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DUNGEON DRESSING: BRIDGES

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Ben Kent

Tired of 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 nonessential details? Want to make your dungeons feel more realistic?

Then Dungeon Dressing is for you! Each instalment in the line focuses on a different 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 to add to the double doors 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

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Interior Artists: William McAusland. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *Dungeon Dressing: Bridges*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dungeon Dressing: Bridges* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Ben has memories of seeing “bigger kids” playing RPGs in the hallways of his Elementary school. After overhearing the destruction of skeletons beyond number at the hands of a skilled cleric, he immediately settled upon such games as the sort of thing he'd enjoy.

Living with his wondrous and encouraging life-partner Tiffinie and their two beautiful young daughters in Ontario, Canada, Ben continues to find role-playing games the sort of thing he enjoys. He is eagerly looking forward to the day his daughters are both grown up enough to roll the dice instead of eat them, so they can join their parents at the table (and thus ease the difficulty in finding babysitters on gaming days).

Ben's eventual objective is complete dominion over the earth, but there's a lot of competition in that field. He's presently working as a customer service agent by day and superhero/game designer/bug squasher/father figure by night. Now that he's been published, he's honestly not sure his life could get much cooler.

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FOREWORD

Bridges are a fun element to add into a dungeon because in the same way as stairs they are a feature the party will at some point interact with by crossing – although no doubt they'll fear the worst as they do so! Also like stairs, bridges can lead to new dungeon levels or isolated sub-levels and are often a vital part of many dungeons. Sadly, though, while almost all commercial dungeons feature stairs, few feature bridges.

Of course, a bridge is an excellent place to stage a crucial fight. Archers at the other end, flying opponents or a trapped bridge all equal an exciting, atypical fight. The added danger of falling from the bridge – or pushing an enemy off – into whatever lies below also adds an extra element of excitement. (If you've got a PC with Improved Bull Rush consider adding in a bridge every now and then so he can use his feat to spectacular effect!)

Ben's a long-time contributor to Raging Swan Press, but this is his first foray into the Dungeon Dressing line and I hope you find it useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.

