

The Wavestone Monolith

Fear the silence, the water, the dark stone itself!

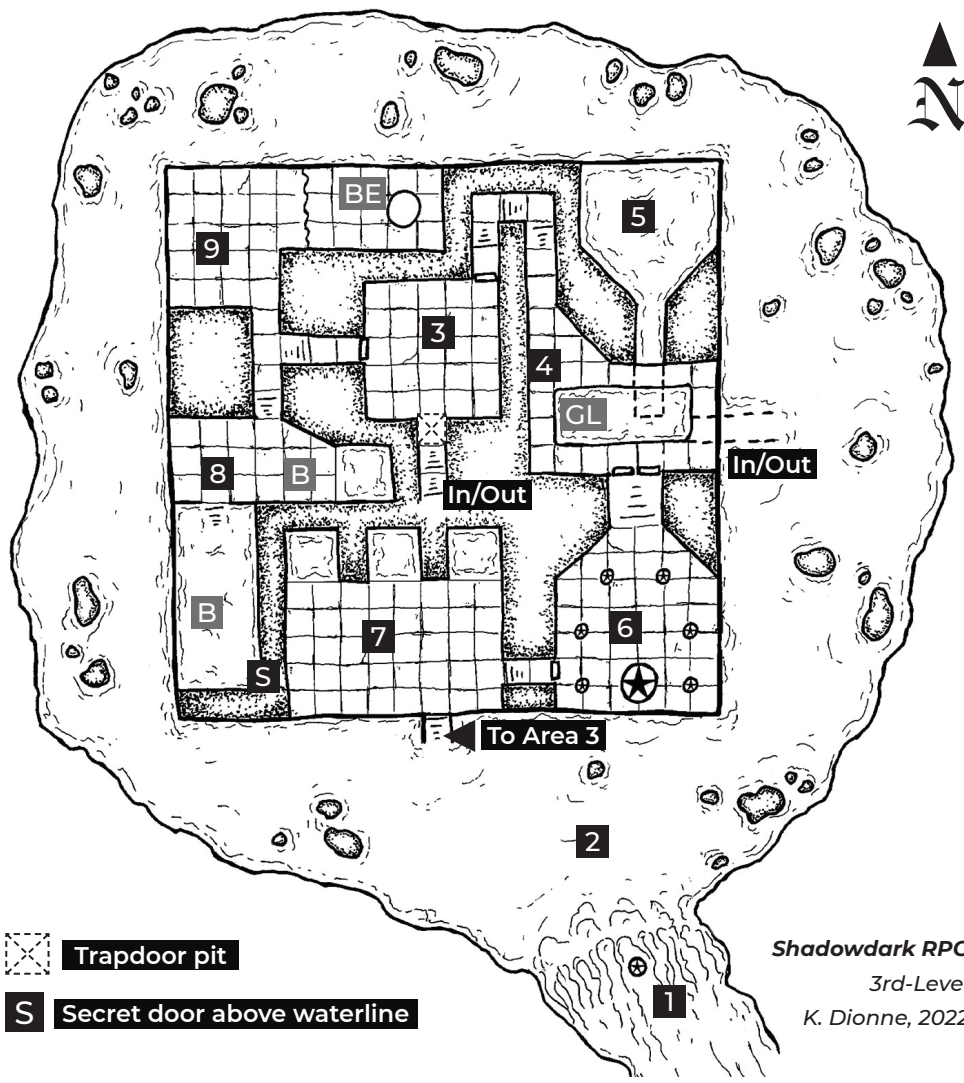
Deep within the sweltering jungle, a **monolith** of black basalt floats upon an undulating lake hidden in a cave. They say inhuman howls emanate from it on moonless nights... and that the fat gems and coins of a lost society lie inside for the taking!

