the marking and stalking of prey that vampires and werewolves are known for.

Card appearances

- [Dark Reaping](#)
- [Transmute Magic](#)
- [Consume Soul](#)
- Drag Below (Flood of Moon Cove Abyss aspect)

Quotes:

- "Your heart sings to me of its blood."
- "I hunger only for you."
- "He is a tick you will not easily pluck off."
- "They are my hungry little angels."

Hope Everthorn

The first all-new Phoenixborn of Ashes Reborn, Hope Everthorn is the guardian of [Mosriel](#). They are adept in changing dreams and creation of magical spirits. Their deck was [The Artist of Dreams](#). They return in [The Spawn of Shadowreck](#).

Hope Everthorn
Image not found type unknown
Art from The Artist of Dreams

History

Hope appears to have been good enough friends with [Victoria Glassfire](#) to have exchanged presents with her; for her, a lantern, for them, the necklace they still wear. While there is nothing confirmed about what happened between the two of them, it is likely this exchange was meant as a memento due to an impending separation.

Conjurations

Hope's two conjurations are both spirits: the dual-tailed [Fox Spirit](#) and the brightly colored [Wishing Wing](#).

In the Spawn of Shadowreck, Hope reveals another conjuration they have created: the mouse-like [Scrawler](#).

Pronouns

Hope is non-binary, and has chosen to use "they/them" as their pronouns.

Card appearances

- [Keepsake](#)
- [Reimagine](#)
- [Void Pulse](#)
- [Gifted Rose](#)
- [Inkspill](#)
- Panic (Spawn of Shadowreck Horror aspect)
- Paranoia (Spawn of Shadowreck Horror aspect)

Quotes:

- "Crafty exploitation in a cute, furry package."
- "My feathered friend, crafted from your subconscious."

- “They will help you discern the true from the false.”
- “I can stay the impetuous.”
- “Let's do this in broader strokes.”
- “Reuniting with old friends feels better than war.”
- “My friends shall tell you what is real.”

James Endersight

James Endersight is the Phoenixborn of [Marrowden](#). He appears in [The Grave King](#), along with his undead army. He is ruthless, sacrificing and resurrecting armies to overwhelm his enemies. He has joined forces in defending [Lordswall](#) in [The Siege of Lordswall](#).

James Endersight
Art from The Grave King

History

Another Phoenixborn whose history is not known.

Conjurations

While most Phoenixborn create entirely new creatures with their magics, James uses necromancy to create the [Fallen](#). He is also responsible for the [Hand of Shield](#) that is the counterpart of [Hand of Spear](#).

Card appearances

- [Chant of Sacrifice](#)
- [Rally the Troops](#)
- [Reclaim Soul](#)
- [Revival Pack](#)
- [Soulfire](#)
- Thunderclap (Siege of Lordswall Horde aspect)

Quotes:

- "I would pay anything to end but one more life."
- "Behold the tragic legacy of Marrowden."
- "The dead do not tire so easily as you."
- "Life is magic, and magic, life. All existence is interchangeable."
- "Only I should decide what lives and dies."
- "This crystal would cheat me of everything I've built."

Jericho Whitepetal

Formerly known
as Jericho Kill of

Jericho Kill
Card from The Path of Assassins

Jericho Reborn
Art from The Breaker of Fate

[Abylon](#), Jericho

Whitepetal is the winner of the first Collection of Ashes. She appeared in the now-retired legacy deck, [The Path of Assassins](#), and was later released as the first Phoenixborn in the Time cycle, Jericho Reborn, with the new deck [The Breaker of Fate](#).

History

Jericho was born into slavery, and trained in violence at a young age. Directed by her mother, she killed all of the [Pirate Kings](#) in Abylon. Some time later, she killed the [Last Dragon](#). Her path of killing lead to her ruling over Abylon as The Assassin Queen, using its people as weapons.

She was the eventual winner of the first [Collection of Ashes](#), rising to godhood with the re-unification of the Phoenix's powers. However, there, she learned of the feeling of guilt, and destroyed the Phoenix, fracturing time with her actions. This change in the timeline has caused most of the Phoenixborn to be returned to life as though they had never died, but some were not revived, and not all of the timeline was reset.

No one in Argaia remembers her as Jericho Kill now, except [The Final Pythia](#). Her monikers also now include "of the Forfeited Throne," but she remains an isolated Phoenixborn.

Prior to the [Red Rains](#), but after the Collection had started, she was seen venturing to [Gorrenrock](#) and nearby [New Gobi](#). This stands out as strange as it was peaceful, but also because she has rarely left her home since rebirth^[1].

She was also conspicuous in her absence as [Rowan Umberend](#) was conducting his research on the Chimera and Red Rains beneath Abylon.

Conjurations

Jericho's two conjurations evoke imagery of speed - the slow [Turtle Guard](#), and the faster [Time Hopper](#).

Card appearances

- [Foresight](#)

- [Stasis](#)
- [Accelerate](#)
- [Blink](#)
- [Outmatch](#)

Quotes:

- “There is yet time for us to change.”
- “You exist, yes, but when?”
- “This timeline requires adjustment.”
- “Your déjà vu is another time’s echo.”

Official texts

Born in bonds, nursed on hatred, honed to kill. Like an assassin's arrow, from her mother's bow, Jericho flew. She stalked and killed each of her mother's slavers, and when the last Pirate King fell, she despaired. Today, Jericho Kill sits on the throne of Abylon. She has now become the wielder, and her people are her weapons.

-The Path of Assassins packaging

Once she was known as Jericho Kill. Warlord. Assassin. Monster. But upon ascending the throne of God, Jericho was crushed with a feeling altogether alien to her - guilt. Reeling from the horrors she had caused, Jericho wielded her new power and tore asunder the heart of the [Phoenix](#). Time has been broken and reset, and Jericho cast from the realms beyond. Can she change all that she previously wrought, or will she succumb to madness once more?

-[The Breaker of Fate](#) packaging

No one remembers the violent mercenary who called herself Jericho Kill. Indeed, it is as if she never existed. In the place of that ruthless killer is a new Jericho, one who knows mercy, self control, and who can tap into a previously unknown source of power. What has happened? For the common folk of [Argaia](#), guessing at the motives of the Phoenixborn is an old and popular sport...

