GIFTS AND PROMISES

You push through the brambles into a small clearing where the ground is dark and barren. Leaning against a rotting tree is a tattered woman, babbling incoherently. Her gaze is fixed and empty while her hands methodically knead a viscous lavender liquid.

We had to make a choice...

CHOICE ONE: Approach the woman - she clearly needs our help!

CHOICE TWO: Heed the shivers in your spine and leave this place.

We had to make a choice...

You must reach them before they escape!

You abandon the carnage in disgust and push through to the other side of the clearing. The path before you is laden with the bones of men woven with vines, tangles of rotten marrow and ivy writhing and grasping out for you. Up ahead is a warm, bright light, and a soft chorus of melodic voices. Whatever foul force this is must be snuffed out... You must reach them before they escape!

Beneath the Roots

Draw a new Rumor card unless you just completed the Gifts and Promises Off-Road event - Choice 1.

You abandon the carnage in disgust and push through to the other side of the clearing. The path before you is laden with the bones of men woven with vines, tangles of rotten marrow and ivy writhing and grasping out for you. Up ahead is a warm, bright light, and a soft chorus of melodic voices. Whatever foul force this is must be snuffed out... You must reach them before they escape!

Make it to the light! All characters have -1 Stride. For each Hand of Death you defeat, the group gains 1 Tracking token. Ignore the Hands' special power for this encounter. Once all characters reach the light, flip this card over.

Terrible Knowledge

Draw a new Rumor card unless you just completed the Gifts and Promises Off-Road event - Choice 2.

With great care you slide a small amount of the goo into a vial. Inside the container the substance swirls, producing visions of your past defeats and shameful moments. You are puzzled and afraid, but there is one obvious place to begin your search for answers...

The Alchemist, a man well-traveled and even more well-read... has no knowledge of the infernal thing you hold before him. He agrees to test it nonetheless. Two separate characters must assist in the experiment. One character must pass ECOLOGY 8, and the other must pass OCCULT 8. Any character may discard a Tracking token to allow either character to re-roll. If both characters succeed, flip this card. If you fail the experiment, discard this card.

In a 4-5 character game, Ame gains an additional attack per round. Ame's powers may ignore normal targeting rules. If Ame would ever be placed on a space occupied by a character or creature, that target loses 1d4 Vita and is PUSHED 2 away. Characters who end their turn adjacent to Ame lose 1 Vita.

**BLACK SOUL:** A random character loses 1d4+1 Power Points and is PUSHED 3 towards the Starting Zone. If that character has no Power Points, they lose that much Vita instead.

**ANNIHILATION:** All characters lose 1d6+1 Vita and are PUSHED 2 towards the Starting Zone. Characters who were adjacent to Ame lose an additional 1d6 Vita.

**FROM THE VOID:** Place Ame on any empty space adjacent to the character with the highest current Vita (roll-off to break ties). That character loses 2d4+1 Vita and cannot move on their next turn.

**DEVOUR HOPE:** All characters must pass OCCULT 8 or lose their next turn. For each character that fails, all characters lose 1 Vita.
Though much of the liquid remains a mystery, your studies have proven that ingestion leads to unholy transformations and eventual death. Furthermore, gazing into pools of the substance conjures visions of the past, present, and future. Pondering over what fluid remains, you are shown a glimpse of a nearby forest lit with unnatural flames.

**CHOICE ONE**

The woman does not look up. “S-she told me this would help. She told me...” You grasp the woman by the shoulder, and the purple liquid spills to the ground. Almost instantly, a mass of boney hands and tentacle vines erupt from beneath you. Skirmish with the Hands of Death with the skirmish counter at maximum. Afterward, draw the Beneath the Roots Rumor card.

**CHOICE TWO**

As you pass, the woman’s chanting turns to sobs. “Don’t listen to her,” she cries. Puzzled, you try to step back but discover the purple substance stuck to your boots. Cautiously you move to scrape it off.

All characters must pass OCCULT or ECOLOGY 7. Any character that fails loses 1d6 vita. Any character that succeeds gains a Tracking token. Afterward, draw the Terrible Knowledge Rumor card.

On the other side of the threshold you discover a horrid beast, with the body of a serpent and the face of a regal woman. The creature spreads unholy blight with its hands while a half-conscious duo suckle purple fluid from her tendrils. “My children!” The creature shrieks. “The keys to your future lie in hearts of these intruders. Tear them out and bring me what remains.” Defeat the monstrosity!

Try not to hurt the Possessed. Any character may discard a Tracking token to force one Possessed to lose their turn.

**OR#AM01**

On the other side of the threshold you discover a horrible beast, with the body of a serpent and the face of a regal woman. The creature spreads unholy blight with its hands while a half-conscious duo suckle purple fluid from her tendrils. “My children!” The creature shrieks. “The keys to your future lie in hearts of these intruders. Tear them out and bring me what remains.” Defeat the monstrosity!

**Ru#AM01**

On the other side of the threshold you discover a horrible beast, with the body of a serpent and the face of a regal woman. The creature spreads unholy blight with its hands while a half-conscious duo suckle purple fluid from her tendrils. “My children!” The creature shrieks. “The keys to your future lie in hearts of these intruders. Tear them out and bring me what remains.” Defeat the monstrosity!

**Ru#AM02**

On the other side of the threshold you discover a horrible beast, with the body of a serpent and the face of a regal woman. The creature spreads unholy blight with its hands while a half-conscious duo suckle purple fluid from her tendrils. “My children!” The creature shrieks. “The keys to your future lie in hearts of these intruders. Tear them out and bring me what remains.” Defeat the monstrosity!