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## About This Content

The second in our "Over the Next Hill" series of small plug-in settlements is a lakeside fishing town on the fringes of civilization - an ideal base camp from which to launch expeditions into the wilderness! With NPCs, locations, and plot hooks, these settlements can be used in any campaign.

*This product includes:*

- A map of the town of Rivereave and surrounding area
- 3 ready to use combat encounters
- Related Artwork
- 8 Ready to use statted NPCs
- Over 30 story entries describing the town and its environs
- A rollable table of rumors about the town

By **Scott Marcley**

illustrated by **Indi Martin**

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*Conversion by* **David Brown**

Released on May 10, 2018. Designed for Fantasy Grounds version 3.3.5 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the Included 5E ruleset.

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Title: Fantasy Grounds - En5ider: Town of Rivereave (5E)  
Genre: Indie, RPG, Strategy  
Developer:  
SmiteWorks USA, LLC  
Release Date: 16 May, 2018

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

# OVER THE NEXT HILL THE TOWN OF RIVEREAVE

**T**HE FOLLOWING IS THE SECOND PART OF *Over the Next Hill*, a multi-author series focusing on small settlements that can be dropped into a campaign with minimal preparation. Each article in the series presents several detailed NPCs, points of interest, and loose plot hooks that can be developed during play. This installment of the series details the town of Riverave, a safe haven for adventurers returning from the borderlands.

### THE SETTLEMENT

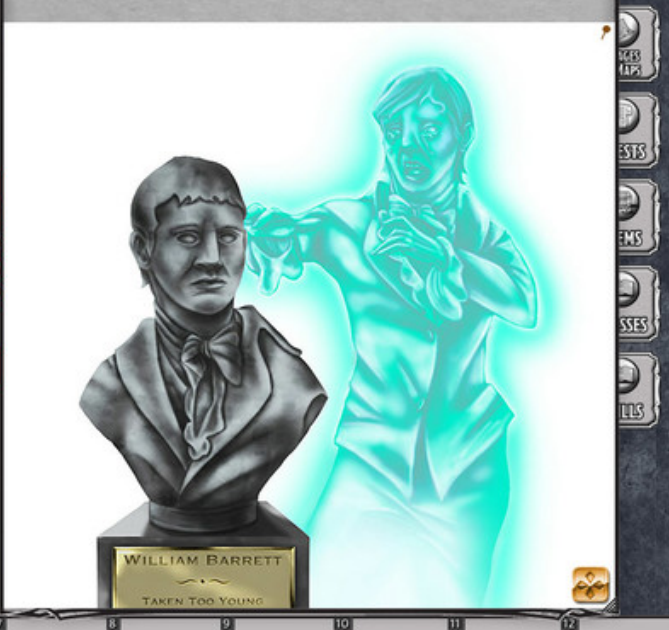
Riverave sits on the shore of an expansive lake, along a wilderness trade route that hugs the edge of civilization. Most buildings are made of plastered stone and timber, with shingled roofs. The entire village smells of fish, and the weather is often rainy and cold. Despite this, the people are warm and welcoming to travelers, as adventurers frequently use the town as a place to rest before and after trips into the lawless wilds.

### SIGNIFICANT AREAS

- **Riverave Keep** - A stone structure that sits atop a high hill overlooking the town. The keep has barracks for 50 stout guards and stables for 10 horses. The commander is Georges Valmont, a veteran and the baron's nephew.



WRITING SCOTT MARCLEY  
ART INDI MARTIN



### STORY

- 🔥 (The Town of Rivereave)
- 🔥 0.00 - Credits
- 🔥 1.00 - The Settlement
- 🔥 2.00 - Significant Areas
- 🔥 2.01 - Rivereave Keep
- 🔥 2.02 - Valmont Manor
- 🔥 2.03 - Wharf
- 🔥 2.04 - Adventurer's Guildhall
- 🔥 2.05 - Fish Market
- 🔥 2.06 - Merchant Warehouses
- 🔥 3.01 - Fortune Teller
- 🔥 3.02 - Smithy
- 🔥 3.03 - Ship's Supply
- 🔥 3.04 - The Watery Pig
- 🔥 3.05 - Barber
- 🔥 3.06 - Brewery
- 🔥 3.07 - Holy Chapel
- 🔥 3.08 - Priests' Residence

