

ESCAPE TALES

# CHILDREN OF WYRMWOODS

Story Book 1





## ESCAPE TALES

# CHILDREN OF WYRMWOODS

### Prologue

Your name is Gilbert, and you live in a small town tucked away in the darkest corner of the world and surrounded by hostile wilderness, made deadly by wyrmvines. These plant hybrids are regularly seen just beyond the relative safety of the town borders, and it is said that merely touching them, as they claim yet another part of the city, can drive a man mad. From what you know, this fate has befallen your parents. On the day you were born wyrmvines breached your home and destroyed your family. Since then, you have been but a drifter with no place of your own, taking odd jobs wherever you found yourself useful.

The only source of joy in your otherwise bleak existence is Sevilla – a girl roughly your age that you’ve been seeing for what seems like forever now. She is the daughter of Mayor Helyot. Since a notable figure like the Mayor wants to have nothing to do with a lowly drifter, Sevilla and you keep your relationship a secret from everyone.

Today started as any other day. You got up early and got dressed swiftly to sneak out of Sevilla’s room before her father would come to see her. Before you made your exit, Sevilla stopped you.

“Gilbert, there’s something you must know,” she said, her stern expression stopping you in your tracks. “Your name has come up in my father’s conversations. He’s up to something. Something secret. I don’t know what.”

“What?” you blurt out, surprised. “Why would he be talking about me? Does he know about us?”

“I don’t think so,” Sevilla says, slowly shaking her head. “I’m not sure, but I think I know where we can find out more.” She takes your hand and guides you to the cellar door. “Whatever he’s planning, it has something to do with that place. We still have time before he gets here. Maybe we could take a look?”

You hesitate, but quickly realize that Sevilla is right. There is no time to waste. You walk up to the door and start looking for a way to open it.

Read **POOS**.



P001  
P002  
P003  
P004

## P001

The cabinet contains an actual map of the town's surroundings! You've never seen anything like it. In fact, you haven't even heard about anyone going this far and getting back! A key is placed on the map. You will surely need it. However, the cabinet is closed, and the glass doesn't break easily. Looks like you'll have to open the lock the normal way.



Take card C179. This is a Puzzle Card. Open the game App and check the puzzle with the corresponding symbol from the card. It is a good idea to click on the "Required Cards" button now. You will need the specified number of cards with the corresponding symbol to be able to solve the puzzle.

## P002

The door clicks and opens before you. You tell Sevilia to keep an eye out as you start walking down the stairs. At the bottom of the stairs you feel something near the ground. You've just broken a tripwire! Before you can react, steel bars drop down to block your way out. Seems like you need to learn what's going on here and find the exit. Time to take a look around.



Take card C053. This is a Map Card. Turn Location Cards L01 L02 face up and arrange them to recreate the image from the background of the Map Card. Take 5 Action Tokens. Put cards R0 F0 face down to create Rest and Focus decks, each with just one card. Now start exploring the room with your Action Tokens. To examine a part of the room, place one Action Token on an area of the Map Card and read the corresponding paragraph. Whenever you run out of Action Tokens and need more, decide if you prefer to rest or focus and take top card from the chosen deck. Your decision will impact Gilbert's statistics but also give you Action Tokens. If the chosen deck is empty, you cannot choose this action. Good luck!

## P003

You pick up the pace just to run into Helyot and his thugs. Sevilia, tightly held by one of them, cries and wriggles but to no avail. You try to get to her, but one of the thugs stops you. "Well, well," Helyot says with a hint of excitement in his voice. "What a sneaky little orphan you turned out to be. Now you know what we do to keep the wyrmvines from entering the town. We planned to offer you to the woods today anyway, so let's just hurry up, shall we?" He shoots a short glance at his thugs. "Get to work!"

You yell that you will come back for Sevilia. The rest is a blur, the last thing you remember being her screams. You wake up in an old part of the city, heavily overgrown with wyrmvines. Despite a huge headache, you quickly find out that Helyot's minions didn't even search you, so you still have the map. Do these "sacrifices" look like this? They just dump you somewhere? You better lay down for a while and let them think it worked.



Congratulations! You have finished the tutorial. Keep in mind that using too much time can negatively impact the story and can hinder your progress in many different ways, often not being as obvious as this time. Now you are ready for the real adventure. Buckle up, as it's going to be a rough, grim and unforgiving one! **Read P100 to start your journey.**

## P004

What a giant painting! The people in it look pretty similar to Helyot. His ancestors, perhaps?



