

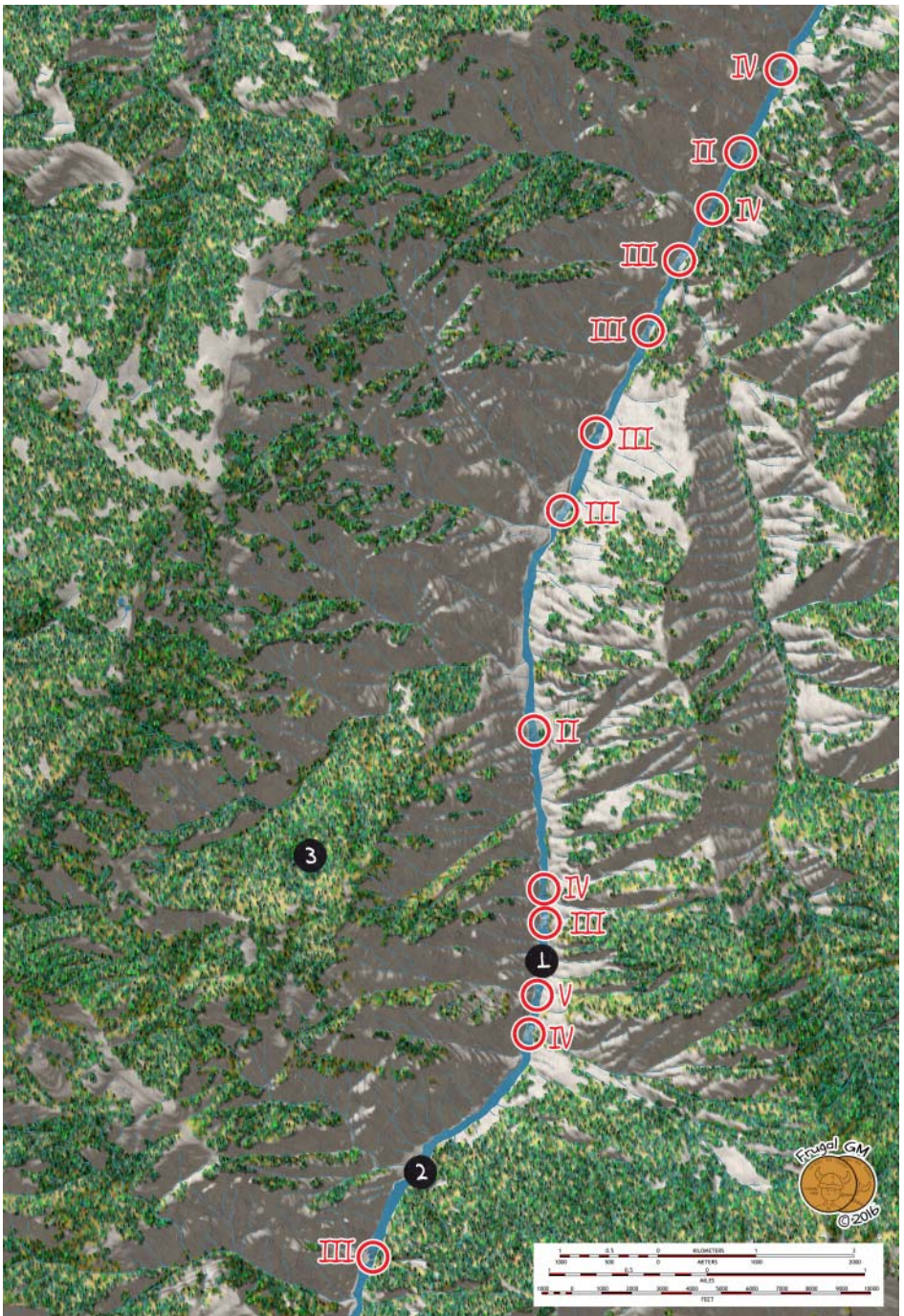
The Ravenous River



A generic OSR “Mission”
scalable for any-level PCs.



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FGM 038: The Ravenous River

The biggest threat travelling along the Ravenous River are the thirteen sets of rapids that must be navigated or bypassed altogether. There are no riverside trails allowing for easy portage around these rapids, but PCs with climbing ability may try to negotiate an overland route around these hazards, one at a time.

The rapids along this stretch of the Ravenous River are classified as level II through V according to the *International Scale of River Difficulty*:

Class II (Novice) rapids have some rough water and require some basic watercraft skills.

Class III (Intermediate) rapids are whitewater rapids with medium waves and drops, but not too much danger. These rapids require experienced watercraft skills.

Class IV (Advanced) whitewater rapids have large waves, hidden rocks and require advanced watercraft skills to accomplish the sharp maneuvers needed to negotiate safely.

Class V (Expert) whitewater rapids are quite dangerous and require expert watercraft skills to ensure the precise maneuvers needed to bypass specific hazards. Failure to execute these maneuvers properly can easily result in serious injury or death.

If the rapids along the Ravenous River weren't enough of an obstacle, a young mated pair of Hill Giants have set up an encampment in the glade along the sunny side of one of the canyon's ridgeline (*Area #3*). The pair have taken to setting up a crude ambush point (*Area #1*) along the river in between the Class III and Class V rapids. This is the point where many travellers along the river attempt to portage around the most dangerous stretch of the river.

The Hill Giants usual hunting routine during the day is to take turns watching the Ravenous River from a nearby peak and if travellers are spotted there is a 50/50 chance of one or both Hill Giants setting up the ambush. Since the Hill Giants are not particularly bright, during the afternoon they are silhouetted on the peak, making detection easier for those travellers on the lookout. The Hill Giant's ambush is poorly concealed as well, which is a mixed blessing for travellers. More than once a group has seen the attack coming and decided to forgo portage only to succumb to the Class V rapids.

Further down the Ravenous River (*Area #2*) is a massive log jam blocking river travel. The Hill Giants have learned to check this location frequently for drowned and beaten travellers. Dead meat is cooked & eaten immediately, but any captured "meat" (*i.e. the Log Drivers or PCs*) is kept "fresh" in a small cave at their encampment. Currently there are three Log Drivers trapped in the Hill Giant's larder.

GM Note: This short “mission” set is designed to act as a loose framework for you to tweak & toss into your current campaign and everything listed here is a suggestion for use only. Several details, especially those on this page, are deliberately vague in order to make integration easier.

Basic “Mission” Set-Up

Who: The Foreman of a logging camp established at the head of a river.

What: The logs have been left “high and dry” somewhere along the river and if the source of blockage isn’t removed then the valuable timber will have to wait until next spring’s increased water flow. The Foreman is preparing to send the remainder of his men to work as Log Drivers with the last batch of this year’s harvest.

Where: A ten-mile stretch of river canyon dubbed the “Ravenous River” because of a series of dangerous rapids.

When: In the late spring or early summer.

Why: There has been a log jam in a bend of the final dangerous stretch of the Ravenous River. The accompanying Log Drivers would normally work on the jam until the wood was freed, but they were set upon by Hill Giants. The Foreman needs the party to take care of any problems before he can send the rest of his men downstream, which he will do in three days time.

How much: The logging company will pay a substantial bounty (*equivalent to the purchase price of a “+1” weapon*) for each PC in the group that manages to free whatever obstacle that is keeping the timber from reaching the sawmills downstream.

Note: The map included is for reference only. A better map can be downloaded from <https://www.patreon.com/posts/free-map057-4244113>

Credits

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Maps: Christopher Stogdill (www.frugalgm.com)

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