

Elevator

- The elevator shudders to a halt
- Intro song plays
- Doors scrape open, elevator has not fully reached the floor: there is about a two-foot gap.
- As the doors open, the smell of brine and rust wafts in.
- There is the sound of a sliding door jerkily opening and closing, and some zaps of electrical discharge.
- The room is dark and dank.
- There is a ladder leading up, it would take too long to use.
- The door north is broken, opening a couple of inches before slamming shut.
- Next to it is an open control panel, with an open tool panel on the floor.

Lobby

- Once a pleasant visitor area, plastered with slogans and posters of the chief scientist Edlar Wellingleby.
- Now it is dank and dark, lit by swinging, flickering, green-blue lights.
- Everything is covered in rust, and there is a sound of constant dripping.
- Rusty puddles splash underfoot.
- Metal pipes snake across the walls and ceiling, twisting like vines and veins.
- In front of the (unmanned) front desk there is a diorama of the facility. This may once have been beautiful and gleaming in copper.
- On the walls there are glowing LED seven-segment displays, with icons for various status indicators of the station. The indicator for hull integrity is flashing red. Prominently featured on the display is a large timer, counting down.
- To the right there is an old man (60s–70s) lying on his side on the floor, working on a control box next to a door that is jerkily sliding open and closed with occasional sparks. He is dressed in Moroi corp overalls.

Mess

- A cleaner area, with a self-service buffet along the far wall, stretching from left to right, with a large area for seating nearby. The tables and chairs are a mix of metals, and some seem bolted into the floor where others are moulded into it, twisting around each other.
- Near the entrance there is a small half-eaten cake, with a little banner attached to lights above that says “happy birthday Ned” with a picture of Wellingleby. The cake says 72.

Quarters

- 4 rooms
- One room for each of the scientists
- Ned and the security guard share a room
- The players may be assigned 4 to a room (bunk-beds)
- In the Edlar Wellingleby’s room, there is a bunch of newspaper articles about himself, several self-portraits, and a vanity table.
- Also, a diary (handout).
- In the second scientist’s room, it is pristine and surgically clean. The metal in here has been polished to an almost mirror finish, and the bed is made.
- A to-do list (handout).
- Ned and Buck’s room, Buck’s side is full of disco music paraphernalia.
- Also, a diploma (he has a degree in archeology from a prestigious university), and a letter indicating that he is an accomplished
- Ned’s stuff includes details about his grandkids.

Hall east of lobby

- First door on the right: to the kennels
- At 3 minute mark, one of the Cthulhu bots from inside will slam on the door, punching it out a little. It won’t escape, though, and it will go into the vents.
- Door to the left goes into the workshop.

Workshop

- Contains a battery for laser cutter found in excavation area
- Also contains some deactivated collars.

Patient Area

- Door to the right to the patient area, which is a simple waiting room, with a barred door to the WC, and a second door to the WC at the end. The barred door to the WC, when opened, reveals a security door with a microphone to access. The door opens with “ooboshu”. Leads into secret lab.
- Magazines in the patient area, Muzak.

Kennels

- One Broken Cage, 2 more Cthulhu guys in cages.
- Door to kennels security locked, accessible by code.
- Has another secret door to the secret lab.
- Access to HVAC via vents.

Secret Lab

- Full of experimental stuff, wires, collars.
- Door into the secret lab from the patient area, and another door into the kennels.
- And one huge Cthulhu guy strapped down (no collar).
- Also, here is info on how to control the collars: spoken in R’Lyehian, the word for “sleep” will stop them from attacking.

Escape Pod

- Has space for 10 people.
- Will not get to the surface on time.

Excavation Chamber

- Big window—some large structure just barely visible. Lighting will reveal it is a stone gate, hundreds of feet tall. Gets closer every loop.
- Something has been dragged from the centre of an excavated site into the main lab.
- Can be lit from HVAC room
- Laser cutter in here, but it’s not charged.
- Windowed blast walls into the lab. Can’t get in this way.

Main lab

- Contains Antigone and Wellingleby, and the artefact in the centre, being energised by power cords.

Library

- Library contains a bunch of biographies on the main scientist, as well as some dubiously authored textbooks of his.
- Crucially, it also contains a dictionary of Cthulhu language words. Remember the players can’t keep this between loops!

Security

- Buck Duckton
- Puts on his hat as called (has secret occult tattoos)
- Has a rifle
- Lasers need to be deactivated by putting in a code (**F754**).
- Accessible from vents via HVAC

HVAC

- Access to vents from here—vents can go to all rooms except the main lab. However, players will need to know where they’re going: make them narrate their directions in detail (i.e.: you come to a junction, with three ways: where do you go?), and provide no map for the vents.
- At the 6 minute mark, a monster will get to here from the vent. This monster has come from the kennels, and it will attack by dropping wires from the ceiling to strangle someone below. If there is no-one here, it will drop down and roam around starting from the HVAC point.