

Stonewatch



Scribe

Autumn's Welcome: New Stonewatch Prepares for the Harvest

The first breath of autumn has swept through New Stonewatch, and with it comes the familiar hustle and bustle of a town alive with purpose. Market stalls brim with apples, gourds, and grain, while laughter drifts through the streets as preparations begin for the Harvest Festival in two moons time. Banners are being mended, music rehearsed, and merchants already whisper of delights to come.

This season has brought not only the turning of leaves but also new faces to our gates. Strangers from far and wide now walk our cobbled streets, among them even the Avatars of gods, whose presence has stirred awe and curiosity in equal measure.

There is more good news to be found. The once-relentless encounters with the undead have diminished, allowing families to breathe easier and children to play beneath the golden trees without fear. Yet while the shadows thin, the work of vigilance continues. Many long-serving members of the Town Watch have laid down their arms in well-earned retirement or left for where they were needed more, leaving gaps to be swiftly filled. Acting Captain Cel Airn has risen to the challenge with steadfast resolve, keeping the Watch strong, disciplined, and ready to guard the town against whatever dangers may yet stir.

And let it not be forgotten that much of our present joy is owed to the noble houses of New Stonewatch, whose generosity knows no bounds. Their purses, ever open, have poured silver into the town's coffers for festivals, repairs, and protections alike. Their wisdom, ever guiding, has steered us through times of peril into brighter days. Their very presence among us is a reminder of heritage, strength, and unwavering devotion to the people they serve. It is said that without the nobles, the fields would be less fertile, the festivals less merry, and even the sun might shine a little dimmer. We raise our thanks, loudly and sincerely, to these pillars of our fair town.

As the season of harvest begins, New Stonewatch finds itself not only preparing for celebration but also reflecting on resilience. The town endures, the people thrive, and beneath Voe's light, autumn's promise shines bright upon us all.

Satyrday Gatherings

Town Watch Muster
9 and a half Bells
in front of the Garrison

Elementalists' Guild
10 Bells
Peryn's Retreat

Sanctuary
11 Bells
Sanctuary

Mages' Guild
13 and a half Bells
Gryffin's Landing
Tavern

Court
15 Bells
Common House

Merchants' Guild
After Court
Common House Porch

Common Dinner
18 Bells
Common House



Recent Happenings From New Stonewatch and Beyond

Famine in Holme

The town of Holme, famed for its large number of retired adventurers, is suffering a lack of food. Many of its residents fish the crystal clear waters of the Ever Blue Lake, but recently most of the fish have died off. When the fishermen searched for a cause, they found that the famed fresh and crystal clear waters of the lake had turned salty. The briny waters cannot support the freshwater fish, such as the Blue Lake Trout and Giant Sturgeon that normally inhabit the lake.

To make matters stranger, the lake, famed for its magical blue glow on nights when Kandrell's Lantern shines brightest, instead gave off an eerie red mist.

Due to the lack of fishing, the town of Holme has been unable to stockpile a supply of fish for the long, winter months, and instead is now forced to import a supply of meat to keep its townsfolk from going hungry in the coming seasons.

Harvest Hope Returns to the Commonfolk of New Stonewatch

As the first crisp winds of fall sweep across the fields, the farmers of New Stonewatch share long-awaited good news: their lands are finally beginning to recover from the scourge of the undead. Crops, once trampled and withered, are now rising strong, and though the harvest is modest, it carries the promise of plenty yet to come.

Hunters tell a similar tale. The forests, which had grown silent in the wake of shadowed dangers, now stir again with life. Deer tread softly among the turning leaves, and game birds scatter at the crackle of dry branches; signs of balance slowly returning to the wild.

Perhaps most heartening of all, parents no longer fear to see their children chase each other through the fallen leaves. Laughter, once hushed by caution, carries openly on the cool autumn air.

Many look skyward and give thanks to the light of Voe, whose radiance holds the darkness at bay. As fall begins, the town breathes easier, its people finding hope woven into the season's golden hues.

