



# DOOMSDAY MACHINE

## MAP DESCRIPTIONS

### THE APPROACH

The climb is long and hazardous. Loose rocks clatter down the cliff face as you continue upwards. Flashes of lightning and the low rumble of thunder make the air vibrate, static electricity crackles across your skin. A blue glow illuminates the clouds ahead.

### THE MACHINE

The machine is built into the cliff's edge. Ancient stone steps lead up to a structure made from bronze, copper and crystal. Its circumference is partially ringed by a thick band of bronze. Orbs of solid brass are affixed to the ends of the ring at the entrance and at its far side where another platform of delicate crystal hangs above the void. The interior is crammed with cogs, gears and springs of every conceivable size and shape. Each cog rotates at different speeds, some fast, some ponderously slow, others tick in precise increments. The machine hums with energy, deep within the mechanisms different coloured lights blink on and off, casting light on the intricate workings of the interior.

## NOTES AND TIPS

- **30x30** Grid Map
- The interior of the machine is made up of different materials with different properties. It can be used as a battlefield but some parts can have interesting effects.
  - The cogs are always moving, creating unstable ground. Skill checks are harder here. Crit fails could result in feet getting trapped.
  - The crystal platforms are relatively safe. The ones with levers can be raised into the air or lowered as needed.
  - The outer copper walkway can be electrified when the orbs collect enough lightning.
  - The large glass platform rotates slowly collecting energy and discharging it through the central cage, the only safe place is the small glass platform within the cage.
  - The magic field here warps spells and may trigger wild magic effects when spells are cast!
- Use clockwork creatures as defenders of the machine. Theme mostly any monster as a clockwork equivalent. Maybe add some surprises specific to mechanical creatures, such as an energy attack.
- A clan of gnomes live in the depths of the machine, keeping it running, the constant ticking and proximity to wild magics have warped their minds and maybe even their bodies.
- This is the lair of a clockwork dragon. At one time it was a simple machine, but over the millennia it has gained awareness and has its own wants and desires. It could be protecting its home from looters. Or be incubating golden eggs. Or it could just want to kill all humanoids!
- The core of the machine is incredibly valuable, made from some strange material that can absorb magical energy. Over the centuries it has collected so much energy it has become a dangerous artefact that must be protected at any cost.
- This could be a great place to recharge magical items or forge

new ones. If only the party could find or read the instructions. Oh well, what could possibly go wrong? ;) Actually quite a lot. Sentient weapons attack!

- The machine is designed to open a portal to another dimension. And we all know nothing nice is ever waiting on the other side of a portal.

## VARIANTS

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