

# THE UNDERGROUND RIVER



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# THE UNDERGROUND RIVER

A dusty dungeon hallway has been gently sloping down for 1000 FT, ending in a wide stone stair leading downward. The stairs are covered in slippery green lichens (avoid falling on 1d20 roll GTET [27-Agility]) and lead down 40 vertical FT. The babbling sound of running water is softly heard, along with the faint smell of water.

## A

A flat level area 35 FT long by 16 FT wide along a fast-flowing river, the ceiling 13 FT high. The river is 30 FT wide here and more than 10 FT deep. A moss-covered red stone statue of a warrior leaning on their sword stands here, its empty eye sockets show where gems once were. If Adventurers follow the path upstream, it ends after 700 FT at a 12 FT diameter metal pipe (metal grating across the end) sticking 6 FT out from the sheer vertical wall, with a flow of ten thousand gallons/minute.

The river water is dark in color and exudes a faint whiff of sulfur; it has a bitter taste. A worn stone sidewalk 8 FT wide parallels the river on the left side, from 2 to 3 FT above the water level, with a 2 FT high stone wall along the river side. Empty iron torch brackets are found every 125 FT, an unlit torch present on 1d8 rolls of 8. The river width is variable, 2d20+20 FT wide, 2d20+10 FT deep, with a ceiling height of 1d12+6 FT. Persons swimming in the water become numb after 3\*Stamina rounds (save 1d20 roll GTET [33-Stamina], checked every round; once a person is numb they must exit the water within [Stamina - 2] number of rounds otherwise becomes unconscious and drowns). The water is poisonous to Gnomes (paralyzed 1d20 minutes after ingesting – save 1d20 GTET [34-Stamina], dies 1d20+30 minutes after paralysis – save 1d20 GTET [34-Stamina], checked every minute; survives after 8 successful saves). Heavy, rusted, iron chains stretch across the river every 500 yards, 4 inches above the waterline.

# USING THIS SUPPLIMENT

The purpose of this supplement is to add flavor to your game world. It has been intentionally been designed to be generic enough that it can be easily dropped into many different situations. To use this product simply include the location as part of your ongoing game, as part of a dungeon you design, attached to an existing module, or even by itself as a small scale dungeon crawl.

## B

A 20 FT wide river segment comes in from the left; the segment goes back 2000 FT and ends at a 25 FT high waterfall. The main path crosses the junction on a curved stone bridge (spiked floor, 1d8, detect 1d20 GTET [30-Intelligence], -5 modifier to disarm). A partial Medasae statue stands in an ornate wall niche on the far side of the bridge.

## C

Thick dusty webs are across the river and path. The exoskeletons of three Huge Spiders are found here along with 3 arrowheads, 2 broken arrows, a broken clay flask, a ripped black leather belt (gold sunburst buckle, 5 GP), a dented bulls-eye lantern, 10 SP in a cloth bag, a bent lock pick, and a single right hand leather glove.

## D

The river tumbles over a 50 FT vertical waterfall, with a rusty metal spiral staircase connecting the sidewalk at the bottom and top of the falls. Six Gargoyles (L6, hp38, AC44, short sword and spiked clubs) live in a 40 FT by 22 FT cave in the ceiling about halfway down the falls; they have 12 trail rations, 5 torches, flint/steel, half-gallon canteen, a silver dirk in scabbard, a gold pendant (1520 GP), 3 silver rings (28 GP, 55 GP, 103 GP), a visored Helm (AC+8), a leather backpack, 10 iron spikes and mallet, 2 flasks of oil, 30 FT of elven rope, 2 doses of giant insect repellant, a dose of poison antidote, and a Serpent's Bane Flail (+2).



## F

A short (1100 FT) river branch joins the main river from the right, coming in 8 FT above river level, creating a 15 FT wide waterfall. Opposite the waterfall is an arch in the wall opening to a ramp leading to a lower dungeon level. Behind a sturdy metal door (no lock) is a desecrated Chapel (aura of evil), 22 FT wide by 35 FT deep; inside the Chapel are eight Skeletons (L1, hp12, AC16) pinned to the floor by spikes through their ribs. In a secret compartment under the floor (-6 find, -4 open) are 420 GP, three diamonds (8535 GP, 10549 GP, 11537 GP), a Tome of Amnesia, a pair of blue leather Gloves of No Magic Items, a Heat Stone, and a Charm versus Efreet. The section of tunnel between locations E and F is filled with thick fog (visibility 8 FT, -3 to hit).

## F

An oval cave, 30 FT deep by 18 FT at its widest. The cave is the lair of three Golden Beetles (L5, hp40, AC52, hallucinogenic/hypnotic powder saps will to fight/resist – save 1d20 rolls GTET [34-Will]). A backpack holds a folding spade, small Lyre, a whetstone, 2 chisels, a religious amulet, a pot of burn Salve, a vial of ammonia, a vial of snake repellent, and a steel grappling hook.

