

Rivertown

As you step through the heavy wooden gates of Rivertown, the dirt streets stretch ahead, worn smooth by carts and boots. The smell of fresh bread and smoked fish drifts from the nearby market square, where stalls bustle with chatter and the clink of trade. To one side, narrow lanes wind between timber houses, while further ahead the street dips toward the docks, where the creak of moored ships and the shouts of workers carry over the river breeze.

Rivertown Market

The Rivertown Market is the bustling heart of the settlement, centred on a stout timber hall run by an ageing gnome whose sharp tongue and sharper eye keep trade fair. Around it, uneven stalls offer baskets of berries, bundles of herbs, smoked fish, and rough-forged goods, their mingled scents of sweet fruit, salt, leather, and spice filling the air. The square hums with life. Merchants haggling, children darting underfoot, guards barking orders, and crates shifting with every new wagon that arrives from the docks or nearby wilds. Bright cloths hang in the sunlight, traders call out their wares, and the din of barter and banter mixes with distant gull cries, giving the market an untidy energy that feels at once rough, hopeful, and vital to Rivertown’s survival.

Rivertown Docks

The docks of Rivertown are never still. Little boats sit moored along the timbers, their hulls heavy with nets, barrels, and crates stacked neatly or haphazardly depending on the crew. The sharp scent of river water mingles with dried fish and damp rope. Dock guards stand with watchful eyes, spears in hand, their gaze sweeping over every cart and passenger that passes. Near the centre, the Dock Master, a broad-shouldered feline humanoid with striped fur like a tiger, directs workers with a booming voice and a flick of his tail, his presence enough to keep the traffic flowing. Two long piers stretch into the water, where a few patient folk fish with hand lines, content to sit among the bustle. Along the riverbank, children and the odd daring adult dart and shout in play, laughter cutting across the steady rhythm of dock labourers, who grit their teeth as the games scatter sand and splash water dangerously close to the stacked wares.

How to read this Zine

The below boxes is how I break up and display content for this adventure. It’s not a in depth adventure guide with hundreds of pages of lore, tables and numbers but should be enough to get you going weith Daggerheart.

These boxes are generally narrative - Coloured on the right to help identify what we read out to progress the narrative.

This is generally a DM prompt. A mechanic, or something we need to be aware of. The darker colour on the right hand side signifies this.

GM Guidance:

I put notes for how to enhance the scene, to set the narrative or to enhance the game play.
The important part is here in bold: Generally an explanation or prompts as to why, how, what or when.

Encounter - Reference (name)

If there are rules for the encounter I put them in a DM box.

- Success

What does success look like, what does it do. Generally paired with a narrative box too.

- Failure

What does failure look like, what is a consequence (not the only one!). Generally paired with a narrative box too.

Adversary and Environment blocks will be represented similarly most of the time. There will be subtle differences but I will have most of the information s tored in a easy to read format. Additional notes may be found in a DM Box.

Adversary / Environment Name		Type / Tier
Motives: What motivates this adversary		
Difficulty: # Thresholds: x/y HP: # Stress: # ATK:++ Weapon: Range xdy+n Phy/mag		
Feature		
Feature description		

GM Principles:

These are the **Principles that I put heavy emphasis on, in order of significance to me.** This is how I would suggest running this adventure.


- 1. Ask Questions and Incorporate Answers:**
 - The players have just as much creative say in the worlds that we create with them, not for them. Let them have the reigns frequently and with glee.
- 2. Collaborate at All Times:**
 - This is a shared narrative of GM and Player, not adversarial. We set challenges that they will overcome and create a truly amazing narrative!
- 3. Begin and End with the Fiction:**
 - Goes hand in hand with my #1 and #2. This is a narrative style TTRPG system and this multi-act adventure sets us up for a great story.
- 4. Give Every Roll Impact.**
 - This one is interesting. Don’t make them roll for things they don’t need to. Make sure that you make the rolls count as it could be seen as fishing for Fear or Hope.
- 5. Fill the World with Life, Wonder and Danger**
 - This adventure has life at every turn. It also is filled to the brim with danger and chances of discovery and wonderment. Highlight this narrative to the players to help them get fully emersed.
- 6. Hold on Gently.**
 - Be flexible. If they want to try a peaceful alternative to a solution, let them and Pivot!
- 7. Play to Find out What Happens.**
 - This is something I’d encourage you to ask your players. One-shot Zines can feel very scripted but set the goal, lay the scene before them let them traverse through it. This is a mutual agreement for us to not force them into an outcome, but they also need to want be involved.

