3

DARK FANTASY CARD GAME

GSG

DARK venture™

ACTIONS A



A

FIRST EDITION
GSL8785

DARK VENTURE
ACTIONS BOOK A

NOTE: When using ACTIONS BOOK A, always refer to LOCATION GUIDE A unless a guide instructs otherwise.

All location cards have a number in a BLUE CIRCLE on them that refers to an entry in the LOCATION GUIDE. Some locations also have a number in a GREEN HEXAGON on them that corresponds to an ACTION in this book.



Location cards that feature a NUMBERED GREEN HEXAGON require a PLAYER'S HERO OR FOLLOWER to enter the location to trigger the ACTION.

When a player-controlled hero or follower enters the location, ANOTHER PLAYER must read the ACTION entry in this guide that corresponds to the number on the GREEN HEXAGON on the location card.

After an ACTION has been completed, the current player's turn continues unless otherwise specified.

In some instances, there may be multiple ACTIONS that a player's hero or follower may perform while in a location, as noted in this guide. If a player's turn ends before they have resolved all possible actions in a location and if, on their turn, they have spent all 3 of their action points, ANY PLAYER'S HERO or FOLLOWER may resume where that player left off, take actions as described in this guide, and resolve actions that have not yet been resolved.

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INDIVIDUAL ACTIONS

NOTE: Look up the SOLO version of an action marked with  in the SOLO ACTIONS section of this guide on p. 25.

ACTION 001: Your current location on the posted map is marked by an arrow labeled, "YOU ARE HERE." Sections of the map are unreadable, but you can make out directions to various nearby locations that look interesting. Draw 1 location card into your hand, discarding an item or character from your hand if necessary. Once per turn, for 1 ACTION POINT (AP), 2 more location cards can be drawn this way by any player with a hero or weapon-holding follower in this location.

If someone hasn't already, you may, for 1 AP, DESTROY THE MAP (ACTION 002); GET IN THE BOAT (ACTION 003); or UNTIE THE BOAT (ACTION 004).

ACTION 002: You tear the map down from the sign board. It is now destroyed and cannot be read by any player. No additional actions can be taken using the map in this game. You may, if someone hasn't already, perform other actions noted in ACTION 39.

ACTION 003: NOTE TO THE READER (DO NOT READ ALOUD): If the RHORGONKRUL is in play, leave him where he is and read ACTION 035; if the RHORGONKRUL is not yet in play, read ACTION 036.

ACTION 004: NOTE TO THE READER (DO NOT READ ALOUD): If the RHORGONKRUL is in play, leave him where he is and read ACTION 037; if the RHORGONKRUL is not yet in play, then read ACTION 038.

ACTION 005: You look through the spinning ring of sparks, and you see an ethereal world of swirling smoke and mist. There is a burning, sulfurous scent emanating from within the ring. Several glowing, transparent objects are floating leisurely past your view. Any player-controlled character may now walk around (ACTION 008) or reach through the ring (ACTION 006) for 1 AP.

ACTION 006: You quickly thrust an arm through the sparking border. All non-ghost faction characters instantly take 1d6 damage. You can't see clearly through the smoke on the other side of the ring, but you notice several semi-transparent objects floating about. You blindly grab something and pull it out through the blazing breach. The spinning ring begins to shrink, then disappears with an audible "pop"; it is gone. Take 1 unrevealed item from another player's hand into your hero's inventory. If they have no items, draw 1.

Roll 1d6 + LUCK. If the roll total is 10 or less, your actions have drawn the attention of a SARKAG WOLF. Search the character deck for a SARKAG WOLF. If 1 is found, place it into this location, then shuffle. If your roll total is 11 or higher, your character's actions do not attract attention.

ACTION 007: Choose 1 item from your character's inventory to throw.

Cautiously, you pull an item from your pack and toss it through the spinning, sparking portal. It disappears from view, falling into another dimension. Place the chosen item into another player's hand. They may be required to discard an item or character from their hand to accept it. The portal remains stable and begins to spin more quickly! Any

player-controlled character may now view (ACTION 005), walk around (ACTION 008), or reach through the ring (ACTION 006) for 1 AP.

ACTION 008: You walk around the ring and marvel as it almost seems to disappear when viewed from the side. From the back, it looks much like it did from the front, a spinning ring of orange and red sparks. You are currently too far away, but, if you were to inspect it more closely, you may be able to see what's inside. As the ring continues to spin and spark, any player-controlled character may now view (ACTION 005), reach through (ACTION 006), or throw something through the ring (ACTION 007).

