
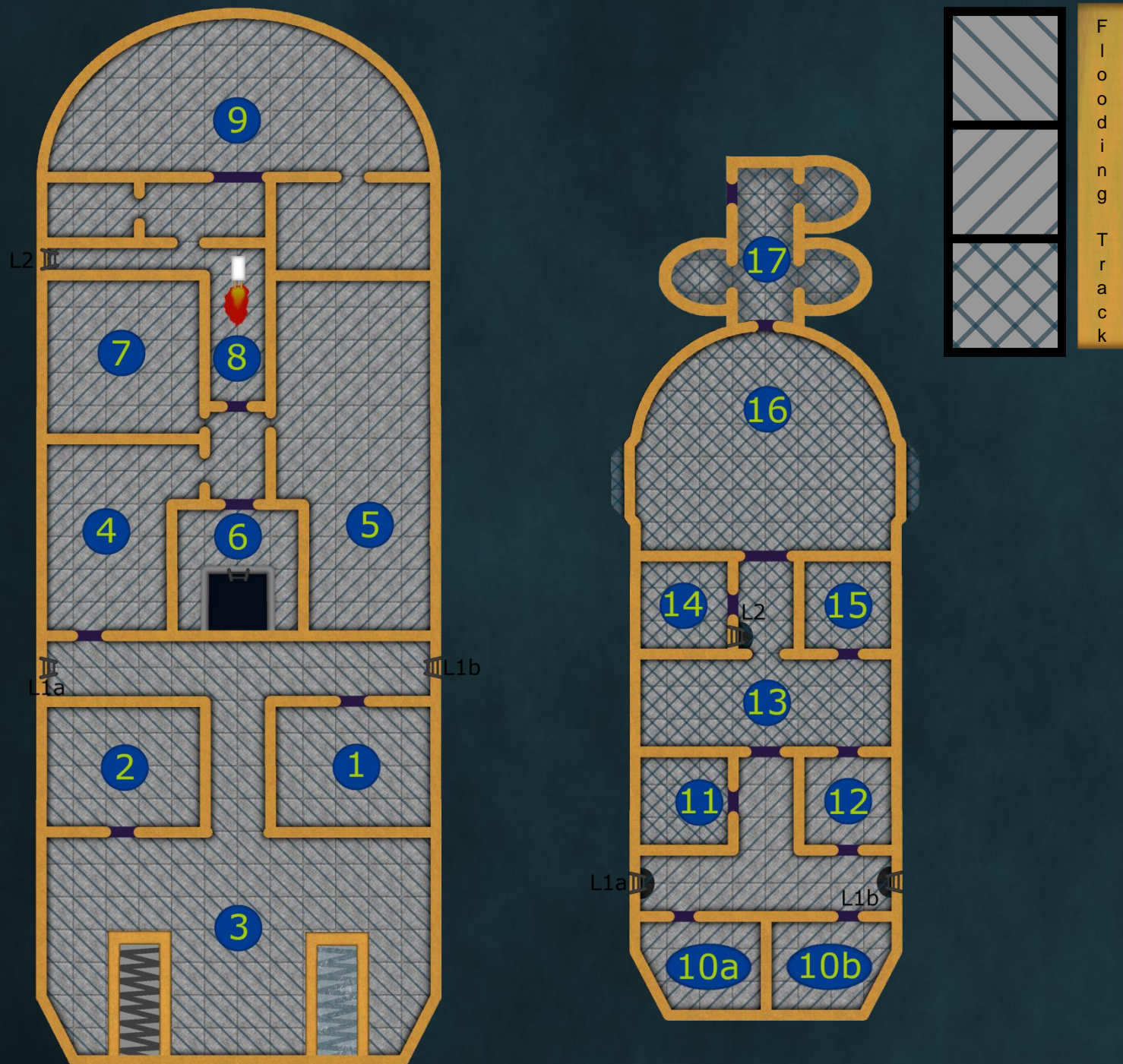


# UNDER PRESSURE

An underwater adventure by S. M. Ledouble, the high pressure kobold


**Features of the dungeon:** The floor is made of cast iron while the walls are made of brass sheet riveted to iron girders. The seams between several of these sheets is leaky. Ceilings are about six feet tall and the doors are circular hatches, about 5 feet in diameter unless otherwise indicated. Brass portholes are interspaced throughout the external walls, but only total darkness is visible beyond. The bow of the ship has landed a few feet higher than the aft and the whole place is sloping toward the back. Unless otherwise indicated, a light spell has been cast on random rivet's heads bathing the rooms with a dim reddish light. The whole ship groans and creaks and the sound of dripping water is omnipresent. The first time the character encounters any group of sahuagin, one of them will alert their master (see area 16) by banging on the submarine's hull.


**Flooding:** As the characters explore the ship, they will soon notice that the water level is rising as indicated on the adjacent track. Whenever the players are taking a short rest, advance one level on the track. Rooms with the hatching matching the current flooding level are half-flooded with about three feet of water. On the next flooding levels, these rooms are completely submerged. Some rooms have symbol written in front of their description (like this: ) , in this case, when the characters first enter that room, advance the flooding level to the indicated level if it is not already at that level of higher. Finally, some of the characters' action (for example casting certain spells) might damage the ship and increase the flooding level at the DM's discretion.



1: Portal room- The characters arrive in this room. It is in complete darkness. As the portal opens, the character are almost knocked of their feet by the rush of air caused by the difference in pressure between the two side. The portal is knocked over and breaks, trapping the characters in the ship.

2: Mechanics' quarter

 3: Engine room (2 **Water Weirds** acted as a propulsion system one has broken free and is hostile, the other is still trapped in its glass cylinder).

 4: workshop: a **construct** was left abandoned mid-maintenance (it is missing its limbs). If repaired, it is of little use but can provide a map of the ship.

5: Crew quarters (3 **sahuagin** & 1 **sahuagin priestess**)


6: Diving airlock, 1 small and 2 medium-sized diving suits


7: Crew quarters


8: Access corridor: animated **fire-spitting turret**. The turret is safe to approach underwater and can be shut down from the control panel on


the left wall.

9: Torpedo room (4 **torpedo construct**)

 10: Guest quarters (3 **sahuagins** in 10a)


 11: Organ room

 12: Kitchen (2 **thugs** & 1 **veteran**); arrived a couple of days ago in the same way as the characters. Sahuagins attacks have left them trapped and desperate to escape.

 13: Dining room

14: Captain's quarter

15: Trophy room

 16: Command center (3 **sahuagins** & 1 **sahuagin priestess**. Their leader, a **Wight** arrives after 1d4 turn riding a **zombie orca** and breaks through one of the glass window. The room fills up with 1 foot of water every round.

17: Escape pods, one is missing the other 3 can old 3 persons each.