

FIRE AND ICE

A SCENARIO FOR A GRANDIOSE DISASTER

CREDITS

SCENARIO DESIGN: Mike Young

PLAYTESTERS: Frank Beres, Karen Beres, Beth, Richard Bowers, David Cave, Logan Higley, Richard Hill, Jokeboy, Philip Kelley, Jonathan McCabe, Brent Midling, Cythia Morrison, Randy Riffil, Steve, Anita Szostak, Jason Wallace, Tim Weaver, Cory Weaver, Betsy Hansen, Don O'Brien, Ron Flax, Clayton Olson, Veronica Lowe, Sue O'Brien, Stacy Mon-dragon, Elisa, Ryan Maloney, Chris McNulty, Stephanie Callan, Clint Koglin, John Lunnar, Dirk Parham

LAYOUT DESIGN: Nathan D. Paoletta

ICONS: (via Noun Project - thenounproject.com) Louis Hesse (Final Crisis), NOPIXEL (The Disaster).

All other icons by Nathan D. Paoletta.

*This document was last updated
November 2016.*

TABLE OF CONTENTS

What This Is	P 1
Scenario Basics	P 2
Scenario Cards (To Print)	P 3
Extra Angst Cards (To Print)	P 6
Scenes (To Print)	P 9

NOTE FOR USE

This document is a Scenario for *A Grandiose Disaster*, and requires those rules to play. You will need to print it out to use. It is formatted to print easily on 8.5x11 paper. You will also need to print out the Character Templates, which are not included in this document. Find links and downloads at: NDPDESIGN.COM/AGD

WHAT THIS IS

Fire and Ice is a Scenario for *A Grandiose Disaster*, a Live Action Role Playing Game. It requires a copy of the game rules to play. This Scenario is for 6-12 players, and designed to take about 2-3 hours to play. One of the players is also an Organizer, the person who prepares the materials for play and keeps the game on track. The Organizer can play a character in the Scenario, or stay outside of the game and simply administer play, depending on preference and comfort level.

Before play, each player will create a character with a background tied to the other players' characters. You'll start with a general idea of who your character is based on a provided Template, then you add details until you are satisfied. Finally, you will create relationships with the other characters and add a backstory, often guided by Extra Information cards provided by the Scenario.

Then you will go through this Scenario, scene by scene. In each scene, you will react to what is going on around you, interact with the other players, and maybe have to choose who lives and who dies. Your character might die, but that's all part of the game! Nothing wrong with that. If and when you die, you join the Peanut Gallery and enjoy the show as you watch your fellow players make the final decisions and figure out who ends up surviving the Grandiose Disaster!

A GRANDIOSE DISASTER PRESENTS:

FIRE AND ICE

The year is 1974. The hotel *Fire and Ice* is a marvel of engineering. Located in Antarctica, south of Tierra Del Fuego, the hotel is powered and heated by a deep geothermal vent. Hydroponic gardens provide both breathable air and food for the gourmet meals. Meats, both domestic and exotic, are shipped from across the globe to complete the menu. Even the fine wines are made from grapes grown in the hydroponic gardens.

The hotel itself is completely subterranean, with an elevator up to the helicopter pad and an entrance to the docks. The lobby and grand ballroom have enormous picture windows which present an amazing, partially submerged panoramic view of the ocean.

The hotel is a five star resort with all the amenities: an Olympic sized swimming pool; a spa featuring mineral baths, hot stone massages, and more; a fitness room with a basketball court, handball courts, and even an indoor volleyball net. There are even excursion packages for the adventurous to see the local wildlife, geographic marvels, and working scientific expeditions.

You are guests or hotel staff on the opening night of this fantastic venture.

THINGS TO THINK ABOUT:

- * Why are you here? To party? Because you're rich or famous? Maybe you won a trip in a contest? Maybe you work here or you're an investor? Maybe you're part of the band playing the party in the grand ballroom tonight?
- * How did you get here? There is helicopter transport from Tierra Del Fuego as well as a ferry that leaves twice daily at 8am and 8pm.
- * What are you most looking forward to? The spa? The day trips? The panoramic view? The food and drink? Just relaxing for a week?
- * How do you feel about the other people in this hotel, not just those with whom you have a history?

SCENARIO NOTES

THE FOLLOWING CHALLENGES ARE USED IN THIS SCENARIO:

- * Agility
- * Cleverness
- * Knowledge
- * Toughness

This is the most straight-forward Scenario, with no additional rules. It is a good choice for the first time you play *A Grandiose Disaster*.