ACTION 009: You smear a thick layer of dirt and grime from a small window pane near the entrance to the building and, very quietly, you crouch down and peer inside. It's so dark you can barely make out the faint, glowing outlines of several ghostly, vaguely humanoid figures. They appear to be in the midst of a ritual, one of dark purpose, no doubt.

The transparent forms carefully fill a small fabric sack with red powder, tie it, and place it into a pit in the dirt floor. They bury the sack while making intricate gestures with their hands. To your horror, one of the beings turns and looks directly at you. The points of blue-green light glowing in the sockets of its sunken, sorrowful face seem to look right through you, into the beyond.

Take a random card from your hand and shuffle it into the appropriate deck. Draw another card. You step back from the window (no one may repeat this action). You may then circle the building (ACTION 010) or, if someone hasn't already, you may enter the abattoir (ACTION 011) for 1 AP.

ACTION 010: As you walk the circumference of the building, you encounter a grisly sight that fills you with dread. It is a stockade with a low wall enclosing a grim assemblage. The walled area is filled with otherworldly carcasses. Some appear to be recently slain creatures (the likes of which you have never seen before), while others are skeletal and timeworn. If someone hasn't done so already, you may look through a window (ACTION 009), or you may enter the abattoir (ACTION 011) for 1 AP.

ACTION 011: You quickly unlatch the front door of the structure and swing it open; it squeals on ancient, corroded hinges. The spectacle before you is unlike anything you have seen, and it will haunt you for the rest of your life. Three ghostly monsters with luminous, blue-green eyes, their bodies melting into one another, complete whatever wicked business they were engaged in and turn to face you. The figures begin to spin in a circle, creating a vortex and, as you cover your face, a wave of magik energy explodes upward from far, far below the structure!

Roll 1d6 + LUCK. If your roll total is 6 or less, you have a vision of a distant place. Draw a location; position it anywhere (it may be placed in a position that is not adjacent to your character); then read the entry for that location immediately. The spinning vortex dissipates and you feel slightly queasy. All that remains here is a deep, empty hole in the ground.

If your roll total is 7 - 9, you feel your body dematerializing. Draw a location; position it anywhere (it may be placed in a position that is not adjacent to your character); then read the entry for that location immediately. Your hero is

teleported there instantly.

If your roll total is 10 or more, the vortex dissipates and the empty sanctum becomes dark. You cautiously walk towards the center of the room where the explosion took place. A smoldering hole in the ground is all that is left of the ritual you witnessed. You begin to feel dizzy and stumble as if pushed by an invisible hand. As you regain your balance, a strange feeling comes over you. You feel as though your destiny has been altered somehow.

Take any 1 unrevealed card from another player's hand into yours, discard if necessary, and end your turn.

ACTION 012: You sound a quick, shrill whistle and give a friendly wave. With slight hesitation, the individual stands and waves back. You greet them, and a conversation begins. This warrior is sympathetic to the perils you face and eager to help you on your quest!

This hero agrees to align with your hero and follower. If any other player-controlled hero or their follower attempts to enter a location occupied by this hero, their player must roll 1d6 + LUCK (once for each character attempting to pass through). If the roll total is 8 or higher, your character befriends this hero and may pass the hero unimpeded for the rest of this game. If the total is 7 or lower, this hero will become *AGGRESSIVE* to the character for whom you are rolling.

ACTION 013: You pick up your pace and run towards this brawny individual, startling them. They stand, looking very agitated, and draw their weapon!

Roll 1d6 + LUCK. If the roll total is 7 or less, read ACTION 044. If 8 or more, read ACTION 045.

ACTION 014:  You draw your weapon and run aggressively at the stranger. They counter and jump to their feet, weapon drawn. Their requests for you to stand down fall on deaf ears; you do not heed their warnings. They become *AGGRESSIVE* and remain that way towards you for the rest of the game. They immediately engage your character in combat with a +1 to their FIRST STRIKE.

If your character is defeated, this hero will take 1 ITEM from your character, chosen by the player controlling this hero. The unconscious body of your defeated character is moved to THE CROSSROADS, and your turn ends. If this hero is defeated, they will automatically become conscious in 2 ROUNDS, regaining 25 health.

After the battle, whether the stranger wins or loses, all other heroes (and their followers) must do the following to befriend this hero and enter or pass through a location they are in: Roll on 8 or higher for 1 AP (once per character, once per game), on a roll of 1 d6 + LUCK. If the roll total is 7 or lower, this hero becomes *AGGRESSIVE* towards the character for whom you are rolling.

ACTION 015: Choose 1 item from your character's inventory to throw.