## G

The river splits into two sections and rejoins after a quarter-mile; a rope bridge crosses the water and a section of sidewalk follows each branch. Grotesque stone faces are sculpted on the wall along both branches and weird cackling sounds are heard echoing over the river. A 30 FT section of sidewalk along the right fork collapses on 1d8 rolls GTET 3 (avoid going in water on 1d20 rolls GTET [28-Agility]).

## H

A 40 FT deep underground lake; the sidewalk follows along the outer curve, 15 FT above the water line. The wall is covered in red algae, shelf fungi, phosphor fungi, toadstools, and ceiling fungi; the entire area stinks (retch 1d100 rounds, save 1d20 rolls GTET [33-Stamina]). An Exploding Fungi (range 15 FT, 3d4 damage) is found every 3d20+10 FT. Flying Carnivorous Cave Fish (1d100 schools, HD3, hp1d10+25, AC30, fly 1d12 rounds) live in the lake.

## I

A 200 FT long section of river having numerous scalding water geysers shooting through vents and holes in the walls and ceiling, including eruptions of sulfur gas from the river floor. Each person is sprayed with hot water every 1d20 FT (1d6, avoid 1d20 rolls GTET [33-Agility]). Persons affected by the gasses become unconscious 1d100 minutes (save 1d20 rolls GTET [25-Stamina]).

## J

An 80 FT deep underground Lake, the sidewalk going around both sides is 15 FT wide and 2 inches from the water line. Statues of naked Nymphs are found 50 FT apart. Floor-to-ceiling vines grow along the walls. Along the south wall grows Trance Gourd vines (save versus mesmerization, 1d20 rolls GTET [34-Will]). A ten-armed Cave Kraken (L9, hp105, AC35, poison-barbed tentacle tips, paralyzes 2d20 minutes – save 1d20 rolls GTET [32-Stamina]) lives in the lake. A one-room underwater temple to Neptune is at the bottom of the Lake, inside are found 15 pearls (each 1d100\*1d100 GP), 2 water-breathing potions, 20 golden goblets (each 150 GP), a mastodon-horn Bow of Double Fire, a Perception Stone, a Tonic of Disease Reversal, 4 vials of Holy Water, a +2 Cutlass (chain mail ripper) wrapped in oilskin, and a metal box (locked, -2 open, 600 GP). A follower of any sea or water Deity is healed hp20 by touching the Temple's altar.

## K

A 1500 FT river tributary comes in from the right side. A floating stone block 7 FT by 4 FT by 4 FT tries to crush passersby against the wall (3d6 damage, avoid 1d20 rolls GTET [32-Agility]). A 12 FT wide shaft in the ceiling (over the river) leads upward – at the shaft's top (80 vertical FT) is a pit trap. Half way to location L a closed (down) iron portcullis completely blocks the sidewalk.

## L

The sidewalk widens to a space 20 FT wide by 90 FT long. A Sphinx (L12, hp150, AC70, Earth Mage L6) and a Ciuthach lounge on an expensive carpet (20 FT by 12 FT, 7503 GP); each is asleep on 1d12 rolls GTET 8. The Sphinx demands the adventurers answer a riddle or pay a personal toll of a gem valued GTET 5000 GP to allow passage (summons a Flying Monkey [L4, hp13, AC15, whip] to collect the gems). The Spinx transports (teleportation) persons who tell him a belly whopper-quality joke to either location O or Q, and gives them 100 GP.

Ciuthach, L6, hp2d12+25, AC42, Bite Attack 1d8; Tusk (gore x3) 2d8; Tail Attack (club) 1d6; Additional Abilities: resists Earth magic (1d12 GTET 5) and electricity/lightning (1d12 GTET 7); Description: A large four-footed bovine with small curved horns, 8 FT body by 4½ FT tall, having a thick hide resembling irregularly-shaped grey sheets of stone hanging on dark brown leather. It has three large green-ivory tusks growing above its heavy jaw and three pale blue eyes (excellent underground and infrared vision, excellent scent ability). The Ciuthach has a 3 FT tail with a heavy club-like growth on the end. Ciuthach tusks are worth 3d100 GP, and hides are 2d20+60 GP.

## M

A 1700 FT river tributary enters from the right. Four stone benches are against the wall (all glowing yellow). A permanent illusion depicts a group of six Dwarfs in chainmail (3 axe men and 3 slingers, disbelieve 1d20 rolls GTET [34-Will]). On 1d12 rolls GTET 10 a large wave develops on the river which knocks each person into the river (avoid on 1d20 rolls GTET [34-Agility]). The section of tunnel between M and N is a zone of silence.

