

The
Quiet
PART 1

ADVENTURE GUIDE

The Quiet: Part 1, is a collaborative adventure game created by interactive artist Risa Puno and longtime D&D enthusiast Avi Dobkin in response to the COVID-19 crisis. Designed for playing remotely, this participatory artwork is rooted in tabletop role-playing game mechanics where one player presents others with narrative situations to which they respond and react. This delightfully analog, call-and-response format offers a welcome reprieve during a time where everything has been digitized. The way the story develops is informed by what the players decide to investigate and explore—the narrative becomes a living, breathing entity, shaped by their personalities and value systems. This malleable framework is an ideal way to introduce a small sense of agency during a time when many things feel beyond our control.

While *The Quiet* maintains some of the fantasy elements that have come to be expected in these types of games, this collective storytelling experience is inspired by the complex emotions and social dynamics of this unprecedented moment in history. Rather than a distraction or escape, *The Quiet* is intended to help people engage with themes of safety, guardianship, access, and support. It provides players a disarmingly fun opportunity to consider content that might otherwise seem overwhelming during this time of uncertainty.

FREQUENTLY ASKED QUESTIONS

• Why is this called “Part 1”?

The Quiet is a story that will be told in two parts. Each part is a complete adventure that can be experienced on its own. It tells a full story that will be part of the larger narrative when both parts are complete, like a movie and its sequel.

• How many people can play?

This game is designed for 3-5 people. One person chooses to play the Narrator and the other players each take the role of a Character.

In Part 1: the Narrator runs separate sessions of the same adventure for each of the 2-4 Characters. Each Character plays one-on-one with the Narrator. In Part 2 (coming soon): all Characters will play together in a single session with the same Narrator.

The Narrator’s main responsibilities are presenting the situations to the Character, running the game mechanics, and narrating the results of the Character’s actions. The Character decides what actions they take in response to the story that the Narrator presents. The story changes based on the decisions they make.

• Do I need to know how to play Dungeons & Dragons?

Definitely not! This game was designed for anyone with an internet connection who can read English or Greek. Our goal was to create a simplified version of tabletop role-playing game mechanics that can be picked up and played really easily.

• Do we have to play in person?

No! In fact, this was specifically designed to be played by people who are not in the same location. It can be nice to be able to see the people you are playing with over video chat; however, this game can also just be played over the phone as long as the Narrator has a way to send files and images to the Characters during the game. The Narrator has information that the Character shouldn’t see, so if you live in the same home, play using different devices.

• Can I play by myself?

Unfortunately, no. This time is already marked by so much isolation that we wanted to create a way for people to be able to gather virtually.

• How long does it take to play?

Learning how to play should take about 45 minutes for the Narrator and 15 minutes for each Character. (The Narrator only needs to learn how to play once, even when running the adventure in different sessions for multiple Characters.)

Each adventure session in Part I should take about 45 minutes to play. The Narrator plays one-on-one with each Character. So if you have 1 Narrator and 3 Characters, then that Narrator will play three separate 45 min sessions with each Character.

• What if I don’t have a 20-sided die?

No problem! This game instructs players to roll a 20-sided number die (aka “d20”) to determine how successful your actions are. However, if you don’t have an actual d20 at home, you can just type “roll d20” into Google, or ask Siri or Alexa to “roll a d20.” (*More info in the Character Guide*)

• My friends and I are expert D&D players, do we have to use your rules?

Not if you don’t want to. We designed this game for anyone to be able to pick up and play; however, if you would rather play with mechanics, then your DM can just use this as a rough guide to convert this adventure for Tier 1 characters.

• When and where can I find Part 2?

Soon, and... we’re not sure yet. :) Follow @risapuno and @asdobkin on Instagram/Twitter to find out when Part 2 becomes available.

FOREWORD: Letter from the Creators

We didn't quite know what we were getting into when we started talking about writing *The Quiet*. It originally was going to be a Dungeons & Dragons adventure inspired by social distancing and the global coronavirus pandemic. One that would allow people to unpack some of the complicated feelings they are having and increase their sense of agency in an engaging way. Rather than being anxious due to uncertainty, players would be able to feel excited about discovering the unknown. A seemingly straightforward task, even if it wasn't necessarily an easy one. We thought that we would first come up with a basic narrative framework, and then everything else would fall into place. It turned out to be nowhere near that simple.

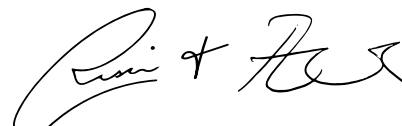
From almost the moment we began, things started to shift under our feet. One of the difficulties about writing about quarantine from inside of it was how our understanding of it kept changing. Each day, as the news brought new insights, worries, and hopes, the game grew with them. The process of writing *The Quiet* became a way for us to compare our different experiences and share hard-to-explain feelings regarding our own roles within the larger societal picture.

We found having the space to examine hard choices and sacrifices within the safety of a game so beneficial that we wanted to make it accessible to as many people as possible. But learning how to play a verbal adventure game like this can be extremely time-consuming. So instead of building a game on mechanics that can take weeks to learn, we wanted to capture the spirit of

this type of game in a format that could be picked up relatively quickly. We realized that if we wanted *The Quiet* to get into all the hands we hoped, then we'd need to come up with an entirely new gaming framework.

We had a lot of discussions about what makes this sort of game special. We even grappled with whether to call it a "role playing game." We didn't want to give people who are new to the genre the impression that our game was about acting or escapism. We started calling it a "collective storytelling experience" because we wanted a term that focuses on offering people the power to change and mold the narrative together. It is exhilarating to see how unique a story can become when multiple people bring it to life through collaboration. The idea of giving that feeling to people who might not have it otherwise, felt like something worth striving for.

It was a big push and we struggled, but we were actually able to develop our streamlined gameplay system and finish designing Part 1. While there are definitely things that we are hoping to tweak when we publish both parts in the future, we are really proud of what we were able to accomplish in this mad sprint. We hope that this game is as engaging, challenging, and helpful for you as it has been for us.



May 2020

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The Quiet

PART 1

Adventure Map

entrance
tunnel from
the surface

**The
Chamber
of Choice**

**The
Labyrinth**

**The
Tunnel of
Overwhelm**

**The
Medicinal
Garden**

**The
Contaminated
Chamber**

THE CONTAMINATED CHAMBER: Summary

CHARACTER GOAL

- Get across stream and through the wooden door on the opposite side of the chamber

INSPIRATION/CONCEPT

- Very clear problem with no clear solution
- Dealing with contamination
- Having to choose between being generous when it's harder to accomplish vs. being selfish (or possibly cruel) when it's easier

Obstacle #1 = Shallow Stream with Moving Particles

What players need to learn/discover about or from it:

- You need to cross the Shallow Stream to get to the Far Bank
- The liquid in the Shallow Stream is full of Moving Particles
- Moving Particles contaminate any surface that touches the liquid
- Moving Particles are harmful to people
- Moving Particles can only be removed with water or fire

Obstacle #2 = Debilitating Hunger

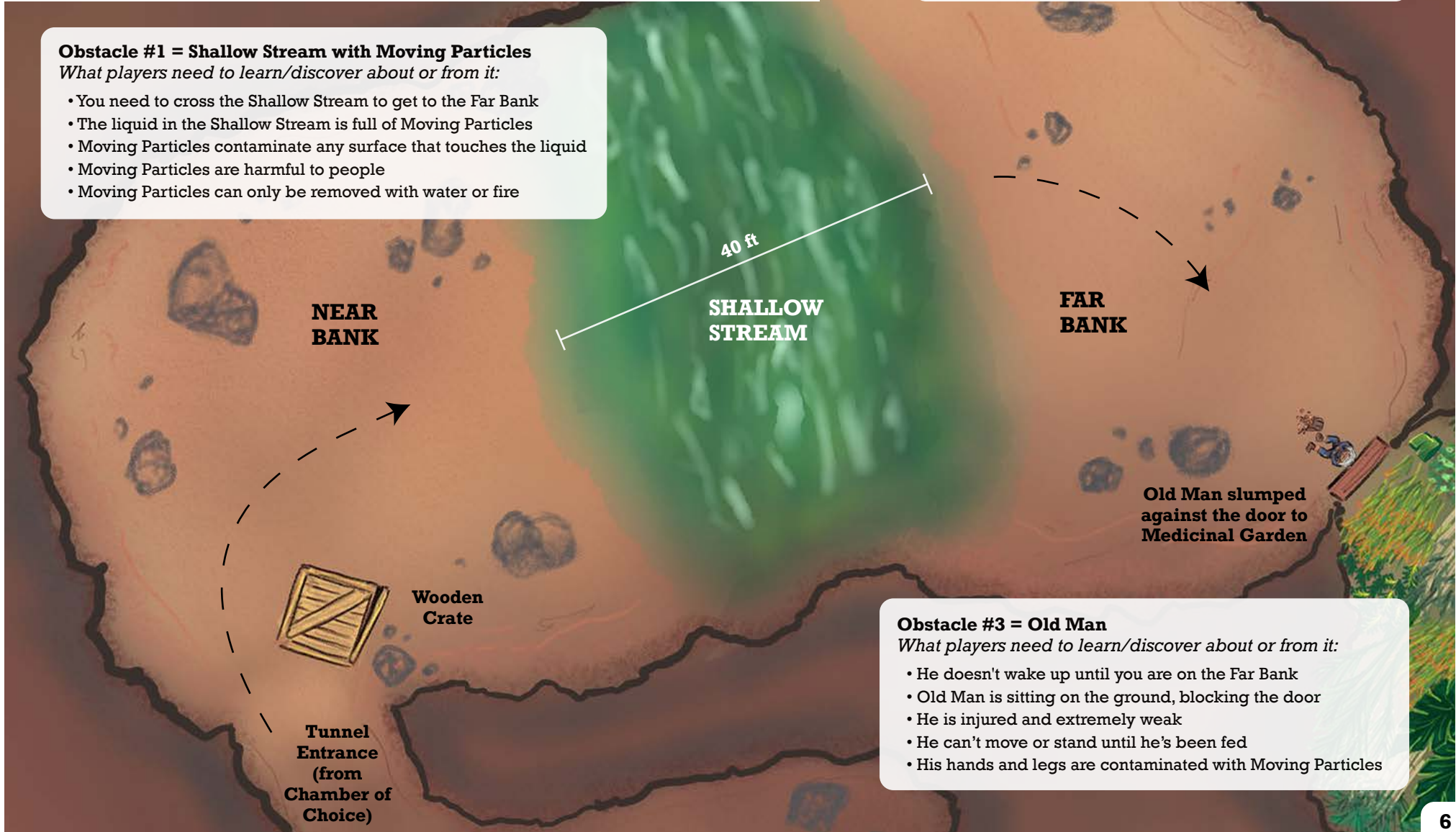
What players need to learn/discover about or from it:

- When you reach the Far Bank, after crossing the Shallow Stream, you pass out briefly from hunger
- Old Man has food
- Food has Moving Particles on it that must be removed
- If you try to leave the room without eating clean food, you pass out and wake up too weak to stand up

Obstacle #3 = Old Man

What players need to learn/discover about or from it:

- He doesn't wake up until you are on the Far Bank
- Old Man is sitting on the ground, blocking the door
- He is injured and extremely weak
- He can't move or stand until he's been fed
- His hands and legs are contaminated with Moving Particles



THE LABYRINTH: Summary

CHARACTER GOAL

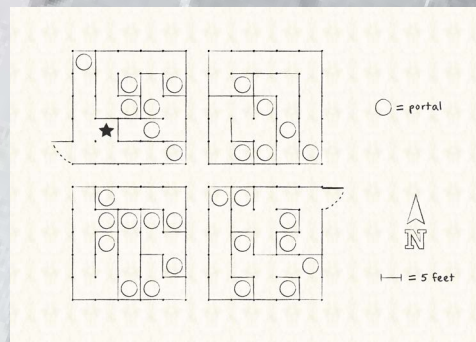
- Understand and navigate the 3-D maze using the scroll diagram and Narrator's descriptions

EMOTIONAL EXPERIENCE

- Player should feel confused at first, but then be able to use the information you provide to find path forward

INSPIRATION/CONCEPT

- Adapting to changing circumstances
- Understanding how the big picture fits together
- Indirect pathways
- Distracting environments



Obstacle #1 = The Scroll

What players need to learn/discover about or from it:

- It is a map of your current location
- You are starting at the 'star' in Section A
- You need to get to the door in Section D

Tool = "Back Button"

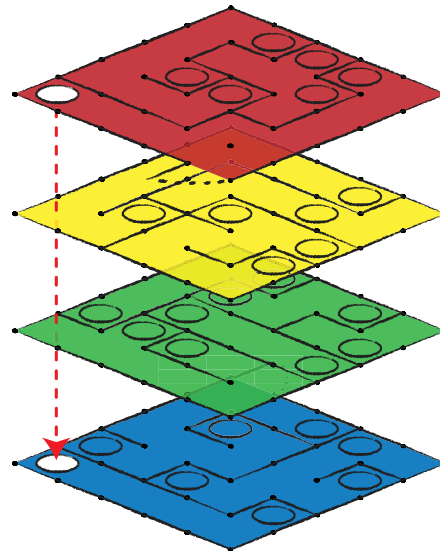
What players need to learn/discover about or from it:

- Pushing the button brings you back in front of the table with the star.
- This is the quickest way to bring you back to the beginning of the maze.
- > *After you get the Device and go back through the maze on your way to the outside world —* When passing through this room, you see that the star on the table has opened up to reveal a secret compartment. Inside, you can see a rather large gold coin with the words "THIS SPOT" engraved on the front."
- > *In the future (like in The Quiet: Part 2) —* when you push the button, you are transported to wherever you leave the "THIS SPOT" coin.

