

Beneath the ice

An adventure for the Scenario Contest in
Ropecon 2009

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1. Introduction

A geologist, studying the still active volcano mount Erebus, stumbles upon a man made gate beneath the ice on Antarctica. The door is an equilateral triangle and decorated with Aztec pictographs. The door frame is a golden border with Old Persian cuneiform writing.

A special team of experts from the United Nations Office of Scientific Investigation and Research is dispatched to investigate.

Can the team discern who built the door? What secrets lay behind the door? What is the American corporation doing on the north slopes of mount Terror? Can the team unravel the mysteries of earth's past?

A science fiction/modern adventure featuring ancient lethal traps, extinct beasts, high technology and a secret that if revealed will shake the very foundations of humanity itself! Where do we come from will get a whole new meaning...

1.1. Rules

This adventure is written for the D6 Adventure rules, but ant D6 system can be used. If you need help with the rules you can contact the author at:

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1.1.1. Notation

For those unfamiliar with D6, see the wikipedia page about the D6 system:

http://en.wikipedia.org/wiki/D6_System

In this module I use 1D, 2D, etc to denote one, two, etc number of six-sided dice. The sum of the number is used.

2. Background

Only 10'000 Years ago the inner planets of the solar system were different. Nearest was Mercury, with a thick atmosphere, but too hot to support life. then came Venus, which was a fertile planet blooming with life. After Venus came Mars which was an arid planet with large oceans. The planet also had life. After mars came fourth planet which is no more today. It was a cold planet devoid of life. It atmosphere was thin. Mars had no moons and Venus had one. The life on both planets came to a sudden end with the appearance of a new blue planet. The new planet which we know as earth appeared one day between the orbits of Venus and Mars. The appearance of a new planet had catastrophic results. It pushed the inner planets closer to the merciless sun. The atmosphere of Mercury blew away, the life of Venus boiled away. It became the pressure cooker it is today. Mars slowly froze away. As the core of Mars cooled down its magnetic field failed and its atmosphere blew away by the relentless solar wind. The



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fourth planet was driven too close to Jupiter and was ripped apart by tidal waves. So fierce were the forces that several fragments flew inwards and bombarded Mars and the other inner planets. Two rather large fragments were captured by the gravity field of Mars. We know them today as Phobos and Deimos. The orbit of the moon of Venus became unstable in the constant bombardment finally crashing into the planet itself. The earth fared quite well in the face of this bombardment. It had a shield. This shield is called the moon. The moon was maneuvered so that it protected the earth from the relentless bombardment from the continent known as Atlantis.

Back in those days the axis of the earth was different. The earth was tilted so that the Atlantic and the Pacific oceans were the cold poles. Antarctica lay on the equator and had a very nice weather. Then disaster struck. One of the fragments of the destroyed planet made it through the moon-shield and struck the continent we know as Antarctica. The result was cataclysmic. The tilt and rotation of earth changed. Antarctica fell to the south pole and soon became covered with ice. The civilization was shattered, and thrust back into a dark age. Now nearly 10000 years later humans have once again set foot on the Antarctic continent and might discover their past lies in another solar system. The inhabitants never realized that they had arrived at their destination.

This adventure features a Hollow Earth. In this reality Earth was in the past manufactured to have a drive system which allowed the original humans to move our planet between solar systems. This was indeed many times necessary since most solar systems in our galaxy are far from the relatively calm of the current one. Always when earth was threatened with destruction the planet movers would jump the entire planet to another safer place.

2.1. The Structure of Earth

Earth is not as solid as we think it is. In fact the innermost core is hollow. Instead there is a great engine core in the center of the earth. The engine core to an inter-dimensional drive. One which allowed the early humans to whisk the earth from solar system to solar system as faster than the speed of light! The engine "nozzle" is situated at the north pole, while the control is situated at the south pole, or rather beneath Antarctica. Some 1800 km beneath Antarctica is a large chamber, roughly the size of the continent itself. This is the place that the Ancients retreated to during the long voyages between solar systems. Only those of "pure blood" were allowed to reside here, the rest of the humanity had to ride on the surface of the planet. In fact, the great extinctions were caused by interstellar travel.

A second tier lies even further down. 600 km beneath the surface is what is known as the First Tier. This tier functions as a geothermal power source for the whole installation.

Another tier, Tier 2, which sits between tiers 1 and 3 functions both as a cooling layer for the previous and as a water source for the deepest tier.

The third tier another 600 km beneath the second is actually on the inside of the reactor core, which acts as both a power and light source. If the reactor would be shut down this land would become a very dark place.

3. The characters

This section describes the background of the pregenerated characters briefly, and their role in the team.

3.1. Case Manager

The case manager of a U.N.O.S.I.R. team is the undisputed leader. He is ultimately responsible for all decisions. Usually he does not run his team as a dictator, but depends on his team to give him opinions and facts to use in his decision making.

3.2. Physicist

A physicist usually is responsible for measuring the environmental data around a phenomenon. He is also key in analyzing the physical aspect of the mission.

3.3. Archaeologist

In a mission involving lost civilizations an archaeologist usually joins in with information about ancient cultures and their beliefs. Many phenomena have their roots in ancient times.

3.4. Linguist

The linguist is not only an expert in modern languages, but also in ancient languages. Some times they are also excellent cryptographers and/or computer scientists.

3.5. Psychologist / M.D.

On almost all missions a psychologist and/or a medical doctor is added to the team both to care for the team and any victims of a phenomenon. The psychologist is also a key person in setting up and analyzing initial interviews with any witnesses of a phenomenon.

3.6. Security Specialist

The security specialist is responsible for the physical safety of the team. He often has roots in law enforcement and/or a military background.

4. Arriving at McMurdo Station

McMurdo Station is an American station located about 3 miles (5 km) from Scott Base, the New Zealand science station, and the entire island is located within New Zealand's Ross Dependency Antarctic claim.

The characters will arrive at McMurdo Station in a C-5 Galaxy transport aircraft. Along with their equipment.

Their equipment include

- Weapons
- Computers
- A portable physics / chemistry / biological lab
- Archeology kits
- Medical supplies and food rations.

While the ground crew unload the huge aircraft the team is welcomed to Antarctica by Joan Hackett. Joan is the head of the team of Geologists who discovered the Triangular door. After introductions she leads the team to a waiting "McMurdo bus", which takes them to the building that serves as head quarters for the geologists. During the 30 minute ride Joan will answer any questions the team might have regarding the logistics and/or accommodation. Any questions about the gate or door will be deferred. Joan says she hasn't actually seen the door so any questions regarding that will have to wait until they meet Simon Melsey, the Geologist who found the thing. He is up on Mt Erebus standing guard.

At the base they will meet with most of the other geologists who have all seen the gate, and if asked will say that Joan has also seen it. (Joan is actually receiving funding from SciTec, and has told them about the gate too. She is lying to keep the U.N. Out of her hair.). They all describe the gate as being an equilateral triangle and decorated with odd pictographs. Made of obsidian or other black stone. The door frame is a golden border with Old Persian cuneiform writing. If asked, the geologists can provide a rub transfer of the cuneiform and symbols on the door.