Adventure Mechanics

Any time a party takes a short or a long rest where there may be consequences of the environment they are in both the DM and the Player make a ‘**Watch Roll**’ of 1d12. The Players then decide to go with their own roll or the GMs roll. Then consult the below.

- 1-3 - An adversary Appears (Ambush Environment)
- 4-7 The GM gains a fear.
- 8-10 The Players Gain a hope
- 11-12 the Players gain a hope, clear a stress and the GM loses a fear.

If the players elect one member to forgo one of their rest actions to take watch the players roll 2d12 and choose which they wish to keep.

**DAGGERHEART**
COMPATIBLE

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Rivertown

Read out to the Players

As you step through the heavy wooden gates of Rivertown, the dirt streets stretch ahead, worn smooth by carts and boots. The smell of fresh bread and smoked fish drifts from the nearby market square, where stalls bustle with chatter and the clink of trade. To one side, narrow lanes wind between timber houses, while further ahead the street dips toward the docks, where the creak of moored ships and the shouts of workers carry over the river breeze.

First DM notes

First time entering start two countdowns.

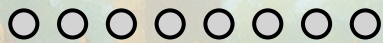
Countdown to Supply Convoy 2/8

Countdown until Raid event 10/12

Each time the party enter the town get one of them to roll 1d4. Reduce both countdwns by the result.

Read out to the Players

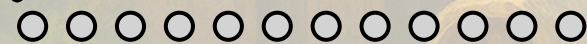
Encounter - Supply run



When the **Supply Convoy countdown** reaches zero, 0, triggers this event. Roll 1d8 to indicate to reset the Countdown.

The routine of Rivertown stirs to life as workers harness weary pack animals and load heavy crates onto a waiting wagon, the wood groaning under the weight of grain, tools and salted meats. A few guards stand nearby, checking weapons and glancing toward the gates with a wary unease, the tension of the road ahead written across their faces. The air is thick with the mix of sweat, dust and anticipation as another supply run prepares to leave the safety of the walls.

Encounter - Raid



When the **Raid countdown** reaches zero, 0, triggers this event. Roll 1d12 to indicate to reset the Countdown.

A sudden shout cuts through the hum of Rivertown's daily bustle as a breathless scout stumbles through the gates, face pale with fear. Moments later, the great bronze bell in the watchtower tolls, its deep clang echoing across the streets and stilling every voice. Mothers grab children by the hand, shopkeepers shutter their stalls, and guards rush to the palisade, bows and spears raised. The air fills with the sound of hurried footsteps and shouted orders, the town holding its breath as danger closes in from beyond the walls.

GM Guidance:

Tone and Atmosphere

- Rivertown should feel like a **fragile beacon of civilisation surrounded by danger**. It is hopeful, busy, and alive with trade, yet its defences, guards and unease remind the party that survival is tenuous.
- Use a **balance of warmth and tension**: a thriving township full of voices and scents, but watchtowers always scanning the tree line, and guards that are never truly at ease.

Everyday Life

- Rivertown runs on **routine supply runs** to and from neighbouring settlements, a lifeline that keeps both them and their allies alive. These runs can be disrupted, delayed, or ambushed.
- Market bustle**: livestock, grain sacks, and exotic items from travellers are common sights. The people are hardy and pragmatic, not lavish.
- There is **one of everything**: one religious place of worship, one tavern, one smithy, one dock. Each is a natural point of contact for quests, rumours, or downtime.