INTERACTION BASICS

- 1) The maze is designed as a 4-floor structure.
- 2) Each section of the map represents a different floor.
- 3) There are circles carved into the ground that delineate the boundaries of the portals.
- 4) When the Character steps into a portal, they are transported to a portal in the same position on a different floor.

For example, if they step into the portal in the NW corner of Section A (top floor, red walls), they travel to the portal in the NW corner of Section D (bottom floor, blue walls)



Obstacle #2 = Portals

What players need to learn/discover about or from it:

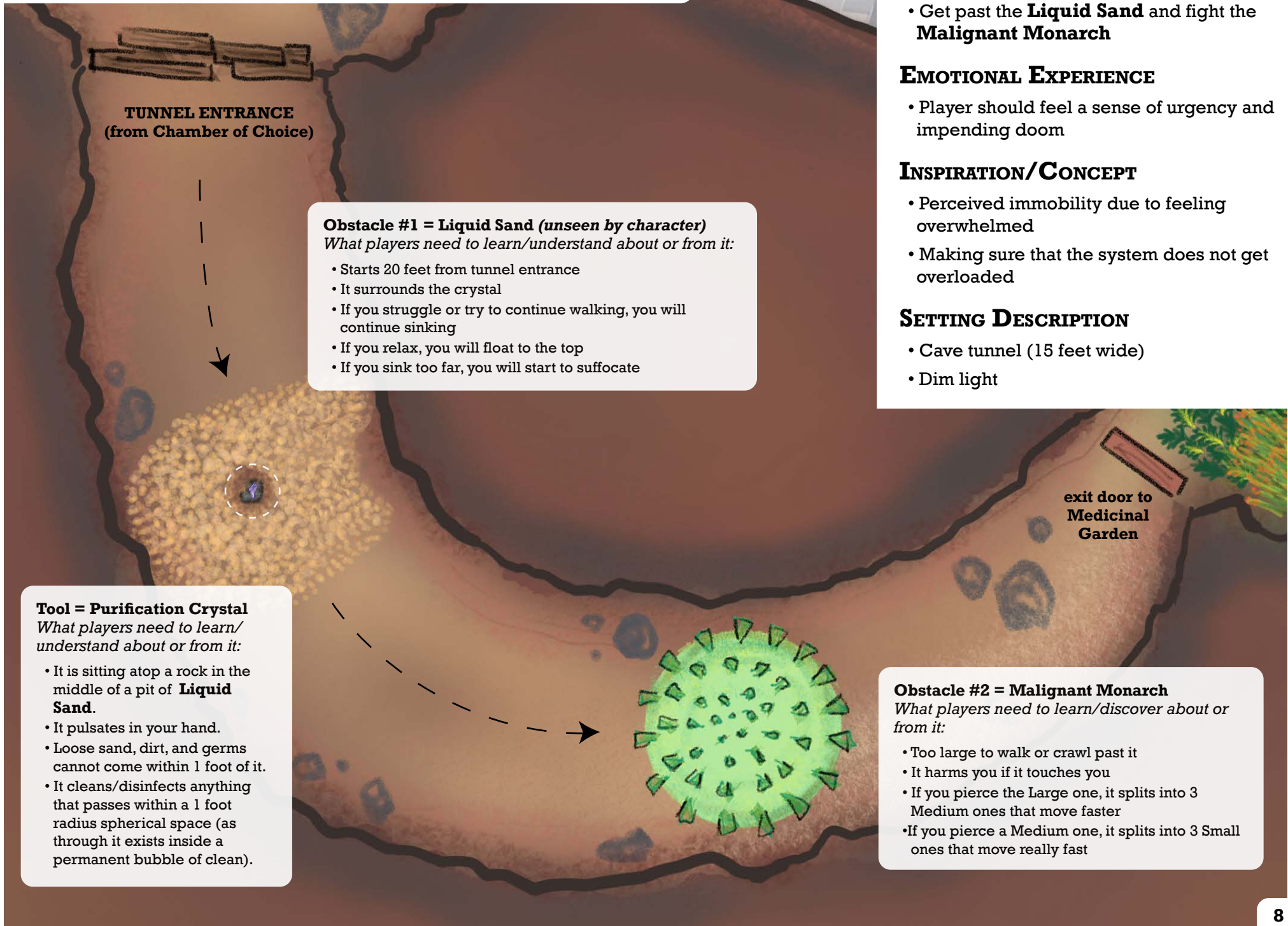
- If you step inside a circle, you travel to a different section
- The walls are different colors in each section. This starts as a small puzzle to figure out, then acts as a hint to help them locate themselves on the map when they exit a portal.

Obstacles that they may encounter in the maze, depending on which route they take:

(see legend and detail pages for more info)

- **Cyclone of Sweatpants** — entangles and disorients
- **Rowdy Cluster** — grapples and distracts
- **Monochromatic Boredom** — makes it harder to confirm location

THE TUNNEL OF OVERWHELM: Summary



TUNNEL ENTRANCE
(from Chamber of Choice)

Obstacle #1 = Liquid Sand (unseen by character)
What players need to learn/understand about or from it:

- Starts 20 feet from tunnel entrance
- It surrounds the crystal
- If you struggle or try to continue walking, you will continue sinking
- If you relax, you will float to the top
- If you sink too far, you will start to suffocate

Tool = Purification Crystal

What players need to learn/understand about or from it:

- It is sitting atop a rock in the middle of a pit of **Liquid Sand**.
- It pulsates in your hand.
- Loose sand, dirt, and germs cannot come within 1 foot of it.
- It cleans/disinfects anything that passes within a 1 foot radius spherical space (as through it exists inside a permanent bubble of clean).

CHARACTER GOALS

- Get past the **Liquid Sand** and fight the **Malignant Monarch**

EMOTIONAL EXPERIENCE

- Player should feel a sense of urgency and impending doom

INSPIRATION/CONCEPT

- Perceived immobility due to feeling overwhelmed
- Making sure that the system does not get overloaded

SETTING DESCRIPTION

- Cave tunnel (15 feet wide)
- Dim light

exit door to
Medicinal
Garden

Obstacle #2 = Malignant Monarch

What players need to learn/discover about or from it:

- Too large to walk or crawl past it
- It harms you if it touches you
- If you pierce the Large one, it splits into 3 Medium ones that move faster
- If you pierce a Medium one, it splits into 3 Small ones that move really fast

THE MEDICINAL GARDEN: Summary

Obstacle #1 = Pervasive Pollen

What players need to learn/understand about or from it:

- It has remained on your skin and clothes the whole time
- It floats off of you when you walk into the garden
- If you move, it billows off of you and kills any plants that it touches
- You cannot remove or stop it completely, but you can mitigate its spread with water or by covering it with fabric

NARRATIVE GOAL

- *The point of this chamber is to allow players to make a decision about what is more important to their Character.* Do they get the device, killing life-saving medicinal plants in the process? Or do they preserve the village medicinal garden and forfeit the chance to join the Keepers in the fight against The Quiet?

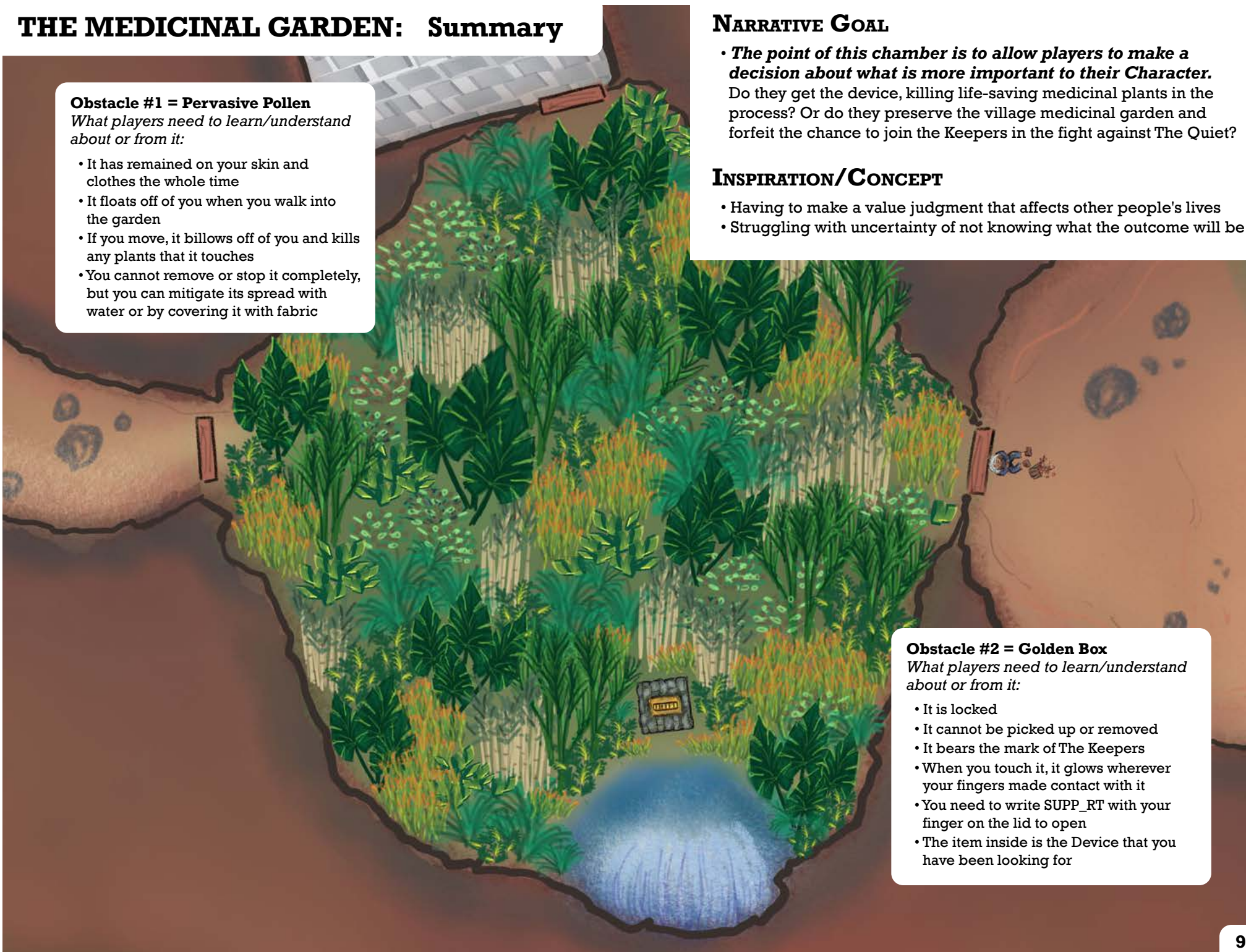
INSPIRATION/CONCEPT

- Having to make a value judgment that affects other people's lives
- Struggling with uncertainty of not knowing what the outcome will be

Obstacle #2 = Golden Box

What players need to learn/understand about or from it:

- It is locked
- It cannot be picked up or removed
- It bears the mark of The Keepers
- When you touch it, it glows wherever your fingers made contact with it
- You need to write SUPP_RT with your finger on the lid to open
- The item inside is the Device that you have been looking for



INTRODUCTION: Where The Story Begins

(read story out loud to player; they can follow along with 'Story Introduction' text at end of Character Guide)

“ The Quiet is always with us. It lingers in the background of our lives, ever on the lookout for an opportunity to expand. Like some insidious growth, its roots are deep within us, feeding on our fears and bolstering our faults, always forcing us apart when we need to come together. And when all are suffering under a global weight, when it can hurt us the most, The Quiet feasts. Basking in our suffering, and gorging on our pain.

The Quiet last emerged a century ago, while a mysterious plague swept across the land, killing many in its wake. We cloistered ourselves away, fearing each other as much as we feared affliction. We became hollow, and the bonds of community weakened and broke. In the spaces left behind, grew The Quiet. A dense fog of uncertainty swirled through empty streets. Where the cacophony of life had once rung out, only panicked murmurs remained. Petrified by the outbreak, the world succumbed to The Quiet.

We watched as all around us, people fell ill. Those skilled few that could fight were run ragged, as they did battle without sword or shield, valiantly defending all who came in contact with the disease. Meanwhile, the rest of us sat with folded hands, waiting for news of victory or despair.

Hopeless and helpless, we lost all sense of time. Meanwhile, The Quiet flourished. Some thought what we needed were answers, but in the absence of truth, we filled the air with misinformation, distraction, and lies. Others thought what we needed was stillness, but in the absence of peace, we turned to denial, indifference, and fear. But a few realized that neither noise, nor silence, would defeat The Quiet. We needed a place to listen, and a way to support.

And so rose the Keepers. Ordinary people who banded together out of necessity, out of desperation, out of duty. Together, they created The Forum. A way to connect and communicate, it became a space *for* collaboration, born *from* collaboration. And as we learned how to respect each other, The Quiet's grip weakened. As we committed ourselves to compassion, The Quiet receded. And as we listened to each other, we began to fill in the cracks The Quiet came through.

