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URBAN DRESSING: BRIDGE TOWN

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This instalment of Urban Dressing presents loads of great features, NPCs and minor encounters to add to the bridge towns in your campaign. Designed to be used both during preparation or actual play, Urban Dressing: Bridge Town is an invaluable addition to any GM's armoury!

Design: Josh Vogt

Development: Creighton Broadhurst

Art: William McAusland and Maciej Zagorski (The Forge Studios).

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gatekeeper@ragingswan.com

BRIDGE TOWN: SIGHTS & SOUNDS

Use this table to generate the sights and sounds the PCs experience as they move about the bridge town. Ignore inappropriate results and simply re-roll.

D%	
1	Wheels rattle as a wagon crosses the wide slats of a bridge made entirely of rickety wood.
2	Rusting metal cages hang on chains dangling from a steel-spiked bridge.
3	The tromp of feet nears as a guard patrol makes its way over the bridge.
4	Children laugh as they scamper from one end of the bridge to another in a friendly race.
5	A raucous parade pauses in the middle of the bridge to sing the mayor's praises.
6	Stonemasons hammer and chisel large blocks, which will soon form a new bridge.
7	Pallbearers carry a casket over a bridge that symbolizes the passage between life and death.
8	Mounted guards shout for people to make way as they thunder after a fleeing criminal.
9	Wind whistles through the arches of this fine stone bridge.
10	The complex web of ropes holding up the bridge creaks alarmingly as the party crosses.
11	Wherever they go in town, swarms of biting insects follow the PCs.
12	The water level in the canal is surprisingly low, reveals glistening mud flats.
13	Every guard bears a breastplate or shield adorned with a stylized bridge.
14	People whisper excitedly that the town's "ghost bridge" is supposed to be manifesting soon.
15	Dozens of shop fronts line this canal, but each of them is only accessible via the waterfront.
16	Lifelike faces of stone peer out unblinkingly from their settings in the side of this bridge.
17	A messenger boy walks past, calling out an advertisement for the Underbridge Inn.
18	A cloaked trio of people glide past, faces masked to resemble a variety of unearthly creatures.
19	The nearby craft shop resounds with hammering, and the occasional thud of a heavy object falling.
20	The stagnant water under the bridge is covered with algae and crowded with frogs and turtles.
21	A mucus-covered salamander flops out of the water and blinks bulging eyes up at the party.
22	A priest walks by, loudly preaching the dangers of offending the "God of Bridges."
23	A sign decorated with a person's face etched in charcoal, wanted for crimes of "Bridge Burning and other Acts of Arson" is nailed to the bridge.
24	The woman who just walked by had gills, scaled skin and webbed hands and feet.

25	Signs are posted all around town proclaiming the official Bridge Festival begins in a fortnight.
26	Water from the canals has been cleverly diverted into beautiful fountains arrayed all over town.
27	Children play and chant, "One bridge, two bridge, red bridge, blue bridge..." on the bridge.
28	Two fighters take up duelling poses in the middle of a bridge as onlookers place bets.
29	A hawker yells out the prices of his scale model wooden carvings of various bridges from around town.
30	Fishermen shout excitedly as they haul in nets of still-flopping fish from the day's catch.
31	An old hag in a black robe stands before the bridge, asking questions of everyone who wishes to cross.
32	Bells chime with every step the party take across this bridge, though they are never in discord with one another.
33	One man complains to another that he's stuck in this district because he's afraid of heights.
34	A sign boasts of this cafe's famous "Canal Tea" which they promise is brewed fresh every day with authentic ingredients.
35	A tiefling wanders past, grumbling to herself about "lighting the water on fire."
36	Polished stones are set in the street to form arrows and names pointing to various bridges and districts.
37	The stone bridge rumbles from time to time, but no one seems to worry.
38	A thick fog swamps the town, not letting travellers see the other end of any bridge when they start to cross.
39	Bridge menders swap stories and jokes as they take a break, lounging around a broken portion of a bridge.
40	Children fish along the edge of a canal, letting their feet dangle over the edge as they chatter among themselves.
41	A PC overhears a young man tell a woman, "Meet me at the Lover's Bridge at midnight."
42	The bronze statue of a pig stands before this bridge, nose polished by everyone touching it as they pass for good luck.
43	A group of acrobats draw applause as they perform balancing acts on the bridge's railing. A troupe member passes a hat around for tips.
44	An old man whistles to himself as he sweeps debris off the bridge into the canal below.
45	The person the party just passed was clutching a bundle of firewoods in their arms, along with a gleeful expression.
46	A bloody set of footprints smears their way toward the nearest canal and across the bridge.

