



IN THE HEART OF  
**DARKNESS**

**CAMPAIGN BOOK**

# CAMPAIGN 1: INTO THE ABYSS

Campaigns challenge players to complete a sequence of Scenarios, each of which involve unique rules and challenges that can't be found in the core gameplay. These Scenarios reveal a story and each time a Scenario is completed, players earn Hope points that will define how this story ends.

Campaigns can be played by one to four players, and can require a few hours to complete.

## STARTING A SCENARIO ATTEMPT:

Each attempt at a Scenario begins following the standard rules for beginning a new game, with the following exceptions;

Players keep their completed Quests, Traps tokens and the cards in their hands between each Scenario attempt. This is in addition to the cards each Protagonist gains during setup. This applies even when they change Protagonist.

**Protagonist Starter Items:** When changing Protagonists, if you still have your Starter Item, return it to the stock beside the map. You only gain your new Protagonist's Starter Item if it has not been discarded during this Campaign. When Starter Item cards are discarded for any reason, they are returned to the game box and remain there for the rest of the Campaign.

Each Scenario may be attempted up to 2 times. If players fail their second attempt at a single Scenario they must move on to the next Scenario, earning no Hope points for it (*though they can hope the Protagonists can block out the horrors they have suffered!*). If players complete a Scenario they will earn Hope points as indicated under the rules for that Scenario.

## DURING CAMPAIGN PLAY:

When a Protagonist is killed, increase the Darkness track by 2. If this does not fail the Scenario, they will then place their standee as directed by the Scenario's Setup rules. All standard rules for a Protagonist being killed are ignored.

How To Win rules are unique for each Scenario. Ignore the How To Win rules in the core rulebook..

## CAMPAIGN SETUP:

Return the 5 'Radio Parts' Loot cards to the game box. They are not used during this Campaign.

Place the Explorer, Priest, and Psychic Protagonists in the game box. Only use the Soldier, Investigator, Madam and Captain for this Campaign.

Place all components of the 'Western Shores' expansion back in the game box; do not use these for this Campaign. This includes the 6 Quest cards and 12 Spawn Cards.

Decide whether you wish to play with any of the Rule Variants found in the core rulebook. The 'Deadly' and 'A Plausible Simulation of Hell' can be used if you wish, however these will likely make some Scenarios impossibly hard to complete.

Locate the special Campaign tokens shown below.



## SCENARIO 1: KILLER CURIOSITY

Madam Rose Rasslear certainly wasn't the island's typical visitor, despite it once being her home. A few days ago she'd found part of a diary belonging to her sister Eva Rasslear, who had gone missing on the island the previous year. It cost the Madam only a patient gaze at the captain to convince him to join her on her return to the island, despite the many grim tales that originated there. The captain seemed a lost soul, but he cut through life like a prow through waves and was always good company on a rainy day.

The Madam offered a lazy wave to two figures on the boat and two others approached, one sturdy of build and one sharp eyed.

### SETUP:

Place one Scrap of Paper token at the Old Manor and one at the Cemetery. Place each player's chosen Protagonist at the Harbour, one of which must be the Madam.

### HOW TO WIN:

Have the Madam spend an Action at each Scrap of Paper token's Location to remove that token from the map. If no tokens remain on the map and the Madam is at the Harbour, this Scenario is completed.

### OPTIONAL CHALLENGE: MEMORY LANE

The Madam cannot play any cards from their hand during this attempt.

### HOPE POINT REWARDS:

THE SCENARIO WAS COMPLETED = +1 HOPE POINT.

THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE = +1 HOPE POINT.

THE DARKNESS TRACK WAS NOT INCREASED DURING ANY ATTEMPT AT THIS SCENARIO = +1 HOPE POINT.

## SCENARIO 2: SITUATION REPORT

"Got that old man wrapped around her finger. You'd think he'd hate the Rasslears for the trouble they've brought him." The man that spoke had the look of an over-hammered sword; sharp, but weathered in the typical ways city folk tended to be. The Investigator Edward Crownbe had long been keen to learn the secrets of the Rasslears, though he was sure to keep this a secret from the Madam, and glad to have a man such as Maximilian Fargo at his side, a Soldier by both profession and by nature.

"They say you never really know someone until they face death." The Soldier responded as he calmly checked over his service pistol, a long time companion that he had never been willing to dispose of. He was hired to protect the Madam and her associates, though he was keen to know what situation he was getting himself into first.

### SETUP:

Place one Scrap of Paper token at the Harbour. Place each player's chosen Protagonist at the Harbour, one of which must be the Soldier.

### SCENARIO RULES:

**Escort:** Any amount of times during their turn, when at the Scrap of Paper token's Location a Protagonist may spend 1 Action to move the token to an adjacent Location, so long as neither Location contains a Creature. The token can be moved through Tunnels.