HOW TO USE THIS DOCUMENT

Print out or copy all pages of the scenario, single sided. Each page is one scene, stack the pages with Scene 1 on top. Place this intro page on top of the stack, where it's easy for players to read and reference while they make characters. Print out the Extra Information pages and cut into cards before play. Also print and prep the Extra Angst cards, if using them. You will also need copies of the Character Templates from the main *A Grandiose Disaster* rulebook. You can download those, and purchase pre-printed Character Information cards, at NDPDESIGN.COM/AGD.

EXTRA INFORMATION FOR A HOTEL EMPLOYEE

You are aware of three exits from the hotel: the ferry docks, the helipad, and the access ramp for the excursions.

You have heard rumors that the hotel construction was rushed to meet the opening deadline, but you have been living here for about a week in the employees' suites and you have had no problems whatsoever.

This goes to any character who decides that they want to play a Hotel Employee, regardless of Character Template.

EXTRA INFORMATION FOR THE REPORTER

The rumor mill is ablaze about this resort. You heard that they cut corners during construction to make sure it opened on time. You'll definitely want to talk to The Investor about that, and maybe even interview some hotel employees. And if there's a Celebrity or two, you'll certainly want to get their comments on the record.

EXTRA INFORMATION FOR THE GENIUS

You are looking forward to the excursion packages. You are especially interested in the nearby volcanoes. There are five of them:

- * One on Bridgeman Island.
- * One on Penguin Island. It last erupted in 1905.
- * One on Deception Island. It erupted only 5 years ago!
- * One on Paulet Island. It is active, but has not erupted recently.
- * The Seal Nunataks, which are available by land.

A nunatak is an exposed, often rocky element of a ridge, mountain, or peak not covered with ice or snow within (or at the edge of) an ice field or glacier. They are also called glacial islands. The Seal Nunataks have been described as separate volcanic vents or the remnants of a large shield volcano.

EXTRA INFORMATION FOR THE INVESTOR

You know the truth. This resort was rushed to completion. Corners were cut. As long as there is no seismic activity, things should be fine, but you know that the geothermal vents may have stirred up the workings down below. It's a crap shoot as to what would happen in the (unlikely) event of an earthquake or volcanic activity. Still, you have to put on a good face for the public.

**EXTRA INFORMATION
FOR A HOTEL EMPLOYEE**

You are aware of three exits from the hotel: the ferry docks, the helipad, and the access ramp for the excursions.

You have heard rumors that the hotel construction was rushed to meet the opening deadline, but you have been living here for about a week in the employees' suites and you have had no problems whatsoever.

This goes to any character who decides that they want to play a Hotel Employee, regardless of Character Template.

**EXTRA INFORMATION
FOR A HOTEL EMPLOYEE**

You are aware of three exits from the hotel: the ferry docks, the helipad, and the access ramp for the excursions.

You have heard rumors that the hotel construction was rushed to meet the opening deadline, but you have been living here for about a week in the employees' suites and you have had no problems whatsoever.

This goes to any character who decides that they want to play a Hotel Employee, regardless of Character Template.

**EXTRA INFORMATION
FOR A HOTEL EMPLOYEE**

You are aware of three exits from the hotel: the ferry docks, the helipad, and the access ramp for the excursions.

You have heard rumors that the hotel construction was rushed to meet the opening deadline, but you have been living here for about a week in the employees' suites and you have had no problems whatsoever.

This goes to any character who decides that they want to play a Hotel Employee, regardless of Character Template.

**EXTRA INFORMATION
FOR A HOTEL EMPLOYEE**

You are aware of three exits from the hotel: the ferry docks, the helipad, and the access ramp for the excursions.

You have heard rumors that the hotel construction was rushed to meet the opening deadline, but you have been living here for about a week in the employees' suites and you have had no problems whatsoever.

This goes to any character who decides that they want to play a Hotel Employee, regardless of Character Template.

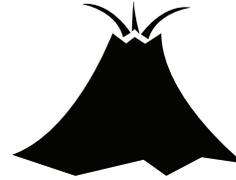
EXTRA INFORMATION
FOR THE ELECTED OFFICIAL

You are from Tierra del Fuego. *(If you do not want to be from Tierra del Fuego then return this card and don't read the rest of it).*

This hotel and resort are really important to the local economy. Not only is Tierra del Fuego the only port from which people can get to the hotel, Fire and Ice employs a large number of your citizens. This hotel has to succeed. It has to!

EXTRA INFORMATION
FOR THE CHILD

When you come to a scene with this icon, you are in shock and therefore ***Distraught*** during the scene.