And so we declared victory.

Yet, while the realm celebrated, the wise Keepers knew that The Quiet had not been vanquished. They knew that it continued to live deep in our hearts, and would rise again the next time we faced an unperceivable threat. So, in order to preserve access to The Forum, they created powerful Devices. Every village was given a golden box containing one precious Device, a safeguard for when The Quiet returned.

And now, that time is upon us. One hundred years later, we are again fractured and disconnected. But today, The Keepers live only in legend, and the locations of their powerful Devices have been long since forgotten.

Or so we thought.

A few days ago, you were woken up by a knock and a letter slipped under your door bearing an unfamiliar crest. A dark square set inside a circle.”

INTRODUCTION: Letter from The Keepers

OPENING THE LETTER

“ You break the seal with your finger and unfold the letter. It reads...”

> *Ask player to go to last page of Character Guide and read letter out loud*

To a Kindred Spirit,

I am writing to you on behalf of The Keepers. We are calling on you to join us in vanquishing The Quiet.

One hundred years ago, we entrusted each village with a golden box containing a powerful Device. Your village, like several others, chose to hide its box in its most protected place—the sacred garden where your healers cultivate the many medicinal plants and herbs that the village relies upon. A relic of the past, the box sits on a stone pedestal that has been overlooked and unremembered. But we trust that it has remained safe there for the past century.

Now that The Quiet has returned, we are asking one person from every village to find their Device and join us. We have seen how much you care for your mother. How, after she came home sick from treating those in need, you have diligently administered the medicinal herbs she needs to live. We admire your devotion to her, as well as the respect for the healing power of the plants that she has passed on to you. It is that reverence you hold for all life that we find most worthy.

If you decide to join us, you must go to the cavern that houses the medicinal garden and recover the Device. When you have it in hand, you will be given further instructions for how to connect.

We do not take this request lightly. As you are aware, the tunnels that lead to the garden are fraught with perils designed as protections from those who would do damage to the life-giving plants within. And of course, it will be difficult to leave your mother in someone else's care. However, when society is in danger, able individuals must be willing to take on additional responsibility.

We look forward to fighting alongside you, should you accept this duty. Your mother, your village, and the world are counting on you.

Yours In SUPPORT,
One of Many

ENTRANCE TO THE CAVERN: Getting through the Flowering Vines

ARRIVING AT THE CAVERN

(read out loud to player)

“ The next day, you pack a backpack with a few belongings that you think might be useful. You've never undertaken anything like this before and you have no idea what lies before you, but you do your best with what you have. After saying goodbye to your mother for what you hope isn't the last time, you head out into the wilderness.

The cavern with the medicinal garden is less than a day's journey from your home. You make the trek easily and are in good spirits when you get to the familiar section of woods. You round the final bend expecting to see the cavern entrance, but instead, you see a clump of gnarled vines growing bright yellow flowers.

Would you like to investigate them more closely?”

If Character investigates vines:

“Stepping up to the dense patchwork of vines, you see that they cling tightly to the rocks surrounding the opening to the cavern. Their puffy yellow flowers are completely obscuring your view of the tunnel beyond. It is curious how closely they are intertwined, considering that there are no other nearby plants in competition for water or light.

You don't recognize the plants exactly, but you can tell that this growth is fairly new. You suspect that they've been here less than a month, and probably grew because no one has been by to clear them.

How would you like to proceed?”

WHAT YOU CAN TELL THEM

General Reminders:

- They came here to find a Device from the Keepers.
- The Device will help them connect to the Forum and join the fight against The Quiet.
- The Device is inside a golden box in the village's medicinal garden.
- The medicinal garden is deep inside the cavern and protected by many secrets.
- The garden is full of life-saving plants used by the people in their village, including their mother.

About the Cavern Entrance:

- Cavern entrance is blocked by vines with puffy yellow flowers.
- They need to get through vines in order to enter cavern.
- They can only use what they brought or what is around (just some sticks and rocks).

WHAT THEY SHOULD DISCOVER

() = optional discovery

Only when they touch the vines/flowers:

- *See script in Special Actions below* — If they touch any part of the vines or flowers, all the flowers burst in a cloud of pollen. They get totally covered in pollen.
- (They can't get it off of themselves. Water just makes it stick more.)
- (The pollen doesn't hurt them.)

When trying to get through vines:

- They can use any physical method (cutting, burning, pulling, etc.) to get through vines.
- If they can't get through one way, they need to try a different approach.
- ***There is no way to get through the vines without getting covered in pollen.***

SPECIAL ACTIONS

- **For the first time that Character touches the vines/flowers (with tool or hands):**
"As you get closer to the vines, your wrist brushes against the fuzzy petals of one of the yellow flowers. You hear a faint puff as the entire flower head explodes in a cloud of yellow pollen. Suddenly, the rest of the bright flowers begin bursting in a dusty chain reaction, and you find yourself covered head-to-toe in yellow pollen."
- **To get through the vines:** "Please roll for Physical success"
[example of how rolls for success work]
Roll needed for Physical success = 5
 - > **If roll is successful** — Describe in detail how their action successfully makes enough space to get through the vines, then GO TO NEXT PAGE
 - > **If roll is unsuccessful** — Describe in detail how their action is not able to make enough space to get through the vines + "Would you like to try a different approach?"

THE CHAMBER OF CHOICE: Inside the Cavern

DESCENT + ENTERING CHAMBER OF CHOICE

“Annoyed at yourself for not finding a way to get past the vines without getting coated in yellow pollen, you look down into the dark cave mouth. You’re not usually one to walk into unknown risk, but these days everyone is taking on roles to which they are unaccustomed. You swallow your uncertainty, ignite your torch, and climb down into the opening.

The path downward is steeper than you expected, and you lose your footing a couple of times, sliding on the rocky earth before you regain your balance. You breathe a sigh of relief when the ground starts to flatten out, and you see a faint glow of light ahead.

You walk toward the light and you find yourself in a large interior chamber of the cavern. The air is circulating more freely here, and it is easier to see. Stalactites and stalagmites are scattered around the edges of the floor and ceiling.

On the far left of the chamber, you see a wide passageway covered with an iron grate. To the right of that, you see a polished wooden door with some brass elements. And on the far right, you see a boarded-up mineshaft.

Would you like to inspect anything closer?”

Entrance Tunnel
(from surface)

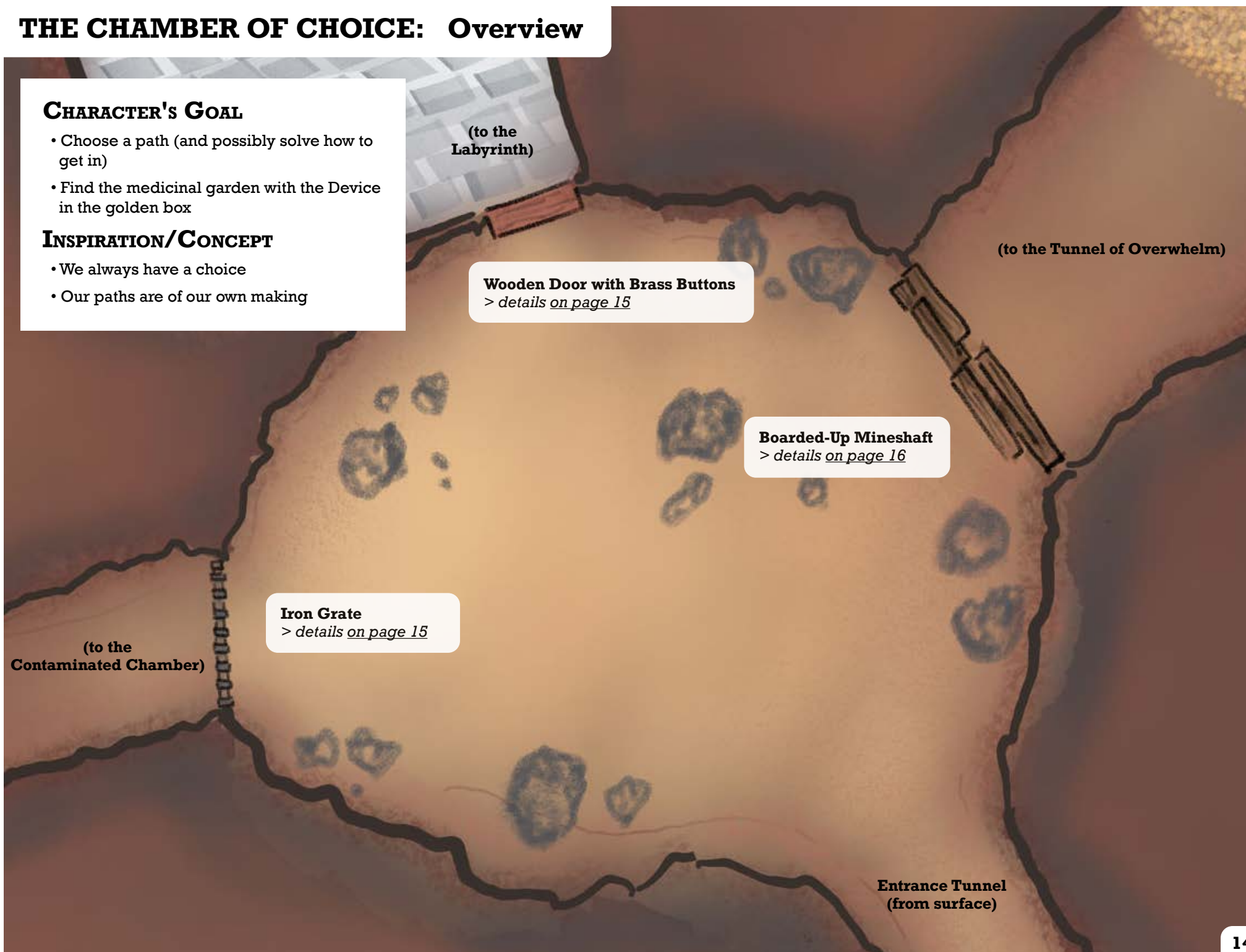
THE CHAMBER OF CHOICE: Overview

CHARACTER'S GOAL

- Choose a path (and possibly solve how to get in)
- Find the medicinal garden with the Device in the golden box

INSPIRATION/CONCEPT

- We always have a choice
- Our paths are of our own making



(to the
Labyrinth)

(to the Tunnel of Overwhelm)

Wooden Door with Brass Buttons
> details [on page 15](#)

Boarded-Up Mineshaft
> details [on page 16](#)

Iron Grate
> details [on page 15](#)

(to the
Contaminated Chamber)

Entrance Tunnel
(from surface)

THE CHAMBER OF CHOICE: Choosing a Path (1 of 2)

IRON GRATE

“You walk to the end of the chamber and approach the iron grate. You see that rust has gathered in the crevices of the grate, but it still looks quite sturdy. Beyond the grate you can only see about 3 feet into a tunnel; the path beyond that is cloaked in total darkness. Hanging loosely from the latch is a broken padlock.”

WHAT YOU CAN TELL THEM

- Far left side of the Chamber of Choice

WHAT THEY SHOULD DISCOVER

- Doesn't require any work to get inside

SPECIAL ACTIONS

- **If Character opens the Iron Grate:**

“After swinging the heavy iron grate open, you walk into the dark passageway. You can't see very far into it, but the echoes of your footsteps suggest that it is very long. How do you proceed?”

If Character decides to walk into tunnel, proceed to The Contaminated Chamber on page 17 of Adventure Guide →

POLISHED WOODEN DOOR

“The heavy door in front of you has a set of three large, brass buttons that are mounted across the middle of the door, at about eye level.

Above the buttons, a large brass plaque is set into the wood, and there are smaller plaques below each button.

The large plaque is engraved with the following words: ‘At least one button will need to be pushed to gain entrance. The labels below were written by creatures that can only tell lies. Push the wrong button and this path is closed to you forever.’

The label under the left button reads: ‘Push the middle button.’

The label under the middle button reads: ‘All the buttons must be pushed.’

The label under the right button reads: ‘Only push one of these buttons.’

What do you do?”

WHAT YOU CAN TELL THEM

- Located in the middle of the chamber (between the Iron Grate and Mineshaft)

WHAT THEY SHOULD DISCOVER

() = optional discovery

- They must solve riddle to open the door
- They only have one chance to press the correct buttons
- (Pressing the incorrect buttons makes the door mechanisms melt and fuse shut)

SPECIAL ACTIONS

- **If they push the left and right buttons:**

“You confidently press the left and right brass buttons at the same time. After a few seconds of holding your breath, the door gives a shudder, and you hear mechanical clicking and whirring, as though a giant clock has come to life. Eventually, you hear the deep ‘thunk, thunk’ of two big bolts retracting and the clicking stops. The door gives a creak as it starts to open toward you. Would you like to continue?”

- **If they push any other combination of buttons:**

“You push the button(s) and wait. The door shudders and you hear a few seconds of clicking and whirring. But then you hear hissing and gears grinding against one another. As the mechanisms come to a halt, steam sprays out of the cracks around the door, and you smell something acrid. You get the feeling that your answer might have been incorrect. Would you like to inspect anything else in the room?”

If Character is able to open the door, proceed to The Labyrinth on page 22 of Adventure Guide →

THE CHAMBER OF CHOICE: Choosing a Path (2 of 2)

BOARDED-UP MINESHAFT

“You walk toward the seemingly abandoned mineshaft. There are thick boards completely blocking the tunnel.”

