

ARKHAM HORROR[®]

THE CARD GAME



HEART OF DARKNESS

Campaign Guide

The Heart of the Truth is Concealed

"He struggled with himself, too. I saw it—I heard it. I saw the inconceivable mystery of a soul that knew no restraint, no faith, and no fear, yet struggling blindly with itself."

- Joseph Conrad, "Heart of Darkness"

During the course of your previous investigations, you have repeatedly faced the horrors of the Mythos. You have learned of conspiracies and dreadful rituals aimed to draw abominable beings into our world. Unspeakable entities, some of which would destroy the whole of humanity. But what if the danger is somewhere else? Lurking deep within us, in the darkest recesses of our souls, there is something biding its time. Will whatever has been hidden in our hearts since the dawn of time spark the beginning of our own destruction?

Travel deep into the heart of the Congo and navigate its perilous waters aboard the *Roi des Belges* to discover the *Heart of Darkness*, an unofficial campaign for *Arkham Horror: The Card Game*.

The 3 scenarios of this campaign are an adaptation of the eponymous book by Joseph Conrad set within the Cthulhu Mythos. These scenarios can be played in standalone mode or as a side-story during any other campaign.

Side-story (Campaign Mode)

A side-story is a scenario that may be played between any two scenarios of an *Arkham Horror: The Card Game* campaign. Playing a side-story costs each investigator in the campaign a certain amount of experience. Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign.

When you play this story during a campaign, do so as if you were setting up the next scenario in the campaign, keeping the weaknesses, trauma, and story assets previously acquired.

Important: The Chaos bag will need to be changed. The Chaos bag for the *Heart of Darkness* scenarios is special and must be constructed as described in the setup (see next page). This is an exception to the classic Campaign Mode rule for independent scenarios. Be sure to note the composition of your previous Chaos bag before you begin, so that you can revert it at the end of the side story.

Playing the *Heart of Darkness* costs each investigator 6 experience (total for all 3 scenarios).

Expansion Symbol

The cards in *Heart of Darkness* campaign can be identified by this symbol before each card's collector number.



Table of Contents

Reminder of Official Rules	3
Prologue	4
Scenario I: Africa is Watching	5
Interlude I: First Night Aboard the <i>Roi des Belges</i>	7
Scenario II: To the Heart of the Congo	8
Interlude II: Kurtz's Warrior	13
Scenario III: The Avatar of Darkness	14
Scenario Interludes	20
Design Notes	22
Encounter Set Icons, Credits, Acknowledgements, Epilogue	23
Campaign Log	24



Additional Rules & Clarifications

Information on Kurtz

Throughout the *Heart of Darkness* campaign, players may be instructed to "add X new **Information on Kurtz**" in their Campaign Log. When this occurs, check one of the boxes under "**Information on Kurtz**" at the bottom of the Campaign Log.

Later in the campaign, the number of boxes checked under **Information on Kurtz** may change the setup and outcome of certain scenarios. The **Information on Kurtz** is shared between players and not tied to a specific investigator.

The **Information on Kurtz** does not have any effect on the game unless specifically referred to by the Campaign Guide or a card effect.

Act Decks

Scenarios in this campaign may begin with (or gain over the course of the game) multiple Act decks: One Primary Act deck and one or more Secondary Act decks.

During a scenario, there may therefore be multiple act decks in play at once, and the players may choose to advance any act of their choice, as long as the objectives and conditions have been met, or when a game effect instructs you to advance.

The text on all acts in play are considered to be active simultaneously.

When an act (or act deck) that was set-aside during setup enters play, put this act deck into play next to the others already in play.

Darkness Calls

During the setup of the *Heart of Darkness* campaign, each investigator must add a copy of the *Darkness Calls* weakness to their deck. This weakness is double-sided, with a Story card side of the same name. For the best experience, do not read the Story card side until instructed. Later in the campaign, there may be a game effect that will instruct you to flip the card over and read the Story side.

Darkness Calls is a Permanent asset, therefore each investigator must begin the scenario with it in their play area.

During the setup of the first scenario, each investigator will be instructed to place 5 horror tokens on it. These tokens represent your investigator's ability to resist the influence of the Darkness.

Throughout the campaign, you may be instructed to "remove X horror from your copy of *Darkness Calls*." When this occurs, remove X horror from that card and return them to the token pool. You cannot remove or add horror on this card through any other effect other than when explicitly mentioned by scenario cards or the Campaign Guide.

Reminder of Official Rules

Exile

Some player cards must be exiled when they are used. When a card is exiled, it is removed from the game and returned to your collection. When a card is exiled, it is removed from the game and returned to your collection. During campaign play, a card that has been exiled must be purchased again with experience points (between scenarios) if you wish to re-include it in your deck. If exiling 1 or more cards would reduce your deck below your investigator's deck size, when purchasing cards between scenarios, you must purchase cards so that a legal deck size is maintained (when purchasing cards in this manner, you may purchase level 0 cards for 0 experience cost until a legal deck size is reached).

Story Cards

Story cards are set aside out of play and serve as an avenue for the scenario narrative. Don't read the text on these cards and don't flip them over unless a game effect instructs you to do so. When you are instructed to resolve a story card, simply read its story text and resolve its game text, if any.

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the "alert" keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

Bonded

Cards with the bonded keyword are linked to another player card. They have no level and therefore are not available as deckbuilding options. Instead, the card to which they are bonded (which is listed in parentheses next to this keyword) brings the bonded card into the game.

If your deck contains a card that summons one or more bonded cards, those bonded cards are set aside at the start of each game.

If a weakness with the bonded keyword is added to an investigator's deck, hand, threat area, or play area, it does not remain a part of that investigator's deck for the rest of the campaign (unlike other weaknesses). It starts each game set aside with that investigator's other bonded cards.

Explore (Updated version - Forgotten Age)

Some abilities in this campaign (and others) are identified with an **Explore** action designator. Such abilities are generally used to find new locations to put into play, and are initiated using the "activate" action.

Explore abilities instruct you to draw the top card of the "exploration deck," which is a separate deck that is constructed during the setup of some scenarios. This deck consists of several single-sided locations and treachery cards.

- ☞ Each **Explore** ability indicates a particular type of location that you are seeking to draw. **If a location of that type is drawn, it is put into play, and you move to that location.** This is considered a "successful" exploration.
- ☞ If any other location is drawn, place it next to the exploration deck, and draw the next card from the exploration deck. Repeat this process until a location of the indicated type is drawn, or a treachery is drawn. After this action has ended, shuffle each location next to the exploration deck back into the exploration deck.
- ☞ If a treachery card is drawn, it is resolved as normal. If it is discarded, place it in the encounter discard pile as you would normally. There is no discard pile for the exploration deck. This is considered an "unsuccessful" exploration.
- ☞ As a single-sided location is put into play from the exploration deck, place clues on that location equal to its clue value.

Campaign Setup

To setup the Heart of Darkness campaign, perform the following steps:

1. Choose investigator(s).
2. Each player assembles their investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.
 - ◆ **Easy (*I fear the Darkness*):**
+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☠, ☠, ☠, ☠, ♀, ☆
 - ◆ **Standard (*I want to face the Darkness*):**
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ☠, ♀, ☆
 - ◆ **Hard (*I am pulled by the Darkness*):**
0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ☠, ☠, ☠, ☠, ♀, ☆
 - ◆ **Expert (*I want to delve into the Heart of Darkness*):**
0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -7, -8, ☠, ☠, ☠, ☠, ♀, ☆

Continue to the **Prologue**.



Prologue

If an investigator is playing Akachi Onyele or Julian Herbert, that investigator reads **Prologue 1** out loud.

Otherwise, skip to **Prologue 2**.

Prologue 1: Thursday, July 2nd 1925. Arkham, Massachusetts.

You wake up with a start in the dead of night. You've just had a strikingly realistic dream, which lingers in your mind. In this dream, you thought you saw a man crouched in a pit, surrounded by huge white apes, like in the legends of the African tribes living in the vast Congolese equatorial forest. The man was about to be attacked by the primates until he reached for an artifact. This movement threw them into panic and halted the attack in its tracks. Despite the confusion, it seemed to you that the ancestral spirits began to scream, calling out to all who could hear them to prevent a great danger.

Your heart is still pounding from the intensity and urgency of the call. You do not know where these events took place, but you know that terrible events are looming not far from the land where you were born.

During your childhood, you witnessed inexplicable wonders in remote lands, and later you bonded with shamans and medicine men who introduced you to esoteric rituals. In so doing you embarked on a deeper discovery of a world full of ancient secrets. Since then, you have been convinced of the existence of hidden links between the planes of earthly and spiritual existence.

So it comes as no surprise when shortly afterwards, you learn that the local representative of a wealthy Belgian company is seeking the assistance of individuals who are familiar with inexplicable phenomena. One of their employees, a Station Chief in the Congo, is reportedly causing major problems, with wild rumors beginning to circulate about him.

Your intuition tells you this is no coincidence. You make an appointment with the representative to offer your help.

☞ Akachi Onyele or Julian Herbert is the lead investigator for this campaign.

☞ Record in your Campaign Log that the Ancestors are watching you.

Skip to **Prologue 3**.

Prologue 2: Thursday, July 2nd 1925. Arkham, Massachusetts.

For some time now you have had difficulty sleeping because of your restless nights. A strange feeling overcomes you when you emerge from your feverish dreams. In these dreams, someone calls out to you for help, or tries to warn you, you can't tell. Perhaps both. This sensation fades away a few moments after you wake up, but you still have the impression that something unnatural is going on. So you stay alert, and keep an eye out for any strange events that have happened recently.

After a few days, one of your contacts in Arkham's high society brings you interesting information. The local representative of a wealthy Belgian company is seeking the assistance of individuals who are familiar with inexplicable phenomena. One of their employees, a Station Chief in the Congo, is reportedly causing major problems, with wild rumors beginning to circulate about him.

The mystery surrounding this case puts your instincts on high alert. You become more and more convinced that there is something unusual going on, and you make an appointment with the representative to offer your help.

Proceed to **Prologue 3**.

Prologue 3: A few days later, you are welcomed into the prestigious offices of Mr. Promise, the representative for the entire East Coast of the United States of the powerful Belgian Natural Resources Exploitation Company. Mr. Promise is visibly relieved to meet someone able to deal with his problem.

He explains that the Company has several stations in Congo, whose principal business is the exploitation of fossilized ivory. This branch of the Company has generated huge returns and accounts for a large part of the Company's profits. For this reason, the agents sent to the region are carefully selected. A talented and promising young man, Mr. Kurtz was sent to the most distant and profitable station, and up until recently the Company was satisfied with his performance. Kurtz was the best in his field, solely accounting for more than half of the Company's Congolese income. Steamboats regularly made the round trip from the Inner Station to the Central Station and back. All was going smoothly in the best of circumstances.

Until one day, for some unknown reason, Kurtz abruptly stopped sending his ivory to the Central Station. At first, the Company believed Kurtz to be ill or injured in an accident and sent a rescue mission. The team returned without Kurtz. They explained that they had found him very thin but in fairly good shape, but he simply refused to return with them. He also refused to resume the ivory shipments because he needed them for a "personal project".

Strange rumors began to reach the ears of the Company's managers. Not only was Kurtz blocking shipments of ivory, but his influence was growing among the local tribes, and some even worshipped him as a god. Several attempts to bring him back by force were unsuccessful, both the initial discreet ones and the subsequent more aggressive approaches. The last attempt, led by Captain Fresleven and a group of Swedish mercenaries, ended in the same failure. Only a few men returned from this expedition, wounded or traumatized. From what could be understood of their incoherent speech, they did not even get halfway to the Inner Station before being attacked. The Captain is still missing.

The entire affair is starting to become embarrassing for the Company, and Mr. Promise concludes his explanation by urging you to help him bring Kurtz back alive, so they can put an end to the rumors, resume their business and call Kurtz to account for his actions.

You accept this mission and leave on the first ship heading for the Congo.

Proceed to **Scenario I: Africa is Watching**.

Scenario I: Africa is Watching

Intro 1: After a smooth crossing of the Atlantic Ocean, you arrive with a clear view of the Congolese coast. You are impressed by the bustling life of the people there, the to-and-fro of the merchant ships and the fragile crafts maneuvered by the indigenous people. In the distance, you can see a large Western warship shelling the bush, for no apparent reason or consequence, and apparently without causing any alarm.

