

Heart of Darkness

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 in the world of the Cthulhu Mythos. These scenarios can be played in standalone mode or as a side-story during any other campaign.

You must consult the Campaign Guide to play these scenarios. Scan this QR code to download it:

1

Julian Herbert

The Anthropologist

Wayfarer, Miskatonic.

You start the game with Ask the Right Questions in play.

Reduce the difficulty of skill tests you perform during "parley" actions by 2.

★: +1. If this test is successful, place 1 secret on Ask the Right Questions, if able.

"The scientist is not a person who gives the right answers, he's one who asks the right questions."
— Claude Lévi-Strauss

Illustration: Miskatonic University. Since arriving in Arkham, Julian has made some of the most important discoveries while comparing his work on African tribes with other societies around the world. Dark rituals and ancient, unbelieved beliefs have uncovered similarities which is unusual given their geographical and temporal distance. It is as if something beyond our understanding connects these people who have never been in contact with each other. Julian knows that to find the answers to his questions, he will have to return to the field sooner or later.

Julian Herbert

The Anthropologist

Deck Size: 30

Deckbuilding Options: Seeker cards (S) level 0-5, cards with "Parley" action level 0-5, Neutral cards level 0-5, up to five level 0 Guardian (G) and/or Rogue (R) cards.

Deckbuilding Requirements (do not count toward deck size): Ask the Right Questions, Questions Without Answers, 1 random basic weakness.

Julian spent his youth in South Africa, divided between safari expeditions led by his hunter father and the discovery of local cultures with his linguist mother at the University of Cape Town. His curiosity and natural ability to relate to the people he met led him to study social sciences and then to become a professor of anthropology at Miskatonic University. Since arriving in Arkham, Julian has made some of the most important discoveries while comparing his work on African tribes with other societies around the world. Dark rituals and ancient, unbelieved beliefs have uncovered similarities which is unusual given their geographical and temporal distance. It is as if something beyond our understanding connects these people who have never been in contact with each other. Julian knows that to find the answers to his questions, he will have to return to the field sooner or later.

Ask the Right Questions

3 ASSET

Practiced Insight.

Julian Herbert deck only. Uses (3) secrets.

➤ If there is an *Ally*, *Humanoid* or *Bystander* scenario card at your location, spend 1 secret and exhaust Ask the Right Questions: **Parley**. Test (X), where X is your location's shroud value. If you succeed, you may (choose one):

- Discover 1 clue at your location.
- Draw 1 card for each point you succeed by (to a maximum of 3).
- Gain 1 resource for each point you succeed by (to a maximum of 3).

Illustration: Miskatonic University.

2



Questions Without Answers

TREACHERY

WEAKNESS

Madness. Mystery.

Julian Herbert deck only.

Revelation — Put Questions Without Answers into play in your threat area.

Forced — At the end of your turn: Take 1 horror.

➤ If another investigator, an *Ally* asset or an *Ally*, *Humanoid* or *Bystander* scenario card is at your location: **Parley**. Test (4). If you succeed, discard Questions Without Answers.

Illustration: Miskatonic University.

3





Act 1e

Fire in the Residential District

You fear the fire will eventually get out of control, so you'd better act before greater tragedy strikes.

Forced—At the end of the investigation phase, if there are 3☠ damage tokens on Residential District (In Flames): You must immediately advance and read **Part 1**.

Objective—If there are no damage tokens on Residential District (In Flames): You must immediately advance and read **Part 2**.

1

Illustration: Midjourney

Act 2c

In Search of Information on Kurtz (II)

The mystery of Kurtz's fall from grace remains unresolved for the time being. Nevertheless, there's more to discover here. Surely there must be clues to find around the station that can explain his recent behavior.

2

Illustration: Midjourney

Act II

The Inferno is Quenched

Part 1

Read the Scenario Interlude *Along the River 1*. The lead investigator takes the set-aside A Shadow in the Flames story card and reads it aloud. Remove this Act II from the game.

Part 2

Read the Scenario Interlude *Along the River 2*. Flip Residential District (In Flames) over to Residential District (Workers' Quarters). All investigators, enemies, tokens and attached cards that were on Residential District (In Flames) are now on Residential District (Workers' Quarters). Each investigator adds 1 horror token from the token bank to their copy of Darkness Calls. The lead investigator takes the set-aside An Old African Dressed in White story card and reads it aloud. Add this card to the victory display. **Victory 1.**

Illustration: Midjourney

Act 2d

The Hidden Side of Kurtz

By questioning some of the officials at Central Station, you discover a piece of significant information. Kurtz allegedly planned to go into politics once he returned home. To avoid being seen as a threat rather than an asset by the Company, he had opted for secrecy on the matter. This information sheds new light on Kurtz. His charisma and energy were perhaps a front. Was he trying to hide a darker side of his personality?

Add 1 **Information on Kurtz** in your Campaign Log. Add this card to the victory display.

Victory 1.

Illustration: Midjourney

Roi des Belges

3

LOCATION

River. Ship.

➤ If there are fewer than 3☠ resources on Roi des Belges, investigators spend 2 resources, as a group: You repair part of the boat as best you can. Place 1 resource from the token pool onto this location.

Illustration: Midjourney

Act 3c

In Search of Information on Kurtz (III)

You continue your investigation at the station, certain that there is more to discover about Kurtz. You track down one of his servants who is looking after his residence and question him. Either he doesn't know much, or he is afraid to talk to you. But you provide him with persistence, and he thanks you for your persistence. You find out that Kurtz gathered some belongings in a trunk forment back home in one case something happened to him at the Inner Station. However, this trunk recently went missing. If you can find it, you will certainly learn a great deal more about Kurtz.

2

Illustration: Midjourney

Roi des Belges

1

LOCATION

River. Ship.

I did not see the real significance of that wreck at once. I fancy I see it now, but I am not sure – not at all. Certainly the affair was too stupid – when I think of it – to be altogether natural. Still... But at the moment it presented itself simply as a confounded nuisance. The steamer was sunk.

– Joseph Conrad, "Heart of Darkness"

Illustration: Midjourney

Act 3d

Kurtz's Belongings

You discover Kurtz's trunk, hidden in a warehouse at the edge of the station. Breaching the lock, inside you find several paintings by Kurtz. They depict rather macabre and unsettling scenes: men and women in great suffering, as if torn apart by the dark shadow covering the canvases. You would never have thought him subject to such morbid visions.

You also find some recent photographs of Kurtz departing for his post, and the portrait of an elegantly dressed, beautiful young woman. You don't know who she is, and yet there is something about her face... To your knowledge, Kurtz is not married and was not romantically involved with anyone. Who is she? And what is her relationship to Kurtz?

Each investigator tests (3). If you fail, remove 1 horror from your copy of Darkness Calls.

Add 2 **Information on Kurtz** in your Campaign Log, and record that you found Kurtz's personal belongings. Add this card to the victory display. **Victory 1.**

Illustration: Midjourney



Savannah

3 **LOCATION** **0**

Plains. Bush.

Forced – After you enter Savannah: Test **♠** (3). If you fail, remove 1 horror from your copy of Darkness Calls.

This immense expanse of wilderness seems to have remained unchanged since the dawn of mankind. It may well survive long after mankind no longer walks the Earth.

Illus. Yury Soltsev 17 / 38 20



Tributary of the Congo River

3 **LOCATION** **0**

Plains. River. Bush.

Forced – As an additional cost to perform an **Explore** action at this location, spend an additional action.

A stream joins the mighty Congo River here, forming a difficult tangle of islets, swamps and groves.

Illus. Matthew Werre 18 / 38 21



Equatorial Forest

5 **LOCATION** **1**

Plains. Bush.

Revelation – Attach the set-aside Supply of Rivets story asset to this location. Equatorial Forest gets -1 shroud for every 1 **♠** horror tokens on it (to a minimum of 1 shroud).

After you fail a skill test while investigating this location: Place 1 horror token on this location, from the token pool.

Illus. Midjourney 19 / 38 22



Trees of the Dead

4 **LOCATION** **1**

Plains. Bush. Darkness.

Forced – After you end your turn at this location: Test **♠** (3). If you fail, either take 1 horror, or remove 1 horror from your copy of Darkness Calls.

You arrive in a small clearing lined with strange trees. They bear recent engravings of a face and a hand. As far as you know, this is unusual for the inhabitants of these lands. The more you stare at these trees, the more uneasy you feel.

Illus. Midjourney 20 / 38 23



Falls

3

LOCATION

1

Plains. River. Bush.

Forced – After you enter this location: Test (2). If you fail, take 1 damage for each point you fail by.

The path around the freshwater falls is winding and extremely slippery. You quickly notice the many recent footprints following along these tracks.

Illus. Midjourney

21 / 38

24



Supply of Rivets

ASSET

Item. Task.

Supply of Rivets cannot be discarded or leave play.

► **Investigate.** If you succeed, instead of discovering clues, an investigator at your location takes control of Supply of Rivets. While Supply of Rivets is controlled by an investigator, it gains:

“ If you are at Roi des Belges: Attach Supply of Rivets to Roi des Belges.”

Forced – When an investigator in control of Supply of Rivets would be defeated: Attach Supply of Rivets to that investigator's location.

Illus. Midjourney

22 / 38

25



0

The Ancestors Have Heard You

ASSET

Spell. Blessed.

Bonded (Kudu Horn).

Fast. You may (choose one):

- Put The Ancestors Have Heard You into play, under your control.
- Deal 2 damage to any enemy at any location.
- Draw 2 cards.

Forced – When this card would be discarded: Exile it instead.

2

2

Illus. Johan Esping

23 / 38

26



A Shadow in the Flames

Read the Scenario Interlude **The Darkness 5**. Each investigator removes 1 horror from their copy of Darkness Calls, and takes 1 direct horror.

In your Campaign Log, record that *you saw a dark shadow in the flames*.

Flip this card over, remove Residential District (In Flames) from the game, and put Residential District (Destroyed by the Fire) into play. Move all investigators, enemies, tokens and attached cards that were on Residential District (In Flames) to Residential District (Destroyed by the Fire).

STORY

Illus. Christopher Balaskas

24 / 38

27

Residential District

Destroyed by the Fire

3

LOCATION

0

Station.

► After you successfully investigate this location: Take 1 horror and gain X resources, where X is the amount you succeeded by, to a maximum of 3 resources. (Limit once per round.)

Illus. Christopher Balaskas

24 / 38

27

An Old African Wearing White

Read the Scenario Interlude **Parley 1**. Record in your Campaign Log that *the ancestors approve of your actions*.

Flip this card. The lead investigator puts the Kudu Horn into play under their control, and adds it to their deck (this card does not count towards this investigator's deck size).

STORY

*Kudu Horn

Call of the Ancestors

ASSET



Item. Relic. Blessed.

Permanent.

⚡: Search your bonded cards for The Ancestors Have Heard You, and add it to your hand. Exile Kudu Horn.

When you blow into the kudu horn, a clear and incredibly powerful sound emerges. You are sure that someone - or something - must have heard you.

Illus. Midjourney 25 / 38 28

Insurgent Worker

Humanoid. Darkness.

Spawn - Central Station.


Forced - After Insurgent Worker enters play: Place 1 doom on it.

Forced - When Insurgent Worker attacks you: Lose 2 resources.

➤ **Parley.** Test ♠ (3) to calm the worker down. You may spend up to 3 resources to reduce this test's difficulty by 1 for each resource spent.

If you succeed, discard Insurgent Worker.

ENEMY



Illus. Kyle Enochs 26 / 38 29



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Illus. Kyle Enochs 27 / 38 29



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ENEMY



Illus. Kyle Enochs 28 / 38 29



Insurgent Worker

3 2 3

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If you succeed, discard Insurgent Worker.

 **ENEMY**



Illus. Kyle Enuchs 29 / 38 29




 **TREACHERY**

Supply Disruption

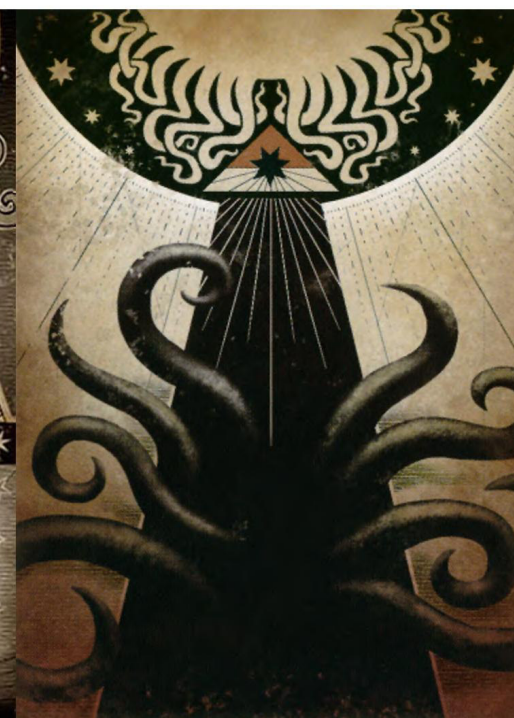
Scheme. Obstacle.

Revelation – Put Supply Disruption into play in your threat area.

You cannot play non-weakness assets.

Forced – At the end of the round: Discard Supply Disruption.

Illus. Midjourney 30 / 38 30




 **TREACHERY**

Supply Disruption

Scheme. Obstacle.

Revelation – Put Supply Disruption into play in your threat area.

