

Stonewatch Scribe



Saturday 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

A New Chapter for New Stonewatch: Ruby Skyflower Named Burgermeister

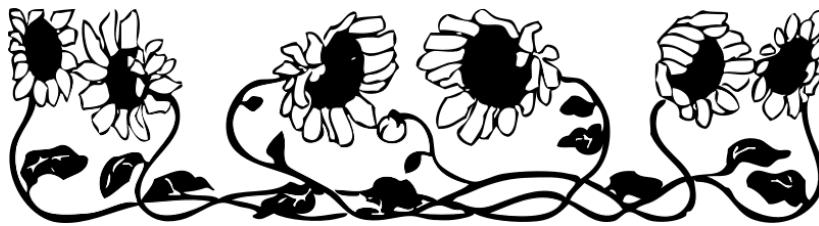
At the most recent sitting of Court, the mantle of Burgermeister of New Stonewatch was officially passed from former Burgermeister Sir Ashe Errant to Ruby Skyflower. The announcement was met with a round of cheers and applause from all in attendance, a testament to the trust and confidence placed in the new leader by the people of the town.

The ceremony, though brief, carried the weight of tradition and the promise of a new era. Sir Ashe, having served faithfully, stepped aside with dignity, while Ruby Skyflower accepted the position with poise and resolve.

No sooner had the applause settled than Burgermeister Skyflower was presented with her first challenge. Charges of assault, by way of waylay, were brought forward against a townsperson for an incident the previous moon. With the eyes of Court upon her, Ruby listened carefully to every side of the dispute. After thoughtful consideration, she delivered a judgment that was deemed fair and acceptable to all parties involved.

Thus, her very first impromptu test as Burgermeister was met with success. Ruby Skyflower begins her tenure not only with the cheers of her townsfolk, but with proof of her wisdom and balance in judgment.

New Stonewatch looks forward to what lies ahead under her steady guidance.



Recent Happenings From New Stonewatch and Beyond

Clash of Avatars in The Howling Pass: Both Fall in Battle

Reports have reached New Stonewatch by way of Huntville to the south of a fearsome battle that shook the Howling Pass, this past moon. Witnesses describe a clash of divine magnitude, as two avatars of the gods themselves took the field.

An undead host, led by Ashlee, Avatar of Undathos, descended upon the town with terrible intent. The air was said to chill, the ground itself groaning beneath the tread of the restless dead. Rising in defiance against this tide of corruption came Liam Shondar, Avatar of Avagon, radiant with purpose and rallying other Avagonian defenders.

What followed was a battle worthy of song. Shondar carved his way through endless waves of skeletal warriors and shambling corpses, his blade flashing with Avagon's might. Witnesses speak of the very air trembling as he met Ashlee head-on. The duel raged with fury and desperation, divine will striking against divine corruption.

At last, Shondar's sword struck true. Ashlee faltered, her body collapsing like a puppet with cut strings. Yet victory turned to horror in a heartbeat. From her form burst an eruption of foul energy, an unholy surge that warped the very air. Shadows writhed and reached, black tendrils clawing into the earth, searing the sky with screams not of this world. All who stood nearby felt their strength sapped, their hearts seized in terror.

Caught at the epicenter, Liam Shondar fell. Struck by the unleashed corruption, his light guttered, and he collapsed upon the bloodied ground, lifeless.

Thus ended the clash of Avatars. Both Ashlee and Shondar lay slain, leaving the local villages to mourn the devastation and ponder the cost of such divine struggle. The battlefield is said to still reek of ash and iron, a grim reminder of gods' war being waged through mortal soil.

What this means for the balance of Avagon and Undathos remains uncertain. But those that bore witness firsthand now whisper across the land: the gods' war is no longer confined to the heavens, it walks among us.

Recent Happenings From New Stonewatch and Beyond

Merchant Deliveries in Jeopardy!

In the Howling Pass, one of the main routes through the Shadowmist Mountains, a terrible tragedy has occurred. Every horse pulling a wagon through the pass fell dead at the same moment.