The item you toss lands near the stranger. They stand and, with a confused look, walk over to pick it up. "You'd like me to take this, I am guessing?" the stranger grumbles, placing the item into their inventory of gear. You nod affirmatively and approach, cautiously at first, and the two of you spark a friendly conversation.

This hero seems to like you and offers to help you on your

quest, volunteering to hold and guard any of your items and defend them as if they were their own. You may return at any time to retrieve your items at no AP cost.

Also, as thanks for your gift, the hero opens their pack and hands you an item they believe will help you. Draw 1 item and, as necessary, either discard an item already in your possession or give 1 to this hero to hold. Bidding you farewell, the hero says they hope to see you again soon!

ACTION 016: You cautiously walk the circumference of the tower and notice an unusually orderly pile of dried sticks and leaves under the base.

You remove several branches revealing a rectangular, metal box. It has a clip latch, no lock, and doesn't look particularly suspicious. You can choose to leave it (ACTION 018) or attempt to open the metal box (ACTION 019).

ACTION 017: You scale a rickety, rusted metal ladder that is barely attached to the side of the tower. When you reach the top, you discover a small trapdoor that will give you passage into the wooden structure above.

You can attempt to open the trapdoor for 1 AP by rolling 2d6 + POWER. If your roll total is 12 or more, you succeed in opening the trapdoor; read ACTION 020. If your roll total is 11 or less, the door won't budge, and you must exit the tower by descending the ladder.

Also, if someone hasn't already, for 1 AP, you can climb back down and circle the tower (ACTION 016), or, at no AP cost, you can leave the tower and walk back to the road.

ACTION 018: You leave the metal box alone and walk back to the road. Or, if someone hasn't already, you can choose to climb the tower for 1 AP (ACTION 017).

ACTION 019: You flip the latch of the metal box and hear a metallic click; roll 1d6 + LUCK. Whatever your roll, you can climb the tower, if someone hasn't already, for 1 AP (ACTION 017) or walk back to the road, at no AP cost.

If your roll total is 8 or lower, the box explodes in a fiery, blue-green blaze. Take 2d6 damage. There may have been something inside the box, but it has been destroyed. Take a card off the top of the item deck, reveal it, then move it to the item discard pile.

If your roll total is 9 - 12, you quickly move aside as a blast of blue-green flame explodes out of the box. The flames singe the side of your face; take 1d6 damage. Something shines from inside the box. Draw an item card and place it into your character's inventory, dropping an item if necessary.

If your roll total is 13 or more, you flip open the lid of the metal box. Attached to the inside of the lid is a device filled with a gray, inert substance. It may have been wired to the box latch at one time, but the wires have become detached and hang limp from the device. You see something interesting protruding from below a pile of tattered papers and disintegrating cloth. Draw 3 item cards, take 1 into your character's inventory (dropping an item if necessary), and shuffle the rest back into the deck.

ACTION 020: With great force, you send the door sailing through the air, tearing it completely from its rusty hinges (cont.)

and the deadbolt that held it in place. You cautiously ascend the ladder into the dilapidated watchtower structure. The floor groans and squeals under your weight. With each step, you feel as though you are going to fall through it. You make your way through debris and, several paces away, you see the light of a window. Beneath it, there is a long desk with a bulky, archaic-looking mechanical device sitting on its splintered surface. Amid the scattered leaves and broken glass, you notice something near the device. Roll 2d6 + MIND.

If the roll total is 12 or more, you successfully reach the desk and delicately lift a pane of broken glass that is covered in leaves. You reach beneath it to pull out an item. Draw 3 item cards, take 1 into your character's inventory (dropping an item if necessary), and shuffle the rest back into the item deck. There's nothing else of interest in the decaying structure, so you exit the watchtower and return to the road. If someone hasn't done so already, your character may circle the tower (ACTION 016) for 1 AP.

If the roll total is 11 or less, you charge forward towards the desk and your heavy steps cause the floor to buckle! The timbers groan loudly and, before you can do anything, the floor collapses. You fall the complete height of the tower and onto the ground below. Take a total of 3d6 (minus your character's POWER) as damage. You've landed on a sharp metal box that was hidden in a pile of underbrush. If someone hasn't attempted to open the box yet, you may do so now for 1AP (ACTION 019). Or, you may leave it and head back to the road (ACTION 018).

ACTION 021: Draw until a weapon-holding character is found, equip them, and place them into this location. (cont.)

Draw 1 item and place it into their inventory. If the drawn character is not *AGGRESSIVE*, they shout to the character who entered this location: "Hello, friend! I am the keeper of this lighthouse. May I be of service to you?" Any player-controlled hero or follower may be granted access to the lighthouse where, from the top, they may glimpse a distant location.