Each time a Creature enters the Scrap of Paper token's Location, the Sample token is moved one space towards the Old Military Complex.

### HOW TO WIN:

Move the Scrap of Paper token to the Old Military Complex.

### OPTIONAL CHALLENGE: KEEP IT TOGETHER!

Protagonists cannot play Rituals or leave Locations containing Creatures during this attempt.

### HOPE POINT REWARDS:

THE SCENARIO WAS COMPLETED = +1 HOPE POINT.

THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE = +1 HOPE POINT.

THE DARKNESS TRACK WAS NOT INCREASED DURING ANY ATTEMPT AT THIS SCENARIO = +1 HOPE POINT.

THE 'MADMAN'S JOURNAL' QUEST HAS BEEN COMPLETED = +1 HOPE POINT.

## SCENARIO 3: PATHS LESS TRODDEN

Maximilian returned to find Madam Rose and Captain Yeats discussing, rather one-sidedly, some of the Madam's sister's diary scraps that they had found. The captain seemed concerned, but supportive of Rose's desire to find her sister. Edward, the Investigator, logically questioned how anyone might have survived alone on the island after it had been abandoned for so long.

Tired from exploration, the crew slept on the boat. The next morning they woke to find the Madam frantically preparing to set out, her journals and notes scattered across the table. She'd illustrated some runes she seemed to think were important, and something hidden in the Old Manor.

The captain seemed alarmed and insisted that she not search the island alone.

### SETUP:

Place each player's chosen Protagonist at the Harbour, one of which must be the Captain.

### SCENARIO RULES:

**Search The Manor:** During each Loot Action taken at the Manor, immediately after resolving its 'Move one closest Creature' effect, reveal Spawn cards as you would during 'Phase 1: Spawn Creatures'.

### HOW TO WIN:

If Protagonists have conducted at total of 4 or more Loot Actions at the Old Manor during this Attempt, and all Protagonists are at the Village, the Scenario is completed. Players can place a token on the Darkness track to keep track of how many Loot Actions have been taken at the Old Manor.

### OPTIONAL CHALLENGE: BAD MEMORIES

The Captain begins this attempt with 3 Curse cards. This attempt can only be completed if the Captain has no Curse cards.

### HOPE POINT REWARDS:

THE SCENARIO WAS COMPLETED = +1 HOPE POINT.

THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE = +1 HOPE POINT.

THE DARKNESS TRACK WAS NOT INCREASED DURING ANY ATTEMPT AT THIS SCENARIO = +1 HOPE POINT.

## SCENARIO 4: A FOLLY FOLLOWED

Investigator Edward Crownbe was able to piece together a few of the scraps of paper collected from across the island. He found 'THE ISLAND' and a little later, 'IS ALIVE'. The Madam appeared to show a hint of genuine expression, for the first time since she had arrived.

Tracking back through other notes, the Investigator laughed as an idea sprang into his mind.

"I see now. A private island belonging to a multi-millionaire and suddenly everyone starts killing each other? It's a cover up! They want us to think there's some sort of outbreak to scare us off! It's a cult! Well, I'll not fall for such ruses, this will be the making of Edward Crownbe!"

The party tried to keep up with the Investigator, who sprang off into the darkness of the island. By the time they caught up with him he was pushing some strange device and told them that it would explain everything that was going on.

### SETUP:

Place one Sample token at the Old Military Complex. Set the Darkness Track to 4. Place each player's chosen Protagonist at the Village, one of which must be the Investigator.

### SCENARIO RULES:

**Noisy Escort:** Any amount of times during their turn each Protagonist can spend 1 Action to move the Sample token from their Location to an adjacent one, so long as neither Location contains a Creature. Whilst within 1 space of the Sample token Protagonists roll 1 less dice any time they roll dice (down to a minimum of one dice).

### HOW TO WIN:

If the Sample Token is at the Harbour, this Scenario is completed.

### OPTIONAL CHALLENGE: UNSTABLE LOAD

At the start of the Spawn Phase if the Sample token's Location contains no Protagonists, reveal and activate 2 additional cards from the Spawn deck.

### HOPE POINT REWARDS:

THE SCENARIO WAS COMPLETED = +1 HOPE POINT.

THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE = +1 HOPE POINT.

THE DARKNESS TRACK WAS NOT INCREASED DURING ANY ATTEMPT AT THIS SCENARIO = +1 HOPE POINT.



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## SCENARIO 5: HOME IS WHERE THE HEART IS

Investigator Crownbe gathered everyone around so that he could demonstrate the function of the machine he'd found. He seemed convinced it was some form of torture device, though to everyone else it looked exactly like a mobile workbench with some random tools and contraptions thrown on top.

The Captain, seemingly aware that the island was getting into everyone's head, prepared his ship for a hasty departure. He approached the others to find them bickering about what their priorities should be, and told them he'd be setting sail in one minute, regardless of who was and wasn't on the ship.

