4

DARK FANTASY CARD GAME

GSG

DARK venture™

LOCATION GUIDE B



B

FIRST EDITION
GSL8785

DARK VENTURE
LOCATION GUIDE B

NOTE: When using LOCATION GUIDE B, always reference ACTIONS BOOK B 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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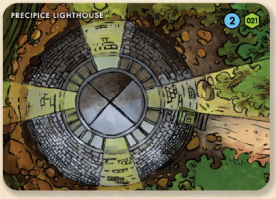
LOCATION RULES

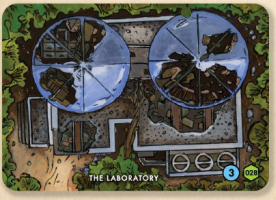
1. The Crossroads: All players place 1 of their heroes' tokens onto this location at the beginning of the game. There is a wooden crate sunk into the mud here. For 1 ACTION POINT (AP), a player may attempt to open it by drawing 1 item card, once per game, and rolling 11 or higher on 1d6 + (STRENGTH).

2. Precipice Lighthouse: Following beams of light that cut through the hazy sky, you are led to this sturdy-looking lighthouse. It sits high atop a cliff overlooking an endless body of water. This spinning beacon signals for you to be careful: There is likely someone, a keeper, inside this building. When a player's hero or follower enters this location, read ACTION 021-B.

3. The Laboratory: Through an opening in the trees, you see









a large cement building topped with two battered domes. Exploring the area around the building, you notice objects made from branches and string hanging from nearby trees. They appear to be runic symbols, and you recognize one: the Guild of Warlocks' sigil. When a player's hero or follower enters this location, read ACTION 028-B.

4. Gargand's Clearing: Ahead, you see a small camp with a tent and several folding chairs around a fire pit. You notice movement in the tent, then hear someone mumbling or talking. Then you hear nothing. When a player's hero or follower enters this location, read ACTION 022-B.

5. Ominous Tower: Down the road, you see a tall tower looming over a small castle. As you approach, you notice a figure marching back and forth, patrolling the castle's main battlement. At the top of the tower, there is another figure standing watch. Both are wearing peculiar helmets, signifying that they are EGGMEN. Reveal cards from the character deck to find 2 eggmen (EGGMAN SOLDIER or EGGMAN ELITE WARRIOR), if available. Equip and place them here, then shuffle the other cards back.

The eggmen are guarding something in the tower that they consider valuable: Draw 2 items and place them here. Draw the character DRAKKIN, if possible, and place him here. If placed, he is being held captive, is currently unconscious, and has 10 HEALTH. He will, however, awaken at the beginning of your next turn. When he becomes conscious and a player's hero is in this location, a follower roll can be attempted, which will free him. The eggmen will not attack him, and he will not engage the eggmen unless he has been freed.

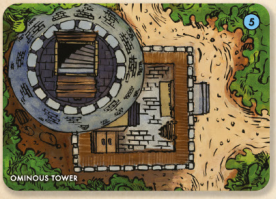
The eggman on the tall tower just started howling wildly, an

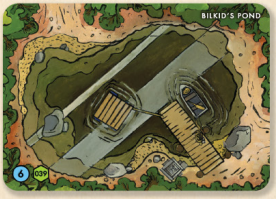
alarm that alerts the other one. He begins waving his arms frantically and pointing in your direction. The other eggman becomes frenzied and begins to shriek.

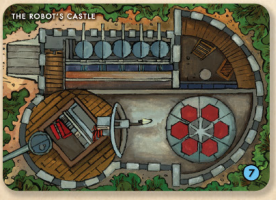
6. Bilkid's Pond: Ahead, you see a small body of water, a pond. As you get closer, you notice a thick, blue-green mist suspended above the surface. When a player's hero or follower enters this location, read ACTION 039-B.

7. The Robot's Castle: You approach a strange, armor-clad building with a rotating satellite dish atop the tallest tower. A large, automated gun turret pans back and forth menacingly, guarding the front of this stronghold. Curiously, the two heavy, steel entry doors stand wide open.

