

Documentation

Contents

The Storm Keeper	1
Introduction	1
Act 1: The Weather Spire	1
Act 2: The Cloud Chamber	1
Act 3: The Rogue Cloud	2
Act 4: The Final Storm	2
Resolution Paths	2
Aftermath and Hooks	2
DM Guidance	3
Appendix: Random Events	3

The Storm Keeper

Episode 7 of Echoes of the Unnamed For 3-6 investigators of levels 6-8

“In perfect weather lies the death of rain’s poetry.” - Elder Stormcaller

Introduction

Atop the Weather Spire, Tempest has reduced atmospheric phenomena to pure mathematical certainty. Every raindrop falls according to precise calculations, each lightning bolt strikes its predetermined target. But high above, a single cloud dances freely, defying their perfect patterns - a reminder that true weather cannot be bound by equations alone.

Act 1: The Weather Spire

The Perfect Storm Clouds move in geometric precision, lightning strikes in synchronized beauty.

Scene: Morning Forecast > Tempest surveys the skies: “Every storm, a perfect equation.” > A meteorologist whispers: “But Master, the winds... they no longer sing!” > Tempest’s eyes flash: “Song is chaos. Weather is mathematics.”

Spire Features: - Living weather maps plotting predicted paths - Storm engines calculating perfect pressure
- Wind matrices flowing in measured streams - Climate controls humming with certainty

Pattern Recognition Players might notice: - Clouds moving in synchronized formations - Lightning striking in counted sequences - Winds flowing in calculated channels - One small cloud dancing freely above

Act 2: The Cloud Chamber

Tempest’s Laboratory Where atmospheric forces bow to mathematical will.

Scene: Perfect Prediction > “Each drop, each gust, each bolt - all part of the grand pattern.” > Elder Stormcaller observes: “Weather’s heart beats in chaos.”

Chamber Features: - Atmospheric calculators spinning equations - Pressure chambers pulsing with precision - Storm matrices glowing with power - Perfect weather models rotating slowly

Act 3: The Rogue Cloud

Weather's Last Freedom High above, where one cloud defies the pattern.

Atmospheric Horrors: 1. **Storm Sentinels** (HP: 95, AC: 17) - Strike with calculated lightning - Enforce weather patterns - Generate perfect pressure - Eliminate atmospheric variance

2. **Wind Wraiths** (HP: 75, AC: 16)

- Control air currents
- Force pattern compliance
- Create precise pressures
- Remove weather freedom

Act 4: The Final Storm

The Sky's Heart Tempest attempts to perfect weather itself, triggering a clash between pattern and chaos.

Boss Fight: Tempest (HP: 140, AC: 18) - **Phase 1:** Storm Master - Controls atmospheric flows - Creates pattern barriers - Forces weather compliance

- **Phase 2:** Perfect Meteorologist
 - Calculates all weather systems
 - Manipulates pressure matrices
 - Enforces climatic certainty
- **Phase 3:** The Cloud's Truth
 - Chaos breaks through patterns
 - True weather emerges
 - Perfect storms shatter

Resolution Paths

Breaking the Weather Players can: - Introduce random winds - Study the dancing cloud - Disrupt storm patterns - Embrace atmospheric chaos

Saving True Weather Success requires: - Preserving natural flows - Breaking pattern control - Freeing the storms - Restoring weather's spirit

Aftermath and Hooks

Immediate Effects

- Return of natural weather
- Random storms return
- Winds regain freedom
- Patterns echo in rain

Future Threads

- Time patterns emerge
- Moment calculations form
- Chronological certainty looms
- Perfect time threatens

DM Guidance

Creating Atmosphere

- Describe mechanically perfect storms
- Contrast wild and calculated weather
- Emphasize the horror of controlled skies
- Build tension between order and chaos

Key NPCs **Tempest** - Speaks in atmospheric mathematics - Moves with calculated precision - Troubled by the free cloud - Remembers true weather

Elder Stormcaller - Uses weather intuition - Teaches storm wisdom - Resists sky patterns - Understands true atmosphere

Appendix: Random Events

Weather Disruptions (d6)

1. Pattern interference
2. Storm break
3. Atmospheric anomaly
4. Weather chaos
5. Wind memory
6. Cloud rebellion

Storm Horrors (d6)

1. Living pattern
2. Perfect lightning
3. Pattern enforcer
4. Weather ghost
5. Mathematical rain
6. Atmospheric void

“True storms lie not in perfect patterns, but in the chaos of weather.”

