



- 1 Castle Saroklaw
- 2 Haman's Catacombs
- 3 Baoan's Fruit Orchard
- 4 Caravan Station
- 5 The West Gatehouse
- 6 Onar's Mansion
- 7 The Shrine of Sahan
- 8 The Pond of Dalia

- 9 Prison of the Deformed
- 10 The Rotunda
- 11 The Embalmatory
- 12 Institute of Higher Gods
- 13 Bestiary
- 14 Davan's Bone Clinic

- 15 Medicinal Manufactory
- 16 The Crystal Park
- 17 Arolo's Winery
- 18 The Rodra Matha Society
- 19 Samana's Guild
- 20 Hanalis' Harmony

Ruin Map of
Symbar

Ruins of Symbar

CASTLE SAROKLAW

Ruin: Huge, overgrown palace ruin. The Saroklaw family residence; three stories above ground, two below.

Creatures: A flock of undead spiders, harshly dominated by the shelob once known as Araxax.

Treasure: 3D10 Curiosities in the form of decorative/everyday objects, many made of precious metal and produced with great craftsmanship.

Trophy: The crowns of four rulers from different eras, one of them stemming from the time in the Yonderworld, kept behind a mystically sealed door in the basement (worth: 1000+1D1000 thaler a piece).

HAMAN'S CATACOMBS

Ruin: Mystically sealed door in the basement of a collapsed ziggurat temple; opens if touched by someone with 4+ total corruption.

Creatures: Two world serpents (wrecker) have claimed the catacombs as their territory.

Treasure: 2D10 Curiosities, 1D4 Mystical Treasures, most of them connected to Haman Dakh.

Trophy: Urn of assorted gemstones (worth: 6000 thaler).

BAOAN'S FRUIT ORCHARD

Ruin: Orchard with a dilapidated storehouse for growing and processing corrupted fruits and berries; the dead trees still bear fruit.

Creatures: Flock of blight-born violings defending their larder.

Treasure: 1D10 Curiosities in the form of seeds and cuttings which can be sold to alchemists/cultists.

Trophy: Jug (10 liters) of black sludge; can be applied to weapons as a poison (1D4 temporary corruption per damaging hit).

CARAVAN STATION

Ruin: Robust, overgrown storage building and a wagon stable with a high ceiling, divided into multiple section.

Creatures: A dozen blight-born, horned horses (as Blight Born Elk).

Treasure: 2D10+2 Curiosities in the form of stocked goods; mostly everyday items of porcelain or metal.

Trophy: Wagon with a rusty chest containing coins in rotted leather bags (worth: 2300 thaler).

THE WEST GATEHOUSE

Ruin: Forty-meter-tall fortification whose double gate has been bashed in; thousands

of combatants were killed around the gatehouse.

Creatures: Two guard captains (Cryptwalker) and their twenty soldiers (Wraith).

Treasure: 2D20 Curiosities and 1D6 Mystical Treasures in the form of the dead's belongings; must be dug up.

Trophy: Artifact in the form of a weapon (the GM decides or designs).

ONAR'S MANSION

Ruin: Overgrown but well-preserved merchant palace complete with servant's quarters and stables.

Creatures: The illgoblin Squamalgo (pact with a Necromage) and the goblin tribe that will help him salvage treasures from Symbar.

Treasure: 1D4 random Curiosities.

Pokal: The bone staff (artifact) Squamalgo received from his master (the GM designs).

THE SHRINE OF SAHAN

Ruin: Square building of stone with a quadratic courtyard (50 x 50 meters) for mental and physical training.

Creatures: A blight born King Toad is resting in the shallow pool of the courtyard, which is full of black, corrupting sludge.

Treasure: 2D6 curiosities in the form of items connected to Sahan-worship.

Trophy: Staff belonging to the high priest of Sahan (artifact) hidden in the pool; can sometimes be seen when the king toad is moving.

THE POND OF DALIA

Ruin: A small kidney-shaped pond with clear water, despite the inflow of dark ooze; located in a twisted, blackened part.

Creatures: Six Choking Undines keeping the water clean and defending their dwelling.

Treasure: 1D4 random Curiosities hidden in the sludge at the bottom of the pool.

Trophy: The powerful but also unusually corrupting artifact Nightbutcher whose master died in the Battle of Symbar; can be seen from the shore (the GM designs).

PRISON OF THE DEFORMED

Ruin: Here people with disabilities were imprisoned for life, convicted of debasing the divinity of humankind.

Creatures: Vengeful undead spirits; like Frost Light, but with all traits at level III.

Treasure: 1D6 Curiosities in the form of the interns' personal belongings.

Trophy: None.

THE ROTUNDA

Ruin: Cylinder-shaped arena (150 meters in diameter) that reaches the root cover; galleries all around and a crumbled stage of stone at the center (12 x 12 meters).

