

ESCAPE TALES

CHILDREN OF WYRMWOODS

Story Book 2

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Chapter 2

The meal is humble but most satisfying after what happened recently. You had no idea how hungry you were, so at first you pay no attention to the surroundings. Only as your belly starts filling do you begin to observe the room more cautiously. You are in a large hall with dozens of other people, yet most of them sit in small groups, saying nothing as they empty their plates. Those that actually speak do it in nonsensical riddles or rhyme. The hall itself is a primitive wooden construct held together by crooked nails and pieces of bent metal.

As you look around, a man sitting nearby notices your confused curiosity, and – after finishing his food – comes over to sit opposite of you.

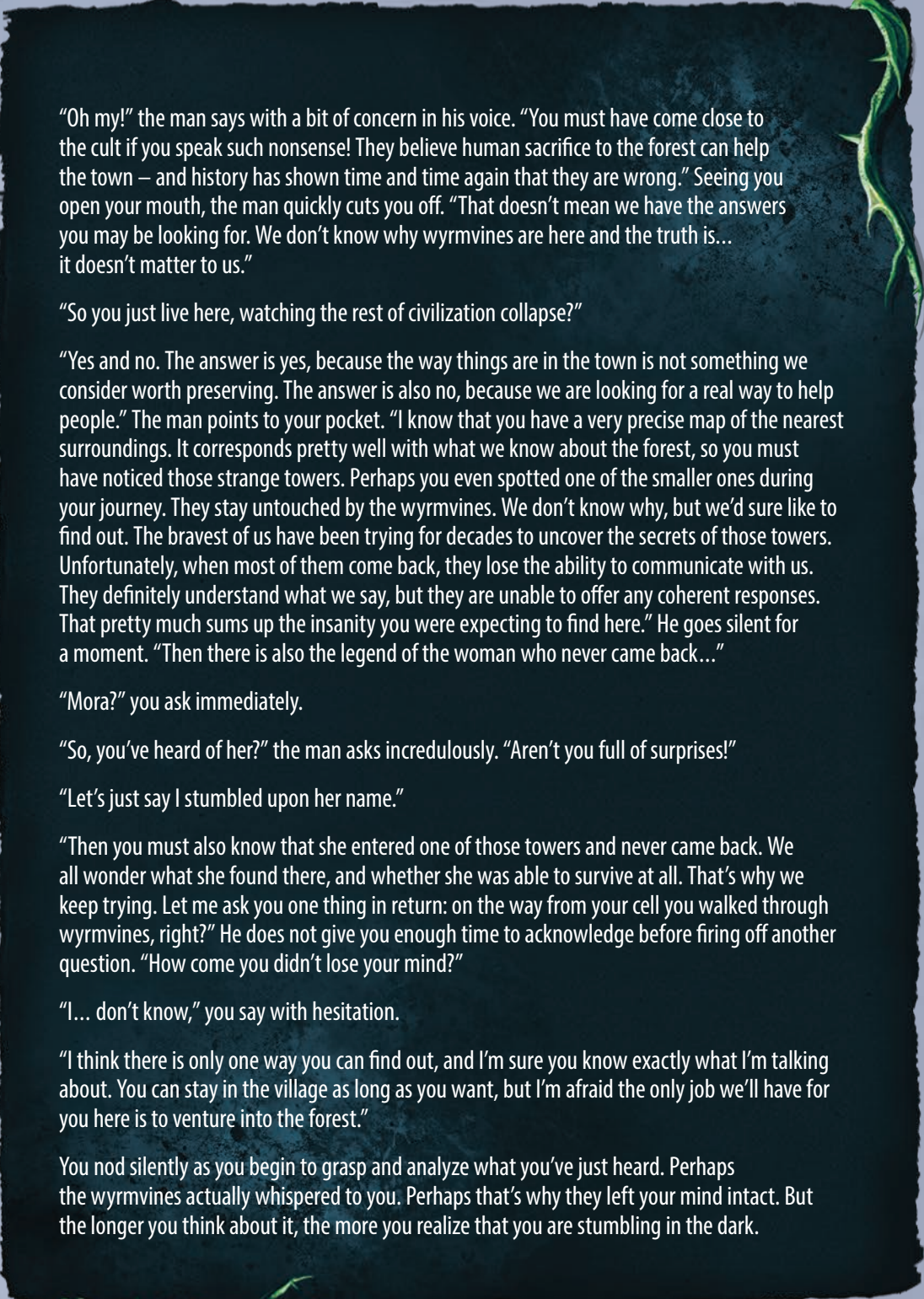
“Now that you are here,” he says with a friendly smile, “I am pretty sure you have many questions.”

“To be honest I don’t even know what to ask,” you say after a moment. “We believed that people leaving the town were just going insane. I thought they fell victim to the wyrmvines. But I see some faces here that I recognize!”

“Well, where should I begin?” The man looks up and nods. “The people here are in fact kind of insane. We have a hard time communicating with them and their behaviour is strange and unpredictable at times. Yet, they certainly have not fallen victim to anything. While it is true, if not for this village and a few of us, a few of the untouched, they’d probably die from hunger or cold in the forest. Still, as you can see for yourself, we manage to make ends meet, and everybody contributes to that. Even people you thought to be insane.”

“So the wyrmvines are not demanding human sacrifice? The forest is not hungry for human flesh?”





"Oh my!" the man says with a bit of concern in his voice. "You must have come close to the cult if you speak such nonsense! They believe human sacrifice to the forest can help the town – and history has shown time and time again that they are wrong." Seeing you open your mouth, the man quickly cuts you off. "That doesn't mean we have the answers you may be looking for. We don't know why wyrmvines are here and the truth is... it doesn't matter to us."

"So you just live here, watching the rest of civilization collapse?"