Happenings in New Stonewatch for the Moon of Warmingtime 1225

As recounted by Lowry Springer

Faeday Eve

Because of the efforts of Rhoam Krug and his staff, the Tavern was in the Fae Realm for its business hours this moon. On Faeday night, there were issues with the naiads trying to eat townspeople, from an area of the tavern that had been transported into the lake. On Faeday night, the Fae Tavern was visited by Spinner the Spider, a merchant from the Fae Realm.

Skeletons were sent to Blair as a "birthday present" from the Avatar of Undathos.

Throughout the moon, there were frequent and aggressive attacks by the Warlord's Troops and by various Kuzma.

The Warlord's Troops have been organized and seem to be acting on information gained by theft and spying in the past, and are on the hunt for more information where they can get it. There were repeated incursions on cabins throughout the moon. These largely ignored all valuables, including money left out intentionally to bait them, and seemed to be mainly focused on finding information. Books and papers were rifled through, and some looseleaf notes were taken. This is believed to have been connected to the Warlord's Troops. Because these attacks were so frequent, let it be assumed that not every individual attack, and not every instance of an attacking Warlord being captured or killed, is noted in this summary. If an attack included something significant or unusual, it will be noted, and that detail included.

On Faeday night, a large and powerful group of Warlord's Troops attacked the town, which included a divine caster who was able to Raise through Broddin.

There is a note to be made here that there is some misinformation in town that Warlord's Troops cast "through the gods" exclusively. The Warlord's army is not a religious organization. There are certain Faiths that are more or less likely than others, because of the actions and practices of the Warlord's army that may conflict with the duties and morals associated with specific gods, but there is not a rule that clerics and holy warriors associated with this group must be pandeific. It is also worth noting that the side of the Gods' War that the Warlords are on, the Dominion side, corresponds to the side of the Gods' War that includes Broddin, Danubu, Kandrell, Peryn, and Undathos.

The Warlord's army is made up of individual people. Some may have been captured and forced or otherwise coerced to join, but some joined freely. Regardless of how they came to be part of it, they are all people. The intelligence, variety, and creativity you expect of people should be expected of the Warlord's soldiers.

Of the Kuzma that have been attacking the town, Ogres and Orcs are both benefitting from the boons of previous successful Kukamanis. In the case of the Orcs, they are benefitting from two years of successful Kukamanis. This issue will only be exacerbated should the Kukamanis taking place in the autumn of this year succeed.

The Avatar of Etyana, whose personal name is Delilah, visited New Stonewatch Faeday night. She expressed that Etyana was feeling conflicted because Her consort, Peryn, is on the Dominion side of the Gods' War, and if this were not the case, She would side with the Radiant.

Happenings in New Stonewatch for the Moon of Warmingtime 1225 *continued...*

As recounted by Lowry Springer

Satyrday

As has been the case unceasingly since the Halls were closed, attacks by the Warlord's Troops and Kuzma persisted throughout Satyrday.

Dame Valenthia, bringing a small entourage, and Lady Issa Errant were both present at Watch Muster, which was run by Acting Captain Cel Airn. During muster, the ownership of the Iron Rose was officially given to Lady Issa by Dame Valenthia.

The Elementalists' Guild met at its usual time and place, in Peryn's retreat, and was attended by Dame Valenthia. Like Bromarr, who was also present, Dame Valenthia is a Faithful of Peryn, and because of this, appeared to have some power over him. Montolio Fenvara was also in attendance. Towards the end of the meeting, fire elementals (Or fire fae?) made themselves a nuisance in town.

The Avatar of Gheldann, personal name Raoh, made an appearance at Sanctuary Meeting, which was otherwise relatively uneventful. It was, per usual, presided over by Lady Lenore Chillwind. Following this, lunch was provided by the women of the Blood beneath the porch of the Common House.