Recurring Events to Use as Colour or Hooks

- Supply Run Event**: Pack animals bray, wagons are loaded, guards strap armour on nervously. This shows Rivertown's reliance on trade and makes an easy adventure hook.
- Raid Event**: A scout rushes in, alarms sound, and the bell tolls. Everyone scrambles, civilians hide, guards take position. Whether the threat reaches the walls or not, it creates constant tension.
- Arrival of Settlers**: A boat docks with new arrivals seeking a new life. They might bring stories, trouble, or needs that the PCs could address.

Factions at Play in Rivertown

- Settlers Council** (early or future presence): pragmatic leaders trying to grow and secure the town. They may push adventurers to take on dangerous missions for the "greater good."
- Traders and Caravans**: neutral players in Rivertown's survival, but money and goods make them influential.
- The Guard/Watch**: stretched thin, weary but loyal. They can be allies or points of pressure when they demand help.

Easy Adventure Hooks

- A supply run has gone missing, and Rivertown is running low on resources.
- Raiders or marauders are seen shadowing the woods just beyond bow range.
- A family of settlers seeks escort deeper inland, hoping to claim land.
- Rumours of taint near a nearby ruin threaten to spread panic.

GM Tips

- Rivertown should be **familiar and grounding**, a place the players can return to between acts, yet always under some kind of threat.
- Keep tension alive**: even in moments of peace, remind them with watchful guards, nervous whispers, or the bell tower looming above.
- Let Rivertown **evolve**: as supply runs succeed or fail, as raids strike or are repelled, the town should feel changed by the party's actions.

Rivertown Guard

Standard - Tier 1

Motives: Arrest, close gates, keep the peace, defend settlers

Difficulty: 12 | Thresholds: 5/9 | HP: 3 | Stress: 2 | ATK:1 | Long sword: Melee | 1d8+1 Phy

On my mark, Let Loose - Action: spend a Fear

Choose a target within far range and make an attack against the target within Far range. On a success deal 1d6+3 phy damage and mark the target as *Vulnerable*.

Rivertown

Social - Tier 1

Difficulty: 12 | Impulses: Survival of the fittest, profit from chaos
Potential Adversary: *Varied*.

Searching for Work - Passive:

There are always needy people in Rivertown and the fastest growing trade in these settlements is adventuring. A PC can ask about jobs on offer, the latest rumours, gossip, or news by making a Presence Roll. What they learn or are offered depends on the outcome of their roll, based on the following criteria:

- Critical Success**: Get two in any combination of job offers, news, rumours or useful information related to at least one of the PCs backstories. Further prying reveals added, accurate details about one of the two.
- Success with Hope**: Get two in any combination of job offers, news, rumours related to at least one of the PCs backstories. Additional information is scarce and generally not provided.
- Success with Fear**: Learn a piece of news, event or piece of gossip that is directly linked to a PCs backstory and is concerning.
- Any Failure**: Gaining information is harder than thought to, the party must mark a Stress to learn one relevant piece of information or lose one handful of gold.

Settlement Town - Passive

Most of the people here are settlers and they have little in the way of valuables. Many come here from other cities, villages or towns in search of a better life while others are sentenced to live here away from more polite society. Trust is hard won in this town.

Slim pickings - Passive

The lowest bidder gets the contract in these parts. There are rival adventurers or those who think they can escort adventurers through the wilds. Often those who have the lowest fee's get the work - even if they aren't cut out for the job.

Shady Dealings - Action

The Party witness locals exchanging items or goods in alley ways where they believed that they were the only ones visible.

Work for your board - Reaction

When the party request a place to stay or sleep they find that there is little room for all of them. The Tavern keeper has room but only for employees and suggests that they best be put to work to be able to stay in safety in the solid walls of their inn. Money is no good in this circumstance, hard work is the best currency in their books.

Rivertown Mayor

Social - Tier 1

Motives: Progression, safety, prosperity of their people

Difficulty: 13 | Thresholds: 4/8 | HP: 3 | Stress: 3 | ATK:+1 | Short sword: Melee | 1d6+1 Phy

I've got my eye on you - Passive

A PC has disadvantage on any Presence Roll to bluff, deceive, swindle or coerce the Mayor. If the Party has benefited the township or its people they have advantage on Presence Rolls to persuade the Mayor.