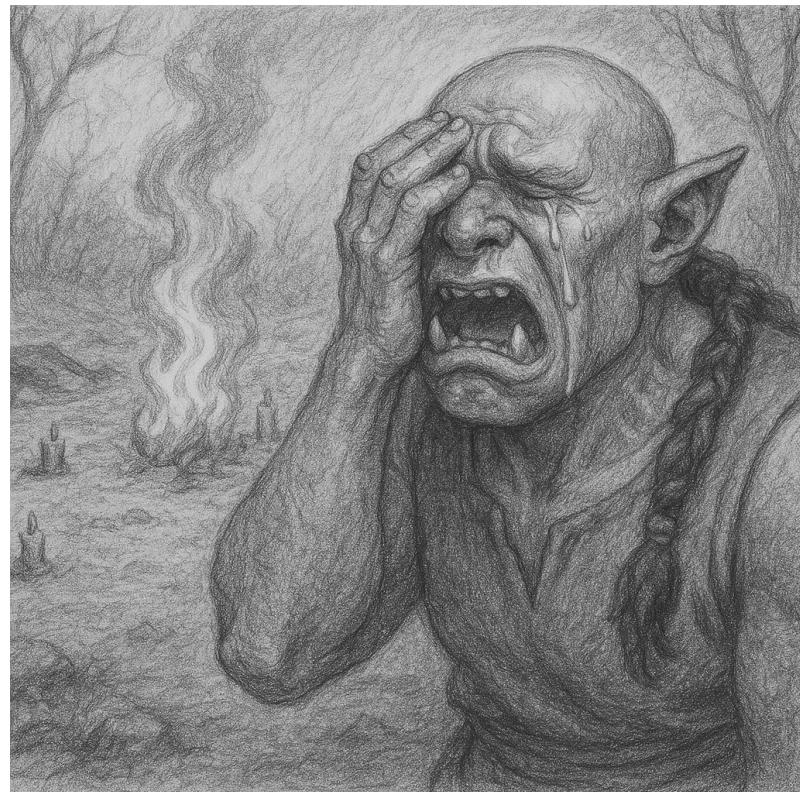
Finding no outward reason why this may have occurred, the caravan drivers cut open several of the carcasses to see if it was some sort of illness that felled all the beasts at once. Upon inspection, it seems that each horse is completely full of sand, all of the internal organs missing.

Merchants are now scrambling to replace their lost horses. With the demand at an all time high, there are those that are charging a premium for even their older nags that should have been put out to pasture long ago.

Other caravans are attempting to avoid the area altogether, travelling to the south through the Overwood, hoping to treat with the Elves for passage through their forest.

This has had the effect throughout Eastguard of delaying the normal Harvesttime celebrations to Leafdrop, hoping the merchant caravans can reach them before the first snows begin to fall.

Local Adventurers report a successful stop to the Kukumani Ritual!



According to several witnesses, this year's Kukumani Ritual was disrupted and the Kuzma destroyed or scattered. The veracity of these reports cannot be presently confirmed as all witnesses appeared to be in the midst of celebrations which included copious amounts of food and drink.

Only time will tell if indeed the ritual was disrupted and the denizens of New Stonewatch can breathe a little easier during the coming year.

Happenings in New Stonewatch for the Moon of Warmingtime

1225

As recounted by Lowry Springer

Faeday Eve

Constance Keller visited town, bringing with her a Gatehound and the imperative to re-consecrate the Graveyard using ritual magic. Divination meeting was held at its usual time and place. The Jabberwocky was around early into Feyday night.

Lieutenant Cel Airn held a meeting for the Town Watch to discuss Kukamani plans and strategies on Feyday evening, which resulted in Watch Members waiting in shifts to hear drums in the woods for the rest of the night. The information collected, primarily by the Watch, but also including help from other members of town, in advance of the Kukamani, said that the ritual would take place "under Kandrell's light", "at a familiar stone," and around high moon. The actions of the town, largely organized through the Watch and Acting Captain Airn, were organized based on this information.

