Davokar
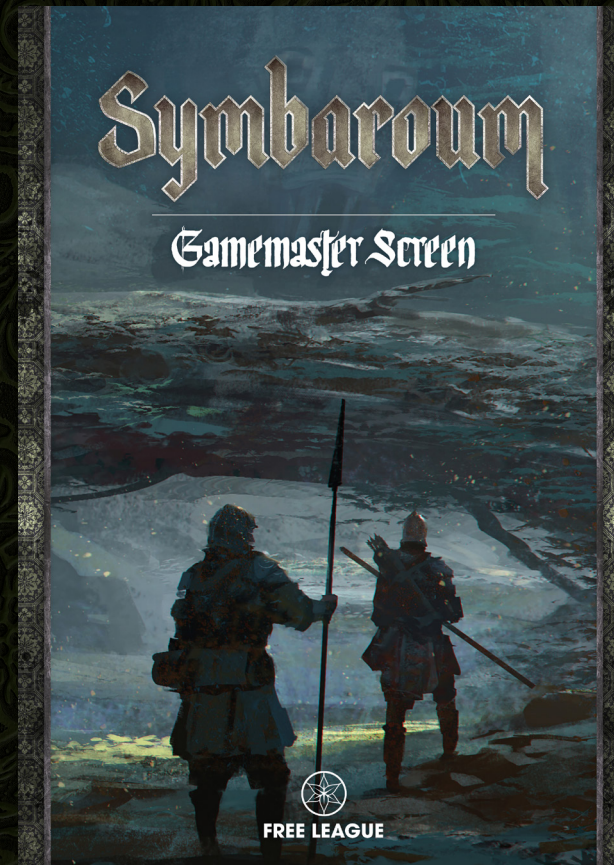## Game Master's Screen

ARTWORK:

Martin Grip

DESIGN:

Christian Granath
Mattias Johnsson Haake
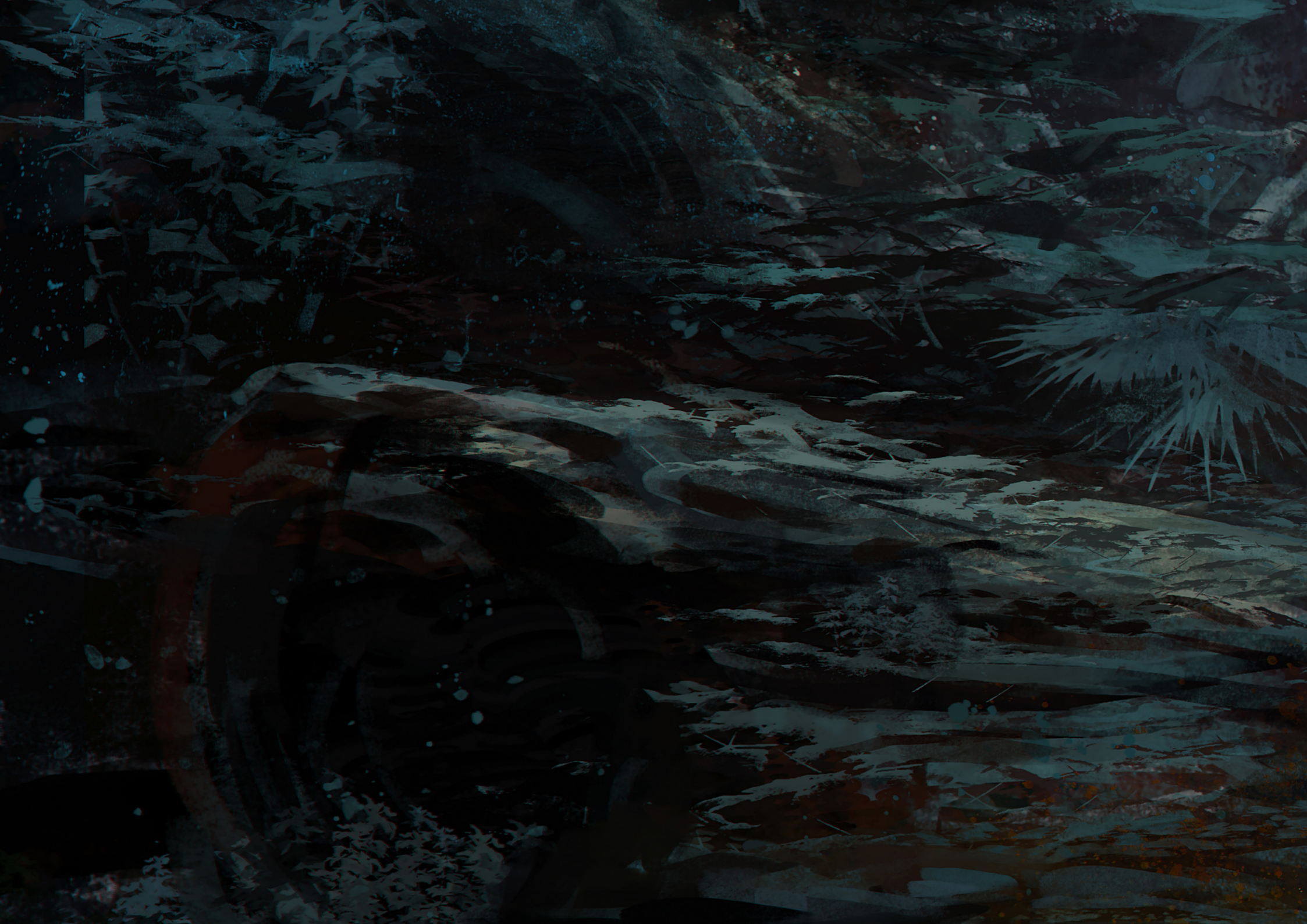
Symbaroum
Gamemaster Screen

