

The Museum's Unwritten Room

120-minute plan · 4 players · Follow the evidence

An unplanned room opens between two paintings. Objects inside cast the shapes of missing labels, and the museum must decide what it can honestly say about them.

Content notice: Erasure of credit and institutional conflict. The makers and traditions are wholly fictional; uncertainty is a legitimate outcome.

At the table

Describe what your character tries and the help they offer. Ask the GM what a choice will cost before committing. The group may pause, change a detail or stop. Write names, promises and unanswered questions on paper.

Museum hall

A new doorway interrupts the familiar gallery wall.

Catalogue desk

Tali sorts crossed-out accession cards beside the official plan.

Loading court

Bex has brought a crate with a square kiln stamp.

Unwritten room

Unlabelled objects occupy calm pools of lamplight.

Conservation store

Older catalogue sheets are boxed with shipment duplicates.

Public display gallery

Empty mounts and a blank notice stand face the entrance.

Your record

Our names and useful skills:

Our shared aim:

Places we have visited:

Evidence and promises:

What we still want to know:

The Museum's Unwritten Room - known places