-PHG news article

References

1. <https://www.plaidhatgames.com/news/2021/06/23/forfeiter-throne-nigh/>

Jessa Na Ni

Jessa Na Ni
is a

Jessa Na Ni
is a Phoenixborn or type unknown
Art from The Bloodwoods Queen

Phoenixborn who uses blood directly in many of her magics, earning herself the name "The Red Queen". She first appears in the Master Set's [The Bloodwoods Queen](#), and later as one of the ceremonial Phoenixborn in [The Corpse of Viros](#).

History

Jessa took over the Bloodwoods Clan by killing [Maggada](#), a [Chimera](#) that had been ruling the Clan. Jessa maintains complete control over the clan, dictating life, death, and revival of its members, making these choices to further her plans to claim control of everything.

During the second Red Rains, Jessa ventured to [Viros](#) to fight the Chimera there.

Conjurations

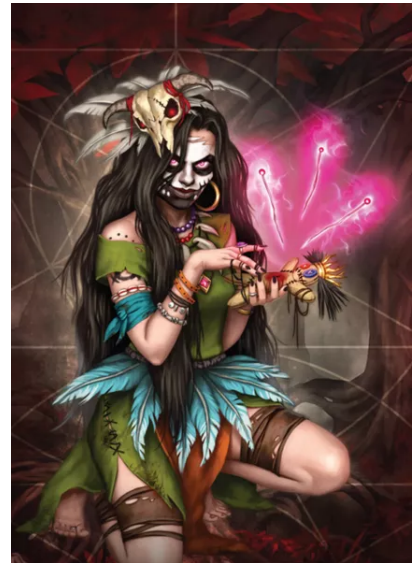
Jessa has two conjurations: the cursed [Blood Puppet](#), and the predatory [Bone Crow](#).

Card appearances

- [Cut the Strings](#)
- [Undying Heart](#)
- [Fear](#)
- [Chant of Transfusion](#)
- [Playtime](#)
- Frozen Fear (Corpse of Viros Fury aspect)

Quotes:

- "Sorry, precious. Your life has better uses."
- "I don't care who bleeds, so long as there's blood."
- "Your minions have figured out what you cannot."
- "Meat, blood, gristle... I manage my resources."



- “This meat is still yet mine.”
- “If I die, it will be by my choosing.”
- “A veritable army flows through my veins.” + “My puppets guarantee things get messy.”
- “You always cherish the toy you made with your own hands.”
- “The last Chimera I killed fed me for a month.”

Short story

The throne was hers now. Jessa giggled as she climbed atop it and settled into its polished seat. She looked off to her right, her eyes focusing on something distant and unseen, and she cackled at some joke that went unheard by the others. Those of the Bloodwoods Clan that were present looked at each other questioningly. But then they looked back at the smoking, squelching corpse, its eight enormous legs twitching in the air. That had been their queen. [Maggada](#) had ruled the Bloodwoods Clan for as long as anyone could remember. The outside world would have called her [Chimera](#), but to the people of the woods, the spider thing with the three human faces was their queen, their goddess, and their eternal tormentor.

“My king!” shouted Jessa. “Bring me my king!” An eyeless and tongueless woman ran up to the throne and handed the Phoenixborn the straw doll dressed up like royalty. The pitiful creature grunted excitedly before bowing away in a hurry. “[King Strawbaby](#),” Jessa cooed. “Do you see it? All this is ours,” and she gestured wildly at the dark gloom that enveloped them. “These people are ours now. So much flesh. So many plans.”

“Jessa!” shouted a warrior.

“Queen Jessa” she corrected him.

“Perhaps,” he sneered. “Do you think we shall follow you simply because you cast down Maggada?”

“No,” she said softly. “You will follow me out of fear.” And the warrior made a whimpering noise. He looked around in confusion before staggering backward.

“What are you doing witch?” he gasped. Jessa opened her mouth, and from out of it dribbled dark rivulets of blood. The warrior gave a wheezing cry and flailed his arms, his limbs contorting, his skin turning pale and pulling tightly over his bones. The flow of blood that came from Jessa's mouth grew stronger, gushing forth in a crimson vomit. The warrior's exsanguinated corpse hit the ground. The blood trickled to a stop, and Jessa grinned as she wiped her lips with the back of a hand.

“Jessa!” came the cries of her clan. “Queen Jessa!”

Koji Wolfcub

Phoenixborn of the [Spiral Jungle](#). The youngest Phoenixborn, who first appears in [The Boy Among Wolves](#), and later appears in [The Frostwild Scourge](#).

Koji Wolfcub or type unknown
Art from The Boy Among Wolves

History

Not known.

Conjurations

Koji's conjurations all resemble plants. [Biter](#) is a carnivorous plant. [Indiglow Creeper](#) is born from vines, but upon death, creates a [Luminous Seedling](#) that brings forth [Brilliant Thorns](#). Some of his allies are capable of bringing forth conjurations of their own, the [Panther Spirit](#) and [Pack Wolf](#).

Card appearances

- [Join the Hunt](#)
- [Lick Wounds](#)
- [Will to Survive](#)
- [Red Flower](#)

Quotes:

- "I don't want your world, but the jungle is mine!"
- "See, Elder, I brought your story to life."
- "I am never going to let them win."
- "If you see someone we don't like, eat them."
- "We're in a fight, you lazy bear! Get up!"
- "You are a perversion of what should be."

Official texts

Wild is the son of the Spiral Jungle. Untrained, undisciplined, and ill-prepared for the trials that await him. Nevertheless, Koji Wolfcub walks boldly forward. His every step splits the earth beneath his feet. Out of the fissures grow the jungle's verdant flora. Groping vines tear down the gaudy edifices of man. Wild animals heed the boy's call. The jungle rises up and joins the boy in his fight to restore the world.

-Text from Ashes: Rise of the Phoenixborn The Boy Among Wolves packaging

Leo Sunshadow

Leo is a charming, mind-reading, and manipulating Phoenixborn who calls [Neverset](#) his home. He first appears in the mono-Charm deck, [The Roaring Rose](#), and is back again in [The Blight of Neverset](#).

Leo Sunshadow
type unknown
Leo Sunshadow

History

Leo has a history with fighting [Victoria Glassfire](#), and is most likely responsible for her insanity, as he has ransacked her memories. His meddling has also caused her to forget [Hope Everthorn](#), a former friend of hers. How Hope feels about this is unknown.