EXTRA INFORMATION
FOR THE MEDICAL WORKER

When you come to a scene with this icon, you are in shock and therefore ***Distraught*** during the scene.



EXTRA INFORMATION
FOR THE CELEBRITY

When you come to a scene with this icon, you are in shock and therefore ***Distraught*** during the scene.



EXTRA ANGST

When you were ten years old, you almost drowned in a local swimming pool. Since then, you've always been nervous around large bodies of water. You've managed to deal with it as long as you don't have to go swimming in water over your head, but still certain situations *really bother you*.

You will be freaking out (***Distraught***) in Scene 3, and extremely scared (***Distraught***) in Scene 8.

This is Extra Angst with Even More Angst.

EXTRA ANGST

Once, when you were a teenager, you and your best friend were playing on a frozen lake. The ice was thinner than you thought and your best friend fell in. You tried to pull them out, but in their panic they became trapped under the ice sheet.

Every once in a while you still have nightmares where you see their face, puffy under the ice, calling your name, calling for help.

You will be freaking out (***Distraught***) in Scene 3.

EXTRA ANGST

You used to explore an abandoned building with your best friend when you were a child. One day it started shaking, nearly collapsing in on the two of you. You were both OK, but since then, you are nervous about enclosed spaces.

You will panic (***Distraught***) in Scene 5. You be very reluctant (***Distraught***) in Scene 9.

This is Extra Angst with Even More Angst.

EXTRA ANGST

You have never liked small spaces. You can get panic attacks just going into elevators. Usually, you can handle it, but when things get stressful, you can get a bit high strung.

You will be uncooperative and refuse to go on (***Distraught***) in Scene 6.

EXTRA ANGST

After a while, it is just too much. This pace is grueling and you have seen so much death and destruction now. You will become hopeless (***Distraught***) in Scene 8.

EXTRA ANGST

When you were 8 years old, your older sibling took you to a small cave system near your house, one that only the kids seemed to know about. You got lost and they left you there to find your own way out. Since then, you have a *thing* about dark enclosed spaces.

You will freak out (be ***Distraught***) in Scene 9.

EXTRA ANGST

You have lived a life of ease, free from problems and distractions. The stress of being in a disaster like this is unlike anything you have ever experienced.

You will be hyperventilating (***Distraught***) during Scene 4, and in shock (***Distraught***) during Scene 7.

For an Upper-Class Character

EXTRA ANGST

You were in the Vietnam war. You saw some things there that you would prefer not to remember.

Scene 7 will remind you of the war and you will have flashbacks (be ***Distraught***) during that scene.

For a Vietnam Veteran

EXTRA ANGST

You don't remember it yourself, but you've heard the story enough from relatives. You were a toddler, living with your parents in their 8th floor apartment. Your mother turned her back *just once* and when she looked back, you were climbing up the balcony railing and about to go over. She freaked out, and got to you *just in time*, but you've always had a thing about heights since then.

You will be fearful (***Distraught***) in Scene 11.

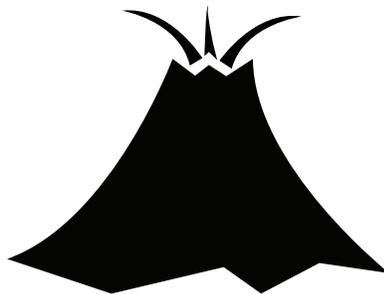
EXTRA ANGST

You have been engaged in a poorly hidden affair with one of the housekeepers. Her name is Carmelita and you care for her very much.

You should inform players whose characters your character has relationships with, as well as other hotel employees, about the affair—it's something they can decide whether they know about or not.

You will be in shock (***Distraught***) during Scene 12.

For a Hotel Employee



WELCOME

SUGGESTED TIME LIMIT: 15 MINUTES

6+

PLAYERS

SCENE 1

You start in the grand ballroom of the hotel Fire and Ice. It is the first night of your stay and a party has been held to celebrate. A band in the corner alternates between contemporary 1970s hits and the standards preferred by the older crowd.

The Grand Ballroom is exquisitely decorated, with huge crystal chandeliers. Like the majority of the hotel, it is underground, but it has huge panoramic windows that allow you to see the ocean outside, both above and below water.

So far you have received excellent attention. Check-in was a breeze. The hotel itself is amazing. Dinner was gourmet and excellent and you are looking forward to a night of dancing, drinking from the cash bar, and the midnight dessert buffet.

