

# THE AGE OF THE RAG'NAROK CONFRONTATION®

## IMMOBILIS ARMY



### ARMY GIFT AND ABILITIES

**Gift of the Imobilis:** Once per round, the player controlling an Imobilis company can re-roll any dice roll once more.

**Abomination:** Courage  tests taken against the Fear  of abominations are rolled with a bonus die. The opponent removes the best roll.

**Aim:** If at least one member of the unit does not move during its activation, the fighter adds his Attack  to his Strength  on  Strength tests.

**Assassin:**  +,  et  results are read as  + for  Strength tests.

**Born killer:** When the fighter performs an  Attack test the player rolls an additional die. This die is not a bonus die so it can be re-rolled.

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

**Brutal:** The fighter always counts as charging when he performs a successful assault.

**Catalyst:** The fighter's Energy  tests are resolved rolling one bonus die. The player keeps the best.

**Disengagement:** The unit doesn't suffer any losses when it disengages.

**Hard boiled:** An opponent never gets any bonus dice on his Strength  tests taken against hard boiled fighters.

**Feint:** The enemy never gets any bonus dice on his  Attack tests.

**Illumination:** Each time a faithful with Illumination performs a Fervor test  he rolls a number of additional dice equal to his Fervor  value. These are not bonus dice, so they can be re-rolled.

**Immortal:** Immortal creatures are affected by particular game effects.

**Insensitive:** 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.

**Instinctive shot:** The fighter can target engaged enemies.

**Magister:** Failures on Energy  tests have to be re-rolled once more.

**Master strike:** If at least one member of the unit does not move during its activation, the fighter adds his Attack  to his Strength  on  Strength tests.

**Piety:** The fighter's Fervor  tests are resolved rolling one bonus die. The player keeps the best.

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

**Strategist:** The fighter's Authority  oppositions are resolved rolling one bonus die. The player keeps the best.

**Steadfast:** When in combat against this fighter, enemies never get the bonus for charging. This ability has no effect against fighters with the "Brutal" ability.

**Survival instincts:** Successes obtained on Strength  tests taken against fighters with Survival instincts are re-rolled once more.

**Toxic:** For each success on a  or  Strength test the fighter rolls an additional Strength test for which the result required is always  +. Successes obtained in this way are added to the initial ones.

**War fury:** Failures on  Attack tests have to be re-rolled once more.

## EQUIPMENT

**Reach:** A fighter with a weapon that has reach can attack enemies he is in contact with and those within 3 cm of him.

**Perforating shot:** Perforating shots can eliminate more enemies than there are shooters.

**Steam/Hand to hand:** The use of this equipment is announced before  Strength tests. The player rolls a die called a “steam die” and adds the result to the  Strength used in the following Strength test.

**Important:** *The profiles correspond to the Confrontation: the Age of the Rag'narok version of the fighters. The equipment used to code them might be different from that represented on the older miniatures.*

## UNITS

The army list shows the standard and maximum number of fighters in a unit and the respective costs in A.P. It also gives the cost of each individual extra fighter the player might want to add to the unit's standard number of fighters, without reaching its maximum number of fighters.

The units that have a cost indicated in the “+1 special fighter”, “+2 special fighters” or “+3 special fighters” column may include such fighters, whose characteristics are listed after those of the standard troops. Each special fighter replaces one of the unit's standard fighters.

Every unit can include an Incarnate. He can be added to the unit even though it may already be at its maximum number of fighters.



## ORDER OF THE BANNERS

- Infantry unit  (  ) !
- Infantry unit  (  /  )
- Infantry unit  (  /  )
- Infantry unit or Cavalry unit   (  /  )
- Creature unit or War machine unit   (  /  /  )

!: Priority slot. This needs to be filled first.

## THE ALLIES OF CADWALLON

Cadwallon is an army of mercenaries: anybody who pays the price can recruit a Cadwë unit. It also works the other way around. Every Cadwë knows a “friend” who could “lend” you a unit, for a little something in exchange, of course.

This explains why any company can recruit Immobilis units as allies, no matter its way of alliance. The reverse works as well, an Immobilis army can pick its allies from any way of alliance.

