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LOST CITY OF THE SEA-FOLK

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d. due to
basically

Legend: This is a haunted island (so say fishermen, sailors and those who live ~~on~~ on land or on relatively nearby islands) which was accused by the Gods and thus destroyed. Now the inhabitants are twisted and warped and live a dismal life.

To go on the island is certain death. To go nearby is to court both sides of strange weather conditions and monsters. There is a sheer wall around the island and in the center is an unholy & glowing temple (the glow can be seen at eight miles away & is a sign of bad luck). The fish in the area are plentiful but are poisoned.

The truth is that several hundred years ago, Heroes built the city of "Sea-Folk" leaving mostly shattered ruins. Many were killed ~~but~~ most of the city had always been underwater with bits sticking up. On the island was a small temple (ruined) which defied the Heroes - it remained unbroken.

The walls are not sheer, there is one crack that allows small boats to enter the central lagoon and to enter the temple.

Fish in the area used to be poisoned in the area due to the tides but are no longer. They are tremendously plentiful because they aren't fished & it's very warm around here.

To go nearby is to court death; becos of tides & so on. The ruins of the old underwater city come close to and break the surface making it very dangerous for ships - much like reefs. The

The inhabitants are no longer - due to radiation,

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magic they are twisted undead-folk who will sometimes attack nearby ships at night & boats & people in the lagoon.

The glow used to exist becos of green lava pits & radiation but both are gone. A faint radiance can be seen by Elves if in the moonlight due to the giant black cube changing form.

Actual island of Sea-Folk

1) Lagoon or Bay - Very still. Slight disturbance in water around the center and the 3 tunnels. This is where water comes from below. The water is freshwater but there is no life on or in the water visible.

On all sides ruins tumble into the water in many places for boats to tie up or dock. From the water the temple is visible as one slit on the side of a melted or warped or something below down to water's edge. No life grows on the temple which is made out of grey rock. The 3 tunnel entrances are 5 ft wide and 20 ft. high from the water (roughly). They are black and impenetrable.

The bottom of the lagoon is at a depth about 100 ft. Water comes up from several cracks in the floor. The floor is strewn w/ wreckage. Living among the wreckage are 10 Lacedon (Sea-Ghouls) who have and are left alone by the Sea-Folk. They basically guard the lagoon/bay.

They will attack 5-10 minutes after boats 1st enter the lagoon. Slight swells & disturbance might be noticed before they attack & a watcher might see lime shaped (75%) rising thru the water to meet the boats.

(Hit Points: 40, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2)

Noises in the lagoon are highly echoed & magnified due to the still water & the fact that the lagoon is basically at the bottom of a concave surface.

2) The temple - The whole temple is a mass of fused gray rock or rubble with no way in. Nothing grows on it and no animals can be seen on it.

The Sea-shore is a blank grey wall pitted & scored w/ 3 tunnel entrances evenly spaced of 50 ft diameter, 20 ft, are above water. The water is flowing very slowly out of the tunnels which seem to go indefinitely. The inside of the tunnels is brick for the first 50 ft & then bare, pitted rock.

3) The island guardpost has high cliff walls of about 25-50 ft. up to a winter coat where the dark line is. Here there is a wooden post & narrow stairs cut into the face. These lead up to a blotted green post now overgrown. This is a jumble of rubble & rock except for one tower which although blackened & weathered, still stands. The entrance is mostly hidden by rocks but one can still climb in.

Six steps going up around the insides to the 1st floor whose door still stands. Above it is hanging wreckage and the sky.

In the middle of the floor is a skeleton of a giant man (2') lying in a fetal position. If anyone approaches it, a shadowy form arises, moaning and says: "Behold the form of the Hero Waylock, betrayed by demons! Throw his bones into the sea and free his soul!" After that, it will fade away.

The rest of the island is rock and shrubs.

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4) The river.

The sides of the river are very sheer and rocky - they range from 20 to 50 ft high. The flow is fairly fast but it can be rowed against if strength & stamina is used. The river is fairly deep and in width it is usually about 30-50 ft wide. The river twists around a lot so that lots of currents and eddies are formed and direction is hard to tell.

(1 in 4)
At night there is a 25% chance of being attacked by Sea-Folk.

5) This is the highest point on the island - roughly 150 ft/ yds. higher. On top of the hill is a broad flat 'basin' covered (as is the rest of the island) in shrubs and trees etc.

At the ~~*~~ (in the middle of the basin) is a large statue carved roughly out of granite - it is the figure of a squat, deformed creature w/ pointed ears, fangs, a twisted face, claws etc. Although the features are not very detailed. It is crouching, grasping the platform w/ its hands. Its head and shoulders rise above the trees so that it can be seen from offshore or below the hill, or from most of the island.

The statue is 40' tall inc. the platform it is on. The platform is a great block of stone w/ roughly carved runes all round. ~~**~~ Beneath or between the hands of the statue is an opening w/ rough stairs cut in it going downwards. This goes down for 50 ft. into the hill at a steep angle and then it enters a 50 by 50' room w/ a 20' ceiling - basically an enlarged cavern. In the middle is a black block of obsidian w/ shackles. It, the shackles and the floor around are all stained with blood of ages ago. The block is carved w/ more runes.

The far wall from the door is illusionary - a hand will go right thru it. On the other side is another 50' by 50' room.

On the far wall, in the middle 10' ~~begins~~, stairs go down under an archway. On either side, flanking the archways, are what seem to be a ~~stone~~ carved stone face w/ closed eyes and a muscular arm wearing a silver bracelet, carrying a longsword - of metal. Both seem to be made of stone.

After approaching within 20', the eyes open - to show solid red, the face twitches and the arm moves - swishing the sword about. (This is for both). The face then bellows out in Common - "Who dares desile the temple of Azurish! Come forward and die!" - Then it bares its teeth and the arms swish around.

If anyone fights (It will attack anyone - preventing them from entering the stairway - bellowing curses all the while) - it is AC 1, ea. face has 20 hp, ea. arm - 30 hp, it attacks as 5th level - doing normal damage.

The stairs go down steeply, winding somewhat in a NW direction for about 150' ~~ft.~~. They are very worn and cracked. At the bottom, a passage w/ a worn floor goes & rocky walls & ceiling goes off in a NW direction to the temple - 15 ft. wide.

There is a 25% chance per turn of meeting 1-4 seafolk shambling along.