If PARAGRAD DEL is in play, move him here, unnoticed, at no AP 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. A dampening field in the castle deactivates his CORRUPT PROGRAM Special Ability, limiting his tendency to wander. Upon entering the castle, Paragrad plugs into a repair station of his own design: He repairs 2d6 HEALTH at the beginning of each round while in the castle.

When anyone other than PARAGRAD DEL or his follower attempts to enter this location, the building defenses are triggered (NOTE: A player with Paragrad as their hero can decide whether or not defenses are triggered). Roll 2d6 + (SPEED). If the roll total is 9 or lower, the character attempting entry takes 2d6 damage from explosive rounds fired from the guard turret, and Paragrad becomes *AGGRESSIVE* to that character. If the total is 10 or higher, the character deftly avoids triggering the turret, and they (and their allies) may enter the building this time.

While in the castle, a player's character may inspect Paragrad's computers for 1 AP. You may look at the top 3 cards of either the character, location, or item deck and place them back in any order you choose.

8. Wester's Dirt Hole: As you walk further down this road, the wind picks up, and you feel a chill. It gets colder the further you travel in this direction. Then you hear whispers but feel compelled to continue walking. As the whispers become louder, you can make out a few words. Move your player-controlled character into this location at no AP cost. You discover a very deep pit. Within it, you see a shimmering blue and purple light. The whispering voices become louder, clearer: "We will help you. Come to us."

At no cost, once per turn, any player-controlled character may roll 1d6 + (MIND) to jump into the hole. If the roll total is 9 or less, the character takes 2d6 damage. If the

total is 10 - 11, the character takes 1d6 damage and is teleported to any map location except THE CROSSROADS. If the total is 12 or higher, draw a new HEROIC QUEST (1 HEROIC QUEST may be drawn this way, per player, in a game). Your character takes 1d6 damage and is teleported to any map location. In all cases, the next SIDE QUEST this character completes grants 1 additional Quest Point (QP).

9. Loner's Cavern: You notice a bright, green glow shining out from deep within the cave ahead. As you get closer to it, you begin to hear a crackling noise. The light flickers against the rocks inside the cave, casting them in various shades of green, blue, and purple. When a player's hero or follower enters this location, read ACTION 023-B.

10. Bridge of the Seven Dead: A cloud of blue smoke appears from under the bridge. The cloud dissipates to









reveal a group of gigantic, ghostly creatures on the bridge ahead of you. They are unlike anything you have ever seen. Standing twice the height of an average human, their huge, dark eyes glare eerily at you through the matted layers of mane-like fur that cover their faces. You have heard this is the place where a caravan of unusual creatures from a far-off land fell to their deaths. According to the lore, they attempted to cross a badly damaged bridge, which crumbled away beneath their feet.

One of the spectral creatures traces a shape in the air with two clawed fingers. As they draw, a glowing triangle appears! Another creature reaches through this glowing triangle and magically extracts an item. Draw an item and place it here. When a player's hero or follower enters this location, read ACTION 040-B.

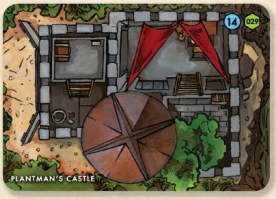
11. Water's Edge: The air here is humid and filled with the smell of rotting vegetation, but the rhythmic sound of gentle waves lapping at the shore relaxes you. Ahead, you see a lake that is so large you can't see to the other side. A futuristic-looking aquatic vessel has surfaced near the beach. As far as you can tell, the submarine has been abandoned. The entry aperture is currently open, and the gangplank rests on the beach.

