

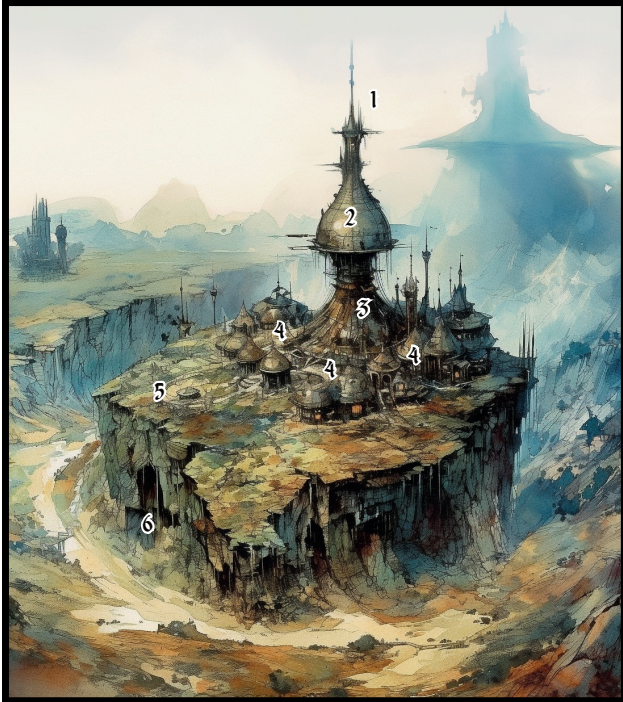
# STORMSCALE OBSERVATORY





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"It's true. The gods trapped the wizard's soul in the tower as punishment for trying to peer into the heavens. I've heard his ghostly wails crying out for rescue with my own ears!"



## I. CRITICAL LORE

- 1;1 **{Overview}** Abandoned storm observatory built long ago by an elf mage named Zzanzzar the Striking who hoped to find a way to use the power of lightning to reunite him with his beloved Stormscale {ancient thunder dragon murdered by treasure-hungry adventurers}
- 1;2 **{Somber Science}** Zzanzzar built the observatory to study storms and create a ritual that would use lightning to fetch Stormscale's soul from the Spirit Realm, seal it within a clockwork dragon vessel, and keep the vessel powered with lightning-charged batteries {batteries Zzanzzar had not by the time he discovered how to fetch Stormscale's soul}
- 1;3 **{Doomed Lovers}** In a tragic twist of fate, the very same lightning bolt that struck Stormscale's soul and sealed it within her powerless vessel also struck Zzanzzar and blasted his soul into the Spirit Realm {thus keeping the lovers separated and damning Stormscale's spirit to an eternity trapped in a vessel with no batteries to power it}
- 1;4 **{Desperate Spirit}** Stormscale's trapped spirit is unaware of how she got there {or that Zzanzzar is to blame} and believes it must be the doing of the adventurers who slayed her {decades of dwelling on her cruel imprisonment have turned Stormscale into a bitter and rage-filled creature that will make whatever deal she must to escape an enact her revenge}