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Illus. Midjourney 31 / 38 30




 **TREACHERY**

Supply Disruption

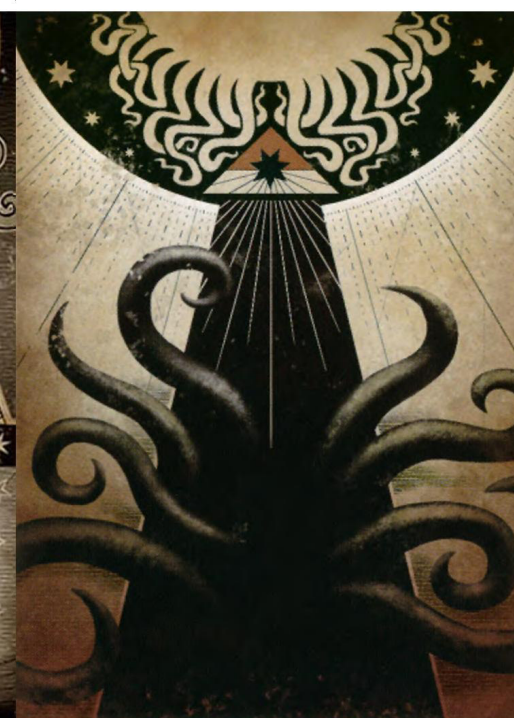
Scheme. Obstacle.

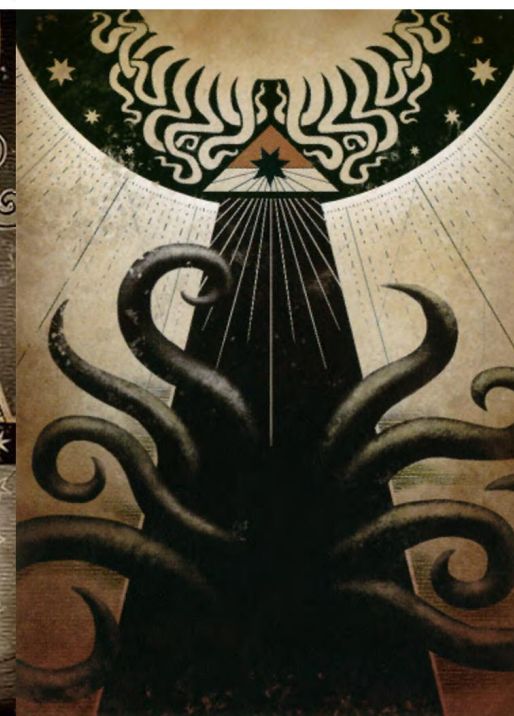
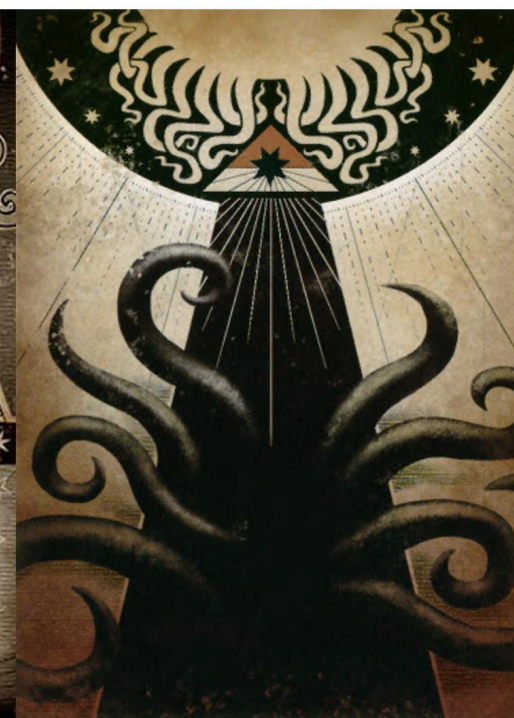
Revelation – Put Supply Disruption into play in your threat area.

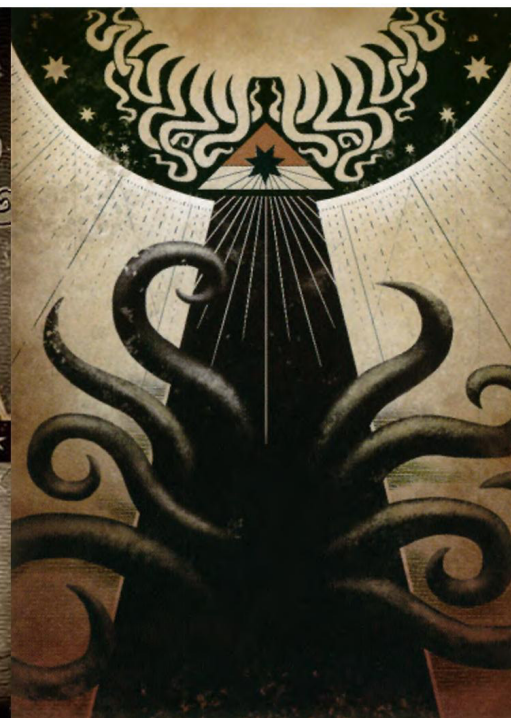
You cannot play non-weakness assets.

Forced – At the end of the round: Discard Supply Disruption.

Illus. Midjourney 32 / 38 30







Act 2a

The Journey Nears its End

You enter the territory around the Inner Station. Just a few more miles upstream, and you will finally arrive at Kurtz's place.

Objective – At the end of the investigation phase, if each of the following is true, you may advance:

- There is no **Objective** on another card in play.
- Each **Roi des Belges** location is **Repaired**.
- Each investigator is at a **Roi des Belges** location.

Illustration: Mårten Madsen

9 / 55 41

Act 2b

Kurtz is Not Far Away

The voyage is coming to an end. The journey upriver seems to have taken an eternity, and yet, now that you are so close to your goal, a strange feeling grips you. Perhaps there was more to see, more to learn about Kurtz and the situation you find yourself in? It's as if the river itself is capriciously choosing whether to reveal or to hide its terrible secrets. You are both fascinated and horrified by the idea that a savage land could possess its own form of consciousness, interacting with the living beings that inhabit it. You push aside these metaphysical reflections, fearing that you may lose yourself in them. You have struggled for far too long in the tropical humidity of these strange lands, so far removed from civilization. It is high time to find Kurtz and bring him back. You are determined to put an end to this story.

Advance to Agenda 1b. Add this Act 2b to the victory display. **Victory 1.**

Illustration: Mårten Madsen

10 / 55 42

Act 1c

The Ancestral Medicinal Herb

Marlow remains bedridden in his cabin, fighting against the illness that consumes him. His condition is stable, but he suffers tremendously. If you don't find the essential ingredient for the remedy, he needs, he will inevitably succumb sooner or later.

If you are at Captain's Quarters and have control of Jani La Mfalme, advance to Act 1d.

Each non-**Roi des Belges** location gains:

- ◆ You search desperately for the herb in the surroundings. Discard the top (7 - 1) cards of the encounter deck. Either draw a **Darkness** card from among the discarded cards, or take 1 horror.

Illustration: Mårten Madsen

10 / 55 42

Act 1d

In the Hands of the Ancestors

You bring the renowned "Jani la mfalme" to the medicine man. The old man immediately begins his work. After grinding and mixing the plant with other unknown ingredients, he proceeds with a long and intricate ritual.

Once the remedy is prepared, the healer manages to get Marlow to swallow the mixture, albeit with some difficulty. He then signals for you to follow him out of the Captain's quarters.

"There" he says once on the deck. "We have done everything that was possible to do. Now, he is in the hands of the ancestors. In a few days, we will know if they deemed him worthy to continue his journey in this world."

In your Campaign Log, record that Captain Marlow is in the hands of the ancestors.

Remove 1 copy of Jani La Mfalme from the game. Add this Act 1d to the victory display. **Victory 1.**

Illustration: Mårten Madsen

10 / 55 42

Captain's Quarters

Repaired

3 LOCATION 0

Roi des Belges. Repaired.

◆ : Move to a connected **Roi des Belges** location. (Limit once per round.)

◆◆◆◆ : You ask for help from Mateso, the Medicine Man. Heal 3 damage or 3 horror, or any combination thereof. (Limit once per game.)

Forced – If there are no resources on Captain's Quarters: flip this card to Captain's Quarters (Damaged).

Illustration: Jeremiah Humphries

11 / 55 43a

Captain's Quarters

Damaged

3 LOCATION 0

Roi des Belges. Damaged.

➤ Spend 1 resource: You repair a part of the boat. Place 1 resource from the token pool on this location.

Forced – If there are 1 or more resources on this location: flip this card to Captain's Quarters (Repaired).

Illustration: Jeremiah Humphries

11 / 55 43b

Hold

Repaired

3 LOCATION 0

Roi des Belges. Repaired.

◆ : Move to a connected **Roi des Belges** location. (Limit once per round.)

➤ : Resign. You hide in a cabin until things settle down.

Forced – If there are no resources on Hold: flip this card to Hold (Damaged).

Illustration: Jeremiah Humphries

12 / 55 44a

Hold

Damaged

3 LOCATION 0

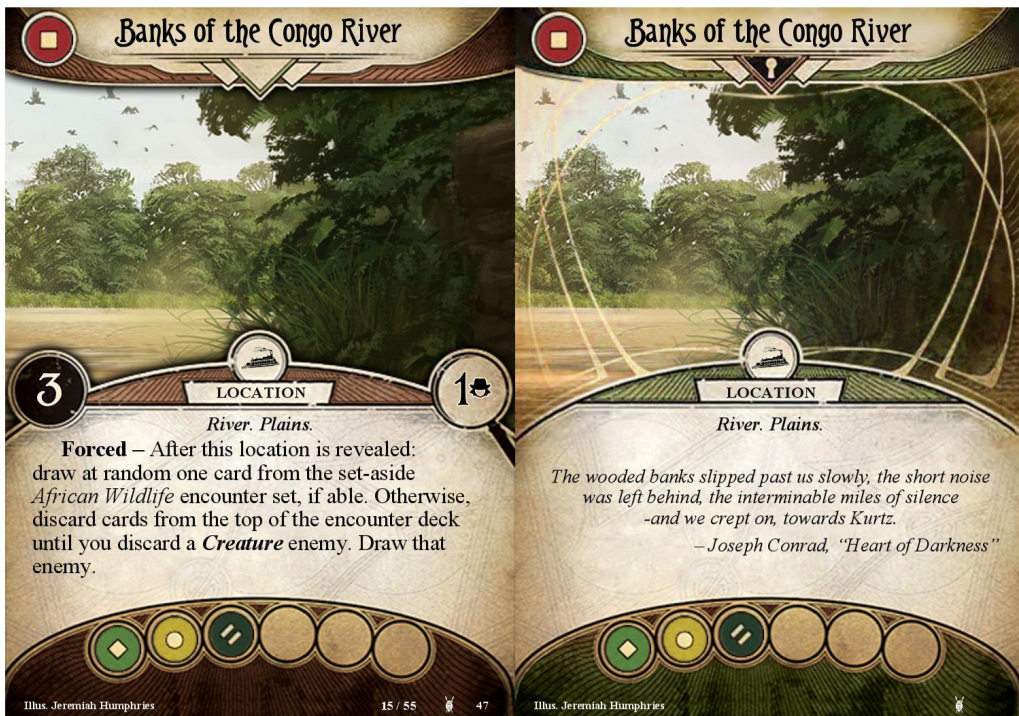
Roi des Belges. Damaged.

➤ Spend 1 resource: You repair a part of the boat. Place 1 resource from the token pool on this location.

Forced – If there are 1 or more resources on this location: flip this card to Hold (Repaired).

Illustration: Jeremiah Humphries

12 / 55 44b





Savannah
Tree of Prayers

3 LOCATION **1**

Plains.

► You rest for a moment in the shade of this sacred tree. Add 1 horror to your copy of Darkness Calls. (Limit once per game.)

This peaceful place, on the edge of a huge forest, does not seem to have been touched by the Darkness that is taking over the Congo. At least, not yet...

Illus. Midjourney 21 / 55

Savannah

LOCATION

Plains.

This vast expanse of wilderness seems unchanged since the dawn of humanity. It could remain so long after people no longer walk the earth.

Illus. Midjourney

Savannah
Waterfalls

4 LOCATION **1**

River. Plains.

Forced – At the end of your turn, if you are at Savannah (Waterfalls): Test ⚡ (3). If you fail, take 1 damage.

The trail around the waterfalls is winding and extremely slippery. You notice quite quickly that many footprints, recent ones at that, come and go along the paths surrounding the fresh waterfalls.

Illus. Midjourney 22 / 55

Savannah

LOCATION

Plains.

This vast expanse of wilderness seems unchanged since the dawn of humanity. It could remain so long after people no longer walk the earth.

Illus. Midjourney

Equatorial Forest

3 LOCATION **1**

Plains.

Forced – After this location is revealed: draw at random one card from the set-aside *African Wildlife* encounter set, if able. Otherwise, discard cards from the top of the encounter deck until you discard a **Creature** enemy. Draw that enemy.

Illus. Midjourney 23 / 55

Equatorial Forest

LOCATION

Plains.

It is better not to linger in this danger-filled wilderness at night.

Illus. Midjourney

Equatorial Forest
Tributary of the Congo River

3 LOCATION **1**

River. Plains.

Forced – When you would leave Equatorial Forest (Tributary of the Congo River): Test ⚡ (2). If you fail, spend 1 additional action to move, or cancel the move.

Here a river joins the mighty Congo River, forming a hard-to-cross tangle of islets, swamps and forests.

Illus. Matthew Werre 24 / 55

Equatorial Forest

LOCATION

Plains.

It is better not to linger in this danger-filled wilderness at night.

Illus. Midjourney

Equatorial Forest

Trees of the Dead



4 LOCATION **1**

Plains.

Forced – At the end of your turn, if you are at Equatorial Forest (Trees of the Dead): Test (3). If you fail, take 1 horror.

You are in a small clearing lined with strange trees. The more you study the trees, the more uneasy you feel.

Illus. Midjourney 25 / 55 57

Equatorial Forest



4 LOCATION **1**

Plains.