He was true to his word, and the Soldier was the last one to crack and leap aboard the ship moments before it cleared the dock. The Madam was already begging the captain to turn the ship around, the Investigator waving some strange device he'd built, then the Soldier joined in, yelling in the Captain's face.

"How can you run from ghost stories, is that all it takes? You will not desert your post! A coward cannot be allowed to guide this ship!" The Soldier yelled, pulling at the wheel of the ship. The ship shook with a crunch, rising high into the air before crashing down and throwing everyone to the floor.

The party awoke to heavy rain through the black of night, a bright rotating light above them. The lighthouse was lit, and a voice yelled from the path beneath it.

"I don't have another battery for that, we've got about 5 minutes to get to safety before darkness swallows us." The Captain yelled. Battered and beaten, the party retreated to a nearby cave to treat their wounds.

### SETUP:

Place a Crawler at the Swamp, Abandoned Hut and Old Mine. Place each player's chosen Protagonist at the Cave.

### HOW TO WIN:

If at least 4 Traps are on the map and all Protagonists are at the Cave at the start of a Round, the Scenario is complete.

### SCENARIO RULES:

**Cave Refuge:** During this Scenario the Cave Location is the Heart of Darkness, except that Curse cards are still drawn for entering the original Location, not the new Location. Creatures Placed at the Cave are instead placed at the original Heart of Darkness Location.

### OPTIONAL CHALLENGE: SLEEP IS FOR THE NEARLY DEAD

Remove all tokens from the Eastern Gate during Setup. If a Gate Destroyed token is placed on the Eastern Gate during this attempt, the attempt has failed.

**Trappers:** During this Scenario Protagonists may pay 2 Actions on their turn to place a Trap at their Location.

### HOPE POINT REWARDS:

THE SCENARIO WAS COMPLETED = +1 HOPE POINT.

THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE = +1 HOPE POINT.

THE DARKNESS TRACK WAS NOT INCREASED DURING ANY ATTEMPT AT THIS SCENARIO = +1 HOPE POINT.

THE 'ENLIGHTENMENT' QUEST HAS BEEN COMPLETED = +1 HOPE POINT.

## SCENARIO 6: A GREED UPON PLAN

The party managed to locate medical materials and treat their injuries within the safety of the cave. The Soldier seemed to be obsessed over the importance of capturing some of the Creatures so they could be tested to prove they were not the product of some magical force.

"We can't keep letting people use ghosts and bogey men as an excuse to desert their posts!" The Soldier seemed like an animal to the captain, backed into a corner and looking for something solid to cling to. He was adamant that they needed to capture some Creatures for testing and prove the island was nothing more than a biological weapons experiment gone wrong.

The captain mentioned a stranded ship he saw from the top of the Lighthouse, thinking that it might be in usable condition. The team agreed to capture a number of creatures and then repair the stranded ship.

### SETUP:

Place one Ancient Rune token and a Devourer at each; Old Manor, Cave. Place each player's chosen Protagonist at the Cave.

### OPTIONAL CHALLENGE: THOROUGH INVESTIGATION

During Setup also place a Devourer and one Ancient Rune token at the Ritual Cavern.

### HOW TO WIN:

Remove the Ancient Rune token from each Location in which at least 2 Devourers are killed within a single player Turn or Advance Creatures Phase. The Scenario is complete once there are no Ancient Rune tokens and no Devourers on the map.

### HOPE POINT REWARDS:

THE SCENARIO WAS COMPLETED = +1 HOPE POINT.

THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE = +1 HOPE POINT.

THE DARKNESS TRACK WAS NOT INCREASED DURING ANY ATTEMPT AT THIS SCENARIO = +1 HOPE POINT.

## SCENARIO 7: AND THEY LIVED...

After securing the sample container on board the hulk of the stranded ship, the Soldier seemed appeased, though no less shaken by his experiences on the island. To his comfort, the remainder of the team had come up with a means of getting off the island.

It was a long way out, but the Old Military complex had plenty of engineering equipment and a spare engine that could be used to fix the boat. The Captain smartly suggested that Maximillian would be the best candidate for recovering the tools.

With the Soldier gone, the Captain explained that the darkness would not let them leave, but that he had recognised something from the Investigator's notes and some drawings on the wall of the cave they had taken refuge in. It seemed Cornelius Rasslear hadn't been so clueless as to the true nature of the island, having found a way to suppress the forces there.

### SETUP:

Place an Ancient Rune token at each; Ritual Cavern, Chapel, Old Mine. Place a Sample token at the Old Military Complex. Set the Darkness track to 5. Place each player's chosen Protagonist at the Stranded Ship.