FREE LEAGUE

Symbaroum

FREE LEAGUE

Symbaroum

Expeditions in Davokar

(Read more on page 86–100 in Symbar – Mother of Darkness)

The players make a number of dice rolls once per day during travels, alternately once per hexagone if the gaming group has access to such a map of the forest.

Orientation test: First, the expedition's guide must roll an Orientation test against Vigilant with the Bushcraft trait/boon. Success means that they don't suffer any Misfortune, and if the guide has Bushcraft to the required level they also gain bonuses when rolling for events. If the test fails, no bonuses are gained and they suffer a Misfortune (see page 90 in Symbar – Mother of Darkness).

Events: The players roll once per day (or hexagone) on four tables to decide what happens, with the following general modifications:

- In Wild Davokar, add +2 to the outcome on tables 4 to 7
- In Dark Davokar, add +5 to the outcome on tables 4 to 7
- If moving along water, add +2 to the outcome on Table 5

Bonuses: A sucessful Orientation test gives the following bonuses

- +2 on Table 4: Ruins in Davokar
- Chance to first detect strangers from Table 7 Encounters in Davokar
- −1 on tables 5 Enemies in Davokar and 6 Terrain in Dvokar, or −2 if the test succeeds with a difference of 5 or more.

Table 1: Way of Travel & Time (read more on page 184 in the Core Rulebook)

WAY OF TRAVEL*	THE PLAINS OF AMBRIA	LIGHT/WILD DAVOKAR	DARK DAVOKAR
Day's march	20 km	20 km	10 km
Forced march**	40 km	30 km	15 km
Death march***	60 km	40 km	20 km
Day's ride	40 km	30 km	10 km
Forced ride**	60 km	45 km	15 km
Death ride***	70 km	50 km	20 km

* Journeys along or on the rivers count as one level lower; for instance, moving along a river in Bright Davokar counts as a journey on the Plains of Ambria.
** Forced march/ride means that no natural healing will occur while traveling
*** Death march/ride involves an actual risk for one's life and wellbeing. All who travel at this speed suffer at least 1 point of Toughness each day, and must make a Strong test in order to not suffer an additional 1D6 points of damage. A roll with the outcome 20 means that the traveler has been mortally injured in an accident during its journey.

Excavations in Ruins

(Read more on page 95 in Symbar – Mother of Darkness)

Everyone contributing to the excavation makes a Vigilant test every day. Successful diggers may roll on Table 2 Type of Item to determine what they have found. The excavation may continue until the ruin's maximum number of finds have been salvaged.

