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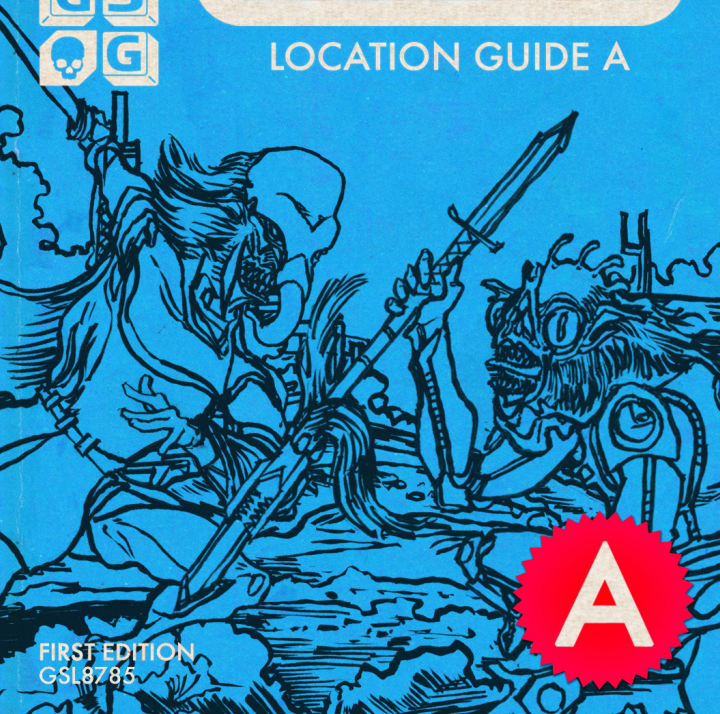
DARK FANTASY CARD GAME

GSG

DARK venture™

LOCATION GUIDE A



A

FIRST EDITION
GSL8785

CHARACTER FACTIONS:


BEAST


GHOST


WARLOCK


VARPEN


BLOODSMAN


OVOID


ARISTOCRACY


DIAMOND


HUNTSMAN


CONSTRUCT


ORPAL


PLANT


CELESTITE

DARK VENTURE
LOCATION GUIDE A

NOTE: When using LOCATION GUIDE A, always reference ACTIONS BOOK A unless a book instructs otherwise.

PLAYING LOCATION CARDS: Each location, when played and attached to the map, has a set of rules and directions to follow. All location cards have a number in a BLUE CIRCLE on them, and some locations also have a number in a GREEN HEXAGON on them.



BLUE CIRCLES: After any location is played by one player, ANOTHER PLAYER, prompted by the number in the BLUE CIRCLE on the location card, must look up the entry for that particular location in this book and read the corresponding entry aloud. The player who played the location may then follow the directions that are noted in the location entry.

Locations that feature ONLY a numbered BLUE CIRCLE have INSTANT ACTIONS that are activated as soon as the location card is placed and the entry in this guide is read.

GREEN HEXAGONS: After location cards are placed and the BLUE CIRCLE entries have been read, a PLAYER'S HERO OR FOLLOWER must enter a location to trigger its ACTION. When triggered, ANOTHER PLAYER, prompted by the number in the GREEN HEXAGON on the location card, must look up the action for that particular location in the ACTION GUIDE and read the corresponding entry aloud.

After a location entry or action has been read, the current player's turn continues unless otherwise specified.

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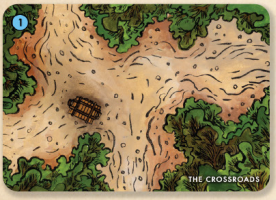
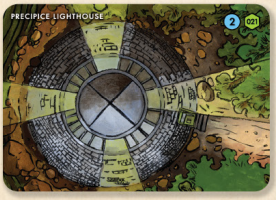
LOCATION RULES

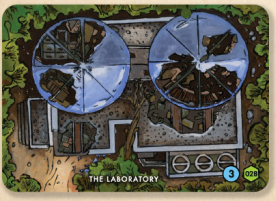
1. The Crossroads: All crucial decisions are made at a crossroads. Players begin the game here, placing the tokens that represent their heroes onto this location.

2. Precipice Lighthouse: There is a shadowy figure lurking outside this lighthouse tower. You will have to move closer to see who it is. When a player's hero or follower enters this location, read ACTION 021.