## SPECIAL FIGHTERS

**Agony-web:** The agony-web can call a “Pain strike” miracle just after a  Strength test is resolved by her unit and before the damage points are distributed: the number of damage points is increased by 1. This miracle costs 5 faith points and can only be called once per Strength test.

**Dog-handler:** The use of the dog-handler's special ability can be announced at the end of his unit's activation. The player can immediately activate one of his company's militia mastiff units that has not yet been activated. Only one militia mastiff unit can be activated with this special ability, no matter how many dog-handlers there are in the unit.

**Fire support:** The fire support can cast a “Red hot cannonball” spell on an enemy fighter: the targeted fighter suffers a Strength  test whose action value is 4. If the fighter suffers more damage points than required to eliminate him, the excess is ignored. This spell costs 5 mana points.

**Sergeant:** Fighters gain the Bravery ability as long as there is a sergeant in their unit: failures on Courage  tests are re-rolled once more.

**Undertaker:** The undertaker can cast a “Living on borrowed time” spell just after a Strength  test taken against his unit and before the damage points are distributed: the number of damage points is reduced by 1. This spell costs 5 mana points.

## SPECIAL CASES

**Kar-Mina:** Kar-Mina can shape shift once per activation from “orphan” to “fury” or the other way around for 5 faith points. She is recruited and starts the game as an “orphan”.

**Weapon bearer:** Each Immobilis Incarnate can be accompanied by one weapon bearer. The weapon bearer gives the Incarnate he is assigned to one additional  combat die. A weapon bearer must remain within 3 cm of his employer and in formation.

A weapon bearer cannot do anything other than move. He is immediately eliminated whenever he is in contact with an enemy or whenever he suffers a Strength test. Weapon bearers are recruited as Value 1 artifacts and are considered as fighters. However, just like Incarnates, they do not count towards the unit's standard or maximum number of fighters.

## INCARNATES

Each Incarnate has a specific number of points he can spend to obtain artifacts and, when possible, rituals and communions. The cost of each artifact is equal to its value.

**Ahsa Ruyar:** 2  
**Carrache:** 2  
**The Harlequin:** 1  
**Isabeau:** 3  
**Kassalis Venom:** 2  
**Kelian Durak:** 2  
**Morzath:** 3  
**Nurbald:** 2  
**The Scarecrow:** 1  
**Sienna:** 2  
**Sylarenn:** 2  
**Syth Mornis:** 3  
**Viress:** 2  
**Vladar:** 3

Some Incarnates are also magicians or faithful. In the first case, they are associated to a path and certain elements; in the second case, to a cult and aspects. This information is available in the following list:

**The Harlequin:** Magician (Cartomancy / Fire)  
**Ahsa Ruyar:** Magician (Cartomancy / Fire and Darkness)  
**Kar-Mina:** Faithful (Cult of Cadwallon / Alteration, Creation and Destruction)  
**Morzath:** Magician (Cartomancy/Fire and Darkness)  
**Viress:** Faithful (Cult of Cadwallon/Alteration and Creation)

Finally, the costs to resurrect each Incarnate are listed. This is also the number of Elixir points gained by the opponent when one of his Incarnates eliminates the Incarnate.

**Ahsa Ruyar:** 3  
**Carrache:** 4  
**The Harlequin:** 4  
**Isabeau:** 5  
**Kar-Mina:** 6  
**Kassalis Venom:** 5  
**Kelian Durak:** 4  
**Morzath:** 6  
**Nurbald:** 5  
**The Scarecrow:** 3  
**Sienna:** 3  
**Sylarenn:** 3  
**Syth Mornis:** 5  
**Viress:** 3  
**Vladar:** 4

## ARTIFACTS

### BANNER OF THE DEAD

**Value:** 1

The holder gains the Bravery ability: failures on Courage 🗡️ tests are re-rolled once more.

### FINERY OF BEWITCHMENT

**Value:** 1

The player can recruit one more allied unit per banner. This ally does not need to respect the order of the banners of the Immobilis but still takes up a slot.

### GOLD TALON

**Value:** 1

The holder has one extra health point.