It is better not to linger in this danger-filled wilderness at night.

Illus. Midjourney

The Worshippers of Darkness (v. I)

Read the scenario interlude **Along the River 9**.

In your Campaign Log, add 2 **Information on Kurtz**, and record that *the Tribe of the Black Hand has left their lands*.

The investigator with the lowest remaining sanity adds the set-aside Cacophony of a Thousand Goats weakness to their hand. Each other investigator removes 1 horror from their copy of Darkness Calls.

Add Tribe of the Black Hand to the victory display.

Flip this card back over and place 1 resource on Territory of the Black Hand.

STORY

Territory of the Black Hand



4 LOCATION **1**

Plains. Darkness. Story.

While Tribe of the Black Hand is Aloof, you may investigate this location using instead of .

Forced – After you fail a skill test at Territory of the Black Hand: Place 1 resource (from the token pool) on this location. Tribe of the Black Hand loses Aloof for the rest of the game.

Forced – After you discover the last remaining clue on Territory of the Black Hand, if there is no resource on this location: Flip this card over and resolve its text.

Illus. Inconnu 26 / 55 58

The Worshippers of Darkness (v. II)

Read the scenario interlude **Along the River 10**.

In your Campaign Log, add 2 **Information on Kurtz**, and record that *you drove off a tribe of Darkness worshippers*.

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

Discard all clues on Territory of the Black Hand.

Flip this card back over and add Tribe of the Black Hand to the victory display.

STORY

Tribe of the Black Hand

4 3 4

Warrior. Darkness. Elite. Story.

Aloof. Massive.

Tribe of the Black Hand gets +2 health.

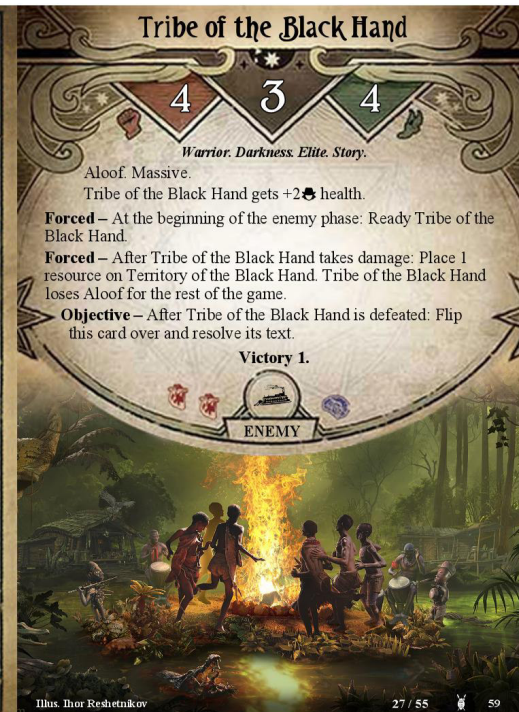
Forced – At the beginning of the enemy phase: Ready Tribe of the Black Hand.

Forced – After Tribe of the Black Hand takes damage: Place 1 resource on Territory of the Black Hand. Tribe of the Black Hand loses Aloof for the rest of the game.

Objective – After Tribe of the Black Hand is defeated: Flip this card over and resolve its text.

Victory 1.

ENEMY



Illus. Ihor Redehatkov 27 / 55 59

A Deal That Went Wrong

Read the scenario interlude **Along the River 12**.

In your Campaign Log, add 2 **Information on Kurtz**, and record that *you solved the mystery of Fresleven's murder*.

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

Add A Deal That Went Wrong to the victory display.

Victory 1.

STORY

Captain Fresleven's Remains

ASSET



Story.

Objective – Spend 2 clues, as a group: Flip this card over and resolve its text.

Illus. Midjourney 28 / 55 60

A Strange Book

If you discovered the last remaining clue on Fisherman's Hut:

Read the scenario interlude **Along the River 13**. Randomly select 2 Equatorial Forest and 2 Savannah set-aside locations and put them into play. Flip this card back to its location side (do not place any clues on Fisherman's Hut).

If you spent 2 clues:

Read the scenario interlude **Along the River 14**. Place the set-aside Cryptic Book asset into play under the control of any investigator. Record in your Campaign Log that *you found a strange encrypted book*. The current act loses its first **Objective** condition (There is no **Objective** on another card in play). Place a clue from the token pool on the current act as a reminder. Flip this card back to its location side (do not place any clues on Fisherman's Hut).

STORY

Fisherman's Hut

3 LOCATION 1

River.

Forced – After you discover the last remaining clue on Fisherman's Hut: Flip this card over and resolve its text.

Objective – Spend 2 clues, as a group: Flip this card over and resolve its text.

Illustration: Malle Madsen 29 / 55 61

Journal of a Mad Russian

Read the scenario interlude **Along the River 15**. In your Campaign Log, add 2 **Information on Kurtz**, cross out that *you found a strange encrypted book* and record that *you deciphered the journal of a mad Russian*. Each investigator takes 1 horror. Add Journal of a Mad Russian to the victory display.

Victory 1.

STORY

Cryptic Book

ASSET

Item. Tome. Mystery.

Uses (0 secrets). Cryptic Book is not removed from the game when the current act advances. Each investigator at your location can activate the following abilities:

►: Test (4) to try and decipher this strange book. If you succeed, place 1 resource from the token pool on Cryptic Book, as a secret.

►: If Cryptic Book has 1 or more secrets on it: Flip this card over and resolve its text.

Illustration: Ihor Reshetnikov 30 / 55 62

Kurtz's Warrior (v. II)

Read the scenario interlude **Along the River 16**. In your Campaign Log, add 2 **Information on Kurtz**, and record that *you extracted a confession from Kurtz's Warrior*. Each investigator removes 1 horror from their copy of Darkness Calls. Move each investigator at Prisoner's Cabin to Hold. Remove Prisoner's Cabin from the game. Add Kurtz's Warrior (v. II) to the victory display.

Victory 1.

STORY

The Prisoner

ASSET

Humanoid. Darkness.

The Prisoner is not removed from the game when the current act advances.

►: Parley. Test (4) to try and force the prisoner to confess what he knows. If you succeed, place 1 damage from the token pool on The Prisoner.

Forced – If there is 1 damage on The Prisoner: Flip this card over and resolve its text.

Illustration: Sanjay Chaitan 31 / 55 63

Kurtz's Warrior (v. I)

Read the scenario interlude **Along the River 17**. In your Campaign Log, add 2 **Information on Kurtz**, and record that *you questioned Kurtz's warrior* and that *you were told about the area around the Inner Station*. Each investigator removes 1 horror from their copy of Darkness Calls. Move each investigator at Prisoner's Cabin to Hold. Remove The Prisoner from the game. Add Kurtz's Warrior (v. I) to the victory display.

Victory 1.

STORY

Prisoner's Cabin

Repaired

4 LOCATION 0

Roi des Belges. Repaired.

►: Move to a connected **Roi des Belges** location (limit once per round).

►: Parley. Test (4) to try to understand what the prisoner is refusing to admit. If you succeed, place 1 horror from the token pool on Prisoner's Cabin.

Forced – If there is 1 horror on Prisoner's Cabin: Flip this card over and resolve its text.

Illustration: 32 / 55 64

Power Struggle

If there is 1 horror on this card:
The Director notices you and asks why you are up and about in the middle of the night. You invent an excuse on the spot, and leave before he can question you further.
 Remove Power Struggle from the game.

If there is 1 clue on this card:
 Read the scenario interlude **Along the River 18**. In your Campaign Log, add 2 **Information on Kurtz** and record that *the Director is conspiring against Kurtz*.
 Each investigator removes 1 horror from their copy of Darkness Calls.
 Add Power Struggle to the victory display.

Victory 1.

STORY

A Private Discussion

ASSET



Story.

➤ Test (4) to try and listen discreetly to the discussion between the two men. If you succeed, place 1 clue from the token pool on A Private Discussion. If you fail, place 1 horror instead.

Forced – If there is 1 clue or 1 horror on A Private Discussion: Flip this card over and resolve its text.

Illus. Midjourney 33 / 55 65

Chase Through the Forest

If you defeated the White Ape:
 Read the scenario interlude **Along the River 19**. Place up to 3 resources among any *Roi des Belges* locations.
 In your Campaign Log, record that *you have injured the White Ape*.
 Flip this card back over and place the White Ape in the Victory Display.

If you spent 1 clue and there are no Equatorial Forest locations in play:
The mysterious ape flees, venturing even deeper into the forest.
 Select at random one set-aside Equatorial Forest location and put it into play. Flip this card back over and spawn the White Ape at that location.

If you spent 1 clue and there is an Equatorial Forest location in play:
 Read the scenario interlude **Along the River 20**. Put the set-aside Mysterious Ruins location into play. Flip this card back over and set it aside, out of play.

STORY

The White Ape

4 4 4

Creature. Story. Elite.

Aloof.

Forced – When you defeat The White Ape: You force the White Ape to return the boiler part. Flip this card over and resolve its text.

➤ Spend 1 clue as a group: You try to peacefully retrieve the boiler part. Flip this card over and resolve its text.

Victory 1.

ENEMY



Illus. David Mikulic 34 / 55 66

The Grey City

Read the scenario interlude **Along the River 21**.
 In your Campaign Log, add 2 **Information on Kurtz** and record that *you found a strange obsidian statue*.
 Each investigator removes 1 horror from their copy of Darkness Calls.
 Place up to 2 resources among any *Roi des Belges* locations.
 Add The White Ape to the victory display.
 Flip this card back over. Do not place new clues on Mysterious Ruins.

STORY

Mysterious Ruins

LOCATION



Ruins. Plains.

Forced – After you discover the last remaining clue on Mysterious Ruins: Flip this card over and resolve its text.

The remains of this ancient city are as fascinating as they are disturbing. All the statues and engravings you find depict half-monkey, half-man creatures similar to your great white ape. Has he come here to seek refuge or to lure you into a trap?

Illus. Eduardo Peña 35 / 55 67

*Captain Marlow

3

ASSET

Experienced Adventurer



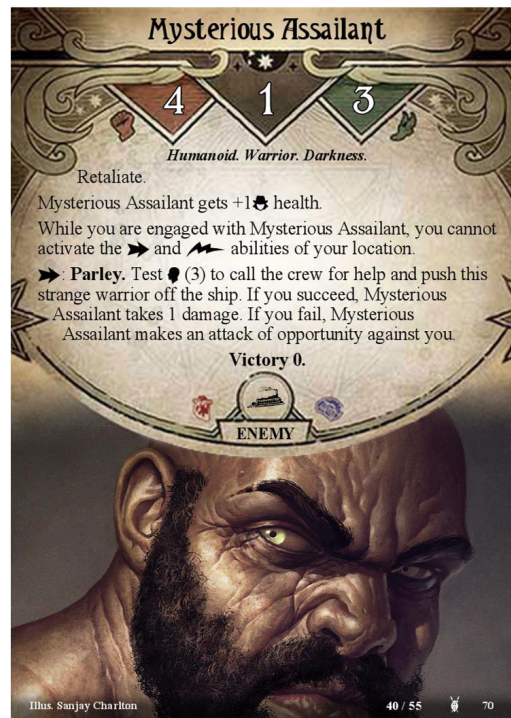
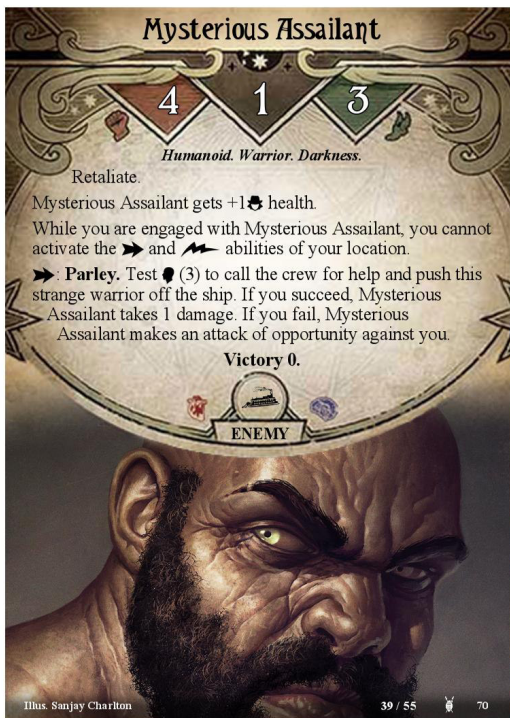
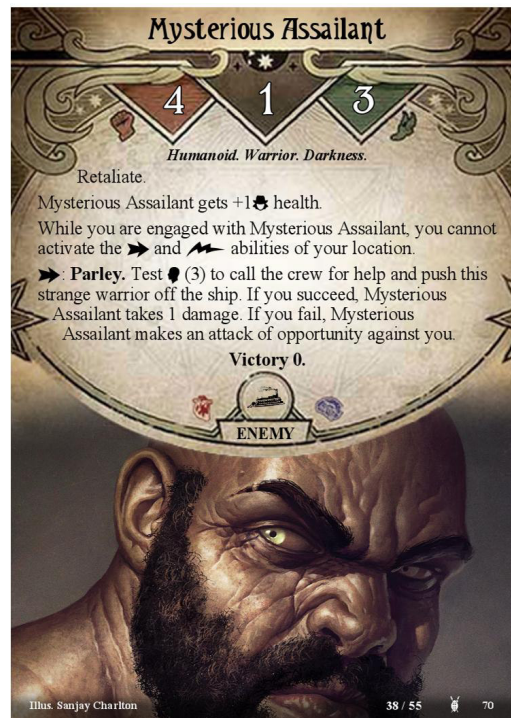
Ally. Drifter. Veteran.

You get +1 and +1.

