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DARK FANTASY CARD GAME

GSG

DARK venture™

ACTIONS B



B

FIRST EDITION
GSL8785

DARK VENTURE
ACTIONS BOOK B

NOTE: When using ACTIONS BOOK B, always refer to LOCATION GUIDE B unless a book instructs otherwise. Review ACTION BOOK A and the LOCATION GUIDES for more information on playing LOCATIONS.

ACTION 001-B: The other creature strikes you hard, and you are knocked unconscious. Your character transforms back to their previous form. Set their HEALTH to 25; then, at the beginning of their next turn, they may roll to become conscious again. Discard the other creature. When your character becomes conscious, the waves of distortion in the cave opening are gone and, after looking around, your character finds nothing of note here. If the cave hasn't been searched already, it may be searched for 1 Action Point (AP). The bones outside the cave remain undisturbed.

ACTION 002-B: A spindly creature with green-tinted skin creeps out from the bushes near you. It is a member of the Varpen Legion, a primitive yet somewhat organized species that crawled up from the subterranean deep soon after the Cataclysm. This wretch is small compared to some of the other varpen you have seen. Draw a Varpen Efek Soldier and place them here if possible, then shuffle. If one has been discarded, draw them and place them here. If a player is holding one in hand, place them here.

He attempts to throw his spear at you! Roll 1d6 + SPEED. If your roll total is 10 or higher, it misses you completely. If 9 or lower, it strikes you for 1d6 damage and you automatically lose FIRST STRIKE in the next battle you engage in.

He shakes his head violently, then slaps his own face several times, almost knocking himself over. After trembling in silent hesitation for a few seconds, he lunges toward you full speed, limbs thrashing wildly! He is *AGGRESSIVE* (cont.)

and determined to fight you! (NOTE: He is no longer holding a weapon).

ACTION 003-B: You knock loudly on the lighthouse door. Soon, you hear echoing footfall spiraling down the stone steps. As the footsteps get louder, you look down and notice a mist gathering below the door. Before you can react, the ghostly body of a woman explodes through the door. It passes directly through you! You turn quickly to see it, but it has already disappeared. You hear the faint sound of an accordion playing. If someone hasn't already, your character may, for 1 AP, FOLLOW THE STONE STAIRWAY DOWN TO THE BEACH (ACTION 038-B) or ENTER THE LIGHTHOUSE (ACTION 064-B).

ACTION 004-B: The figure greets you enthusiastically. "Hello, my friend! Mantus Marturus smiles upon you, I see!" he says. This is the Bloodsman Grasak. He has served as your confidant and advisor since the Cataclysm when you saved his wife and daughter from a band of rampaging varpen. He was unable to help them at the time, having been transformed into this mist-like form. "I have learned much and honed my powers since we last spoke, friend. Let me show you." A swirl of mist from Grasak's arm wraps around you. Add +1 to Bilkid's SPEED permanently and heal 10 damage. "May your battles produce copious blood, friend!" he says as he resumes his mist form and floats back to the pond.

ACTION 005-B: You have been transported to another time. It is now night, and the sky is filled with stars. Slowly, you stand. Several paces away, you see an object laying on a rock. It wasn't here seconds ago. Draw 2 HEROIC QUESTS. Then look at all the Heroic Quests you've

acquired and choose 1 to shuffle back.

While in this time, your hero (and follower, if applicable) may interact with characters that appear here through ACTIONS as well as items and characters that you play here, but they may not interact with anyone or anything from the "other" time. Characters in the "other" time cannot interact with your hero, follower, and characters that appear in this time.

Your characters MAY NOT leave this location until an event releases them. At the end of your next turn, there is another flash of light, and your characters will return to the original time. Any items that have not been taken into one of your character's inventories, and any characters that have appeared here during this turn and your next (even if they have moved to another location), are discarded. This includes any characters that you play from your hand. Read ACTION 025 from ACTION GUIDE A.

ACTION 006-B: The Rhorgonkrul moves towards the unconscious prince. It devours him and gains 2d6 HEALTH. Bragett is discarded.

ACTION 007-B: "We must eat! We must survive!" Grasak shouts. "Warrior, I grant this protection to you in your future battles!" Spirals of mist stream from his hands, engulfing you. Roll 1d6. If you roll 2-3, add +1 to your ARMOR BONUS permanently. If you roll 4 - 6, add +1 to your ATTACK BONUS permanently. If you roll 1, nothing happens and he apologizes: "I'm sorry, warrior. I meant to help, but I must learn to control my powers better." He floats toward the pond, returning to his mist form.

ACTION 008-B: You turn away from the cave and begin to walk in the other direction. Again, you hear a chorus of

voices in your head: "You are better off leaving this place. Heed our warning! Whatever the treasure, do not enter this cursed cavern! Please take from our stores, adventurer, and be on your way." If possible, draw 1 item into your character's inventory and drop an item if necessary. If someone hasn't already, any weapon-holding player's character may ENTER THE CAVE (ACTION 019-B) for 1 AP.

ACTION 009-B: You walk towards the glowing entity and, as you get closer, you feel yourself lifting off the ground. You begin to float towards them and, as the two of you connect, you feel a surge of power! You may make 1 WISH immediately.