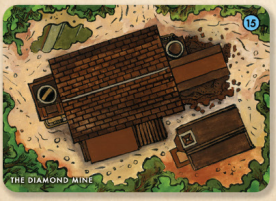
Draw 2 items and place them here. Any player's character who enters this location may choose to travel in the submarine to THE PRECIPICE LIGHTHOUSE, once it has been played, at no AP cost. The submarine may also be used to travel back to WATER'S EDGE from the lighthouse (and used to take additional trips) at no AP cost.

12. Darvin's Fork: You hear angry yelling from up the road. As you round the bend, you see a scuffle in the clearing ahead. One person is holding a chair above their head, threatening another person. The person being threatened has their weapon drawn and looks as though they are about to attack the person holding the chair. When a player's hero or follower enters this location, read ACTION 041-B.

13. Dead's Tollhouse Pass: There is a small, wooden structure ahead that has a toll bar extending from it. The bar is down, blocking the road. To your amazement, a swirling cloud of red dust appears on the other side of the toll bar. The cloud begins to coalesce into a petite, young woman with gray, scale-covered skin. She's wearing a tattered brown cape, a leather jacket, and riding chaps. When a player's hero or follower enters this location, read ACTION 024-B.









14. Plantman's Castle: The small castle ahead looks like it might be abandoned; the front doors stand wide open. There is a bright blue glow emanating from the courtyard within the castle. When a player's hero or follower enters this location, read ACTION 029-B.

15. The Diamond Mine: You smell something so foreign and putrid that it makes you wince. You hear the repetitive thumping of an old engine. Down a short lane ahead, you see a wooden house. There is a steam-powered conveyor leading out of a shaft that is attached to the house. The conveyor is dumping a steady stream of fine dirt and rocks onto a pile. You notice a creature sitting in a chair near the pile. They are sifting through the rocks, looking at small chunks with an eyepiece, and tossing them aside. The creature's tousled hair and sagging, greenish skin are matted with years of filth and grit. The conveyor stutters to a halt and soon the head of another creature, similar to the first, appears from out of the shaft. Simultaneously, they both turn and fix their unsettling gaze on you.

You've heard stories about this place. Most call it the "Diamond Mine." During the first wave of the Cataclysm, the farmhouse here narrowly avoided a meteor strike. It is said that the meteor brought visitors from the stars who are now digging, mining a network of tunnels that begin beneath the farmhouse and stretch out for miles.

If DHAIN and RHAIN, the DIRT TWINS, are in play, move them here and discard any items they have. If a player is holding them in hand, place them here. Draw them if necessary, shuffle afterwards, and place them here. Draw the following items for them to hold (they hold ONLY THESE ITEMS and, if available, split the items between them): 2 RIFT

CRYSTALS, THE VISION SHARD, and the WARLOCK TALISMAN.

The twins are friendly to those who enter this location. For 1 AP, a twin will agree to trade 1 of their items for 1 sword (once per twin, per game) or 1 shield item (once per twin, per game) that they will immediately equip. Each trade grants the trader 1 QP. They will enthusiastically agree to trade 2 items (that either or both are carrying) for THE DIRT TWIN'S SWORD (once per game, even after another sword has been traded to them). This trade grants the trader 3 QP.

In addition to these trading opportunities, the twins also extend an offer to explore their mine. Players with characters in this location can access the mine by rolling 1d6 for 1AP. Roll a 6, and the characters discover an item; draw 1 item into a character's inventory. Roll a 5, and they discover a long, unstable underground passage that leads up to 3 locations away (it must be used immediately, if at all, costs no AP to use, and can be used only once). Roll 2-4, and they discover a short, unstable underground passage that leads up to 2 locations away (it must be used immediately, if at all, costs no AP to use, and can be used only once). Roll a 1, and nothing out of the ordinary is discovered.

16. The Ancient Quarry: Down the road, there is an open clearing full of rubble and broken rocks. Amidst the boulders, several yards away, you see a person enveloped in a purple glow. An invisible force strikes you, and your vision wavers. You feel nauseous, see double, and the world begins to vibrate erratically. Then, as suddenly as it started, the vibration stops. The glowing figure blinks away! When a player's hero or follower enters this location, read ACTION 025-B.