WHAT YOU CAN TELL THEM

- Far right side of the Chamber of Choice
- Boards have been nailed to the framing around the mineshaft entrance.
- Mineshaft entrance is about 10 feet wide.
- They can't see through the boards - cracks aren't big enough.

WHAT THEY SHOULD DISCOVER

- They can remove boards with force, tools, or fire

Only after removing board(s):

- (The tunnel goes straight then curves to the left. They can't see where it ends.)
- When the boards are gone, they can enter the tunnel.

SPECIAL ACTIONS

• To remove boards using force:

Roll needed for Physical success = 15

- > **If roll is successful** — You give a great big tug and you are able to get one of the boards loose. You put everything you can into the next pull, and the board comes clean off as you fly backwards, landing on the dirt floor.
- > **If roll is unsuccessful** — You try as hard as you can to pull and tug, but the boards don't budge. All you managed to do is knock a thick layer of dust off of them.

• To remove boards using tools:

Roll needed for Physical success = 10

- > **If roll is successful** — You are just able to get your <insert tool name> into the cracks between the boards. You use your weight for leverage and manage to pry it out of the framing.
- > **If roll is unsuccessful** — You are not quite able to fit your <insert tool name> into the cracks between the boards. Instead of prying it off, you end up chipping the corner of the board a little.

• To remove boards using fire:

Roll needed for Physical success = 5

- > **If roll is successful** — You hold up your torch to the old boards and wait until they start to smolder and ignite. You fan the flames, and step back to watch the boards burn.
- > **If roll is unsuccessful** — You hold up your torch to the old boards and wait. Unfortunately, the boards smoke a little but never catch fire. They must be a little damp from water runoff in the cavern.

• If they want to look inside after removing boards:

"The light is dim, but you see that the tunnel is about 15 feet across. It extends straight for a bit, then curves to the left so you can't see where it ends. Would you like to continue?"

If Character removes boards and decides to continue into mineshaft, proceed to The Tunnel of Overwhelm on page 26 of Adventure Guide →

THE CONTAMINATED CHAMBER: Journey to the Contaminated Chamber

Entrance to
Contaminated
Chamber

A LONG, DARK TUNNEL

(after the iron grate in the Chamber of Choice)

“ You ignite your torch, and you are surprised by how small the flame is. It also doesn't seem to be casting as much light as it normally does. However, you can still make out the path ahead of you, so you continue forward into the darkness. Time seems to drag on in the long tunnel, and you get the impression that you've been walking for hours. Your stomach lets out a long, mournful groan, and you feel extremely lightheaded. You fear that if you don't eat, you may pass out from hunger. What do you do?”

- Character cannot continue without consuming all of the food that they brought

If they decide to eat food and continue:

“ After what seemed like a woefully small snack, you still feel famished. However, you are no longer lightheaded, so you press onward. As you round the last bend in the tunnel, you see that there is a light up ahead. You walk through an opening and pause next to a large, 6 foot crate. The tunnel has opened up into a wide cavern and it is easier to see here, so you extinguish your torch.

This space has the same craggy rock walls as the previous chamber, but the ceilings are covered in stalactites. Boulders, twigs, and branches are scattered across the ground.

As you make your way around the wooden crate and turn to the right, you find yourself on one side of a shallow stream. It is about 40 feet across and spans the width of the chamber. Its dark green liquid is cloudy, bubbling ever so slightly, and smells faintly of sulfur.

Looking across at the far bank, you see that it is similar to the one you are standing on, except for a large, wooden door on the right-hand side of the bank—it appears to be the only way out of the room, other than back up the long tunnel. A figure dressed in blue sits slumped up against it, his feet obscured by some sort of sack.”

Iron Grate
(in Chamber
of Choice)

THE CONTAMINATED CHAMBER: Overview

CHARACTER GOAL

- Get across stream and through the wooden door on the opposite side of the chamber

Obstacle #1 = Getting across the Shallow Stream with Moving Particles
> details [on page 19](#)

Obstacle #2 = Hit by a wave of Debilitating Hunger
> details [on page 20](#)

40 ft
SHALLOW STREAM
with Moving Particles

FAR BANK

Old Man slumped against the door to Medicinal Garden

NEAR BANK

Wooden Crate
[on page 20](#)

Obstacle #3 = Getting Old Man to give you food and move away from the door
> details [on page 21](#)

Tunnel Entrance
(from Chamber of Choice)

THE CONTAMINATED CHAMBER: Crossing the Shallow Stream

THE SHALLOW STREAM

WHAT YOU CAN TELL THEM

- Stream = 40 feet across, 1.5 feet deep, and spans the entire width of cavern
- There is no path around the stream
- Must cross stream to get to door on the Far Bank
- Liquid = dark green, cloudy, bubbling, and smells faintly of sulfur

WHAT THEY SHOULD DISCOVER

() = optional discovery

When they take a closer look at the liquid:

- The liquid in the Shallow Stream is teeming with **Moving Particles**
- Particles = Tiny, wiggling, glowing green

If they put an object or part of their body in the liquid:

- Moving Particles stick to and contaminate any surface that they come into contact with
- If Particles touch their body, it hurts them (see below)

If they try to decontaminate themselves or an object:

- Moving Particles can only be removed with water or fire (see below)

SPECIAL ACTIONS

• If they touch the liquid:

- > Character feels a searing pain that starts at exposure site and extends further into body. (They **lose 1-3 points of Resilience**, depending on how much of body was exposed.) Contaminated area is covered in Moving Particles and continues to throb until they decontaminate themselves.

• If they want to remove the particles:

- Moving Particles can only be removed with **clean water or heat** (or Purification Crystal from the Tunnel of Overwhelm)
- > **Decontaminating the Old Man's food with water requires using up the entire canteen**
- **Burning own body** = Lose 1-3 points of Resilience (depending on how much of body is burnt)
- Rubbing or wiping contaminated area with cloth or another object does not remove the particles—it just spreads them to that object as well (**-1 point of Resilience for each newly contaminated body part**)

If player gets stuck: Try directing their attention to the Wooden Crate (on page 20) by asking if they would like to look around for things that could help them.

CROSSING REQUIRES CREATIVITY

Players have to create their own solution for how their Character gets across. In addition to their equipment, there are some things in the environment that they might be able to use to get across:

- Boulders/rocks of various sizes
- Sticks, twigs, and branches
- Stalactites (30 ft overhead)
- Wooden Crate and its contents (see next page for details)

• To cross the stream:

Roll needed for Physical success = depends on what method the Character chooses

- Easy task (like breaking down the crate into boards) = 5
- Medium task (like pushing boulders into the stream) = 10
- Difficult task (like rock climbing on the cave walls to get across) = 15

(more details about determining difficulty in 'Narrator's Guide')

As the Narrator, it's up to you to decide how difficult you make it for them. If it's too easy, they won't feel like they've earned it. If it's too hard, they'll feel desperate, frustrated, and might want to quit. It's all about striking the right balance between challenging and rewarding, and every player is different.

There is not one right answer and some solutions require several steps. Here are some examples of ways that our playtesters did it, as well as issues that came up:

- Use the crate as some sort of boat/raft
 - > they need a way to navigate/propel their boat
 - > the crate will float but some liquid may leak through the cracks on the journey across
- Lasso a stalactite to swing across
 - > their rope may get contaminated if they miss (or when they undo the lasso)
 - > no way to take the Old Man with you when you return
- Lasso a boulder on the Far Bank to tightrope walk across
 - > you lose your rope bc you can't untie it from the other side
- Use large rocks and the boards from the crate to build a bridge
 - > takes several steps (so possibly requiring more rolls and leaving a lot of your success to chance)
- Build stilts using the crate for raw materials
 - > can be difficult without knowing how deep or flat the bottom of the stream is

→ *If Character is able to cross the Shallow Stream, proceed to the Far Bank and Debilitating Hunger on page 20*

THE CONTAMINATED CHAMBER: Wooden Crate + Debilitating Hunger

WOODEN CRATE

(additional resource to help them get across the Shallow Stream, located on the Near Bank, next to tunnel entrance from the Chamber of Choice)

WHAT YOU CAN TELL THEM

- Shipping crate made of light-colored wood
- 6 feet on each side
- Used, but still structurally solid
- One side of crate is ajar (see picture below)

If they open it, they find:

- 20 feet of twine
- Steel crowbar

WHAT THEY SHOULD DISCOVER

() = optional discovery

- Surprisingly lightweight for its size
- (Low density means that it will easily float in the Shallow Stream)
- (It is not watertight, which means some liquid may leak through the cracks if they try to use it as a boat)
- Can be broken down for raw materials to build something else



If player gets stuck and hasn't explored the Wooden Crate: try to draw their attention to it by asking if they would like to look around for things that could be useful to them

WHEN THEY GET TO THE FAR BANK, AFTER CROSSING THE STREAM:

“ As you walk up the Far bank, you suddenly feel as though the world is spinning. You are overcome by a wave of Debilitating Hunger and you pass out. As you go down, you hit your head on a rock and **lose 1 point of Resilience**. When you regain consciousness a few moments later, you still feel a little lightheaded, but stable enough to walk. However, you know that you need to get something in your stomach before you pass out again.”

DEBILITATING HUNGER

WHAT YOU CAN TELL THEM

- Since in the chamber, they have been intermittently experiencing: sharp pangs of hunger, loud stomach gurgles, and feeling lightheaded
- They need to eat or they might pass out again.

WHAT THEY SHOULD DISCOVER

() = optional discovery

- They must get food from the Old Man. (see interaction details on page 21)
- They should not eat the food until they remove the Moving Particles from it (see how to remove particles in *The Shallow Stream* on page 19)
- They cannot leave this chamber without eating (see below)

SPECIAL ACTIONS

- **If they drink water (instead of eating food):**
 - The water tastes clean and refreshing, but it does not satiate your Debilitating Hunger
- **If they try to leave the Contaminated Chamber without eating:**
 - You pass out and hit your head on a rock
 - **Lose 1 point of Resilience**
 - When you regain consciousness, you wake up too weak from hunger to stand up (or reach the door)
- **If they eat contaminated food:**
 - **Lose 8 points of Resilience** (Character dies if they lose all Resilience.)

THE CONTAMINATED CHAMBER: Old Man

ON THE NEAR BANK

WHAT THEY SHOULD DISCOVER

- He doesn't wake up until after you cross the Shallow Stream because he is hard of hearing.

ON THE FAR BANK

WHAT YOU CAN TELL THEM

- He wakes up when they walk close; but stays seated, slumped against wooden door.
- His bag is open on the ground in front of him with food spilling out: root vegetables, apples, and salt pork .

WHAT THEY SHOULD DISCOVER

- He is naturally fearful unless someone gains his trust.
- He can't stand or move out of the way until he eats something.
- He has Moving Particles on his hands and feet so anything he touches will be contaminated (and any person will be harmed).
- His food is contaminated.
- They need to eat some of his food to overcome Debilitating Hunger.

SPECIAL ACTIONS

• To gain his trust / show him you mean no harm:

Roll needed for Social success = 5

- > **If roll is successful** — He looks relieved and is willing to answer questions
- > **If roll is unsuccessful** — "I don't know you. Why should I trust you?"

• To steal food from him (without touching him):

Roll needed for Physical success = 15

- > **If roll is successful** — He whimpers and protests but you are able to get food without touching the Old Man; however, if they touch contaminated food with bare hands, Character **loses 1-2 Points of Resilience** (depending on how bad their roll was)
- > **If roll is unsuccessful** — He yells "That's mine!!" and grabs you with his contaminated hands; Character loses **1-3 Points of Resilience** (depending on how bad their roll was)

• To touch or physically move him without his consent:

Roll needed for Physical success = 15

- > **If roll is successful** — He whimpers and protests but you are able to lift and move him away from door
- > **If roll is successful** — He yells "Unhand me!!" and flails about; his contaminated hands and legs come into contact with your skin; Character loses **1-3 Points of Resilience** (depending on how bad their roll was)

• To kill or harm him:

Roll needed for Physical success = 5

- > **If roll is successful** — He dies without a word; you are able to move him away from door
- > **If roll is successful** — He yells "Unhand me!!" and flails about; his contaminated hands and legs come into contact with your skin; Character loses **1-3 Points of Resilience** (depending on how bad their roll was)

The Old Man has food that they need, but is blocking the door. He is designed to present the Character with the choice of whether to help him, ignore, or harm him.



DIALOGUE SUGGESTIONS

- **How he got to the cavern:** "My father was a Keeper. He fell to The Quiet when I was a small boy. But I remember the stories that he told about the Devices hidden in caverns, so when The Quiet descended, I came to look for it."
- **How he got across the stream and how he got hurt:** "I couldn't figure out how to get over the stream and I saw that it was shallow, so I just tried running across. When my feet hit the water the pain was so intense... I lost my footing and my hands got wet too. I tried to make it into this door, but my legs completely gave out. I know that I've been down here for a while, because I finished what little food wasn't covered in particles a long time ago."
- **Why he can't stand or move:** "I have been trying, but I honestly can't move at all. I'm so weak. Maybe if I could get some food in my stomach, I'd feel a bit stronger, but right now, everything just hurts and I'm just stuck."
- **Why he can't eat his food:** "My rucksack fell in the stream when I stumbled and the inside got wet, so I'm afraid to eat the rest of the food I brought with me because it's covered in particles."
- **How to get rid of the Moving Particles:** "I'm not sure, but that seems like a good idea. The food underneath looks OK. But all I have is a small pot and that seems useless without anything else." (see *Shallow Stream* on page 19)
- **If you give him water to drink (but no food):** "Bless you, kind soul! That certainly helps, but I will need something more nourishing to give me enough energy. Do you think you can help me remove these particles from my food?" (If necessary, maybe offer a hint about washing or cooking.)

