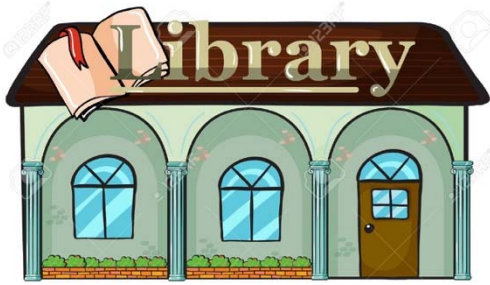


Name _____



Eliza's Quest to Save Her Town

In the heart of an unassuming town lay a secret that few knew about—an ancient library hidden beneath the cobblestone streets. To the average observer, it was just a quaint, old building, but those who had stumbled upon its wonders knew better.

The library was a repository of rare books, unlike any other. Its shelves held tomes with the power to transport readers into the very worlds of the stories they chose. Want to explore the grandeur of ancient Egypt? Open a book, and you'd find yourself amidst pharaohs and pyramids. Longing for an adventure in a faraway galaxy? There was a book for that too.

Residents of the town had cherished this hidden gem for generations, relishing the opportunity to experience countless adventures without ever leaving their humble abode. Children grew up with the library as their playground, and the elderly found solace in the pages of books that brought their dreams to life.

But the library held a dark secret, unbeknownst to all but a few. The more time one spent in the world of a book, the more they became disconnected from their own reality. The town's people who ventured too often into these stories began to lose touch with the real world, and they gradually faded away, leaving behind nothing but an empty shell.

Now, a young girl named Eliza had uncovered the library's secret. She embarked on a quest to save her town from the alluring but perilous worlds within the books, determined to find a way to break the spell that held its residents captive.