DRAUGR

PRINT & PLAY

FRONT

DRAUGR OVERLORD
BLEAK FALLS GUARDIAN
Race: Undead
Path: Might
PERKS
KEYWORDS
Dragon Shouts
QUICKSLOT
QUICKSLOT
HEALTH
4
STAMINA
3
MAGICKA
2
HEIGHT
2
COST
68
STRENGTH
5
AGILITY
3
ENDURANCE
5
INTELLIGENCE
3
WISDOM
4
HAND
ATTACK
ANCIENT NORD SWORD
DAMAGE
: Punishing (1)
HAND
DEFENSE
STEEL SHIELD
BLOCK RATING
BODY
ARMOUR
STUDDED LEATHER
ARMOR RATING
(1)
SPECIAL
Add to Light
Armor Skill Tests.

BACK

DRAUGR OVERLORD
BLEAK FALLS GUARDIAN
Race: Undead
Path: Might
PERKS
Annulment
KEYWORDS
Dragon Shouts
STRENGTH 6
AGILITY 3
ENDURANCE 6
INTELLIGENCE 3
WISDOM 4
HEALTH 4
STAMINA 3
MAGICKA 3
HEIGHT 2
COST -
HAND
ATTACK
ANCIENT NORD SWORD
HAND
DEFENSE
STEEL SHIELD
BODY
ARMOUR
STUDDED LEATHER
DAMAGE
: Punishing (1)
BLOCK RATING
ARMOR RATING
(1)
SPECIAL
Add to Light Armor Skill Tests.
QUICKSLOT
QUICKSLOT

FRONT

DRAUGR DEATHLORD
CRYPT MASTER
Race: Undead
Path: Sorcery
PERKS
KEYWORDS
Dragon Shouts
QUICKSLOT
SPELL
FROST CLOAK
+2
2
UPKEEP. Attachment.
When the caster is attacked in melee, the attacker must pass an END Attribute Test or lose Stamina points.
0002
QUICKSLOT
HEALTH
6
STAMINA
3
MAGICKA
3
HEIGHT
2
COST
80
STRENGTH
6
AGILITY
3
ENDURANCE
5
INTELLIGENCE
3
WISDOM
6
HAND
ATTACK
ANCIENT NORD GREATSWORD
HAND
BODY
ARMOUR
ANCIENT NORD ARMOR
DAMAGE
: Piercing (1)
: Punishing (1)
KEYWORDS
Cumbersome,
Two-Handed Block
0003
ARMOR RATING
(1)
0006

BACK

DRAUGR DEATHLORD
CRYPT MASTER
Race: Undead
Path: Sorcery
PERKS
Well Fitted
KEYWORDS
Dragon Shouts
HEALTH 6
STAMINA 3
MAGICKA 4
HEIGHT 2
COST -
STRENGTH 6
AGILITY 3
ENDURANCE 6
INTELLIGENCE 4
WISDOM 6
HAND
ATTACK
ANCIENT NORD GREATSWORD
DAMAGE
: Piercing (1)
: Punishing (1)
KEYWORDS
Cumbersome,
Two-Handed Block
D.005
HAND
BODY
ARMOUR
ANCIENT NORD ARMOR
ARMOR RATING
(1)
D.006
QUICKSLOT
QUICKSLOT
SPELL
FROST CLOAK
+2
2
UPKEEP. Attachment.
When the caster is attacked in melee, the attacker must pass an END Attribute Test or lose Stamina points.
D.007

FRONT

DRAGON PRIEST
Race: Undead
Path: Sorcery
PERKS
Mage Armor, Recovery, Stability
KEYWORDS
Born Leader, Ethereal, Terrifying
STRENGTH
4
AGILITY
3
ENDURANCE
5
INTELLIGENCE
6
WISDOM
6
COST
115
HEIGHT
2
MAGICKA
4
STAMINA
3
HEALTH
6
QUICKSLOT
SPELL
COMMAND DAEDRA
+2
2
6"
6
Target enemy Daedra/Aitronach model must pass a WIS Attribute Test or immediately perform an Action as though it were a friendly model on your side, acting as an Adversary with the Attack Response. You choose the target.
D006
QUICKSLOT
SPELL
ICE SPIKE
0
2
12"
DAMAGE
:
:
(1) : Piercing (2)
KEYWORD
Frost
D010
HAND
ATTACK
GHOSTLY STRIKE
DAMAGE
D001
HAND
BODY
SPELL
GREATER WARD
+1
2
WARD:
Rating:
:
:
KEYWORDS
Resistance (Magic)
D009

