

River Gorge Gauntlet.

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A low-level, system-neutral, One-Page Dungeon

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The River Gorge Gang has claimed this narrow waterway as their own, and now demand an extortive toll from anyone wishing to pass. Downriver are Redbank's Runners, a band of smugglers who have made a deal with the gang for unfettered passage. Baron Lusario, high society grifter and charismatic narcissist, has it in for the smugglers after they out-scammed him in a crooked transaction. He has put a hefty bounty out for the capture of their leader, Captain Redbank.

1: As soon as PCs reach this corner, they are potentially visible from the platform at Area 2. On both sides of this narrow gorge are dangerously steep, jagged, rocky mountain cliffs.

2: Raised platform. 1d4 Bandits on watch. One will run to ring the bell at the bridge and start prepping the net trap. Any others will order the PCs to stop at the dock [3] to pay the river toll.

3: Two small rowboats moored here. 1d4+1 Bandits coming down the stairs to the dock. Will demand an inspection of the PC's goods and a toll for safe passage (nearly everything of value the PCs have).

4: Sandy bank with a 6ft x 6ft opening into cave tunnels leading to 6 and 7. 'Purplefinger' fungus (thousands of finger-sized, deep purple tendrils constantly elongating and retracting) grows on the tunnel walls. Breathing spores may cause restlessness for 4d6 hours (no benefit from resting).

5: Rope bridge with a loud bell mounted at each end for alerting gang members. Huge weighted net that the River Gorge Gang can drop on anyone or anything attempting to continue downriver against their wishes.

6: Captured Gold Dragon Wyrmling named MAWLEETH. Not evil, but pissed. Will try to convince PCs to release her. Hand-winch on tunnel wall several feet to the right of porticullis can be used to (loudly) open the passage.

7: Smoldering firepit in front of gaping cave opening. Area visible to anyone on the shitter (area 12) or across the bridge (area 11).

8: Slave cave: 3d4 Dwarves captured during a prospecting expedition, now forced to excavate and expand the bandits' hideout. Hand-winch to left of entrance can slowly and loudly raise the porticullis. ANSLEG, THEIL, BEELO, HORVID, MAGDA, URGHAL, FELFRIN

START HERE

9: Hippogriff stable. 2d4 poorly trained hippogriffs. Hand-winch to right of entrance can slowly and loudly raise the porticullis. [See area 10]
10: Beast master BOLIN's quarters. Roll d6: 1-2=BOLIN is asleep; 3-4=he is out flying (may spot shenanigans from above); 5-6=feeding his 'griffs.

11: 1 in 6 chance per minute of 1d4 bandits emerging from area 12.

12: The Shitter. Sturdy wooden platform and bench extending ~6 ft out from ledge. 2 in 6 chance of being in use at any given time.

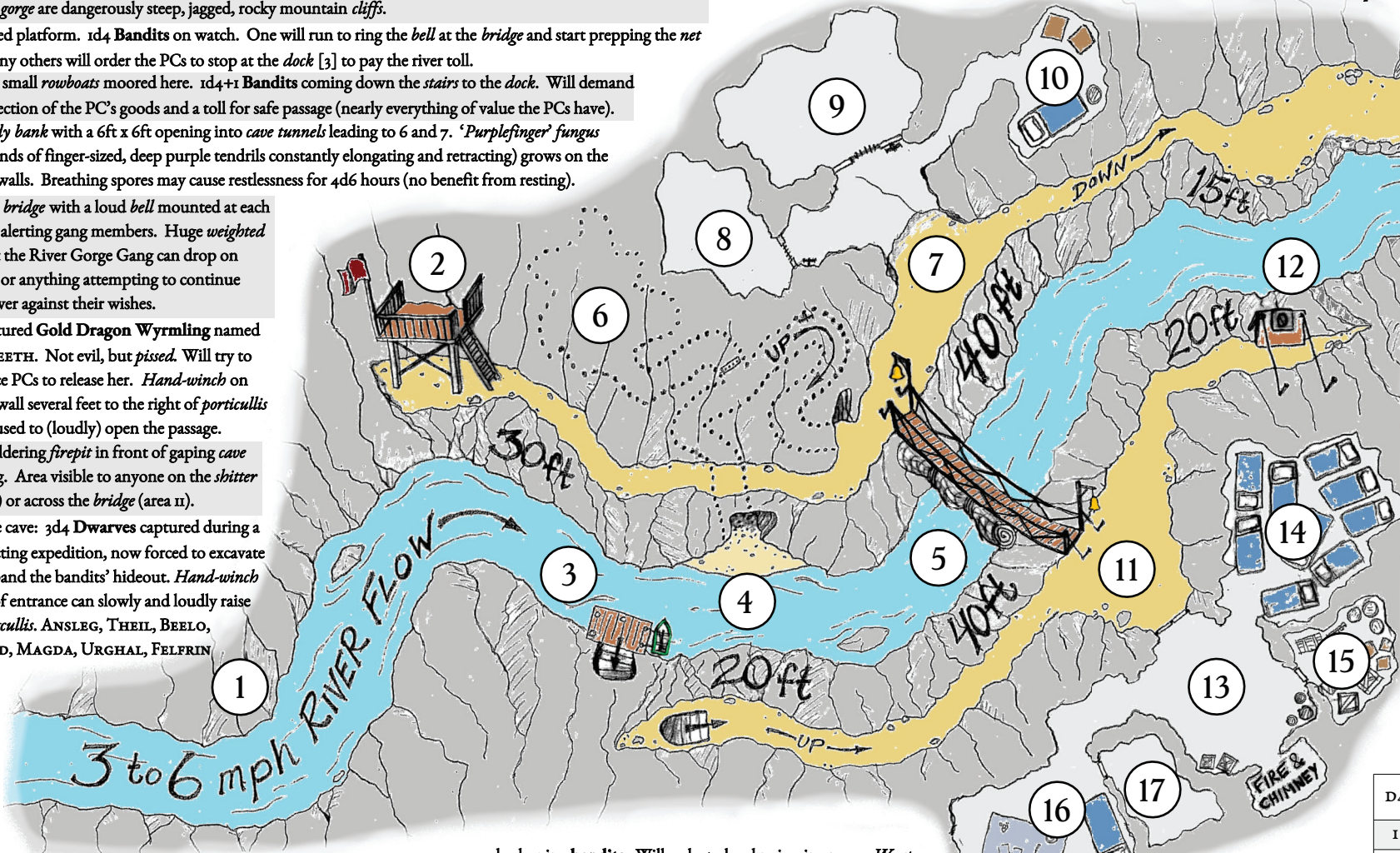
13: Dining hall/meeting room/gambling den. 2d4 Bandits. Huge table. Roll 1d4: 1=Gambling (bone dice); 2=playing drinking games (drunk); 3=Planning ambush tactics (sober); 4=Feasting (sumptuous wild game)