"Yes and no. The answer is yes, because the way things are in the town is not something we consider worth preserving. The answer is also no, because we are looking for a real way to help people." The man points to your pocket. "I know that you have a very precise map of the nearest surroundings. It corresponds pretty well with what we know about the forest, so you must have noticed those strange towers. Perhaps you even spotted one of the smaller ones during your journey. They stay untouched by the wyrmvines. We don't know why, but we'd sure like to find out. The bravest of us have been trying for decades to uncover the secrets of those towers. Unfortunately, when most of them come back, they lose the ability to communicate with us. They definitely understand what we say, but they are unable to offer any coherent responses. That pretty much sums up the insanity you were expecting to find here." He goes silent for a moment. "Then there is also the legend of the woman who never came back..."

"Mora?" you ask immediately.

"So, you've heard of her?" the man asks incredulously. "Aren't you full of surprises!"

"Let's just say I stumbled upon her name."

"Then you must also know that she entered one of those towers and never came back. We all wonder what she found there, and whether she was able to survive at all. That's why we keep trying. Let me ask you one thing in return: on the way from your cell you walked through wyrmvines, right?" He does not give you enough time to acknowledge before firing off another question. "How come you didn't lose your mind?"

"I... don't know," you say with hesitation.

"I think there is only one way you can find out, and I'm sure you know exactly what I'm talking about. You can stay in the village as long as you want, but I'm afraid the only job we'll have for you here is to venture into the forest."

You nod silently as you begin to grasp and analyze what you've just heard. Perhaps the wyrmvines actually whispered to you. Perhaps that's why they left your mind intact. But the longer you think about it, the more you realize that you are stumbling in the dark.

Read **P236**.

P200
P201
P202
P203
P204

P200

This place is so cold! You cannot keep your balance on the slippery surface, so you fall down flat, hitting your head on blocks of ice. It hurts, but it also allows you to notice something you might have otherwise missed: a feather, encased in ice. You've seen your fair share of oddities in these towers, so you begin to suspect that even this feather will become useful soon. If you only knew how to get it out!



Take card C024.

P201

The vision in the portal splits into two images of two different rooms. You step into one of those rooms only to find yourself in another tower, surrounded by many curious items.



Read P234.

P202

You throw a bomb at the door and run down to the lower floor. After a moment you hear a loud explosion. Now there is no door – just a large hole. As you wander the new floors, you come upon weirder and weirder items. Some kind of magic must be powering many of the contraptions there, as they move, talk, or burn with a bright light. Suddenly, everything goes silent and you hear a woman's voice say:

"Welcome to the strangest of towers, where all that was and could ever be meets the present. We have foreseen the coming of many travelers seeking power in the towers. Yet, we must make sure that humanity will not follow the same path of destruction again. All that you see on these floors has already happened. Humanity chose the path of technological advancement which in the end led to a disaster. Only a handful survived. This is why we used what was left of our power to create Wyrnwoods and denied the survivors advanced technology. We did our best. Now, everything is in your hands!"



Discard cards C022 C072 C091 C104 C109 if you have them. Reveal Location Card L08 and card C178 (the top of the tower). Take card C141 and attach it to the Location Card for ease of use.

Take a number of Action Tokens equal to your Spirit.

To find out what Gilbert thinks about the door leading to the attic, combine his card with the upper floor Map Card (C141). You may now explore all revealed towers, using all the Action Tokens you have.

P203

The image in the portal slowly splits into two, each showing you a different room. You enter a room you've not seen before, and quickly realize that you find yourself in yet another tower, filled with items completely out of place.



Read P234.

P204

You throw the bomb at the door. Having forgotten how volatile the mix was, you do not take cover fast enough and get swept off your feet by the blast. Luckily, you sustain no major injury – you just hear ringing in your ears. So, now there is no problem with going further. As you do, you feel a sudden temperature drop and start shivering. As you look around the floors, you hear an unfamiliar male voice:

"Congratulations! You've come further than most! I am the creator of this tower. What you're hearing now is a message embedded in its core. You must know that, in the end, you will be granted a power that could change everything you know. However, you must carefully choose its aspect, as mortals are unable to control more than one such ability. Each tower must seem tempting, but you can reach the top of only one of them. Choose wisely!"



Discard cards C009 C104 C123 C157 if you have them. Reveal Location Card L16 and card C163 (the top of the tower). Take card C074 and attach it to the Location Card for ease of use.

Take a number of Action Tokens equal to half of your Stamina, rounded up.

To find out what Gilbert thinks about the door leading to the attic, combine his card with the upper floor Map Card (C074).

You may now explore all revealed towers, using all the Action Tokens you have.

P205

You pour the powder into the goblet and the flame's color changes from red to blue. You hear the door to the next floor opening. The temperature drops rapidly and you start to shiver. As you wander the new floors, you hear an unfamiliar male voice in your head:

"Congratulations! You've come further than most! I am the creator of this tower. What you hear is but a message embedded in its core. You must know that, in the end, you will be granted a magnificent power that could change everything you know. However, you must carefully choose its aspect, as a single mortal can control no more than one such ability. Each tower must seem tempting, but you can reach the top of only one of them. Choose wisely!"



Discard cards C123 C169.

Take card C187. Remember that there is still flame in the goblet. Reveal Location Card L16 and card C163 (the top of the tower). Take card C074 and attach it to the Location Card for ease of use.

Take a number of Action Tokens equal to half of your Stamina, rounded up.

To find out what Gilbert thinks about the door leading to the attic, combine his card with the upper floor Map Card (C074). You may now explore all revealed towers, using all the Action Tokens you have.

P206

"Stay calm," says Mora. "No harm will come to you if you are careful," she continues, but you are unable to find her. You look around nervously, stumble and catch a strange birdcage with your shoulder. A fireball burns inside, but to get to it, you will first need to open the lock.



