

ESCAPE TALES

CHILDREN OF  
WYRMWOODS

Story Book 3



## ESCAPE TALES

# CHILDREN OF WYRMWOODS

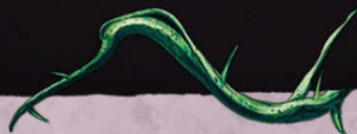
### Epilogue

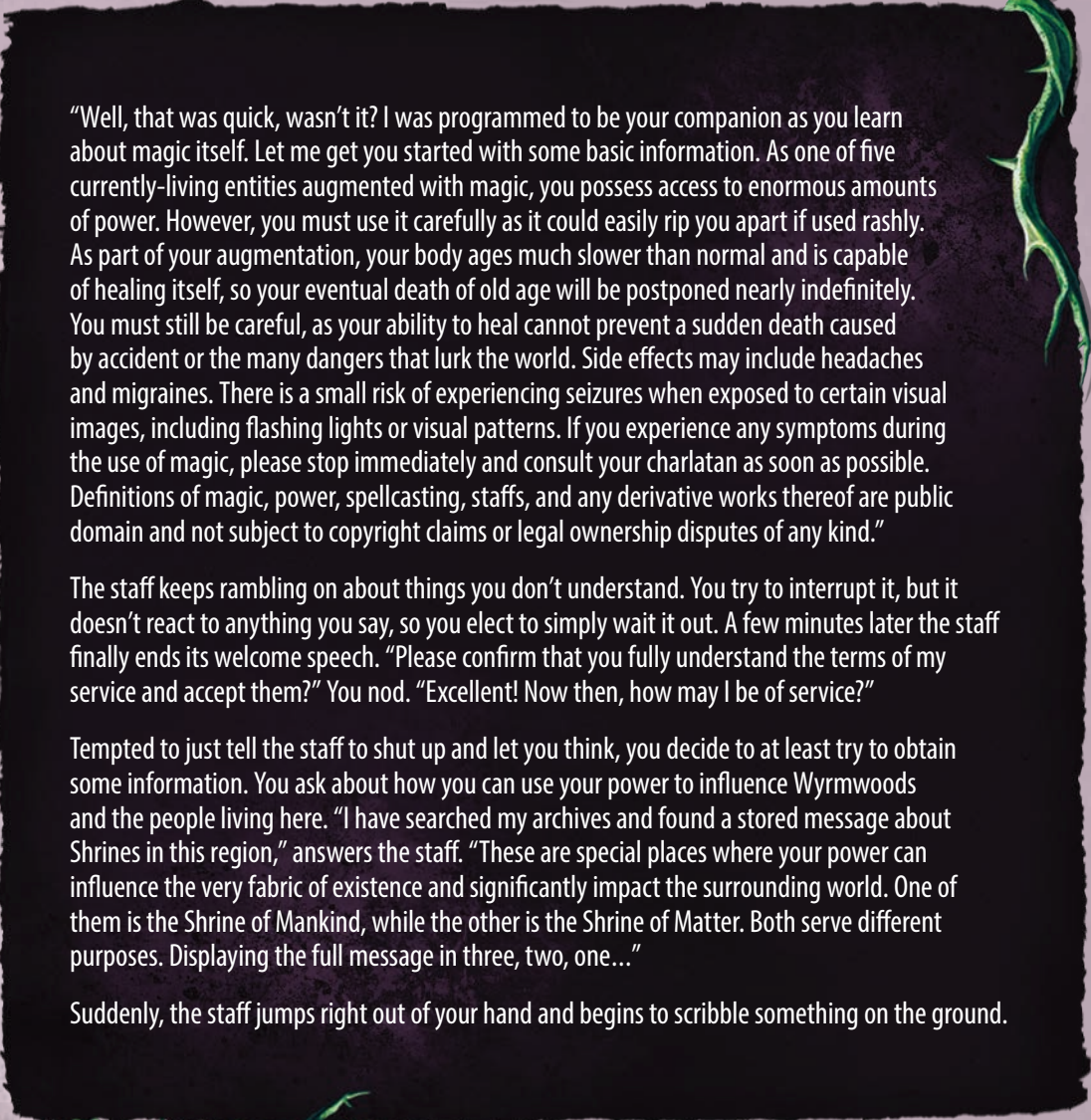
After meeting the mage, a strange sensation strikes your body. You quickly lose any connection with your surroundings. You experience otherworldly visions in which people extensively abuse their world and fight each other in battles so huge they seem unreal. You see more people dying at the hands of others than you could ever imagine. First thousands, then millions and billions perish in explosions of unimaginable scale. Subconsciously, you understand what you experience is the end of mankind. Or, it would have been, if not for the three mages holding ground in a small village.