BACK

DRAGON PRIEST
Race: Undead
Path: Sorcery
PERKS
Mage Armor, Recovery, Stability, Ward Absorb
KEYWORDS
Born Leader, Ethereal, Terrifying
STRENGTH 4
AGILITY 3
ENDURANCE 6
INTELLIGENCE 6
WISDOM 6
HEALTH 6
STAMINA 3
MAGICKA 6
HEIGHT 2
COST -
HAND
HAND
ATTACK
GHOSTLY STRIKE
DAMAGE
BODY
SPELL
GREATER WARD
+1
2
WARD:
Rating:
KEYWORDS
Resistance (Magic)
D001
D002
D003
QUICKSLOT
SPELL
COMMAND DAEDRA
+2
2
6”
Target enemy Daedra/Atronach model must pass a WIS Attribute Test or immediately perform an Action as though it were a friendly model on your side, acting as an Adversary with the Attack Response. You choose the target.
D006
QUICKSLOT
SPELL
ICE SPIKE
0
2
12”
DAMAGE
: Piercing (2)
KEYWORD
Frost
D010

FRONT

KROSIS
DRAGON PRIEST
Race: Undead
Path: Sorcery
PERKS
Mage Armor, Recovery, Stability
KEYWORDS
Born Leader, Ethereal, Terrifying
STRENGTH
4
AGILITY
3
ENDURANCE
5
INTELLIGENCE
6
WISDOM
6
HEALTH
6
STAMINA
3
MAGICKA
4
HEIGHT
2
COST
115
QUICKSLOT
SPELL
COMMAND DAEDRA
+2
2
6"
Target enemy Daedra/Aeronach model must pass a WIS Attribute Test or immediately perform an Action as though it were a friendly model on your side, acting as an Adversary with the Attack Response. You choose the target.
D008
QUICKSLOT
SPELL
ICE SPIKE
0
2
12"
DAMAGE
: Piercing (2)
KEYWORD
Frost
D010
HAND
ATTACK
STAFF OF FIREBALLS
DAMAGE
Range: 12"
Add for each additional Soul Charge Spent
KEYWORDS
Soul Charges (3)
D012
HAND
SPELL
ICE STORM
+1
2
12"
DAMAGE
(Frost)
SPECIAL
Area Effect (2")
D011
BODY
SPELL
GREATER WARD
+1
2
WARD:
Rating:
KEYWORDS
Resistance (Magic)
D020

BACK

KROSIS
DRAGON PRIEST
Race: Undead
Path: Sorcery
PERKS
Mage Armor, Recovery, Stability, Ward Absorb
KEYWORDS
Born Leader, Ethereal, Terrifying
STRENGTH 4
AGILITY 3
ENDURANCE 6
INTELLIGENCE 6
WISDOM 6
HEALTH 6
STAMINA 3
MAGICKA 6
HEIGHT 2
COST -
HAND
ATTACK
STAFF OF FIREBALLS
DAMAGE
Range: 12"
Add for each additional Soul Charge Spent
KEYWORDS
Soul Charges (3)
D012
HAND
SPELL
ICE STORM
12"
+1
2
DAMAGE
(Frost)
SPECIAL
Area Effect (2")
D011
BODY
SPELL
GREATER WARD
+1
2
WARD:
Rating:
KEYWORDS
Resistance (Magic)
D009
QUICKSLOT
SPELL
COMMAND DAEDRA
+2
2
6"
Target enemy Daedra/Atronach model must pass a WIS Attribute Test or immediately perform an Action as though it were a friendly model on your side, acting as an Adversary with the Attack Response. You choose the target.
D008
QUICKSLOT
SPELL
ICE SPIKE
0
2
12"
DAMAGE
: Piercing (2)
KEYWORD
Frost
D010

FRONTS

KROSIS
DRAGON PRIEST

Race: Undead ❖ **Path:** Sorcery ❖ **Attitude:** Aggressive

ATTACKS
❖ Melee : **Damage:**
❖ Ranged : 8"
Damage:
Enchanted, Frost, Area Effect 2"
:
:

ARMOR
Mage Armor : **Rating:**

DEFENSE
Ward : **Rating:**

SPECIAL ABILITY
Ethereal, Terrifying.
Staff of Fireballs: The first time this model performs a Ranged Attack, it uses the Agility Attribute instead of , and replaces the Frost effect with Fire instead.