He had sunken cheeks, a yellow complexion, a straight back, an ascetic aspect, and, with his arms dropped, the palms of hands outwards, resembled an idol.
 –Joseph Conrad, Heart of Darkness

Illus. Midjourney 36 / 55 68





Mysterious Assailant

4
1
3

Humanoid. Warrior. Darkness.


Retaliate.

Mysterious Assailant gets +1♣ health.

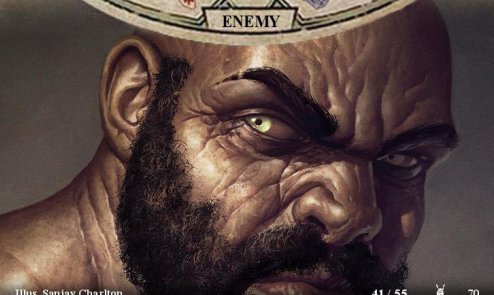
While you are engaged with Mysterious Assailant, you cannot activate the ➡ and ⚡ abilities of your location.

➡ **Parley.** Test ♠ (3) to call the crew for help and push this strange warrior off the ship. If you succeed, Mysterious Assailant takes 1 damage. If you fail, Mysterious Assailant makes an attack of opportunity against you.

Victory 0.



ENEMY



Illus. Sanjay Charlton 41 / 55 70



Jani La Mfalme


ASSET




Item. Task. Darkness.

Revelation – Attach Jani La Mfalme to the nearest non-Roi des Belges location.

➡ Place 1 resource on Jani La Mfalme. If there are 1♣ resources on Jani La Mfalme, discard all resources on Jani la Mfalme and take control of it.

While Jani la Mfalme is controlled by an investigator, it gains:

“⚡: discard Jani La Mfalme: choose an investigator at your location. Place 1 horror from the token pool on that investigator’s copy of Darkness Calls.”

Illus. Midjourney 42 / 55 71



Jani La Mfalme


ASSET




Item. Task. Darkness.

Revelation – Attach Jani La Mfalme to the nearest non-Roi des Belges location.

➡ Place 1 resource on Jani La Mfalme. If there are 1♣ resources on Jani La Mfalme, discard all resources on Jani la Mfalme and take control of it.

While Jani la Mfalme is controlled by an investigator, it gains:

“⚡: discard Jani La Mfalme: choose an investigator at your location. Place 1 horror from the token pool on that investigator’s copy of Darkness Calls.”

Illus. Midjourney 43 / 55 71



Labyrinthine Overgrowth



TREACHERY

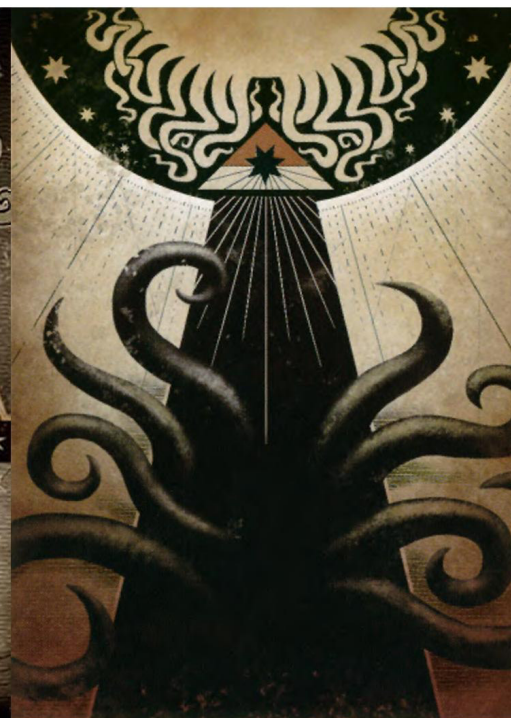
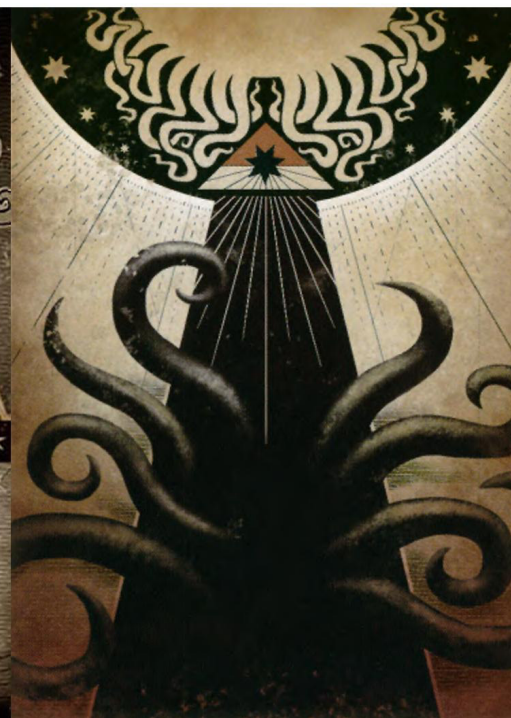
Obstacle.

Revelation – If you are at a *Roi des Belges* location, test ♠ (4). If you fail, you hit a sandbank. Remove 1 resource from a *Roi des Belges* location, if able.

If you are not at a *Roi des Belges* location, test ♣ (4). If you fail, you get lost in the maze of vegetation. Lose 1 action.

Illus. Jeremiah Humphries 44 / 55 72







TREACHERY

Giant Ticks

Hazard.

Revelation – Put Giant Ticks into play in your threat area.

You get -1 -1 and -1 Health.

➤ ➤: You rid yourself of these monstrous parasites. Discard Giant Ticks.

Illus. Josh Hutchinson

49 / 55

73



TREACHERY

Restless Crew

Risk. Madness.

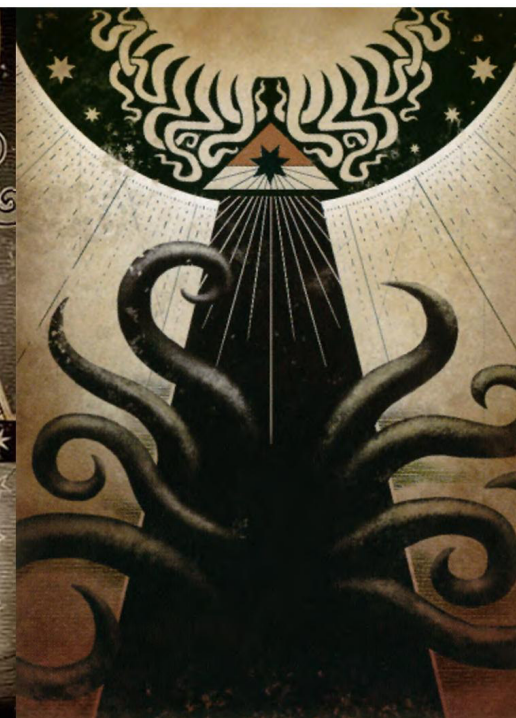
Revelation – If you are at a *Roi des Belges* location, test or (4) to try to calm the Roi des Belges' sailors. If you fail, lose 2 resources.

If you are not at a *Roi des Belges* location, discard 1 card at random from your hand.

Illus. Måke Madsen

50 / 55

74



TREACHERY

Restless Crew

Risk. Madness.

Revelation – If you are at a *Roi des Belges* location, test or (4) to try to calm the Roi des Belges' sailors. If you fail, lose 2 resources.

If you are not at a *Roi des Belges* location, discard 1 card at random from your hand.

Illus. Måke Madsen

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TREACHERY

Restless Crew

Risk. Madness.

Revelation – If you are at a *Roi des Belges* location, test or (4) to try to calm the Roi des Belges' sailors. If you fail, lose 2 resources.

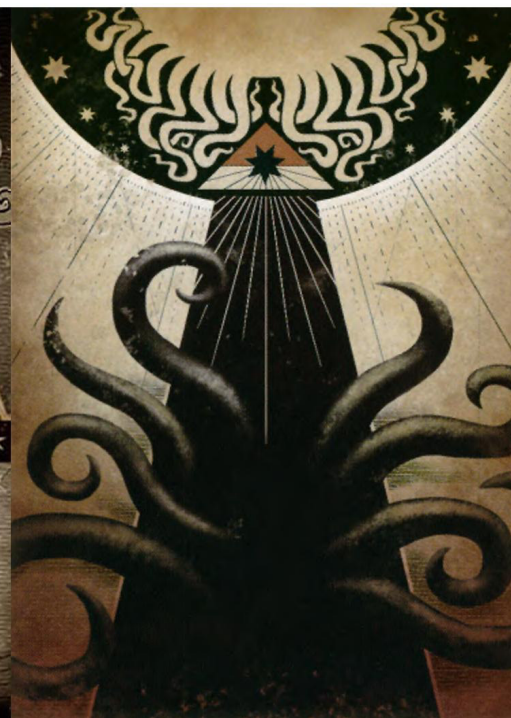
If you are not at a *Roi des Belges* location, discard 1 card at random from your hand.

Illus. Måke Madsen

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74





The Avatar of Darkness

EASY / STANDARD

- X, where X is the number of **Darkness** cards in play (maximum 5). If you fail, remove 1 horror from your copy of Darkness Calls.
- 2. If you fail, select the closest unengaged **Warrior** or **Sorcerer** enemy. If it is aloof, resolve its **Forced** ability. Otherwise, move it to your location.
- 3. If you fail, remove 1 resource from Roi des Belges, if possible.
- 4. If you fail, take 1 horror. Then, take 1 damage if there is a **Darkness** card in your threat area.

1 / 65 76a

The Avatar of Darkness

HARD / EXPERT

- X, where X is the number of **Darkness** cards in play (maximum 7). If you fail, remove 1 horror from your copy of Darkness Calls.
- 4. If you fail, select the closest unengaged **Warrior** or **Sorcerer** enemy. If it is aloof, resolve its **Forced** ability. Otherwise, move it to your location.
- 5. If you fail, remove 1 resource from Roi des Belges, if possible.
- 6. Take 1 damage if there is a **Darkness** card in your threat area. If you fail, also take 1 horror.

1 / 65 76b

Attack in the Fog

Every volley of black-fletched arrows injures members of the crew around you and damages the boat at an alarming rate. Every Concealed Archer that is defeated is set aside out of play, instead of being discarded.

If there are 2 or more investigators in the game, each Concealed Archer gains +1 Health.

The **Forced** ability of each Concealed Archer is activated 1 time per round (instead of only once) and each activation in the same round must target a different investigator.

2

Agenda 1a

Illustration: Shihab Liradeh

2 / 1 77

A Whistle across the Valley

The bottle rages between your gunfire and the rain of arrows descending on you, when a clear and sharp whistle cuts through the fog. Obeying this strange signal, the archers stop firing and quickly retreat into the forest. The gunfire from on board the steamer also ceases. You realise that the thick fog is dissipating just as quickly and, shortly afterwards, visibility is back to normal. For the first time you see the Inner Station Pier, which without you realising it was just a few meters behind you. A strange person, skin as white as chalk and dressed in brightly coloured clothes, is standing alone. He gestures to you and shouts that Kurtz invites you to dock. You turn to the Director. He is surrounded by several Pilgrims armed with Winchester.

"I'd say our host has noted our determination and firepower", the Director murmurs, and nods to you. "Go get Kurtz, and finish what the Company employed you to do. I'll stay here with my men to guard the Roi des Belges."

Advance to Act 1b.

Agenda 1b

The Darkness of the Congo (I)

The air is heavy, but still breathable near the river. The animals in this area are very inconspicuous, which surprises you because you expected to encounter more of them in this environment, so remote from civilisation. You feel vaguely that something dark and malevolent is at work here.

2

Agenda 2a

3 / 65 78

Illustration: Shihab Liradeh

The Light Fails

You are surprised in the middle of the afternoon when it suddenly gets quite dark. There are no clouds in the sky, so you have no idea what caused this phenomenon.

Each investigator tests (2). Each investigator who fails takes 1 horror or removes 1 resource from their copy of Darkness Calls.

Agenda 2b

The Darkness of the Congo (II)

The suffocating heat and the humidity caused by the river are harder and harder to bear. You start to have fleeting, strange visions, that you put down to the challenging conditions you are having to endure.

2

Agenda 3a

4 / 65 79

Illustration: Shihab Liradeh

The Darkness Stirs

What you took for visions become more and more tangible as the light fails. Certain suspicious movements in the trees cannot simply be down to animals or the wind. Whispering escapes from cracks in the rocks, issuing from the very bowels of the earth. You are convinced, a dark entity is stirring all around you.

Each investigator tests (2). Each investigator who fails takes 1 horror.

Agenda 3b

The Darkness of the Congo (III)

The more time passes, the more you feel mentally exhausted. It is as if your soul has been trapped in some instrument of torture, crushed between the climate, the stress of your mission and the dark entity that haunts this land.

9

Illustration: Shihab Al-Lah

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80

The Darkness Arrives

AGENDA 4b

If Kurtz (Stick) is in play:

Kurtz cuts up, moaning. His frail body is wracked with spasms, and little pieces of white skin fall off with each tremor. You notice with horror that a shifting black skin appears in place of the fallen pieces. What is happening to Kurtz? You don't have time to learn more because he suddenly stands and, despite his miserable physical state, starts to run towards the dark jungle bordering the station.

Remove Kurtz (Stick) from the game. Each investigator tests (3). Each investigator who fails takes 1 horror. If the current Act is not Act 5a, advance Act 4b and read **Part 2**.

Otherwise:

An inhuman cry tears through the shadows surrounding you. Recognising Kurtz's voice, you run in his direction. Soon you come across little bits of skin scattered on the ground. Tracks left by Kurtz suggest that he has run to hide even more deeply in the jungle. What is happening to him? Is the Darkness beginning to possess him?