6) The surrounding ruined city of the Sea-folk. This consists of narrow streets filled w/ rubble - the occasional broad cracked avenue. A multitude of buildings split open, toppled towers & complete ruins.

All of this is heavily overgrown w/ weeds, bushes &

AEGEAN

jungle. It would take months to explore the whole thing.
Near the jungle, the rains fade out.

At night, there is a 25% chance per turn of running into 1-8 sea folk.

Skeletons lie here & there of Sea-folk (twisted & burnt) or Heroes (tall & smashed).

Searching will reveal the open square at 10% cumulative per day

7) This is the only open square in the city. The surrounding buildings have all been smashed inward, so there is no rubble in the square.

The square itself is huge (200 yds. by 200 yds.) made of broad hexagonal flagstones which are worn and somewhat cracked now. In the center is a 5' high dia - 100 ft. by 105 ft. In the center of that is a 10' by 10' black cube - completely smooth & even. This cannot be harmed or moved in any way. It is warm to touch.

After dark, the cube changes suddenly to a Cotton ^{rainbow} hive, somewhat blinding, and emits a golden hum.

The 4 sides are colored as follows: red, blue, green, yellow.

Touching these & your hand will go through. Things can be thrown through as well.

Going through will teleport one into ^{another place:}
Red: Level 2 - Room 4 of the under-temple (P. 39)

Blue: Level 3 - Room 4 of the temple (P. 48)

Green: Level 3, Part 2 - Room 12 a (P. 53)

Yellow: Level 3, Part 2 - Room 16 (P. 55)

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8th B

About an hour after this, Sea-Folk arrive in Ones and Twos to sit on the dias & stare at the cube until there's less 6-36 there. They will stay until 1/2 an hour before dawn & then quietly disperse.

At dawn, the glow ceases and the cube turns black again.

On a clear night, this glow can be seen for about a mile at sea- or from around the island.

8) The actual chart of the island is all sheer cliff- rather glassy & slick in places. It's very hard to climb it. The height ranges from 50 to 100 ft. & occasionally to 150 ft.

From the sea, all that can be seen is cliff, trees & foliage, the statue at 5, the river & the glow at night.



9) The water for about a mile around the island is very dangerous as there are natural reefs & so on & ancient ruins & underwater constructions above & below the surface. A large ship could not do it without damage unless they had a good chart - Small boats would probably do alright, though. There would be a 100% chance of slight damage to a large ship & 50% chance of serious damage - 25% chance of sinking. This is variable depending on how good the captain & crew are, the weather and the type of ship.

For a small boat there would be a 15% chance of slight damage.

At night, there is a 15% chance per night of
2-12 sea-taik attacking a ship or boats.

A good chart will show a path through the stuff
to the mouth of the river, the position of the major
ships' constructions & reefs & the outline of the island.
They are very hard to come by - a mini-adventure
might be in order.

① The island is highest around the edge, falling to
the bay in the center - it's concave.

The rest of the island is basically a bumpy slope
covered in jungle w/ occasional clearings & forgotten paths.
There are occasional ruins to be found - covered in moss
& ferns.

Small animals & birds & insects are rampant.

Rain & winds are fairly common in this area,
so growth is fairly lush & the water level is
constant.

In autumn, winter & spring storms are fairly
common.

Fog happens occasionally as well.

UNDER THE TEMPLE: LEVEL 1 (See Map 2)

Overall impressions:

When the characters enter, all is darkness except that the ceiling (which is 100 feet above them) is covered in luminescent moss & lichen - it ~~is~~ looks huge & far away. This luminescence is reflected by the water and various bits of the cavern - statues, marble etc. giving the impression of vastness which is compounded by silence except for the low skip of waves and an occasional drip.

The water itself is clear & one can see bubbles rising to the surface around the middle where there is a deep well below the surface. The cavern echoes a lot.

1) The water is almost calm & reflects the luminescence of the ceiling (which is rough) to a great degree. The bottom is 50 ft. below except for the 50' diameter well in the middle which goes to an underground stream & the sea.

Because of water coming from below, there are slight ripples.

There is a 25% chance by day of finding 1-8 sea-folk in the pool, & a 50% chance by night. They will attack.

2) From the entrance, the tunnels go 300 yds, w/ rough surfaces & occasional stalactites & obstacles of rubble.

At night, there is a 25% chance per turn of meeting 1-8 sea-folk leaving or entering - swimming or crawling.

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By day, there is only a 10% chance of meeting K-H.

The cavern can be perceived as a faint glow in the distance.

3) These two platforms are carved out of rock and are worn & chipped. Steps go up to a mosaic floor of hexagons. This is old & covered mostly in slime (you have to step carefully).

The x's denote statues of a 6-^{limped} arm, misshapen hulk which is humanoid, squatting, looking forward. Very old & roughly done.

If the head is pushed hard & swivelled to the right, a secret door will open in the back wall, showing stairs going up.

4) This platform is covered in black marble, covered in moss & chipped & scarred. The stairs up are made of mosaiced hexagonal tiles, some of which are now missing. The stairs go up 10'

The a & b are large statues of misshapen toads which have open mouths filled w/ huge teeth, plus long claws. These look quite menacing & are carved out of a green & white streaked rock.

To the rear is an opening where to each side, stairs go down, worn out of rock, and an iron door-

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as you go up the stairs to the left there is a doorway known as
the "Door of the Sea Hag" and it is said that AA

(Unwritten)

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greatly nested; & ajar. The walls around the door are
carved carved w/ runes.

At the X, stands a stooped figure draped
in shiny, mouldy, voluminous purple robes, in a puddle
of water. In its hand, it carries a staff which is wooden
& capped at either end in bronze. The Staff & Figure are
covered in sea-weed. From a distance, occasionally,
one can see a red eye peering out from under the hood.

The figure is likely to go unnoticed in the darkness
until the party moves within ^{light} range. It watches
the party until they make a dangerous move or
go up on the steps.

The figure is a sea-hag (20 h.p.) who holds the
shadow-staff which can summon shadows (only 3 are left)
with a shout of the command word - UVtech! (which is
carved on the Staff in ~~Holy Water~~ Draw) at this
3 shadows appear to attack whom the summoner bids.
A 2nd shout will send the shadows back.

