

RAGING SWAN PRESS

DUNGEON DRESSING: BRIDGES



OSR



YOUR TIME IS PRECIOUS

MAKE YOUR CAMPAIGN PREP. EASIER

JOIN RAGING SWAN PRESS'S PATREON CAMPAIGN

[PATREON.COM/RAGINGSWANPRESS](https://patreon.com/ragingswanpress)

DUNGEON DRESSING: BRIDGES

*Tired of your dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with non-essential details? Want to make your dungeons feel more realistic? Then *Dungeon Dressing* is for you! Each instalment focuses on a common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.*

*This instalment of *Dungeon Dressing* presents loads of great features and details to add to the bridges in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Bridges* is an invaluable addition to any GM's armoury!*

CREDITS

Design: Ben Kent

Development: Creighton Broadhurst

Art: William McAusland and Matt Morrow. Some artwork copyright William McAusland, used with permission.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2020.

CONTENTS

Credits	1
Contents	1
Bridges	2
Major Bridge Features.....	2
Bridge Construction	3
Bridges in Dungeons	3
Bridges In Stories.....	3
Minor Bridge Features & Dressing	4
Bridge Tricks & Traps	6
Crumbling Bridge.....	6
Eye of the Hurricane.....	6
Knock 'Em Off.....	6
Unliving Span	7
OGL V1.0A	8

To contact us, email gatekeeper@ragingswan.com

To learn more about Raging Swan Press, visit ragingswan.com

To learn more about Raging Swan Press on Patreon, visit patreon.com/ragingswanpress



BRIDGES

A bridge normally crosses a river, ravine, chasm, gorge or other obstacle. In a dungeon, a bridge could also span a deadly lava flow, glacial lake, pit of spikes, the den of dangerous subterranean creatures or other outlandish terrain feature. Deep pits (or more perilous falls) make bridges dangerous terrain to cross and fight on, particularly for characters without the ability to fly.

MAJOR BRIDGE FEATURES

Use this table, to generate interesting characteristics for your dungeon bridges. Some features listed below may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	MAJOR FEATURE
01-05	This bridge has been haphazardly constructed from bits of timber left over from other projects. It creaks ominously, when used.
06-10	This stone bridge has ornate, rusty iron handrails.
11-12	This is a drawbridge. The area around the bridge is carved to resemble a large face, and the bridge, when extended, leads characters into the carving's mouth.
13-14	This bridge comprises wooden planks laid over a pair of stone arches.
15-16	This bridge is constructed from shaped, poured blocks of concrete.
17-18	The bones of a massive creature (or several massive creatures for long spans) comprise the bridge.
19-20	Chains affixed to the ceiling support the bridge. The bridge sways back and forth when crossed.
21-22	An arched bridge, rising upwards in the middle, provides those on it with 25% cover ¹ from archers and the like beyond the arch.
23-24	A guardhouse dominates the centre of this roof-covered bridge.
25-26	The bridge is a drawbridge, except both sides rise up and away from the centre.
27-28	The bridge is only 2 ft. wide and has no handrail.
29-30	The rickety bridge is little more than a set of wooden boards attached to chains hanging from the ceiling.
31-32	The bridge lacks side walls and handrails, making it dangerously easy to fall from.
33-34	This bridge comprises heavy wooden planks arranged in wide trusses, re-enforced with iron bindings.
35-36	The middle of this stone bridge is a steel grate, strong enough to support travellers.
37-38	The body of a monstrously vast, magically preserved snake serves as the bridge.
39-40	This bridge comprises only three ropes: one to walk on and two for handholds.