Take card C117. This is a Puzzle Card. Open the game App and check the puzzle with the corresponding symbol from the card. It is a good idea to click on the "Required Cards" button now. You will need the specified number of cards with the corresponding symbol to be able to solve the puzzle.



## P005

You stop before a large wooden door and try to force it open, but with no effect. The door is as sturdy as it looks to be and the only way to get in is to somehow open the strange lock.



Give each player a Player Aid – it will remind you about all the things you can do in the game.

Take card C034. This is your Character Card. Always keep it on the table. As you can see, you have four statistics that will change during play.

Take the Location Cards L01 L02 without looking at them and place them face down on the table in a way that makes a lock out of the two parts.

This is a puzzle – in the lower right corner you can see the symbol corresponding to this puzzle. Locate the symbol in the game App.

## P006

With a quick move you reach for the ring. Then, as you touch the wyrmvines, your vision starts to blur, and you fall to the ground. When you regain consciousness, you have no idea how much time has passed. Better hurry and leave those vines at peace!



Discard card C156.

You lose 2 Action Tokens. If you do not have enough tokens left, resolve a Rest or Focus Card first.

Remember that all your decisions will impact the story in one way or another. Tread carefully!

## P007

A comfy chair just out of a prisoner's reach. You can imagine Helyot sitting here and watching some poor soul being tortured.

You also find a bucket filled with excrements. Upon a closer, albeit somewhat reluctant, inspection, you find a false bottom and a compartment with some keys. One of them opens the shackles! What sort of a deranged bastard chains you to a wall, while leaving the keys within your reach? Do they find pleasure in this? Disgusting! Also, you will definitely need to clean your hands before Sevilla sees you.



Take card C084. This is an Item Card.

You can try to combine it with other cards in game – for example, to open something. To do that, go to the game App and select the "Combine Cards" option.

## P008

Tentacle-looking wyrmvines embrace the altar. Between them you see something shiny, perhaps a ring. Judging by the bloody stains, approaching them may prove dangerous.



Take card C156. This is a Choice Card.

You need to make a choice and read the paragraph corresponding to your choice to learn the outcome.

## P009

As you put the last of the chalices on its marked spot, you hear a satisfying click and see that the painting moves a bit to the side. Behind it there's a safe.



Discard cards C041 C103 C117.

Take card C159. This is a Puzzle Card.

Open the game App and check the puzzle with the corresponding symbol from the card.

It is a good idea to click on the "Required Cards" button now. You will need the specified number of cards with the corresponding symbol to be able to solve the puzzle.

## P010

The lock opens and you get into the chest. Inside you find an intriguing book full of notes. It seems someone has been keeping track of wyrmvine appearances and connecting them to events and townsfolk.

One of the pages lists people born on the day the wyrmvines appeared, calling them "wyrchildren". Some of the names are crossed out. You have always thought these people were lost in the woods – but it turns out they were sacrificed! Horrified, you discover that your name – as well as Sevilla's name – is on the list.



Discard cards C084 C140.

Take card C037. This is a Puzzle Card.

Open the game App and check the puzzle with the corresponding symbol from the card.

It is a good idea to click on the "Required Cards" button now. You will need the specified number of cards with the corresponding symbol to be able to solve the puzzle.

P005  
P006  
P007  
P008  
P009  
P010



P011  
P012  
P013  
P014  
P015  
P016  
P017

## P011

You open the lock to reach the strange key and the map. The key doesn't look like it would fit a regular lock.



Discard cards C037 C179.  
Take card C106 and the Map from the game box.

## P012

A special crate for... torture tools?



Some areas, like this one, will give you no cards. However, they may still contain valuable information or parts of the story.

## P013

Shackles chained to the wall. Judging by the stains, they've been used a lot. Someone has been torturing the townsfolk. For what reason?



Some areas, like this one, will give you no cards. However, they may still contain valuable information.

## P014

These shelves seem like they have a special purpose. There are two chalices standing in marked spots, with a few more cups lying around.



Take card C041. This is a Puzzle Card.  
Open the game App and check the puzzle with the corresponding symbol from the card.  
It is a good idea to click on the "Required Cards" button now. You will need the specified number of cards with the corresponding symbol to be able to solve the puzzle.