6 2 120

STRENGTH 4
AGILITY 3
ENDURANCE 5
INTELLIGENCE 6
WISDOM 6

DRAGON PRIEST
GUARDIAN OF THE WORD WALL

Race: Undead ❖ **Path:** Sorcery ❖ **Attitude:** Aggressive

ATTACKS
❖ Melee : **Damage:**
❖ Ranged : 12"
Damage:
Enchanted, Frost.
:
: Piercing (2)

ARMOR
Mage Armor : **Rating:**

DEFENSE
Ward : **Rating:**

SPECIAL ABILITY
Ethereal, Terrifying.

6 2 110

STRENGTH 4
AGILITY 3
ENDURANCE 5
INTELLIGENCE 6
WISDOM 6

BACKS

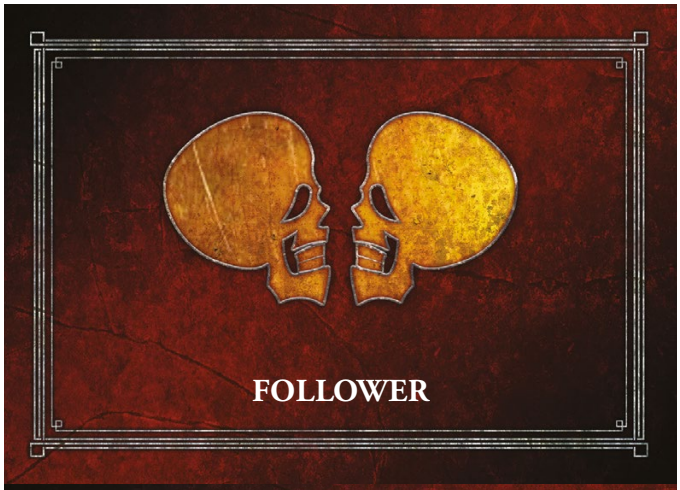
FRONTS

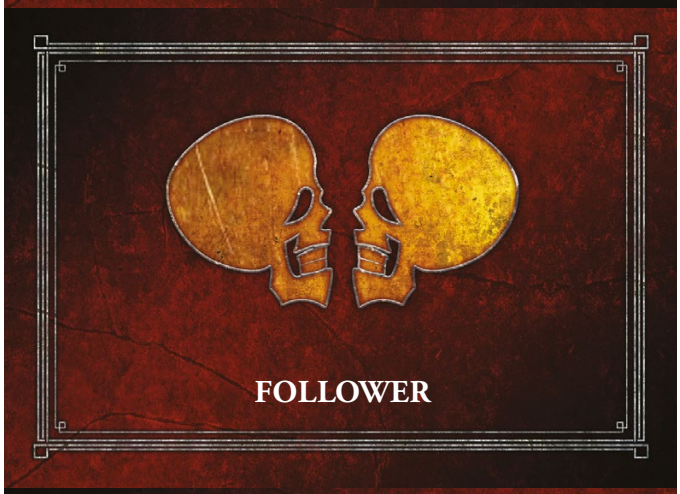
HULKING DRAUGR
ARMORED AXEMAN
Race: Undead ❖ Path: Might
ATTACK
❖ Melee: Damage:
: Bleed
: Add
ARMOR
Armor: Rating:
3
2
0
2
38
STRENGTH 5
AGILITY 3
ENDURANCE 5
INTELLIGENCE 2
WISDOM 4