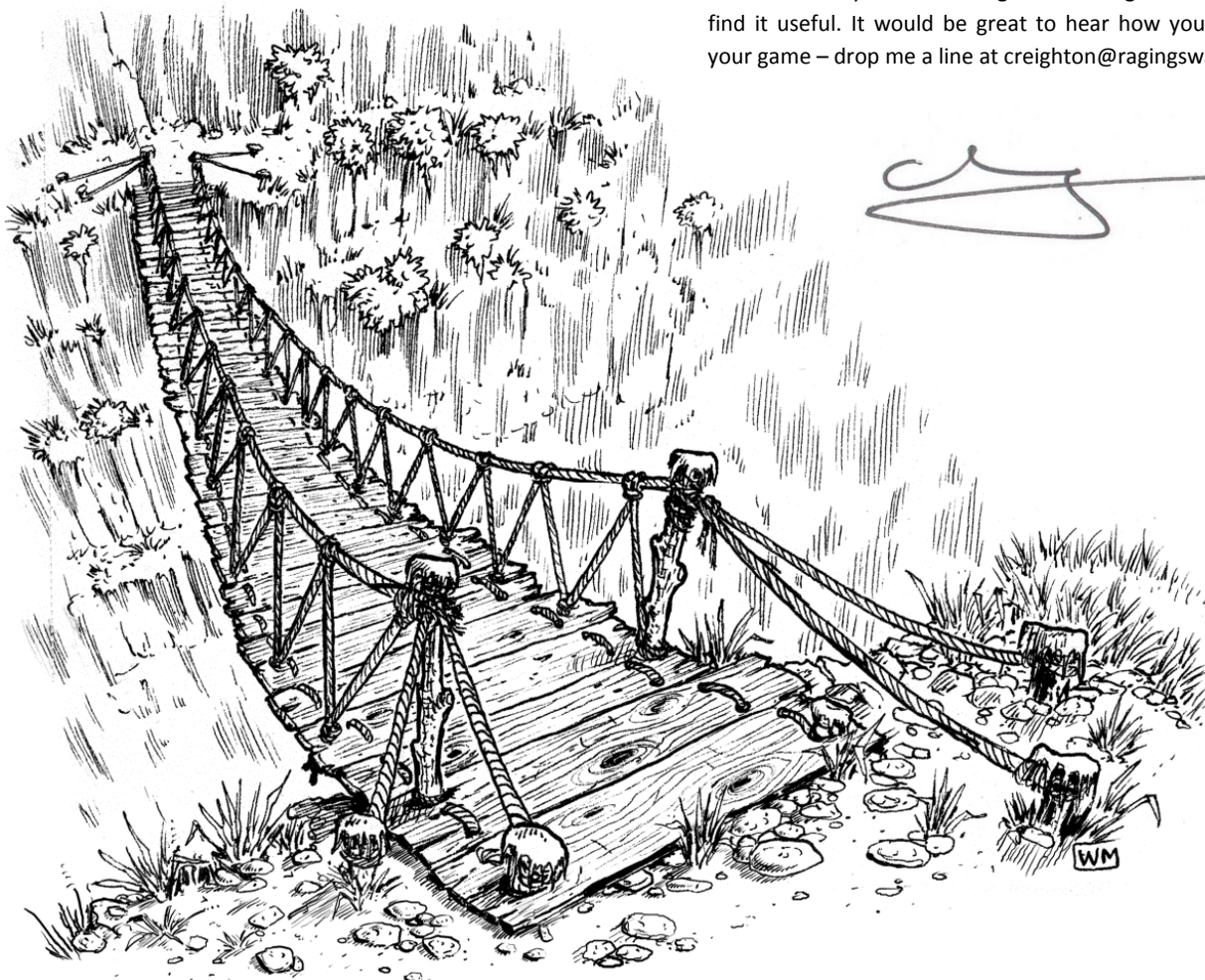


TABLE A: CHARACTERISTICS & APPEARANCE

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

CONSTRUCTION

Most bridges are of stone, but where stone is impractical or too expensive, they are built from wood. In particularly deep, outlandish or otherworldly dungeons, adventurers may encounter bridges of materials such as glass, web or bone.

BRIDGE MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Bone	3	100	25
Glass*	2	100	25
Iron	10	180	30
Stone (hewn)	8	450	35
Stone (natural)	8	900	65
Wood	5	120	30

*magically treated

OTHER CHARACTERISTICS

Bridges can have several characteristics:

- **Drawbridge:** Some bridges have a mechanism (typically on one side) that allows them to be extended or retracted. It takes a move action to lower or extend a drawbridge, but the bridge doesn't come down until the beginning of the lowering character's next turn. Raising or withdrawing a drawbridge is a full-round action, and the drawbridge is up at the end of the action. Particularly long or wide drawbridges may take more time or more actions (or both) to raise or lower, and some may require Strength checks to operate.

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 also make an excellent place for a heroic last stand, providing a highly defensible position.

When PCs are considering crossing a bridge, hint that the danger in falling is more than just suffering damage. Those survive the fall, after all, will be isolated from their fellows and mounting a rescue could be difficult or dangerous.

