

Documentation

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The Museum Job

Episode 2 of Shadows of the Unnamed - A Mystery Adventure for 3-6 Investigators (Levels 3-5)

“History comes alive at night... sometimes literally.” - Norman the Night Guard

Introduction

Following the mysterious death of merchant Thomas Blackwood, Inspector Hayes has requested the investigators’ help at the Museum of Ancient History. Someone’s been stealing specific artifacts, and tonight’s “Night of Mystery” exhibition presents the perfect target. But what starts as a simple stakeout quickly turns into something far stranger.

Setting the Scene

The Museum of Ancient History stands as a grand Victorian edifice of marble and brass, its windows glowing with gaslight as evening falls. Tonight’s special exhibition, “Mysterious Civilizations,” has drawn quite a crowd - including some suspiciously familiar faces in poorly-fitted museum uniforms.

The Players

- **Norman the Night Guard:** “Want a sandwich? I always pack extra. Never know when history might make you hungry!”
- **Dr. Sarah Winters:** “The symbolic significance of these artifacts cannot be overstated...”
- **Father Bernard:** “Don’t you see? The pattern in the stealing... it’s not random!”
- **Inspector Hayes:** “Just... just keep an eye out. And try not to break anything historical.”

Act 1: Evening Rounds

Main Hall The centerpiece of the museum, dominated by a massive dinosaur skeleton. The security desk sits below its looming skull, where Norman maintains his post (and snack station).

Key Features: - Motion sensors with suspicious timing - Echo-filled chamber perfect for misdirection - Norman's squeaky chair that somehow always gives away hiding spots - Interactive "Shadow and Science" display

Evening Events: 1. Meet Norman, who shares both sandwiches and surprisingly insightful observations 2. First glimpse of "fellow docents" acting suspicious 3. Father Bernard's enthusiastic theories about artifact connections 4. Strange symbols appear under ultraviolet light

Dialogue Snapshot Norman: "You know what's weird? The motion sensors only go off when nobody's moving." Father Bernard: "Exactly! Just like the ancient texts predicted! ... Want a sandwich?"

Act 2: Night Falls

Ancient Civilizations Wing Glass cases line the walls, filled with artifacts from "mysterious" civilizations. Some displays are conspicuously empty, with only void residue remaining.

Investigation Elements: - Mismatched exhibit labels reveal a pattern - Void energy traces visible under special lighting - Hidden curator's door leads to secret study - Interactive displays malfunction in specific sequences

Key Events: 1. Dr. Winters' passionate but oblivious tour 2. Discovery of void residue pattern 3. First animated exhibit encounter 4. Father Bernard's revelation about symbols

Notable Dialogue Dr. Winters: "Notice how the artifacts seem to have shifted position since this morning?" Father Bernard: "They're not shifting - they're aligning! Don't you see the pattern?"

Act 3: Things Get Animated

The Great Chase The dinosaur skeleton awakens, controlled by void energy, leading to a museum-wide chase.

Chase Elements: - Falling bones create obstacles - Tail swings require acrobatic saves - Hide-and-seek among animated exhibits - Norman's perfectly-timed sandwich breaks

Maintenance Tunnel Network: - Utility access provides shortcuts - Storage areas full of props become battlegrounds - Staff passages reveal cult activities - Workshop contains ritual evidence

Action Sequence

1. Dinosaur animation begins during Father Bernard's explanation
2. Cultists reveal themselves, dropping disguises
3. Three-way chase through exhibition halls
4. Final confrontation in restoration workshop

Act 4: Revelations

The Curator's Shadow The true antagonist emerges, revealing the connection between stolen artifacts and void energy.

Boss Battle Features: - Controls multiple exhibits simultaneously - Creates void-touched duplicates - Uses museum architecture against players - Requires exhibition props to defeat

Critical Discoveries

1. Artifact theft pattern matches ancient ritual
2. Void energy is growing stronger
3. Cult has broader organization
4. Father Bernard's theories proven correct

Conclusion

Success Conditions

- Some artifacts recovered
- Cult plan partially disrupted
- Father Bernard joins investigation
- Pattern of void influence documented

Consequences

- Museum closes for “renovation”
- Cult escalates activities
- Father Bernard becomes target
- Hayes begins to believe

Adventure Hooks

- Father Bernard invites investigation of church archives
- Missing artifacts leave trail to next location
- Cult threatens retaliation
- Ancient texts require urgent translation

Running the Adventure

Tone Management

- Begin with light investigation and comedy
- Gradually introduce supernatural elements
- Mix horror with humorous relief
- End with serious implications

Key NPCs Notes

1. **Norman**
 - Knows more than he lets on
 - Snacks mark important discoveries
 - Actually quite observant
2. **Father Bernard**
 - First appearance sets up future tragedy
 - Genuine enthusiasm is endearing
 - Theories deserve attention
3. **Dr. Winters**
 - Potential future ally
 - Knowledge becomes crucial later
 - Currently oblivious to danger

Maps and Locations

Main Floor

1. Grand Entrance
2. Security Desk
3. Dinosaur Display
4. Ancient Civilizations Wing
5. Conservation Lab

Maintenance Level

1. Storage Rooms
2. Utility Tunnels
3. Staff Areas
4. Workshop
5. Secret Study

“Remember investigators, sometimes the real treasure is the friends we make along the way... and sometimes it’s an ancient artifact trying to eat your face.”