You wake up on the grass near the entrance to the tower. You must've left it in trance during your visions. Knowing the secret of just this mage, you wonder what kind of power and knowledge you'd have if you chose differently. But you knew the rules – a mortal can only maintain one power and that implies only one secret. Maybe in another life...

Although you entered the tower not long ago, it seems like ages have past. As you stand up you experience everything around you in a new way, just as if a new sense developed in your body.

Suddenly, you hear a faint voice: "I'm here! Here! Hello!" As you look around you see no one. The voice appears to be coming from a staff lying nearby. The staff somehow resembles the power you've recently obtained. It's probably connected to it and you let yourself wonder what other staffs would look like... Nonetheless, you pick it up and now hear the voice loud and clear, as if it was coming directly from within your head.





“Well, that was quick, wasn’t it? I was programmed to be your companion as you learn about magic itself. Let me get you started with some basic information. As one of five currently-living entities augmented with magic, you possess access to enormous amounts of power. However, you must use it carefully as it could easily rip you apart if used rashly. As part of your augmentation, your body ages much slower than normal and is capable of healing itself, so your eventual death of old age will be postponed nearly indefinitely. You must still be careful, as your ability to heal cannot prevent a sudden death caused by accident or the many dangers that lurk the world. Side effects may include headaches and migraines. There is a small risk of experiencing seizures when exposed to certain visual images, including flashing lights or visual patterns. If you experience any symptoms during the use of magic, please stop immediately and consult your charlatan as soon as possible. Definitions of magic, power, spellcasting, staves, and any derivative works thereof are public domain and not subject to copyright claims or legal ownership disputes of any kind.”

The staff keeps rambling on about things you don’t understand. You try to interrupt it, but it doesn’t react to anything you say, so you elect to simply wait it out. A few minutes later the staff finally ends its welcome speech. “Please confirm that you fully understand the terms of my service and accept them?” You nod. “Excellent! Now then, how may I be of service?”

Tempted to just tell the staff to shut up and let you think, you decide to at least try to obtain some information. You ask about how you can use your power to influence Wyrmwoods and the people living here. “I have searched my archives and found a stored message about Shrines in this region,” answers the staff. “These are special places where your power can influence the very fabric of existence and significantly impact the surrounding world. One of them is the Shrine of Mankind, while the other is the Shrine of Matter. Both serve different purposes. Displaying the full message in three, two, one...”

Suddenly, the staff jumps right out of your hand and begins to scribble something on the ground.

Read P300.



P300  
P301  
P302  
P303  
P304

## P300

As the staff finishes, it goes silent. You know it will probably start rambling again when prompted, but you prefer to focus and finally make some decisions.



Prepare new Rest and Focus decks using cards R30 and F30. Give each player a Player Aid - it will remind you about all the things you can do in the game. Place the Map on the table.

Take cards C051 C080.

The Travel Phase starts here.

Look at the Map and decide on a location you would like to visit. Enter its coordinates as an answer to the puzzle N. You can travel freely around Wyrnwoods and go anywhere you want. By visiting one of the Shrines (hints where to find them are on cards C051 C080) you will uncover necessary parts of the story which lead to its conclusion, but you can visit other places as well to discover what awaits you there. After entering your chosen coordinates, if the App displays "Wrong answer" as its response, then you simply did not find anything of interest at those coordinates.

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

## P301

The stories Mora tell are never happy ones. Using pieces of chalk you found lying around, you start covering the walls with charts and maps, and diagrams of how they connect. You do your best to find anything they have in common, to find a weak spot you could exploit and alter so that the world would become better.