47	Birds chirp from their roosts within the nooks and crannies of the bridge's stone arches.
48	A paper flutters past, and a PC sees the words "Bridge Tax" inked on it.
49	In the distance, shrieks rise as a bridge cracks and crashes into the river below.
50	A forlorn man leans against the bridge railing, sighing wistfully as he gazes off into the distance.
51	A ghostly moan wavers out from under the darkness beneath the bridge.
52	Two mobs brandishing swords and torches yell at each other from either side of a bridge.
53	A guard strides past, his booming voice announcing a bridge curfew is about to start.
54	A PC overhears several architects debating the virtues of various bridge-building techniques.
55	A passerby mutters at a PC under his breath, calling them a "no-bridger barbarian."
56	A loud snap sounds in the distance, followed by a multitude of screams.
57	High above the water, a figure perches on the lip of a bridge, as if preparing to jump.
58	The water in the canal is foamy, and the foam itself has an odd greenish tinge to it.
59	A horse's hooves sound oddly hollow as it clops its way across a lengthy span of stone.
60	The canal below moves sluggishly, looking like a thick, muddy churn full of trash and debris.
61	A gondolier rows past, calling out the prices of being ferried to various parts of town.
62	A crowd cheers as several folk hang from a bridge's railing in a test of strength.
63	A sign posted at eye-level reads, "Only people this tall or higher can cross the bridge."
64	The gentle sound of lapping water follows the party everywhere they go in town.
65	The stink of raw sewage fills the air near this plain wooden bridge.
66	This artist's paintings display locations of notable bridges from around town, except the realistic images lack the bridges themselves.
67	You hear grumbles and mutters wherever you go as town citizens complain about "bridge imps."
68	A sign directs half-orcs to take an alternate bridge rather than the main one.
69	People gather to watch a wooden bridge go up in flames. No one seems to be putting out the fire.
70	Whacking noises echo as a couple gondoliers spar with their paddles as they pass each other.
71	Rival gondolier teams mock each other's gaudy outfits and the quality of their competing boats.
72	Frogs chirrup from the abundance of lily pads clogging the canals from end to end.
73	A man screams for justice as he is lashed hand and foot to a bridge, where he'll be left to starve.
74	Every bridge in town looks identical, down to the exact shape and size of their planks.

75	Fish fling themselves out of the canals by the hundreds to flop about and die on the streets.
76	Graffiti of a generic bridge has been splashed in crimson paint on every door on this street.
77	Rows of rocking chairs line the span; people sit here to watch the sunrise and sunset every day.
78	The water in the canal has an oily scum to it that stinks of sulphur and ripples with rainbow hues.
79	A troll sits in the open at one end of the bridge, simply holding its clawed hand out for people to drop coins into.
80	A clock tower gongs somewhere in the distance, and people hurry in all directions.
81	Someone screams before the party hear a loud splash and cries for help.
82	A bridge sentry is yelling at a half-giant, telling the brute he's far too heavy to cross the span.
83	Two merchants are yelling at each other, their carts having crashed into one another after trying to cross the bridge at the same time.
84	Two black coaches race directly toward one another from either end of the bridge; neither shows signs of slowing.
85	A folded parchment flutters in the breeze, having been stuck in a gap between two stones.
86	Rows of canal boats line dozens of small wooden piers, bobbing on the current.
87	A person points to the sky and gasps, saying, "Did you see? The heavenly bridge is back!"
88	Every bridge in town has tall statues on either end carved with demonic visages.
89	Iridescent beetles cluster by the hundreds on almost every flat surface, making an oddly musical humming once the sun sets.
90	A red velvet carpet has been laid along the street, leading all the way to the next bridge.
91	A drunken band of musicians launches into their new song, "100 Reasons We Love Bridges!"
92	This bridge is glistening wet.
93	A robed woman stands in the middle of the bridge, her face in shadow beneath the pink, frilly umbrella she holds.
94	Several monks shuffle past, their robes stylized with gray arches, ripples and white clouds.
95	A stack of planks lies nearby, drying out before being used for bridge repairs.
96	A man groans as he tries to roll an enormous block of stone down the street.
97	A few canals over, a chorus of worship songs rise over the town.
98	A stranger in a blank, black mask silently watches the street. He nods at the party.
99	At ship-maker's shop workers carve a tree trunk into the crude shape of a canal boat.
100	As the party step on a bridge, a kindly voice asks, "Excuse me, but could you get off my back?"