### SCARLET

**Value:** 1

The holder gains the "Survival instinct" ability: successes obtained on Strength 🗡️ tests taken against fighters with Survival instincts are re-rolled once more.

### STUNNER

**Value:** 1

The holder gains the "Savage" ability: each 🗡️ or 🗡️ obtained on a  Strength test gives a bonus die.

### MASK OF SCARES

**Value:** 2

The holder's Courage 🗡️ value becomes a Fear 🗡️ value. The holder's unit gains the "Abomination" ability: Courage 🗡️ tests taken against the Fear 🗡️ of abominations are rolled with a bonus die. The opponent removes the best roll.



### RED DRAGON SCALE

**Value:** 2

The faithful Incarnate holding this artifact gains a Value 3 communion.

### SKIROSS STONE

**Value:** 2

The magician Incarnate holding this artifact becomes a necromancer. He gains one Value 2 ritual or two Value 1 rituals of the Ram.

### THE MACABRE HANDCART

**Value:** 3

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

### THE SOUL OF THE SOMAS

**Value:** 3

The player can choose not to roll  Strength tests with the holder of this artifact. In this case, the targets of the test are instantaneously eliminated.

## SPELLBOOK

### ARCANUM I: THE MAGICIAN

**Path:** Cartomancy

**Element:** Fire

**Value:** 1

**Mana:** 5

**Difficulty:** 5

**Target:** Unit

**Duration:** Round.

Three additional dice are rolled to reconstitute the targeted unit's mana pool during the control phase.

### ARCANUM X: DESTINY

**Path:** Cartomancy

**Element:** Fire

**Value:** 1

**Mana:** 5

**Difficulty:** 5

**Target:** Incarnate

**Duration:** Instantaneous

The magician can use mana points to resurrect an Incarnate. One mana point is worth one Elixir point. He may use a combination of both.

### FAYREE FAVOR

**Path:** Cartomancy

**Element:** Fire

**Value:** 1

**Mana:** 5

**Difficulty:** 5

**Target:** Unit

**Duration:** Instantaneous

Fayree favor is cast just before the magician's unit rolls a characteristic test. Failures may be re-rolled once more.

### PRIVILEGE

**Path:** Cartomancy

**Element:** Fire

**Value:** 1

**Mana:** 5

**Difficulty:** 5

**Target:** 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.

### ARCANUM IV: THE EMPEROR

**Path:** Cartomancy

**Element:** Fire

**Value:** 2

**Mana:** 10

**Difficulty:** 7

**Target:** Unit

**Duration:** Round

The targeted unit adds the Energy  value of its magician to its Resilience .

### ARCANUM VII: THE CHARIOT

**Path:** Cartomancy

**Element:** Fire

**Value:** 2

**Mana:** 7

**Difficulty:** 7

**Target:** Unit

**Duration:** Round

The  and  Attack values of the targeted unit's fighters become 7.

### ARCANUM XV: THE DEVIL

**Path:** Cartomancy

**Element:** Fire

**Value:** 2

**Mana:** 10

**Difficulty:** 7

**Target:** Unit

**Duration:** Round

Successes obtained on the targeted unit's Strength  tests are re-rolled once more.

### ARCANUM XVI: THE TOWER OF DESTRUCTION

**Path:** Cartomancy

**Element:** Fire

**Value:** 2

**Mana:** 10

**Difficulty:** 7

**Target:** Fighter

**Duration:** Instantaneous

The targeted fighter suffers a Strength  test whose action value is 8.

## ARCANUM XVII: THE STAR

**Path:** Cartomancy  
**Element:** Fire  
**Value:** 3  
**Mana:** 15  
**Difficulty:** 9  
**Target:** Company  
**Duration:** Round

The player may use the Gift of the Immobilis as many times per round as there were units in his company when it was created. This spell may only target an Immobilis company.

## ARCANUM XX: THE JUDGMENT

**Path:** Cartomancy  
**Element:** Fire  
**Value:** 3  
**Mana:** 15  
**Difficulty:** 9  
**Target:** Unit  
**Duration:** Round

The player rolls as many dice as there are damage points inflicted on the fighters, just before removing the losses. Each ,  or  cancels a damage point.