41-42	The bridge is re-enforced to carry extra weight; it is wider and thicker than normal.
43-44	Two statues flank the entrance to this bridge, staring out at those who approach. Along the span, pairs of statues reach over the bridge, joining hands above explorers' heads.
45-46	This bridge is a series of ropes or chains, dangling in loops from the ceiling; crossing is a matter of swinging forward on one loop, then stepping into the next and so on ² .
47-48	This sculpted stone bridge resembles a dragon, arching over the gap; travellers cross by walking along the dragon's back. Dungeon denizens know it as the "Dragon's Back".
49-50	Rocks have tumbled into a natural arch to form this bridge, but too much weight or other disturbance may bring it tumbling down.
51-52	Iron girders support this stone span.
53-54	Densely woven living plants—vines, tree limbs and thick mosses—comprise this bridge's span.
55-56	The surface of the bridge is made in part from expensive materials (semi-precious stones, marble tiling, fine teak or oak) which can be stolen away (with considerable effort).
57-58	This bridge is a 2 ft. wide finger of natural rock.
59-60	This bridge is constructed of magical ice; it is slippery and produces a thin veil of mist, that drifts away into the chasm below.
61-62	The bridge is carved to resemble the body of a huge snake, arching over the gap.
63-64	This bridge is constructed from magically strengthened webs, akin to a <i>web</i> spell.
65-66	This bridge is a sheet of iron, created by a <i>wall of iron</i> .
67-68	The bridge's construction is flawed; it can support only 400 lbs. before collapsing.
69-70	The bridge's high arch halves characters' movement rate, and provides 25% cover ¹ .
71-72	This bridge is formed from a vertical structure, such as a tower, staircase or column, which has toppled over the chasm.
73-74	This stone span is carved to resemble two huge humanoids; their linked arms form the bridge.
75-76	This bridge is formed from carved limestone blocks, held together with concrete.
77-78	A pair of large, ornate statues guard both ends of the bridge. The statues could be animate guardians or nothing more than ornamentation.
79-80	The bridge comprises animated bones; thus the span halves characters' movement rate. The bridge collapses, if it suffers 20 points of healing.

81-82	This is a double drawbridge, lowering from both sides to meet in the span's centre. Each side of the bridge must be lowered from its own side.
83-84	The bridge can retract as a drawbridge, pulling back entirely to one side.
85-86	This bridge is of glass; disconcertingly those crossing it can see what lies below.
87-88	The far side of the bridge is sculpted to resemble a huge face; the bridge leads into its mouth.
89-90	The bridge is suspended by chains. It clanks, shudders and shakes terribly when used (and perhaps alerts nearby dungeon denizens to approaching interlopers.)
91-92	Two iron rails run across this wooden bridge.
93-94	This bridge angles upwards and somewhat resembles a staircase.
95-99	The bridge features a series of rollers which facilitates the movement of heavy objects across the span.
100	The bridge is invisible ⁴ .

1. +2 to AC.
2. Requires one or more 3d6 Dexterity checks. Failure by 3 or more indicates the character falls.
3. A *detect magic* or similar spell reveals strong illusion magic affecting the bridge.

BRIDGE CONSTRUCTION

Some bridges are mere spans of stone. Other bridges have interesting features:

- **Drawbridge:** Some bridges have a mechanism (typically on one side) that enables them to be extended or retracted. It takes a full round to operate a drawbridge. Lowering a drawbridge takes one round. Raising or withdrawing a drawbridge requires two rounds. Particularly long, wide or heavy drawbridges may take longer to raise or lower; some may require Strength checks to operate.
- **Low Walls:** Some bridges have low walls 2 to 3 feet high to stop those using the bridge falling from it. Low walls provide 50% cover (+4 AC).
- **Narrow Bridge:** Those moving across a bridge that is 3 feet wide or less may have to make Dexterity checks to cross without falling.
- **Railings:** Bridges (particularly narrow ones) may have railings, which make it much harder to fall from the bridge. Railings provide 25% cover (+2 AC).
- **Rope Bridge:** Constructed from wooden planks suspended from two ropes these bridges are portable and easy to set up. It takes two full rounds to untie one

end of a rope bridge. A character on a rope bridge when its rope is untied or cut must roll equal or under their Dexterity score on 4d6 or fall as the bridge collapses. Scaling a fallen rope bridge requires climb walls rolls (with a +20% chance of success due to the abundant handholds).