A group of Undead attacked the Inn, including a Faith Hunter of Etyana. It was destroyed by the town. Visitors to the Griffon's landing that night also included frost trolls, Spinner the fae spider, and a bookie from the Shadow Realm, of the Penumbra family, who was taking bets on what townspeople would see judgement over the course of the moon. Several nobles, of various houses, also made appearances at the tavern that night.

Satyrday

Lady Sinfay Sandmere visited New Stonewatch during breakfast.

Lieutenants Damilden Tiago and Sebastian Helmsworth were both at Watch Muster, along with Parker, Lt. Tiago's young ward. They attended Muster mainly in an advisory role, though I believe Lt. Helmsworth also provided individual instruction to a member of the Watch.

Over the course of the day Satyrday, beginning during Watch Muster, a number of peasants from the villages around New Stonewatch came into town, asking for help in rescuing friends and relatives from Kuzma that had captured them. All of the rescue attempts mounted by the town were successful, and the town was able to learn from these rescues that the three groups of Kuzma would be working together on a joint Kukamani ritual, and that orcs capable of casting Dark Arts were trying to take the lead on the ritual.

The Elementalists' Guild meeting was held at its usual time and place, and was mainly focused on the disposal of Waterlight, as well as the need to contain the Dew Nroht, the beast of Thornwood Hollow. Sanctuary also went as expected, but during that time, four townspeople were summoned to the tourney field by the Avatars of Danubu and Avagon for a Gods' War battle against four Avagonians. The townspeople, representing the side of Danubu, won the battle.

Lunch took place on Clanhill and was cooked by the women of the Blood. Significant visitors included Grant Ingalls and Siora.

A group from town went to practice getting to the Serpent's Mound in daylight, so they would be able to guide others to Serpent's Mound if the Kukamani were to take place there.

Happenings in New Stonewatch for the Moon of Warmingtime 1225

continued...

As recounted by Lowry Springer

Satyrday continued...

The Mages' Guild meeting was held on the porch of the Griffon's landing, and was attended by Sir Rivan of House Domenjin. The subject of the meeting was mainly ritual magic, and the use of ritual magic to grant benefits to be used in combat.

A group of Warlord's troops attacked at Clanhull, and were, aside from one, spared by the townspeople that fought them. In the same timeframe, they attacked and robbed a lone townsperson, gaining another source of information on the workings of New Stonewatch.

The Trading Post reopened before court, now under the management of Gruffglass of House Ironforge. He will be continuing to man the Trading Post regularly.

The Avatar of Peryn was also in town at around this time.

At court, Lady Ruby Skyflower was officially made Burgermeister of New Stonewatch, by her predecessor, Sir Ashe Errant. The issue of assault by Tomin on two visitors from the Loftspire Magical Academy was also brought before the Court.

Directly following Court, the Merchant's club held their meeting, and the Elementalists' Guild, and a group of their allies, were escorted by Fern to Thornwood Hollow to face the Dew Nroht. Shortly after both of these endeavors began, the sky opened up, and it began to pour rain. The Thornwood Hollow Beast was defeated, though it was unclear if it was killed or sent back into its dormant state.

Shortly before dinner, the Common House was visited by the Avatar of Volgen. Dinner was prepared by Dave, and was visited by Lady Sinfay Sandmere and her cousin Lord Tomias VanCleaf of Haven.

The town was attacked on Satyrday evening by some unremarkable skeletons and two orcs, which were quickly handled. A small group of townspeople accompanied Grant Ingalls to resolve a dangerous haunting on the outskirts of town, and this mission was successful.

"Grover" visited town in his more hostile form, and said that he planned on becoming a Nightmare Lord, and giving the warning that anyone who knows his name should not say it, because it will result in death.

Approaching eleven bells, townspeople began to convene on Clanhull to organize stopping the Kukamani rituals. They were interrupted by the Avatar of Nivlac, who brought a group of Pookah into town to perform a "Pookahmani" ritual. This alleged ritual consisted of a fight between Pookah and townspeople, which the townspeople easily won. The Avatar then told them to go to the "last one standing," and they chose to sit down rather than fight against each other.