Table 2: Type of Item

BRIGHT (1D20)	WILD (1D20)	DARK (1D20)	CATEGORY
1–5	1–4	1–2	Debris
6–15	5–13	3–11	Curiosity, Table 3 or p96 in *Symbar – Mother of Darkness*
16–19	14–18	12–18	Mystical treasure, p97 in *Symbar – Mother of Darkness*
20	19–20	19–20	Artifact, p98 in *Symbar – Mother of Darkness*

Table 3: Curiosities

1D20	ITEM	1D20	ITEM
1	Embracing figures of black and silver; a gem-stone was once set between them	11	Thirteen copper pieces that when joined correctly form a bird
2	Troll-doll that can swallow a tiny elf figure; ends up behind a flap on the belly	12	Whitewashed clay brick with a painted emperor's face; part of a lost fresco
3	Patinated bronze arm ring of a dragon biting its own tail	13	Small block of ice that is always cold and never thaws
4	Small clay tablet with cuneiform writing; a love-letter from an unknown lover	14	Bent figure that dances unnervingly if a drop of blood falls into its mouth
5	A puzzle box in black and gold, now broken and empty	15	Censer with room for a dozen pieces of incense along the rim, only four remain
6	A warrior doll with a weight at the bottom; tilts back up when knocked over	16	Crystal orb showing what the watcher wants to see, never what it needs to see
7	Practice sword of a noble child; stats as Dagger with the quality Precise	17	Blood stone dreamcatcher that causes (instead of easing) nightmares
8	Fist sized silk pupa, containing a small goblin of painted clay	18	Rattle made of a goblin cranium, painted in bright colors, with jewels for eyes
9	Broken rune staff; if placed by the ear you hear the echo of a spell	19	Leather case with a dozen surgical knives of gold and volcanic glass
10	Memory crystal, with the narration of a queen's testament	20	Porcelain face mask, painted with green, yellow and white stripes

Table 4: Ruins in Davokar

1D20 +MODIFICATION	RUIN	MAX NUMBER OF FINDS
1-7	None	–
8-10	Completely crumbled or already ransacked	–
11-12	Small, badly damaged	1D4+2
13-14	Small, dilapidated	1D6+2
15-16	Small, well-preserved	1D8+2
17-18	Medium, badly damaged	2D6+2
19	Medium, dilapidated	2D8+2
20	Medium, well-preserved	2D10+2
21	Grand, badly damaged	3D8+2
22	Grand, dilapidated	3D10+2
23+	Grand, well-preserved	3D12+2

Table 5: Enemies in Davokar

1D20 +MODIFICATION	ENCOUNTER	EXAMPLE
1-8	None	–
9-10	PC number of Weak	Fortune Hunters, Jakaars
11-12	PC number of Weak, with Ordinary leader	Robber chief + Robbers
13-14	PC number of Ordinary	Village Warriors, Kotkas, Blight-born Humans
15-16	PC number of Ordinary, with Challenging leader	Necromage + Dragouls
17-18	PC number of Challenging	Rage Trolls, Ferbers, Killer Shrubs
19-20	PC number of Challenging, with Strong leader	Lindworm + Aboars
21-22	PC number of Strong	Hunger Wolves, Colossi, Stone Boars
23	PC number of Strong, with Mighty leader	Skullbiter Queen + Skullbiter Crushers
24	PC number of Mighty enemies, or PC×2 Strong	Ravenous Willow (crusher), Primal Blight Beasts, Liege Trolls
25	PC number of Mighty enemies, with Legendary leader	The World Serpent + World Serpent wallowers

Table 6: Terrain in Davokar

1D20 +MODIFICATION	TERRAIN	EFFECT
1-10	Nothing special	
11-12	Easily traversable	The party covers 10 km more
13-14	Swamp/marsh	The party covers 5 km less
15-16	Sinkhole	Everyone tests Vigilant. Failure causes 1D8 falling dam-age
17-18	Poisonous spores	Everyone tests Strong. Failure causes 3 damage for 3 turns
19-20	Vengeful terrain	PC number of creatures, appropriate to the environment
21	Slightly corrupted nature	One roll on Table 2 in the *Symbaroum Monster Codex* (page 25)
22	Corrupted nature	Three rolls on Table 2 in the *Symbaroum Monster Codex* (page 25)
23+	Severely corrupted nature	Five rolls on Table 2 in the *Symbaroum Monster Codex* (page 25)