The Blight appearing in his home has drawn other Phoenixborn to it, including [Maeoni Viper](#), [Rin Northfell](#), [Astrea](#), and [Saria Guideman](#).

Conjurations

Leo's conjurations are all birds: the [Glow Finch](#), the [Nightshade Swallows](#), and the seemingly unthreatening [Orchid Doves](#).

Card appearances

- [Memory Theft](#)
- [Change Psyche](#)
- [Mind Probe](#)
- [Gifted Rose](#)
- Proliferate (Blight of Neverset Bloom aspect)
- Horrific Gaze (Blight of Neverset Thorn aspect)
- Vampiric Roots (Blight of Neverset Thorn aspect)

Quotes:

- "I strip aside this petty facade so that we might revel in the essence of what is truly you."
- "A flower to beg forgiveness. A kiss to preface bloodshed."
- "You feel it, don't you? Like a lover's fingers running through your hair."
- "Let us cast aside the earthly concerns that stifle you."
- "It is exquisite finality draped in a gentle kiss."

- “An eternity is just long enough to sate all that I desire.”
- “The Chimera have ever aroused the passion of the Phoenix.”

Lulu Firststone

"My dear Elga, while I hope you are enjoying your stay here in Gorrenrock, I must decline to meet with you at this time. Please remember, you are a foreigner in this city and not in a position to impose yourself upon me.

You are right to fear the coming storm. But I am told you amassed a small fortune in your morning years, so why not enjoy those comforts you have earned, and savor this twilight? Rest easy. In Gorrenrock, there are still strong shoulders to carry the many burdens of this world."^[1]

Lulu Firststone
Lulu Firststone type unknown
Art from Gorrenrock Survivors

Lulu Firststone is the Phoenixborn of [Gorrenrock](#), a place known for valuing power, aggression, and fighting. She is the epitome of those values. She first appeared as a promotional card in Ashes: Rise of the Phoenixborn, but that card and the corresponding unique have been retired and replaced with the Lulu that appears in [The Gorrenrock Survivors](#). She also appears in [The Frostwild Scourge](#).

History

Mostly unknown, though she seems to have a rivalry with her neighbor, [Orrick Gilstream](#).

Conjurations

Lulu boasts 4 conjurations, one of which is a boost to her friends: [Spark](#). [Omen Bringer](#) is a desert bird, and the [Emberoot Lizard](#) resembles a desert lizard, except for its burning tail. Her last conjuration, the [Adaptodon](#), is shared with [Rin Northfell](#).

Card appearances

- [Canyon Shelter](#)
- [Hunting Weapons](#)
- [Phoenix Barrage](#)
- [Spark](#)
- [Generosity](#)
- [Clashing Tempers](#)
- [Fire Adaptation](#)
- [Stamina Burst](#)
- Giant's Might (Frostwild Scourge Mighty aspect)
- Galeforce (Frostwild Scourge Storm aspect)

Quotes:

- "Well struck! Now it's my turn..."
- "Gorrenrockers prefer doing things the hard way."
- "You fail to understand what we are."
- "Your hell, drawn from the depths of my heart."
- "The [Phoenix](#) betrays us all. You will see."
- "The desert teaches us resilience."
- "You seem to have misplaced yourself."
- "At last, I can yield to the violence within me."

References

1. <https://www.plaidhatgames.com/news/2021/08/11/gorrenrock-survivors-preview-3/>

Maeoni Viper

The Queen in Silver and Gold, Maeoni Viper is around 134

Maeoni Viper
Art from The Snakes in Silver

years old. She first appears in the Master Set's [The Snakes in Silver](#), and has journeyed to [Neverset](#) to fight in [The Blight of Neverset](#).

History

Maeoni was born in Silverwood. Her childhood was modest but had to sell jewelry of twisted silver on the streets of the Goldleaf district to keep her safe.



Alternate art

Then, everything changed when the [Chimera](#) breached the Outer Walls. Maeoni spent many years fending off the chaos of blood and fire, surviving. When the chimera reached the Inner Wall, she answered the cries of her fellow citizens, leading Silverwood's charge in the [Great Cleansing](#).

When the great war ended, Silverwood made her their queen. She is known for reigning over her citizens wisely, giving them many peaceful years. Now with the prophecy birthing the [Collection of Ashes](#), she waits in her beloved home, loathing the fighting that will come. Yet ready to again do what she must.

[Felix Galeforce](#) is one such Phoenixborn who attempted to claim her powers, but failed. While Maeoni is known to have been the first Phoenixborn to have killed another Phoenixborn during the Collection, it is not known if Felix was that Phoenixborn.

Also, at some point after the Collection had started, but before the new Red Rains, she and [Rin Northfell](#) shared a lunch date at her palace, but he fled that night, before either of them could be consumed by the desire to kill one another.

Following the arrival of the new Red Rains, Maeoni was one of several Phoenixborn to be an Adjudicator in [Rowan Umberend](#)'s trial^[1].

She has most recently set off to Neverset, to fight the Blight that has appeared there, and in doing so, has reunited with Rin.

Conjurations

Maeoni's two conjurations are the [Silver Snake](#), and the guardian [Gilder](#). It is suspected that she is responsible for the [Bastion Badger](#), though it may also have had influences from other Phoenixborn.

Card appearances

- [Empower](#)
- [Open Memories](#)
- [Golden Veil](#)
- [Embrace](#)
- [Venom Strike](#)
- Proliferate (Blight of Neverset Bloom aspect)
- Sowing Strike (Blight of Neverset Bloom aspect)

Quotes:

- "I defend this world and the next."
- "The children of the new world rally to me." + "They safeguard a power beyond any of us."
- "No."
- "If gold is what you desire..."
- "I have spent a lifetime preparing for this moment."
- "I shall slay you in this world so you do not find purchase in the next."
- "Can we delay the inevitable for but a moment longer?"

Short story

Dust clouds swirled through the damaged plaza in howling gusts, but Maeoni hung over nothingness, her clothes and hair as still as the air in a sealed room.

"[Felix](#)!" she cried, her voice deep and terrible. "My war ended forty years ago. Begone from my sight! Begone from my city! And only then might you survive this." Her opponent staggered backward in terror, but the young Phoenixborn's eyes were defiant. He gesticulated wildly, and brought forth another [colossus](#).

"Kill her!" Felix screamed. "Smash her! Wipe her from the face of this world!" Maeoni merely waved an arm. There was a great cracking noise, the smell of ozone, and the colossus exploded into fiery chunks.