The town's response to the Kukamani was organized on Clanhull, and scouting groups were sent out at high moon. One scouting group, made up of Brogard, Bramblepatch, Brolick, and Mittens, heard drums, and were able to coordinate with the other groups, and get the town to the site of the ritual quickly.

Happenings in New Stonewatch for the Moon of Warmingtime 1225

continued...

As recounted by Lowry Springer

Saturday continued...

The ritual was held in the woods, up at the Light Fey Circle. It was, as anticipated, a joint venture from all three groups of Kuzma. They only had one potential sacrifice with them, who was rescued. The Kuzma participating in the ritual were all killed by the party from town, and all townspeople killed (or petrified) were Raised or freed before they could see Judgement.

Because some townspeople were killed, and those there did not know which Kuzma killed them, it is ambiguous whether any of the Kukamani rituals could have succeeded. If one of these townspeople was killed by a Kukamani Ritualmaster, their death would have been sufficient for the Kukamani to have been a success.

Voesday

The day started with a torrential downpour of rain.

Grover came to town, in his more amenable form, and, as a warning, he said that his master would "Rise" next moon. This is consistent with what his hostile form said the night before, which was "None of you will survive the Harvest."

The Avatars of Broddin and Kyrriden held the second Gods' War battle of the moon, once again on the Tourney Field. The side of Broddin, which was represented by a group of Warlord's Troops, was victorious.

Andra Cassidy, a Dream Ranger and former resident of town, came to New Stonewatch to help the Elementalists collect magical components in service of locking away Waterlight. A mission to the Dream Realm was necessary to retrieve these components. This visit also allowed for Andra to reunite with Montolio Fenvara, her deceased (but currently not dead) husband.

A baby snapping turtle was spotted up by the Ranger's station.

The Avatar of Kandrell spoke with several townspeople up at Clanhill and in Sanctuary, making her first appearance in New Stonewatch. Two Kuzma, an ogre and an orc, approached towards the end of the moon, seemingly hesitant. They were disposed of easily and quickly, which was seemingly a good sign towards the success of the previous night's endeavors. When "interrogated" (post-death), the orc claimed that all three Kukamani rituals had failed.

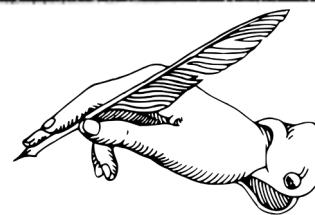
This summary was completed making use of my ability and memory, and the memory of others I consulted. Information was included that will be useful to the people of New Stonewatch and should be preserved for posterity, based on my own judgement.

Lowry Springer (they/them)



The Common Quill

Reader Submissions



The Battle of Thornwood Hollow

The early Satyrday evening was colder than usual for this time of year, and the heavy rain clouds veiling Voe's light did little to help. As I approached the town's center and the monument stone, I saw them already gathered: the Elementalists and a handful of their chosen allies, milling about with a nervous energy that clung to the air. They had already summoned Olra and were negotiating passage, just as they had been instructed.

Barid had taken charge, counting heads and making sure we were ready. His steady voice cut through the tension, and before I could fully settle myself, the preparations were complete. The portal shimmered before us, and as swiftly as I had arrived, we were off.

Thornwood Hollow was darker still, the thick canopy of trees blotting out nearly all light. The forest was alive with sound, yet no creatures were in sight. Eerie green lights flickered among the leaves, vanishing as quickly as they appeared.

Before us stood a stone altar. After some careful investigation, its purpose became clear. The symbols of the four elements were etched into the surface, paired with the words bestowed by divine intervention and the condensed magic we had harvested from the foul growths infesting the elder trees.

With everything in place, we set the ritual in motion.

Fire and Earth came first. With the spoken words, elementals burst forth from the very fabric of nature around us. It was immediately clear they had no intention of parley. Whether angered by our intrusion or driven by some outside will, their hostility left us no choice but to fight.

Then came Water and Air, and again the elementals rose. Those who had come to aid us stood their ground with bravery, shielding Barid and me as we pressed on with the ritual.

