



tax Exploration in Davokar

The hunt for riches, artifacts and ancient wisdom is the basis of many adventures

Symbaroums game world. Although it is not always the characters holding the shovel provides tax the search result in lots of intrigue and conflict.

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For example, a Expeditionary rooting in the rich soil of teasing another group and lead to strife, another dig too deep or inappropriate place which raises forests slumbering darkness to life, or it disappears members of an expedition without a trace and the characters are recruited to look right at them. Of course, there are also the characters themselves embarking on tax're rampage, hunting for a specific artifact or just hoping to achieve wealth and (just as important) fame, fortune-seeking among its peers in Tistla bracket.

On the occasion of the latter presents this text a large number of possible findings characters may encounter during excursions in Davokar. In its simplest form, the following is used as a random number generator, in which the tax searching player's dice roll determines what they dig out of the forests ruins. In this case, it is recommended that finding charts used with the table of random encounters, as do tax the search to a thrilling and risky challenge. Players must constantly ask themselves if it is really worth digging further when they know that something is hungry, large and evil can suddenly appear and complicate matters.



Travel Davokar

For inspiration on the journey through Davokars lövsalar see *Symbaroums grundbok* page 36-37

and 183-184



If your particular gaming group not appreciate the random element, the material in this text instead serve as suggestions on what can be found, and thus form the basis for the game leader's efforts to create interesting adventure sites.

Treasure hunt

The system of tax searching presented in this text is based on a fairly obvious logic: the less explored a place is, the more likely it is that it offers both taxes and truly threatening dangers. It is up to the players to balance the risk against the potential wealth - this is Davokar and none other than themselves will stand accountable for the choices they make!

When the characters are looking through Davokars undergrowth in search of treasures turn first if they find an archaeological site and if so, of what kind. Then turned to see how rich the place is on taxes, expressed in terms of how many bargains maximum that might be made during the exploration. Then all the players to strike a blow against

Vigilant per day to determine their roles person finds something of value. **At the same time hitting the group a blow to *Discreet* every day to see if they incur**

interest from forests many horrors - a failure forces them into a blow at one of the tables that describe meetings Open and Wild Davokar.

The country's tax processing houses in other words, the following elements:

preparation: How well prepared are characters can affect their ability to find a rich treasure land.

Location of discovery: Depending on luck and skill can find the place locates more or less explored, and more or less rich in treasures.

Taxes: The remains of Sybaroums time are of a diverse nature, from clean debris and ornaments to powerful artifacts.

dangers: Failure to bad tax the search can be sure that the actual being found, the forest beasts and ovärldsväsen.

preparations

to go out on lycksökarsträt blindly is not the only way to find treasures, contrary devoted much time and effort in Tistla bracket to figure out - or trick the other - was the most rewarding finding places to be found. The characters do well to plan for taxes the search in advance and thus increase their chances of being successful.

Pay for a guide

To rent a guide in Tistla bracket or some other frontier location costs at least 1 dollars per week, but the state more they are the more you pay - for each point in the *Vigilant* over 11 will increase the cost of a dollar, so a guide with *Vigilant* 15 costs 5 dollars per week.

Noted should be that far from all the guides are completely trustworthy. After each random encounter, one of the characters succeed in a *Convincing* for the wizard to remain in the group. Turns rollperso NEN 20 in the battle, it turns out, unfortunately, that the Wizard is a member of a group of looters who show up to take the role of persons traveling funds and taxes. They are in number to the number of characters + 1 and have values Robber / The Robber Chieftain (see page 211 in the Basic Manual).

convince a colleague

With a successful battle against the [*Convincing* -5] can rollper son to convince another treasure hunters that they should make common cause in pursuit of forest taxes. The accompanying adventurer can help the characters to find a rich archaeological site: when they turn to determine the maximum number of taxes that can be rooted out of the place, they beat twice and choose the best result. Furthermore affecting fellow creditor does not tax the search in other ways - in addition to this course requires its share of the pie at a possible return from the depths of the forest. The characters must simply divide the spoils with another person.

