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v1.3

Jul 2022

Game: **THE AGE OF THE RAG'NAROK: CONFRONTATION**

Publisher: **Rackham Entertainment (2006)**

DRAGON army cards

Unit cards are designed to fit rigid
Ultra Pro 3x4 premium topload card holders

Artifact, Communion and Ritual cards are designed to fit
Fantasy Flight Games Mini European clear sleeves

Many thanks to Samuel Moreno for putting this army
together from Rackham material and his own work.

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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FOREWORD BY SAMUEL MORENO

What you have before you is the culmination of many hours of work, research and dedication in translating the *Other Armies - Dragon Army* PDF into a useable system for **Confrontation Age of Ragnarok (AoR)**. The *Other Armies* documents are Rackham's first, albeit incomplete, drafts at bringing over the remaining established armies that populate the world of Aarklash. These PDFs provide a very strong basis point that is, unfortunately, incomplete in some areas.

You'll note that there are no 'Temple Banners' for the Cynwall. These banners would have provided unique advantages and disadvantages along with different company unit structures allowing unique gameplay styles.

Yet, by reviewing *Ragnarok*, the game AoR originated from, you can see that there are in fact the inklings of what these banners would have looked like if the army had a formal release. For the Cynwall army, these banners would have been referred to as 'Ways'. The possibility is there for the community to take on the challenge of translating the Cynwall *Ragnarok* banners into AoR compatible banners. In the meantime, I recommend that should you want to still utilize a unique banner to help strengthen the Cynwall, use one of the other 8 established 'Light' banners from either the Lion or Griffin armies. These armies consist of similar unit compositions allowing for a smooth translation to the Cynwall army.

The Cynwall Wyrms posed an interesting challenge for me. At the time that I began my research, I noticed that there was not a formal translation for the Wyrms to AoR. I therefore researched his original *Confrontation/Ragnarok* cards and translated those cards as best I could utilizing the AoR style of gameplay. I later discovered that the original player base was told that his titan abilities were to be the same as the Griffin titan. It is unclear if his 1000AP cost was based on him being balanced with this in mind or not so I welcome you to decide for yourself how you wish to bring him to the table. Should you wish for a more spirited game, I invite you to play him the way he was originally designed utilizing the cards I have created. If not, feel free to use the titan cards from the Griffin.

For the Incarnates, no direction was given for which unit each of them was to be allowed to join. Nevertheless, by sourcing the original fiction, comparing Incarnate stats with similar unit stats, seeing which army they were originally packaged with (think Abel and the conscripts) and by utilizing past community recommendations, I have added my own recommendations for which unit each Incarnate should be tied to. **Lens Mendkenn** was an easy choice as she is an Echahim, a calvary unit, and in the book *Fault of Kaiber*, she is said to lead the Echahim

into battle. **Meneran** originally came packaged with the Selsym Warstaff and **Sylann** is the Khidarym champion. **Nelphaëll** is an Azure Hunter and one of two incarnates with a ranged weapon. For **Soim**, I made the decision to bring him together with his fellow Equanimous warriors hence why he was a natural fit for the Asadars and Selsym warrior. **Galhyan**, having energy and the ability *Reach*, was a natural fit for the Selsym Spearman who with their Synchronime, can increase Galhyan's mana power. For **Maelyn**, being an inexpensive rank 1 incarnate, I allowed her to join any Rank 1 Infantry unit similar to Kheris from the Scorpion army. Lastly, **Syd**, being the commander of the army and taking a cue from the *Fault of Kaiber*, I allowed him to join any Cynwall unit. This is similar to Y'anrylh from the Wolfen who is also allowed to join any wolfen unit.

Finally, the musician and standard bearer did not have stats included in the *Other Armies* PDF. For the standard bearer, I simply gave him Courage +2 which puts him in line with the standard bearers in the other two Light armies. For the musician this was slightly more challenging as each musician is unique in their capabilities. While I considered borrowing one of the spells available to the Cynwall and giving it to the musician, balance was a key concern. The answer came to me after I purchased the original *Ragnarok* Cynwall Warstaff and found a card with their Warstaff ability. In *Ragnarok*, they were given the *War Fury* ability which is a perfect ability for them in AoR as it is not too strong and not too weak. I later discovered that *War Fury* was listed in the Cynwall *Original Armies* PDF in the Abilities section even though no unit utilized *War Fury*. I can only surmise that it would have been intended for the musicians had they more time to add it to their stats.

