

FREE LEAGUE

Symbaroum

Davokar Awakens

THE SIXTH AND FINAL EPISODE IN THE CHRONICLE OF THE THRONE OF THORNS

Conception with the purpose to live
Living with the aim to be
Being with the drive to mature
Maturing with the goal to become

Creation untouched by outer will
Creation unshackled by thought and hand
Creation uncropped and unsullied
That is magic, pure magic



Sample file

Davokar Awakens

THE SIXTH AND FINAL EPISODE IN THE CHRONICLE OF THE THRONE OF THORNS

**CONSTRUCTION &
PROJECT MANAGEMENT**
Mattias Johnsson Haake

GRAPHIC DESIGN
Johan Nohr

TRANSLATION
Niklas Lundmark

LAYOUT
Mattias Johnsson Haake

COVER ART
Martin Grip

PRE-PRESS
Dan Algstrand

INTERIOR ART
Gustaf Ekelund

PROOFREADING
Brandon Bowling

SYMBOLS & HANDOUTS
Aline Gladh
Christian Granath

PR MANAGER
Boel Bermann

MAPS

Moreno Paissan
Lars Strömqvist

EVENT MANAGER
Anna Westerling

CUSTOMER SUPPORT
Daniel Lehto, Jenny Lehto

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Paul Baldowski, Rolf Boehm, Gavin Call, Claus Bo Christensen, Justin Crowther, Benjamin Fabian, Viktor Falck, Mattiaz Fredriksson, Harry J J Gardner, Phil Geraghty, Aline Gladh, Vaclovas Greičius, Ulrika Haake, Andrew Hurley, Máté Jegenyés, Christer Malmberg, John Marron, Andrzej Miszkurka, Edgardo A Montes Rosa, Tamas Papp, Krister Persson, Jeff Scifert, Isak Ström, Christian Trondman, Cato Vandrare, Matthew Wallace, Mikael Åkesson and our friends over at rollspel.nu and /r/symbaroum

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Reflections

NINE YEARS AGO, we embarked on an adventure. We certainly hoped for a long journey with a happy ending, but the circumstances were not ideal. We had scarce resources, used equipment, and lacked much of the know-how required to reach the goals we had in mind. Furthermore, we were all alone when we put on our adventuring gear and took the first step of the journey.

While our adventure does not end with the publication of this book, it gives us an excellent opportunity to stop and reflect. Without going into detail, we would like to express our immense gratitude to all the companions, supporters, and guides who have joined our company of adventurers along the way – who provided resources for the journey; whose **cheers** gave us the strength to press on; whose **knowledge** and wisdom guided us safely towards wilder and grander escapades.

Yes, *Symbaroum* has gone from a **concept** born in the shade of the Blue Mosque to a **well-established** game-line on the international **roleplaying scene**. And the story of the **Throne of Thorns** has developed from an A4-sized sketch **into a series of six** substantial volumes. This is all thanks to you, our **companions**, supporters, and guides. It **bears repeating**: our gratitude to you **knows no bounds**.

Enjoy!

FREE LEAGUE



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The Bells of Doom Toll...

... FOR THE PEOPLE OF THE DAVOKAR REGION!

The Eternal Night has come, and it does not fall from a darkening sky – it rises from the land and its waters like black mist; it seeps from Davokar's pitch-black soil as a deepening darkness; it spreads like a growing shadow out of the region's dreadful past. Corruption and the corrupted creatures whom the forest has long kept fettered in dreamless slumber are waking up, breaking free, and seeking lives to extinguish, warmth to devour, and order to disintegrate.

IT IS LIKE a wave of ruthless destruction that sweeps forth in every direction – across the surrounding plains, down through the halls of the Underworld, up among the valleys and ravines of the mountains. The wave's intended victims, the region's cultural beings, fight and flee. They are pushed back and worn down, step by step. Yes, the Eternal Night has arrived and threatens to descend on all.

To an outside observer, the situation may seem utterly hopeless. But the region's inhabitants are hardy. Generation after generation of Ambrians, barbarians, trolls, goblins, arachs, and other cultural beings have, to varying degrees, had to endure threats, persecution, and war; they have fought, fled, and huddled in hiding in the hope of surviving the dark times they find themselves in. And that hope is not easily extinguished!

This sixth and final episode of the *Chronicle of the Throne of Thorns* is about the region's desperate struggle against the awakened darkness, and more specifically about a number of factions competing for the right to the legendary artifact that can give them power enough to combat, or control, the hordes of the Eternal Night – Symbar's mighty throne of thorns. Exactly which factions are involved will likely vary from gaming table to gaming table, but one thing is certain: the player characters will have a significant impact on how it all plays out. And this obviously means that the outcome is by no means a foregone conclusion. When the dust settles, the aftermath will look very different to different gaming groups, depending on the player characters' goals, actions, and not least their die rolls.





