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To date, most of the versions for Symbaroum, a dark fantasy rpg game published by Järrningen and in English by Modiphius Entertainment, have been scripted anthologies such as Copper Crown, Symbaroum: Gamemaster Screen, which included Adventure Pack 1, and Adventure Pack 2. Everything changes with the release of Advanced Player's Guide, an add-on that greatly expands the possibilities for players in the design of their characters; recategorises professions and provides new professions; adds blessings and burdens; offers new plants; and even for giving away one or two of the secrets of setting Symbaroum. Just as the content of the advanced player wizard adds to the game, all this is optional. Not only that, but it is explicitly stated in the book that the content is optional, which is important because this supplement changes many elements of Symbaroum. The Advanced Player Wizard is divided into three sections — Characters, Skills, and Tools, each of which is further divided into different chapters. The Characters section opens with an extension of the game's role-playing archetypes. In the basic rules there are only three archetypes - Warrior, Mystic and Rogue, but this created a peculiarity, where basically the Hunter occupation falls under Rogue Archetype. I thought it was inappropriate. Here, hunter becomes his own archetype, with the callings of the witch hunter and rangers of the basic rules, to which iron sworn, bounty hunter and monster hunter join, which fall into his category. In addition, Archetype is given a unique ability, in this case, Hunter instinct, which makes Hunter better hitting the target or quarry. It is unlocked and can be selected once the player's character has taken three additional abilities from those designed for the archetype. From his job, the Iron Suffil, who is working to preserve the Iron Pact, is in fact a profession. This is actually an advanced profession, something that is not available when creating characters, but is available through games and spending on experience points. Advanced Player guides it turn for Warrior, Mystic, and Rogue. So for a warrior, the new occupations are Tattooed Warrior, Rune Smith, and Weapon Master with the Templars, who serves the Church of Prios, and wrath guard, who serves the high chief of Karvosti, is a profession. Mystic has more professions than new professions - eleven against two! You are a symbologist and troll singer, while the first are Artifact Crafter, Staff Wizard, White Path witch spiritualist, Red Path witches Blood Wader, Demonologist, Green Path witches Green Weaver, Illusionist, Inquisitor, Mentalist, Necromancer, Pyromancer, and Confessor. The Queen's spy and gentleman thief are professions for rogue while his standard are a former cultist, Guild Thief, and Sapper. Just as it opens up possibilities for characters with Warrior, Mystic, and Rogue Archetypes and now Hunter Archetype, and is all the more welcome, there is an imbalance when it comes to professions for Mystic Archetype versus other archetypes. Another problem occurs when considering new races that have been added to the advanced player's guide. They are elves, kidnapped people, dwarves, trolls and the undead. It is the summer elves who are tasked with promoting the Iron Pact, a deal that protects the dark secrets of the Davocard forest; Kidnapped people are children who have been kidnapped by elves when they leave behind shapeshifters and who grow up to serve the Iron Pact; Dwarves value their families in particular, including morality and law; Trolls are craftsmen, singers and warriors from beneath the earth who learn through song and challenge; and the Undead are a recent phenomenon, individuals have returned from death for unknown reasons. Races are given the same treatment as those in the basic rules, the section explains why each member of this race could become an adventurer providing both motivation for players and a hook for the campaign for Game Master. The problem with many of these new character options is that they lend themselves to learning more secrets of setting up Symbaroum. For example, a kidnapped person is expected to know some of these secrets when he has spent some time with elves. Similarly, the staff of the Wizards, said to be descendants of the order of the warrior monks who protected the last emperor Symbaroum, and to live and train in a castle deep in the Forest of Davokar, one can expect to know something about the mysteries of the forest. Yet, just as the Advanced Player guide is not a book to present such secrets, you are almost wishing that it did due to the fact that so many new character options are more deeply embedded in the settings. Even the two new features, Wisdom of The Ages and Earth Bound, listed in the Advanced Player guide, which promote the strangeness of elves and dwarves in settings, don't give any of the setup secrets away. This means that even the new races of the new profession are aimed at players re-setting Symbaroum. Instead, they are aimed at players who have some setup experience. Sure, professions support this, which is something that players and their characters can aspire to, while new races are more suitable for replacement characters. In fact, it is given the opportunity for player characters who are killed during the game to return as the Undead. Where abilities provide active skills, knowledge and powers, new boons and burdens provide pros and cons in social situations and for problem solving, rather than doing things in combat. Boons can be Use experience points during the game or a few selected during character creation for the