WISH FOR INSIGHT: Add 1 to MIND or LUCK permanently and gain 1 Quest Point (QP). WISH FOR STRENGTH: Add 1 to either POWER or SPEED permanently and gain 1 QP. WISH FOR RECONSTRUCTION: Swap 1 map location with 1 other map location (moving everything they contain with them), and draw a location card. WISH FOR DEATH: Add an incantation to a weapon equipped or held by your character that will reduce the HEALTH of the next character it strikes to 12. WISH FOR CHANGE: In turn order, starting with the wisher, players shuffle their hands back and then draw a location, character, and an item card. WISH FOR PURPOSE: Shuffle your HEROIC QUESTS back, then draw the same number that you returned, and exchange or draw 1 SIDE QUEST. WISH FOR MORE WISHES: The wisher gains 2 QP, then all players roll 2d6. If a player's roll total is 5 or higher, they must make a wish that is not for more wishes. If 2 - 4, the wish fails.

You fall to the ground, exhausted. Take 2d6 damage. The glowing entity dissipates.

ACTION 010-B: Three vials of liquid stand in a rack on a

large metal table. One is translucent red with an opalescent sheen. You smell it and note the scent of tomato vines. Another vial holds a white, opaque liquid. It feels oddly heavy and has a strong almond scent. In the last vial, there is a clear, blue liquid that seems to glow when you hold it to the light. There are small brown particles at the bottom of the vial.

On the same table, there is an ancient computer. Only MECHANICAL FACTION characters realize the computer's worth. After opening it, they find a processor enhancement. For 1AP, 1 player-controlled MECHANICAL FACTION character may upgrade their processor to permanently add +1 to their SPEED.

A player's weapon-holding character who is not MECHANICAL may TEST THE LIQUIDS (ACTION 058-B) at no AP cost. Or, if someone hasn't already done so, they may, for 1 AP: DRINK THE RED LIQUID (ACTION 020-B); DRINK THE WHITE LIQUID (ACTION 060-B); DRINK THE LIGHT-BLUE LIQUID (ACTION 037-B); or they may leave the vials alone.

ACTION 011-B: Roll 2d6 + SPEED. If your roll total is 11 or higher, you sprint across the bridge as quickly as you can, diving straight through the phantasmal creatures. The bridge crumbles beneath you; the item falls with it, but you make it to the other side! If your roll total is 10 or lower, you aren't quick enough, so you fall along with the item and the crumbling bridge into the ravine below. Take 2d6 damage.

The ghostly creatures chant some words you can't understand, and then disappear in an explosion of twisting, blue flame.

ACTION 012-B: Soon after the Rhorgonkrul is defeated, the prince awakens, surprised. "You have saved my life!" he exclaims as he stands. He brushes off his furry shoulders and, in a gruff yet regal tone, he proclaims, "I thank you, as does the King. Please, escort me to THE CROSSROADS. I cannot get there alone." He instantly begins following you, replacing any follower you currently have. Escort Braggett to the Crossroads, then discard him. You gain 5 QP. Retrieve HEROIC QUEST 8 from wherever it is, then discard it.

ACTION 013-B: "I commend you on your bravery. Engaging in combat with another so powerful is an amazing feat of courage!" he says. "I will imbue your weapon with the BLOODPACT!" He reaches out, and a mist surrounds you. Choose a weapon, if you have one. Every time you use this weapon to strike a foe, you regain 1 HEALTH. Grasak returns to his mist form and floats toward the pond.

ACTION 014-B: You decide that this dispute does not concern you. You leave these two to fight it out themselves. Move your controlled characters to an adjacent location at no AP cost. You don't see them battle to the death, but they do. Roll 4d6 for both; the lowest roller is defeated (reroll on a tie).

ACTION 015-B: You decide that this dispute does not concern you. You leave these two to fight it out themselves. Move your controlled characters to an adjacent location at no AP cost. You don't see them battle to the death, but they do. Roll 4d6 for Darvin and 4d6 for the other hero. The lowest roller (reroll on a tie) is defeated. If it is Darvin, he is dead. Flip his token, and give 1 of his items to the other hero. If it is the hero, shuffle that hero back into the character deck and place their sword into Darvin's inventory. (If this hero appears in the game again, they are *AGGRESSIVE* towards Darvin).

ACTION 016-B: Combat begins against the other hero with Darvin fighting as an ally to your characters. If anyone successfully flees the battle, immediately read ACTION 062-B. If Darvin is defeated, read ACTION 032-B. If your controlled characters are defeated, the fight goes on and, by the time you awaken, they are gone. Shuffle Darvin and the hero back, along with all their items. If that hero appears later in the game, he is *AGGRESSIVE* to your characters.

ACTION 017-B: You see a path leading under the dilapidated bridge and decide to take that route. As you do, the phantom creatures atop the bridge raise their clawed hands to the sky. They chant some words you can't understand, then disappear in an explosion of twisting, blue flame. The item that was on the bridge falls. Far below the bridge, along the path, you discover the bleached, skeletal remains of several giant creatures. Among these remains, you see another item. Draw 1 item and place it here.

