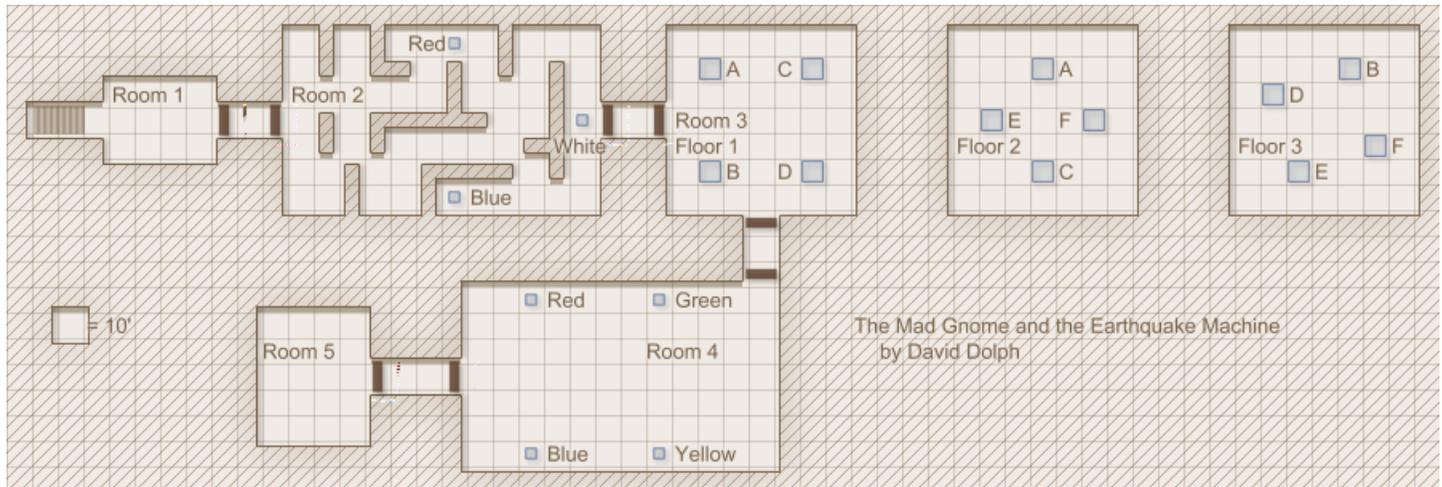


The Mad Gnome and the Earthquake Machine written by David Dolph <http://creativecommons.org/licenses/by-sa/3.0/>
 Niall Lokohin traveled all over the world designing and constructing buildings ranging from palaces to hunting lodges. It was only later discovered he was insane. His buildings were built with hidden traps that activated years after the place was built...lethal traps. He was captured, given a trial and executed as a murderer.

Now a year after his death, the local city is hit by a series of earthquakes. Scrying has determined the danger originates in the basements of the city hall, a building designed and built by Niall Lokohin. As a form of preemptive revenge he had created an Earthquake Machine set to go off if he did not reset the controls, which he can no longer do since he is now dead. The earthquakes will continue until the city literally falls in amongst itself. However, beneath the city hall is a way to turn the machine off. Thus far, three sets of adventurers have entered the basement and not returned. It is now the player characters turn to try and save the city.



Room 1: Entry

The stairs down lead into this barren room. On the door leading into the complex is a sign; "Unto those reading this: Know that I must now be dead and this is my revenge. My revenge is two-fold. I would know this city will be destroyed and second, those who seek to stop me will die to what lies beyond this door. However, know thee there is a way to succeed - so send in more fools."

Room 2: Wind Room

A strong wind blows from the east side of the room; this causes movement rates to be halved. There are several walls scattered at random. There are three magical orbs in the room. Orbs can be attacked. They have moderate AC and HP, but once "killed" they do not disappear, instead they now do low damage.

Each round, one Orb activates in the following pattern: Red, White, Blue, White, Red, White, etc. [**Red Orb:** Does moderate fire damage to everyone in the room. **White Orb:** Wind increases and pushes everyone back 20' except characters hiding behind a wall.

Blue Orb: Does moderate electrical damage to everyone in the room.]

Once the party exits this room, there is a stone tile on the floor of the corridor beyond with the letter "T" on it.

Room 3: Teleport Room

This room is 30' high and divided into 3 floors. 10' above the room the PCs initially walk into (floor 1) is a glass ceiling and another room about this one (floor 2) that again is 10' high and has a glass ceiling with the 3rd floor above that (floor 3). There are golem-type monsters on the two floors above the PCs. On each floor are 4 swirls of darkness; on the map each swirl is labeled with a letter. By stepping into a swirl a PC or monster is teleported to the corresponding swirl on a different floor. The monsters will use the swirls to try and gain advantage against the PCS. Note that a being can not use a swirl they have just exited from. The door out is on the initial floor but will not open until all the monsters have been killed.

Once the party exits this room, there is a stone tile on the floor of the corridor beyond with the letter "A" on it.

Room 4: Lever Room

Written on the floor just inside the room are the letters "ROYGBIV". Four levers are in the room, each painted a different color Red, Yellow, Green, Blue. The exit door will not open unless the levers have been flipped in the correct sequence (Red, Yellow, Green, Blue). Also in the room are two crackling White Orbs. The Orbs take no damage and do high damage to anyone within 10' of them (adjacent to them). The Orbs will move toward anyone in the room at a moderate speed. If someone attacks an Orb it will move toward that person. Orbs will not exit the room.

Once the party exits this room, there is a stone tile lying on the floor of the corridor beyond with the letter "E" on it.

Room 5: Machine Room

A loud rumbling can be heard, and felt, through the floor. [The floor is impervious to damage in case the PCs try that.] On the far wall is a 3x3 grid with the numbers 1,2,3 then 4,5,6 then 7,8,9. Above the grid is written "When is a word something else?" and 3 square indentations. The indentations are the same size as the tiles the PCs have received for completing the earlier rooms.

The way to stop the Earthquake Machine is to press the number 8 (the tiles can spell out the word "ATE"). Pressing any other number causes the Earthquake Machine to go off – the PCs will be safe from harm but the city will take more damage.