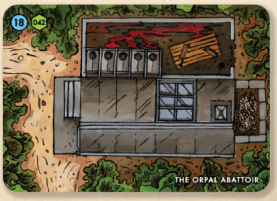
17. Falkid's Steel Bridge: You see a commotion on the bridge ahead. An immense, writhing creature is threatening a figure who is very small by comparison. The creature swipes at the person, and they are sent flying into the side of the bridge. The beast begins to move towards the unconscious body. When a player's hero or follower enters this location, read ACTION 026-B.

18. The Orpal Abattoir: Down the road, you see a large cement building with a metal roof. As you get closer, you hear someone shouting or chanting in a language you don't understand. Beside the building, you notice someone standing on a table waving their arms about. When a player's hero or follower enters this location, read ACTION 042-B.

19. Haglor's Haunted Curve: The road at your feet shows signs of a scuffle. There are various broken pieces of metal, glass, and articles of clothing scattered about. The door of a destroyed vehicle flies into the air, skimming your head before landing in a nearby tree. A person falls from the vehicle and onto the ground. As they stumble to their feet, chunks of metal and debris, loose gravel, and broken glass lift from the ground near them and begin to orbit their body.

Draw until you find 1 weapon-holding character. Equip





and place them into this location, then shuffle the other cards back. Draw the PRISM KEY, if possible, and add it to their inventory. The orbiting objects bounce haphazardly off the side of the vehicle and the ground, sometimes slicing into the person. Reduce their health by 3d6. Roll 2d6: Add the highest die value to their ATTACK BONUS and the lowest value to their ARMOR BONUS. This individual is *AGGRESSIVE*.

20. Barnard's Grave: The sky suddenly darkens and you are enshrouded in a black mist. From out of the darkness, floating above a pile of rocks at the fork in the road, a glowing, blue-green entity with deer-like antlers and tentacled arms begins to materialize. It speaks to you telepathically in a deep voice that echoes through your mind: "I am Barnard. I grant you passage through this place, the site of my burial, without harm if you agree to









honor my legacy." You believe this apparition is the ghost of BARNARD the SAGE, a famed warlock who, in life, was known far and wide for his potions and elixirs. It is he who created the recipes for GORGON BERRY TONIC, FOX BONE TINCTURE, and MOONSEED ELIXIR.

Any player-controlled hero or follower entering this location must immediately pour out one of these potions here as tribute (discard the item card), or they take 2d6 damage now and any time they enter this location for the rest of the game. One tribute, however, grants safe passage through this location to a hero, as well as their followers and allies, for the entire game. The first player's character to give tribute is granted a gift from Barnard. A glowing portal opens, an item falls out, and then it closes. Draw 1 item card into your character's inventory.

21. Ragged Road: The creatures of the forest seem restless in this place. You vaguely sense an evil presence, but evil is commonplace in the malevolent forests of the Darkgrange. Just off the road ahead, you see a tall metal tower. That could be a good place to rest for a while. When a player's hero or follower enters this location, read ACTION 043-B.

22. Kroshel's Shack: You are shocked by the sound of an explosive blast and blinded momentarily by a flash of ethereal blue light. As your sight returns, you see someone levitating high above a small, wooden shack. Their shimmering body seems to be composed of a blue-white energy. When a player's hero or follower enters this location, read ACTION 027-B.

23. The Gaping Maw: Ahead, you see an immense cave. In

front of the cave, you are assaulted by a grisly spectacle. The area is littered with the remains of various humanoids. Many are still draped in tattered clothing, and others still hold their broken weapons. The skeletons of larger creatures, which appear to be those of horses or beasts of burden, lie nearby. When a player's hero or follower enters this location, read ACTION 046-B.

24. The Waterfall Pit: Above the sound of a roaring waterfall, you hear hysterical laughter, and then a piercing scream. When a player's hero or follower enters this location, read ACTION 056-B.







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.