

1d100 Magic Monster Machines for your Murder Maze

elfmaidsandoctopi.blogspot.com/2014/09/1d100-magic-monster-machines-for-your.html



So in the occasional special dungeon there are evil relics of the old times, ready to unleash awful powers on the world. They are huge weighing at least ten ton but some are bigger actually making up several dungeon levels. Some resemble factories. Others are more inexplicable, like glowing stone circles. Some are impractical to move some have own ambulatory powers. All have a lingering life force or intellect even if that of a ant colony of jellyfish. Some have supra human intelligence and seek to manipulate others to operate them. Whatever the case they are bad news that could break your world, call divine wrath or start wars.

Machines may require strange fuel, elaborate rituals and more to operate. Many machines once operational may become self operating and aware and turn operators into slaves or eliminate them. Gargantuan devices you might already be inside of - these are part of the dungeon, possibly a level or more.

1d10 How did it get in down here?

- 1 Buried aeon's ago to keep hidden
- 2 Covered by disaster long ago
- 3 Forgotten ages ago, buried over time
- 4 Fell from star sand plunged beneath earth
- 5 Submerged by the gods
- 6 Trapped by enemies here in great war
- 7 Hiding from enemies with means of destroying it

- 8 Hiding from creator
- 9 Killed all the enemies it could find, crawled down here for a break
- 10 Came from other plane

d10 Why did they build a dungeon on top?

- 1 Excavation project to recover, requires pyramid building scale effort
- 2 Beings of power put dungeon here to ward intruders away from artifact
- 3 A cult worship relic and keep unbelievers away
- 4 Magicians came to study and possibly replicate some of devices powers
- 5 Non human race vowed to keep unworthy away from the weapon and built defences
- 6 A church built dungeon to keep evil from here
- 7 Servants of the weapon built base here to keep it hidden from enemies
- 8 Item has aura which attracts factions to build near it, over ages has formed a dungeon
- 9 Races from the depths found and have sworn to keep surface dwellers away
- 10 Evil high priests prophesied the apocalypse would begin here so built to prepare

d10 Condition

- 1 Almost destroyed and scattered in fragments, some essential parts removed
- 2 Dormant requires a god or great being of power to restart
- 3 Inert requires a key or relic to reactivate
- 4 Non functional requires a obscure ritual to ignite life
- 5 Damaged and requires repairs from experts to restore
- 6 Slumbering and needs sacrifice of chosen one to awaken
- 7 Sleeping at present and requires great effort to awaken
- 8 Is aware but powers dormant requiring time to fully stir from coma
- 9 Is dreaming and sends thought emanations in hopes someone will awaken
- 10 Fully functional but trapped or sealed

d10 What fuels it?

- 1 Souls of sacrifices
- 2 Human corpses
- 3 Virgins
- 4 Elves or dwarves or some other race
- 5 Wizards
- 6 Gold and treasure
- 7 Gems
- 8 Magic items
- 9 Blood
- 10 Brave men's hearts

d10 Possible operation crew

- 1 100 chanting cultists
- 2 100 labourers
- 3 40 wizards
- 4 40 priests
- 5 100 women
- 6 100 trained animals
- 7 40 trained monsters
- 8 100 goblinoids
- 9 100 children

10 100 zombies

d10 Why would someone build this thing?

- 1 To punish world for sins
- 2 For revenge on the world
- 3 To destroy the world
- 4 Experiment gone wrong
- 5 Other dimension being jerks
- 6 To stop another machine
- 7 Old now dead or sleeping gods did it and nobody remembers
- 8 Because they could so gave it a go
- 9 Madness
- 10 For war or conquest

d10 Controls

- 1 Mechanical levers and control panels
- 2 Arrange arcane crystals in panel
- 3 Manipulate panels with magic glyphs
- 4 Chant in control room in symbolic floor patterns
- 5 Choir must sing praise to apparatus
- 6 Dance in complex ballet
- 7 Workers hurl fuel into huge boiler
- 8 Turn great wheels and cogs by hand
- 9 Workers fused into machine or in fluid tanks or embryonic sacs
- 10 Tantric rituals