ACTION 018-B: Draw a weapon-holding character. Equip and place them here, then shuffle the rest back. Set their HEALTH to 12. They are unconscious but will wake at the beginning of the next round. Your character engages the Rhorgonkrul in combat.

ACTION 019-B: You move into the cave, stepping through a rippling distortion field. You are spiraled in white light and instantly lose consciousness. Draw RHORGONKRUL, DREDMORTIS, TORGONEER, and GRATHORN from the character deck or discard pile if possible. If a player is holding any of them in hand, reveal them. Blindly choose 1. You assume the form of this creature, changing all of your attributes to theirs. You may use all of their special abilities. All your items are dropped in this location, and you must

follow the logical rules that this new form dictates.

Blindly choose another 1 of the creatures, then shuffle the rest into the character deck. This creature lunges out from deep within the cave and attacks you! If you defeat it in combat, read ACTION 030-B; if either of you successfully flee, read ACTION 035-B; if the creature defeats you, read ACTION 001-B.

ACTION 020-B: You gulp the red liquid down. It BURNS! You immediately feel very sick, double over in pain, and fall to the ground. Lose 2d6 HEALTH. All the muscles in your body involuntarily convulse at once, but you instantly feel stronger; gain 1 POWER permanently. As you stand, you feel a strange sensation below your left arm. You reach over and feel a large lump; it's growing! Within seconds, the lump is beginning to tear through your clothing: It's another, smaller arm! You attempt to grip something, but find the newly sprouted limb isn't very strong. It cannot hold a weapon, but you may use it to carry 1 additional object in your inventory or to hold a shield item if you need to free up a hand. The arm is permanent.

If someone hasn't already done so, a player's character, for 1 AP, may DRINK THE WHITE LIQUID (ACTION 060-B) or DRINK THE LIGHT-BLUE LIQUID (ACTION 037-B).

ACTION 021-B: A deafening foghorn blast forces you to cover your ears as the powerful light at the top of the tower beams through the mist above your head. As you walk closer to the lighthouse entrance, you notice stairs leading down the cliff to the rocky beach below. If someone hasn't already done so, your character may, for 1 AP, FOLLOW THE STONE STAIRS DOWN TO THE BEACH (ACTION 038-B); KNOCK ON THE LIGHTHOUSE DOOR (ACTION 003-B); or ENTER THE LIGHTHOUSE (ACTION 064-B).

ACTION 022-B: As you enter the camp, you see more movement in the tent. There is a gurgling sound, a panicked shriek, then a loud growling noise! A SARKAG WOLF strides menacingly from the tent. The wolf looks clean; there is no blood on it or evidence that it has attacked anyone. Draw a SARKAG WOLF from the character deck or discard pile, if possible. Then shuffle and place it here. If a player is holding one in hand, place it here. If all 3 are being used as items or are in play, place a token here to represent this wolf. It is currently NOT *AGGRESSIVE*.

The wolf growls and seems to be protecting the tent. Your character may LEAVE IT ALONE (ACTION 036-B), or you may attack it. Once this sarkag wolf has been killed (by any player's character), read ACTION 052-B.

ACTION 023-B: As you walk into the cave, you are bathed in colorful light. The further you walk, the brighter the colored light becomes. Soon, to your amazement, you stumble upon the source of the light: Carved into a flat wall stretches an immense and complicated map or mandala made up of glowing runes that are connected together by various spiraling lines. You feel a very powerful energy emanating from the glowing runes. For 1 AP, a player's character may TOUCH THE RUNES (ACTION 045-B), or you may leave them alone.

ACTION 024-B: As you walk towards the woman, she looks you up and down skeptically. She produces a scroll and a tiny vial from her jacket and smiles. Before you can react, she attempts to cast an incantation on you. Roll 1d6 + LUCK. If the roll total is 6 - 8, she casts the BLESSING OF WINDS: Gain 1 AP and 1 QP. On this turn, your character may move

to any other map location unnoticed for 1 AP. If the roll total is 9 or more, she casts the BLESSING OF ILLUSIONS: Gain 1 AP and 1 QP. On this turn and the next, your character ignores the first damage inflicted upon them in combat. If the roll total is 5 or less, you gain 1 QP, but the incantation creates a fiery explosion that does 2d6 damage to your character. The woman laughs, then disappears in a swirl of red dust. The toll bar raises into the air. You may pass.

ACTION 025-B: There is a white flash, and you fall to the ground. Roll 2d6 + LUCK. If the roll total is 7 or higher, read ACTION 005-B. If the roll total is 6 or lower, read ACTION 050-B.

ACTION 026-B: You investigate the commotion further, and walk closer to get a better look. Draw the RHORGONKRUL from the deck or discard pile, and place it here. If it is in hand, reveal it, and place it here. If it is elsewhere on the map, move it here unnoticed. Set the the Rhorgonkrul's HEALTH to 32. If PRINCE BRAGETT is currently in play or has died during this game, read ACTION 018-B. If a player is holding PRINCE BRAGGETT in hand, place him here. Draw him if necessary, shuffle afterwards, and place him here. He is unconscious but alive with 5 HEALTH.