Take card C035.

P207

The huge sculpture of a face scares you deeply. Yet, you keep looking at it long enough to notice that it is moving its lips. Soon after, you hear its voice.

"Only the perceptive challenger will pass all the trials," says the face. "Keep your eyes sharp and remember everything you see."

Then its lips close shut and its eyes fix on the weird paintings on the wall.



Take card C098.

P208

Among the plants growing on the wall you find a door. However, you cannot reach it as the vines – much like those in the village prison – seem to whisper to you.

"You are not worthy!" they hiss. "You must prove yourself first!"

As you walk away, you notice that the plants lined on the shelf are desiccated. You find it particularly weird, as everything else around you seems to flourish.



Take card C038.

P209

A house made of ice? It has to be really cold inside! Not wasting too much time thinking about it, you decide to check your hypothesis and enter the strange abode. Indeed, it is not the warmest place around but it seems that the temperature inside is perfect for experimenting on plants.



Take card C027.

P205
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P210

The crackers look so tempting. Yet, you decide to give them to the greedy parrot. As it devours them you are able to open a small compartment in the ship and take a silver-colored hat out.



Discard cards C111 C162.
Take card C058.

P211

This tower looks truly otherworldly, as if it came from a different reality. One of the floors is built from living flames! Many strange forces must be at play here, as the fire does not harm you. As you wander aimlessly, you hear someone getting out of a portal near the entrance. You rush there and see Mora looking around as if you are invisible.

"Another tower! That's good," she says to herself. "This one actually seems full of power. It's definitely the Elemental Tower! A mage must have created everything here. That explains why it all looks so artificial. No gods here, just magic. So, on to work! Let's see if I can finally prove we're just an experiment!"

And just like that, she vanishes. You have no idea what to think – but it's about time you find out!

You notice a piece of paper nailed to the door. The sketches and notes seem important.



Without looking, take Location Cards L11 L16 and card C163. Place them face down to form a tower.
Reveal Location Card L11.
Take card C087 and attach it to the Location Card for ease of use.

Take card C180 if you do not have it yet.

Take a number of Action Tokens equal to half of your Stamina, rounded up.

You may now explore all revealed towers, using all the Action Tokens you have.

P212

Wyrmvines on the door to the attic are constantly whispering to you, calling you by name. Finally, you decide to open the door. A little hesitant, you go up the stairs, calmed by the thought that wyrmvines are exactly what brought you here, so this is the best choice. As you get to the attic, you find a small alchemical laboratory and an old man sitting in a wheelchair. He is wearing a helmet that some of the vines seem to be growing out of. You greet him, but receive no answer – he seems to be sleeping with his eyes wide open. You decide not to disturb him and slowly start looking around the laboratory. After a few long minutes the man suddenly snaps out of his stupor and starts talking to you:

"Oh, you're here! Finally! I've been trying to establish solid communication with you pretty much from the day you were born! This is all very exciting, but – first things first. Welcome to the Tower of the Mind! This is where the wyrmvines were created, to help keep people away from the contaminated world outside. It's really important they stay here... for their own safety, of course! However, even confined, people need leaders, they need directions! They are like a herd of sheep that, if left unattended, will get into the type of trouble that will eventually end them. We don't want people to die, do we?"

He does not leave you enough time to answer.

"That's why we need to feed them with the right ideas and give them the right orders! You see, I am the Mentalist, and I was working closely with the other mages to create a natural way to keep humanity safe. Wyrmvines are my masterpiece. I used all my power to awaken them, so I added a little something just for myself: the ability to control the wyrmvines with the mind. Only to a limited extent, of course. Now, with you by my side and the power you will soon wield, I can go much further! You and I can take that little step beyond which mere influence becomes a power to control humanity. The other mages are surely as drained of power as I am, so they will not stop us. Join me, and together we will fulfill the destiny that was yours since the day you were born!"



Take card C007.

This is the end of Chapter 2.

Discard all three towers.

If you have any of the following cards, discard them now: C024 C038 C076 C091 C111 C114 C144 C150 C163 C167 C169 C178 C180 C187. Discard all cards with a puzzle icon as well.

Discard **unused** Focus and Rest cards from this Chapter (numbered 20-22).

Do NOT discard any gained Modifier Cards.

We recommend that you proceed straight to the Epilogue (found in Story Book 3) now, without taking a longer break from the game.

P213

You wander west, trying to keep on the right track to the tower. On your way you rarely see any wyrmvines, which seems odd. You lose your way a few times but eventually get out into the clearing with a huge tower in the centre. It differs a bit from what you've seen in the vision.

Looking around, you notice the wyrmvines are never getting out of the forest around here, as if some unseen force keeps them away. You take a deep breath and approach the closed door before you.

When you examine the door, you notice a strange lock with multiple levers. How do you operate them? You grab one of the levers and discover that it can be pushed in. Is this what you need to do?



Take card C071.
Discard card C039.

P214

You place the knobs in the right positions and the door gives way. As you walk through it, you see an insane landscape and hear a male voice speaking directly into your mind:

"Welcome to my precious tower. It's really nice of you to give a piece of your soul away like that. Oh! You probably didn't know that, right? Just as you entered the tower, a part of your soul was captured. It will remain trapped here, as a decoration. You will have no way of communicating with other people. We need to make sure everyone has equal chances, right?" "Yes, of course!" "I did not ask you!" "Oh, I'm sorry, are you mad?" "Stop talking!" "I'm not the one talking!" "Yes, you are! Don't you see that the..."

The voice stops abruptly in the middle of a sentence. Most of it made little sense – apart from the soul bit.



Discard cards C088 C137.
Reveal Location Card L12 and card C114 (the top of the tower).
Take card C032 and attach it to the Location Card for ease of use.