Once per character and once per turn, for 1AP, roll 2d6 + LUCK. If the roll total is 12 or more, the drawn character will grant access and point out a distant location; draw 1 location card into your hand. If 11 or less, the rolling character manages to insult the drawn character, who will then become *AGGRESSIVE* to them!

ACTION 022: The first player's character to enter is struck by a temporal wave and begins to dream reality. Take 1 hidden card from your opponent's hand. If it is a character, equip them and place them into this location. If it is an item, drop it into this location. If it is a location, place it adjacent, if possible, or elsewhere if not. Draw a HEROIC QUEST.

ACTION 023: The first hero or follower to enter the cavern unwittingly walks through an arcane rift. This opens up another timeline. You may draw an additional MAIN QUEST and may draw or replace a SIDE QUEST. Also, if any hero or follower is alone at this location, their player may roll 1d6 + LUCK for 1AP. If the roll total is 9 or more, you may heal them for 10 health.

ACTION 024: Upon entering the tollhouse in this location, each player's hero or follower may, once per game, chose to either drop a held item here forever or roll 1d6+LUCK. If the roll total is 8 or lower, take 2d6 damage. The first player's hero to enter this location discovers a map carved into the wall. Draw a location and place it anywhere on the map. It does not need to be placed adjacent to this location. Read the

location entry immediately. On this turn, at no AP cost, your character may move to the new location by foot.

ACTION 025: The first player's hero or follower who enters this location may draw an item from the item deck and place it into their inventory; they will drop another item if necessary. Someone is following you. They see what you've found, and they want it. Find a varpen in the character deck, if available. Equip and place them into this location, then shuffle.

ACTION 026: The first hero or follower to enter this location steps through a temporal rift, triggering a timeline shift: All players draw an additional HEROIC QUEST! Someone crawls out from under the bridge. Draw, equip, and place 1 weapon-holding character into this location; then shuffle the other cards back. Add 2 drawn items into their inventory if possible.

ACTION 027: Anyone entering this location who is not Kroshel sets off an alarm! If Kroshel is in play or in hand, walk him (unnoticed) to THE CROSSROADS; or draw him if necessary, shuffle, and place him there. At the start of each player's turn, roll 1 d6: the roll total will determine how many locations he is moved toward KROSHEL'S SHACK. If Kroshel enters KROSHEL'S SHACK to find another character, or is in that location when another character enters, roll 1d6 + LUCK for that character.

If the roll total is 7 or lower, Kroshel becomes *AGGRESSIVE* towards that character (for now) and engages them in combat. If he is defeated at his shack, the winner may draw 1 item card. Kroshel fully heals and automatically becomes conscious at the beginning of the NEXT GAME ROUND. He will not attack the same person in the same round during which he or the trespassing character

regains consciousness. Instead, he will give a warning: "You can leave this time. Never come back, or face my wrath." The warned character has 1 ROUND to leave the location.

If the roll total is 8 or higher, Kroshel says the same as above. The warned character has 1 ROUND to leave the location, or Kroshel becomes *AGGRESSIVE* towards that character and engages them in combat.

ACTION 028: NOTE TO THE READER (DO NOT READ ALOUD): If the first player-controlled hero who enters this location is HAGLOR, read ACTION 033. If any player-controlled hero or follower OTHER THAN HAGLOR enters this location, read ACTION 034.

ACTION 029: NOTE TO THE READER (DO NOT READ ALOUD): If the first player-controlled hero who enters this location is PLANTMAN, read ACTION 030. If PLANTMAN is not currently any player's hero, read ACTION 031. If PLANTMAN is a player's hero, but is not the first entering this location, read ACTION 032.

ACTION 030: There is a hum in the air, a chattering of branches and leaves. You will never get used to how the local greenery, the plants and trees that surround the place you now call home, seem as though they are speaking to you. You feel invigorated, glad to be back. You heal and resupply. Once per game, in this location, heal 10 HEALTH instantly and draw 3 item cards. Take 1, shuffle the rest back, and then continue your turn.

ACTION 031: You walk down the ivy-covered road towards the castle. Out of the corner of your eye, you

notice several vines creeping almost unnoticeably off the road and into the underbrush. A tall figure with a green face moves into a tower window, then quickly disappears. Move Plantman here if he is in play. If a player is holding him in hand, place him here. If undealt, draw him, place him here, and then shuffle. Equip him, then draw 2 additional items into his inventory.