Once you arrive in Boma, the capital of the Belgian Congo situated at the mouth of the river, you embark on a shuttle that travels between Boma and the Company's Central Station, located a little further upriver. The coolness you felt from the ocean air throughout the journey begins to give way to a humid heat, which gradually becomes more suffocating.

Before arriving at the Company's Central Station, you review once again the papers that Mr. Promise provided regarding Kurtz. One photograph in particular draws your attention. It shows a young, vibrant and happy-looking Kurtz, looking sharp in his bush outfit, with a shotgun in one hand and helmet in the other.

Check your Campaign Log.

If the Ancestors are watching you, proceed to **Intro 2**.

Otherwise, skip to **Intro 3**.

Intro 2: Returning to Africa may have awakened something within you, for you have a reminiscence of the dream that brought you here. The man in the photograph looks very similar to the man in your dreams, even his clothes seem identical.

There is one detail that puzzles you. In the dream, the man was wearing clothes that were too loose for him. If it is Kurtz you dreamt about, he must have lost a lot of weight since the picture was taken. That would mean he is much more ill than the latest Company reports suggested.

☞ Add 1 **Information on Kurtz** in your Campaign Log.

Proceed to **Intro 3**.

Intro 3: Once on site, the ambiance is as lively as ever, with Company employees continuously loading and unloading crates of merchandise. All this excitement spins your head a little, and you have a general sense that something is not quite right. As agreed with Mr. Promise, you report to the Director of the Central Station.

You find him standing in front of his office door, waiting for you. The Belgian expat is unremarkable in all ways: age, complexion, traits, manners, height, white-skinned and dark-haired. Only his blue eyes, particularly cold, seemed out of the ordinary.

"Hello," he says, somewhat curtly. "You must be the one Mr. Promise told me about? Great, but unfortunately we won't be going anywhere just now. The only boat we had that could navigate the sandbanks upriver ran aground not far from here. That's what happens when the crew doesn't have a captain skilled enough to safely maneuver on the river. We did have one, to start with, but the last attempt to bring Kurtz back to the Company... how shall I put it? Disastrous, yes. They were just mercenaries, but still... Well, I know that Mr. Promise expects you to find a peaceful solution to this problem, but I intend to take a few precautions for our trip upriver, just in case. I will accompany you on your mission, as well as a team I have personally selected to resolve this problem... once and for all. If there is no other solution, of course. Bringing that devil Kurtz back is your priority, but I'll be honest - I have other, more urgent matters to attend to at the moment, and most of my workforce is occupied elsewhere. I therefore leave you in charge of repairing the ship."

The director walks away, then turns back and calls out:

"Oh, and by the way, welcome to the Congo!"

Proceed to **Setup**.

Setup

☞ Gather the cards from the following encounter sets: *Africa is Watching*, *African Wildlife*, *The Darkness* and *Lands of the Congo*. These sets can be identified by the following icons:



- ☞ Form the Primary act deck by gathering Act 1 (a/b), Act 2 (a/b) and Act 3 (a/b). Form the Secondary act deck by gathering Act 1 (c/d), Act 2 (c/d) and Act 3 (c/d). Put the Primary and Secondary act decks into play next to each other.
- ☞ Put into play the following locations: Roi des Belges, Central Station, Banks of the Congo River, Bush Trail, and Residential District (*Workers' Quarters*). The investigators begin play at Central Station.
- ☞ Each investigator must add a copy of the Darkness Calls weakness to their deck. This card has a Story side with the same title. For a better game experience, do not read this Story side until told to do so. Remove each unused copy of Darkness Calls from the game.
- ☞ Each investigator places 5 horror tokens (from the token pool) on their copy of Darkness Calls.
- ☞ Set the following aside, out of play:
 - ✦ All cards from the *African Wildlife* and *The Darkness* encounter sets.
 - ✦ Act 1 (e/f).
 - ✦ The 5 remaining single-sided *Bush* locations.
 - ✦ The "Supply of Rivets" and both copies of the "Congolese Warrior Equipment" story assets.
 - ✦ All copies of the "Insurgent Worker" and "The Ancestors have Heard You" encounter cards.
 - ✦ All copies of the "Submerged by the Darkness" weakness.
 - ✦ The "An Old African Wearing White" and "A Shadow in the Flames" story cards.
- ☞ Shuffle the remainder of the encounter cards to form the encounter deck.

Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): You wake up in the Station's infirmary. Dazed, you look around. The place is full of injured or traumatized people. You ask your fellow survivors what the situation is at the Station. They tell you that, following the increasing tensions of the last few days, the anger of the workers at the Central Station has given way to a riot, but the details remain unclear. You feel strong enough to get up and go to see the Director to learn more, but you don't have far to go. You find him just outside the infirmary, clearly waiting for you. As soon as he sees you, he calls out:

"Ah, you're finally on your feet! You missed one hell of a fight, to say the least. I had a hard time calming things down, but for now things are under control again at the Station. I've had to temporarily suspend the works, and make a few compromises to ease the tension. The good news is that I was able to free up enough of the workforce to complete the repairs on the ship. If you feel strong enough, let's meet tomorrow at dawn on deck to go and get that devil Kurtz."

- ☞ Each investigator earns 2 bonus experience points for their enlightening glimpse of the dangers lurking in the lands of the Congo.
- ☞ Skip to **Resolution 2**.

Resolution 1: You wake up in the Station's infirmary, which is full of those wounded during the insurgent workers' riot. Your head wound appears to have healed, but you suffer a splitting headache as soon as you get up. You likely suffered a concussion. You clench your teeth and decide to go out to see the Director to find out more about the situation. You don't have far to go, since you find him just outside the infirmary. He was clearly waiting for you because as soon as he sees you he calls out:

"Ah, you're finally on your feet! As you can see, I had a hard time calming things down, but for now things are under control again at the Station. I've had to temporarily suspend the works, and make a few compromises to ease the tension. The good news is that I was able to free up enough of the workforce to complete the repairs on the ship. If you feel strong enough, let's meet tomorrow at dawn on deck to go and get that devil Kurtz."

- ☞ Each investigator suffers 1 physical trauma.
- ☞ Proceed to **Resolution 2**.

Resolution 2: As dawn breaks the next day, you find yourself on board the *Roi des Belges*, ready to set off in search of Kurtz. The Director comes aboard shortly afterwards, accompanied by a small group of Westerners, all armed with guns and equipped for an expedition into the brush.

With everyone on board, you hear the disturbing noises of the boiler starting up. The workers involved in finishing the repairs may not have been as attentive as you might have been, considering they wouldn't be the ones aboard for the long journey to the heart of the Congo. The ship's paddle wheels slowly start to turn. The captain, an Englishman by the name of Marlow, sets course for the upper reaches of the river, which runs deep into the eastern Congo.

- ☞ In your Campaign Log, record that you were treated at the Central Station's infirmary.
- ☞ Add 2 ⚰ tokens to the chaos bag for the remainder of the campaign.
- ☞ Skip to **Resolution 4**.

Resolution 3: As dawn breaks the next day, you find yourself on board the *Roi des Belges*, ready to set off in search of Kurtz. The Director comes aboard shortly afterwards, accompanied by a small group of Westerners, all armed with guns and equipped for an expedition into the brush.

With everyone on board, you hear the disturbing noises of the boiler starting up. The ship's paddle wheels slowly start to turn. The captain, an Englishman by the name of Marlow, sets course for the upper reaches of the river, which runs deep into the eastern Congo.

- ☞ Each investigator earns 2 bonus experience points for successfully repairing the Company's steamer.
- ☞ Add 1 ⚰ token to the chaos bag for the remainder of the campaign.
- ☞ Proceed to **Resolution 4**.

Resolution 4: The weather is relatively pleasant for your first day aboard the *Roi des Belges*, and nothing remarkable has occurred. Captain Marlow is an excellent navigator. With him at the helm, the ship glides through the quiet waters of the river, skillfully avoiding any sandbanks that arise.

The crew chats merrily and you learn that most of the passengers are first time travelers to these parts. The newcomers are "Pilgrims", yet it is unclear to you what their pilgrimage involves. Many of them try to shoot the animals that come to drink on the banks of the river, as if on safari. Their accuracy is terrible, and they rarely hit their mark. You aren't sure whether you should be reassured or concerned about their presence on board.

The day passes quickly and you head off to take a well-deserved rest in your cabin. You are exhausted from your previous experiences. The sound of the water splashing against the hull lulls you to sleep almost immediately...

- ☞ Each investigator earns experience points equal to the Victory X value of each card in the victory display.
- ☞ If an investigator took control of any copies of Congolese Warrior Equipment, any investigator may add those cards to their deck. These cards do not count towards those investigator's deck size.
- ☞ In your Campaign Log, record the amount of horror tokens remaining on each investigator's copy of Darkness Calls.
- ☞ Proceed to **Interlude I: First Night Aboard the Roi des Belges**.





Interlude I: First Night Aboard the Roi des Belges

☞ Check your Campaign Log and read the sections that apply in order. If none are true, skip Interlude 1.

If the Ancestors are watching you:

You have been sleeping for quite some time, when you feel yourself being carried away into your dreams, as if your soul is being blown by the invisible winds of the spirit world.

You fly like a bird up the Congo River, free to observe everything that happens down below. Something is approaching. A dark shape is hiding in the forest. The shadow passes through the men and women in its path, and they are unaware of the touch of this malevolent being. Then, the shadow penetrates the body of one man who convulses, and turns on you. His smile and his voice terrify you. You awaken with a jolt as his last words resonate in your mind: "Come to me..."

The terror you felt wears off, but you find it hard to go back to sleep. You know that, whoever or whatever it may be, now your foe is waiting for you.

☞ Add 1 ☠ token to the chaos bag for the remainder of the campaign. (Group limit 1 token added by this effect)

If you saw a dark shadow in the flames:

You are assaulted by a most bizarre dream in the middle of the night. A huge fire ravages the forest all around you, and eventually surrounds you. The flames twist and turn like a wild beast in a too-small cage. A humanoid figure emerges from the flames and slowly approaches you. Panicked, you feel trapped and afraid to see what has been released from this infernal fire. A face as black as a bottomless pit looms towards you, its mouth wide open, ready to devour you, its features distorted by an insatiable hunger. The vision is so intense that you awaken abruptly, drenched in sweat despite the cool night air.

It takes a moment for you to get control of your emotions, and you find it difficult to go back to sleep, tormented by the face from your dream. After a while, you realise why. The face in your dream looks like Kurtz, exactly as you saw in the photographs provided by Mr. Promise.

☞ Add 1 **Information on Kurtz** in your Campaign Log.

☞ The lead investigator chooses a random **Madness** or **Pact** weakness from their collection, and adds it to their deck for the remainder of the campaign.



Scenario II: To the Heart of the Congo

Intro 1: After a difficult first night, you enjoy a relatively calm start to the journey. The days pass without any remarkable incident, your journey being interrupted only by the ship calling in at the Stations along the river. Captain Marlow is an excellent mariner and easily avoids the sandbanks that caught the Roi des Belges during its last voyage in these difficult waters.

At one of the stops, you see a group of Congolese warriors in traditional dress embarking. When you ask the Director who has joined you, he tells you to your great astonishment that it is a tribe of cannibal mercenaries that he has hired to protect the ship and its occupants.

"Don't worry," says the Director, trying to reassure you, "they are not exclusively cannibals, they also eat animal meat. I think they have a preference for hippo meat."

The Director walks away, patting you on the shoulder before you even have a chance to say anything.

In spite of this, a somewhat monotonous daily routine eventually settles over the ship.

Check your Campaign Log.

If you have at least 3 **Information on Kurtz**, proceed to **Intro 2**.

Otherwise, skip to **Intro 3**.

Intro 2: You have time to think about the information you have discovered about Kurtz. The more you think about it, the more you begin to see the man he was when he embarked on his first journey up the river.

He was confident, sure of his strength, and he had a definite goal in coming here, but this land probably had other plans for him. You can almost feel that the country is a living entity watching you, scrutinizing you more closely than ever.

Ominous events are afoot, hidden behind the edge of the forests you see beyond the meandering Congo River.

☉ Each investigator removes 1 horror from their copy of Darkness Calls.

Proceed to **Intro 3**.

Intro 3: The days are long and you don't have much to do except talk to the other passengers on board the Roi des Belges. Contrary to what you feared, the cannibal mercenaries are not a problem. You even get to know their medicine man, a middle-aged man who speaks your language and is called Mateso. You are chatting with him about the country you are passing through when a young Congolese sailor comes up to you, panicked.