At some point a sudden gust of wind distracts you and destroys a part of your drawing. You shout and rush to recover what was there. You jump back and forth, analyzing every strand once again, asking Mora more and more questions about the visions. "Gilbert," she starts silently.

"Yes?" you answer immediately. "You remembered something new! Is that it?" you ask, feverish excitement ringing in your voice.

"It was Sevilia," says Mora.

"Who?" you ask, blinking. "Where?"

"Right here. She came here looking for you. She said that she spent two years trying to find you," Mora says, looking at you closely. "You didn't even notice her."

It takes you a moment to realize that Mora is not trying to simply share yet another story. It takes you even longer to recall the name "Sevilia" from memories buried somewhere deep inside your mind. When you finally do, something new dawns on you.

"Do you see it now?" asks Mora. "There is no happy ending. No benevolent way to wield this power. Whatever you do, in

the end, you lose. I'm sorry, Gilbert."

All you want to do now is to scream in anger, but you no longer know how to scream. All you know is that there is no time to waste. You have to find the answer! The time for mourning will come only when you truly understand everything, when you know all there is to know.

You pick up a rock and start carving new diagrams. At least these will not be easily marred by a stupid human stumbling into your sanctuary.

You don't need sleep anymore. You don't need food or water. You exist only to analyze everything you hear from Mora and what you find in her book.

The fate of the world outside remains a mystery, for you are now in a place you never wish to leave.



The End.

## P302

A hemisphere with an orb of fire hovering around it. It must be somehow connected to the other items.



Take card C121.

## P303

On the base you notice a small smudge - but it wipes away easily. You also find a strange word written there.



## P304

A statue of a smiling child. A tear falls from your cheek as you recall how you envied the happy children when you were young... You shake back to reality as the echo of a joyful voice welcomes you.



Take card C119.



## P305

The second lock gives up and the book finally opens. It is mostly blank, but one page tells you to reveal the power you want to use.



Discard card C081.  
Take card C166.

## P306

You reach out with your staff and touch the book, feeling an instant connection to its contents. The pages come to life, as they are filled with notes, and the staff starts explaining the power you have just unlocked.  
"The Shrine will allow you to achieve anything you want and influence all people. As the price to pay, this will drain you of most of your arcane potential. You will still be able to use lesser magic – and your augmentations will remain intact. By using this power, you will significantly impact the world." After providing you with instructions, the staff goes silent, awaiting your answer.



Discard card C166.  
Take cards C177 C182.

## P307

Sevilia is completely baffled when you introduce her to the people she probably can't even hear. Yet, she smiles politely and asks if she could rest for a while.



Read P341.

## P308

As soon as you get closer to the town, Sevilia stops you. "Gilbert!" she says anxiously. "We cannot go back there! I know you have some powers now, but you don't know how to use them yet."  
You give her a slightly puzzled look but she nonetheless continues, "Think about it! What would we do there? Punish my father for doing what he thinks is right? What good will it do? Please, let's turn back!"  
You don't want to argue. In fact, you agree with her completely. So, you turn back.



You are back in the Travel Phase.

## P309

As you speak what you believe to be the correct inscription, a small compartment opens, revealing a key inside.



Discard cards C056 C121 C149.  
Take card C025.

## P310

"Then take this book! It's of no use to me now! I hope that – whatever you do – your decision will not hurt anyone. If you survive, find me again, right here. I hope to be a part of a new and better world."



Discard card C110.  
Take card C153.  
You are back in the Travel Phase.

P305  
P306  
P307  
P308  
P309  
P310



P311  
P312  
P313  
P314  
P315  
P316  
P317

## P311

You try and try, but nothing happens. You ask your assistant staff for help and receive some instructions, mainly something related to an ancient text called "The Hitchhiker's Guide to Magic," but even that does not help. Eventually you give up and turn to Mora. "It doesn't work," you exclaim, explaining the obvious. "Please, at least tell me again about your failed attempts. I promise to do my best to find whatever you might have missed. There must be something!" She reluctantly gives in and begins to patiently recount more stories, each more detailed than the last one.



