

Dark Davokar

CTHULHU DARK IN THE WILDS OF SYMBAROU

by Jesse Ross | davokar.com

Choose the name, occupation, background and known rituals of your doomed treasure-hunter.

CHALLENGES

When the outcome of a task is in doubt, gather 6-sided dice.

- ◆ Take one light-colored die for attempting the task.
- ◆ Add another light die if the task is something you are skilled at because of your occupation *or* background.
- ◆ Add a dark-colored die if you are willing to risk your mind or body in order to succeed. You must include this die whenever you perform a ritual or use an artifact.

Roll the dice. Your highest die shows how well you do:

- ◆ On a 1, 2 or 3, you succeed but with a complication.
- ◆ On a 4 or 5, you succeed competently.
- ◆ On a 6, you succeed brilliantly and get something extra, but it may be more than you wanted.

If you included a dark die and it rolled equal to or higher than your highest light die, it counts as a *Corruption Roll* as described under CORRUPTION.

TRYING AGAIN

If you are unhappy with your roll, you may add an additional dark die to your dice and re-roll. You can keep adding more dark dice and re-rolling, but you cannot re-roll if a dark die is the highest die in your roll.

COOPERATING

Everyone who is cooperating rolls their dice. Take the highest die, rolled by anyone, as the result.

COMPETING

Everyone who is competing rolls their dice. The highest die wins. On a tie, anyone who wants to re-roll may add a dark die then roll again. If that doesn't resolve the tie, then whoever has the highest *Corruption* wins, and if that doesn't resolve it, everyone re-rolls.

FAILING

If someone thinks it would more interesting if you failed, they describe how you might fail and roll a die.

If their die rolls higher than your highest die, you fail, in the way they described. If not, you succeed as before, with your highest die showing how well you succeed.

NOTE: If you try to defeat any of Davokar's monstrosities by fighting them in hand-to-hand combat, you will die. Instead, roll to hide or escape. If you fight something that is not monstrous or if you fight a monstrosity but not to defeat it (for example, to fight your way past it), be clear about what you want from the fight, then roll normally.

CORRUPTION

Your *Corruption* shows how much the darkness of Davokar has consumed you. It starts at 1.

When you witness something disturbing or become badly injured, make a *Corruption Roll* by rolling one die.

If you rolled higher than your *Corruption*, add 1 to your *Corruption* and roleplay how the malevolent forces of Davokar are warping your mind and body.

REDUCING CORRUPTION

When your *Corruption* reaches 5, you may now reduce it by destroying artifacts, preventing the use of rituals, or mutilating yourself.

Each time you do this, roll one die. If you get less than your current *Corruption*, decrease your *Corruption* by 1.

You may continue reducing your *Corruption* in this way when your *Corruption* drops below 5.

BECOMING AN ABOMINATION

When your *Corruption* reaches 6, you lose yourself to the darkness that has been growing inside you and you become a twisted monster called an abomination. This is an important moment: Everyone focuses on your last flashes of lucidity before you either run screaming into the depths of Davokar, or turn violently against your fellow treasure-hunters.

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NAME

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|-----------|------------|-----------|
| ◆ Abesina | ◆ Gadramei | ◆ Ordedia |
| ◆ Beremo | ◆ Jomilo | ◆ Revina |
| ◆ Demeon | ◆ Levia | ◆ Tallios |
| ◆ Elindra | ◆ Mehira | ◆ Variol |

OCCUPATION

- ◆ Sellsword (*skilled in athletics, defense, weaponry*)
- ◆ Sorcerer (*skilled in alchemy, lore, rituals*)
- ◆ Ranger (*skilled in beasts, hunting, traps*)

BACKGROUND

- ◆ Retired Soldier (*skilled in tactics*)
- ◆ Defrocked Priest (*skilled in medicine*)
- ◆ Former Thug (*skilled in intimidation*)
- ◆ Escaped Cultist (*skilled in monsters*)
- ◆ Disinherited Noble (*skilled in appraisal*)

RITUALS

Choose up to 3 of the following rituals. Increase your starting *Corruption* by 1 for each ritual you know.

- ◆ Borrow Beast (*possess the body of a small animal*)
- ◆ Clairvoyance (*observe a known location remotely*)
- ◆ Command Confession (*force truthful answers*)
- ◆ Exorcism (*eject a possessing spirit*)
- ◆ Summoning (*draw a known creature to you*)
- ◆ Tale of Ashes (*know the past of a destroyed item*)

CORRUPTION

1	2	3	4	5	6
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