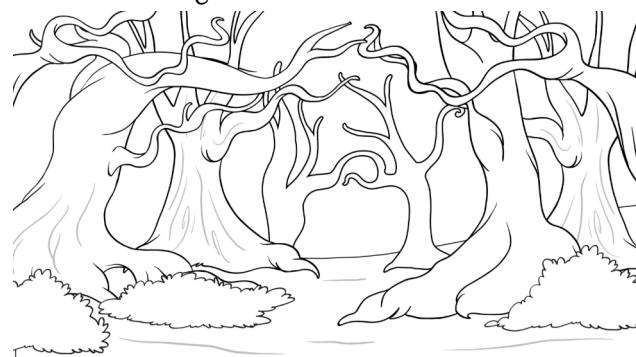
"Flame, stone, wave, and gale—together strike, unseal the veil."

The final words rang out, and the chains that bound Doow Nroht shattered. With a roar of primal fury, it emerged: a colossal, horned beast wreathed in all four elements at once. Fire burned across its hide, silver stone gleamed along its shifting form, ice crackled in jagged spines, and lightning arced like veins through its body.

The battle only escalated as it summoned more elementals to its side. Flame seared our flesh. The ground buckled and split beneath us. Hail struck from above, while gale-force winds tore through our ranks, scattering us like leaves. Yet in the chaos, resolve did not falter.

In the end, all four elements—once turned against us—were brought to bear upon Doow Nroht itself. With united force, the beast was struck down, hopefully for good. Few will ever know the names of those who stood and fought that night, but the realm is safer for their courage.

-Fern



The Common Quill continued....

Hush, my child, the night is deep,
Shadows round the rooftops creep.
Close your eyes, let silence fall—
Hear not the footsteps down the hall.
Candles flicker, winds may moan,
Safe you are while here at home.
Hold me tight and do not fear,
Though the Culling wanders near.
Lay your worries on the floor,
Bolt the window, bar the door.
Whisper prayers the old ones said,
Soft as feathers in your bed.
If tomorrow dawns so bright,
And morning brings the gentle light,
We'll give thanks and sing with cheer
—
But hush now, love, the Culling's
near.

-See you soon-

-Anonymous

A Traveller's Taste

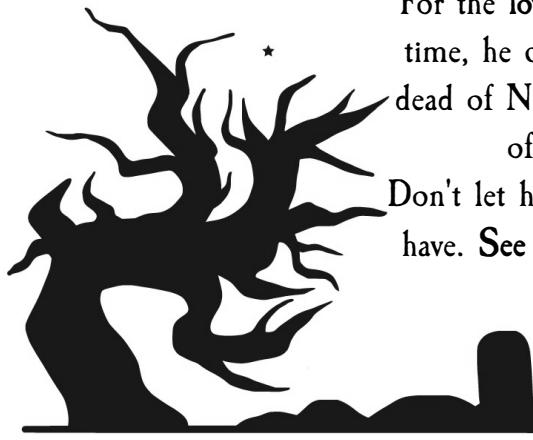
By Thaddeus Stout

Passing through New Stonewatch last moon, I found myself drawn into the common house for the evening meal, and what a revelation it proved to be! The fare that night was unlike anything I have ever tasted in my long journeys across kingdoms. The chicken, glazed with a sweet-scorched spice from distant shores, crackled with flavor and left a warmth that lingered long after the last bite. The cucumber salad was cool and refreshing, a crisp counterpoint that danced on the tongue.

The peanut noodles were rich and savory, the sort of dish one could imagine a wizard conjuring to sustain their studies for nights on end, while the broccoli was seasoned so perfectly it seemed to glow with its own green magic. Every plate was balanced, every bite a marvel. I dare say it was the most unique meal of my travels—and I've eaten from the halls of lords to the cookfires of wandering bands. If New Stonewatch cooks like this often, then the town is worth more than a passing stop—it is a destination.

