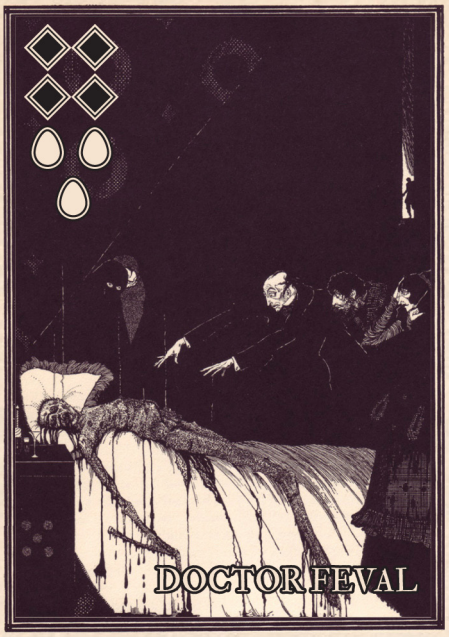


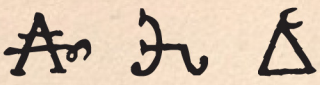












THE MAYOR

Use the Special Action
of any adjacent Location





THE CONSTABLE

Add one Iron Marker
from your supply
to any Draugr





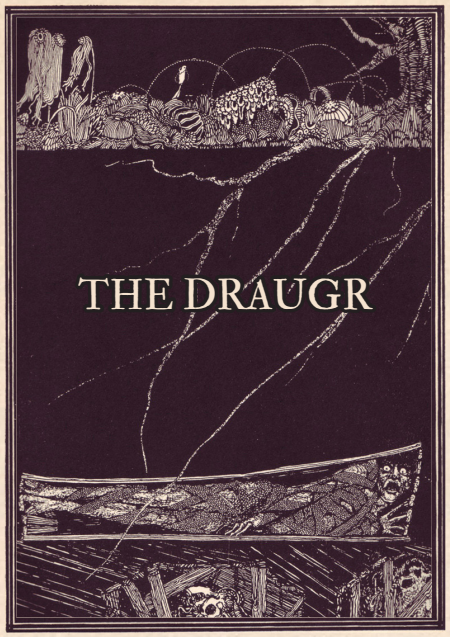
THE PRIEST

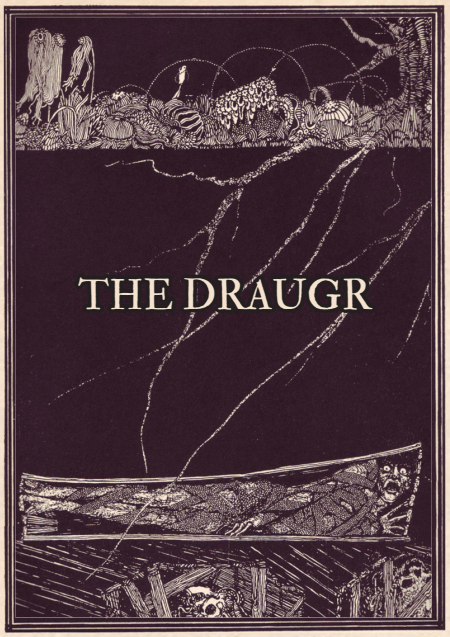
Add two Holy Water Markers
from your supply to any one Draugr or
split them between any two Draugr

