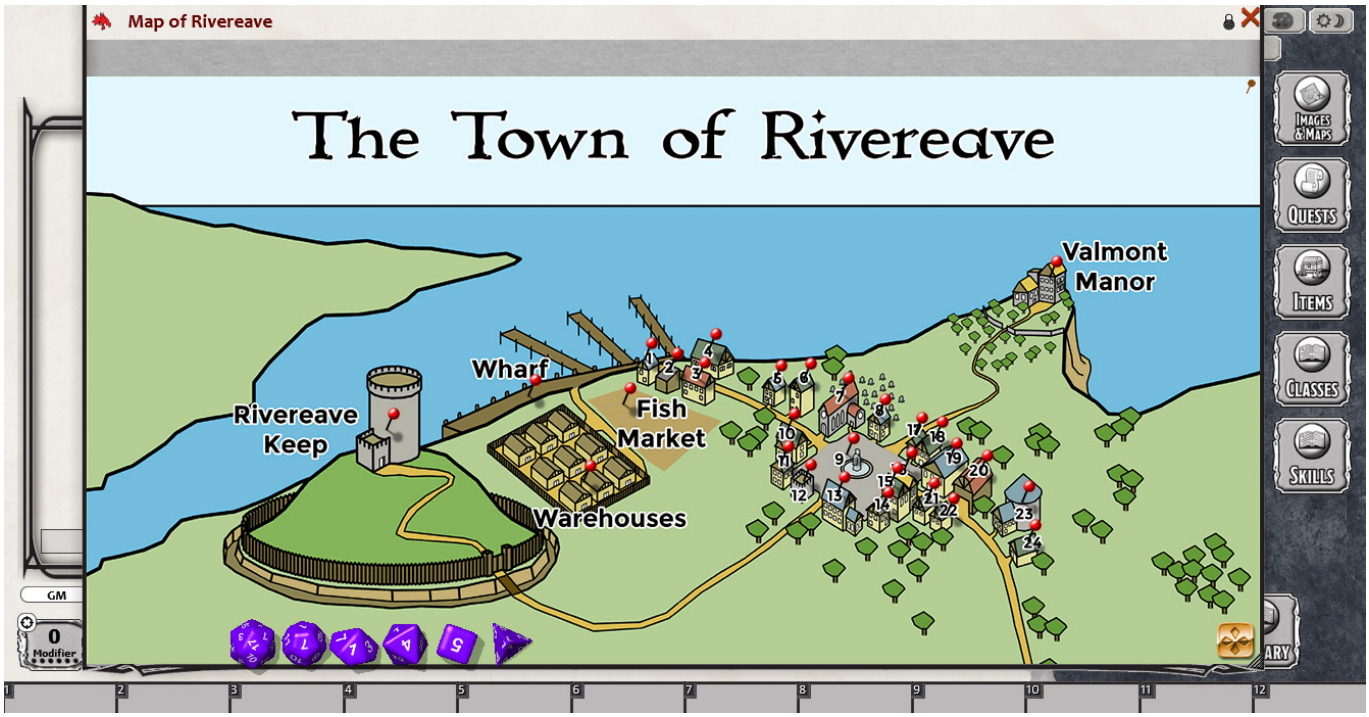
Fantasy Grounds - En5ider: Town Of Rivereave (5E) Download Key Serial Number



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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**

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.

