

Museum room descriptions

Map key:

Solid line: Wall

Dashed line: Obstruction that does not extend to the ceiling; can be flown over by the PCs

Entrance hall:

This room contains a desk (the dotted line) at which, during the day, visitors would purchase tickets to enter the museum. There are a number of posters showing upcoming attractions, or advertising the museum. The front door is locked, but there is an open transom above it, through which the player characters have entered. There is a map of the museum on the wall. There are a number of pamphlets on the desk, which also feature maps of the museum, together with descriptions of all the rooms.

The night watchman (human) is dozing at the desk. He's a fairly heavy sleeper, but any sufficiently loud noise (such as the alarm going off) will wake him up. He has a pistol in a belt holster; he doesn't expect to ever use it for more than intimidation. There is a telephone on the desk.

The alarm can only be set off in this room by opening the locked front door.

Prehistoric Earth:

This room contains a number of displays, discussing the state of the earth before the time of the dinosaurs. The dotted lines are partition walls, with exhibits on either side. There is a model of ancient flora that can provide a good hiding place.

Dinosaurs:

The large circle in this room is the skeleton of a tyrannosaurus rex. The displays in this room center around the theme of dinosaurs. Aside from the skeleton, it contains mainly posters.

Stone Age Tools:

The displays in this room centre around how people lived in the stone age. It includes a replica of a stone axe that could, if wielded by someone with hands, be used to shatter the moon rock into several pieces.

Ancient Civilisations:

The displays in this room centre around early civilisations; North Africa and southern Europe feature heavily. Some of the jewellery is silver.

Modern Science:

The displays in this room discuss more modern science. It contains a rack of test tubes, filled with coloured water.

Space Travel:

This room discusses modern advances in space travel, specifically the recent moon landing, and that there will no doubt be a Mars landing any day now. This is where the moon rock will be found. This is one of the few rooms in the museum with an alarm system; a grid of lasers criss-crosses the floor; interrupting any beam will set off the alarm. The players can be assumed to be flying above the beams, unless they purposely attempt to set it off.

Gift shop:

Contains bric-a-brac, souvenirs, cigars, chocolate, and overpriced replicas of things in the museum. The alarm can be set off from here by opening the till.

Cafeteria: Contains tables and chairs. Several mice scurry along the floor, looking for crumbs. They are not hostile; they will defend themselves if attacked, but flee if injured. The cafeteria has a skylight, which lets in the moonlight.

Kitchen: A food preparation area. There are sinks, cutlery, crockery; there's a fair amount of food in locked cupboards, out of reach of the mice. The keys for the cupboards are in the locks. There is a gas stove. There is a set of silver cutlery.

Toilets: Half for males, half for females. This is where the werewolves start out; they hid in here while the museum closed.