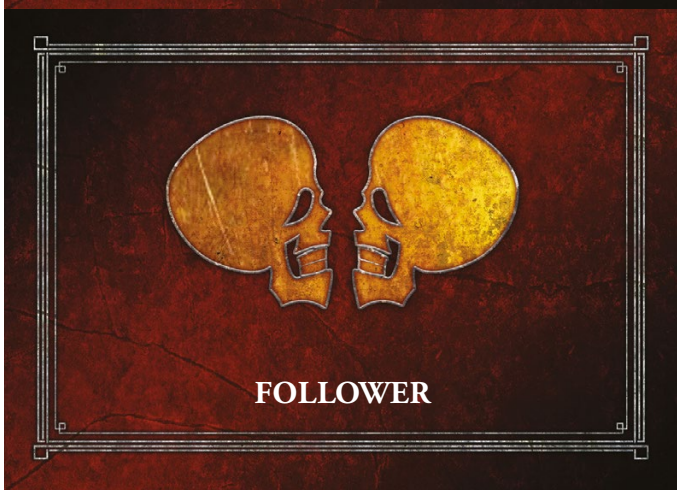
HULKING DRAUGR
ARMORED GUARDIAN
Race: Undead ❖ Path: Might
ATTACK
❖ Melee: Damage:
: Bleed
: Add
ARMOR
Armor: Rating:
DEFENSE
Shield: Rating:
: Add
3
2
0
2
40
STRENGTH 5
AGILITY 3
ENDURANCE 5
INTELLIGENCE 2
WISDOM 4

SKELETON
ARCHER
Race: Undead ❖ Path: Shadow
ATTACK
❖ Ranged: Damage: 8" ; 16"
: Piercing (1)
❖ Melee: Damage:
: Add
ARMOR
Armor: Rating:
SPECIAL ABILITY
Feeble
2
2
0
2
16
STRENGTH 2
AGILITY 3
ENDURANCE 3
INTELLIGENCE 1
WISDOM 2

BACKS







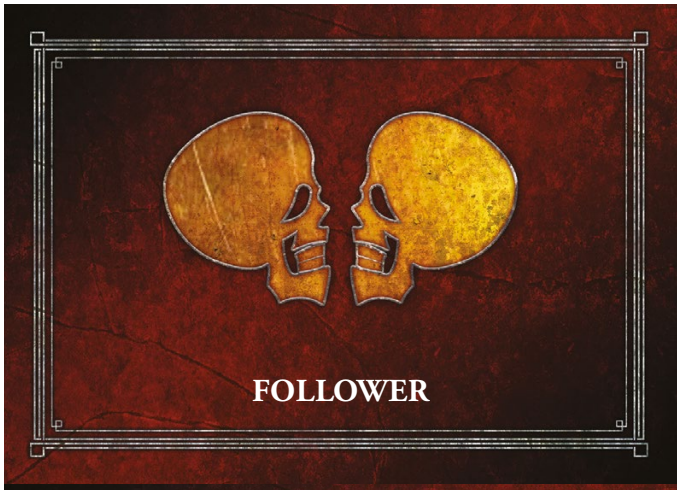
FRONTS

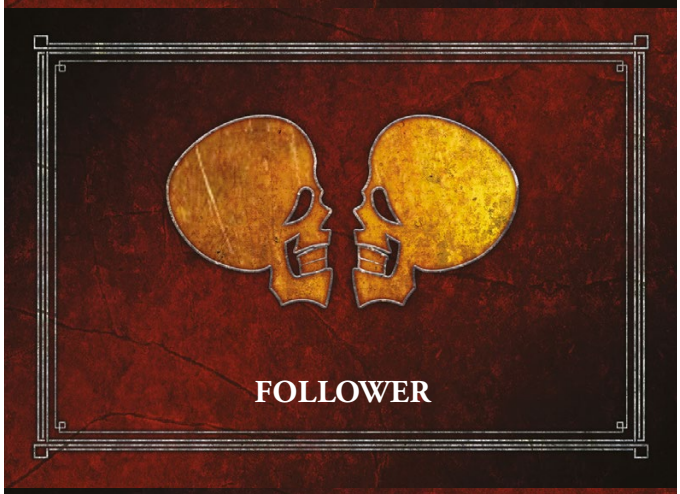
SKELETON
WARRIOR
Race: Undead ❖ Path: Might
ATTACK
❖ Melee:
Damage:
: Piercing (1)
ARMOR
Armor:
Rating:
DEFENSE
Shield:
Rating:
SPECIAL ABILITY
Feeble
2
2
0
2
14
STRENGTH 2
AGILITY 3
ENDURANCE 3
INTELLIGENCE 1
WISDOM 2