The doors of the castle slam shut. A voice booms, seemingly coming from all around you: "WHO DARES ENTER MY CASTLE?" The voice belongs to Plantman. If you want to attempt to befriend him, roll 2d6 + MIND. If the roll total is 10 or lower, he will not listen to you, and you must leave this location immediately (see entrance roll below). If 11 or higher, he will let your hero and their follower into this location any time they choose. Plantman will use vine walls to block any other characters from entering this location, unless they roll 1d6 + LUCK for 1 AP. If the roll total is 9 or more, they may engage Plantman and his castle guests in combat. If 8 or less, they are denied access to the location for the rest of the game.

ACTION 032: There is a sudden squealing noise, and the ground begins to tremble. The shaking subsides quickly. Unknown to you, Plantman has been summoned. A player controlling Plantman may choose to move him and his follower here now, at no AP cost. Walking unseen, they will not trigger combat with *AGGRESSIVE* characters. Whenever he is at the castle, Plantman decides whether he will let a character enter or bar their entry. If barred, the character attempting entry will be pushed off the location and into an adjacent one.

ACTION 033: As you walk towards this building, (cont.)

memories flood into you: The life you had made, the years you spent here. The collection of books and writings you shared. The stronghold you built here so long ago. That day, the day you will never forget, the day that made you who you are. Her. You turn away from this building and do not go inside. Other than sorrow and regret, there is nothing here for you anymore. The player may continue with their turn.

ACTION 034: You hear the gravel crackle and see it shift near the edge of the road ahead of you. Then you hear brisk footsteps coming toward you.

If HAGLOR is in play, move him here by foot (unnoticed) at no cost. If a player is holding him in hand, place him here. Draw him if necessary, shuffle afterwards, and place him here. Equip him as necessary.

There is a blinding flash of light and, when your eyes refocus, you see a ghostly, semi-transparent figure standing before you. “I am HAGLOR,” he says. “You have entered a place that is of great importance to me.”

Roll 1d6 + LUCK. If the roll total is 8 or higher, Haglor says, “I feel that you are on a noble quest, so I choose to leave you be. I will not haunt you this hour.” If Haglor is a player's hero, he may be moved by the controlling player up to 2 locations away (unnoticed), at no cost.

If 7 or below, Haglor says, “I see that you are wrapped in the tendrils of the Prime Evil. I have been there; I know that I cannot trust you. BE GONE FROM HERE!” The character

of the rolling player is instantly teleported up to 2 locations away, with the exact location being decided by the reader.

NOTE: If Haglor is not a player's hero, he will stay here after this event, and any who enter this location must roll 1d6 + LUCK. If the roll total is 8 or higher, he will leave them alone; if 7 or lower, he will become *AGGRESSIVE* to that character.

ACTION 035: You move into the small boat, rocking it back and forth, making slight ripples. You notice nothing of note here, leave the boat, and return to the dock.

ACTION 036: You move into the small boat, rocking it back and forth, making slight ripples. Your eyes follow the waves to the center of the pond where you notice a disturbance. The water swells as, to your horror, several sinuous tentacles reach from out of the depths. It is the legendary RHORGONKRUL! You leap from the small craft and onto the nearby dock as the beast speeds toward you, engulfs the boat, then tosses it into the forest underbrush surrounding the pond, as if it were a toy. The creature wraps its tentacles around several moorings, then heaves its gruesome bulk out of the pond and onto the dock where you are standing.

If a player is holding the RHORGONKRUL in hand, place it here. Draw it if necessary, shuffle afterwards, and place it here. It is *AGGRESSIVE* but, if your character rolls 12 or higher on a roll of 2d6 + SPEED, your character can escape it, this time, by moving to an adjacent location.

ACTION 037: You loosen the rope that moors the boat to the dock and push it towards the dark center of the pond. (cont.)

The boat drifts out into the darkness and cannot be used again. Your hero notices nothing else of note here.

ACTION 038: Roll 1d6 + LUCK. If the roll total is 8 or more: You notice the sharp tip of a vile, serpentine limb as it breaks the surface of the pond...then another, and another! Soon the water is frothing with countless thrashing tentacles that wrap the small craft, crush it, and drag it into the inky depths. The water calms. The boat has been destroyed and cannot be used again.

If the roll total is 7 or less: You have awoken THE DREADED RHORGONKRUL! If a player is holding it in hand, place it here. Draw it if necessary, shuffle afterwards, and place it here. It is *AGGRESSIVE* but, if you score 12 or higher on a roll of 2d6 + SPEED, your character can escape it, this time, by moving to an adjacent location.