If your current Sanity is 1 or more, read P328.  
Otherwise, read P301.

## P315

You reach out with your staff and touch the book, feeling a quivering sensation in your hand. The pages come to life, as they are filled with notes, and the staff starts explaining the power you have just unlocked. "The Shrine will allow you to achieve anything you want and influence all people. As the price to pay, this will drain you of most of your arcane potential. You will still be able to use lesser magic – and your augmentations will remain intact. By using this power, you will significantly impact the world." After providing you with instructions, the staff goes silent, awaiting your answer.



Discard card C166.  
Take cards C073 C181.

## P312

A tome titled "Book of Mankind" starts shaking as you approach.



Take card C126.  
At this point, you can choose to stay in the Shrine to explore it, or you may go back to the Travel Phase. In fact, you can freely switch back and forth between the Travel Phase and exploring the Shrine, as much as you like, until the moment comes when you choose how to use your power.  
Traveling around Wyrmmwoods will not expend any of your Action Tokens.

## P316

You have no problem finding the Shrine of Matter with some help from the staff. As you get in, you find an item which was surely of use to the mages.



Discard card C051.  
Take Location Card L09.  
Take card C171.  
Take 4 Action Tokens.  
Place 1 Action Token on space B2 on the Map Card and read the proper paragraph in the Story Book.

## P313

As you approach the man, he starts speaking to you without moving his lips. You are unsure if the voice is an illusion, but his words sound important.



Take card C107.

## P317

You speak your name into the book and it opens, but only to show you yet another locking mechanism.



Discard cards C083 C107 C119 C126.  
Take card C081.

## P314

The base is mostly uninteresting, besides a strange word written on it.





## P318

In the area hinted at by the strange notes, you find nothing of interest at first. However, after a few hours of searching, you locate some barely visible foundations of a house now long gone. As you uncover parts of the masonry, you discover a hatch that seems untouched by time. It opens easily, revealing stairs leading down.

Inside you encounter a white-haired woman, who you believe to be Mora, sitting in the center of a ritual circle burned into the floor. She is studying shards of a broken mirror spread around her.

"How long has it been already?" she asks without even looking at you.

"I... I don't know," you answer hesitantly. "The townsfolk still remember. They keep wondering what happened to you."

"I couldn't go back to them. Not with the helplessness that has overwhelmed me. If you're here, then it means you must know at least some parts to my story," she starts, her eyes still fixed on the floor. "I was interested in magic since as early as I can remember. Once, I managed to steal a ritual book that the cultists couldn't decipher and then spent my adolescence trying to translate it. A few parts, some simple rituals, were easy enough to grasp. I think these rituals inspired the cult. The other parts," she says, shaking her head, "those were amazing! I am sure they were written by people who tried to conceal the existence of magic. The book provided me with some basic concepts of the use of magic but – most importantly – explained to me what the towers really are. That's probably why I was the first to beat them. Yet, when I was gifted my power, everything went downhill."

"I think I have that power too," you say. "I believe I can wield it to make the world a better place."

Mora cracks a crooked smile, as she says, "I once believed that too. Only, I wanted to make sure first! You see, the last chapters of the book were written in blood. They contain stories of people trying to use those rituals. Perhaps it's wrong to call them stories," Mora corrects herself. "They are records of who performed which ritual where. I even managed to find one such place where a few of those rituals were conducted. The last of them was the Ritual of the Awakening. Let me tell you, it's a risky one!"

Mora goes silent for a moment, as if she was letting her words sink in.

"And this place..." she picks up after a moment, pointing to the circle on the ground. "This circle was already here when I arrived. There was so much power here that I was able to reach other planes of existence to investigate the effects of using a power such as mine. This is what I used the mirror for."

"But it's shattered," you involuntarily state the obvious.

"I broke it," Mora answers. "Dozens, maybe hundreds, of trials, and all I learned was that whatever I did, someone would suffer. I wanted to help everybody. In the end, however, an unforeseen calamity would always befall someone! So, I smashed this portal to prevent anyone else from going through what I had to suffer. I cannot make

a grand decision like that! That is why I decided to wait," she says, finally fixing her eyes on you. "My only hope is that someone will be able to make the decision. Maybe not someone perfect, but someone good enough!"