- **Narrow Bridge:** Those moving across a bridge that is 3 feet wide or less may have to make Acrobatics checks to cross. A successful check lets a character move at half speed across the bridge. Failure indicates the character cannot move that round, while failure by 5 or more means the character falls off the bridge. Characters moving along narrow bridges are considered flat-footed and lose their Dexterity bonus to their AC, and if they're damaged while crossing, they must make another Acrobatics check (at the same DC) or fall.
- **Railings:** Bridges (particularly narrow ones) may have railings (hardness 10, hp 30, DC 30 Break), which grant characters using them a +5 circumstance bonus on Acrobatics checks to move along the bridge. Characters next to the railings gain a +2 circumstance bonus on their CMD to avoid being bull rushed off the bridge.
- **Low Walls:** Some stone and wooden bridges have low walls 2 to 3 feet high to stop those using the bridge falling from it. Such walls provide cover (+4 AC, +2 Reflex).
- **Rope Bridge:** Constructed from wooden planks suspended from two ropes (hp 8; DC 23 Break) these bridges are portable and easy to set up. It takes two full-round action to untie one end of a rope bridge (a DC 15 Dexterity check reduces this to a move action). A character on a rope bridge that has a rope untied or cut must make a DC 15 Reflex save or fall. Moving along such a bridge requires a DC 15 Climb check; failure by 5 or more indicates the character falls.

BRIDGES IN A DUNGEON

Bridges are choke points for a defending force; it is often the only way from one area to the next, and defenders can gather at such a point; battles have been won or lost based on which army held control of a bridge. Bridges can also make an excellent way to separate a dungeon's assorted denizens; the hobgoblins living on one side of the bridge need not be at peace with the ogres who dwell on the other.

Fights featuring bridges require different tactics to more 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.

At low levels, if you select enemies that can deliberately exploit the bridge's tactical benefits, increasing the EL by one. At higher levels, falling is less daunting and PCs likely have access to flight and so on; unless tumbling off the bridge presents truly extraordinary peril (such as immersion in lava or being transported to another plane) do not increase the encounter' EL.

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

D%	
01-05	This bridge appears to have been haphazardly constructed from bits of timber left over from other projects, and creaks ominously when used.
06-10	This stone bridge has 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 a wooden floor laid over a pair of stone arches.
15-16	This bridge is constructed from shaped, poured blocks of concrete.
17-18	A bridge carved out of the bone (or bones, for very large spans) of a massive creature.
19-20	The bridge is supported by chains affixed to the ceiling. It sways back and forth when crossed.
21-22	An arch bridge, rising upwards in the middle, provides those on it with partial cover.
23-24	This covered bridge provides travellers with total cover. A guardhouse blocks its centre.
25-26	The bridge is designed to open, with both sides rising up like a drawbridge.
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.
31-32	The bridge has neither sides nor handrails, making it dangerously easy to fall off.
33-34	This bridge is of 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 long creature, protected by a <i>gentle repose</i> spell, serves as a bridge.
39-40	This bridge consists only of three ropes, one to walk on and two for providing balance.
41-42	The bridge is re-enforced to carry extra weight; it is wider & 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 repeating, a feat that requires at least one (if not more) Acrobatics checks (DC 15); failure by 5 or more sends the person tumbling into chasm below.
47-48	This sculpted stone bridge resembles a dragon, arching over the gap; you cross by walking along 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	This bridge is composed of living plant matter: vines, tree limbs and thick mosses.
55-56	The surface of the bridge is made in part from expensive materials (semi-precious stones, marble tiling, fine teak or oak), which may be recoverable as treasure.
57-58	This bridge is nothing more than a 2 ft. wide finger of natural rock.
59-60	This bridge is constructed of ice; it is slippery and produces a thin veil of mist, giving concealment (20% miss chance) to anyone on the bridge.
61-62	The bridge is carved to resemble the body of a single creature, arching over the gap.
63-64	This bridge is constructed from magically strengthened webs, as if from a <i>web</i> spell (DC22 Knowledge [arcana] identifies).
65-66	This bridge is a sheet of iron, created by a <i>wall of iron</i> (DC 26 Knowledge [arcana] identifies).
67-68	The bridge's construction is flawed; it can support only 400 lbs. without collapsing.
69-70	The bridge's high arch is difficult terrain.
71-72	This impromptu bridge is formed from a vertical structure, such as a tower, staircase or column, which has toppled over.
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.
79-80	This bridge has been constructed of animated bones, which twist underfoot to make the bridge difficult terrain. The bridge crumbles to pieces if it suffers 20 positive energy damage.
81-82	This is a double drawbridge, lowering from both sides to meet in the span's centre. Each part 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; 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.
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's span features a series of rollers, allow the easy transport of heavy weights.
100	The bridge is invisible (DC 19 Perception check or a <i>detect magic</i> [strong illusion {DC 20 Knowledge (arcana)} reveals]).