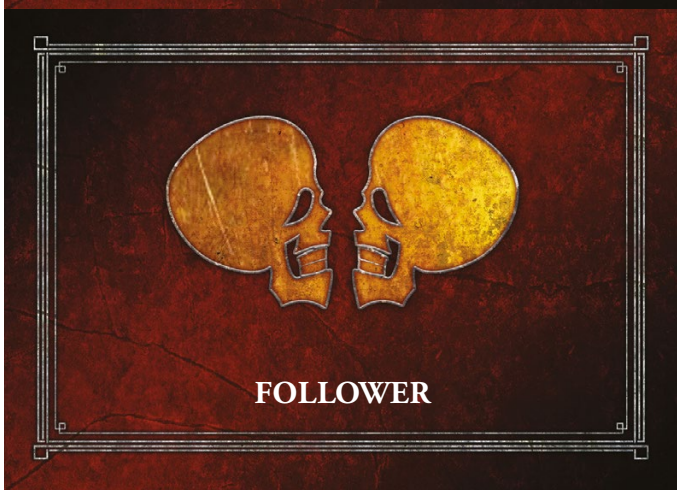
DRAUGR
GREATSWORD WARRIOR
Race: Undead ❖ Path: Might
ATTACK
❖ Melee:
Damage:
: Piercing (1)
: Punishing (1)
Keywords: Two-Handed Block
ARMOR
Armor:
Rating:
2
2
0
2
22
STRENGTH 3
AGILITY 3
ENDURANCE 4
INTELLIGENCE 1
WISDOM 2

DRAUGR
WARRIOR
Race: Undead ❖ Path: Might
ATTACK
❖ Melee:
Damage:
: Piercing (1)
ARMOR
Armor:
Rating:
2
2
0
2
18
STRENGTH 3
AGILITY 3
ENDURANCE 4
INTELLIGENCE 1
WISDOM 2

BACKS







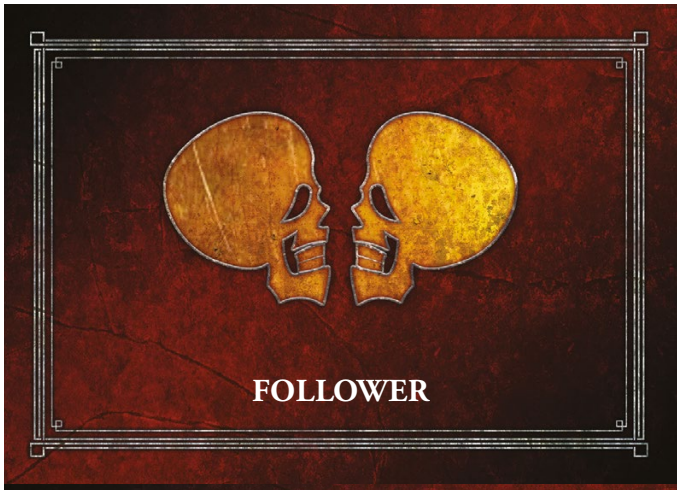
FRONTS

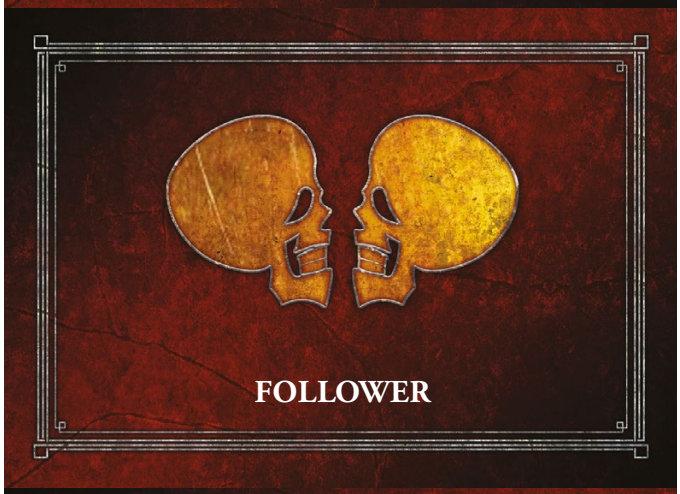
DRAUGR
ARCHER
Race: Undead ❖ Path: Shadow
ATTACK
❖ Ranged: Damage: 8" ; 16"
: Piercing (1)
❖ Melee: Damage:
: Bleed
ARMOR
Armor: Rating:
2
2
0
2
21
STRENGTH 3
AGILITY 3
ENDURANCE 4
INTELLIGENCE 1
WISDOM 2