I was once an Adventurer like you - Reaction

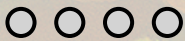
When a PCs gain a Hope the mayor can encouragingly shout out causing all within close range to clear a stress.

Rivertown Market

Read out to the Players

The Rivertown Market is the bustling heart of the settlement, centred on a stout timber hall run by an ageing gnome whose sharp tongue and sharper eye keep trade fair. Around it, uneven stalls offer baskets of berries, bundles of herbs, smoked fish, and rough-forged goods, their mingled scents of sweet fruit, salt, leather, and spice filling the air. The square hums with life. Merchants haggling, children darting underfoot, guards barking orders, and crates shifting with every new wagon that arrives from the docks or nearby wilds. Bright cloths hang in the sunlight, traders call out their wares, and the din of barter and banter mixes with distant gull cries, giving the market an untidy energy that feels at once rough, hopeful, and vital to Rivertown’s survival.

Encounter - Banter and Battery



The first time the party arrive at the Market start a countdown of 2. Each time they visit again in a different scene tick it down by 1. When the **Banter and Battery** reaches zero, 0, triggers this event. Reset the countdown to 4.

Read the following out loud

The market’s steady buzz of trade breaks into sharp voices and shouts. Two merchants stand nose to nose, each swearing the other is trying to cheat them, while a small crowd gathers, eager for spectacle. The ageing gnome in charge of the trade hall storms from her post, cane tapping furiously against the boards as she berates them both, but her words are nearly drowned out by the commotion. In the corner of your eye, you catch a quick blur; a child, or perhaps a thief, slipping through the crowd with a hand clutching something small and shiny. The moment teeters between farce and danger, as the dispute grows louder, the crowd more restless, and the guards too slow to reach the heart of it.

Theft Social - Tier 1

Difficulty: 12 | Impulses: Profit, steal, escape, hide, sneak
Potential Adversary: *Varied.*

Fast Fingers - Passive:

A thief tries to steal something from a PC. The PC must succeed on an Instinct Roll to notice the thief or lose an item of the GM’s choice as the thief escapes to a Close distance. To retrieve the stolen item, the PCs must complete a Progress Countdown (d4) to chase down the thief before the thief completes a Consequence Countdown (4) and escapes to their hideout.

Only good thief, is a dead one - Reaction: Spend a fear

The Thief is caught by a particularly vicious merchant. The scene escalated dramatically as the thief, is grabbed by a merchant or guard who produces a large blade and is ready to chop off their hand.

GM Guidance:

What the Market Represents:

The market is Rivertown’s lifeblood, the place where goods flow in and out, where coin changes hands, and where the pulse of the settlement can be felt most clearly. It is not just trade; it is gossip, opportunity, and tension.

How to Play It:

- Ask Questions and Incorporate Answers:
 - “What catches your character’s eye first in the chaos of the market?”
 - “Who do you already know among the merchants, and what do they think of you?”
 - “What item would your character most hope to stumble across here?”

Tone and Feel:

The market should always feel alive: noisy, colourful, crowded, and faintly tense. A single spark — a harsh word, a dropped crate, or a thief in the crowd can ripple outward quickly.

Events to Weave In:

- Merchant Dispute:** Two traders argue loudly over prices or claims of unfair practice, drawing a crowd. Do the players intervene, ignore it, or take sides?
- Theft:** A sudden cry of “Thief!” cuts through the noise as a pickpocket dashes through the crowd. Do the players pursue, defend the accused, or discover the truth of the theft?
- Arrival of rare goods** that may tempt the party.
- News carried by travellers or merchants from beyond Rivertown.

How It Shifts

The market reflects Rivertown’s health: if Rivertown prospers, the market is vibrant, full of goods, hope, and laughter. If Rivertown suffers — raids, shortages, corruption — the market turns harsher: empty stalls, desperate bartering, guarded faces.