3. The Laboratory: The road you're on looks strangely familiar. Ahead, you see a looming cement structure and two dilapidated domes rising through the mist. You hear a low, menacing groan. It fades slowly, then you hear the quiet crackling of snapping twigs. When a player's hero or follower enters this location, read ACTION 028.









4. Gargand's Clearing: The path ahead looks distorted, as if warped by heat. When a player's hero or follower enters this location, read ACTION 022.

5. Ominous Tower: After playing this location, draw, equip, and place 1 weapon-holding character here, then shuffle the other cards back. A blinding flash cascades across the land, a magikal aftershock of the Cataclysm. All players roll 2d6 + LUCK, and the hero of the lowest roller (reroll on a tie) is immediately teleported to this location at no cost. Disoriented, the hero is taken captive and locked into a prison cell by the drawn character. The hero's items are confiscated and secured in a room nearby.

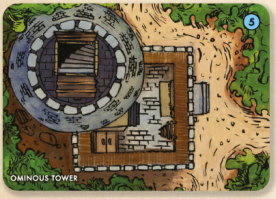
Once per turn, on their turn, the captive player must roll 2d6 + POWER to muster the strength to escape their cell and fight the captor. If the total is 9 or higher, the captive breaks free from the cell, grabs any 1 of their items and engages the captor in combat (a FOLLOWER ROLL may be attempted if the captor is a follower but, instead of fleeing, the follower will attack). If the total is 8 or lower, the whole turn is forfeited.

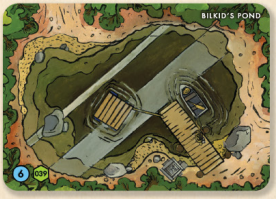
If the captor is defeated in combat or made a follower, the captive may retrieve their items and draw 1 item card. If the captive is defeated in combat, their items are left in the tower with the captor. Deprived of possessions, the captive is then moved, unconscious, to The Crossroads and left for dead.

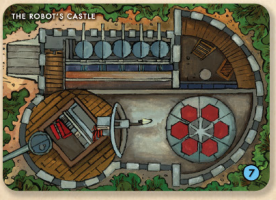
6. Bilkid's Pond: There is a deep, burbling moan that echoes from up the road. You see a pond ahead that appears to have a small wooden dock and might have a boat moored to it. Nearby, there is a large sign that has a colorful trail map posted onto it. When a player's hero or follower enters this location, read ACTION 039.

7. The Robot's Castle: Someone or something is standing at the door to this castle. Draw 1 character or take a character from your hand. If they are weapon-holding, give them 2 items from the item pile. Ready them and place them into this location. This character has stumbled through the open door of the Robot's Castle, has claimed it as their own, and will guard it with their life. They become *AGGRESSIVE*.

8. Wester's Dirt Hole: The hole that Wester (see p. 13) has dug here contains a matter transfer portal into another dimension. Once per turn for 1AP, while a player-controlled hero or follower is in this location, their player may roll 1d6 + LUCK. If 7 or lower, the player discards an item from their character's inventory to draw an item into their hand. If 8 - 10, they discard up to 2 items from their character's inventory to draw the same number of items into their hand. If 11 or higher, they shuffle an item from their character's inventory into the item deck, drawing any card from the item discard pile into their hand.











9. Loner's Cavern: There is a strange, calming light that emanates from deep within this cavern. When a player's hero or follower enters this location, read ACTION 023.

10. Bridge of the Seven Dead: Down the road, several paces ahead, you see a curious apparition: A violently spinning ring of sparks floating at chest height over the center of a crumbling bridge. The sparks from the ring shower into the air and cascade to the ground. When a player's hero or follower enters this location, read ACTION 040.

11. Water's Edge: Move your hero into this location (no AP cost). In the distance, you see a dark shape moving through the water of the bay ahead. Soon, a futuristic-looking submarine emerges from the murky depths and quietly moves toward the beach. The front of the craft opens, a ramp extends, and a person cautiously peers out. (cont.)

Draw, equip, and place a weapon-holding character into this location, then shuffle the other cards back. There is a flash of light; you feel dizzy. Draw another HEROIC QUEST.

12. Darvin's Fork: As you traverse this road, you begin to hear a commotion in the distance. Then, the sound of exuberant, melodic whistling fills the air. Several paces up the road, you see a stalwart-looking individual dragging a decrepit wooden table into the sunlight. You watch curiously as they pick up a chair, set it beside the table, and sit. They open a pack, remove some food, and begin eating. When a player's hero or follower enters this location, read ACTION 041.