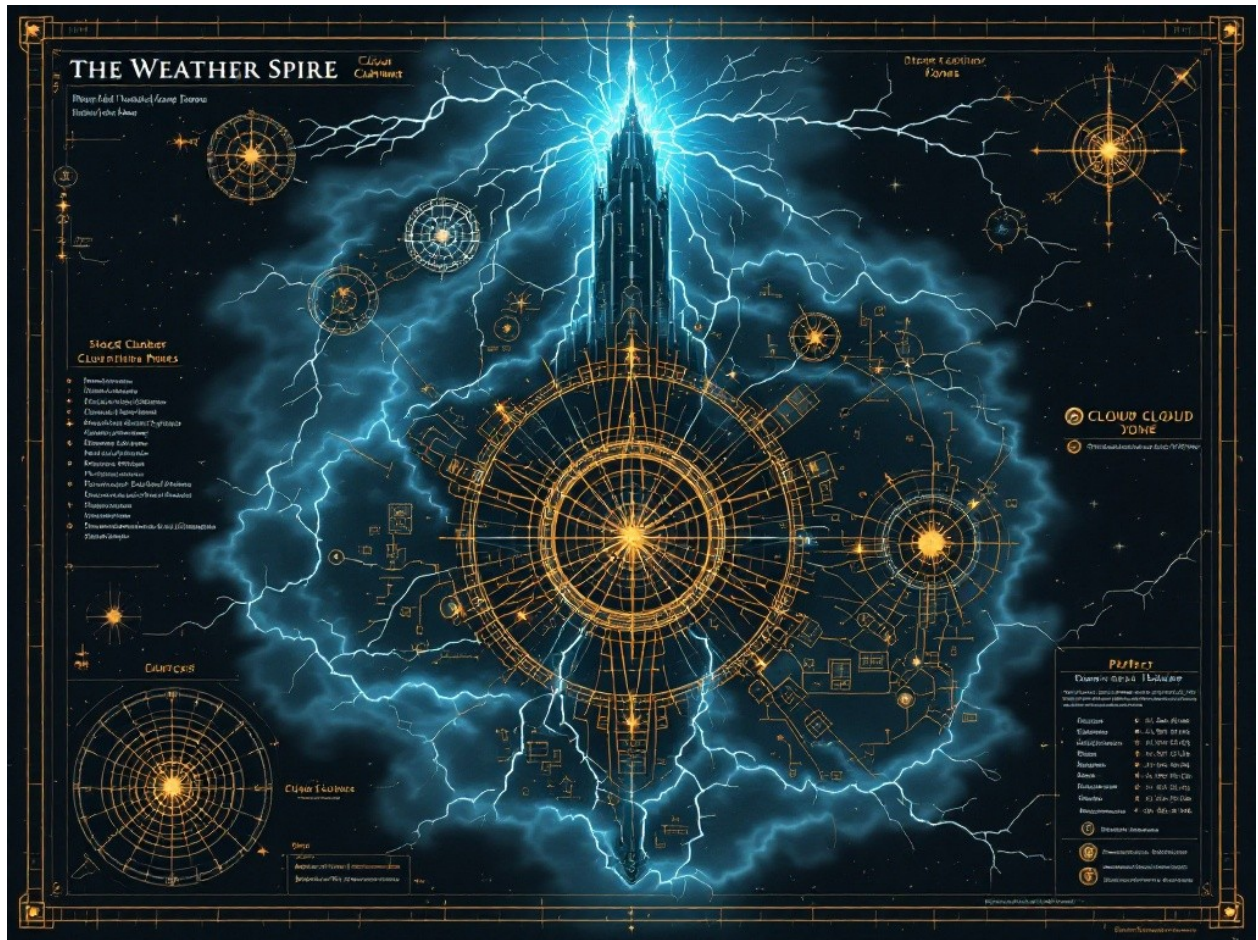


Figure 1: The Weather Spire's layout featuring the main tower, cloud chamber, and rogue cloud zone. Include storm pattern flows, calculation nodes, and perfect pressure points. Style: Meteorological blueprint meets cosmic mathematics, with weather systems transformed into eldritch patterns. Compass rose made of intersecting lightning bolts.