But for now you mingle, meeting the other hotel guests and getting to know your fellow travelers

The scene ends when you are ready.

Continue on to the next scene in 15 minutes.



EARTHQUAKE !

SUGGESTED TIME LIMIT: 5 MINUTES

6+

PLAYERS

SCENE 2

It starts slowly at first. A gentle sway that you barely notice, the tinkle of the chandeliers, the ripples in your wine glass...

But then, with a loud roar, the floor tilts, the lights go out, and the entire ballroom rocks and sways. The crystal chandeliers come loose from their moorings and crash to the floor. Anything that is not bolted down flies across the room, sometimes with deadly results.

And then a moment of silence.

The emergency lights kick in and that's when the chorus of pain starts. People are severely injured and many are dead. The floor is tilted oddly, with the lowest part toward the windows and the higher part opposite, toward the doors that lead to the rest of the hotel.

*The scene ends after you have dealt with the chaos and destruction.
You don't leave the room quite yet.*

Continue to the next scene in 5 minutes.

PANIC AND ESCAPE

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 3

As you deal with the horrors surrounding you, you hear a small tinkling sound. The more astute among you notice a small crack in the panoramic windows.

Time seems to slow down as the crack slowly spreads, growing longer until suddenly the window shatters inward in a shower of sharp glass fragments.

Water starts rushing into ballroom, freezing cold water that will almost certainly kill anyone it touches. People start shrieking and racing up the tilted floor toward the doors.

You are close enough to escape the frigid flood, but you need a clever plan to keep the water from flowing up into the rest of the hotel.

The scene ends after you have enacted your clever plan and escaped the room.

***Make a Cleverness Challenge or
choose a character to become Wounded.***

***9+ Players: Also make an Agility Challenge or
choose a character to become Wounded.***

DISCUSSION AND DEBATE

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 4

Your clever plan worked. You are safe for the moment, but trapped underground. The air is eerily still and you can feel the chill of the ballroom. The heat and air circulation equipment is obviously offline.

Nearly all the guests and staff were in the ballroom when the quake hit. Anyone still trapped in the ballroom is undoubtedly dead. There may still be stragglers around the hotel. Maybe.

A quick check allows you to determine that the path to the helipad is blocked.

A debate begins on where to go now.

A Hotel Employee (might be one of you) suggests that there is an access ramp out near the expedition area. There are snowmobiles there, but it is on the other side of the hotel.

A Contrarian (might be one of you) replies that the docks would be better since there is a ferry due at 8am. They are closer, and heat is out at the hotel and who knows what other damage it took.

A Genius (might be one of you) states that the docks are likely underwater due to the quake. The access ramp is your best choice for survival.

And the debate continues.

Continue to the next scene when the players are ready.

AFTERSHOCK

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 5

You continue to debate, but then the floor shakes and the barrier to the water in the ballroom starts to become damaged. The time for action is now!

The way to the helipad is blocked. The docks are likely underwater. The access ramp is your best bet. You start sprinting there while the hotel shakes around you.

As you sprint, the hotel ceiling starts caving in behind you. You need to hurry or someone will be crushed. You run in the general direction of the access ramp, but due to cave-ins you have to take some detours. There is no turning back now.

The scene ends when you make it out of the hallway.

Choose a character to become Wounded.

BLOCKED PATH

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

SCENE 6

Your path here is blocked by rubble. You need to find an alternate way to get through. There are some large vents that you might be able to crawl through, but you can feel extreme heat as you pass through. Something is very wrong with the geothermal heating system.

You need to make sure you go the right way or you might head directly into red hot metal.

The scene ends when you have navigated through the vents.

Make a Knowledge Challenge or choose a character to die.



THE FURNACE ROOM

SUGGESTED TIME LIMIT: 10 MINUTES

6+

PLAYERS

SCENE 7

You have come to the furnace room of the hotel. It is a disaster area. Lava flows up through the geothermal vents. The machinery is completely destroyed. Dead bodies litter the room, some killed by the shrapnel shot from furnaces exploded by the pressure buildup, some cooked alive by the heat of the escaping steam.

As you make your way across the room, the lava continues to bubble. One wrong step might fling someone into the lava or into the red-hot remains of the furnace.

The scene ends when you get through the furnace room.

***Make a Toughness Challenge or choose a character to become Wounded.
If you don't or can't, you must choose a character to die.***



THE DAY SPA

SUGGESTED TIME LIMIT: 15 MINUTES

6+

PLAYERS

SCENE 8

The spa is in ruins. Shattered glass lies everywhere and the ceiling is partially caved in. You can feel the chill Antarctic air coming in from above.