"It's Captain Marlow!" he exclaims, "he just collapsed at the helm, you have to come help him!"

You and Mateso run to the helmsman's post and discover Marlow lying unconscious. A pilgrim has taken the wheel and frequently glances over at you. He seems unsure of what to do.

Mateso leans over Marlow's sweaty face, examining him carefully.

After a few minutes, he straightens up and announces gloomily:

"Your captain is seriously ill. I recognize the symptoms. I am afraid it is something beyond our capabilities. Unless... Yes, I think I know how to help him, but the outcome is not guaranteed. Also, I am missing an ingredient. It is a medicinal plant, which we call "jani la mfalme". It has purple flowers that seem to glow even in the daylight. It was once used by our ancestors, but it has become rare in recent years. If you can find me some, I can prepare a remedy for your captain."

You thank the medicine man and hurry to inform the Director of the situation.

"That is... unfortunate," the Director replies, "without Marlow I don't know if we'll make it safely up this damned river. I am counting on you to make sure that our trip to the Inner Station is successful. If you have time, you can go and look for this incredible plant, but I doubt that a magical remedy can save our captain. I've dealt with the devastating disease that has befallen him before, when I was at a Station not far from the one Kurtz is currently holding. Believe me, he is already dead."

Something tells you that you will soon miss the monotony of the first few days on board the Roi des Belges.

Proceed to **Setup**.

Setup

- ② Gather the cards from the following encounter sets: *To the Heart of the Congo*, *The Darkness*, *Lands of the Congo*, *Cult of Darkness*, and *African Wildlife*. These sets can be identified by the following icons:



- ② Assemble the Main Act deck by taking 3 random copies of Act 1a “Along the Congo River” from the 6 available, and place them above Act 2a “The Journey Nears its End”. Remove the 3 remaining copies of Act 1a “Along the River Congo” from the game.
- ② Place Act 1c “The Ancestral Medicinal Plant” next to the Primary Act deck. It is a Secondary Act (see Page 2 “Act Decks” for more information on Secondary Acts).
- ② Check your Campaign Log. Each investigator places the recorded number of horror tokens on their copy of Darkness Calls.
- ② Put the 4 double-sided *Roi des Belges* locations “Repaired” face up into play. Place 1 resource from the token pool on each of these 4 locations. Each investigator begins play at the *Roi des Belges* location of their choice.
- ② Remove the following cards from the game:
- ◆ 4 random cards from the *The Darkness* encounter set.
 - ◆ 4 random cards from the *Lands of the Congo* encounter set.
 - ◆ 4 random cards from the *Cult of Darkness* encounter set.
 - ◆ If there are 3 or more investigators in the game, remove 1 copy of Jani la Mfalme from the *To the Heart of the Congo* encounter set.
- ② Set the following cards aside, out of play:
- ◆ All cards from the *African Wildlife* encounter set.
 - ◆ All remaining location cards.
 - ◆ The 4 copies of Mysterious Assailant.
 - ◆ Each copy of Congolese Warrior Equipment that has not been added to an investigator’s deck, Captain Marlow (Experienced Adventurer), Cacophony of a Thousand Goats.
 - ◆ The Ancestors Have Heard You card, if it has not been exiled.
- ② The following cards (the other side being Story sides): Territory of the Black Hand, Captain Fresleven’s Remains, Tribe of the Black Hand, Cryptic Book, The Prisoner, Private Discussion, The White Ape, Prisoner’s Cabin, Mysterious Ruins. For the best experience, do not read either side of these cards until you are invited to do so.
- ② Shuffle the remainder of the encounter cards to form the encounter deck.

Along the Congo River

Each copy of Act 1a “Along the Congo River” has an **Objective** that indicates you can advance this act at the end of the Investigation phase if 3 cumulative conditions are met.

You may therefore advance Act 1a **at the end of the first Investigation phase**, provided that the 3 points indicated in the **Objective** are true.

An Endless Journey

There is only one Agenda card in this scenario, with an unknown Doom threshold. It works like a normal agenda, but you don’t know how many Doom it will accumulate before advancing.

When this scenario ends, no matter how it ends (resigning, investigators defeated, etc.), you will be asked to count the number of Doom in play.

If you run out of Doom tokens to place on this agenda, you can trade 4 Doom for 1 horror, which will count as 4 Doom for all game effects. (If you are playing on Hard or Expert Difficulty, you can trade 3 Doom for 1 horror, which will count as 3 Doom for all game effects.)

The Roi des Belges

During the game, you will be instructed to place or remove Resource counters on *Roi des Belges* locations. These resources represent the strength of your repairs and the durability of your steamboat.

If there are no resources on a *Roi des Belges* location, that part of the ship is severely damaged, and you must flip that location over to its **Damaged** side. To repair this part of the ship, you will need to place the required number of resources on the location following its instructions. You can then flip the location back to its **Repaired** side.

When such a location is flipped from one side to the other, it does not leave play. Therefore, all tokens placed on it remain in that location (on its new side), all attachments remain attached to it, and all enemies and investigators that were at that location remain there as well.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other set-up/resolution, use the information below when setting up and playing this scenario.

- ② Assemble the Chaos bag using the following tokens:
+1, 0, 0, 0, -1, -2, -2, -3, -4, -5, ♣, ♠, ♡, ♣, ♠, ♡, ♣, ♠.
- ② Investigators have 0 **Information on Kurtz** in the Campaign Log.
- ② Each investigator must add a copy of the Darkness Calls weakness to their deck. Remove each unused copy of Darkness Calls from the game.
- ② Each investigator places 4 horror tokens (from the token pool) on their copy of Darkness Calls.
- ② Investigators may choose how many copies of Act 1a “Along the Congo River” there will be in the Primary Act deck. The more acts, the more difficult the scenario will be.
- ◆ For an easier experience, choose 2 Acts.
 - ◆ For an average experience, choose 3 Acts.
 - ◆ For a more challenging experience, choose 4 Acts.
 - ◆ For an even more challenging experience, choose 5 Acts.
 - ◆ For the ultimate challenge against the Darkness, choose 6 Acts.

Suggested Location Placement





DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated), read the resolution that corresponds to your game situation:

- ◆ If at least one investigator was defeated: read **Resolution 1**.
- ◆ If all investigators resigned: read **Resolution 2**.

Resolution 1: You manage to get back to the *Roi des Belges* and you collapse in your cabin. Your memories of the next few days are hazy. You know Mateso took care of you, but you don't know how he got you back on your feet.

During your convalescence, on several occasions you heard shouting, felt the ship's boiler misfire and even the ship juddering to a halt, which you doubt were deliberate. Nevertheless, the voyage continued, and when you emerge from your cabin, you quickly come across the Director, who seems a little less neat and tidy than usual. You also notice that, overall, all the crew members look more haggard. Some of them are lying on the floor with their eyes to the sky, their clothes disheveled.

"Well," the Director says, looking happy to see you, "You're making a comeback. You've missed a lot of interesting things, but the main thing is that you're obviously game for what's coming next. I know I can count on you. Unfortunately, that isn't the case for everyone on board this ship..."

- ☞ If at least one investigator resigned, record in your Campaign Log that the Director does not trust you.
- ☞ Each investigator receives 2 bonus experience points for showing determination in the face of the Darkness.
- ☞ Read Agenda 1b "Arrival at the Heart of Darkness".

Resolution 2: You have taken refuge in your cabin and are waiting for things to settle down before you resurface.

On several occasions you heard shouting, felt the ship's boiler misfire and even the ship juddering to a halt, which you doubt were deliberate. Nevertheless, the voyage continued, and when you emerge from your cabin, you quickly come across the Director, who seems a little less neat and tidy than usual. You also notice that, overall, all the crew members look more haggard. Some of them are lying on the floor with their eyes to the sky, their clothes disheveled.

"Well," the Director taunts you, "here come our special guests. You've missed a lot of interesting things, but I hope you'll be ready for what's coming next."

The Director leans toward you, with an nasty expression that makes you uncomfortable. "I trust that you will accomplish your task, as Mr. Promise has asked. If not, please know that he will be informed of your lack of enthusiasm during this mission."

- ☞ In your Campaign Log, record that the Director does not trust you.
- ☞ Read Agenda 1b "Arrival at the Heart of Darkness".

Resolution 3: This voyage up the river, so full of incidents, seems to have lasted forever. You would have said a few months, but one of the Pilgrims tells you that the journey aboard the *Roi des Belges* began less than three weeks ago. Moreover, he adds that journey is nearing its end, because the ship is only a day or two away from the Inner Station.

- ☞ In your Campaign Log, record that you went up the Congo river.
- ☞ Skip to **Resolution 7**.

Resolution 4: This voyage up the river was particularly long and difficult, the journey took forever. You ended up losing track of time. If you had to guess, you would have assumed it took six months. So you are stunned when one of the Pilgrims informs you that only one month has passed on board the *Roi des Belges*. Moreover, he adds that the journey is nearing its end, because the ship is only a day or two away from the Inner Station.

- ☞ In your Campaign Log, record that you spent a long time going up the Congo river.
- ☞ Add 1 ☠ token to the chaos bag for the remainder of the campaign.
- ☞ Skip to **Resolution 7**.

Resolution 5: *The journey up the river was one of the toughest things you've ever done, compounded by the feeling that the voyage lasted an eternity. You ended up completely losing track of time. If you had to guess, you would have assumed it took at least a year. So you are stunned when one of the Pilgrims informs you that only a month and a half has passed on board the Roi des Belges. Moreover, he adds that the journey is nearing its end, because the ship is only a day or two away from the Inner Station. This seems impossible to you, as convinced as you were of the immensity of this journey.*

Refusing the reality that is presented to you, you turn away from your companions and travel and search the areas along the river for a landmark, something, anything that would comfort you about your sanity. Your heart misses a beat when you think you see a dark shape, vaguely resembling a human, staring at you from the other bank. You don't have time to scream, for the figure has immediately evaporated, swept away by the shadows that stretch along the riverbank.

☞ In your Campaign Log, record that *the Darkness has descended on the Congo.*

☞ Add 1 ☠ token to the Chaos bag for the remainder of the campaign.

☞ Skip to **Resolution 7**.

Resolution 6: *The journey up the river has lasted an eternity. You ended up completely losing track of time. If you had to guess, you would have assumed it had taken a few years. You have almost forgotten your objective. Your consciousness briefly resurfaces when one of the Pilgrims informs you that only two months have passed on board the Roi des Belges. You are already only half listening when he adds that the journey is nearing its end. The steamer is only a day or two away from the Inner Station. But you're not listening anymore. Only the Darkness occupies your thoughts. Your mind is as if detached from your body.*

You see yourself disembarking on a worm-eaten pier, greeted by a rather thin, blond young man dressed in an outfit so patched and mended with bits of fabric of all colors that he could be taken for a harlequin. Who is he? Why is he dressed like that? These questions only flit across your mind before vanishing into limbo. The strange person tells you that Kurtz is coming.

And indeed, like foam carried by the waves, a man enthroned on a palanquin lifted by a dozen men of the Black Hand tribe descends from a hill. He is very thin and his skin is sickly pale. Now that he is close enough, you see that his body radiates a dark energy. His eyes are black, completely black. The bearers set the palanquin down in front of you and prostrate themselves before Kurtz, who is suddenly transformed. Piece by piece, his alabaster skin shatters and reveals the Darkness that was eating Kurtz from the inside. He stands up straight, grows bigger and becomes a being of pure darkness before your eyes. All around you, the light of day is absorbed, as if an eclipse had suddenly fallen on the Congo. When the whole of Kurtz's physical body has dissolved into nothingness, the huge creature of Darkness facing you bends its head towards you and smiles. This triggers something in you. You have never felt this before. Never really. How to describe it? A word comes to your lips, but you can't voice it.

"Here you are at last," says the being who was Kurtz. "It is time. A great task awaits us."

You lose your footing. An ocean of darkness engulfs you. You collapse. Between two sobs, you hear yourself say the word you had forgotten. You only know this one now:

"The horror... The horror..."

☞ In your Campaign Log, record that *The Avatar of Darkness freely walks the Earth.*

☞ Each investigator is driven **insane**.

☞ The investigators lose the campaign!



Resolution 7: *At the end of a muggy, dark day, you see a treeless hill in the distance, illuminated by torches, bright in the dark.*

"This is Kurtz's house," the Director announces, startling you. "You need to get a closer look at it, right now, to prepare us for what's ahead."

