

WARLOCK! BRIDGETOWN





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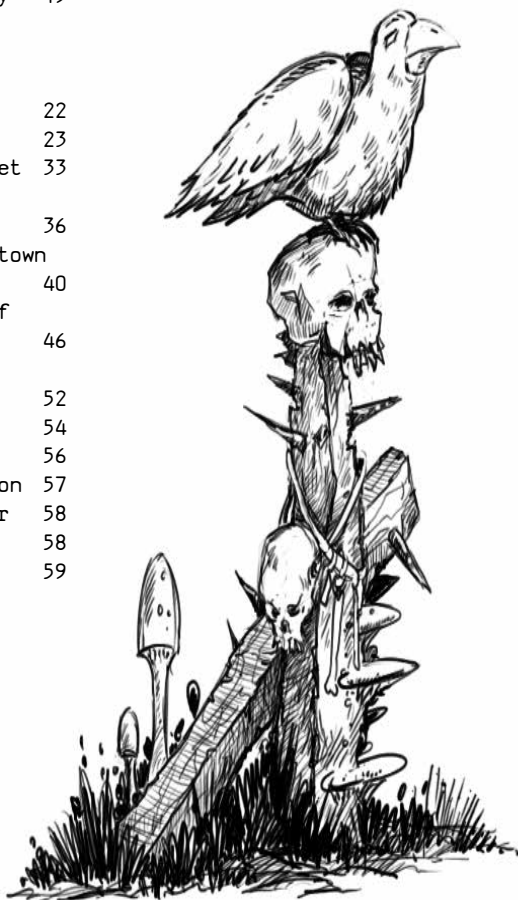


FIRE RUBY
DESIGNS



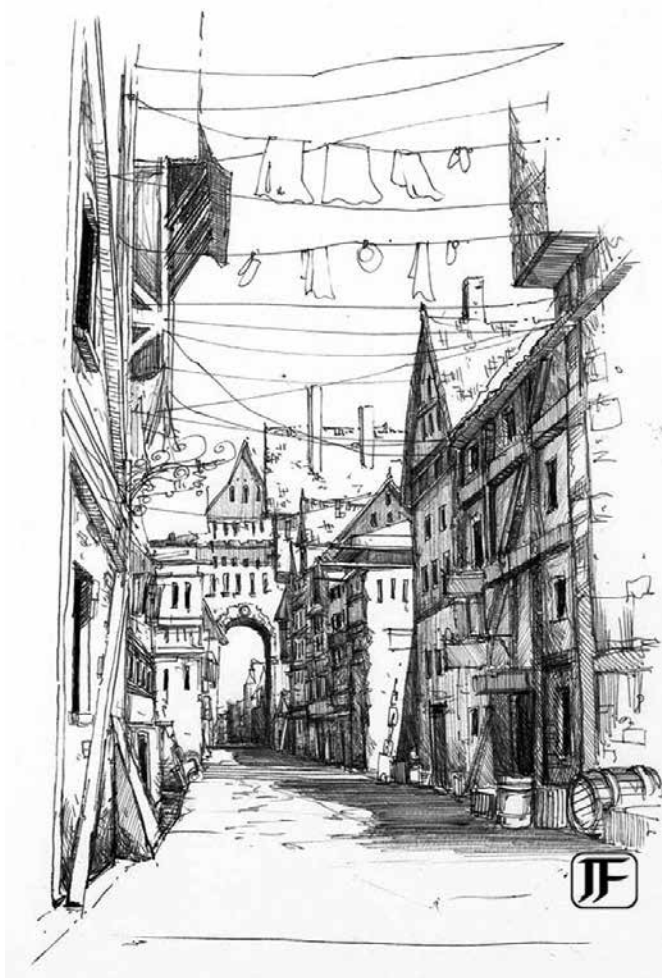
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WELCOME TO BRIDGETOWN





INTRODUCTION

Bridgetown is a magnificent ruin, a dilapidated monstrosity of empty towers and echoing halls. Overrun with thieves and killers, it is also a dangerous place. It is best summed up by those unlucky enough to live there - 'I would say 'Welcome to Bridgetown' but I'd rather say 'run away from Bridgetown as fast as you can'. Still, you wouldn't be here if you didn't already have some reason for doing so, so I'll just dispense with the pleasantries and we'll get down to business, eh?'

BRIDGETOWN

There is a bridge to the south of Ruined Honheim over the great Fardruin River that runs from the Cragtop Mountains to the sea. It was built to connect Honheim to a nearby port with sufficient anchorage for large sea vessels. It spans two great cliffs and stands on four huge arches. Once merely a gatehouse stood at the centre of the bridge, claiming an extortionate tax levy from all the goods that passed over, as all other routes to cross the river meant long and expensive detours. But a local law first instigated by the merchants who funded building the structure meant that those that owned part of the bridge did not have pay the tax, and could move goods across at no fee. So, as time went on, every merchant worth their salt ended up buying a piece of the bridge and building a tower, warehouse or townhouse on it to cement their claim. As a result of this tax avoidance scheme, the bridge became festooned with all manner of buildings built haphazardly one on top of another, with wooden



cranes, ramps and jetties hanging from the bridge's sides and wrapping around the supporting columns. The bridge became a mad explosion of architecture, like the haphazard daydream of a madman.

Suddenly, without warning, Mount Fireborn in the south of the Cragtops erupted, and the once calm and navigable river Fardruin was turned into a raging torrent. Silt and mud was carried down from the mountains, filling the port and making it impossible for ships and boats to moor. This situation lasted years, and as the port became increasingly unsuitable for large-draught vessels the flow of trade dried up. Bridgetown fell into hard times as ships were redirected to other parts of the Kingdom, namely Fair Marenesse. Bridgetown became poor and fell into decay, and eventually into disrepute. With a lack of money, the buildings fell into ruin and honest folk deserted the town, so that Bridgetown became a grim, poor place of crime and villany. Some say that wizards from Fair Mareness actually caused the disastrous eruption that crippled the competing port town. It seems farfetched, but the accusation persists and shows the bitterness of those left in the crumbling town.

Bridgetown is now mostly abandoned, apart from strange creatures, bands of villains and persons of questionable reputation who use it for their own dark purposes, outcasts from more civilised lands. Gangs loiter in the massive halls of stone, making their nefarious plans, and the entire bridge often seems poised on the brink of all-out gang warfare. The bridge itself is slowly collapsing, with huge chunks and even entire buildings falling into the raging river. Most sensible people now avoid the huge empty buildings of the bridge and scratch out



an existence in the small northern expansion, now known as 'The Mound', leaving the bridge to those that wish to avoid prying eyes.

Rumours about Bridgetown persist - tales tell of hidden treasure and magical artifacts in the runined towers and vast halls that make up the town, but surely that's just a fool's fancy, and who would be foolhardy enough to go in there anyway?

