

Bharzul – Water Wheel by Tom Cartos

Background

Water Wheels like this one are located throughout the city. They provide power for a number of mechanical tasks, such as powering the elevators that connect the different levels. Most of the smaller wheels are privately owned, but the largest are designed and operated by the Machinists Guild on behalf of the people.

This particular Wheel is operated by Nasi Laguzol. He is the youngest member of the guild to have ever been promoted to Wheelwright, due to his keen mind. He has already designed many improvements and upgrades. However, Nasi believes his biggest contribution is yet to come. The Water Wheels are limited in their usefulness as they need to be in close proximity to whatever they are powering, and they can only manage a certain level of stress before failing.

Nasi believes that the immense energy potential created by the wheels can be stored by combining Mechanistiry with Magic. This would revolutionise the city, creating stockpiles of energy ready to use whenever and wherever they are required. He is conducting the tests in secret from the guild though, as he is yet to stabilise the procedure and the Machinists tend to be very risk averse.

Grid Information

GRID SIZE – 44x34(300DPI)

VTT SIZE – 6160x4760(140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Water Wheel - Bridge

- **01 – Security** – Important locations like the water wheels have security on site, but due to the relatively low crime rate in the city there is only a single guard who has limited experience dealing with any potential threat.
- **02 – Machinists House** – Nasi lives on site so he can keep a close eye on the wheel, and his experiment.
- **03 – Storage Room** – Mostly filled with Nasi's fishing equipment
- **04 – Rusted Gear** – This was part of the old system that Nasi overhauled and is now defunct. Nasi likes to sit on the gear and fish in the waters below while he thinks.
- **05 – Elevator** – One of many in the city that are powered by the water wheels.
- **06 - Dock**
- **07 – Warehouse** – This large room is full of spinning cogs and gears that redirect the energy generated from the water wheel to where it is needed. Nasi often rearranges the setup to test out improvements to efficiency and stress management.

- **08 – Rock Crusher** – This is a new system that Nasi has designed. It has the simple task of breaking large rocks and rubble taken from nearby excavations into gravel to be re-used. This would normally be back breaking work for a dozen dwarves.
- **09 – Machinists Tunnels** – These narrow tunnels connect the Wheels to various locations where their power is needed through a system of gears and chains. They have to be regularly checked and maintained to keep them running smoothly.
- **10 – Generator Room** – This is where the Machinists' systems connect back to the Water Wheel. In the case of an emergency, they can quickly be disconnected.
- **11 – Water Wheel**

Water Wheel – Mezzanine

- **12 – Nasi's Study** – Nasi keeps detailed notes on all his designs and ideas. Most come to him while he is fishing, and he then hurries to his study to record them.
- **13 – Nasi's Bedroom**
- **14 – Mezzanine** – Overlooks the gear set-up below so Nasi can study it in action.
- **15 – Arcane Convertor** – This is where Nasi is attempting to store the energy created by the wheel. The convertor uses two arcane cores and spells devised by Nasi to transfer the energy to crystals from one of the local mines. It has not been completely successful yet though, most crystals have exploded with very little energy stored. Nasi believes he needs crystals with no imperfections, so has sourced a few at great expense and plans to increase the energy being transferred.
- **16 – Conveyor** – The crane on the balcony lifts rocks and rubble brought to the docks onto the conveyor, delivering them to the Rock Crusher below.
- **17 - Balcony**