Here you encounter the dreaded RHORGONKRUL! With its mass of undulating tentacles, it creeps toward the body slumped against the side of the bridge. When it sees you, it stops and turns. Begin combat against the Rhorgonkrul. If the creature is defeated, read ACTION 012-B. If your character is defeated by the Rhorgonkrul or you flee, read ACTION 006-B.

ACTION 027-B: You begin to feel wave after wave of

energy, seemingly emanating from the glowing person. As you walk towards them, you start to feel groggy, unsteady. Everything around you begins to warp, and you feel as though you are about to lose consciousness. You may attempt to REACH OUT TO THE GLOWING ENTITY (ACTION 009-B), TRY TO GAIN CONTROL OF YOUR MIND (ACTION 034-B), or TRY TO ESCAPE THIS PLACE (ACTION 059-B).

ACTION 028-B: You cautiously open the door to this building and begin to explore. One room has walls lined with ancient books, another is filled with bags of garbage. After turning a corner and traveling a long hallway, you come upon a large room with a glass containment area in one corner. The door to the containment area has been ripped from its hinges. It appears to have been forcibly thrust toward a nearby metal table, which is now crushed like an old can. A Guild of Warlocks sigil, like the one you saw outside, is carved into the door frame. The containment area is filled with the shattered remains of an experiment. Glass beakers, broken flasks of various sizes, funnels, and tubes are strewn about the space.

A trail of tubes draws your attention to 3 vials. Each vial holds a liquid of a different color. A player's character may EXAMINE THE LIQUIDS (ACTION 010-B). If they are not MECHANICAL FACTION and someone hasn't done so already, a player's weapon-holding character may TEST THE LIQUIDS (ACTION 058-B) at no cost. Or, for 1 AP, the character may DRINK THE RED LIQUID (ACTION 020-B), DRINK THE WHITE LIQUID (ACTION 060-B), or DRINK THE LIGHT-BLUE LIQUID (ACTION 037-B). Alternatively, your character may choose to leave them alone.

ACTION 029-B: Blue sparks spray from the edge of a large

portal that floats above the ground in the center courtyard of this castle. You may roll 2d6 + LUCK to have your character enter the portal now at no cost. If the total is 14 or more, they may teleport from here to any location. If 9-13, they take 1d6 damage and may teleport to any location. If 8 or less, they take 2d6 damage and may teleport to any other location. Hereafter, it will cost 1 AP for a player's character to use the portal in this location.

ACTION 030-B: Standing over the dead carcass of the beast, you let out a thunderous roar! To your surprise, the dead creature below you begins to convulse. A cloud of dust engulfs the beast and, when it clears, the remains of a slender, deer-like woman are left behind. Discard the defeated creature. You may choose to have your character remain in their current bestial form until the end of your next turn (they revert to their previous form if rendered unconscious), or you may instantly transform them back to their previous form. In both cases, set their HEALTH to 20.

Exploring deep in the cave, your character finds a hidden stash wrapped in a plastic tarp. Draw 1 item and the ARCANE MAP, if possible, and place them here. (A player may still search this location for 1 AP if it hasn't been searched already). The waves of distortion in the cave opening are gone. The bones outside the cave lie on the ground as though they had never moved.

ACTION 031-B: Darvin falls to the ground, dead. If the other hero happens to be unconscious, bring him back to consciousness; he gains 12 HEALTH. If the other hero is conscious, he simply disengages. Combat ends. The other hero takes a breath, then says, "I leave you in peace, but I must take what is mine." Remove 1 item from Darvin's inventory and place it into the inventory of the hero, equipping the item as necessary.

ACTION 032-B: Darvin falls to the ground, dead. The other hero disengages. Combat ends. The hero takes a step back. "I have no quarrel with you," they say. "I leave you in peace, but I must take what is mine." Remove 1 item from Darvin's inventory and place it into the inventory of the hero, equipping the item as necessary.

ACTION 033-B: You take a very cautious step onto the bridge. It feels stable. One of the phantom creatures turns away, then completely disappears. Several of the others begin to gesture for you to come towards them. You begin to feel a bit dizzy. You may choose to: Roll 2d6 + MIND in an attempt to BLOCK THE INFLUENCE OF THESE PHANTASMAL CREATURES (ACTION 053-B); roll 2d6 + SPEED to RUN ACROSS THE BRIDGE AS FAST AS YOU CAN (ACTION 011-B); or you can turn back and WALK UNDER THE BRIDGE (ACTION 017-B).

ACTION 034-B: Believing that the glowing entity is attempting to control you, you focus your mind and try to break their psychic link. Roll 2d6 + MIND. If the total is 15 or higher, you escape their control. You feel a wave of sadness, then watch as their energy dissipates. They are gone forever. If 14 or lower, you feel your mind pulled towards the will of the glowing entity; read ACTION 009-B.

ACTION 035-B: The other creature disengages for a second and you tumble from their grasp, out of the cave, and then promptly black out. You awaken and realize you have transformed back to your previous form. Discard the other creature and set your character's HEALTH to 20. The waves of distortion in the cave opening are gone. The bones outside the cave lie on the ground as though they had never moved. Exploring deep in the cave, you find a hidden stash wrapped

in a plastic tarp. Draw 1 item and place it here. (A player may still search the location for 1 AP if it hasn't been searched already).