The Mages' Guild Meeting was held at its usual time and place, and included a visit from a man known as "Uncle 'Ago," who was known to some people who have been in town for a long time. The focus of the meeting was preparing for the ritual that would take place later that day.

During Court, Lady Foseni Shatterhand welcomed Barid Mac Imar to the household of House Ironforge. Sir Ashe Errant was knighted, on the order of the Margrave. Sir Errant and his wife, Lady Issa Errant, will be leaving New Stonewatch soon so that Sir Errant may attend the Margrave in Breakwater.

The Mages' Guild conducted their ritual, under the auspices of Sir Rivan of House Domenjin, and it appeared to be a success. At this time, a group of Fae ran a series of games around the Griffin's Landing. Some Broddinites were also around, challenging people to fight in their usual fashion. An amorphous creature, some have referred to it as a "blob," that was first encountered in the Dark Forest of the Fae Realm was also seen in town at around this time, as well as a Fae spider called Lord Og, who desired to lay eggs in people's brains. Yogi Berra, a follower of Etyana, also visited town during Satyrday afternoon.



Happenings in New Stonewatch for the Moon of Warmingtime 1225 *continued...*

As recounted by Lowry Springer

Satyrday continued...

Lady DeMarte and Sir Rivan were both in attendance at dinner.

The Fae Tavern resumed when the Griffin's Landing re-opened for the night, which included appearances from Daelin Fern, Kai (the mermaid), the Riddlemaster, Prince Oberon of the Light Fae, Grubpus, and Sir Bombus the Queen Bee. The Jabberwocky came to the tavern late in the evening, killing Rhoam, and sending him to Judgement for the first time.

The Avatar of Kyrriden visited the town, spending time outside of the tavern. He seemed weary of the war, and was mainly interested in discussing crafts and craftsmanship with the people of New Stonewatch.

The first meeting took place between the Shadow Realm and the Fae Realm to discuss the possibility of a truce within the town limits of New Stonewatch. This meeting was facilitated by Sufjan Stormborn and Blair Cawthorne. The Riddlemaster sat in to represent the Fae, while Maia Surly of house Surly represented one faction of the shadow realm. The feeling was cautiously optimistic that progress could be made with regards to a truce, with both sides seeing a way forward.

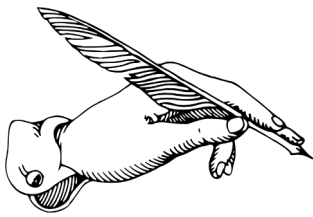
Towards the end of the night, there was a visit to the Tavern by the Avatar of Undathos.

Voesday

A large group of Kuzma attacked on Voesday morning. This was followed by an attack by the Warlord's Troops, which killed quite a few townspeople. This attack included an attempted capture of Lady Lenore Chillwind, which was unsuccessful.

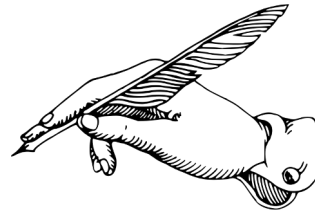
This summary was completed making use of my ability and memory, and the memory of others I consulted. Information was included that will be useful to the people of New Stonewatch and should be preserved for posterity, based on my own judgement.

Lowry Springer (they/them)



The Common Quill

Reader Submissions



Gallery of Broken Portraits

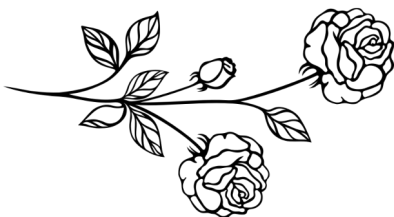
By Sora Ashquill

The war tears the sky,
and the wind brings me names
I once whispered with love.

Brush to canvas,
I paint them as they were
not as they are,
ash in the mouths of their own prayers.

The music we made
now shatters in my hands,
each note a splinter,
each chord a wound.