13. Dead's Tollhouse Pass: You notice writing and symbols on a wooden sign crudely nailed to a tree on the side of the road. Scrawled above a series of ornate geometric symbols etched into the wood, the letters are barely legible, but you can make out the following: LEAVE AN OFFERING OR SUFFER. Not far from the sign, there is a broken-down shack that was once a tollhouse. When a player's hero or follower enters this location, read ACTION 024.

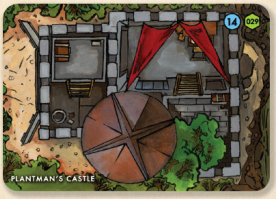
14. Plantman's Castle: Looming in the distance is a formidable structure with a squat, stone tower attached to it. The road towards this castle is thick with meandering ivy. When a player's hero or follower enters this location, read ACTION 029.

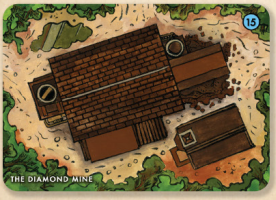
15. The Diamond Mine: The farmhouse ahead has been converted into a mill. It refines the diamonds extracted from the mine below it. The mine is overseen by two repulsive creatures known as the "Dirt Twins." Move the Dirt Twins here if they are in play. If players have them in hand, place (cont.)

them here. If undrawn, draw and place them at the mine, then shuffle. Draw the Dirt Twins' Sword from the item deck or discard pile and shuffle after; or, reveal it from a player's hand, then place it onto any map location. The twins sense the sword and will advance towards it, each moving 1 location per new game round, until they pick it up. They will both become *AGGRESSIVE* to any character in the same location as the sword, until they acquire it. After one of them retrieves it, they will make their way back to the mine, moving 1 location per game round. While there, the twins will attack anyone trying to search The Diamond Mine.

16. The Ancient Quarry: This old stone quarry has been the site of many strange events. Stories describe glowing entities, abductions, and time travel. You notice something on a rock nearby and hear a rustling in the trees. When a player's hero or follower enters this location, read ACTION 025.









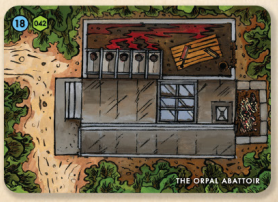
17. Falkid's Steel Bridge: A wall of rippling energy blocks the path to this bridge. You instinctively test the wall by cautiously putting your hand through it, and nothing noticeable happens. When a player's hero or follower enters this location, read ACTION 026.

18. The Orpal Abattoir: The ominous odor, fetid and dank, that drifts from this building reflects a most malevolent past. This factory of sorts is seemingly still in use today, performing some mysterious, possibly sinister, function. Flashes of blue-green light intermittently spark from the windows of the building. When a player's hero or follower enters this location, read ACTION 042.

19. Haglor's Haunted Curve: You hear a ghostly whisper. Your fate changes. Draw 1 character or location card into your hand upon placing this location. The old vehicle on the road ahead has been imbued with a dark curse. Only ghost-faction characters and those holding ghostly items can pass through this place without harm. Any other characters instantly sustain 1d6 damage upon entering and 1d6 damage with each turn, as long as they remain in this location.

20. Barnard's Grave: There is a flash of blinding white light. All players roll 3d6 + LUCK. The hero of the player with the lowest roll (reroll in the case of a tie) is instantly (cont.)





teleported to this location at no AP cost. This player may then draw an item card, or take any card from the discarded item pile and add it to their hand.

21. Ragged Road: This stretch of road, with no discernible reason to be more trafficked than any other section of rood, seems worn and overly deteriorated. Of note, pushing out of a heavy thicket of trees and brush several paces down the road, there is a tall steel tower topped with a wooden structure. This spire looks ancient, a remnant from before the Cataclysm. When a player's hero or follower enters this location, read ACTION 043.

22. Kroshel's Shack: A sign here reads: "KROSHEL'S SHACK DO NOT DISTURB or FACE THE CONSEQUENCES" (see p. 12 for more information on Kroshel). When a player's hero or follower enters this location, read ACTION 027.







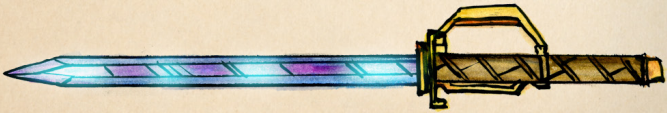


23. The Gaping Maw: While walking, you notice a sparkle in the dirt near your feet. You reach down to find the source: It is a small human tooth with a piece of metal burnished into it. You look around and, several paces away, you see an old, bleached bone. It is large, likely a leg bone. Then, near it, you notice a smaller rib bone...then another. Your eyes follow a trail of bones that leads down the road and into a clearing ahead. When a player's hero or follower enters this location, read ACTION 046.