The Director hands you a telescope and you hurry to see what the house looks like. You stop yourself from recoiling, horrified by a nightmarish vision. All around a colonial-style building, you can clearly see spikes on which human heads have been planted.

"Now," the Director whispers to you, "you really know who Kurtz is. What kind of man he has become. Tomorrow, no matter what happens, we're going to put an end to this madness."

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator also receives 2 bonus experience for having had an enlightening glimpse of the dangers that lurk along the Congo River.

☞ If an investigator took control of any copies of Congolese Warrior Equipment, any investigator may add those cards to their deck. These cards do not count towards those investigator's deck size.

☞ In your Campaign Log, record the amount of horror tokens remaining on each investigator's copy of Darkness Calls.

☞ Check your Campaign Log. If *Captain Marlow is in the hands of the Ancestors*: proceed to **Resolution 8**. Otherwise, make sure you have removed all tokens temporarily added to the Chaos bag during the scenario (such as Bless or Curse tokens), then the lead investigator reveals a random Chaos token:

✦ If the revealed Chaos token is +1, 0 or ✦: Skip to **Resolution 9**.

✦ If any other Chaos token is revealed: Skip to **Resolution 10**.

Resolution 8: You go to your cabin to rest, hoping to find sleep despite the atrocity of what you have seen.

"But what long faces you all have, aboard my ship!" calls out a voice behind you, which you don't immediately recognize. "I think it's about time I returned."

You turn around and are pleased to see Captain Marlow standing in front of you, sallow but upright and alive. You shake hands as if you were two survivors from a battle.

The captain smiles at you and continues: "From what I've heard, you're the reason I'm not six feet under and pushing up daisies! When we reach the Inner Station, I'll join you if you need me, to watch your back and pay my debt. Kurtz may well think he's going to redecorate with your head on a pike."

☞ In your Campaign Log, record that Captain Marlow is alive.

☞ An investigator may add the Captain Marlow (Experienced Wayfarer) card to their deck for the rest of the campaign. This card does not count towards deck size.

☞ Skip to **Interlude II - Kurtz's Warrior**.

Resolution 9: You go to your cabin to rest, hoping to get some sleep despite the atrocities you have seen. On the way, you meet Mateso, who seems to be in a good mood despite the circumstances.

"Ah it's you," the medicine man calls out to you in a cheerful voice. "I have good news, your Captain Marlow is back with us!"

You breathe a sigh of relief that Marlow is back on his feet. You head for his cabin to greet him, when Mateso interrupts you with a gentle but firm gesture:

"He is still convalescing and needs to rest. He will have to stay on board until the end of your mission, so don't count on him to help you bring Kurtz back. On the other hand, and we are all happy about this, he will be ready for our return and able to get us home safely."

☞ In your Campaign Log, record that Captain Marlow is alive.

☞ Skip to **Interlude II - Kurtz's Warrior**.

Resolution 10: You go to your cabin to rest, hoping to get some sleep despite the atrocities you have seen. But if you thought that this day couldn't get any worse, fate has other ideas. You come across Mateso, who stares at you with a dark, downcast look. When you ask him the matter, he answers:

"I'm afraid I am the bearer of bad news; Captain Marlow has just succumbed to the ailment that has been eating away at him. We have managed to navigate this far, but only the ancestors know if we will make it back down the river safely. I pray with all my soul that you can find a favorable outcome to this expedition, despite the darkness that is surrounding us and trying to engulf us, one after another."

☞ Proceed to **Interlude II - Kurtz's Warrior**.







Interlude II: Kurtz's Warrior

You retire to your cabin to get as much rest as possible in preparation for what awaits you tomorrow.


For a moment, you think that the combination of all the horrors you've experienced on the journey and the apprehension at facing Kurtz in his own territory is going to mean sleep eludes you.

Nevertheless, you sink into a restless sleep, as if your subconscious fitfully refuses to let your mind gradually sink into an ocean of darkness.

☉ Check your Campaign Log. If you have a prisoner on board, the lead investigator reveals a Chaos token.

◆ If a , , , or  token is revealed: Read **Kurtz's Warrior 1**.

◆ If a token with a negative modifier is revealed: Read **Kurtz's Warrior 2**.

◆ If a , +1, or 0 token is revealed: Read **Kurtz's Warrior 3**.

☉ If you do not have a prisoner on board, skip Interlude II and proceed to the next scenario.

Kurtz's Warrior 1: Shouts and shots from a Winchester gun suddenly ring out in the middle of the night. You rush out to see what's going on and find the steamer up in arms. Pilgrims are trying to illuminate the riverbanks while others empty their magazines into the jungle. You find Mateso beside one of his people. The poor man is lying in a pool of blood, gaping wounds all over his body. You understand what has happened as you realize where you are. The injured man was the guard posted in front of the cabin where you were holding your prisoner.

The Director arrives on the scene and reproachfully says, "I knew this would happen! Why would you want to keep that man here and put us all in danger? After what he and his kind did to us? We should have gotten rid of him before... And then how did he manage to... well, he's gone now. Let him go to his master. We'll be there before him anyway."

☉ In your Campaign Log, record that the prisoner escaped and cross out you have a prisoner on board.

☉ Check Campaign Log. If you found Kurtz's personal belongings, skip to **Kurtz's Warrior 4**.

Otherwise, you suffer no ill effects.

Kurtz's Warrior 2: Shouts and shots from a Winchester gun suddenly ring out in the middle of the night. You rush out to see what's going on and find the steamer up in arms. Some Pilgrims run up to you and excitedly tell you that they have shot the escaping prisoner. Just as he was about to go overboard. You find Mateso beside Kurtz's man, who is lying in a pool of blood.

The Director arrives on the scene and reproachfully says, "I knew this would happen! Why would you want to keep that man here and put us all in danger? After what he and his kind did to us? We should have gotten rid of him before... And then how did he manage to... well, he's dead now. Right, everyone to their quarters!"

☉ In your Campaign Log, record that the prisoner died while trying to escape and cross out you have a prisoner on board.

☉ Check Campaign Log. If you found Kurtz's personal belongings, skip to **Kurtz's Warrior 5**.

Otherwise, you suffer no ill effects.

Kurtz's Warrior 3: Suddenly, shouts ring out in the middle of the night. You rush out to see what's going on and find the steamer up in arms. Some Pilgrims come running to you and excitedly tell you that they have caught the escaped prisoner just as he was trying to get into a cabin next to yours.

The Director stands above you on the bridge and addresses all the crew members: "It's okay, we caught that devil! We had to tie him up tighter, and I have posted two armed men outside his cabin. Everyone go back to your quarters!"

☉ You suffer no ill effects.

Kurtz's Warrior 4: You enter your cabin, vaguely hoping to get some more rest before arriving - in just a few hours - at your destination. When you open the door, you see, incredulously, that your cabin has been turned upside down. Your brain struggles to process what you see, but you finally realize the obvious. Who else but the escaped prisoner could have done such a thing? You saw all the other crew members on deck just moments ago. A quick inspection of your belongings tells you that nothing has been taken from you, except for Kurtz's belongings which you found in his hiding place at the Central Station.

You think for a moment. The prisoner took a lot of risks during his escape. Not only did he not leave the ship immediately, but he also created a diversion in order to come and get a few letters and photos belonging to Kurtz.

You think back to the nighttime assault that happened a while ago. You had thought that the objective was to kill you, or at least to slow down your progress towards Kurtz. But in reality, there were not that many of them, and your losses were limited. What if their goal all along was to recover Kurtz's belongings? You try to remember what was in the documents, if there was anything worth taking such risks to retrieve, but to no avail. No matter, you are convinced, and you are now a little closer to understanding Kurtz's true intentions when you face him.

☉ In your Campaign Log, cross out you found Kurtz's personal belongings.

☉ Add 1 Information on Kurtz.

Kurtz's Warrior 5: You do not immediately obey the Director and instead go to Mateso's side to examine the body. The old man smiles gently at you, then after checking that no one is watching, he slips an envelope containing documents into your hands.

"Here," the medicine man whispers to you. "He had this hidden on him. I thought it best to give it to you, rather than to the Director..."

Hiding your surprise, you thank Mateso and hurry to your cabin to see what it is. You are surprised to find that it is Kurtz's belongings that you found in his hiding place at the Central Station. And indeed, the safe in your cabin where they were stored is open. Incredible as it may seem, the prisoner escaped without raising an alarm, broke into your quarters, and stole the documents.

You think for a moment. The prisoner died for a few letters and photos belonging to Kurtz, when he could have jumped overboard immediately after his escape.

You think back to the nighttime assault that happened a while ago. You had thought that the objective was to kill you, or at least to slow down your progress towards Kurtz. But in reality, there were not that many of them, and your losses were limited. What if their goal all along was to recover Kurtz's belongings?

You quickly scan the documents, looking for something worthy of risking one's life to retrieve. To no avail. No matter, you are convinced, and you are now a little closer to understanding Kurtz's true intentions when you face him.

☉ Add 1 Information on Kurtz.

Scenario III: The Avatar of Darkness

Intro 1: You wake up a few minutes before sunrise. The night has not been easy, and the pale dawn that pierces your porthole is not very inviting. You leave your cabin and find most of the crew already up.

The fatigue of the endless journey up the river and the hardships endured is evident on all faces. It is almost miraculous that you managed to get so close to Kurtz without the whole expedition turning into a fiasco. You are both dreading and hoping that the boat will finally reach its destination.

Check Campaign Log.

If you drove off a tribe of Darkness worshippers, proceed to **Intro 2**.

Otherwise, skip to **Intro 3**.

Intro 2: You turn your attention to the ship's bow. The vegetation is dense and the meandering river prevents you from seeing more than a few dozen meters around the steamer. You are getting more and more nervous as you approach Kurtz's station, which is hidden not far from your location, just around the bend in the river. It would be an ideal spot for an attack from the banks, but nothing moves. If anyone is watching you from the thick vegetation, they are well hidden, or too few in number to pose a threat.

☉ Remove 1 **A** token from the chaos bag for the remainder of the campaign.

☉ When drawing opening hands for this scenario, investigators cannot take a mulligan.

Skip to **Intro 4**.

Intro 3: You turn your attention to the ship's bow. The vegetation is dense and the meandering river prevents you from seeing more than a few dozen meters around the steamer. You are getting more and more nervous as you approach Kurtz's station, which is hidden not far from your location, just around the bend in the river. It would be an ideal spot for an attack from the banks. You are on high alert.

A rush of adrenaline passes through you the moment you see suspicious movement in the trees. You shout out as you spot the tips of arrows sticking out of the foliage on the other side of the river. All the crew are on alert. The Pilgrims rush to the weapons locker, and the Accountant and the Director pass by shouting insults and lock themselves in their cabins. You rush to your quarters to collect your belongings and prepare for the attack.

☉ After each investigator has drawn their opening hand for this scenario, each investigator may do one of the following:

- ◆ Add a copy of the Winchester .22 card to their hand (Group limit of 2 x Winchester .22 among all investigators).
- ◆ Search their deck for a **Firearm**, **Ranged** or **Spell** card and add it to their hand. No **Research** abilities cannot be triggered as part of this search.

☉ Each investigator who has searched for a card shuffles their deck.

Proceed to **Intro 4**.

Intro 4: As the sun rises over the Congo, a thick mist quickly forms from upriver. In a few minutes, it has covered the river, your steamer, the banks and the sky with an atmosphere as dense as cotton. It is amid this surreal atmosphere that the first arrows whistle past your ears.

Panic quickly takes hold of everyone on board. The dreaded attack has finally happened, a few minutes from Kurtz' station. He obviously does not intend to go quietly...

Proceed to **Setup**.