In the future, I may translate a few Incarnate specific artifacts as, for example, **Lens** has a few from *Ragnarok*.

However you decide to play your Cynwall armies in your home games, as long as you are playing this great game that is all that matters. Be sure to share your battle reports in the comment section and drop me a line if you end up utilizing these cards and have questions or thoughts.

Happy gaming and long live **Confrontation!**

Samuel Moreno
Samuel.Confrontation@gmail.com

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The Esoteric Order of Gamers



Order of the Banners DRAGON



GIFT OF THE DRAGON

Each Dragon company can use this gift once per round. The result required on the dice for a characteristic test is read in the column.

ORDER OF THE BANNERS

Infantry unit (★★)!

Infantry unit (★ / ★★)

Infantry unit (★ / ★★★)

Cavalry or War Machine unit / (★★ / ★★★)

Creature or Titan unit / (★ / ★★ / ★★★)

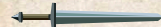
1 INCARNATE 250 AP SYLAN



10 5 8 7 5



2 5 6



1 4 4

Can be added to any Khidarjym unit.

Resurrect/Duel: 5 Elixir pts

Artifacts: 5 pts

ABILITIES

Strategist Roll 1 extra die when rolling Authority oppositions, keeping the best result.

Bravery Failures on Courage tests are re-rolled once more.

1 INCARNATE LIGHT CAVALRY 310 AP LENS MENDKENN



20 3 5 7 3



3 5 4

Can be added to any Echahim unit.

Resurrect/Duel: 6 Elixir pts

Artifacts: 2 pts

EQUIPMENT

Reach May attack enemies she is in contact with *and* those within 3cm.

ABILITIES

Charging Strength When she charges she adds her Attack to her Strength on Strength tests.

Leap Can jump over or on top of obstacles shorter than herself without any penalties.

1 INCARNATE MAGICIAN 230 AP GALHYAN



10 3 6 5 3 5



2 5 6

Can be added to any Selsym spearman unit.

Resurrect/Duel: 5 Elixir pts

Rituals: 2 pts

Elements: Solaris/ Water and Light

EQUIPMENT

Reach May attack enemies she is in contact with *and* those within 3cm.

ABILITIES

Strategist Roll 1 extra die when rolling Authority oppositions, keeping the best result.

3 THE TRIHEDRON OF KAÏBER



THE TRIHEDRON OF KAÏBER

Nelphaëll, Syd de Kaïber, and Soïm can form a unit of three Incarnates if they are part of the same Dragon company. The player chooses who among them is the unit leader.

They gain the following abilities:

Hyperian The unit's Courage tests automatically succeed. Also, the unit's Courage value is considered a Fear value by frightening fighters.

Scout When the company begins the game in a deployment zone, units composed entirely of fighters with *Scout* can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

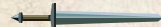
1 INCARNATE 145 AP NELPHAËLL



10 3 4 5 3



2 5 4



1 4 6

May join the Trihedron of Kaïber or an Azure Hunters unit.

Resurrect/Duel: 3 Elixir pts

Artifacts: 2 pts

ABILITIES

Assassin and results are read as for Strength tests.

1 INCARNATE FAITHFUL 175 AP SOÏM



10 3 2 5 3 5



2 5 4

May join the Trihedron of Kaïber, an Asadar unit, or a Selsym Warriors unit.

Resurrect/Duel: 4 Elixir pts

Artifacts: 2 pts

Elements: Noësis/Creation & Destruction

FEAT

Devotion failures on Fervor tests are re-rolled once more.

1 INCARNATE MAGICIAN 320 AP SYD DE KAÏBER



10 5 4 7 5 7



2 7 6

May join the Trihedron of Kaïber or any Cynwall unit.

Resurrect/Duel: 6 Elixir pts

Artifacts: 3 pts

Elements: Solaris/ Light and Darkness

EQUIPMENT

Reach May attack enemies she is in contact with *and* those within 3cm.

ABILITIES

Strategist Roll 1 extra die when rolling Authority oppositions, keeping the best result.

Born Killer When performing a Attack test, roll an additional die. This is not a bonus die, so it can be re-rolled.