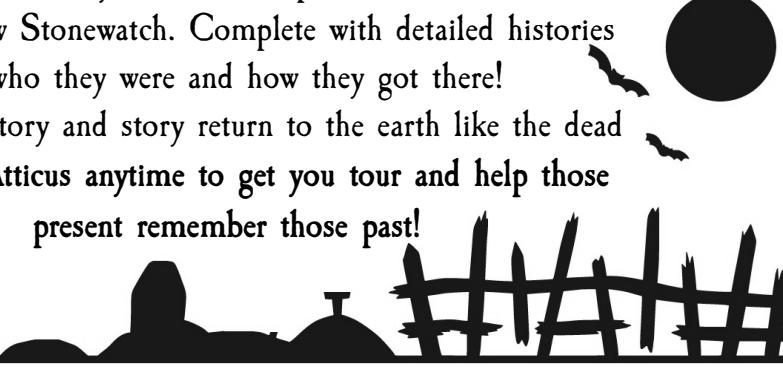
INTERESTED IN WHO CAME BEFORE YOU? WANT TO SEE WHERE THEY ARE NOW?

Atticus' Graveyard Tours is here for your answers!!!



For the low, low price of 1 Flange and 30 minutes of your time, he can show you the burial place(s) of the honored dead of New Stonewatch. Complete with detailed histories of who they were and how they got there!

Don't let history and story return to the earth like the dead have. See Atticus anytime to get you tour and help those present remember those past!



From Cauldron to Quill

with Sorrell Dean, Cook Extraordinaire

Sorcerer's Buns

One need not bend the Arcane nor chant the syllables of power to craft these tender, nut-laden bites. The drizzle atop and the heart within are tempered in sweetness, leaving them pleasantly balanced rather than burdensome. Ancient tales whisper that this very recipe first drifted into mortal kitchens from the Arcane Realm itself, carried on parchment smudged with magical essence and inked in runes. Keep a few close at hand for such delights are known to restore vigor to apprentices, sages, and wandering heroes alike.

Ingredients:

Dough:

$\frac{3}{4}$ cup milk, warm
 $\frac{1}{2}$ cup brown sugar
1 tablespoon "Arcane Instant Yeast"
 $\frac{1}{2}$ cup butter, melted
1 egg
 $\frac{1}{2}$ teaspoon salt
4 $\frac{1}{2}$ cups flour

Filling:

4 tablespoons butter, softened
2 teaspoons flour
2 tablespoons brown sugar
2 tablespoons cinnamon
 $\frac{1}{2}$ cup finely chopped walnuts

Brown Sugar Glaze:

1 cup brown sugar
1 tablespoon butter
1 tablespoon flour
 $\frac{1}{2}$ cup heavy cream
Dash of vanilla

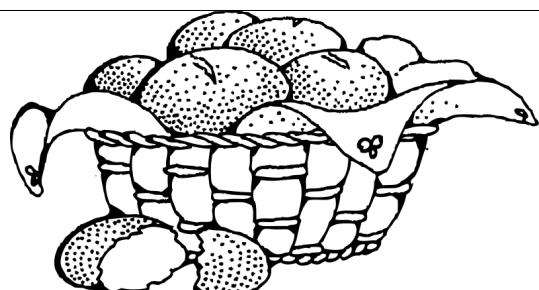
In a large bowl, combine the warm milk and the sugar, stirring until the sugar dissolves. Add the yeast, followed by the butter and the egg, stirring to combine. Add in the salt, followed by the flour, gradually, until you have a workable dough. Turn out onto a lightly floured surface and knead until the dough bounces back when poked, under 5 minutes. Place in a lightly greased bowl, cover, and allow to rise in a warm spot until doubled in size, about an hour. Prep the filling by creaming the dry ingredients with the butter; set aside.

Butter four muffin tins and set aside (or two tins, and work in stages). When the dough has risen, roll it out on a lightly floured surface to a large rectangle, roughly 24" x 12". Spread the filling evenly over the surface, leaving only a small strip along one long edge uncovered. Starting on the opposite long edge, begin rolling the dough into a tight tube. Using a sharp knife, slice the roll every 1 inch, then place one bun in each muffin space in the prepared tins. Cover and allow to rise again for about 20 minutes.