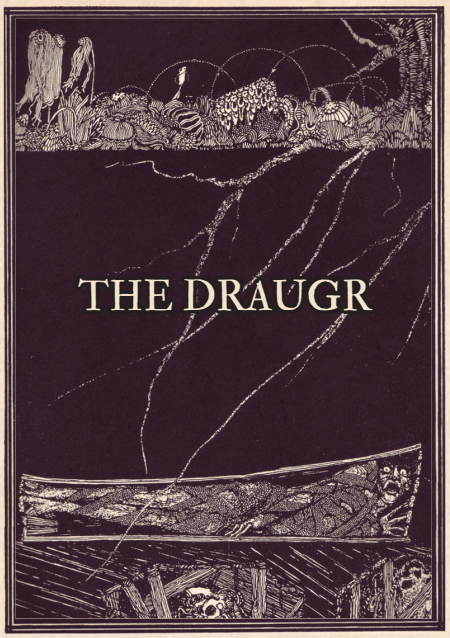
or

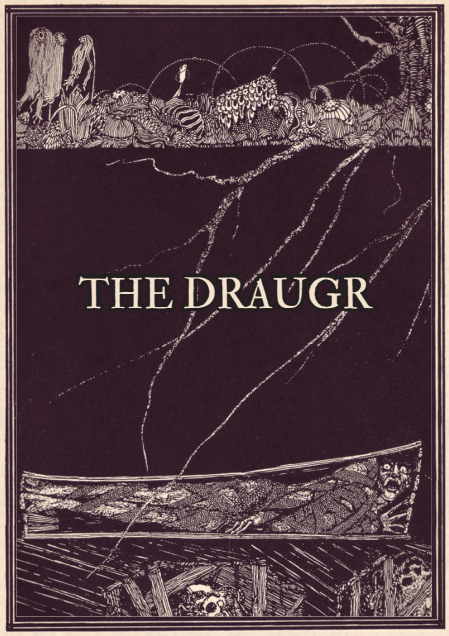
Add one Holy Water Marker
to your supply

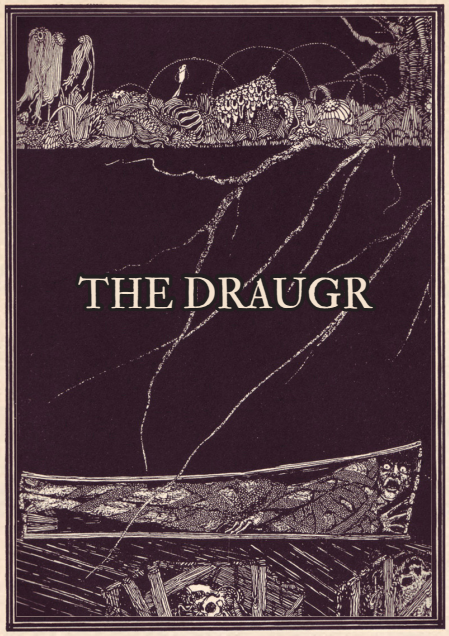


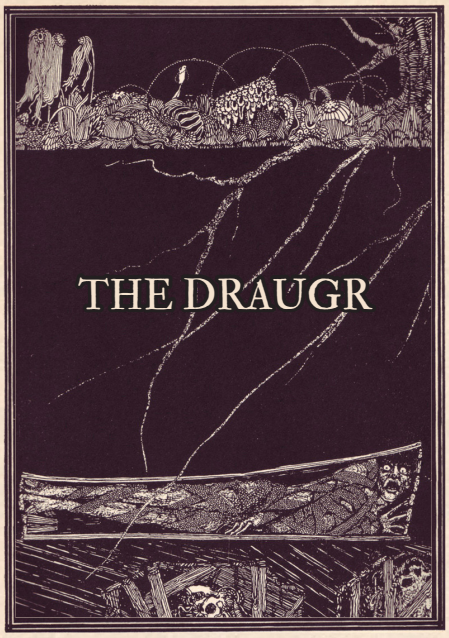

THE DRAUGR


THE DRAUGR


THE DRAUGR


THE DRAUGR

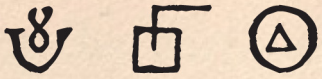

THE DRAUGR


THE DRAUGR









THE AMOUREUSE

Use the Special Action
of any adjacent Townsperson,
even if they are corrupted

C



THE SHEPHERDESS

Place/Move the Shepherdess Counter
onto any Townsperson or Location card

This card is protected from any further Corruption Markers being placed on it as long as the Shepherdess Counter is on the card. If the Shepherdess becomes corrupted, remove this counter from the game

C



THE HUNTSMAN

Add two Iron Markers
from your supply
to any one Draugr or split them
between any two Draugr

or

Add one Iron Marker
to your supply

C



THE SEERESS

Remove one Corruption Marker
from a non-adjacent card

or

Add one Holy Water Marker as an
Iron Marker or one Iron Marker
as a Holy Water Marker to a Draugr

C

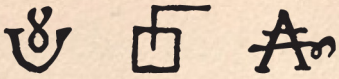


THE NUNNERY

For each turn you remain here,
add two Holy Water Markers
to your supply

or

Protect all Townspeople
from having a Corruption Marker
added at the next Corruption Phase



THE DOCKS

Remove one Corruption Marker
from a card which has
the most Markers on it



THE FOUNDRY

For each turn you remain here,
add two Iron Markers
to your supply

or

Protect all Locations
from having a Corruption Marker
added at the next Corruption Phase