BRIDGE TOWN: BUSINESSES

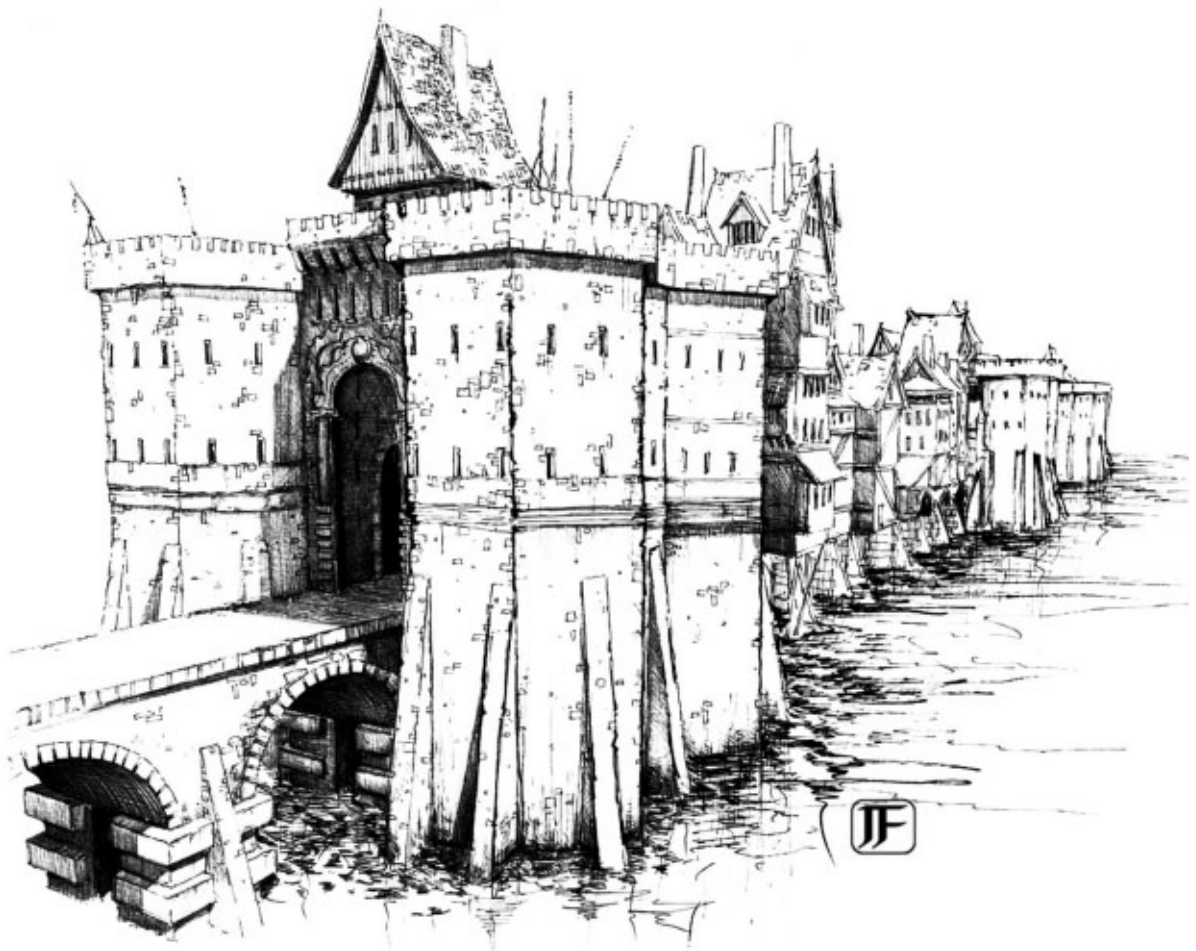
Use this table to provide the basic details of businesses the PCs come across as they explore the bridge town. Some may be inappropriate based on the locale's set up; ignore such results and simply re-roll.