ACTION 039: By the pond, there is a map posted (though it's partially destroyed), and a small wooden boat floating near the dock. For 1 AP, a hero or weapon-wielding follower who enters this location can: READ THE MAP (ACTION 001); DESTROY THE MAP (ACTION 002); GET IN THE BOAT (ACTION 003); or UNTIE THE BOAT (ACTION 004).

ACTION 040: For 1 AP, a hero or weapon-wielding follower may: LOOK INTO THE RING (ACTION 005); REACH INTO THE RING (ACTION 006); THROW AN ITEM INTO THE RING (ACTION 007); or WALK AROUND THE RING (ACTION 008).

ACTION 041: Draw a HERO from the character pile, if any are available. Then draw an additional item for this hero,

equip them as necessary, and place them into this location. This hero is sitting at a table and appears to be eating a meal. A hero or weapon-wielding follower may: WHISTLE AND WAVE TO THEM (ACTION 012); RUN TOWARDS THEM (ACTION 013); RUN TOWARDS THEM WITH WEAPON DRAWN (ACTION 014); or THROW AN ITEM AT THEM (ACTION 015).

ACTION 042: For 1 AP, a player's hero or weapon-wielding follower may: LOOK INTO A WINDOW (ACTION 009); CIRCLE THE BUILDING (ACTION 010); or ENTER THE ABATTOIR (ACTION 011).

ACTION 043: If not already explored, a player's hero or weapon-wielding follower may, for 1 AP, choose to explore the tower in this location: WALK AROUND THE TOWER (ACTION 016); or CLIMB THE TOWER (ACTION 017).

ACTION 044: The hero begins to fight you. Engage them in combat! However, on each battle turn, instead of fighting, you may use your turn to talk to the hero and dissuade them from fighting you. Roll 1d6 + LUCK. If your roll total is 8 or higher, you will convince the hero you are friendly. Read ACTION 045.

ACTION 045: "Listen!" you say, "I am no enemy!" "Arrgh!" they groan, "Let's not fight then. I'm hungry!" You laugh. They offer to share their food, and you both gain 2d6 health. Roll 1d6 + LUCK. If your roll total is 7 or less, they bid you good day and usher you on your way. If 8 or more, they agree to help you with your quest. Reaching into their pack, they hand you an item and bid you farewell. Draw 1 item into your character's inventory, dropping an item if necessary.

ACTION 046: As you walk past bone after bone, getting closer to the cave, you begin to hear a scraping noise. The sound, like someone sharpening a sword on a whetstone, is coming from deep within the cave. A player's hero or weapon-wielding follower may, for 1 AP, choose to: PEER AROUND THE EDGE OF THE CAVE (ACTION 047); CALL INTO THE CAVE (ACTION 048); or WALK RIGHT INTO THE CAVE (ACTION 049).

ACTION 047: The closer you get to the cavernous opening, the more frequently you encounter piles of animal bones and rotting debris. The rasping, sharpening sound becomes ominously louder...then it stops abruptly. Draw the DREDMORTIS, then shuffle. If it is already in hand, reveal it. Place it here, and read ACTION 063. If it has already been played, read ACTION 060.

ACTION 048: You call into the cave, and the echoes of your voice disappear into its depths. Peering in, you can't see anything. It is simply too dark. If someone hasn't done so already, your hero or follower may PEER AROUND THE EDGE OF THE CAVE (ACTION 047) or WALK INTO THE CAVE (ACTION 049).

ACTION 049: Nearing the mouth of the cave, you hasten your gait and move quickly past several piles of what look like human remains. Leaping over the half-eaten carcass of a large, deer-like creature with tentacled appendages protruding from its shoulders, you surge into the darkness and see the outline of a figure ahead. Draw a weapon-holding CHARACTER from the character pile, equip them as necessary, and place them into this location. Draw from the ITEM pile until a sword is drawn, then equip it to the drawn character, and shuffle the rest of the items back.

In what looks like a makeshift workshop, the drawn character is sharpening a sword with a foot-powered whetstone. Suddenly, it stops. With a shocked expression, the character turns to look at you. Glancing around the workshop, you notice a tattered cot, several storage containers and a smoldering fire pit with something hanging above it. Do you CALL OUT TO THE PERSON (ACTION 053) or ATTACK THE PERSON (ACTION 054) ?

ACTION 050: As your eyes become accustomed to the darkness, you watch as the DREDMORTIS scans the entrance to the cave and sniffs the air. You had hoped you'd never come face to face with this monstrosity. It has picked up your scent – you don't have much time! You can immediately try to flee from it with a preemptive FLEE roll, or you may dive at it and attack to gain +2 to your FIRST STRIKE roll.