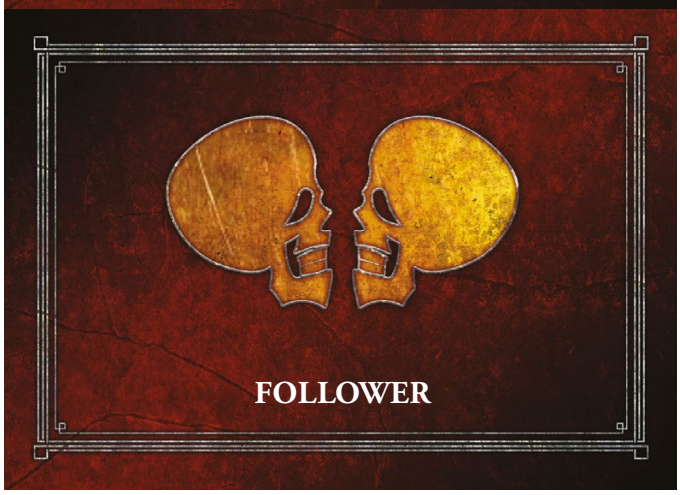
RESTLESS DRAUGR
BARROW GUARDIAN
Race: Undead ❖ Path: Might
ATTACK
❖ Melee: Damage:
: Bleed
ARMOR
Armor: Rating:
2
2
0
2
14
STRENGTH 4
AGILITY 3
ENDURANCE 4
INTELLIGENCE 1
WISDOM 3

RESTLESS DRAUGR
FROSTBLADE
Race: Undead ❖ Path: Might
ATTACK
❖ Melee: Damage:
: Bleed
❖Ranged: Diff: -2; Mag: 1; Damage: 6"
Magicka Boost (2); Add per point
ARMOR
Armor: Rating:
DEFENSE
Shield: Rating:
SPECIAL ABILITY
Destruction Mastery
2
2
2
2
25
STRENGTH 4
AGILITY 3
ENDURANCE 4
INTELLIGENCE 1
WISDOM 3

BACKS







FRONTS

FROST ATRONACH
SUMMONED CREATURE

Race: Daedra ❖ **Path:** Might

ATTACK

❖ Melee: **Damage:**
: Follow Up (1)
: Add
Keywords: Frost

ARMOR

Armor (No Type): **Rating:**

SPECIAL ABILITY

Death Explosion (Frost); Immunity (Frost); Relentless; Shambling; Terrifying; Weakness (Fire)