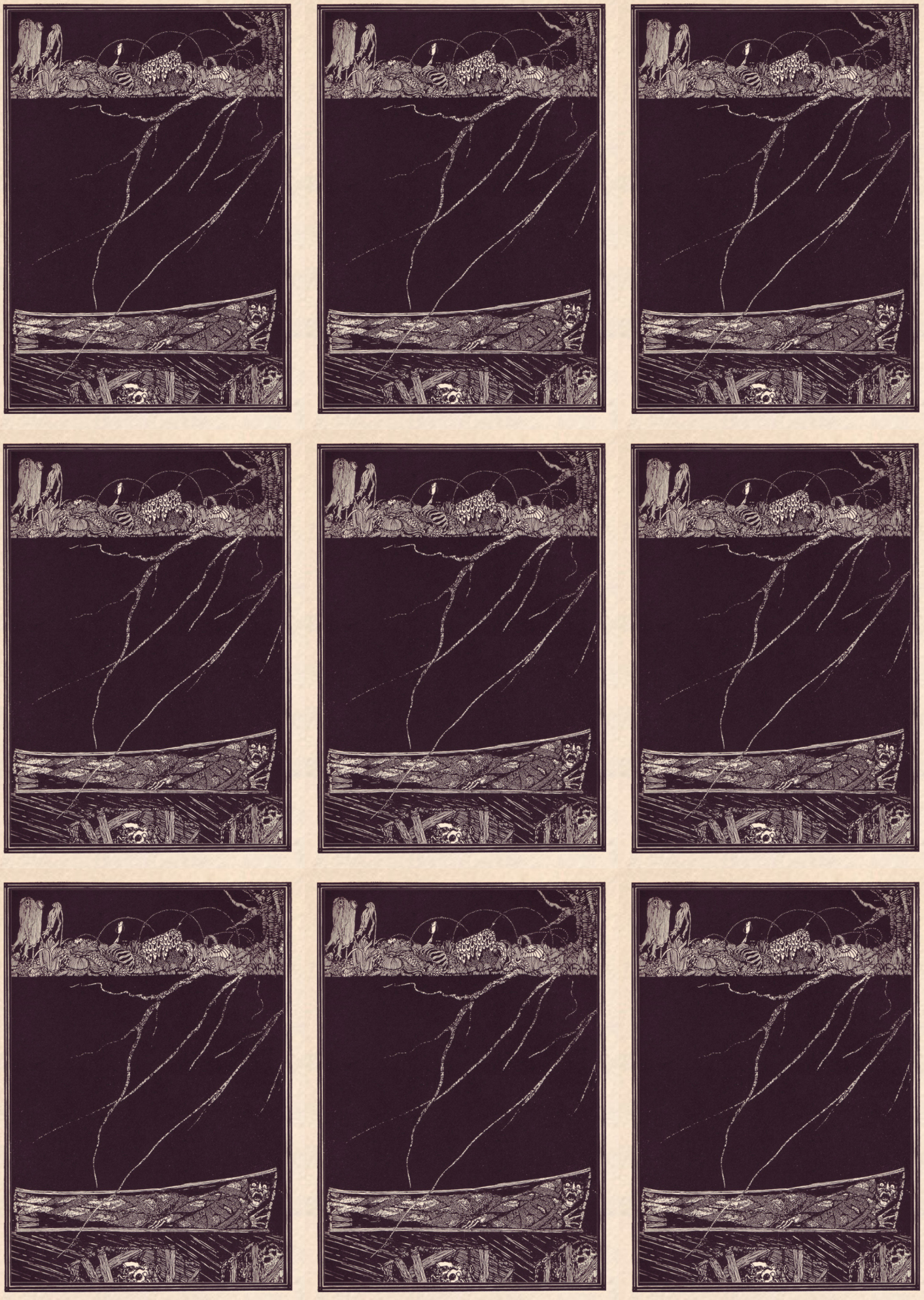
THE DOLMENS

Remove two Corruption Markers
from any card(s) for each Holy Water
or Iron Marker you remove from
a Draugr and place back in
the general pile