### SCENARIO RULES:

**Spawn Phase:** Reveal two extra cards from the Spawn deck each round.

**Escort Mission:** The Sample token is now considered the Heart of Darkness Location (ignore card text that states otherwise), however entering the Heart of Darkness (original or Sample token) does not cause a Protagonist to draw a Curse card. At the end of each Round, if there are any Protagonists at the Sample Token's Location, the most recent player to take a turn moves the Sample token 1 space towards the Stranded Ship.

**Warding Stones:** Any amount of times during their turn Protagonists can spend 1 Action to move an Ancient Rune token from their Location to an adjacent one, if neither Location contains a Creature (This does not allow the token to be moved through Tunnels).

Creatures that would Move into the Location of an Ancient Rune token will instead move as though the Location containing the token is not on the map, OR if the Creature at that point has no path by which it could eventually reach its target (typically a Protagonist or the Sample token), that Creature is killed.

### HOW TO WIN:

If an Ancient Rune token is at the Southern Tunnel and if the Sample token and all Protagonists in play are at the Stranded Ship, the Scenario is complete.

### OPTIONAL CHALLENGE: SEALED TIGHT

To complete this Scenario there must be an Ancient Rune token at the Northern Gate, Eastern Gate and Southern Gate.

### HOPE POINT REWARDS:

#### THE SCENARIO WAS COMPLETED

= +1 HOPE POINT.

#### THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE

= +1 HOPE POINT.

#### THE 'DEVIL'S BOUNTY' QUEST HAS BEEN COMPLETED

= +1 HOPE POINT.

## CAMPAIGN CONCLUSION

With the Darkness held back by the Ancient Runes you are able to repair the Stranded ship and make it back to the mainland...

Check your total Hope Points to see which ending to the story you have achieved.

### HAPPY ENDING: FROM 16 TO 23 HOPE POINTS;

Upon arriving back at the mainland the group agrees to coordinate spreading the news of their experiences, using their personal connections to get the message to as many people as possible. The response is profound; numerous institutions contribute resources to maintaining a security force that will secure the island and conduct research into the forces present there.

The members of the group bid each other farewell and return to their lives, a feeling of fullness guiding them down whatever paths they choose to take. A few weeks after things settle down, Rose Rasslear receives a letter from her father Cornelius Rasslear;

"I could not return. There is enough darkness in me to feed the island for an eternity. I regret how I handled the sequence of events that occurred on that island. I too believe she is still trapped there, your sister, but I do not know what can be done. Stay light of heart my dear. We must not lose hope."



### **SOMBRE ENDING: FROM 9 TO 15 HOPE POINTS;**

The crew decide to keep the captured Creatures a secret, fearful they would be ridiculed or detained should they try to make news of the island public. Upon landing the team manages to arrange for the Rasslear estate to collect the Creatures. The journey is oddly relaxing as the four survivors follow the transport truck down a vibrant forest road.

Upon arrival at the estate the Creatures are made to disappear. Each person is given a generous cash payment to compensate them for their troubles, and the entire situation is scrubbed from history. As time passes, each member of the group finds their minds wandering; that person is following me! The darkness is spreading... people are going missing, it must have come to the mainland!

Each fights their own internal battles, arbiters of darkness in a world that readily accommodates their fears. Rose Rasslear awaits word from her father as to the testing of the sample, but none comes. The island sits silent for now, but no one seems sure they won't someday find themselves unwilling allies of the darkness brooding there.

### **BAD ENDING: LESS THAN 9 HOPE POINTS;**

As the vessel approaches a beach, there appears to be a crowd awaiting them. There's an immediate expression of recognition between the Madam, Soldier and Investigator, whilst the Captain's expression sullen, and dread hangs like a worn portrait upon his face. Ex-military, Rasslear agents and mobsters have their eyes locked and fists clenched.

The military men attempt to claim authority, but the mobsters seem more than happy to contest this. A tussle breaks out as the Rasslear agents attempt to move the sample container from the ship, and before long the entire beach is a brawl. Each member of the group scrambles for safety as bullets begin to cut through the air.

Several days later a newspaper reads 'Coastal Village Becomes Ghost Town'. The news here is always exaggerated. The captive Creatures on the ship would certainly have been secured by someone and taken away. At least, that's what a haggard old Captain tells himself as he walks past.

## **CAMPAIGN 2: SHORES OF THE DAMNED**

### **CAMPAIGN SETUP:**

Return the 5 'Radio Parts' Loot cards to the game box. They are not used during this Campaign.

Prepare the game as you would when playing the 'Western Shores' expansion.

For this Campaign use all 7 of the Protagonists; The Madam, Soldier, Investigator, Captain, Psychic, Explorer and Priest. Locate the Campaign tokens; 2 Samples, 2 Scraps of Paper, 3 Ancient Runes. You will be instructed to place these during the Setup of some Scenarios.