## P015

An actual secret shrine! It looks like they are worshipping the wyrmvines and the forest as some kind of a god. And this room suggests that it's not a merciful deity. You decide to take the chalices from the altar as they seem important.



Take card C103. This is a Puzzle Card.  
Open the game App and check the puzzle with the corresponding symbol from the card.  
It is a good idea to click on the "Required Cards" button now. You will need the specified number of cards with the corresponding symbol to be able to solve the puzzle.

## P016

After putting the key into the keyhole, you are able to unlock the mechanism. When you do, the steel bars which previously blocked your path move out of the way. You are now free to go. You make sure to take the map with you before running out. Now, what has happened upstairs in the meantime?



Discard cards C003 C106.  
If your current Sanity is 6 or more, read P017.  
Otherwise, read P003.

## P017

You rush up to see Sevilla who is shaking and crying near the door.

"I was sure I lost you, but here you are!" she says with a soft voice. "Tell me what you've found!"

Without hesitation you explain everything as quickly as possible. As you get to the part about wyrmchildren, you feel tears pooling in your eyes.

You know they are about to sacrifice you to the woods, but you won't let them! If you have to go, you'll go on your own terms! You say your goodbyes to Sevilla and promise that you will find out what is really going on and come back for her. She tries to stop you but – seeing the resolve in your eyes – she lets you go. As you rush across an old bridge, your journey begins.



Congratulations! You have finished the tutorial.  
Keep in mind that using too much time can negatively impact the story and can hinder your progress in many different ways, often not being as obvious as this time.  
Now you are ready for the real adventure. Buckle up, as it's going to be a rough, grim, unforgiving one!  
**Read P100 to start your journey.**



## P018

You open the safe only to find a few notes and some sort of mechanism. The notes say something about sacrifices to the wilderness, and that they need to take place every three months. The last one was exactly three months ago, which means they plan to make one today!

The mechanism is currently stuck. Looks like you will need a special key to make it work.



Discard cards C096 C159.  
Take card C003.

## P019

This chest looks really old, yet it is secured with a new sturdy lock. You will have to find the key that opens it.



Take card C140.

This card will require another Item Card to be opened. Use the "Combine Cards" option in the game App when you are ready to do that.

## P020

A bookshelf filled with books! You've never seen so many tomes in one place. Where did they get them from?



Take card C096. This is a Puzzle Card.

Open the game App and check the puzzle with the corresponding symbol from the card.

It is a good idea to click on the "Required Cards" button now. You will need the specified number of cards with the corresponding symbol to be able to solve the puzzle.

## P021

Circular holes in the wall have labels corresponding to different town locations. As you look into the holes, you see what's happening at those places. This guy really has an eye on everything! A few holes have labels you don't recognize, and as you take a look into them, you see the wilderness. Were those places parts of the town in the past?



Some areas, like this one, will give you no cards. However, they may still contain valuable information.

## P022

The stairs that took you here, now blocked by steel bars. Below you see a broken tripwire you failed to notice before. It probably triggered some alarm. Well, there goes the sneaky approach!



Some areas, like this one, will give you no cards. However, they may still contain valuable information.

## P023

You decide not to risk your sanity and leave the wyrmvines in peace. This ring is probably not that important anyway. Someone may have put it there just to torture you.



Discard card C156.

Nothing bad or good happens here.

Sometimes no news is good news, as all your decisions impact the story in one way or another. Well done!

P018  
P019  
P020  
P021  
P022  
P023



ESCAPE TALES

CHILDREN OF  
WYRMWOODS

Chapter 1



## P100

Looking at the map you took from Helyot, you are certain that the area you are in now was once a part of the city. That was before wyrmvines claimed most of it and people had to settle on the other side of the river. This part is in fact much bigger than what's left of the city today. Were there really that many people living here? Did wyrmvines take them all? For now, it doesn't matter, as you have to get out of here to find out what really happens in the wilderness.



Discard Location Cards L01 L02 and Map Card C053.  
Discard cards R0 F0, returning them to the game box.  
This is the only one time when Rest or Focus cards are removed from play. From now on, every Rest or Focus card drawn will permanently influence your stats.  
Set up new Rest and Focus decks using cards 10-12.  
Discard any remaining Action Tokens. From now on, left-over Action Tokens will not be discarded, but will carry over into the next Location.  
Take Location Cards L03 L06.  
Take card C042.  
Arrange the Location Cards to recreate the image from the background of the Map Card.  
Take 4 Action Tokens and use them to explore the Location.