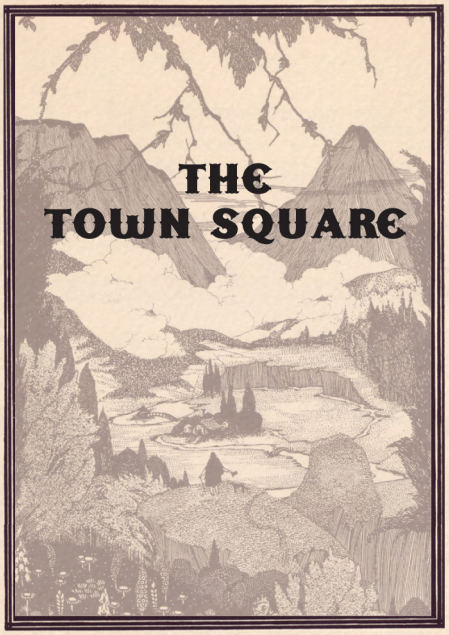
THE LIBRARY

Add one Holy Water
and one Iron Marker
from your supply
to any one Draugr



THE TAVERN

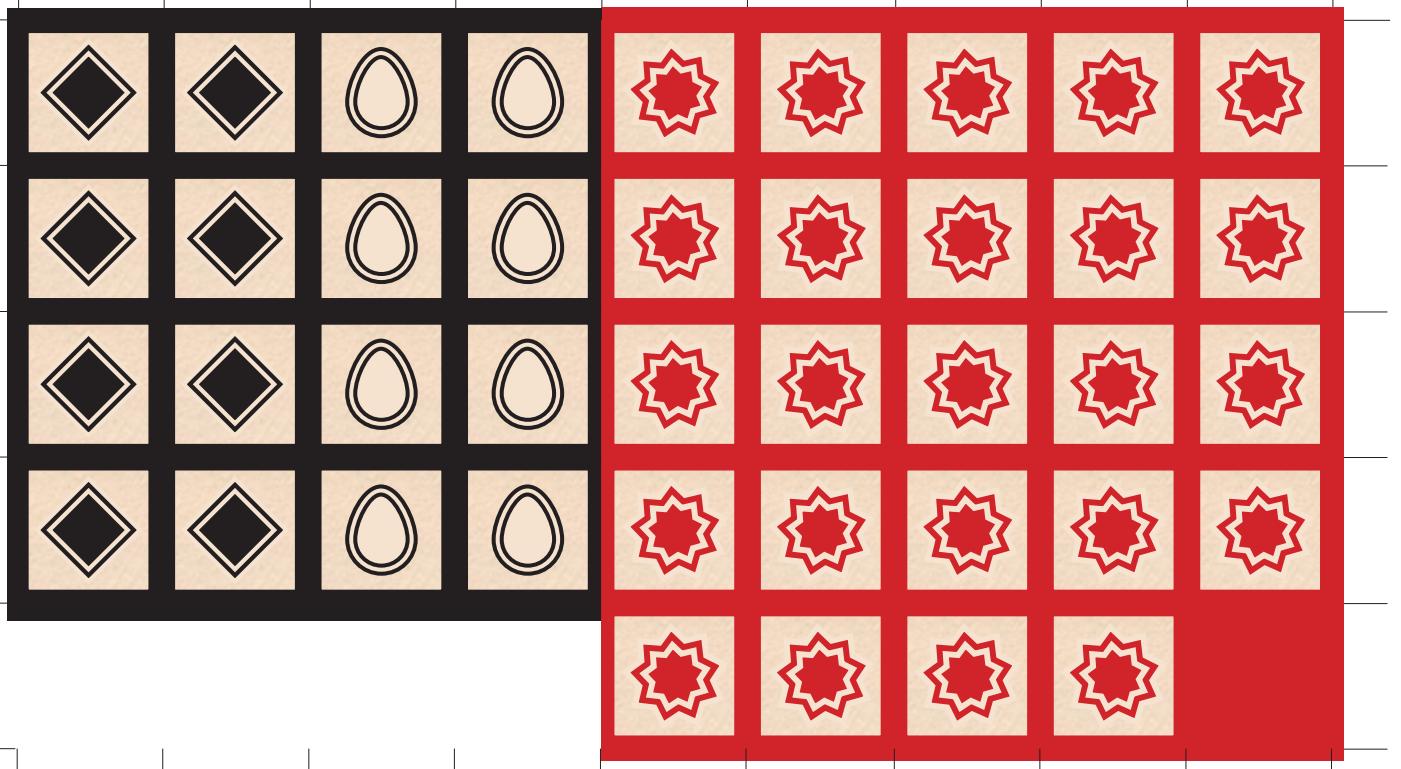
Remove one Corruption Marker from an adjacent card