Another property of the staff is that, with a stamp, ^(of the staff)
the summoner can surround himself/herself in a 10' by 10'
cloud of imperceptible vapors & smoke which lasts for
4-6 rounds in that place depending on wind conditions
etc. It can do this 3 times a day. It can summon
shadows once a day [if the shadows are killed, no
more can be summoned]

The Sea-Hag's tactics will be to summon the shadows,
sie them on the pt PCs & then rush forward,
throwing back her hood to try & kill people herself.
If she appears to be losing at all, she will create
a cloud near water & jump in, to dive down the well, (perhaps)
All that will be seen is her cloak floating on the
water.

in me didn't after this. The ones marked 2 move slightly, turn around (eyes often red) & open their mouths from which smoke starts to emit. They will fire jets of flame out their mouths at as target - if necessary they will get off their pedestal to do so - move around. They live over every 2 rods. The flame has a range of 3' & does ~~that~~ ³⁻¹⁸ dam, $\frac{1}{2}$ that if scaling throw is made. The ones marked 3

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✓ can avoid, opponents attack PCs w/ their hands doing 1-6 w/ each
✓ All have 16 hp & AC 1

All have K6 hp & AC1

5) This is another landing w/ 10 stairs up (rock, worn down) & 9 statues (the x's) which are about 5 ft. above the water & life-size. The platform is rock quite smooth. The double doors are iron, rusted & closed. It will take a great deal of work to get them open.

The statues are quite finely carved, depicting 9 individual sea-folk, in various positions. To the PC's they look like misshapen humans.

As soon as any non-sea-folk have set foot on the platform, in all the statues, the eyes suddenly glow redly. 2 rounds later, if people are still on the platform (There is a 75% chance that the PCs have seen this, since the statues all face outward), the statues

turn around, step off their pedestals & start moving toward the PC a quite fast (6). They can have 18 legs, we saw AC1 and AC2, up to 10 cm. long, 2 cm. arm. Upon death, the red glow is very registered from the eyes a small cloud of smoke arises from the eyes. Left are 2 SO g.p. the clear, cut, jewels.

If people move off the platform, the station will return to their places unless attacked. The ones marked 1: Their heads

Start to glow red & revolve, faster & faster until I could later they explode; Anyone on the platform loses 6-36 damage due to searing chips of rock, shock etc. & that if saving throw is made, If under cover, saving throw means -4 dam. & +2 on saving throw

6)- This room is 110' by 110'. In the center is a hole w/ s stairs going down, to the S.

Along the walls are piled the skulls of enemies who died here - thousands upon thousands - mostly Hero & Human.

Upon the floor is a 3' hard-packed gravel (sand

about 6", deep. This is composed of the mashed up bones of their foes. This one can see from close examination.

7)- Huge cubes have been cut out of the rock wall here

- 50' by 50' by 50'. Inside are huge sculptures of ~~evilly twisted & grinning faces w/ long mouths~~ ^{huge closed lips,} open & tongue protruding & dipping into the water.

The triangles lead up to secret doors which open ^{in a group, 3 times} after being knocked upon three times ~~or in quick~~ ^{succession} they slide to the side.

Light playing on the huge faces gives them a gross aspect & magnifies the size of the room.

8) Huge steps go up & out of sight. These are long & low.

At the foot are two pedestals 5' high w/ statues

of scowling gorgoyle connected low w/ wings outspread

~~the steps lead directly from the waters edge & are made of 1 stone more down a bit in the middle~~

~~the steps lead down a bit in the middle~~

~~gargoyles into living & they then attack~~ ~~Angeles at the~~

At the top of the steps are 2 huge misshapen toads (see 4 a & b) which will croak in alarm if anyone touches the steps, and bound down to attack w/ amazing agility. These have 6 hit dice ea. (30, 25 hp) & attack using ^{the tail} Morth (3-18 dam) & fore-claws (1-6, 1-6). If badly struck, they will run away to alert their masters - the sea-folk.

9) This long chamber is very odd. Double doors of iron & oak are at one end, locked. The other door is invisible from the chamber & leads down to 10.

The chamber is empty save for a glowing red skull which has a flat top & is constantly emitting smoke from the top (the chamber is very hazy visibility-3") muttering to itself about revenge, damned frogs and other unintelligible things in common.

This is the skull of Ardan the Unquenchable (it is the skull's identity - it will tell you this) a Hero who just won't die. Eventually the sea-folk gave up & locked him in here. He is harmless, can move up to 3" per round & constantly emits smoke. He is completely mad & will entreat all PCs to set him free so he can commit revenge. Otherwise, his actions are mostly random. Occasionally he will impart some bit of info. but not often.

In front of the door is a coiled giant snake (whose poison does 6-36 dam, or ^{now} 10-50 saved)

w/ 35 hp & it will attack anything except the skull.

It will probably be a surprise, since visibility is down

S. (1963)

10) This room is carved all round w/ Symbols, glyphs & runos. All these are in the tongue of the Sea-Polk. Opposite the door, on the far wall, is a bas-relief of a face which is devoid of features. Its mouth is open. Inside the mouth is a small tube w/ a scroll inside it. It says: "Placed Here by Hovan of Noth. This Place is accursed of the very Gods. Return from whence you came or be doomed". The box has a permanent Protection from Evil on its

LEVEL 2General Impressions:

The second level is beneath the 1st & thus below water level. Most areas are partially flooded, both & is continually getting more water. However, water also drains out through an underwater ^{river} level. In a lot of places the water is stagnant - the whole place is slimy & smells.

The walls here are $\frac{1}{2}$ natural, $\frac{1}{2}$ caned - in a lot of places have fallen in. A few semi-folk down here but mainly monsters, a lot who live on fish etc. who come from the river.

At the summer and winter solstices (Jun 21, Dec 21) the sea-folk gather in room 12 for the rites.

1) This is a ledge / beach about 2-4 ft. above the level of the rushing river. The ledge is rock but is covered in about 6 in. or so of sand. The wall is jagged & rough and the ceiling curves up to meet the river roof - about 15 ft. up. There are 2 entrances - the stairs and the steps rough steps up from 3 on the other side.

There is water dripping down from spray and leaking from cracks in the walls. The river makes a rushing sound as you near or are on this beach and a great splashing can be heard to the left (from 10).

2) The river isn't very wide and rather fast in this part because it is shallow & it is propelled at fairly great speed out a narrow part at one end and into small cracks at the other. The river is about 10 ft. deep in most places w/ a rather smooth & slimy bottom.

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lots of cave-fish inhabit the river and occasionally
luminous bodies & eyes can be seen swimming past.
The ceiling varies between 15 & 20' high.

