



SETTING / DESCRIPTION:

In dark, down-trodden poor parts of a city, a dim dingy 6 story tenement squats in a row of similar structures. Windows are dark and few enter or exit the front. The inhabitants are a mystery.

Unknown to all is that within the flimsy brick walls, the interior is filled with one gigantic arcano-electrical contraption – Doctor Ellipsis’ Infernal Contraption. At a flick of a switch, the outer walls crumble away and his mechanical colossus rises to tracked feet to either trundle or stride through the city to begin his reign of terror.

UPPER LEVEL (60' x 60', approx. 20' ceilings [2 floors high, divided to 9 areas])

- U1, U3, U7, U9** – Hip/gearbox chamber – the massive machine within drives the legs when connected to the Arcano-Engine in L4 or L6
- U2** – Master bedroom/apartments for the Doctor and his closest confidants.
- U4** – Laboratories – Here the Doctor and his apprentices experiment with the forces of dark matter and energy to create his arcano-mechanisms large and small.
- U5** – The bridge – two floor chamber, the elevator stops underneath a raised dias where the Doctor commands the vehicle from an ornate command chair.
- U6** – Meeting/miscellaneous rooms – two floors of spare rooms usable for guests, storage, meetings or as prison cells for trespassers.
- U8** – Main gun chamber – Behind folding walls are a pair of 12" rifled cannon in a rotating turret.

MIDDLE LEVEL (60' x 60', approx. 20' ceilings [2 floors high, divided to 9 areas])

- M1, M3, M7, M9** – Knee/leg chamber – the chamber is filled with a gearbox to drive the treads of L1, L3, L7, L9 via the engine of L4 or L6
- M2** – Kitchens – 2 floors of kitchens (and servant quarters) prepare the sumptuous fasts for the Doctor and his guests. Living and mechanical servants bustle hither and yon.
- M4** – Guest Apartments – 2 floors of well appointed apartments.
- M5** – Lounge – In the center is the elevator. Lush appointments overlooked by balconies.
- M6** – Crew Quarters – Stacks of bunks in a dormitory-like warren.
- M8** – Main Dining Hall – Crystal chandeliers light the immaculate space for dining or dance.

LOWER LEVEL (60' x 60', approx. 20' ceilings [2 floors high, divided to 9 areas])

- L1, L3, L7, L9** – Foot/tread chamber – the mechanisms within are comprised of massive treads surrounded by plates that lower to serve as soles of a great foot. A huge cylindrical leg connects to M and U above. Steam hisses and moving parts abound.
- L2** – Storage spaces and workshops – The Doctor’s mechanics use the rooms to maintain the intricate machines and store assorted spare parts.
- L4** – Left Arcano-Engine Room – the Doctor’s magical machines provide electricity and eerie lighting throughout, drive the elevator, the rotating levels and drive the legs and tracks.
- L5** – Main foyer – In the center an elevator rises to the two levels above. Balconies ring the walls.
- L6** – Right Arcano-Engine Room – works in synchronicity with the left engine.
- L8** – Entrance – normally locked doors open into a wide, ornate high ceilinged corridor patrolled by the Doctor’s minions.

When activated, the Infernal Contraption lowers its 4 legs (for example: chambers L1, M1 and U1 comprise 1 leg) so that it can either roll (via the tracked feet) or stride (using the legs). (See right.)

OPTIONAL THEMES:

- (1) The Infernal Contraption is an abandoned haunted eldritch lair of ghosts and robots.
- (2) The Infernal Contraption is the ever-moving land yacht of high society rich and famous.

ENCOUNTER TABLE (1D100): [Roll once every 10 mins or upon entering a new section.]

- 01-25:** Trap or obstacle – Triggered or an accident, GM choice.
- 26-50:** Mechanical minions – Can raise the alarm or become dangerous if damaged.
- 51-70:** Guards on Patrol – Well armed, well aware and always shoot first.
- 71-80:** Clockwork guard dog – Sharp metal teeth and no fur. Bite worse than bark.
- 81-90:** Servants at their business – Usually (but not always) loyal to the Doctor.
- 91-92:** Frightened servant – May raise a ship wide alarm unless approached with care or kindness.
- 93-94:** Skulking laborer – Hiding from the Doctor and the guards. Possible ally in the making.
- 95-96:** Rogue mechanical – Uncontrolled dangerous melee-based foe.
- 97-98:** Wandering guests – Sightseers with other possible motives. Enemy of your enemy?
- 99-00:** The Doctor conducts a tour – With guests in tow and guards following.

Each square is a cube with 20' sides

Upper Level

U1	U2	U3
U4	U5	U6
U7	U8	U9



Middle Level

M1	M2	M3
M4	M5	M6
M7	M8	M9



Lower Level

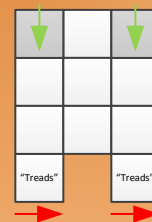
L1	L2	L3
L4	L5	L6
L7	L8	L9



Side views of the Infernal Contraption

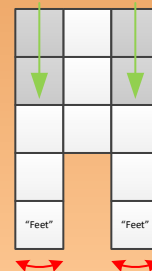


The Infernal Contraption at rest – a 6 story building approx. 60' tall with false walls on all 4 sides.



“The Terrible Tractor”

The Infernal Contraption with legs extended 1 block, allows use of tracked feet. Arcano-Engines engage Knee gearboxes. It is now approx. 80' tall.



“The Walking Warspite”

The Infernal Contraption with legs extended 2 blocks, allows full use of the legs. Arcano-Engines engage legs at the Hips. Treads serve as soles. It is now approx. 100' tall.