Decide whether you wish to play with any of the Rule Variants found in the core rulebook. The 'Deadly' and 'A Plausible Simulation of Hell' can be used if you wish, however these will likely make some Scenarios impossibly hard to complete.

## SCENARIO 1: BREAK IN

The Soldier grinned smugly. "Fancy seeing you here!" He barked at the Captain, who looked not a day older than the last time they met. The Captain bristled slightly and tucked a small book into his coat pocket.

"Old friends and new friends, it seems you've been busy arranging things young man. Well, welcome to you all, as best I could welcome anyone to this place. There's an Old Military complex on the island, if we can break into the garage there's a truck and some supplies we'll be able to make use of." The Captain walked right up to the Soldier and spoke to him in a hushed voice.

"You were full of devils and demons last time we met, they brought you back here didn't they? There's a reason I stay on this island. Know thy enemy Maximillian. It's not what's on the island that really scares people." The Captain glanced over at the new faces before setting off towards the military complex.

### SETUP:

Place one Ancient Rune token on the first space of the Darkness Track. Place each player's chosen Protagonist at the Harbour, one of which must be the Soldier.

### OPTIONAL CHALLENGE: CATARSIS

At the end of each Spawn Phase place a Devourer at the Soldier's Location. The Soldier can only play Weapon and Curse cards during this attempt.

### HOW TO WIN:

At the end of each Round, if there are any Protagonists at the Old Military Complex, move the Ancient Rune token up one position on the Darkness track. If it reaches the 5th position, this Scenario is completed.

### HOPE POINT REWARDS:

THE SCENARIO WAS COMPLETED = +1 HOPE POINT.

THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE = +1 HOPE POINT.

THE DARKNESS TRACK WAS NOT INCREASED DURING ANY ATTEMPT AT THIS SCENARIO = +1 HOPE POINT.

## SCENARIO 2: BREAK OUT

The military complex had been left more secure than the captain had expected, but thankfully one of the new faces, a self-proclaimed 'Explorer' named Vince Shredder, was able to find a way in and open the main gate.

"I thought the military had the island secure, why are there so many Creatures roaming around?" The Soldier asked himself out loud. After a short silence the Madam answered.

"The military recently made some discoveries on the Western Shores of the island, beyond the area we initially explored. Whatever they found, they fought to the death for. Most of the garrison was killed, and a few managed to escape the island. As wretched as they are, the Creatures don't have guns, so this is our best shot at finding answers here."

The Captain spoke next; "I don't think it's any coincidence we're all here again. No one truly leaves this place. We need to cut off its control. We need to explore the western shores." He walked outside towards a wagon loaded with supplies and munitions.

### SETUP:

Set the Darkness track to 6. Place one Sample token at the Old Military Base. Ensure all Gate Locations have a Gate Destroyed token and no Gate Damaged tokens on them. Place each player's chosen Protagonist at the Old Military Base. Perform an extra Spawn Phase before beginning the game.

### SCENARIO RULES:

**Hunted:** Crawlers on the map are instead considered Devourers for the duration of this Scenario.

**Escort:** Any amount of times during their turn when at the Sample token's Location a Protagonist may;

- Spend 2 Actions to move the token to an adjacent Location and then conduct a Spawn Phase. The Sample token can be moved through Tunnels. After each time the Sample token moves to another Location, conduct a Spawn Phase.

- Spend 1 Action to look at up to 4 cards from the top of the Loot discard pile and add one of those cards to their hand, returning the rest to the discards.

### HOW TO WIN:

Once the Sample token and all surviving Protagonists are at the Mausoleum, this Scenario is completed.

### OPTIONAL CHALLENGE: HAZARDOUS CARGO

If a Creature enters the Sample token's Location, this Scenario attempt fails.

### HOPE POINT REWARDS:

**THE SCENARIO WAS COMPLETED**

= +1 HOPE POINT.

**THE SCENARIO WAS COMPLETED WITH THE  
OPTIONAL CHALLENGE ACTIVE**

= +1 HOPE POINT.

**THE 'DEVIL'S BOUNTY' QUEST HAS BEEN COMPLETED**

= +1 HOPE POINT.

**PLAYERS HAVE IN TOTAL AT LEAST 1 COMPLETED**

**QUEST WHEN THIS SCENARIO IS COMPLETED**

= +1 HOPE POINT.

## SCENARIO 3: THE HUNT

After a night's rest, the crew searched the local areas for information regarding the true power of the island. The Ancient rune Stones scattered across the island were a recurring subject, and it seems that religious artifacts of any kind hold great power over the island.

The Priest John Preston, a predictably solemn man, noted that the power of religious artifacts and icons could only stir the human mind; no beast nor creature ever feared artifacts. The creatures of the island seemed profoundly adverse to anything holy, and so the Priest felt that these creatures were not creatures at all, but somehow still people.