3) A natural cavern w/ a smooth floor. It's flooded to a level of about 3' - steps go up to the beach and a slope goes down from the passage to the S. The ceiling is about 15' high and the walls are covered w/ glowing algae and various growths. The water lies here stagnant & covered w/ algae & scum. The water here is obviously deeper than in the corridor.

Hanging from the ceiling here are 7 cages. They are hung by 7 ft. of chain fastened into the rock ceiling and are 7 ft. by 3 ft. diameter circular. (see picture). The floor and dome at top are solid iron white as are the bottoms. The sides are iron bars with a door set in ea. - locked. All are badly rusted & dripping w/ water - they can be broken into fairly easily.



In ea. is a crumpled yellowed skeleton w/ bits of skin adhering. Bits of armour and rusty weapons are also here - useless. These are captives left here long ago by the sea-folk. All except for the cage that is circled. On one of his fingers is a gold ring which glows very softly - very nice looking. The person who picks it up finds it slippery and drops it into the water. feeling around for the ring, he finds a small ring set into the floor (the ring w/ is found right after this - glowing more brightly now and not

Slipperfast all. The ring, when pulled up by 17 str. or more, lifts up a trap door suddenly. Inside is a: Immediately, the water erupts w/ thousands & of water-mites - small red insects which are released & swim quickly for the nearest warmth. Everyone must move quickly or be overwhelmed by the insects. They burrow into skin & stay, sucking blood until they are large & drop off. They quickly spread everywhere in the pool looking for victims, & eventually onto the beach and passage. The pit is 1' wide by 3' deep and contains perhaps 5,000 of the mites. Anyone

Anyone w/in 3' of the area will saving throws against poison. If they don't make it, a large no. of the insects have mad attached to them - they lose 1 h.p. per round until they are taken off - a lengthy process - 5-10 hrs. as they must be found & removed - they are somewhat dug in.

During all this, the ring glows brightly & pulses - if anyone can notice, a rose on the outside glows green. Gradually this dies away until it's only softly glowing again.

This ring is magical and seeks death in any way in its power - it will be stolen, attract thieves etc., slip off at inopportune moments. The rose symbolises death in flower. It seeks death for its master. Once it achieves this, it will move on, but it will always try to achieve this, even if sold etc. The ring is worth ~~5000~~ not

9.p., it is so finely wrought. It cannot be scratched or destroyed except by a +3 mag weapon or better, or by a lengthy, intense magical fire or something similar.

It has one use actually - it glows brightly just before danger of death engineered by itself. If identified, it identifies as a ring of water breathing (which it isn't)

& In 5 rounds, all of 3 will be covered by the swimming insects. In 15, so will the beach at 1 and a lot of the passage - although fairly thinly.

4) These rough corridors & this room are very roughly hewn & slippery - dripping w/ moisture & from cracks. On the back wall is a 10' by 16' sheet of black material - smooth & cool & completely even. It is very hard to scratch & impossible to chip or break. It is a gateway to the cube in the city outside. At night (from dusk to dawn) - it turns red & will transport immediately out to the city. During the day it is black as before. Becos of this the DM must keep track of time carefully. (see p. 26) *

At night there are always 1-4 sea-folk here. They arrive & leave via 5 & go to level 1. During the day the room is empty.

5) At both ends, rough, worn stairs go down 15' or so into water. There is a two passageway 8' deep & 10' wide cut into the river bottom, filled w/ still water. The bottom is covered in silt and grit. For a man, it would take 3 or 4 minutes to cross at average. You would have to be weighed down or float to the top. Walking along will stir up the mud here creating 0 visibility & helping to slow people down. Sea-folk swim along here w/ ease.

6) 2 narrow passages lead from the tunnel to a small dock here. The dock is ancient brick covered in moss, about 1' above the level of the water. The passages are 2w 1-2 ft. wide - someone thin w/out armor could squeeze thru. The X in the easternmost passage is where there is, about shoulder-level, a crack with a skeletal hand protruding

~~the side is a niche containing a skeleton.~~

From behind is a light red glow - from inside the crack. The hand is loose and can be pulled out.

There is a small, fist-sized (roughly) tunnel leading away curving to the right. A person looking in can just see a corner of a black box around the corner. A pole or some such poked in can't do anything. The tunnel is arm-length. To grasp the box, one must have a fairly narrow hand. The box is wedged into a box-shaped cranny. It would be extremely difficult to get it out with anything but a hand.

Upon withdrawing ^{the} hand, a small wire noose at around wrist-level tightens around the wrist - the harder you pull, the harder it tightens - it relaxes very little when advancing the hand again - not enough to get free.

The other end of the wire is attached to the other side of the box.

By putting the box back, gathering the slack & working around it, in 5 or 10 min, you might get free.

Originally, the wire is set into a groove in the rock - undetectable.

The box is black & glows reddly. It is about fist-sized and unlocked. Inside is a parchment wrapped around a 1000 GP pearl. The parchment ~~contains~~ has markings the following: ~~This trap contains fine gold rings~~
~~You seem to scarecrows etc~~ The Property of the Callis household, Carsutyl.

- 7) These areas of the dungeon are much more water-filled - again, the water is fairly still and brownish w/ silt on top. There are occasional movements from fish and insects & water running down the sides etc.

Hairlass



HURRIODNESS IS THE ENEMY OF SUCCESS

Arioch cursed as he viewed the ~~scared~~ chaos around (ha ha) around him before him. His plan, which he thought at first was so cunning and bold, had gone dreadfully wrong.

Malvan was dashing past the brute in heavy armour to attack in order to get at Hairlass <that damned interfering bastard! As he watched Malvan drew a slender throwing dagger from beneath his cloak and threw it at Hairlass as he ran.

Suddenly, Hairlass crumpled to the ground beneath Arioch's attack! The day was saved!

There was still the warrior to deal with but Arioch was confident that he could beat him in hand-to-hand combat.

He yelled in exultation as he flung himself into the spray but secretly he was berating himself for his rashness & stupidity. He knew that Falurd was right and as usual and that he would follow ~~Falurd's~~ well-thought out & executed orders from now on.



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This used to be a place for prisoners - 20' deep w/
a ladder built to bring them up. Now it's filled w/ water
& there is a rock slide on the W wall - the back wall,
which falls into the pool & covers the pathway. The
ceiling here is low - 10'. The ladder sticks up slightly.

