

# WHISPERING STONES' SECRET

*The Whispering Stones' Secret lies deep beneath the earth, a labyrinth of echoing chambers carved from living rock. Ancient glyphs pulse with a faint, unsettling energy, and the very walls seem to shift and murmur, a constant reminder of the fractured pact and the encroaching decay that threatens to consume all within.*

## ADVENTURE HOOKS & RUMORS

- Whispers speak of the Stone Wardens, driven to desperate measures to reinforce the ancient pact. They are rumored to be experimenting with sonic rituals to control the sentient stone, but the results are unpredictable and dangerous, potentially destabilizing the entire dungeon.
- A recent expedition vanished within the dungeon's shifting passages, their last known communication a frantic plea about the stones "listening" and the paths rearranging themselves with malicious intent. Some say the earth spirits are actively manipulating the dungeon to prevent outsiders from discovering the truth.
- A rare mineral, said to amplify sound and vibration, has been discovered near the dungeon entrance. The Stone Wardens are fiercely protective of this mineral, believing it is key to restoring the pact, but rumors suggest a rival faction seeks to exploit it for their own dark purposes.

## LOCATIONS

### 1. The Echoing Threshold

The entrance room is a vast cavern, the air thick with the smell of damp earth and something akin to ozone. Towering pillars of rock, etched with faded glyphs, surround a circular platform. A low, constant hum vibrates through the floor, intensifying with each footprint. The glyphs on the pillars subtly shift and rearrange themselves as visitors approach, and the slightest sound a cough, a dropped weapon triggers a cascade of echoing whispers that seem to emanate from the stone itself. The floor is covered in loose, sharp stones, making footing precarious and amplifying sound.

### 2. The Murmuring Galleries

Long corridors lined with stone carvings whisper fragmented prophecies and warnings.

### 3. The Resonance Chamber

A large room where specific sound frequencies can temporarily stabilize the shifting stone.

### 4. The Glyph Archive

A library containing crumbling tablets detailing the history of the pact and the entities it binds.

### 5. The Heart of the Pact

This immense chamber is dominated by a colossal, pulsating crystal formation at its center, radiating a sickly green light. The Stone Wardens, clad in weathered grey robes, are gathered around the crystal, chanting in a

## ENCOUNTERS

Name	Details
Stone Guardians	Animated stone constructs, fiercely protective of the dungeon's deeper sections, react to sound and movement.
Desperate Wardens	A group of Stone Wardens, driven mad by the encroaching corruption, attack with zealous fervor.
Echoing Horrors	Manifestations of the decaying entities, drawn to sound and capable of mimicking voices to lure adventurers.
Shifting Labyrinth	A section of the dungeon where the stone formations rapidly rearrange, creating a disorienting and dangerous maze.

## TREASURE

- Harmonizing Amulet:** A pendant that dampens sound, allowing passage through the shifting stone, but prolonged use causes hearing loss.
- Pactstone Shard:** A fragment of the original pactstone, radiating a faint warmth; it can temporarily ward off the encroaching corruption, but attracts unwanted attention.
- Whispering Scroll:** A scroll containing a partial translation of the ancient glyphs, revealing a hidden weakness in the corrupted crystal, but reading it risks attracting the Echoing Horrors.

## NPCS

- Elder Theron:** A Stone Warden, fiercely loyal to the pact, willing to make difficult choices for its preservation.
- Lyra Meadowlight:** A reclusive scholar who studies the ancient glyphs and seeks to understand the pact's true nature.
- Kael Stonefist:** A rival Warden, believing the pact is beyond repair and advocating for a more forceful solution.

## PLOT RESOLUTIONS

- The adventurers could choose to aid Elder Theron in reforging the pact, requiring them to channel specific sound frequencies through the Resonance Chamber, but this risks amplifying the corruption within the crystal and potentially sacrificing themselves as a conduit.
- The PCs might decide to seek out Lyra Meadowlight, hoping she can decipher the Whispering Scroll and reveal a weakness in the corrupted crystal, but doing so could attract the attention of the Echoing Horrors, who are drawn to the scroll's secrets.
- The adventurers could confront Kael Stonefist, attempting to convince him that the pact is beyond repair and a more forceful solution is needed, potentially leading to a civil war within the Stone Wardens and a devastating collapse of the dungeon's defenses.