Setup

- ② Gather the cards from the following encounter sets: *The Avatar of Darkness*, *Lands of the Congo*, *The Darkness* and *Cult of Darkness*. These sets can be identified by the following icons:



- ② Gather all Act x "a/b" cards and set aside 4 random copies of Act 3 "a/b". Form the Main Act deck from the remaining "a/b" Act cards.
- ② Put the 3 copies of Banks of the Congo River and the Roi des Belges (Repaired) locations in play.
- ② If you are playing on **Easy** or **Standard** difficulty, reveal each copy of Banks of the Congo River (Bathed in Mist).
- ② Place 3 resources from the token pool on Roi des Belges (Repaired) and place 1 copy of Concealed Archer at each Banks of the Congo River location.
- ② The Investigators begin at Roi des Belges.
- ② Check your Campaign Log. Each investigator places the recorded number of horror on their copy of Darkness Calls.
- ② Remove the following cards from the game:
- ◆ The 2 copies of Congolese Warrior.
 - ◆ 4 other random encounter cards from the *Lands of the Congo* encounter set.
- ② Set the following cards aside, out of play:
- ◆ The 4 Act "c/d" cards that form the "c/d" Secondary Act deck and the 2 Act "e/f" cards that form the "e/f" Secondary Act deck.
 - ◆ The 3 copies of Warrior of the Black Hand, the 2 copies of Medicine Man of the Black Hand, the 2 copies of Kurtz's Bodyguard and the Medicine Woman of the Black Hand.
 - ◆ The Station Pier, Inner Station, Kurtz's House, Path to Darkness, The Heart of Darkness and the 8 remaining single-sided locations.
 - ◆ All remaining copies of the Submerged by the Darkness weakness.
 - ◆ Each copy of Congolese Warrior Equipment, .22 Winchester and The Harlequin's Journal that have not been added to an investigator's deck.
 - ◆ The Ancestors Have Heard You encounter card, if it has not been exiled.
 - ◆ The following cards that have a Story card on the other side: The Harlequin, Kurtz (Sick), Kurtz (Transforming) and The Avatar of Darkness. To get the most out of the scenario, do not read these cards, or their Story side, until prompted.
- ② Shuffle the remaining encounter cards to form the encounter deck.

The Roi des Belges

During the course of the game, you will be instructed to place or remove Resource tokens on your steamer, the Roi des Belges. These resources represent the strength of the repairs you have made, and the durability of your steamer.

If there are no resources on the Roi des Belges, the ship is severely damaged and you must flip this location over to its **Damaged** side. To repair the boat, you will need to follow the instructions on the location to place the required number of resources on it. You will then be able to flip this location back to its **Repaired** side.

When this location is flipped from one side to the other, it does not leave the game. Therefore, all tokens placed on it remain in that location (on its new side), all attachments remain attached to it, and all enemies and investigators that were in that location remain there as well.

Reminder for Official Rules: Patrol

Some enemies have the Patrol keyword. During the Enemy Phase, each ready, unengaged enemy with the Patrol keyword moves to a connecting location towards their designated location (in parentheses next to the Patrol keyword) by the shortest possible route.

If more than one location matches the designated location, the lead investigator may choose which location the enemy moves to.

If an enemy with the Patrol keyword would move to a location that is blocked by a card ability, that enemy does not move.

Standalone Mode

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolution, use the information below when setting up and playing this scenario.

- ② Assemble the Chaos bag using the following tokens:
+1, 0, 0, 0, -1, -2, -2, -3, -4, -5, ♣, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.
- ② The investigators have **8 Information on Kurtz** in the Campaign Log.
- ② Each investigator must add a copy of the Darkness Calls weakness to their deck. Remove each unused copy of Darkness Calls from the game.
- ② Each investigator places 2 horror tokens on their copy of Darkness Calls.
- ② Investigators must choose one of the 3 statements below to record in their Campaign Log:
- ◆ For an easier experience, choose *you went up the Congo river*.
 - ◆ For an average experience, choose *you spent a long time going up the Congo river*.
 - ◆ For a more difficult experience, choose *the Darkness has descended on the Congo*.

Suggested Location Placement (Easy or Standard difficulty)



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated) and Agenda 6a was in play at the end of the game: Read Resolution 19.

If no resolution was reached (each investigator was defeated) and an Agenda other than Agenda 6a was in play at the end of the game: Read Resolution 6.

Resolution 1: *Despite the dangers that surround you, you manage to hold Kurtz in the center of an intricate assembly of pieces of ivory with which you have reproduced the configuration depicted in the ancient fresco. As the ritual progresses, you feel more and more strongly the mystical power emanating from this place. Even the dark jungle around you seems to vibrate in unison with an ancient and mysterious song. Finally, you take out the obsidian statuette and place it in the center of the device.*

Kurtz is writhing in pain. You no longer recognize his voice, which seems to emerge from a gaping hole in the ground, with distorted and terrifying echoes. Thick black smoke suddenly comes out of every pore of his skin. Hundreds of wisps of smoke are drawn towards the statuette, which absorbs this manifestation of darkness. A few moments later, it is all over. Kurtz lies on the ground, unconscious but alive. The mystical African chanting has fallen silent, replaced by the familiar sounds of the jungle. The statuette has not changed, but you now know that it contains one of the most dangerous beings in the Mythos.

Following the example of the Congolese elders, you dig the deepest hole you can and place the statuette in it - thus at the center of the ritual - before covering everything. The Darkness will not be able to escape for a long time.

☞ Skip to **Resolution 11**.

Resolution 2: *Despite the dangers that surround you, you manage to hold Kurtz in the center of an intricate assembly of pieces of ivory with which you have reproduced the configuration depicted in the ancient fresco. As the ritual progresses, you feel more and more strongly the mystical power emanating from this place. Even the dark jungle around you seems to vibrate in unison with an ancient and mysterious song. Despite the absence of the black stone, you are forced to improvise an end to the ritual. After several unsuccessful attempts, you manage to complete the confinement ritual.*

Kurtz is writhing in pain. You no longer recognize his voice, which seems to emerge from a gaping hole in the ground, with distorted and terrifying echoes. Thick black smoke suddenly comes out of every pore of his skin. Hundreds of wisps of smoke writhe all around Kurtz, trying to escape but gradually being absorbed by the pieces of ivory around you. A few moments later, it is all over. Kurtz lies on the ground, unconscious but alive. The mystical African chanting has fallen silent, giving way to the familiar sounds of the jungle.

The darkness is gone, but it is only trapped in a device that you suspect is fragile. So you set about covering up the elements of the confinement ritual as much as you can. You hope that this way the Darkness will not be able to escape for a long time.

☞ Each investigator suffers 1 mental trauma as a result of the colossal psychic efforts required to confine the Darkness using an incomplete ritual.

☞ Skip to **Resolution 11**.

Resolution 3: *Your soul fights with all its strength against the soul of Darkness devouring Kurtz. Your opponent is powerful, but your willpower gradually gains the upper hand. You feel Kurtz's crippled and torn soul helping you to defeat the terrifying entity.*

You are about to lose your mind completely, when you hear a strange song in the distance. The primordial rhythms of this melody envelop you like a silken cloak. You recognize the incantations of the Ancestors, mystical beings come to help you fight their enemy. With their help, you finally break through the mental defenses of the Darkness.

Kurtz is writhing in pain. You no longer recognize his voice, which seems to emerge from a gaping hole in the ground, with distorted and terrifying echoes. Thick black smoke suddenly comes out of every pore of his skin. Hundreds of wisps of smoke writhe all around you, trying to flee, but they are gradually absorbed into the ground. You understand that the Darkness is drawn into the pieces of ivory

scattered around you. A few moments later, everything is over. Kurtz lies on the ground, unconscious but alive. The mental noise of your clash of wills gives way to the familiar sounds of the jungle. The darkness is gone, but it is only trapped in a device that you suspect is fragile. You therefore try to cover the pieces of ivory you see sticking out of the ground as much as you can. You hope that in this way, with the help of the Ancestors, the Darkness will not be able to escape for a long time.

☞ Each investigator suffers 1 mental trauma as a result of the colossal psychic efforts required to defeat the soul of Darkness.

☞ The lead investigator may permanently remove a basic weakness from their deck following their esoteric encounter with the Ancestors.

☞ Skip to **Resolution 11**.

Resolution 4: *Your soul fights with all its strength against the soul of Darkness devouring Kurtz. Your opponent is powerful, but your willpower gradually gains the upper hand. You feel Kurtz's crippled and torn soul helping you to defeat the terrifying entity. You are about to lose your mind completely, when finally you break through the mental defenses of the Darkness.*

Kurtz begins to writhe in pain, and you no longer recognize his voice, which seems to emerge from a gaping hole in the ground, with distorted and terrifying echoes. A thick black smoke suddenly comes out of all the pores of his skin. Hundreds of wisps of smoke writhe all around you. They are trying to flee, but are gradually absorbed into the ground.

You realize that the Darkness is drawn into the pieces of ivory scattered around you. A few moments later, it is all over. Kurtz lies on the ground, unconscious but alive. The mental noise of your clash of wills gives way to the familiar sounds of the jungle. The darkness is gone, but it is only trapped in a device that you suspect is fragile. You therefore try to cover the pieces of ivory you see sticking out of the ground as much as you can. You hope that in this way, the Darkness will not be able to escape for a long time.

☞ Each investigator suffers 1 mental trauma as a result of the colossal psychic efforts required to defeat the soul of Darkness.

☞ Skip to **Resolution 11**.

Resolution 5: *You bring the kudu horn to your lips and blow it with all your strength.*

The effect is spectacular and beyond your comprehension. Although the sound emitted by the instrument is powerful, decibels alone cannot explain why all the Black Hand warriors around you cover their ears and collapse screaming. Even the Avatar of Darkness is shaken, wobbles, drops to one knee and clutches his head in his obsidian hands. The spirits of the ancestors have come to your aid.

You take advantage of the situation to run away, and just in time, because the shock caused by the sound is already starting to wear off. You are out of strength, but fortunately for you, the temporary advantage gave you enough of a lead to reach the Roi des Belges.

☞ Each investigator suffers 1 physical trauma as a result of their escape from the Avatar of Darkness, and suffers 1 mental trauma because their encounter with this entity will populate their nightmares for many years to come.

☞ The Kudu Horn is permanently removed from the game.

☞ Check Campaign Log. If the Director does not trust you, proceed to **Resolution 6**. Otherwise, skip to **Resolution 20**.

Resolution 6: *You have finally managed to reach the dock of the Inner Station, but an unpleasant surprise awaits you at the Roi des Belges. The gangway to the ship is raised, making it impossible to board. The Pilgrims on deck have spotted you and are pointing their Winchesters at you. Despite your cries to let you board, they do not move. You then realize that the steamer's funnel is belching thick white smoke, a sign that the ship is about to leave. You try to get closer, but the Pilgrims' shots ricochet around your feet, preventing you from advancing any further. Then the Director appears, accompanied by the Pilgrims.*

"Sorry, but there is no place for you on my ship. Make your own way out of this cursed place!" he declares sharply.

☞ Check Campaign Log. If Captain Marlow is alive, proceed to **Resolution 7**. Otherwise, skip to **Resolution 18**.

Resolution 7: Captain Marlow strides forward and yells at the Director:

"You're the ones who are going to have to make it back without us! You don't have a proper helmsman on board, old man. Without my help, you'll end up stranded on a sandbank, like the last time the Roi des Belges went down this river. And I will not leave without my comrades here. Let us come aboard, or we are all dead!"

Marlow's arguments seem to hit home for the Director, whose face falls as he realizes the truth of the Captain's words. Reluctantly, the Director orders his men to lay down their weapons and lower the gangplank to let you board.

Ⓢ Skip to Resolution 20.

Resolution 8: Kurtz's heart-rending cries pull you from your contemplation of the spectacle of Darkness spreading around you. He now looks extremely weak. His skin has turned completely white and his wounds are bleeding profusely. He only finds the strength for two words before he loses consciousness:

"The horror... The horror..."

You immediately move around Kurtz's battered body, trying everything in your power to stop the bleeding and revive him. But after many minutes of struggling, you finally lose hope. You stand up with difficulty, staring into space.

A thick black smoke suddenly comes out of every pore of Kurtz's skin. Hundreds of wisps of smoke writhe all around you. Some of them enter your body, without you feeling anything. Most of them try to flee but are gradually absorbed into the ground. You understand that the Darkness is drawn to the pieces of ivory scattered around you. A few moments later, it is all over. Kurtz is dead. The darkness is gone, but it is only trapped in a device that you suspect is fragile. You therefore try to cover the pieces of ivory that you see sticking out of the ground as much as you can. You hope that in this way the Darkness will not be able to escape for a long time.

Ⓢ In your Campaign Log, record that the investigators were unable to bring Kurtz back alive

Ⓢ Each investigator suffers 1 physical trauma following the fight against Kurtz.

Ⓢ Skip to Resolution 16.

Resolution 9: The Avatar of Darkness was as powerful as it was terrifying, but it was not invulnerable. Thanks to your perseverance, you have managed to inflict lethal blows on its obsidian body.

