

# The Bridge of Dread

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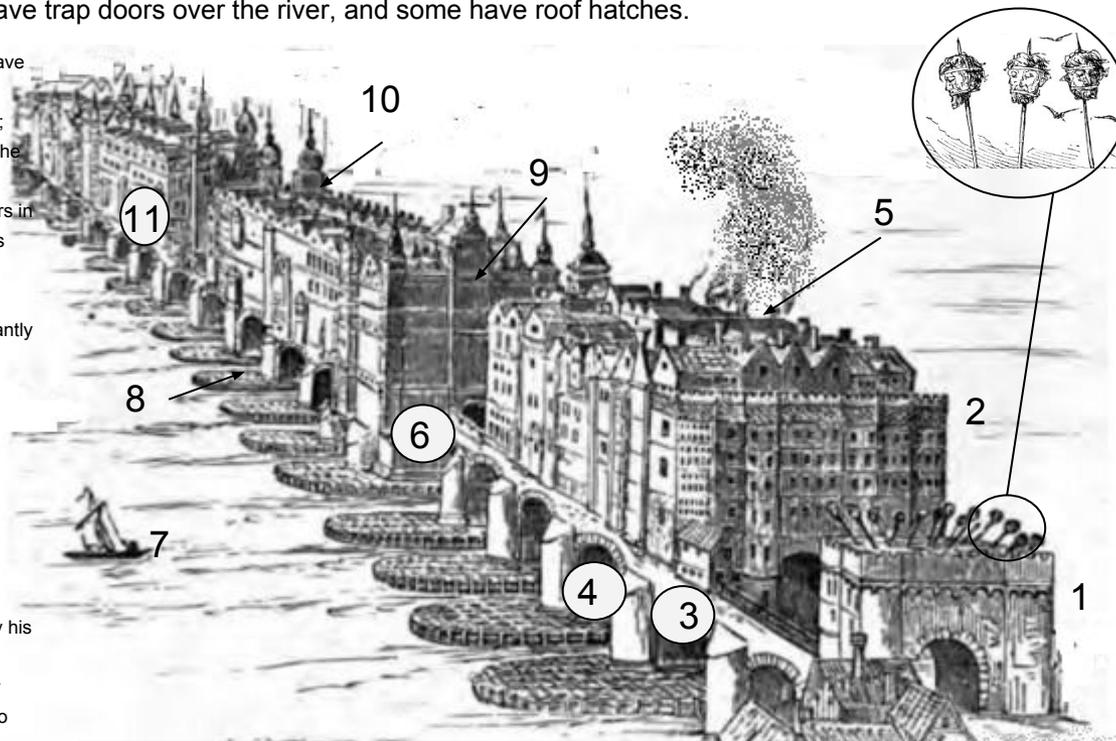
The mighty Temese River splits the cities of Brigadoon, and the city's two halves are joined by the Bridge of Dread: human-dominated Briga, and Doon: city of sorcery, chaos, and monsters. Untold adventures lie in Doon, but just getting across the Bridge of Dread is an adventure. The bridge is covered with buildings, all accessible from the "ground" level, some have trap doors over the river, and some have roof hatches.