Before he could dive down an epilogue of his commitment to rescuing them and the strength it had taken of him to remain here with them, Vince suggested that if that was true, maybe there was some way to reason with them, or some mortal weakness they might possess. Luna noted that she had been aware of an intellect of some form, something watching since she'd arrived at the island. Despite her vocation, she didn't believe in omnipresent beings, and it made sense to her that it had been the creatures that she had felt nearby.

With that the party agreed upon a plan to capture and attempt to communicate with some of the creature

### SETUP:

Set the Darkness track to 4. Place each player's chosen Protagonist at the Mausoleum.

### SCENARIO RULES:

**Live Captives:** Each time a Trap is removed from the map, the most recent player to begin their turn must take one Creature killed by that Trap and place it next to the Darkness Track, where it is considered removed from play until the end of this Scenario attempt.

### HOW TO WIN:

When 5 Creatures are placed next to the Darkness Track, this Scenario is completed.

Reminder: When instructed to place a Creature on the map, if no standees for that Creature are available in the stock, players must place a different Creature if one is available, chosen by the player who most recently began their turn.

### OPTIONAL CHALLENGE: SELECTIVE SAMPLING

If a single Trap would kill more than one Creature, it is discarded, kills no Creatures and causes no damage to the Guardian.

### HOPE POINT REWARDS:

THE SCENARIO WAS COMPLETED = +1 HOPE POINT.

THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE = +1 HOPE POINT.

THE DARKNESS TRACK WAS NOT INCREASED DURING ANY ATTEMPT AT THIS SCENARIO = +1 HOPE POINT.

PLAYERS HAVE IN TOTAL AT LEAST 2 COMPLETED QUESTS WHEN THIS SCENARIO IS COMPLETED = +1

## SCENARIO 4: SERVANTS OF STONE

Collecting together what religious artifacts, Ancient Runes and restraints they could, the party set up an 'interview' of sorts, under the instruction of the Psychic, Luna Stein. As the process began she was quick to inform the crew that there was a conscious presence in the minds of the Creatures, especially the Devourers. It seemed to her that they were filled with fear.

She saw a forest of stone and a sea of steel. Blood, flames and death. There was a light, and the Creatures sought it lovingly, but as they approached, their beaten, wounded forms were rejected, the light abandoned them, and they were left in the darkness.

After the session and a short rest she recalls a memory of loneliness, a very long time of being lonely, but that more recently a new light appeared, that the Creatures were not lonely anymore, but rather had become protective over a new friend.

"All very cryptic isn't it?" pitched the Explorer. Then the captain spoke.

"It seems that as much as anyone might like to leave the island behind them, everyone who visits is always brought back here somehow. Those who come here are forced to confront the creature within themselves. I don't think anyone can go back into society after that. This island is as much a refuge as it is a prison." The Psychic seemed to clarify some thought in her mind, before sharing her thoughts.

"There's another memory. It was old, but they all shared it. A site on the north-west cliffs of the island. Stones stand there. They were once spread across the island. These are the oldest memories they have, carrying the stones to this place. The stones made them weak, especially if positioned correctly across the island. I can feel where they once were."

### SETUP:

Place the 3 Ancient Rune tokens and each player's chosen Protagonist at the Artifacts.

### SCENARIO RULES:

**Escort:** Any amount of times during their turn, when at an Ancient Rune's Location each Protagonist may spend an Action to move the token to an adjacent Location, so long as neither Location contains a Creature. The token can be moved through Tunnels.

**End of Round:** At the end of each round, each Protagonist within 1 space of any amount of Ancient Rune tokens will gain 1 Curse card.

### HOW TO WIN:

Once there is an Ancient Rune token on the Mausoleum, Northern Gate and Lighthouse Locations, this Scenario is complete.

### OPTIONAL CHALLENGE: TAKE NO CHANCES

*The Protagonists break off the protective seals on the runes to ensure nothing dilutes their power.*

If a Protagonist has more than one Curse card each of their dice rolls involves 1 less dice (to a minimum of 1 dice).

### HOPE POINT REWARDS:

THE SCENARIO WAS COMPLETED = +1 HOPE POINT.

THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE = +1 HOPE POINT.

THE DARKNESS TRACK WAS NOT INCREASED DURING ANY ATTEMPT AT THIS SCENARIO = +1 HOPE POINT.

PLAYERS HAVE IN TOTAL AT LEAST 3 COMPLETED QUESTS WHEN THIS SCENARIO IS COMPLETED = +1 HOPE POINT.

## SCENARIO 5: SCORND EARTH

"Screaming! From the woods near the Village!" Vince burst into the encampment in the middle of the night.

"Someone needs help, it sounds pretty urgent." Following that brief pitch the crew gathered their gear and headed into the woods. The creatures seem strangely docile and low in number as the crew moved easily across the island and into the forest.