TABLE B: DRESSING & FEATURES

Use this table to generate interesting features for your bridge. Some features listed below may be inappropriate based on your bridge's setup, with some more suited to a rope-bridge and others to a more fixed bridge – ignore or modify such entries as appropriate.

D%	
1	The bridge is in an advanced state of disrepair, making crossing more dangerous (+5 on Acrobatics checks).
2	The sides or handrails of this bridge are tall and elaborate, providing cover (+4 AC, +2 Reflex) and making falling off the bridge impossible.
3	The bridge is buffeted by high winds (+2 on Acrobatics checks).
4	The bridge is slippery (+5 on Acrobatics checks).
5	A worn wooden sign dangles from the bridge, with the word "Danger" burnt into it.
6	The muddy footprints of a Medium-sized humanoid trace a path across the bridge.
7	The sticky residue of a tanglefoot bag covers a 5 ft. radius on the far side of the bridge.
8	A single bloody handprint mars the bridge's rail.
9	The bridge has deep gouges in one support from where someone attempted to bring it down with an axe.
10	The central 5 ft. of the bridge has fallen away. Jumping the gap requires a DC 5 Acrobatics check.
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	The bridge has engraved tiles on it featuring images of dragons, griffons and so on.
15	The bridge has a series of lettered tiles on it; the letters spell out the name of a historical figure, deity or other individual.
16	A small statue of a nude elf balances precariously on the bridge's parapet.
17	A rough path descends under the bridge, to a recently abandoned makeshift camp that took advantage of shelter afforded by the span.
18	A humanoid body dangles from the bridge on a rope, an ominous warning against intrusion.
19	At the far side of the bridge, a chalk "X" decorates the floor. Stones lie around it, as if someone was trying to toss them in.
20	Part of one of the guardrails for the bridge 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 roof, ominously hinting that the ceiling may not be structurally sound.
25	The words, "Watch out below!" are written on the bridge in blood.
26	The bridge has been repainted, possibly for visibility; the sides are in bright, garish colours.
27	The bridge bears scorch marks, as if someone had tried to burn it.
28	The bridge is slick with water or moisture, rendering it slippery (+2 on Acrobatic checks).
29	The bridge is ornate and also functions as an altar; it is protected by an <i>unhallow</i> spell.
30	A boot sits in the rough centre of the bridge.
31	A half-rotten chunk of flesh lies in the middle of the bridge.
32	This bridge is painted to resemble a rainbow, with seven distinct bands of colour running along its span.
33	Two statues stare at each other from opposite ends of the bridge.
34	A rope is tied off on a rock, column or statue near the bridge – and has been hastily 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 and reconstructed countless times, resulting in a patchwork of construction materials and styles.
37	The bridge bears an ominous inscription in Undercommon; it reads "Weak Bridge."
38	The bridge has an unconcealed trapdoor in the centre, which sits ajar.
39	Acid has been splashed over the surface of the bridge, but not enough to seriously weaken its structure.
40	Rocks have been piled near one end of the bridge.
41	The bridge is heavily worn, and its original inscriptions and images have been worn away.
42	A single heavy boot sits by the edge of the bridge; its mate lies in the chasm below.
43	This bridge has been maintained in meticulous condition; the original tool-marks are still visible on the wood or stone.
44	The bridge is rough and uneven, coated in calcium carbonate deposits, giving it a look as if someone has coated the bridge in a thick glaze.
45	The bridge is coated in a thin layer of bacon fat, as a rudimentary trap; this attracts all manner of vermin, and increases the difficulty of Acrobatics checks or Reflex saves on the bridge by 2.
46	Caltrops litter the bridge.