Each investigator tests (2). Each investigator who fails takes 1 horror. If the current Act is not Act 5a, advance Act 4b and read **Part 2**.

The Avatar of Darkness

When all of Kurtz's former body has dissolved into nothing, the immense creature of Darkness before you inclines his head, and smiles. The being of Darkness advances slowly but surely towards you. Black Hand warriors stream out of the forest and bow before him, obeying his deep and terrifying voice. They call him the Avatar of Darkness, and beg him to resurrect the ancient glory of their ancestors.

Investigators at the Avatar of

Darkness' location spend X clues, as a group. Reduce the Avatar of Darkness' Fight or Evade value by X until the end of the round (to a minimum of 1).

2

Illustration: Matte Madsen

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Something Magnificent is About to Begin

AGENDA 6b

The Black Hand warriors have surrounded you. Trapped, you can only await the terrifying arrival of the Avatar of Darkness. This living nightmare appears before you and, much to your surprise, extends a hand as dark as night.

"Kurtz was waiting for you," he says, "and so was I. In you, he saw his salvation, and I the instrument of his domination. Something magnificent is about to begin, here and now. I invite you to join me. Humanity will discover the power asleep within it, and finally take its rightful place in the Cosmos. Will you follow me, and know the truth hidden in the heart of darkness?"

The lead investigator must decide (choose one):

- ◆ "Yes, I agree to follow you." (→R17)
- ◆ "No, never!" If Kudu Horn is in play, you can try to blow it in desperation (→R5). Otherwise (→R19).

Repel the Archers' Attack

The crew's counter-offensive efforts must certainly be coordinated if you want to avoid a tragic end to this voyage.

once you of your **Firearm** assets. Spend (per game).

no ammo on the ground. Spend (per game).

Test L...! Here we go firing on station. Focus on the Archer. Objective: 3 copies of Concealed Archer are set aside out of play.

advance.

Illustration: Korhnan Vogel

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83

The Beginning of the End

ACT 1b

If you have not yet advanced to Agenda 1b, advance to Agenda 1b before advancing to Act 1b. Remove each Banks of the Congo River from the game.

Put into play the Station Pier, Inner Station and Kurtz's House locations.

Check Campaign Log:

- ◆ If you spent a long time going up the Congo river, remove Agenda 2a from the game.
 - ◆ If the Darkness has descended on the Congo, remove Agenda 2a and Agenda 3a from the game.
- Do not place any Doom on the current Agenda at the start of the next Mythos phase.



Safe Conduct Assured

Read Scenario Interlude **Parley 6**. Attach this Act 3b to the next card of the Primary Act deck.
Kurtz gains: "➔: **Parley**. Test (5). If you succeed, check Campaign log. If the **Director** is conspiring against Kurtz, read **Part 1** on Act 3b, otherwise read **Part 2**."
Forced – At the end of the Investigation phase, if there are 2♣ clues on this Act 3b card, immediately advance to Act 4b and read **Part 1** on that card. Otherwise, discard all clues on this Act 3b card and set it aside.

Part 1:

Read Scenario Interlude **Parley 13**.
Place 2 indices (from the token pool) on Act 3b.

Part 2:

It is difficult to argue with Kurtz's logic in terms of the danger he's in. You have no shortage of arguments to convince him that he would be safe with you aboard the Roi des Belges, but you have to be patient to accomplish your goal.

Place 1 clue (from the token pool) on Act 3b.

16-38 59/91-01
Illus. Korbanian Vogel



Possessed by the Darkness

Read Scenario Interlude **Parley 8**. Attach this Act 3b to the next card of the Primary Act deck.
Kurtz gains: "➔: **Parley**. Test (X+2), where X is the number of the current Agenda. Read the corresponding success/failure part of Act 3b."
Forced – At the end of the Investigation phase, if there are 2♣ clues on this Act 3b card, immediately advance to Act 4b and read **Part 1** on that card. Otherwise, discard all clues on this Act 3b card and set it aside.

If you succeed:

Some part of Kurtz seems fully aware that he is hunted by the Darkness descending on the Congo. You hope to convince him to leave before it's too late.

Place 1 clue (from the token pool) on Act 3b.

If you fail:

Read Scenario Interlude **Parley 15**.

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Discussion with Kurtz

Against all expectations, Kurtz welcomes you quite cordially, and is happy to talk to you. You hardly dare believe it, but it seems possible to accomplish your mission without bloodshed.

When an investigator initiates a skill test on a **Parley** action, spend X clues: reduce the difficulty of that skill test by X (to a minimum of 1).

Forced – At the start of the Investigation phase, advance.

Objective – Find a way to convince Kurtz to board the Roi des Belges

Against all expectations, Kurtz welcomes you quite cordially, and is happy to talk to you. You hardly dare believe it, but it seems possible to accomplish your mission without bloodshed.

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Forced – At the start of the Investigation phase, advance.

Objective – Find a way to convince Kurtz to board the Roi des Belges

Against all expectations, Kurtz welcomes you quite cordially, and is happy to talk to you. You hardly dare believe it, but it seems possible to accomplish your mission without bloodshed.



Contagious Violence

Read Scenario Interlude **Parley 5**. Attach this Act 3b to the next card of the Primary Act deck.
Kurtz gains: "➔: **Parley**. Test (5). If you succeed, check Campaign log. If you solved the mystery of *Fresleven's murder*, read **Part 1** on Act 3b, otherwise read **Part 2**."
Forced – At the end of the Investigation phase, if there are 2♣ clues on this Act 3b card, immediately advance to Act 4b and read **Part 1** on that card. Otherwise, discard all clues on this Act 3b card and set it aside.

Part 1:

Read Scenario Interlude **Parley 14**.
Place 2 clues (from the token pool) on Act 3b.

Part 2:

You have gathered a lot of information on Kurtz, but you realise he's going to need more time to digest your arguments.

Place 1 clue (from the token pool) on Act 3b.

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Illus. Korbanian Vogel



The Dangers of the River

Read Scenario Interlude **Parley 7**. Attach this Act 3b to the next card of the Primary Act deck.
Kurtz gains: "➔: **Parley**. Test (5). If you succeed, check Campaign log. If *Captain Marlow* is alive, read **Part 1** on Act 3b, otherwise read **Part 2**."
Forced – At the end of the Investigation phase, if there are 2♣ clues on this Act 3b card, immediately advance to Act 4b and read **Part 1** on that card. Otherwise, discard all clues on this Act 3b card and set it aside.

Part 1:

Read Scenario Interlude **Parley 15**.
Place 2 clues (from the token pool) on Act 3b.

Part 2:

Kurtz is certainly impressed by your tale of the journey upriver, but you will have to be very convincing to assure him of an equally successful return journey.

Place 1 clue (from the token pool) on Act 3b.

16-38 59/91-01
Illus. Korbanian Vogel

Discussion with Kurtz

Against all expectations, Kurtz welcomes you quite cordially, and is happy to talk to you. You hardly dare believe it, but it seems possible to accomplish your mission without bloodshed.

When an investigator initiates a skill test on a **Parley** action, spend X clues: reduce the difficulty of that skill test by X (to a minimum of 1).

Forced – At the start of the Investigation phase, advance.

Objective – Find a way to convince Kurtz to board the Roi des Belges

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Illus. Korbanian Vogel

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Against all expectations, Kurtz welcomes you quite cordially, and is happy to talk to you. You hardly dare believe it, but it seems possible to accomplish your mission without bloodshed.

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One Soul Battles Another

Contrary to what his pitiful and weak appearance would lead you to think, Kurtz is in fact getting stronger and stronger. He hardly speaks anymore, as a strange and very powerful psychic connection links you to him. You can communicate with him by thought, and you sense that his soul will soon be devoured from the inside by the Darkness.

Parley. Test (5). An investigator at your location may spend X clues to reduce the difficulty of this test by X (to a minimum of difficulty 1). If you succeed, place 1 horror on Kurtz. If you fail, Kurtz makes an attack of opportunity against you.

Objective – If there are 3 horrors on Kurtz, advance.

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Illus. Korbhann Vogel

The Darkness Retreats

Check Campaign log.

- ❖ If the ancestors are watching you, (→R3)
- ❖ Otherwise, (→R4)

ACT 6b

Facing the Darkness

The Avatar of Darkness isn't trying to kill you - he would clearly prefer to capture you alive. Whether you decide to face him or to flee aboard the Roi des Belges, you will need to act quickly before madness and horror overtakes you.

Objective – At the end of the Investigation phase, if all undefeated investigators are at Roi des Belges on its *Repaired* side, advance and read **Part 1**.

Objective – If the Avatar of Darkness is defeated, advance and read

Part 2.

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Illus. Korbhann Vogel

Escaping the Darkness

Check Campaign log.

- ❖ If the Director does not trust you, (→R6)
- ❖ Otherwise, (→R20)

Part 2:

Check Campaign log.

- ❖ If you found a strange obsidian statue, (→R9)
- ❖ Otherwise, (→R10)

ACT 7a

Kurtz's Decision

You don't know how many hours you have spent with Kurtz, questioning him relentlessly, searching for the key to the mystery that has surrounded his life since that fateful day when he took up his post at this isolated station.

When an investigator initiates a skill test on a Parley action, spend X clues: reduce the difficulty of that skill test by X (to a minimum of 1).

Forced – At the start of the Investigation phase, advance and read **Part 3**.

Objective – Find a way to convince Kurtz to board the Roi des Belges

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Illus. Korbhann Vogel

Towards the Darkness

Part 1:

Read Scenario Interlude **The Darkness 4**. Set Kurtz aside and discard all copies of Kurtz's Bodyguard in play. Read **Part 2** below.

Part 2:

Discard all clues in play. Shuffle the Encounter discard pile and all set aside copies of Warrior of the Black Hand, Concealed Archer and Medicine Man of the Black Hand into the Encounter deck. Put the set aside Path to Darkness into play. Form the Exploration deck from the 8 single-sided set aside locations. Shuffle the top card of the Encounter deck (without looking at it) into the Exploration deck.

Part 3:

Place 1 clues (from the token pool) on Kurtz's House. Take the set aside Act 3 "a/b" cards and shuffle them. Act 3a side up. Select 3 random copies of Act 3a. Place 2 of these 3 cards on top of Act 4a, then place this group of Act cards on top of Act 5a. Advance to the Act 3b side of the remaining Act 3a card that was selected at random.

ACT 4b

In Pursuit of Kurtz

Kurtz may seem physically diminished, but he runs incredibly fast, and heads towards a darker and darker part of the Congolese forest. You cling to the shred of hope you still have that you might recover him before the Darkness descends on you.

Each **Path** location gains: **Explore**.

Draw the top card of the Exploration deck. If it is a connecting location, put it into play and move to it. Then, shuffle the top card of the Encounter deck into the Exploration deck."

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Illus. Korbhann Vogel

The Heart of Darkness

Read Scenario Interlude **The Darkness 7**.

Put The Heart of Darkness into play.

Spawn Kurtz (Transforming) at The Heart of Darkness.

Shuffle the set aside Medicine Woman of the Black Hand into the Encounter deck.

Each investigator takes 1 horror.

If the current Agenda is not Agenda 5a, advance to Agenda 5a.

If the "c/d" Secondary Act deck is in play, read this section:

You hear a cry from afar. You recognize the Harlequin's voice, twisted by a nameless terror. You are too far away and have too much to handle with Kurtz to go to his aid. His fate is sadly out of your control.

Each investigator removes 1 horror from their copy of Darkness Calls. Remove the "c/d" Secondary Act deck from the game.

ACT 5b

Conversation with the Harlequin (I)

The Harlequin speaks English, but you can detect a touch of a foreign accent... but from which country?

►► **Parley.** Place 1 clue (from the token pool) on The Harlequin.

Objective – If there are 1 or 2 clues on The Harlequin, advance.

He Wanted to See the World

ACT 1d

Discard all clues on The Harlequin. In your Campaign log, add 1 **Information on Kurtz**.

You engage in conversation with this strange person who reminds you of a Harlequin. He doesn't give his name, but freely answers your other questions. The young man is a former mariner from Russia. Enrolled at 16 as a sailor in the brand new Soviet navy in 1922, he deserted 2 years later. He was full of wanderlust and wanted to see the world. He came to the Congo by chance, and travelled upriver on foot as best he could, to escape civilization, and built his cabin by himself on the banks of the river. That was where he encountered Kurtz and, captivated by his charisma, he decided to enter Kurtz's service. He believes Kurtz will become a kind of god, that the whole world will worship him, but he doesn't know exactly when, or how, this transformation will happen. The poor devil doesn't seem to realize the absurdity of what he says, or the unhealthy nature of his relationship with Kurtz.

Conversation with the Harlequin (II)

The Harlequin mentions his journal several times, which he lost when leaving his cabin to join Kurtz at the Inner Station. He asks if, by chance, you might have found it on your journey upriver?

►► **Parley.** Place 1 clue (from the token pool) on The Harlequin.

Objective – If there are 1 or 2 clues on The Harlequin, advance.

The Diary

ACT 2d

Check Campaign log. If none of the following statements are true, advance to Act 4c.

If you found a strange encrypted book, read the section below:

|| The encrypted book does in fact match the description the young Russian gave you.

|| The lead investigator must decide (choose one):

► Since the book is no use to you and the Harlequin isn't a threat, you gladly return it to him.

|| The Harlequin is ecstatic to see his journal. He grabs it from you and clutches it to his chest, speaking to it like a child. The mad Russian no longer reacts to you. There is nothing more you can get from him.

Each investigator places 1 horror (from the token pool) on their copy of Darkness Calls. Remove the Harlequin and the "old" Secondary Act cards from the game.

► You keep the book to yourself, to try and decipher its secrets.

An investigator tests (4). If you succeed, you have cracked the key to deciphering the book and you can try to learn more about it.