The screaming was followed to the center of the woods, where the strange growth sat within a tree covered in eerily eye-like fungi. The Heart of Darkness is referenced in some of the older books and notes on the island, though more modern documentation seems to omit any mention of its presence. The crew headed down into the tunnel at the base of the tree, following the sound of the screaming through the pitch black maze beneath.

Eventually the crew emerged into a chamber, and Rose Rasslear finally found her answer. At least, part of it. Eva Rasslear was fused into the roots of the great tree, her head mostly engulfed, but her mouth still exposed and screaming. Rose Rasslear ran to her side and called out to Eva, who appeared to hear her sister.

"Rose, Rose? Where are they? The roses all died. They died long ago. Father killed them. Where are my friends? We were talking and then I couldn't hear them." The voice of Eva Rasslear was unnaturally hoarse, and it boomed as though the earth itself spoke.

"Sometimes it goes quiet, my friends leave, but it's ok! When I sing, more come, and soon they join me and we talk together and look after the island. I can't see very well anymore, but they tell me it's beautiful now." Eva spoke like she was retelling a dream, gentle but uncertain in her tone.

She continued to ramble as the crew cut her free of the roots. She fell free surprisingly easily, but was sensitive to even the dimmest light and was unable to walk properly, so some of the Crew had to carry her out of the room. As they emerged from the cave, they took a moment to notice the figure looming in the opening outside.

"Put her down. She needs to be here." Cornelius Rasslear spoke in an ice cold tone. "Rose... you should have never come back. This place is not for the living. Eva grew ill and I grew desperate to help her. When I heard about some cursed ancient island with tales of immortal life, I naively thought I had found a solution. The things I found here, they kept her alive, but they did not allow her to live. They are lost souls."

Luna stepped forward. "Eva's presence has disrupted the sleep of the island's inhabitants. She is dying, but not dead. They are confused and restless and she calls out to the world because she is confused too. We have to take her home, off the island, and let this place sleep once again."

A roar came from the nearby woods, prompting Cornelius to mention that he'd moved the Ancient Runes sedating the Creatures, before he climbed onto a horse hitched nearby and set off into the darkness. A silence hung for a short while, and then Vince Shredder stepped forward and announced that he had a plan. It involved fire.

#### SETUP:

Place each player's chosen Protagonist at the Swamp.

#### SCENARIO RULES:

**Desperate Creatures:** When Spawn cards are revealed during the Spawn Phase, the top Location is ignored and both the middle and bottom Location Spawn Creatures. The current Darkness level does not affect which Location is used.

**Hunted:** Crawlers on the map are instead treated as Devourers for all purposes.

**Fire:** During this Scenario the Strength and Sanity tokens that are used to track lost Strength and Sanity are instead used as 'Fire' tokens. Each time a Protagonist would lose Strength or Sanity, instead increase the Darkness Track by 1.

Protagonists and Creatures that move into a Location containing a Fire token are killed. Resolve Creature Movement as though Locations with Fire tokens are not part of the map. If this means the Creatures cannot move at all, they are killed.

Any number of times during their turn a Protagonist may spend 1 Action to place a Fire token at their Location if there is not one there already, or spend 2 Actions to increase the Darkness Track by 1 and remove a Fire token from a Location adjacent to their own.

**At the end of each round:** Reveal and discard 1 Spawn card (if it is an Event then discard it and reveal another). Check the revealed Spawn card and place a Fire token in each of the three Locations that is adjacent to a Location containing a Fire token and does not already contain a Fire token.

#### HOW TO WIN:

If all 18 'Fire' tokens are on the map and all Protagonists are at the Harbour, this Scenario is Complete.

*Hint: Fire spreads more slowly across the Western Shores, so make sure you ignite plenty of fires there.*

#### OPTIONAL CHALLENGE: PRESERVE THE EVIDENCE

This Scenario cannot be completed whilst the Ritual Site or Ritual Cavern contain Fire tokens.

#### HOPE POINT REWARDS:

THE SCENARIO WAS COMPLETED = +1 HOPE POINT.

THE SCENARIO WAS COMPLETED WITH THE OPTIONAL CHALLENGE ACTIVE = +1 HOPE POINT.

THE DARKNESS TRACK WAS NOT INCREASED DURING ANY ATTEMPT AT THIS SCENARIO = +1 HOPE POINT.

## CAMPAIGN CONCLUSION

Check your total Hope Points to see which ending to the story you have achieved;

### HAPPY ENDING: FROM 13 TO 18 HOPE POINTS

The party coordinates its movements across the island with planned accuracy, the flames converging just soon enough to close the path behind them and cut off any pursuing Creatures. The Explorer and Soldier coordinate to clear the path of debris, others take it in turns to carry Eva. As they come into a clearing, Rose notices a dead horse down a shrouded path. She sees a foot protruding from behind a tree. Cornelius Rasslear is wounded, a dead guard nearby.