## II. MARKED LOCATIONS

- 2;1 **{Lightning Rod}** A 15-foot-tall antenna made of coiled silver rods capped with a jagged horn Zzanzzar cut from Stormscale's snout to attract more lightning strikes to the observatory {many have tried to steal the horn only to be blasted off the roof by violent static shocks}
- 2;2 **{Observatory}** A domed warehouse-like space with fully retractable sections of ceiling, metal workbenches cluttered with evidence of Zzanzzar's final failed experiment, and a massive arcane device resembling a telescope made from dozens of interconnected tesla coils which dominates the central space {what Zzanzzar used to peer through lightning bolts and into the Spirit Realm}
- 2;3 **{Stormscale's Vessel}** Stormscale's hulking, silver-clad vessel hangs motionless above a scaffolded workshop in the base of the tower from thick silver chains affixed to winches in the observatory {in rare instances, powerful lightning strikes arc down the chains and into Stormscale's vessel giving her just enough power to speak with any creatures in the workshop for a few moments}
- 2;4 **{Arcane Workshops}** The observatory is surrounded by dozens of small silver tool sheds, workshops, libraries, and other structures Zzanzzar needed to maintain the observatory, some of which still contain evidence of the mage's plans and the observatory's tragic history {such as failed iterations of lightning batteries, blueprints for Stormscale's not-yet finished vessel, and hundreds of dusty tomes containing Zzanzzar's research and theories on the magical applications of lightning}
- 2;5 **{Stormscale Shrine}** Molded from pure silver by Zzanzzar himself, this floating fountain shrine depicts Stormscale standing atop a thundercloud with water spouting out of her mouth and down into a large stone basin in an unnaturally jagged line resembling a lightning bolt {The basin is bottomless but enchanted to allow light to spill down through the floating waters and illuminate Stormscale's crypt}

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2;6 **{Stormscale's Crypt}** A cave mouth hidden beneath thick overgrowth leads to Stormscale's crypt which Zzanzzar magically carved out the stone to hold his beloved's remains and vast silver treasure hoard {protected by a large lightning rune flowing in the center of the floor that will cause the fountain above to quickly flood the crypt with its water which the rune charges with lethal amounts of electricity}

### III. 106 SOCIAL ENCOUNTERS

- 3;1 **{Zzanzzar's Son}** Zzanzzar's secret son {an impulsive dragonborn artificer named Vorrzak the Sparkless} has set up camp in the ruins of the observatory after reuniting with his mother and is working to figure out what happened to his father {Stormscale gave Vorrzak up for adoption as a hatchling out of fear she wasn't ready to be a mother and never told Zzanzzar}
- 3;2 **{Stormscale}** Amidst the howling winds and blinding lightning strikes of the storm, the furious grinding roars of Stormscale's vessel can be heard crying out for the gods to free her from her prison {the storm is producing lightning bolts strong enough to momentarily power up Stormscale's batteries}
- 3;3 **{Spindle Spark}** A rudimentary service automaton {resembling a storm cloud that walks on 8 spindly lightning bolt legs} nicknamed "SS" has been doing its best to look after the observatory and help Stormscale escape {to no avail} all these years but will run out of electrical charge in 1d4 days {powered by a miniature version of Stormscale's experimental lightning batteries that Zzanzzar managed to make a limited quantity of that has now run out}
- 3;4 **{Thartilda Cogwalker}** A brilliant human artificer specialized in prosthetic limbs who is working to finish what Zzanzzar started and reunite the lost lovers {but she is also considering stealing the vessel and using it as 1 massive new prosthetic for her to inhabit and operate}
- 3;5 **{Spark Petalzapper}** A zippy little pixie wearing a gown of bright yellow petals tries to sneak up on the party and play with all of their most conductive tools and magic items {also tries to convince the party to go mess with the lightning rune in Stormscale's crypt because they're curious to see what it does}
- 3;6 **{Dhudal Yetianvil}** Dwarven blacksmith who traveled many months from the distant north in hopes of learning from Zzanzzar himself how to enchant his weapons with lightning but is still attempting to do so by studying Zzanzzar's surviving notes {dumb as a rock but too head strong to admit he doesn't know what he's doing}

### IV. 106 COMBAT ENCOUNTERS

- 4;1 **{Shocked Ghosts}** A number of restless spirits now haunt the observatory having been brought here by the rare mutated lightning bolts strong enough to strike the tesla-scope and open a new temporary portal into the Spirit Realm {with no vessel to house the spirits, they were instead bound to the observatory itself}
- 4;2 **{Spark Drakes}** Small lightning elements resembling

wingless drakes emerge from their lair {any large piece of conductive machinery or rubble} and attack anything in possession of fresh conductive metals for them to consume