5. The Entrance

The following day the team will travel with Joan Hackett to the gate on Mt Erebus. It is not a long ride at all. They will go by helicopter, and the field lab etc will come in behind. The helicopter will drop them off at the base camp on Mt. Erebus. From there they will go on snow speeders to the cave where the door was found. The way to the door itself goes via a maze of connecting ice caves formed when hot volcanic gases have melted the ice on its way to the surface. By the door stands a small but compact man. He is armed with a pistol, and will challenge the players, until he recognizes Dr. Hackett.

The door itself is made of obsidian, and is a perfect equilateral triangle. It is 2 m tall at its tallest point. There are three Aztec symbols on the door itself:



Anyone with Languages-skill can try to decipher what it means. However, it has a difficulty of 23. If the character has Ancient languages specialization (the archaeologist and the linguist have) the difficulty is only 13. A success of 0-2 will allow the translator to understand the general meaning "Do not enter", a success of 3-6, will give the understanding of "Do not enter, under the pain of death" and a success of 7+ will give the true meaning: "Authorized entry only, trespassers will be put to a slow painful death."

The Hand symbol combined with the head is in this configuration gives the "Do not enter" part. The snake head symbol in itself means either death or agony or torture, but in conjunction with the hand symbol it means "put to death, killed", and the head adds the meaning of purposefully or painfully.

The door frame is gold with engraved cuneiform text. The left side looks like this:







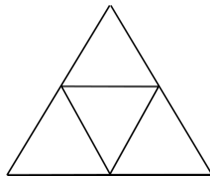
On the right side of the door this text can be found:



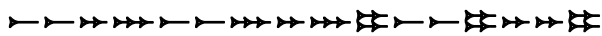
The difficulty to read the above text for people without ancient languages is 27 and 17 for people with ancient languages. A success of 0-2 will allow the character to know that the text is actually continuous and is some sort of advice or instruction on how to access

something. 3-6 Will tell that **this is a door to an access tunnel to some sort of facility. Apparently some sort of key is needed.** A success of 7+ will allow the character to translate the text to: "**Access to core facility NUMDUM mountain. Authorized access only.**"

If the characters search they will find a triangular keypad with , ,  and  on the left side of the door.



Beneath the keypad are some barely visible (perception 16+) scratch marks:



(1-1-2-3-1-1-3-2-3-4-1-1-4-2-2-4) which is the access code for this and subsequent locks in the facility.

5.1. The passageway

Beyond the door lies a sloping spiraling corridor with a triangular cross-section. The slope is 3 km long all in all, and it turns left with a constant radius.

If the characters managed to open the portal they can travel to the bottom of the tunnel without further incident. Perceptive individuals (Perception roll > 10) will hear a noise coming from somewhere in the lower parts of the tunnel. It sounds like some sort of machinery. The sound will become stronger as they near the lower end. If the characters blew the door open the passage will be trapped..

5.1.1. The Trap

10 m from the door there is a trigger plate which is 5m long and as wide as the corridor. As soon as the trap is triggered two things happen. First the exit is sealed by a 1m thick slab of diorite which slams down to block the entrance. Secondly a timer starts. The timer makes a clicking sound, which will become more and more frequent as the timer starts. At the end of the 1 minute timer (10 turns), a 2m section of the ceiling slides down from the ceiling and starts sliding down the sloping corridor.

The diorite stone slab has a triangular cross-section, like the tunnel, and fits quite precisely in the tunnel starts sliding down the corridor towards the characters with a speed of 1. The slab accelerates slowly meaning that the first 5 turns accelerate by 1, the next 5 turns it accelerates by 2 and the next 5 by five and finally by 10 until it reaches its top speed of 100. See the following table for the speeds and the distance the slabs travel:

Turn	Speed	Distance
1	1	1
2	2	3
3	3	6
4	4	10
5	5	15
6	7	22
7	9	31
8	11	42
9	13	55
10	15	70
11	20	90
12	25	115
13	30	145
14	35	180
15	40	220
16	45	265
17	50	315
18	60	375
19	70	445
20	80	525
21	90	615
22	100	715
23	100	815
24	100	915
25	100	1000

Diorite is a very hard material so no grappling hooks or pitons will penetrate the hard surface. A well placed wedge or piton during the first 10 turns might stop the stone block. The difficulty is equal to the speed +10.

Furthermore, there are two pits further down the corridor. The first one is a spiked murder hole, and is 500 m down the corridor. The murder hole has rails built on the sides which will make the stone slab move over the hole (this happens on turn 20 after the trap is triggered). The pit is only 5 m long (a jump with difficulty 15, standing, reduce difficulty by 5 for each turn running before the jump, at most by 10). There is another pit 500m further down. This one is not railed so the stone slab will drop down on anyone unlucky enough to be pushed into the pit. This pit is 10 deep and

5m wide. It tapers down to 2m wide at the bottom which means anyone caught on the bottom will be squashed by the stone slab.

After the trap has run its course it will pose no further threat. When all becomes quiet any surviving characters will start hearing sound coming from further down. It sounds like machinery. Also some light can be seen at the end of the tunnel (search roll 5+ required if carrying own light source).

6. The First pyramid

The noise that was heard in the tunnel is now quite loud, so the characters should be aware that some sort of machinery is being operated beyond the tunnel. There is a stone door which is semi-open with enough room enough to squeeze through. The door opens to a huge cave (see map 1).

Beyond the door to the left is a 30m tall obsidian tetrahedron pyramid (a pyramid with a triangular base, like 1d4). To the right is a 40m wide chasm, and beyond the chasm is a task force building a bridge to cross the chasm. The task force consists of armed security guards, a group of engineers and some archaeologists. All vehicles and security personnel bear the logo of SciTec corporation.

SciTec is an American corporation. It is known for its technological consumer products. Unknown to most (business check of 12+) is that it is also involved in military technology (weapons). It is rumored that the corporation has stolen most of its technological breakthroughs from small independent companies and inventors (business 18+ to confirm). It is a ruthless greedy corporation and is under investigation by the UN for numerous human-rights violations (Case manager will know).

These guys are bad news and the characters know it. It can be assumed they will be shot if spotted. (The guards have a combined perception of 2D+3, they are not very interested on the other side yet). If the characters are spotted the guards will command them to stop, and if the characters do stop the leader of the task force will recognize the case manager and will give the team one chance to go home, claiming that this is their site, officially sanctioned by the US government. If the characters refuse the security force will open fire (the characters will understand that they are outgunned and must seek shelter). Shelter can be found behind locations 2, 3 and 4 on the map. The construction site (5.) of the new bridge is very well lit, offering a shaded view of the pyramid (1.). The camp is also relatively well lit up by 4 flood lights.

