

# THE ROVING WHEEL

There's a giant iron wheel roaming the earth. 500' tall, it moves as slowly as a tortoise, rotating once every 8 hours and crushing half a mile into pulp. It rolls up mountains and down canyons, through rivers and across roads. Now it's heading for a densely populated coastal city.

The PCs have been hired to stop it. Legend says it can be done. There is door. All they need to do is stand very still, let the wheel roll over them, speak the right words, climb inside, and change the wheel's course. Simple, right? Save a city, get rich or die heroes.

They have 24 hours before the wheel reaches the city. Three full rotations.

## Inside the Wheel

Constant movement. Everything slides. *Turn the map.* Climbing from compartment to compartment may be possible, but it is easier to move with the wheel, waiting for each section to reach the bottom. There are iron hatches between each compartment. They open at a touch, but only for a few seconds.

Each compartment is approximately 80' high and 175' long.

## 9. THE HUB

Accessible from **7. PIPE ROOM** via a long ladder in a metal tube. The Hub is always level and does not rotate with the rest of the wheel, so explorers may need to wait to get inside. The exit is blocked if the Pipe Room is in position 8, 1, or 2 (the bottom three positions on the wheel),

Inside the hub, the *Immortal Wizard Thunderspeck Wifflebang Griswhelmindar Partoblam Fezzy Fezzy Eyirup P'Thotherial Green* and his *five identical clones*, all wearing yellow spandex suits, watch the Wheel's progress on six scrying orbs, giggling insanely at the things they squish. They will alter the wheel's course if they think it will be funny.

Possible options: the sea (good luck escaping), the fireworks factory on the outskirts of the city, a made-up land just over the horizon, etc.

Giant brass pipes, small silver cables, worm-like nests of glass tubes full of steam, water, and poison. Big complicated valves. Turning them does nothing. Only the command word "BONTOGUIN" (or a blowtorch) will open the path to the Hub.

**8. THE CATACOMBS**  
Skeletons, both animate and inanimate. Holding endless tea parties, candlelit dances. Their king (*Jones the First*) knows the secret words to open the Pipe Room. Wants green things in exchange (like green feathers).

**1. GATE**  
Iris scythes open when the command word "DALPHAC" is shouted. Dirt, cow bones, giant iron gears, heaps of scrap metal, darkness, confusion. Three dead peasants with pitchforks.

**2. RAINFOREST**  
Trees with thick roots, lit by a glowing white orb lamp. Birds screaming. Rain falling from burst water pipes. Insects. Exotic feathers might be worth something. Two monk heretics (*Svenbard and Guntobel*) exiled for disbelief in the Wheel (they think there is no outside).

**3. ART GALLERY**  
Paintings on swivels, on swings, on chains. Gold frames. Bits of pulverized statues. Nine frantic curators with big sharp knives. Don't touch the exhibits.

**7. Reverse Vampire Bats.** Barf blood all over you. They're just trying to help. Hope there's not a shark nearby.

**8. Prototype Wheel.** 1d10x1d10 of them. Size of a coin. They're small, but in swarms they can bludgeon a person to death. They race around in mindless patterns. Some are square.

## Immortal Wizard Spells

Used in combat or looted as treasure.

1. Make All Hands Non-Dominant
2. Cloud of Beetroot Foam
3. Swords to Plowshares
4. Summon Lightning Ferret
5. Flip Person
6. Shrikeblast

**6. Spider-Person Explorer.** Excitable, cheerful, intelligent, horrific to look at. Thinks this is all great fun. Wants to get married, settle down, lay eggs in someone's torso.

**5. Glue Ball.** Larval eye tyrant. Egg sized. Soft toothless mouth, one eye. Sticky by choice. Babbles. It will leave if you tell it a story. If annoyed, blasts things with magic.

**4. Thieving Magical Monkey.** A neon lemur. Cute. Will steal anything and run: items, limbs, names, convictions, eye colour.

**3. Stealth Land Octopus.** Nearly invisible, very strangely. Eight loving arms and all them suckers.

**2. Blowtorch Pigeons.** Fat, grey, cylindrical. Bright blue flame while alive. They like shiny things and food. Dense, dim.

## Random Encounter Table

Roll 1d8 once every hour or whenever things seem insufficiently interesting.

**1. Interior Scrying Sphere.** Glowing marble with gold helicopter blades. Blurry faces peering out. Faint giggling. Hard to catch, probably valuable.

**5. WHEEL MONASTERY**  
Fifty bald monks of all genders in brown robes and climbing harnesses. Lots of singing and turning prayer wheels. Believe in the holy mission of the Wheel to crush the wicked and sinful. They have never seen the outside, but know it's full of hungry demons and monsters.

**4. FISHTANK**  
Five sixths full of water. Plenty of air to swim across, but you need to dive to get to the hatches. Small colourful fish. Magnetic eels attracted to iron. One really big shark with too many teeth and a terrible headache from the sousing.

**6. GOLD HEAPS**  
Impure gold in piles, ingots, slabs, boulders, and rolling. Dangerous to cross. All are too large to carry or get through the hatches between rooms.

## 7. PIPE ROOM