47	One of the ropes on this rope bridge has snapped.
48	Gurgling water moving below the bridge produces quiet but melodic music.
49	Moss, vines and flowers cover the bridge.
50	The bridge has been decorated with new tiles.
51	A profound stench of refuse emanates from beneath the bridge; the chasm serves as a midden for the dungeon's denizens.
52	Handrails have been added to make the bridge safer to cross.
53	The bridge has been re-enforced with large timbers.
54	One of the bridge's supports is missing.
55	A line of salt has been poured across one end of the bridge.
56	The bridge bears the scars of some magical conflict; it's surface has been scraped, scratched, lightly charred and partially frozen.
57	A makeshift barrier has been built 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 similar.
59	The bridge has been widened after initial construction.
60	A rope has been attached to the ceiling, and dangles down over the middle of the bridge.
61	Water drips onto the bridge from above.
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	The bridge is coated in filthy, stinking bat guano.
65	Miner's tools lie discarded on the bridge, beside a small gouge they've been used to dig out.
66	A piton is hammered into the ground by the bridge.
67	A thick net has been strung beneath the bridge, to catch anyone who falls off.
68	A large crack runs through the bridge's centre.
69	A thin layer of sand covers the bridge's surface.
70	Heavy sandbags have been tied to long ropes which hang off either side of this bridge.
71	Chalk X's zig-zag back and forth across the bridge.
72	A 10 ft. wooden ladder lies on the bridge.
73	The bridge is partly covered in marbles, as if they've been rolled from one side.
74	The bridge has been crudely re-carved; whatever original iconography was present has been carved over.
75	The bridge is on fire (for wooden bridges) or has a burning barricade upon it (for stone bridges). Smoke fills the air, providing concealment.
76	The bridge has been replaced; the rubble of the original bridge is visible below.

77	The bridge is littered with arrows, spears and broken ranged weapons, as well as the bodies (perhaps reduced to skeletons) of those who attempted the crossing.
78	Pieces of the bridge have been removed for use in other construction.
79	The bridge has completely collapsed.
80	An immense footprint mars the bridge.
81	A hollow under the bridge, which is difficult to access, may contain treasure.
82	A handcart has overturned on the bridge, covering it in dozens of small items.
83	The bridge has become part of a 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 people cross.
86	The bridge has acquired a potent smell.
87	Pots, pans and bells have been tied to the bridge, they rattle when the wind blows or when people use the bridge.
88	The metal bridge has become slightly magnetized.
89	A torn and shredded backpack lies on the bridge. It contains mouldering rations and a punctured, empty waterskin.
90	A tripwire (DC 20 Perception spots) runs across the bridge (DC 15 Reflex save to not trip over it).
91	A barricade of wooden boxes, chests and sacks blocks off the far end of the bridge.
92	"Go Back" in Common is written in large chalk letters on the bridge. The letters are crudely formed.
93	A stubbed out torch lies on the bridge.
94	A piton has been hammered into the bridge's parapet. A knotted rope leads into the chasm below.
95	Two empty potion vials have been 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 of the bridge's rails. It bears the heraldic device of a lost adventurer.
98	Slowly drying lamp oil covers a 10 ft. square portion of the bridge. It is slippery (+2 on Acrobatics checks).
99	The faint smell of rotting flesh wafts upwards from under the bridge. Several corpses rot below.
100	A stout chest sits in the centre of the bridge – blocking progress. The chest is actually a mimic (<i>Bestiary</i>) waiting for prey to come closer.

TABLE C: TRAPS & TRICKS

Of course, 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 be used to protect bridges.

Many traps around bridges cause the targets to fall from the bridge, which can add its own set of nasty consequences. However, a GM modifying these traps so that the characters fall into a particularly perilous situation (perhaps falling into lava) should treat whatever lies below as a second trap.