- * The only thing players can see is a water w/
2 bits of wood poking up - the ends of the ladder.
You can't tell the depth anywhere.

In the pit is an ancient monster - a sort of octopus
w/ 5 tentacles. 1 tentacle has 10 h.p. & is 25 ft. long.
The head is small & armoured & has a beak which does
1-8 pts. of damage. It has 15 h.p. & is A.C. 2 - The tentacles
are suckered & are A.C. 5.

If attacks as a 4 die monster & if the tentacles
hit, they will drag the victim underwater to the mouth.

The monster can sense movement anywhere in the
room so once 2 or more characters enter the room,
the tentacles will lash out & attack. Once they hit,

they almost automatically drag the victim under water
becos they are strong & the floor is slimy. Players
will exp. go unconscious in 3 rolls underwater and will
die in 7. The monster's head is underwater all the time.

Players attack at -2 to hit and -2 dam. underwater

- * The rest of the room is covered in about 1' of water

At the bottom of the pit are 5 skeletons & 50 spilled
platinum pieces. The monster has a pact w/ the sea-folk

- 8) An empty room. There are 6 chains attached to the
back wall and there is a pile of storage in the
middle.

9) This tunnel as well is filled w/ roughly 1' high water. At two points there are 8' by 8' pits in the middle of the corridor - undetectable. They are 10' deep w/ a slimy floor and sides.

10) Water is forced into this cavern at high pressure through the various high & narrow vents. Some of the water goes into a sort of whirlpool effect in the middle and then into cracks in the E wall of the cavern. Other water goes along the outside into the cracks directly. All the water here moves very fast. The cracks vary between 2' and 3' wide and 5-10' high. People can fit thru quite easily.

The water enters cracks in the E wall and falls down fast and is blasted up again as it meets hot water from a sort of geyser. This enters the level 1, no. 1 - the narrow & then flows out. There is a chance that someone flushed thru this system would survive, but not much.

On the N wall, there is a platform overlooking the cavern (which has a 30' high jagged ceiling). Sea-folk sometimes toss victims into the cavern as punishment or sacrifice to their sea-gods. This is 10' above the level of the water.

11) This is an area of clear water - mostly calm, protected from the force of the river. - basically up to the dotted line.

12) This is a sacrifice area to the sea for the 3 gods - of ~~water~~^{storm}, water and death/war. The floor is (as usual) covered in about 1' of water.

In the middle of this huge room is a platform carved out of solid rock. Rough stairs go up on ~~the~~ 3 sides - up about 7 ft. to a platform w/ a flat surface. In the middle of this is a great pit about 10' by 10' only rounded. It's filled w/ odd yellowish water.

At each corner of the platform ~~are~~ is a pillar about 10' by 10' going up to the roof - 20' above the floor. They are carved into the likenesses of the 3 sea-folk gods.

Water: A vaguely man-like statue whose features and detail are purposely vague and blurred - as if seen through water. In one arm it holds a great spear.

Storm - This god is sharply defined - it has spikes all over its body w/ various bits of armor. In one hand it holds a 3-pronged sword, in the other a buckler.

Death/War - is a fully armored, 6-armed figure w/ a trident in one hand and a dagger in the other.

* In the pool is a water-weird (13). It will attack any coming near except sea-folk. The pit is ~~5'~~ 7' deep roughly.

At the bottom of the pool is a set of slightly glowing armor and ~~one~~ gauntlets a set of slightly glowing mail gauntlets.

The armor is ~~+1~~ chain mail and the gauntlets are gauntlets of Ogre Power.

The x's around this room - beside sea doorway, around the pool, and by the cavern balcony - are zombies of various men, dwarves & elves w/ various bits of clothing still on them. All are soaked in water & stink. They all have 11 h.p. When an intruder enters, all the zombies will converge & attack.

From the S side of the platform is a ramp across to the S wall, at the same level, cut out of solid rock w/ sheer sides. This leads to the cavern.

The sea-folk come here every summer & winter solstice for sacrifices & rites.

13) This is a storage area for food & other stuff - or was.

There is a 2' high red brick wall at the opening to keep water out. Inside are great piles of rotted food in sacks, crawling w/ insects & crap.

14) The same as 13 only it's a bit bigger and it's got a nest of giant rats in it - 8 in all - who all have 4 hips. There are also 13 rat kittens in the nest.

15) & 16) These are the same as 13) only a little bigger. They also have rotted rope & cracked mason jars and so on. The sea-folk no longer have use for this stuff.

17) To get here, you have to pass a cave-in in the corridor! There is a bit of space at the top of the cave-in. A bluish glow shows thru the 6 inches or so. There is a huge mound of dirt & rock which could be moved - in a week or so. The sea-folk have not tried for several reasons - too much work, apathy and also the remaining 2 inches don't want competition.

This is the room of a sea-folk MU. The blue light comes from the a stone bench opposite the corridor. On it lies Softfloss, an perfectly preserved Sea-folk MU surrounded by a blue aura. Across the doorway is a tattered hanging. Once anyone passes it, the glow stops & the MU gets up - to react as the DM sees fit. He was last

awake 300 yrs. ago when the heroes attacked. He was trapped in his rooms & badly hurt so he surrounded himself w/ a protective shield (a spell known to sea-folk) until help - or whatever - came. He will consider humans as fodder and seek to destroy or enslave rather than talk unless they look powerful - big, lots of 'em, growling or whatever.

Sofluss - 7th level MV - he has 30 hit points.

- he now has 18 hit points

Sp Speaks: common (very badly & a the 300 yrs. ago type)
Sea-folk and lizard-man.

Spells

1	2	3
2 MM	Invis.	1 lightning bolt
1 Detect magic	ESP	1 Hold Person

4

minor globe of invis.

He wears black & red robes & is not indeed like all the rest. He has a curved dagger at his belt.

Elsewhere in the room is a shelf containing dozens of scrolls in pigeon-holes. On the opposite wall is a ~~dark~~ low table w/ cushions around it. The whole room is has a bit of water in it - everything's damp.

On the table is a hookah & some damp powder - now useless. The scrolls contain his spells & notes - all in sea-folk of course.

Around his neck is a chain w/ a silver skull on it.

In emergencies, if he rips this off his neck - this will explode ^{when thrown} & fill the room w/ smoke - limiting visibility to almost 0 in 1 rd. - lasts for 5 rds.

Under the table is a small, hidden trap door containing 2 more skulls & a dagger, 200 golden sea-folk coins - 1/2 moon shapes.