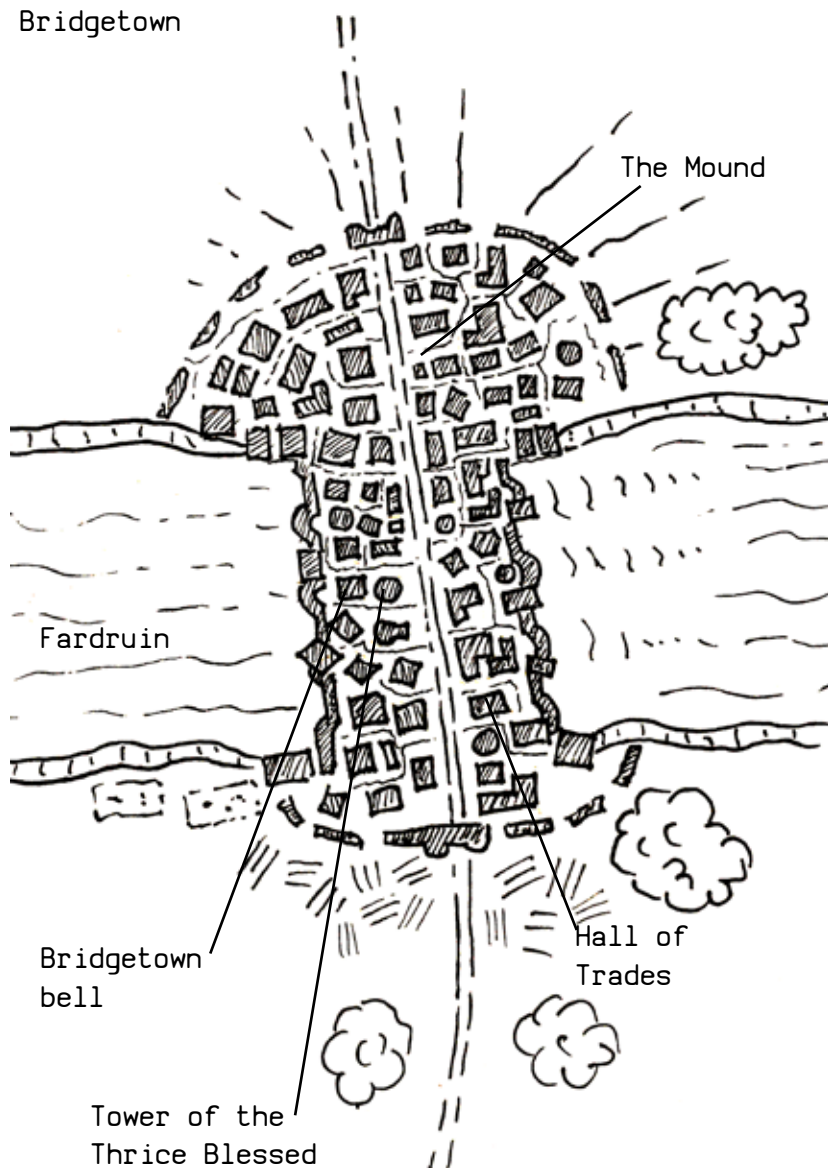
STRUCTURE

The bridge itself is half a mile long and three hundred feet wide, with buildings stacked on top of one another rising almost two hundred feet from bridge level. The gorge it is built across is one hundred feet deep in places and the four huge arches that support the bridge are each around five hundred feet wide. One great road stretches through its centre constructed so that traders and merchants could pass straight through, although now the way is not so easy to travel, being blocked in places by fallen masonry and the barricades of the gangs.

Over the decades of its glory, Bridgetown was added to, expanded on and otherwise extended as the merchants sought to build on the bridge structure and thus avoid the taxes. Halls, townhouses, towers, small fortresses, all manner of buildings have grown on the bridge, often overlapping each other in bizarre ways as if they grew there. Small bridges, lifts and walkways connect these structures on many levels, creating a great maze of stone that in its heyday was a wonder of the Kingdom. Sadly,



Bridgetown





since the town has fallen into disrepute, the whole conglomeration of masonry and wood is now slowly crumbling into the river. The raging torrent of the Fardruin River eats away at the supports, buildings rot until they collapse and entire sections of the bridge have fallen away leaving gaping holes. One day one of the arches will collapse completely and that will be the end of Bridgetown, as well as this way of crossing the river. In the meantime, the great halls and towers have been abandoned, and since it is rare that a building with a sound roof against the weather stays empty for long, all manner of strange denizens, outcasts from more civilised lands, have made Bridgetown their home. Only the brave, the foolhardy, the adventurous and the desperate now wander the empty streets.

PERSONS OF NOTE

'MAYOR' FELICITY GRENDAL

The title 'mayor' is nothing more than an affectation; Felicity Grendel is the leader of a criminal enterprise that controls The Mound and access to Bridgetown. The small town that grew to the north of the bridge is where she holds 'court', in the old trading halls, and she has a hand in everything. From hiring out mercenary groups, to supplying 'protection' to adventurers or traders wanting to explore or cross the bridge, to making sure that those who want to use the town for their own purposes are properly taken care of, Felicity is your girl.



That is not to say she is cruel, selfish or malicious. Well, she is these things, but she also knows that she has to take care of the people who help run the dying town so that civilisation does not completely collapse, so she makes sure that food, goods and resources are continually flowing in.



HOW WILL FELICITY FLEECE YOU TODAY? (ROLL 1D6)

The first time strangers enter the Mound or Bridgetown, they are likely to run up against Felicity's guards and their 'taxes'...

1. It's the First Day Visitor's Tax - 5 pennies. What do you mean you've been here longer than one day? Well, if you've not paid before then there's a fine of five pennies. So that's ten pennies, please.
2. It's Felicity's birthday and she expects gifts, so choose one item you own as an offering. Something nice and expensive. Yes, she does have more than one birthday a year, actually.
3. Edge Tax! That'll be five pennies per blade. Yes, even your fish knife.
4. We need this trader escorted to the other side of the bridge, just him, his aide and his two donkeys. The pay is one gold, but we keep half of that in 'finder's fees'. Well, we 'found' you a job, didn't we?
5. Mayor Felicity is giving a peace ultimatum to some gangs that have just started a war and she needs some muscle because there's a fifty/fifty chance of things going awry and a fight breaking out. One gold each and free board for an evening, how does that sound? No tricks - this is serious.
6. Any horses? That's a penny per hoof, please. Pony Tax. Pony up.

THE WANDERING MADMAN

It would be easy to dismiss the Wandering Madman as a lunatic destined to wander Bridgetown for



some unknown reason, but this bedraggled, rambling, half-blind, pox-covered individual is actually a great source of information and possible leads. It is said that he once patrolled this town as the Captain of the Guard and so knows the comings and goings of all and sundry, but they also said that he married his cat so who's to say what's true and what's not.

However, if you are looking for some adventure then he's your man.

WHERE DOES THE WANDERING MADMAN SEND YOU? (ROLL 1D6)

1. There's a box of jewels hidden in the wall of Cook Brunheim's old bakery, but her ghost protects it. OoooOowoooAaAAAwooooh! (True, jewels are worth 1d6 gold pieces, but Cook Brunheim protects the bakery as a Ghoul.)
2. The Chitter Street Dire Wolf swallowed a magic ring, teehee! If you can gut it and get into it, you get the power! Ha ha HA! (False - there is a Dire Wolf wandering the streets but there's nothing in its belly.)
3. The Greenfoot Goblin Gang hide in the tower of the Thrice Blessed, and they LOVE their loot! Hur hur huuur! (True. There are four Goblins in the tower but all they have is one random magical item.)
4. If you go to the old Prefect's office you'll find his magic sword still stuck in his heart. I'm not sure he'll let you have it, though. His office is in the old trade halls, with the moon carved on the front doors! Hee hoo ha ha hoooo! (True. The Prefect is now a Wraith with a short



sword stuck in his chest, but if it is removed, he will pass on. The sword has a +1 modifier to damage rolls.)

5. The giant rats in Dagger Alley guard a hoard of gold! Muhahahahahaha! (They really don't).
6. Where are my children? Can you help me find my children? There will be gold if you find them! (The Wandering Madman's children were swept away when the floods hit - it's what broke his mind. If the players go looking they will find nothing of them, not even memories, and if they report back that they found nothing he will not remember asking them.)

BALDRIS VUN ARKUNG, THE SHADOW MARK REPRESENTATIVE

The Shadow Mark is a fledgling organisation that is attempting to bring the various gangs, guilds and criminals of the underworld into some kind of order across the Kingdom. However, this is proving to be a huge problem, as the very nature of the underworld is selfish and uncaring, so creating an organisation and calling for order is something of a fool's errand. Baldris is a very serious man and he is determined to make Mayor Felicity Grendel see things his way; after all, if he can get her to join the Shadow Mark it would be a huge boost to the Mark's standings in the area and may bring others into the fold. However, Felicity is having nothing of it. But she likes to keep Baldris around because she thinks it is funny to lead him on, and she likes to keep an eye on what the Mark is up to.



WHAT DOES BALDRIS VUN ARKTUNG WANT NOW? (ROLL 1D6)

Baldris is always looking for 'friends' that will help him get what he needs...

1. Spy on Felicity Grendel and I will give you one silver for every piece of useable information you give me. (He will deny asking this if the players double cross him.)



2. Deliver these letters to the three most powerful gangs in Bridgetown; they are offers of joining the Shadow Mark and increasing our power! Two gold pieces for you for every gang that joins! (There is a chance that a gang will attack the players if they do deliver a letter. One player rolls Bargain to persuade a gang to join. If they fail they are laughed out, if they roll a 1 they are attacked!)
3. The Greenfoot Goblin Gang hide in the tower of the Thrice Blessed and they are keeping the Breakback Barrow Boys from moving on Bloodspill territory. Keep them alive and try to avoid yet another gang war, eh? There won't be any gangs left to join the Shadow Mark! A gold each to keep the balance!
4. I need the leader of the First Choice smugglers taken out. A gold to the first one who sees to it that he has an 'accident'. We can't have him bad-mouthing the Mark any more.
5. If you can get this package to the other side of the bridge and hand it over to my courier there's a gold in it for you. Yes, you'll have to sneak through five gang territories but high risk, high rewards, right? What? Well, I think a gold IS a high reward, actually! (The wax-sealed package is empty with a note that says, 'I knew you'd look - never talk to me again on pain of death, signed Baldris'.)
6. I need something to boost my popularity, and nothing says 'I'm powerful' more than a magic item! There's loads scattered about this wretched town; find me one I can use and I'll pay you five gold! (Baldris wouldn't be able to tell the difference between what is magical and what is non-magical, so...)