I was mother,
sister,
lover to them all,
and now I stand alone,
a gallery of broken portraits
hung in the ruin of heaven.



Strange Movements Stir at Eagles Reach

Eagles Reach, that stately manor perched just beyond the bustle of New Stonewatch, has become the talk of the town once more. Not for feasts, nor fêtes, nor fine embroidery this time, but for what might be called... unusual activity.

The Guards Grow Restless

More than one sharp-eyed villager has remarked that the manor guard has been doubled along the walls, their patrols marching with a purpose not seen since the last time rumors fluttered through its high windows. Lanterns burn late into the night, and the air brims with the uneasy hush of secrets kept.

Carriages on the Move

Wheels upon the cobblestones tell another tale. Several carriages, heavily loaded, some say, have been spotted leaving the gates at odd hours. Were they bound for Breakwater? Or merely a supply run to mask a greater design? Tongues wag, but answers remain locked behind those gilded doors.

The Vanishing Servants

Curious, too, that one of the manor's long-serving footmen was seen hurrying off with a trunk, never to return. Another housemaid, scheduled for the market, failed to appear altogether. Some whisper that deliveries meant for Eagles Reach have been canceled, merchants turned away with puzzled expressions and unsold wares.

What Does It All Mean?

Is this the hush before some grand announcement? A retreat? A return? Perhaps even preparations for a journey far beyond the reach of New Stonewatch's gossiping lips? No one can say for certain. But when the guards grow restless, the carriages roll, and the servants slip quietly into the night, even the most skeptical must admit: something stirs at Eagles Reach.

The Common Quill continued....

From Cauldron to Quill with Sorrell Dean, Cook Extraordinaire

Roasted Quail

A favored delicacy across all of Eastguard, this dish is especially beloved among traveling nobles, well-fed druids, and mercenaries with refined tastes. Quail, while small and dainty, makes for a deeply satisfying meal, especially when roasted to golden perfection alongside sweet herbs and bursting grapes.

It's often served during courtship feasts or the quiet celebrations of a good hunt. Fae-touched folk whisper that the scent of quail roasting in cider can draw curious visitors to one's doorstep, best to offer a bite or two at the threshold, just in case.

Of course, ogres are rumored to eat these whole, bones and all, like cherries at a harvest fair. But for the rest of us, roasted quail is best enjoyed with fingers, a bit of ceremony, and good company.

Ingredients:

6 quails
2 cloves fresh minced garlic
1 tablespoon fresh minced savory herbs
(chef's choice), divided
1 large red onion, cut into eighths
2 tablespoons olive oil, divided
1 teaspoon balsamic vinegar
2 tablespoons brown sugar
Pinch of nutmeg
Salt and pepper, to taste
½ pound grapes, divided into small clusters
¼ cup apple cider



"If your onions aren't weeping, you're not chopping hard enough. Until next time, keep your coals low and your blade clean."