"Wipe me from the face of this world?" she yelled in rage. "I who have existed in this world and the next? So be it, Galeforce."

From out of the smoking depths of the plaza arose her silver snakes. Only now Felix saw that they had grown, made monstrous by the power of their mistress.

And he gave one last scream^[2].

Footnotes

2: Isaac said Maeoni is the first Phoenixborn to kill another one. This might be it.

References

1: <https://www.plaidhatgames.com/news/2022/11/21/argaian-articles/>

Namine Hymntide

Namine hails from [Soaksend](#). She first appeared in [The Song of Soaksend](#).

Namine Hymntide
Namine Hymntide type unknown
Art from Song of Soaksend

History

Namine has lived several human lifetimes, and fought with other Phoenixborn during the [Great Cleansing](#).

Conjurations

Namine's conjurations are [Salamander Monk](#), [Salamander Monk Spirit](#), and [Squall Stallion](#).

Card appearances

- [Guilt Link](#)
- [Magic Syphon](#)
- [Encore](#)
- [Shatter Pulse](#)

Quotes:

- "This is my song."
- "Well, if you insist."
- "We are connected, the innocent and the evil."
- "Lift your spirits and live for another day."
- "My steed, born from thunder." + "They are more than just our creations."
- "What use is godhood if I cannot save the innocent?"

Official texts

An ancient song binds its silvery strings to every living soul. Namine adds her voice to this unending melody. She plays the strings and subtly alters the song to her will. She changes the tempo from a calm wind to a crashing storm. She and the people of Soaksend know this song and live serenely within its melody. Woe unto those that cannot hear its beauty.

-[The Song of Soaksend](#) packaging

There are connections that bind all things in the world of [Argaia](#). Namine has spent several lifetimes examining and identifying these connections, but now she is forced to use them against the very Phoenixborn she once fought alongside.

Noah Redmoon

Noah Redmoon is the last survivor of the Redmoon siblings, and the ruler of the ruined city of [Viros](#). Called the Master of Shadows, he lived in an illusionary world until the Red Rains pulled forth a dragonic [Chimera](#) in his city. He first appeared in the Master Set's [The Shadows of Viros](#), and later in [The Corpse of Viros](#).

Noah Redmoon type unknown
Art from The Shadows of Viros



Alternate art

During the [Great Cleansing](#), Noah was one of the Phoenixborn who traveled the most, but he was also pulled in many different directions; he was expected to meet the wants and needs of the ruling [Vermillion Council](#), the city of Viros, and others in the world. As a traveling Phoenixborn, he was at their beck and call.

It is unclear, but it is possible it was during this time when his siblings were killed. A Chimera tasked with killing them attacked the three of them, and during the fight, a second Chimera arrived, and split the trio. This resulted in [Astor](#) and [Moses](#) dying, and the Chimera leaving. The Chimera has not been seen since.

When Noah returned to Viros, the city council decided that his two siblings would be better rulers. Furious at this denial of what he felt was rightfully his, he created an enormous illusion of destruction on an apocalyptical level, but underneath that illusion, he tore the city apart piece by piece over time.

Following the wiping of Viros from the map, Noah decided to save a group of children, adopting and raising them as his own. They became the Stormwind Snipers, and are his loyal guards and fighters. But the new city, those children's families, and their own children, are all an illusion; an imaginary world created by Noah.

During this time, he was thought to be dead, when in fact, he was living in a world of his own creation.

Noah Redmoon desires nothing less than to be the figure of destiny in the prophecy of Collection. He considers those who resist the reunification to be weaker souls that prove his own right to power. By striking down his weaker brethren before they even know they are in peril, he saves

them from the pain of anticipating their doom, yet some realize their fate before the end comes.

His plans may go awry, however, as the Corpse of Viros has emerged from his own feelings. His illusion of the bustling city of Viros is no longer constant, as the Chimera can cause it to fade in and out of reality, exposing the ruined city beneath it.

He was most recently seen among the Phoenixborn in Shadowreck, slaying the Chimera that emerged from there.^[1]

Conjurations

Noah is one of the few Phoenixborn with a signature conjuration: the [Masked Wolves](#). He also can summon forth the illusionary [False Demon](#).

Card appearances

- [Resummon](#)
- [Small Sacrifice](#)
- [Sleight of Hand](#)
- [Shadow Strike](#)
- [Summon Calamity Golem](#)
- [Shadowblade](#)
- Lurk (Corpse of Viros Shadow aspect)

Quotes

- “Your every success furthers my purposes.”
- “You’re deceived. Nothing in this world is worth saving.”
- “When they kill you, you will not see them.” + “Look past reality. You’ll see my wolves stalking you.”
- “You’ll know they’re here when the bolt hits your head.”
- “Even my schemes have schemes.”
- “And still you try to fathom what I am about.”
- “To die is not enough. You shall cease to have ever been.”
- “It is nothing at all, yet it is everything you fear.”
- “The Chimera should have left me to my squalor.”

Short story

“You can take off the mask,” gasped the [Lord Mayor](#) as he lay at the base of the stairs leading up to the prytaneum. His right leg was bent at a grotesque angle, and the older man's breathing was heavy and uneven. “Is this what you wanted, Redmoon? Viros burns. This city that held you in esteem. Did you save us from the [chimeras](#) solely so you could be the one to light the match?”

His masked adversary chuckled as he came down the stairs, each step slow and deliberate. Wolves howled in the night, and screams echoed from every street and alleyway. The great Clocktower of the Sun burned, casting light over the city like some obscene candle from hell.

Noah Redmoon pulled the mask from his face. "Do you pretend to know what I want, human?" He held his sword over the prostrate mayor, and let the weight of the blade settle into the man's midsection. If the Lord Mayor felt pain, he refused to show it. "I never wanted more than your love. Yet since I was boy, no one wanted anything from me other than the weapon that flows through my veins. Your kind has stripped away everything I am, and now you wag your tongue in anger at discovering only the weapon remains." Noah pressed down on the sword, and the mayor screamed. The man's hands tried to hold the blade by its sides, but Noah pushed down further.

From down the street, a common woman shrieked in terror, and the gnashing snarls of a wolf rang out in response. The woman screamed, the wolf growled, and soon her voice was cut off in a hideous, wet instant. Noah grinned at this and leaned down to the mayor's face.

