



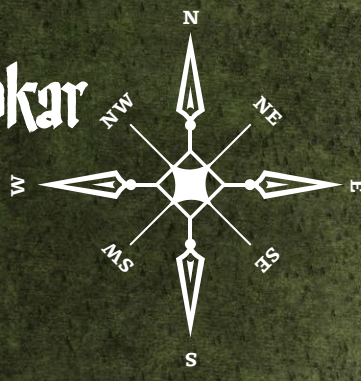
# Ambria AND THE FOREST OF Davokar

MAP COVERING

DRAWN BY CARTOGRAPHER

TABEO CRANEPLUME

0 20 40 60 80 100 KM



GAOIA

Syravan's Serpentarium

The Sky Huts

ENOAI

GODINIA

The Last Light

The Slave Fortress of Duruk

YEDESA

The Stone Lords of Kadarak

The Grey Archives

Jerak's Sinkhole

Arshaka's Rest

Minah's Pleasure Palace

The Windmill at Morning Hill

The Emerald Vaults

The Spires of Markand

BAIAGA

The Sewers of Alkor

The Ruin City of Odaban

BLACK PITCH MIRE

VAIVOD

ZAREK

Serand's Pyramid

Sun Temple

The Columns of Haganor

The Undertown of Woldan

Sevena

Vogan's Arena

VOLGOMA

Karvosti

Earth Towers of the Black Leech Rift

KAROHAR

The Barracks of Sindira

Karo's Fen

Jakaar

Edovar's Cemetery

Melima

THE MARSHES

EANOR

Thistle Hold

Kastor

Ravenia

NEW BERENDORIA

Kurun

NARUGOR

Templewall

PRIOS DOMAIN

SERAGON

KASANDRIEN

Agrella

YNDAROS

MERVIDUN

The Yderon Sanatorium

Redina

VELOMA

YNDARIEN

NOORA

Mergile

Kuam Zamok

# THE TITANS



# Hidden treasures of Davokar

## ARSHAKA’S REST

“The mausoleum gate is covered with mystical runes, to confine something ancient and vengeful...”  
“Arshaka’s Rest holds an army of stone soldiers that were once flesh and blood.”  
“The monument may be huge, but it is nothing compared to the catacombs below.”  
“Inside is an altar that can be used to contact Arshaka, with the right sacrificial offerings...”

## IKANOR

“The village of Ikanor was built inside a dormant volcano, but sometimes one can still hear the mountain rumble.”  
“The mountain is home to a savage cannibal tribe, and what’s more, at the heart of the volcano rests a fire-breathing beast.”  
“The finest weapons of Symbaroum were forged from metals mined at Ikanor.”  
“No one knows why, but the mountain keeps spawning abomination after abomination.”

## MINAH’S PLEASURE PALACE

“The palace is well-preserved by the life force of an immortal child, imprisoned within its walls.”

“The spirits of the old servants can contact their guests through the palace’s many mirrors.”  
“Explorers who visited the palace seemed to age rapidly once they left. They faded away.”  
“The place is full of hidden doors, traps, riddles and stuff, to protect the treasure chamber.”

## SYRAVAN’S SERPENTARIUM

“The whole serpent temple is gleaming black, with hoarse voices whispering from the dark.”  
“The snakes in there seem... organized. As if they are controlled by something, or someone.”  
“There is a beast lurking in the serpentarium – half human, half snake.”  
“Somewhere inside is a storage of ncient elixirs. Who knows how time has affected them?”

## THE BARRACKS OF SINDIRA

“The barracks are ruined, but soldiers still train there as if nothing has changed.”  
“The Symbarian warriors destroyed themselves with a powerful weapon they could not control.”  
“A band of wanted robbers, real bad ones, have made the barracks their lair.”  
“Deadly insects have built hives in the trees growing through the barracks ceiling.”

## THE SLAVE FORTRESS OF DURUK

“The fortress is intact, with half-razed walls and a tunnel leading in and out, dug by runaway slaves.”  
“A band of barbarian savages occupy the fortress and its cells are full of abducted Ambrians!”  
“They say the remains of the old prison guards don’t look human...”  
“The slaves finally took control of the fortress, but not before the warden had hidden his riches somewhere inside.”