RANDOM ENCOUNTERS

d4 Details

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| 1 | 2d4 nautiloid berserkers (Area 8) fighting over a human limb |
| 2 | 1d6 gt. leeches fall from above |
| 3 | An escaped, terrified peasant |
| 4 | 2d4 soldiers (jungle explorers) |

Antediluvian Shell. A conical, spiraling shell the length of a finger on a mithral chain. Wielder can speak Primordial and breathe water. Wielder stops aging, but skull permanently turns into nautilus shape over 2d10 days. 1/week, *commune* with Nautiloid Mother.



Trapdoor pit

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Secret door above waterline

Shadowdark RPG

3rd-Level

K. Dionne, 2022

1. Roaring Waterfall. 10' curtain of mist obscures cave behind it. DC 12 DEX or slip into frothing **river** (20' deep). Underwater at cave mouth, **statue** of woman with raised arms sits on riverbed (10' tall, cracked malachite). Blank **mask** covers her face; wormy tendrils peek around the edges from behind. Jade **nautilus** (40 gp) inlaid over heart.

2. Cave. Vast, thick with stalactites. Reaches high over translucent, green **lake** (5' deep). Black **ziggurat** rises from lapping water 40' from shore (5 tiers, 10' tall each). Broad steps ascend to open **archway** at top lined in smooth malachite and swarming with hundreds of **trilobite** fossils. Damp **stairs** lead down into darkness.

- **Trap:** Two trilobites are worn to a shine. Pushing them deactivates trap for 5 rounds. Pressure on fourth step down turns stairs into ramp. DC 15 DEX or slide into 20' deep trapdoor pit at bottom (2d6).

3. Fossil Antechamber. Wet. Echoing silence. Black stone walls with a few glossy, horse-sized **ammonite** fossils. Grey **slugs** in floor puddles that writhe away from light. Eating one has 2:6 chance of restoring 1d4 HP. Otherwise, violent vomiting for 1 round and an odd thirst for sea water.

4. Leech Pool. Vaulted ceiling, fishy smell. **Pool** (20') of still, green water lined in tiles of lapis lazuli and malachite (each tile worth 1 gp). Four **giant leeches** trawl the pool. Wide **grate** on wall 10' down lets in water from lake (Area 2) through shaft (DC 15 STR to pry). An open, underwater **tunnel** on floor of pool leads to Area 5.

5. Underwater Vault. 20' deep. Clear, green-tinged water. 3 stone **chests** on bottom. **1.** 200 gp, hefty mother-of-pearl nautilus shell studded with amethyst (80 gp). **2.** Hostile **black pudding**. **3.** *Wand of Acid Arrow*, corked bottle with *Scroll of Bless*.

6. Nautiloid Mother. Sound muted as if underwater. Light refracts oddly. Six statues identical to Area 1 serve as **pillars**. All face a limestone **statue** of 12'-tall woman with tentacled nautilus head, details worn smooth with age. Conical shells and trilobites dot every inch. Hands extended and cupped.

- Placing **offering** of at least 100 gp value in hands grants a *wish* effect (once per PC); DC 18 WIS after or walk numbly to Area 7 and attempt to drown self in pool for 2d4 rounds.

7. Conversion Pools. Faint sloshing. Bas-relief **wall carvings** of humans devolving into cephalopods. Three alcoves hold 5' **pools** of cloudy water. Under surface of each is unconscious **peasant** (jungle native). Fledgling tentacles sprout from melting faces; skulls stretch into still-soft nautilus shells. Gibber and howl if woken.

8. Disciples' Quarters. 6 **berserkers** with nautilus heads devour chum (failed transformees) from a filthy **pool**. Can breathe water. **4 more** sleep in south room of knee-high, fetid water. All obey the **brain eater**.

9. Brain Eater's Chamber. Piles of perforated **skulls** on floor. Clax'uul meditates on malachite **dais** behind velvet **curtain**. Blank **mask** covers face, purple skin taut over spiral-shaped cranium. Wears *Antediluvian Shell*.