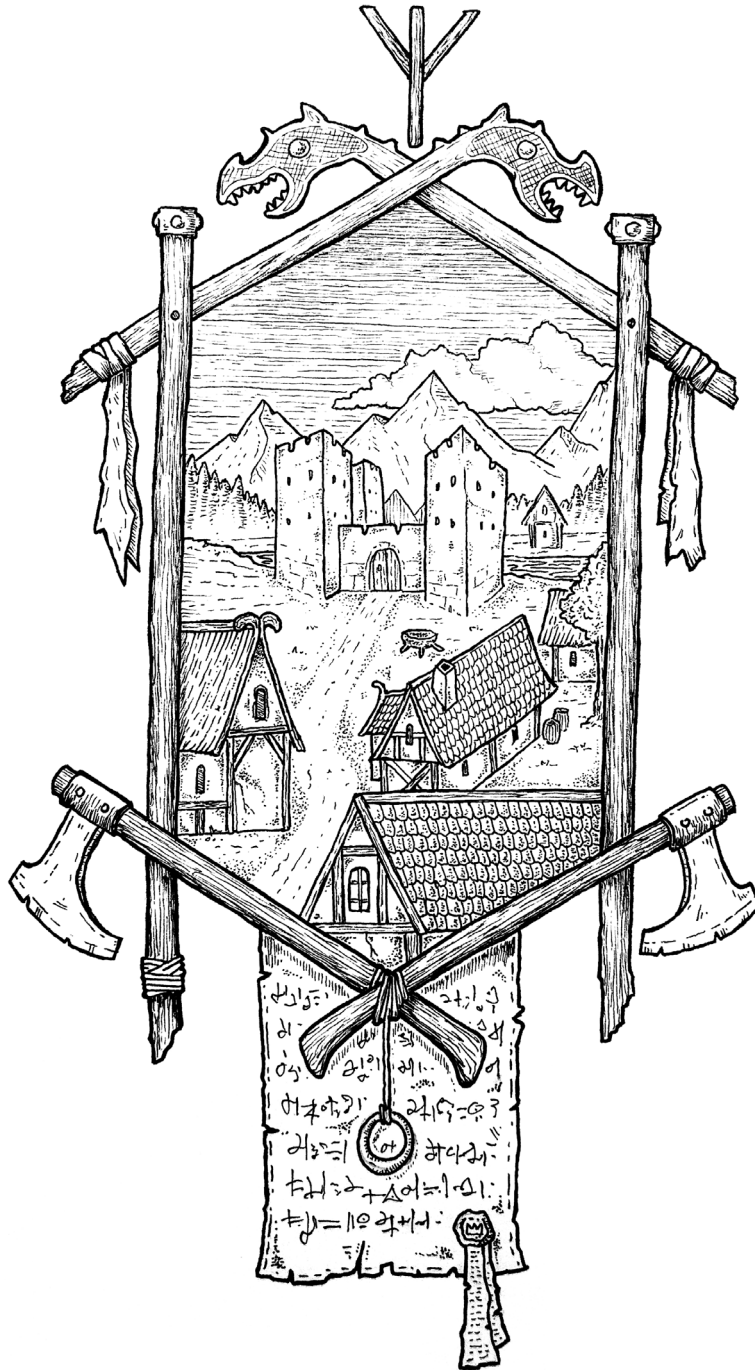


Welcome to Fourtower Bridge

A Paths Peculiar module for fantasy roleplaying games

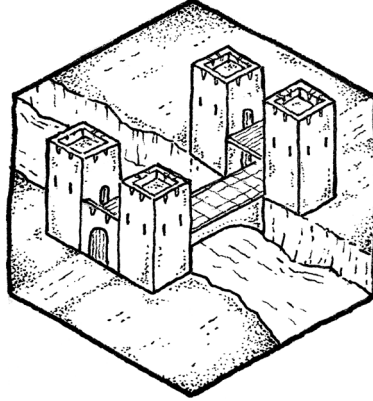


Text, design and illustrations by Niklas Wistedt
Stockholm 2020

Website and blog: www.wistedt.net

Instagram: @paths.peculiar Twitter: @PathsPeculiar

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Designer's notes

The home base (town, village, hamlet) is an important element of many fantasy adventures. It provides opportunity for roleplaying and setting the tone for the campaign. The home base also allows the game master to adjust the difficulty of the adventure by deciding what resources are available for purchase, if retainers can be hired and if rumours can give hints about dangers to come. The home base works as a hub, and lets the game master enrich the campaign world by adding lore and side quests.