BRIDGES IN DUNGEONS

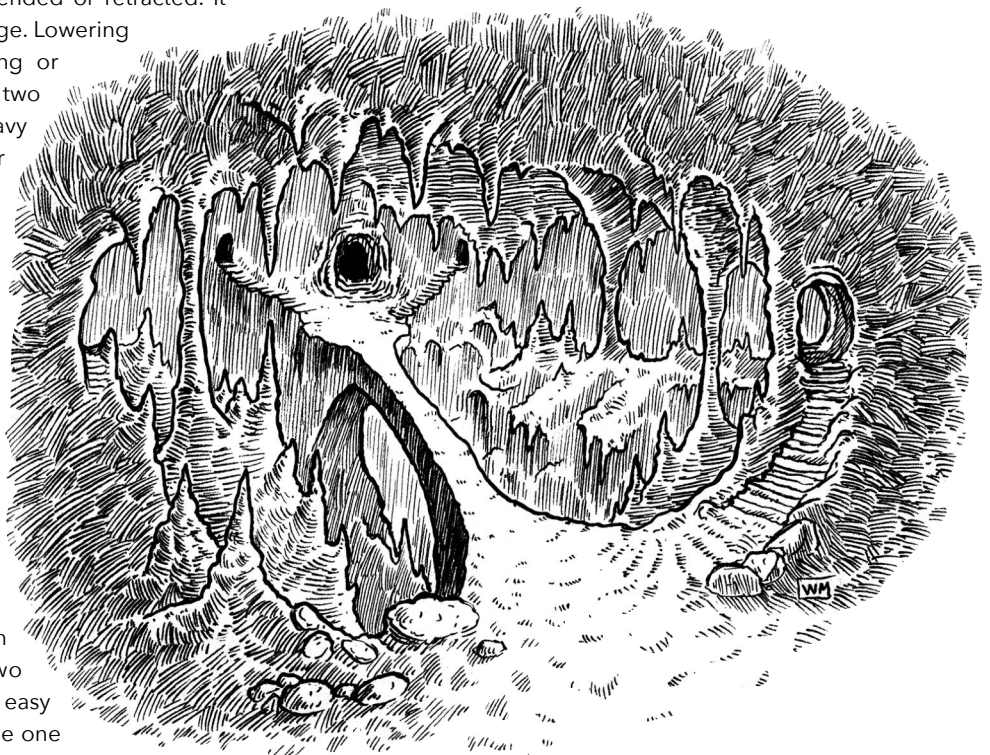
Bridges are choke points, and defenders often gather at such a point; battles have been won or lost based on who controlled a bridge. Bridges also make an excellent way to separate a dungeon's denizens; the hobgoblins living on one side of the bridge need not be at peace with the ogres dwelling on the other, for example.

Encounters featuring bridges require different tactics to typical battles. For example, creatures skilled at bull rushing opponents become even more dangerous on a bridge, while ranged combat becomes particularly important when a bridge is only wide enough to only allow one character to fight at a time.

BRIDGES IN STORIES

In stories, bridges (particularly those over perilous obstacles) are used as a metaphor for a transition from one state (physical, mental, emotional or even spiritual) to another. Likewise, duels on bridges can be used to demonstrate the participant's inner conflict; even as good and evil meet on the bridge, a battle is waged within one or more of those combatants. Bridges—highly defensible positions—also make excellent places for a last stand.

When characters are considering crossing a bridge, hint the danger in falling is more than just suffering damage. Those surviving the fall will be isolated from their fellows and mounting a rescue could be difficult, dangerous and time consuming.