Note that the Shadow Mark counterfeit gold, which is why they are so free and easy with it...

WHAT'S HAPPENING IN THE MOUND TODAY (ROLL 2D6 AND PICK ONE RESULT)

The Mound is the busiest place in the area, and there always seems to be something going on. When the player characters first arrive and then whenever the games master sees fit, roll 2d6 and pick a result from the options from the two tables.

First die result:

1. Its the Flood Festival! For today only there will be dancing and singing and drinking and gaming in the streets, and Mayor Felicity Gren-





del will be giving away prizes of silver to winners! However, the games can be random and sometimes dangerous, from games of chance to boxing matches to archery competitions. When you introduce alcohol into the mix, things can get lethal. Have the player characters invited to indulge in a few games of chance, all the while supping ale. It won't be long before things get out of hand, from accusations of cheating to threats of violence and intimidation.

2. Market Day. A lot of trader's goods can be as much as half price, if the players make their Bargain rolls. This isn't an annual affair and usually happens when more than the usual number of traders and merchants visit.
3. 'Peacekeeping' sweep. Mayor Felicity's enforcers will go around The Mound (not Bridgetown itself) making sure that everyone is above board, imposing fines and taking goods as they see fit. It's an annual shakedown, and usually takes place when Felicity's coffers have grown empty.
4. BURN THE WITCH! A witch/bounty hunter has managed to capture a witch, said to have been putting curses on everyone to make them sick and weak, so it definitely wasn't the questionable food that was brought by Mayor Felicity's 'friends' last week. The hunter has found bloodied feathers on her doorstep and a well-fed black cat on her windowsill, so the evidence is damning. Do the players allow the townsfolk to carry out their own 'justice', or do they intervene?
5. There have been rumours about ratmen in Bridgetown. Someone swears their brother's wife's second cousin was eaten by one. But there's always rumours about ratmen...
6. It's the semi-annual Pick-a-Fight day - anyone can pick a fight with anyone and they battle it



out in whatever manner they choose, basically a day of duels, with the loser having to give up their most prized possession to the winner who can demand whatever they want. It was felt that this was a good way for townsfolk to settle disputes and problems but it soon turned into more than that, and a lot of gambling money changes hands with the bigger fights. Anyone refusing a challenge is fined (strangely enough, the fine is their most prized possession which then goes to the challenger) and declared a coward.

Second die result:

1. Fire! A random building has caught fire and the flames must be doused before they spread! The owner of the building cannot understand how it happened, but to be fair he was distracted by the fact that he was behind on his payments to the loan shark Garuth Mobb, a most dangerous moneylender.
2. Hobgoblin raid! Occasionally a tribe of Hobgoblins try their luck in attacking the fringes of The Mound to carry away loot and food. The townsfolk usually let them take what they need, but recently their attacks have become much more vicious.

HOBGOBLIN RAIDER

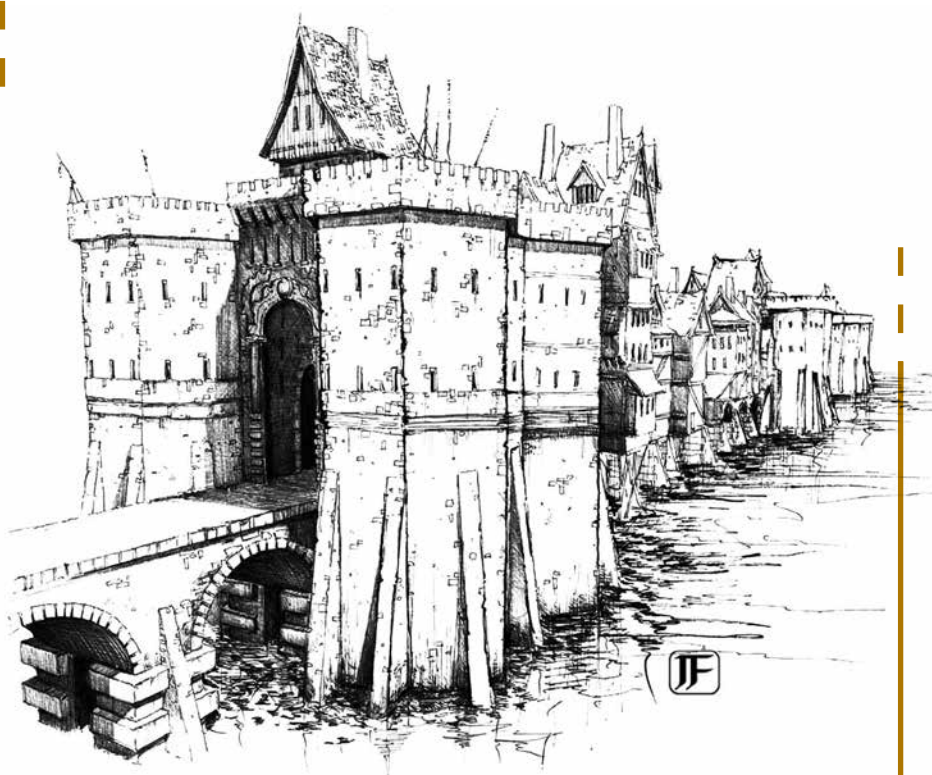
Actions/round	1
Weapon/skill/damage	Short Sword/7/1d6+3 Slashing
Armour	Light 1d3
Adventuring skills	4
Stamina	18



3. Another gang fight in Bridgetown. Two street gangs have clashed and drawn blood. If anyone ventures into the town, they have a 1 in 6 chance of coming across a brawl between at least ten gang members, and if they are careless, they will be mistaken for enemies and attacked themselves!
4. The Hunt. The player characters hear that a hunt has been called. In the lands around the town there is rumoured to be a pure white Griffin. Many have hunted it but barely anyone sees it, let alone track it, but it is said that whoever kills the white Griffin is the true leader of Bridgetown and the surrounding lands. It is also said that this is a lie spread by Mayor Felicity to weed out those who would try to oust her from her position; why else would they be hunting the white Griffin? This way, they can be 'dealt with' by having nasty 'accidents' on the hunting trip, which she can quite conveniently blame on the Griffin.
5. The charlatan. A halfling conman has been working the bridge, fleecing one and all for coin. The gangs are furious, but they just can't seem to find the fellow - perhaps the adventurers can root him out?
6. Magical explosion! One of the less-respectable wizards that makes a home in the Mound has had an 'accident'. Three buildings are now engulfed in purple flames. Can the characters stop the magical fires before the whole town is engulfed?



THE TRADER'S ENTREATY





The trader's entreaty is an adventure set in Bridgetown, where the player characters will get the opportunity to investigate the town and its inhabitants, all the while searching for something that isn't what it seems...

INTRODUCTION

One day at the Bent Coin Tavern in The Mound, while the players are casually enjoying themselves or resting between encounters, an ageing, portly man of some apparent wealth approaches them with an offer. He appears somewhat nervous but tries to put on an air of confidence; he clearly does not fit in here. He talks through a handkerchief held to his face, explaining that he has a cold, as his harsh, reedy voice testifies.

'Excuse me. Yes, you, sorry to bother you. I hear you're the adventurous type and I need people of experience to head into Bridgetown and retrieve something for me. There'll be rewards, of course'.

'My name is Gustan Drukken and my family traded here when Bridgetown was still prosperous, dealing in artefacts and wonders from across the Kingdom. Sadly, when the river rose and destroyed the town's future, there were many who took advantage of the confusion and panic and grabbed what they could as the townsfolk fled, whether it was theirs or not.'

'Many unsavoury characters raided my family's premises and many things were taken, including our family's prized possession, an heirloom of no real worth but great personal value. I believed the rel-



ic lost, but I have now come to believe that that the man who now heads the Gilded Goat Gang in Relic Street, just within the gates of Bridgetown, has it. You see, the heirloom was a silver bracelet adorned with elvish script, worthless really, but and he wears it like a king would wear a crown, to show off his power and influence. I have seen it on him. And I want it back.'

'I will pay each of you five gold to get this bracelet for me. The man's name is Kurt Grutlok and his gang of twenty or so men roam the streets looking for easy prey. Return this to me and I will not only pay you, I will sing your praises to the high heavens, and others will no doubt flock to your banner seeking solutions to their own problems. Fame. Fortune. Glory. I'm not sure how much more I can sell this to you.'

'What do you say?'

The players are free to haggle the price but Gustan will not go higher than one extra gold each; he was a trader, but it seems, like the rest of the town, he has fallen on hard times and his wealth is finally running out.

Assuming the player characters agree to the mission, Gustan will explain the location of the gang and give a description of the bracelet. He is at pains to explain the low value of the item - its worth comes from its connection to his family, nothing more.