ACTION 051: The eyes of the creature in the cave glow with an energy that seems otherworldly. It sniffs the air several times, then turns away from the cave opening. The thing continues scraping its enormous, blade-like forearm talons against the cave wall. Fortunately, the Dredmortis has not seen you, so it's not *AGGRESSIVE* towards you. For this round and the next, you may leave this location without the Dredmortis seeing you. After that, it will smell your scent and attack you (or anyone else entering this location).

ACTION 052: The hair-covered face of the beast seems almost human as it looks about, sniffing the air. It uses sharp, sword-like talons to shift its body in an attempt to cover or protect something. You look closer and realize that the creature is guarding the body of a person! It is cold

enough in the cave that you can see the person's breath. They are alive. If FALKID or GARGAND have already entered the game (or if your character is either of them), read ACTION 055.

If FALKID or GARGAND have NOT entered the game yet, draw either one, then shuffle the character deck. If either is in hand, reveal one. Equip them, then place them into this location. They are unconscious, but at the end of the next game round, they will become conscious and try to escape. The Dredmortis will immediately kill them. At the moment, the Dredmortis does not see you, so it is not *AGGRESSIVE* towards you. For this round and the next, you may leave this location without the Dredmortis seeing you. After that, it will smell your scent and attack you (or anyone else entering this location).

ACTION 053: You call out to the person who was sharpening their blade. If they are *AGGRESSIVE*, they stand, sword at the ready, to engage you in combat. If they are not *AGGRESSIVE*, they call back to you: "Welcome! Please, have some hot coffee." You begin to converse, and the blade-sharpener explains why they have scattered bones and the remains of various creatures outside the cave: To scare intruders away. You both laugh about how it didn't work on you! In friendship, they offer to hone one of your blades. They will add +1 ATTACK BONUS to 1 bladed weapon held by your hero or follower in this location, once per game.

ACTION 054: You run at the seated person who was sharpening their blade. You gain +1 to your FIRST STRIKE and engage them in combat.

ACTION 055: The DREDMORTIS drives both talons into

the body of the unfortunate person trapped beneath it, then begins to feed. Luckily, the Dredmortis does not see you, so it is not *AGGRESSIVE* towards you. For this round and the next, you may leave this location without the Dredmortis seeing you.

ACTION 056: You walk into the field towards the sound of rushing water and almost step into a gaping hole in the ground! It was hidden from view, obstructed by a low hill. A beam of sunlight illuminates what looks like an underground river below. It's very dark down there, but you catch a glimpse of a shining object below. Then you notice a shadow dart through the light. If someone hasn't already done so, you may JUMP DOWN INTO THE PIT (ACTION 061) or INSPECT THE PIT (ACTION 062).

ACTION 057: You climb down the ladder onto the riverbank below. There is a shiny object half buried here. Draw 1 ITEM card. Again, you hear the sharp clang of a sword striking stone. You're getting closer to the source. Read ACTION 064.

ACTION 058: The jump down was farther than you expected. You take 1d6 damage but manage to land on a rock in the middle of the river. Though you are injured, you are still able to leap from the rock onto the nearby river bank. There is a shiny object half buried here. Draw 1 ITEM card, then read ACTION 064.

ACTION 059: You land on a rock but slip and fall into the fast-flowing river! You are pulled under the current and fall over a waterfall into the pitch blackness of an abyss! Your character loses 2d6 HEALTH and becomes unconscious. Draw location 11, the WATER'S EDGE. If it is in hand,

reveal it. Place it as far away from the WATERFALL PIT as possible, then follow the rules for WATER'S EDGE. If it is already in play, move your character there at no cost.

ACTION 060: Draw the next BEAST faction character (that is not a horse), if possible. Then shuffle, and place the character into this location. You see the outline of something moving in the darkness. As your eyes become accustomed to the light, you realize that the scraping noise was made by a creature, dragging the armored corpse of a recently slain warrior into the cave. Draw the first piece of body-equippable armor, if possible. Then shuffle, and place it here. The creature drops its prize, focuses on you, and attacks!

ACTION 061: You leap into the pit, attempting to land on a large rock below. Roll 2d6 + LUCK + SPEED. If your roll total is 14 or higher, read ACTION 058. If 13 or less, read ACTION 059.

ACTION 062: Deep in the sinkhole, there is a wildly rushing river. The river flows into a waterfall that drops deeper into the hole than you can see. As you carefully walk the circumference of the pit, you discover a ladder leading down to the shore of the river. If someone hasn't already done so, you may CLIMB DOWN THE LADDER (ACTION 057), or you may freely leave this location.