## P101

The walls in this district seem to have partially crumbled not long ago. They are also free of wyrmvines. Maybe you could use this route to get out. Before you go, you stumble upon a moneylender's house.  
Money will probably be of little use to you now, but the house could be full of other items as well.  
Upon entering you see that the place was already cleaned out by robbers. The only thing not taken is the safe, still sealed and locked, and a loan book. Intrigued, you come closer only to get your leg suddenly stuck between broken floorboards. However, as you look into the hole you made, you find something that even the looters had missed. A spyglass? Here?



Take cards C004 C122.

## P102

You've always thought about hunters as real heroes. What courage must men have to enter the forest and hunt animals while being hunted by the wilderness itself! Well, it must've been either courage or desperation. Whichever drove the owner of this house, you still decide to enter.  
Inside, the walls are crowded with old hunting trophies. One of the trophies – a small, well preserved skull – is enclosed in a glass casket. You try to break the glass, but it doesn't shatter. Seems like you'll have to get to the skull some other way.



Take card C069.

## P103

As you turn the totem around you hear a loud click. After a while you realize that a small compartment popped open. Inside you find a growing mushroom unlike any mushrooms you've seen before.  
You take it with you, hoping this is what the mad hunter was talking about.



Discard card C120.  
Take card C055.

## P104

A locked chest adorned with some intriguing carvings.



Take card C021.

P100  
P101  
P102  
P103  
P104





P105  
P106  
P107  
P108  
P109  
P110  
P111

## P105

An old graveyard. Not used for a long time, but still quite scary. You've heard stories of the creepy undertaker who was secretly in love with one of the local girls. He never told her about it and when she died, he went crazy and left the city. Stories say his cries can be heard by those who dare to touch the wyrmvines. Maybe you will find something of use in his toolbox.



Take card C148.

## P106

You follow the bard's descriptions and easily find the entry to the basement under a fallen tree. Back in the day, it was probably used to move contraband in and out of the city. Now the entrance is collapsed. You won't get through this barrier bare-handed.



Discard cards C050 C168.  
Take card C043.

## P107

The path leading out of this prison is covered in wyrmvines. This time you see no way to avoid them, so you take a deep breath and just step right through. The moment you brush against one of the vines, your vision becomes blurry, and you start hearing whispers. Quiet at first, they become louder, all speaking the same words:  
"You are not like the others. You and she are like one. You will change everything!" a dozen or more voices say unison. "Fear no harm from us. We all need you."  
Just as the meaning of the words makes it through the haze in your mind, your vision sharpens, and your gaze falls on a white-haired woman, making her way towards a clearing. In the middle of the clearing, a tower shoots up into the sky. Just before reaching the tower door, the woman stops and looks back, her eyes locked on you. She winks at you, and enters the tower.  
You quicken your pace to catch up to her, but you find the door locked. You suddenly feel that she is the key to all the mysteries of Wyrmswoods. You must get to her – you must get in!



Discard cards C033 C174 and Location Cards L07 L14.  
If you have any face-down cards, discard all of them now.  
Take card C155.

## P108

A large model of planets circling a star draws your attention. You start to move the planets around only to notice that the smallest is stuck in its position.



Take card C070.

## P109

You walk along the crumbling wall in search of a perfect place to use your rope, finding a suitable location after a short search. Using the rope and the hook you easily get to the other side, but quickly notice that there is no way to free the hook from the wall. Perhaps one day someone will use it again.



Discard cards C042 C122 C147, Location Cards L03 L06 and all cards with the puzzle symbol.  
If you have cards C043 C50 C077 C168, discard them now.  
Read P130.

## P110

You manage to stitch together a few pieces of clothing, creating a makeshift rope both flexible and strong enough to support your weight.



Discard card C131.  
Take card C105.

## P111

The pile of hay is where you landed. Surprisingly, it looks pretty fresh. Is someone still using the cave? Near the pile you spot a hole in the ground. Looking down you see some red liquid and something floating in it. It's impossible to reach by hand.



Take card C129.



## P112

This strange statue looks even older than the trees surrounding it. Coming closer you notice that it has some moving parts. Maybe that is what the crazy man was talking about?



Take card C120.