He also passes the player characters a scroll with a spell on it called Echos that can be used to locate the bracelet. The spell is described below. He



says he has had this spell in his family for many years, and that it can be used to find the bracelet. He is willing to give the player characters the scroll as an additional payment for finding the bracelet.

If the player characters ask the locals about Gustan, they will hear that he is a trader that sometimes transports goods across the bridge. everyone agrees that the man is wholly unremarkable.

ECHOES

Stamina cost to cast : 3

This spell allows lost items to be traced by identifying in turn who has had the object in question. When cast, the magician must be connected by touch to something related to the object - for example touching a one-time owner, or being in a location identified as connected to the object. The spell will then manifest as a ghostly image of the next person to hold the object, or the next location significantly related to it. In this way, an object can be traced from person to person, place to place, and hopefully recovered.

WHAT'S REALLY HAPPENING?

Gustan isn't what he seems, and neither is the bracelet. The real Gustan is dead in a ditch five miles outside of Bridgetown. The thing the player characters are hired by is in fact a face stealer - a strange creature able to steal the identity



of others (except the voice, hence the 'cold'). It has been sent here by its master, a necromancer from Ruined Honheim, to collect a corrupted bracelet, a source of great and evil power. The player characters are merely pawns in this game. It is the necromancer that supplied the scroll. As the characters pursue this item, they will see signs of its corruption, from the suicidal tendencies of its one-time owner, to the ratmen the bracelet attracts...

SCENE 1: BRIDGETOWN!

The entrance to Bridgetown is a rather depressing iron-wrought gate in a large gatehouse, now fallen off its hinges. A huge painted sign above which once read 'WELCOME TO BRIDGETOWN' now reads 'EL TO GET' as the words have faded away. Immediately the player characters set foot on the bridge there is a change in atmosphere; the air is stale and pungent - like rotten eggs and cabbage - and a chill seems to fall on the shoulders of all those who enter.

The light dims as the buildings loom overhead and



the long road across the bridge is wide but covered in wreckage, refuse and what look to be man-made barriers. Holes can be seen in the roadway, sounds of the river coming up from below. The huge bulk of buildings rise above the bridge, blocking out most of the light of the sun, and dark shadows seem to flit just at the corner of the eye. The whole place is unnerving. There are folk about, but always just out of sight – the player characters might hear the sound of a door slamming shut, or a shout might ring out from around a corner. But no one who makes these sounds is seen – it is as if the characters have entered a ghost town.

Gustan gave the player characters a route to relic street, somewhere in the maze of alleys, stairs, bridge spans and passageways that make up Bridgetown. This is where Kurt and his gang are supposed to be.

As the players move through the streets there is always the chance that they will be assailed, attacked or otherwise threatened by not only the denizens of the town but the very town itself; collapsing walls, roofs and floors are always a threat as the bridge slowly, ever so slowly, collapses into the river.

INCIDENTS IN BRIDGETOWN

When the players are moving between locations, the games master should pick an event or sight from the list below. Do this as often as seems fun – keep the player characters on their toes!



Ambush! 1d3 footpads leap from hiding places and attack the players. If a single attacker's Stamina is reduced to 5 or less they will realise their mistake in attacking such a group of hardy adventurers and retreat, with or without their fellows!

FOOTPAD

Actions/round	1
Weapon/skill/damage	Short Sword/5/1d6+3 Slashing
Armour	Light 1d3
Adventuring skills	5
Stamina	15

Wall! A wall collapses suddenly as the players pass by; call on one player to make a Luck roll, if they fail result in 1d6 damage from falling debris. If any player rolls a 6 on their damage then they are trapped under the rubble and must be dug out.

Blob! An Ooze suddenly slides form an opening - a window, door or sewer grating - and tries to envelope one of the player characters (either the player in front or decide randomly which one).

OOZE

Actions/round	2
Weapon/skill/damage	Engulf/5/2d6
Armour	None
Adventuring skills	0
Stamina	35
Notes	

Formless - The body of this creature has no real form, so it may slide under doors, squeeze through narrow spaces etc. as if it



were a thick, viscous liquid.

Dissolve - this being is able to dissolve matter. Any time it is successfully struck, the attacker must test their luck. On a fail, their weapon is destroyed.

Roof! The roof of a building suddenly slides off and noisily crashes to the ground. The players have plenty of time to move out of the way so they can add a +5 bonus to their Dodge or Luck roll, but if they fail, they take 2d6 damage.

Trap! If they fail a Luck roll, the leading player steps into a rope trap that hoists them up by their ankle and into the air. There are bells and chimes attached to the rope and they make the most awful racket! What will investigate? Roll 1d3: 1 - 1d3 Goblins of the Greenfoot Goblin Gang, 2 - 1d3 footpads (see result 2), 3 a young mantichore looking for magical items and an easy meal (will only attack if any of the player characters possess a magical item). If wounded for ten stamina or more, the mantichore will mutter about the 'uncivilised nature of folk these days' and take wing.



YOUNG MANTICORE

Actions/round	2
Weapon/skill/damage	Claw and fang/8/2d6
Armour	1d3 hide
Adventuring skills	6
Stamina	30

Notes - Very young so does not know any spells as of yet.

Flying - using wings or similar, this creature can fly. Treat this as normal movement, but ignoring barriers that can be flown over at the game master's discretion.

This creature cannot be engaged in melee combat whilst flying unless it chooses to attack, in which case it can be targeted.

Poisonous - this creature can inject venom with its tail stinger. If it successfully hits a target, the victim must test their luck. If they fail, the victim is poisoned, and loses 1d6 stamina at the start of the next 1d3 rounds. Poison or venom effects from the same source are not cumulative, although of course the creature can still inflict its normal damage when it hits.

Another ambush! What, again? This time, 1d3+3 beggars scurry from hiding places and mod the players. While some pinch at clothes and beg for alms, others will attempt to pick any valuables on display. Have the characters' test their Luck - any who fail find themselves missing a small but valuable item (money, food, a dagger etc.). The beggars can easily be chased away by a display of force.



Floor! The floor beneath the players starts to collapse! The players have plenty of time to move out of the way, so they can add a +5 bonus to their Dodge or Luck roll, but if they fail, they fall through. If they are on an upper floor of a building then they fall to the floor below and take 1d6 damage. Then roll a d6 - if you roll an odd number, they must make a Luck test or also crash through that floor, taking another 1d6 damage. If they are on street level then they may fall into the rushing water below. A successful Athletics roll will save them, and if they fail then a Survival roll is need as they fall into the river. If they fail that (it just isn't their day, is it) then they take 1d3 damage per round as they are swept along, and they can save themselves and make it to shore with a successful Swimming roll. Every time they



fail a Swimming roll, they take another 1d3 points of damage. If they survive, they will then have to drag themselves out, make their way down the shore until they can climb out of the gorge and then head back to the town, which takes roughly two hours. They also lose anything they were holding in their hands at the time of the fall.

Fight! The players accidentally stumble upon two gangs having a huge fight in the street. There are roughly thirty people involved, the roar of battle coupled with the sounds of crashing walls and collapsing roofs makes it sound almost apocalyptic. One group wears tatty brown waistcoats, the other have white skulls painted over their faces. The players can try and sneak past, but if any of the gang members involved see the players they will attack regardless, assuming they are either with the opposing gang or in league with them. In this case roll a d6 to see how many gangers attack the players. The players can try to hold their own but beating a hasty retreat might be the best option.

If, however, the players defeat any group that attacks them, the fight will end and the victorious gang will hail them as heroes; it appears that the group the player characters defeated were the last members standing and the winning group are happy for their help! It was the Breakback Barrow Boys (in the brown waistcoats) versus the Liches of Lower Street (with the painted skull faces); you decide which gang won, or if the players attacked a particular gang then the opposition were the victors. If this happens, the winning gang give the party a small coin scratched with a cross and they tell the players that they will come and help them out once, and once only, should they call for their



aid. All they have to do is pass over the coin - they say that most folks in and around the bridge know what the coin means. The games master can decide the result of handing the coin over.

GANG MEMBER

Actions/round	1
Weapon/skill/damage	Short Sword/6/1d6+3 Slashing
Armour	Light 1d3
Adventuring skills	5
Stamina	15





Goblins! Here? In the city? Well, why not? The Greenfoot Goblin Gang realised the easy pickings here and decided that this was the life for them. They will follow, harass and try to steal what they can when they can but try to avoid direct conflict; they are not afraid to fight but they are afraid to die. Which is fair. All Greenfoot Goblin Ganger are skilled in Sleight of hand and Stealth, both at skill level. The goblins will follow the player characters from here on in, and every chance they get they will try to steal away with something. If the players drop anything in battle, are forced to stop by circumstance or simply just rest for a while, the goblins will strike, using their skills to steal what they can and otherwise being a nuisance.