Table 1: Type of finding site

| t20 type of bargain place | |
|---------------------------|---|
| 1 | Library Ruins, where all the books on the shelves has long been destroyed 2 |
| | The charred remains of a laboratory 3 |
| | Deep shaft with side tunnels, half filled with water 4 |
| | A gigantic obelisk, covered with obscure runes 5 |
| | Old watchtower, defiantly competing with the trees of who is more than 6 |
| | Severe Hake, the port has already broken the former treasure hunter 7 |
| | Cave covered with luminous moss 8 |
| | Half collapsed mine 9 |
| | The inside of a large statue inclined sinister in the marshy ground 10 |
| | Gravfält with mausoleums interconnected underground of catacombs 11 |
| | Network of extremely narrow corridors 12 |
| | Partially ruined bridge with towers and houses, spans a now dried up river 13 |
| | The remains of the old catching and experiment caverns 14 |
| | Ruined City, worrying untouched vegetation, almost completely intact buildings 15 |
| | The maze of roots and tunnels beneath a huge tree 16 |
| | Segments of a great wall, with hällgångar the wall and watchtowers atop 17 |
| | Temple ruins carved into the mountainside down in a ravine 18 |
| | Z in an underground river or lake, opening the forest a crack in the ground 19 |
| | Hanging gardens, islands upphällna of chains between towers of stone 20 |
| | Overgrown gladiatorial arena, with burrows underground fighters and monsters |

Table 2.1: Taxes in the Open Davokar

| t20 | type of tax |
|------|--------------------------------|
| 1-3 | lumber |
| 4-15 | Curiosity, Table 3 16-19 |
| | mysterious tax table 5:20 a.m. |
| | Artifact, Table 4 |

Table 2.2: Tax in Wild Davokar

| t20 | type of tax |
|------|--|
| 1-2 | lumber |
| 3-12 | Curiosity, Table 3 mysterious |
| | tax 13-18, 19-20 Artifact Table 5, Table 4 |

investigations

Roll persons who master the ability *Learned* can do research in libraries and archives. The process takes a week and costs 10 + 1T6 dollars in various fees and bribes. After that the scholars use *Smart* instead of *Vigilant* to find a rewarding discovery site. Once there, however, requires that the usual blow to *Vigilant* to actually dig up anything of value.

bargain Square

the opportunity to lödiga finding is larger, the deeper into the forest you travel is a well-known truth. The characters have to decide if they are aiming at the ruins of the outer, so-called, Open Davokar or whether they should venture into the wild depths.

The role of the person (or wizard) that has a maximum value of *vigilant* (alternatively *Smart* if research has



What is a t100 / t1000?

A T100 consists simply expressed by two strokes with a T10. The first battle determines the tens, the second singular. Profit 3 on the first beat and a 4 on the second read words like 34. To turn 1 T1000 adds simply a T10 for thousands. The outcomes 00 and 000 is equal to

100 and 1000th



Table 3: Curiosities

| t100 curiosity | |
|----------------|--|
| 1-2 | Embroidered banner of a fabric similar to the oil shimmers in rainbow colors 3-4 |
| | Bronze Ring with a simple gray stone 5-6 |
| | Brooch in copper imagine the spirit a sad dwarf face 7-8 |
| | Belt Buckle with what appears to be a map in relief 9-10 |
| | Part of marmorfris imagine a spirit kápklaðd woman fighting a two-headed abomination |
| 11-12 | Drinking Horn adorned with two pink gemstones, a void is there a third should sit |
| 13-14 | Figurine in alabaster represent spirit a toad with one eye |
| 15-16 | Urn of gold the size of a human head |
| 17-18 | Flute-like wind instrument in blackened silver, which seems to require two people to play |
| 19-20 | Gilded Barrette with inscriptions depicting trees in various stages of decay |
| 21-22 | Golden candelabra with a strange shaped cavities on the bottom, as if something is loose and disappeared from there. |
| 23-24 | Necklace with black pearls |
| 25-26 | hammer whose handle is made of beautifully cut legs. The head has been red-painted and shaped like a grinning goblins head. |
| 27-28 | Hollow copper statuette imagine spirit a skeleton with arms outstretched. Contains dried herbs, both toxic and healing. |
| 29-30 | Hollow marble balls, green with red streaks |
| 31-32 | Carafe half full of symbarisk absinthe, flavored with wormwood and decadence, and extremely potent after centuries of storage |
| 33-34 | Cat Figurine of jade, if you listen carefully (successful <i>Vigilant</i>) you can hear the cat purring |
| 35-36 | Coffin containing the crystal and glass bottles with dried elixirs unparalleled |
| 37-38 | Spheres made of iron, covered with symbols and cuneiform |
| 39-40 | globular puzzle box of bronze and iron. Three successful [<i>Smart</i>] in the range required to open. Each attempt takes one hour. In the sphere Ligget a curiosity (beating on the table again). |
| 41-42 | Dress in brocades time (capacity <i>Learned</i>: motifs tell anything about an extinct Symbarisk Atts history) |
| 43-44 | Kopparfat with religious symbols linked to the sun, moon and other celestial bodies movements |
| 45-46 | Pot of magic brewed beer, the yeast and very strong but quite drinkable 47-48 |
| | Curved blade of sharpened wood |
| 49-50 | Cube of obsidian with a circular hole on one side 51-52 |
| | Lervas whose two similar handle leaf-clad branches |
| 53-54 | Long chain forged in a silvery, metallic age |
| 55-56 | Sheath of kräkors springs 57-58 mat embroidered |
| | with gold wire |
| 59-60 | mummified hand with long nails cut into spirals and key similar forms |
| 61-62 | Human Face carved in gneiss, with a third eye instead of the mouth. 63-64 Key in gold, head picture two winding snakes twisted about a tower 65-66 |
| | The arrowhead of a red crystal, decorated with golden cuneiform |