## LITANY

### EYE OF GAMEHEAD

**Cult:** Cadwallon  
**Aspect:** Alteration  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

The targeted unit suffers a Courage  test whose action value is 5. If it fails it is in Rout.

### FREE-LEAGUER'S STROLL

**Cult:** Cadwallon  
**Aspect:** Alteration  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

The targeted unit gains the "Leap" ability: when it moves each fighter ignores obstacles and miniatures less than 10 cm tall.

## FRIEND OF THE FAYREES

**Cult:** Cadwallon  
**Aspect:** Creation  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 5  
**Target:** Unit  
**Duration:** Round

The targeted unit gains 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  cancels a damage point.

## MANCY

**Cult:** Cadwallon  
**Aspect:** Alteration  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 5  
**Target:** Special  
**Duration:** Instantaneous

The player can look at any unactivated card in the activation sequence of his choice.





### TOUCH OF FELICITY

**Cult:** Cadwallon  
**Aspect:** Creation  
**Value:** 1  
**Faith:** 5  
**Difficulty:** 5  
**Target:** Fighter  
**Duration:** Instantaneous

The targeted fighter recovers all his health points.

### BENEDICTION OF VANIUS

**Cult:** Cadwallon  
**Aspect:** Creation  
**Value:** 2  
**Faith:** 10  
**Difficulty:** 7  
**Target:** Unit  
**Duration:** End of the game

The fighters in the targeted unit gain an extra health or structure point depending on their nature. A fighter can only benefit from this communion once per game.

### CADWË ACCOLADE

**Cult:** Cadwallon  
**Aspect:** Creation  
**Value:** 2  
**Faith:** 10  
**Difficulty:** 7  
**Target:** Unit  
**Duration:** Round

The fighters in the targeted unit gain the following equipment:

**Sacred armor:** The result required for Strength  tests taken against the holder is read one column to the left on the resolution table.

**Sacred weapon:** The result required for the holder's  Strength tests is read one column to the right on the resolution table.

### CADWË CARNIVAL

**Cult:** Cadwallon  
**Aspect:** Alteration  
**Value:** 2  
**Faith:** 10  
**Difficulty:** 7  
**Target:** Two units  
**Duration:** Instantaneous

The player designates two free units in his company to switch positions. The leaders swap places first; the other fighters are then placed as usual around them.

This communion does not work if any other miniature needs to be moved.

### IMAGINARY GARDEN

**Cult:** Cadwallon  
**Aspect:** Alteration  
**Value:** 3  
**Faith:** 15  
**Difficulty:** 9  
**Target:** Battlefield  
**Duration:** Instantaneous

As long as they remain within the battlefield, the player can move all the items representing a terrain element up to ten centimeters in any direction. However, this cannot lead to a fighter being moved because of it.

### LABYRINTH OF DESIRE

**Cult:** Cadwallon  
**Aspect:** Alteration  
**Value:** 3  
**Faith:** 15  
**Difficulty:** 9  
**Target:** Company  
**Duration:** Round

All the units in the targeted company still inside their deployment zone can be redeployed freely. The cards of the units that benefited from the effects of this miracle are repositioned into the activation sequence. The corresponding units can be re-activated as if they hadn't been yet.