THE TOWN SQUARE

THE CISTERN

Add one Holy Water Marker from your supply to any Draugr



Iron, Holy Water and Corruption Markers

16mm Die Faces





1" Die Faces

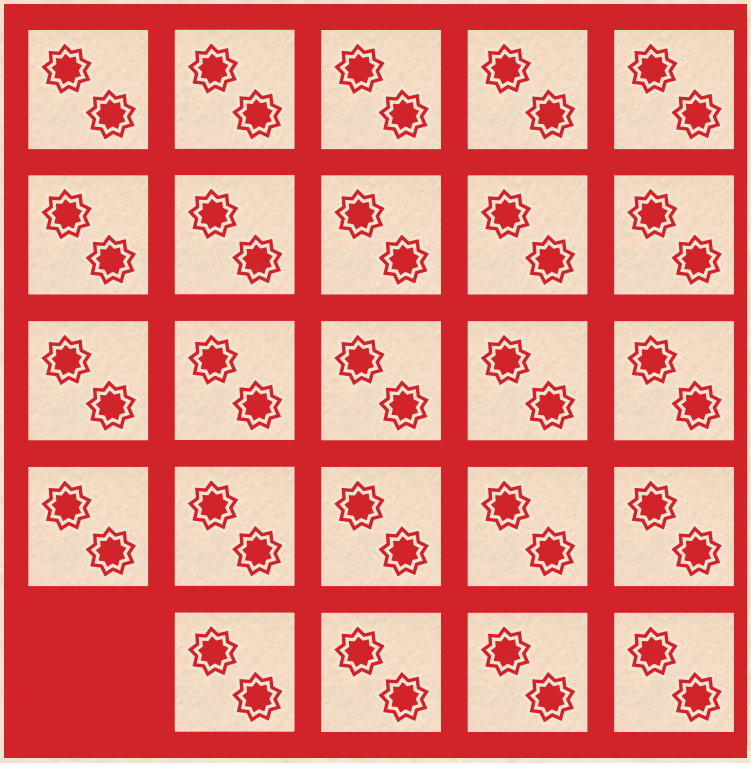
Shepherdess Counter



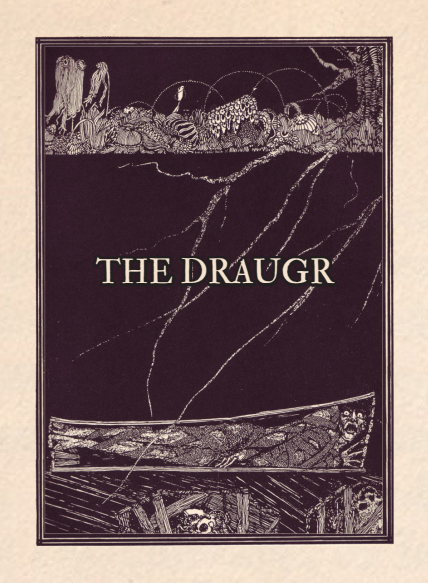
Double Sided Player Counter











The Draugr, reanimated dead imbued with magical powers, have come to the region of Trøndelag seeking to corrupt the town of Stjørdal. Only you, a lone revenant hunter, can protect the town and slay they who walk again.

Armed with limited supply of holy water and iron spikes you enter the town square and prepare for the coming onslaught.

The Draugr is a solitaire game playing in about 20 minutes.

To Win:
You must slay 4 of the 6 Draugr. If at anytime during Phase 1 all 7 Townspeople, or more than 7 of the cards (a combination of Townspeople and Locations) are corrupted you lose.

Needed to Play:
The deck of 21 cards
8 Holy Water and 8 Iron Markers
24 Corruption Markers
1 Player Counter
1 Shepherdess Counter
1 special six-sided die

Setup:
Separate the 6 Draugr cards and set them aside. Shuffle the remaining 15 cards and place them in 3 rows, 5 cards to a row, face up in front of you. This playing area represents the townspeople and locations you are trying to protect in Stjørdal.

Then shuffle and place 3 face up Draugr cards, face to the left and right of the 3 rows. When done, you will have 3 rows with 7 cards in each.

Place the Player Counter and a supply of 2 Holy Water and 2 Iron Markers on the Town Square Card. This is your starting point.

Place the remaining Holy Water and Iron Markers along with the Corruption Markers and Shepherdess Counter to one side of the playing area as a general pile to draw from later.

Playing the Game:
The game is played in rounds consisting of two phases: Corruption and Hunt.