STD 325 AP +45 PER EXTRA FIGHTER

8 SELSŸM SPEARMEN



10 5 5 3

1 5 4

EQUIPMENT

Reach May attack engaged fighter the spearman is in contact with *and* those within 3cm.

MAX 625 AP

15 SELSŸM SPEARMEN



10 5 5 3

1 5 4

EQUIPMENT

Reach May attack engaged enemies the fighter is in contact with *and* those within 3cm.

+25 AP PER SPECIAL FIGHTER

0-1 SELSŸM SPEARMEN SPECIAL FIGHTER



EQUIPMENT

Reach May attack engaged enemies the fighter is in contact with *and* those within 3cm.

0-1 SYNCHRONĪME

5 **mana points**. Can call the *Acceleration* spell during a walk, a run, or an assaultints).

3 The distance the unit can cover is increased by 2cm.

INCARNATE 130 AP

1 MENERÄN



10 5 5 5 3

2 5 4

Can be added to any Selsŷm warrior or Selsŷm spearmen unit.

Resurrect/Duel: 3 Elixir pts **Artifacts:** 1 pt

STD 300 AP +40 PER EXTRA FIGHTER

8 SELSŸM WARRIOR



15 5 5 3

1 5 4

MAX 550 AP

15 SELSŸM WARRIOR



15 5 5 3



1 5 4

+25 AP PER SPECIAL FIGHTER

0-3 SELSŸM WARRIOR SPECIAL FIGHTERS





0-1 EQUANIMOUS WARRIOR


5 **faith points**. Call the *Blade of Justice* miracle before a  Strength  test is taken against the unit.

3 The result required is read 1 column to the right on the resolution table.

0-1 MUSICIAN

Can use the *War Fury* tactic: re-roll failures on  Attack  tests once more.

0-1 STANDARD BEARER

Unit gets +2 Courage .

INCARNATE MAGICIAN 130 AP

1 MAELŸN



10 3 2 5 3 3

2 3 2

Can be added to any Rank 1 Dragon infantry unit.

Resurrect/Duel: 3 Elixir pts **Artifacts:** 1 pt

Elements: Solaris/ Water and Light

6 **ASADAR** STD 250 AP



10	5	6	3
----	---	---	---

1	5	4
---	---	---

ABILITIES

Sequence Each or obtained on a Attack test generates a bonus die.

9 **ASADAR** MAX 400 AP




10	5	6	3
----	---	---	---

1	5	4
---	---	---

ABILITIES

Sequence Each or obtained on a Attack test generates a bonus die.

0-1 **ASADAR SPECIAL FIGHTER** +25 AP PER SPECIAL FIGHTER



ABILITIES

Sequence Each or obtained on a Attack test generates a bonus die.

0-1 EQUANIMOUS WARRIOR

5 faith points. Call the *Blade of Justice* miracle before a Strength test is taken against the unit.

3 The result required is read 1 column to the right on the resolution table.

6 **AZURE HUNTER** STD 250 AP



10	3	5	3
----	---	---	---

1	3	2
1	4	6

ABILITIES

Instinctive shot The fighter can target engaged enemies.

4 **KHIDARŸM** STD 300 AP



10	5	8	5
----	---	---	---

1	5	6
1	4	4

ABILITIES

Sequence Each or obtained on a Attack test generates a bonus die.

Bravery Failures on Courage tests are re-rolled once more.

3 **ECHAHIM** STD LIGHT CAVALRY 525 AP



20	3	5	5
----	---	---	---

2	5	7
---	---	---

EQUIPMENT

Reach May attack enemies she is in contact with *and* those within 3cm.

ABILITIES

Charging Strength When she charges she adds her Attack to her Strength on Strength tests.

Leap Can jump over or on top of obstacles shorter than herself without any penalties.

4 **VARSŸM** STD 375 AP



15	5	5	5
----	---	---	---

2	7	4
---	---	---

ABILITIES

Scout When the company begins the game in a deployment zone, units composed entirely of fighters with *Scout* can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

Assassin , and results are read as for Strength tests.

6 **KESTREL** STD 250 AP



10	3	3	3
----	---	---	---

1	5	4
1	4	4

ABILITIES

Disengagement Not eliminated when disengaging.

