



THE CRYSTAL PYRAMID

OF THE MAGIC MOUNTAIN

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D6 REASONS THE MAGIC MOUNTAIN IS MAGIC

1. It only appears at dawn and dusk
2. Its location changes, replacing another mountain in its range every 35 hours
3. Its flora is entirely made of bioplastics and its fauna is silicon-based.
4. Walking on its surface grants *machine thought*.
5. It causes all non-ka-powered machines to malfunction
6. It is encased in an anti-magic field.

MINISTRY-APPROVED DEVICES

1. RRYPO
2. Ministry-built golems and drones
3. Enter-cubes

ENTERING THE CRYSTAL PYRAMID

Atop of the magic mountain lies the great crystal pyramid. Its surface is a shear swirl of teal, turquoise and cyan. On each face of the pyramid lies a reversed pyramidal platform.

Its walls are impervious to physical damage and any energy is shot at the pyramid will be focused into a beam that is shot into space from the apex of the pyramid. Any energy directed to towards the platforms will likewise fire a beam into the appropriate cardinal direction, hitting anything directly within the path of the beam over one day's travel. A search (moderate thought) of the base of the pyramid will find 1d6 sacks of knick knacks from various civilizations spanning the last several thousand years. (300€ per sack) You will also find a **palm-sized enter-cube** with a single red button on one-face.

The only way to enter the Crystal Pyramid is by standing on one of the platforms and activating entrance signal from a ministry-approved device. Upon activating the entrance signal, the pyramid will emit a flash of white light, engulfing all living beings on the platform.

ORIENTATION

Anyone transported from the platform will find themselves in a taupe-covered room with teal plastic chairs arranged in rows in front of a flipchart. There are two doors in the room diagonally-opposite from each other; exiting the room from one will cause the player to enter the room through the other.

There are no other people in the room except for a non-descript individual beside the flipchart, wearing a short-sleeved collared shirt, a crimson necktie and black slacks. This is a holographic representation of **Lumbergh**, the ba-code of the pyramid.

Lumbergh will orient everyone in the room to the pyramid, describing the labyrinthine policies and procedures that govern the workers of the pyramid. This will continue until one of the magic incantations are uttered ("*Somebody's got a case of the Mondays*", "*Teamwork makes the dreamwork*", "*How about that local sports team?*", etc). Once uttered, Lumbergh will consider the group sufficiently oriented and will move everyone to the **Cubicalarium**.

THE CUBICALARIUM

The Cubicalarium is appears as an infinitely-extended room of grey-walled cubicles, interspersed with potted plants, water coolers, vending machines and poorly-constructed break tables.

Each cubicle has a desk, a chair, and motivational banners on the inner walls. On the desk there is an encased crystal cube attached to glyph board. Appearing on the face of the crystal cube are a series of never-ending question trees awaiting to be answered by tapping the glyphs on the glyph board. Within the desk drawers are 1 stone's worth of office supplies (€50/sack). As people are directed by Lumbergh to their respective cubicles, they will see other office workers working at their desks or occasionally sleeping their chairs.

The cubicalarium serves as the psychic processing power for Lumbergh, with each cubicle serving as an individual processing core to Lumbergh's thought. While this doesn't affect his personality directly, any depletion of the processing cores will interrupt whatever the Crystal Pyramid is working on for the Ministry, and will be brought up during the offender's performance dialogue.

HUMAN RESOURCES

The Human Resources floor is where performance dialogues, co-worker mediations, and flesh/nutrient recycling take place. A tidy, blue-white series of rooms with only a little blood spatter in the corners. At the end of the hall are the flesh vats, wherein necessary nutrients are derived and packaged for the vending machines in the Cubicalarium. **HR Rep drones** (L4, scripted) are used to really give the up-close-and-personal feel to staff.

EXECUTIVE OFFICES

Immaculate, high-ceilinged rooms full of wood and bone furniture fashioned from the Refracting Forest and the Forest of Meat (3 sacks per piece, €2000). Each room is more lavish than the last, but all are empty. Search well-enough, and you may find the secrets of The Ministry.

TECHNICAL TUNNELS

Running between each floor and room of the pyramid are tunnels full of wires and tubes with labels like *oxygen*, *water*, and *nerve toxin*. With a schematic of the pyramid, someone could find the right valve to cause some trouble. Tunnels are frequently patrolled by **repair drones** (L2, helpful).

MALE ROOM

A dusty room where **27 lifeless flesh golems** of Lumbergh float in vats of viscus, lime-green liquid. A red light slowly flashes on a console of buttons and levers.

IT

The heart of the pyramid, IT houses Lumbergh's central processing unit and the repository of his ba-code, stored in a constantly rotating system of punch-cards made of voidborn nacre (*Spacemother-of-pearl*).

POWER PLANT

Underneath IT lies a **matter/anti-matter quantum possibility engine**, powering the pyramid. **Ka-demons** (L10 horror) frequently appear and disappear but are kept at bay with the safety runes written on the floor.

D6 OFFICEMATES

1. **D'orange** (L1, ornery) – D'orange will snitch on anyone not performing optimally to management. During breaks, will only talk about the family farm. Is in a secret relationship with Kay-wren.
2. **Kay-wren** (L1, horrible) – She will do anything to elevate herself over her fellow officemates, including lying, gossip, and murder. Is using D'orange for their ties to management.
3. **Nan-C** (L1, anxious) – Ever smiling, Nan-C is constantly worried about the office culture and goes to great pains to ensure everyone is as happy as she wants to be.
4. **Bob** (L3, chipper) Present in every group of more than three office workers, Bob only relates to others in oddly-mixed incantations. May or may not be maskless 5000-polybody trapped in the Cubicalarium.
5. **Thymebert** (L4, misanthrope) – Office knows-all-does-nothing. Expendable.
6. **Peter** (L2, lazy) – Seemingly unaffected by the culture of the cubicalarium. May know a secret exit.