Advance to Act 3c.

If you fail, advance to Act 4c.

If you deciphered the journal of a mad Russian, advance to Act 3c.

Conversation with the Harlequin (III)

Your curiosity is thoroughly piqued when the Harlequin naively tells you how he used a code hidden in his notes in Russian. You can try to question him further to learn more about the secrets his journal hides.

►► **Parley.** Test (3). If you succeed, place 1 clue (from the token pool) on The Harlequin.

Objective – If there are 1 or 2 clues on The Harlequin, advance.

The Harlequin's Journal

ACT 3d

Part 3. If you fail, flip The Harlequin to its other side and read **Part 2**.

► You try to convince the Harlequin that you don't have his journal. Who knows how dangerous it could be in his hands? An investigator at the Harlequin's location tests (4) or (3). If you succeed, flip The Harlequin to its other side and read **Part 3**.

Each investigator takes 1 horror. Remove The Harlequin from the game.

► The investigators must decide (choose one):

► Since the book is no use to you and the Harlequin isn't a threat, you return it to him as a gesture of goodwill.

|| The Harlequin is ecstatic to see his journal. He grabs it from you and clutches it to his chest, speaking to it like a child.

The mad Russian no longer reacts to you. There is nothing more you can get from him.

Each investigator takes 1 horror. Remove The Harlequin from the game.

Part 3. If you fail, flip The Harlequin to its other side and read **Part 2**.

Conversation with the Harlequin (IV)

►► **Parley.** Place 1 clue (from the token pool) on The Harlequin.

Objective – If there are 1 or 2 clues on The Harlequin, the investigators must decide (choose one):

► "Let's leave the poor guy alone, we're here for Kurtz."

► Advance this Act and read **Part 1**.

► This crazy Russian surely knows more about Kurtz's plan, let's force him to tell us the truth."

Advance this Act and read **Part 2**.

The Harlequin's Final Answers

ACT 4d

Part 1

The mad young Russian takes his leave of you, and heads off towards the river, without any apparent purpose. You hear him sobbing quietly over the loss of his book. You cannot help but feel compassion for this poor lost soul.

Each investigator adds 1 horror (from the token pool) to their copy of Darkness Calls. Remove The Harlequin from the game. Add this Act 4d to the Victory display.

Part 2

You approach the mad young Russian, and take a menacing stance while demanding that he tells you everything.

An investigator at the Harlequin's location tests (4) or (3).

If you succeed, flip The Harlequin over and read **Part 1** of the Story side. Add this Act 4b to the Victory display.

If you fail, flip The Harlequin over and read **Part 2** of the Story side.

Victory 1

Act 1e

The Ancient Tomb

You have learnt so much about Kurtz that it's as if you are connected to him, and perhaps also to the Darkness that possesses him. You can't say why, but this place draws you in. Perhaps there is a secret hidden in the depths of this strange tomb.

The Primordial Catacombs gain: **Investigate**. If you succeed, instead of discovering clues, place 1 clue (from the token pool) on Act 1e.

Objective – If there are 10 clues on this Act, advance to Act 1f.

100 165 152

Illus. Karbanian Vogel

ACT 1f

The Ancient Mural

Read Scenario Interlude **The Darkness 6**. Check Campaign log. If you found a strange obsidian statue, read **Part 1** below. Otherwise, read **Part 2**.

Part 2: Place this Act 1f on top of Act 2e. Act 1f becomes the current Secondary Act (you will be instructed when to remove this act and advance to Act 2e).

Part 1: You take out the obsidian statue and compare it with the remains of the image in the mural. The general form is the same, and it almost perfectly depicts the black pharaoh. If this truly is the last element of the ritual, you hold in your hands the way to end the existence of the dark entity haunting the Congo.

In your Campaign log, record that you know how to imprison the Darkness.

Part 2: You look around you, but you can't find anything that resembles the mysterious black stone. You hope that the ritual, although incomplete, will be strong enough to seal away the dark entity haunting the Congo.

Act 2e

Imprisoning the Darkness

Did Kurtz know he was leading you to the ideal place to perform the ritual you learnt about in the ancient tomb? The fossilized ivory all around you and the lay of the land seems to lend strength to the Darkness, but could also enable you to perform the ritual to imprison it.

The Heart of Darkness gains: **Investigate**. An investigator at your location may spend X clues to reduce the difficulty of this test by X (to a minimum of difficulty 1). If you succeed, instead of discovering clues, place 1 clue (from the token pool) on Act 2e. If you fail, Kurtz makes an attack of opportunity against you.

Objective – If there are 30 clues on this act, advance to Act 2f.

87 171 165

Illus. Karbanian Vogel

ACT 2f

The Ivory Trap

Check Campaign log.

- ◆ If you know how to imprison the Darkness, (→R1)
- ◆ Otherwise, (→R2)

Roi des Belges

Repaired

2 0

LOCATION

Roi des Belges. River. Repaired.

When you activate the **Fight** ability on a **Firearm**, **Ranged** or **Spell** asset: this attack may target an enemy at another **River** location. Ignore Aloof and Retaliate keywords for this attack.

Forced – If there are no resources on Roi des Belges: Flip this location over to its **Damaged** side.

27 / 65 102a

Illus. Make Madsen

Roi des Belges

Damaged

2 0

LOCATION

Roi des Belges. River. Damaged.

When you activate the **Fight** ability on a **Firearm**, **Ranged** or **Spell** asset: this attack may target an enemy at another **River** location. Ignore Aloof and Retaliate keywords for this attack.

Any investigator spends 1 resource: place 1 resource (from the token pool) on Roi des Belges.

Forced – If there are 30 resources on Roi des Belges: Flip this location over to its **Repaired** side.

27 / 65 102b

Illus. Make Madsen

Banks of the River Congo

Bathed in Fog

3 0

LOCATION

River.

"Will they attack?" whispered an awed voice.
"We will be all butchered in this fog", murmured another."

– Joseph Conrad, Heart of Darkness

28 / 65 103

Illus. Make Madsen

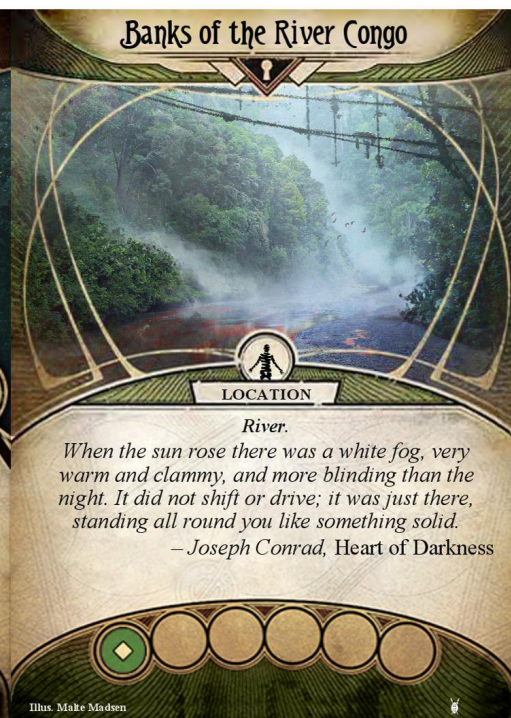
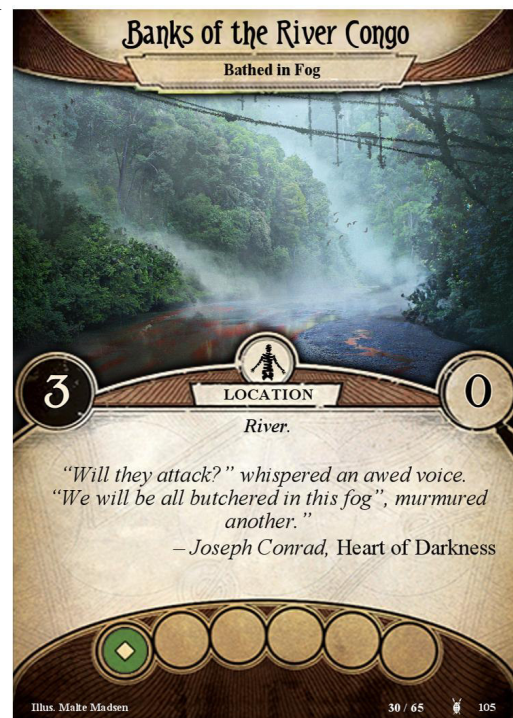
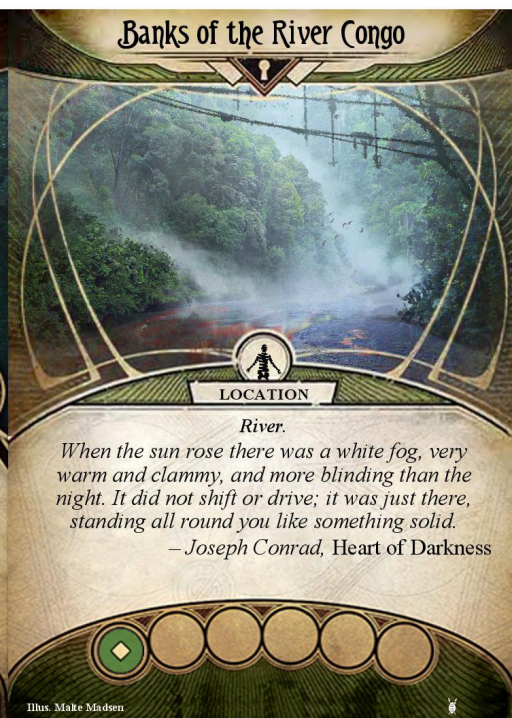
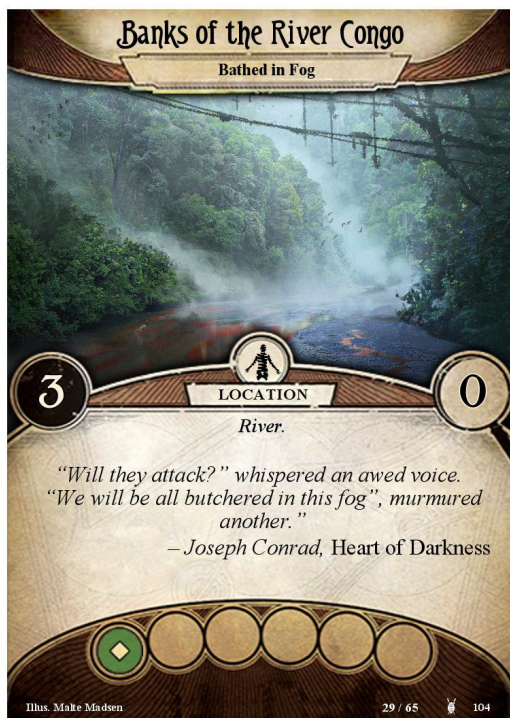
Banks of the River Congo

River.

When the sun rose there was a white fog, very warm and clammy, and more blinding than the night. It did not shift or drive; it was just there, standing all round you like something solid.

– Joseph Conrad, Heart of Darkness

Illus. Make Madsen



Kurtz's House

3 **LOCATION** **1**

Heights. Darkness.

Forced – After you reveal Kurtz's House: advance to Act 2b.

...After all, that was only a savage sight, while I seemed at one bound to have been transported into some lightless region of subtle horrors.

– Joseph Conrad, Heart of Darkness

Illus. Karbinian Vogel 33 / 65 108

Kurtz's House

LOCATION

Heights.

Curious, this feeling that came over me that such details would be more intolerable than those heads drying on the stakes under Mr. Kurtz's windows...

– Joseph Conrad, Heart of Darkness

Illus. Karbinian Vogel

Path to Darkness

2 **LOCATION** **0**

Path. Plains.

➔ Check Campaign log. If you were told about the area around the Inner Station: You carefully inspect the tracks left at the start of several pathways. Look at the top 3 cards of the Exploration deck. Replace them on top of the deck in any order you choose.

Kurtz fled along one of the many pathways leading into the depths of his territory.

Illus. Midjourney 34 / 65 109

Path to Darkness

LOCATION

Path. Plains.

I felt an intolerable weight oppressing my breast, the smell of the damp earth, the unseen presence of victorious corruption, the darkness of an impenetrable night...

– Joseph Conrad, Heart of Darkness

Illus. Midjourney

Swampy Ravine

3 **LOCATION** **1**

Path. Plains.

Forced – At the start of the Investigation phase: Each investigator at Swampy Ravine tests (3). Each investigator who fails loses 1 action.

Shallow footprints in the mud betray Kurtz's passage along this partially dried-up tributary of the river Congo.

Illus. Raden Saleh 35 / 65 110

Swampy Ravine

LOCATION

Illus. Raden Saleh

Primordial Catacombs

4 **LOCATION** **1**

Path. Plains.

⚡ : Check Campaign log. If you have at least 12 **Information on Kurtz**, put the set aside "e/f" Secondary Act deck into play.

The architecture of these clearly ancient tombs is astonishing to see in this place. The entrance reminds you of the most ancient proto-pyramids found in Egypt.

Illus. Leventop 36 / 65 111

Primordial Catacombs

LOCATION

Illus. Leventop

Dark Forest

3

LOCATION

1

Path. Plains. Darkness.

Each investigator at Dark Forest gets -1 .

You find Kurtz's trail in the middle of this dark and humid forest.

Illus. Dongbin Lu

37 / 65

112



Unknown Mountains

3

LOCATION

0

Path. Heights.

►: You take a moment to contemplate the mountain range blocking the horizon. Your tormented soul finds some comfort in the thought that the Darkness has not yet reached those unknown summits. Heal 1 horror and place 1 horror (from the token pool) on your copy of Darkness Calls. (Limit once per game).

