



ANSWERS to FREQUENTLY ASKED QUESTIONS

Version 0.01, January 23rd, 2020

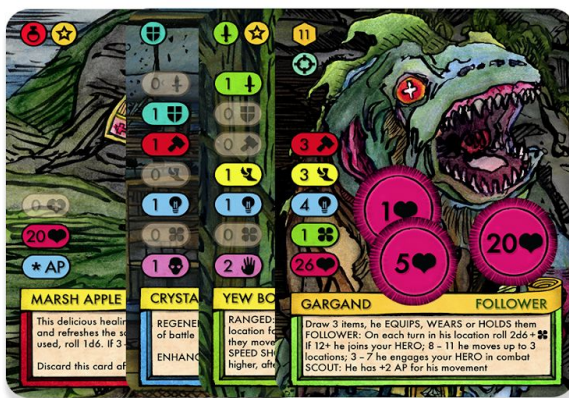
ITEMS

Q: Are a character's HELD and WORN items automatically EQUIPPED to them?

A: Yes, all of a character's HELD and WORN items that are noted on their character card are automatically equipped to them, as available.

Q: Do equipped items change the character's attributes (as printed on their cards)?

A: Yes. The stats of equipped items are added to a character's base attributes. A player tracks their HERO'S changed attribute values using cubes on the HERO DASHBOARD. The items of a played character can be placed under their character card and spread out to the left so that the item attributes are visible (and easily added together while playing, when necessary).



GARGAND

ATTACK BONUS +1
 ARMOR BONUS +1
 POWER = 4
 SPEED = 4
 MIND = 6
 LUCK = 1
 HEALTH = 26

EQUIPPED WITH:
 YEW BOW (2-HANDED)
 CRYSTAL HELM (HEAD)

INVENTORY:
 MARSH APPLE EXTRACT

(HEALTH TOKENS used to track his HEALTH)

Q: If I play a character out of my hand into a location or if a character is brought onto the map through a location rule, action or event, how are they equipped, what are they equipped with?

A: The person playing the character draws the characters HELD and WORN items (shuffling after) and equips the available items. If there are more items than can be equipped to a character, the person playing that character must choose which items to equip to the character. Items (objects, weapons, armor) that are not equipped are placed into the character's inventory.

Q: If a character is played and their HELD or WORN item isn't available (the item is in another player's hand, it has been discarded, or another character is holding it, for example), what happens?

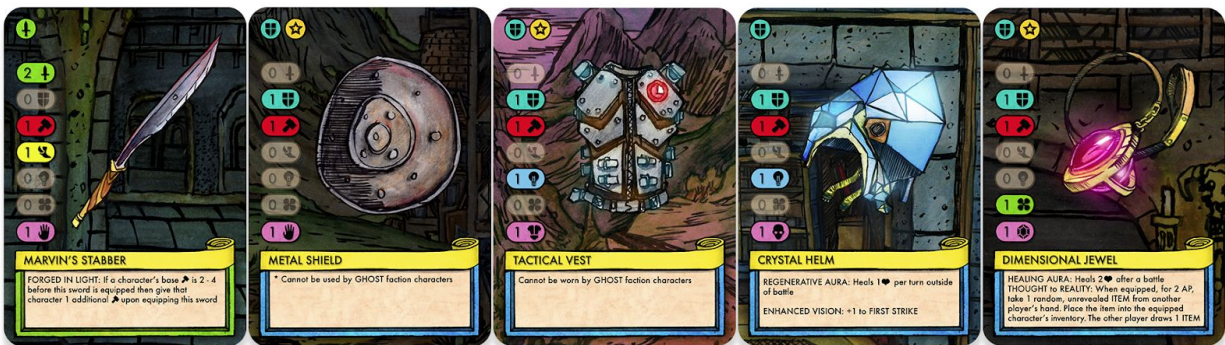
A: If a character's HELD or WORN item isn't available, the character enters the game without the unavailable item(s). If they aren't equipped with a weapon, consider them 'bare-handed'.

Q: Do you need the required stat total before equipping weapon/armor or is the attribute bonus of an item included?

A: If an item requires an attribute score to wield, the necessary score can include the attribute bonus of that item.

Q: How many items can be EQUIPPED to a character? If I'm equipping my HERO, where do I put their EQUIPPED and INVENTORY items?