And then you come to the hot springs room. It is completely flooded. The water is warm to the touch, but you can tell it gets boiling hot below.

With the frigid air from above, and the boiling water from below, there is a small temperate layer in the flooded room. And the laundry is on the other side, so you could dry off there.

You need to swim through the room keeping to the exact right height in the water. Too high and you will hit frigid cold and frostbite. Too low and you will be boiled by the hot springs.

The scene ends once you are through the day spa.

Choose a character to die.

A TIGHT SQUEEZE

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 9

The way ahead seems to be blocked with rubble. An argument ensues.

A Genius (might be one of you) suggests that the only path ahead seems to be through this rubble.

A Contrarian (might be one of you) laments that you should have gone to the docks in the first place and now you're all doomed.

Someone (might be one of you) just wants the contrarian to shut up, and might even threaten physical violence.

Tensions are high, but then one of you notices a slight breeze and light coming through the rubble. There must be a way through if the rubble can be moved. You confirm that the rubble is loose and people start moving it to make a tight squeeze through the cave in to get through.

But just before the last person can make it through, there is a terrible rumble and the makeshift hole collapses.

The scene ends when you are through the rubble and have finished mourning the one who didn't make it.

Choose a character to die.



THE INFIRMARY

SUGGESTED TIME LIMIT: 7 MINUTES

SCENE 10

6+

PLAYERS

A brief respite and a chance to rest. Any surviving Hotel Employees would know that you are very close to the exit here.

There are still signs of devastation, but there is also fresh water and medical supplies. Maybe there is time to take a short break and relax for a minute or two.

The scene ends when you are ready.

Continue to the next scene when the players are ready.

CATWALKS

SUGGESTED TIME LIMIT: 7 MINUTES

9+

PLAYERS

SCENE 11

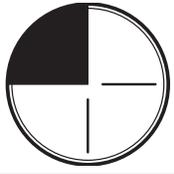
The hallways ahead are blocked with rubble, but there are more ventilation ducts nearby, leading to a series of catwalks exposed by the crumbling hotel.

But these ducts turn deadly when you come to an area where they are not being supported. They sway ominously in the chill Antarctic breeze.

As you cross, the winds pick up and someone cannot hold on...

The scene ends when you get to the end of the catwalks and finish mourning your loss.

Choose a character to die.



DEADLY COLD

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 12

The ceiling on this hallway has caved in. You can get around the rubble, but the frigid Antarctic air cuts into your bones like a knife made of ice.

You only need to get through the hallway, a mere 300 feet or so, but you are tired, and injured and just ready for this to end.

As you run down the hallway, a door swings open and a dead and frozen housekeeper falls into your path...

*All **Wounded** and **Distraught** characters need **two** other characters to assist them for this scene.*

The scene ends when you get to the end of the hallway and finish mourning your loss.

Choose a character to die.

ALMOST THERE

SUGGESTED TIME LIMIT: 10 MINUTES

6+

PLAYERS

SCENE 13

You've made it to the excursions access ramp. But there aren't enough parkas for all of you, and even brief exposure to the cold will be deadly. Someone will have to be left behind.

There are enough snowmobiles that you can carry everyone who can survive the ride. You see a helicopter incoming. Almost certainly it will land at the heliport. You need to get there before they leave!

*The scene ends when you get on to your snowmobiles and leave the ramp.
The next scene will be on snowmobiles.*

Choose a character to die.



ACROSS THE ICE

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 14

Riding two to a snowmobile, you race across the ice to get to the helicopter. But as you do, the hotel starts to collapse in around you. Occasionally, lava spurts up out of the holes, just as deadly as the dissolving ice.

You need to dodge the cave-ins happening across your path. You are full of adrenaline, so maybe this can happen.

Unfortunately, one of the snowmobiles is damaged in the chaos. It could make it with one person, but it can't handle two. Again, someone needs to sacrifice themselves for someone else to survive.

The scene ends when you make it to the helipad.

Choose a character to die.

9+ Players: Also make an Agility Challenge or choose a character to die.

DENOUEMENT

FINAL SCENE

SCENE 15

6+

PLAYERS

You scramble madly into the helicopter and it takes off just in time.

As you watch, the remains of the hotel collapses in on itself. The sheets of ice covering it slide into the ocean, revealing the lava flows below as fire meets ice one last time.

And you, you are the only ones who have survived. You look at each other as you try to come to grips with what happened.

The scene ends when you are ready.

Roll Credits!