Finally, you deliver a decisive attack that knocks the nightmarish creature to the ground. The gut-wrenching screams of the Darkness chill your blood as the dark body suddenly expels thick black smoke. Hundreds of wisps of smoke billow toward you. You quickly understand what is attracting the Darkness: it is the obsidian statuette you found while traveling up the Congo River. You take the statuette out of your pocket and notice that it gradually absorbs all the black smoke emanating from the Avatar of Darkness. A few moments later, it's all over. The creature's skin gradually turns white again; its body returns to human form.

You see Kurtz's pale body, terribly thin and ravaged by wounds that bleed profusely. He only finds the strength for two words before he loses consciousness:

"The horror... The horror..."

You rush to his side, trying everything in your power to stop the bleeding and revive him. But after many minutes of struggling, you lose hope. You get up with difficulty, staring blankly. Kurtz is dead.

You examine the statuette in your hands. It has not changed. It would be impossible to guess that it now contains one of the most dangerous entities in the Mythos.

You carefully wrap the obsidian statuette and lock it away in your belongings. You hope that the Darkness will not be able to escape it for a long time.

Ⓢ In your Campaign Log, record that the investigators were unable to bring Kurtz back alive

Ⓢ Each investigator suffers 1 physical trauma following the desperate fight against the Avatar of Darkness.

Ⓢ Skip to Resolution 16.

Resolution 10: The Avatar of Darkness was as powerful as it was terrifying, but it was not invulnerable. Thanks to your perseverance, you have managed to inflict lethal blows to its obsidian body.

Finally, you deliver a decisive attack that knocks the nightmarish creature to the ground. The gut-wrenching screams of the Darkness chill your blood as the dark body suddenly expels thick black smoke. Hundreds of wisps of smoke writhe all around you. Some of them penetrate your body without you feeling a thing. Most of them try to flee, but are gradually absorbed into the ground. The creature's skin gradually turns white again; its body takes on human form.

You see Kurtz's pale body, terribly thin and ravaged by wounds that bleed profusely. He only finds the strength for two words before he loses consciousness:

"The horror... The horror..."

You rush to his side, trying everything in your power to stop the bleeding and revive him. But after many minutes of struggling, you lose hope. You get up with difficulty, staring blankly. Kurtz is dead.

As you examine your surroundings, you discover pieces of fossilized ivory hidden beneath the earth. You realize that the Darkness has been drawn to these pieces and that the device trapping it is fragile. So you set out to cover up as much of the ivory as you can, hoping that the Darkness will not be able to escape for a long time.

Ⓢ In your Campaign Log, record that the investigators were unable to bring Kurtz back alive

Ⓢ Each investigator suffers 1 physical trauma following the desperate fight against the Avatar of Darkness, and suffers 1 mental trauma because a part of the essence of Darkness has forever tainted their soul.

Ⓢ Skip to Resolution 16.

Resolution 11: Once your task is complete, you find Kurtz in the same place where he fell, curled up and muttering incoherently. You pick him up and take him with you to the Roi des Belges. Kurtz does not protest as you pass the hill leading to his house, he even seems reassured that you are taking him away from this cursed place. No one stops you. The people of the Inner Station all look stunned, as if they have just woken up from a long, tumultuous nightmare. Once everyone is on board, the Director congratulates you on the success of your mission, but it seems clear that he is happier to leave this place than he is to have Kurtz on board the ship. In any case, the Roi des Belges begins to head back downriver on its long journey back to the Central Station.

With all the cabins taken, you put Kurtz on a bunk near the helmsman's post. The fresh air seems to do him good, and a few days later Kurtz is lucid enough to talk to you again. He spends a lot of time explaining to you how noble his intentions were, how he really did have a big plan in mind, but that now it's all over for him. Despite yourself, you find sympathy for this man who is now a shadow of his former self.

You thought he might regain enough strength to make the journey, but a few days later he falls ill again, loses a lot of weight and becomes delirious. During a particularly hot night, despite the breeze, Kurtz starts talking about his promised; he misses her terribly and is worried about the lies she will be fed about him. As a final favor, he begs you to find her and tell her the truth about his unfortunate fate.

Ⓢ Each investigator removes Darkness Calls from their deck, as well as Submerged by the Darkness if this weakness is present in their deck.

Ⓢ Each investigator suffers 1 physical trauma from the injuries they sustained during the trip, and suffers 1 mental trauma because the horrors they witnessed will haunt them for the rest of their life.

Ⓢ Each investigator earns experience points equal to the Victory X value of each card in the victory display. Each investigator earns 7 additional experience points for defeating the Darkness.

Ⓢ Check Campaign Log. If you know about Miss Promise, proceed to Resolution 12. If you found Kurtz's personal belongings, skip to Resolution 13. If neither of these are true, skip to Resolution 15.

Resolution 12: *The poor devil Kurtz obviously forgot that you had already spoken about his promised, and that you know about his secret relationship with the daughter of the director of the Company.*

Ⓢ Skip to **Resolution 14.**

Resolution 13: *Wanting to be sure, you go and look through your things and take the picture of the girl that you found at the Central Station. You go back up to the bridge and show the photo to Kurtz. His face lights up in an instant. He admits to you that this is the woman he is in love with and that their relationship had to remain secret for fear of her father's reprisals.*

It is then that you make the connection with Mr Promise. Of course! The family resemblance jumps out at you now. Kurtz's "promised" is Mr Promise's daughter.

Ⓢ Proceed to **Resolution 14.**

Resolution 14: *Kurtz begs you to swear that you will find Miss Promise and tell her his story, honestly and without lying to her. You feel so sorry for him that you can't resist, and you promise him that it will be done.*

Kurtz smiles at you and seems to be about to tell you something when his eyes are drawn to something behind you. His smile immediately disappears, his eyes become glassy, his voice becomes shrill and he stammers. You would swear that his illness is so bad that he is losing weight before your very eyes, barely more than skin on bone.

You turn around, but see nothing in particular through the cabin window. Only the right bank of the river passing quietly by, relatively clearly at this point, the trees of the rainforest far behind you, a large peaceful savannah ahead.

Kurtz extends a skeletal arm, pointing at something invisible on the shore.

"It's here..." he manages to say in a breath, and then you can barely hear his last words:

"The horror... The horror..."

Kurtz closes his eyes and collapses. You rush to help him and yell to the young Congolese sailor who is standing behind you to run and get Mateso. But it is too late. Kurtz is dead.

Ⓢ In your Campaign Log, record that you made a promise to Kurtz.

Ⓢ Skip to **Resolution 21.**

Resolution 15: *You do not know who Kurtz is talking about, and all your attempts to get a name or useful information about this woman are in vain. Kurtz's words become more and more incoherent. Suddenly, his gaze is drawn to something behind you. His eyes turn glassy, his voice becomes shrill and he stammers. You would swear that his illness is so bad that he is losing weight before your very eyes, barely more than skin on bone. You turn around, but see nothing in particular through the cabin window. Only the right bank of the river passing quietly by, relatively clearly at this point, the trees of the rainforest far behind you, a large peaceful savannah ahead.*

Kurtz extends a skeletal arm, pointing at something invisible on the shore.

"It's here..." he manages to say in a breath, and then you can barely hear his last words:

"The horror... The horror..."

Kurtz closes his eyes and collapses. You rush to help him and yell to the young Congolese sailor who is standing behind you to run and get Mateso. But it is too late. Kurtz is dead.

Ⓢ Skip to **Resolution 21.**

Resolution 16: *Your task complete, you return to Kurtz's lifeless body. Unable to bring yourself to leave him here to rot, or even to bury him in this cursed place, you decide to take him with you to the Roi des Belges.*

When you arrive at the Inner Station, Kurtz's people all have a stunned look on their faces, as if they have just woken up from a long, tumultuous nightmare. No one stops you, nor does anyone try to take Kurtz's remains. Once everyone is on board, the Director points out that your mission was to bring Kurtz back alive and that Mr. Promise will not be pleased. However, it seems clear that he doesn't hold it against you personally and is happier to leave this place with Kurtz dead than alive. The Roi des Belges begins to head back downriver on it long journey back to the Central Station.

Ⓢ Each investigator removes Darkness Calls from their deck.

Ⓢ Each investigator who has not already added Submerged by the Darkness to their deck adds this weakness to their deck.

Ⓢ Each investigator suffers 1 physical trauma from the injuries they sustained during the trip, and suffers 1 mental trauma because the horrors they witnessed will haunt them for the rest of their life.

Ⓢ Each investigator earns experience points equal to the Victory X value of each card in the victory display. Each investigator earns 5 additional experience points for having repelled the threat of the Darkness.

Ⓢ Skip to **Resolution 21.**

Resolution 17: *"The truth," thunders the Avatar of Darkness, "is that humanity is a distant descendant of the beings you call the Shoggoths."*

"During the long-forgotten wars, the corrupted bodies of these defeated creatures dissolved into the earth, air, and water of this planet. They were absorbed into the other native beings of the Earth and, in so doing, their essence lurks in the hearts of all living things."

"I have walked this planet for a long time, and I have never seen anyone as close to becoming a new power among the stars as you are. The other powers, that you call the Great Old Ones, or something, have at best contempt for you or are unaware of your existence. But I know that humanity just needs a little push to let its potential explode. I am happy, because now the time has come. A great task awaits us."

The huge creature of Darkness facing you approaches and touches your face with its hand, as hard, cold and black as obsidian. This triggers something in you. You have never felt anything like it. Never really. How to describe it? A word comes to your lips, but you can't get it out. You lose your footing. An ocean of darkness engulfs you. You collapse. Between two sobs, you hear yourself say the word you had forgotten. You only know this word now:

"The horror... The horror..."

Ⓢ In your Campaign Log, record that the Avatar of Darkness freely walks the Earth.

Ⓢ Each investigator is driven insane.

Ⓢ The investigators have lost the campaign!

Resolution 18: *You are caught off guard and do not know what to do. Some crew members arrive from inland and join you; they too have been abandoned by the Director. Some of them, taken by madness, throw themselves into the water to try to catch up with the Roi des Belges, which is already pulling away. They are picked off one after the other by Winchester fire. You are faced with an impossible situation.*

You start looking for another way to leave the Inner Station. You quickly realize that you have no choice but to walk back along the Congo River and hope to catch up with the steamer. You go deep into the rainforest, wounded and on the verge of madness.

You barely make it a mile before a group of Black Hand warriors attack you from behind. You fight with the energy of desperation, but nothing and no one can help you. Not here. Not this close to the Heart of Darkness.

Ⓢ In your Campaign Log, record that the Avatar of Darkness freely walks the Earth.

Ⓢ Each investigator is killed.

Ⓢ The investigators have lost the campaign!

Resolution 19: *You go for broke and attack the Avatar of Darkness in the hope of at least taking it with you to the grave. But it's no use. The being that used to be Kurtz withdraws, and lets his bloodthirsty warriors pounce on you.*

The world around you turns into a maelstrom of spears, arrows, blood and screams. The last thing you see is the Avatar of Darkness watching the massacre, with a glint of amusement in his eyes.

Ⓢ In your Campaign Log, record that the Avatar of Darkness freely walks the Earth.

Ⓢ Each investigator is killed.

Ⓢ The investigators have lost the campaign!

Resolution 20: *You are finally on board the Roi des Belges, exhausted. You head for your cabin to rest and you feel the gentle lapping of the waves on the hull of the boat. The weight on your shoulders begins to ease.*

The Director does not hide his hostility towards you and takes every opportunity to remind you that you have failed in your mission. Nevertheless, the return trip passes without any major incident. A few weeks later, you dock back at the Company's Central Station.

After taking your leave of the Director, who pays you no attention, you board the first transatlantic ship back to Arkham. You are relieved to be back home, but you know that the memories of your adventure will continue to haunt you.

A few days later, you meet with Mr. Promise. The meeting is brief, but you sense his disappointment. Although he recognizes the difficulty of your mission, he expected a lot from you and you have failed to bring Kurtz back.

As you leave the Company's premises, your conscience torments you. You promise yourself that you will never forget the horrors you have seen and the lessons you have learned.

- ☞ In your Campaign Log, record that the Avatar of Darkness freely walks the Earth.
- ☞ In your Campaign Log, record that the investigators were unable to bring Kurtz back alive
- ☞ Each investigator removes Darkness Calls from their deck.
- ☞ Each investigator suffers 1 physical trauma from the injuries sustained during the trip, and suffers 1 mental trauma because the horrors they witnessed will haunt them for the rest of their life.
- ☞ Each investigator earns experience points equal to the Victory X value of each card in the victory display. Each investigator earns 3 additional experience points for facing the Darkness.
- ☞ You escaped the hellish Congo alive, but you didn't succeed in facing the Darkness. Perhaps you'll do better next time...

