

UNNATURAL HISTORY

CONCEPT

Dr. Kelly Morrison became obsessed with the stories of the Mongolian death worms while doing field work in the Gobi Desert, and she smuggled three eggs back to the Museum of Natural History. Her plan did not include them hatching and getting out, but now that they have, she wants to protect and observe them.

HOOK

The hunters get a report of some strange deaths at the Museum of Natural History. Professor Josh Singer, Dr. Jennifer Sofia, and Michelle Fitzsimmons were last seen alive working late unpacking and cleaning up new items for the collection. The next morning, they were found “burned and partially dissolved,” according to the police reports.

COUNTDOWN

- **Day:** Worms split up, looking for warm, dry places to nest.
- **Shadows:** Having established nests in different parts of the museum, they start hunting. Dr. Francesca Ferrara is the first new victim.
- **Dusk:** Worms continue hunting, eating, and growing. Victims are Cedrick Greto, Gina Grasso, and Chris Larsen.
- **Sunset:** Worms continue hunting, eating, and growing. Victim are Det. Eagan, Det. Sgt. Keisha Bloedel, and Dr. Kelly Morrison.
- **Nightfall:** Worms mate and lay eggs in their nests.
- **Midnight:** Eggs hatch, and the museum is overrun by a plague of Mongolian death worms.

THREATS

MONSTER

Name: Mongolian death worms

Description: 50cm long worm, 5cm thick, intestinal pink/grey/red, tripartite mouth. Grow to 1m.

Type: Monster/Beast

Motivation: To run wild, killing and destroying.

Powers: Venom, Lightning Blast

Weaknesses: Water

Attacks: Venom (4-harm hand/close poison), Lightning Blast (3-harm close electricity stun)

Armour: 1 (sinewy hide and organs)

Harm Capacity: 8 (x3)

MINION

Name: Dr. Kelly Morrison

Description: Middle-aged white woman, short salt-and-pepper hair, glasses, tanned, smart pantsuit.

Type: Minion/Guardian

Motivation: To bar the way or protect something.

BYSTANDER

Name: Dr. Francesca Ferrara

Description: Young, attractive, Italian accent, dresses in jeans and flannel, but all good quality.

Type: Bystander/Victim

Motivation: To put herself in danger.

BYSTANDER

Name: Detective Patrick Eagan

Description: Tall, pudgy black man, shaved head, rumpled suit.

Type: Bystander/Detective

Motivation: To rule out explanations.

BYSTANDER

Name: Detective Sergeant Keisha Bloedel

Description: Short, plain-featured, eyes always watching. Wears cheap pantsuit.

Type: Bystander/Busybody

Motivation: To interfere in other people's plans.

BYSTANDER

Name: Chris Larsen

Description: Stylish brown hair and suits, pinched face, loud, nasal voice.

Type: Bystander/Official

Motivation: To be suspicious.

BYSTANDER

Name: Cedrick Greto

Description: Middle-aged ex-cop, security uniform, gin-blossoms on nose, buzz cut, still good shape.

Type: Bystander/Helper

Motivation: To join the hunt.

BYSTANDER

Name: Gina Grasso

Description: Older woman, grey hair, cleaner's uniform, poor English, good Italian.

Type: Bystander/Witness

Motivation: To reveal information.

LOCATION

Name: Natural History Museum

Description: Modern museum, many wings, lots of displays of animals/people from all over the world, maze of corridors, offices, labs, and storage rooms behind the scenes.

Type: Location/Wilds

Motivation: To contain hidden things.

LOCATION

Name: Lair of the first worm, inside the whale in the Ocean Hall

Description: The suspended whale is hollow, with a thick layer of spray insulation providing a little more structure. The worm has burrowed into this insulation.

Type: Location/Den

Motivation: To harbor monsters.

LOCATION

Name: Lair of the second worm, in the Skeleton Preparation Lab in the research areas of the ground floor.

Description: The room is filled with file boxes of bones on shelves, and several large tanks full of beetles. Five worktables, with various knives, probes, and brushes, as well as magnifying lenses and spotlights, are scattered through the room.

Type: Location/Den

Motivation: To harbor monsters.

LOCATION

Name: Lair of the third worm, in the vents surrounding Chris Larsen's office on the third floor.

Description: The third floor is carefully climate controlled because of the paintings used to decorate the executive offices. The worm is crawling through the vents, with a nest made in a junction.