GOBLIN

Actions/round	1
Weapon/skill/damage	Dagger/6/1d6+2 Piercing
Armour	Light 1d3
Adventuring skills	4
Stamina	10

Party! Not that kind of party. Another adventuring party. Other chancers are wandering the streets looking for opportunity and adventure (read: looking for things to loot) and they are more than happy to swap notes and items with the players, if they are willing. There is one non-player character per player and they have some news they will trade for cash or items. They have three bits of information they can pass over: the first is that there are goblins in the Tower of the Thrice Blessed. Most of them are out sneaking and looting, but



there are always four in the tower armed with bows and they will shoot anything that comes close, so beware! (If the players trade for this info, they will not be ambushed by the goblins in the tower at any time). Secondly and for an additional fee they will also pass on that there is someone named Baldris Vun Arktung sending people into the town to do errands, or paying them for information. Finally, for a bonus payment they will reveal that he's a con artist, and he has already fleeced them once.

Fishmen! There's a hole in the bridge and the river is visible below. Two odd looking creatures appear to be tying a halfling to the support of one of the towers. He's alive, with a rag stuffed in his mouth, and he's suspended half in the water. What's going on?

Too much attention! A drunk elf is staggering down the street, screaming abuse at passersby and drawing a lot of attention. Now he's seen one of the characters, and people are starting to look out of windows and doorways...

Boom! With an explosion and a gout of flame, a small tower that served as a wizard's workshop half collapses into the river, the wizard and apprentice are left hanging from the wreckage, dangling over the torrent below. They need help, but then again, maybe there are scrolls and other treasure in the workshop. Maybe best to get them before the flames spread?

Barrier! Across the road a barrier has been erected by a local gang, and they can be seen manning it from the otherside. They are the Red Gutter gang, and they are expecting trouble from the Street



Flies, having just raided their den. The player characters need to get passed the barrier, so will need to convince the edgy gangers that they are not Street Flies and that they pose no threat... not so easy to do if you are fully armed and armoured. Failure results in at best a long detour around the area, at worst a confrontation with the Red Gutter gangers.

Upwards! The only way to get further onto the bridge is upwards - the bridge road level is blocked here. The player characters will need to climb up some masonry and then make their way over some of the narrow and rotten-looking bridges that lead across the bridge. They are very exposed as they do so, and unfriendly eyes may be watching...

SCENE 2 - RELIC STREET

The street used to be filled with traders from all over, buying and selling curiosities from across the Kingdom. There were several magical vendors here as well as relic dealers - some of their signs can still be seen hanging from the building fronts, once brightly painted with attention-grabbing gaudy colours - but the doors are smashed in, the windows are shattered and rubble from collapsing eaves litters the street.

There are plenty of ways the players can approach this as the street - the buildings that occupy it are filled with places to hide. Kurt is in the ruins of a shop, 'The Wayward Wizard', and a soft yellow glow of a fire can be seen from outside.



Most of his gang are out wandering the streets looking for loot and victims, so all that remains is Kurt himself and three others.

KURT GRUTLOK

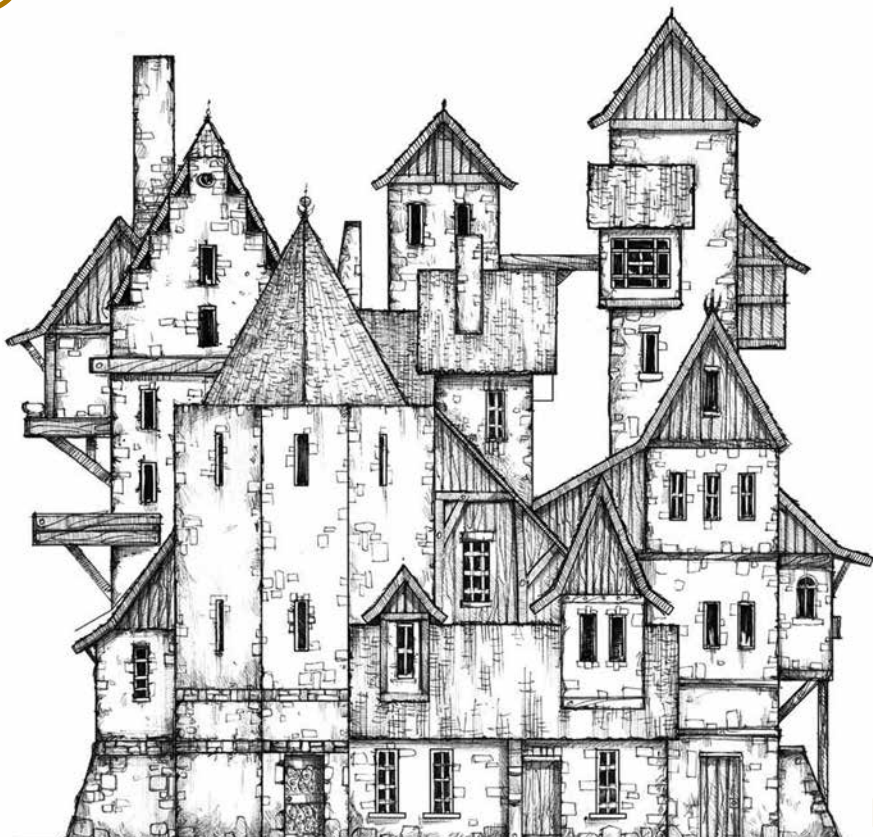
Actions/round	1
Weapon/skill/damage	Axe/8/2d6+1 Crushing
Armour	Modest 1d6
Adventuring skills	6
Stamina	17

GILDED GOAT GANG MEMBER

Actions/round	1
Weapon/skill/damage	Short Sword/6/1d6+3 Slashing
Armour	Light 1d3
Adventuring skills	5
Stamina	15

Either before or during the encounter, depending on how the players approach the task, they see that Kurt is not wearing any form of bracelet.

Kurt has had enough of his life on the bridge, and has sunken into a depressive gloom. In reality, this is a result of wearing the corrupted bracelet, which has eaten away at his self-worth. As a result he's itching for a fight - most of his crew steer well clear of him, his three companions if observed are clearly nervous. As a result, if Kurt is threatened, challenged or intimidated, he will launch a frenzied attack and will fight with a zeal and an intensity that is almost maniacal. There is



no reasoning with him, and he will fight until he dies - if the player characters somehow seek to subdue him, he'll crack and rant and rave in the grip of madness. If most of his gang are defeated or when Kurt is killed or goes mad, the gang members will surrender; they are not stupid.

His gang members are quick to spill the beans on their boss.

'Alright, alright, that's enough then! I'm 'ere to make coin, not get my 'ead caved in! Look, take what you want but it ain't much, see? We got protection to pay, too, to Felicity and her goons!'



'The bracelet? That was Kurt's prize, that was, his most precious thing. He's 'idden it away, but his second Esmeralda has done the job for him, only she knows where it's stashed - he trusted her to take care of all the loot because, well, how can I put this... she's scary. She's in the old crane house at the end of the street, two ramps down, you can't miss it, it's the only one left standin'. I ain't daft, I know when I'm beat. Just let me go and I'll disappear, yeah? Real quiet, like.'

If the characters use the Echoes spell on Kurt (dead or alive), a ghostly image of Esmeralda and the Crane House will manifest in the room - any of the gangsters can identify her and give the information presented above.

It's up to the players if they let the gang members go or not.

SCENE 3 - THE CRANE HOUSE

Along the sides of the road, high up near the summit of the main structures of the bridge, are dozens of houses fitted with cranes. These stone and wooden constructs were part lifting mechanism and part warehouse, able to lift loads from the road below and directly into storage. Each crane was a simple pulley and rope system with a huge wheel that was manned by up to four people inside, walking along the inside to help lift or lower.

Now that goods no longer flow through Bridgetown, the crane houses have fallen into disuse and disrepair and have long-since been abandoned. Being



mainly wooden, some were among the first buildings to collapse and fall into the street below.

The crane house that Esmeralda occupies is small, but the crane is still intact, and as the player characters approach two bodies can be seen hanging upside down from the crane's arm, stripped to the waist and left to rot. A gruesome signal to the other gangs to stay away, no doubt.

The house is a single room jutting out high over the main thoroughfair with the crane at the far edge. The street can be seen below, and the floorboards seem quite bouncy and loose and feel very unsafe.





Esmeralda is overseeing the stringing up of a third victim who spits at her and shouts vile things, defiant to the last. 'It wasn't the Pool Alley Cats that killed your men! It was ratmen! Ratmen, you crazy fool!'

Esmeralda is not having any of it and she laughs at the man as they swing him out, upside down, to die and rot. 'Sure it was, Edvard. There's no such thing!'