Creatures: The newly woken wrestling master Frankar in exalted form (Primal Blight Beast with human features).

Treasure: 1D4 random Curiosities.

Trophy: The misty white diamond Ice Fist which Frankar wore at the time of his exaltation; buried in the abomination's flesh, at the jugular notch.

THE EMBALMATORY

Ruin: Well-preserved ruin of a once magnificent, round building with a vaulted roof and broken chimney; a place where only the worthy were embalmed.

Creatures: Three woken and two easily awakened Cryptlords who were never brought to their crypts.

Treasure: 3D8 Curiosities in the form of the burial gifts of the embalmed.

Trophy: Two of the cryptlords carry an artifact (the GM chooses or designs).

INSTITUTE OF HIGHER GODS

Ruin: Fortress behind a strong wall; two remaining stories above ground and three below; mostly cells and observatories.

Creatures: The emperor's sister Kraia's exalted quadruplet; four strong abominations who have slaughtered everyone else.

Treasure: 1D4 random Curiosities.

Trophy: Three long chains (artifact) whose power weakens Beasts and Abominations.

BESTIARY

Ruin: Once a vast, rolling parkland with various beasts in cages and enclosures; now

blackened and broken down.

Creatures: The blight born forest god Xeol roams the area, huge and relentless.

Treasure: 1D4 random Curiosities.

Trophy: Xeol's brow horn which if removed (*Cunning with Beast Lore*) has healing properties (the GM designs).

DAVAN'S BONE CLINIC

Ruin: Small but well-preserved two-story building; contained an office and storage rooms, and residence on the second floor.

Creatures: Davan's last client – a gravely bone-sculpted woman, now blight born.

Treasure: 1D8+1 Curiosities (upper floor).

Trophy: Two sets of bone-sculpting tools (worth: 900 thaler).

MEDICINAL MANUFACTORY

Ruin: Walled area with six smaller buildings positioned in a series of crop fields.

Creatures: Three colonies of Black Plague Termites.

Treasure: 3D6 Curiosities, half of which are dried decoctions which can be made consumable ([*Cunning -5*] with *Alchemy*).

Trophy: Mystically preserved recipe book containing accelerants that enhance common elixirs.

THE CRYSTAL PARK

Ruin: Park with well-preserved, human-sized sculptures of glass, overgrown with blackened mycelium.

Creatures: The undead members of a previous Symbar expedition, injured and therefore hungering for warm flesh.

Treasure: 2D6 Curiosities and 1D4 Mystical Treasures, carried by the undead.

Trophy: An artifact carried by the expedition leader (the GM decides or designs).

AROLO'S WINERY

Ruin: Three-story building with a cellar that had a bar on the ground floor, private salons on the second, and a residence on the now collapsed third floor.

Creatures: The building is overgrown with undead Killer Shrubs, 1D4+5 individuals per room.

Treasure: 2D6 random Curiosities.

Trophy: Six ceramic jars of delicious wine (preserved by the mycelium roots) scattered across different parts of the building's cellar.

THE RODRA MATHA SOCIETY

Ruin: Low, elongated building dominated by a colonnade, partially open to the sky/root cover.

Creatures: Flock of jakaars who have been lapping tainted decoctions; they have become undead, huge and ferociously hungry.

Treasure: 2D4 Curiosities and 2 Mystical Treasures which are useful when combined with the *Alchemy* ability.

Trophy: Unwieldy book of cooper plates, with instruction on how to enhance the effects of certain mystical rituals by means of alchemy (the GM designs).

SAMANA'S GUILD

Ruin: Well-built but otherwise modest three-story villa; the top floor is penetrated by the root cover.

Creatures: An unusually patient and devious Scorer.

Treasure: 3D8+3 Curiosities in the form of simple stolen goods, most of it strewn around the basement.

Trophy: A robe (artifact) and a tool case that makes the user a better burglar (the GM designs).

HANALIS' HARMONY

Ruin: House shaped like a semicircle around a courtyard with a cracked platform of stone (stage), on which grows a huge pillar of purple-black ettermite.

Creatures: A blight born ettermite colony.

Treasure: 2D8 curiosities connected to musical instruments and instrument-making.

Trophy: The ettermite pillar (each piece worth three times as much as regular ettercopal).

Guidelines

The twenty ruins described here can be developed and used by the Game Master during the player characters' movements in and exploration of Symbar – particularly if the gaming group enjoys hunting for treasure.

Each ruin is presented with four headers. The first one gives a general introduction to the place while the following two offer suggestions regarding what adversaries and treasure the explorers may encounter. The final header, Trophy, proposes an especially desirable object (or many) which the characters can claim if they manage to overcome all challenges in the ruin.

Symbaroum