GM Tips

- Make it Personal**, always connect the market to a character. This ensures the scene isn’t just background noise but a lived-in part of the PCs’ story.
- Use the Market as a Barometer**, the health of Rivertown can be reflected in the stalls. When the settlement is doing well, the market is colourful, full of goods, and noisy. When Rivertown struggles, shelves empty, tempers fray, and prices rise. This makes it a natural place to show the consequences of events in your world.
- Create Intersections**, the market is where everyone eventually passes through: settlers, guards, raiders in disguise, merchants from afar. Treat it as your crossroads for rumours, plots, and NPC introductions.
- Keep the Energy Tense**, even in moments of laughter and barter, there should be an undercurrent of tension — the sense that supplies are finite, danger is close, and people are watching. This gives weight to the simplest disputes or thefts.
- Escalate Small Sparks**, a spilled basket of fruit might lead to an argument, which might lead to accusations, which might lead to a full crowd confrontation. Start small and let the players decide if they fan the flames or cool them down.
- Use the Gnome Market Master Wisely**, the aging gnome, blunt but fair, can anchor the market. She’s your voice for trade balance, disputes, and community values. Use her to both challenge and support the party, a moral compass in a world of survival and greed.
- Reward Curiosity**, hide hooks in the market: a strange relic for sale, whispers of a new raider tactic, an item with ties to Fortua. Encourage players to explore and reward them for engaging beyond shopping lists.

Rivertown Merchant Social - Tier 1

Motives: Buy Low and sell high, create demand, seek profit

Difficulty: 12 | Thresholds: 4/8 | HP: 3 | Stress: 3 | ATK:-4 | Club: Melee | 1d4+1 Phy

We can be friends... For a fair price - Passive:

A PC who succeeds on a Presence Roll against the Rivertown Merchant can gain a discount on prices. If the Presence Roll was accompanied by a bribe of information, items or coin then the discount is substantial.

It’s Very rare, very exclusive - Action:

Any PC who rolls under 10 with a Social Roll against the Merchant finds the merchant unwilling to sell to them until the next scene they are at the Market.

Rivertown Thief Skulk - Tier 1

Motives: Steal, hide, sneak, flee, escape

Difficulty: 12 | Thresholds: 2/4 | HP: 2 | Stress: 1 | ATK:+1 | Knife: Melee | 1d4+2 Phy

Nimble blighters - Passive

The thief can climb as easily as they can run.

Slippery as a River Eel - Action

The market thief can move to very far range and they become Hidden as they give the PCs the slip.

Market Guard Standard - Tier 1

Motives: Arrest, stop theft, protect the market

Difficulty: 12 | Thresholds: 5/9 | HP: 3 | Stress: 2 | ATK:1 | Mace: Melee | 1d8+1 Phy

Woah, that’s enough of that buddy - Action

Mark an attack against a target within Very Close range. On a Success, mark a stress to *Restrain* the target until they break free with a successful attack, Finesse roll, or Strength roll.

Rivertown Market Social - Tier 1

Difficulty: 10 | Impulses: Tempt buyers, make profit, gain goods
Potential Adversary: Rivertown Merchants, Rivertown Thief

Money is the best friend - Action

PCs can gain advantage on Presence Rolls by offering a handful of gold, or valued goods as part of their interaction.

Rumour Mill - Passive

There are always rumours and gossip at markets. A PC can learn about them by making a Presence Roll. What they learn depends on the outcome of their roll, based on the following criteria:

- Critical Success:** Learns one rumour or piece of gossip linked to their backstory in great detail.
- Success with Hope:** Learns one rumour or piece of gossip linked to their backstory with little.
- Success with Fear:** Learns a concerning rumour, lacking detail.
- Any Failure:** Branded someone too nosy to be trusted. PC gains disadvantage on all Presence Rolls until they roll with hope, or the scene ends (which ever comes first).

Illegal Goods - reaction: Spend a fear

The guard comes into the Market and confiscate several items including one the party just bought if they are caught with it deeming them as illegal and unsafe. The party can appeal this decision to the guard captain who may ask them to prove their innocence through favours or gold.