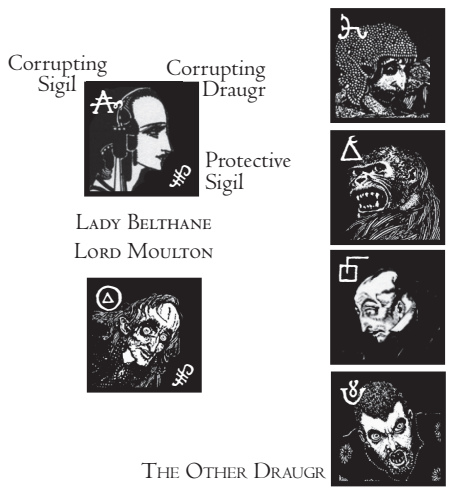
Phase 1 - Corruption
Roll the six-sided die once to see which Draugr will hold sway over Stjørdal for the round and will corrupt Locations and Townspeople in the row they are adjacent to, matching the die face to the image on a Draugr Card.

Roll the die a second time and look at the symbol in the upper left corner of the die. Place a Corruption Marker on each card in that Draugr's row with the matching Corruption Sigil. (See the section on the Shepherdess for protection from this rule.)

If a Townsperson card has been turned over you do not need to place additional Corruption Markers on the card.

Lastly, if either Lady Belthane or Lord Moulton was rolled at the beginning of the phase, roll the die a third time and if the Protective Sigil is shown you must forfeit two Holy Water Markers (to Lady Belthane) or two Iron Markers (to Lord Moulton) from your supply, placing them back in the general pile. If you have only 1 Marker you must forfeit this. If have none of the matching Markers you may skip this step.

If the Draugr rolled during the first step has been slain previously you do not roll the die a second (or third) time and no Corruption Markers are placed.



If there are now 4 markers on a Townsperson card, that card is turned over and all Corruption Markers are removed. This Townsperson has been corrupted and their Special Action(s) cannot be used again. Location cards are not turned over if they become corrupted with 4 Corruption Markers. Their Special Action(s) may still be used. **If during this phase all the Townspeople, or more than 7 of the cards (a combination of Townspeople and Locations) are corrupted you lose. Once a card has had 4 markers placed on it you may not use any Special Actions to remove them.**

Phase 2 - The Hunt
You must now move your player marker up to two adjacent cards in distance (The Nunnery and Foundry are the only two cards to supersede this rule). All movement is orthogonal (horizontally and vertically).

You may move one card in one direction and then turn 90 degrees for your second move or move in a straight line across two adjacent cards.

You may not move back to the card you just moved from, nor may you move on to a card occupied in the previous round (i.e. you may not move in a square formation, 4 moves over 2 consecutive rounds, ending where you had begun in the previous round).

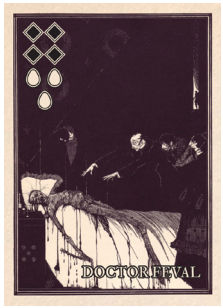
Once you have finished moving you may choose a Special Action of that Townsperson or Location. Some cards have only 1 Special Action, some allow for a choice between 2 Special Actions. You do not have to choose a Special Action if you do not wish to.

If you land on a Townsperson card that has been turned over, no Special Action can be chosen.

If a Special Action allows you to add new Holy Water or Iron Markers to your supply, place them on the Town Square card. There are never more than 8 Holy Water or 8 Iron Markers that can be used in the game.

If a Special Action allows you to place Holy Water or Iron Markers on a Draugr, take one from your supply on the Town Square card and place it on a Draugr of your choice. If you match the number of markers as indicated in the upper left of the Draugr card, that Draugr is slain and removed from the game. Return all Holy Water and Iron Markers on that Draugr to your supply.

It takes 4 Iron and 3 Holy Water Markers to slay Doctor Feval



Once a Draugr is slain and their card removed, slide one of the adjacent Draugr cards up or down so that is partially spans either 2 rows (or if 2 Draugr have been slain, 3 rows). The Draugr now holds sway over 10 (or 15) cards for rolls during the Corruption Phase. If you slay all 3 Draugr on one side, no further Draugr are moved to replace those slain.

The Shepherdess has a Special Action. When used, place her Counter on any other card in the playing area. This card is protected from any Corruption Markers being placed on it until the counter is moved to another card. If she becomes corrupted, her counter is removed from the game.

Game End:
If you are able to slay 4 of the 6 Draugr you are successful and the other Draugr are forced to flee. If at anytime during Phase 1 all the Townspeople, or more than 7 of the cards (a combination of Townspeople and Locations) are corrupted you lose.

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