Take a number of Action Tokens equal to half of your Sanity, rounded up.

To find out what Gilbert thinks about the door leading to the attic, combine his card with the upper floor Map Card (C032).

You may now explore all revealed towers, using all the Action Tokens you have.

P215

You pull the bars in the correct order and the cage opens with a metallic clang. The thought crosses your mind that it might be a terrible idea setting a fireball loose like this, yet you quickly realize that the strange orb is waiting for your commands. When you step away, it slowly follows you. You snicker silently, thinking that everybody gets the type of pet they deserve in the end.



Discard card C035.
Take card C072.

P216

Suddenly you catch the same scent you always felt when seeing or hearing Mora. That was definitely her! You hope that you've not reached the place where her journey ended. You dig into the soil inside the broken glass case and then let out a sigh of relief, as you find only a message from Mora. It looks like she is still alive, as she wants you to find her.



Take card C045.

P217

You never learned to swim really well, as it always seemed like there are more important things to do. Precisely! More important! Your thoughts return to your beloved Sevilia, but you're startled by an ugly bird perched atop a wrecked ship. "Cracker! Cracker!" shrieks the bird. It's so loud that you don't even begin trying to figure out where that ship might have come from.



Take card C111.

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P218

You place the skulls in what you believe to be the correct positions, and then go to check the altar. Upon it, you find a strange orb with some item trapped inside.



Discard cards C001 C018.
Take card C040.

P222

The ice block melts quicker than it should. The torch also seems to be burning out way too quickly. Fortunately, the fire does not damage the feather.



Discard cards C024 C150.
Take card C146.

P219

You touch the magic panel in a way that seems logical to you and it answers with a knocking sound. A small compartment opens underneath, revealing an item buzzing with an aura of power.



Discard cards C128 C172.
Take card C124.

P223

You work up the courage to enter deeper into darkness. Suddenly, you feel as if your hands and feet were caught and immobilized by something. Are these wyrmvines? You don't know. You can't see anything, as you are toppled to the floor. Suddenly, you hear a loud shout:

"Leave him be! He may still be of use!"

You manage to get up and start running but soon stumble on a torch on the ground. Unable to explain your sudden reflex, you pick it up and continue your retreat. After what you've been through here, you have no doubt it will become useful sooner or later!



Take card C144.

P220

The ball of fire gently lands on the sarcophagus. It opens, revealing its chilling contents.



Discard cards C072 C091.
Take card C109.

P224

You push all the buttons in their correct sequence and the door opens. As you walk through the doorway, the door shuts loudly behind you.



Discard card C071.
Read P211.

P221

Why are the ground floors of these towers always so cluttered? At least this time the place is full of interesting items. Especially the contents of one case: a pair of strange boots. You look down at your bare feet and decide that – no matter what! – these boots will be yours!



Take card C026.



P225

You push some buttons and the magic screen comes to life showing you moving pictures. While you don't find them to be particularly fascinating, a drawer popping open nearby turns out to be much more interesting. Inside you find some crackers.



Discard cards C067 C142.
Take card C162.

P226

Darkness. Darkness fills you. You cannot move. You don't even want to move, as you don't know what's next to you. You see nothing but a pair of demonic eyes that seem to pierce your soul. Suddenly you feel something being slipped into your hand. Gathering what strength you have left, you break the apathy and get to the stairwell. Only there do you check your hand to find a note from Mora. Was she the demonic entity lurking in the shadows?



Take card C011.

P227

"This must be the floor of the Air Element," you say to yourself, as some force lifts you up from the ground. A door stands before you, leading you to the upper floors. The door is closed however, but you are certain that this drawing is not placed here by accident. You saw a similar goblet on another floor – but its flame burned with a different color. Perhaps you should change that one to blue?



Take card C009.

P228

You water the plants that seem at least somewhat alive. One of them sprouts suddenly, leaving you with a handful of beans.



Discard cards C038 C176.
Take card C127.

P229

You see your reflection in the water before the surface is disturbed.

"You're coming closer, Gilbert," says a deep, booming voice. "You cannot give up now. Can you persevere once again? Water is both a beautiful and deadly element."

You get a grip on yourself after a moment just to realize that you could indeed use some water. You grab an item floating in the fountain and fill it with liquid.



Take card C176.

P230

The looks of this room make your head spin. What makes it even worse is that you hear ominous laughter which turns into words:

"Faster! Faster, challenger!"

This is not Mora. So, who is it? You look around but cannot find the culprit. As you move around frantically, you bump into a shelf and mess up the rows of powder bags placed on it.

"I was supposed to not break anything!" you reprimand yourself silently.



Take card C157.

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P231

You start walking by the river and navigate north as best as you can. Finding a suitable location to cross the river takes some time, but you manage. After several long hours you finally get out of the forest and see the tower. You have no doubt it's the same one you saw in the vision. You rush toward the door shouting "Mora!", but nothing happens. You must correctly interpret the strange writing to open the door.



Take card C094.
Discard card C039.

P232

You look closely at the portal but it turns out you don't need to do anything to activate it, as it is already working. You can use it to go back to any of the towers. You approach the cat lying on a piece of wood and find a scrap of paper in the corner. It's a note written by Mora.



Take card C095.

P233

You speak the word and – just like in your vision – the door opens. You enter the tower and the door closes behind you with a loud slam.



Discard card C094.
Read P274.

P234

Scattered around, you see many items that form the weirdest set you've ever seen. Some are very primitive and old, some are pretty common, and some are so puzzling that you would not know how to use them. And what's with that deer? A moment later you see Mora jumping out of the portal. "Ah, yes!" she says to herself. "The third, long lost tower really exists. So, the Chronomancer was really involved in all of this. But why? A powerful Elementalist could easily be the one to make all sorts of items, a Mentalist could be responsible for creating wyrmvines, but a Chronomancer? One answer and so many new questions! I guess there is only one way to find out more. I need to get to the upper floors of the towers, and if the lower floors were connected, the upper ones must be as well!"