Name	Category	Rank	HP	MOV	DEF	RES	Cou	Fear	D6 (HTH)	ATT hth	STR hth	D6 (ranged)	ATT ranged	STR ranged	AUT	ENE	FER	Abilities
Arcanic thief	Infantry	2	1	10	3	5	3		1	5	5	1	3	6				(Gift of the Immobiles) Insensitive.
Assassin	Infantry	2	1	10	3	3	3		1	5	5	1	3	6				(Gift of the Immobiles) Assassin.
Assassin / Sergeant	Infantry	2	1	10	3	3	3		1	5	5	1	3	6				(Gift of the Immobiles) Assassin.
Bandit	Infantry	1	1	10	3	5	3		1	3	3	1	5	4				(Gift of the Immobiles)
Crossbowman	Infantry	1	1	10	5	4	3		1	5	5	1	3	6				(Gift of the Immobiles)
Crossbowman / Dog-handler	Infantry	1	1	10	5	4	3		1	5	5	1	3	6				(Gift of the Immobiles)
Crossbowman / Undertaker	Infantry	1	1	10	5	4	3		1	5	5	1	3	6		3		(Gift of the Immobiles)
Fayree trickster	Creature	1	1	10	4	2	1		1	5	3							(Gift of the Immobiles) Immortal.
Ferret	Infantry	2	1	10	3	4	3		1	5	5	1	3	4				(Gift of the Immobiles) Instinctive shot
Fire brand ogre	Infantry	3	2	15	3	8		5	1	5	10	1	5	10				(Gift of the Immobiles) Brutal. Steadfast. (Perforating shot)
Khaurik's guard	Infantry	2	2	15	5	6		3	1	5	8							(Gift of the Immobiles) Brutal.
Khaurik's halebardier	Infantry	2	2	15	3	6		3	2	5	8							(Gift of the Immobiles) (Reach) Brutal.
Khaurik's trigger	Infantry	2	2	15	5	7		3	1	5	8	1	3	6				(Gift of the Immobiles) Brutal.
Khaurik's trigger / Musician	Infantry	2	2	15	5	7		3	1	5	8	1	3	6				(Gift of the Immobiles) Brutal.
Khaurik's warrior	Infantry	2	2	15	3	6		3	1	5	8							(Gift of the Immobiles) Brutal.
Knight	Cavalry	2	2	15	5	7	5		2	5	6							(Gift of the Immobiles) Bravery. (Reach) (Heavy cavalry)
Mercenary ogre	Infantry	3	2	15	5	9		5	1	5	10							(Gift of the Immobiles) Brutal. Hard boiled.
Militia man	Infantry	1	1	10	5	4	3		1	5	5							(Gift of the Immobiles)
Militia man / Fire support	Infantry	1	1	10	5	4	3		1	5	5					3		(Gift of the Immobiles)
Militia man / Sergeant	Infantry	1	1	10	5	4	3		1	5	5							(Gift of the Immobiles)
Militia man / Standard bearer	Infantry	1	1	10	5	4	3		1	5	5							(Gift of the Immobiles)
Militia mastiff	Creature	1	1	15	3	3	3		1	3	3							(Gift of the Immobiles)
Minotaur	Creature	2	2	15	3	7		3	1	7	7	1	3	8				(Gift of the Immobiles) Born killer.
Quarterstaffer	Infantry	1	1	10	3	6	3		1	5	6							(Gift of the Immobiles)
Quarterstaffer / Agony-web	Infantry	1	1	10	3	6	3		1	5	6						3	(Gift of the Immobiles)
Wrecker	Infantry	2	1	7	3	7	3		1	5	7							(Gift of the Immobiles) Hard boiled.(Steam/HTH)
Wrecker / Fire support	Infantry	2	1	7	3	7	3		1	5	7					3		(Gift of the Immobiles) Hard boiled.(Steam/HTH)
Wrecker / Sergeant	Infantry	2	1	7	3	7	3		1	5	7							(Gift of the Immobiles) Hard boiled.(Steam/HTH)
Ahsa Ruyar	Infantry	2	4	10	3	3	5		2	3	3				3	6		(Gift of the Immobiles) Catalyst
Carrache	Infantry	2	4	10	3	3	5		2	5	5	1	7	6	3			(Gift of the Immobiles) Aim.
Harlequin (The)	Infantry	1	4	10	3	3	5		3	5	5				3	3		(Gift of the Immobiles)
Isabeau	Infantry	3	4	10	7	5	7		2	7	5				5			(Gift of the Immobiles) Bravery. Feint.
Kar-Mina / fury	Creature	3	4	10	3	7		7	3	5	9				5		7	(Gift of the Immobiles) War fury Born killer.
Kar-Mina / orphan	Infantry	3	4	10	7	3	7		2	5	3				5		7	(Gift of the Immobiles) Survival instinct. Piety.
Kassalis Venom	Infantry	2	4	10	3	7	5		4	5	5				3			(Gift of the Immobiles) Toxic.
Kelian Durak	Infantry	2	4	10	5	7	5		2	5	7				3			(Gift of the Immobiles) Brutal.
Morzath	Infantry	3	4	7	3	7		7	2	3	5				5	9		(Gift of the Immobiles) Abominable. Focus.
Nurbald	Infantry	2	4	15	3	7		5	2	3	3				3	5		(Gift of the Immobiles) Magister.
Scarecrow (The)	Infantry	1	4	10	3	5	5		3	5	5				3			(Gift of the Immobiles)
Sienna	Infantry	2	4	10	5	3	5		2	5	5	1	3	6	3			(Gift of the Immobiles) Insensitive.
Sylarenn	Infantry	2	4	10	3	5	5		2	5	7				3			(Gift of the Immobiles) Master strike. (Reach)
Syth Mornis	Infantry	3	4	10	5	6	7		2	7	5	1	5	4	5			(Gift of the Immobiles) Disengagement. Scout.
Viress	Infantry	2	4	10	3	3	3		2	5	5				3		5	(Gift of the Immobiles) Illumination.
Vladar	Infantry	3	4	10	5	7	7		2	7	7				5			(Gift of the Immobiles) Brutal. Strategist.