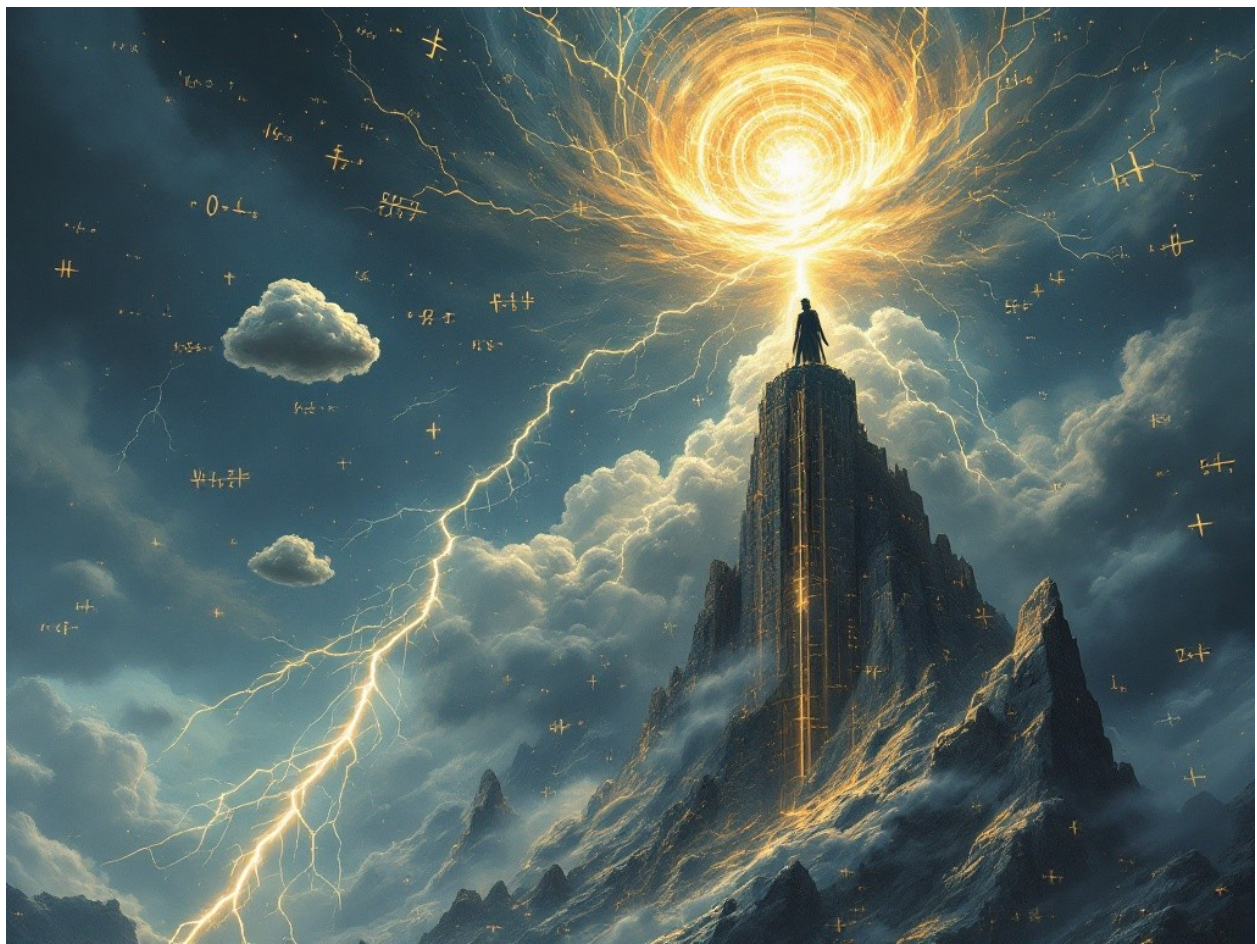


Figure 2: Tempest atop the Weather Spire, surrounded by floating atmospheric equations and storm matrices, while perfect geometric lightning strikes below. A single playful cloud dances defiantly in the background. Style: Scientific weather illustrations meet cosmic horror, with mathematical symbols creating impossible atmospheric patterns.