As Mora disappears, you try to grasp what she was talking about – and where her knowledge might have come from.



Without looking, take Location Cards L05 L08 and card C178. Place them face down to form a tower. Reveal Location Card L05. Take card C115 and attach it to the Location Card for ease of use.

Take a number of Action Tokens equal to your Spirit. You may now explore all revealed towers, using all the Action Tokens you have.

P235

Many empty niches marked with strange notes. Underneath you see a few skulls lying around. It seems that the skulls should be in the niches instead.



Take card C018.

P236

During the night you barely slept at all. Your body demanded good rest, but your mind would not cooperate. Every time you fell into slumber, visions of wyrmvines taking over the city and strangling your beloved Sevilia would wake you up. Even though you had hoped for some physical and mental recovery, you know it will not be possible until she is safe with you. That's why, first thing in the morning, you quickly eat some breakfast before heading into the woods despite being very tired. But where do you go?



Prepare new Rest and Focus decks using cards 20–22. Give each player a Player Aid - it will remind you about all the things you can do in the game.

Take card C039.

Remember that you can combine any card with Gilbert's card to find out what he thinks about it.

P237

On the wall you notice three glowing boxes. Each of them is depicting moving images of oddly dressed people speaking a language loosely reminiscent of your own tongue. Although you understand some of the words, you cannot make out the full meaning.

Suddenly, one of the voices changes and you recognize it as the voice that spoke to you at the entrance to this section of the tower.

"So, what do you think, Gilbert?" the voice asks you. "Do you think this is the past or the future? Choose my tower and you will find out for yourself."

You step back to look at all images at the same time and bump into a strange table. A closed box stands on its top. You wonder what kind of code will let you open it.



Take cards C060 C065 C075.

P238

The man starts jumping around, while patting his forehead with his finger. Then he simply runs out of the cave. You notice and pick up what he left behind.



Discard card C063.

Take card C097.

P239

This is so beautiful! Just look at its glow! Still, you are surprised by the flames pluming from the statue's head. You also notice that there is a slot where an item could reasonably be placed. You just don't know what would be round and able to withstand this sort of heat.



Take card C091.

P240

You approach the strange man with a great dose of caution. As you close in on him, the man gets up and starts screaming at you. What does he want to say? You decide it's still worth trying to talk to him.



Take card C063.

P241

Finally, you manage to find a place that you recognize!

"It's my beloved Wyrmswoods!" you cry out.

After a moment it dawns on you that you don't really love Wyrmswoods. In fact, you hate the place, and love only Sevilia. You allow yourself a moment of respite and your thoughts go back to the last night before embarking on your journey.

You sit down on the edge of a table and then realize that it's in fact an altar! You get up immediately, afraid of possible consequences of the sacrilege you've just committed. As you walk away, you notice some strange markings on the surface of the altar.



Take card C001.

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P242

You try to communicate with the people in the cage but they speak a language you cannot understand. The only thing you manage to comprehend are the trails of tears on their faces – and the fact that they are pointing to a strange device. Perhaps it can be of some use to you?



Take card C167.

P243

As you set the correct coordinates on the totem, the disc opens revealing a small compartment. Inside you find a vial with a picture of dead wyrmvines on it. Could it be some sort of wyrmvine antidote?



Discard cards C027 C061 C160.
Take card C036.

P244

You got tangled in the strings tethering the kites, but it does not seem like there are any real traps here. Still, you decide to be careful not to break anything. Although there is nobody here, you feel as though you are being observed. Someone is probably interested in how you will behave here. After a moment you notice that the kites soar in different directions. It is all the stranger as you feel no wind blowing here. You pet the deer and ponder the meaning of all of this.



Take card C067.

P245

This must be one of the totems marked on the map you stole from Helyot! What is it doing here? This must be the present. It's nice to be in your own world for a moment.



Take card C061.

P246

It seems to you that the faces on the walls are laughing at you. As if the mythical creators of humankind were mocking the feeble efforts of their children. You heard Sevilia tell a tale of them once, long ago. Sevilia! You turn your head away and try to think of something else when you notice knobs below those strange faces. Looks like they regulate the flow of emotions. Is it even possible to do this?



Take card C137.

P247

The man smiles and starts dancing around. He grabs your arm and shoves something into your hand. After finding out that you cannot dance, he goes back to whatever he was doing.



Discard card C063.
Take card C057.

P248

You position the elemental symbols correctly and the portal lights up. "Good work, Gilbert!" someone says from behind you. You spin around to face them, but there's nobody there. You're also sure that it didn't sound like Mora. As if having one voice in your mind wasn't enough! You are less and less surprised that people who come this far eventually go insane.



Discard cards C052 C078.

If you already discovered two towers, read P203.
Otherwise, read P270.

As you press the button near the strange door, it finally slides open. You are prepared to see another floor full of mysterious magical contraptions and otherworldly wonders. Instead, you find an old woman, sitting in a rocking chair. She is watching a small, crystal ball, while being surrounded by unsynchronized clocks of all kinds. This is definitely something you had not anticipated. With a smile she offers you a cup of some hot beverage and a chair to sit. Totally confused, you don't know what to say or ask, so you just sit down and take a sip of whatever she has given you. The moment you do, everything around you slows down and a sensation of deep relaxation flows through your body.

"Take your time and relax. You deserve some rest after all you've been through. Do you see the bed there, behind you? You may take a nap. In fact, you can sleep as long as you want to."

You honestly are not sure if you can trust this old woman, but your eyelids are now too heavy for you to resist her offer. Even though she keeps talking to you, mere moments later you fall asleep.