ACTION 036-B: You stand your ground as the sarkag wolf stares you down. Slowly, the animal's expression begins to change. To your surprise, the creature falls to the ground in convulsions. Purple smoke enshrouds the writhing beast — it is transforming!

Remove the sarkag wolf from this location and discard it. Draw until you find a weapon-holding character. Place them here, then shuffle the other characters back. Add their equipment plus 2 drawn items (dropped, not equipped) to this location. Once placed, the drawn character stands. If *AGGRESSIVE*, the character attacks. If they require a roll, make it now. If they are not *AGGRESSIVE*, they cautiously explain their predicament: an evil warlock has condemned them to periodically shapeshift into a sarkag wolf, as you have seen. On this turn, your character may trade with the drawn character by exchanging your items with their dropped items at no AP cost. On subsequent turns, a trade costs 1 AP. The transformed character will always keep 1 weapon, refusing to trade it. Equip the drawn character with this weapon at the end of your turn.

ACTION 037-B: The light-blue liquid tastes rancid, utterly putrid. You can barely drink it, even when you hold your nose. When you finally get it down, your body begins to tingle. The tingling turns to burning. Your skin pulsates wildly with blue light from within. Your bones crackle and stretch, and you feel immense pain; lose 2d6 HEALTH. Your head is swimming; you feel dizzy but gain 1 MIND permanently.

Draw 1 character card. If you draw a MECHANICAL FACTION character, shuffle them back and draw again. You

assume the form of the character you've drawn, and all your attributes EXCEPT MIND and HEALTH change to match those of the new character. You may use their special abilities, but you are not *AGGRESSIVE*. If they are BEAST faction, all your items are dropped in this location, and you must follow the logical rules that the new form dictates. You will revert to your previous form on the round after next, at the beginning of your turn, but you may attempt to stay in this form by rolling 1d6 + MIND. If the roll total is 12 or higher, you remain in this form for the rest of the game.

If someone hasn't already, a player's character may, for 1 AP: DRINK THE WHITE LIQUID (ACTION 060-B); DRINK THE RED LIQUID (ACTION 020-B); or they may leave the vials alone.

ACTION 038-B: You carefully descend the steep stairs along the cliff wall to reach the rocky beach below. While exploring the beach, you discover a small alcove that is protected from the elements. Within it, you are surprised by a grisly scene: two human skeletons lie intertwined, partially covered in sand. One wears fragments of an intricately embroidered, gray dress. The other holds the tattered remains of an accordion. You see something under a pile of driftwood nearby. Draw 1 item from the item deck. If someone hasn't already done so, your character may, for 1 AP, KNOCK ON THE LIGHTHOUSE DOOR (ACTION 003-B), or ENTER THE LIGHTHOUSE (ACTION 064-B) if it hasn't been scaled before.

ACTION 039-B: As you walk closer to the pond, the wind grows stronger. The mist begins to swirl and coalesce into the form of a person several paces from where you are standing! NOTE TO THE READER (DO NOT READ THIS ALOUD): If the first player-controlled hero who enters this location is BILKID

the STRONG, read ACTION 004-B; if any player-controlled hero or follower OTHER THAN BILKID enters this location, read ACTION 065-B.

ACTION 040-B: The giant creatures on the bridge shimmer in and out of sight, casually appearing and disappearing, as ephemeral as smoke. One of the creatures waves in what could be interpreted as a gesture of friendship. You may WALK OUT ONTO THE BRIDGE TOWARDS THEM (ACTION 033-B), or you may try to bypass them and TRAVEL UNDER THE BRIDGE (ACTION 017-B).

ACTION 041-B: Reveal cards from the top of the character deck until you uncover a HERO. Equip them with the first sword drawn from the item deck AND NOTHING ELSE, then place them here and shuffle the rest of the cards back. If DARVIN the SOUR is currently in play or has died during this game, read ACTION 055-B. If a player is holding Darvin in hand, place him here. Draw him if necessary, shuffle afterwards, and place him here. Equip him as necessary, then read ACTION 048-B.

ACTION 042-B: You move closer to the building to get a better look at the person standing on the table chanting. Their face is completely disfigured, withered, and decaying. This must be an orpal "portal master," one of the leaders of the orpals, who control bands of the mindless fiends. He chants louder and soon becomes engulfed in blue flame. A shimmering portal opens around him, and he falls backwards into it. Without warning, there is a temporal explosion! You shield your face and, when you look up, everything has changed. You may discard any number of SIDE QUESTS and redraw up to 3. All players draw 1 HEROIC QUEST.

The roof of the nearby building is gone. Its walls are

crumbling, covered in vines and brambles. There is movement in the rubble left by the explosion. Draw 2 ORPAL WANDERERS if available; then place them here and check to see if they WANDER (review the SPECIAL ABILITY on their card). Draw 1 item and place it here.

ACTION 043-B: As you walk toward the metal tower, you hear a noise in the bushes, and it stops you in your tracks. You turn on your boot heel in the direction of the noise, and the dirt crunches loudly under your weight. You sense someone is there. A branch breaks at the treeline near the tower. You hear a whisper, a grumbling purr that floats off into the mist. You may attempt to run away (ACTION 047-B), or stand your ground and look intimidating (ACTION 002-B).