MINOR BRIDGE FEATURES & DRESSING

Use this table, to generate interesting features for your doors. Some features listed below may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	MINOR FEATURE OR DRESSING
01	The bridge is in an advanced state of disrepair, making crossing more dangerous.
02	The bridge's handrails are tall and elaborate, providing 50% cover ¹ and make falling off the bridge virtually impossible.
03	High winds buffet the bridge.
04	The bridge is slippery ² .
05	A worn wooden sign dangles from the bridge, with the word "Danger" burnt into it.
06	The muddy footprints of a man-sized humanoid trace a path across the bridge.
07	A sticky residue of a tar covers a 5 ft. radius on the far side of the bridge.
08	A single bloody handprint mars the bridge's rail.
09	The bridge has deep gouges in one support from someone who attempted to bring it down with an axe.
10	The central 5 ft. of the bridge has fallen away ³ .
11	A green scarf is tied to one of the bridge's supports.
12	Long scratch marks trail along the bridge, as if someone dragged something heavy and sharp across.
13	The bridge has ten numbered tiles along its span.
14	Engraved tiles decorated with images of dragons, griffons and so on cover the bridge.
15	Lettered tiles cover the floor on the bridge; the letters spell the name of a historical figure, deity or other important individual.
16	A small statue of a nude elf balances precariously on the bridge's parapet.
17	A rough path descends from the bridge, to a recently abandoned makeshift camp sheltered under the span.
18	A humanoid body hangs from the bridge on a rope. Several arrows pierce the rotting corpse.
19	At the far side of the bridge, a chalk "X" decorates the floor. Stones lie scattered around it.
20	Part of the bridge's guardrails has crumbled away.
21	Chalk arrows sketched onto the bridge point in the opposite direction to the party's travel.
22	Green and red bloodstains dot the bridge.
23	A tied-off rope runs along the bridge.
24	Lying along the bridge is a small scattering of rocks from the ceiling, ominously hinting it may not be structurally sound.
25	The words, "Watch out below!" are written on the bridge in dried blood.
26	The bridge is painted in bright, garish green.
27	The bridge bears scorch marks, as if someone had tried to burn it.
28	The bridge is slick with water or other moisture ² dripping from the ceiling.
29	The bridge is ornate and also functions as an altar; it is protected by a <i>protection from good</i> 10 ft. radius.
30	A boot sits at the rough centre of the bridge.
31	A half-rotten chunk of flesh lies on the bridge.
32	This bridge is painted to resemble a rainbow; seven distinct bands of colour run along its span.
33	Two statues stare at each other from opposite ends of the bridge.
34	A rope is tied to a rock, column or statue near the bridge—and has been cut to only a few feet in length.
35	The bridge is coated in cobwebs and dust, and creaks ominously when crossed.
36	The bridge has been repaired countless times, resulting in a patchwork of construction materials and styles that make it look rickety and weak.
37	The bridge bears an ominous inscription in Undercommon; it reads, "Weak Bridge."
38	The bridge has an unconcealed trapdoor in the centre, which stands ajar. It seemingly leads nowhere, except straight down.
39	Acid has been splashed over the bridge, but has not seriously weakened the structure.
40	Rocks are piled near one end of the bridge.
41	The bridge is heavily worn, and its original inscriptions and images are worn away.
42	A single heavy boot lies by the bridge's parapet; its mate lies in the chasm below.
43	This bridge has been maintained in meticulous condition; the tool-marks of its builders are still visible.
44	The bridge is rough and uneven, coated in calcium carbonate deposits, making it appear as if a thick glaze coats the bridge.
45	A thin layer of bacon fat coats the bridge, as a rudimentary trap; this attracts all manner of vermin, and makes the bridge's surface slippery ² .
46	Caltrops litter the bridge.
47	One of the ropes on this rope bridge has snapped.
48	Gurgling water flowing below the bridge produces quiet but melodic music.
49	Moss, vines and flowers cover the bridge.
50	Newly placed glazed tiles decorate the bridge.
51	A profound stench of refuse emanates from beneath the bridge; the chasm serves as a midden for the dungeon's denizens.
52	Handrails—out of keeping with the original style—have been added to make the bridge safer.