Resolution 21: *Mr. Promise snaps the file containing your mission report shut and looks up at you sternly.*

"So that's what happened? I don't deny that the Company is embarrassed by the tragic death of Mr. Kurtz. And to leave his remains there is really..."

Mr. Promise closes his eyes for a moment, inhales heavily, then looks at you from head to toe.

"But I guess you did the best you could under the circumstances. At least we don't have any more problems with the ivory. The new head of the Inner Station has started the shipments again, so everything will gradually return to normal. As for the... truth... about what Kurtz had become, I suppose I don't need to remind you of the confidentiality clause you signed before embarking for Africa a few months ago?"

You leave Mr. Promise's office shortly afterwards and hurry out of the huge building as quickly as possible. The air is more breathable here, in front of the building, but the horizon is obscured by a bank of black clouds. The Miskatonic River flows quietly at your feet, forming a watery path that seems to lead to the farthest reaches of the earth... to the heart of darkness.

- ☞ In your Campaign Log, record that the investigators have returned from the heart of darkness.
- ☞ Check Campaign Log. If the Ancestors are watching you, record in your Campaign Log that the Ancestors are proud of you. The lead investigator gains 2 additional experience points for fulfilling their destiny.
- ☞ The investigators have won the campaign!



Scenario Interludes

Do not read these interludes unless you are explicitly asked to do so.

Parleys

Parley 1: As you depart the residential area, an old African man dressed in pristine white traditional attire approaches you. You do not know who he is, but you are sure you have seen him before.

"I've been watching you since the day you first arrived," he states in a calm and confident voice. "From what I've seen, I understand why our ancestors turned to you. The task ahead of you is of paramount importance. So much depends on you and the choices you will make when you face the Darkness. So I give you this."

The old man hands you a small and finely decorated instrument, carved out of Kudu horn.

"When you feel the time is right, use it to call upon our ancestors. May they come to your aid swiftly."

As he talks to you, it is as if you were hypnotized by the artifact. You can feel its power but you don't understand its origin. You look up to question the mysterious benefactor, but the old African man in white has disappeared, as if he were never there. Only the horn in your hand proves you have not been deceived by an illusion.

Parley 2: Your visit to the Central Station and your trip up the river have allowed you to learn more about Kurtz. You have come up with several hypotheses as to his deeper motives. Now that he stands before you, you can put your theories into practice and try to decipher the actions of this strange man.

Parley 3: Kurtz often mentions his "promised" during the discussion, a woman who would be waiting for him back home. You make the connection with the photo you found in Kurtz's belongings at the Central Station, and suddenly you have an epiphany. The young woman's face looks familiar because the "promised" in question is in fact the daughter of Mr. Promise. You know that no one, least of all her father, knows that the daughter of your sponsor is having an affair with Kurtz. You decide to take advantage of this information to push Kurtz to leave and join her for good.

Parley 4: Kurtz is not so easily taken aback by your knowledge of him. It will take time to find the crack in his psychological defences.

Parley 5: Kurtz often refers to his incredible accomplishments, but regrets that he has to use force to achieve them. You take advantage of this contradiction by trying to make him face the consequences of his actions, as well as those of the Black Hand tribe. You present him with the idea that something, perhaps related to what made him sick, is spreading contagious violence.

Parley 6: Kurtz does not easily admit his fears and doubts directly. You can tell that he is afraid of what the Company might do to him if he decides to leave their territory. He seems to fear an attack on his person on the journey back, but perhaps he will change his mind if you provide him with safe passage out of the Congo.

Parley 7: Kurtz speaks of his respect for the mighty Congo River, and by extension for the passengers on the old steamboats that ply it from one end of the country to the other. You can see how he dreads embarking again on a dangerous journey from which he is not sure he will emerge alive.

Parley 8: As time passes, you realise that Kurtz's health is deteriorating. His mind is increasingly foggy, his desire to leave less and less clear. A dark entity, which you can also feel more and more strongly the longer you stay here, tightens its grip on Kurtz's soul.

Parley 9: The Harlequin heads towards the Station, crying over the loss of his book. Now that the mad Russian is gone, you can consult the book, annotated in Russian, that was hidden in your belongings. Thanks to the revelations of its former owner, you know how to read it and discover the secrets it contains.

Parley 10: Your Parley with Kurtz begins like any other civilized exchange, but gradually a sort of animosity sets in. You don't understand how this happened, and despite your efforts you can't immediately find the right thing to say.

Kurtz, too, seems to be struggling with something that prevents him from opening up to you. It is as if a third party, some malicious entity, is coming between you and wants to prevent you from finding common ground.

Parley 11: You are so good at showing off your qualities that Kurtz is impressed. If you continue like this, you may succeed in making him doubt his unrivaled omnipotence.

Parley 12: You're not as brilliant as you thought you were, and Kurtz is confirmed in his megalomania. You'll have to find another way to impress him.

Parley 13: Kurtz doesn't realize it, but he's actually in far more danger at the Inner Station than he is aboard the *Roi des Belges*. You know that his days are numbered if you fail to get him back on board the steamer, and this drives you to find the right arguments to convince him.

Parley 14: You recount the horrors you encountered on your journey. Kurtz freezes every time you mention the name of Captain Fresleven. He seems particularly disturbed by the story told to you by the tribe responsible for the Swede's death.

Parley 15: Kurtz points out that you, too, have a dark side that has followed you since the beginning of your journey in Africa. Perhaps you and he are the playthings of forces beyond both of you. Perhaps you are doing all this in vain.

Parley 16: With a captain as competent as Marlow at the helm, the return trip is virtually risk-free. Kurtz is very receptive to this argument, so it won't take much more to reassure him on this matter.

Along the River

Along the River 1: Despite your best efforts, the fire devoured a large part of the residential areas. You give up on what is clearly a losing battle, and you simply watch the flames, helplessly.

Along the River 2: You helped extinguish the fire in the residential areas. Thanks to your efforts, most of the homes of the local workers were saved. The sincere thanks you receive as a result of your efforts are heart-warming.

Along the River 3: You stop over in a small bush station that seems to be in turmoil. The inhabitants are being harassed by strange warriors bearing the mark of a black hand on their clothes. The Director asks you to go and see what's going on and to deal with this threat to the Company's interests.

Along the River 4: You have discovered that the mysterious warriors belong to the Black Hand tribe. They launch their attacks from a hidden territory in the heart of the thick Congolese forest.

Along the River 5: You are awakened by cries of alarm. Your boat is being boarded! You leave your cabin and come face to face with men in traditional fighting clothes. Skirmishes break out all around you, the boat's crew tries to repel them, but the assailants are fierce and seem possessed by a supernatural urge to harm you at all costs.

Along the River 6: You have eliminated most of the attackers. While the last survivors try to flee, you manage to capture one alive. The Director immediately orders his men to lock him up in a cabin at the bottom of the hold, until he can be interrogated.

Along the River 7: Night has long since fallen, but you can't sleep. The heat and humidity of your cabin are stifling and you decide to go out on deck to get some fresh air. The moon is full and casts a ghostly light over the riverbanks all around you. As you stroll along the deck, you hear a discussion muffled by the noise of the ship.

Before the sound was drowned out by a sudden noise from the boiler, you thought you heard the name Kurtz. You wonder who could be talking about Kurtz at this late hour.

Along the River 8: You are awakened by a terrifying explosion. You rush out of your cabin and realize with horror that the steamer's old boiler has burst. The tragedy has injured several crew members and inflicted severe damage on the *Roi des Belges*. Luckily, the hull has enough integrity to keep you afloat.

You begin the repairs, when a metallic flash on the river catches your eye. You can hardly believe your eyes; a huge white ape is sitting on the opposite bank, quietly watching you while holding a large piece of the boiler that doesn't look too damaged. The strange pale creature meets your gaze and runs to hide in the forest.

You explain the situation to the Director, who leaves it to you to decide what to do next. If you go in search of this white ape, you may be able to get back the part that would greatly help the boiler repair, but it is at your own risk.

Along the River 9: Your stealthy approach allows you to enter a village in the middle of the night, where you witness an amazing spectacle. Men, women and children of the tribe are taking part in a nightmarish festival. Everyone shouts like beasts and moves like monsters from a forgotten time around a huge bonfire. In the center of the festivities, an altar has been erected, upon which a colonial-style helmet is displayed. After the celebrations, the tribe gathers around. A few hours later, everyone set off towards the east in a huge unholy procession.

In the early morning, you enter the village in search of clues about these strange beings. You find nothing of interest, except for a leather tag on the altar, which probably fell off the helmet when the tribe took it away. It is marked with the name of its owner: "Kurtz".

Along the River 10: After heavy fighting and several members of the tribe being shot, the survivors hastily retreat eastward, abandoning their belongings. While searching for clues they may have left behind, you happen to notice that one of the corpses is clutching a colonial-style helmet to his chest. The warrior was obviously trying to protect it with his life. You take hold of this unusual object, when the sudden sound of war drums coming from the east resounds. The survivors are coming back with reinforcements!

Panic-stricken, you flee this cursed place with all haste. After hours running, you are relieved to see that you have lost your pursuers. With a moment to rest, you can inspect the helmet. Inside, a leather tag is marked with the owner's name: "Kurtz".

Along the River 11: You have found the remains of Captain Fresleven, the leader of the previous expedition to bring Kurtz back. He has been lying here for several weeks, a traditional warrior's spear stuck in his back. You assume that the station was abandoned by its inhabitants to avoid the Company's reprisals. The question is why the poor man died. You must find the tribe that occupied this station to solve this mystery.

- ☞ Each investigator tests ♣ (2). Each investigator who fails takes 1 horror for each point they fail by.
- ☞ Attach the set-aside Captain Fresleven's Remains to the Abandoned Trading Post.
- ☞ Put 2 random set aside Equatorial Forest, and 2 random set aside Savannah locations into play.

Along the River 12: Against all odds, the tribe whose hideout you found welcomes you peacefully, having taken care to ensure that you mean them no harm. Their version of the events at the station is intriguing.

It all started with a clash between the chief of the tribe and Captain Fresleven, who wanted to buy some black hens before continuing his journey upriver. This quite ordinary transaction broke down when the captain, usually calm and level-headed, began to hit the old chief, shouting that the terms of the deal were not being respected. Seeing his father in danger, the chief's son rushed to his aid, killing the Swede with a spear in the back. Panic-stricken, the whole tribe fled the station, escaping the reprisals of the dead captain's crew. The chief's son became delirious a few weeks later, talking about a shadow coming to take him. He died of a strange and devastating disease shortly after.

Realizing that you will not learn any more from them, you return to the Director and tell him of your findings. Although he is unhappy to hear of Captain Fresleven's fate, he now knows what happened. He asks you to continue your journey.

Along the River 13: You find a note written in a hurry in broken English. It says: "I am going to the usual place. I took the book with me. See you soon."

The tracks of the note's author head inland.

Along the River 14: You discover a strange book with incomprehensible symbols, probably encrypted information. It is decorated with nightmarish drawings, mostly representing improbable marine creatures. As for its author, you lose his tracks once and for all at the edge of a particularly dark and disturbing forest.

Along the River 15: You realise that this book is not actually encrypted, but written in an almost unreadable Russian, with very unusual words and turns of phrase, as if the author had lost the thread of his reasoning every three words. A madman, most likely. It is the travel diary of a sailor, apparently a deserter from the Russian Navy. He traveled the world and saw many strange things, just as incomprehensible as the rest of the book. But you finally figure it out: it is about Kurtz.

The meeting between the two men was obviously a shock for the mysterious mad sailor, who clearly held untold admiration for Kurtz.

The book ends strangely, with the mad Russian wanting to help Kurtz to accomplish a "great work".

Along the River 16: You are working hard on the prisoner but he still refuses to talk. When one of the evil-looking pilgrims enters the cabin with the Director, the latter invites you to leave the cabin and let them do what needs to be done. The Director comes to find you hours later, his hands covered in blood and his blue eyes even colder than usual.

"He confessed. He's a warrior from that damn Kurtz's personal guard. Those devils attacked us because they wanted to retrieve something belonging to their living God, but we'll never know what. He just fell into a coma."

Along the River 17: You interrogate the prisoner for hours without success. He remains silent, but his face betrays his emotions at times. On a hunch, you mention Kurtz, and confess your admiration for what he has become. Then the prisoner starts to speak.

