



ART CREDIT: INSERT NAME

TOLL BRIDGE

Toll Bridge is an urban combat encounter for four to five characters with an average party level (APL) of 3rd level. A city toll bridge run by a corrupt official. Statistics for creatures found within this encounter can be located in the **5th edition SRD**.

A bustling bridge manned by armed guard seem to stop all who cross. Several poorer townsfolk are turned away and you overhear them grumbling about outrageous tolls as they shuffle past the waiting crowd.

CITY BRIDGE

A recently appointed city official has added tolls to important bridges in this part of the city. The guards of this bridge have decided to get a cut of this new money and add their own little bit on top of each toll payment. The city has so far turned a blind eye to this corruption, the bridge's toll would normally be 1 silver piece but the guards here are charging 3 silver pieces to cross. **At Higher Levels:** Add one or two **veterans** to the gates or consider having two more **thugs** patrolling the bridge.

ENCOUNTER: CITY CORRUPTION

As the characters approach the bridge's gate two **thugs** will be waiting on either side of the gateway to take payment. 50ft above them in the gates battlements are **three** guards armed with crossbows (1d8+1), these will fire down at any sign of trouble, this setup is duplicated at the other gate.

URBAN ENCOUNTER

APPROACHING THE GATE

As the characters approach the two **thugs** will stop them and ask for the 3sp toll payment to cross. If the characters pay the toll they are free to cross and won't be harassed for payment again until the next day.

TOLL PAYMENT

The guards know this racket can't last forever but they intend to take advantage while they can. If the characters attempt to haggle and successfully persuade the **thugs** to reduce the toll the guards will only drop it as low as 1sp, arguing that the 1 silver piece payment is city law.

BRIDGE ATTACK

If the characters attack the **thugs** or are seen attempting to sneak over the bridge the **guards** will attack with their crossbows and the thugs from the other gate will cross to join forces. The other guards will remain in the battlements and shoot at any characters attempting to cross.

CONCLUSION

Killing the guards. If the characters kill any of the guards they will find themselves wanted by the local authorities as onlookers will report their likeness to any officials sent to investigate.

Crossing the Bridge. If the characters manage to cross the bridge unseen the guards won't recognise them if they come this way again.

Captured. If any characters are captured and will need to pay a 25gp fine or potentially be looking at jail time.

CR2
550XP

3RD
LEVEL