D%	
01-02	Up'n'Over (Masons) provides a majority of the worked stone the town needs to build and repair its many bridges.
03-04	Deep Grooves (Woodworkers) works with local lumber mills to provide the town with wood that won't warp despite the damp conditions.
05-06	Fleeters (Couriers) is known for getting messages and small packages anywhere in town within the hour, guaranteed.
07-08	Ne'er Lost (Guides) makes a pretty penny guiding visitors through the confusing maze of bridges and canal-bordered districts.
09-10	Scamping's (Rickshaws) is a speedy way to get through town, but be prepared to pay a hefty tip at the end.
11-12	The Float (City Engineer) works around the clock, maintaining existing bridges and ensuring new bridges are built according to code.
13-14	Munchles (Grocer) maintains a ready supply of fresh produce that, for a fee, can be delivered straight to your domicile.
15-16	Dropses (Demolitionist) is unique in their ability to destroy bridges with little to no damage to surrounding structures.
17-18	E'er Watchers (Statuary) creates statues, gargoyles and other decorative fixtures for both houses and bridges.
19-20	Ye Shall Pass (Temple) is the hallowed ground of the so-called Bridge God, though, so far, his followers remain few.
21-22	Scuttles and Scrum (Bridge Cleaners) works tirelessly to sweep and scrub all bridges so they're nice and tidy for foot traffic.
23-24	Tinderlight (Lamplighters) keeps the town's many lamps and lanterns burning bright.
25-26	The Drawlings (Gondoliers) is the primary team of gondoliers providing swift travel about town.
27-28	Slippery Coin (Bank) is all-too-happy to keep any funds safe and sound (for a monthly fee).
29-30	The Masked Pylons (Cult) are a mysterious group who are believed to have some sort of occult connection with bridge-related mysticism.
31-32	None Soggy (Bakery) is known for fresh bread every day, though townsfolk readily admit the crust has a bit of a "canal water" aftertaste.
33-34	Drawstrings (Tax Office) ensures all townsfolk remain paid up on their monthly taxes, which go directly to bridge repair and construction.

35-36	Papers 'Ere (Licensing) oversees any business done in town, whether mercantile goods, services or otherwise.
37-38	Canal Cups (Teahouse) claims the canal water is the best source of tea brews anywhere in the world. Its health claims are in dispute.
39-40	Low Tide (Embassy) receives dignitaries from both land and sea, often travelling to or from more important locales.
41-42	Copper n' Gold (Entertainers Guild) tends to have troupes block bridges with their shows until they're paid enough to clear the way.
43-44	Twinnors (Rope Shop) crafts much of the rope used in bridge construction and support, as well as netting for boaters and fishers.
45-46	The Leaps (Roof-Runners) is a secret network of messengers for the town's criminals, skilled at using roofs as paths to avoid bridge-ways.
47-48	Quivering Blade (Butcher) most often sells fresh fish and seafood, but imports some even rarer red meats as well.
49-50	Signed and Sealed (Waxworks) helps protect documents and important scrolls from getting wet.
51-52	The Currents (Canal Market) is a wandering marketplace that can be set up on both bridges and the canals below.
53-54	Roundabouts (Mapmaker) provides accurate maps of all town bridges and districts, though they warn it's not always drawn to scale.
55-56	The Span (Town Hall) is the mayor's office and where meetings are held to discuss everything from bridge tolls to festival planning.
57-58	The Girders (Guards) patrol the town at all hours, defending against everything from would-be saboteurs to cultists to troublemaking visitors.
59-60	Flute Shoot (Bird Hunters) keeps the town's pesky avian population under control—especially those roosting on bridges.
61-62	One t'Next (Tavern) offers a wide range of drinks, including a local brew so strong, even lifelong locals get lost trying to find the right bridge home after just a few sips.
63-64	Floppits (Fishing Guild) oversees all fishing operations in town and keeps an eye out for fighting between fishing crews.
65-66	The Ropes (Docks) is where in- and outbound ships dock to send in smaller skiffs for trade or to drop off passengers.
67-68	No Name (Masks) can make masks out of just about anything, to resemble just about anything. No questions asked.
69-70	Skiff Cutter (Boat Makers) is a generational business of master crafters renowned for their boat construction.