Despite this, many adventures lack a town, and leaves it up to the game master to create it. That is why I created Fourtower Bridge. It's a small home base that can be dropped into pretty much any fantasy campaign or adventure, with minimal (if any) work required by you.

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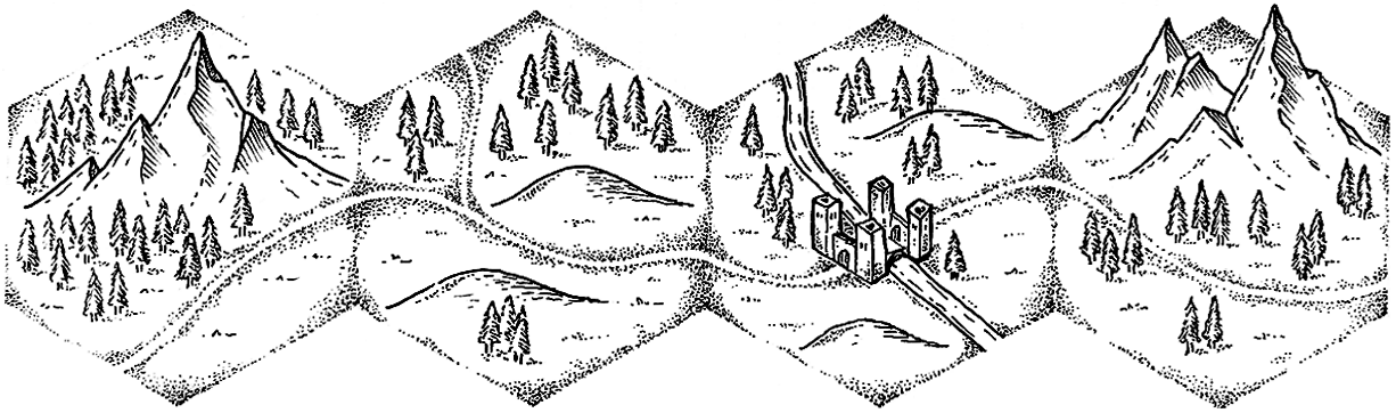
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This is Fourtower Bridge

Fourtower is located on the moorlands on the outskirts of the realm. The name refers to the bridge itself as well as the small settlement surrounding it.

The fortified bridge provides safe passage across the river for those traveling the old King's Road. While originally built for military purposes, the fortification no longer serves such a role and civilians have been allowed to build houses around it, forming a small hamlet. While a few farms are scattered across the surrounding landscape, this area is certainly considered the backwoods of the realm.