- 4;3 **{Stormfeeder Kobolds}** A tribe of barbaric kobolds who worship Stormscale as a slumbering storm goddess attempt to capture the party and "feed" their souls to her by trapping them atop the observatory's lightning rod during a violent storm
- 4;4 **{Kobold Cogzombies}** A hoard of kobold flesh golems {held together with copper wire with small tesla coil type devices protruding from their flesh} emerge from the surrounding workshops and attempt to surround the heroes {creations of the necromancer who has taken up residence in the observatory and is using Zzanzzar's lightning tools to reanimate dead flesh}
- 4;5 **{Giant Zapping Hawk}** Built its nest around the base of the observatory's lightning rod and strikes anything wearing metal armor with the blinding speed of a lightning bolt {only hit with the blinding speed with its stunning with its stunning talons}g talons}
- 4;6 **{Lightning Imps}** Buzzing swarms of these shockingly fast fiends arc across the surface of the observatory and attack anything that attempts to enter it {conjured by Zzanzzar and bound to the task of protecting the observatory from intruders}

### V. EXPLORATION ENCOUNTERS

- 5;1 **{Fragile Batteries}** A secret tunnel can be seen behind a large shelf straining under the weight of the several stacks of faulty lightning batteries {disturbing the shelf too much risks it collapsing and the batteries exploding in a massive burst of compressed electricity}
- 5;2 **{Treasure Chest}** A large treasure chest made entirely of silver {making it incredibly heavy} rests atop a metal platform and houses several powerful lightning scrolls written by Zzanzzar {lethal amounts of electricity are constantly running through the treasure chest so long as it is resting on the metal platform}

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- 5;3 {Cult Offerings} Evidence of cruel sacrificial rituals performed by members of a storm cult living in a nearby hamlet can be found all around Stormscale's vessel {sacrifices were burnt to a crisp with electricity and their ashes sprinkled across Stormscale's vessel in attempts to release her spirit}
- 5;4 {Prophecies of Doom} A long-dead oracle etched the words of Stormscale into every surface of the workshop, words that speak of a terrible cataclysm that can only be averted if her vessel is awoken {all a clever lie told by Stormscale in hopes of convincing the oracle to seek out someone who could free her spirit}
- 5;5 {Electric Paths} The pathways through the workshops to the observatory are paved with silver tiles, some of which are hidden pressure tiles that cause deadly amounts of electricity to arc through the pathways when triggered {the tiles are all connected via wires that converge at a central power source near the base of the observatory}
- 5;6 {Charred Corpses} Blackened corpses with large sections of flesh missing decorate the roofs of the observatory's smaller workshops where they've been pierced through lightning rods like a spit pig {these are all the cooked meals of a thunderfist ogre named Krunkzak who enjoys his food extra crispy}

## VI. RANDOM LOOT

- 6;1 {Striking Rapier} A badly bent rapier used by kobolds as a makeshift lightning rod that has been struck so many times it now deals lightning damage
- 6;2 {Stormlock Pistol} An experimental arcane firearm Zzanzzar was working on in his spare time that can be left out in a storm to trap a single lightning bolt that is released when the pistol fired
- 6;3 {Insulator Moss} A magically mutated moss that negates the next 1d4 forms of lightning damage you would suffer if used to pad your clothes and armor {also prevents you from casting any spells involving electricity}
- 6;4 {Storm Compass} A small copper compass with a glass top that keeps a tiny bolt of lightning trapped inside that always points towards the nearest storm {the lightning bolt gets bigger the closer the storm gets}
- 6;5 {Socketstopper Gauntlets} These copper-lined gloves can absorb high amounts of electricity and safely discharge it as a single bolt of destructive lightning or as a dispersed blast of stunning static {built by Zzanzzar to allow him to safely handle electrical equipment and even grasp onto lightning bolts}
- 6;6 {Magnetic Dice} This precisely cut set of metal die always hold a slight magnetic charge that causes them to more often roll high when rolled on metal surfaces

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