Name	Minimum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	+ 3 special fighters	Maximum number of fighters	A.P.	+ 1 special fighter	+ 2 special fighters	+ 3 special fighters	Extra fighter	Metal miniature
Arcanic thief	6	325				6	325					Arcanic thief
Assassin	6	275	300	325	350	6	275					Cadwē assassins
Assassin / Sergeant												Gladiator
Bandit	8	325				12	475				40	Cadwē bandits
Crossbowman	8	375	400	425	450	15	725	750	775	800	50	Militia crossbowmen
Crossbowman / Dog-handler												Dog-handler
Crossbowman / Undertaker												Cadwē undertaker 1
Fayree trickster	8	250				12	375				35	Fayree trickster
Ferret	6	275				6	275					Cadwēs ferrets
Fire brand ogre	2	350				2	350					Fire brand ogre
Khaurik's guard	3	275				3	275					Khaurik's guard 3
Khaurik's halebardier	3	400				3	400					Khaurik's guard 1
Khaurik's trigger	3	350	375	400	425	6	700	725	750	775	120	Khaurik's trigger
Khaurik's trigger / Musician												Khaurik's musician
Khaurik's warrior	3	250				3	250					Khaurik's guard 2
Knight	3	525				3	525					Knight of Cadwallon
Mercenary ogre	2	275				2	275					Mercenary ogre
Militia man	8	300	325	350	375	15	550	575	600	625	40	Cadwē militia men, Veteran Cadwē militia men
Militia man / Fire support												Agitator
Militia man / Sergeant												Cadwē sergeant
Militia man / Standard bearer												Cadwē undertaker 2
Militia mastiff	8	275				12	425				40	Militia molosser
Minotaur	3	375				3	375					Cadwē minotaur maid
Quarterstaffer	8	325	350	375	400	12	475	500	525	550	40	Cynwāll quarterstaffer
Quarterstaffer / Agony-web												Souffre-toile
Wrecker	6	300	325	350	375	9	450	475	500	525	50	Dwarf wreckers
Wrecker / Fire support		300				9						Fire support goblin
Wrecker / Sergeant		300				9						Militia dwarf
Ahsa Ruyar	1	170										Asha Ruyar
Carrache	1	175										Carrache the bomb layer
Harlequin (The)	1	190										The Harlequin
Isabeau	1	230										Isabeau the secret
Kar-Mina / fury	1	400										Fury of Avagddu
Kar-Mina / orphan	1	275										Fury of Avagddu
Kassalis Venom	1	235										Kassalis Venom
Kelian Durak	1	180										Capitain Kelian Durak
Morzath	1	315										Morzath the Hell-spat
Nurbald	1	225										Nurbald The Sculptor
Scarecrow (The)	1	160										The Scarecrow
Sienna	1	160										Sienna, Arcanic thief
Sylarenn	1	160										Sylarenn, the Bird of prey
Syth Mornis	1	250										Syth Mornis
Viress	1	130										Viress, bard of Destiny
Vladar	1	255										Vladar the Arrogant