You look into her eyes, seeing emptiness and suffering. "Are you this person?" she asks, after a long moment of loaded silence.

Your throat goes dry as you struggle finding the right answer.



Discard cards C011 C045 C095 if you have them.  
Take card C110.

## P319

You take the guards by surprise and manage to land a few good blows with whatever makeshift weapon you can grab. Once they are beaten, you search them but fail to find a key. A quick scan of the surroundings reveals no way to easily enter the house.

Unfortunately, you can already hear more people approaching, perhaps alerted by the sounds of your skirmish. You also think you hear Sevilla's screams.

With no options left, you retreat to the forest. Even though you run away now, having beaten the guards, you feel more confident in the knowledge of your power.



Take card C125.  
You are back in the Travel Phase.

## P320

The base of the statue seems to hold no secrets.



## P321

You closely inspect the base of the statue but find nothing of interest.



P318

P319

P320

P321



P322  
P323  
P324  
P325  
P326

## P322

The statue of an old lady, her head turning to follow you as you walk about the Shrine. You cautiously say "Hello!" and she replies politely.



Take card C083.

## P323

You reach out with your staff and touch the book, feeling a quivering sensation in your hand. The pages come to life, as they are filled with notes, and the staff starts explaining the power you have just unlocked.

"The Shrine will allow you to achieve anything you want and influence the world around you. As the price to pay, this will drain you of most of your arcane potential. You will still be able to use lesser magic – and your augmentations will remain intact. By using this power, you will significantly impact the world."

After providing you with instructions, the staff goes silent, awaiting your answer.



Discard card C023.  
Take cards C132 C184.

## P324

You return to the village where you are greeted with disbelief. The untouched are sceptical of your story and keep telling you that if you really possess the fabulous powers you claim to have, you should use them while there is still some hope left. What really surprises you is that the people who were silent before are now speaking to you. They all keep telling you that they believe in you and that they want to help if you only show them what to do. You promise that you will, once you get to grips with the current situation.

There are two people that stand out from the crowd. They keep watching you in silence until you approach them.

"Tell us," says the man, making no introduction. "Tell us which house belonged to your family."

You explain it in as much detail as possible. As you finish, you see tears in their eyes. It takes you a while to understand that these are not tears of sorrow.

"My boy!" the woman says and hugs you with all her strength.

"Gilbert!" says the man, as he wraps his arm around you.

You need a moment to realize what has just happened.

When you do, you allow the world to stop for a moment, as near perfect bliss is rare enough to cherish under any circumstances.



If your current Charisma is 20 or more, read P307.  
Otherwise, read P341.

## P325

As you speak the keyword, the book finally opens. Most of its pages are blank. Only one is filled with a note stating that the book will reveal its secrets upon being shown true power.



Discard card C170.  
Take card C023.

## P326

You reach out with your staff and touch the book, feeling an instant connection to its contents. The pages come to life, as they are filled with notes, and the staff starts explaining the power you have just unlocked.

"The Shrine will allow you to achieve anything you want and influence both the wyrmvines, and the more natural growth around you. As the price to pay, this will drain you of most of your arcane potential. You will still be able to use lower magic – and your augmentations will remain intact. By using this power, you will significantly impact the world." After providing you with instructions, the staff goes silent, awaiting your answer.



Discard card C023.  
Take cards C134 C185.



## P327

You reach out with your staff and touch the book. Its pages come to life, becoming whiter and filling with notes. The staff starts explaining the power you have just unlocked.

"The Shrine will allow you to achieve anything you want and influence the time and space surrounding the people in the bunker. As the price to pay, this will drain you of most of your arcane potential. You will still be able to use lesser magic – and your augmentations will remain intact – but you will impact the world in a significant manner just this once." After providing you with instructions, the staff goes silent, awaiting your answer.



Discard card C023.  
Take cards C118 C186.

## P329

You reach out with your staff and touch the book. Its pages come to life, becoming whiter and filling with notes. The staff starts explaining the power you have just unlocked.