made) must make a stroke a day to identify a promising discovery site. Successful battle remains partly determine the kind of ruin they have encountered (Table 1), and to determine exactly how much there is to root out the ruins. The latter is done using 1t4 + 2 Open Davokar, 1T8 + 2 Wild Davokar and the result indicates the maximum number of discoveries that can be made on the spot.

Whether they find an archaeological site or not, the most discreet role of the person to strike a blow against a day

Discreet throughout the excursion, in the hope that the group will incur unwanted attention or accidentally irritate something that should have got to be undisturbed. Unsuccessful battle, they must strike a blow at one of the tables for random encounters - Table 6.1 or 6.2, depending on where in Davokar they are.

Taxes

Taxes will in different denominations, from kurisoteter through mysterious treasures to genuine artefakter with great and terrible force. When the characters have found a promising place to start digging to get everyone **in the group beat respective blow to *Vigilant* per day. A successful battle** means they can move on to any of Tables 2.1 and 2.2 to determine what kind of tax they have rooted out, after which they are referred to another table in order to determine exactly what they have found.

The tables used to determine what kind of bargain that the role of the person making is something called debris. For that category counts damaged objects such as vases cracked, broken figurines and broken tools on sales of Tistla Attaches marketplaces may raise 1t10 silver sandals.

Table 4: Artifacts

| t6 | artefact |
|----|------------------------|
| 1 | Abalogs shield 2 |
| | Matuldas eye 3 |
| | Mials lönn dok 4 |
| | Vesper hovering coat 5 |
| | Yeletas masks 6 |
| | Garulfus face plate |

aBalogs shield

In a series of highly disputed barbarian tales talk of "the cultivated troll Abalog" to have lived in Spider King heyday and then fought on the people's side. Most widespread is the song about how Abalog bit first married sting, then head of the military commander Arxerodd and how he did it with his enchanted stone shield. Perhaps there is something in the tall tales anyway ...

Foothold: The bound shield for themselves can choose to turn *Strong* instead of *Witty* when it comes to keep his footing, or regain it if the carrier has already fallen.

Action: Reactive

Corruption: 1

Dvärgahugg: If the shield champions mastered the ability *Arms Fight* he may help shield stone face biting into an enemy while a stroke is made with the shield, making 1t4 extra damage.

Action: Reactive

Corruption: 1T4

matulDas eye

Matulda be according to legend, to have been a one-eyed stick magicians in old age learned to produce artifacts and then took the opportunity to replace their lost eyeball. In the realm band she also their Bjära, the little winged pigs she called Megasen.

To bind the sphere to itself requires that it be placed in an eye socket instead of an eye. This has in itself no adverse effects because the sphere gives sight to the wearer. Possibly, some people may be adversely affected by meeting a person with one eye replaced by a dim, green stone sphere, but it was offset by a similar number think it's awesome.

Mega's friend: The binding eye to get a friend in the form of a mega, a winged little pigs with big taste for books and parchments. Megasen linked to the eye carrier according to the rules of ritual *Bjära*.

