



The Bridge Beast

A level 3 travel event for 4 players.

After making their way through monster-infested lands, the party comes upon a ravine with a “simple” suspension bridge.

The Story

It is not uncommon for even the strangest of monsters to form symbiotic relationships. Take, for instance, Gully Bridge: a simple rope-and-wood construction that serves to deliver travelers and goods conveniently across a seasonal waterway. This choke point became a popular ambush site for a growing number of goblins infesting the nearby woods. Their hasty and haphazard ransacks filled the ravine with litter and refuse which, washing downstream, flowed into a crag. This particular crag happened to flow into the Underdark, inciting the curiosity (and hunger) of two particular creatures—a mimic and a rust monster. The mimic surfaced first by hiding amongst the ditch’s plunder, posing as chests, sacks, and boxes for trade. Having no desire beyond meat, the goods and weapons were left discarded. Enter the rust monster who emerged following the waterway and the scent of crude goblin metals too heavy to be carried by the flow.

As time passed, the mimic became more bold and, having pried one of the bridge’s boards free, now attacks those who dare to cross.

The rust monster, innocent of the kills, takes advantage of the mimic’s bold hunting ground, pacing under the bridge, awaiting the arrival of fresh metals.

Suggested Skills

Perception | Acrobatics | Grapple
Animal Handling

Key Steps

Approach the bridge. | Notice the eager rust monster. | Attempt to cross. | Awaken the mimic.

The Enemies

1x Mimic | 1x Rust Monster

The Loot

Decide what your players get based on how the event goes.

8 bottles of common wine
1 set of fine clothes (15 gp)

3 lbs of cooking spices (6 gp)
Rope of Mending

1 bound script for a comedic play (25 gp)

Tactics

The players approach the bridge from the west with the gully running north to south.

Set Up

- The mimic is already in position, taking the form of the center board on the rope bridge.
 - The rust monster rests in the shaded side of the gully but shows itself freely if the bridge is disturbed as it hungrily paces back and forth below.
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Perception

- 10 - The gully is littered with broken crates and barrels.
 - 12 - Amongst the rubbish, the players spy discarded dagger hilts, leather straps, and carts missing their rivets and tires.
 - 13 - The players notice NON-METAL LOOT directly below the center of the bridge.
 - 14 - A rust monster sleeps in the shade.
 - 15 - They notice a low, guttural rumble coming from the bridge.
 - 17 - The players spy long white strings of slime slowly dripping from the bridge center.
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Turn 1

- The mimic waits for a player to step on its board form, making use of its adhesive trait. If the players attempt to jump the center board, it attacks with pseudopod. If already grappling a player upon its first turn, it uses bite.
 - The rust monster has no interest in combat and awaits tasty metal morsels below, though this may seem threatening to the players.
 - If melee combat is engaged with the mimic, on initiative 20, the bridge sways, threatening to send players falling 10 feet into the ravine (1d6 bludgeoning damage).
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Turn 2

- If the mimic reduces a player below their hit point minimum, it will enter its true amorphous form, grab the player, drop from the bridge, and retreat to the Underdark crag with its meal. This removes its adhesive property and any weapons that may have hit it are released to the rust monster below.
 - If a player falls into the ravine, the rust monster “attacks” with antennae and begins consuming any visible metal objects on the player. If the player is free of metal, the rust monster may bite if it feels threatened.
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Notes

- Once in the crag, the mimic engulfs the grappled player, dealing 1d8 acid damage per turn.
- If overwhelmed with no players grappled, the mimic fights to the death, sure of itself and lacking the intelligence to diversify its attacks.
- The rust monster, if freely given a metal meal, will become attached to a player who succeeds in a DC 11 Animal Handling check. It weighs 200 pounds and requires 20 pounds of metal every 3 days (cost of 2 gold per day) but actively seeks out any metals it can.

Enemies

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 12 (+1) | 15 (+2) | 5 (-3) | 13 (+1) | 8 (-1) |

Skills Stealth +5

Damage Immunities Acid

Condition Immunities Prone

Senses Darkvision 60 ft., Passive Perception 11

Languages --

Challenge 2 (450 XP) **Proficiency Bonus** +2

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Fattened and content from foolish prey, the mimic lets loose a guttural purr when the bridge is disturbed. As the players near the bridge center, long strings of drool drip down from the center board.

Enemies

Rust Monster

Medium monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 13 (+1) | 12 (+1) | 13 (+1) | 2 (-4) | 13 (+1) | 6 (-2) |

Senses Darkvision 60 ft., Passive Perception 11

Languages --

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

The rust monster leads a simple life, eagerly greeting travelers from below, like a dog begging for scraps.