ACTION 044-B: You interject yourself into the fight: "What has Darvin traded to you?" The hero replies, "This sword! The blade is so dull it cannot cut an apple. I've tried to sharpen it, and it will not hold an edge." Roll 1d6 + MIND. If your roll total is 9 or higher, you convince Darvin, after much discussion and a threat on his life, to refund the trade. Give 1 of the items from Darvin's inventory to the hero and add the hero's sword to Darvin's inventory. If your total is 8 or lower, you cannot convince Darvin to refund the trade. Combat begins and your controlled characters may choose to fight with either Darvin or the hero. Your opponent will be *AGGRESSIVE* towards your characters for the rest of the game.

ACTION 045-B: As you selectively touch a rune, all of the runes on the wall glow bright white, and you are knocked to the floor. Draw another HEROIC QUEST, then Roll 2d6 + MIND. If the roll total is 7 or lower, your character receives a shock and takes 2d6 damage, but gains 1 to their POWER attribute permanently. If the total is 8-9, they recieve a burn

that causes 1d6 damage, but their SPEED attribute is increased by 1 permanently. If the roll total is 10 - 12, they are soothed, heal 1d6 damage, and their MIND attribute increases by 1 permanently. If the total is 13 - 15, your character heals 1d6 damage, adds 1 to their LUCK attribute permanently, and gains 1 QP. If the total is 16 or higher, your character is thrown across the cave by the force of an explosive blast. They take 2d6 damage, but permanently gain 1 to whichever attribute you choose, and you gain 2 QP. Immediately after touching it, the wall goes dark. Hereafter, nothing happens when the wall is touched.

ACTION 046-B: As you step closer to the cave, you freeze in your tracks. The bleached skeletons of the dead begin to glow with a bright, blue light. They rise from the ground, re-forming into gruesome approximations of what they had been in life. Several skeletal figures and their grim, skeletal steeds stand before you. You hear a chorus of ghostly voices inside your head: "Warrior! We had traveled far, all the way from Thornbrok Gorge, following a treasure map to this place. Upon entering this cave, one of our traveling companions, possessed by dark magic, attacked and killed us! Take care entering the cave, as the murderer is still lurking inside." At the opening of the cave, you see the rippling waves of an energy field.

If someone hasn't already done so, any weapon-holding player's character may, for 1 AP, ENTER THE CAVE (ACTION 019-B), or they may LEAVE IT ALONE (ACTION 008-B).

ACTION 047-B: You aren't going to wait to see what this thing is. You bolt, running as fast as you can in another direction. Is this cowardly? Yes. Will you live to fight another battle? Likely. Roll 2d6 + LUCK.

If your roll total is 11 or higher, you dive to the ground as a

hurtling spear swooshes past your shoulder and pierces a tree several paces away. You roll, spring to your feet, and run as fast as you can. Draw a Varpen Efek Soldier and, if available, place them here; then shuffle. If one has been discarded, draw the varpen and place them here. If a player is holding one in hand, place them here. Looking back, you see a greenish-skinned creature hanging off the tower. Scowling at you, his small proto-wings quiver in anger as he jumps from the tower and stomps out of the bushes, mumbling in agitated whispers. You aren't waiting around to see what he wants. Move into an adjacent location at no AP cost.

If your roll total is 10 or lower, you dive to the ground as a spear strikes you directly in the shoulder for 2d6 damage. A varpen clinging to the side of the tower jumps down and stumbles out of the bushes. Draw a VARPEN EFEK SOLDIER and, if available, place them here; then shuffle. If one has been discarded, draw the varpen and place them here. If a player is holding one in hand, place them here. The varpen makes a strange whelping noise, then falls to his knees, quivering. As he slowly stands up again, you rub your eyes in disbelief. It seems that the varpen has grown larger, bulkier! Add +4 to his STRENGTH and +10 to his HEALTH! This varpen is *AGGRESSIVE* and attacks (without a weapon).

ACTION 048-B: You recognize the person threatening to throw a chair in defense. He is Darvin the trader. Many refer to him as "Darvin the Sour" because of his dark demeanor and bitter attitude. The hero attacking Darvin shouts, "He swindled me! The charlatan traded this garbage sword to me for a family heirloom!" Darvin yells back as he slowly lowers the chair above his head to the ground, "A trade is a trade, fool!" You aren't sure who to believe. Your hero or weapon-holding follower may QUESTION DARVIN

(ACTION 063-B), QUESTION THE OTHER HERO (ACTION 044-B), ATTACK DARVIN (ACTION 054-B), ATTACK THE OTHER HERO (ACTION 016-B), or WALK AWAY BECAUSE THIS IS NONE OF YOUR BUSINESS (ACTION 015-B).

ACTION 049-B: You ready yourself for anything and push the trapdoor up to enter the top floor of the lighthouse. In the center of the room, there is a small, wrought iron spiral stairway leading up to the light. You feel the temperature drop dramatically. As you climb through the trapdoor into the room above, you see a woman seated at a small table against the wall. She is facing away from you, but you can see she is weeping uncontrollably into her hands. Her gray dress of intricate lace billows out, carried by a wind that you do not feel. She turns to look at you. Roll 2d6 + MIND. If the roll total is 12 or less, you instantly (and permanently) lose 1 from your MIND.