Finally, while tradition dictates dungeon levels are separated by stairs, bridges provide a distinctive visual and thematic appeal; a bridge with an effective trap can virtually eliminate undesirable traffic back and forth between areas.

COLLAPSING BRIDGE CR 3 (800 XP) *The stones beneath your feet abruptly give way, dropping you into the darkness below!*

Search DC 25 Perception; **Type** Mechanical
Disarm DC 20 Disable Device (2d4 rounds); activates on DC 20 or less.
Trigger Location (10 ft. middle section of bridge [multiple targets]); **Reset** Repair

Effect When triggered, this trap has the following effects:
Fall Those on the bridge fall 30 ft. (DC 20 Reflex avoids) and suffer 3d6 falling damage.

CRUMBLING BRIDGE CR 4 (1,200 XP) *As you cross the bridge, beneath your feet you hear an audible "tick" sound. The world freezes for just a moment, before the bridge abruptly gives way beneath you, tumbling into the chasm below.*

Search DC 25 Perception; **Type** Mechanical
Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception; steel rods beneath the bridge can be slid into position to prevent its collapse.

Trigger Location (more than 10 ft. onto the bridge); **Reset** —
Effect When triggered, this trap has the following effects:
Collapse Those on the bridge fall 60 ft. (DC 20 Reflex avoids) and suffer 6d6 damage.

Variant (CR 6) A collapsing bridge trap might be constructed so that the masonry from the bridge crushes those who fell from its span (1d4 attacks, +12 ranged, 2d6+3 damage) to each character falling from the bridge. Particularly large bridges, or those designed to bring the roof and/or sides of the span down with them, are treated as landslides (chapter 13, *Pathfinder Core Rulebook*).

EYE OF THE HURRICANE CR 6 (2,400 XP) *As you cross the bridge, a sudden powerful blast of wind plucks at your clothes and hair and quickly grows in strength.*

Search DC 25 Perception; **Type** Magic
Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less
Trigger Visual (*arcane sight*); **Reset** Automatic (immediate)

Effect When triggered (by a character crossing the span), this trap has the following effects:

Blow Me Down Characters on the bridge and in the surrounding area are buffeted by hurricane force winds. This has the following effects:

- **Ranged Attacks:** Ranged attacks (except those with siege engines [-8 penalty on attacks]) are impossible.
- **Fly Checks:** Fly checks suffer a -12 penalty.
- **Blown Away:** Medium or smaller creatures are blown 1d4 x 10 feet, taking 1d4 nonlethal damage per 10 ft. (plus 3d6 falling damage as they fall 30 ft., if they tumble from the bridge, unless they make a DC 15 Strength check. Flying creatures are blown 2d6 x 10 feet and take 2d6 nonlethal damage, unless they make a DC 25 Fly check.
- **Checked:** Large or smaller creatures are unable to move forward against the winds unless they make a DC 10 Strength check (if on the ground) or a DC 20 Fly check (if they are airborne).

Variant (CR var.) Combining this trap with Huge flying opponents can provide a substantial challenge; such a bridge is a terrible place to fight a dragon, for example.

KNOCK 'EM OFF CR 2 (600 XP) *As you're crossing the bridge, you feel a rush of wind, and hear a loud creak of rope...*

Search DC 20 Perception; **Type** Mechanical
Disarm DC 15 Disable Device (2d4 rounds); activates on DC 10 or less; **Bypass** DC 25 Perception reveals a hidden latch that prevents the logs from swinging out.

Trigger Location; **Reset** Automatic (1 hour); a clockwork mechanism pulls the logs back into their initial concealed

Effect When triggered, this trap has the following effects:

Down You Go Logs on heavy ropes swing down from the ceiling, making a bull rush attempt (+10 CMB) against all those on the bridge. If the check succeeds by 10 or more, the character is pushed from the bridge (DC 20 Reflex avoids); success by 9 or less pushes the character to the far side of the bridge, but not over (if the check fails the character is not moved).