When Character has eaten clean food and opened the unlocked wooden door behind the old man, go to the Medicinal Garden on page 33 of this Adventure Guide →

THE LABYRINTH: Entering the Room

FIRST LOOK IN ROOM:

(while standing just outside the polished wooden door that they opened in the Chamber of Choice)

“ You pull open the door, and find yourself looking into a square room. The doorway you are peeking through is located in one corner of the room. Diagonally across from where you are standing, on the other side of the room, there is another door.

Along that same diagonal line, there is a small wooden table with what looks like a scroll on top.

Would you like to enter the room?

exit door to
Medicinal
Garden

entry door from
Chamber of Choice

ENTERING THE ROOM:

“ As you cross the threshold, the entire room begins to shake. All of a sudden, red walls spring up from the ground, blocking your view of the door across the room. The stone floor vibrates beneath you, and you feel as though you are standing on a platform that is moving upward swiftly.

Then, as suddenly as it started, the ground becomes stationary and the room becomes still. Standing just inside of the doorway, you now face a long red hallway. When you turn to your left, and you see another long red hallway.

You are now closer to the small wooden table, but instead of standing amidst open space, it is now nestled in a square nook where the perpendicular hallways meet.

You walk in front of the table. You notice that it has a large, 5-pointed star engraved on its surface. The scroll is resting in the center. You also see a small drawer on the front of the table that you didn't notice before.

How would you like to proceed?”

THE LABYRINTH: Objects in/on the Wooden Table

OPENING THE DRAWER:

“ You open the drawer and find a **silver cylindrical object** inside. It is roughly 5 inches long, and 1 inch in diameter. You notice that there is a button on one end, and the side of the cylinder is engraved with the words, ‘BACK TO THIS SPOT.’”

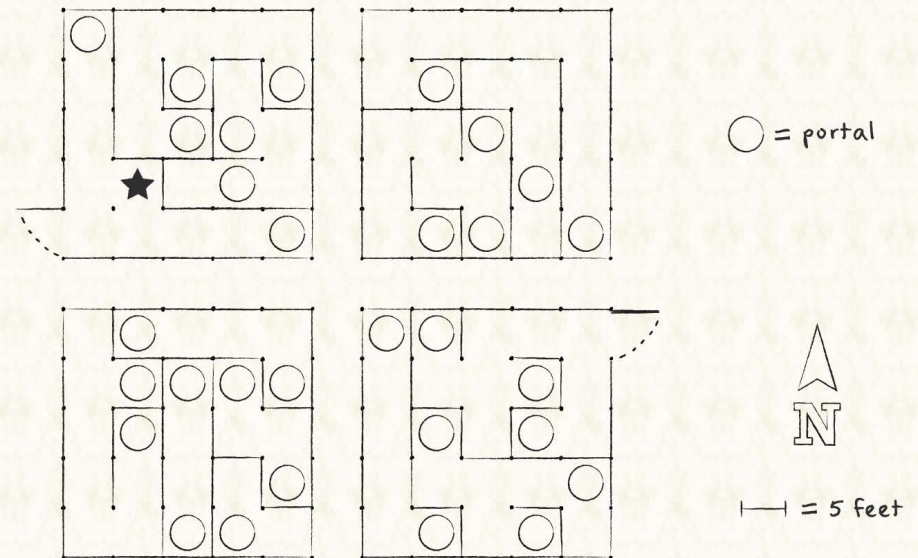
> *If they push the button* — “You push the button, and see a flash of brilliant light. Afterward, you find yourself standing exactly where you started, in front of the table engraved with the star.”

(This teleporting tool is intended to give Characters an easy way to get back to the beginning of the maze, either because they got lost and want to start over or because they found the device and want to leave the cavern and meet their group.)

OPENING THE SCROLL:

“ You open the edges of the scroll and see this...”

> Send player the image of the scroll (*TheQuiet_ToSendToCharacter-Scroll.png*)



THE LABYRINTH: Navigating the Maze

NARRATION TIPS

- **The trickiest thing about narrating this encounter is describing the shape of the corridors from the Character's point of view.** The player relies on your description to figure out where their Character is on the map.
- **Consistency is important in this encounter**—this is not the time to add variation just to spice things up. Every player processes information differently, so once you've found a method that clicks with them, stick with that.
- Players do not necessarily need to understand that the sections of their map represent different floors; however, hinting to this in your descriptions can be a way to help people who are struggling understand the portal mechanics.

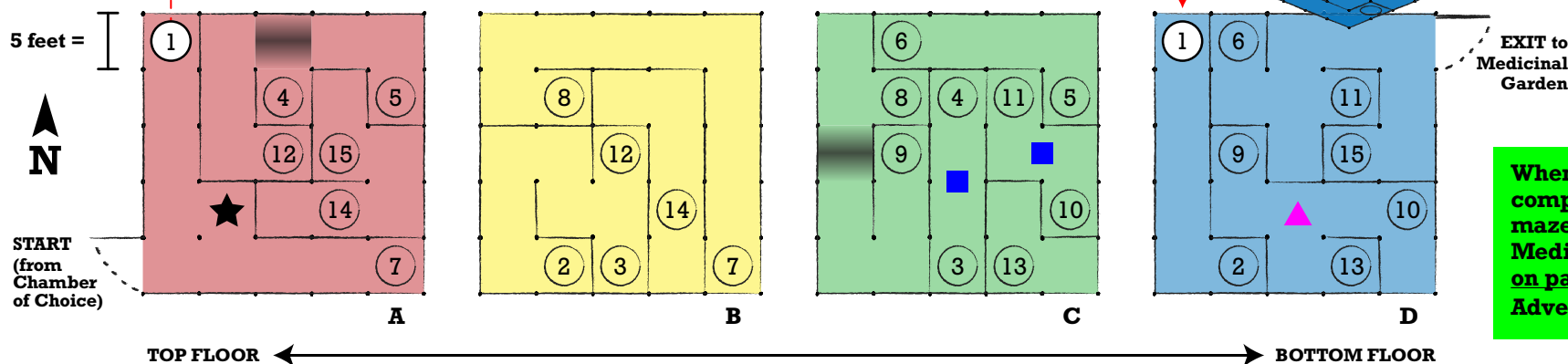
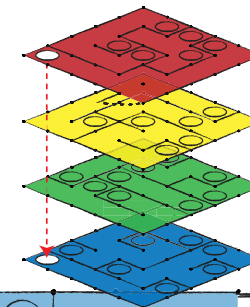
SUGGESTED METHOD FOR DESCRIBING CHARACTER'S POSITION IN THE MAZE

This is the order/phrasing we found most helpful during play testing:

- 1) **Wall color:** "There is a flash of brilliant light—when you open your eyes, you are in a space with < red / yellow / green / blue / gray > walls."
- 2) **Direction:** (only if they are using their compass)
"You are facing < north / east / south / west >."
- 3) **Dimensions of the space:**
"There is about < 5 / 10 / 15 / 20 > feet of open space in front of you."
- 4) **Location of any openings:**
"< At the end of / In the middle of / halfway down > the hallway, there is an opening to the < left / right >."

The numbers show which portals are connected (player's map does not have numbered portals)

Sample Description of Travel Through Portals: "You walk to the end of the hallway, and step into the circle. The red walls around you disappear in a flash of brilliant light, and you feel like you're descending rapidly. When you open your eyes, you are surrounded by blue walls. When you turn around, there is about 20 feet of open hallway in front of you. At the end of the hallway, there is an opening to the left."



When Character completes the maze, go to the Medicinal Garden on page 33 of this Adventure Guide →

- LEGEND:**
- = Cyclone of Sweatpants entangles and disorients (details on next page)
 - ▲ = Rowdy Cluster grapples and distracts (details on next page)
 - = Monochromatic Boredom makes it harder to confirm location (details on next page)

THE LABYRINTH: Obstacles in the Maze

■ = CYCLONE OF SWEATPANTS

“As you stride confidently toward the portal at the end of the hallway, something soft smacks you on the side of your face. Before you can figure out what’s going on, a heather gray piece of fabric wraps itself around your head, muffling your yelp of surprise and completely obscuring your view of the room. It twists tighter and you start spinning around and around. What do you do?”

• To remove the fabric:

Roll needed for Physical success = 10

- > **If roll is successful** — “You are able to get your finger between the layers of fabric and pry it off one of your eyes. The spinning starts to slow. When you get it off the other eye, the spinning stops altogether and the fabric goes limp. When you untangle your head, you realize that what you hold in your hands is a pair of plain, gray sweatpants. What do you do?”
- > **If roll is unsuccessful** — “The spinning stops, but the fabric squeezes even tighter and it feels like your skull might cave in due to the pressure. Pulsating waves of pain radiate through your brain as you **lose 2 Points of Resilience**. When it feels like you are on the brink of passing out, you feel the fabric start to slacken and you desperately claw at it. When you untangle your head, you realize that what you hold in your hands is a pair of plain, gray sweatpants. What do you do?”

• Afterward, if they want to continue to the portal:

“You look around and realize that the sweatpants spun you around so you don’t actually know which portal is the one you were originally walking toward. There is one in front of you and one behind you. How would you like to proceed?”

- > **If Character uses their compass** — “You take your compass out of your pocket and hold it in front of you. The needle indicates that you are facing South.”
- > **If they choose the one in front** — Guide them as though they stepped through Portal #3 or #10 (depending on which corridor they were in)
- > **If they choose the one behind them** — Guide them as though they stepped through Portal #4 or #11 (depending on which corridor they were in)

■ = MONOCHROMATIC BOREDOM

“As you step forward, you see the color saturation drain away from the world around you. The once colorful walls are now just a boring gray. You look down at your hands and clothes, and they appear in different shades of gray. Other than the lack of color variation, you and the hallway remain unchanged. What do you do next?”

- After passing through this area, Characters can no longer distinguish between colors. When they transport to a new floor, the Narrator describes the wall color as gray. **How long this condition lasts is up to the Narrator.**
- This makes it more difficult for the player to confirm which floor of the maze they are on. (If the player is having a really hard time, restore the color after only a few portals.)

▲ = ROWDY CLUSTER

After they step out of the portal and decide which direction they want to walk:

“You proceed toward the intersection, but suddenly, a chaotic cluster of small children rounds the corner. The moment they see you, they race down the hallway, quickly surrounding you. Their chants of ‘We wanna play!’ ‘We’re bored!’ punctuated with the occasional ‘Ow, quit it!’ echo in the otherwise empty corridors. They wrap themselves around your legs, a crowd of chubby faces looking up at you pleadingly. They are surprisingly strong and you are immobile and unable to continue your task. How do you react?”

• To distract the children:

Roll needed for Social success = 5 with candy, 10 without candy

- > **If roll is successful** — “Their eyes light up and they bubble with glee. Forgotten in the immediate scuffle, you slip away. Behind you, the giggles are punctuated by the occasional: ‘Hey, that’s mine!’ and ‘Nah-uh!’”
- > **If roll is unsuccessful** — “Their eyes light up and they erupt into chatter and piercing squeals of ‘Am not!’ ‘Are too!’ You start to sneak away, but the smallest child in the corner sees you and starts crying. The swarm is alerted and re-grapples you.”

• To get them to obey:

Roll needed for Social success = 10 with candy, 15 without candy

- > **If roll is successful** — “The children (with candy: enthusiastically / without candy: begrudgingly) comply with your request.”
- > **If roll is unsuccessful** — “The children roll their eyes, stick out their tongues, and do the exact opposite of what you asked.”

• To tie them up:

Roll needed for Physical success = 10

- > **If roll is successful** — “You are able to wrestle them into a manageable clump, and bind them together with your rope. Their sobs and howling are deafening, but they can’t move.”
- > **If roll is unsuccessful** — “You try to wrangle them, but every time you think you have them all, one breaks free. Angry at your treachery, they bite and kick you.” Character **loses 1-2 Points of Resilience** (depending on how bad the roll was)

• To harm or kill them:

Roll needed for Physical success = 5

- > **If roll is successful** — describe the act in gruesome detail
- > **If roll is unsuccessful** — “The children whimper and back away. They are sobbing and shaking with terror, apologizing over and over for making you so mad. You drop your weapon, and you are wracked with heart-wrenching guilt.” Character **loses 2 Points of Resilience**

THE TUNNEL OF OVERWHELM: Entering the Tunnel

TUNNEL ENTRANCE
(from Chamber of Choice)

(after opening up the boarded-up mineshaft in the Chamber of Choice)

“ You step through the entrance and find yourself in another cave tunnel. This one is about 15 feet wide and the light is dim. It extends straight for a bit, then curves to the left so you can't see where it ends.

About 30 feet away from the entrance, you can see a small hole in the ground. As you move closer, you see that the bowl-like crater is a perfectly round hemisphere and about 2 feet in diameter. Centered in the bottom of the smooth crater is a flat rock with a small purple crystal resting on top of it.