71-72	Underbridge (Black Market) deals in all manner of illegal goods, undesirable services and inhuman pleasures, and meets below a different bridge each month.
73-74	Quillian's (Quartermaster) triple-checks all goods brought in and out of town, via land or water, to make sure the local lord gets his fair share.
75-76	Even Keel (Ship Repairs) keeps the town's fleet of gondolas and other watercraft afloat.
77-78	Topper's (Sewage) is in a constant battle to keep the town's filth from overflowing into the main canals and causing all sorts of health problems.
79-80	Muckshin's (Canal Dredges) has a fleet of rickety boats used to drag nets through the canals, searching for salvage (or bodies) they can turn over for coin.
81-82	Ever Higher (Architects) is a trio of brothers-for-hire who design homes from the water up and ensure they'll never fall into a canal.
83-84	The Dangles (Jail) is a set of cages hung over a wide canal, where prisoners are placed until their trial or execution.
85-86	Stumpfire (Troll Hunters) is on constant patrol to drive out or destroy any bridge trolls foolish enough to cause trouble in town.

87-88	Drench Not (Water-Proofers) ensures gear such as leather or iron is proofed against the damp environs in order to avoid mould or rust.
89-90	Pass On (Toll Collectors) monitors the main bridges, asking a copper per person who passes over. Coming back over also costs a copper.
91-92	Underbridge Cafe (Cafe) sits beneath the town's biggest bridge and offers a wide variety of fresh drinks and meals for a fair price.
93-94	Stone Known (Engravers) is constantly chiselling names into the stone and metalwork of the town, often to honour important citizens.
95-96	Blessed Brush (Artists) is responsible for painting and decorating many of the bridges around town with colourful murals.
97-98	Span'do (Martial School) specializes in a fighting style that uses narrow ledges, narrow passes and fighting on higher ground.
99-100	The Crossing (Activists) is a group of young idealists who believe bridges are sentient beings deserving equal rights alongside all other races.



BRIDGE TOWN: REMARKABLE BRIDGES

Use this table to generate the basic details of bridges the PCs encounter as they explore the bridge town. Use these details as a base from which to portray the bridge.

D%	
01-02	A bridge of solid ice glistens under the sun, refusing to melt no matter how warm it gets. Yet its surface is quite slick.
03-04	This bridge is formed of floating wooden slats that have no obvious support, yet do not bob or wobble under any weight.
05-06	This all-wood bridge is rife with notches and carvings, mostly crude, of random names and phrases, such as “Oggles was here.”
07-08	This rope bridge offers a single taut cord to walk across, with a rope set higher up on either side for handholds.
09-10	This bridge is carved in the shape of a serpent’s arched back, complete with spines and scales. It is noticeably warm underfoot.
11-12	In order to cross this bridge, the PCs must let a golem carry them across, one by one. The golems become violent against any who try to cross without being carried.
13-14	Is there a need for this bridge? It’s no more than a foot long and spans a drainage ditch alongside the main road.
15-16	This has to be the ugliest bridge in the town; formed of hardened mud and jutting wooden pylons it has no right angles or straight lines.
17-18	The span of this bridge is formed of what looks like a single sheet of clear glass. It never cracks, and travellers can see the canal waters below.
19-20	Despite being made of solid stone, this bridge shifts and sways like a piece of parchment caught in a gust of wind.
21-22	The wind cuts through the odd-shaped holes in the sides of the bridge, creating a strange, unearthly whistling.
23-24	The eyeballs set in this bridge’s railing are certainly made of carved marble, yet they swivel to watch people cross its span.
25-26	The bridge’s railing has thousands of padlocks cinched to it, apparently it brings good luck.
27-28	The well-known Lover’s Bridge is infamous for late-night rendezvous and stolen kisses. Unfortunately, suspicious spouses are well-aware of its existence.
29-30	This is less of a bridge and more of an enormous net strung across the gap, forcing folk to either walk the ropes or crawl across on all fours.
31-32	Whenever someone steps on this bridge, the canal below seems to drop away into a bottomless gulf. Only when on the other side do normal dimensions restore themselves.

