

CAPTAIN HUXLEY PALLOOLIETH AND THE GREAT UNDERWATER ELEVATOR

Howdy gents and ladygents! I'm Captain Huxley Palloolieth. Until a few months ago, I was commander of the Aquamarine Underwater Research Area - that's AURA for short! It's a big underwater lab designed to study sea creatures and ply the secrets of the deep. However, a cataclysmic failure occurred in the boiler room that forced everyone to evacuate in a big hurry. Although the project has been officially scrubbed, I'm hoping you brave adventurers can help us cut our losses. We'd like you to venture into the AURA and recover the crystal core - the potent (and very expensive) power source of the facility. I have a list of other trinkets you can nab too if you have the opportunity and the wherewithal. A big elevator connects all the levels of the AURA, so getting to the boiler room should be pretty straightforward. Just watch out for flooded rooms, jets of steam, electrified water, electrified eels, giant squids, regular-sized sharks, and cosmic horrors. Easy-peasy, right?

THE AURA

The AURA is a large underwater facility made of curved glass panels and gleaming brass scaffolding. It combines gnomish steam technology with abjuration magic to create a self-sufficient artificial environment under the waves. Although the AURA is currently in a state of disrepair, assume that there is sufficient air to sustain the players and enough artificial light to guide their way (unless otherwise noted).

THE ELEVATOR

A spherical elevator enclosed within a column of glass grants access to each floor of the facility. However, the problems in the boiler room have made it unreliable. Whenever the elevator is activated, roll 1d4. The result determines the number of floors the elevator ascends or descends (as desired) before shorting out and stopping. At this point, the party must leave the elevator to reset the breaker on the floor (noted with a ☆ on the map). Regardless of the result of the 1d4 roll, the elevator stops entirely when it makes it to a terminal floor (the Atrium or the Boiler Room). Track progress using the elevator tracker below and a pawn from a board game - and watch out for malfunctions!

THE PLATFORM

The adventure begins on a retrofitted oil platform. Huxley waits here on a deck chair, sipping a tropical drink, as the players use the elevator to descend into the AURA. As the elevator doors close, he casually tosses a scrap of paper at the players. The note contains an itemized list of trinkets that can be gathered from within the AURA, along with the payment for retrieving them (see below).

THE ATRIUM



This glass canopied room houses the skeletons of sea creatures, half a dozen display cases full of fossils, and a pair of large tapestries depicting underwater scenes, presumably to impress guests. An aquatic troll has taken up residence here and chases off intruders, using an enormous plesiosaur bone as a club.

MESS HALL



The ghost of the AURA's cook, Libby, haunts the mess hall. She insists that the party stays and eats a ghostly meal that she has prepared for them. The meal is harmless but unpleasant since Libby can't remember what things taste like anymore. If the players refuse to dine, she will possess one of them to get her way.

Luminous Shard +200 GP
Bathysphere Gyroscope +250 GP
Huge Vacuum Tube +400 GP
Deep Sea Barometer +500 GP

It's a chunk of glowing green rock that's warm to the touch. Glowing things cost a lot of money.
You can grab this from any of the bathyspheres onboard. I only need one to reverse-engineer.
We probably didn't need to make it this big. Our hubris was our downfall.
This one is actually attached to the outside of the facility, so you might have to go for a swim.

Ensign Salvador is hunkered down here, having slept through the evacuation alarm. He clings to the luminous shard, the only source of light on this floor. Hobbled by the radiation emanating from the shard and three months of isolation, Salvador has built an elaborate blanket fort and declared himself the "sleepover king."



THE BUNKS



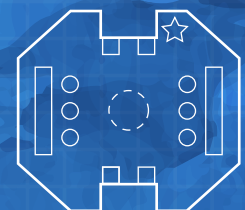
MISHAP!



REVERSE COURSE AND ROLL AGAIN!
CROSS OFF THIS BOX AFTER ONE USE.



COMMAND OPS



This floor is full of blinking control consoles with countless dials, levers, and buttons. Huxley's cat Butterbean, who is inexplicably well-fed, loafs around here. Returning Butterbean to Huxley yields an extra 100 GP, but the cat is extremely scratchy and difficult to catch.

This darkened room once contained the AURA's day-to-day supplies. However, a trio of giant mollusks have taken up residence, gorging themselves on dried goods and using barrels and crates as shells. The huge vacuum tube can be found in the south corner of the room.



STORAGE



REVERSE COURSE AND ROLL AGAIN!
CROSS OFF THIS BOX AFTER ONE USE.



MISHAP!



DOCKING BAY



This room contains six bathyspheres (each containing a functional gyroscope) sitting next to matching apertures in the floor. A colossal squid intently watches the room through a large porthole. If any player approaches a bathysphere, the squid forces a tendril through the adjacent aperture and grabs them.

This cavernous glass sphere contains a glimmering crescent pool that allows friendly dolphins to enter from the outside. The deep sea barometer floats in clear view, tethered to the outside of the facility. If properly persuaded, the dolphins will retrieve it for the party.



OBSERVATORY



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This metal-plated room is full of leaky steel pipes. An immense boiler dominates the far wall of the chamber while the north half is completely flooded. What appears to be the crystal core lies in the center of the room. However, it is actually the lure of a giant anglerfish - the real core is in its belly.



BOILER ROOM