STD 325 AP

1 CYNWÄLL DRAGON




20	3	10	7
----	---	----	---

4	9	14
1	3	12

2 7 10
3 1 10

ABILITIES

Area of effect shot Cynwäll Dragon shots affect a 3cm radius area.

Born Killer When Cynwäll Dragon performs a  Attack (X) test, he roll 1 additional die. This is not a bonus die, so it can be re-rolled.

Flight When moving, ignore obstacles and miniatures. Units with *Flight* are always in scattered formation.

CYNWÄLL WYRM



WYRM BREATH



20	3	14	9
----	---	----	---

4	9	14
1	3	12

TITANIC ABILITY

Wyrms Breath Choose a target and perform a  Attack test (action value 3). A  is not an automatic failure on this test. After resolving the attack and possible dispersal, arrange 3 dispersal templates to determine the hit targets: center the first on the shot's target point, and the other two in contact with the first (at the attacker's discretion). Units whose bases are completely covered suffer a Strength (S) test (action value 16). Those whose bases are only partially covered suffer a Strength (S) test (action value 8).

You may sacrifice this titanic ability card to cancel the result of a Strength (S) test rolled against this titan (the card may have already been activated).

STD 1000 AP

1 CYNWÄLL WYRM




20	3	14	9
----	---	----	---


4	9	14
1	3	12

The Wyrms is limited to 2 titanic abilities per round.

ABILITIES

Gift of the Dragon Each Dragon company can use this gift once per round. The result required on the dice for a characteristic test is read in the  column.

Disengagement Not eliminated when disengaging.

Born Killer When Cynwäll Wyrms performs a  Attack (X) test, he roll 1 additional die. This is not a bonus die, so it can be re-rolled.

Flight When moving, ignore obstacles and miniatures. Units with *Flight* are always in scattered formation.

Area of effect shot Cynwäll Wyrms shots affect a 3cm radius area.

CYNWÄLL WYRM

SWEEP



20	3	14	9
----	---	----	---

4	9	14
1	3	12

TITANIC ABILITY

Sweep The fighters of an enemy unit in contact with Cynwäll Wyrms each suffer an Attack (X) test (action value 7). If it fails, the defenders suffer a Strength (S) test (action value 7). None of the defenders lose any combat dice. The defenders cannot use a sustained defense or use a counter-attack (even if they are *Ambidextrous*). The *Fierce* ability of small, medium and large size fighters is ineffective when they are eliminated by this ability.

You may sacrifice this titanic ability card to cancel the result of a Strength (S) test rolled against this titan (the card may have already been activated).

CYNWÄLL WYRM

ROAR



20	3	14	9
----	---	----	---

4	9	14
1	3	12

TITANIC ABILITY

Roar An enemy unit within 15 cm of Cynwäll Wyrms suffers a Courage test with a difficulty of 10. If it fails, the unit is in rout.

You may sacrifice this titanic ability card to cancel the result of a Strength (S) test rolled against this titan (the card may have already been activated).

CYNWÄLL WYRM

WINGED HURRICANE



20	3	14	9
----	---	----	---

4	9	14
1	3	12

TITANIC ABILITY

Winged Hurricane Make a Resilience (R) test (difficulty value 0) for every friendly or enemy unit within 15cm of Cynwäll Wyrms. If a unit's test fails, that unit's Movement (M) is reduced to 0 and it modifies Attack (X) and Defence (D) test results by -1 until the end of the value.

You may sacrifice this titanic ability card to cancel the result of a Strength (S) test rolled against this titan (the card may have already been activated).

8 STD 350 AP +45 PER EXTRA FIGHTER
AKHAMIÄL



10 4 6 3



1 3 2

1 4 4

ABILITIES

Construct Constructs are affected by particular game effects.

12 MAX 525 AP
AKHAMIÄL



10 4 6 3



1 3 2

1 4 4

ABILITIES

Construct Constructs are affected by particular game effects.

6 STD 400 AP
CONSTRUCT WARRIOR

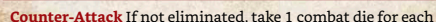

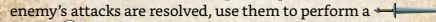
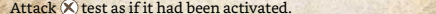


10 3 7 3



2 5 5

ABILITIES

Counter-Attack If not eliminated, take 1 combat die for each failure in a  Attack  test against it and, once the enemy's attacks are resolved, use them to perform a  Attack  test as if it had been activated.