Fall Those on the bridge fall 30 ft. (DC 20 Reflex avoids) and suffer 3d6 falling damage.

Variant (CR 4) The logs are covered in spikes, blades and barbs; in addition to the bull rush attempt, a log makes 1d4 attacks against its target (+8 melee, 1d4+2 damage).

UNLIVING SPAN

CR 7 (3,200 XP)

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

Search DC 29 Perception; **Type** Magic

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** DC 25 Perception; moving your hand over a small arcane or divine sigil located near the span's apex prevents it from activating for 10 minutes.

Destroy Destroying the bridge (AC 9, hardness 5, hp 50, DC 30 Break) defeats the trap. Positive and negative energy (and other spells and effects) affect the trap as if it was a 10 HD undead creature (Fort +3, Ref +3, Will +7); bludgeoning weapons ignore the bridge's hardness.

Trigger Location (crossing the halfway point of the bridge); **Reset** The bridge remains active for one minute; it then resets one hour later

Effect When triggered, this trap has the following effects:

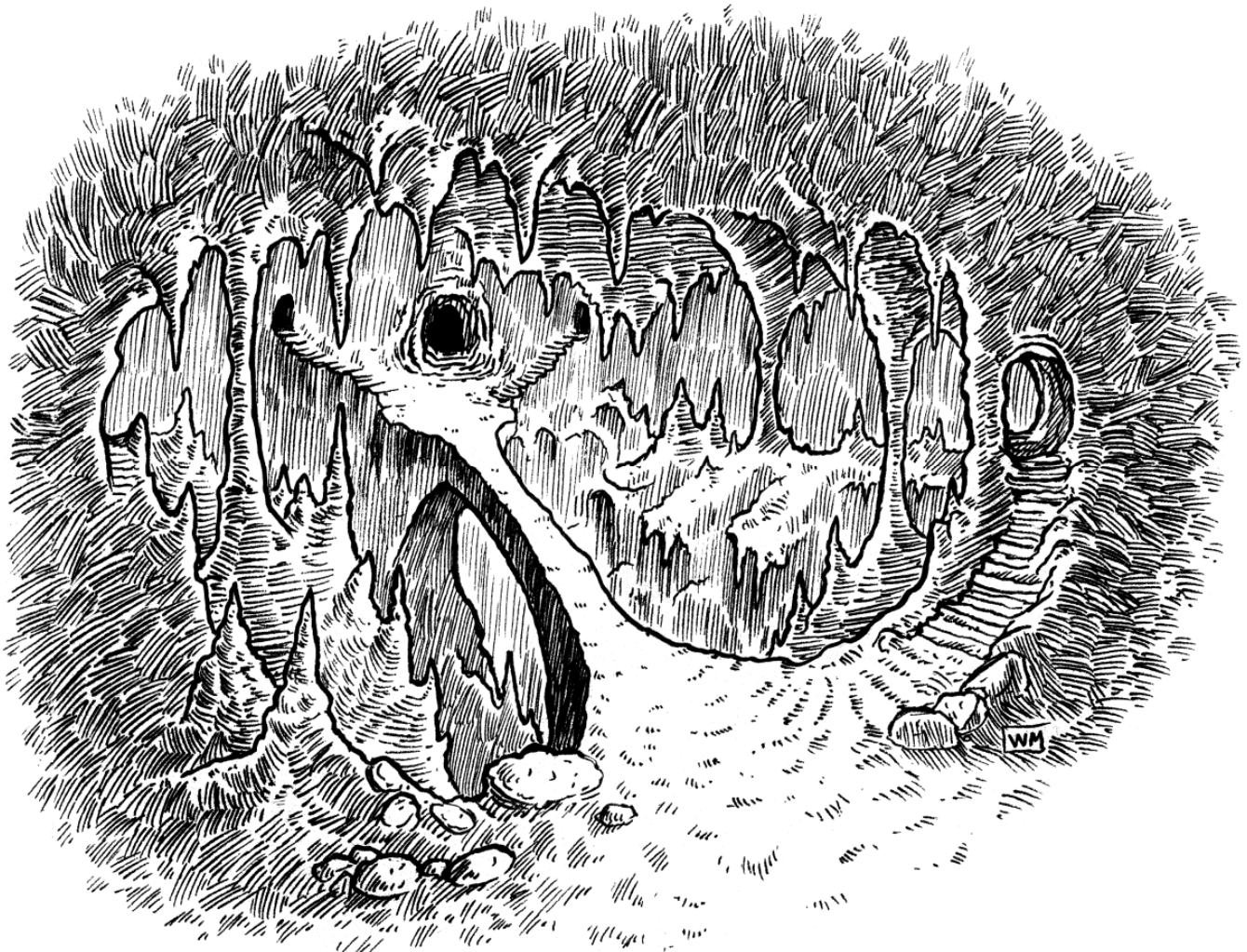
Grapple The unliving span attempts to grapple everyone on it (CMB +14, CMD 26).