## P113

There is no better place to get some fabric than the tailor! You rush in and find some fabrics that seem like they can still be of use to you. A rope made of them would definitely be useful in escaping the city or wandering through the forest! Unfortunately, no single piece is enough to make a usable rope, but there is some sort of a contraption that could bind them together. Judging by the pictogram nearby you will need scraps of fabric that form a rectangle. Let's get to it!



Take card C131.

## P114

You decipher the notes and open the safe. Inside you find a few rusty coins and a key. It might come in handy.



Discard card C004.  
Take card C002.

## P115

You throw the rope and climb the tree. In the nest you find a few large eggs. Unfortunately, the rope gets hopelessly stuck, and you can't pry it loose.



If you have cards C105 C112 C147, discard them now.  
Take card C152.

## P116

Finally, you open the lock, allowing you access to other floors of the tower.



Take card C113 and move spent Action Tokens to it, placing them on the same areas they were placed previously.  
Discard cards C015 C016 C136.

## P117

You enter the fisherman's hut in hope of finding some ropes that could help you get across the wall. After inspecting all the ropes and nets you discover that all of them are rotten. There is no way they could support your weight. When you are just about to give up you find a small chest with a sturdy lock. Interesting! Whatever is in it might be of use to you!



Take card C010.

## P118

You rummage through the sacks and crates, but only find some dried food and rotten pieces of... something? You don't even want to know what was stored here when someone still remembered about this place...



## P119

You gently place an animal skull on the altar. At first nothing happens and you begin to suspect that it was not the right skull. However, after a while the skull begins to shake, and then violently crumbles into dust. For yet another while nothing happens, but then you hear a clicking sound of a mechanism and find a hidden compartment which pops open. Inside you find some dried mushrooms.



Discard cards C082 C090.  
Take card C055.

P112  
P113  
P114  
P115  
P116  
P117  
P118  
P119



P120  
P121  
P122  
P123  
P124  
P125

## P120

The alchemist's abode. The name is pretty much everything you know about the craft. You never understood what alchemists do. Yet this day is as good as any to find out more. Inside you find broken apparatuses and some recipes. One of them looks quite useful.



Take card C143.

## P121

The guard is staring at his shackles and mumbling continuously. "How do I do it? How do I get out?" He repeats constantly. As you approach, he looks up at you, a spark of hope briefly brightening his eyes. "You help me, I help you," he says and immediately lapses back to incoherent mumbling.



Take card C173.

## P122

High on the branch you see a bird's nest. Your stomach rumbles for a moment reminding you about the time that has passed since your last meal.



Take card C112.

## P123

You speak the word and the barrier around you starts to burn. After a while it disappears completely. Still confused, you hear someone approaching. With no time and place to hide you stand your ground and wait, until you are approached by a man in a hunter's attire.

"Ah, no meat for me today? It's okay!" he says in a voice that is unsettlingly playful. "You come here on your own, take you I will to a place called home! But first you must heed my plea, take you must something for me! Back I will be in a moment, by then you bring my component!"

You try to talk to him, but he does not answer anymore. He points a finger in one direction and leaves. Even though the man seemed raving mad, you see no other way than to follow what he's shown you. And so, you find a clearing in the forest.



Discard card C048.

Take cards C047 C164.

Use card C164 as a Location Card.

Take 2 Action Tokens.

## P124

This area must have suffered a lot. The floor is littered with countless broken vials and bottles. You notice a strange looking dispenser on the wall.



Take card C020.

## P125

The cell bars are obviously overgrown with vines.



Take card C116.



## P126

Near the latrine you notice that the wyrmvines hanging from the wall have endings shaped like numbers. You decide to take a closer look.



Take card C175.

## P127

The road out of the city is overgrown and half sunk into muck, but a road is still better than nothing. With every mile it gets progressively worse and worse and at some point you notice there really is no more road to speak of – only the forest surrounding you.

You take a turn from what once was the road to get to the buildings you saw on the map. Shortly after you hear a loud sound and the air around you thickens. Seems like you've sprung some sort of a strange trap.



Take card C048.

## P128

There is a patch of ground with no plants, and loose soil, as if recently moved.



Take card C059.

## P129

Seeing the empty town square, you wonder what once happened here. Judging by the size of the city it must've been much more crowded than the market of the town today. What happened to all those people? Are they all still lurking in the woods?

You rummage through all the rotten stalls laying around but find nothing of interest. Everything is dilapidated and useless to you now.