Megasen have the following values from the start:

| Feature | Regeneration (IN), Wings (IN) |
|--|--|
| Discreet 13 (-3) Witty 15 (-5) Smart 11 (-1), Strong 7 (+3), sURE IN AIM 10 (0) Vigilant 9 (+1), RESOLUTE 10 (0) Convincing 5 (+5) | |
| Arming | Bett 1T4 (Short) |
| armor | No |
| Defense | 15 (Avoiding) |
| immunity | 10 pAIN THRESHOLD 4 |

Special Ability: Megasen remember things written on eating, which makes it a rather random source of knowledge. The carrier will receive a second blow to the Mega's

Smart while abilities based on that characteristic is used, subject to megasen are with and grunts out his svinsluga advice.

Corruption Magnet: Matuldas eye can gather corruption as a soul stone, which requires that the wearer mastered ritual Soul Stone.

Öndöga: In addition to other soul stones can Matuldas eye also use collective corruption to shoot black eyes rays. Eyes beam damages the target of carrier succeed [*Strong will Strong will +-*], 1t4 damage per point corruption ejected. The downside is that the corruption which is used in this way released from the stone and attaches itself to the wearer's spirit - that is, they are moved from the stone to the wearer's value in permanent corruption.

Table 3 continued: Curiosities

| t100 curiosity | |
|----------------|---|
| 67-68 | Walking stick of magic horn |
| 69-70 | Ornately engraved ring of precious metal, two fathoms in diameter but thin as a little finger, making it cumbersome to carry around |
| 71-72 | Serving Bowl of red clay with paintings depicting blacksmiths and astrologers |
| 73-74 | Silver Crown with riveted chain mail that covers the wearer's entire head. Obstructing vision total |
| 75-76 | Sun symbol on coins of gold (Smart: it is actually a stylized spider figure, not a sun) |
| 77-78 | Spindelfigurin in citrine |
| 79-80 | Cracked crystal on the foot of legs 81-82 |
| | Sword Heroes who the key representing a grinning face gas |
| 83-84 | Picture of copper with etched motif depicting a dying sun rises over a desiccated sea. Huge ships of stone is standade where the coastline once walked. |
| 85-86 | Wand of bird bones brittle, if it ever had special krafer they fled his cow |
| 87-88 | Heavy gauntlet of gold, obviously made for a person with only four fingers on his right hand |
| 89-90 | Leather Purse containing three six-sided dice of lindormshorn, batting owner's advantage in all types of games - until it really matters, when they beat against their owners |
| 91-92 | Beautiful carafe of white and turquoise painted clay, imagine a winged spirit mara sitting on its hind legs |
| 93-94 | White crystal with sharp edges, big as a fist raised, which is scorching hot in contact with water; can be used to boil water or frying food. |
| 95-96 | Lifelike doll of symbarisk nobles, pierced by a half-dozen gold needles |
| 97-98 | Taking a Shot at Table 5: Mysterious treasures |
| 99-100 | make a stroke Table 4: Artifacts |

mials lönnDok

An ancient barbarian legend tells of the symbariske king Mial. He must have had a very impulsive and violent wife named Alreka he feared more than all fiendehärrar, together. The situation was particularly delicate because the old Mial through the years, had both the occasional extramarital relationship, as if they were discovered would Alreka in a very bad mood.

King's solution to the problem was, according to legend, both silly and desperate: he ordered a magical tapestry of trollhaggan Luselorda and pledging her "whatever she wanted" the payment. When the object was handed over, she also mentioned his prize: King Mials potency. So it was that the lecherous ruler got a completely different use of fabric than he had intended - to hide themselves, rather than their mistresses.

Bemantla objects: The bound veil to it can wrap it over inanimate objects up to a smaller table



Analysis of the findings

To understand the mysterious treasures and artifacts used capacity *Learned*

About the mysterious treasure or artifact affects or use any other abilities can the capacity be used instead of *Learned* to determine what the tax is something (for example, the ability

ritualist for items

affects rituals).



Table 5: mysterious treasures

t12 mysterious treasure

1 Face mask of thin sculpted and the inside engraved stone which sometimes allows the wearer to see in the dark (free act, requires successful *Vigilant*). Leaving when used in burns to the face that takes a long time to heal (1T4 in injury heals in half rate). 2

Elixir dripped in one eye, which then permanently can see in total darkness, but will always be pure white without any pupil. The outside world tends to see those eyes that abomination characters. 3

Simple and completely unadorned iron crown that absorbs all temporary corruption wearer would have suffered. If the crown for some reason leaves the head (if taken, or fall / switched off: counts as concentration in battle, that *[Strong will - Damage]* to not lose it) released the corruption loose again and affect the carrier at once. 4

Square shield covered with small mirror sheets reflect sunlight and seem to reinforce its luminosity. The support may act as an active dazzle an enemy during combat in daylight or strong light, requires successful *[Smart - Witty]*.

