



Quake in Dunwich

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Outline

A terrible quake has shattered the land holding a young boy hostage.

LEVEL
1
15 min.

Timmy falls into the well, and our heroes venture into the depths.

LEVEL
2
20 min.

The party discovers outlandish caverns and unusual critters.

LEVEL
3
20 min.

In the fissure's heart, an ancient entity holds Timmy hostage.



LEVEL
1
15 min.



Scene 1

PROMPT

In the distance, the town of Dunwich trembles. A terrible quake has shattered the land around its well, toppling young Timmy into its depths.

As the region's most elite team of rescue specialists, you've gathered to reassure Timmy's mother why she can rest easy.

FREESTYLE

Move on to the next scene when players have introduced themselves and their abilities.

QUICK TIP:

Don't know what **PROMPT** or **FREESTYLE** mean? Check the instruction booklet for a quick refresh.

QUICK TIP:

Since this is **LEVEL 1**, Players can use the **LEVEL 1 ABILITY** on their **ABILITY CARD**.



Scene 2

QUICK TIP:

If not all players think they should go down, they might just fall in...

HOW MANY HEADS?:

Using rope to scale down is easy and only takes **3 HEADS ON** **A SMARTS FLIP** to succeed.

PROMPT

You peer into the well, finding no water. It appears the quake has drained the well into a new cave system!

Decide how to prepare yourselves, and begin your descent into the unknown.

FREESTYLE

Move onto the next scene when ALL players begin descending the well.



Scene 3

PROMPT

Not only is the well drained, but a mighty subterranean river now courses below!

You have no choice but to follow its turbulent current into the dark, damp unknown. Think quickly to avoid drowning!

FREESTYLE

Continue when players have found a way to navigate the river, or have suffered Strength.

DANGER!

Heavier members of the group might face a harder flip.

SILLY IDEA:

Wood, bottles, ice...
Lots of things float!

LEVEL
2
20 min.



Scene 1

PROMPT

Suddenly, the torrent releases into a lush underground meadow. Light filters from the cracked ceiling and from glowing fungus.

You are not alone. There are druids here, wild and grim. You've intruded upon their home - win their trust, or things will get ugly.

FREESTYLE

Continue when the druids are friendly, or after they have forced you to cooperate.

QUICK TIP:

Since this is **LEVEL 2**, the **LEVEL 2 ABILITY** on each player's **ABILITY CARD** is now unlocked.

HOW MANY HEADS?

Gifts and magic: **4 HEADS**
Shock and awe: **6 HEADS**

SILLY IDEA:

The druids live a lonely life - jokes and entertainment may intrigue them.



Scene 2

HOW MANY HEADS?

Coaxing out the ancient evil requires **6 HEADS ON A MAGIC FLIP** or equivalent effort.

SILLY IDEA:

If players don't feel like dancing or singing, dad jokes will do.

PROMPT

The druids explain that they guard an ancient evil... well, used to guard. It caused the quake as it broke from its bindings, and stole away with Timmy.

The druids ask you to help lure it back. It is attracted to the arcane arts of rhythm, wordplay, and synchronized motion.

FREESTYLE

Continue when the players have performed a suitably enticing lure ritual.



Scene 3

PROMPT

The air thins. Your ears throb. From a molten rift – a stench you can see, and a sight you must feel – the Unbeing lies below.

Cackling with delight, he beckons you to descend... and so does Timmy, who calls weakly from the intolerable heat. Stay cool!

Beef yourself up with armor or other kind of preparations and then descend into the unknown.

FREESTYLE

Continue when the players have resolved to descend, with whatever protection they have.

HOW MANY HEADS?

Crafting crude armor out of found materials takes **6 HEADS** on a **SMARTS FLIP**.

QUICK TIP:

Players don't have to use their special abilities. Encourage them to get creative with their **STRENGTH**, **MAGIC**, and **SMARTS!**

QUICK TIP:

If a player is lacking protection, slowly **REMOVE THEIR STRENGTH COINS** when they get too close to the beast.

LEVEL
3
20 min.



Scene 1

PROMPT

Here in the sanctum, it speaks.

"I traveled to your world from afar... because I was bored. Pardon my impatience, but I don't wish to be kept waiting another millenia."

"The one I have taken is still. Show me a spectacle, and I will take my leave."

FREESTYLE

Continue when the Unbeing is suitably impressed. Encourage complex combinations of abilities.

QUICK TIP:

Since this is **LEVEL 3**, the **LEVEL 3 ABILITY** on each player's **ABILITY CARD** is now unlocked.

DANGER!

You are in a hot, hostile environment. The Unbeing can be intimidated (and angered).

HOW MANY HEADS?

At least **15 HEADS** over multiple players.



Scene 2

HOW MANY HEADS?

This is an epic escape! It takes at least **4 HEADS** to escape alone, and **6 IF YOU ARE HELPING SOMEONE.**

SILLY IDEA:

Play some epic cinematic music to set the mood.

PROMPT

Satisfied with your showing, the Unbeing unfolds itself and releases a mind-numbing shockwave.

The ground shakes, magma sprays, and the walls start flowing down.

Grab Timmy, grab the druids, grab everything you can - it's time to get out of here!

FREESTYLE

Continue when the players have mounted their daring escape from the sanctum.

Scene 3

PROMPT

You hang on for dear life as the Unbeing bursts from the broken earth, revealing the starry skies beyond. With a reassuring nod from Timmy, the eldritch horror returns its attention up – and just like that, it siphons itself out to the cosmos.

The terror in the villagers is quickly replaced by delight as Timmy's family gather around him. Festivities soon begin. Before you know it, the druids have joined in as well – finding a new purpose for their clever chants, which reverberate deep into the night.

GAME OVER. YOU WIN!