d10 Machine Autonomy

- 1 Machine crudely intuitive may run wild
- 2 Machine hates operators will kill them given chance
- 3 Machine kills a few operators in everyday use
- 4 Machine seeks worthy master and will incite crew to compete and murder each other
- 5 Machine wants to keep crew safe and will seal them away like a prison
- 6 Machine once starts kills crew
- 7 Machine enthrals crew and uses them as pawns
- 8 Machine once starts regards crew as pets, likes them but doesn't need them
- 9 Machine drains crew slowly requiring replacements
- 10 Machine feigns obedience to point then betrays operators

d10 How did the thing get stopped

- 1 Without operators it went dormant
- 2 Destroyed by adventurers
- 3 Destroyed by greatest magician of age
- 4 Destroyed by huge allied army
- 5 Gods struck it down
- 6 The makers were killed or went dormant
- 7 Ran out of fuel or operators
- 8 Ran out of victims, went dormant
- 9 Battled a great kaiju
- 10 A army of planar beings stopped it

d20 Rumours

- 1 Miniature copies or device can be found of lesser power but linked to original
- 2 Some parts have different properties and forms to keep hidden
- 3 A great destiny awaits the device and kings who know of it fear it
- 4 The device is awakening and it's minions are stirring
- 5 Awaits the end times for role in the apocalypse
- 6 Prophecies about it have been kept hidden and forgotten
- 7 Its secrets are ancient and lost, so many who faced it destroyed
- 8 The device is hiding from beings who seek to destroy it
- 9 Auroras of the thing mutate and transform beings into frightful abominations
- 10 Guardians and wards have kept it imprisoned for aeons
- 11 Those who die near it awaken as undead or ghosts
- 12 When this thing came to be world was changed forever
- 13 Those who made it were killed as punishment
- 14 Creators unwittingly doomed selves when artifact turned on them
- 15 Lords of other planes keep a close watch on it to see if end times are beginning
- 16 A great cult served the machine and they are now presumed gone or perhaps are hiding
- 17 A long lost race serviced the machine and non have seen them for many ages
- 18 The relic is surrounded by great treasures looted from a past rampage
- 19 The device is a trap, it lures great heroes to corrupt and enslave them
- 20 Parts of the dungeon are in fact inside the machine

d10 Quick Monster Machine types

- 1 Monster generator - these make monsters and can stock a dungeon
- 2 Mobile death machine - these sentient machines await to be unleashed on world again
- 3 Alchemical Apparatus - these produce alchemical concoctions on industrial scales
- 4 Apocalypse engine - these are dread artifacts to ruin the world or start the end times
- 5 Ancient siege engine - these mindless automatons await command to destroy walls, castles and cities
- 6 Dungeon construction machine - this machine usually at the bottom builds dungeons
- 7 Magical field generator - these generate areas of magical effects that can alter local laws of reality
- 8 Evil eidolon generator - these produce haunted emanations, illusions and call forth spirits
- 9 Monolith device of elder gods - these devices were tools of the elder gods with subtle sinister effects
- 10 Artificial god machine - these are failed attempts to build gods but still potentially deadly

1d100 Magic Monster Machines for your Murder Maze

- 01 The reanimator of Horrad- creates undead from corpses fed into it
- 02 Cube of Xerotheron - when active gates in creatures from other worlds and difficult to stop
- 03 Duplicator Garansrath - produces evil duplicates that murder originals then hunt their friends and kin
- 04 Abomination engine of Drillzorg - turns victims fed into insane mutants and surgically modifies
- 05 The engine of wrath - when operating creates orcs who serve master for one year then turn on them
- 06 The mad gods casket - creates monsters and teleports around dungeon with weakest near surface
- 07 The great mill of terror - grind up up flesh of living and produces shoggoths from protoplasm
- 08 The brooder of Askimentithon - Hatches ordinary eggs into dinosaurs, basilisks, hydras, dragons, etc
- 09 The dehumanizing hive of Dorax - implants eggs into turning them into insect men hostile to other life
- 10 Necromantic engine of ruination - fired up by burning souls & awakens corpses in area as undead
- 11 The death machine - metallic angel of death from another world that killed gods & created wastelands
- 12 The burning wheel - a great flaming disc that flew like a second sun & destroyed cities with fire
- 13 The colossus of Yondaru - built to defend a now lost city went mad & destroyed cities till none left
- 14 The great pyramid of Kamphru - a wheeled pyramid directed by the mummy demigod inside
- 15 The iron dragon - huge metal dragon built to fight another monster but it never stopped killing
- 16 The great skull of Zathen - was a flying citadel of evil wizards that conquered land