6.1. Area Map legend

1. **The pyramid.** A 40m tall obsidian pyramid. There is a door to the south.
2. **Obelisks.** These are 5 tall triangular obelisks of pure gold. They have Aztec symbols all over them telling that this pyramid is the first step to heaven or paradise (language check with difficulty 32 (17 with ancient languages)). These writings tell further more that there are 3 more tiers and that safety is on tier 3. It takes 1 minute to read an obelisk. A reading character is immobile (-3D to combat difficulty).
3. **Broken bridge.** This was once upon a time a suspension bridge. It is now broken.
4. **Boulders.** These boulders are rocks fallen from the ceiling. They offer partial cover to anyone standing up and full cover to anyone crawling. Great for hiding behind.
5. **Bridge building site.** The SciTec engineers are building a 50m long bridge to span the 40m wide chasm. They have a lot of light from their bridge building equipment and have already built a 20m long bridge. They are very keen on their work, but the light is so good here that it will make any characters easy to spot (stealth difficulty of 2D+15) on the exact opposite side.
6. **Camp.** This is the base camp for the SciTec people. The leaders of the excursion are inside one of the tents making plans. If the characters are spotted they will come out and demand that the characters surrender.
7. **Parking area.** The SciTec have 2 M1 tanks two troop trucks and 2 Jeeps. All vehicles are black and bear the SciTec logos. There are two flood lights lighting up this area. The mobile generator is aboard one of the trucks.
8. **Maintenance tunnel.** This is where the characters will emerge from.

6.2. SciTec soldier

These soldiers are armed with HK G36 assault rifles and MP-7 submachine guns. They also have 3 concussion grenades and two smoke grenades. They all wear ceramic armor.

Reflexes	2D	Coordination	2D
Dodge	4D	Marksmanship	4D
Brawling	3D	Throwing	3D
Melee	3D	Physique	2D
Other stats	2D	Lifting	4D
		Stamina	4D
Damage Resistance	5D+1	Melee Damage	2D

The G36 Assault Rifle does 8D+3 damage and has a range of 80/300/800 meters. All soldiers carry 2 clips. Each clip is good for 14 bursts or 40 single shots.

The MP7 Submachine Gun does 6D+3 damage and has a range of 20/75/200 meters. All Soldiers carry 2 40-round clips which is good for 14 bursts.

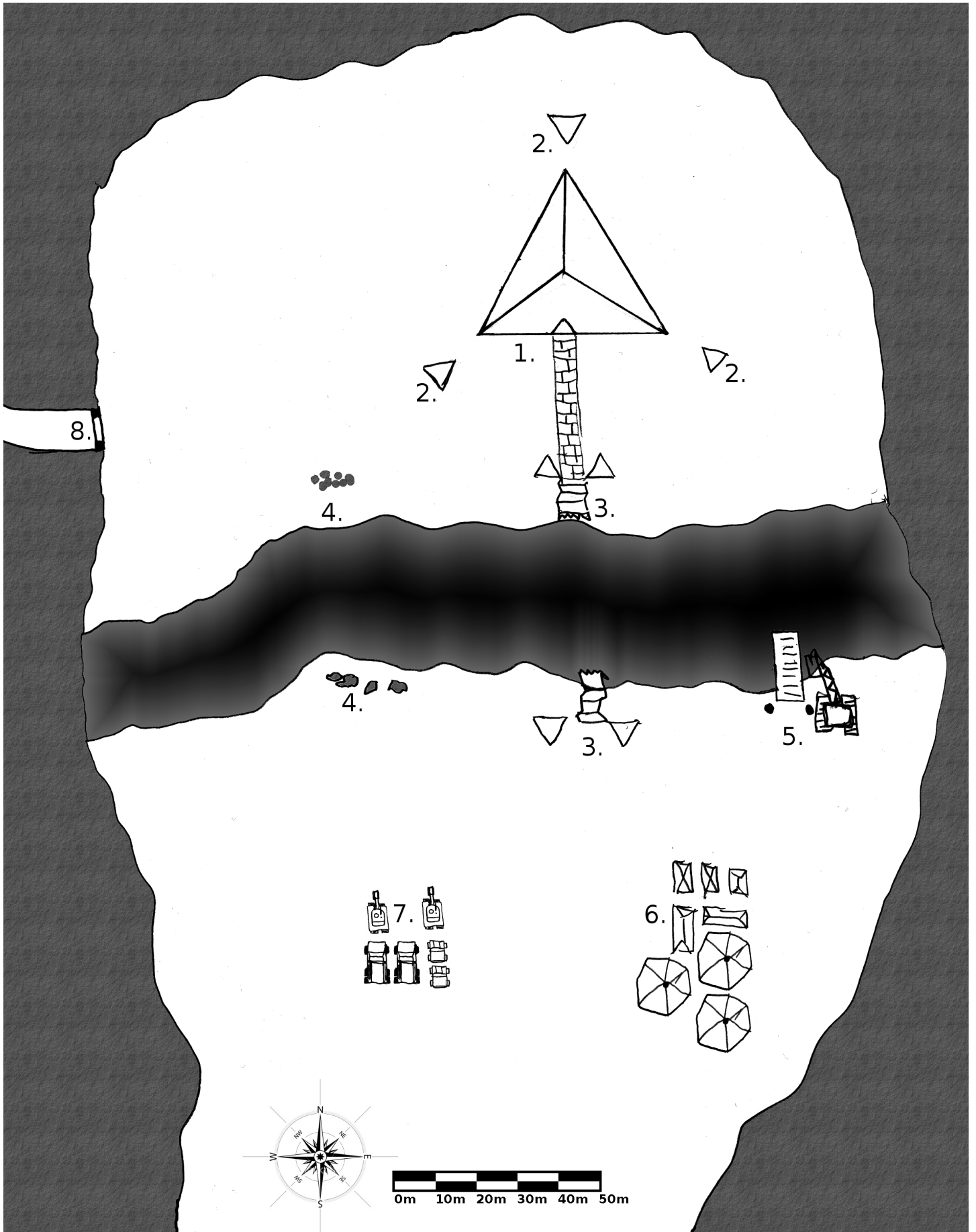
The concussion grenades do 6D damage and have a blast radius of 3/8/16 meters.

6.3. Mitchum Helgenburger

Mitchum is a ruthless corporate executive in charge of this mission. He will stop at nothing to attain his goals. He cannot be reasoned with, but he is open to a very heavy bribe, say a couple of million dollars maybe. He expects to will millions in this enterprise.

Reflexes	2D	Coordination	2D
Dodge	5D	Marksmanship	5D
Piloting	4D	Presence	5D
Knowledge	4D	Charm	10D
Business	10D	Con	9D
Languages	8D	Intimidation	10D
Forgery	7D	Persuasion	10D
Perception	4D	Physique	2D
Gambling	6D	Stamina	3D
Streetwise	7D	Running	5D
Damage Resistance	5D+1	Melee Damage	1D

Mitchum is armed with a pair of Glock 18C machine pistols with the short 17 round magazines, and has at least 4 spare clips. He prefers not to use the weapon but will use it if cornered.