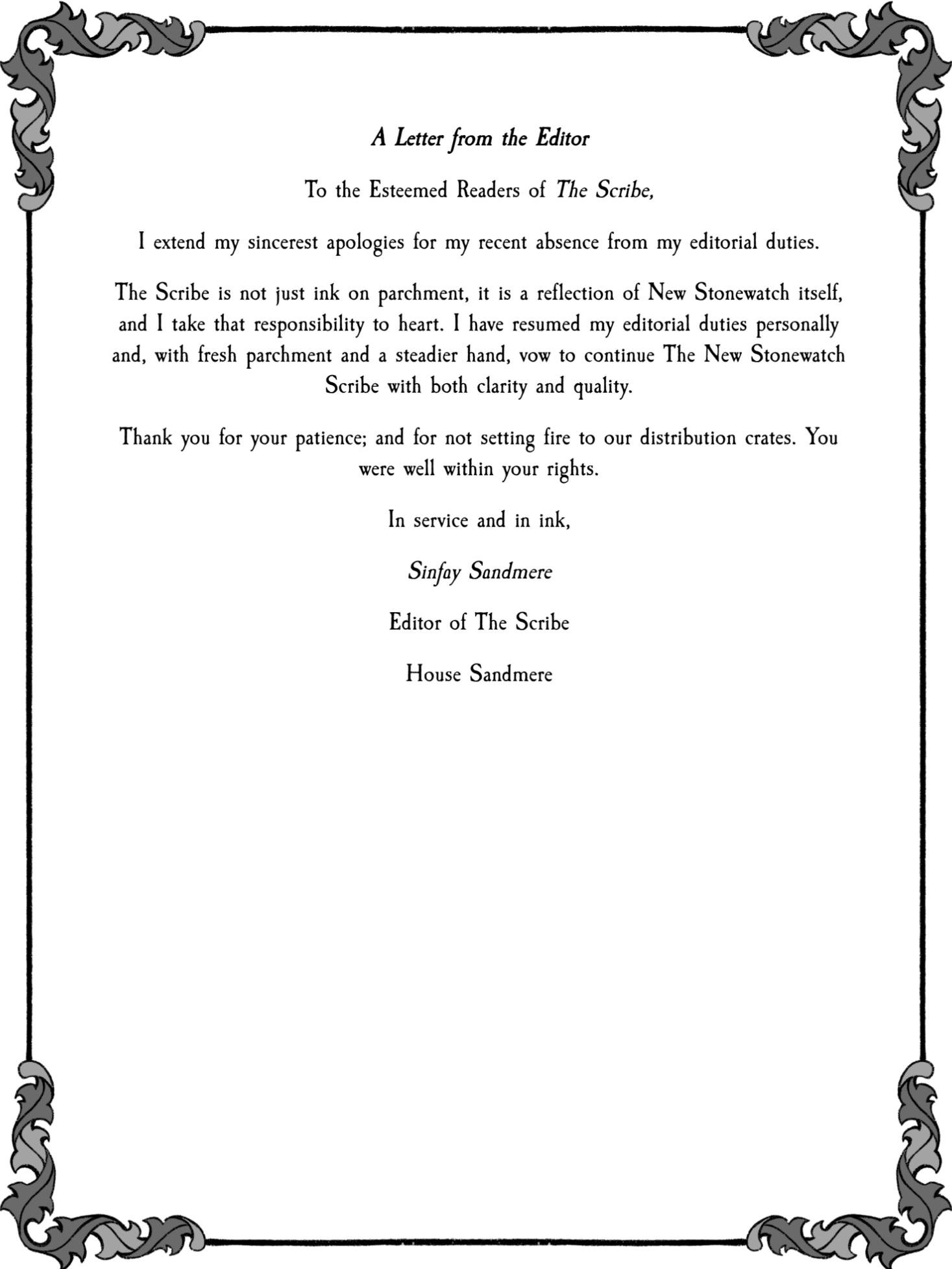
Instructions:

Preheat hearth until hot enough to sear meat within moments.

Combine the minced garlic and the fresh herbs in a small bowl, then spread a little of the mixture inside each quail. Toss the onions with 1 tablespoon of the oil, balsamic vinegar, brown sugar, and nutmeg. Spread the onion mixture in the bottom of a roasting pan. Place the quail on top of the onions, breast side down. Cook for 10 minutes, then flip over. Brush with a little oil and sprinkle with salt and pepper.

Spread the clusters of grapes around the quail,

pour the cider into the bottom of the pan, and return to the hearth for another 10 to 15 minutes or so.



A Letter from the Editor

To the Esteemed Readers of *The Scribe*,

I extend my sincerest apologies for my recent absence from my editorial duties.

The Scribe is not just ink on parchment, it is a reflection of New Stonewatch itself, and I take that responsibility to heart. I have resumed my editorial duties personally and, with fresh parchment and a steadier hand, vow to continue The New Stonewatch Scribe with both clarity and quality.