Illus. Anna Kaplan

38 / 65

113



Macabre Hill

4

LOCATION

1

Path. Plains. Darkness.

Forced – After you reveal a token when taking a skill test at Macabre Hill: reveal an additional Chaos token for this test.

You find a hill peppered with human heads on spikes, in the same way that Kurtz decorated the perimeter of his house.

Illus. Santa Norvaisaite

39 / 65

114



Ancestral Passage

3

LOCATION

0

Path. Plains.

►: You rest in a clearing, next to a small stream. Heal 1 damage and 1 horror. (Limit once per game).

This path seems free of the Darkness. It gives you a sense of peace in the midst of this danger-filled region.

Illus. Eduardo Pena

40 / 65

115



Black Hand Encampment

4 **LOCATION** **1**

Path. Plains. Darkness.

While at Black Hand Encampment, the first Encounter card revealed by each investigator during the Mythos phase gains Surge.

The tracks left by Kurtz cross an encampment bursting with his warriors. Caution is called for more than ever in this place.

Illus. David Henz 41 / 65 116



Unknown High Plateau

3 **LOCATION** **0**

Path. Heights.

Forced – After you enter or leave Unknown High Plateau: test (3). If you fail, take 1 damage.

Cold and dry winds sweep this high plateaux, making it a trying environment for creatures accustomed to the humid heart of the Congo plains.

Illus. Mike Madsen 42 / 65 117



The Heart of Darkness

5 **LOCATION** **2**

Darkness.

⚡: If Act 1f is in play, advance to Act 2e.

Forced – After you fail a skill test at this location: remove 1 horror from your copy of Darkness Calls.

Illus. Nele Dietl 43 / 65 118

The Heart of Darkness

LOCATION

Darkness.

I think I would have raised an outcry if I had believed my eyes. But I didn't believe them at first—the thing seemed so impossible. The fact is I was completely unmoved by a sheer blank fright, pure abstract terror, unconnected with any distinct shape or physical danger. What made this emotion so overpowering was—how shall I define it?—the moral shock I received, as if something altogether monstrous, intolerable to thought and odious to the soul, had been thrust upon me unexpectedly.

—Joseph Conrad, Heart of Darkness

Illus. Nele Dietl 44 / 65 119

The Harlequin's Reaction

Part 1

The Harlequin collapses to the ground, curls into a ball and sobs quietly. There is nothing more you can get from the poor mad Russian.

Each investigator heals 1 horror and removes 1 horror from their copy of Darkness Calls. Remove The Harlequin and the “c/d” Secondary Act deck from the game.

Part 2

The Harlequin explodes with unbelievably incandescent rage. He manages to trip you up, and runs off towards the Station, screaming like a madman.

Each investigator at Station Pier takes 1 damage. Remove The Harlequin and the “c/d” Secondary Act deck from the game.

Part 3

Read Scenario Interlude **Parley 9**. Each investigator removes 1 horror from their copy of Darkness Calls. An investigator may add The Harlequin's Journal to their hand. Remove The Harlequin and the “c/d” Secondary Act deck from the game.

STORY

Illus. Midjourney 44 / 65 119

***The Harlequin**

ASSET

Drifter.

His clothes had been made of some stuff that was brown holland probably, but it was covered with patches all over, with bright patches, blue, red, and yellow. A beardless, boyish face, very fair, no features to speak of, nose peeling, little blue eyes, smiles and frowns chasing each other over that open countenance like sunshine and shadow on a wind-swept plain.

—Joseph Conrad, Heart of Darkness

Illus. Midjourney 44 / 65 119

You Attacked Kurtz

Kurtz seems very weakened by his illness, but as soon as you attack him, he resists with fierce determination. His fanatical guards prefer to die rather than lose this fight. You manage to gain the upper hand, and knock Kurtz to the floor. When you approach to take hold of him, you feel a dark and powerful aura emanating from him. You force him to his feet and firmly invite him to follow you aboard the *Roi des Belges*. Kurtz follows you, shuffling along and seeming as if he will collapse from exhaustion every few steps. So much so that you are entirely taken by surprise when, halfway to the boat, Kurtz violently pushes you away and immediately runs towards the jungle as if he had suddenly regained full health.

Each investigator removes 1 horror from their copy of *Darkness Calls*.
Advance to Act 4b and read **Part 2** on that card.
Attach this story card to the scenario reference card. Treat this card as a treachery in play with the **Darkness** trait.

STORY

*Kurtz

Sick

3 1 3

Humanoid. Elite.

Aloof.

Kurtz cannot leave Kurtz's House.

Forced – If an enemy at Kurtz's location takes at least 1 damage: No investigator may activate the **Parley** action on Kurtz until the end of the round.

Forced – When Kurtz would be defeated: flip this card and resolve it's text.

ENEMY

Illus. Midjourney 45 / 65 120

Kurtz's Downfall

Kurtz fights with prodigious strength. You are sure he is close to transforming into a nightmarish creature. Every one of your blows causes pieces of white skin to fall off, revealing a jet black skin beneath. Despite everything, finally Kurtz falters and collapses at your feet.

You hadn't noticed that your confrontation had taken you to the bottom of a hole littered with pieces of ivory. Just as you realize this, something bizarre occurs.

Kurtz's black "under skin" transforms little by little into smoke, which is immediately drawn into the earth, twisting madly around the pieces of ivory lying all around you, like a savage beast caught in a trap.

(→R4)

STORY

*Kurtz

Transforming

4 4 4

Humanoid. Elite.

Massive. Retaliate.

Kurtz gains +4 Health.

Forced – At the start of the enemy phase, if Kurtz is exhausted: Ready Kurtz.

Objective – If Kurtz is defeated, flip this card and resolve it's text.

ENEMY

Illus. Shahab alizadeh 46 / 65 121

*The Avatar of Darkness

5 5 5

Avatar. Ancient One. Darkness. Elite.

Prey – Least remaining Sanity.

Massive. Hunter. Alert.

The Avatar of Darkness gains +5 Health.

Forced – At the end of the enemy phase: The Avatar of Darkness deals 2 horror to each investigator at its location, and at connecting locations.

ENEMY

Illus. Midjourney 47 / 65 122



*Medicine Woman of the Black Hand

3 3 3

Humanoid. Sorcerer. Darkness. Elite.

Spawn – Station Pier.

Aloof. Retaliate. Patrol (Kurtz's or The Avatar of Darkness' location).

Forced – At the end of the enemy phase: each investigator at Medicine Woman of the Black Hand's location or at a connecting location tests (3). Each investigator who fails takes 1 horror.

Victory 1.

ENEMY

Illus. Emanuele Persi 48 / 65 123



Kurtz's Bodyguard

4 2 4

Humanoid. Warrior.

Spawn – Kurtz's location, otherwise the nearest *Darkness* location.

Alert. Retaliate. Aloof. Patrol (Kurtz's or The Avatar of Darkness' location).

Kurtz's Bodyguard gains +1 Health.

While Kurtz's Bodyguard is at the same location as Kurtz, cancel any damage that would be dealt to Kurtz.

Forced – If a token is revealed: each investigator chooses and discards 1 non-weakness card from their hand, or discards 1 resource.

ENEMY



Illus. Sanjay Charlton 49 / 65 124



Kurtz's Bodyguard

4 2 4

Humanoid. Warrior.

Spawn – Kurtz's location, otherwise the nearest *Darkness* location.

Alert. Retaliate. Aloof. Patrol (Kurtz's or The Avatar of Darkness' location).

Kurtz's Bodyguard gains +1 Health.

While Kurtz's Bodyguard is at the same location as Kurtz, cancel any damage that would be dealt to Kurtz.

Forced – If a token is revealed: each investigator chooses and discards 1 non-weakness card from their hand, or discards 1 resource.

ENEMY



Illus. Sanjay Charlton 50 / 65 124




TREACHERY

Attacked by the Darkness

Hazard. Terror. Darkness.

Revelation – Test or (4). If you fail, take 1 damage.

Then, if you are at a *Darkness* location, test (X), where X is the location's shroud value.

If you fail, take 1 horror and move to a connecting location with a lower shroud value, if able.

Illus. Stefan Koidl 51 / 65 125




TREACHERY

Attacked by the Darkness

Hazard. Terror. Darkness.

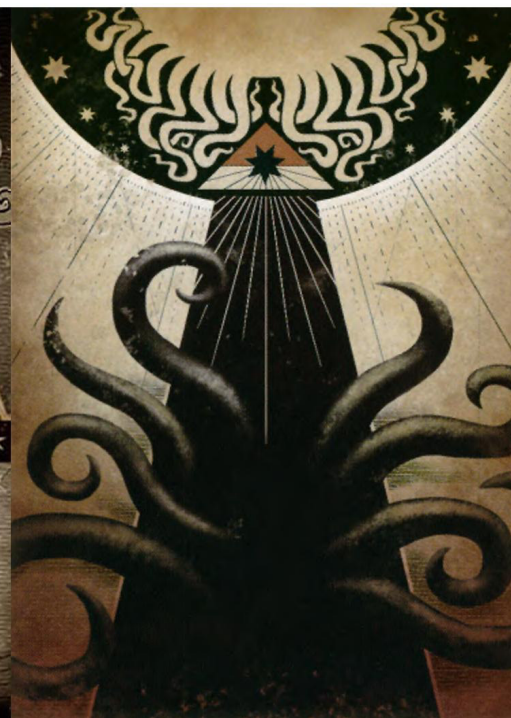
Revelation – Test or (4). If you fail, take 1 damage.

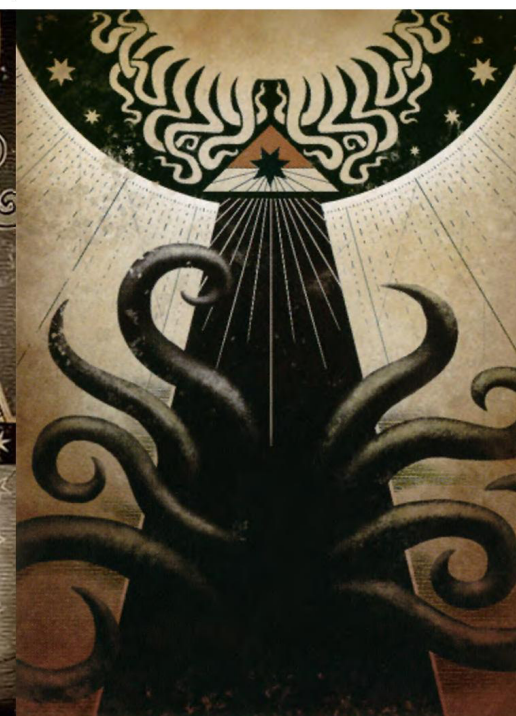
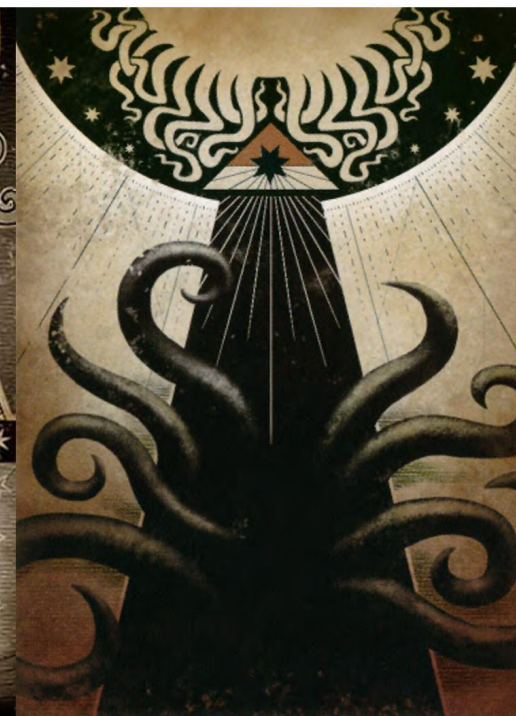
Then, if you are at a *Darkness* location, test (X), where X is the location's shroud value.

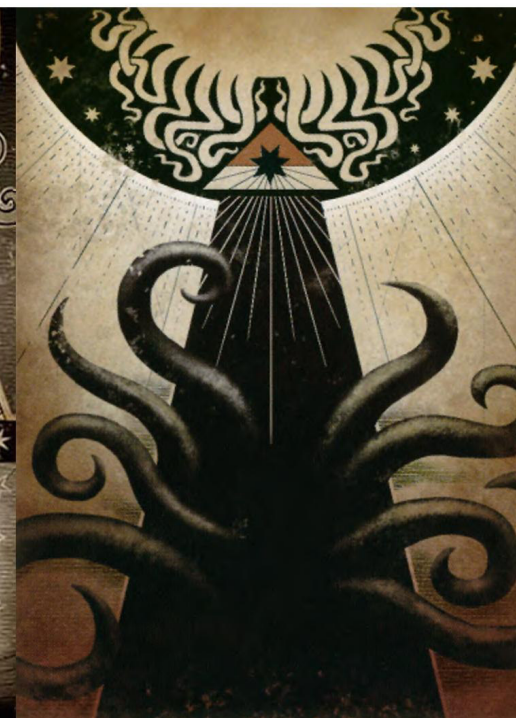
If you fail, take 1 horror and move to a connecting location with a lower shroud value, if able.

Illus. Stefan Koidl 52 / 65 125









2

Winchester .22

1890 Model

ASSET

Item. Weapon. Firearm.

Uses (4 ammo).

➤ Spend 1 bullet: **Fight**. You get +1 for this attack. If you reveal a +1, 0 or during this test, this attack deals +2 damage.
A fusillade burst out under my feet. The pilgrims had opened with their Winchesters, and were simply squirting lead into that bush.
 — Joseph Conrad, Heart of Darkness

Illus. Midjourney

65 / 65

130



Medicine Man of the Black Hand

3 4 3

Humanoid. Sorcerer. Darkness.