Map 1: The cave with the pyramid

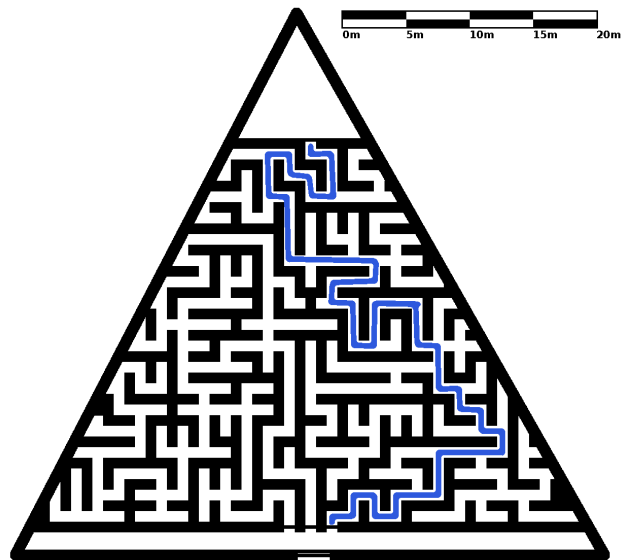
6.4. The pyramid

The pyramid is apparently one solid piece of obsidian. On the south face there is a door very much like the one that leads to the maintenance corridor, but about double the size. There is also a keypad here. The same code works here too. Unfortunately the each key will glow red for a second after it has been pressed. When the door opens there is a loud BOOM preceding it and once the gate has opened fully there is another loud BOOM. The first boom will catch the attention of SciTec on a 8+ roll on 2D, and the second boom will catch their attention. The gate will automatically close 30 minutes after it has been opened or if the code is entered on the keypad on the inside of the doorway.

6.4.1. Inside The pyramid

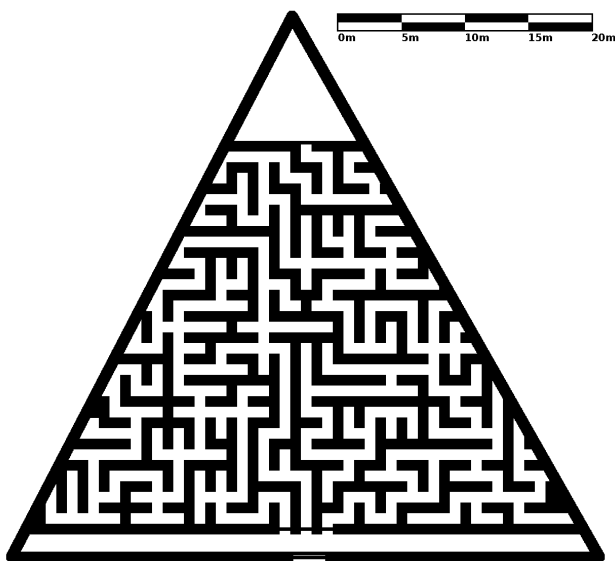
If the characters opened the main gate with the code automatic lights will go on inside the pyramid. There are a number of glowing crystals embedded in the walls. If the characters forced the doors open the pyramid will remain dark. The space immediately behind the door is a long hallway going in the east-west direction. The ceiling is 3 meters above the floor. There are 3 doors on the north wall. Each is an entrance to a maze which leads to the north end of the pyramid. The maze itself consists of a 2 meter tall halls which are about 1 wide. The right-most passageway is the correct one, but even the correct path contains numerous dead-ends. The characters cannot pass each other in the narrow corridor unless the squeeze past each other. The walls are obsidian and there is no light, except the light which the characters might bring. The correct route has markings painted with a UV-reactive black paint. If the characters shine with a UV light they will see glowing blue arrows on the floor pointing out the correct path which will allow them to bypass all traps.

One way to play the maze is for the players to choose a route on each intersection. Each time the characters choose a passage that does not follow the route marked on the GM map in blue roll one dice. A “6” means that the characters run into a trap. All traps are 15+ to detect and 20+ to disarm. Only the first character can search for traps. Roll one dice to determine the trap on the traps table.



Map 3: The first pyramid. GM's map

Another way would be to have the players select a route. If they choose either of the two incorrect entrances they will wander about in the maze for 1-3 hours (roll one dice and halve the result), and possibly run into 1-6 (or more if you feel nasty) traps. When they return to the main hall they have a 50% chance of coming through the same door. If they come out of the other door they will probably realize to take the third door. This will bring them to the other end of the maze in 1-3 hours and triggering 1-3 traps (or more if you feel they need it).



Map 2: The first pyramid. Players' map

Roll	Trap
1	Pit trap. A 5m section of the floor opens beneath the first character. He can try to make a reflex dodge (14+) To save himself, or else he will fall into the deep pit (receive 2D damage). The pit is as narrow as the corridor, so it can be climbed out of (!7+ to succeed).
2	Blade trap. Spinning blades from the ceiling and floor start slashing at the characters. The blades attack with 5D and do 5D damage. The characters in the middle will be at -1D per person in way to get out of the trap.
3	Crushing walls. A 10m section of the walls start moving inwards to crush the characters! There are also walls descending at the end of this 10m section. To get out of the trap the characters need to make a move or dodge at 17+ to get to safety. The rest will be crushed to death in 10 turns (enough time to try to disarm the trap once).
4	Spikes. Spikes spring out of the floor and ceiling. Treat as 2-12 melee attacks at 3D doing 4D damage.
5	Darts. Darts shoot down from the ceiling. Treat as 3-18 dart attacks at 1D doing 8D damage due to poison.
6	Drowning Trap. Doors slide down from the ceiling sealing of the 5m stretch of maze. On a roll of 1-3 the sealed space will slowly fill with sand, and in the end all caught inside will suffocate in one hour. The door can be blasted open with demolitions (10+).On a roll of 4-6 the sealed space would fill with water, which is now frozen so nothing happens.

Table 1: Trap table

The end of the maze is marked by yet another triangular door, similar to the others. Beyond that door is a large tetrahedron shaped chamber. The door will close automatically and the top 1/3 of the cone glows with a white light providing lighting. The middle of the floor is raised by a half meter, forming a dais or altar of sorts. (actually it is simply a bench for 10 persons).

