

Relics

Curious Technology and Contraptions

Multidimensional Transgressor

by William Jones

Theory

In the early part of the twentieth century, Harold Lapham, a scientist, philosopher and experimenter, came upon the notion of inter-dimensional travel. Although his contemporaries scoffed at his theory of parallel universes and higher dimensions, Lapham was undaunted. Driven by the arcane knowledge of ancient texts he'd studied, Lapham set out to prove his theories correct.

Discarding Newtonian physics long before it was in vogue with the rest of the scientific community, Lapham theorized a universe of unlimited dimensions, each interconnected in a glorious symmetry. Understanding Gravity to be a symptom or reflection of the symmetry of the dimensions of Space and Time, Lapham conjectured that it must be that magnetism reflected deeper symmetries of internal dimensions within known reality, and that these sub-dimensions were perhaps infinite. With this foundation, Lapham developed the plans for a device he thought capable of unbalancing the local dimensional symmetries of the cosmos. He believed this device, if constructed, could generate a temporary portal between two remote points anywhere in the universe - in essence, creating a "gateway," allowing humans to step from one world to another.

The plans Lapham put to paper in 1904 were technically complex and esoteric, involving great knowledge of physics, engineering and Mythos. The original design required technologies unavailable to Lapham, and quantities of energy not obtainable by most experimenters. Anyone attempting to understand Lapham's schematics must roll a combined success in **Physics, Electronics, Operate Heavy Machinery** and **Cthulhu Mythos**. Only one roll can be made for each week the schematics are studied - and this roll must be a success for all skills. A success causes an immediate **Sanity** roll 1D4/1D8. Similarly, prolonged study for several months without success challenges Sanity: 1/1D3 (keeper's discretion).

How To

Construction of the Multidimensional Transgressor requires 4+1D8 months. Keepers should make the necessary components difficult to find - scenarios revolving around acquiring them are appropriate. Successful rolls in **Electrical Repair** and **Mechanical Repair** are required each month the device is under construction. Failure results in a month's work being lost, and is not counted against the total construction time.

To the untrained eye, the completed device resembles a gigantic doughnut. The 15-foot circular structure has an open center that forms the “gateway” in which a person or object of SIZ 25 or less may enter. Surrounding the gateway is a technological spaghetti of magnets, coils, inductors, capacitors and a knotty mass of wires. Heavy, difficult-to-cut STR 30 cables connect the device to a control console. From the console, a trained operator can tune the Multidimensional Transgressor to a desired location with a successful **Cthulhu Mythos** roll (made by the keeper). Anyone involved in the construction automatically possesses the training to operate the device. Those who are unfamiliar with the device must make a successful **Operate Heavy Machinery** at normal ability or a **Knowledge** roll at one-fifth normal ability to turn it on and off. Untrained users tune the device randomly. Keepers are free to select destinations when tuning failures occur or when random locations are selected.

Flipping the Switch

Operation of the Multidimensional Transgressor requires large amounts of electricity. A successful construction assumes the proper power levels have been obtained previously. However, it does not assume that these power levels can be maintained for long periods. The nature of the device lends it to “thermal runaway.” This means the longer the device is in operation, the more heat it generates. High heat levels cause the device to use more power. With higher power consumption comes higher heat levels. The cycle eventually leads to failure of the device due to insufficient power – or overheating.

Each minute the device is in operation, keepers should roll on the resistance table to determine if operation continues. The Multidimensional Transgressor starts with a POW dependent upon the distance to be traveled. This number is identical to those found in the *Create Gate* spell table (see *Call of Cthulhu* rulebook). For example, the Multidimensional Transgressor's starting POW for opening a gate 1,000,000 miles away is 5. Each minute of operation increases the POW by 1. The machine's POW (passive) is rolled against the electrical supply's POW (active), which is a constant 10. This means if the initial POW of the machine is 5, there is a 75% chance of operation; after 10 minutes of functioning there is a 25% chance of continued operation; 15 minutes results in automatic failure. Intentionally turning off the device or accidental failure both result in the closing of the gateway. If a 95-00 is rolled while checking for failure, the results are critical; an essential component of the Multidimensional Transgressor has failed, requiring replacement before the machine can be activated again. ✂