

- Filed by: Jason Marker -



A Night at
the Museum



THE SETUP

The Detroit Institute of Art is one of the premier art museums in the world. The museum possesses a vast collection, from ancient Greek pottery to statuary from the Holy Roman Empire to challenging and inscrutable modern installations. In addition to their art collection, the museum curates collections of ancient art and artifacts from various non-Western cultures. One section celebrates the disparate cultures of Africa through their music, dance, textiles, and jewelry work. The Middle East wing displays the delicate calligraphy of a dozen ancient Qur'ans, intricate tapestries, and stunning artifacts. Perhaps the most popular display is the Ancient Egypt collection, which houses ancient funerary statues, sarcophagi, bas relief carvings, and the mummy of a young woman thought to be from the Ptolemaic Dynasty.

In addition to their permanent collections, the DIA hosts touring displays from around the world. In recent years the museum has featured touring collections from artists as diverse as Annie Leibovitz, Rembrandt, and Frida Kahlo. Currently, the DIA is hosting a unique collection of ancient Egyptian funerary art called Sokar—The Silver Bowls. This collection features a number of recently unearthed statues, urns, masks, metalwork, and painted panels featuring the Egyptian funeral god Sokar. The Sokar exhibit arrived at the museum nearly a month ago and has been wildly popular with academics and the public alike. The media has made a fuss about the exhibit's historical importance, and images of the priceless artifacts contained therein have been splashed across every television set, computer monitor, and mobile screen in the country ever since the exhibit arrived from Egypt.

THE CALL

At 02:40 on a Saturday morning, Wayne State University Police respond to an emergency call from the Detroit Institute of Art. Upon arrival, WSUPD officers discover what seems to be a break-in gone wrong. The traveling Sokar

Sokar—The Silver Bowls

Sokar, also known as Seker, is an ancient funerary god of the Memphite necropolis. Not particularly well known outside of archaeological circles, Sokar is portrayed as a mummified human with a falcon's head wearing a crown and carrying a holy staff. He is a god of funerals and the underworld, closely related to both Ptah, the creator god and chief god of Memphis, and Osiris, god of the dead. In texts, Sokar is portrayed as traversing his section of the underworld, a sandy hellscape called Imhet, on either an ornate sledge or aback a massive winged serpent. Along with his association with the underworld, Sokar is also a god of craftsmen, and he is known for his skill as a silversmith and as an engineer with an eye toward the construction of cities.

exhibit is in ruins, with the smashed remains of artifacts strewn throughout the museum. Two DIA guards are dead, savagely beaten to death with a large stone statue of Sokar, which lies broken in two next to one of the guards. Some of the WSUPD officers cordon off the crime scene, others interview two surviving guards, and one, a veteran officer named Patrice Jackson, discovers something missed by her colleagues.

Officer Jackson is a Talent Scout, a psychic officer embedded in the WSUPD to observe and report on paranormal activity in Detroit's Midtown. At the crime scene, Officer Jackson senses a powerful paranormal presence. Something ancient and frightened is in the museum and was involved in what happened at the exhibit. Officer Jackson calls Corktown to alert the duty sergeant of an active paranormal incursion in Midtown. Corktown immediately assembles an investigation team from available officers and investigators and dispatches them to follow up with Officer Jackson and take charge of the crime scene.

THE INVESTIGATION

Once they arrive on scene, the Corktown investigation team interviews the WSUPD officers,

relieves them, and takes charge. A search of the scene using parapsychology and psychic abilities reveals that a paranormal creature entered the exhibit, encountered and killed the first guard, smashed some of the displays, attacked the second guard when he responded, then fled. If the investigators think to locate a list of the artifacts, or simply read the displays and attempt to match their contents with the debris on the floor, they realize that a set of small stacking bowls made of silver are missing from the exhibit.

Searching the museum reveals that the permanent Ancient Egypt exhibit has also been ransacked, and a third guard is found dead under a pile of shattered glass and stone in front of a massive display of sarcophagi. Investigating this area reveals that the paranormal creature from the Sokar exhibit either visited or originated here, and further searching reveals that the DIA's mummy is missing, and its glass display case was seemingly shattered from within. It seems now that the investigators have an active mummy on their hands.

THE RESOLUTION

With only a few hours until the museum is set to open and an active, extremely dangerous paranormal creature on the loose, the investigative team has no time to lose. Tracking the alleged mummy through the museum reveals that the creature fled to the lowest sub-basement. Once in the basement, the creature found its way into a series of access tunnels that lead to the Main Branch of the Detroit Public Library across Woodward Ave, to the Michigan Science Center, and to the Scarab Club artists' collective, both behind the museum across John R. Street.

The investigators must move quickly and with caution. If the mummy manages to gain entrance to any of the other buildings, it will set off burglar alarms and possibly harm or kill more security guards. In addition, this mummy is, or was before it seemingly came back to life, a priceless museum artifact. If it is damaged or destroyed, the Corktown investigators will have to answer a lot of pointed and uncomfortable questions from the DIA curator and board of directors.

THE MUMMY

The DIA's mummy was responsible for the carnage in the museum. Little is known aside from the fact that she was presumably a young noblewoman from the Ptolemaic Dynasty. Lingered paranormal energies from the Sokar artifacts woke the mummy from her long slumber. Confused and terrified, she smashed open her case while escaping it, destroyed the Egypt exhibit out of terrified fury, and killed a guard when he came to investigate. Hearing the artifacts call to her, she made her way to the Sokar exhibit to retrieve them. There she encountered the other guards and in a panic killed them and destroyed the exhibit.

Once the mummy is found, the investigators can destroy her or attempt to reason with her. Talking with her has unique challenges. First, she can speak, but she only knows the Egyptian that was spoken during the Ptolemaic Dynasty. Second, she is terrified and confused and will lash out unless extreme caution is used. She has no memory of her death, who she is, or how she got to Detroit, and it takes supreme effort to calm her to the point where she can be reasoned with. The methods used to either destroy or communicate with the mummy are left to the discretion of the GM and his players.



THE DIA MUMMY

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidation d8, Subterfuge d6

Pace: 6 **Parry:** 6 **Toughness:** 10

Special Abilities:

- **Arcane Resistance:** +2 to rolls made to resist Psychic abilities.
- **Fear:** Anyone seeing the DIA mummy must make a Fear test.
- **Slam:** Str.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Fire):** The mummy takes +4 damage from fire.