novice level or balanced against a selection of load or two. Some loads can be purchased up to three times. For example, an archivist grants a +1 bonus when examining libraries and archives, and can be selected three times. In general, Boons and Encumbrances help the character materialize, but it is recommended that the player take only a few to make the character too difficult to play. The Skills section adds thirty or so new skills, many of which support the new profession mentioned earlier in the Appendix. Many of them are only available for some archetypes or professions, such as Staff Magic for Staff Wizards and Blood Combat for Wrath Guard. As with the abilities listed in the basic rules, each is arranged in three rows, Newbie, Adept and Master. Similarly, two of the addition's three new mystical traditions—Employees of Magic and Troll Singing—are only available for specific professions. Staff Magic allows Staff Mage to weasel and store magic in its staff, including eventually a great ritual like Blood Storm and Quake, while the staff also absorbs some of the corrupting effects of learning and casting magic. Troll singers perform their magic through singing, their anthems often combined with the crushing blows of the big hammers they wield. Symbolists write or paint runes on parchment or in dirt, weaving magic into runes to be released later. Initially, the process takes time, and only one rune can be saved at a time, but later it can learn to write runes in the air. In addition, new powers and rituals also extend what mystics can do, as well as providing new Mystic callings and professions with their magic. Remarkably, some of the new rituals are actually higher levels of those already available. For example, Death Lord is a higher level Raise Undead ritual known to necromancers, allowing them to summon blackened skeletons in soot-covered full plate armor to serve as a bodyguard or commander of undead armies. Worse, this Lord of Death is still learning and growing just like a player figure... The third part, Tools, is the shortest and provides various new rules and equipment. These include alchemical weapons such as fire pipes and mines used by Sappers; Performances, heroic actions like Quick Strike and Steely Gaze that cost experience points or corruption to use; and rules for traps and their setting and disarmament, earning money between adventures, combat maneuvers as careful aiming and knock out, taking monster trophies, making pacts with ancient powers, as well as using hit placement and character reputation. Finally, the equipment covers everything from weapons and armor to siege equipment and smaller artifacts - these are perhaps available for sale or to be found, but they can also be made Crafter. Among the new rules and character options, it should be noted that the advanced player guide contains some basic information and even some secrets in the background. From the first, there is a mention of monster hunting society, demonology, siege warfare, and more, while the second discusses the origins of humanity, the ties between the Goblins, the Ossuary, and the Trolls, and so on. This is in addition to mentions of places outside Symbaroum. Now none of this has gone into any depth and again, the frustrating sense of mystery revealed can be a problem for some. However, there are small snippets of information here that will not only intrigue the Game Master and the player alike, but also serve as possible hooks for the Game Master campaign. As you'd expect for the Symbaroum line, Advanced Player's Guide is a wonderful book, clean and tidy, but with a fantastic work of art that captures the darkness and courage of people's lives in the region, as well as the grandeur of some of its dangers and places. Simply put, advanced player guide is as good looking book as you would like. A decent index should help readers with everything they need, although a combined index for this supplement and basic rules would help. The biggest problem with the advanced player guide is whether the game group decides to accept their content. It adds a huge amount to the game, extends very much what player characters are, what they can be, and what they can do. The range of options available means that everyone can have almost too much choice between Symbaroum Core Rulebook and Advanced Player's Guide, and with this range, the rpg game itself may lose some of the focus that can be found in the basic rules and the first few adventures. Some character types may not be appropriate for each type of scenario or campaign that the game master may want to run. The effect of the new rules and options must also be assessed when the playing group decides to add them to their campaign. Sure, some of them, like Feats, pull Symbaroum away from his gloomy and bold tone as they add an element of heroism to the game. Similarly, the addition of new races, especially elves and dwarves, will push the game to be like any other fantasy rpg game. In their defense, however, their treatment here is still grim and they feel different approaches to them in other roleplaying games. This means that the challenge that gives this difference to players is one of the reasons why there are advanced options. Finally, everything is optional in the advanced player's guide. Some options are logical, even necessary, such as recategorizing archetypes, but for the rest it is very much a matter of choice. The Advanced Player Guide provides a plethora of and fantastic options that expand the game, allowing players to create interesting player characters and Game Master to create interesting NPC.

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