This chamber is actually an express elevator. As soon as the last character enters the doors will close. A minute after that the characters can feel the elevator starting to accelerate downwards. There is a cuneiform text next to the door. An ancient languages check of 12+ (22+ with modern languages only) will tell the reader that **“Enjoy the ride and do not be alarmed by the embrace of the gods (translation unclear). Enjoy the journey. A song/sound/howl(?) will play when the embrace is about to end.”** The elevator will accelerate to the speed of gravity in an hour or so. When the elevator is free falling the occupants will experience weightlessness. This weightlessness will last for 3

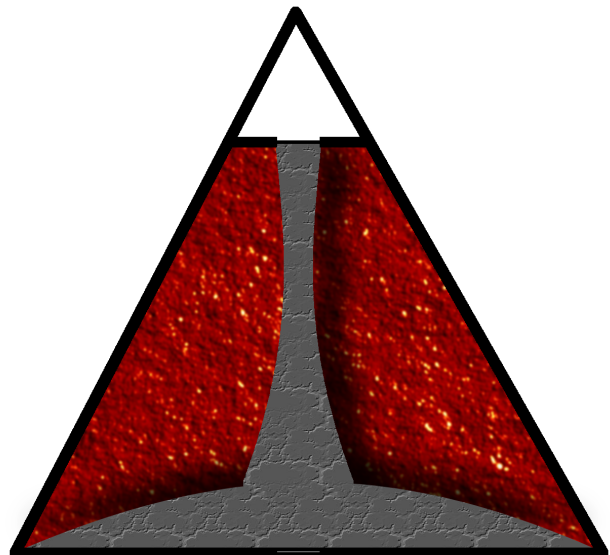
hours, after which the elevator will decelerate to a full stop in an hour. If the characters search the elevator they can find (15+ search required) a gold triangular necklace, with an Aztec pictograph surrounded by cuneiform writing. The pictograph is the Aztec sign for freedom. And the cuneiform writing says: “This will provide safe passage to the sanctuary. Keep it with you at all times.”

7. The First Tier

The first tier is a rocky plane filled with lava. There is a path leading from one pyramid to another. The path goes from one rocky island to another some 50 meters above the lava surface. Over the course of the last 10000 years some of the bridges have collapsed. The lava is used as a geothermal energy source to power the pyramids. The giant lava chamber also serves as a deposit of excess heat generated by the core.

7.1. The second pyramid

When the elevator stops a 4m wide section of the south wall opens up revealing the inside of a large black tetrahedron pyramid. There is a reddish glow in the room. A narrow arch stone bridge without any kinds of railings is the first thing that the characters can see in the chamber beyond. The red glow comes from a lava pool some 50m beneath the edge of the elevator. The bridge is about 3m wide at its narrowest, and 55m above the lava pool, at its highest point. The bridge ends on a stone platform, where the exit is. The pyramid opens up to a hellish landscape. Mostly the characters will see



lava. The pyramid sits on top of an island not much bigger than the pyramid itself. About five kilometers to the south another black pyramid can be seen. There is a bridge leading off this island to another island to the south west.

7.2. Journey to the third pyramid

The journey south goes from island to island. The bridges are all 5m wide with low rails. This area is also guarded by beings who look like demons. They are red-skinned, humanoids with large horns, leathery wings, serpentine tails and cloves for feet. They are each about 2,2 m tall and armed with a trident-like weapon. The weapon can be used for close combat as well as to shoot some kind of energy bolt. These beings are in fact biological robots. And can be destroyed by normal means, except by fire. The skin of the guardians is impervious to heat. Even the heat of the lava will take a long time to burn through. Their visage, however is such that all character viewing them must roll for willpower at 10. If they fail by 7+ They are frozen in fear and cannot act. Otherwise they have to reduce one half on the number missed by as dice from ALL actions. For example if they roll a 6, which misses the 10 by 4, they are at -2D for all actions.

Instead of giving a map with an exact route you can use the following encounter table. Roll once per island that the characters reach. The characters have to cross 4D+8 islands on their way to the second pyramid.

Roll (2D)	Encounter
2 - 4	Nothing happens. The next bridge is solid. It is safe to cross
5	Crumbling bridge. The next bridge is frail. Once the characters have reached about half way across it starts to crumble. The characters have to run to safety. The characters have to be able to run 40m for 3 turns. If they fail they may make a Jump at 10 to try to recover.
6	Lava bursts. The lava around this island and the next bridge is explosive. The characters have to dodge the lava (10) spray or take 3D damage from the lava until they cross (takes 1D+5 turns).
7	One Guardian. A single guardian flies from somewhere under the bridge and land on the center. It points its trident weapon the the group and says “ naḥāsu! ma 'atta ”, which means “Halt! Who art thou?”. If the characters do not comply it will shoot a warning shot and repeat the request. It wants to see an Ancient badge, which the characters can find in the elevator, if they searched it. If the characters do not have the badge or do not show it to the guardian it will repeat its demand a third and final time, after which it will attack the group if they still do not comply.
8	As above except 2 Guardians land on each side of the group.

Roll (2D)	Encounter
9	As 6 and 7 combined
10	As 7 above except that the bridge will collapse under the guardian, but only after his second demand. If the characters show him the Ancient badge he will fly away, which triggers the break. A 10m section of the bridge breaks off. Anyone within 3 meters of the guardian will need to make a Jump or Run roll of 15+ to make it to safety (on the wrong side of the bridge.) Now the characters have to figure out how to make it over the 10m gap.
11	As 5 and 8 combined. The guardians will not land, however. They will open fire on the characters as they try to run for safety.
12	As 6 and 11 combined.

Table 2: Tier 1 Encounter table

7.2.1. The guardians

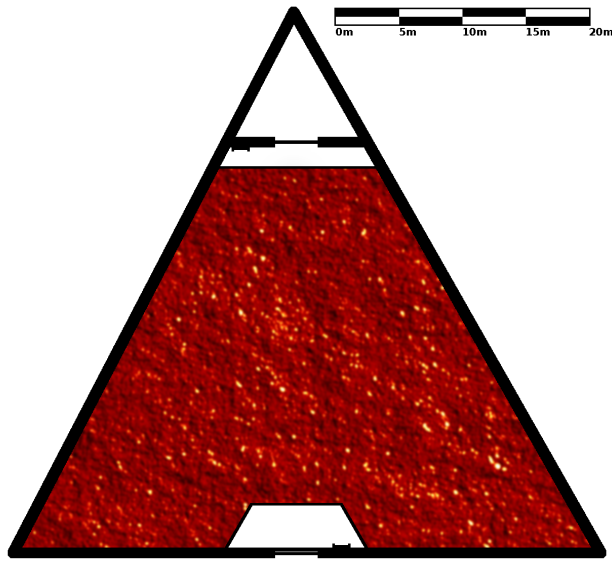
Reflexes	3D	Coordination	4D
Dodge	4D	Marksmanship	5D
Brawling	4D	Physique	5D
Melee attack	4D	Other Stats	2D
Damage Resistance	4D	Melee Damage	3D

Armed with a Trident. It does +3D in melee and 5D for energy blast. Ranges: 10/25/75. Virtually unlimited power supply.

7.3. The third pyramid

When the characters finally make it across to the third pyramid, they will find a lock identical to that of other pyramids. Inside is only a narrow ledge 50m above another lava lake. At the other end of the lake is another narrow ledge. Looking about the characters will be able to spot that a series of catwalks encircle the walls of the pyramid. By following these the one can get to the other end. There is a ladder to the right of the outer door. The hard part with the ladder is that it is built into the wall, so it has a negative inclination, but the ladders offer good grips. (Climbing difficulty: 8).

The catwalks are also trapped. The traps are activated by stepping on the third rung in the ladder to the first catwalk level. (20+ to detect). In addition to individual traps along the catwalk, the surface of the lava lake starts to rise. In 10 minutes it is going to cover the ledges, the characters will need to hurry. All traps are quite easy to spot (10+ perception or search).