53	The bridge has been re-enforced with large timbers.
54	One of the bridge's supports has collapsed; its crumbled remains lie below the bridge.
55	A line of salt lies across one end of the bridge.
56	The bridge bears the scars of a magical battle; its surface is scraped, scratched, lightly charred and partially frozen.
57	A makeshift barrier stands in the mid-point of the bridge, making passage more difficult.
58	The bridge is home to an infestation of vermin—rats, spiders, centipedes or something similar.
59	The bridge has been obviously (and shoddily) widened after its initial construction.
60	A rope dangles down from the ceiling over the bridge.
61	Water drips onto the bridge from above, forming small puddles; wet footprints lead across the bridge.
62	Rotting bodies are lashed to the bridge, as a grim warning to others who would cross.
63	A thick patch of black mould grows across one parapet of the bridge. The air smells of decay.
64	Filthy, stinking bat guano coats the bridge.
65	Miner's tools lie discarded on the bridge, beside a small gouge they've been used to cut out.
66	A piton is hammered into the ground by the bridge. It is loose and easily pulled from its hole.
67	A thick net is strung beneath the bridge, to catch anyone who falls off.
68	A large crack runs through the bridge's centre. A single large iron spike juts from the crack.
69	A thin layer of carefully raked sand or dried soil covers the bridge; characters crossing the bridge leave obvious tracks in their wake.
70	Heavy sandbags tied to long ropes hang off either side of the bridge.
71	Chalk X's of a suspiciously uniform size zig-zag back and forth across the bridge.
72	A 10 ft. wooden ladder lies on the bridge; bloody handprints on its rungs suggest the owners' fate.
73	The bridge is partly covered in marbles, as if they've been rolled from one side.
74	The bridge's original decorations have been crudely re-carved; whatever original iconography was present has been defaced.
75	The bridge is on fire (for wooden bridges) or has a burning barricade upon it (for stone bridges). Acrid smoke fills the air.
76	The bridge has been replaced; the rubble or ruin of the original bridge is visible below.
77	Arrows, spears and broken ranged weapons, as well as the bodies (perhaps reduced to skeletons) of those who attempted to cross litter the bridge.

78	Pieces of the bridge have been removed for use in another construction.
79	The bridge has collapsed; only the bridge's abutments remains intact.
80	A set of large and bloody clawed footprints mar the bridge, and perhaps provide a clue to what lurks beyond.
81	A difficult to reach hollow under the bridge, may contain treasure.
82	A handcart has overturned on the bridge, scattering dozens of small items about.
83	The bridge is part of the migratory path for some animal or dungeon denizen; random encounters are twice as likely here.
84	The bridge howls or moans, when the wind blows.
85	The bridge swings ominously, as creatures cross.
86	The bridge has acquired a potent smell.
87	Pots, pans and bells are tied to the bridge; they rattle when the wind blows or creatures cross the bridge.
88	The metal bridge is slightly magnetised.
89	A torn and shredded pack lies on the bridge. It holds mouldering rations and a punctured waterskin.
90	A camouflaged tripwire ⁴ set to trip unwary intruders runs across the bridge.
91	A barricade of boxes, chests and sacks blocks the far end of the bridge.
92	"Go Back" in Common is written in large, crudely formed chalk letters, on the bridge.
93	A stubbed out torch lies on the bridge.
94	A piton is hammered into the bridge's parapet. A knotted rope leads into the chasm below.
95	Two empty potion vials are carefully arranged on the bridge's rail. Both smell slightly of cinnamon.
96	A stone has been removed from the bridge's side, revealing a small niche. The niche is empty.
97	A battered shield is propped up against one railing. It bears the heraldic device of a lost adventurer.
98	Drying lamp oil covers a 10 ft. square portion of the bridge. It is flammable.
99	The faint smell of rotting flesh wafts from under the bridge. Several corpses rot below.
100	A stout chest sits at the centre of the bridge, blocking progress. The chest is a mimic waiting for unsuspecting prey to come closer.