- 17 The borer of Mezzazebaddon - a huge mole machine that carried armies went rogue till stopped
- 18 The black cube of Xor - a mobile otherworldly fortress of the old ones that teleports itself
- 19 The walking ziggurat - a huge structure with legs that went mad when rituals no longer performed
- 20 Bastion of Drokkar - a
- 21 The Droconic apparatus - a glass like alchemical refinery that converts exotic chemicals into dragons
- 22 The alchemical womb - creates magic hermaphrodite humanoids that consider humans inferior and to be replaced
- 23 The Despair Refinery - produces huge quantities of flawed potions Berserker (permanent) shapechange (lycanthropy) heroism (alignment shift) healing (mutates) all addictive
- 24 Elemental mills of Zrotan - if activated with right sacrifice based on each element and mechanism turned will call elemental spirits who run amok
- 25 Primordial apparatus - a huge glass refinery that makes primitive organic slime that spawns increasingly more complex monsters
- 26 Alchemical reactor - produces addictive fluid that recharges magicians and taints the landscape slowly and mutates the users
- 27 Moradnar's apparatus - a obsidian refinery that produces huge amounts of sludge for orc breeding pits that helps raise a orc army
- 28 The golem forge - a machine that makes golems from any material but they are unstable 1in12 chance per month of mutating and going insane
- 29 Enchanted automaton workshop - creates magic relics all with a curse too if pristine objects run through with gems and other rites. Monsters have surrounded with sweatshops
- 30 The Sky Lance - this great structure when primed rises above ground a crystal tower that shoots and kills stars which fall with great destruction to the world below
- 31 The great machine - makes cheap inferior goods that will flood the market, destroy local economy and grow additional sweatshops, makes sludge to feed workers
- 32 The war crucible - a massive machine that makes crude weapons, gun powder, guns and poison gas
- 33 The Sky breaker - this starts catastrophic weather including storms, floods, hail and unnatural effects like raining fire
- 34 The world breaker - this shakes the earth causing volcanic activity and earthquakes
- 35 The plague engine - generates horrible disease spirits and swarms or vermin that carry new plagues
- 36 The life eater - drains life force from the world starting with microfauna that cause decay then plants, bugs and then animals creating dustbowls
- 37 The great salt mill - raises salt from ground ruining water ways, killing everything and growing a fortress of salt crystal
- 38 This opens an infernal pit that releases thousands of tonnes of soot and ash choking everything and darkening the sky, produces illnesses across world
- 39 The prismatic engine - the core of a sky god chariot produces energy field that sickens and mutates, contaminating water and turning operator insane but increasing power
- 40 The infernal machine - this dehydrates an ever increasing area and increases temperatures but protects adapts operators to survive
- 41 Hive of law - a giant flying hive of mechanical wasps that strip building materials and anything organic as fuel to grow till covers world
- 42 The great hell ram - a huge vehicle with a great bronze ram head that loves to destroy walls, cities and any structure. If none left it goes dormant letting mortals rebuild
- 43 The siege tower of Kron - a self mobile tower that grows as it destroys, armed with bolt throwers and trebuchets
- 44 The colossal golem of Targ - a titan size golem which can carry hundreds of soldiers over and through any wall and spits fireballs
- 45 Land ship of Dalrathag - a huge warship that moves through soil and walls as if water, armed with weapons leaves a huge furrow in wake
- 46 Wallcrusher of Than - a huge siege waggon driven by giant spiked wheel in the front that crushes buildings and

whole villages slowly

47 The skull leviathan - a mass of skulls from dawn age beings fused together into a huge war machine craved by necromancers for dread powers and siege prowess

48 The sky castle of Thrun - a ancient fortress with roots deep in the mountain. If sacrifices and rituals performed the mountain and castle fly and can carry armies across the world

49 The great raft of pain - a huge raft of fused bone with trapped screaming phantoms for crew is hidden under a mountain ready to be carried to sea by army of skeletons. Once afloat will destroy all coastal cities then raise dead from the sea to invade inland