A dazzled enemy is blinded in a round and can not perform active or reactive actions. 5

Earthenware pot that, when opened unleash a thick fog covering the area. The fog obscures all sight and suppresses all sounds. All the fog gets a second chance to fail blow to *Vigilant* and attacks with projectile and missile. If the person who opens the jar gets in a blow to

RESOLUTE there is also a malevolent creature of the mist (values Frost Light, page 230 of the Base Paper). When the jar is turned sucked both fog and a possible spirit back into lerkruket. 6

Nasty necklace of large, carved pieces of bone from a huge ödleskelett. It absorbs 1T4 corruption, then it will be glowing hot and makes 1T4 in injury to the wearer. Can not be used until it has cooled down (can be used once per scene). 7

Purse with a powder which absorbs water, 100 liters, and transforms it to a button-hundredth of the mass. Remaining remains only a smelly mud. The same happens to living beings who might ingest the powder. The finding is sufficient to three attacks with the ability *Stryparkonst*, but requires advantage and can not be thrown. To get into the substance of the victim's jaw required to that a blow to *[Smart - Witty]*. Succeed stroke victim dies immediately and assume the appearance of a dried mummy. 8

Around the box of gilded copper containing a large palms and perfectly ground glass prism moonlight allows the wearer to see shadows beings (it provides other words, the user capacity *Häxssyn* under the moonlight, with no risk of corruption).

9 Human skull of black stone, whose eyes light up with a sickly green glow if directed at and in the vicinity of an innocent creature (defined as 0 in total corruption). The closer the skull is the observed, the stronger shining embers. 10

Statuette of a bright blue lapis lazuli, karvad to resemble a alvskepnad with giant moose. Seems almost vibrate slightly in the hand when the abominations that are in the vicinity (giving a second chance in the battle against *Vigilant* to detect stealth abominations). 11

Drum whose abysmal connotation makes living beings (not abominations or undead) worried and afraid, with great risk of being forced to flee or become paralyzed with fear (corresponding to the monstrous feature *terrorize*, level II). The drumming is tucked day of the effect, but its allies, it does not. 12

Padded box containing a forearm long cylinder of the wood, divided into five rotatable segments covered coneiform. To learn how the cylinder works required capacity *Learned* and a blow against *Smart*, and then use it with the desired effect requires further blow to *Smart* in the performance. If the latter manages to give the cylinder +1 on all kinds of performance of black magic rituals.

or Kista's size and make them invisible to the eye, if not for the fingers. It does not detract from either the objects weight, which makes the hidden object's existence can be discerned if the wearer succeed *[Discreet - Vigilant]*.

An immovable object under or behind the veil is not possible to detect unless you bump into it or if the mysterious forces are used to seeing it.

Action: Active

Corruption: 1

Hiding the graven image: A dokmästare capable *Fine* can use the veil to hide also a living being. As long as the creature remains stationary, it can not be detected unless someone touches it, or use the disclosure rituals. The creature can move at half movement but could then be discovered if he fails a blow to *[Discrete Vigilant -]*,

with a further modification of -5.

Action: Active

Corruption: 1T4

Vesper hovering coat

Who has not heard stories about the assassin sect called Flight dogs should have ravaged during Symbaroums heyday? They are alleged to have been the rebels led by the charismatic fäktmästaren Vesper and appears in legends as heroic punishers of symbariska royalists with unclean to hide. Often they beat to the night's darkest hours, by using their floating gowns get up and out through the balconies or roofs.

Soft landing: Anyone who has tied his cloak to him to get it to span out and allow for a gliding landing from higher altitude, which would be its champion of Davokars bats.

Action: Displacement

Corruption: 1T4

Uppätvindars rescue: If the coat champions bestitter ability *Acrobatics* he may with a *Witty*

let themselves be thrown ten meters in the air of mysterious winds and from there glide to the ground in any direction.

Action: Active

Corruption: 1T6

yEIEtas masks

Huldran on Karvosti is known for creating the most horrific and useful masks for their allies. With the mask using the carriers can borrow ärkehäxans illusion loose eyes and see the world without blinders or vanbilder, which allegedly sometimes just as beneficial as terrible.

Grim truth: The worm's champion can successfully *Vigilant* see the case just as it is, without illuio down, distortion and veils. The wearer's use of the ability *Häxssyn* not affected by the rituals False shade or the like.