Thank you for your patience; and for not setting fire to our distribution crates. You were well within your rights.

In service and in ink,

Sinfay Sandmere

Editor of The Scribe

House Sandmere

Goods, Services, and Looking to Hire



THE GRIFFIN'S LANDING

DRINKS ~ FOOD ~ GAMBLING

COLDEST BREWS IN EASTGUARD!

NIGHTLY DINNER SPECIALS!

LIVE ENTERTAINMENT!

FRIENDLY WAITSTAFF!

LARGE WINE LIST!

HOT CRISPY TOTS!

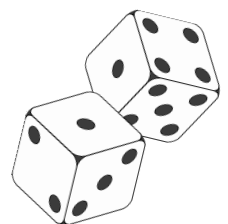
LOCAL SPIRITS!

TABLE GAMES!



**WANT TO PUT YOUR COMBAT SKILLS TO WORK AND EARN THE PAY YOU DESERVE?
JOIN THE GRIFFIN'S GUARD AND NEVER WALK ANOTHER PATROL AGAIN.**

**BENEFITS & COMPETITIVE WAGES!
SEE POLARIS OR RHOAM KRÜG**



Sanctuary Hours

In these troubling times, the Faithful of the New Stonewatch Sanctuary would like to make ourselves available to those who need us.

Whether you are in need of a bit of healing or need to discuss theological matters with one of the Faithful, we are happy to help.

At least one of the Faithful will be available for counsel or healing at the Sanctuary on Satyrdays, from 10 bells in the morning until the Sanctuary meeting and from 5 bells in the evening until 6 bells or so.

To all merchants and traders of New Stonewatch!



Do you seek profit and prosperity?

Do you take interest in the ebb and flow of trade?

The Merchant's Guild invites all current and aspiring members to gather upon the Common House porch following Court on Satyrday!

If you are unable to attend, seek out Rhoam or Polaris for further information.

THE SHIELDBREAKERS

will hold their monthly meeting at the trading post right after lunch. Pay will be distributed, ongoing or new missions will be discussed, and those interested in joining our ranks can apply at this time.

Seek out Gideon, Sufjan or Ambrose for more details if necessary.

BARID'S BREAKFAST SANDWICHES

Now served hot 'n' hearty each morn' 'til the rooster crows thrice!

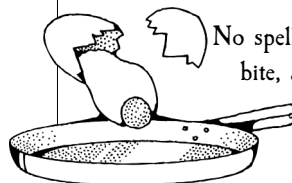
Fresh-laid hen's eggs, soft as clouds from the highlands!

Crisped bacon or seasoned sausage, charmed with Barid's secret blend o' herbs!

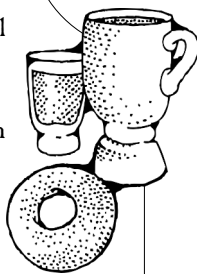
Melted cheese, rich as a merchant's purse!

All betwixt golden breads baked 'fore first light!

No spell nor potion needed — just one bite, and thou shalt be bewitched!



Only 1 Flange, or open to trades! From 7 Bells to 9 and a half bells!



Lunch
High Sun at the Clanyll
buys a drink, chips, and
either 1 *burger* or 1 *hot dog*

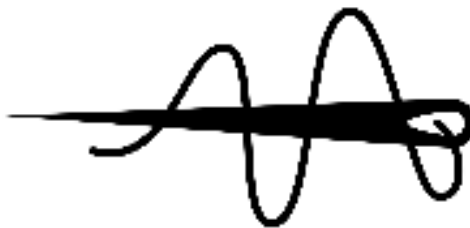


5 bits



Feel Lucky?
Roll a 7 or 11 for a *free Lunch!*
Roll doubles however, and your
lunch price
doubles...

LEATHER REPAIRS



Have your leathers been slashed
through?! Did your strap break in
that last fight with the orcs? Stop by
the Tea Realm and see Ruby. Quick
and easy repairs for just 1 *Flange* per
gash.