Stoke your hearth to cake baking heat and bake the buns for 15 to 20 minutes, until the tops are golden brown. While they are baking, make the glaze: Melt the brown sugar in a small pan over medium coals, then stir in the flour until you have no dry lumps. Pour the milk in, and when you have a smooth consistency, remove from coals and add the butter and vanilla.

When the buns are done, remove them from the hearth, and while the buns are still warm, move them from the pans to a cooling rack. Spoon the glaze over the top of each bun. Sprinkle with extra nuts, if you like, and enjoy.

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



Goods, Services, and Looking to Hire

Can't get a tune out of your head?

Missing a melody from days gone by?

Wishing for your favorite song at the tavern?

Currently taking requests to expand bardic repertoire!

If possible, lyrics with chords are preferred. If not, requests can be taken to be transcribed and learned between moons.

See Renadia Rosewood with any material!



Searching for: Brown Satchel belonging to Dhara Baison!

If found please return for a 2F reward to be paid on sight.



Trading Post Grand Reopening!

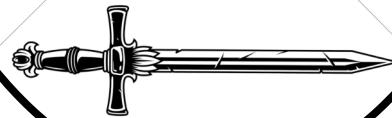
Brought to you by Houses Ironforge and Demart,

The trading post will be open on Satyrday from noon to one and a half bells for the foreseeable future.

Selling potions, armor repair, weapon commissions, weapon augmentations, locks, wine, ale and much more!

Don't see anything you like, or if you want something we don't have, make sure to ask!

Gruffglass of House Ironforge
Silas of House Demart



FREE potions at the Tavern Porch on Saytrday morning at 8 bells.

Not a trap...



THE GRIFFIN'S LANDING

DRINKS ~ FOOD ~ GAMBLING

COLDEST BREWS IN EASTGUARD!

LIVE ENTERTAINMENT!

LARGE WINE LIST!

LOCAL SPIRITS!

NIGHTLY DINNER SPECIALS!

FRIENDLY WAITSTAFF!

HOT CRISPY TOTS!

TABLE GAMES!

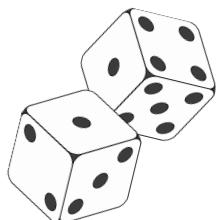


WANT TO PUT YOUR COMBAT SKILLS TO WORK AND EARN THE PAY YOU DESERVE?

JOIN THE GRIFFIN'S GUARD AND NEVER WALK ANOTHER PATROL AGAIN.

BENEFITS & COMPETITIVE WAGES!

SEE POLARIS OR RHOAM KRÜG



Love & Chaos Are

In The Air



Brighid Sylvano to Wed Tomin Underwood.

Come, if you dare, to the Gryphon's Landing this Saturday night, just after the Blood Festival.

We shall celebrate the union of Brighid and Tomin with a pre-wedding celebration. Gifts, of course, are always welcome, though what you choose to bring, well... that is entirely up to you.



The ceremony itself will take place on Voesday morning, on the Clanyll at 10 bells sharp, for those who dare join the Chaos of Love.