1. +4 AC.
2. Characters must roll equal or less than their Dexterity score on 3d6 or fall over.
3. Jumping the gap requires a roll of equal or less than a character's Strength score on 3d6.
4. Saving throw against breath weapons avoids.

BRIDGE TRICKS & TRAPS

Bridges are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The traps and tricks here are examples of such features that can protect bridges.

Many bridge-based traps cause the targets to fall from the bridge, which can add its own set of nasty consequences. A GM modifying these traps so the characters fall into a particularly perilous situation (perhaps landing in lava or a monster's lair) should treat whatever lies below as a second trap or encounter.

CRUMBLING BRIDGE

Through design, shoddy workmanship or old age this bridge is dangerously unstable.

Activation: A character activates the trap, when they reach the middle of the bridge.

Find the Trap: A character making a successful find/remove traps roll discovers the trap.

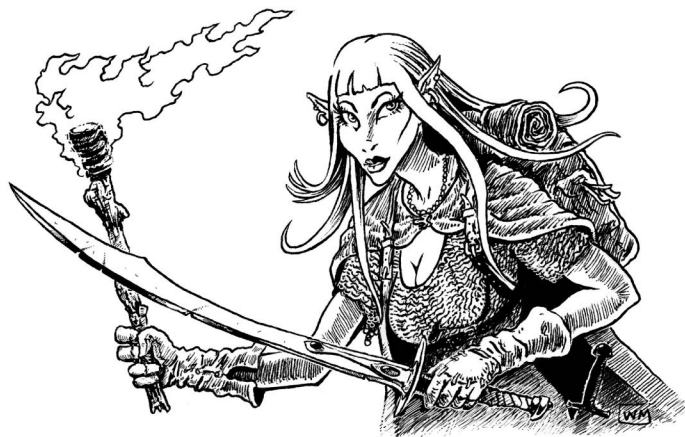
Defeating the Trap: A character making a successful find secret door roll notices a small button that slides steel rods into position under the bridge to prevent its collapse. A character making a successful find/remove traps roll makes the bridge safe by finding the steel rods and activating their mechanism.

Effect: When triggered, the trap has the following effects:

As you cross the bridge, you hear an audible "tick" sound beneath your feet. The bridge abruptly gives way beneath you.

- **Collapsing Bridge:** Those on the bridge fall 60 ft. (successful saving throw against breath weapon negates), suffer 6d6 damage and land prone.

Variant: A collapsing bridge might be constructed so the masonry from the bridge crushes those who fall from its span (1d4 attacks per falling characters, THACO 10, 2d6+3 bludgeoning damage per attack). Treat large bridges, or those designed to bring the roof and/or sides of the span down, as landslides that bury characters falling from their span.



EYE OF THE HURRICANE

Powerful magical winds lurk ready to slow interlopers.

Activation: A character activates the trap, when they reach the middle of the bridge. When no visible characters are left on the bridge, the trap deactivates but immediately resets.

Find the Trap: A character using *detect magic* or similar spell finds the magic trap by identifying an area of strong alteration magic at the centre of the bridge (as *control winds*).

Defeating the Trap: A character using *dispel magic* or similar spell against a spell cast by 15th-level spellcaster defeats the trap.

Effect: When triggered, the trap has the following effects:

As you cross the bridge, a sudden powerful blast of wind plucks at your clothes and hair, and quickly grows in strength.

- **Blow Me Down:** Characters on the bridge and in the surrounding area are buffeted by 45 miles per hour winds. This has the following effects:
 - **Ranged Attacks:** Ranged attacks suffer a -3 penalty to hit and only have one-quarter of their normal range.
 - **Flying Creatures:** Man-sized and smaller creatures can't fly.
 - **Blown Back:** Land-based man-sized or smaller creatures can only move at half speed.
 - **Flames Extinguished:** Nonmagical torches and small fires are extinguished.