How would you like to proceed?”

exit door to
Medicinal
Garden

THE TUNNEL OF OVERWHELM: Stepping Into Liquid Sand

If they want to investigate the crystal (or walk further into the tunnel) they get stuck in **Liquid Sand**:

“ As you step closer to the hole in the ground, your foot lands on a section of earth that seems softer than you expected. On your next step, your foot sinks ankle-deep into what feels like thick mud. Alarmed, you instinctively step forward to try to regain your balance, but your other foot starts sinking too. As you try to pull your leg out, the suction prevents you from being able to pull it loose, and at the same time the other leg is pulled down deeper. At this point, you are getting close to knee-deep in Liquid Sand. How do you react?”

- **To get unstuck** → go to **Getting Out of Liquid Sand** on page 28
- **To grab the crystal** → go to **Understanding the Purification Crystal** on page 29

WHAT YOU CAN TELL THEM

After they get stuck:

- Liquid Sand = pit of watery sand and loose mud (like quicksand)
- In the middle of the Liquid Sand, there is a 2 foot bowl-shaped hole. A purple crystal rests on a flat rock in the bottom of the hole.
- Character continues to sink after getting stuck.
- After the initial sinking, they are about 5 ft away from the crystal.

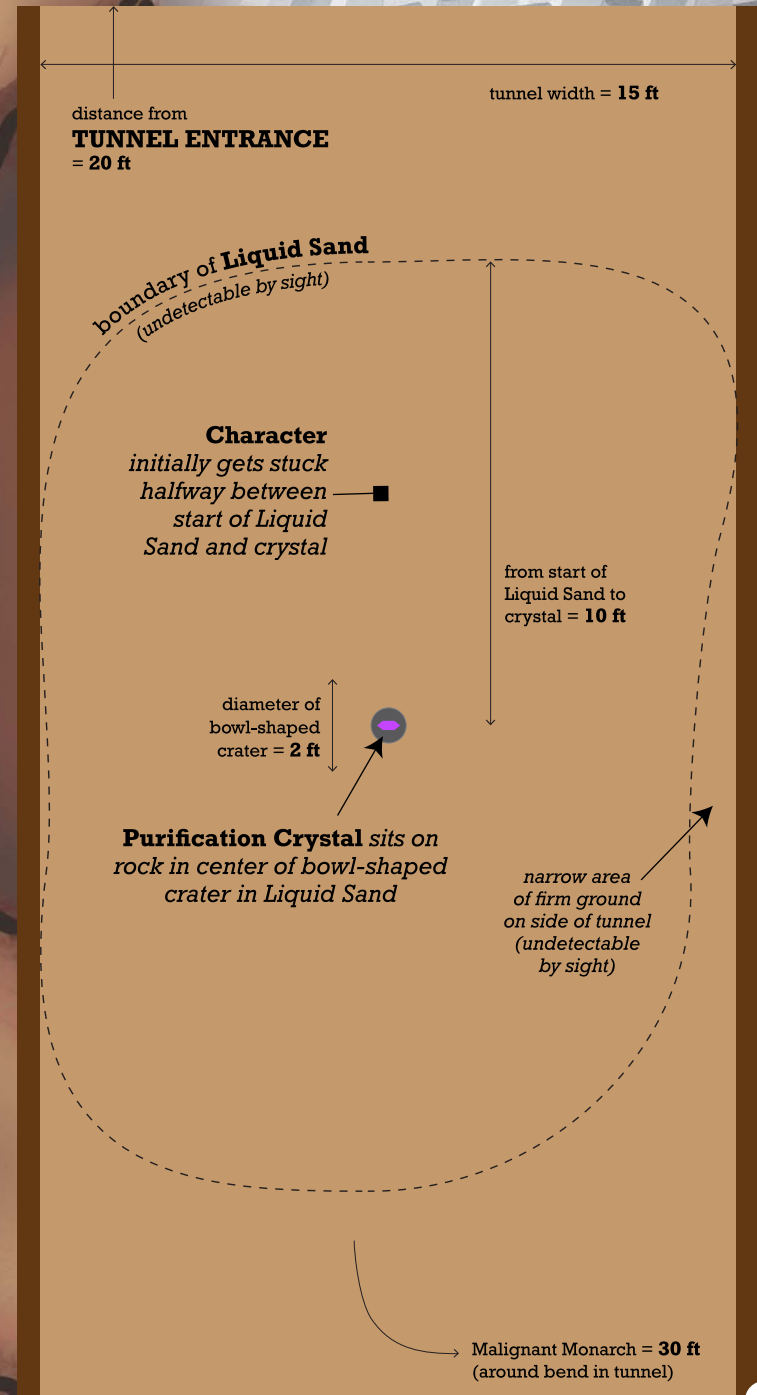
If they ask about the surroundings:

- There are stalactites above and boulders on the ground. (All boulders are too heavy to lift.)

WHAT THEY SHOULD DISCOVER

() = optional discovery

- If they step in the Liquid Sand, it sucks them in deeper until they are stuck
- They sink faster if they are struggling.
- (Liquid Sand spans the width of the tunnel, except for a narrow path of firm ground on one side)
- (Boundaries of Liquid Sand only be detected by touch or with Purification Crystal.)
- (The function of the **Purification Crystal**) See details on page 29.



THE TUNNEL OF OVERWHELM: Getting Out of Liquid Sand

Players have to create their own solution for how their Character gets out of the Liquid Sand.

In addition to their equipment, there are some things in the environment that they might be of use:

- Boulders (too heavy to pick up/roll)
- Stalactites (15 ft overhead)
- **Purification Crystal** (see next page for details)

WHAT YOU CAN TELL THEM

- How high the Liquid Sand is on the Character's body.
- Whether or not they are still sinking.
- How far away the crystal is from them. (For details about taking crystal, see next page.)

WHAT THEY SHOULD DISCOVER

() = optional discovery

- Struggling will cause them to sink further down and lose Resilience.
- (If they don't find a way to get themselves out, they will sink beneath the surface and begin to suffocate.)
- (They can use their rope to lasso things in the tunnel.)

AFTER THEY GET OUT OF THE LIQUID SAND

• *To go deeper into the Tunnel of Overwhelm* → go to page 30

• *To go back to the Chamber of Choice* → go to page 14

This table is a just guide. Use your best judgment based on how the player is feeling. This encounter is intended to be a struggle for the Character. It is supposed to capture feelings of self-doubt and being overwhelmed. The deeper they get, the harder it is to pull themselves out.

However, if you make it too difficult, players may despair and just give up because they aren't having fun. You get to choose how difficult you make it for them.

	1st attempt	2nd attempt	3rd attempt
To get out of Liquid Sand:	Roll needed for <u>Physical</u> success = 10	Roll needed for <u>Physical</u> success = 15	Roll needed for <u>Physical</u> success = 20
If the roll is successful ⇒	They can't get out, but they keep themselves from sinking deeper.	Describe how they are able to execute the maneuver successfully.	Describe how they are able to execute the maneuver successfully.
If the roll is unsuccessful ⇒	Describe how the action failed + "As you are pulled waist-deep into the Liquid Sand, the probability of death enters your mind. A shock-wave of panic runs through you, and you lose 1 point of Resilience. "	Describe how the action failed + "As the Liquid Sand reaches your armpits, another shock-wave of panic runs through you, and you lose 1 point of Resilience. "	Describe how the action failed + "You are pulled in even deeper—your mouth sinks beneath the Liquid Sand and you struggle to keep your nose above its surface. You lose almost all hope, as well as 2 points of Resilience. "
How much deeper Character sinks	up to their waist	up to their armpits	up to their face

If the player is desperate and needs a lifeline: "You decide to give up and accept your all-but-certain death. But as you stop struggling, you realize that you are no longer being pulled downward. In fact, when you lay back and spread your arms out, you actually start to float upward!"

THE TUNNEL OF OVERWHELM: Understanding the Purification Crystal

PURIFICATION CRYSTAL

WHAT YOU CAN TELL THEM

- Purple, irregularly-shaped crystal
- Fits in the palm of your hand
- Sitting on top of a rock in the middle of a pit of Liquid Sand

WHAT THEY SHOULD DISCOVER

() = optional discovery

- Crystal pulsates in your hand.
- Loose sand, dirt, and germs cannot come within 1 foot of it.
- It cleans/disinfects anything that passes within a 1 foot radius spherical space (as through it exists inside a permanent bubble of clean).
- (It can also be used to disintegrate the **Malignant Monarch**.)

SPECIAL ACTIONS

- **To check if you recognize the crystal** (*before picking it up*):

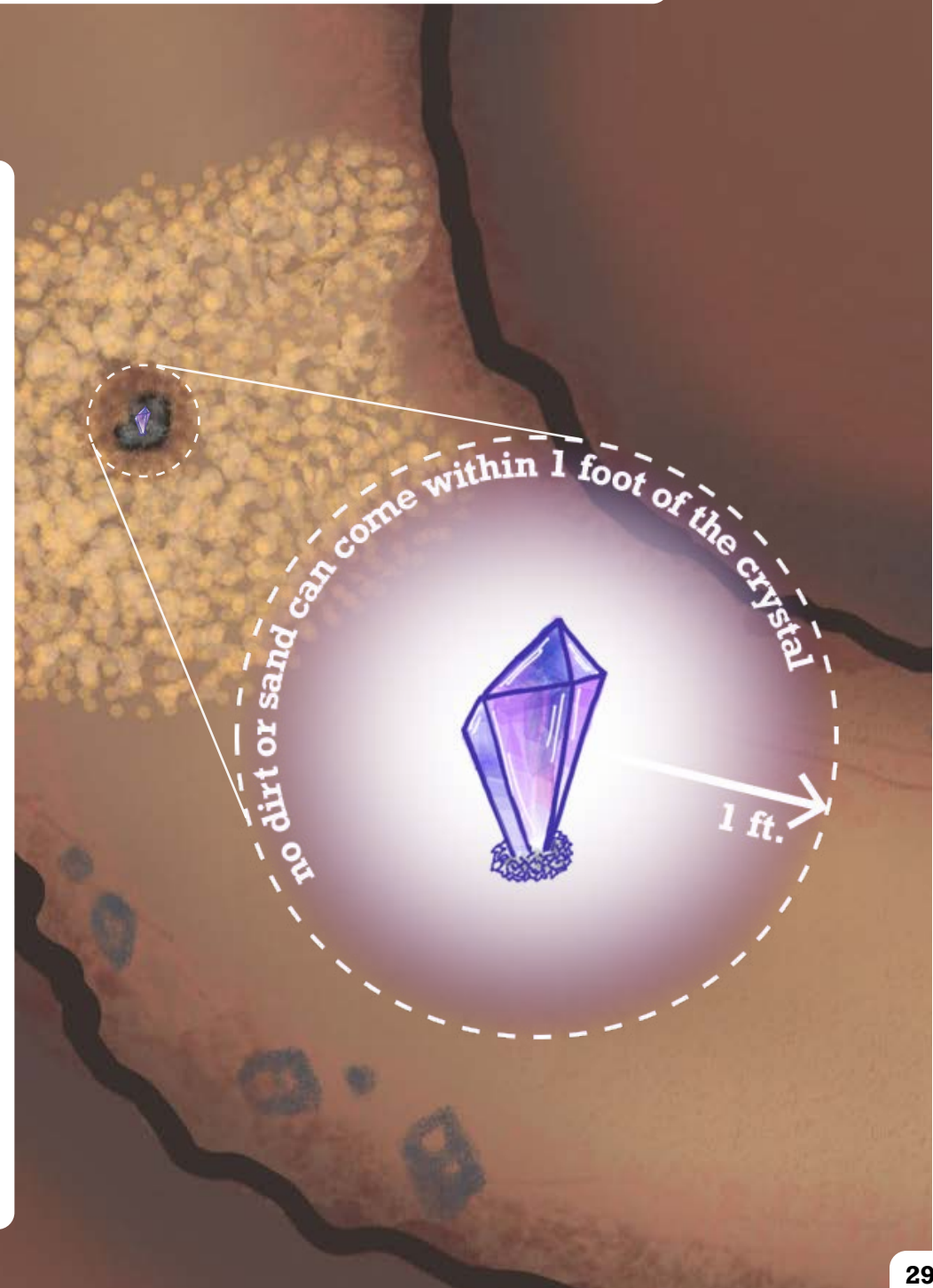
Roll needed for Mental success = 15

- > **If roll is successful** — "You have never seen this particular crystal, however, you remember a rumor you heard about how the Keepers were able to imbue crystals with special powers."
- > **If roll is unsuccessful** — "It is one of the most beautiful crystals you've ever seen, but you don't know anything about it."

- **To pick up or grab the crystal:**

Roll needed for Physical success = 5 if stuck in Liquid Sand; 15 if on firm ground with a rope or something at least 10 feet long

- > **If roll is successful** — "You reach for the crystal, as soon as your hand (*or whatever tool you are using*) gets within 1 foot of it, you see all the wet sand and mud slide off of it. You wrap your now clean hand around the crystal, and as you lift it from the rock, you are surprised to see the strangely perfect crater fill with Liquid Sand. You lose your balance in the process and as you sink deeper, overwhelming panic causes you to lose **1 point of Resilience**."
- > **If roll is unsuccessful** — "You reach for the crystal, you lose your balance in the process. As you sink deeper, overwhelming panic causes you to lose **1 point of Resilience**."