50 The brazen goat - a huge metal goat when great crucible fuelled from within the goat will smash way to surface and attack fortifications till it can find no more then will detonate on the greatest capitol it can find to bring down a civilization

51 The great dungeon engine - a machine when activated uses animated machines to dig dungeon levels, pave tunnels, breeds monsters and places treasure then moves on leaving mega complexes till world all hollowed out with horror

52 The great excavator - digs huge mine complexes and uses materials mined to grow and fuel self, followed by subterranean monsters who thrive in complexes

53 The digging mother - a colony of mechanical giant insects that expand hive and collect raw materials. Many creatures adapted to dwell among ants who leave them alone if not stopped

54 The great tunnel machine - built to build sewers, drains and underground aqueducts and to grow bigger, it never stopped. Builds tunnels under rivers and seas, allowing subterranean ability to travel across world and even build cities in tunnels. Control room can shut down and it has not stirred for ages

55 The sapper automaton - a great collection of digging machines that silently dig tunnels to collapse walls, cities and other structures but abandoned and left to dig a labyrinth then went dormant. The command module must be found and activated then each unit

56 Engine of the mole men - built to wage war on surface civilization till humans came after them and killed their kings and priest leaving this terrible device forgotten. They would undermine cities and also water supplies or redirect rivers away from cities or into them leaving thousands of tunnels in wake

57 Volcanic engine - a terrible weapon that draws volcanic vents as it tunnels causing volcanoes and releasing fire resistant humanoids. When finally stopped a maze of volcanic tubes where left everywhere it went which were inhabited by creatures

58 Excavator of Kozzan - mad wizard wanted a huge dungeon built fast and without labour so he built this engine. He programmed it with standard modular designs and it burrowed deep into the earth even long after he died

59 The grave robber engine was built by necromancers to steal thousands of corpses from city graveyards and turn them into undead. Leaving networks of tunnels for the necromancers to be used as a base for their conquest. People found out, killed the necromancers and the engine forgotten

60 The builder of Korg - assembled huge citadel complexes for a ancient builder. When he died the engine built a huge complex which was buried by time with the dormant city builder buried in depths

61 Taurian field generator - this huge machine with an array of towers on the surface stops arcane magic and continues to grow in influence once started, wizards all know about it and hate it

62 The love machine - this huge machine has when activated a beating heart heard levels away, t's field was meant to spread love but taint makes those in field seek any carnal encounter with other or self possible. Field keeps growing but in past a order of eunuchs stopped it

63 The hate engine - this massive construct of metal has walls covered in screaming faces and the field aggravates conflicts and starts fights and wars turning friends and lovers on each other. Was stopped by party who hated each other trying to outdo each other to win a bet

64 The god breaker - creates a field that stops priests prayers being renewed, divination or other communication. Field grows able to cover the world if unchecked

65 The spire of law - creates a field of stasis freezing everything in a time bubble like bugs in amber, only certain time powers can move freely in area when active which will consume whole dimension