ACTION 063: You sidestep, ducking behind a rock, and peer around the edge of the cave from the outside. As your eyes become accustomed to the darkness, you begin to see a shape. The head of a creature scans the entrance to the cave with glowing red eyes. It doesn't see you, but it smells something. Roll 2d6 + LUCK. If your roll total is 3 - 8, read ACTION 050; if 8 - 11, read ACTION 051; if 12 or higher, read ACTION 052.

ACTION 064: You turn and then instantly freeze in place. Draw the GRATHORN; then shuffle. If it is in hand, reveal it; then place it here. If it has already been played, read ACTION 65. About 20 paces from where you stand, there is a hulking creature. It wavers at it rises, looking away from you, seemingly staring at the pit wall. Suddenly, it throws itself headfirst into a metallic mineral deposit. This is the clanging noise you heard earlier. The beast ravenously consumes pieces of ore that fall to the ground. It has not seen you yet, but it soon will. At the beginning of your next turn, it will stop feeding and attack anyone in this location. You may use the nearby ladder to easily exit the pit; then move to another location as usual.

ACTION 065: Draw the next BEAST faction character (that is not a horse), if possible. Then shuffle, and place it into this location. Decrease the HEALTH of this creature by 10. This beast lurks in the shadows on the other side of the underground river. The body of an adventurer who was, no doubt, fighting the beast floats, unmoving, down the river. The current pulls them past you and, before you can do anything, they disappear over the falls into an abyss. The creature looks for a way across the river. At the beginning of your next turn, it will attack anyone in this location. You may use the nearby ladder to easily exit the pit; then move to another location as usual.



EDITOR'S NOTE: The ACTIONS below have been revised for solo play. In these versions, the events have been re-written so that they do not require interactions or items that involve other players.

ACTION 006 (solo): You quickly thrust an arm through the sparking border. All non-ghost faction characters instantly take 1d6 damage. You blindly grab something and pull it out through the blazing breach. The spinning ring begins to shrink, then disappears with an audible "pop." It is gone. Draw 1 item card from the item deck instead of from another player's hand, discarding cards as necessary.

ACTION 007 (solo): Choose 1 item from your character's inventory to throw. Cautiously, you pull an item from your pack, toss it through the spinning, sparking ring, and watch as it disappears into the mist. Shuffle the item into the item deck, then draw an item. The ring spins faster! View (ACTION 005), walk around (ACTION 008), or reach through the ring (ACTION 006 (solo)) for 1 AP.

ACTION 011 (solo): Refer to this action in the ACTIONS book with the following revision: If your roll total is 10 or more, draw 1 item card from the item deck instead of from another player's hand, discarding as necessary.

ACTIONS 012 and 014 (solo): Refer to these actions in the "ACTIONS A" book with the following revision: ALL other non-player-controlled characters must roll an 8 or higher on

1d6 + LUCK when entering this location, or the hero here will become *AGGRESSIVE* to them.

ACTION 022 (solo): The first player's character to enter this location is struck by a temporal wave, and they begin to dream reality. Roll 1 d6. If the total is 1 or 2, draw a character card, equip this character, and place them into this location. If 3 or 4, draw an item card and drop the item into this location. If 5 or 6, draw a location card and place it adjacent to this location if possible, or elsewhere if not. Draw a HEROIC QUEST.

CHARACTER FACTIONS:


BEAST


GHOST


WARLOCK


VARPEN


BLOODSMAN


OVOID


ARISTOCRACY


DIAMOND


HUNTSMAN


CONSTRUCT


ORPAL


PLANT


CELESTITE

DARK VENTURE QUICK REFERENCE



PLAYER TURN PHASES:
1: CARD DRAW 2: ACTIONS 3: QUEST POINTS

ACTIONS: PLAYERS HAVE **3 ACTION POINTS** TO USE ON THEIR TURN. **1 ACTION** POINT MAY BE USED TO:

- PLAY A LOCATION
- MOVE 1 LOCATION
- PLAY A CHARACTER
- TRADE AN ITEM
- ENGAGE IN COMBAT
- PICK UP AN ITEM
- SEARCH LOCATION 1d6 + : 8 or MORE
- EQUIP AN ITEM

COMBAT PART 1: FIRST STRIKE (Battle Turn Order)
At the beginning of combat, all involved characters roll
(SPEED) + 2d6 + FIRST STRIKE BONUSES

COMBAT PART 2: ATTACK DAMAGE (Damage Dealt)
(POWER) + 2d6 + (ATTACK BONUS)
SUBTRACT the defending character's (ARMOR BONUS) then reduce their (CURRENT HEALTH) by this score.

COMPLETE AND UNABRIDGED. FIRST EDITION.