Table 7: Encounters in Davokar

1D20 +MODIFICATION	ENCOUNTER	NUMBER	MODIFICATION FOR DETECTION
1	Hunting party	1D6+2	–
2	Missionaries	PC+1D6	+3
3	Treasure hunters	PC+1D6	+1
4	Local settlement	1D20+20	+5
5	Rangers	PC+2	–
6	Large expedition	PC×2+1D6	+3
7	Nomadic goblins	1D20+20	-1
8	Diplomatic elves, Civi-lized trolls or Peaceful bestiaals	PC+1D10	-5
9 +	None	–	–

Ruin Generator

The tables 8 to 13 was first introduced in Karvosti – The Witch Hammer and can be used to randomly design the ruins that the player characters come across. Note that the size of the ruin and its possible inhabitants are decided by rolling on tables 4 and 5.

Table 8: Original purpose

1D8	FUNCTION (D4)
1	Prison (1: Mighty individual, 2: Dangerous artifact, 3: Hungry monster, 4: Shackled deity)
2	Labyrinth (1–2: for entertainment, 3–4: for experiments)
3	Mine (1: Precious metal, 2: Gems, 3: Alchemical component, 4: Crystalized corruption)
4	Temple (1: Ancestral worship, 2: Spider worship, 3: Serpent temple, 4: Hero cult)
5	Seat of power (1–3: Petty king, 4: Imperial pleasure palace)
6	Tomb (1–2: Lord or lady, 3: Petty king, 4: Member of the imperial or royal family)
7	Museum of curiosities (1: Cultural relics, 2: Dangerous artifacts, 3: Historical objects 4: Animal specimens)
8	Place for summoning daemons

Table 9: Overall features

1D6	FEATURES
1	Water damaged
2	Dusty and desolate
3	Overgrown
4	Untouched and ominously clean
5	Inexplicably cold/hot
6	Darkened (sunlight/lanterns are diminished)

Table 10: Traits

1D6	TRAITS
1	Corruptive: Temporary corruption gained inside the ruin is one Effect Die higher; 1 becomes 1D4, 1D4 becomes 1D6, and so on.
2	Sparse with treasure: All rolls for finding treasure have a second chance to fail.
3	Crowded: All rolls for the number of creatures in a room are made with 1D8 instead of 1D6
4	Desolate: All rolls for the number of creatures in a room are made with 1D4 instead of 1D6
5	Rich with treasure: All rolls for finding treasure have a second chance to succeed.
6	Lesser corruption: Temporary corruption gained inside the ruin is one Effect Die lower; 1D8 becomes 1D6, 1D6 becomes 1D4, and so on

Table 11: Entryways to other levels

1D8	FUNCTION (D4)
1	Intact stone staircase: difficult to destroy (Protection 20, Breakpoint 5, *Toughness* 10)*
2	Intact wooden staircase: can be destroyed (Protection 10, Breakpoint 5, *Toughness* 10)*
3	Damaged staircase: easy to destroy (Protection 5, Breakpoint 5, *Toughness* 10)*
4	Destroyed staircase, replaced by rope ladder/rope bridge
5	Completely destroyed staircase
6	Hole in the ground/ceiling
7	Hole in the ground/ceiling, with a ladder which can easily be pulled up/down
8	Roll twice

Table 12: Entryways

1D8	DETAILS
1	Opening, no door
2	Wooden door, broken. Opening it unnoticed requires a *Discreet* test
3	Wooden door, intact, unlocked, broken lock
4	Wooden door, intact, locked. Picking the lock quietly requires a *Cunning* test; can be kicked in with a successful *Strong* test
5	Reinforced wooden door, intact, unlocked, broken lock
6	Reinforced wooden door, intact, locked. Picking the lock quietly requires a *Cunning* test; cannot be kicked in, but can be destroyed with the right tools (Protection 5, Breakpoint 5, *Toughness* 10)*
7	Copper or iron door, unlocked. Opening the door without it creaking loudly requires a successful *Discreet* test
8	Copper or iron door, locked, and rusted/corroded shut. Picking its lock requires a successful *Cunning* test; then the door can be opened with a *[Strong −5]* test. The ensuing noise cannot be avoided