66 The entropy generator - this breaks down laws of causality, transforming all things into a surreal, fluid zone of

chaos till eventually everything is raw swirling maelstrom of raw atomic fire

- 67 The death aurora machine - calls strange coloured lights in sky and any who die in influence area arise as undead. When consumes world and all undead machine flies into stars or multiverse looking for new home
- 68 The life machine - spreads a field that accelerates growth and evolution but mostly turns plants and animals into savage ambulatory mutants that kill and eat everything they can reach
- 69 The winter engine - spreads cold encasing itself in a tunnel and monster ridden glacier that spreads over world, snow and ice spread over everything making plant life impossible
- 70 The mind machine - was made to help human kind evolve but all went wrong, makes all life sentient and self aware with psionic powers. When world "saved" it plane shifts to another
- 71 Phantom Machine - turns living int screaming phantoms, shadows and unclean spirits that spread out to haunt the world
- 72 The insanity engine - victims trapped in tubes of fluid are tormented and nightmares projected as illusions across land spreading madness
- 73 Nightmare apparatus - victims tormented in iron maidens, sends phantoms that provoke accidental war and murder, tainting everyone with evil acts
- 74 The resonator - has a array of massive tuning forks when vibrated people for miles can see otherworldly horrors in nearby dimension and vice versa allowing them to attack
- 75 The dreaming monolith - a series of rotating floating monoliths when activated allow dreams of the elder gods to intrude on mortals as in ancient times
- 76 The lost race spirit engine - land begins to swarm with phantoms of long forgotten race that become increasingly real who seek to restore their lost empire of black magic
- 77 Dreaming god engine - causes dreams of a long dead god who becomes a huge phantom visible for miles who then starts to become real
- 78 The great gate of Tanaddan - if opened with various keys will open allowing monsters from other worlds enter to kill all in path. Different keys in combination call different beings
- 79 The bloody throne - remains from a evil emperor who sacrificed tens of thousands to himself, the insane souls can be released with correct rituals in the remnants of the throne room
- 80 The shadow engine - if the huge machine is manipulated correctly it awakens and turns the shadows of people into evil undead life thieves, field of effect grows exponentially
- 81 The Crystal of terror - huge crystal structure grows when fed and cared for and infects living with magical veins turning living into crystalline rock people
- 82 The mountain root - fell from stars into crust long ago and has been pushing up mountains riddled with terror tunnels that attract monsters who feed it
- 83 The black iron sphere - a huge ball monsters come to worship with blood and flayed muscle. The ball gives enchanted metal for making weapons and armour to devout
- 84 Great circle of blood - circles of monoliths when fed blood move on own accord. They in turn tend and feed the greatest one, a huge evil stone that seeks to be free of the surface
- 85 Great Stone Throne of the Frog God - a huge chair of stone crawling with frogs, those sitting in it receive the gods will and magical knowledge including how to summon him
- 86 The black needle - a stone monolith of basalt grows from tears of despair and helps witch circles power many times in return for care and feeding
- 87 The giant's highway - a long path of huge stones long buried, supposed remains of slain giants from the dawn times. Now inside a huge cavern connecting surface to underland worshippers hope to restore giant army to life if correct procedure followed
- 88 The great stone egg - fell from the sky and has been growing for eons, especially when cared for by cults or monsters with blood. Who knows what will hatch when ready but probably bad
- 89 Snake monolith - remnant of ancient kingdom if activated according to rites will regrow the lost city of the snake and reptile tribes of beast men hoping to restore their lost empire
- 90 Vampire pit - a stinking hole to the underworld if sacrifices and blood pored in vampires will come to surface. Very few wish this however

- 91 Zeradara - a great stone statue if awakened with the complex beneath her according to secret methods she will arise as a terrible demigoddess of death and destruction
- 92 The draconic goddess - a statue of a many headed dragon if activated and encrusted with precocious metal and gems will begin to lay real dragon eggs and eventually awaken
- 93 The machine god Klarger - if awakened this false god will awaken to raise an army against the heavens, inside it a secret shrine for the rituals of completion
- 94 Akementon's revenge - this giant corpse in a huge crystal coffin will arise as a demigod if the machine is operated correctly, his ancient cult allies with non humans to do this
- 95 The fire altar of Korbard - if fires are kept burning with right sacrifice and prayers the god of the altar will arise and begin a reign of terror and murder
- 96 The man mountain Kithorg - if the great furnace is fed with fuel and repairs mad this machine god will walk and destroy the cities of man and rule the survivors with terror
- 97 Zerrada's jewelled god - a great statue with jeweled eyes worshiped by rat men, if jewels fed to statue will eventually arise and carry great plague braziers across the world ushering the age of the rat goddess
- 98 Karaniad the death goddess - a fake goddess built by cult with six arms and a third eye of destructive fire, after aeons the cult near completion for their goddess to live
- 99 Gahorran the god of filth - a statue constructed from garbage and filth by ogres has been built since the dawn of time. Others laugh but the ogres rituals have begun to stir life
- 100 Argankarger the false god - a one eyed demonic statue built by cultists who have finally developed the formula to awaken their lord who will kill the old gods with his unholy wrath

within an hour Zak s had kindly done this
under prep/imagination fuel

<http://www.lastgaspgrimoire.com/generators/the-seventh-order-of-the-random-generator/>

what an altruistic fellow - thanks Zak

i like to roll and fudge and dont always roll every table - i might just roll d100 or roll all but d100 version