Spawn – Nearest empty *Plains*, *River* or *Darkness* location.

Aloof. Retaliate.

Forced – At the end of the enemy phase, if Medicine Man of the Black Hand is not engaged: Each investigator at its location or a connecting location must test ☠ (2). Each investigator who fails takes 1 horror.

Victory 1.

ENEMY



Illus. Nagy Norbert 1 / 8 131



Medicine Man of the Black Hand

3 4 3

Humanoid. Sorcerer. Darkness.

Spawn – Nearest empty *Plains*, *River* or *Darkness* location.

Aloof. Retaliate.

Forced – At the end of the enemy phase, if Medicine Man of the Black Hand is not engaged: Each investigator at its location or a connecting location must test ☠ (2). Each investigator who fails takes 1 horror.

Victory 1.

ENEMY



Illus. Nagy Norbert 2 / 8 131



Warrior of the Black Hand

4 3 3

Humanoid. Warrior. Darkness.

Spawn – Nearest *Plains*, *River* or *Darkness* location.

Hunter.

After you defeat Warrior of the Black Hand: Reveal a random chaos token. If you reveal a ★, +1 or 0 token, an investigator at your location can add to their hand or put into play under their control a copy of the set-aside Congolese Warrior Equipment.

ENEMY



Illus. Nagy Norbert 3 / 8 132



Warrior of the Black Hand

4 3 3

Humanoid. Warrior. Darkness.

Spawn – Nearest *Plains*, *River* or *Darkness* location.

Hunter.

After you defeat Warrior of the Black Hand: Reveal a random chaos token. If you reveal a ★, +1 or 0 token, an investigator at your location can add to their hand or put into play under their control a copy of the set-aside Congolese Warrior Equipment.

ENEMY



Illus. Nagy Norbert 4 / 8 132



Warrior of the Black Hand

4 3 3

Humanoid. Warrior. Darkness.

Spawn – Nearest *Plains*, *River* or *Darkness* location.

Hunter.

After you defeat Warrior of the Black Hand: Reveal a random chaos token. If you reveal a +1 or 0 token, an investigator at your location can add to their hand or put into play under their control a copy of the set-aside Congoese Warrior Equipment.

ENEMY

Illus. Nagy Norbert 5 / 8 132



Concealed Archer

3 2 3

Humanoid. Warrior. Darkness.

Spawn – Nearest *Plains*, *River* or *Darkness* location.

Aloof.

Forced – At the start of the enemy phase, if Concealed Archer is not engaged: Concealed Archer deals 1 damage to an investigator at its location if able, otherwise at a connecting location. If you are at *Roi des Belges* when dealt this damage, you may discard 1 resource from *Roi des Belges* to cancel the damage.

ENEMY

Illus. Midjourney 6 / 8 133



Concealed Archer

3 2 3

Humanoid. Warrior. Darkness.

Spawn – Nearest *Plains*, *River* or *Darkness* location.

Aloof.

Forced – At the start of the enemy phase, if Concealed Archer is not engaged: Concealed Archer deals 1 damage to an investigator at its location if able, otherwise at a connecting location. If you are at *Roi des Belges* when dealt this damage, you may discard 1 resource from *Roi des Belges* to cancel the damage.

ENEMY

Illus. Midjourney 7 / 8 133



Concealed Archer

3 2 3

Humanoid. Warrior. Darkness.

Spawn – Nearest *Plains*, *River* or *Darkness* location.

Aloof.

Forced – At the start of the enemy phase, if Concealed Archer is not engaged: Concealed Archer deals 1 damage to an investigator at its location if able, otherwise at a connecting location. If you are at *Roi des Belges* when dealt this damage, you may discard 1 resource from *Roi des Belges* to cancel the damage.

ENEMY

Illus. Midjourney 8 / 8 133



Hippopotamus

3 5 2

Creature.

Spawn – Nearest *River* location.

Massive.

Forced – At the end of the enemy phase: Reveal a random chaos token. If you reveal a or token, the Hippopotamus stays at its location. Otherwise, discard Hippopotamus.

ENEMY

Illus. Lance Walker-Unrau 1 / 8 134



Hyenas

3 2 4

Creature.

Spawn – Nearest *Plains* location.

Aloof. Retaliate. Alert.

While an investigator has 3 or fewer remaining health, Hyenas loses Aloof, gains Hunter and “**Prey** – Lowest remaining health.”

ENEMY

Illus. Ester Conceicao 2 / 8 135



Hyenas

3 2 4

Creature.

Spawn – Nearest *Plains* location.

Aloof. Retaliate. Alert.

While an investigator has 3 or fewer remaining health, Hyenas loses Aloof, gains Hunter and “**Prey** – Lowest remaining health.”

ENEMY

Illus. Ester Conceicao 3 / 8 135



Crocodile

3 3 1

Creature.

Spawn – Nearest *River* location.

Prey – Lowest .

Retaliate.

Forced – At the end of the enemy phase, if the Crocodile is engaged: It disengages. Shuffle the Crocodile back into the encounter deck.

ENEMY

Illus. Jeremiah Humphries 4 / 8 136



Crocodile

3 3 1

Creature.

Spawn – Nearest *River* location.

Prey – Lowest .

Retaliate.

Forced – At the end of the enemy phase, if the Crocodile is engaged: It disengages. Shuffle the Crocodile back into the encounter deck.

ENEMY

Illus. Jeremiah Humphries

5 / 8  136



Antelopes

2 2 5

Creature.

Spawn – Nearest *Plains* location.

Aloof.

Forced – At the end of the enemy phase, if Antelopes is engaged with an investigator: It disengages.

When Antelopes is defeated: Gain 2 resources, or heal 1 damage from an investigator or *Ally* asset at your location.

Victory 0.

ENEMY

Illus. Georges Washington

6 / 8  137



Antelopes

2 2 5

Creature.

Spawn – Nearest *Plains* location.

Aloof.


Forced – At the end of the enemy phase, if Antelopes is engaged with an investigator: It disengages.

When Antelopes is defeated: Gain 2 resources, or heal 1 damage from an investigator or *Ally* asset at your location.

Victory 0.

ENEMY

Illus. Georges Washington

7 / 8  137



Lion

4 4 4

Creature.

Spawn – Nearest *Plains* location.

Retaliate. Alert.

Forced – During the enemy phase, after Hunter enemies have moved, if Lion is not engaged: Move it one location towards the nearest *Creature* enemy, if able.

Forced – At the end of the enemy phase, if Lion is not engaged: Discard another *Creature* enemy at its location with the least remaining health, if able.

Victory 1.

ENEMY

Illus. Ester Conceicao

8 / 8  138



Darkness Calls

Read Scenario Interlude **The Darkness 1**. Attach this card to your investigator, story side face-up. For the remainder of the campaign, your investigator gains:

“Forced – When you would remove any amount of horror from your copy of Darkness Calls but there are no horror to remove from it: You must choose and discard that many non-weakness cards from your hand or your play area, or that many resources, or any combination thereof.

Forced – After you reveal Submerged by the Darkness: Read Scenario Interlude **The Darkness 2**.”

STORY

Darkness Calls

ASSET

WEAKNESS
Madness.

Permanent.
Maximum of 5 horror on Darkness Calls.

Forced – If there is no horror on Darkness Calls: Flip this card and resolve the text on the other side.

Illus. DeskrIDGE

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Darkness Calls

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Illus. DeskrIDGE

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139

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Illus. DeskrIDGE

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139

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Illus. DeskrIDGE

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TREACHERY

Nightmare

Terror. Darkness.

Revelation – Test ☠ (4). If you fail, remove 1 horror from your copy of Darkness Calls and take 1 direct horror.

And for a moment it seemed to me as if I also were buried in a vast grave full of unspeakable secrets.
-Joseph Conrad, "Heart of Darkness"

Illus. Midjourney 9 / 18 141




TREACHERY

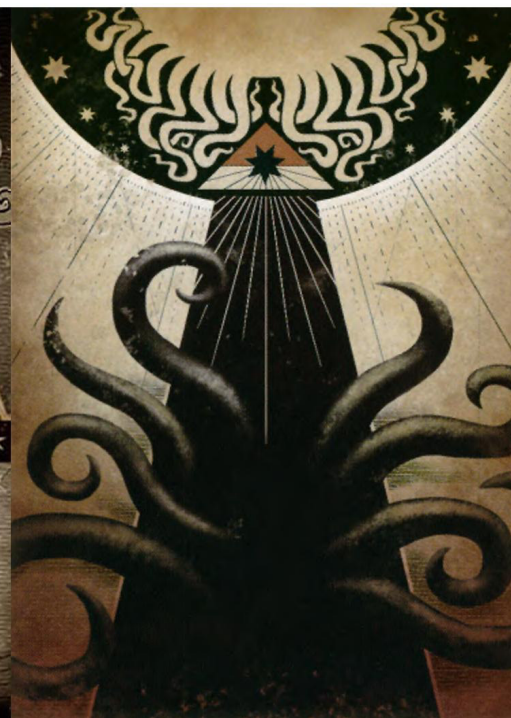
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Illus. Midjourney 10 / 18 141




TREACHERY

Strange Disease

Darkness. Curse. Hazard.

Revelation – Test ☠ (4). If you fail, remove 1 horror from your copy of Darkness Calls and take 1 direct damage.

They were dying slowly. Nothing but black shadows of disease and starvation, lying confusedly in the greenish gloom.
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Illus. Jefferson Muncy 11 / 18 142




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Illus. Jefferson Muncy 12 / 18 142





Dark Presence

4 1 4

Nightmare. Darkness.

Prey – Least horror on Darkness Calls.

Hunter.

Cannot be damaged except by *Sorcerer, Spell, Ritual* or *Relic* cards.

➤: **Parley.** Test ☠ (4) to try to repel this strange presence. If you succeed, discard Dark Presence. If you fail, remove 1 horror from your copy of Darkness Calls.

ENEMY

Illus. Midjourney 17 / 18 145



Dark Presence

4 1 4

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ENEMY

Illus. Midjourney 18 / 18 145



3 Congolese Warrior Equipment

ASSET

Traditional Spear and Shield

Item. Weapon. Melee.

➤: **Fight.** You get +1 ☠ and ignore the Retaliate keyword on enemies for this attack. If you succeed by 1 or more, this attack deals +1 damage.

➤ Place 1 damage on Congolese Warrior Equipment: **Evade.** Use your ☠ instead of ☠ and ignore the Alert keyword on enemies for this evasion attempt.

Illus. Midjourney 1 / 12 146



3 Congolese Warrior Equipment

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Traditional Spear and Shield

Item. Weapon. Melee.

➤: **Fight.** You get +1 ☠ and ignore the Retaliate keyword on enemies for this attack. If you succeed by 1 or more, this attack deals +1 damage.

➤ Place 1 damage on Congolese Warrior Equipment: **Evade.** Use your ☠ instead of ☠ and ignore the Alert keyword on enemies for this evasion attempt.

Illus. Midjourney 2 / 12 146







TREACHERY

Suffocating Heat

Obstacle. Hazard.

Revelation – Test ☠ (2). If you fail, lose 1 action for each point you fail by during your next turn.

I had a white companion, too, not a bad chap, but rather too fleshy and with the exasperating habit of fainting on the hot hillsides, miles away from the least bit of shade and water.

-Joseph Conrad, "Heart of Darkness"

Illus. Maithe Madsen 7 / 12 149




TREACHERY

Suffocating Heat

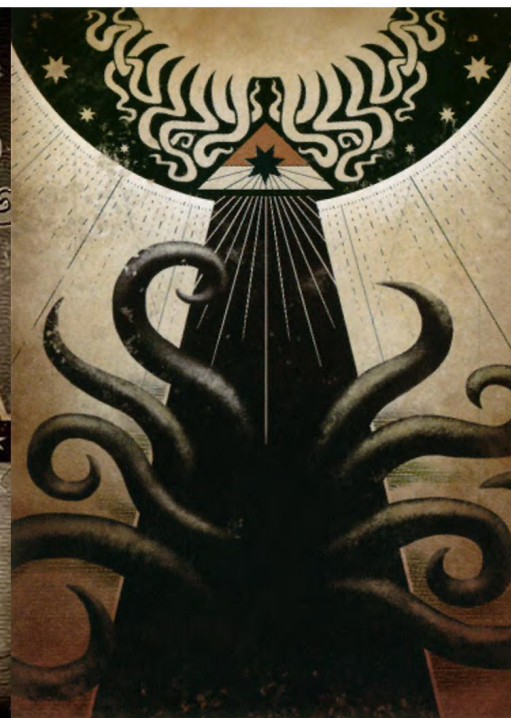
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Illus. Maithe Madsen 8 / 12 149




TREACHERY

Sudden Downpour

Hazard.

Revelation – Remove 1 damage from each *Burning* location (if able). Attach Sudden Downpour to the current agenda.

Each investigator gets -1 🐣 and cannot discover more than 1 clue at each location.

Forced – At the end of the round: Discard Sudden Downpour.

Tropical rains are common at this time of year, they come down suddenly and stop as quickly as they start.

Illus. Midjourney 9 / 12 150




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Illus. Midjourney 10 / 12 150



Cloud of Mosquitoes

1

1

3

Insect.

Prey – Lowest 

Hunter.

While you are engaged with Cloud of Mosquitoes, you get -1 , -1  and -1 health.

You cannot attack Cloud of Mosquitoes using basic **Fight** actions, or by activating **Fight** abilities on *Weapon* assets.

Forced – At the end of the enemy phase, if Cloud of Mosquitoes is ready and not engaged: Discard it.



ENEMY



Illus. Midjourney

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1

1

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Prey – Lowest 

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ENEMY



Illus. Midjourney

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