### (The Town of Rivereave)

- 🔥 Woodworker
- 🔥 Mayor's Residence
- 🔥 Apothecary
- 🔥 Bakery
- 🔥 Farm Supply
- 🔥 Livestock
- 🔥 Butcher
- 🔥 Tool Shop
- 🔥 Millhouse
- 🔥 Tack and Harness
- 🔥 Farmhouse Inn

**Tables**

- 🔥 Rumors

**Maps**

- 🔥 Image: Map of Rivereave

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- 🔥 Open Game License

### Rumors

Bits of information can be discovered by talking to townsfolk.

Roll	Custom	Output
🎲	⚙️	0 Chat

**1d10 Rumor**

- 1 - 1 Lizardfolk raiders attack the outlying farms, yet the baron does nothing. (True, the lizardfolk living in the lake have made a secret truce with the baron—he turns a blind eye to their raiders in exchange for safe shipping across the lake.)
- 2 - 2 The Valmonts were disgraced when the baron's father lost a duel while drunk. (True.)
- 3 - 3 Everyone loves the priest's beer—it's delicious! (True, see Area 6.)
- 4 - 4 The apothecary sells magical seeds that make crops grow like mad. (False, see Area 17.)
- 5 - 5 All sorts of things are smuggled through the port. (True, see "Wharf," below.)
- 6 - 6 The butcher was attacked by tiny demons earlier this week! (Partially true, see Area 17. The creatures were rabble-rousers.)

0  
Modifier

ADV +2 +5

DIS -2 -5

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80

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100

TOKENS

LIBRARY

### 1.00 - The Settlement

Rivereave sits on the shore of an expansive lake, along a wilderness trade route that hugs the edge of civilization. Most buildings are made of plastered stone and timber, with shingled roofs. The entire village smells of fish, and the weather is often rainy and cold. Despite this, the people are warm and welcoming to travelers, as adventurers frequently use the town as a place to rest before and after trips into the lawless wilds.

### 3.05 - Barber

Inside the tidy office is an examination table and shelves filled with vials and instruments. Fyvus Fulbin provides shaves, bloodlettings, and other medical services:

- Shave and haircut (5 sp) gives advantage on Performance and Persuasion checks for 48 hours.
- A leeching (1 gp) gives advantage to any saving throw made to resist a disease currently affecting the character for the next 24 hours, but reduces the affected character's hit point maximum by 10 percent for 24 hours.
- Treat injuries (10 gp) restores 1d4 + 3 hp (once per 24 hours).
- Surgery (50 gp) restores a subject to life if performed within one hour of death and if the surgeon rolls a critical success on his Wisdom (Medicine) check.

### 3.25 - Farmhouse Inn

Renowned for its comfort, this working farmhouse is run by Henri Fermier, his wife Henrietta, and their six children. A one-night stay (including meals) costs 2 gp. Anyone taking a long rest here recovers all hit dice instead of the usual half. Tiny stone cairns rest on the side of the road near the inn as small shrines to the god of travelers.

**Image:** Eating Breakfast

### 3.02 - Smithy

This is the workshop of Robert Kettle, a broad-shouldered smithy. He is a decent fellow, but only capable of repairs and basic ironwork. He resents the tool-seller (Area 22) for dealing with "that bastard dwarf," a rival smith from a bigger city, and treats dwarves with mild contempt.

### 3.03 - Ship's Supply

Wyatt Coxson—a legendary fisherman in these parts—sells boat materials and stores: bait, fishing tackle, etc. His high-quality rope costs 15 gp, but withstands heavy loads (advantage on saving throws to resist breaking).

### 3.24 - Tack and Harness

Gilbert Hyde, a trapper and tanner, sells leather goods, including leather armor, and high-quality belt pouches and backpacks that give advantage to saving throws for items stowed within. He pays 1 cp to anyone who urinates in a bucket outside, marked: "Penny for your relief!"

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Modifier

ADV +2 +5

DIS -2 -5

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