"Please," gasped the mayor. His hands were slick with his own blood, and it began to trickle from the corners of his mouth. He mouthed more words, but only a sickly, rattley noise emerged. Noah smiled and pulled the blade from the man's belly.

"You plead to me like the sheep pleads to the lion," Noah sneered. Growling wolves emerged from the darkness. "Eat," he said to them. "For I have had my fill."

References

1. <https://www.plaidhatgames.com/news/2024/09/18/the-spawn-of-shadowreck-preview-6/>

Odette Diamondcrest

The Phoenixborn of [Lordswall](#), Odette Diamondcrest and her Sword of Virtue have protected it for many decades. She appears in [The Law of Lions](#), and returns to defend her hometown in [The Siege of Lordswall](#).

History

Odette forged the Sword of Virtue herself, as well as penned all the laws. She has enforced the law of Lordswall for generations, and can dispense justice as equally.



Alternate art full bleed

Following the arrival of the new Red Rains, Odette joined several of the other Phoenixborn as an Adjudicator in [Rowan Umberend](#)'s trial.^[1]

Conjurations

Odette's conjurations carry out her judgement without hesitation. The [Emperor Lion](#) is capable of "creating" laws, while the [Winged Lioness](#) can easily hit her prey. The Lioness is also one of the few conjurations with a Recover value.

She is the most likely Phoenixborn to have created the [Shining Stag Mount](#).

Card appearances

- [Law of Assurance](#)
- [Law of Sight](#)
- [Meteor](#)
- [Sword of Virtue](#)
- [Radiant Light](#)
- [Armor of Valor](#)
- At the Gates (Siege of Lordswall Horde aspect)

Quotes:

- “My sword will decide your fate.”
- “Judgement is mine!”
- “The end is nigh.”
- “They are my word brought to life.”
- “Come forth, harbingers of justice!”
- “The time for retribution is at hand.”
- “I cannot allow my people to swell the horde's ranks.”

Official texts

She is the commander of the pride, the follower of the path, the righteous judge and the merciful servant. She emboldens the virtuous and strikes fear in the heart of the transgressor. She is Odette Diamondcrest. Her quill wrote Lordswall's law. Her sword protected its gate. Her word sent forth its crusaders. She will see the world restored to divine order.

-The [Law of Lions](#)

References

1: <https://www.plaidhatgames.com/news/2022/11/21/argaian-articles/>

Orrick Gilstream

Orrick hails from [New Gobi](#), and was previously of [Gobi](#)

. [Darius](#) considers him to have always shown wisdom and trustworthiness. He was a promotional

Phoenixborn in *Ashes: Rise of the Phoenixborn*, but his original version has been retired, and for *Ashes Reborn*, he has been given a new version and a full deck in [The Messenger of Peace](#).

Orrick Gilstream

Image and illustration type unknown

Art from The Messenger of Peace

History

Orrick disappeared for some time, causing the [Vermillion Council](#) to believe he had vanished from the planet. His reappearance seems to have coincided with [Jericho](#)'s visit to New Gobi.

His top priority has been to keep peace during the ever-raging war.

He was last seen in the trial of [Rowan Umberend](#), as one of the Adjudicators.^[1]

Conjurations

Orrick has a unique conjured alteration, [The Awakened State](#), indicating his reaching of a higher power. His other conjurations, the [Ruby Cobras](#) and [Ash Spirits](#), are able to survive the deserts of the Gobi region.

Card appearances

- [Concentration](#)
- [Generosity](#)
- [Recollect](#)
- [The Awakened State](#)
- [Phoenix Barrage](#)

Quotes:

- "Only in denying the [Phoenix](#), can this world thrive."
- "The Phoenix destroyed the [Chimera](#), yet it is no friend."
- "We were raised together as children, and now we seek to save the world together."

“The Phoenix cannot bear the strain of its fractured soul, but I would urge you to resist. I have walked the flow of time and I tell you now, our future is our past. We must be united as we once were, for our great task is not yet complete!” in a letter to his Phoenixborn siblings.

References

1: <https://www.plaidhatgames.com/news/2022/11/21/argaian-articles/>

Rimea Careworn

Sitting upon the throne of [Shadowreck](#), Rimea has all but abandoned this world for another she has seen. She appears in [The Ghost Guardian](#), and she defends her home in [The Spawn of Shadowreck](#).

Rimea Careworn
Image of Rimea Careworn type unknown
Art from The Ghost Guardian

History

Rimea Careworn has glimpsed the spirit world, and with it the knowledge of a realm beyond our own, the "Beyond." She calls upon the power of her ancestors and leads their spectral forces into battle to avenge Shadowreck.

Relying on sight beyond sight, Rimea influences the battlefield and imbues her allies with the knowledge needed to dispatch their enemies with ease. When all else fails, Rimea's powerful [conjurations](#) can summon an army of Ancestral Spirits to turn the tide of battle.

Conjurations

Rimea's conjurations are all ghosts. The [Ancestor Spirit](#) footsoldiers, and the trio of horsemen: the [Pale Steed Mount](#), the [Spectral Charger](#), and the fearsome [Nightmare Mount](#).

In the Spawn of Shadowreck, Rimea reveals her newest creations: the [Whisperer](#), and the [Soul Delver](#).

Card appearances

- [Augury](#)
- [Dark Presence](#)
- [Shroud](#)
- [Seek the Depths](#)
- Neurotoxin (Spawn of Shadowreck Lair aspect)
- Lunge (Spawn of Shadowreck Horror aspect)

Quotes:

- "I see the world hanging heavy about your neck."
- "Each of them is an over-seeing eye, with blades for lashes."
- "The past is a needle. Experience is a leaking wound."

- “Nothing ever ends.”
- “Life and death seem quaint in the face of infinity.”

Short story

[Taya](#) tried not to giggle as she filled her sack with the precious treasures that decorated the massive chamber. She turned her eyes to the Phoenixborn who sat on the throne, staring into nothing, drool gathering on her collar. The tip Taya had purchased had been worth every coin. It was true: Rimea Careworn’s mind had long since left this world behind. Now Taya quietly slid countless treasures into her bag, and considered that if she hurried, she would still be able to take the next ship out of Shadowreck before anyone discovered what had happened. But as she lifted a silver statuette from a squat serving table, she felt it grow cold, and a slight rime grew over its surface. She dropped it, then suddenly realized she could see her own breath. Turning, Taya saw she was not alone. The chamber was filled with the dead, all of them armed, and there, among their number, Taya saw herself.