## P130

A horrid smell welcomes you on the other side of the wall. Swamp water and pale bloated corpses drifting on its surface. This definitely was not the best place for a graveyard, unless this sad sight was the intention. Whatever the cause, you need to get through this hellish place somehow. You carefully walk over solid ground for about an hour until you find yourself before a half-sunken, old tower. There is no way of returning to the town, so you go inside.



Take Location Card L15.

Take card C016.

Set up the room according to the Map Card.

Take 4 Action Tokens.

## P131

As you get close to a group of people watching you, it begins to feel as if the ground is slipping out from under your feet. You fall down and lose consciousness.

When you wake up you see that you are trapped in a cell, your belongings nowhere to be found. You shout for help but only hear some scraps of a conversation about a cult and dangerous people from the town.



Except for your character card and any modifier cards, turn all other cards face-down, but do not discard them.

Take Location Card L07.

Take card C133.

For now don't take any of Action Tokens. First you need to escape from your prison cell.

## P132

That's the way back into town. It's definitely not a good time to go back yet. Still, you make a silent promise to yourself that one day you will return for Sevilla.



P126  
P127  
P128  
P129  
P130  
P131  
P132



P133  
P134  
P135  
P136  
P137  
P138  
P139

## P133

"Mora!" You suddenly hear yourself saying, as the thought crosses your mind. "That must have been her name!" You open the door to the tower, but behind it you see not a building interior, but a village you've been trapped in. You slowly walk up to a group of villagers who greet you with smiles on their faces. "It is clear to us that you are not part of the cult," says one of the villagers. "No cultist could have made it this far. Come and join us, we have much to discuss." You have no idea what to think of it all – but when somebody offers you food and drink, you join.



This is the end of Chapter 1.

Discard all cards with the puzzle symbol.  
Discard any unused Rest and Focus cards associated with this Chapter (numbered 10-12).

**KEEP your Character card your Item Cards and any Modifier Cards you have gained so far.**

Children of Wyrnwoods is very well suited to be experienced across multiple sessions. We recommend that you save the game at this point in the story, using the instructions in the rule book and the table on the last page of this story book. Return soon to experience the next Chapter inside Story Book 2. What adventure awaits next?

## P134

The way up is blocked by an old lock. You try forcing it open but achieve nothing. Seems like you will have to open it the normal way.



Take card C015.

## P135

In a cell much smaller than your own you see a woman. She is trying to say something, but her voice is too weak. It takes you a while to realize that she is blind and therefore unable to provide the precise help you need right now.



Take card C030.

## P136

You show the notes to the bard and – after a short glance – he starts to play them without saying a word. After just a few notes you hear a loud click and see a little compartment opening nearby.



Take card C055.  
Discard card C049

## P137

Wondering about the point of leaving clues to open the lock on the door, you run out of the cell, hoping to remain unseen. Looking around, you notice another small cell with a woman trapped inside. You also have to pass by another cell like this one with a mumbling man inside. The cell is next to the door leading out.



Discard card C133.  
Take Location Card L14.  
Take card C033.  
Set up the room according to the Map Card.  
Take a number of Action Tokens equal to your current Stamina.

## P138

Inside the chest you find all your belongings. Surprisingly, the chest was not even locked.



Turn all your cards face up again.

## P139

You carefully prepare the ingredients and follow all the instructions. Fortunately they are not complex and the whole process is not very time consuming. After a few minutes you manage to fill a flask with something that should be very explosive indeed.



Discard cards C008 C082 C100 C151, if you have any of them.  
Take card C104.



## P140

After you're done arranging the planets into their correct positions, you hear a buzzing noise from the largest clock. You approach it to find out that you can move it now. Behind the clock you find a swirling portal that starts flooding the room with its pale glow.



Discard cards C005 C070.  
Read P147.

## P141

Strange mushroom in hand, you walk back to the place where you met the mad hunter. As he sees you, his smile gets even wider.

"Good job! Good job! Great you are!" He chirps and you cringe. "Now we go, it isn't far! You did what I could not do, now the riddle's solved by you!"

You get tired of the nonsense babbling really quickly, but – as you see no better options – you decide to follow the man anyway.

After a while you get to a forest village, where you lose sight of the hunter, as he blends into its inhabitants. You decide to greet the villagers.



If you have cards C047 C055 C059 C112 C164, discard them now.  
Take card C158.  
Read P131.

