

The Museum's Unwritten Room

120-minute plan | 4 players | No combat

A room absent from the museum plan opens overnight. Its objects have no labels, and two curators disagree about who is allowed to name them.

Content notice: Erasure of credit and institutional conflict; no real-world culture is imitated.

Use the public map and keep unrevealed cards face down. Your GM will give each card when it is discovered.

Player route map

Public route map: Museum hall connects to Catalogue desk and Loading court; either reaches Unwritten room, then Display gallery. Routes work in both directions. Retrace the route to return. No hidden information is marked.

Player handouts - cut along dashed borders

Timeline record

Deleted catalogue numbers reappear as shadows beneath the objects.

h-order | 1 copy

Fallback instruction

The room may be sealed with a preservation notice; its objects remain intact.

h-fallback | 1 copy

Method diagram

Match workshop marks to receipts; label uncertain identities UNKNOWN MAKER rather than inventing them.

h-method | 1 copy

Destination note

Yara's appointment card says UNWRITTEN ROOM, after closing.

h-note | 1 copy

Physical trail

Blank label shadows point through the unplanned doorway.

h-trail | 1 copy

Witness statement

Bex saw Yara carry deleted cards into the new room.

h-witness | 1 copy

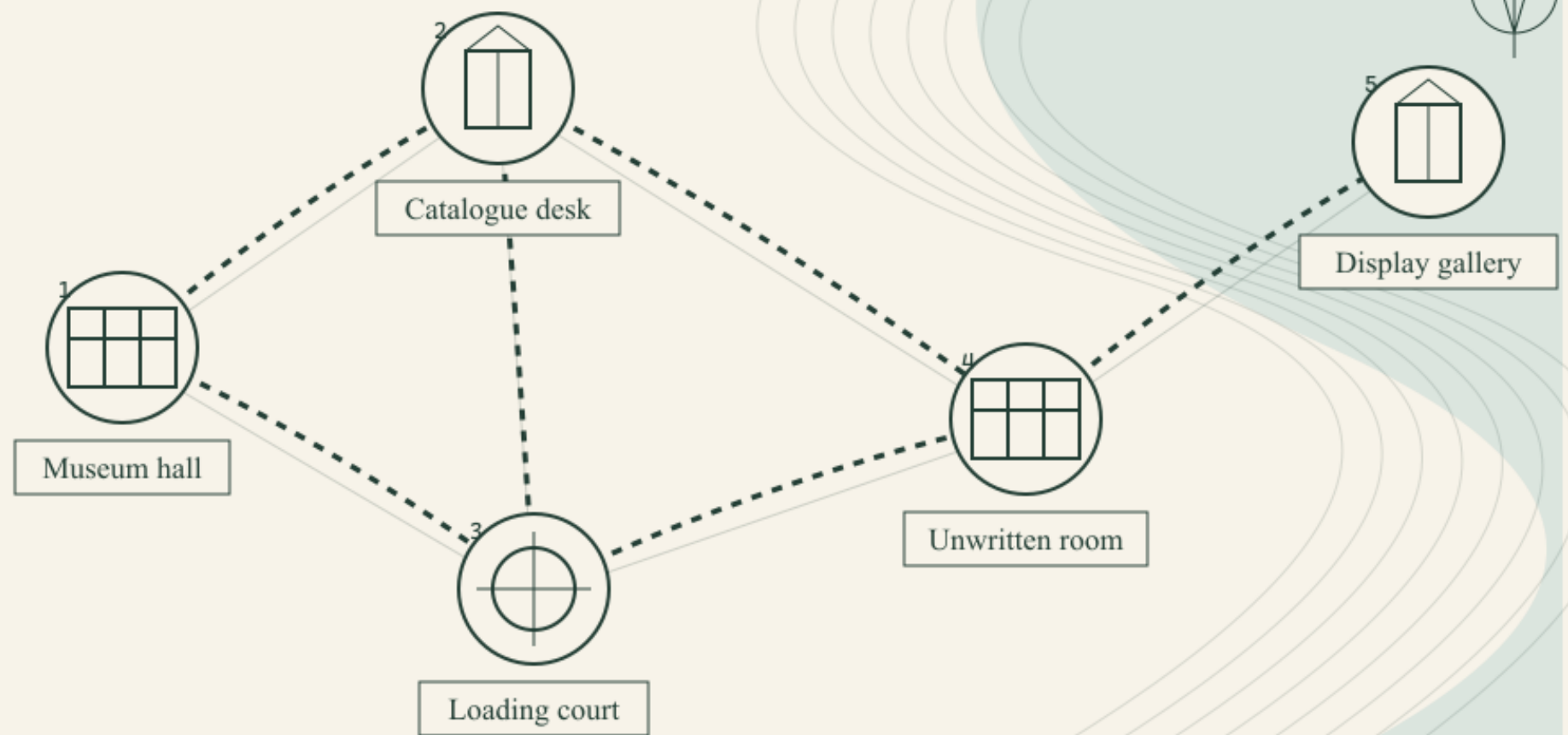
Player handouts

Safety marks

A record may name what is known: place, material, delivery date. A maker name needs evidence.

h-safe | 1 copy

Player route map



PUBLIC ROUTES · CONNECTIONS ARE BIDIRECTIONAL · NOT TO SCALE · 1.0.0