Table 13: Details regarding the room

1D8	DETAILS
1	Nothing of interest
2	Creature: 1D6 creatures of the group which dominates the level
3	Trap: can be detected with a *[Vigilant −3]* test, deals 1D12 damage plus poison (1–2: weak, 3: moderate, 4: strong). Breaking loose requires a successful *[Strong −3]* test
4	Danger: 1–3 risk of the ceiling collapsing (deals 1D12 damage, pass a *Quick* test to halve the damage), creates a hole in the ceiling), 4–6 risk of the ground collapsing (5 meters down, creates a hole in the ground)
5	Remains: Fresh or old corpse/skeleton of a cultural being, wearing jewelry and/or coins worth 1D10 thaler
6	Wealthy remains: Fresh or old corpse/skeleton of a cultural being, wearing jewelry, items and/or coins worth 2D100 thaler
7	Items: The Game Master decides, or lets the players roll on the tables 2.1 or 2.2 in the eBook titled *Adventure Pack 1*, which is available from various download stores
8	Roll twice on the table

Symbaroum

Expeditions in Davokar

(Read more on page 86–100 in Symbar – Mother of Darkness)

The players make a number of dice rolls once per day per hexagone if the gaming group has access to such a map of the forest.

Orientation test: First, the expedition's guide must roll an Orientation test against Vigilant with the Bushcraft trait/boon. Success means that they don't suffer any Misfortune, and if the guide has Bushcraft to the required level they also gain bonuses when rolling for events. If the test fails, no bonuses are gained and they suffer a Misfortune (see page 90 in Symbar – Mother of Darkness).

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** Forced march/ride means that no natural healing occur while traveling

*** Death march/ride involves an actual risk for one's life and wellbeing. All who travel at this speed suffer at least 1 point of Toughness each day, and must make a Strong test in order to not suffer an additional 1D6 points of damage. A roll with the outcome 20 means that the traveler has been mortally injured in an accident during its journey.

Excavations in Ruins

(Read more on page 95 in Symbar – Mother of Darkness)

Everyone contributing to the excavation makes a Vigilant test every day. Successful diggers may roll on Table 2 Type of Item to determine what they have found. The excavation may continue until the ruin's maximum number of finds have been salvaged.

Table 2: Type of Item

BRIGHT (1p20)	WILD (1p20)	DARK (1p20)	CATEGORY
			Debris
1–5	1–4	1–2	Curiosity, Table 3 or p96 in Symbar – Mother of Darkness
6–15	5–13	3–11	
16–19	14–18	12–18	Mystical treasure, p97 in Symbar – Mother of Darkness
20	19–20	19–20	Artifact, p98 in Symbar – Mother of Darkness

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1p20	ITEM	1p20	ITEM
1	Embracing figures of black and silver; a gem-stone was once set between them	11	Thirteen copper pieces that when joined correctly form a bird
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4	Small clay tablet with cuneiform writing; a love-letter from an unknown lover	14	Bent figure that dances unnervingly if a drop of blood falls into its mouth
5	A puzzle box in black and gold, unopened	15	Censer with room for a dozen pieces of incense along the rim, only four remain
6	A warrior doll with a weight at the bottom; tilts back up when knocked over	16	Crystal orb showing what the watcher wants to see, never what it needs to see
7	Practice sword of a noble child; stats as Dagger with the quality Precise	17	Blood stone dreamcatcher that causes (instead of easing) nightmares
8	Fist sized silk puga, containing a small goblin of painted clay	18	Rattle made of a goblin cranium, painted in bright colors, with jewels for eyes
9	Broken rune staff; if placed by the ear you hear the echo of a spell	19	Leather case with a dozen surgical knives of gold and volcanic glass
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13–14	Small, dilapidated	1D6+2
15–16	Small, well-preserved	1D8+2
17–18	Medium, badly damaged	2D6+2
19	Medium, dilapidated	2D8+2
20	Medium, well-preserved	2D10+2
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Table 5: Enemies in Davokar