LEVEL 3

18) This is a sprung trap - There is a sheet of now-rusted iron across the doorway here. A button will on the wall nearby will raise it - slowly & jerkily. Inside is a skeleton in plate-mail w/ scimitar in hand lying near 5 zombie bodies which have been hacked to bits.

One zombie remains - w/ 16 hps. ~~mett Aggrovita~~
This survivor has happened dozens of years ago, to the main rotted back pack is a silver scroll tube (w/ 10 g.p.) containing a now crinkly sheet of vellum which says - in Saffronese - "I command thee to go to the Isle of the Dead and ~~find~~ find my son, Frederik, who went there 6 months ago" - Castra Borgia

It has a seal of a noble house which you recognize as being the seal of the Borgias - the noble family who practically (although not nominally) rule Saffron.

(It's not dated.)

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LEVEL 3

General Impressions:

This is the temple proper where most of the Sea-folk are and which received the brunt of the damage. This is only the lower-level. Above this is rubble as the Heroes left it. They didn't penetrate this far in force so it's still in one piece.

Although there are pools of water everywhere & the whole place is damp, there isn't as much water here as there is elsewhere. Strange noises can be heard throughout this level.

Defence here will be at least partially organized by the Lich-priest.

SEA-FOLK

Originate in an island chain across the ocean where their civilization is based, they are the enemies of the Heroes, with whom they have fought many wars.

Hit dice: 3+2 - normally Avg: 15 except exceptional types
Magic Use - occasional

Can only be hit by magic or silver or iron weapons.
Occasional Psionics.

No Magic Resistance.

In appearance - they are amphibious, preferring watery, damp & dark places - generally underground and/or underwater.

They are on avg. 5' high tall, covered in scaly green/grey skin w/ 2 legs & 2 arms w/ digits. Their hands and feet are webbed as well as their armpits. They are constantly damp & exude a foul odour. They shamble a lot but are generally very intelligent. They have recessed, ^{green}red eyes & a mouth full of fangs. Also a tail which is useless. They have claws on both hands and feet.

Damage: 1E/1-4 / 2-5 - bite

Infravision - 60'

AC 6

They often use weapons & wear weird armour,

Note fire - +1 dam. when using fire
water - dislike dry heat.

1) This large chamber leads directly into the Hall of Pillars.
There are 2 giant toads here (see level I; 8) who will attack and, if badly damaged, will run away to find Sea-folk, being possessed of unto a rudimentary intelligence. The chamber is unmarked.

2) This 10' by 10' cubicle is empty except for a stone bench with a human skull atop it.

3) This chamber is tiled w/ faded, chipped multicolor tiles. The walls are cracked. There are 2 sea-folk here on guard. (16, 20) They will come if the toads call.

4) This room contains one of the 4 gates (see Pages 26 & 39,) black during the day and glowing blue at night. The room is covered in runes & symbols.

5) This whole complex of rooms and corridors is filled w/ strange purple smoke and haze-limiting visibility to 10'. This has nothing to do with Ardan the Unopenable. The floors are cracked & pitted as the smoke is slightly corrosive. The walls are damp & the floors are wet & mouldy.

Constantly moving through these corridors are 5 giant lizards - not great lumbering things but quick, salamander-like things.

They move 12' instead of 6'.

Hit Points: 16, 15, 16, 14, 20.

There is a 50% chance that each lizard will be in its appointed room, otherwise they will be crawling about.

LEVEL 3

Check every rd. "1" in 04 means that a lizard attacks (they will surprise on 1-4) - will be seen w/in 10'. Weird croaks echo around the corridors as the lizards call to one another.

- a) In the corner is a statue of a Dwarven fighter w/ hammer raised. In actuality he is turned to stone. The stone is corroded & pitted now.
- b) 3 human skeletons & 3 sacks lie here - yellowed & corroded.

c) The haze is less in this room. The lizard is in here 100% of the time. In one corner lies a shattered sword. The wall marked x is 1/2 melted by unknown means. A skeleton is imbedded in the gas - now hardened.

(p)d) This hall is filled w/ stone benches - now rough & scarred. They line the walls. Opposite the S door is a whip made of chains & iron balls on a bench - now highly corroded.

e) In this room the smoke is very thick - this is where it originates, pouring out of the hole in the ground. There is ~~is~~ ^{was} a stone ~~hole~~. The hole is surrounded by a rim 6" high.

The hole is 3' wide & goes down 2' down w/ an iron grate through which the smoke pours. If the grate is ripped out, 10 jewels are found below - each emitting corrosive purple smoke. As jewels they are worth sapphires worth 1,000 gp ea. Also 2 potions of water-breathing.

* The doors marked in red are steel & very little smoke gets through, dissipating quickly.

50

12

- * The smoke is corrosive - it hurts the throat & makes skin itch & eyes water immediately
 - 5 rds. - 1d damage - nostrils bleed, eyes sting badly - armor etc. loses shine, gets rough
 - 10 rds. - Skin bleeds, roll vs. disease or collapse
 - bleeding throat, 2-6 dam & skin - blinded 2-8 rds. armor sort of damaged, clothing affected.

6) This 20' by 20' room is empty except for a stone corner table w/ a jar on it. In the jar is a 500 gp pearl and a dead bee.

7) This corridor is blocked by a massive collapse of rubble = stone.

8) Hall of Pillars

- This hall is filled w/ seemingly randomly placed pillars which are in actuality placed w/ care. They go up to the ceiling (30') and range from 6' to 8' in height occasionally on angles. All are crazily carved w/ curves & faces & designs. No 2 are alike. The red line marks the clear route to the main corridor - it is not marked in real life - only for DM's benefit. Everywhere else you have to squeeze between pillars.

Rubble & dust lies everywhere. Strange sounds resound throughout this massive room.

Check every room for meeting bcs w/ 1d sea-folk in DS. They know every inch of the place - Naturally visibility is limited becos of pillars & dust in the air.

- a) In front of this door is a 20' deep pit filled w/ water. Triggered by man's weight - this is 8' by 8'
- b) This door is of stone, massive w/ a bas-relief of a skeletal hand palm outwards on it.
- c) Stepping on a button here ("4" or under in D10) releases a weight in the ceiling above which - roll for saving throw. If hit, 8-36 damage.

The sea-folk will try to lead the unwary PCs onto these traps - they will hide in ambush here, attack w/ surprise & go for more help to wage a full-scale war here.