The discussion takes a very disturbing turn when you realize that your admiration for Kurtz is not completely feigned. Your prisoner confides that he is a warrior in Kurtz's personal guard. He knows the Inner Station and the surrounding area well, and talks to you at length about his home, Kurtz and his dreams of greatness. He finally tells you that his mission was to retrieve some of his living God's belongings, which he says someone is keeping on board the *Roi des Belges*.

Along the River 18: The Director and his accountant are in deep discussion about Kurtz. Apparently, Kurtz was overshadowing the Director, who used his contacts to send the young pretender to the depths of the Congo. But Kurtz stumbled upon a windfall of fossilized ivory, and so his influence has been growing ever since. So it was with some joy that the Director learned of Kurtz's wayward behaviour, and he is determined not to be double-crossed again. The discussion becomes very interesting just as a new noise from the boiler drowns out their words.

Shortly afterwards, the two move away from you.

Along the River 19: The ape drops the piece of the boiler and runs away screaming in pain. This time, it's impossible to find his trail.

Along the River 20: You discover a very old ruined city, hidden in the heart of the forest, practically covered by the lush vegetation. Your prey's tracks become lost in a maze of jungle and the stone structures of an unknown civilization.

Along the River 21: Your discoveries indicate that you have found the mythical Grey City, the mythical lost city of the Congo. In the heart of the ruins, you find the piece of boiler placed prominently next to a huge hole dug in the ground. Looking over the edge, you see a torn jacket at the bottom.

Cautiously, you reach down into the crater, which is strangely littered with small pieces of ivory, and search the jacket. You find a map of the area. The location of Kurtz's station, which reads "Home," is in the center. A black cross indicates your location. So Kurtz had come to the Grey City, but why? You notice a small obsidian statuette, half-buried not far from the jacket. This pitch-black object has a strange shape. You would swear that it represents a pharaoh, but with typical sub-Saharan African finery. Did the great white ape lure you here to discover all this? Puzzled, you take everything before leaving.



The Darkness

The Darkness 1: *You are brutally assaulted by an intense vision that makes you lose touch with reality.*

You see the Earth beneath you, and all of humanity that populates it, as if you were linked to all human beings at once. You see their lives, their passions, their desires. Their greed. Your greed. You want so much more than what you have, and you know that you could just take what you want, no one could stop you. And so, you use what you have. You mercilessly kill those who oppose your lust. Others follow you, admire you. They worship you. It's almost as if you were a...

The vision stops as suddenly as it began, the return to reality is a shock. Your mind has undergone a great strain. You don't know how to deal with the feelings you experienced in that dream. Has the darkness of your feelings and actions originated from the outside, brought on by an unspeakable force that seeks to harm you, or... from deep within yourself?

☞ In your Campaign Log, record that you have stared into the Darkness.

☞ Shuffle 1 copy of the Submerged by the Darkness weakness into your deck. This weakness remains in the investigator's deck for the rest of the campaign (unless it is removed by a card effect or scenario resolution). It does not count towards the investigator's deck size.

The Darkness 2: *You have witnessed too many strange things on your journey, and you are unwillingly starting to change. The Darkness embracing this land is becoming clearer and clearer to you, and soon, as you know now, it will come for you.*

☞ Take 1 horror.

☞ Check your Campaign Log. If the Darkness stared back at you, continue with the current scenario. Otherwise, read **The Darkness 3**.

The Darkness 3: *You remember the old days. So many memories are dear to you. A vast and colorful crowd prostrated at your feet. Many have died to build your immense pyramid, but no matter. Your journey to the heart of the continent, where you met new subjects. People with immense potential.*

But not all your memories are good memories. Not all your subjects have been faithful. The trap they set for you. How could they know that the ivory contained such power? Who taught them this ritual? No matter. This kind of inconvenience is a small price to pay for the satisfaction you get from your human subjects. Your time is almost up. The ship is coming. The Stranger is almost ready.

Your people await your arrival.

☞ In your Campaign Log, record that the Darkness stared back at you.

☞ Add 1 🍀 token to the chaos bag for the remainder of the campaign.

The Darkness 4: *After many hours of talking with Kurtz, you think you get a glimpse of the truth about him. He is a charismatic person by nature, but he also has a dark and powerful aura about him. It is the combination of the two that makes him so attractive and terrifying at the same time. However, the dark side of Kurtz is not always present. You feel that he regularly tries to push it away, with increasing difficulty. You take advantage of one of these brief moments of lucidity to convince him to follow you aboard the Roi des Belges, so that he can see for himself that you are able to ensure his safe return.*

Kurtz follows you, moving painfully and seemingly in danger of collapsing from exhaustion every couple of steps, so you are completely taken by surprise when, halfway to the boat, he suddenly straightens and runs off into the jungle as if he were in the best of health.

The Darkness 5: *The inferno was so intense that it plunged you into a kind of trance. Suddenly, a figure appeared in the flames, like a dark shadow in the heart of the furnace. The shape took on a human form, and then a face gradually emerged. You could almost see it, even thought you recognised it... It was almost as if it was... No, impossible!*

You suddenly came back to your senses, taking in the desolation and despair surrounding you. The residential areas were irrevocably ravaged by the flames.

The Darkness 6: *Your instincts and the occult knowledge you have acquired on your journey have not failed you. After careful research, you have discovered a secret room containing sarcophagi made of gold and ivory, the final resting place of kings of forgotten kingdoms.*

The room is richly decorated with extremely well preserved frescoes. The careful examination of its drawings makes you shudder with fear and excitement. You see what looks like the steps of a ritual to cage a large, black-skinned pharaoh-like being surrounded by wisps of dark smoke. You understand that the cage is made of ivory, and that the black pharaoh is an incarnation of the Darkness you are fighting against.

Paradoxically, the fossilized ivory, which seems to be the source of the Darkness' power, is also the main element of the ritual to trap it. You think you can reproduce much of this ritual, but for maximum effect you will also need a very special piece of black stone, the image of which is no longer very clear.

The Darkness 7: *You track Kurtz relentlessly to a large, wet clearing. Numerous gaping holes dot the ground, and you can see that fossilized ivory lies at the bottom of several of the excavations. Kurtz is curled up at the bottom of one of these holes.*

"My ivory..." he moans, not paying attention to you, "my land... my dream... my promised... my ivory..." His frail body suddenly spasms, and small pieces of white skin fall off with each shake. You notice with horror that a second "skin", black as obsidian and moving, appears in the place of the fallen pieces of flesh. You feel that something horrible is going to happen.

Design Notes

4 years. That's how long it took me to complete the campaign you just played. The adventure of designing Heart of Darkness is strangely similar to the journey up the Congo River – an endless journey.

My ambition was to adapt the story but also the atmosphere of Joseph Conrad's book. The kind of heavy, unreal, and introspective atmosphere that you feel when following the adventure of Captain Marlow. I thought to myself, "If someone had told me that Lovecraft wrote this story, I wouldn't have been surprised. What is told becomes as terrifying as any story in the Cthulhu Mythos."

It is customary to end these design notes with a little teaser about what is planned for the future. I'm sorry to say that for my part, although I have no shortage of ideas for scenarios, I simply don't have the time to produce new custom scenarios. I'll leave you in good company though, as the community around this game has never been as prolific as in the last few years, producing incredible scenarios with regularity. I will of course stay with you, and who knows, maybe we'll meet again... if the stars are right.

Be well, long live you, our favorite game and the custom scenarios!

Encounter Set Icons



Africa is Watching



To the Heart of the Congo



The Avatar of Darkness



The Darkness



African Wildlife



Lands of the Congo



Cult of Darkness

Credits

- 🎧 **Campaign Design:** Vinn Quest
- 🎧 **English Translation and Proofreading:** Nicole Hawkesford, Axolotl, XD, Matthew Adams, Vinn Quest
- 🎧 **Corrections and Improvements:** spiriT, Bboo, XD
- 🎧 **French version Proofreaders:** Docteur Cheux, El Tulipo, Grayarde, Chertref, Serge_le_Fou, Alezanx, Fragarch, Mendax, franck2655
- 🎧 **Playtesters:** spiriT, Bboo, Lutin 82, Ryson, Drel, Phillphil, Hestia_Saga, Fragarch, Mendax, Fblthp, Caius, Ourob09, AFR3300
- 🎧 **Campaign Guide Art:**
 - 💎 "Heart of darkness" by Malte Madsen (cover)
 - 💎 "Arranging an eclipse" by Deskridge (page 2)
 - 💎 "Near extinction" by Malten Madsen (page 6)
 - 💎 "Heart of Darkness" by Jeremiah-Humphries (page 8)
 - 💎 "Leaving eden" by Eduardo Pena (page 10)
 - 💎 "Njer aderubaniyan" by Pierre Droal (page 11). The illustration is used with the kind permission of the author. You can find his work on his website: <https://www.pierredroal.com/>
 - 💎 "Spirituality" by Ihor Reshetnikov (page 12)
 - 💎 "Born from ashes" by Shahabalizadeh (page 14)
 - 💎 "Growing strength paragon 02" by Johan Espling (page 19)
 - 💎 "Afrika land" by Yuri Solntsev (page 24)
 - 💎 Additional illustrations generated with Midjourney.

Acknowledgements

- 🎧 I thank all the artists and rights holders who gave me permission to use their works to illustrate this campaign.
- 🎧 Thanks to Pilunte for the work on Strange Eons and the French version of this tool.
- 🎧 Thanks to Peyo for the templates of the cover.
- 🎧 Thank you to all the participants of the Weakness Contest at the Arkham JCE TV Paris 2019 Event, and congratulations to the winner Ziloteamplar for his Weakness "Cacophony of the Thousand Kids". It is a cool addition to this campaign.
- 🎧 Thanks to all my translators, proofreaders and playtesters. They all gave a lot of their time to help me greatly improve this campaign.
- 🎧 Thanks to FFG for offering us such remarkable games in the universe of Lovecraft, and in particular to MJ Newman for creating this incredible game that is *Arkham Horror: The Card Game*.
- 🎧 Friendly regards to spiriT, Bboo, JB, Lhargo, Mycael, El Tulipo, Docteur Cheux, Lilly, Vétor, Fragarch, PhilPhil, Omen, Blackwood, Blakink, Peyo, Lutin82, Pilunte, Baron Mundus, Axolotl, XD, Matthew Adams, Nicole Hawkesford, Shep and Ryson.

Epilogue

Check Campaign Log.

Read the following only if you made a promise to Kurtz.

You reach into your jacket pocket and pull out the photo of Miss Promise. You have one last thing to do before you put this whole thing behind you.

A few days earlier, your contacts at the federal government gave you the young woman's address. You go straight to her house. Luck must be with you, as the Company director's daughter opens the door of the house, where she lives alone.

Miss Promise is as beautiful in person as she is in the picture, although she wears black for mourning and looks like she hasn't eaten much lately. Once you have introduced yourself, you begin to tell her your story, as well as Kurtz's. The young woman listens to you fervently, not missing a single bit of your story - although you leave out the unspeakable moments of your encounters with the Darkness.

When you reach the moment of Kurtz's death, you pause for a moment, not knowing how to describe his last moments without making your listener even more miserable.

"I understand your reservations" guesses Miss Promise, "but please, at least tell me his last words. I beg you..."

You pull yourself together and slowly tell her, "The last thing he said was... your name."

"I knew it," she replied, "I knew it!" Miss Promise buries her face in her hands, tears flowing.

Why did you lie to Miss Promise? This question will often torment you. It is only later that the truth will take shape in your mind. To confess Kurtz's last words to his beloved, would have allowed the Darkness to live on, somehow, in a mind other than your own.

Campaign Log:

Heart of Darkness

INVESTIGATORS

PLAYER NAME	PLAYER NAME	PLAYER NAME	PLAYER NAME
INVESTIGATOR	INVESTIGATOR	INVESTIGATOR	INVESTIGATOR
UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE
TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)
EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES

Scenarios

- ☐ ~ Prologue ~
- ☐ Africa is Watching You
- ☐ ~ Interlude I ~
- ☐ To the Heart of the Congo
- ☐ ~ Interlude II ~
- ☐ The Avatar of Darkness

Information on Kurtz

□ □ □ □ □ □ □ □ □ □ □ □ □ □



Campaign Notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or faint smudges, particularly towards the bottom right corner. The edges of the paper are slightly irregular.

Killed and Insane Investigators
