

FORGOTTEN GODS' REST

Forgotten Gods' Rest is a labyrinth of cyclopean stone, carved deep beneath the earth and choked by an unnatural stillness broken only by the unsettling hum of slumbering power. Within its echoing chambers, gravity shifts without warning, twisting hallways and turning familiar paths into treacherous climbs, a physical manifestation of the deities' troubled dreams bleeding into reality.

ADVENTURE HOOKS & RUMORS

- Whispers speak of the Keepers of the Slumber desperately seeking aid to seal a growing rift in the earth, a tear caused by the gods' restless sleep. They claim the shifting gravity within the dungeon is accelerating, threatening to collapse the entire complex and unleash the slumbering deities upon the world.
- A frantic message arrived from a remote outpost of the Keepers, detailing a surge of nightmare manifestations – monstrous flora and phantom beasts – originating from a chamber where the gravity fields are particularly unstable. They believe a key artifact, vital to maintaining the gods' slumber, is being corrupted by the divine unrest.
- Rumors circulate of a hidden chamber within the dungeon, said to contain a relic capable of amplifying or suppressing the gods' dreams. A shadowy cult, aware of the relic's power, is attempting to infiltrate the Keepers' defenses and seize control, hoping to awaken a specific deity for their own nefarious purposes.

LOCATIONS

1. The Obsidian Threshold

The entrance is a vast, cyclopean archway carved from black stone, leading down into absolute darkness. A palpable stillness hangs in the air, broken only by a low, resonant hum that vibrates through the very stone beneath your feet. As you step across the threshold, the floor beneath you subtly tilts, a gentle shift in gravity that quickly becomes disorienting. The air grows colder, and strange, geometric patterns begin to appear on the walls, pulsing with a faint inner light.

2. The Hall of Shifting Paths

Gravity fluctuates wildly, forcing players to navigate treacherous, ever changing corridors.

3. The Echoing Galleries

Whispers of forgotten deities echo through these vast chambers, revealing cryptic clues.

4. The Dream Weaver's Chamber

A chamber filled with strange, pulsating fabrics that seem to warp reality.

5. The Heart of Slumber

ENCOUNTERS

Name	Details
Nightmare Manifestations	Grotesque creatures born from the deities' fears attack, testing the party's resolve.
Keeper Ambush	A group of Keepers, desperate to protect the slumbering deities, attempt to hinder the adventurers.
Gravity Puzzle	A series of platforms and pathways require precise timing and manipulation of shifting gravity to cross.
The Astral Echo	A spectral projection of a tormented deity appears, attempting to mislead or frighten the party.

TREASURE

- Amulet of Equilibrium:** Grants resistance to gravity shifts, but causes unsettling visions.
- Scroll of Silent Prayers:** Allows communication with the slumbering deities, but risks attracting unwanted attention.
- Shard of Dreamstone:** Amplifies magical abilities, but can temporarily blur the line between reality and dreams.

NPCS

- Elder Theron:** A wise Keeper of the Slumber, burdened by the responsibility of maintaining the deities' rest.
- Lyra Meadowlight:** A wandering scholar, knowledgeable about ancient lore and potentially helpful.
- Vorlag Stonefist:** A ruthless mercenary, hired by a rival faction to exploit the dungeon's power.

PLOT RESOLUTIONS

- The adventurers could choose to reinforce the Heart of Slumber's crystalline structure, requiring them to strategically position themselves amidst the shifting gravity to channel energy and ward off nightmare manifestations. This action strengthens the barrier, but the constant influx of divine energy risks causing unpredictable surges that could harm the Keepers or even awaken a slumbering deity prematurely.
- The PCs might attempt to locate and secure the relic mentioned in the rumors, potentially encountering Vorlag Stonefist and his mercenaries who are also seeking its power. Successfully claiming the relic allows them to attempt to suppress the gods' dreams, but doing so could have unforeseen consequences, potentially trapping the deities in an eternal, tormented slumber.
- The adventurers could decide to seek aid from Lyra Meadowlight, the wandering scholar, hoping she possesses knowledge of a ritual or artifact that could soothe the restless deities. However, her knowledge might come at a price, requiring them to undertake a dangerous quest or make a difficult moral compromise that could further strain the Keepers' dwindling resources.