Variant: Combine this trap with a large flying opponent, such as a dragon, to provide a substantial challenge.

KNOCK 'EM OFF

Hidden logs protect this bridge. When the trap activates, the logs swing down to push interlopers from the bridge.

Activation: A character activates the trap, when they reach the middle of the bridge. The trap resets after one hour as a clockwork mechanism slowly winches the logs back into place.

Find the Trap: A character making a successful find/remove traps roll discovers the trap.

Defeating the Trap: A character making a successful find/remove traps roll makes the bridge safe by deactivating the logs' mechanism. A character making a successful find secret door roll notices a latch that prevents the logs from swinging out.

Effect: When triggered, the trap has the following effects:

As you cross the bridge, you feel a rush of wind, and hear a loud creak of rope...

- **Down You Go (Round 1):** Hidden logs on heavy ropes swing down from the ceiling and sweep along the bridge. The logs attack every character on the bridge (THACO 10). If the logs hit a character, that character is knocked from the bridge unless they make a successful saving throw against breath weapons. Characters knocked from the bridge fall 30 ft., suffer 3d6 falling damage and land prone.
- **Swinging Logs (Rounds 2-4):** The logs continue to swing back and forth, but their THACO increases by 2 each round as they slow down. (For example, on round 2 the logs' THACO increases to 12).

UNLIVING SPAN

The foul creation of a necromancer the taint of the undead imbues this bridge with a sliver of sentience—and a lot of malice.

Activation: A character activates the trap, when they reach the middle of the bridge. The bridge remains active for one minute; it resets one hour later.

Find the Trap: A character casting *detect magic* or the like discovers the bridge radiates necromantic magic in a similar fashion to *animate dead*.

Defeating the Trap: A character using *dispel magic* or similar spell against a spell cast by 9th-level spellcaster defeats the trap.

A character making a successful find secret door roll discovers that moving their hand over a small eldritch sigil located near the span's apex deactivates the trap for ten minutes.

Destroying the bridge (AC 5, hp 50) defeats the trap. The bridge suffers only half damage from sharp and edged weapons but full damage from bludgeoning weapons. Fire inflicts normal damage on the bridge, but cold is ineffective against the bridge. A vial of holy water causes 2-8 damage (as normal against an undead creature).

A cleric turning undead can quieten the unliving span if they roll a 13.

Effect: When triggered, the trap has the following effects:

The bones comprising this bridge suddenly surge into motion, grabbing at those trying to cross.

- **Attack:** The bridge rolls initiative and attacks everyone on it (THAC0 15, 1-8 damage) one per round. If the unliving span hits an armour class 5 or more better than its target's AC the unfortunate character is knocked from the bridge. (A successful saving throw against breath weapons negates the fall, but not the damage).
- **Falling:** A character knocked from the bridge falls 30 ft., suffers 3d6 falling damage and lands prone.

Variant: Managing to somehow be even more macabre, it's possible for necromancers to construct an unliving span from zombies instead of skeletons. The bridge has the same statistics as detailed above excerpt that any kind of weapon inflicts full normal damage. The bridge always attacks last in any given round.

A cleric turning undead can quieten the unliving span if they roll a 16.

Variant: Particularly twisted and powerful necromancers may construct an unliving span from ghouls. If the bridge hits a living creature, that character is paralysed unless they make a successful saving throw against paralysation. A cleric turning undead can quieten the unliving span if they roll a 19.



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Dungeon Dressing: Bridges. ©Raging Swan Press 2020; Author: Ben Kent.

To learn more about the Open Game License, visit wizards.com/d20.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Dungeon Dressing: Bridges* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Ben Kent to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988.



GLOAMHOLD AND ITS SURROUNDINGS

