

THE THUNDERING PEAK FORTRESS

Perched atop a slumbering storm giant's corpse, Thundering Peak Fortress crackles with volatile energy as sudden lightning storms turn metal corridors into lethal traps. The Sky-Bound Legion now hunts every intruder to sacrifice them before the ancient spirit fully rises from the mountain peak.

HOOKS & RUMORS

- A scout reports that the Sky-Bound Legion plans a mass ritual at dawn, forcing you to infiltrate stealthily before they seal the giant forever.
- Local miners claim a hidden geothermal vent allows safe passage through electrified pools if timed perfectly during the next localized lightning storm.
- Diplomacy might work with a rogue knight who doubts sacrificing innocents will stop the giant's awakening spirit from destroying the entire region.
- A crashed airship lies half-buried near the summit, offering rare alloys to craft lightning-resistant gear for a direct assault on the fortress core.
- Strange vibrations shake the ground hourly, suggesting the giant stirs; explorers must map new routes before the Sky-Bound Legion blocks all exits.

RANDOM EVENTS (D6)

1	Sudden Arc Storm	A random lightning bolt strikes the nearest metal surface, electrifying it for ten seconds and forcing players to seek cover.
2	Wind Gust Barrage	Strong winds howl through the corridors, pushing players off balance and threatening to knock them into pits or hazards.
3	Legion Reinforcements	A squad of Sky-Bound knights marches past the party's location, forcing a choice between hiding, fleeing, or engaging in combat.
4	Giant's Tremor	The slumbering giant shifts slightly, causing the floor to shake and revealing hidden passages while burying others under debris.
5	Static Charge Buildup	Hair stands on end as static electricity builds up, making all metal items spark and potentially triggering traps prematurely.
6	Fog of Ozone	Thick ozone fog rolls in, reducing visibility to five feet and muffling sound, making stealth easier but navigation harder for everyone.

LOCATIONS

Thunder

Gate Antechamber Jagged iron spikes jut from wet stone floors while ozone chokes the air and dis...

Storm

Weaver's Corridor Flickering arcs of blue electricity dance across wet iron walls while the air...

Sky

Bound Armory Racks of electrified plate armor stand ready while wind howls through shattered arr...

The Giant's Ribcage

Massive curved bones form a cavernous bridge over a swirling void, with rain dripping from ceilin...

Giant's Heart Sanctum

The Sky Bound Legion kneels around a pulsating chest cavity as storm winds howl through shattered...

ENCOUNTERS (D6)

1	Lightning-Lashed Patrol	Sky: -Bound Armory: Three armored knights charge while lightning arcs between their spears, turning the floor into a deadly grid. Players can use the charging crystals to overload their weapons or hide behind armor racks for cover. Negotiation fails as they demand immediate sacrifice, forcing combat or a risky stealth retreat through the ventila...
2	Storm-Weaver's Trap	-Weaver's Corridor: A rogue construct activates, redirecting lightning bolts toward the water channel to electrocute intruders instantly. Players must disable the control rune on its chest or lure it into striking its own power source. Failure results in severe burns and a permanent shock hazard in the corridor for hours.
3	Bone-Breaker Ambush	A massive earth elemental bursts from the rib bones, shattering the path and blocking the only route forward. Players can use grappling hooks to swing over its head or collapse the structure to bury it temporarily. Fighting it risks falling into the void below as the ground continues to crumble violently.
4	Zealot's Ritual	Sky: -Bound Armory: A high priest begins a chant that summons a localized Storm, electrifying all metal surfaces in the room. Players can interrupt the ritual by destroying the chanting circle or use insulated cloaks to approach and grapple the priest. Success grants access to the hidden manual, while failure triggers a massive area-of-effect di...
5	Leaping Storm	A sudden wind gust hurls debris across the bridge, forcing players to time their jumps perfectly against falling rocks. Players can anchor themselves with ropes or use the debris as stepping stones to cross safely. Missing a jump sends a character plummeting into the swirling void below for massive fall damage.
6	Silent Sentinel	-Weaver's Corridor: A dormant golem awakens when lightning strikes, attacking anyone moving faster than a slow walk through the wet corridor. Players can lure it into striking a non-conductive stone pillar to disable it or sneak past using the dry ledges. Defeating it reveals a hidden stash of Storm-resistant gear in its chest cavity.

TREASURE

Storm-Caller's Gauntlet — This gauntlet channels lightning into powerful blasts but drains the wearer's stamina with every use. Found in the Sky-Bound Armory, it was once worn by Commander Valerius before he went mad with power. The glove can also be used to jump-start dead mechanisms or stun enemies, but prolonged use causes temporary paralysis.

Giant's Heart Shard — A pulsating crystal that emits a low hum and attracts lightning strikes to the bearer. Hidden in the Storm-Weaver's Corridor, it was used by ancient giants to communicate with the storm spirit. Wielding it grants resistance to electricity but makes the user a beacon for all magical storms in the area.

Insulated Cloak of Silence — A heavy robe woven from lightning-resistant fibers that mutes sound and hides thermal signatures. Discovered in the Giant's Ribcage, it was worn by Elara the Storm-Caller during her infiltration missions. The cloak allows stealthy movement through electrified areas but restricts vision to a narrow field of view.

Anchor-Breaking Hammer — A massive warhammer that shatters runic anchors with a single strike but weighs twice as much as normal weapons. Kept by Kaelen the Rust-Bound, it was forged from the bones of a fallen storm giant. Using it requires great strength and risks breaking the user's arm if they miss their target completely.

NPCs

Commander Valerius: A scarred knight who leads the Sky Bound Legion with fanatical devotion to sealing the giant away forever. He believes every intruder is a vessel for the storm spirit and must be sacrificed without hesitation. Players can bribe him with information about the dungeon's secrets or challenge his authority to gain temporary safe passage through his ranks.

Elara the Storm: Caller A rogue mage who seeks to harness the giant's power rather than seal it away permanently. She offers powerful storm magic in exchange for help destroying the Legion's anchors and freeing the spirit. Her loyalty is fickle, and she may betray the party if they threaten her research or attempt to stop her rituals.

Kaelen the Rust: Bound A former Legion squire who survived a lightning strike that fused his armor to his skin permanently. He knows every secret passage in the fortress but demands freedom from his metallic prison before helping anyone. Players can find a way to remove his armor or convince him to guide them through hidden routes for a share of the treasure.

Grommash the Bone: Breaker A massive earth elemental bound to the giant's ribcage who guards the path to the heart sanctum. He speaks in riddles and demands a tribute of storm charged stones before allowing passage across the bridge. Players can negotiate by offering rare minerals or force him into combat, risking the collapse of the entire structure beneath them.

PLOT RESOLUTIONS

The adventurers could destroy the runic anchors with Kaelen the Rust's help, freeing the giant but causing the forte...

The adventurers might aid Elara the Storm in harnessing the spirit, gaining powerful magic while becoming hunted enem...

The adventurers could negotiate a truce with Commander Valerius by proving the ritual fails, sparing innocents but le...

The adventurers might sacrifice themselves to Grommash the Bone to cross the ribcage safely, allowing them to stop th...

The adventurers could use the Storm-Caller's Gauntlet to overload the anchors, instantly awakening the giant and forc...