Construct Constructs are affected by particular game effects.

2 STD 700 AP
NOVA



15 3 11 5

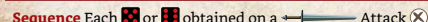
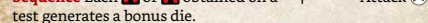
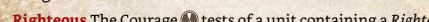
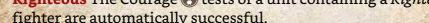


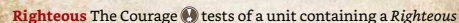
4 5 9

EQUIPMENT

Reach May attack enemies it is in contact with *and* those within 3cm.

ABILITIES

Sequence Each  or  obtained on a  Attack  test generates a bonus die.

Righteous The Courage  tests of a unit containing a *Righteous* fighter are automatically successful.

Construct Constructs are affected by particular game effects.

2 HVY CAVALRY STD 400 AP
PULSAR



20 3 11 5



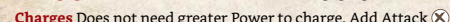
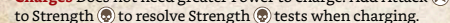
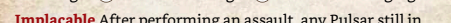
1 5 9

EQUIPMENT

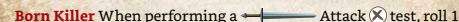
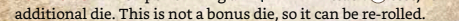
Reach May attack enemies it is in contact with *and* those within 3cm.

ABILITIES

Disengagement Not eliminated when disengaging.

Charges Does not need greater Power to charge. Add Attack  to Strength  to resolve Strength  tests when charging.

Implacable After performing an assault, any Pulsar still in contact with enemies resolves a new combat. They no longer get the bonus for charging.

Born Killer When performing a  Attack  test, roll 1 additional die. This is not a bonus die, so it can be re-rolled.

Construct Constructs are affected by particular game effects.

ARTIFACT
HELIANTHIC
WEAPON



The result required for the holder's Strength tests is read 1 column to the right on the resolution table.

ARTIFACT
HELIANTHIC
ARMOR



The result required for Strength tests taken against the holder is read 1 column to the left on the resolution table.

ARTIFACT
SOLAR
CROWN



The Incarnate magician holding this artifact gains a value 2 ritual.

ARTIFACT
DRAGON
SCALE





The holder gains the *Counter-attack* ability: the fighter gets 1 combat die for each failure obtained by their enemy in the Attack test against them.

If the fighter is not eliminated, they use these dice once the enemy's attacks have been resolved, as if the unit had been activated.

ARTIFACT
ORB OF
RESONANCE



The constructs in the holder's unit gain the *Regeneration* ability: the player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses.

Each  or  or cancels a damage point.

ARTIFACT
CELESTIAL
WINGS



The holder can cancel/censure a communion or a ritual even if they are not a faithful or a magician and without spending any faith/mana.

ARTIFACT
SYNCHRONIC
WEAPON



The holder gains 1 additional combat die per enemy they are in contact with. These dice are not bonus dice, so they can be re-rolled.

ARTIFACT
MYRAGIRE



The holder gains the following values:



These values replace those the holder may already have. Myragire cannot be taken by a fighter who already has an area of affect weapon.

ARTIFACT
CHRYSOPEAN
CROWN



The company gains the *Survival Instincts* ability: successes obtained on Strength tests taken against them are re-rolled once more.

ARTIFACT
THE
ECHYRION



The holder gains one value 1 ritual, one value 2 ritual and one value 3 ritual.

RITUAL
AURA OF
WISDOM



Mana 5 Difficulty 5

Path: Solaris
Element: Light
Target: Friendly unit
Duration: Round

The targeted unit gains the *Insensitive* ability: when a unit containing an *Insensitive* is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

RITUAL
FORGE OF
THE HELIASTS



Mana 5 Difficulty 5

Path: Solaris
Element: Light
Target: Unit
Duration: Round

Failures on Strength ☹ tests rolled by constructs in the targeted unit are re-rolled once more.

RITUAL
MERCILESS
BLADES



Mana 5 Difficulty 5

Path: Solaris
Element: Light
Target: Unit
Duration: Round

The unit gains the *Ferocity* ability: +, and results are read as + for Strength ☹ tests.

RITUAL
CURSE OF
THE COWARDS



Mana 5 Difficulty 5

Path: Solaris
Element: Light
Target: Unit
Duration: Round

The result required for Courage ☹ tests is read 1 column to the left on the resolution table.