“Your death has been ordained by powers you cannot comprehend,” said the Phoenixborn from her seat, her gaze still vacant. “So much so that your soul already dwells with the dead.”

Taya screamed.

Official texts

In the highest spires of Shadowreck, sits Rimea Careworn. She sits silent and still, her eyes empty, and her subjects claim she gathers her holy powers for the conflict ahead. But Rimea cares little for the hollow war her siblings fight. Her spirit wanders through the Beyond as her interest in this world fades.

-Ashes: Rise of the Phoenixborn's The Ghost Guardian packaging

Rin Northfell

The jovial
Phoenixborn of
Phoenixborn of

Rin Northfell
Image controlled or type unknown
Art from The Frostdale Giants

[Frostdale](#), Rin

first appears in [The Frostdale Giants](#), and has re-appeared for a fight in [The Frostwild Scourge](#).

He is straight-forward, though usually relaxed and a big enjoyer of life and battle.

History

Rin was a Phoenixborn who enjoyed the powers bestowed upon h



Alternate art full bleed

In 2005, he visited [Silverwood](#), and met [Maeoni Viper](#). They had a date at her palace, and that night, Rin dreamed of them embracing passionately, then it turned violent and he consumed her ashes. That same night, he fled, and back in his homeland, resolved to be the winner of the collection.

Recently, the Frostwild Scourge appeared near his home, and he has joined forces with [Aradel](#), [Koji](#), and [Lulu](#) to destroy it. He and Lulu do not agree on exactly how this should be done.

With the Blight of Neverset's appearance, he and the other Phoenixborn appear to have been triumphant over the Frostwild Scourge, as he has journeyed to Neverset and reunited with Maeoni.

Conjurations

Like his spells, his conjurations are generally robust and as large as his spirit. His [Frostback Bear](#) is a staple in nature decks, and, though vulnerable to his own [Ice Traps](#), [Ice Golems](#) still pack a punch. He also has a unique conjured alteration, the [Ice Buff](#), to protect his allies and conjurations.

He also shares a conjuration, the [Adaptodon](#), with Lulu.

Card apperances

- [Freezing Blast](#)
- [Rin's Fury](#)
- [Ice Adaptation](#)

- [Clashing Tempers](#)
- [Shattering Fist](#)
- Charge Fist (Frostwild Scourge Mighty aspect)
- Frost Bulwark (Frostwild Scourge Storm aspect)
- [Embrace](#)

Quotes:

- “Don’t worry buddy, I got your back.”
- “I’m trying not to laugh at how serious you look.”
- “Your toys are boring. Let’s play with something else.”
- “Toughen up and kill something, would ya?”
- “I’m going to straight-up slaughter you!”
- “The North incarnate.” + “I’ve got giant ice bears, and it feels good saying that.”
- “I do not take friendship lightly.”
- “Cold beats ugly every time!”

Short story

I remember when I first heard [Alibrimbor](#)'s prophecy. I was drunk in a [Gorrenrock](#) brothel, and when I heard those fateful words, I laughed and threw my cup at the messenger who was interrupting my fun. The notion that my blessing could be my doom seemed so absurd, but perhaps if I had been sober I would have thought about how my dreams had started to turn strange. Perhaps then I would not have been so quick to scoff. But I have never been one to dwell overlong on serious matters.

Later in the fifth year of two thousand, I was a passenger on a boat that took port in [Silverwood](#), and there I met [Maeoni Viper](#). How could I land in that city and not seek out the Viper? Arranging a meeting was more difficult than I expected – she had little interest in seeing me. When I finally saw her, and heard those first words fall from her mouth, I was immediately overwhelmed by the tremendous presence the woman possessed. I fell in love with her then and there, though I'll admit falling in love has never been too difficult for me. We shared an awkward lunch on a patio outside her home. She was all formal pleasantries, and I played the bumbling, fawning fool. Me! But such was my unexpected love for her that I could bring none of my charms to bear.

That night I retired to a room her servants prepared for me. I had no interest in exploring the city's nightlife. I lay in bed and fell asleep thinking of her exquisite face.

But I did not sleep easy.

In my dream our bodies were entangled in a lover's embrace, my mouth tasting hers, and my dream self had lost all his awkwardness, and she was good and truly mine. But the dream changed in that way dreams do, the shift coming so subtly that it is impossible to identify, and suddenly we were not entwined in love, but in murderous violence. She screamed as I dug my clawed hands into her flesh, and from out of her burst fire. The flames licked my body, but they did not scorch or

burn, but filled me with euphoria, and I tore her asunder like a dog rooting for a buried bone. Her wailing reached a terrible pitch and the fire consumed the last of her. I sucked my breath in with a mighty huff, and the fires filled my lungs. Maeoni was naught but hot ashes, and these I rubbed into my flesh with manic glee.

I awoke in tears and sweat, and instantly recalled Alibrimbor's prophecy. Suddenly my youthful frolics seemed so pointless. The future did not seem so sweet.

That night I fled Silverwood in shame. I made my way back to Frostfell^[1] and let the stinging cold there freeze away my feelings. And while I found some solace, the cold could not keep the dreams from coming. I have not always been a good man, but I have striven, in my own way, to do good. But now I see that such concerns are for mortals. For the children of the [Phoenix](#) there can be no peace, no solace. These people were my brothers and sisters. I have fought by their sides. I have loved them. But gods save me, I see what is coming, and so help me, I am going to kill them all.

Rin Northfell
Frostfell, 2009

Footnote

1: Not sure if this is suppose to be Frostdale or not.

Rowan Umberend

"If my expulsion from the Vermillion Council has provided benefit, it is that I am never again required to share space with Rowan Umberend."

- [Darius](#), Terminal Amurai

Rowan Umberend
Image and card type unknown
Art from The Scholar of Ruin

A member of the [Vemillion Council](#) until his expulsion for Blasphemy, Rowan of the [Abylon](#) Outskirts seeks to become the most powerful Phoenixborn. As his status of Phoenixborn was a secret, he had no area to protect. He is a new Phoenixborn for Ashes Reborn, and appeared with [The Scholar of Ruin](#) deck.