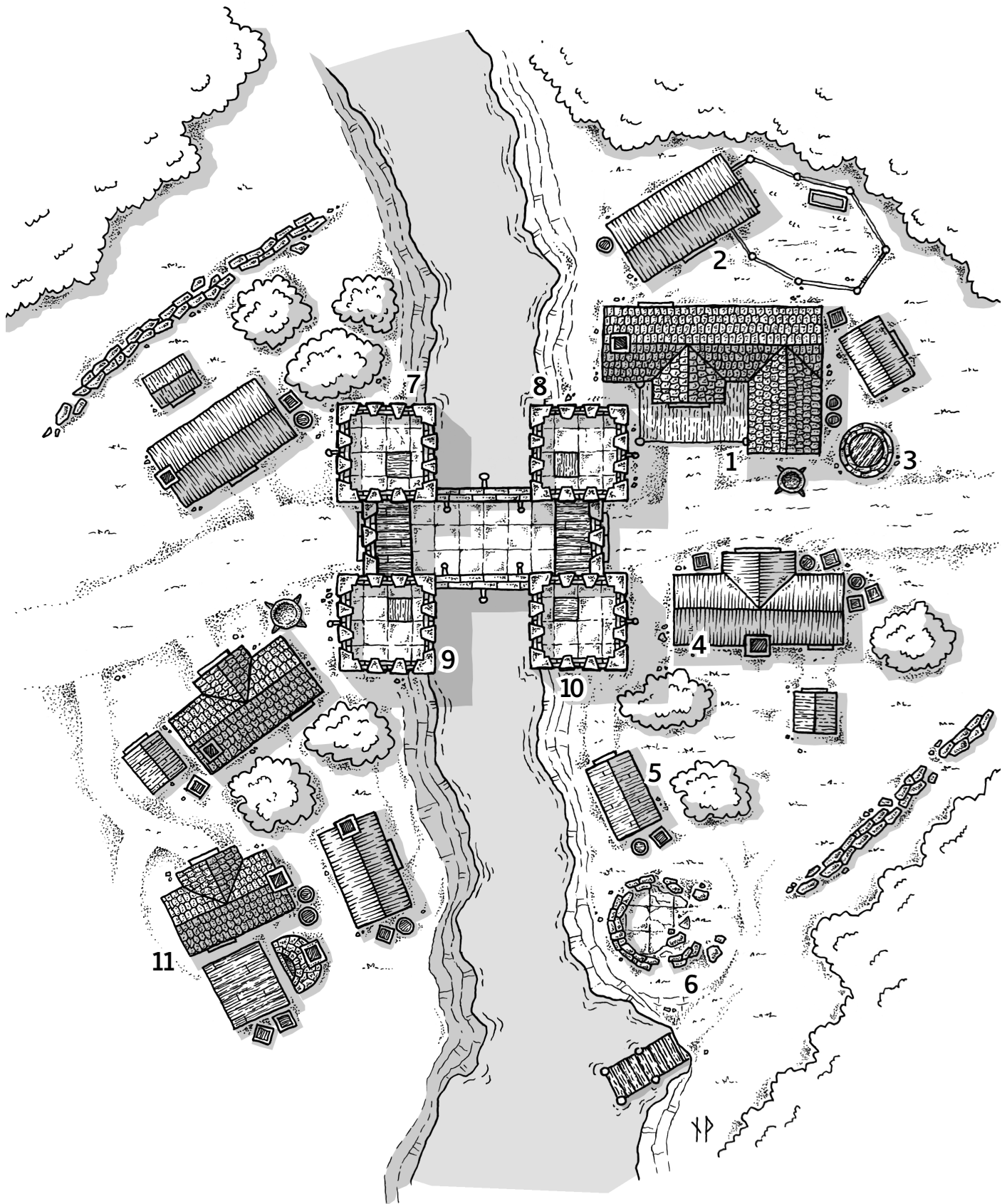
The bridge construction consists of four towers and thick gates barring passage across a sturdy stone overpass. The fortification was given as reward by the local regent to a party of four adventurers who did the realm a great service many years ago. The four adventurers are now retired and live in the towers. "The Four" collect tolls from those who wish to cross the bridge, although not from locals.



Many travelers and caravans pass by the way station, taking advantage of the inn's services and some well needed rest and comfort. Fourtower bridge tends to attract adventurers as it is the last inviting place before many leagues of dangerous wilderness - windy moors, dark pine forests and craggy mountain ranges. The torches and braziers of "the bridge" are welcome beacons in the cold and dark moorland nights.

Fourtown Bridge in the old language is "Fyrtorns-bro".

Map of Fourtower Bridge



1. The Moorland Magpie Inn
2. Stables
3. Well
4. Millie's Inventory General Store
5. Fisherman's shack
6. Tower ruin

7. Fighter's tower
8. Thief's tower
9. Magic user's tower
10. Cleric's Tower
11. Roark's Smithy

Buildings and townspeople

The Moorland Magpie Inn

Two floors. Rooms for rent on second floor. Worn but clean. Cozy and welcoming atmosphere.

- Innkeeper **Lorna**, middle-aged lady, friendly and welcoming. Somewhat pedantic.
- Lornas husband **Bren** takes care of the stable. He doesn't say much.

Smithy

The blacksmith **Roark** is a decent craftsman. He is chatty and likes gossip. Not so secretly in love with Millie. Roark's sister **Ega** and her two kids lives with him, she works at the inn.

Fisherman's shack

Kooky old **Frode** lives in a hut by the river, close to the tower ruin. He is a hooded old man who sometimes sends strangers on nonsense quests. He is also a skilled fisherman and owns a rowing boat.

Millie's Inventory general store

The storekeeper **Millie** is clever and helpful. She jokes a lot. Has two large dogs called Thongor and Brute. Her store carries lots of useful equipment for adventurers and travelers as well as some curious goods from far away lands that she's procured from visiting merchants.

Fourtower bridge

The towers are 30 feet high and made of rough stone. Simple but sturdy. Each tower has two floors, battlement roof and a basement.

The gates to the bridge are iron

bound wood. They are open during daylight hours and securely locked during nighttime.

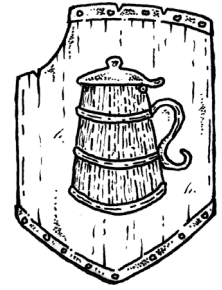
There's a copper pot on the bridge where travelers pay toll. Anyone caught not paying gets brutally beaten by **Athalgrim** and is banned from Fourtower for life.