33-34	This bridge is formed of wooden and stone blocks that, by some arcane magic, constantly shift and rearrange themselves. It never looks the same from one day to the next.
35-36	When a PC steps on this bridge, they experience a brief vision of their greatest fear. When they step off, they experience a brief vision of their greatest desire.
37-38	The middle section of this bridge has been damaged, leaving a wide gap between either side. The current runs fast and deep below.
39-40	Rather than arching or going straight, this bridge bows downward, almost touching the canal before swooping back up to the other side.
41-42	Dozens of homeless people and creatures are camped out on this bridge, gathered around small fires cooking pigeons and getting into short territorial spats.
43-44	When someone crosses this bridge, they see an image of themselves passing by the other way.
45-46	The entirety of this bridge is carved with stylized flowers and plants, with intense detail given to the thorns and petals
47-48	This wooden bridge is so newly built, the oils used to christen it in honour of the Bridge God continue to glisten on the wide slats.
49-50	A PC hears dark whispers when you start walking over this bridge. The longer they remain on it, the louder the whispers get until they become deafening screams.
51-52	No matter how fast the PCs travel or how short it looks, it always takes a full day to cross this otherwise ordinary-looking bridge.
53-54	This pure white bridge is made of an unknown stone that refuses to scuff or get sullied in any way. Even blood soaks in immediately and leaves it spotless.
55-56	Somehow, this bridge has been crafted from a single gigantic metal ingot. It looks like it should collapse under its own weight.
57-58	Not a single bridge, this is an arrangement of countless planks set in place to facilitate the town couriers racing to and from deliveries and pickups.
59-60	A plain and simple wooden drawbridge lets outside merchants into town, and can be drawn up at night to keep the town safe from land-based threats.
61-62	This bridge has hollows in the side where people—monks mostly—can climb down and sit within to meditate without being disturbed.
63-64	Built from a strange crystal, this bridge sends out pulses of vibrant colour in all directions whenever anyone takes steps on it or touches it in any way.

65-66	A hastily erected bridge of tattered rope and splintered boards crosses the gap across one of the town's wider canals.
67-68	This has to be the narrowest stone bridge the PCs have ever seen, with each block just large enough to accommodate travellers. There are no railings.
69-70	This bridge floats above the canal thanks to hundreds of wings attached to either side, which tirelessly flutter to keep it aloft.
71-72	No matter what the time of day, the underside of this bridge remains cloaked in impenetrable darkness.
73-74	This rusting bridge looks ready to collapse the first time someone so much as tip-toes across, but locals cross without hesitation.
75-76	A barrier of fog sits over the middle of this bridge day and night, no matter how sunny and bright the weather.
77-78	This huge metal bridge is made of old helmets, shields, swords and other pieces of armour all welded together into a massive span.
79-80	Gargoyles sit perched along every inch of this bridge's railings. A PC happens to notice this is one of the few bridges in town devoid of any bird droppings whatsoever.
81-82	This is a covered bridge, with the opening on each end shaped to look like a demon's gaping mouth, waiting to swallow travellers whole.
83-84	This bridge has a gong set at the centre of it, and any who crosses it is required to strike it or else risk the bridge's curse.

85-86	The sign says "Invisible Bridge." No one seems to be using the bridge making it hard to locate.
87-88	Comprised of white, semi-sticky strands, this bridge looks to have been created by a giant spider of some sort.
89-90	Shrines to many gods have been constructed along the length of this bridge, and the PCs are keenly watched by the shrines' clergy to see at which they worship.
91-92	Censers have been strung across the girders of this bridge, so travellers have to inhale incense the whole passage. The incense is highly pungent and a thin haze of the stuff hangs over the bridge.
93-94	Bronze-cast faces have been placed in this bridge's span so travellers tread on a variety of visages ranging across all species, genders and expressions.
95-96	This is an ordinary stone bridge. There is nothing strange about it whatsoever. Absolutely nothing, rest assured. Move along.
97-98	A gnome is offering passers-by the chance to try his "bridgeless bridge" which appears to be an oversized catapult of sorts designed to hurl travellers across the river. Strangely, few people seem keen to take the gnome up on his offer.
99-100	This bridge appears to be constructed of a giant humanoid skeleton, with its bony feet planted on one end and an enormous skull on the other.