Once again, there are plenty of hiding places where the players can sneakily approach Esmeralda and her gang. However, if a fight does break out in the crane house, there is a complication; with every round, everyone (player and non-player character alike) has to roll 1d6. If anyone rolls a 1 then the floorboards below their feet have given way and the character is left with legs dangling over empty space! They can climb out relatively easily, but it will take two rounds during which they can do nothing else. It is also possible someone might try to force them down, in which case a contest of Athletics skill is required - if they lose, it is a long fall to the roadway below!

ESMERALDA

Actions/round	1
Weapon/skill/damage	Axe/8/2d6+1 Crushing
Armour	Modest 1d6
Adventuring skills	6
Stamina	18



GILDED GOAT GANG MEMBER

Actions/round	1
Weapon/skill/damage	Short Sword/6/1d6+3 Slashing
Armour	Light 1d3
Adventuring skills	5
Stamina	15

Esmeralda has been badly influenced by the bracelet like Kurt. She has two gang members with her and she will fight madly, much like Kurt did, but not to the death. The gang members will flee at the first opportunity - they don't like what has happened to Esmeralda. If the gangers are captured, they will have nothing useful to share because Esmeralda only told them what they needed to know, which wasn't much.

Use the Echoes spell while holding Esmeralda, dead or alive, will reveal a ghostly image of Esmeralda sitting atop a vast, cracked bell, high up in the sunshine, looking over the Kingdom. This is a clue to the location of the next step of the adventure 'The Bridgetown Bell'.

If the players somehow take her alive, Esmeralda, like Kurt, will rant and rave, so only the scroll will reveal the next location in the hunt. From the ghostly image any of the gangers can identify the bell, as can the man hanging upside down...

If the players free the man who the gangers were hanging upside down, he will be extremely thankful as he eyes the corpses already strung up. His name is Edvard and he is a member of a smuggling gang called the Pool Alley Cats. He can identify the



bell in the manifestation as the Bridgetown Bell, and will happily pass that on to the player characters. If they fail to make the connection, Edvard will point it out to them. Worse comes to worse, if the player characters do not see the trail to the next location and are considering leaving Edvard to his fate, he'll tell them he knows where Esmeralda hid the bracelet and will tell all - if they cut him down of course!

SCENE 4 - THE BRIDGETOWN BELL

The bell is on the highest tower of Bridgetown in the very centre of the bridge and rising above the next highest tower, the Tower of the Thrice Blessed, by just a few feet. Its huge dome on the top once covered the bell, which at one time was used as both a signal and an alarm; it was said the bell could be heard for miles and miles in every direction.

Rubble and detritus surround the base of the tower, and a rotten half-eaten human corpse is laying half-in and half-out the main door. There is dried blood all over the floor in front of the entrance and long smears of blood end abruptly at sewer entrances.

The tower is high and looms over the players like an angry giant, always seeming ready to collapse and appearing to sway slightly in the wind. Every now and then a piece of stone or masonry falls from a height - a double 1 roll on 2d6 means that a random player has to roll against Luck or get hit and



takes a blunt critical strike of value 2d6.

Inside the tower, the sight is not much better. A ramp spirals up the inside wall to the very top. The tower itself is hollow and was once decorated with great paintings, murals and tapestries, but these are now just empty broken frames, smears of faded colour and shredded cloth. The ramp seems incredibly rickety, made of wood supported by stone, with large gaps that will need jumping across to make it to the top.

As with the outside, there is falling debris. A roll of double 1 roll on 2d6 means that a random player has to roll against Luck or get hit and takes a blunt critical strike of value 2d6.

Climbing the ramp is not much fun either. There is the same double 1 chance that a floorboard will give way, resulting in a fall; they fall to the ramp below and take 1d3 damage. Then roll a d6 - if you roll an odd number, they must make a Luck test or crash through that floor also, taking another 1d6 damage.

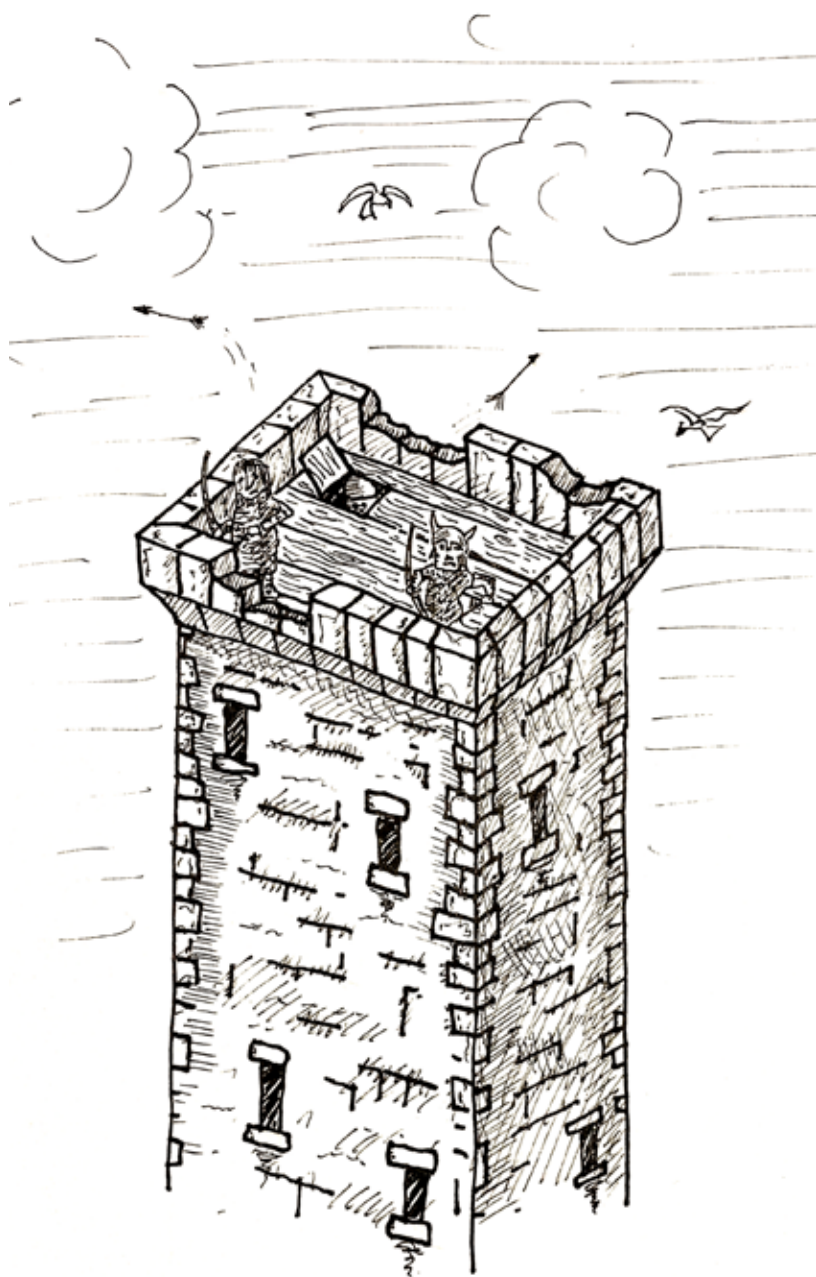


At the very top of the tower is the bell itself in its collapsed dome. A huge monstrosity once carved with images of warriors, animals, beasts and wondrous creatures. Now it is bent, cracked, covered in bird droppings and foul graffiti and half-hangs from the rotten beam that holds it. The clapper is gone, either fallen or taken.

The wind up here is high and a rain has started. The view is stupendous, the river disappearing towards the silver line that is the sea, the Cragtop Mountains a scar on the horizon in the other direction, and the hills and forests laid out in all directions, beautiful and green. Above the sights and smells of Bridgetown it is almost possible to imagine what the town would have been like, before the river swelled and became a torrent of anger and destruction. The dome that once covered the bell is almost gone, just one side and the frame of the dome still exist, exposing the bell to the elements.

Using the scroll on the tower top will have no effect - it needs to be cast at the top of the bell. Somebody able to cast the spell will have to climb up one of the huge wooden posts and onto the beam on which the bell is mounted. Esmeralda used to come here to grieve over the Kingdom, imagining better times, and she once brought the bracelet here - her emotional connection to this place and the power of the bracelet made this an important location to the bracelet. An expert climber, she often scampered up the posts holding the bell. For the player characters, this isn't going to be as easy.

Any player character attempting to climb a post is exposed to the wind and, unfortunately, to the





goblin archers on the roof of the Tower of the Thrice Blessed a short distance away, and who have noticed the players on the bell tower and decided 'sticking' them would be fun. (If the players have dealt with the goblins in the Tower of the Thrice Blessed before this, then these are other members of the Greenfoot Goblin Gang who have returned and need to relieve the boredom of guard duty). If the players traded for information on the goblin archers in the Party! encounter, no goblins will show up at all, perhaps unwilling to attack those that are aware of them.