- Northwest tower - **Athalgrim** the fighter. Large man with black beard. Surly. Prone to outbursts if provoked. His tower walls are decorated with the broken shields of his enemies. Athalgrim has a magical vault in his basement where adventurers can store their treasure. He keeps it if the party dies or goes missing for more than one year.
- Northeast tower - **Silar** the thief. Elegant man in his forties, extravagant. Skilled trap-maker and burglar extraordinaire.
- Southwest tower - **Dagunn Rakel** the magic user. Tall woman in her sixties. Intelligent and witty. Collects mystic goods. Has a laboratory and a taxidermy crocodile.
- Southeast tower - **Majken** the cleric. Strict and demanding. Hard to earn her trust. Small temple on first floor. Tower has a bronze bell on the roof.

The old tower ruin

The old tower was built and torn down long before any other structure was built in Fourtower. Today it is almost completely overgrown. Some of the stones have inscriptions in a long-forgotten language. Lawful people who rest in the tower ruin regain hit points at double speed. Majken the cleric intends to rebuild this tower and create a temple - she might need assistance in finding relics for it.

Random table - “A night at the Moorland Magpie inn”



Roll 1d20 (or chose one) when the party spends an evening in the inn.

1. Lorna has baked apple pie. It's made with local apples from the trees in Fourtower. Very delicious.
2. Frode is very drunk and needs help getting back to his shack.
3. A newly paid caravan guard is overly confident in his gambling skills.
4. Silar the thief tells the story of how he stole ...
 - the cursed spell book of the necromancer Viziri
 - the keys to the royal dungeons, and then freed Maugur the Bastard
 - the magic purse of the troll matriarch Bayanaragh
5. Lorna has purchased three large crates of pork sausages from a nearby farm - what a feast!
6. A devastated merchant drowns his sorrows as his caravan was recently raided by highwaymen.
7. A one armed farmer bests Athalgrim in arm wrestling.
8. A bard sings the ballad of the mountain queen. It is beautiful, and everyone mourns her cruel fate.
9. Majken the cleric scorns a man that has had too much to drink.
10. Three dwarves complain about the size of the furniture.
11. Dagunn Rakel shows off her collection of infernal pottery. No one likes this.
12. Millie's dog Brute just had a litter and nests next to the fireplace. Everyone likes this.
13. Frode claims he once caught a pike the size of a crocodile (he actually did!)
14. A traveling dwarf has been robbed by roadside goblins. They took everything she owned save the armor she is wearing.
15. An adventurer opens a coffer she brought back from a dungeon. It is cursed, and a cold wind runs through the inn, blowing out all light sources. She is now in big trouble.
16. Lorna has not received any food deliveries for several weeks. Stale bread is on the menu.
17. Two fighters, Bastian and Mara, are looking for work. They will join an adventuring party for half a share each of any potential treasure, but only if both are hired as they're brother and sister.
18. A couple of traveling merchants argue loudly and resorts to fisticuffs. They are both banned from staying at the inn, and must sleep in their wagons.
19. A fortune teller from a far away land visits the inn. His fortunes are gloomy at best.
20. The inn has been infested with bedbugs! Guests will have to sleep in the stable while the bugs are killed with alchemical (and very poisonous) smoke.

Random table - “This just in”

Millie always keeps a full stock of general trade goods, but due to the many merchants passing by Fourtower Bridge she often manages to acquire more interesting items.

Roll 1d20 every once in a while to see if there's something new for sale in the store.

1. A foldable eleven foot pole
2. 1d6 sacred candles that repel weak undead (intense flame, lasts one hour)
3. 1d6 sacred candles that double the speed of natural healing when resting (calming flame, lasts one night)
4. A package of 1d20 firecrackers
5. A box of exotic candy
6. An ornate copper lockbox with a poison needle trap (poison must be acquired separately)
7. A mechanical toy magpie that chirps and flaps its wings when wound up
8. Three jars of very sticky glue
9. A set of masterwork fishing lures in a brass box
10. A wind-up mechanical music box (plays for ten minutes)
11. A crystal bottle of exotic perfume
12. A pair of leather boots of amazing quality
13. 1d20 glow-in-the-dark pebbles (the glow is not bright enough to use as a light source, but is clearly visible in the dark)
14. 1d10 doses of potent sneezing powder
15. A jar of pickled herring and a bottle of distilled spirit (comes as a set)
16. 1d100 silver caltrops
17. An almost invisible tripwire with small bells attached to it
18. A wooden demon mask with silver inlays, quite scary
19. A scabbard that makes it possible to unsheathe a sword carried on the back
20. A large, lavishly decorated living wagon. It has an iron stove as well as bunk beds for four people. Horse not included. Very expensive.