7.3.1. Lava Holes

On the first stretch of the catwalk there are two large (3m diam) circular holes, in the wall. If one steps in front of these stones a gate will open to let out a spray of lava. It is very hard (20+) to dodge the lava spray if unaware of the trap. If one is prepared it is much easier (10+) to dodge. One can also try to jump over the 3 m section, but there are two holes to jump over (the second jump will have to be stationary), or one can try to jump the whole 7m section. The jump will have an additional +3 difficulty due to the slanting wall.

7.3.2. See-Saw

The second trap is more devious. A 5m section of the floor is actually a see-saw. When 50+ kilos is placed on the first half it will suddenly start to pivot down, dropping the unprepared character into the lava pool below. If one is unprepared one can try a dodge at difficulty 15 or a jump at difficulty 10 to the center of the pivot so that it resets. From there it is easy (5+) to jump to safety. If one is aware of the see-saw it is only two easy jumps (5+ each) to make it across safely.

7.3.3. Falling Cages

The third trap features a drop cage. There is a 5m gap in the catwalk at this point. When a character jumps over the gap a cage will fall down from the shadows above and drop the unfortunate victim down into the lava below. There is no way to dodge this trap, but one has to trigger it beforehand. On the other hand this trap, once triggered it does not re-arm. There are two consecutive trapped gaps. The first of these has already been triggered.

7.3.4. Loose Rungs

The fourth trap also features a gap in the catwalk, but this time there are metal rungs in the wall, that one can use to cross the 7m gap. The third and sixth rungs are

loose however, and when 50 or more kilos hangs from them they will come loose and drop the hapless victim into the lava pool. One can try to jump to another rung (25+) or hope and pray for a safety line.

7.3.5. Blade Trap

The fifth trap when activated starts a spinning disk which will behead anyone unaware. Dodge 20+ to avoid, or else receive a 8D attack. When the trap activates a cloud of steam is ejected from the wall to hide the presence of the blade. Perceptive characters (perception 10+) can hear a buzzing sound.

7.3.6. Trapdoor

The sixth trap is above the landing and features a trapdoor. The trapdoor will drop any unsuspecting character 15 meters down to the 18 spikes that rise out of the floor. The trapdoor is also the exit from the catwalk, since a ladder, similar to the other ladders, is carved into the wall. Other than that there appears to be no exit. When weight is placed on the fifth rung from below, just above the spikes, they will retract. The players should declare that they intend to climb all the way down. The spikes look to be very sharp.

Once the characters are safely on the landing they can open the door and enter yet another elevator. The ride down is like before and takes 5 hours in total, out of which 3 hours is spent in weightlessness.

8. The Second Tier (30 min)

It is filled up to waist deep with water. The air is also misty, which makes visibility poor at best (only up to 2 meters). There is a broken down causeway connecting the fourth and fifth pyramids.

8.1. The Fourth Pyramid

When exiting the elevator the characters are faced with a slope. The exit is at the upper end of the slope. This slope is not trapped in any way. It is however quite slippery. And apparently made of diorite, so no climbing pitons can be used. If the characters search they might find the hidden control panel (Search 15+). The panel has two buttons. One button turns the slope into stairs and the other button turns the stairs into a slope after a delay of 10 minutes.

8.2. Journey to the fifth pyramid

The causeway is 10 kilometers long. It is going to take the characters 4 hours to walk it due to the broken-down state of the causeway. There are strange sounds in the air. The water is home to a number of extinct species of reptiles. Anyone falling in will attract 1D reptiles who will arrive within 1D turns. The causeway is 2m above the water level, and appears to be some sort of train track. It is however broken in many places. Sometimes the breaks are as small as a few meters, sometimes up to

a hundred meters. This level serves as a water deposit for the third tier. There used to be a shuttle train that would take the travelers from the fourth to the fifth pyramid. The train is now by the fifth pyramid.

8.2.1. Extinct reptiles

There are many different species of extinct reptiles ranging from old alligators to velociraptor-like lizards.

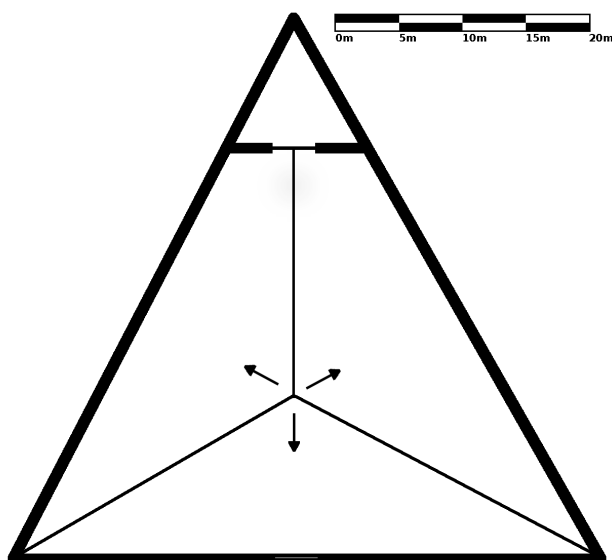
These stats can be applied to any and all of the different species that inhabit the waters. Normally they prey on each other, but people splashing in the waist deep water sounds a lot like an animal in distress...

Usually the reptiles approach their target just under the murky water and swim right past their intended victim "tagging" it. Then it suddenly turns and charger right back at the poor fool!

Reflexes	4D Coordination	5D
Physique	5D Perception	2D
Attack Damage	5D Damage Resistance	3D
Speed on Land	15 Speed In water	15

8.3. The Fifth pyramid

Next to the fifth pyramid on the cause way the shuttle train stands. Next to the train a raised platform has been built. The train looks very much like a modern day bullet-train, except it is more angular. It has a triangular cross-section. And is pointed at both ends. It's metallic hull is gray in color and has no windows. Each compartment has two doors on each side. In addition to the two engines at either end it has 3three carriages. It can seat up to 100 people. The insides are relatively simple-looking, but yet comfortable. Each carriage has a single compartment seating 33.



The characters can enter the train by pressing the open button next to each door. Entering the train will cause

the lights to go on automatically. There is nothing of value to be found on the train except for the train itself.

The fifth pyramid is trapped by a single simple trap which gets activated if the door is forced open. When the characters reach the center of the large open area inside the otherwise empty pyramid, the floor of the pyramid will split into 3 parts, each part receding into the wall. The characters now have two choices. Run out (the door is still open. Or try to force the internal door to the elevator compartment. The floor recedes quite rapidly and the characters will have to be quick. First they have to run to the elevator door. The alcove here fits only 2 persons and the floor splits into two parts here. Once the floor is completely receded it will start to close after 5 minutes, and the trap will be reset.