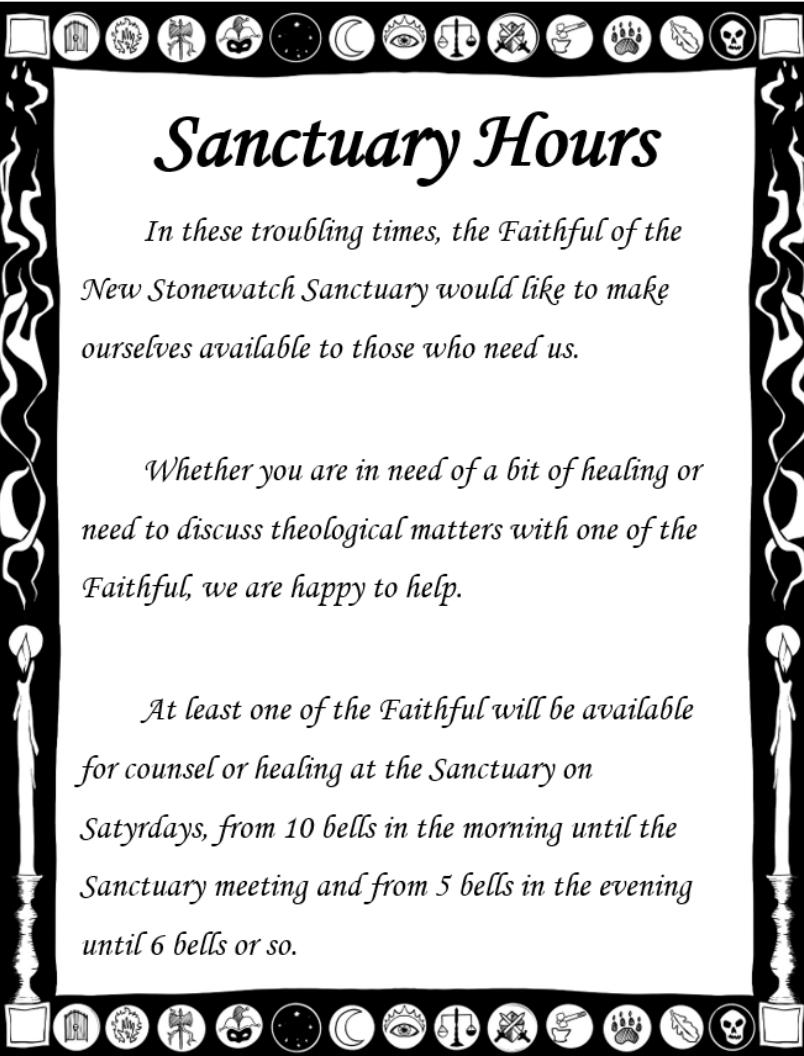
Place Your Bets up on Clanyll!

Come up the hill, lift a mug, and toss your coin on fate's table.

Place your bets on what will happen this moon, and if luck favors you, you could win big.

All bets due by Saturday lunch.





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.

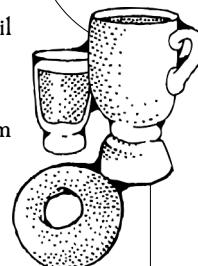
Seek out Gideon, Sufjan or Ambrose for more details if necessary.

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!

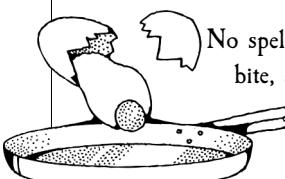
Crisped bacon or seasoned sausage, charmed with Barid's secret blend o' herbs!



Melted cheese, rich as a merchant's purse!

All betwixt golden breads baked 'fore first light!

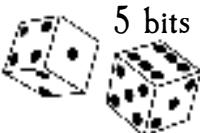
No spell nor potion needed — just one bite, and thou shalt be bewitched!



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

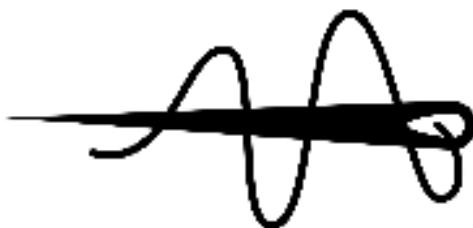
Lunch

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



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



Lost Cloak

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

-Possible Locations-

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

*Continued on Last Page *

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"!



New to town?
Looking for work?
Seeking adventure?



Speak to Executor Gwaine 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 bess 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

NEW STONEWATCH WELCOMES THE WINTER CARAVANS NEXT MOON!

Townsfolk are encouraged to buy and sell their wares! Make and spend some coin and enjoy all that the Winter Caravans have to offer!

Get ready for all the winter gatherings with everything you need from delicious sweets, warm clothing, or a new weapon at your hip!

Vendors must pay a table fee of 2 flange while members of the Merchants Guild/Club are exempt from this fee.

