

LOST CITY OF THE SEA-FOLK

- WHAT HAPPENED -

On a small island to the south, there is the ruins of an ancient city inhabited by a lost race known as the Sea-folk to sages & sailors. Occasional similar ruins are found elsewhere but nothing on this scale.

The island is said to be haunted & it will take a lot to get sailors to go near it.

The island is only a portion of the old city - underwater surrounding it is one ruin & occasionally they rise above the surface. (tides, shifts in weather)

To get inside

The island is surrounded by high cliffs ^{dense} & forest so that from the outside it looks like just another island.

However, there is a break in the cliffs - narrow - which starts a passage - twisting & narrow w/ high (at least 50 ft.) sides to the interior of the island where there is a tiny bay (a few streams drain into it). The ruins are visible from here - they are all around.

Opposite the narrow channel is a series of arched (very old) exit entrances to tunnels in the water leading off into darkness. This is one entrance to the [3 level(?)] dungeon. Another could be in a huge black rock in the center of a heart's square where whose sides ^{become} are ^{in moonlight} illusionary - steps go down to the dungeon.

The dungeon is ~~the~~ occupied by various monsters (many of water-type) & especially undead sea-folk who have a twisted intelligence & are organized. (These are deviants - the city was rined ages ago by heroes) They have a few special powers - 4 hit dice (maybe like gargoyles) + they are led by a lich sort of thing.

The bay is occupied by underwater ghouls

The place used to be sort of a temple/citadel on a mountain. Now that it's
razed etc. & flooded - it's underwater. Survivors fled underwater /
underground.
who attack anyone long in the water.

The water channel will allow only small boats
- no ships or galleys.

The island is otherwise basically deserted except for
wild animals. - heavily overgrown.

Players find out about it from sailors, find
something in dungeon etc., or from a mentor who
knows about it, etc.

- 4-7th level rec.

P.S. The sea-folk sort of rule the place except
for the old corner.

Hate sunlight & outside.