



Welcome to Phoenix: the Dark Empire

All of the games, at ConGames 2006, will have pregenerated characters for you to choose from. In the final round of the tournament attendees may bring their own characters or play their characters from earlier rounds of the tournament. As always, walk-on's are welcome in the final round of the tournament. Any personal characters need to be approved prior to the final round of the tournament on Saturday at 7 pm. For each additional game in the tournament that a character has played in, 12 bonus experience points will be awarded, as well as a seat in the next round of the tournament. See page 4 for character approval/creation guidelines. All of The Wrecking Crew games are recognized demos with prizes for quality role playing. So with all that said allow me to welcome you to

Unto the least of them...

Respectfully yours,

R David Martin

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A Senior White Wolf Demo Team

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Story Guidelines

Theme/Mood:

The story, Phoenix: The Dark Empire is a dark narrative that centers on the haves versus the have-not's and the inherent struggles of sharing a crowded oasis.

Character Creation:

All characters are to be created using 55 experience points as well as the “fish story” method. There will be people available to assist in character creation. That means if you tell me that your character's story and it is believable, buyable, plausible, and entertaining, then it's good. Be advised if you tell me that you have major pull in the D.E.A. and in the Financial Aid Department at G.T.F.O. University I am going to ask how you got it and how do you keep it?

Styles of the Story

Phoenix: The Dark Empire is a narrative that exists on many levels, one in which the waters of what is right and what is not are murky at best. It is in these waters that players swim. The deeper one dives the darker the water. In short the style of the narrative will be impacted by the actions of the players.

Phoenix: the Dark Empire

It has been said that the basis of all conflicts arises from the haves versus the have-nots. The Phoenix metropolis is home to over three million souls and physically the second largest metropolis in North America. Those who have want more, and those who have not, desire to have. Welcome to Phoenix “the Valley of the Sun” where all are involved in one way or another in the Danse Macabre.

In the Valley, districts are more fractionalized. As such, the rich share room with the poor; the safe quickly shifts to not so just by crossing the street. The police are never more than a few moments away. It is in those few moments that life is won or lost.

Phoenix and the surrounding cities offer much in the way of territory and prosperity. Year round droves of vacationers and businessmen visit Phoenix from abroad. Many of the major industries are well represented here in the Valley. The population of the Valley is diverse and complicated.

Those who look upon the Valley of the Sun see Her shine in majestic glory. Only they who truly know see that She stands tall upon the backs of the have-nots. It is here that the things that go bump in the night vie for influence and territory.



Kindred (Vampires):

Phoenix is crowded - for reasons unknown the Werewolf population grows by leaps and bounds and all others are worried. Except for 2 times in the last 100 years, King George has ruled with an iron fist. The first was in the late 1980's when King George became world weary and slipped into toper entrusting his three Childer to maintain order in his absence.

Soon after his youngest declared that he was assuming the leadership of the Ordo Dracul. The Invictus were shocked and the Ventrue scandalized. The remaining two struggled to hold the surrounding cities under sway to no avail. The cities separated and war became the standard. Violence peaked in the early 90's, gang wars an accurate barometer.

Then things began to change the cities established truces and treaties. May 1, 1999 all who were important or had enough influence to be considered and ally or a threat received an invitation by King George to a small gathering. All who were invited attended if for no other reason than curiosity. The party was grand, ending in King George announcing that again he would be King and that there would be peace in the Valley. Many were unhappy, only one spoke out, a young idealistic Carthian. King George made a graphic example of what would happen to those who opposed his rule. To this night the Carthians still feel the weight of this example.

In the fall of 2004 the Carthians and King George locked horns again, resulting in the revelation of the King's monstrous blood harvesting methods and the death of half of the remaining Carthians. King George was forced by blood and sword to abdicate.

Currently Aneaka is Prince and within the First Estate the Invictus struggle to realign and maintain the united front by averting an internal civil war. The Lancea Sanctum move to unite willing and not under the new Bishop Vargas. The Carthians have seized Chandler. Francesca the Unaligned maintains her hold on the main campus in Tempe. Most of Glendale is lost to the Kindred and still the Werewolf population grows. For now there is peace, but for how long? Meanwhile the other inhabitants of the World of Darkness continue to make themselves known.

Forsaken: (Werewolf)

So much has changed in the Last 12 months; sometimes it is all one can do to keep up. Fire Brand, a young Forsaken, true to his name led the charge to challenge the establish hierarchy. In response to the Council of Lords request for Little Bit, a Ghost Wolf and the Omega of Fire Brands pack Ashes of the Phoenix, to attempt a seemingly impossible task in the Shadow. In truth this was a heavy handed attempt to remind Fire Brand that the more established Forsaken were not to be disregarded.

In the end both parties received what each thought that they wanted. The Counsel of Lords was no longer disregarded by Fire Brand and Fire Brand had a perfect example of what was wrong with the Council. For the next 5 months Fire Brand was true to his name and worked many of the other younger Forsaken into a political fury - much to the dismay of the Counsel of Lords. In the end 9 more seats were added to be filled buy representatives elected from the younger Forsaken. What was a Counsel became a



Republic. Some of the old guard asked if the younglings wanted to sign a bloody declaration as well.

During this time, unbeknownst to the Forsaken an exceedingly clever Asian Magath, known as Emperor, had forged a covenant with some similar ethnic spirits and rose to the position of Asian Umbral Lord and Totem to two packs of forgotten Ghost Wolves. From there Emperor launched a war against his enemies and formed a well aged and powerful Spirit Court in his image.

After the political clash had been settled the Forsaken had missed the opportunity to easily deal with the Emperor. So now they wait and plan. But the result has been shattering on the other side of the Gauntlet. In response the more sentient and aware spirits have become hostile and rebellious. Which is complicated by the fact that it is rumored that something is acting as a “Gardener” in the Shadow, nurturing and encouraging disruption and corruption to spread from areas that where previously thought to be well in hand.

Mage: (Magic Users)

Two years ago war broke out in Phoenix, one that would touch every Willworker. The War was unlike any had seen. Cabals versus Cabals, Orders be damned! It was as if every Cabal took this moment to visit retribution upon all who had wronged or insulted - regardless of severity - the result was always the same all out conflict. Magic was worked, blood flew, and Mages died. Those who did manage to avoid combat retreated with in their safe places and waited. Then, as swiftly as it started it, stopped and there was peace. The peace was managed by the Guardians of the Veil and sponsored by a Cabal known as the Librarians. Who as the most respected Cabal, alone had managed to maintain a neutral gathering site – the Grand Library. So now there is a new Concilium and reconstruction has begun. So much has been lost not only our brethren but gains in the Cities to the Monsters. Now almost all of Glendale is ours. As the embers of retaliation and reciprocity cool and age – time passes. Mages are again beginning to build alliances and on a few occasions assemble friendships. Will this peace last or is it merely the eye of the hurricane. To all ... the threat remains the same – war. Not war with the other Monsters, but amongst the Cabals.