A: Five items can be equipped to a single character at one time, in these locations: 2 hands, 1 body, 1 head and 1 jewel. A HERO'S equipped items can be stacked or lined-up below the 2 blue slots on the HERO DASHBOARD, inventory items are stacked/lined below the purple slot.



Q: Does using an item (consuming or using an item special ability) cost 1 AP?

A: It costs 1 AP to use an item/object. Some items have a roll that negates their AP cost (Marsh Apple Extract, for example), some items give the point back without a roll (Medical Pack). For the Vision Beacon, the 1 AP cost noted on the card represents the cost to use it (it doesn't cost 1AP for the 'equip/use an item' action and 1 AP to make the draw). For Gorgon Berry Tonic, 2 AP must be spent instead of 1 AP to use it.

Q: Are resources considered 'items', do they take up space in a character's inventory?

A: Yes they are items and yes, they take up inventory space.

Q: When a character gains BASE HEALTH does their current health also increase by that amount?

A: No, a character's current health does not increase when their base health increases. For example, if you were to start the game with Kroshel, who is equipped with The Barking Stick, his base health increases by 10 (because of the Barking Stick special ability MIGHTY

AURA) to 46, but his current health stays at 36. NOTE: characters heal for 2 at the beginning of each round, so Kroshel would start a game with 38 health.



Q: What if a character is restricted from equipping a weapon that they are holding?

A: If a character does not have the required attribute total to equip an item (the necessary score can include the attribute bonus of that item) it is held in their inventory and does not add bonuses to the character's attributes. They may save it for use in a quest, trade it, or drop it onto the ground.

COMBAT

Q: How does the COMBAT ACTION work, what happens for 1 ACTION POINT?

A: 1 ACTION POINT is paid for a HERO (and their FOLLOWER) to complete 1 full combat action: Roll FIRST STRIKE, then complete COMBAT ROUNDS until there is a combat victor.

Combat takes place in 2 parts, FIRST STRIKE and ATTACK DAMAGE. For FIRST STRIKE, (SPEED + 2d6) is rolled for each character involved in combat to determine battle turn order, highest attacking first, then the next highest, and so on.

Then, the first attacking character determines their ATTACK DAMAGE (POWER + 2d6 + ATTACK BONUS), minus the ARMOR BONUS of the defending character. The HEALTH of the defending character is reduced by the final value.



All involved characters deal damage (or use/equip items, or flee) and then the next combat round begins. The character who attacked first attacks (or uses/equips and item, or flees) again, and so on. **Characters follow turn order, based on the initial first strike, dealing damage, using/equipping items, or fleeing until there is a combat victor: only 1 character has health remaining or 1 combatant is left after others have fled the battle.**

Q: How does using or equipping an item during combat work?

A: Characters will both USE or EQUIP the item **and** DEAL DAMAGE on the same combat round. Instead of spending an ACTION POINT to use the item in combat, the character must make a DAMAGE REDUCTION roll to see if the damage they inflict on that round is reduced.

Firstly, to begin the round, the player uses the item. Next, the player rolls 2d6 to determine the DAMAGE REDUCTION: If the roll total is **2 or 3**, their damage for that round is reduced by 2d6; if **4-7** their damage is reduced by 1d6; if **8-12** there is no damage reduction at all.

Next, roll for his damage: POWER + 2d6 + ATTACK BONUS. From that total, subtract the DAMAGE REDUCTION to determine the final damage inflicted.

Q: Do I pay 1AP to engage an *AGGRESSIVE* character in combat?

A: No, when your hero or their follower enters into the same location as an *AGGRESSIVE* character, combat begins immediately without paying AP.

Q: If there is more than one *AGGRESSIVE* enemy in a location and I move my hero and their follower into that location, who attacks first, who will the enemies attack?

A: All aggressive enemies would initiate combat against your hero and their follower simultaneously. Each character rolls FIRST STRIKE (2d6 + SPEED) to determine battle turn order, highest attacking first, then the next highest, and so on (rerolling any ties).

If an AGGRESSIVE enemy attacks before a player-controlled character (hero or follower) based on their FIRST STRIKE score, they will attack the character with the HIGHEST ATTRIBUTE TOTAL (POWER + SPEED + MIND + LUCK); if not, they will attack the last character to attack them, regardless of their attribute total.

CHARACTERS

Q: If an aggressive character is played into a space with another NPC, will combat be initiated?

