

# Druj Vikari

## Scorpion cultists, skirmish mages

- Fanatical warriors
- Mage skirmishers
- Follow a scorpion totem
- Strike, poison, retreat

Rough 1:1 mix of Claws and Tails

Het has +1 hit and +2 personal mana

*“Grasp of the Scorpion; Sting of the Scorpion; Venom of the Scorpion”*

### Scorpion Claws

- Ideally Mage Armour
- Sword + Rod
- 2 hits
- 2 hero points - Cleaving Strike
- 8 mana - Weakness

### Scorpion Tails

- Ideally Mage Armour
- Mage Staff
- 2 hits
- 10 mana - Venom, Entangle

**Apply True Vervain** - Spend 30 seconds roleplaying applying the herb to another Druj