16
4

22

14

22

6

84

9f This massive room is like a corridor wider than high. The walls are lined with crypts standing upright - protruding out of the walls. There are 104 crypts in all.

96 are bashed in. ~~rest contain skeletons~~ with The other 8 are still full - inside are skeletons w/ treasure - in total, 1600 golden triangles, 18 jewels worth a total of 5400 gp, 5 pieces of jewelry worth 600 gp. ear. Also a glowing scimitar made of polished coral - very beautiful.

The corridor is astonishingly weird; Ghostly fires rage all over - leaping hither & yon - passing through is only a tingling feeling. This lights up the place for 30'. No light can penetrate farther as these fires also help prevent visions.

Crawling on the floor, ceiling & walls are revolting creatures - like gigantic skeletal hands walking around

These crackle w/ blue electricity, constantly dissipating. They have 4 hit dice and cannot be affected by electrical attacks. They attack by leaping upon an opponent from above or the side or whatever. Upon attacking they do 1-8 points of damage & leap away. - via electricals.
 There are ~~8~~⁸ of these monsters - 11, 22, 21, 20, 14, 26, 17, 19.
 They are put here to guard this place & will fight to the death, dying in a wild explosion of sparks.

- 10) This long corridor is covered in tatters of carpet. The ceiling is sooted & be-welded but ancient paintings can just be seen. Approaching it, a dim red light can be seen.
- 11) This ante-chamber to the Hall of mists is guarded by 2 undead sea-folk in banded armour (AC 2) & scyagged Scimitars 2-9.

The glow comes from a fire-pit in the corner blazing away w/ coal & oil. Trapped within is a fire-elemental (you can see a man-shaped figure writhing in the flame, who, if freed, will attack the nearest thing.)

This room is covered in blackened & cracked tiles. From here, the Hall of Mists is mysterious - mist rises, shot through w/ green light.

- 12) The Hall of Mists - The main-room in the temple. This is a vast cavern, partially hollowed out by the Sea-folk, which they came upon during the building. Through natural geysers etc., the Hall is continually filled

w/ mist & steam, limiting visibility to 20'. The

The cavern is filled w/ a network of raised natural
walkways, 15-20' above the cavern floor which坐滿
w/ mud and water. On the avg. these are 45 ft wide.
They go throughout the cavern, most ending up at the
main platform.

The ceiling is 30' above the walkways.

The main platform ~~is~~ has a flat surface, inscribed w/
patterns & diagrams.

Almost in the center, to f slightly to the S is a 3-sided
area 3 idols in a triangle - 20' high, massive things, of the
3 sea-folk gods: (see 43) Water, Storm & Death/War.
Each has 2 jewels for eyes & are encrusted in semi-precious
stone. Water - 2 6,000 gp pearls. Storm - 2 2000
gp diamonds. Death/War - 2 10,000 gp Opals.

Before ear platform ^{is} is a basin in the rock filled
w/ charred substances.

The steam is not as thick on the main platform -
visibility is 40'.

There are 2-12 sea-folk here at all times praying or
sacrificing.

20% of the time, the High-priest is here w/ his
escort of 5 sea-folk.

a) ~~The~~ Facing this platform is one of the 10' by 10' teleport
faces. During day it is black, in the night it ~~is~~ glows green,
2 sea-folk are always here, on guard.

* The whole room is cast in eerie green light as
rays of green light fly here & there, penetrating
the steam. This is cast by odd pools of green water
set here & there about the Hall. If disturbed, this
light ends for 10 rds., then begins again (marked o)

The direction of these cannot be told from any great distance. = however, they are

The pathways are slippery - movement is slowed to 6"
although falling off is highly unlikely.

The paths occasionally come abruptly to a dead end
- this may not be noticed - judge for yourself.

The mud's water below is 5' deep & very hot - 7-8
dm per sec. of submersion. The walls of the paths
are slippery & smooth.

Sea folk are always wandering about here
check every rd - " " in 08 for 12.

No Toads in here at all.

13) This corridor and stairs are blocked by rubble.

14) This ante-chamber to the Lich's rooms is empty.

15) The 5 x's are Sea-folk in weird plate mail w/ halberds - ea. having 22 hp. who are the Lich's personal guard. I will go get him while the others fight. Near the doors is a stand on which a bronze skull rests. This talka common and will demand the intruders to go away etc. in the name of Nicodemus - the Lich.

The stairs are blocked up as usual.

16) This is the final gate for teleportation - in daytime - black, in night time - yellow (P. 26)

It's empty. 10% chance of lich being here.

30
10
40
60

17) The corridor leads to a stone platform (all) a pool filled w/ scummy water. On the platform is a large brass bell which will be rung in case of intruders & to alert the lich about anything.

The water is 10' deep - Underwater there are 3 entrances 8' tall & 5' wide. The bottom is covered in silt. The lich moves about unseen from above between these various apartments underwater if necessary.

18) This is Nicodemus' personal chambers. He will be here 10% of the time. On the far wall is a stone ~~bed~~^{slab} strewn w/ rotten pillows on which he occasionally rests. Rotten curtains

once splendid, cover the room, in deep red. The floor is mosaiced - now dull.

A locked desk on the N wall contains many scrolls in Sea-folk tongue, lots of dried-up ink & 3 scrolls in common - Raise Dead, Animate Dead, Cause Critical Wounds.

A cracked mirror lies against the wall nearby.

In the center of the room is a wooden table on which is a basin filled w/ unholy water (25 flasks worth), 3 daggers and an iron file.

A chest in the corner w/ a poisoned lock & 3 scorpions inside contains 556 human Platinum Pieces & a Silver crown worth 100 g.p.

1st This is the reception room/ pentagram area. In the floor is a silver embossed magic circle w/ a pentagram inside it. 5 black candles are on ea. corner. The walls are inscribed w/ protective runes & a brazier filled w/ coal & a bookstand are also in the room. Nicodemus is 100% of the time in here.

2d) The library/lab areas Shelves contain scrolls & books in various rare in Sea-folk. Also an armchair is here as a sitting rag. Along the S wall a bench runs covered in books, test tubes etc now all covered in dust & useless.

Nicodemus is here 10% of the time.

100s of various scrolls & signs are all over the shelves.

Nicodemus

Luk/Priest at 10% level in whom I put much effort

- HP: 43

Wears tattered black robes & is an astonishing 7 ft. tall, his eyes blazed red & he is undead - tho his skin is tattered & stretched taut.