Rivertown Docks

Read out to the Players

The docks of Rivertown are never still. Little boats sit moored along the timbers, their hulls heavy with nets, barrels, and crates stacked neatly or haphazardly depending on the crew. The sharp scent of river water mingles with dried fish and damp rope. Dock guards stand with watchful eyes, spears in hand, their gaze sweeping over every cart and passenger that passes. Near the centre, the Dock Master, a broad-shouldered feline humanoid with striped fur like a tiger, directs workers with a booming voice and a flick of his tail, his presence enough to keep the traffic flowing. Two long piers stretch into the water, where a few patient folk fish with hand lines, content to sit among the bustle. Along the riverbank, children and the odd daring adult dart and shout in play, laughter cutting across the steady rhythm of dock labourers, who grit their teeth as the games scatter sand and splash water dangerously close to the stacked wares.

Encounter - Arrival of new Settlers



The first time the party arrive at the Docks start a countdown of 4. Each time they visit again in a different scene tick it down by 1. When the **Arrival of New Settlers countdown** reaches zero, 0, triggers this event. Reset the countdown to 4.

Read out to the Players

At the docks, a small riverboat eases against the worn timbers, its deck crowded with weary faces. Families clutch satchels, a few crates and sacks all they've managed to bring. Children peer wide-eyed at the walls of Rivertown, while parents carry both hope and worry in equal measure. The smell of river water and wet wood lingers as dockhands call out, helping people ashore. A few guards keep a watchful eye, wary of trouble, while townsfolk gather nearby, ready to trade, guide, or simply stare at the newest souls seeking a future in these uncertain lands.

Arrival of New Settlers

Social - Tier 1

Difficulty: 10 | Impulses: Get off the boat, find a new life, hide
Potential Adversary: Any

Help, I'm new here - Passive

Many of the people coming to the new settlements are here for good reasons. A PC who succeeds on a Presence of Instinct Roll may find work helping the new settlers find their way. If the PC can assist a new settler they gain a handful of gold or a useful item that is relevant to the situation.

Pike off! - Action: Spend a Fear

Not everyone coming off the boat is wanting to be helped.

Pick a target, that target succeed on a Strength or Agility reaction Roll or mark one Stress as they are pushed to close range. If further conflict occurs the Dock Master, or dockhands may call for the guard which could have negative consequences for the Party.

The Lifeblood of Rivertown: Action

All manner of folks come through the Rivertown Docks. You can access any other Feature across Rivertown - Environments once per scene, spending any fear and resolving the outcome in a way the progresses the narrative.

Rivertown Dock Ambush

Event - Tier 1

Difficulty: * | Impulses: Overwhelm, shock, scatter
Potential Adversary: Any*

Relative Strength - Passive

The Difficulty of this environment equals that of the adversary with the highest Difficulty.

Surprise! - Action:

The Ambushing Adversaries reveal themselves to the party, you gain 2 Fear, and the spotlight immediately shifts to one of the ambushing adversaries.

Read out to the Players

The docks of Rivertown are alive with their usual rhythm. Crates lifted, nets hauled, children running along the riverbank, the Dock Master barking orders with his striped tail lashing. Then, the rhythm shatters. A cry goes up from one of the watchtowers, echoed by the sharp clang of a warning bell. From the water, the shadows of boats slide out from beneath the piers, or perhaps figures creep from the tree line beyond the riverbank. Workers drop their loads as a sudden hush spreads, broken only by the pounding of feet and the startled splash of fish fleeing disturbed waters.

GM Guidance:

Atmosphere to Lean On:

- The docks are never still:** Always describe movement; boats rocking, ropes creaking, gulls crying, children splashing, dockhands shouting.
- Smells are sharp and earthy:** river water, fish, wet wood, and tar.
- Tension sits under the surface:** guards watch for smugglers, dockhands grumble at delays, and the Dock Master keeps everyone in line.