## N

The river permanently splits into two streams at this location, which do not come together again; the left stream leads to Dead Goblin Falls, three miles away, while the right stream leads to the Sucking Flat Fens (a swamp-filled cave, one mile long by a half mile wide), five miles away. Stone bridges allow access to the sidewalk paralleling either stream. A sturdy wood door (brass keyhole, locked, -3 open) along the left stream leads to a circular room 25 FT across built around a decrepit shack – when the shack's door is open, a Zombie (L2, hp12, AC14, rusty pick) emerges every 3 minutes (active when mortals are within 200 FT); if the shack is burned it produces a poisonous smoke (fatal 1d8 rounds, save 1d20 rolls GTET [35-Stamina], checked every round exposure). Along the right stream a 6 FT across bronze clock is set into the wall with a face like the moon.

## O

A half circle room 20 FT in diameter, the walls covered in blue tiles; a statue of a three-headed cobra is against the back wall – each head spits poison every round (15 FT, fatal in 1d20 rounds, save 1d20 rolls GTET [30-Stamina]). In a wall niche (illusion – disbelieve 1d20 rolls GTET [32-Will]) is a horned from statue wearing an emerald necklace (15,250 GP); under the statue is hidden a Damage Absorbing Cloak (hp20/day). A hidden door (2 FT by 3 FT, -10 find, -7 open) gives access to a 3 FT by 3 FT passage straight to location Q.

# P

A 40 FT by 12 FT cave in the wall (ramp down, below sidewalk level) is the lair of four Basilisks (HD4, hp1d12+22, AC30, touch causes stoning – save 1d20 rolls GTET [32-Stamina]). In the cave are 1d8 Basilisk eggs in a nest (a Giant Toad sits on the eggs, L2, hp22, AC10, bite 1d6, sticky tongue 1d8, sits on the nest), a +1 Rapier (elven bane), a quiver of +1 arrows (x10), a Dart of Hornets, a pair of Sandals of Water Walking, a 100 FT dwarven rope, a Bullwhip, a gold platter (1038 GP), a loaf of Eternal Elven Bread, and a Flying Potion.

**Generate encounters every 300 yards from one of the following tables with a roll of 1d20.**

## RANDOM ENCOUNTERS

(1)	1d4+2 Adventurers,
(2)	1d6 Evil Warriors + Evil Priest,
(3)	1d6 Evil Warriors + Mage
(4)	1d12+2 Dwarven Miners,
(5)	Poison Mold,
(6)	1d3 Recluse Spiders,
(7)	1d8 Tiger Salamanders,
(8)	1d20 Ant Lions,
(9)	1d3 Death Beetles,
(10)	1d10 Giant Cave Crickets,
(11)	1d3 Rhino Beetles,
(12)	1d3 Fungus Beetles,
(13)	1d100 Tiny Bats,
(14)	1d20 Vampire Bats,
(15)	Water Elemental,
(16)	Earth Elemental,
(17)	1d4 Siren Salamanders,
(18)	1d6 Ogres,
(19)	1d6 Trolls,
(20)	1d8 Basilisk Lizards.

# Q

A 12 FT wide ramp leads (65 FT) up into the wall leading to an irregularly-shaped cave 25 FT high with a bowl-shaped floor 20 FT across; eight streams of water fall into the cave from near the top of the walls, splashing into the bowl and draining out. A green stone obelisk stands in the pool – good persons touching the obelisk regain hp1d10 (once/day) while evil persons suffer 1d8 damage. On 1d12 rolls GTET 4 six Recluse Spiders (L5, hp27, AC30, fatal poison, save 1d20 rolls GTET [36-Stamina]) are found the passage. 30 FT further along the path from the ramp a wide spiral stone stair set into the wall leads upward (250 vertical FT) into Blinding Crystal Cave. A hidden door (2 FT by 3 FT, -10 find, -7 open) gives access to a 3 FT by 3 FT passage straight to location O.

## RIVER ENCOUNTERS

(1)	1d10 Giant Water Rats,
(2)	1d8 Water Boatman Bugs,
(3)	1d8 Giant Cave Crabs,
(4)	1d6 Spider Crabs,
(5)	1d6 Diving Predator Beetles,
(6)	1d6 Alligator Turtles,
(7)	1d10 Water Spiders,
(8)	1d8 Moray Eels,
(9)	1d6 Dragonet Fishes,
(10)	1d8 Stinging Mantas,
(11)	1d6 Cetas,
(12)	1d8 Lionfish,
(13)	1d3 Poison Octopus,
(14)	1d8 Scorpion Fish,
(15)	1d20 Poison Sponges,
(16)	1d12 Needle Fish,
(17)	1d6 Viper Fish,
(18)	1d8 Giant Cave Squid,
(19)	3d20 Giant Sea Leeches,
(20)	Water Elemental.



# River Map

1 square = 1/10 mile