Her skull-like visage and tormented moan will haunt you for the rest of your days! She reaches out to you, and an object materializes, hanging from her clenched fist. Draw a TEMPORAL BEACON from the item deck or discard pile, if possible. If it is in hand, reveal it. If another character holds one, remove it from their inventory. Place it here. The woman instantly disappears in a twisting spiral of gray smoke. You can still hear her weeping. Occasionally, you hear the sound of an accordion playing. Your character may exit the lighthouse (at no AP cost) and, if someone hasn't already done so, FOLLOW THE STONE STAIRWAY TO THE BEACH (ACTION 038-B) for 1 AP.

ACTION 050-B: Your eyes readjust, and you realize that someone or something that wasn't there a second ago has appeared, out of nowhere, several paces away. Draw a

character from the character deck, equip them as necessary, and place them in this location. They seem to be as confused about their situation as you are! They are surrounded by a purple aura and, every so often, they become completely transparent. This character receives a +2 ARMOR BONUS. At the end of your next turn, there is another flash of light. Then this character, and anything they hold, is discarded, unless they somehow move (or are moved) out of this location.

ACTION 051-B: The hero falls and Darvin laughs. Incidentally, this is the first time that anyone has ever heard Darvin the Sour laugh. "This fool and his trash weapon," Darvin chuckles. "He should not have made the trade. Here, take it! See how it fares for you." Darvin hands your character the unconscious hero's sword along with an additional gift. Remove 1 item from Darvin's inventory and place it into your character's inventory. Move Darvin 1 location away.

ACTION 052-B: As soon as the sarkag hits the ground, it is engulfed in purple smoke. To your surprise, it transforms into a person! Remove the sarkag wolf from this location and discard it. Draw until you find a weapon-holding character, then shuffle the rest back. Place them into this location, unconscious, with 5 HEALTH. Add their worn and held items to GARGAND'S CLEARING (dropped). The drawn character will return to consciousness at the end of the next round.

ACTION 053-B: Roll 2d6 + MIND. If your roll total is 11 or higher, you realize that the bridge is beginning to crumble beneath your feet. You step backwards to safety as the bridge (and the item on it) falls into the ravine below; gain 1 QP. If your total is 10 or lower, you become charmed by these deceptive apparitions. You continue to walk towards

them as the bridge crumbles away beneath your feet. You fall, take 2d6 damage, and the item falls with you. Bruised and bloodied, you look up from the rubble pile you landed in and see the apparitions disappear in an explosion of twisting blue flame.

ACTION 054-B: Combat begins against Darvin, with the hero fighting as an ally to your characters. If anyone successfully flees the battle, immediately read ACTION 062-B. If Darvin is defeated, read ACTION 031-B. If the hero and your controlled characters are defeated, Darvin and the other hero leave the area while you are unconscious. In that case, shuffle both Darvin and the hero back, along with their items. If Darvin appears later in the game, he is *AGGRESSIVE* to your characters.

ACTION 055-B: Draw until you find a weapon-holding character. Do not equip them. Instead, roll 1d6, and the roll total becomes their ATTACK BONUS. Place them here, then shuffle the other cards back. The character becomes *AGGRESSIVE*. Meanwhile, the other hero yells to you, "There is something wrong with this one...their eyes! Look at the eyes!" He's right. Their eyes are glowing white. Before you can react, the white-eyed person throws the chair they were holding! It flies past you, narrowly missing your head. You may choose to WALK AWAY BECAUSE THIS FIGHT DOESN'T CONCERN YOU (ACTION 014-B); or you can JOIN THE OTHER HERO TO FIGHT THE WHITE-EYED MANIAC (ACTION 061-B).

ACTION 056-B: Draw, equip, and place 1 weapon-holding character into this location, then shuffle the other cards back. Add 1 drawn item into this character's inventory. Looking hysterical, they are holding the body of a man above their head. Before you can do anything, they pitch the man into

the pit, then turn to look at you with a bewildered expression. They are *AGGRESSIVE* and attack you immediately. If you are defeated by them, they will throw you into the pit, where you will be carried away by an underground river. At the beginning of your next turn, if it is not already in play, draw the WATER'S EDGE location. Then shuffle, and play it. You are deposited on the beach at the WATER'S EDGE, unconscious.

ACTION 057-B: Climbing the spiral staircase to the top of the lighthouse seems to take forever. As you trudge upward, the accordion music stops. You feel breath on the back of your neck, then you hear the sound of footsteps ahead of you. You continue and finally reach the top of the staircase. There is a trapdoor leading up. You hear the sound of a woman weeping. Your character may CONTINUE UP TO OPEN THE TRAPDOOR (ACTION 049-B). Or, they may leave the lighthouse at no AP cost and, if someone hasn't done so already, they may, for 1 AP, FOLLOW THE STONE STAIRWAY TO THE BEACH (ACTION 038-B).

