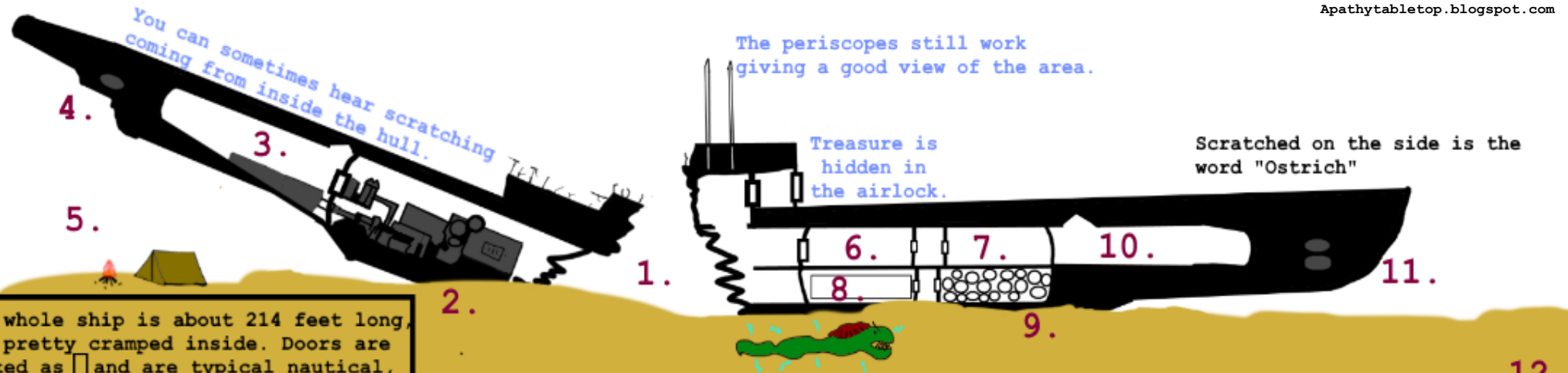


IN A DESERT THAT USED TO BE A SEA, THERE WAS THIS SUBMARINE.

Now it lays in the sand, ready for some idiots to uncover her secrets.

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The whole ship is about 214 feet long, and pretty cramped inside. Doors are marked as and are typical nautical, airtight doors with wheels to open. They are heavy and difficult to manage. Nearly everything is made of rusty metal, which bakes in the desert sun.

- | | |
|---------------------------------|-------------------------------------------|
| 1. Funny sailor hats | 5. Ancient porno mags |
| 2. Finely aged bottle of rum | 6. A working pistol, with one bullet |
| 3. Bag of pulled wisdom teeth | 7. A handful of fancy war medals |
| 4. Skrimshaw whalebone necklace | 8. Zombie Sea Dog, shy but very friendly. |
- Roll a d8 for loot, but each treasure is found only once.

1. The Guts of the ship's control room spill out here. Digging around makes noise and takes time, but treasure can be found, including a working, mechanized barometer.
2. The engine room's furnace still burns, causing the engine which fills this room to sputter steam and shake angrily. Dexterity and climbing checks are needed to traverse the area and not get badly burnt. The furnace itself is full of 1d6 angry fire elementals and 100 gold coins melted together. Opening it means the elementals will attack, but the engine will shut down.
3. Aft torpedo room. The door is rigged with a harpoon gun, it fires like a longbow at the first thing to open the door. Inside are bunks, bodies, treasure, and scratch marks upon the hull.
4. This torpedo tube is still loaded. Removing the warhead is difficult and dangerous, but could then be thrown like the world's deadliest football.

7. Sonar and Comms. Full of rusted technology, a lonely ghost has possessed the sonar, it pings a sad tune. If you play music for it, it will ping along, and reveal on the the radar the treasure at 12.

8. Battery Storage. A family of territorial electric sand eels live here feeding off leaking battery acid. each one is the size of a man and has a deadly electric shock.

9. Sea Mine Storage. Super unstable and basically impossible to move, the mines could blow at any major disturbance. If they do, it kills everything in a mile.

10. Forward Torpedos and Quarters. Full of bunkbeds rusted equipment, and "Sawbones" the skeletal doctor of the ship. He and his 5 skeletal sailors will attack all intruders and try to remove their wisdom teeth. He has Evil Cleric levels, a +1 Bonesaw, and a mouth full of golden teeth.

5. A grumpy old druid camps in the shade of the ship. He bangs rocks against the hull. "It makes that sweet, sweet, sound."

6. Captain's quarters. A single body around valuable furniture. There is some treasure in his desk as well.

11. These torpedo tubes are empty and open, so something or someone small could move through them into 10.
12. Buried treasure, full of gold bars and a working service pistol.