9. The Core

If the first tier is Hell, then this tier is Heaven or the paradise. This tier is the living space for the ancient humans fled to when relocating the planet. As such it is about as large as Antarctica, and features cities and farmland. There is some sort of artificial light in the sky, which mimics a sun. The sun goes dark for 9 hours every 18 hours (The original day was 27 hours long). This place is populated by the descendants of the original ancient humans. Their society has been kept very much as it was, in part by adhering almost slavishly to old rules and regulations. They have lost much of the technical and scientific know-how, but are still at a level more advanced than humans of today. They believe that they are still in transit between stars, and wait for the sign which says that all is clear.

The pyramid is located in the middle of a city in the center of a park of some sort and has been sealed for the last 10'000 years. It is dusk when the characters arrive, and there are few people around in the park.

If the characters stay by the pyramid and wait for dark, they will see a totally black sky. They will also now clearly see the light of the city. The team should now try to decide what to do. They can either go back or try to find out more of this place. If they get out of the park there will be some people about, just like in a normal city. There are light and a few places which could be called restaurants. All shops seem to be missing. If they stop someone they will be hard pressed to understand what the stranger is saying. Even the characters with knowledge in ancient languages will have a hard time talking this dead language. They can try though. For people without Ancient Languages the base difficulty is 20, modified by how complex things they want to ask (from very simple +3, to +18 for complex ideas [talking about technology or science]). The Ancient Language specials have a base of only 10.

Any normal citizen will be awe struck if the characters manage to communicate that they are from the surface. They will ask how the humans can survive on the surface. The people are in general helpful and will quickly help them get in touch with the leaders, who are

politicians. The society is democratic in that the land is ruled by a triumvirate of triumvirates (i.e. the ruling council has 9 members). Getting access to the rulers should be relatively easy once the characters manage to convince that they are indeed from the surface. Skill in persuasion, charm and other Presence skills should come in hand here, also when talking to the rulers. The rulers won't be very happy with the news that "their" continent is now run under the ice. They will be quite suspicious of the characters and their motives. Some of them will view them as lesser species even. On that note the ruling council will decide that it is not in their interest to let the general population know about the fact that the surface of the planet is habitable. Their own future is at stake. They would however want to set up trade with the outside world, as some things are in short supply.

If the characters ask, they will be given a book on the history of the Ancients. This book will tell all about how the planet is actually a massive space ship. They will also be given a letter requesting a meeting between the various nations of the surface world. The Ancients will however refuse to give them any science or technology.

At this time an advance party of SciTec personnel should come bursting out of the pyramid. There is an explosion as they blow the main doors of the pyramid. This is going to change the talk with the Ancients to a very negative direction. The SciTec group will be neutralized quickly and detained, along with the O.S.I.R. team. The Ancients think that the O.S.I.R. team is in league with SciTec, don't they both come from the surface? With some diplomacy and charm the characters should be able to convince the council that they are opponents of SciTec, and that SciTec is bad news. Now the relations will be cool at best, and for self-preservation reasons the Ancients will refuse to let them go. The SciTec team is trying to threaten their way out and demand their release in case the Ancients want to avoid bringing war to their land. This will scare the Ancients, and they will ask the O.S.I.R. team for help. If they can neutralize the SciTec task force the Ancients will open diplomatic relation with the U.N.

10. The battle

Now it is time for the characters to take on the SciTec. Nartiss of the Ancients will follow them. He has full access to all traps and defensive mechanisms of the upper Tiers, including command over the guardians on Tier 1.

The first SciTec team they encounter is bogged down on Tier 2, busy building bridges over the broken causeway. It consists 15 troops laying bridges. They are currently battling the reptiles who hinder them from laying the bridge over a 100 m wide gap. The mist should give the characters enough cover to be able to approach them undetected, if they only can find a way to keep the alligators at bay.

The second SciTec Team consists of some 30 men and is having a fierce battle with the guardians on Tier 1. They have retreated back to the second pyramid entrance and are not entirely unsuccessful in their battle. They can probably hold out for a long time and might even win the battle since the guardians don't have any strategy other than frontal assault.

The main force is still trying to dismantle the labyrinth in order to get their hardware (tanks and trucks) through. This force consists of some 50 men, and at least some of them should be possible to be fooled into the traps of the maze. The leader is very stubborn and will order the tanks to blast at the maze walls if the O.S.I.R. team keeps eluding him. He cannot be talked out of the whole thing, but if the characters manage to catch him most of the other SciTec will surrender, and the rest will try to get away to the jeeps and trucks, and use them to escape.

11. The End

Having neutralized SciTec the OSIR team members are declared heroes of the state and are fully welcome at any time. They will be given full access to the traps that lead to the core. They will also be given full information about the history of the world, except for technological advances.

The Ancients will open diplomatic relations with the surface world. The world will be a changed place after this. The characters will also all be promoted to Case Managers of their own teams. The Case Manager will be promoted to Regional Manager of Antarctica.

12. D6 modern weapons

This section lists stats for some modern weapons for use with this adventure.

12.1. Heckler & Koch MP7



Name	MP7
Manufacturer	Heckler & Koch
Weight	1.9 kg
Length	59 cm stock extended 38 cm stock collapsed
Barrel length	180 mm
Width	42 mm
Height	172 mm
Rate of fire	Single / Burst / Full auto
Damage	6D+3
Ranges	20 / 75 / 200
Feed system	20 or 40-round box mag 7 or 14 bursts

12.2. Heckler-Koch G36 assault rifle



Name	G36
Manufacturer	Heckler & Koch
Weight	3 kg
Length	86 cm stock extended 65 cm stock folded
Barrel length	318 mm
Width	64 mm
Height	320 mm
Rate of fire	Single / Burst / Full auto
Damage	8D+3
Ranges	80 / 300 / 800

Feed system	20 or 40-round box magazine 7 or 14 bursts
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12.3. FN P90



Name	FN P90
Manufacturer	Fabrique Nationale de Herstal
Weight	3 kg
Length	50 cm
Barrel length	263 mm
Width	55 mm
Height	210 mm
Rate of fire	Single / Burst / Full auto
Damage	6D+3
Ranges	15 / 50 / 200
Feed system	50-round detachable box 17 bursts

12.4. FN F2000 Assault Rifle



Name	FN F2000
Manufacturer	Fabrique Nationale de Herstal
Weight	3.8 kg
Length	69 cm
Barrel length	400 mm
Width	
Height	
Rate of fire	Single / Burst / Full auto
Damage	8D+3

Ranges 100 / 300 / 500
Feed system 30-round STANAG magazine
 10 bursts

12.5. Glock 18



Name Glock 20
Manufacturer Glock
Weight < 1 kg
Length 19 cm
Barrel length 117 mm
Width 3 cm
Height 13 cm
Rate of fire Single / Single as multi
Damage 4D
Ranges 25 / 50 / 150
Feed system 15 round magazine

Name Glock 18
Manufacturer Glock
Weight < 1 kg
Length 18 cm
Barrel length 114 mm
Width 3 cm
Height
Rate of fire Single / Burst / Full auto
Damage 4D+2
Ranges 25 / 50 / 150
Feed system 17 or 33-round magazine
 6 or 11 bursts