1. **The gatehouse.** Decorated with heads on pikes, which sing a dirge of doom. Save or take -2 to all d20 rolls for a week.
2. **Keep of the Red Caps.** Berserker goblins with halberds. 2d8 are on guard duty; dozens more in the keep, but they are disorganized. They collect heads to add to the gatehouse and war with the Foliot. Each has a small bottle of spirits worth 2 gp.
3. **The hermit's hole.** A small chamber built into the side of the Keep, with no doors in or out. The hermit, who is wise and kindly, is fed by birds that come to the windows overlooking the river.
4. **Giant water spiders.** 4 lair under the first few arches. Among their victims is a princeling, whose corpse wears +2 mail and has a spear +1. Both are gilt and instantly recognizable to any noble.
5. **The Fiery Hall.** An unnatural, unending building fire rages here. Falling beams, flames, smoke, and shattering glass menace anyone passing through this section.
6. **Trembling drawbridge.** Roll under Dex on 3d6 to cross safely.
7. **A skiff** is anchored here, about 75' out. Perhaps one could swim to it?
8. **Merrow lair.** 20 Merrows and 3 scraggs make forays to prey on visitors to the Chapel. They have 3,000 GP, two MU scrolls, and a Horn of Deafening (3x / day, deafens all in 50 x 20 cone who fail save). They will use the horn.
9. **Bastion of the Blue Foliot.** The Blue Foliot, a jinn, holds court, demanding that visitors answer his riddles, and offer him new ones. Those who fail are set upon by his pack of blue crocodiles. He has a huge sapphire worth 500 GP.
10. **Chapel of St. Guinefort,** patron saint of gnolls and lycanthropes. Thronged by pilgrims from Doon and Briga. Sanctuary for all inside, but the d12 pilgrims turn into werewolves & attack any humans, elves, or dwarves at night.
11. **Goblin market.** A huge open court filled with goblins hocking [questionable goods](#). Beyond lies Doon.

## Unlabeled buildings

Various shops, domiciles, and ruins cover the Bridge of Dread, so the roadway is only 12' wide. Should the party wander about, the following table supplies some spurs for the DM: (d20):

1. Public privy (1 cp to use, access to beneath the bridge)
2. Alehouse: d4: 1, brawl in progress; 2, gambling den; 3, pickpockets; 4, adventurers
3. Tinker's shop (miscellaneous goods)
4. Minor shrine: d4: 1, phony relic; 2, cursed; 3, healing; 4, looted.
5. Slop & Shop (food and miscellaneous goods)
6. Wax museum (1 sp for a tour, 25% chance an exhibit comes to life)
7. Tollhouse. 2d6 bandits demand tribute.
8. Guild hall: d4: 1, trade; 2, thieves; 3, mercenaries; 4, cult
9. Hermitage (d4 recluses, 25% chance they are ghouls)
- 10+. Residence d10: 1, guard; 2, merchant; 3, bridge official; 4, red caps; 5, hobgoblins, 6+, human civilians (servants, laborers, fishers, etc.)



## Random encounters

Most of the buildings on the bridge have three levels. PCs might travel within, beneath, or via the roofs. The following table suggests random encounters to spice up the journey. (d6)

**Beneath the bridge:** 1. d4 merrows, hunting a seal; 2. 1 scrag; 3. mermaid, caught in net; 4. giant water spider; 5. raft of bloated corpses; 6. d6 tentacles from the deep.

**Level 1:** 1. d4 red caps, laden with heads; 2. blue crocodile, off its leash; 3. d4 gnolls, peaceful pilgrims; 4. pilgrim seeking the hermit; 5. 2 merchants who have been robbed and are fleeing ... something; 6. d6 blue hobgoblins, servants of the Foliot.

**Level 2:** 1. package left unattended (actually a 3 HD mimic); 2. procession of 6 skeletons carrying coffin; 3. d4 thieves, posing as lost travelers; 4. apparition of a knight errant challenges the party; 5. d4 lost travelers in need of protection; 6. 2d4 red caps, drunk and looking for victims.

**Level 3:** 1. lone ogre, but he's just drunk a potion of heroism; 2. swarm of bats flood the area; 3. damsel, who believes party has rescued her; 4. 5 zombies, crazy for brains; 5. 6 red caps fighting 4 blue hobgoblins, reinforcements arrive in d6+2 rounds; 6. grey ooze.

**Rooftops:** 1. d3 harpies nest here, with d2 eggs; 2. albatross carrying a head from the gatehouse; 3. a crow caws insistently at party; 4. mantichore prowling along roofline; 5. thick stream of smoke carried by wind from fiery hall, which blinds party; 6. winged, wounded old man, possibly an angel.