Action: Free

Corruption: 1T4

Mask Bite: For mask carrier with the ability *Häxsyn*

the mask can also attack enemies. A frightful ghost image of the mask pops up against a creature, stricken with terror (acts as the monstrous feature

terrorize, Level I) of the mask carrier successfully with a [Strong will Strong will -].

Action: Active

Corruption: 1T4

garulfus face plate

Garulfus during nice pretty cruel face protection bracket once the aforementioned barbarhövdings helmet and protected the radiant personality from injury. Face protection also received many perverse willing barbarians to add to Garulfus will. It should have been buried with the fallen governor and come astray when the tomb shortly thereafter looted.

Kari's shield: When the facepiece champion wears the artefact gets his strong personality to a race. The carrier may choose to base his defense on

Convincing, without the limitation of armaments.

Action: Reactive

Corruption: 1T4



predictivity of the findings value

The finds value is determined by several factors: for example, their condition, the value of materials and availability of buyers.

Expect a curiosity is worth 10 + 1T10 dollars.

A mysterious treasure is worth 100 + 1T100 dollars.

Artifacts is normally not in dollars but if you find a buyer, he may be prepared to fork out

1000+ 1T1000 dollars.



slave drivers: If artifact champion has persuade Gan *Dominate* provides the same effect as the force *Prize will*, on the same level as the level of the carrier in *Dominate*.

Action: Active

Corruption: 1T6

Random encounters

to be in Davokar a long time without bumping into hostile creatures is almost impossible. Do you follow it have reason to stay in one place for more than a day, it will be worse. The procedure for that rule technically handle this is as follows:

Every day they are in Davokar, one of the characters strike a blow against *Discreet*. And the longer they stay in the same place, the more difficult it becomes for them to avoid unwanted attention: -1 of modification for each day that passes after the first. Failure means that they have to strike a blow on the table 6.1 or 6.2 to determine what kind of mischief they come up with. Beings values can be found on page 202 233 of the Basic Manual.

Table 6.1: Meeting of the Open Davokar

| t20 meeting | |
|-------------|--|
| 1 | Váralver (RP +1 number) 2 |
| | Summer Alver (RP number), early summer Elves, led by a Sensommaralv 3 |
| | Rovtroll (Hungry) 4 |
| | Cult Lard (RP +1 number), initiates, led by a conductor Section 5 |
| | Thieves (RP number), robbers, led by a Robbersdaughter Chief 6 |
| | Hunter Patrol (RP number -1), Hunter soldiers led by a Hunter Captain 7 |
| | Treasure Hunter (RP number), adventurer and a scorer 8 |
| | Clan Warrior (RP number), Bykrigare led by a farm Printer Gare 9 |
| | Casing 10 Skara |
| | Mara, herd of beasts RP number 11 |
| | Baiagom 12 |
| | Uorme 13 |
| | Kanaran 14 |
| | Violating flock RP +2 insects 15 |
| | Abomination born people (RP + 1 number) 16 |
| | Abomination born jakaarer (RP number) 17 |
| | Frost Light (RP number -1) 18 |
| | Dragoul 19 |
| | Nekromag 20 |
| | Hit twice, use both. * (If that makes sense to both meetings collaborate, they do it, otherwise they are likely to be drawn enemies and characters must choose sides.) |

Table 6.2: Meeting in the Wild Davokar

| t20 meeting | |
|-------------|--|
| 1 | A larger alvfölje (RP number), Sensommar Elves led by a Höstalv 2 |
| | Rovtroll, hungry (-2 RP number) 3 |
| | Master Troll, together with Rovtroll, live group (RP -3 number) 4 |
| | Arch Troll 5 |
| | Casing Skara (RP number -1) 6 |
| | Drypargadd 7 |
| | Mara flock RP +2 beasts 8 |
| | Baiagom 9 |
| | Uorme 10 |
| | Kanaran 11 |
| | Lindworm 12 |
| | Violating flock RP +3 insects 13 |
| | Dragonfly 14 |
| | Abomination born jakaarer (RP +2 number) 15 |
| | Abomination Born uorme 16 |
| | Urstyggelse 17 |
| | Dragoul (RP number) 18 |
| | Nekromag 19 |
| | Griftgångare 20 |
| | Hit twice, using two (if that makes sense to both meetings collaborate, they do it, otherwise they are likely to be drawn enemies and characters must choose sides.) |