"The Shrine will allow you to achieve anything you want and influence the time and space around all the people in this world. As the price to pay, this will drain you of most of your arcane potential. You will still be able to use lesser magic – and your augmentations will remain intact. By using this power, you will significantly impact the world." After providing you with instructions, the staff goes silent, awaiting your answer.



Discard card C166.  
Take cards C019 C183.

## P328

Suddenly the hatch opens, letting in a beam of bright light that blinds you for a moment. A woman comes down the stairs, her clothes torn and dirty. She looks extremely tired, and it takes you a moment to recognize her.

"Sevilia?" you finally ask, catching a glint in her eye. "My love! What have they done to you? I was sure there was still time for me to protect you from being exiled!"

"Gilbert?" she asks, as if disbelieving her own eyes. "Has madness taken you? It's been two years since you disappeared! "How?" you ask, but Mora steps in.

"If I may," she says. "Time flows much slower here than outside. This is how I managed to survive for so long without going insane myself."

"Who is she?" Sevilia asks you, her eyes narrowing.

"I'm Mora," the answer comes before you open your mouth.

"To make matters clear and simple, it should be enough to say that I share a common goal with him."

"What goal?" asks Sevilia, slightly agitated. "I spent three months spying on the cult and then nearly two years trying to find Gilbert. I'm not leaving without answers," she says firmly but as she speaks your name, her eyes soften. "And I'm not leaving without you," she says in a tone that reminds you of everything that was ever good in your life.

You see no reason to hold anything back from Sevilia, so you tell her everything. It takes some time but when you're done, you feel part of your burden being lifted.

Mora refuses to leave her asylum, but she uses her knowledge and skill to augment Sevilia's lifeforce, allowing her to truly join you in what is to come. Mora also gives you her book.

You say short goodbyes and leave, knowing now that time in this place does not work to your advantage.



Take cards C017 C153.  
You are back in the Travel Phase.

## P330

You slide the key into the book's keyhole – it fits perfectly. As you turn the key, the book partly opens only to show you another lock.



Discard cards C025 C029.  
Take card C170.

P327  
P328  
P329  
P330



P331  
P332  
P333  
P334  
P335

## P331

"I do not know if it will help or hinder you but I can tell you about everything I've seen and about all I wanted to achieve," says Mora. "Since time is of no concern to us, you might find my tale useful. Now, where do I begin?"

She starts by telling you all about her life in the town, which – back when she was younger – spanned across the river the river. She recalls the time when wyrmvines started to penetrate the wall and invade the city. As her story continues, you realize that it is much like yours. Mora lost her parents and was supposed to be sacrificed to the wilderness. Unlike you, she wasn't trying to fit in. Instead, she isolated herself from others, studying a stolen book of magic. When they cast her out, she already had a plan. She challenged the towers at a time when fewer people would have attempted what she was planning to do. Upon her victory, she selected the power of time, hoping to somehow undo the damage done to the people of this world. She wielded this power to awaken the mirror in the very room you are in now – and started a new quest. One that was to lead her to more answers. You ask if you could tap into that dimension of dreams she mentions, and at first Mora refuses, instead simply telling you what she saw. Failure after failure, attempt after attempt, she tried to do right by all, but her deeds would twist and turn against some. Yet, she would not give up. Months turned into years, as she continued trying new ideas and approaches – to no avail. Finally, she gave up and destroyed the very mirror that was her greatest hope.

Recounting her whole story takes hours – maybe even days. You feel more and more lost in the twists and turns and complications arising at every step. In the end, you decide to once again ask her to grant you access to this other dimension she spoke of.

"I can show you how to get there," she relents after a moment. "However, what you do with this knowledge will be up to you. I'm neither going to help nor stop you."



Discard card C110.  
If your current Spirit is 9 or more, read P336.  
Otherwise, read P311.

## P332

You turn back to the town, wondering what's going on there.



If your current Charisma is 20 or more, read P308.  
Otherwise, read P337.

## P333

You catch yourself zoning out for long moments. All your conversations with Mora seem to blend into one, focused on this other dimension she told you about.