A: Yes, certainly. This can be used strategically (to complete quests, to whittle down the health of an enemy that your hero must engage, etc.). Note that in a multiplayer game, whoever played the character controls them in combat.

Q: What are 'player-controlled' characters?

A: A player's HERO and their FOLLOWERS should be the only characters that are considered 'player-controlled'.

Q: When a card or location rule or action says 'on each turn' (for example, 'FOLLOWER: On each turn in his location...') when on my turn do I resolve this action?

A: Make the roll immediately, as soon as the action that triggers it occurs. For example, when a character enters the VARPEN EFEK SOLDIER'S location or if he enters another character's location, make the SHIFTY LOOK roll immediately (roll for each character in his location).



On a player's turn, if they are starting their turn in a location where the action will trigger, it triggers during the ACTIONS phase of the turn. The roll should be made before spending any action points.

Q: What actions can a FOLLOWER perform using their 2AP?

A: Once a FOLLOWER is following a HERO, they can perform the same actions that a hero can perform (play a location, move 1 location, play a character, trade/give, combat, pick up an item, search, equip).

Q: How are other 'non-player-character' heroes (those in the character deck, not being controlled by players) used in a game?

A: NPC heroes have many game uses. Various heroes are activated and come into play through location rules and actions (from the LOCATION GUIDE or ACTIONS book). Several QUESTS require your hero to interact with a hero in some way. Heroes can be played out of your hand for a variety of reasons (to combat an *AGGRESSIVE* enemy in an adjacent location or if they hold an item your hero needs, for example).

Q: When a quest or action says 'have your hero travel' to a specific location, what does that mean? What about when a character 'travels unseen'?

A: Quests and actions can direct characters to travel in several ways. If a character travels 'on foot' or the travel mode is not defined it implies that the character must travel through locations while walking, thus triggering combat with *AGGRESSIVE* enemies and triggering location actions (from the ACTIONS book). This includes any 'checks' that a character might need to make upon entering a location with another character, like a FOLLOWER roll or the VARPEN EFEK SOLDIER'S 'Shifty Look'.

If a character 'travels unseen' they would trigger location actions but not *AGGRESSIVE* enemies or character 'checks'. If they 'teleport', they do not trigger location actions, *AGGRESSIVE* enemies or character 'checks' in the locations they travel through to get to their destination.

Q: What happens to the Dirt Twins when they are defeated in combat?

A: Only the bodies of the Dirt Twins teleport back to the Diamond Mine (if it has been played), their items remain in the location where they were defeated in combat. If they are fought at the Diamond Mine, they drop their items onto the ground when defeated in combat (but they are aggressive to whoever fought them, so a combat loop is created: they revive at the Diamond Mine with full health and immediately attack again). Escape the loop by fleeing.

Q: Can character attributes be higher than 10?

A: No, the maximum is 10 per attribute.

QUESTS

Q: If I receive a new HEROIC QUEST or SIDE QUEST card that includes requirements that I have completed before receiving the card, do they count towards the completion of the quest?

A: Requirements completed before receiving a quest are not counted towards the completion of that quest, you must fulfill the conditions of a quest after you have received the quest card.

Q: If my hero's follower (or another character) completes a HEROIC QUEST requirement, do I still earn the Quest Points?

A: Unless noted otherwise, your HERO (not their follower or another character) must complete the requirements of their heroic quest in order for you to gain the specified Quest Points noted on the quest card.

If the HEROIC QUEST involves killing a specific character and the hero is involved, engaged in combat with an enemy, and they contribute to the death of that character they earn the QP (whether or not they deal the killing blow).

OTHER QUESTIONS

Q: Do you place search tokens into locations on an unsuccessful search?

A: Yes. Once a location is searched, successful or not, place a search token on it and it can't be searched again.

Q: A quest requires a 'sword', are the Koss Knife and Survival Knife 'swords'?

A: The current weapons in the game fall into 6 categories: staff, bow, spear, hammer, knife, and sword. The Koss Knife and Survival Knife aren't swords, they are knives.

Q: In what order do players choose their HERO and their PRIME ANCIENT?

A: There is no order to the selection of a HERO or a PRIME ANCIENT. Players must decide amongst themselves who selects first.

If you'd like to base selection on luck, players can roll 4d6, rerolling in the event of a tie. The highest roller chooses their HERO (or if choosing ANCIENTS, their ANCIENT) first, the next highest chooses second and so on.