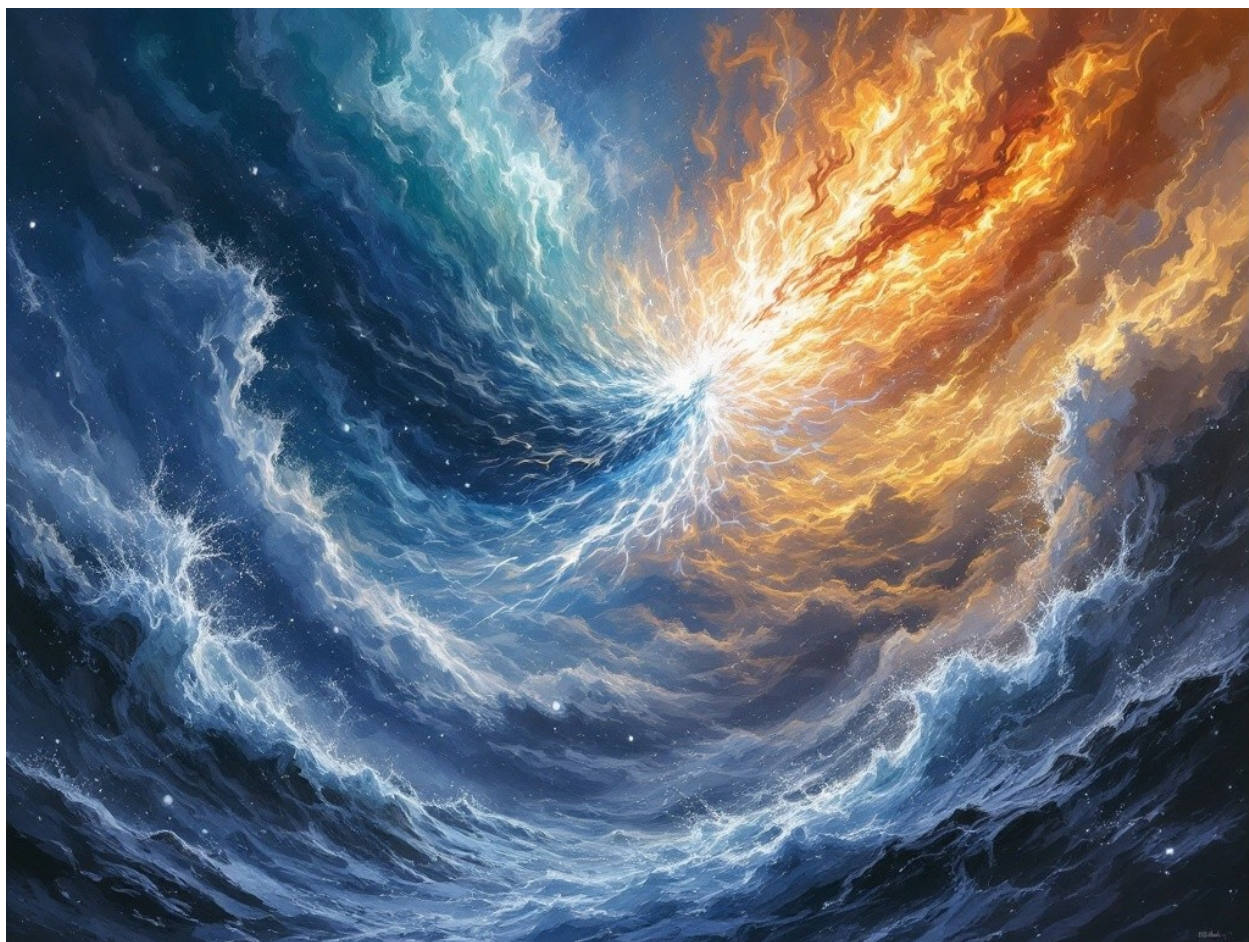


Figure 3: The confrontation between Elder Stormcaller's wild tempest and the Pattern Storms, where natural weather meets cold mathematical precision in skies divided between chaos and calculated existence. Style: Dynamic storm scene with contrasting elements of natural weather and artificial perfection.