One day the hatch opens again, and a dirty village girl in tattered clothes comes down the stairs. You don't want to be disturbed, so you try to get rid of her as she tries to grab you, crying about a life long gone. You do not want to listen, so you cast her back outside and lock the hatch. Undisturbed once more, you summon the portal again and tap into the world of possibilities.

Mora just watches you from a corner, saying nothing. As you close the portal, you notice a wet stain on your chest. You ask Mora about it, and she says, "It was that girl that came in here. Her name was Sevilia. You knew here once. The wet stain is her tears."

It takes you a few hours to bring back that name, uncovered from memories mostly lost in a tangle of dream visions. When you finally do, you still doubt if that was really her you saw, or merely a part of one of your visions. At this point, you desperately need more answers and more ways to tap into them. You open the largest portal you can, drop all you carry and just walk in. It closes right behind you.

"Welcome, Gilbert," says a familiar voice. "You are the Keeper now. Let me show you how to shape this world."



The End.

## P334

This resembles a sundial, but it is shaped a bit differently. It was probably used in different regions of the world. Some parts are scratched off.



Take card C056.

## P335

You manage to sneak up on one of the guards and take him out, but a strong punch from the other knocks you to the ground. He grapples you and calls out for backup. Barely remaining conscious, you have no strength to fight back. The guards throw you out, warning that next time there won't be a next time.



Take card C006.  
You are back in the Travel Phase.



## P336

You follow Mora's instructions and – with a little help from your staff assistant – you finally manage to open a small, swirling, pitch-black portal. On the other side you see a demonic face looking back at you with a hungry smile. "Another traveler?" says the entity on the other side. "Welcome! My name is Lucius. What would you like to see? Let me first tell you that we've seen it all, as this is the place where all possibilities meet. This is the realm of dreams. Since we don't have much else to do here, I'd be happy to assist you!" A barrage of images assaults you, showing the life that was, the life that is, and the life that could have been, depending on countless small changes in your history. You see yourself growing up under the care of your parents. You see yourself back in town with Sevilia at your side – oblivious to anything happening beyond the town walls. You see yourself as a tailor, as a blacksmith, as a skilled hunter, and more! Some of these images bring you joy. Others seem terrifying. However, all of them get your undivided attention. You quickly lose track of time.

Suddenly, the portal disappears and you find that Mora is glaring at you silently, as if waiting for something.



If your current Sanity is 1 or more, read P328.  
Otherwise, read P333.

## P337

You have to take the long way into the city in order to avoid its old sections. You have no problem getting through the river as – to your utter surprise – you now know how to swim really well! As you stealthily approach Sevilia's house, you catch a conversation between two cultists. They are talking about imprisoning her for the next few months. Upon hearing that, you rush in, your new powers at the ready, and handily best your opponents, dropping both of them within seconds.



If your current Stamina is 12 or more, read P319.  
Otherwise, read P335.

## P338

The head of a person looks really interesting to you. As you look inside, you find some inscriptions.



Take card C149.

## P339

Having received instructions from the staff, you easily locate a place called the Shrine of Mankind. Inside you find some statues and a closed book.



Discard card C080.  
Take Location Card L10.  
Take card C092. Take 4 Action Tokens.  
Place 1 Action Token on space B2 on the Map Card and read the corresponding paragraph in the Story Book.

## P340

A book marked with a round symbol – and with a keyhole! As you come closer, it starts jumping around the altar. Clearly, this book wants to be picked up.



Take card C029.  
At this point, you can choose to stay in the Shrine to explore it, or you may go back to the Travel Phase. In fact, you can freely switch back and forth between the Travel Phase and exploring the Shrine, as much as you like, until the moment comes when you choose how to use your power.  
Traveling around Wyrmmwoods will not expend any of your Action Tokens.

## P341

You spend the rest of the day with them, telling them about everything you've been through and listening to their stories of failed attempts in the towers and their life in the forest. The time together fills you with warmth and joy you've not experienced for a long time.  
However, the very next day you have to get back to the task at hand. You leave, this time hoping that – when all of this is over – you will be able to come back here to see them way more often.



Take card C130.  
You are back in the Travel Phase.

P336  
P337  
P338  
P339  
P340  
P341



	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						