Q: If playing coop and the party as a whole moves into a new area, do you decide before you move which single character will trigger the location rule or action (encounter)?

A: In a multiplayer game, the character (hero or follower) of the player whose turn it is is the character who activates the encounter (the hero/follower of the current player). If playing solo coop or if a HERO enters with their FOLLOWER, you must decide which character activates the encounter before the party moves into the location.

Q: What is 'fiddly'?

A: Things considered 'fiddly' are often complicated or detailed. Dark Venture has a 'procedural world generation system' with a lot of moving parts that can relate to one another in interesting ways, different every game. This comes at a cost: upkeep and rule following can take work. But it doesn't have to be that way. Bend the rules, make compromises, fill in the blanks logically, challenge your imagination and, most importantly, have fun exploring this weird world!



RULE REVISIONS

The published 1st Edition Rules have been updated as follows (CURRENT 01/22/2020):

Core Rule Book, p.11 and p.13:

"Characters who enter the game out of a player's hand or through location rules and actions have 2 AP that can be used to move them, unless it is noted otherwise on the character's card, or in a location rule or an action."

Has been revised to read:

"Characters who enter a game out of a player's hand or through location rules and actions cannot move or take actions, unless noted otherwise in a core rule (see "FOLLOWERS", p.13), on the character's card, or in location rules or an action."

Core Rule Book, p.18:

"Defeated player-controlled heroes cannot die; they fall UNCONSCIOUS (see CONSCIOUSNESS ROLL). Other characters DIE when defeated, unless noted otherwise on their character card.

If a DEAD CHARACTER has items, the fallen character's token is flipped and remains at the location where they died (unless dragged), until all of their items have been taken from them. Then, the fallen character's token is removed from the map and their character card is laid to rest in the discard pile or, if a non-player-controlled hero, shuffled back into the character deck."

Core Rule Book, p.11 and p.13:

"Characters who enter a game out of a player's hand or through location rules and actions cannot move or take actions, unless noted otherwise in a core rule (see "FOLLOWERS", p.13), on the character's card, or in location rules or an action."

Has been revised to read:

"Characters who enter a game out of a player's hand or through other means cannot move or take actions, unless noted otherwise in a core rule (see "FOLLOWERS", p.13), on the character's card, a quest card, or in location rules or an action."

Core Rule Book, p.12:

"5. OTHER CHARACTERS and ENEMIES: Other characters may arrive on the map, placed according to location rules or location actions."

Has been revised to read:

"5. OTHER CHARACTERS and ENEMIES: Other characters may arrive on the map, placed according to location rules, heroic quests or location actions."

All books, back cover; Core Rule Book, p. 12:

Changed 'EQUIP AN ITEM' to 'EQUIP/USE AN ITEM'.

Actions B, throughout:

Changed all instances of 'MECHANICAL' faction to 'CONSTRUCT' faction.

Vile Invaders Guide, p. 20:

"On this turn, the player's character(s) who entered this room may press a button. Roll 4d6 for 1 AP."

Has been revised to read:

"On this turn, the player's character(s) who entered this room may roll 4d6 to press a button, subsequent button presses (rolls) cost 1 AP."

Vile Invaders Guide, p. 21:

Fixed a typo in last line of 'ACTION 099' so that '9-24' now correctly reads '19-24'.

Core Rule Book, p.11:

"Place the found items under the character's card and shuffle the item pile."

Has been revised to read:

"The character is equipped with or holds the found items, place them under the character's card, then shuffle the item pile."

OFFICIAL PDF Files of the Rule Books

Official updated game books can be downloaded at the links below:

CORE RULE BOOK:

<https://drive.google.com/open?id=1Sc1KiV3CS8u7oM5XrFFbtZPixawSJWb7>

LOCATION GUIDE A:

https://drive.google.com/open?id=1c7lpLv3-Hi7malp7Emc_XMrQ1wT5wLn

LOCATION GUIDE B:

https://drive.google.com/open?id=1mX1q4wtyl_4fDsiJwJAMlZjNs9-PHNse

ACTIONS A:

https://drive.google.com/open?id=1Totz1DSLYttTD9S_V_NdPcZ10kTKIOeW

ACTIONS B:

https://drive.google.com/open?id=1DKYFuIN_ON9b4zQC7xL99x4u63b9Z589

VILE INVADERS GUIDE:

<https://drive.google.com/open?id=14aNZHFtnN-mIDZ7j7LORln2hQTvARRuv>