Like *Alberetor – The Haunted Waste*, this book mainly consists of a vast and grand adventure, titled *Davokar Awakens*. By now the players and their characters are expected to be well versed in the history, conflicts, and geography of the region, which is why there is no need for the usual player's section. Instead, the first section of the book focuses on introducing the Game Master to the adventure's background and the current situation in Ambria, with regards to the invading darkness and the goals and actions of different factions. The idea is that the Game Master will be able to use this information to adjust the situation based on what has previously happened around their particular gaming table and what they think would be most interesting to build upon. Furthermore, the opening section contains a chapter discussing the player characters' capacity and incentives, as well as the start of the game itself, which after a thunderous opening brings the player characters to an abomination-infested Thistle Hold and then to the desolate Halls of a Thousand Tears, where they learn that the legendary Ambal Seba has emerged from the gloom of history – the city said to have been the enemy of the dawning Symbarian Empire; the city that guarded the secrets of pure magic; the city that has been lost for over a thousand years.

The second section of the book begins with a chapter on journeys in the awakened Davokar. In addition to guidelines regarding the bright, wild, and dark parts of the forest and a new table of

mishaps, it includes eleven detailed scenes that the player characters can experience during their travels. This is followed by two adventure landscapes which the player characters will visit back-to-back: the uncovered ruined city Ambal Seba where the main factions of the adventure make themselves known, and the island of Landfall where they get the opportunity to learn more about the cradle of humanity, the Throne of Thorns, and the magical tradition known as Arch Magic.

In the last section of this book, and therefore the entire chronicle, the player characters return to a partially restored Symbar. And they are not alone – what is left of the Iron Pact will surely be there too, as will the remnants of the Knights of Dead Priors, with Commander Iakobo Vearra twisted into a towering Throne Beast. They are joined by representatives of the other factions the Game Master wants to include in the adventure, one of which represents Wielda (probably House Kohinoor or the Sovereign's Oath) and one Wrathia (most likely the Sacred of the Old Blood). The player characters can influence the course of events depending on what goal they are pursuing – destroying the Throne of Thorns, taking it for themselves, or securing it for someone else.

Possible outcomes and their consequences are covered in the final chapter of the chronicle. It also includes suggestions for continued play in the region, before the book ends with a few words on the future of the roleplaying game *Symbaroum*, in the section titled Farewell Davokar.

A few villages hold their ground, but northern Ambria is all but consumed by darkness.



HEY CAME FROM THE WEST, willfully pact bound, to combat the darkness stirred by humankind. The fight was never ending, it raged for decades. No rest, the outcome uncertain, a fateful battle where the strength ratios swayed like a storm-whipped sea of leaves – just as victory seemed certain, new monsters

came to life, or slain enemies rose to fight again; just as defeat was close at hand, unexpected reinforcements arrived, from the beastly folk of the mountains, from the spiders of the woods, from the trolls of the Underworld, even in the form of guilt-ridden humans who would rather fall than flee.

In the forefront fought Aloéna and Eneáno, until the Princess sacrificed herself to subdue Garavarax. While she brought the prisoner to the depths of the Mother Rock, he led the army forward, closer and closer to the heart of darkness. The battle of Symbar swayed like the battle at large, but with swells red from blood and with a quicker resolution than anyone had dared dream of, thanks to Symbar himself, the Emperor, who conspired against his people, just like they had conspired against him.

Some say that it could have ended there, that the darkness of Symbaroum should have been annihilated instead of fettered, that Eneáno's decision doomed posterity to ruin. Maybe the critics are right. Maybe not. Maybe humankind would have returned to doom-causing habits earlier, were it not for the tangible warning from the slumbering monstrosities.

The truth? No one knows...



SECTION 1:

AMBRIA'S DAYS OF DOOM

The Game of Power

THE AMBRIAN KINGDOM has long been plagued by internal power struggles, between houses, between organizations, between ambitions individuals. Little changed with the flight across the mountains. Sure, it brought a few decades of public restraint as the war-weary people came together to rebuild their homes and security in relative harmony. But then the cracks started to show again, internally as well as in relation to the native population of the new homeland. And now the prophets of doom have been proven right – the thousand-year evil of the fallen Symbarian Empire has awakened into ravenous undeath. Although very few Ambrians would admit to any guilt in the matter, except perhaps in the sense that they were too slow and indecisive in taming the wilderness, the darkness' return has given rise to a new bloody conflict – a conflict so unreasonably threatening that it may well bring about the total annihilation of Ambria and its people.

THIS IS THE situation in the run-up to the adventure *Davokar Awakens*, no matter how the story has developed in your group. Lots of details may still vary from gaming table to gaming table,

especially considering the events that took place in the previous episode of the chronicle, *The Haunted Waste*. Regardless of whether Korinthia is alive or not, regardless of what the power balance looks