MEETING THE MONARCH:

“ Still crusty Liquid Sand, you walk around the bend in the tunnel, only to find that the passage is blocked by a giant jelly-like orb. Its light green, translucent flesh has dark green spikes protruding all around it. It is so large that you can barely see past it, and it is floating gently, like a balloon, bouncing off the tunnel walls, ceiling, and floor.”

WHAT YOU CAN TELL THEM

- Giant, green, jelly-like orb with dark green spikes all over it
- It is blocking the entire tunnel
- When nearby, Character loses their sense of smell.

WHAT THEY SHOULD DISCOVER

() = *optional discovery*

- It is not a conscious being, so it is not aware of its surroundings. It just bounces off whatever surface it comes into contact with.
- **If pierced with something sharp: the Large orb splits into 3 Medium orbs that move faster. If a Medium orb is pierced, it splits into 3 Small orbs that move very fast.**
- Cannot get beyond it until it has split into Medium or Small orbs.
- (If they touch it, they instantly feel like they are having a panic attack and lose Resilience.)
- Other than a few boulders that Character might hide behind, there is nothing in this part of the tunnel to help them.
- (The most effective weapon against it is the Purification Crystal.) (see details on previous page)



SCRIPT FOR SPECIAL ACTIONS

• When the Large orb splits into 3 Medium ones:

“The giant orb starts to convulse and jiggle. You notice three dark forms growing within its translucent flesh. These shadowy bulges start to float in three separate directions, stretching and distorting the gelatinous mass surrounding them. As the three lobes start to tear apart, you hear wet squelching, followed by a large pop. Now, instead of one giant orb, you are staring at three Medium spiky orbs moving unnervingly fast and bouncing unpredictably off the irregular surfaces of the tunnel.”

• First time the orb is stunned by fire:

“You hear a hiss as you drive your torch into the flesh of the orb. It starts to shiver, then it stops moving completely, as though frozen in mid-air.”

• If the Large orb is neutralized by Purification Crystal:

“The flesh of the orb begins to shiver, and you start to back away. Suddenly, the dark green spikes retract inward, leaving a smooth, jelly-like sphere bobbing in the air.”
Touching Large orb no longer harms; however, it still splits to 3 Med orbs with dark green spikes)

• First time the Character gets hit by (or touches) an orb:

“As the orb smashes into you, you are instantly overcome by a paralyzing wave of irrational panic. Your chest tightens as all of the doubts and fears you’ve ever had simultaneously flood your mind.” **Character loses 1-2 points of Resilience (depending on size of orb)**

THE TUNNEL OF OVERWHELM: Attacking the Malignant Monarch (2 of 3)

Player must roll once for each action against each orb.

(Example: If Character attempts to dodge 1 Medium orb and pierce 5 Small ones, then the player must roll for Physical success 6 times.)

Therefore, it is important to keep track of how many total Malignant Monarchs there are at any given time, as well as whether they are moving or stunned — (see next page for an example of a tracking diagram)

EMOTIONAL GOAL:
The Character should feel the threat of being overwhelmed, scared that this is going to get out of control quickly.



Size/Speed of Orb	Pierce with something sharp	Burn with fire	Hold Purification Crystal close to orb	Run past to escape / dodge
Large MOVING SLOWLY *** START HERE >>>	No roll needed > Large orb splits into 3 Medium spiky orbs. (see previous page for script)	No roll needed > Orb stays Large but is stunned, as though frozen in mid-air (but it's still too big to get past).	No roll needed > Orb stays Large but spikes retract into surface; it has been neutralized. (see script for details)	No roll needed > if they attempt to crawl under — You accidentally touch it and lose 2 points of Resilience (see script)
Large STUNNED as if frozen in mid-air	No roll needed > Large orb splits into 3 Medium spiky orbs. (see previous page for script)	No roll needed > Large orb splits into 3 Medium spiky orbs. (see previous page for script)	No roll needed > Orb stays Large but spikes retract into surface; it has been neutralized. (see script for details)	No roll needed > if they attempt to crawl under — You accidentally touch it and lose 2 points of Resilience (see script)
Medium MOVING FAST bouncing with speed and force (like an angry playground ball)	Roll needed for Physical success = 10 > if successful — Medium orb splits into 3 Small spiky orbs. > if unsuccessful — You miss and Medium orb hits you. (-2 points of Resilience) (see script)	Roll needed for Physical success = 10 > if successful — Orb stays Medium but is stunned, as though frozen in mid-air. > if unsuccessful — You miss and Med. orb hits you. (-2 points of Resilience) (see script for details)	Roll needed for Physical success = 5 > if successful — Med. orb shivers and disintegrates. > if unsuccessful — You get hit and lose 2 points of Resilience , but still manage to get the crystal close and orb disintegrates	Roll needed for Physical success = 10 > if successful — You are able to get past orb without getting hit. > if unsuccessful — You get hit and lose 2 points of Resilience , but still manage to get past orb.
Medium STUNNED as if frozen in mid-air	Roll needed for Physical success = 5 > if successful — Medium orb splits into 3 Small ones. > if unsuccessful — Splits into 3 Small but one hits you. (-2 pts of Resilience)	Roll needed for Physical success = 5 > if successful — Med. orb splits into 3 Small ones. > if unsuccessful — Splits into 3 Small but one hits you. (-2 pts of Resilience)	No roll needed > You walk up to the Medium orb that is frozen mid-air, hold up the crystal close to its surface. It shivers, then disintegrates.	No roll needed > You easily walk past the Medium orb that is frozen mid-air.
Small MOVING VERY FAST zipping around you and ricocheting unpredictably off the irregular tunnel surfaces	Roll needed for Physical success = 15 > if successful — Small orb disintegrates. > if unsuccessful — You miss and Small orb hits you. (-1 pt of Resilience)	Roll needed for Physical success = 15 > if successful — Orb stays Small but is stunned, as though frozen in mid-air. > if unsuccessful — You miss and Small orb hits you. (-1 pt of Resilience)	Roll needed for Physical success = 5 > if successful — Small orb shivers and disintegrates. > if unsuccessful — You get hit (-1 pt of Resilience), but still manage to disintegrate orb.	Roll needed for Physical success = 10 > if successful — You are able to get past orb without getting hit. > if unsuccessful — You get hit (-1 pt of Resilience), but still manage to get past.
Small STOPPED MID-AIR	No roll needed > Small orb shivers, then disintegrates.	No roll needed > Small orb shivers, then disintegrates.	No roll needed > Small orb shivers, then disintegrates.	No roll needed > You easily walk past the Small orb frozen in mid-air.

THE TUNNEL OF OVERWHELM: Attacking the Malignant Monarch (3 of 3)

SAMPLE DIAGRAM FOR IN-GAME TRACKING

Narrator needs to know:

- Total number of Malignant Monarchs active at all times
- Size of each orb
- Whether they have been stunned, split, or disintegrated

LARGE

- MOVING SLOWLY
- STUNNED
- SPLIT

MEDIUM #1

- MOVING FAST
- STUNNED
- SPLIT
- DISINTEGRATED

MEDIUM #2

- MOVING FAST
- STUNNED
- SPLIT
- DISINTEGRATED

MEDIUM #3

- MOVING FAST
- STUNNED
- SPLIT
- DISINTEGRATED

SMALL #1

- MOVING VERY FAST
- DISINTEGRATED

SMALL #2

- MOVING VERY FAST
- DISINTEGRATED

SMALL #3

- MOVING VERY FAST
- DISINTEGRATED

SMALL #4

- MOVING VERY FAST
- DISINTEGRATED

SMALL #5

- MOVING VERY FAST
- DISINTEGRATED

SMALL #6

- MOVING VERY FAST
- DISINTEGRATED

SMALL #7

- MOVING VERY FAST
- DISINTEGRATED

SMALL #8

- MOVING VERY FAST
- DISINTEGRATED

SMALL #9

- MOVING VERY FAST
- DISINTEGRATED

When Character opens unlocked wooden door past the Malignant Monarch, go to the Medicinal Garden on the NEXT PAGE of this Adventure Guide →

THE MEDICINAL GARDEN: Entering the Garden

AFTER OPENING THE WOODEN DOOR:

“As you open the door and peer into the large chamber, the first thing that strikes you is the color. A sea of green stretches before you. From the dark leafy shrubs along the ground to the pale stalks rising above you, there's a variety in this place that you can scarcely understand, and yet you know from your mother that each one of these is precious. Every single plant here has been cultivated to cure a disease or save a life.

A silvery light filters down from somewhere high above, giving the entire space a soothing, almost sacred quality. A fitting place to hide and protect a powerful Device gifted by the Keepers.

On the far wall, you see a waterfall, faithfully churning the fertile air. Directly in front of the crashing water, you see a pedestal peeking out from the sea of plants, its rigid stone construction standing in stiff contrast to the riot of leaves, fronds, and tendrils surrounding it. On top of it, sits a Golden Box.

Would you like to enter the garden?”



ENTERING THE GARDEN:

“As you step over the threshold, you feel a light gust of air on your face. You breathe in its heady, verdant scent, which conjures memories of fresh cut grass and apples picked at the height of autumn. It smells like life.

Looking down at yourself, you notice that even the tenacious yellow pollen on your skin and clothes looks ethereal in the reflected glow of the garden. You gasp in wonder as it starts to radiate gently off of you, stirred by the mystical breeze. Enveloped by this strange yellow aura, you walk forward slowly through the plants, almost afraid to breathe should you disrupt this seemingly glorious miracle of nature.

As you walk toward the Golden Box, you marvel as some of the hovering pollen is caught up in a puff of wind, billowing high in the waterfall-churned air. As your eyes follow the yellow cloud gracefully tumbling back to earth, you recognize a patch of the very plants that you prepare every morning to keep your mother alive.

You pause, watching the yellow pollen settle lightly onto the familiar leaves, kissing them with its golden glow. Suddenly, you see them start to tremble and hunch, as though frightened or cold. The round green leaves shrivel and brown. Alarmed, you turn around and see in your wake, a wide path of blackened, withered husks where lush, life-saving foliage stood only moments ago.

Do you still want the Device?”

THE MEDICINAL GARDEN: Making a Hard Decision

THEY NEED TO REALIZE THAT THEY HAVE TO CHOOSE WHETHER THEY WANT TO:

1) Walk to the pedestal to the Device, killing life-saving medicinal plants in the process...

> How many plants they kill on the way depends on whether or not they try to mitigate the spread of pollen.

2) ... or preserve the village's precious medicinal garden, forfeiting their chance to join the Keepers in the fight against The Quiet.

IF THEY CHOOSE TO TRY STOPPING THE SPREAD

Characters only find out how effective each method is when you describe what happens when they try walking in the garden.

- **Take off clothing and put in backpack (or turn inside out):**
 - While taking off clothes, movement stirs up pollen dust, killing more plants.
 - The pollen on your clothes is no longer exposed to air, but there is still a lot of pollen on your skin and hair.
- **Try to wash off pollen with water from canteen:**
 - Wet pollen seems sticky and no longer airborne.
 - If you have a full canteen, you should have enough water to dampen a lot of the pollen on your body.
 - Wet pollen only kills plants that come into physical contact with it. But any remaining dry pollen still becomes airborne.
 - There is no clear path to the pedestal without coming into contact with plants.
- **Cover body with bedroll:**
 - While unfurling bedroll, movement stirs up pollen dust, killing more plants.
 - Pollen seems to be slightly more contained, but a lot of your body is still uncovered.
- **Purification Crystal** (from the Tunnel of Overwhelm):
 - No effect on the pollen. (The crystal sees pollination as something that is natural and good, and not in need of cleaning or purification.)

WHAT THEY SHOULD DISCOVER

() = optional discovery

- (The only way to stop the spread entirely is to forfeit the device and leave without going farther into the garden.)
- (There is no way to revive the plants—they will be dead forever.)

• If Character wants to find a path that is clear of any plants:

"You see where there once might have been a path, but it's become overgrown. You suspect that no one has been tending the garden since The Quiet came. There is no way to get through to the box without risking killing the life-saving medical plants."

IF THEY WALK TO THE GOLDEN BOX TO GET THE DEVICE

Most of these outcomes are unscripted. Feel free to add your own flavor and sensory information to your descriptions. If the Character combined more than one technique, you can use this as a guide to determine your own outcome.

• If they took off clothing (or turned inside out):

- They only kill a narrow band of plants as you walk (as opposed to the wide band when they did nothing to stop the spread).

• If they poured water from canteen on areas with pollen:

- Since there is no clear path to the pedestal, they inevitably brush up against medicinal plants on the way (but many fewer plants will die than if all the pollen were still airborne).

• If they covered themselves with their bedroll:

- The uncovered parts of their body still create a lot of pollen clouds, but it seems to be killing somewhat fewer plants than when you first walked in the garden.

• If Character chose to do nothing to prevent the spread of pollen and walks all the way to the Golden Box:

"With each step you take, pollen floats off you in giant puffs of yellow. The plants shrivel and wither on either side of you as you walk, as if bowing deferentially in some horrible death ritual. The more you move through the space, the more you stir up the air, and the farther the pollen travels. By the time to reach the Golden Box, you have single-handedly destroyed over half of the village's medicinal supply."