24. The Waterfall Pit: Further down the road, you can see a small hill covered in grass and what looks like a clearing. You hear the sound of wildly rushing water, but there is no running water in sight, so the sound seems out of place. A sword clanks against rock in the distance; then, you hear the echo of an otherworldly howl! When a player's hero or follower enters this location, read ACTION 056.







The heroes of DARK VENTURE are, or were at one time, human, but each has been changed by the Cataclysm, some much more than others!

01 PRINCESS BRETTA THORNSONG is the daughter of the Forgone King and heir to his throne. She commands one of the most powerful weapons in the kingdom: loyalty. Her deeds of selflessness and honor are known throughout the realm and all, almost without exception, respect her as a giving and thoughtful leader as well as a fierce and powerful warrior.

02 THE PLANTMAN is a man composed of plant matter. He bleeds photosynthetic blood and is able to regrow tissue at a highly accelerated rate. If one were to remove his hand, it would grow back in a day. He does not remember where he came from or who he was before the Cataclysm, but he awoke from unconsciousness in a castle that he has since lived in for several decades.

03 HAGLOR the GHOSTLY was once a fierce human warrior who was betrayed and murdered by his best friend in a fit of jealousy. Soon after his death, the Cataclysm struck. Miraculously, he returned to life, but was disfigured, transformed into a ghostly monster. Now, he exists in an ethereal state, a specter caught between two dimensions.

04 The exploits of **KROSHEL the BRAVE** are legendary. Some say it was he who dug the great Hatchet River and chiseled the Forgone Hills that appeared after the Cataclysm using his great, bladed staff, "The Barking Stick."

He humbly lives out his days in a small shack deep within the Darkheave Woods.

05 WESTER the BOLD was a hunter and trapper even before the Cataclysm but, since that time, the waves of change augmented his abilities tenfold. In addition to protecting the realm of the Forgone King, his life's work involves a pit that he is compelled to dig. Day and night, he excavates this unfathomable pit.

06 BILKID the STRONG is the brother of Falkid the Ageless Child. The first wave of the Cataclysm did not change Bilkid, but it killed young Falkid. In the second wave of the Cataclysm, Bilkid was transformed and gained the strength of ten men. Falkid, his brother, mysteriously awoke from the dead and had also changed. His flesh became transparent and, since that fateful day, decades ago, he has not aged.

21 PARAGRAD DEL is said to be the creation of a wizard living in a great, dark castle hidden deep in the wicked forests of Darkgrange. His robotic nature is unique; he is the only one of his kind. According to Paragrad, he was given life during the Cataclysm as he watched his creator die. He is adept at building mechanical structures.

22 ILVOST is a founding member of the Guild of Warlocks, a group of magicians, alchemists, holy men, and witches who banded together in an attempt to bring order to the world amidst the chaos of the Cataclysm. Ilvost, a powerful magik user, was enhanced by the Cataclysm, gaining many strange abilities and features, including a large horn on his forehead and stone-covered skin.

31 KARA the SLY was spared from the Cataclysm by her mother and father, who died while attempting to shield her from the waves of destructive magik. Kara was discovered, alone, by an envoy of the King's Legionnaires and raised as royalty in his castle. She was not fond of that life and, as soon as she was able, she left the castle to join with the Huntsmen of Deep Forest, becoming a disciple of their secular, humanistic doctrines. She specializes in a method of hunting that involves becoming almost invisible.

36 KREFT the ANCIENT led the Forgone Kingsguard until an altercation with the king resulted in his permanent banishment from the kingdom. However, his charisma and clever wit have since carried him very far. For a time, he was the leader of the Trag Colony. The Cataclysm, unfortunately, left him blind. Rather than relying on ordinary vision, he perceives the world telepathically using a technique taught to him by the Celestine Order. He claims to be hundreds of years old.

37 DEAD the FIERCE is an Arch Lieutenant in the Guild of Warlocks and likely one of the most skilled magik users in the Darkgrange. He has been severely disfigured by a degenerative temporal condition that requires him to wear a protective steel exoskeleton. He lives the life of a nomadic vagabond but manages to remain very active in the Guild. His temper is legendary.



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.