1D20 +MODIFICATION	ENCOUNTER	EXAMPLE
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13–14	PC number of Ordinary	Village Warriors, Kotkas, Blight-born Humans
15–16	PC number of Ordinary, with Challenging leader	Necromage + Dragouls
17–18	PC number of Challenging	Rage Trolls, Ferbers, Killer broken
19–20	PC number of Challenging, with Strong leader	Lindworm + Aboars
21–22	PC number of Strong	Hunger Wolves, Colossi, Stone Boars
23	PC number of Strong, with Mighty leader	Skullbiter Queen + Skullbiter Crushers
24	PC number of Mighty enemies, or PC×2 Strong	Ravenous Wolves (crusher), Primal Blight Beasts, Liege Trolls
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Table 6: Terrain in Davokar

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19–20	Vengeful terrain	PC number of creatures, appropriate to the environment
21	Slightly corrupted nature	One roll on Table 2 in the Symbaroum Monster Codex (page 25)
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4	Local settlement	1D20+20	+5
5	Rangers	PC+2	–
6	Large expedition	PC×2+1D6	+3
7	Nomadic goblins	1D20+20	-1
8	Diplomatic elves, Civi-lized trolls or Peaceful bestials	PC+1D10	-5
9+	None	–	–

Ruin Generator

The tables 8 to 13 was first introduced in Karvosti – The Witch Hammer, and are meant to randomly design the ruins that the player characters come across. Note that the size of the ruin and its possible inhabitants are decided by rolling on tables 4 and 5.

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1D8	FUNCTION (D4)
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Table 10: Traits

1D6	TRAITS
1	Corruptive: Temporary corruption gained inside the ruin is one Effect Die higher; 1 becomes 1D4, 1D4 becomes 1D6, and so on.
2	Sparse with treasure: All rolls for finding treasure have a second chance to fail.
3	Crowded: All rolls for the number of creatures in a room are made with 1D8 instead of 1D6
4	Desolate: All rolls for the number of creatures in a room are made with 1D4 instead of 1D6
5	Rich with treasure: All rolls for finding treasure have a second chance to succeed.
6	Lesser corruption: Temporary corruption gained inside the ruin is one Effect Die lower; 1D8 becomes 1D6, 1D6 becomes 1D4, and so on

Table 11: Entryways to other levels

1D8	FUNCTION (D4)
1	Intact stone staircase: difficult to destroy (Protection 20, Breakpoint 5, Toughness 10)*
2	Intact wooden staircase: can be destroyed (Protection 10, Breakpoint 5, Toughness 10)*
3	Damaged staircase: easy to destroy (Protection 5, Breakpoint 5, Toughness 10)*
4	Destroyed staircase, replaced by rope ladder/rope bridge
5	Completely destroyed staircase
6	Hole in the ground/ceiling
7	Hole in the ground/ceiling, with a ladder which can easily be pulled up/down
8	Roll twice

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1	Opening, no door
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6	Reinforced wooden door, intact, locked. Picking the lock quietly requires a Cunning test; cannot be kicked in, but can be destroyed with the right tools (Protection 5, Breakpoint 5, Toughness 10)*
7	Copper or iron door, unlocked. Opening the door without it creaking loudly requires a successful Discreet test
8	Copper or iron door, locked, and rusted/corroded shut. Picking its lock requires a successful Cunning test; then the door can be opened with a [Strong −5] test. The ensuing noise cannot be avoided

Table 13: Details regarding the room

1D8	DETAILS
1	Nothing of interest
2	Creature: 1D6 creatures of the group which dominates the level
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4	Danger: 1–3 risk of the ceiling collapsing (deals 1D12 damage, pass a Quick test to halve the damage), creates a hole in the ground, 4–6 risk of the ground collapsing (5 meters down, creates a hole in the ground)
5	Remains: Fresh or old corpse/skeleton of a cultural being, wearing jewelry and/or coins worth 1D10 thaler
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7	Items: The Game Master decides, or lets the players roll on the tables 2.1 or 2.2 in the eBook titled Adventure Pack 1, which is available from various download stores
8	Roll twice on the table

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