He walks w/ a slight stoop, using a staff to help him along.

The Staff is a staff of ~~Snakess~~ - Striking 20 charges.

He has

5 5 4 3 2

He prays ^{in room} at 12 usually. His chosen god is of death/war.
He is the leader of the Sea-folk - the organizer.
He also wears a ring of protection - twisted snakes.

21) This ante-chamber is ancient and thick w/dust
The doors are huge and made of bronze. They are
inscribed with a huge shell. The floor is made of
huge interlocking slabs of ^{polished} stone - which can't really
be seen unless some of the dust is cleared away. The
floor is thus very smooth.

22) The room is completely empty except for a wicker
chair in the far corner (x) and a figure in cowl
and robes standing in front of the chair, holding a staff.
He is a laught evil monk who long ago swore service
to the Priest & now guards his tomb. He has remained
alive through great discipline + magick. He will kill
anyone entering.

The voice, in a deathly quiet voice - to leave or die
the tomb of my master. If directions aren't followed he will

58

attack. If people do leave, he hides by the doors for ½ an hour in case they come back. He is, in effect, a monk-lie.

If his coat slips back, his face is near skeletal. He is not undead.

51 hit points

staff: 1-6 + 6

can heal - 5-8 h.p. hands: 3-12 twice

AC: 3

He will attack w/ staff but may switch to open-hand. He will fight to death.

Move: 24"

27
27
27
27
27

23) This room is basically empty w/ a ceiling and a cracked stone floor.

Along both walls are 10 blocks of carved basalt 5' by 5' covered in faded paint. These are about 5' off the ground. The door to the W goes to blocked stairs. If anyone steps on the shaded area, steel sheets fall in front of all 3 doors.

Once this happens, the panels on the W lower to the ground w/ a grinding noise & water begins to pour out - filling 1" every minute for 10 minutes, then stopping when the water is level w/ the tops of the openings.

The water will drain out 5' every minute - in 20 min. The steel sheets then crank back up.

After the water is full, the other panels open to ~~the stairs~~ and 10 water-snakes swim out, ea. h.p. 6 - poison is +4 attacks are -1

All openings are 2' by 2'. The snake ones are dead ends, but the water ones lead to a tunnel going 10' up at a 45° angle to a huge basin where the PC's could stay & breathe as the water there is only 1' now. Water here runs down walls to fill it up again.

The basalt slabs cannot be moved by hand & slide back once the water has drained past them.

114
52

3:00

24) Broad stairs and passageway goes up to the Tomb of the Ancient Priest.

100
100
2
115
60

The doors are made of iron, now pitted and rusted. They are very hard to open.

In this room, in the NW & SW corners, the room walls have partially collapsed, filling these corners w/ rubble. The ceiling, 20' high is made of glass, supported by pillars & magic. Looking up, the players can see through it to piles of rubble & bodies. At one time, this tomb was viewed from above.

The floor is of polished stone.

A huge raised plat form into the E part of the room, it is 5' off the floor w/ no stairs. It is made of large blocks of granite.

In the center is a 10' long x 5' wide tomb of bronze & Obsidian (bronze top) carved in the likeness of a sea-tolk. The top weighs 300 lb. & needs 50 at least combined strength points to lift it.

Inside is a mummified Sea-tolk skeleton - 1/2 crumbled to dust

60

• Stinking to high heaven.

Also there is a Wraith (drains strength)
- 28 h.p.

Under the body are two handles set into the obsidian floor 5' apart. 40 strength points are needed to lift ^{the plate} this. Beneath is the treasure of the ancient Priest, in a 3' deep pit.

Inside are 999 gp in ½ moon shapes; a black box, a +2 2-handed sword w/ a jade handle and a redstone pearl necklace worth 2200 gp.

The black box contains 2 pink cusps or lenses on velvet. These are Eyes of the Eagle which gives the wearer far sight.

WANDERING MONSTERS - for level 3.

RCA "I" in DS per ~~map~~ ≈ 5 rds.

- 1- 14 sea-folk
- 2- 4 giant toads
- 3- giant lizard
- 4- 78 skeletons - 2nd w/ halberds & shields.
There are 10 giant toads
5 giant lizards
+ 24 skeletons on patrol

TOTAL MAGIC

- 1 +2 2-handed sword
- 2 Eyes of the Eagle
- 3 +1 chain mail
- + gauntlets of Ogre power
- 5 Staff of Shadows
- 6 Staff of Striking
- 7 2 potions water breathes
- 8, 9, 10 3 scrolls - raise dead, cause critical hits, and animate dead
- 11 3 magic skulls
- 12 cursed ring
- 13 10 smoking jewels

SPECIAL SEA-FOLK

These Sea-folk are undead - they are
 & jerky in movement & strange-smelling.
 turned as Mummies (1-12). They are the
 from 9 on level 3, raised by the lich to protect the
 temple & environs & to rule this now-forgotten outpost.

skin & bones
stated

They can be
empty people

There are 80 sea-folk in all.

20 are usually in the city, 20 in the water and 40
 in the temple (roughly).

This changes a lot. They never rest.
 Normal Sea-folk, while N Evil, have emotions
 and rest - these don't.

10% of sea-folk wear banded armor (see P. 52-11)
 & carry jagged scimitars.

They are semi-intelligent & thus will go to warn
 others & the lich.

Any defence will be moderately organized.
 These are quite strong (D2 D7) but not quick (9").

FINDING THE LOST CITY OF THE SEA-FOLK

This Island is quite far away from other islands - it's a single ancient volcano top. It is not widely known. Most info. will be legends & various tales passed down thru generations.

1) Players hear talk in a bar in some sea-town - towards the south. Someone saw the light at night, or someone caught sight of it, or some old gaffer tells an ancient tale

2) connect it somehow w/ another dungeon - a chart might be found, an account etc.

3) A Hero mentions it or tells them on purpose to finally clear it out.

4) Players see it mentioned on a chart.

* if they do hear talk of it and decide to go further w/out knowing exactly where it is, the following mini-adventure is usable.

No one can really (or would want to) take them to the exact location of the island [generally known as Devil's Island], and you need a chart to get through the drowned city.

However, someone will eventually mention that, in Saffron, is a man who knows these seas like the back of his hand. He's used to be a captain but has since stayed ashore and is now something of a legend. He lives in a houseboat in Saffron and runs a charting service & small museum.