6 1 0 3 -

STRENGTH 6
AGILITY 2
INDURANCE 6
INTELLIGENCE 2
WISDOM 3

STORM ATRONACH
SUMMONED CREATURE

Race: Daedra ❖ **Path:** Might

ATTACK

❖ Melee: **Damage:**
: Follow Up (1)
: Add
Keywords: Shock

ARMOR

Armor (No Type): **Rating:**

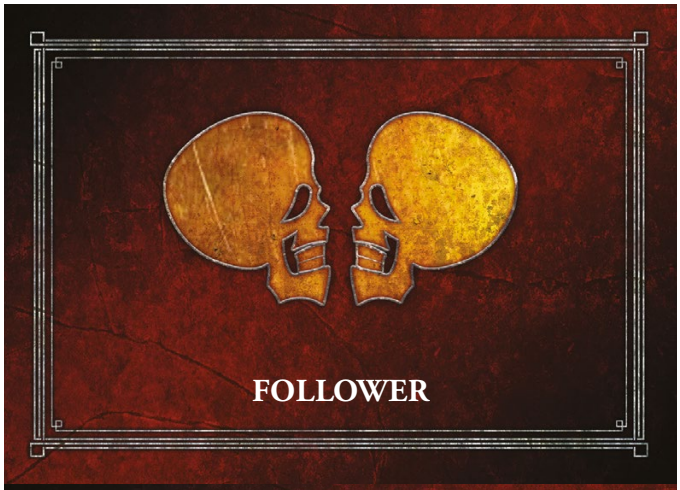
SPECIAL ABILITY

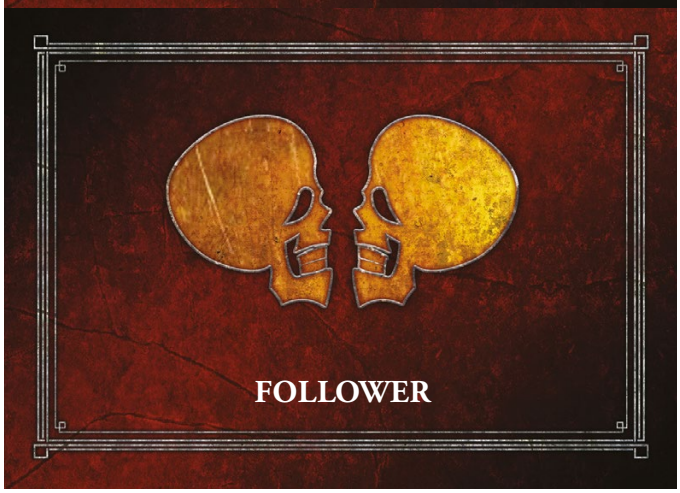
Death Explosion (Shock); Immunity (Shock); Relentless; Terrifying; Water Breathing

5 1 0 3 -

STRENGTH 4
AGILITY 4
INDURANCE 5
INTELLIGENCE 2
WISDOM 3

BACKS





FRONTS

UPGRADE (RANGED)
ANCIENT NORD BOW

10

DAMAGE
Short Range: 8"
Long Range: 16"
: Piercing (1)

DU001

ENCHANTMENT
ANCIENT NORD WEAPON

4

Type: Ancient Nord Weapon
Gain the Enchanted Keyword
Add Fire, Frost or Shock Special Effect (chosen at start, cannot change), triggers on
Note: Only one Special effect can trigger per attack - chose each time it is rolled.

DU002

UPGRADE
HONED NORD WEAPON

3

Type: Ancient Nord Weapon
Melee Attacks: Add

DU003

UPGRADE (MELEE)
EBONY SWORD

8

DAMAGE
: Restore 1 Stamina
: Piercing (2)

DU004

UPGRADE (MELEE)
EBONY WAR AXE

7

DAMAGE
: Bleed
:

DU005

UPGRADE (MELEE)
EBONY GREATSWORD

12

DAMAGE
: Piercing (2)
:

KEYWORDS
Cumbersome,
2 Handed Block

DU006

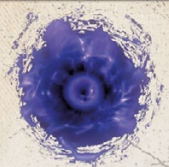
UPGRADE (MELEE)
EBONY BATTLEAXE

11

DAMAGE
: + Bleed
: Piercing (1)

KEYWORDS
Cumbersome,
2 Handed Block

DU007



CONJURATION SPELL
CONJURE FROST ATRONACH

+1 | 2 | 20

6"

Place one Frost Atronach at the target point.

DU008

SPELL
FROSTBITE

-2 | 1 | 5

6"

DAMAGE
(Frost)

SPECIAL
Magicka Boost (2):
Add per Point.

DU009

DRAGON SHOUT
DISARM

ᛦᛁᛋᛏ ᛁᛋ ᛏᛁᛗᛖ

16

6"

1
Target with a value of up to 30 Septims must choose one weapon of their choice, and turn it face-down. It cannot be used until they use an Action to turn it face-up.

2
As above, but target may have a value of up to 50 Septims.

3
As above, but target has a value greater than 50 Septims.

DRAGON SHOUT
FROST BREATH

ᛦᛁᛋᛏ ᛁᛋ ᛏᛁᛗᛖ

10

6"

1
(Frost)

2
(Frost)

3
(Frost)

