

# Tenement Boiler Room



## Room Description

Through the sweltering heat, pipes clank and drops of water echo across the space. It is a veritable forest of pipes, some insulated and some not. Pipes line the ceiling and walls and flank a catwalk that spans a vast open pit in which a boiler rumbles, roars and wheezes. A big monkey wrench lies atop a compact refrigerator, beside a little electric fan, and in a corner above you hangs a paper wasp nest.

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## Events

1. You are building a spice rack out of plaster of Paris when, from below you, cranky superintendent Mr. Tuduliszt hollers, "I'm out of coal, porter!" Looking down, you see he is standing on the boiler. He has detached an intake pipe and jerry-rigged a vacuum cleaner head to it; it is aimed right at you and you feel yourself being sucked inexorably into the furnace.
2. You are sitting lotus-style with a book of etiquette balanced on your head. The Room slowly and sedately moves up and down. The steam pipes make a droning melody, and you discover Scots bagpiper Rabbit the Bruce standing atop the boiler, puffing into one length of pipe while her fingers flutter over holes in another. Rabbit shrieks, "Ye doon't like ma piped-in music, ye muckledy-muck? Weel, get oot ma elevator!" but just then the lift jams between floors.
3. You are spinning plates on your big toe with a ping-pong paddle when you hear a grotesque shuffling sound. It proves to be a gigantic spider hauling its poisonous bulk up from the depths, and you see that its webs adorn the Room. Your plans for the day don't include being spider food.
4. You are playing croquet with clams and cornstalks. Following your last shot along the catwalk, you find your way blocked by pipes; in fact, you've become encaged and can't go forward or back. "Pay toll or perish," a disembodied voice intones, and the pipes begin to glow white with heat.
5. You are trying to teach conversational Japanese to a set of false teeth in a jam jar. A clang and barking Dalmatians catch your attention. You see an old gypsy caravan parked at the other end of the catwalk. A dark Romany man emerges, flashes you a gleaming smile and calls, "We have flat tire; you have spare change?"
6. You are field-stripping a cigarette butt and talking to an oceanographer via a conch shell when the boiler begins to whistle. What you thought was a ceiling is removed with a clang; you look up to see the huge face of Hephzelda Grizibah, a frizzy-haired hag. "Tea time!" she shrieks, grabbing you; "Time for a nice cup of human tea!" With her other hand she rips off the top of the boiler. "In you go!"
7. You are sitting in a pea-green gravy boat with the Gyrfalcon and a cam shaft. Pipes suddenly rupture and flood the Room with bubbling water; blistering steam engulfs the boat. The Ocelot bobs up, squalling and thrashing the water with bared claws. The Gyrfalcon leaps up, hollers at you, "Duck tape will keep us afloat! Find some!" and dives in to save his feline friend.
8. You are cleaning a kangaroo's pouch with a paintbrush and a silver salver when you notice pieces of sculpted clay placed around the catwalk. From behind you enters Aigoost Raudan with an armload more. "You were my idol," she sighs, "but I had to fire you when I discovered you had clay feet." It's true; you can't move your feet. The tragic sculptor pours sticky blue stuff over you and the 'roo, and you realize she *is* going to fire you – the Room is an enormous pottery kiln.