History

Rowan was a member of the Vermillion Council, a secretive organization dedicated to studying the Phoenixborn, though he kept his status as a Phoenixborn hidden from them.

This gave him several allies whose knowledge he could exploit with his time and ceremonial magics, accelerating his own research into the physical and temporal ruins of [Abylon](#)'s battle sites. There, he found the Red Raindrops, ancient and dark artifacts that could call forth the [Red Rains](#).

His success has earned him hatred and expulsion from the Council, as well as disdain from his fellow Phoenixborn. He is correctly blamed for the return of the Red Rains, and bears a price on his head placed by [Elga Trilling](#).

He does not see himself as a villain, rather, non-Phoenixborn are of little value in his eyes.^[1] Even during his trial, he showed no remorse at his actions.

Conjurations

For a ceremonial Phoenixborn, Rowan boasts many conjurations. His [Eroding](#) slows enemies, and his [Ruin Dwellers](#) are dangerous, left alone or attacked.

His reputation comes from his other two conjurations, the [Red Raindrops](#), and the [Reborn Chimera](#). Reanimating a [certain other Phoenixborn's](#) former ally, this verion is the first of its kind, but it is still considered "kind of a botched abomination."^[2]

Card appearances

- [Chant of Erosion](#)
- [Chant of Hostility](#)
- [Discovery](#)
- [Era's End](#)
- [Excavate](#)
- [Red Raindrops](#)

Quotes:

- "The past is my schematic for the future."
- "Why should we fear what we once defeated?"
- "Time passes so cruelly, no?"

References

- 1: <https://www.plaidhatgames.com/news/2022/11/21/argaian-articles/>
- 2: Nick Conley, interview

Saria Guideman

The Belle of the Ball,
Saria Guideman is
the Phoenixborn
keeping watch from

Saria Guideman
Original art type unknown
Art from Cloudsea Siren

[Lighthouse Bay](#). She commands attention from [Argaia](#)'s high society, and gets it. Her first appearance is in the master set's [The Cloudsea Siren](#), and she reappears in [The Blight of Neverset](#).

History

Little is known, or, perhaps, allowed to be remembered, of Saria. Those who support the arts, and all others are dead to her. Possibly literally.



Alternate art

Since the Red Rains began, her Lighthouse Bay palace has been destroyed, and she is forced to live without the luxury she had built up.¹

Conjurations

Saria has her own unique conjuration, the [Seaside Raven](#), as well as the deceptively dangerous [Three-eyed Owls](#).

Card appearances

- [Abundance](#)
- [Purge](#)
- [Hidden Power](#)
- [Strange Copy](#)
- [Sympathy Pain](#)
- [Dealer's Choice](#)
- [Willpower](#)
- Explosive Pods (Blight of Neverset Thorn aspect)
- Withering Rot (Blight of Neverset Thorn aspect)

Quotes:

- "I know the arts aren't for everyone, but I kill those people."

- “Darling, you’re going to look like such a fright.”
- “Poor child, you’ve been thinking on your own again.”
- “Now do try to keep a civil tongue.”
- “No, no dear. That’s not how it’s done. This is!”
- “Sometimes I blush at my own competence.”
- “Owls are such lovely little entrail-eaters aren’t they?” + “My owls respectfully ask you to reconsider.”
- “Finally! The company had grown so dull of late.”
- “Some choices are designed to sting.”
- “Did you think me as ruined as my home?”

Short story

The viola's haunting melody carefully lay beneath the volume of the party's many conversations. Glasses clinked, the occasional fork scraped across a plate, and here and there noble ladies threw back their heads and laughed at the jests of their gentleman companions. She strolled through the lavishly furnished manor, guests turn to her with hypnotic fascination as she entered each room.

“Saria, darling,” cooed one moneyed widow. “You must have your cook share their recipe for this devil's punch. The spices are [Olympian](#), are they not?” A handful of other guests stood there in the drawing room, anticipating the response, their eyes glazed and vacant.

“Well done [Lady Mennan](#),” whispered Saria with a smile. “The spices are indeed from Olympus. I'll make sure your man has the recipe before you leave.” There were nods of approval, and one dandy even clapped at Lady Mennan's guess. A servant sidled up behind Saria and whispered in her ear. “How many ships?” she asked him.

“Three,” responded the thin man. Saria walked to the enormous window that looked out over the [Bone Sea](#). She waited as the Guideman light house passed its yellow gaze over the dark waters, and there! Three large ships crept toward the cliffs on which Guideman Manor rested.

Saria raised her hands, and suddenly there were two enormous seaside ravens upon the lighthouse where previously there had been none. She casually waved a hand, and the two birds descended upon the ships.

“Oh gods!” cried a man as panic seized the room. “Attackers! Call for our carriage at once!” But Saria turned back to her guests and smiled. She exhaled gently and suddenly the room was calm once more. A single line of blood ran from the nose of Lady Mennan, though she gave no sign she noticed.

“Come,” said Saria. “Who wants to join me in the hall for games of chance?” They all professed their excitement at this. And outside, on the dark waves of the sea, men went screaming to their deaths.

References

1: <https://www.plaidhatgames.com/news/2023/11/08/blight-neverset-preview-4/>

Sembali Grimtongue

Even for Phoenixborn, Sembali of [Memoria](#) is unusual: her original abilities in Rise of the Phoenixborn were determined through a player participation event called

the [War Within](#), in which she was the main protagonist. While her light side was the victor there, Ashes Reborn saw her ability changed to an entirely new one. She appears as the Phoenixborn in [The Spirits of Memoria](#), and returns for [The Spawn of Shadowreck](#).

Sembali Grimtongue
Image art from The Spirits of Memoria

Art from The Spirits of Memoria

History

"Two paths lie before you. One cloaked in shadow, another basked in light. Which will you choose?"

For years Sembali pored over the ancient holy tomes within Memoria's walls, and it was deep within the darkened halls of the cloistered libraries that she discovered a secret that made her question all she knew about not only her fellow Phoenixborn, but the Gods themselves. In the wake of this discovery, Sembali was forced to choose which path she would now follow: would she continue to use her Phoenixborn abilities to safeguard the faithful of [Argaia](#) or would she instead embark on a path of conquest to take her rightful place as the Phoenixborn supreme? In the end, she chose the path basked in light.

Sembali Grimtongue is the leader of the [Gatekeepers](#), a death cult whose rituals are celebratory in nature. Her worshippers bring the corpses of their loved ones to the city's many temples, so that she, the priestesses of the cult, can guide the souls of the departed to their loved ones in the world beyond.