12.6. Glock 20



Character Name:		Player Name:	
Occupation:	Archaeologist	Gender:	
Age:	Height:	Weight:	
Physical Description			
Reflexes	3D	Coordination	3D
Dodge	3D+2	Marksmanship	4D
Jump	3D+2	Archery	3D+2
Climb	3D+2	Lockpicking	3D+1
Pilot	3D+1	-Ancient Traps	4D+2
Riding	3D+1		
Sneak	3D+1		
Physique	2D+2		
Lifting	3D		
Running	4D		
Stamina	4D		
Swimming	3D		
Knowledge	4D	Perception	3D+1
Languages	4D+1	Hide	4D
-Ancient	4D+2	Know-How	4D
Scholar	4D+1	Investigation	3D+2
-Archaeology	6D	Search	5D
-History	5D+1	Survival	4D
Tech	4D+1		
Presence	2D		
Con	2D+1		
Charm	2D+1		
Willpower	3D		
Persuasion	2D+1		
Wounds	Fate Points	3	Paranormal
<input type="radio"/> Stunned	Character Points	4	
<input type="radio"/> Wounded	Physical Dmg	2D	
<input type="radio"/> Wounded Twice	Dmg Resistance	4D+1	
<input type="radio"/> Incapacitated			
<input type="radio"/> Mortally Wounded			
Equipment	Equipment		
Kevlar Vest +2D+1 to Dmg Res.			
Glock 20 (4D+1, 17, 20/50/150)			
Glock Ammo 6 x 15			
Radio			
Rope			

Character Name:		Player Name:	
Occupation: <i>Linguist</i>		Gender:	
Age:	Height:	Weight:	
Physical Description			
Reflexes	3D	Coordination	2D
<i>Dodge</i>	<i>4D+1</i>	<i>Handmarksmanship</i>	<i>3D+2</i>
<i>Sneak</i>	<i>3D+2</i>	<i>Lockpicking</i>	<i>3D</i>
<i>Piloting</i>	<i>3D+2</i>		
Knowledge	5D	Perception	4D
<i>Scholar</i>	<i>5D+2</i>	<i>Hide</i>	<i>4D+2</i>
<i>Crypto</i>	<i>6D+2</i>	<i>Investigate</i>	<i>5D</i>
<i>Languages</i>	<i>5D+2</i>	<i>Search</i>	<i>4D+2</i>
<i>Ancient</i>	<i>7D</i>	<i>Know-How</i>	<i>5D</i>
<i>Tech</i>	<i>5D+2</i>		
Wounds	Fate Points	3	Paranormal
<input type="radio"/> Stunned	Character Points	4	0D
<input type="radio"/> Wounded	Strength Dmg	1D	
<input type="radio"/> Seriously Wounded	Dmg Resistance	4D+1	
<input type="radio"/> Incapacitated			
<input type="radio"/> Mortally Wounded			
Equipment	Equipment		
<i>Kevlar Vest +2D+1 to Dmg Res.</i>			
<i>Glock 18 (4D+2, 33(11), 10/50/150)</i>			
<i>Glock Ammo 2 x 33 + 4 x 17</i>			

Character Name:		Player Name:	
Occupation:	<i>Security specialist</i>	Gender:	
Age:	Height:	Weight:	
Physical Description			
Reflexes	4D	Coordination	4D
<i>Acrobatics</i>	4D+1	<i>Marksmanship</i>	6D
<i>Brawling</i>	4D+1	<i>Throwing</i>	4D+2
<i>Dodge</i>	6D		
<i>Melee</i>	4D+1		
<i>Pilot</i>	4D+2		
Physique	4D		
<i>Lifting</i>	5D		
<i>Stamina</i>	5D		
<i>Swimming</i>	4D+1		
<i>Running</i>	4D+1		
Knowledge	2D	Perception	2D
<i>Demolitions</i>	4D	<i>Search</i>	3D
<i>Security</i>	3D	<i>Survival</i>	3D
		<i>Tracking</i>	3D
Wounds	Fate Points	3	Paranormal
<input type="radio"/> Stunned	Character Points	4	0D
<input type="radio"/> Wounded	Strength Dmg	3D	
<input type="radio"/> Seriously Wounded	Dmg Resistance	6D	
<input type="radio"/> Incapacitated			
<input type="radio"/> Mortally Wounded			
Equipment	Equipment		
<i>Heavy Kevlar Vest +3D to Dmg Res.</i>			
<i>FN P90 (6D+3, 50(17), 15, 50, 200)</i>			
<i>FN P90 Ammo 4x50</i>			
<i>FN F2000 (8D+3, 30(10), 100/300/500)</i>			
<i>FN F2000 Ammo 2x30</i>			

Character Name:		Player Name:	
Occupation:	Physician / Psychologist	Gender:	
Age:	Height:	Weight:	
Physical Description			
Reflexes	2D	Coordination	2D
Dodge	3D+2	Marksmanship	3D+1
		Physique	3D
		Stamina	3D+1
		Running	3D+2
Knowledge	4D	Perception	3D
Medicine	5D	Investigation	4D
-Psychology	7D	Know-How	4D+1
-Surgery	6D	Search	4D
Scholar	5D		
-Biology	6D		
-Paranormal	6D+2		
		Presence	4D
		Willpower	5D
		Charm	4D+2
		Persuasion	5D
		-Hypnotism	6D
Wounds	Fate Points	3	Paranormal
<input type="radio"/> Stunned	Character Points	4	0D
<input type="radio"/> Wounded	Strength Dmg	2D	
<input type="radio"/> Seriously Wounded	Dmg Resistance	4D+1	
<input type="radio"/> Incapacitated			
<input type="radio"/> Mortally Wounded			
Equipment	Equipment		
Kevlar Vest +2D+1 to Dmg Res.			
Glock 20 (4D+1, 17, 10/50/150)			
Glock Ammo 6 x 15			
Radio			
Medicine Kit			

Character Name:		Player Name:	
Occupation:	Physicist	Gender:	
Age:		Height:	
Physical Description			
Reflexes	3D	Coordination	2D
Dodge	3D+2	Marksmanship	3D+1
Pilot	3D+2	Throwing	2D+1
Climbing	3D+2		
Physique	3D		
Stamina	3D+1		
Running	3D+1		
Swimming	3D+1		
Knowledge	4D	Perception	4D
Scholar	5D	Investigation	4D+1
-Physics	7D	Know-How	4D+1
-Math	6D	Repair	5D
-Chemistry	6D	Search	4D+1
Navigation	4D+2		
Tech	6D		
Wounds		Fate Points	3
<input type="radio"/> Stunned		Character Points	4
<input type="radio"/> Wounded		Strength Dmg	2D
<input type="radio"/> Seriously Wounded		Dmg Resistance	4D+1
<input type="radio"/> Incapacitated			
<input type="radio"/> Mortally Wounded			
		Paranormal	0D
Equipment	Equipment		
Kevlar Vest +2D+1 to Dmg Res.			
Glock 20 (4D+1, 17, 10/50/150)			
Glock Ammo 6 x 15			
Radio			
Geiger meter			
Laptop - Rugged			