Routine Events

- Settler Arrival (Countdown Event):** Boats arrive carrying new settlers. Some look eager and hopeful, others bitter or hollow-eyed exiles sent here with no choice. The party might be asked to help process arrivals, welcome newcomers, or escort specific groups inland.
- Cargo Barge Unloading:** A large barge, heavy with grain, timber, or iron, pulls into the dock. Extra hands are needed to unload quickly before nightfall or rising tides. Payment is promised, but tensions can rise if work stalls.
- Trouble at the docks:** Adversaries attack dockhands, spoil nets, or try to crawl aboard. Guards respond, but quick intervention could save lives and goods.
- Marauders:** Brutal charge from boats or the riverbank.
- River Raiders:** Strike fast for plunder, then retreat.
- Tainted Beasts:** The scene has unnatural sounds and frenzied attacks.
- Smugglers:** Knife in the back during what looked like a normal shipment.

Conflict Hooks

- Smugglers** blending in with arriving settlers.
- A shipment goes **missing in the chaos**; was it stolen, or did it fall into the river?
- A child playing too close to the edge falls into the water.
- The **Dock Master** demands the party resolve disputes between crews before fists start flying.

GM Tips

- Layer the Noise:** Remind players of shouting, creaking, and laughter; even small interactions (a dockhand offering salted fish, a child daring someone to jump the pier) make the scene feel alive.
- Tension and Opportunity:** The docks are both gateway and bottleneck; everything coming or going passes here. Use that to introduce rumours, factions, or key NPCs.
- Repeat Visits:** Change the scale each time, sometimes it's routine bustle, other times chaos (arrivals, raids, accidents). The Dock Master can be a familiar face anchoring the experience.

Rivertown Docks

Social - Tier 1

Difficulty: 10 | Impulses: Gateway and bottleneck, conceal
Potential Adversary: Any

News from Afar - Passive

The Rivertown Docks has many people from near and far who all have a tale to tell. A PC who seeks information about the rumours and news from areas where the settlers come from can make an Instinct or Knowledge Roll to learn about the settlers, where they come from and what they carry with them.

- Critical Success:** Learns one rumour or piece of news linked to their backstory in great detail.
- Success with Hope:** Learns one rumour or piece of news linked to their backstory with little.
- Success with Fear:** Learns a concerning rumour, lacking detail.
- Any Failure:** The PC must mark a stress as they are ushered off the docks for impeding the flow of goods or people.

Unsafe cargo - Action:

Rigging that is unloading cargo snaps. Pick a point, everything within very close range must succeed on a Agility Reaction roll or suffer 1d8+3 physical damage and they are marked *Vulnerable* for the rest of the scene.

The Best goods: Passive

The docks are the first place that new goods comes into Rivertown, and sometimes the right buyer may get exclusive early access to new wares. A PC who succeed on a Presence Roll in this environment may be granted access to items not normally found at the market for the right price.

Misinformation: Passive

Not all rumours are true. A PC may overhear conflicting tales about the Wraith Woods, Rivertown's enemies, or the fate of a neighbouring settlement. They must decide whether to believe, spread, or ignore the news. On a Knowledge roll they may discern truth from fiction.

Press-ganged - action: Spend a Fear

Desperate captains and crews are always looking for strong arms. A PC may be approached with coin and promises of adventure, or threats of force. A Presence or Might roll determines if they decline gracefully, intimidate the recruiter, or end up in an unwanted commitment.

Shady Dealings: Passive

Not all business on the docks is legitimate. PCs who succeed on a Cunning or Instinct roll may notice smugglers, black market traders, or raiders in disguise making quiet exchanges. Intervening may reveal hidden contraband, though it could also draw unwanted attention.

Dock hand

Minion - Tier 1

Motives: Unload boats, get the guard, escape

Difficulty: 9 | Thresholds: None | **HP: 1 | Stress: 1 | ATK:+0 | Knife: Melee | 2 Phy | Experience:** Moving Cargo

Minion (3)- Passive

The Dockhand is defeated when they take any damage. For ever 3 damage the Dockhand takes, defeat an additional dockhand within range the attack would normally succeed against.