14: Storage room. Crates of dry food, kegs of moonshine, some simple weaponry, stoneworking tools, and a myriad of other basic supplies.

15: 2d4 sleeping bandits. Will wake to loud noises in area 13. Weapons and armor laying about; coins, trinkets, & intoxicants under bedrolls.

16: Gang leader NAZ's room. Stone desk, simple bed. NAZ knows code to treasure room [17], as does his sister ATREYA (a farewell letter on his desk reveals that she ran off to the city to chase her secret dream of joining an acting troupe). If PCs have not presented themselves as a threat, NAZ may enlist their help to track her down. Behind the desk is an incomplete escape tunnel (15ft) with two captive dwarves currently excavating. The rhythmic striking of their pickaxes will prevent NAZ from hearing all but the loudest shenanigans occurring elsewhere.

17: Magically locked iron door. Opens with a specific knocking pattern (known to NAZ, above). 1147 GP worth of gems and coins. Stolen artwork. Contraband of GM's choice. Blood-crusted spellbook. Rare Spices. Necklace of Fogballs (4d4 remaining; throw 20ft, 15ft radius).



Most of the River Gorge Gang are an uncultured, vulgar lot, but this cannot be said of their clever and erudite leader, NAZ.

While his thugs employ unsophisticated methods of combat and capture, NAZ looks for cunning and unconventional ways to get the upper hand.

This scenario can be inserted into any journey down a small river.

D12	SEARCH THE BODY
1	WORTHLESS TRINKET
2	1D6 GOLD TEETH
3	SMALL MIRROR
4	FISHING LURES & HOOKS
5	FLASK OF RUM
6	FLASK OF LAMP OIL
7	VIAL OF POISON
8	BAG OF D4X10 CALTROP
9	POLYHEDRAL BONE DICE
10	2D8 GOLD COINS
11	POTION OF HEALING
12	MAP OF: [GM'S CHOICE]

D4	RANDOM COMPLICATIONS (1 IN 20 CHANCE PER AREA)
1	ROCKSLIDE!
2	TORRENTIAL DOWNPOUR!
3	STIRGE SWARM! (4D4)
4	FLASH FLOOD! (4D4FT RISE)

Some gang members:
VRAYA, DENDRAE, NISBET, VING,
ASHONI, TAETHEN, COBB, LUPKEN,
BREEMUN, LOMATH, KIVVEY, BOOGH, WODELL

D6	WHAT'S IN THE WATER?
1	4D4 RED-BELLIED PIRANHAS
2	SUNKEN ROWBOAT
3	1D4 WATER IMPS
4	MICA DUST (AT BOTTOM)
5	GIANT LIGHTNING EEL
6	ANACONDA

D6	WHAT ELSE IS COMING DOWN THE RIVER?
1	FLOATING CORPSE ("SEARCH THE BODY")
2	3D4 DWARVES (SEEKING LOST COLLEAGUES)
3	6 SMUGGLERS (IN CAHOOTS WITH RIVER GANG)
4	RIVAL ADVENTURING PARTY (D4+2 MEMBERS)
5	A HUNGRY PLESIOSAURUS
6	D4+3 BANDITS RETURNING FROM THE CITY