You dream of your last night with Sevilia and about what could have been, if not for the cult. When you finally wake up, it feels like days must have passed – you are more relaxed than ever. As you come to, you realize that the old woman is still talking. "You can trust me, it will do you good," she says as if still convincing you to give in to your weariness.

"Oh! There you are, back already!" says the woman, suddenly changing her tune at the sight of you sitting up, now fully awake. "I could see in your eyes how tired you were. You deserved the rest and now you definitely deserve some answers. I am the Chronomancer. Just don't get your hopes up, as my kind of magic is a really tricky business and in no way related to time travel. My powers allow me to bend the flow of time to specific needs. In the right hands, Chronomancy is a great power! In the wrong ones – well, other Chronomancers never lived to be my age.

In the final stages of the Last War there was no time to delay. I instinctively created a time bubble that caught the village we were in, affording us a moment to react. The other mages created an underground shelter for us and for other people. In the real world, the end came within seconds. For us, those seconds were months. Once the end caught up with us, I put people in stasis to give us all even more time to prepare," the woman says quietly, with a hint of growing bitterness in her voice. "However, if the eras that came before the Last War had taught me one thing: you always need a backup plan. This is why there is another shelter like this one, concealed under the mountains, with thousands of people still in stasis, all of them unaware of the world today. Not even the other mages know of their existence. After all that effort, I knew I would not have enough power left to wake them up. That's why the trials tested your ability to help others. It's now your burden and your decision," she continues, as her voice becomes more powerful. "Just remember that time does not limit you, so make sure that whatever you decide is indeed the best course of action!"



Take card C139.
This is the end of Chapter 2.

Discard all three towers.
If you have any of the following cards, discard them now: C024 C038 C076 C091 C111 C114 C144 C150 C163 C167 C169 C178 C180 C187. Discard all cards with a puzzle icon as well. Discard **unused** Focus and Rest cards from this Chapter (numbered 20-22).
Do NOT discard any gained Modifier Cards.

We recommend that you proceed straight to the Epilogue (found in Story Book 3) now, without taking a longer break from the game.

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P250

The lock gives up easily. You find a strange object in a wooden frame.



Discard cards C012 C060 C065 C075.
Take card C076.

P251

This room looks surprisingly mundane, especially when compared to other chambers in this tower. You quickly sift through some clothes and search the desk, where you find a piece of paper with some strange symbols. Your presence finally catches the interest of a cat sitting nearby. It probably thinks that you will feed it, as it decides to approach you. Where it was sitting you find some discs with symbols similar to the ones from the piece of paper.



Take card C078.

P252

The green light is surrounded by strangely marked circles. Each of those circles can be moved independently and positioned in such a way that its arrow points to a number. This must be one of those trials Mora spoke about! You don't fully trust the green light but – since you're here – it's time to show off your skills. Now, how should you position each of those circles?



Take card C089.

P253

For a moment you worry that you went overboard with the fireball. However, it turns out that it can be surprisingly delicate. After mere moments you are able to grab the glowing feather. The fireball continues to follow you. What a great pet it makes!



Discard card C024.
Take card C146.

P254

From the writings on the board and what you find on the table, you surmise that this is where wyrmvines were first created. Only now does it dawn on you how unambitious that name is – but it's still better than other propositions listed on the board. So, all of this – and some or perhaps all of your world – was artificially created here? You begin to question if you are even real.



Take card C160.

P255

You take a deep breath and push the large painting. It gives way easily, revealing stairs to the attic. You carefully analyze everything you've been through and start questioning your decision. Is the Elemental Tower the one you should embrace? Is there a right and a wrong choice? Why do you have to choose at all?

At the end of the stairs you get to a small room, covered in moss and plants. As you approach, a few birds fly very close to your head. Above the sound of the fluttering wings you hear a voice you have already heard on one of the lower floors: "Welcome!" says an elderly man who you at first mistook for a plant. It's hardly surprising that you made this mistake, as his skin is covered with moss and bark. You greet him politely, but he shushes you and slowly continues.

"By getting this far you have proven worthy of continuing our legacy. You have shown great wisdom and responsibility by choosing the power of the elements. Therefore, I will keep no secrets from you. As you know, there are three of us, all sworn to protect humanity. This is why we've been keeping the last of humans safely hidden away. A great war destroyed the very planet we all live on. That part is completely true. However, I must tell you something that I have kept from the other mages. The world around Wyrmswoods is not contaminated. I've burned through almost all of my power to keep as many wonders of nature alive as possible, while also isolating mankind from them. Believe me, when an Elementalist speaks of burning, they usually mean it literally. I don't think that people need protection from the consequences of their own actions. It's nature that needs protection from people. Plants, animals, and magical creatures are growing in numbers outside of Wyrmswoods. Without human influence, they are undisturbed in their return to where they were before. This is my life's work. I am a human myself, but I don't believe we are the most important of species. Humanity has proven that, again and again. All I ask of you is that, whatever you decide to do with the power you will receive, you must not let humanity ruin the world again, for the next time could very well be the last time."



Take card C031.
This is the end of Chapter 2.

Discard all three towers.
If you have any of the following cards, discard them now: C024 C038 C076 C091 C111 C114 C144 C150 C163 C167 C169 C178 C180 C187. Discard all cards with a puzzle icon as well. Discard **unused** Focus and Rest cards from this Chapter (numbered 20-22).
Do NOT discard any gained Modifier Cards.

We recommend that you proceed straight to the Epilogue (found in Story Book 3) now, without taking a longer break from the game.

P256

This strange thing can be put into the device! After inserting the tile, you hear a click and the machine flashes brightly. Did you break something? You quickly yank the tile out and cannot believe what – actually, who – you see. How is that possible? How does it work?