GOBLIN

Actions/round	1
Weapon/skill/damage	Bow/7/2d6+1 Piercing Dagger/6/1d6+2 Piercing
Armour	Light 1d3
Adventuring skills	4
Stamina	10

There are four goblins, and they will fire at any player characters they can see on the top of the Bridgetown Bell tower. Player characters can shoot back at them - the roof of the goblin's tower is flat but has walls behind which the goblins can hide, adding +5 to their Dodge skill tests. However, any result from the player characters that is within 5 of the goblins (for example the player characters fail to hit but miss by 1 to 5 points) will cause a goblin to scurry into hiding (cowards as the are), and they not shoot back until two rounds have passed.

Any player character wanting to climb onto the beam holding the bell will need to pass four consecutive



Athletics tests to climb the bell, each taking a round - failure means they have made no progress that round. Climbing down takes two Athletics tests. As they climb characters will be exposed and are unable to fully dodge, with a penalty of 5 to their Dodge skill.

If the player characters manage to cast the Echos on top of the beam, a ghostly manifestation will reveal a huge door with a moon carved on it, and underneath this drawing is what appears to be a table with long legs ending in hooves, like the legs of a horse. This is the front door to the Hall of Trade, just off the main road halfway across the bridge and the biggest building in Bridgetown. This was where every trader and merchant would come to, to buy and sell goods from all over the kingdom and beyond. If the players have been here before for any reason, they will recognise it immediately. If not, they will have to ask whomever they think they can trust... Anyone in the Mound would know the location of the hall of trade.

If you want to add another level of threat to the situation, whomever they ask will tell them what building the doors belong to, then hire four mercenaries, who will follow the players to find out why they have an interest in the abandoned Hall of





Trade. They'll make a move on the player characters once they think they have what they went in for - use the standard Human statistics in the Bestiary for the mercenaries, and they carry arming swords. They do not know what the player characters have, they just want an easy steal and they feel the dangers of entering the Hall of Trade must have yielded a rich reward. No matter whom the players go to for information, they will hire some muscle and follow them, even if the players have already developed a good relationship with them. Friendship may feel magic, but gold feels real.

As the players leave the bell tower, have the lead player character roll for Luck. If they are successful they see a fleeting shadow out of the corner of their eye, and the sound of metal grating along stone, like... like an iron-wrought sewer entrance cover being dragged back into place.

SCENE 5 - THE HALL OF TRADE

This building is so huge it stretches from the road to the edge of the bridge, about 200 feet, and has what used to be a huge rosary window in the centre of the front facade. Now it is just a wrecked frame, like a withered flower covered with shards of stained glass jutting like discoloured teeth from the ruined metal. It is dark and miserable and, like the rest of the town, it is slowly collapsing.

The double door is only half closed; one is still in position but the other is lying on the steps leading up to the entrance, the stone around the door



cracked and crumbling. It is eerily quiet here.

Passing through the door it is easy to understand why this place was once the heart of Bridgetown. It must have been utterly stupendous in its hey-day. The huge vaulted stone roof, now holed and collapsed in some areas allowing rainwater to fall through, must have been a glorious vision of colour and artistry. Great pillars curve into arches that help support the roof, and chandeliers that held not candles but huge braziers are now lying smashed across the floor, their light extinguished forever. The flagstones were once straight and neat, carved to fit perfectly with one another but now jagged, cracked and unbalanced. A huge mosaic is just within the entrance but it is hard to make out the image. Perhaps a ship on rolling waves, perhaps animals pulling wagons. It is difficult to tell, as the only light is from the holes in the ceiling and the few windows high in the walls.

There are dozens of tables in here, lining the walls and between the pillars. Made of stone, made of wood, made of metal, each one now a smashed or damaged reminder of how vibrant and wonderful this hall must have been at its height, with hundreds of traders walking the floor, from different cities, countries and cultures.

Some of the tables have been carved to look like different modes of transport; one is a ship, another a river boat, another a cart. One has legs carved in the shape of swords, perhaps a weapons trader?

This should give the players the clue they need. They need to find the table with the legs carved



into the shape of those of a horse, just as it is depicted in the ghostly manifestation they saw on top of the bell.

As the players search the hall have them randomly roll their Spot skill; if they succeed, they see moving shadows and hear chittering noises - clearly they are not alone. The floor is covered in oversized droppings and pools of dried blood, and the iron grates covering the drains are suspiciously clear of debris, as if something regularly comes and goes. The atmosphere is highly tense with these sights and sounds and as the players search for the table and head deeper into the hall.

The horse-legged table is at the far end of the hall, half-buried under rubble from a collapsed wall but still seemingly sturdy. It is huge and covered in drawers, each one opened and empty, some forced and some not.

On the underside of the table, a small pouch has been securely nailed into the thick wood. A successful Spot roll helps the players to find the pouch quickly, but with enough time, they will be able to locate the pouch. Only two players at a time can search around the table.

Inside the pouch is the bracelet and it is just as Gustan Drukken described; silver, perfectly made, covered strange undecipherable images etched into the band. The first player character to touch it will feel a chill when they do so - there is something off about this thing.

Once the item is found, the shadows seem to increase and the chittering noises become more prominent. A



horrible stench, like fresh excrement, forces its way up the nostrils of everyone present and the sudden smell makes everyone gag - make an Endurance roll or vomit, which will give rolls a penalty of 2 for 1d6 rounds.

Slowly, a shape rises from the shadows deep in the hall. Followed by another. And another. The dim light reflects from narrowed, slitted eyes, like shining pools of black onyx. The chittering grows louder and from the darkness arises a shadow that looms larger than the others.

'Man-scum!' The voice is high-pitched, more of a





screech. A scream. 'No touch our shadow-thing! We protect! We attack!'

With that, the ratmen pour from the shadows. The power of the bracelet has drawn them here. There are a lot of them and they seem to form from the very darkness. They come over the rubble, appear from drainage grates and some even seem to drop from the ceiling. They chatter, scream, snarl, and screech and the noise is deafening. Each ratman is dressed in patched leather, and they carry wickedly curved serrated blades and round shields smeared with mess. They are covered in matted filth and their fur is patchy, their exposed skin covered in sores and boils, clear signs of corruption. For every ratman a player character defeats another will take its place. There seems to be no end to them, and the swarm around the player characters until they are penned within a circle.

The leader, the Mischief Overseer, a huge, bloated thing, swollen with corruption and bile. It moves forward slowly, a blade in one hand and what appears to be a bell clapper in the other (it is from the Bridgetown Bell). While they the ratmen fight, the Mischief Overseer continually screams, 'Protect the shadow-thing!'

RATMAN

Actions/round	1
Weapon/skill/damage	Jagged Scimitar/4/2d6+1 Slashing
Armour	Light 1d3
Adventuring skills	3
Stamina	10



The players can hold the ratmen back but the swarm is never ending. They can fight their way back to the doors but it will be hard going. The only player character the ratmen do not directly attack is the one carrying the jewelled bracelet - a successful Spot roll reveals this fact to the players.

If the bracelet is held up or exposed in any way, the ratmen will cease and instead cower from it, in a strange combination of fear and reverence. If any threat is made against the bracelet, the ratmen will skitter backwards, wanting to fight but seemingly terrified to do so. Only their leader, the Mischief Overseer, will continue to advance to engage the player characters. While this creature lives the characters will not be able to escape the circle of ratmen - they will need to kill this monstrosity.

MISCHIEF OVERSEER, BLOATED RATMAN

Actions/round	2
Weapon/skill/damage	2 Jagged Scimitars/6/2d6+1 Slashing Bell Clapper/6/2d6+2 Crushing
Armour	Modest 1d6
Adventuring skills	5
Stamina	15

If the player characters defeat the Mischief Overseer, the ratmen will dissolve into the shadows, streaming from the room like... rats. As they do the



ratmen will screech, 'Thieves! Man-scum! Marked, you are! Take shadow-thing, the rats of the deep will revenge on you! Scuuuum!'

If the players get out it is a straight run back along the bridge back to The Mound where Gustan Drukken is awaiting his prize.

SCENE 6 - GUSTAN DRUKKEN

Upon returning to the Mound, the player characters will learn that Gustan is not there - he's camped several miles from town, where the 'air is cleaner'. This is a bit odd, and if asked the locals will say he always stayed in the town before. It is an easy road out of town, where Gustan is waiting at his camp in the ruined remains of a coaching inn.

When they arrive at the ruins of the coaching inn on the lonely and empty road, Gustan will be waiting within the hall, now open to the sky, with a roaring fire. He is delighted to see them.

