

THE GREEN COLOSSUS BY PASQUALE CAMUSO

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Hills outside Red Cross, a green, lush forested area known for beign, centuries ago, home for a great battle between two magical armies, holds now what is known to be a monument of that great war, which can be seen even from a far distance. The green, metallic structure similar to a titanic statue, with the face of a man with a long, curly beard and a big nose, still stands over the time and weather, undisturbed...maybe. It's time to go there trough the Murmuring Forest and check the monolith for possible treasures!

The statue is incredibly large, more than 110 feet high, made probably from bronze, which took a greenish color and is covered in dirt, moss and vines going down from the beard and arms. The construction is in fact buried inside a small hill of dirt that clearly cover the statue legs, a feet of that protruding outside, while the arms still stand outside, one straight at the shoulder height, a tree partially covering the hand, the other makes a L shape, with the forearm parallel to the torso, the fist too buried a bit into the ground.

Some wooden platforms are built on the tree that hides the right hand of the statue, running all over the arm and around the statue neck, and few rudimentary tents made with animal pelts and boughs, stinking like hell, have been built around the statue feet, which is a good 7 feet high. This monolith is in fact a half steam, half magic titan made by gnomes, a walking fortress which now is home of a Kobold tribe. The tribe is composed of a total of 47 kobolds, of which 30% are children: males and females will fight fiercely for their home alike, and the tribe have also a kobold sage and two acolytes, 10 kobold hunters, 13 warriors, 6 king guards and the king.

The kobolds have shaped their society around this green God, taking place in the structure as their social status let them,, from the lower rooms, which contains the lowly hunters and wives, then the warriors, then the sage and the king guards, and the king that takes the head of the statue; around the monolith is possible to find fulgurites, a form of glass made by lightnings that struck the ground: semi-precious and good for spells, they are made by the statue during storms, and the kobolds in fact believe the statue itself is a lightning God.

1) kobold tents and feet entrance.

2) left titan leg/corridor.

3) right titan leg/ prison, holds some captive animals and, maybe, an npc, can be a child or short humanoid.

4) storage room: once this place was full of coal, water and food, along with a large opening that could be used to load the goods. Here is possible to find, by searching among the kobolds trash, some small treasures like curious trinkets and various coinage.

5) a small repairing workshop, on one wall there is a compartment built into the metal, which can be unlocked, containing a wand that produces 5 gallons of water per charge, 15 charges left, reads on it "in case of fire".

6) boiler room: two cylindrical containers large as a wine barrels fills half of this room. Magically treated coal was used to fire the boiler and pump magically charged water inside the colossus, giving the construct the energy needed to move it. The boilers still works, and if filled with some coal which can be found in the room, and water, will bring light into all the, otherwise dark, rooms inside the construct, also will let to operate some commands where power is required.

7) Pump room: contains some pumps and valves to let the magical water bring energy around. If power is running, this room fills with vapor in around 3 minutes as some conducts are broken.

8) old gnome quarters: apparently gnomes operating the colossus could live and sleep inside it, as there are 4 small cells with metal double beds inside them and a bathroom at the end of the corridor too.

9) kitchen and refectory: here gnomes could cook and eat some food, kobolds have their "temple" here, king guards and sage stays at this floor.

10) this room is the titan "mouth", which have a device that can breath a large fire cone outside if power is running, burning a lot of the platforms outside and the tents at the feet.

11) the head have most of the titan commands, power lets player move the arm with platform on it, destroying them and some kobolds in the process, this room is also the place in which the king stays and will confront the PC's with his honor guard and an acolyte helping.

 **Ladder**

 **Grate**

 **Console**

 **Fireplace**

 **Iron bars**

 **Pumps**

 **Boilers**

 **Door**

 **Crank/Mechanism**

 **Flamethrower**

 **Stairs**

