

Grand Lift by Tom Cartos

Background

There are two Grand Lifts along the Lords road in Bharzul, connecting the three different levels of the city. They are deliberately designed as bottlenecks between each of the tiers to force any invading army to fight through in one spot while being attacked from above, before being able to proceed to the next level. There are a few routes through the walls that connect the levels aside from the lifts, but they are narrow and not often used.

Due to their importance, the lifts are constantly checked and maintained by the Machinists Guild and have not been out of service for almost 30 years. Until today that is. There is not anything clearly wrong with the mechanisms, all gears and cogs are well tuned and oiled, and the machinists are at a loss to understand how to fix something that should not be broken. They are looking for any outside expertise that may be able to shed some light on the issue.

Grid Information

GRID SIZE – 34x44 (300DPI)

VTT SIZE – 4760x6160(140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Grand Lift – Lower Level

- **01 – Lords Road** – The Lords Road is the main avenue through the city of Bharzul, leading directly north from the Watchers Gate all the way to the Stone Palace. It gradually slopes upwards the entire length, connecting the various levels of the mountaintop city.
- **02 – Staircase** – The lifts travel quickly, climbing the several hundred feet between levels in around a minute. However, at peak times long queues can form and some choose to take the stairs instead. For some dwarves it is just a part of their morning exercise routine.
- **03 – Grand Lift** – The grand lifts function similarly to the smaller versions around the city, but are capable of lifting hundreds of tonnes of weight.

Grand Lift – Upper Level

- **04 – Grand Lift** – The grand lifts function similarly to the smaller versions around the city, but are capable of lifting hundreds of tonnes of weight.
- **05 – Lords Road** - The Lords Road is the main avenue through the city of Bharzul, leading directly north from the Watchers Gate all the way to the Stone Palace. It

gradually slopes upwards the entire length, connecting the various levels of the mountaintop city.

- **06 – Staircase** - The lifts travel quickly, climbing the several hundred feet between levels in around a minute. However, at peak times long queues can form and some choose to take the stairs instead. For some dwarves it is just a part of their morning exercise routine.
- **07 – Interior** – Connects to other sections of the inner walls.

Grand Lift – Ramparts

- **08 – Lift Mechanism** – The giant hoist is powered by the water wheels nearby. The chains are made from an alloyed metal unique to Bharzul that is almost indestructible.
- **09 – Viewpoint** – Many citizens and visitors like to take in the view from the various overlooks around the city. This is one of the best.
- **10 – Rampart** – As with all other parts of the city, vigilance is constant and the guard are always prepared for attack.