→ After Character gets to the stone pedestal with the Golden Box, proceed to **NEXT PAGE.**

IF THEY CHOOSE TO LEAVE WITHOUT THE DEVICE:

"Faced with the very real potential of decimating the village's medicinal supply, you decide that you cannot risk robbing an entire village (and your mother) of such a necessary resource. You take one last, long look back at the Golden Box that you assume holds the Device inside, before you shift your backpack on your shoulders and head back up toward the world above."

→ Go to **Back to the Cavern** on page 37

APPROACHING THE PEDESTAL

“ As you approach the stone pedestal, you take a closer look at the golden box on top of it. You can see that the box has a hinged lid that is fastened with a latch. The thick layer of patina and dust on its surface suggest that this must be some sort of ancient object that hasn't been disturbed for generations.

Inspecting the lid of the box, you see that there are four blank spaces in a row, followed by a dark square inside a circle, and then two more blank spaces. What do you do?”

TO OPEN THE GOLDEN BOX

Players must figure out that:

1) The letters "SUPP_RT" go in the blank spaces on the lid.

2) Character must use their finger as the writing utensil to trace the shape of the letters on lid.

- They know this because anytime they touch the box, it glows briefly wherever their fingertips came into contact with it. (For sample script, see Special Actions at right.)

- If they don't connect the symbol on the box with the symbol in the Letter from the Keepers:

- > Try asking them if there is anything in their inventory that might help them understand that symbol.

- If needed, direct their attention to the recruitment letter from the Keepers that was signed "Yours In SUPPORT" where the O had a dark square inside.

- If they know they need to write SUPPORT, but don't know what to use to write with:

- > Try to include an instance to touching the box in your next description of their action, then read the script (at right) about touching the Golden Box for the first time.

WHAT THEY SHOULD DISCOVER

() = optional discovery

- (The box is locked.) If they touch it, see script below.
- (The box cannot be picked up or moved.) See script below.
- If their fingers make contact with box: see script below.
- Only their fingers can make any marks on the box lid.

SPECIAL ACTIONS

• **When touching the Golden Box for the first time:**

“You notice a golden glow in the places where your fingertips made contact with the box, as though you had marked its surface with luminous, gold finger-paint. But before you could inspect further, the glow faded away.”

- This is a hint to help players understand that their Character needs to write "SUPP_RT" in the blank spaces on the top of the Golden Box with their fingertips.
- Read this if the Character touches the box in any way. (Our testers usually tried to pick it up or open the latch on the front.)

• **If the Character tries to pick up the Golden Box:**

Roll needed for Physical success: impossible

- > **When roll is unsuccessful** — “You plant your feet squarely on the ground and grip the box tightly. Lifting up, your arms begin to shake with effort as the box refuses to budge. Eventually you let go, the box in exactly the same place as when you started.” + (if first time touching box, also read script below)

• **If they start to spell out "SUPP_RT" with their fingers on the lid of the box:**

“You press your index finger lightly on the cool gold surface. It illuminates and warms under your touch. You feel a slight tingling, as you trace the inflections of an 'S' in the first blank space. When you lift your finger and pause, you see that the glow does not fade. Do you want to continue?”

If yes: “You carefully drag your index finger along the box lid, spelling out the other letters. When you cross the final 'T,' you pause looking at the word SUPPORT spelled out in glowing gold letters on the lid of the box.

Then quietly, as though it was letting you in on a secret, the latch on the front of the box snaps up.

What do you do?”

- > **If they decide to lift the lid of the Golden Box** → proceed to the **NEXT PAGE**



THE MEDICINAL GARDEN: Getting Back to the Wooden Door

(Skip this page if Character leaves without getting device)

PICKING UP THE DEVICE:

"With trembling, pollen-covered hands, you carefully lift the lid of the box, and a golden light glows from within. It might be your imagination, but over the churning of the waterfall, you think you hear an angelic chord echoing from somewhere in the chamber.

Inside the box, is a flat, rectangular piece of black stone. You pick up the Device; it is cool and reassuring in your hands. It is heavier than it would seem, based on its size. Except for one beautiful, oddly glossy surface, it looks surprisingly plain for such a precious object.

You stare blankly into the distance as you contemplate how this Device is supposed to connect you to the Forum, and your eyes focus on the path of dead plants leading back to the open wooden door.

What do you do?"

WHAT YOU CAN TELL THEM

- **The flat black rock in their hands is the Device that they came to the cavern to retrieve.**
- The door that they came through is still open.
- They might need to go to the surface to activate the Device and connect to the Forum.

WHAT THEY SHOULD DISCOVER

() = optional discovery

Only if they ask about other doors:

- There are two other wooden doors in the space. They are closed.
- They would have to walk through even more live plants to get to the other doors.

If they try opening the other doors:

- The other doors are locked, so they have to go back the way they came.
- They kill many more plants while walking to the open door.

WALKING BACK TO THE WOODEN DOOR:

Most of these outcomes are unscripted. Feel free to add your own flavor and sensory information to your descriptions. If the Character combined more than one technique, you can use this as a guide to determine your own outcome.

• If they took off clothing (or turned inside out):

- Without taking additional measures, the trip to the pedestal and back to the door kills about 1/2 of the village's life-saving plants.

• If they poured water from canteen on areas with pollen:

- Without taking additional measures, the trip to the pedestal and back to the door kills about 1/4 of the village's life-saving plants.

• If they covered themselves with their bedroll:

- Without taking additional measures, the trip to the pedestal and back to the door kills about 3/4 of the village's life-saving plants.

• If Character chose to do nothing to prevent the spread of pollen before walking across Medicinal Garden:

- They killed over half of the village's medicinal supply on the way to the Golden Box.
- They have a chance to try to do something about it before they walk back.

> **If they jump into waterfall near the Golden Box**, all of the pollen washes off. They are able to walk back to the wooden door without killing more plants.

> **If they continue to do nothing to stop the spread of the pollen**, then by the time they get back to the wooden door, they will have killed 100% of the village's life-saving plants.

---> **After Character gets back to the wooden door from which they entered the Medicinal Garden, proceed to NEXT PAGE.**

THE MEDICINAL GARDEN: Back Through the Cavern

Character must go back through the same wooden door from which they entered in order to get to the surface.

↑ GOING BACK THROUGH THE LABYRINTH

- If they kept the **Back Button**, then they can use it to teleport to the table with the 5-point star at the front of the maze.
- Otherwise, they have to find their way back through the maze and its obstacles.

(for maze details: go back to Navigating the Maze on page 24)

> **After you get to the beginning of the maze with the Device** — "In your haste to leave, you almost fail to notice that the 5-pointed star on the small wooden table has opened up to reveal a secret compartment. Inside, you can see a rather large gold coin with the words "THIS SPOT" engraved on the front. They match the "BACK TO THIS SPOT" engraved on the silver cylinder." (This is a tool for the future (for *The Quiet: Part 2*). When they push the button, you are transported to wherever you leave the "THIS SPOT" coin.)

After they get to the polished wooden door at the beginning of the maze → go to the Chamber of Choice on page 14

← GOING BACK THROUGH THE TUNNEL OF OVERWHELM

- If they didn't disintegrate all the **Malignant Monarchs** on their way in, then they have to roll to get past each one of the remaining orbs.
- They have to be careful about not getting stuck in the **Liquid Sand** again.

(for details about the obstacles in the Tunnel of Overwhelm: go back to page 27)

After they get to the tunnel entrance, past the Liquid Sand → go to the Chamber of Choice on page 14

GOING BACK THROUGH THE CONTAMINATED CHAMBER →

- They have to cross back over the **Shallow Stream** with the **Moving Particles** to get to the tunnel.
 - They have to decide whether or not to bring the **Old Man** with them.
- (for details about the Stream or Old Man: go back to The Contaminated Chamber: Overview on page 18)*
- They **do not** experience **Debilitating Hunger** because they had to eat food before opening the door to the Medicinal Garden.

After they cross the Shallow Stream and walk into the long, dark tunnel → go to NEXT PAGE

FINISHING THE GAME

- Once they get all the way through, they end up back in the Chamber of Choice (with the iron grate, polished wooden door, and mineshaft).
- **In the Chamber of Choice, they can either choose to continue the ascent to the surface, or they can enter one of the other openings.**

→ **If they want to continue to the surface, proceed to the EPILOGUE (next page)**

> *Otherwise, if they aren't done exploring, they can try going down one of the other paths.
(details re: Chamber of Choice on page 14)*

Tunnel to the surface

The Chamber of Choice

The Labyrinth

The Tunnel of Overwhelm

The Medicinal Garden

The Contaminated Chamber

EPILOGUE: Back to the Surface

IF THEY CHOSE TO GET THE DEVICE

“ You take one last look around. The iron grate, polished wooden door, and mineshaft look back at you, indifferent to the choices you've made. Taking a deep breath, you cross the space and begin your ascent to the surface.

The way up is steeper than you remember, and you find yourself tiring quickly. In an attempt to distract yourself from the fatigue in your legs, you think back on the events that transpired in the garden, and a whole new kind of exhaustion washes over you. You imagine that you should be feeling triumphant, but instead you feel hollow. The image of plant after plant withering away keeps replaying in your mind, and you wonder what will happen to your mother and the other villagers now. An entire community of people relied on the life-saving growth that you destroyed. You made a choice for others that will echo long after The Quiet is gone.

As you continue the climb, The Device in your backpack seems to weigh heavily on your shoulders as you consider the cost. Sure, you had to get the Device in order to join the fight against the Quiet, and you did what you came to do. But will the people in your village, your mother, even live to see the end of the battle?

The Keepers said, *'It is that reverence you hold for all life that we find most worthy.'* Would they still say that about you now? Will they even accept you into their ranks if they find out what you've done? Stopping for a moment, you close your eyes as tight as you can and wonder, 'Did I do the right thing?'

Your mind drifts to thoughts of the other people who were asked to join The Keepers. You wonder if they had to face the same challenges you did, if they succeeded, and what sacrifices they had to make along the way. Guess you'll find out.

Finally reaching the mouth of the cave, you step out and look up at the moon floating in the dark, cloudless sky. You take a deep breath of cool, night air, and let out a long sigh. Walking under the stars, you take out the Device and look upon its odd, glossy surface, wondering to yourself if this thing was worth it. Looking down at it, you can see your moonlit reflection staring back at you. And then, in an instant, your reflection is gone as the unnatural black flashes to brilliant white and an invisible hand writes: 'Welcome to the Forum.'

→ ***The Character joins the Forum and gets to bring anything they earned or found during this adventure. Make sure both player and Narrator take note of what is in their inventory. In Part 2 (coming soon), multiple players will be playing together (remotely) in one session run by the same Narrator.***

IF THEY CHOSE NOT TO GET THE DEVICE

“ You take one last look around. The iron grate, polished wooden door, and mineshaft look back at you, indifferent to the choices you've made. Taking a deep breath, you cross the space and begin your ascent to the surface.

Your backpack weighs the same as it did at the beginning of this journey, but your failure to recover the Device makes it feel empty on your deflated shoulders. You wonder if there was a way to get around those vines without triggering the pollen to explode all over you. Or maybe there was a way to remove the pollen that you didn't think of. Maybe you wouldn't have ended up killing that many plants after all. Or maybe, you might have been able to make up for the destruction of only one village's healing resources if you had joined the worldwide fight against the Quiet. At the end of their letter to you, The Keepers said: *'Your mother, your village, and the world are counting on you.'* But you proved to be more of a liability than a help.

In the garden, you felt certain about your decision to walk away from the Device, but now you wonder: did you just tell yourself that because you were scared to take on the responsibility of fighting against The Quiet? Scared that you wouldn't live up to the expectations... or that you wouldn't live through whatever dangers lie ahead? After all, under the mountain of disappointment and shame lies a tiny bit of relief. Stopping for a moment, you close your eyes as tight as you can and wonder, 'Did I do the right thing?'

Sighing, your mind drifts to thoughts of the people from other villages who were asked to join The Keepers. You wonder if they had to face the same challenges you did, if they succeeded, and what sacrifices they had to make along the way. Guess you'll never know.

Finally reaching the mouth of the cave, you step out into the night and look down at the remaining yellow pollen scattered on the ground from hours ago. In the moonlight, it looks like the eerie aftermath of a fairy massacre. You shudder and let out another long sigh.

As you make your way back to your village, you think of what your life will look like now. You start wondering where you might be able to find more medicine for your mother and the other villagers. You know that you all have a long wait ahead of you. The question is how long.

→ ***This Character does not join the Forum, so this player does not move on to Part 2 (unless they start with a different Character with no knowledge of the secrets in the cavern).***

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RISA PUNO

Interactive Installation/Sculpture Artist

Risa Puno is an NYC-based artist who uses interactivity and play to understand how we relate to one another. She was recently selected by Creative Time for their inaugural Open Call award. She has exhibited with national and international organizations, including: Onassis USA, The Aldrich Contemporary Art Museum, and NYC Department of Parks and Recreation. Puno's work has been featured across radio and print, including The New York Times, NPR, The New Yorker, ProPublica, and The Boston Globe.



AVI DOBKIN

Exhibition Lighting Designer / D&D Enthusiast

Avi Dobkin is a New York City based lighting designer specializing in exhibition and installation. He has previously collaborated with Risa Puno on *The Privilege of Escape* where he was a lighting designer and exhibition technical consultant. A lifelong tabletop gaming enthusiast, he played his first game of D&D when he was 12 and has been running games for the past 6 years. He firmly believes that one can never have too many dice.