DRAGON SHOUT
UNRELENTING FORCE

ᛦᛁᛋᛏ ᛁᛋ ᛏᛁᛗᛖ

10

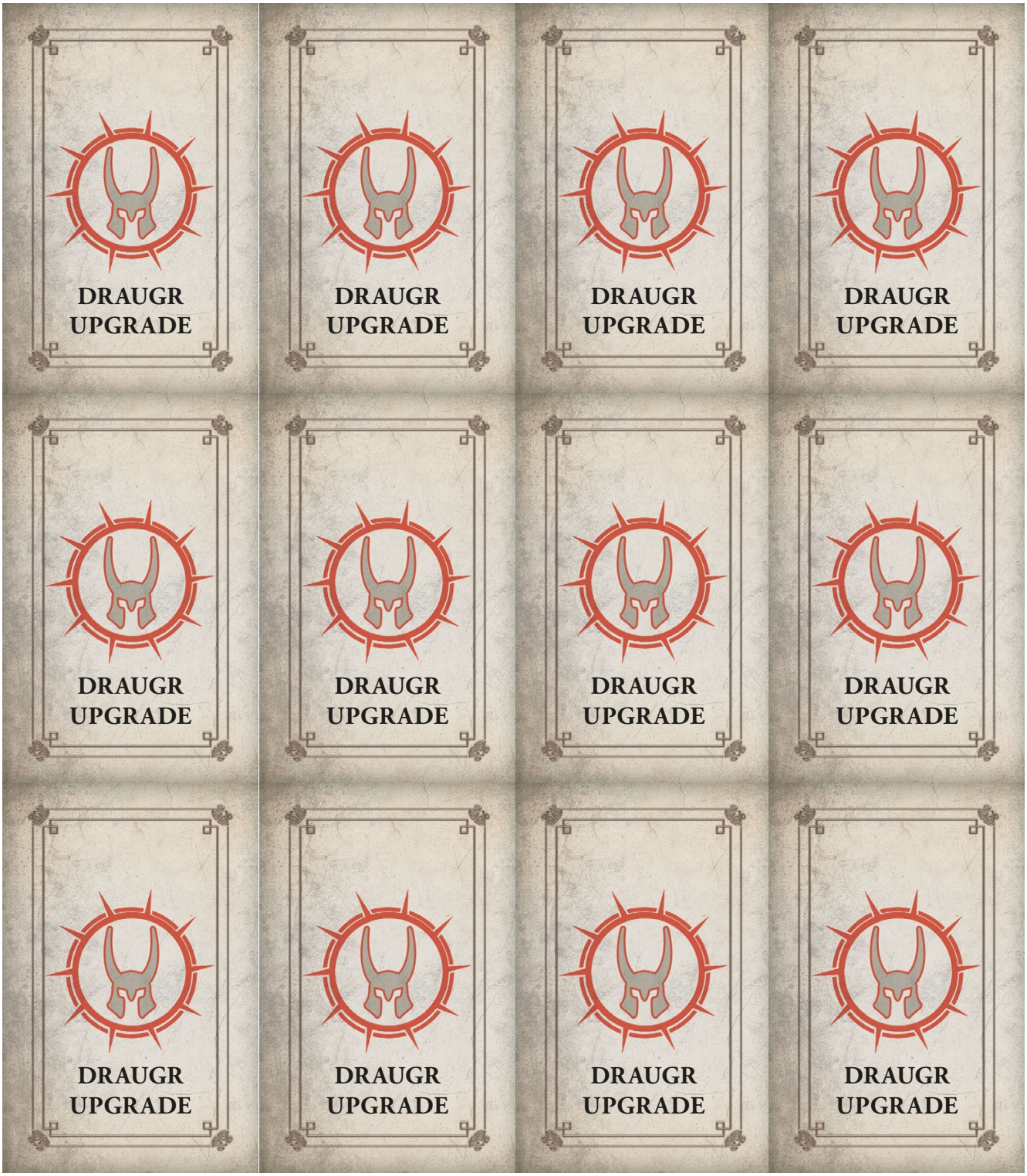
6"

1
Force

2
Force (2" Pushback)

3
Force (2" Pushback)

BACKS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FRONTS

ATTACK
STAFF OF FIREBALLS
DAMAGE
Range: 12”
Add for each additional Soul Charge Spent
KEYWORDS
Soul Charges (3)
D.012
SPELL
ICE STORM
+1
2
12”
DAMAGE
(Frost)
:
:
SPECIAL
Area Effect (2”)
D.011
SPELL
ICE SPIKE
0
2
12”
DAMAGE
:
: Piercing (2)
KEYWORD
Frost
D.010
SPELL
GREATER WARD
+1
2
-
WARD:
Rating:
:
:
KEYWORDS
Resistance (Magic)
D.009

BACKS

DRAUGR
UPGRADE
DRAUGR
UPGRADE
DRAUGR
UPGRADE
DRAUGR
UPGRADE