

ILLUSION BRIDGE

mystery

JOB

sanctuary

store

puzzle

trap

moral
quandary



A long BRIDGE over a deep canyon is in the PCs path. An illusion covers a large hole in the BRIDGES center. Goblins hide at the BOTTOM of the canyon, waiting to loot the BODIES of whoever falls through.

the scene

- ▶ PCs happen upon a canyon, 80 feet across and 50 feet deep, traversable by a wide, sturdy stone bridge.
- In reality, the bridge has been turned into a trap, set by the illusionist, Kravar. The bridge floor has a large hole knocked out of it. A **permanent illusion** keeps the appearance of an undamaged bridge.
- The plan is for unaware travelers to fall to their deaths. Kravar's team kills any survivors and picks through the rubble for valuables that survived the fall.
- The team is hiding in a cliff-side cave on other side of the canyon, hidden by an illusionary cliff face.

the BRIDGE

- ▶ The **18-foot wide stone bridge** is very strong and level. There are stone pillars supporting underneath every 20 feet. They are capped with large stone gargoyle statues looking menacingly out into the canyon.
- ▶ The edges of the bridge have 3-foot wide raised walkways, with 2-foot tall stone railings.
- Halfway across, the bridge floor has a 12-foot square hole extending from the edge of one walkway to the other. People traversing anywhere but the side walkways will fall through.
- The illusion is powerful and difficult to disbelieve without touching it. *Dispel Magic* will destroy the illusion.
- ? Unless PCs have Feather Fall-like abilities, you might want to offer hints that something is wrong with the bridge, giving them a chance before they fall to their deaths. Or not. You do you.

trap hints

- Perceptive PCs may notice a slight updraft when approaching the illusion covered hole.
- PCs who look down the side see a broken carriage and dead horses in the canyon below. These are travelers who recently fell through the trap and had their bodies looted.
- PCs who specifically look at the shadow of the bridge on the canyon floor notice a large hole in that shadow.
- ? A bird may try to land in the middle of the bridge and fall through the illusion.

CROSSING the BRIDGE

- ▶ The bridge is safely crossed by staying on the 3-foot wide side walkways.
- Stone Shape-like magic should be sufficient to repair the bridge.
- ? If the PCs take too long to cross the bridge, eventually travelers enter from the other side. They speak another language and do not understand PCs trying to warn them. If not physically stopped, they fall through the trap.
- ? If anyone falls through the bridge, goblins arrive to finish off survivors and carry their bodies and valuables into *The Hidden Cave*.

the cliff

- ▶ The cliff edge goes on for miles in either direction. Circumventing the bridge is probably not worth the PCs time.
- ▶ The cliff face seems very dangerous to climb down on the PCs side. It is a nearly vertical drop, with handholds that appear loose and unstable. The GM should warn PCs that attempts to climb them could be deadly.
- Perceptive PCs may notice a path carved into the opposite side of the cliff that leads from the cliff face to the bottom.
- Highly perceptive PCs may notice something strange about the opposite cliff side, at the canyon bottom. It is hard to make out details from the other side, but it looks like a creature's head is poking through the rocks. Eventually, it pulls back and disappears.



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the hidden cave

- The cave opening is 10 feet wide and 8 feet tall. It is completely covered by an illusionary cliff face. This and all illusions inside cannot be seen as illusionary unless physically examined or magically dispelled.
- The cave should be populated with enough Goblins to provide a “medium” challenge to the PCs.
- The Goblins will not come out of the cave out unless someone falls through the bridge trap.
- ? If PCs reach the bottom of the canyon, the entire cave will be on alert.

entrance

- Half of the total Goblins are waiting just inside the illusionary wall. They attack once the entry is breached.
- ? If the Goblins are overpowered, the survivors retreat southeastward to the main chamber.
- The stairway down to the southwest has an illusionary wall hiding it.



hidden headquarters

- ▶ The cave has been turned into a comfortable living space, with a feather bed, a desk holding a **spellbook**, and parchments with trap diagrams.
- This is where Kravar sleeps and hides his treasure. Goblins don't know about this room.
- Kravar is invisible, standing next to the desk. He is a coward and will not fight.
- ? If PCs don't leave quickly, Kravar sneaks out, leaving behind everything except his spell book.
- Perceptive PCs will see the book disappear.
- Under a bed is a chest with cheap costume jewelry he uses to pay the Goblins.
- His main treasure is in a locked and trapped chest hidden in an illusion covered alcove.

fake headquarters

- When the PCs enter this room they see an illusionary version of Kravar, who acts startled. He runs up the northwest stairs and flees out the front of the cave. The illusionary Kravar starts to climb the cliff path and then pretends to cast Invisibility before vanishing.
- ▶ Semi-valuable items from previous trap victims are strewn about this room. A dead elf man and dead human woman are piled in a corner.
- Bodies have falling damage and stab wounds.
- ▶ A curtain covers the exit to the *Main Chamber*.
- The northeast path leading to the *Hidden Headquarters* is concealed by an illusionary wall. Beyond it, magical darkness engulfs the first 10 feet of stairs.
- The real Kravar is here, invisible. If the PCs stay behind, he quietly sneaks to the *Hidden Headquarters*.

main chamber

- ▶ This large cavern is lit by tall torches sticking in the ground. A curtain covers a northwest passage to the *Fake Headquarters*.
- ▶ Hidden archers line the southern platform.
- Goblins running from the *Entrance* try to lure the PCs close to the Archers, so they can rain arrows down on them.
- Five 10-foot deep pit traps are covered by illusionary cavern flooring. Wooden spikes cover the bottom of each trap. While engaged in melee, Goblins try to lure PCs into those traps.
- Archers taunt PCs because the southern platform's steps are illusionary, covering a wide, 10-foot deep pit. The bottom of the pit is drenched in lantern oil.
- ? If a PC falls into the oil pit, an Archer grabs the nearest torch and throws it in.
- The Goblins are not paid well. They will surrender if half are killed, or if bribed with jewelry.

non-player characters

| Name | Race | Description |
|--------|--------|---|
| Kravar | Human | Iron skullcap, blue and gold robe, every finger has non-magical rings, afraid of combat |
| Goblin | Goblin | Cobbled together leather armor, rusty spears, wearing gaudy costume jewelry |
| Archer | Goblin | No armor, short bows, quick-footed |