## THE SPIRES OF MARKAND

“The spires are covered with glistening ice all year round.”  
“All you see are four marble towers; the rest is buried underground. But there is a way down.”  
“Each tower has a bell. They all make different chimes, and if rung together, something... happens...”  
“Together, the spires can open a portal to another world.”

## THE STONE LORDS OF KADARAK

“The Stone Lords are actually towers in the shape of two war heroes, whose mummified bodies are still entombed within.”  
“The Symbarians could bring the Stone Lords to life, to defend their nearby settlement!”  
“I’ve heard that they are used as watch towers by the elves of Davokar.”  
“For whatever reason, no wild beasts ever dare to go near them.”

## THE UNDERTOWN OF WOLDAN

“The cave town was hand-carved at the bottom of a chasm, which stretches into the depths of the Underworld.”

## THE CEMETERY OF EDOVAR

“Robbers have long been encamped around the shrine, as if they are waiting for something.”  
“Every full moon, the dead of Edovar dance on their own graves.”  
“There always seems to be a thick fog drifting over the burial ground. Spooky.”  
“The mushrooms growing on the field have fed on the dead for hundreds of years.”

## THE EMERALD VAULTS

“Those who survive the journey will find a mine with more emerald than stone.”  
“I’ve heard that the mine is guarded by a green-shimmering monster.”  
“The Emerald Vaults were built by dwarves, and only their kind that can enter.”  
“Everyone who sees its glittering gems are consumed with ruthless greed.”

## THE EYE OF THE RAVENS

“The Eye of the Ravens is no ordinary observatory – its telescope can show you any place in the whole wide world!”  
“It is as if the mountains themselves are protecting the ruin, with storms and rockslides.”

“Ordo Magica has already reached the Eye, but they are keeping it to themselves.”  
“There is a collection of crystalized starlight hidden somewhere in the dome. Or perhaps in the caverns beneath?”

## THE GARDEN OF ELANIS

“The Garden of Elanis is an overgrown paradise that blossoms each morning, but dies every night.”  
“The place is brimming with exotic herbs, flowers and plants that cannot be found anywhere else.”  
“Several explorers have managed to find the garden, but none has ever returned.”  
“Everything in the garden is very much alive. Everything.”  
“The garden deceives one’s senses with illusions, hypnotic sounds and seductive scents.”

## THE GRAY ARCHIVES

“The archives have been pillaged and plundered... Except for the hidden halls, where the wisdom of Symbaroum is preserved.”  
“The archives are called ‘gray’ due to the specters that haunt them.”

“Because of a powerful spell, the building is invisible during certain hours of the day.”  
“Inside the archives, the shadows are alive. Be sure to stay in the light, or you will be devoured!”

## THE LAST LIGHT

“It is an oasis of light on the border of Dark Davokar – a lighthouse that scatters any darkness!”  
“The light is a cry for help from some poor soul who has been trapped there for centuries.”  
“At night, the entire glade is filled with Frost Lights; the only safe place is the lighthouse.”  
“The lighthouse keeper is not a myth. He is real, and will only let you in if you are worthy.”

## THE SEWERS OF ALKOR

“Alkor is lost. Only its sewers remain, with oily black water that corrupts all who go there.”  
“Apparently, some witless noble has gotten lost down there, in the maze of sewers.”  
“Those filthy tunnels are infested with rats, reptiles and spiders – all as big as bears!”  
“The rulers of Alkor hid their most prized possessions in the sewers, where no one would ever find them.”

## THE SKY HUTS

“The original occupants are still there, in magnificent huts high in the trees.”  
“The Sky Huts were made from a magical type of wood that grows nearby.”  
“Huts? They are bird’s nests! Huge, elaborate bird’s nests!”  
“The fireflies in the area can lead you to amazing secrets – or an early grave.”

### Guidelines for Use

Ruin icons on a map, along with a number of rumors about each site – that’s it! But it will hopefully be enough for you and your gaming group to get many exciting hours of playtime out of the material.

What awaits the characters at these locations is entirely up to you – you decide which rumors are true and which are not. Our suggestion would be that you vary: arriving in the area, the characters will sometimes find that all the rumors they have heard are true, sometimes that only one or two of them are, and sometimes that everything they have been told is completely misleading – perhaps because of events that have recently changed the location’s power balance, landscape or access to treasures.

# Symbaroum

⌘ JÄRNRINGEN