"This place, Rose... Get away from it... Burn it all. I would sacrifice the only things I still loved for the chance of discovering the power of this place, despite that I already know exactly what that power is. Desperation. To believe that we can bargain with fate. Let me burn, maybe I will find some peace at last."

Rose glances at the party, apparently unsure how she feels about the situation. The Soldier steps forward and deftly hauls the bloodied Cornelius over his shoulders.

"I'm not leaving you here to think you were killed by some ancient voodoo magic."

The once esteemed Cornelius, slumped like hunted meat, guides the party to his personal ship hidden in a rocky cove to the north of the island. The ship has medical supplies and two attendants who help treat everyone's wounds. They're perplexed by Eva's injuries, but are able to stabilize her condition for the journey back to the mainland.

Following some time and medical attention, Cornelius Rasslear invites all of the survivors of the island to a private location. There he informs them of his gratitude in having met them. Eva and Rose are sat together, Eva seemingly fully recovered save for her eyes, and a loss of memory of anything that occurred on the island. "One last thing. I collected samples of the protective runestones from the island." He produces from his pocket 7 small shards of stone attached to necklaces.

"Perhaps their power is absent without the island, and perhaps also their potential value as an artifact. If nothing else, I hope they bring you some comfort." He hands out the necklaces to the survivors, before inviting them to enjoy the fine food and wine, in a warm candle-lit room, in a big open house, on a city street punctuated with street lights, glowing windows and coal fires. A place darkness would surely never visit.

### SOMBRE ENDING: FROM 7 TO 12 HOPE POINTS.

The party coordinates its movement across the island with planned accuracy, but the flames spread at a ferocious rate. Panic sets in as someone calls out for help from behind, and the party reluctantly runs back to help. With little warning the party is surrounded by Creatures, some on fire, thrashing and clawing at them wildly. Some stand and fight, though others cower and fall back. In the commotion Eva is dropped and quickly dragged away by the Creatures. Rose fights to get to her, but fights alone.

After a gritty battle the party breaks up and flees in multiple directions. Someone notices Cornelius' horse lying dead down a side path, but they give it little thought and move on. Eventually the last few members of the party find the boat and without delay they set off across the moody ocean that surrounds the island.

During the voyage rations are stolen, weapons go missing, and tensions build up between members of the party. By the time they've made it to the mainland, they're glad to be rid of each other. Rose tries to contact her father's estate, though she receives no reply from them. The Captain dwells in his cold shack on the coast, ever vigilant for what might one day emerge from the shoreline. The Soldier prays to god when none are looking, the Priest conceals a firearm in his robes to protect himself against something he does not know the sight of. The Explorer explores only the worrying thoughts that linger in his mind, and the Psychic spends all the time she can afford outdoors, away from people, away from their dark minds.

Each finds some fragile bargain with fate, enough to get them through each day relatively comfortably. Some commit to their work, others distract themselves with entertainment and good company. But there is some part of the island, some desperation that hides, for now, in their heart. In the Heart of Darkness.



### **BAD ENDING: LESS THAN 7 HOPE POINTS.**

The party coordinates its movement across the island with planned accuracy, but the flames spread at a ferocious rate. Panic sets in as someone calls out for help from behind, but no one stops to help; it's a race for survival now. A branch splits the party into two and leaves several members to face a small pack of Creatures that were trailing behind. Someone up ahead falls off a ledge concealed by the smoke, whilst another trips on a vine.

Familiar paths are transformed into a maze shrouded by smoke and towering flames. As the first person reaches the boat they slam against it, barely able to hold themselves up, nothing but the heat of the clapping flames to applaud their effort.

They were about to set sail when two other figures stumbled from the tree line. They raised their weapon, hands shaking, before recognising the figures. Then as they helped them up onto the boat another showed up, and by some miracle the boat was soon carrying all 7 members of the party. Rose is distraught as she notices no one had carried Eva, and has to be wrestled away from the helm of the ship as she attempts to turn it back around.

A few months later Captain Yeats arrives at a meeting at the Priests' home. He had an uncomfortable demeanor to him as he sat across the table, a hot coffee in his worn hands and a look of dread upon his face. "I was removing my bandages today. My old eyes... I think it's infected. Would you take a look?" The Captain placed his arm on the table and began unwinding the gauze.

"It's not infected, Captain." The Priest stated in a soulless tone. "In fact, you might say we've healed too well."

The Priest removed his scarf to reveal his burns, now healed into a hard tree-like bark that covered part of his neck and collar. The Captain leant in.

"Are those..." All life seemed to drain from his face.

"...Teeth."

## **CREDITS**

### **GAME DESIGN**

The Moongrel

### **CAMPAIGN DESIGN AND WRITING**

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