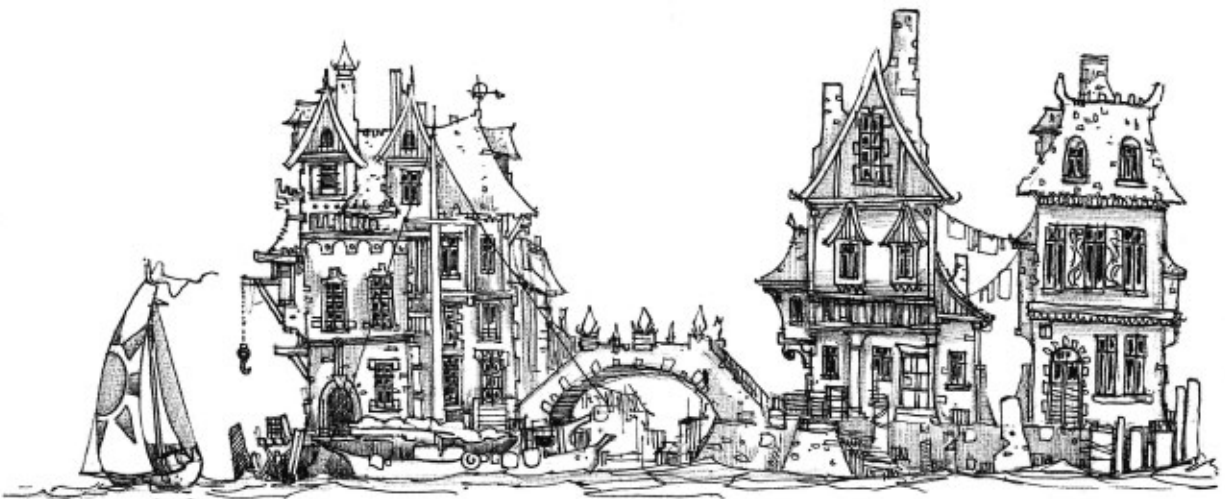


BRIDGE TOWN: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to visit the bridge town, sometimes fate intervenes. Use this table, to determine what opportunities or complications the PCs encounter.

D20

1	Every bridge in town has a troll under it, each demanding a unique manner of toll from travellers.	10	Several bloated corpses have bobbed to the surface of the canals recently and guards are asking for helping in dredging up other possible victims.
2	The PCs are invited to participate in the Bridge Run annual event, an obstacle course race where the winners receive an enormous prize of gold coins.	11	The PCs hear word of a criminal committing daring robberies and escaping with the help of a wand that makes bridges appear and disappear on command.
3	The PCs come across a bridge that isn't listed on any official map, and no matter who they point it out to, none of the townsfolk seem aware of its existence.	12	The party start to cross a bridge but are stopped by guards who claim they've used up their daily "bridge crossing allotment." Luckily, this can be replenished with a hefty fee.
4	A band of sharpshooting archers are keeping anyone from leaving a bridge-bound district until their exorbitant payoff demands are met.	13	A woman who says her son crossed a cursed bridge on a foggy night and has never come back approaches the party. She begs them to find and return him.
5	An entire bridge has been stolen in the middle of the night and the mayor is offering a reward for anyone who aids in its return.	14	A group of robed and masked figures draw the PCs aside and ask if they would be interested in joining the Secret Society of Bridges.
6	A graven face in the side of the bridge suddenly animates, looks at the PCs and asks, "Could you do me a favour?"	15	A bridge-builder asks for the PCs' help in uncovering evidence that a competitive construction company has been sabotaging his projects.
7	A local priest has declared all town bridges as sacred ground and is threatening to burn alive any "heretic" who attempts to cross them without his god's permission (which is obtainable—naturally—with a small tithe).	16	The mayor would like to hire the party to round up a bunch of homeless people who've turned a bridge into their personal tent city and run them out of town.
8	An architect asks for the party for help in gaining an audience with the mayor. Seems he's designed a new-fangled "drawbridge" that could allow larger ships and greater trade into town, but he keeps being laughed out of town meetings.	17	A young child runs up and tugs on one PC's arm, saying the bridges have a message for them, and they must come with her to find out what it is.
9	A merchant slyly asks the PCs to sabotage the main bridge into town so a competitor's caravan won't make it in until after the next big market gathering.	18	No matter what bridge the party start out crossing, they keep winding up getting off the end of another bridge altogether.
		19	A vigilante who calls himself "Bridge Man" has been causing havoc in town, randomly assaulting people and reprimanding them for their supposed crimes against bridges.
		20	Whenever the PCs ask anyone about all the bridges in town, they look at them blankly and say, "Bridges? What bridges? There's only one bridge."



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