Discard cards C076 C167.
Take card C154.

P257

You've heard stories of magic lights which could work as doorways into different places – and it seems like this is one of those lights. You believe they were called portals. Judging by the description above, it must indeed be such a doorway. How do you open it?



Take card C052.

P258

All of the art on the walls overwhelms you. Especially considering you don't find it particularly beautiful. You focus on the miniature towers. It's weird, as you've heard of only two towers – and that's how many there were on the map. However, there are clearly three of these structures here. Still, you are more interested in the shapes above them. They look a bit like the machine you see nearby. It's surely connected!



Take card C101.

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P259

You try to pass through the large door at the end of the room but an unexpected gust of wind sweeps you off your feet. "You are not worthy!" a metallic voice roars at you. "To pass you need to prove to us that you are the chosen one!" You don't even know if you should be surprised by a sudden appearance of another man beside you. You cannot touch him; you cannot communicate with him; but you can see that he looks exactly like you. "It won't work!" the other Gilbert cries. "It won't work, Mora!" One thing is certain – you cannot disagree with yourself.



P260

Why does this magic box on the wall show nothing? You hit it with your hand and it comes to life. It displays a static image, which fails to grab your attention. The item before it seems much more interesting. It's a small thing, lined with colorful, stone-like buttons marked with some symbols. Since the buttons can be pushed, you push them one by one. However, nothing happens. Perhaps the bigger box on the wall is important.



Take card C142.

P261

As you enter the correct sequence, the glass case opens, allowing you to take those strange boots. You try them on and it turns out that they fit perfectly and are really comfortable! It's like walking on a cloud!



Discard cards C026 C098.
Take card C161.

P262

You throw a bomb at the door and run to the lower floor. After a moment you hear a loud explosion. Now there is no door – just a large hole. As you walk through it, you see a completely insane image and hear a male voice speaking directly into your mind:

"Welcome to my precious tower. It's really nice of you to give your soul away like that. Oh! You probably didn't know that, right? Just as you've entered the tower, a part of your soul was captured. It will remain trapped here, as a decoration. You will have no way of communicating with other people. We need to make sure everyone has equal chances, right?" "Yes, of course!" "I did not ask you!" "Oh, I'm sorry, are you mad?" "Stop talking!" "I'm not the one talking!" "Yes, you are! Don't you see that the..."

The voice stops abruptly in the middle of a sentence. Most of it made little sense – apart from the soul bit.



Discard cards C088 C104 C137 if you have them.
Reveal Location Card L12 and card C114 (the top of the tower).
Take card C032 and attach it to the Location Card for ease of use.

Take a number of Action Tokens equal to half of your Sanity, rounded up.

To find out what Gilbert thinks about the door leading to the attic, combine his card with the upper floor Map Card (C032).

You may now explore all revealed towers, using all the Action Tokens you have.

P263

Your skin begins to crawl, but it is only because you are cold. The single torch does not help much. Like in the other towers, the way up is blocked. As you are in the Tower of Time, you want to know if you will find the future or the past in the upper half. Perhaps this will reveal all secrets. For now, however, you must open this door. It doesn't look like a simple task, as the writing on it is in a language you definitely don't know.



Take card C022.

P264

This must be the future! You understand nothing from all that surrounds you, but everything looks futuristic. Suddenly you hear a strange sound and a glowing, red tablet starts blinking. You approach it and – surprisingly! – notice that you do understand the writing it displays.



Take card C172.

P265

You mix the powders and it seems that you end up with the one that will allow you to change the color of the flame. Will it be enough to open the door?



Discard cards C009 C157.
Take card C123.

P266

You've not seen too many paintings in your life. All the ones you have seen – like those in Helyot's basement – were weird. Perhaps all the paintings in the world are like that. For now, you decide to leave this one be. You'll probably have to come back to it later.



Take card C128.

P267

You rotate the circles and the light flashes, dazzling you.



Discard cards C089 C101.

If you already discovered two towers, read P201.
Otherwise, read P275.

P268

Once inside the cave, you hear a woman's voice:
"It is time for you to learn the history of your kind, Gilbert.
At one point in time, people communicated using drawings, depicting their whole lives on rock and stone. Animals accompanied their everyday rituals. However, it is not the past, but the future, that is important now. What will your future be like, Gilbert?"
The voice trails away, and your eyes turn to the wall paintings.



Take card C088.

P269

You heroically attack the ice block with your mighty shovel. It slowly yields but your makeshift weapon gets a bit dented in the process. Finally, you are able to grab the glowing feather.



Discard cards C024 C099.
Take card C146.

P270

The portal flashes brightly and shows you another room. You step in and find yourself in a different tower. It is full of surreal paintings and weird items.



Read P274.

P271

As you approach the goblet, a huge flame burns as red as blood. You immediately start feeling hot, but you cannot tell if this is because of the room itself, or because of the fire, or because of everything else that's been going on here. Perhaps it's not even that. Maybe you feel weird because it seems to you that you've already seen a goblet just like this one.



Take card C169.

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P272

After you speak the word, the door swings open. As you wander upstairs you pass stranger and stranger items. Some kind of magic must be powering many of the contraptions, as they move, talk, or burn with a bright light. Suddenly, everything goes silent and you hear a woman's voice: "Welcome to the strangest of towers, where all that was and could ever be meets the present. We've foreseen the coming of many travelers seeking power. Yet, we must make sure that humanity will not follow the same path of destruction again. All you've seen on those floors already happened. Humanity chose the path of technological advancement which in the end led to a disaster. Only a handful survived. This is why we used what was left of our power to create Wyrmwoods and denied the survivors advanced technology. We did our best. Now, everything is in your hands!"



Discard cards C022 C109.
Reveal Location Card L08 and card C178 (the top of the tower).
Take card C141 and attach it to the Location Card for ease of use.