If they do not have the bracelet - Gustan will be disappointed but not angry, and he will find another party to run the errand for him. The players could offer their services again but it will be at half the original rate - it is not as if they have filled him full of confidence.

If they have the bracelet and hand it over, no questions - Gustan will smile widely, in fact rather too widely. He says the following as he slips the bracelet over his wrist, the runes glowing a dull green:



'Ah, you have my prize. I thank you for the efforts. Now, sadly, you know too much, and for that, you must die.' From around the ruin, a selection of vicious looking brigands emerge from the shadows...

There is one attacker per player character. They are human brigands, but clearly show the marks of corruption - leperous faces, a tentacle for an arm, a rat's tail etc. These horrors will fight until they are defeated, driven on by the bracelet and 'Gustan's' power.

CORRUPTED BRIGAND

Actions/round	1
Weapon/skill/damage	Black weapons/7/1d6+1
Armour	Light 1d3
Adventuring skills	7
Stamina	16

As these creatures fight, Gustan will slowly revert back to his natural form as a face stealer - a human sized being with a completely blank, featureless face. He will draw a rapier and step forward to attack.

FACE STEALER

Actions/round	1
Weapon/skill/damage	Black rapier/7/1d6
Armour	Light 1d3
Adventuring skills	8
Stamina	16



The bracelet: as a servant of Delock of the Depths he bracelet allows him to cast Blast, Foulness and Shield each once per day without paying the stamina cost.

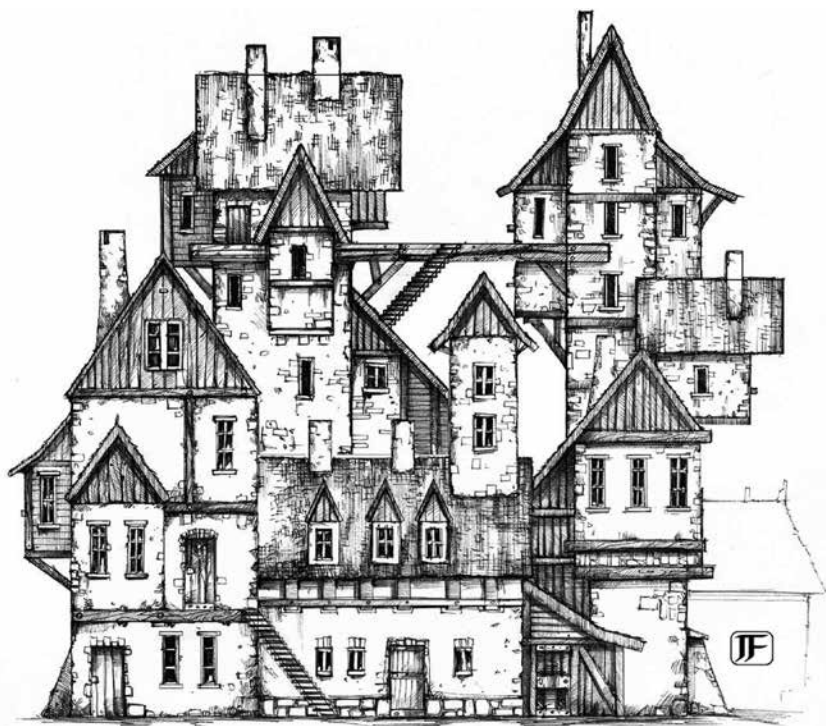
If the face stealer is killed, it will turn in the direction of Honheim and scream 'master, avenge me!' before dissolving into a grey sludge, leaving the bracelet among the muck.

AFTERMATH

When the player characters return to the Mound, they will hear the local gossip - Gustan was found dead in a ditch by the road just out of time. He's been there some time...

If the player characters take the bracelet, they will feel the evil of the thing, now awakened by the face stealer. If they conduct further research, perhaps with a friendly wizard, they will discover that the bracelet is full of ancient shadow magic, a subtle and insidious sorcery that twists an item to work in whatever way the owner wishes. In this case, the bracelet was designed to help its wearer gain mastery over the dark creatures of the land, such as the corrupted and unmen, and would attract other minions of evil, creatures that lived in the darkness. This way, the wearer could gather these forces into an army, leading them into battle against the forces of the Kingdom.

It is a dangerous thing and can only be used by those with evil hearts, Corrupted souls or dark intent. If used by anyone else the bracelet will



corrupt them and turn them to the shadow side, making them a servant of evil and not a master. If a player does decide to try and use it they lose 1 Luck point per day, and when they reach zero Luck they are turned and become evil non-player characters who will work against the party. Getting rid of the bracelet before this happens allows them to regain 1 point of Luck per day until they almost reach their original score, but they permanently lose 1 Luck point.

It can be destroyed by another magical item or by a sorcerer. That is up to the players. What do you do with a problem like a shadow magic bracelet that can command armies of evil?



FURTHER ENCOUNTERS





Here are a few ideas for other encounters in and around Bridgetown. The rewards can be as you see fit, but these hooks should be fun for an encounter or can be expanded to an evening's session. If you want to use some of these before the main adventure then so be it, it might do the players some good to get the lay of the land before they embark on something big.

THE ARCH OF THE DEMON

There is a devil living in the central arch under the bridge, or so they say, gathering souls for their Lord Pazaali. In fact, it is a group of cultists kidnapping whomever they can find and sacrificing them to Pazaali. They are getting frustrated because no matter how many people they cut open and throw into the raging river, their Lord does not appear.

CULTIST

Actions/round	1
Weapon/skill/damage	Dagger/6/1d6+2 Piercing
Armour	None
Adventuring skills	4
Stamina	17

One of the group is dressed as a devil; a rotten goat's head adorn him and he is the master of ceremonies here. When defeated he will cry out to Pazaali and wonder why his Lord never materialised.



CULTIST LEADER

Actions/round	1
Weapon/skill/damage	Dagger/6/1d6+2 Piercing
Armour	Light 1d3
Adventuring skills	5
Stamina	20

THE CAUTIOUS COURIER

A courier, Fraushlina, needs some sell swords and spell casters for hire to protect her from what she sees as the many threats she faces as she takes a package from The Mound, across the bridge and to another courier waiting at the other end. Only she can take the package so she needs an escort.

Using the incidents in Bridgetown previously described, the games master can run another set of encounters across the bridge.

THE WOUNDED WYVERN

A wyvern has decided to make a home on the roof of one of the larger buildings in Bridgetown. It seems to be gathering wood and debris to build a lair, which suggests it is about to lay eggs - a huge problem for the locals.

It seems that this wyvern has already been a problem for someone else; a huge ballista bolt, six feet long, is jammed in its neck near the shoulder blade. This has made it difficult for the creature to fly and some witnesses say that it pretty much



crash-landed into the roof, and more or less climbs and crawls instead of flies to gather material for its lair. This also explains why it landed here as it no doubt could not make it to the hills and plains where it usually nests, crashing instead into the town.

WOUNDED WYVERN

Actions/round	2
Weapon/skill/damage	Fang/7/2d6
Armour	1d3 hide
Adventuring skills	2
Stamina	25 (already wounded)

THE WAYWARD BOAT

A shout of alarm goes up, bells are rung and people cry out. A boat? On the river? Heading straight into the bridge? There is only one way this happened, some fool has gotten caught out by the maze of small rivers and ended up here, on the Fardruin.

With a crash the boat hits the bridge and is tangled in the may rotten ropes hanging down. There appears to be people on board as well as cargo; the boat is being continually smashed against the arch, but the people heading down do not seem that interested in saving the crew, just the cargo. Can the players help the boat and get the crew to safety before it is smashed to splinters, and can they fight off the footpads trying to steal the goods?

The captain of the boat is Tomas Farns, and the



rest of the crew is his family, his wife Betna and his young son Frenic. If they cannot get them off the boat they will surely be swept away, or even murdered by the people trying to get to the cargo.

An Athletic roll will be required to get on the boat, and the same roll but with a penalty of 5 will be require to get one of the crew off the boat, made even trickier by the individuals trying to steal from the boat (use the Footpads stats from earlier in the book). Failure means a fall and a swim; they can save themselves and make it to shore with a successful Swimming roll. Every time they fail a Swimming roll, they take 1d6 points of damage. If they survive, they will then have to drag themselves out, make their way down the shore until they can climb out of the gorge and then head back to the town, which takes roughly two hours.





Explore Bridgetown, before it falls into the Fardruin!

In this adventure for the Warlock! roleplaying game inspired by the early days of British tabletop gaming, the characters explore Bridgetown, once a wonder of the Kingdom, now a collapsing den of thieves, vagabonds and worse. Can the characters discover a missing bracelet of sentimental value before it disappears into the dark alleys and twisting paths of the ancient town? And what was that, scurrying about in the shadows...?