Figure 1: Professional D&D-style isometric dungeon map of the Museum of Ancient History. Two-level design featuring: UPPER LEVEL: Grand entrance with marble columns, central hall with massive dinosaur skeleton (accurately scaled), Ancient Civilizations wing with glass display cases, conservation lab, and security desk. Victorian architectural details including ornate archways and decorative tiles. LOWER LEVEL: Connected maintenance tunnels, storage rooms with scattered crates, workshop area with tools and artifacts, and secret study room. Include multiple staircases and service elevators connecting levels. Style: Classic D&D dungeon map illustration in brown ink with blue grid overlay, parchment texture background, detailed room labels, and a Gothic-Victorian ornamental border. Include small artistic touches like a decorative compass rose and thematic corner embellishments featuring museum artifacts. Resolution: Square format, highly detailed for printing clarity.



Figure 2: A Victorian museum's grand hall at night, illuminated by gaslight. A massive dinosaur skeleton casts dramatic shadows, while mysterious figures in poorly-fitted guard uniforms lurk near display cases. Ornate architecture, brass fixtures, and marble floors create an atmosphere of faded grandeur. Style: Detailed pen and ink with watercolor wash, architectural precision.

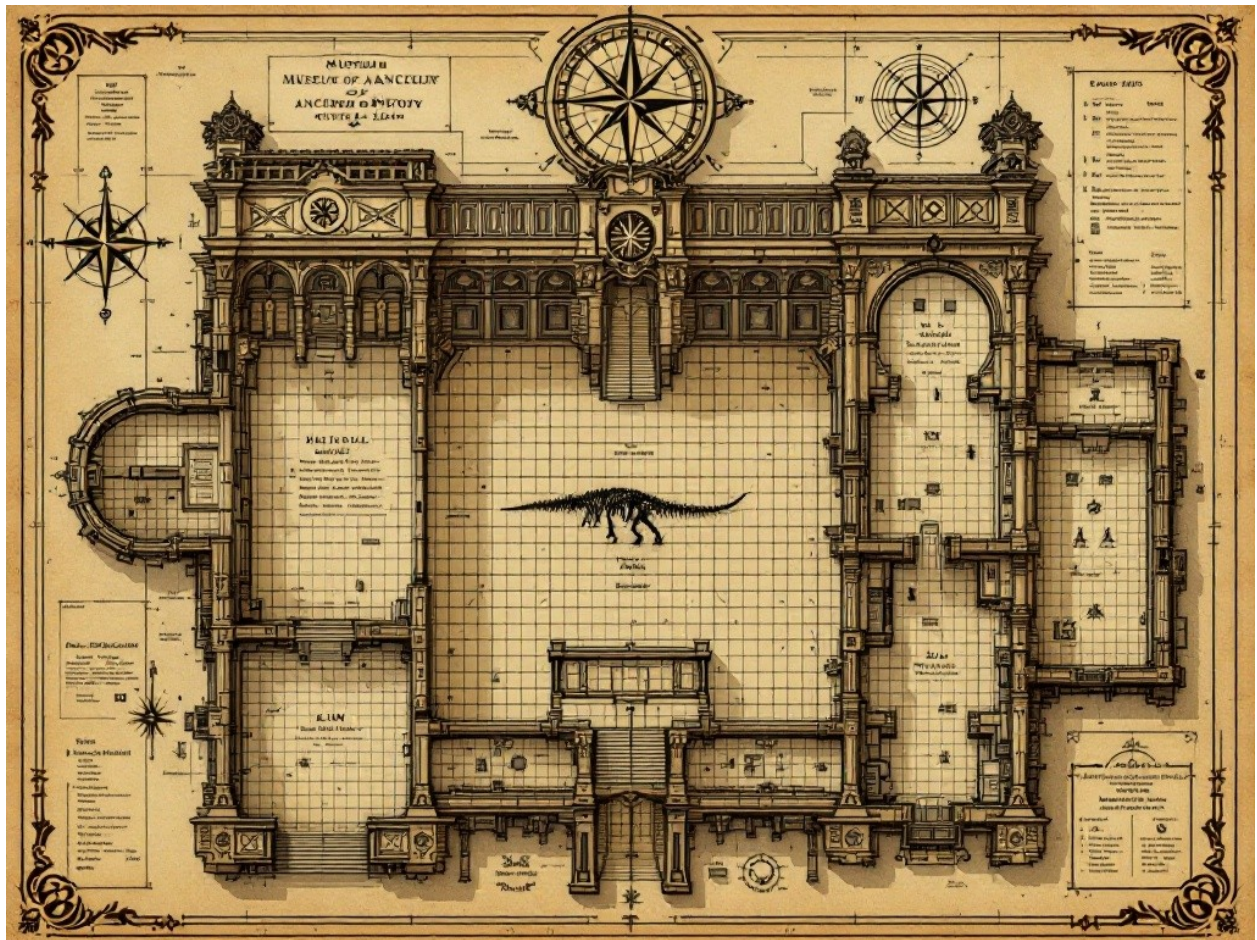


Figure 3: A top-down map of the Museum of Ancient History in Victorian architectural style. Detailed floor plan showing main hall with dinosaur skeleton, exhibition wings, and maintenance tunnels. Includes annotations, compass rose, and decorative elements like gargoyles and architectural flourishes. Style: Antique technical drawing with sepia tones.