## P142

From a distance you see that the gate is closed. Upon closer inspection you find no obvious way to open it. It's a sturdy, metal gate that got rusty over the years. You will have to find some way to open it or seek another way out of the city before Helyot finds out about the missing map.



Take card C077.

## P143

The key fits and the lock springs open. Inside you find a hook that somehow stood the test of time. It's still very sharp. You are certain that you'll find a proper use for it.



Discard cards C002 C010.  
Take card C085.

## P144

You put the vial in the dispenser, which immediately fills it up with a pleasantly smelling liquid. Suddenly you feel like you're dreaming, only to shake the feeling off seconds later. Still, as you do, you notice that you've drunk all of the liquid from the vial.



Take card C086.  
Discard cards C020 C100.

## P145

You tell the guard the correct number sequence and he somehow uses it to free himself from the shackles. "Thank you, old one!" he yells and runs away. That's odd. You're definitely not old. You find some plates where he sat. You quickly get them through the bars.



Discard cards C173 C175.  
Take cards C066 C102 C165.

P140  
P141  
P142  
P143  
P144  
P145



P146  
P147  
P148  
P149  
P150  
P151  
P152

## P146

You shout the answer at the man. He immediately stops singing, his face abruptly changing from happiness to sorrow. He looks at you and speaks hastily:  
"There's a hidden way out near the old butcher's house, under a fallen tree. You'll have to go through the basement, but first you'll need a shovel. Please! Take me with you!"  
Before you can answer his face changes back to the empty happiness you witnessed but a moment ago, and he continues singing his nonsense.



Discard card C014.  
Take cards C135 C168.

## P147

You enter the portal. Suddenly everything around you becomes chaotic, and only after a few moments you realize that you're underwater! You frantically struggle against the current to finally emerge at the surface of a stream. Still gasping for air, you find yourself close to the swamp border. Seeing no better way, you go upstream, curious about the meaning of some markings on the map. A few hours later you come upon a village of savage looking people.



Discard card C113, Location Card L15, and C020 C049 if you have them.  
Take card C068.  
Read P131.

## P148

The only way forward seems to be a hole in the floor. You descend carefully, only to find yourself in a dark cave with some kind of altar. This place is eerily similar to Helyot's cellar. Was this his previous abode? How was it used? One thing is certain – going back through all the rubble without the use of a shovel is pretty much impossible, so the only way for you is forward.



Take Location Card L04.  
Take card C062.  
Set up the room according to the Map Card.  
Take 4 Action Tokens.

## P149

It's definitely an altar. Judging by the surroundings you better resign from trying to figure out its use. This place is stunningly similar to Helyot's cellar. Perhaps it was used by the same cult or someone of similar proclivity. At the center you see an empty space as if waiting for something.



Take card C090.

## P150

You manage to remove all pieces of wood which blocked your way to the empty flask without breaking it. Good job!



Discard card C145.  
Take card C100.

## P151

You don't even need a map to find the perfume shop. The scent is so strong that it's impossible to miss. Inside you find a truly horrible mess. Yet, a glint of light on glass catches your eye, and you find a small container miraculously saved from the destruction that rained havoc upon this place. All you need to do now is discover a way to get to your precious find.



Take card C145.

## P152

This entire part of the city is collapsed. You try to climb the debris to get over the wall only to find an impassable wyrmvine above. Maybe there is a way to get through, but the area is too large, and you couldn't find it quickly by yourself.



Take card C050.



## P153

Following the instructions found in the alchemical tome, you approach the gate, flask in hand, and then shake it vigorously before putting it down on the ground and retreating with haste. You duck down behind a low fence the moment it explodes with enough force to knock you prone. As the haze clears and you find your feet, you notice that the gate is tilted slightly, allowing you to slip out of this cursed city.



Discard cards C042 C077 C104, Location Cards L03 L06 and all cards with the puzzle symbol.

If you have cards C043 C050 C122 C168, discard them now. Read P127.

## P154

You rotate the plates into their correct positions and the gate slowly cracks open. You hoped for a quick exit but find a dark and long tunnel which leads you to another distant place. Oddly, it has wyrmvines growing in some parts. You are sure they whisper to you, but that may just be your imagination. You have no idea where it is leading you so far. Finally you emerge from the tunnel near a forest village full of people. Seeing no other way, you decide to approach them.



Discard cards C044 C062 C090 C093 C129 if you have them, and Location Card L04.

