

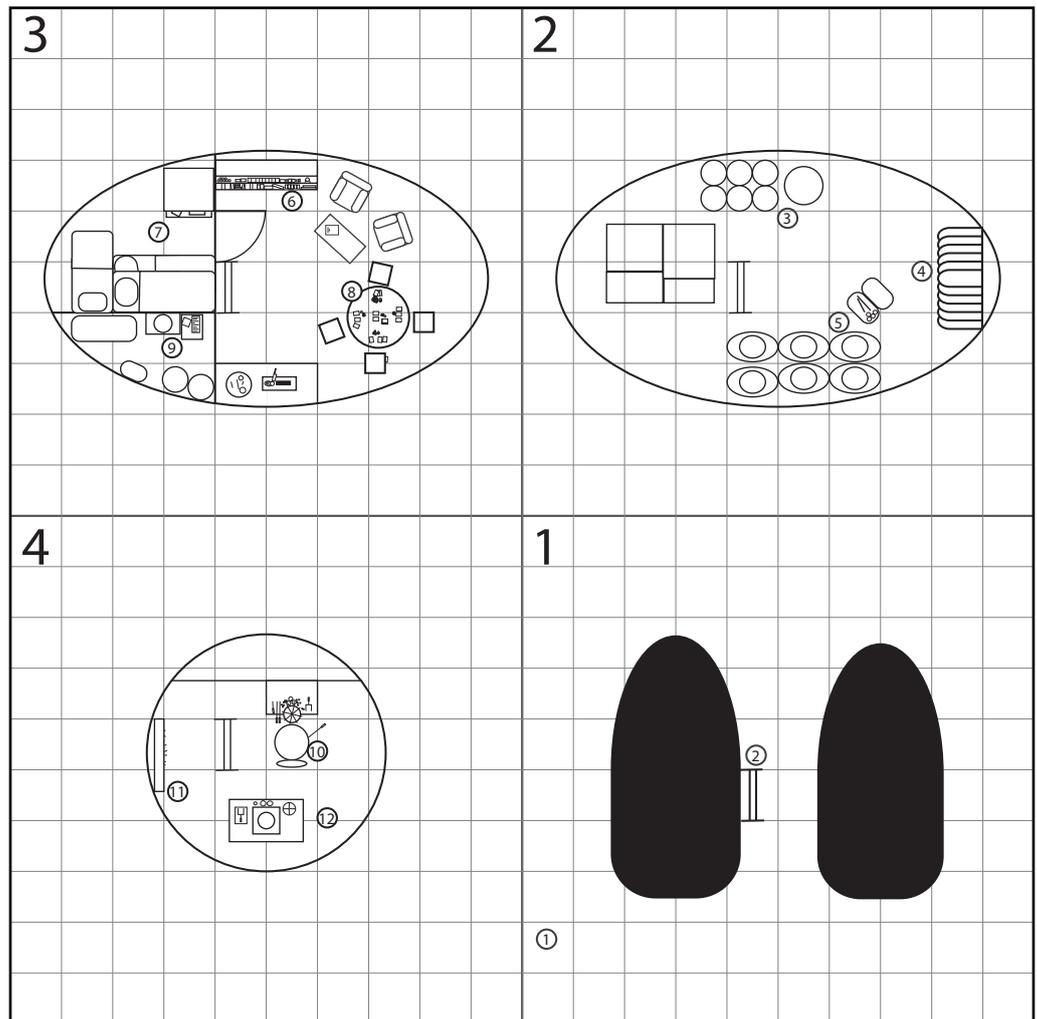
# THE EYE OF THE STORM GIANT.

By Cooper Graetz

## BACKGROUND

Three mages, Caurus the Elvish Conjurer, Pui Jei the Human Necromancer and Dorpip the Gnomish Tinkerer, had an idea; Transforming the corpse of a giant into a roving building for them to live, research and occasionally stomp on villages in. After many years they did. It did not go well. People for some reason dislike the idea of a giant stomping nearby. Many tried to destroy it until they decided to add some security. First was Caurus's army of wind spirits. It seems they took that as a challenge. So in came Pui Jei with the Zombies. An elite squad of zombie fighters is not as effective as it sounds. Finally Dorpip fed up with the distractions to his research build the Eye of the storm. A device that creates a storm, but leaves the inner area safe. Finally they were free from the attackers and so began the wandering life of a trio of wizards who live in a literal storm giant.

## MAP



## KEY

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| 1  | When approaching the giant the PC's will have to combat fierce winds, elementals and the occasional stone or large piece of debris caught in the wind.  |
| 2  | The feet are ordinary accepting the size, and smell. But a ladder can be seen on the inner left ankle, this leads into the body.  |
| 3  | A search through the boxes and barrels reveals some supplies; water, food, magical ingredients and even some body parts. A steam crossbow (fire crossbow) is buried among the junk.   |
| 4  | Here some magical explosives are stacked, it seems the giant can reach in and throw these for defence... or fun.  |
| 5  | The squad of zombies are in the process of being patched up by Pui Jei, and thus are in an inactive state. If Pui was to notice the PC's it would take time to wake them.   |
| 6  | The shelves are filled with books of magic and mechanical theory. Some seem to still be in the process of being written, a spell book can be found with some summoning instructions, another with basic offensive spells.   |
| 7  | The bedrooms are largely empty of loot. Some robes can be found, smelly robes, but not much else.   |
| 8  | There is a substantial amount of gold in play on the table, and a set of cards. Only a few are duplicate cards.   |
| 9  | Caurus can be caught here with his pants down, literally. He is on the privy and so will not hesitate to summon some creatures to his defence while he finishes up.   |
| 10 | The pilot's chair looks over a complicated set of instruments, knobs, levers and buttons. Under the controls seemingly fixing them Dorpip can be seen, or at least his feet can. He is quite in his own world but still carries a 'boomstick' (flame wand).   |
| 11 | A pinboard with seemingly the route of the giant planned out. Notations reference supply drops and a few targets for the giants rage (often with notes such as 'screw kevin')   |
| 12 | The eye of the storm giant is a large complex machine with a staff sticking out the top, one could pull it out with some care and difficulty, with failure resulting in a dangerous reaction, to obtain the staff of the winds (this would stop the storm). Although doing so will attract attention. |