Take a number of Action Tokens equal to your Spirit.

To find out what Gilbert thinks about the door leading to the attic, combine his card with the upper floor Map Card (C141).
You may now explore all revealed towers, using all the Action Tokens you have.

P273

You feel that you are in a very special room now. You're especially impressed by a strange, round item used to create the door. What's more, some invisible force seems to push you away from it.
"Only the worthy may pass," whispers a voice in your head. The round item must be important, since more like it can be found in glass boxes, all of which are arranged in a particular way. Could this also matter?



Take card C012.

P274

You walk around the tower and try to take in your surroundings. Quickly it becomes clear that you will need to examine parts of the tower carefully. Nearby you find Mora, speaking to herself.
"Well, that was easy enough. If these are the legendary trials, I hope the rest will go as smoothly. What do we have here? Seems like the mage who lived here loved mind-boggling tricks. A Mentalist, I presume. This would make this structure the Tower of the Mind. So, to achieve all this, the mage created wyrmvines and infused them with madness. I sure hope that the stranger I've seen a few moments ago does not catch up to me again."
Then she vanishes. Was the stranger she mentioned you, or someone who was really trying to catch her? You hope that, apart from the two of you, there is nobody else here. Looking behind, you see no one – but you do notice a paper with important instructions nailed to the door.



Without looking, take Location Cards L12 L13 and card C114.
Place them face down to form a tower.
Reveal Location Card L13.
Take card C046 and attach it to the Location Card for ease of use.

Take card C180 if you do not have it yet.

Take a number of Action Tokens equal to half of your Sanity, rounded up.

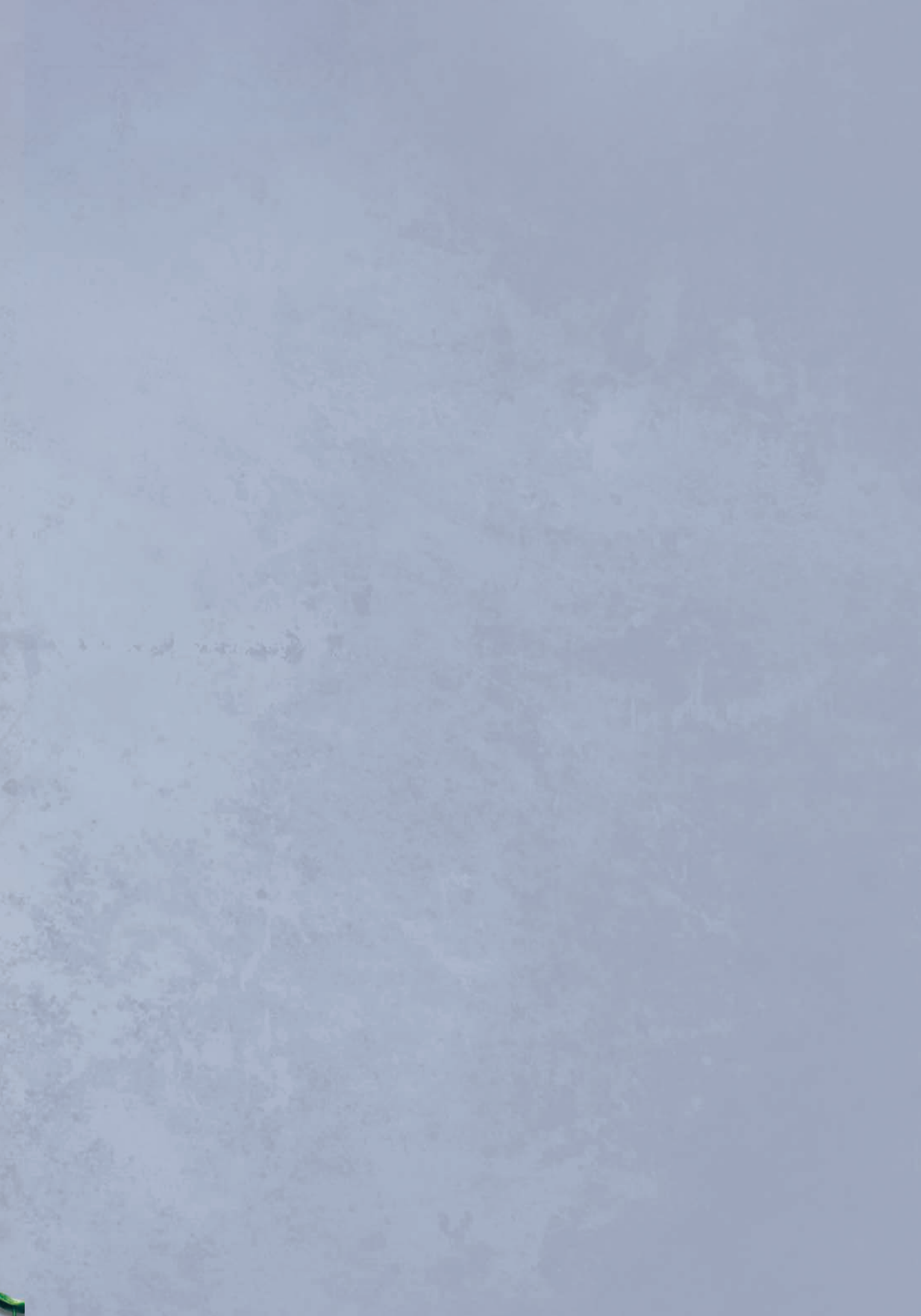
You may now explore all revealed towers, using all the Action Tokens you have.

P275

You see a different room inside the light. You want to take a closer look, so you poke your head into the light and... all of a sudden, you find yourself in a different tower. You feel heat emanating from above and you sense a strange tension in the air.



Read P211.



	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						