Take card C138. Read P131.

## P155

Pretty spacious area full of clocks showing different times and adorned with different decorations. You try to move a few clock hands, but all of them appear to be stuck in one position.



Take card C005.

## P156

This place is probably frequented by at least some of the forest creatures on a regular basis. You deduce that from the smell, and decide not to investigate any further.



## P157

It's a miracle that some parts of this stained glass window remained intact. You quickly notice distinct carvings near the missing shards. This seems important. There must be some rule to those glass shards. Looking at what is left of the window, you realize that no two shards of the same color share a border. If you could only imagine the contents of those empty spaces...



Take card C136.

## P158

A door with ornaments and spaces to put some plates. What an intriguing mechanism!



Take card C079.

## P159

In the attic you find a small living space, a lute and some music notes. Whoever lived here was surely using this area to relax. It's a shame you don't understand a thing from all those notes.



Take card C049.

P153  
P154  
P155  
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P160  
P161  
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## P160

You tear some clothing, make a primitive net hoping to fish out whatever is floating in the liquid. It takes a few tries but you finally manage to get it. It takes a moment for you to realize that the liquid is blood. Since there is no way to wash your makeshift net clean, you elect to abandon it here.



Discard cards C105 C129 C147, if you have them.  
Take card C064.

## P161

You dig for some time, until the handle of your shovel breaks. Before that happens, you manage to find something interesting.



Discard cards C059 C099.  
Take card C028.

## P162

You manage to open the chest. Inside you find a couple of plates that somehow look familiar.



Discard cards C013 C021.  
Take card C044.

## P163

Definitely the only way out of here. On the gate you notice a mechanism of some sort. Each plate can be rotated, but some plates are missing and you have no idea where to find them.



Take card C093.

## P164

Seeing how the man is back to smiling and playing his lute, you easily convince yourself that his madness could be disastrous to you on your quest.



Discard card C135.

## P165

You grab the shovel and dig your way through to the other side of the rubble. Even though the shovel breaks halfway, you manage to finish the job with your bare hands.



Discard cards C042 C043 C099, Location Cards L03 L06 and all cards with the puzzle symbol.  
If you have cards C077 C122, discard them now.  
Read P148.

## P166

You enter the code and open the gravedigger's locker. Inside you find a sturdy shovel.



Discard card C148.  
Take card C099.

## P167

You finally open the casket and take the skull with you.



Discard C069.  
Take card C082.



## P168

Big Belly Inn. Very ironic name. You doubt anyone in the village ever had a really full belly. Food is simply too scarce to ever eat more than what is needed to sustain oneself. Maybe the times were different back in the day? Whatever the origin of this name was, you enter the inn, feeling both intrigued and hopeful. Inside you find a man with a lute, sitting at a table and smiling happily at you. You try to start a conversation but he does not respond. Instead he starts to sing a song that doesn't really make sense. It's possible the poor wretch has been driven mad by the wyrmvines.



Take card C014.

## P169

You quickly rummage through the rubble but find nothing of use.



## P170

You free the woman from her cell and walk her out into the corridor. She holds your arm with shaking hand but follows you diligently. Her dried throat manages to whisper the words "thank you," but afterwards she goes silent again.



Discard cards C030 C116.  
Take card C108.

## P171

Maybe you shouldn't trust crazy people touched by wyrmvines, but you simply cannot help yourself. This poor soul deserves better. You have no idea what awaits you in the forest, but it cannot be worse than being stuck in this abandoned city.



Discard card C135.  
Take card C054.  
This is a Modifier Card. Slide it under your character in a way that keeps stats modifiers visible. Your stat values are always the total of starting stat plus any relevant stat modifiers.

## P172

A pile of human bones covered with tattered pieces of clothes. You feel sick from just looking at them. There is no way you could make yourself touch them.



Take card C013.

## P173

The door opens up to some stairs leading to the surface, covered with vines. You are free to leave now.



Discard cards C066 C079 C102 C165.  
Take card C174.

## P174

The table seems rarely used. It must have been used to prepare food for the prisoners. Judging by how stale the ingredients are, that probably hasn't been done for a while.



P168  
P169  
P170  
P171  
P172  
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P174



	Gathered cards	Recently read paragraph	Location Cards	Top Rest and Top Focus Card	Saved Action Tokens	Checked Paragraphs on Map Card
1						
2						
3						
4						
5						
6						