Type: Location/Den

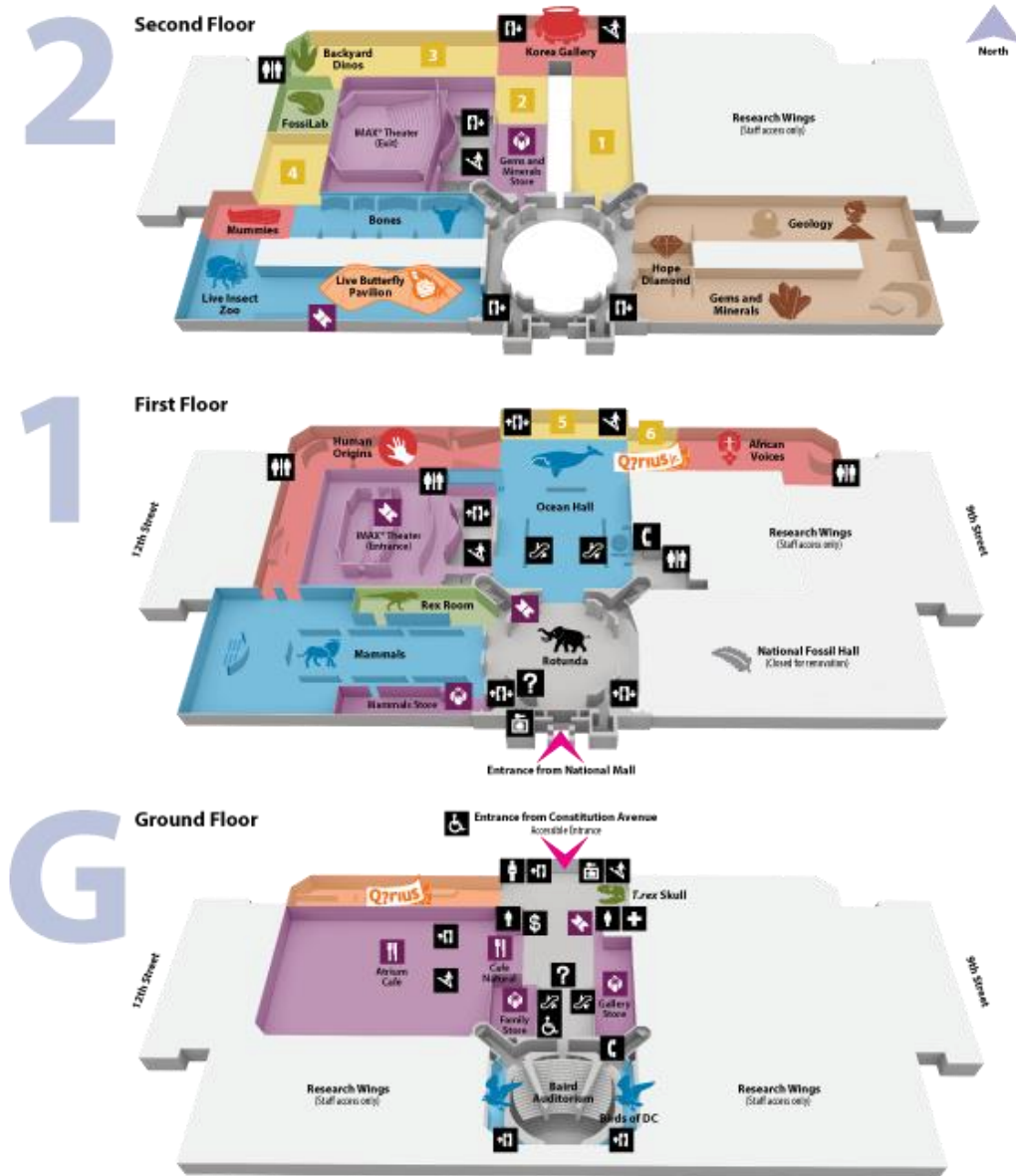
Motivation: To harbor monsters.

CUSTOM MOVES

Mongolian death worm venom. When **you are poisoned by a worm**, its venom will cause 1-harm every five minutes until the injury is stabilized or the affected area is flushed with clean water.

NOTES

Mongolian Death Worm



SPECIAL EXHIBITIONS	INTENSIVE INTERACTIVES	ANIMALS & ECOSYSTEMS	DINOSAURS AND FOSSILS	EARTH SCIENCES	HUMAN DIVERSITY	AMENITIES
1 Genomic: Unlocking Life's Code Second Floor	Live Butterflies and Plants Second Floor	Bones Second Floor	National Fossil Hall Closed for renovation	Gems and Minerals Second Floor	Korea Gallery Second Floor	Stores
2 Unintended Journeys Second Floor	Q7rius Designed for Teens Ground Floor	Live Insect Zoo Second Floor	Backyard Dinosaurs Second Floor	Hope Diamond Second Floor	Mummies Second Floor	Tickets
3 Beyond Bollywood Second Floor	Q7rius Jr. Ages 9 and under First Floor	Mammals First Floor	Fossil Lab Second Floor	Geology Second Floor	African Voices First Floor	Dining
4 Immersive Dino Experience Second Floor		Ocean Hall First Floor	Rex Room First Floor		Human Origins First Floor	
5 Reptiles of Planet Ocean First Floor		Birds of DC Second Floor	T-Rex Skull Ground Floor			
6 Mali Mud Lessons First Floor						

FACILITIES						
♿ Accessible	ATM	🚶 Elevator	🚶 Escalator	🏠 First Aid	📄 Information Desk	
👜 Locker Storage	☎ Pay Phone	🚻 Restrooms	👮 Security Office	🚪 Stairs		