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

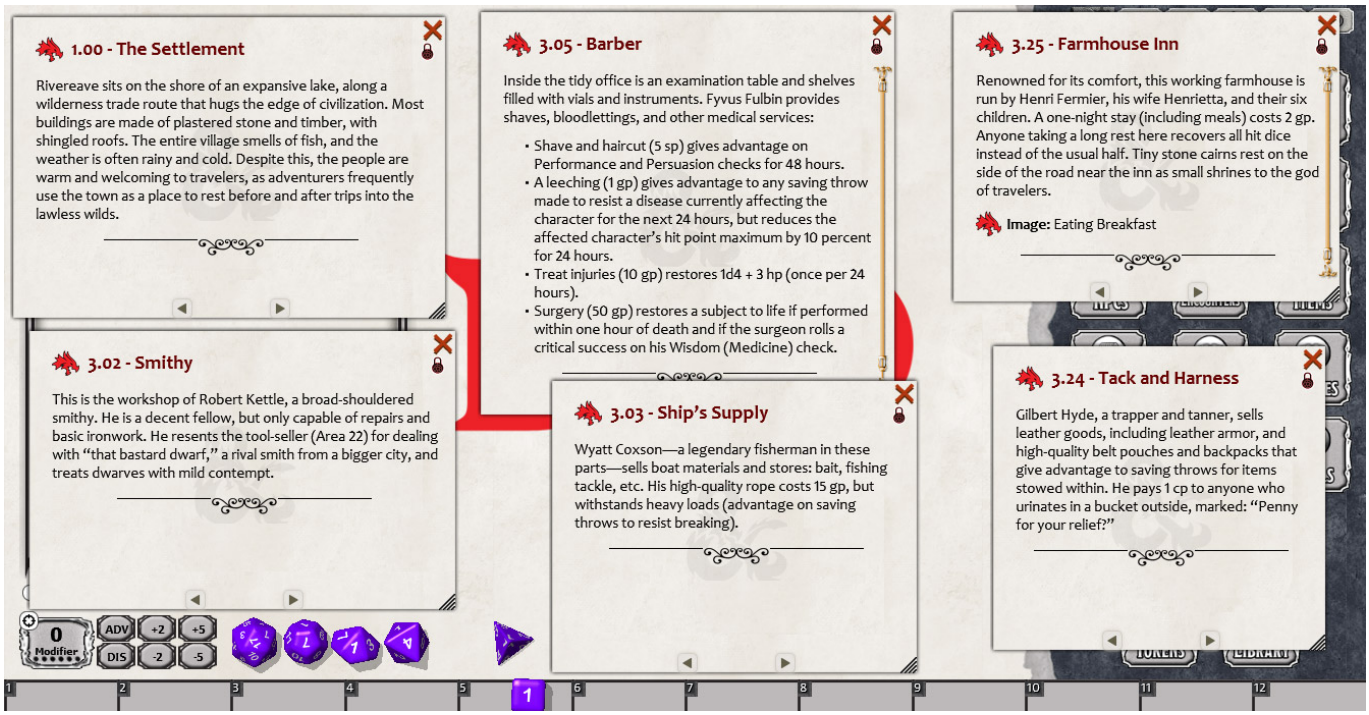
Network: Broadband Internet connection

Storage: 500 MB available space

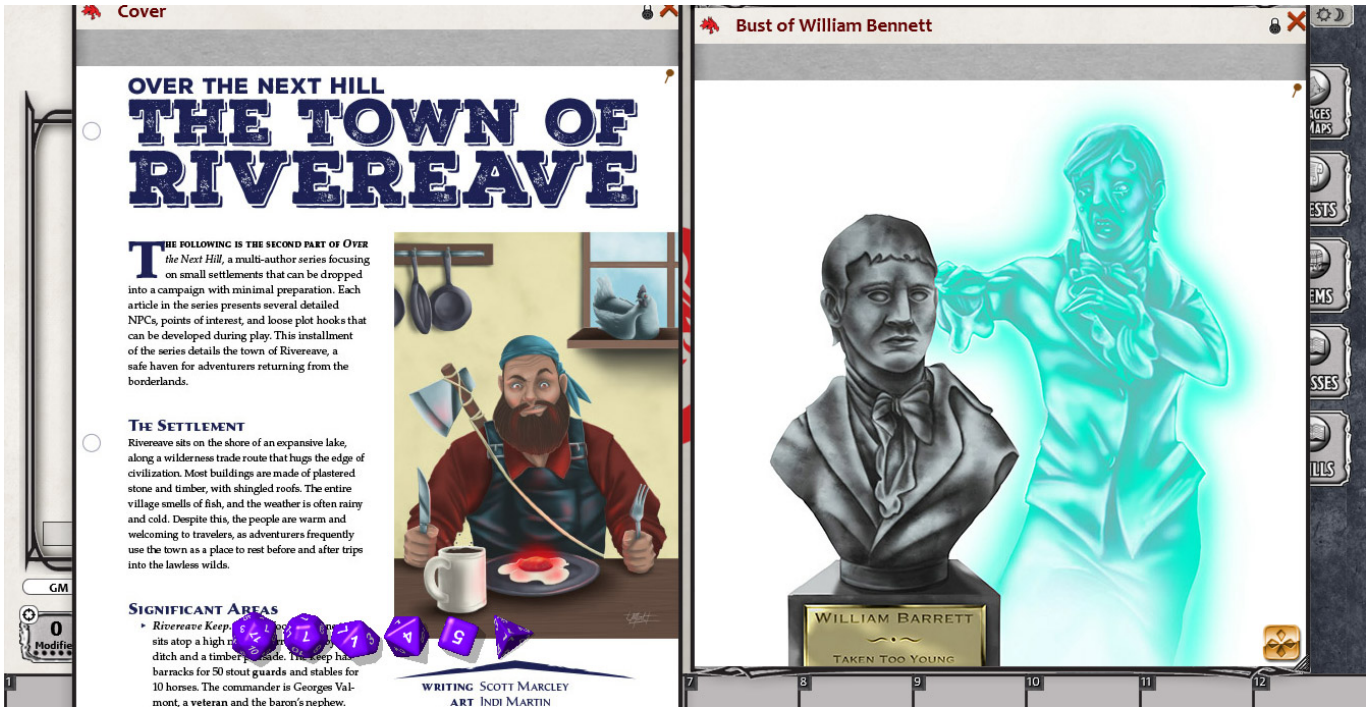
Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

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

English


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.
3.02 - 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.
3.05 - 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.
3.03 - 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).
3.25 - 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
3.24 - 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?"
0
Modifier
ADV
DIS
+2
+5
-2
-5

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
GM
(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
Open Game License
Rumors
Bits of information can be discovered by talking to townsfolk.
Roll
Custom
Output
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
Main
Notes
Images & Maps
Quests
Items
Classes
Skills
Tokens
Library
0 Modifier
ADV
DIS
+2
-2
+5
-5


Cover
OVER THE NEXT HILL
THE TOWN OF RIVEREAVE
The 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 Rivereave, a safe haven for adventurers returning from the borderlands.
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.
Significant Areas
Rivereave Keep
sits atop a high
ditch and a timber
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
Bust of William Bennett
WILLIAM BARRETT
TAKEN TOO YOUNG

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