ACTION 058-B: There are three vials of liquid: red, white, and light blue. When tasted, the red liquid makes your tongue burn, and then a small bump appears on your arm. The white liquid has an almond-like taste. Upon tasting it, you immediately feel very warm and your skin tingles for several seconds. The light-blue liquid tastes putrid, rotten, and bitter! Even after this little taste, your skin seems to glow with a faint blue light.

You may EXAMINE THE LIQUIDS (ACTION 010-B). If someone hasn't done so already, a weapon-holding character that is not MECHANICAL FACTION may, for 1 AP, DRINK THE RED LIQUID (ACTION 020-B), DRINK THE WHITE LIQUID (ACTION 060-B), DRINK THE LIGHT-BLUE LIQUID (ACTION 037-B), or leave the vials alone.

ACTION 059-B: You are overcome by a wave of dread and attempt to escape this place! Roll 2d6 + SPEED.

If your roll total is 15 or higher, you escape their control and leave this location. Move into an adjacent location at no cost. You watch as their energy dissipates; they are gone forever. If your total is 14 or lower, you try to run, but you can't get far enough away from the psychic pull of the entity. No longer reluctant, you turn and walk toward them. Read ACTION 009-B.

ACTION 060-B: You quickly drink this potion. It tastes delicious, but soon you feel woozy. You fall into a deep sleep, and your turn ends immediately. While you sleep, your body is transformed! Your skin thickens and becomes striated and insectlike. Gain +1 ARMOR BONUS, add 5 to your base HEALTH, and gain 1 SPEED permanently. However, the transformation takes a toll on your body, and you lose 2d6 HEALTH.

If someone hasn't done so already, a player's character may, for 1 AP, DRINK THE RED LIQUID (ACTION 020-B), or DRINK THE LIGHT-BLUE LIQUID (ACTION 037-8).

ACTION 061-B: You ready yourself for battle alongside your new heroic ally; however, ANY player's character that the white-eyed maniac lands a hit on (that is not MECHANICAL FACTION) becomes a carrier of the BRIGHT PLAGUE!

In every battle that an infected player's character engages in after this one, roll 1d6 before FIRST STRIKE. If a 1 is rolled, the character's eyes turn white and begin to glow. Anything in their hands is dropped, and they gain 1d6 to their ATTACK BONUS for the battle. After battle, the player's infected character will change back to normal. They will remain as

such until they engage in combat and roll to see if they will transform again. All infected characters will pass the BRIGHT PLAGUE to any non-MECHANICAL FACTION character they strike in combat (including other player's characters).

Other non-player-controlled characters (that are not MECHANICAL FACTION), including the other hero in this fight, who are struck by an infected character also become infected with the BRIGHT PLAGUE. After the round in which they became infected is complete, they transform at the beginning of the next game round. They drop the items they are holding, gain 1d6 ATTACK BONUS, and become *AGGRESSIVE*. Their condition DOES NOT subside after battle (they keep their glowing eyes, aggressiveness, and ATTACK BONUS). They will pass the BRIGHT PLAGUE to all non-MECHANICAL FACTION characters they hit in combat.

ACTION 062-B: Everyone who is still conscious moves 1 location away, but no combatant may move to a location with another combatant they were just fighting. If there is nowhere for Darvin or the other hero to go, they (and their items) are shuffled back. For the rest of the game, all combatants are *AGGRESSIVE* to those with whom they were last engaged in combat.

ACTION 063-B: You interject yourself into the fight asking, "Is this true, Darvin?!" Darvin barks back, "Yes, friend, yes! This degenerate can't live with his mistake. A deal is a deal! Help me take him down, and you will be rewarded." You can choose to fight with Darvin. If so, begin combat with Darvin as an ally. If the hero ever defeats Darvin, read ACTION 032-B. If you and Darvin defeat the other hero, read ACTION 051-B. If anyone successfully flees the battle, immediately read ACTION 062-B. You may still choose to walk away. If that is what you decide, read ACTION 015-B.

ACTION 064-B: You try the lighthouse door. It's open. You step inside and hear the sound of an accordion playing, but there is no one here. A strange mist hangs on this lower floor of the lighthouse. Lit torches lead up the spiral stone stairway. There must be someone here. You see a wash station, an empty table, and a kitchen area. All of these are covered in cobwebs and have not been used in a very long time, which doesn't make sense. At no AP cost, your character may leave the lighthouse or, if someone hasn't already, they may ASCEND THE TORCH-LIT STAIRWAY (ACTION 057-B). For 1 AP, they may choose to FOLLOW THE STONE STAIRWAY TO THE BEACH (ACTION 038-B).

ACTION 065-B: "I am the Bloodsman Grasak. I serve Bilkid the Strong," he whispers. "I have been asked to judge the virtue of those who enter this place." If your character has killed a beast in the course of this game, read ACTION 007-B. If your character has defeated a hero in combat during this game, read ACTION 013-B.

If your character has not engaged in combat at all, or has defeated a character in combat who isn't a hero or beast, Grasak says, "Revel in combat, my friend! Go out and draw blood!" A swirl of mist from Grasak's hand wraps your character's arm. Your character receives an ATTACK BONUS of +2 and an ARMOR BONUS of +2 in their next battle. Grasak returns to his mist form and floats back to the pond.



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.

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