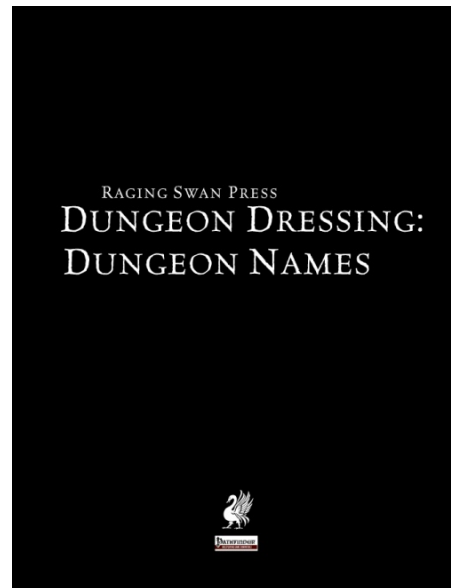
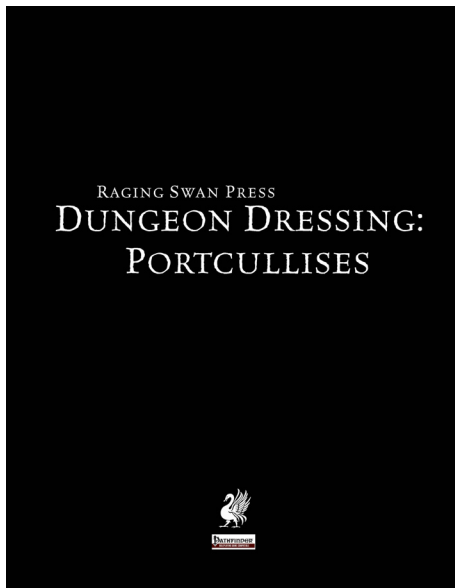
Constrict As the creature ability, dealing 2d6+7 damage. The unliving span crushes a grappled character in the two subsequent rounds before dropping its foe off the bridge; if it succeeds, a character can make a DC 20 Reflex save to grab the bridge as he falls. If he fails, he suffers 3d6 falling damage.

Variant (CR 8) The above assumes a reasonably large span, but not one of truly immense size. An undead span more than 20 ft. wide or 50 ft. long would increase its damage to 2d8+7, and its CMB and CMD by 2.

Variant (CR 9) Managing to somehow be even more macabre, it's possible for necromancers to construct an unliving span from zombies instead of skeletons (AC 9, hardness 5 [overcome by slashing not bludgeoning weapons], hp 50, DC 30 Break; CMB +18, CMD 30; constrict 3d6+10 damage).

Variant (CR 10) Particularly twisted and powerful necromancers may construct an unliving span from ghouls (AC 9, hp 50, DC 30 Break; CMB +18, CMD 30; constrict [3d6+10 damage] plus paralysis [DC 17 Fortitude resists; 1d4+1 rounds] and ghoul fever [DC 17 Fortitude resists]).





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