Mages' Guild meeting at 13 and a half
Bells at The Gryffin's Landing Tavern

Have you always wanted to know more about gambling?
Do you know how to gamble or deal cards?
Would you like to take your first step to having your very own
disposable income?



Then ask Tomin how to start your career today!
And if you don't know who Tomin is. . .
Just look for the "M"!



Lost Cloak

Missing my fighting
cloak. Last moon I
left town hastily and
it was left behind. If
found please return
to Executor Gwayne
Lyons for reward.

-Possible Locations-

Road into/out of town, Full moon trail, Tourney
field, Ranger station, Serpent rock

*Continued on Last Page *

New to town?

Looking for work?
Seeking adventure?



Speak to Executor Gwayne Lyons
for more information.

*Continued on Last Page *

Come relax and take your ease with the local Blood at the Clanyll.

Located atop Clanyll, here you will find the Rose Annex, a place of shelter and casual games, where one might purchase a glass of wine or a massage from the Rose or a hot beverage from the Tea Room, including their wide variety of exotic teas.



Chilled and running low on energy? Come cozy up to a hot cider, hot cocoa, or one of a variety of exotic hot teas at the Tea Room!

Looking for a nibble and lunch was bells ago?



The Tea Room and The Rose have 1 Flange snack specials! *

As always, 1 Flange will get you 3 cake pops, But now, it can instead get you 2 cake pops or 2 finger sandwiches paired with a hot drink or glass of house wine.

Are your muscles sore and strained from fighting the forces of evil?

Are your shoulders tense from carrying the weight of the world?



Come take your ease at Winters' End, a massage service provided by The Rose, and enjoy a massage in a relaxing & convivial refuge from the chaos of New Stonewatch, nestled up against The Rose up on the Clanyll, or you can seek the services of the Roaming Hands of Winters'

End as they roam the town.

Multiple services and service lengths available, with a basic 5 minute massage costing 1 Flange plus gratuity.

Both the Rose and the Tea Room are also available for rental for private meetings for a competitive rate.**

*while supplies last

**To be negotiated at time of scheduling



The Library of New Stonewatch

...needs your help cataloging the history and enemies of our town! Volunteers are needed to write (or dictate) and review descriptions of monsters and other foes for the town bestiary, but that's not all! Stories of New Stonewatch, poems or songs written here, obituaries of former residents, and all other written records are welcome and desired!

Here is an example of an image that can be found in the New Stonewatch bestiary!

Library materials are available by request at any time.

Contact Lowry Springer for details.

Continued from Seeking Adventurers and Lost Cloak by way of Gwaine Lyons

"By accepting these tasks, you are voluntarily participating in this Activity. You understand that there are risks associated with your participation in this Activity, such as physical and/or psychological injury, pain, suffering, illness, disfigurement, temporary or permanent disability, death, or economic loss. These injuries or outcomes may arise from your own or other's actions, inaction, or negligence, or the condition of the Activity location (s) or facility (ies). Nonetheless, you assume all risks of your participation in this Activity, whether known or unknown to you, including travel to and from the Activity (including portal) or any events incidental to this Activity. You have read this document and are agreeing to it freely and understand the consequences."



Greetings and salutations to those of New Stonewatch and the surrounding areas. Throughout my years, I have amassed a treasure trove of information regarding all manner of things of interest on this great continent of ours. This is information I would hate to have disappear if something were to happen to me. To such ends I am willing to make this info available to those who would be interested. For the meager price of 1 flange you may access my selection of collected knowledge for ten minutes. You may take down as many notes as you wish, and if ten minutes is not enough, you may extend your time for more coin. (I still have to make a living myself). Feel free to seek me out this moon to set up a time, and we can discuss further. Until then may the gods guide your steps to a long and vibrant life. -Sufjan Stormborn, Lt. of the Shieldbreakers Mercenary Company