This guidance has taken a toll on her, as the dead whisper of calamities to come. She has taken refuge in illusion magics, but she might be going too far, and runs the risk of losing herself in them.

Conjurations

Sembali has but 2 conjurations: the [Admonishers](#), and the solitary [Spectral Assassin](#).

In the Spawn of Shadowreck, she reveals a darker creation: the [Shade Prowler](#).

Card appearances

- [Law of Grace](#)
- [Purify](#)
- [Dark Reflection](#)

- Erratic Strike (Spawn of Shadowreck Horror aspect)
- Torment (Spawn of Shadowreck Horror aspect)

Quotes:

- "Ours is but another world's shadow."
- "My thoughts are dark of late."
- "The dead have found you wanting." + "Ignore them at your peril."
- "Sometimes I even lose track of myself."
- "You'll know they were here by the corpses they leave behind."

Tristan Darkwater

"I met Tristan Darkwater once when he visited [Sunhold](#). The lad was bright and friendly but only spoke when etiquette required, and never more than was needed. I am certain he felt great unease socializing among his own kind."

- [Darius](#), Terminal Amurai^[1]

Tristan Darkwater
Image of Darkwater type unknown
Art from The Ocean's Guard

Guarding [Erris Isle](#), Tristan communes with the life of every being in the ocean. He is a new Phoenixborn, introduced for Ashes Reborn in [The Ocean's Guard](#).

History

A solitary Phoenixborn, less is known about him than many others. There are hints that he might not be human.

Conjurations

Tristan has created a large number of conjurations, all a part of sea life. The small [Prism Tetras](#) can combine into a larger [Radiant Leviathan](#), and disassemble back. He has also made [Tidal Crabs](#), and [Seafoam Snappers](#).

Card appearances

- [Summon Radiant Leviathan](#)
- [Tidal Shift](#)
- [Tsunami Shot](#)
- [Stand Still](#)

Quotes:

- "How did it come to this?"
 - "I tend a world you pretend not to see."
 - "Behold oceanic apotheosis!"
 - "With anger as deep as its hunger."
 - "We shall break over and upon you."
-

References:

1: <https://www.plaidhatgames.com/news/2022/07/20/the-oceans-guard-preview-2/>

Victoria Glassfire

The chaotic
Queen of
Mean,
Victoria

Victoria Glassfire
Mistake to Glassfire type unknown
Art from Duchess of Deception

dwells in [Smogborough](#). She first appeared in [The Duchess of Deception](#), but has traveled to fight [The Spawn of Shadowreck](#).

History

Her past is almost certainly hard to discover, as [Leo Sunshadow](#) could not remember her memories, though no one knows why. One of the memories previously revealed was her relationship with [Hope Everthorn](#), from whom she got her signature lantern. However, the events of the fight at Shadowreck have made it clear she still has some fond memories of their time together.

She is not considered sane.

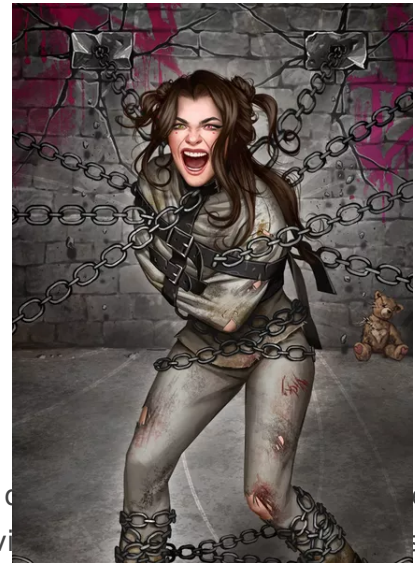
After the defeat of the Spawn of Shadowreck, she stayed for a week to let them celebrate her (and the other Phoenixborn) for the defeat of that Chimera.

Conjurations

Victoria's ghostly conjurations are the generally cute [Shadow Spirit](#) and the nauseatingly malformed [Shadow Hound](#).

Card appearances

- [Memory Theft](#)
- [Secret Door](#)
- [Copycat](#)
- [Vanish](#)
- [Keepsake](#)
- [Magnificence](#)
- Unfathomable (Spawn of Shadowreck Lair aspect)
- Panic (Spawn of Shadowreck Horror aspect)
- Paranoia (Spawn of Shadowreck Horror aspect)



Alternate art full bleed

Quotes:

- “You seem so sure about what’s real and what isn’t.”
- “I’m not crazy... just enthusiastic!”
- “My imaginary play thing is gonna destroy you for reals!” + “The first time I made one of these things, I threw up a little. So I made a bunch more!”
- “You probably don’t think of shadows as cute, but they are. You know what else are cute? Puppies! Why are we talking about puppies?”
- “I can’t murder you if you keep killing my things!”
- “Taa-taa, cutie!”
- “C’mon, let me go! Don’t you want to play?”
- “Don't tell the Chimera, but I've got such a crush.”

Xander Heartsblood

Xander Heartsblood is the primal defender of [Vallen](#), and he uses the savage reptile beasts of the oasis to defend it. He appears in [The King of Titans](#). He has teamed up with others to defend [Lordswall](#) during [The Siege of Lordswall](#).

Xander Heartsblood
Image of the card type unknown
Art from The King of Titans

History

Largely unknown, though he is known to have sworn to protect the balance of life in the desert oasis. To aid with this, he has gifted several allies with magic of their own.

Conjurations

Xander boasts several strong conjurations, including the [Archasaurus Mount](#), [Shining Hydra](#) (and [heads](#)), and the [Cerasaurus Mounts](#). He has also gifted some of his allies with the magic to bring forth [Raptor Hatchlings](#).

For the Siege of Lordswall, he has also bestowed [Ptera Hatchlings](#) to more of his allies.

Card appearances

- [Law of Domination](#)
- [Earthquake](#)
- [Bravery](#)
- At the Gates (Siege of Lordswall Horde aspect)

Quotes:

- “You place your faith in the [Phoenix](#). I shall place mine in my friends.”
- “Let us set the stage with new players.”
- “My strength, like Nature, grows exponentially.”
- “Nature tears down that which it finds detestable.”
- “The crystal is anathema to everything we cherish.”
- “Nature teaches us to adapt to hardship.”