RITUAL
RAMPART
OF LIGHT



Mana 5 Difficulty 5

Path: Solaris
Element: Light
Target: Special
Duration: Round

The player puts a spare card facedown on the battlefield somewhere the magician can see. It cannot be placed on a unit. This card represents a rampart of light. It cannot be crossed in anyway and it blocks line of sight.

RITUAL
CHAIN OF
AUTOMATONS



Mana 5 Difficulty 7

Path: Solaris
Element: Light
Target: Unit
Duration: Round

The magician can spend 5 mana points each time one of the targeted unit's constructs loses a health point. The loss is cancelled.

RITUAL
DRAGON
STAR



Mana 15 Difficulty 7

Path: Solaris
Element: Light
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit each suffer a Strength ☹ test whose action value is 6. The fighters closest to the caller are eliminated first.

RITUAL
REVENGE OF
THE SUN



Mana 10 Difficulty 7

Path: Solaris
Element: Light
Target: Unit
Duration: Round

The targeted unit cannot trace line of sight.

RITUAL
DRACONIC
PACT



Mana 20 Difficulty 9

Path: Solaris
Element: Light
Target: Special
Duration: Instantaneous

The magician summons a unit of dragons. It contains no special fighters.

RITUAL
PRODIGY OF
GALATEA



Mana 15 Difficulty 9

Path: Solaris
Element: Light
Target: Special
Duration: Instantaneous

The magician summons a unit of Dragon constructs whose rank is lower than or equal to his. It contains the maximum number of fighters, but no special fighters.

COMMUNION
IMPLACABLE
TRUTH



Faith 5 Difficulty 5

Cult: Noesis
Element: Destruction
Target: Unit
Duration: Round

The targeted unit gains the *Implacable* ability: after performing an assault, the fighters still in contact with enemies resolve a new combat (no charging bonus). This ability can only be used once per round.

COMMUNION
PAINFUL
TRUTH



Faith 9 Difficulty 5

Cult: Noesis
Element: Destruction
Target: Unit
Duration: Round

The targeted unit's and Strength tests inflict an additional damage point.

COMMUNION
ELUSIVE
TRUTH



Faith 5 Difficulty 5

Cult: Noesis
Element: Creation
Target: Unit
Duration: Round

The unit gains the *Ethereal* ability: on Attack tests, +, and results are read as +.

COMMUNION
INVISIBLE
TRUTH



Faith 10 Difficulty 5

Cult: Noesis
Element: Creation
Target: Unit
Duration: Round

The targeted unit cannot be targeted by any game effect (mystic actions, ranged attacks etc.) triggered by units located 20 cm or further away. *Invisible truth* is dispelled if the unit that benefits from it inflicts or receives at least 1 damage point, or if it takes part in an assault.

RITUAL
PROPHETIC
TRUTH



Faith 5 Difficulty 5

Cult: Noesis
Element: Creation
Target: Unit
Duration: Round

The targeted unit gains the *Survival Instincts* ability: successes on Strength tests taken against fighters with *Survival Instincts* are re-rolled once more.

RITUAL
TRIUMPHANT
TRUTH



Faith 5 Difficulty 5

Cult: Noesis
Element: Destruction
Target: Unit
Duration: Round

The targeted unit gains the *Bravery* ability: failures on Courage tests are re-rolled once more.

RITUAL
INSTANT
OF TRUTH



Mana 10 Difficulty 7

Cult: Noesis
Element: Creation
Target: Unit
Duration: Round

The caller's unit gains 1 ability chosen from among those of the targeted unit.

RITUAL
MASQUERADE



Mana 10 Difficulty 7

Cult: Noesis
Element: Creation
Target: Unit
Duration: Round

Results of on the targeted unit's characteristic tests generate bonus dice.

RITUAL
FOUR NOBLE
TRUTHS



Faith 15 Difficulty 7

Cult: Noesis
Element: Destruction
Target: Unit
Duration: Instantaneous

The fighters in the targeted unit each suffer a Strength test whose action value is 6. The fighters closest to the caller are eliminated first.

RITUAL
TRUTH OF
THE DRAGON



Faith 10 Difficulty 7

Cult: Noesis
Element: Destruction
Target: Unit
Duration: Round

The targeted unit can use the *Gift of the Dragon* one additional time per round.