

Interconnected caverns that lead to ancient secrets and dark prophecies

1. Sage Cult Oracles who listen for words drifting up from below. They believe sleeping giant is imprisoned in the mountain since the beginning of time. Many come from across the globe to ask questions and bring gifts. Secret Factions: *Theists* – worship the giant as a sleeping god; *Mongers* – seek to control society with secrets and the sale of influence; *Awakeners* – want to awaken and control the giant. Much intrigue goes on. The Sages have long studied the caves & have many competing theories as to the source of the caves' power.

a. Main Entry The Cult operates out of this primary cavern. Entrance is semi-worked natural stone. **2d6 Springans, 2 acolytes** always on duty. They expect guests but are wary of adventurers who come to plunder.

b. Main Avenue Primary tunnel. Ancient glyphs inscribed in walls, surrounded by writing in dead scripts.

c. Residence Cavern Acolytes use embroidered curtains to make living spaces, sleep in ice cold rooms under rich silk brocades. Many expensive knickknacks collected from pilgrims/clients. **20 acolytes** live and study here at any time; many perform rites in secret. **3d6-3 Springan warriors** guard or study here.

d. High Prophet's Caves **High Prophet** lives here, surrounded by opulent riches. Served by **4 guardian golems & 1 servant faerie**, enslaved by his magic.

2. Springan Colony Clan of dwarfish half-giants, claim descent from titan trapped in the depths. Have been here for centuries; serve Sage Cult as warriors. Some warriors can grow to giant-size or other powers; elders have limited prescience.

e. Main Colony **160 Springans** make their home in these caverns. All surfaces carved with traditional designs. Families stack stone households up sides of main cavern. **4d6 Springans** (1/4 are **warriors**), **1d3 elders** per household.

f. Elder Lodge **2d6+5 elders** live here, keeping alive clan traditions.

g. Treasure Vault Sacred cave. **1d4 priests & 3d6 underpriests** guard clan relics.

3. Sphinxes Pride of sphinxes (**1 elder male, 3 young males, 8 females**) moved to these crevasses decades ago, attracted by strange dreams; they dream riddles during the night then puzzle them over in the day. Consume large prey and random travelers that cannot answer riddle challenges.

h. Main Lair Elder male & females live here, sunning themselves in the morning.

i. Males Lair Young males live here, away from main group & fight for dominance.

j. Trophies Sphinxes keep trophies of their more challenging kills/riddles here. Some are treasures intended for Sage Cult.

4. Primentals Sages believe some uttered secrets are so powerful they generate new life from surrounding elements. Primentals are like elementals but far more powerful and infest the cavern depths. Mostly inimical or indifferent to mortals.

k. Source Fissure (**1d6**)**d8** primentals, newly emerged from fissure. Fissure has blinding light/roaring noise/earthy stench, a constant vortex of pulsing energy with no apparent end.

?. Enigma of the Oracle Caves In the heart of the mountain lies the origin of the Sage Cult's dreams, Springan clan's powers, Sphinxes' riddles, and Primentals' energy, something no one expects.

Possibilities:

- **Portal to the Dreamlands** A gate to a portion of the Dreamlands ruled by insane demigods/archfey. They cull mortals' dreams for secrets then release them into the caverns.

- **Alien Lifeform** Weird communal fungus with thousands of lantern-like toadstool-pods, defend themselves with mind blasts. Each pod is psionically linked to a person alive on the planet.

- **Tablets of Destiny** These tablets contain the spells used to originally create the world.

- **The 13th Floor Reality** is a dream-like state constructed by unknowable outsiders & the Oracle Caves are the conduit to/from their reality. PCs who enter the heart take over the bodies of sleeping entities.

