

# 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  
Common House

**Court**  
15 Bells  
Common House

**Merchants' "Club"**  
After Court  
Common House Porch

**Common Dinner**  
18 Bells  
Common House

## Winter Caravans Arrive: Trade and Celebration Come to New Stonewatch

This moon marks a bustling season for merchants and adventurers alike, as the Winter Caravans roll into New Stonewatch! Following this moon's Court, the caravans will open for business, bringing with them an array of wares both exotic and familiar. From handcrafted trinkets and enchanted curiosities to fine winter cloaks and traveling supplies, the marketplace promises a vibrant hum of barter and trade. Townsfolk are encouraged to browse, haggle, and share stories, after all, commerce is as much about connection as coin.

This is more than a simple marketplace, it's an opportunity to put New Stonewatch on the map as a hub for trade and negotiation. The eyes of traveling merchants and guild representatives will be upon us, and a prosperous showing could cement our town's reputation as the place to wheel, deal, and prosper. So polish your wares, sharpen your wits, and show the realm what New Stonewatch can offer.

In brighter tidings, the town extends its heartfelt congratulations to Brighid and Tomin on their marriage, celebrated last Voesday in a ceremony graced by none other than the Avatar of Nivlac, a rare and blessed event indeed! As joy fills the air, let us also remember that this moon marks Undathos' Eve. Citizens are advised to stay vigilant after dark, avoid wandering alone, and keep watch for any strange happenings in the night. Trade, celebration, and caution all weave together this moon...may fortune favor the wise.



# *Recent Happenings From New Stonewatch and Beyond*

Ever wondered how our Town Watch is organized or what it does? Wonder no longer! The foundational principle and mission of the Watch is to protect New Stonewatch. We are also charged with enforcing the laws of the town in order to keep it functioning and safe. The Watch exists under the authority of the Town Charter and serves the Independent Burgh of New Stonewatch.

## **The Watch has 6 ranks**

1. Provisional: a temporary rank for newly-joined watch members. Held for a single moon, provisionals learn what the Watch is about. They are not paid but are exempt from taxes. Upon attending a second muster, provisionals are promoted to private.
2. Private: The first official rank. Privates go on patrol, investigate threats to the town, and fight when needed. The pay is 1 flange.
3. Corporal: The second rank. Corporals take on more leadership, running patrols and taking the lead when small issues arise, such as disputes or minor crimes. The pay is 2 flange.
4. Sergeant: The third rank. Sergeants take a broader leadership role, organizing patrols, leading in battle, and taking charge when larger issues arise in town. The pay is 3 flange.
5. Lieutenant: The fourth rank. Lieutenants take broad leadership responsibility and take command in the Captain's absence. Lieutenants are expected to make leadership decisions and train other members of the watch. The pay is 4 flange.
6. Captain: the highest rank, generally held by a single person at a time. The Captain takes responsibility for leading the watch. They are ultimately responsible for high-level decisions and leadership, as well as organizing and running musters every moon. The pay is 5 flange.

Your current Watch Captain is Magnus Albrecht, and Lt. Celith Airn is the acting captain in his absence. Your Sergeants are Hvic, Vero, and Loci. Note also, all Watch members are exempt from taxes as they pay in their service to the town.

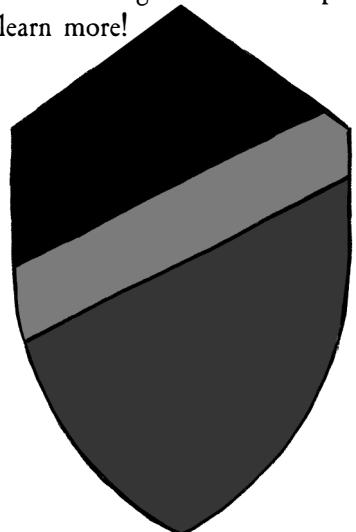
The Watch is headquartered in the Garrison, located near the lakeshore by the Monument. A few watch members live there, and the Garrison contains the town's jail cell.

Everyone on the watch (except provisionals) wear a black, gray, and red symbol like the one right here! Anyone wearing that symbol can take a report of a crime, or be called upon to help against a threat. Watch members are all expected to act in accordance with the laws of New Stonewatch. If any Watch member is seen violating the law or acting with cruelty, they should be reported to a superior officer immediately.

You may see the Watch on guard at Court, patrolling throughout the town, guarding various meetings and town leaders, and fighting when necessary. New Stonewatch is a wonderful place that deserves to be protected, and we take that duty seriously. Watch members are happy to train anyone in town in the skills they know, and we are always available to help.

We are also always happy to have new members. Watch Muster is at 9 and a half bells every Saturday morning in front of the Garrison. Though we are a fighting force, we always need healers, spellcasters, and anyone with a mind for good record keeping and information. Even if you are unsure of the Watch, we welcome you to observe Muster and learn more!

**In service to New Stonewatch,  
Lt. Celith Airn, acting Captain**



# Happenings in New Stonewatch for the Moon of Harvesttime

1225

*As recounted by Lowry Springer*

## Feyday

Divination class was held at its usual time and place, and Lieutenant Constance Keller visited a group of townspeople at the graveyard at around the same time, which has also become typical.

A group of scarecrows wandered through town, seemingly looking for people who had not yet touched scarecrows. A small group of townspeople visited the Spirit Realm, supervised by Constance and Demoran, both members of the Order of the 13 and very familiar with the Spirit Realm. A group of undead, led by an undead of a type that was not familiar to anyone who saw it, attacked, most notably at the Griffon's Landing. It was able to cast through the Dark Arts, drain life force from its targets, had claws at the end of each arm, and a pale face with a long, open mouth.

Croww, controlling the body of Grover, and an unidentified Shadow creature prowled the paths around town in late evening. Those who encountered the latter described seeing large, black wings, and have been calling it a "Shadow bat" since the initial altercation.

As usual, several members of the nobility visited the Griffon's Landing during both Feyday and Satyrday evenings. Other visitors on Feyday night included a Frost Troll and the bookie from the Shadow Realm, of the Penumbra family, who occasionally does business in New Stonewatch.

## Satyrday

Watch Muster, as usual run by Acting Captain Cel Airn, was attended by Lieutenant Sebastian Helmsworth, and was attacked by a group of scarecrows.

The creature that townspeople have been calling "Blobby" also came through town, but was dispatched. It is unclear if "Blobby" is a type of creature or a single creature that keeps reappearing, even after being beaten down. It is a large and autonomous light green slime that burns the things (and people) it comes in contact with as if with acid.

This moon's Elementalists' Guild meeting led to the repair of the Sweetwater well in Glade, which is a step in locking away Waterlight in the space between Glade and Grove.

Sanctuary featured some contentious debate on the subject of the Gods' War, and was attended by Inquisitor Octavious, the Inquisitor of Peryn.

Lunch was held on Clanhill and prepared by the women of the Blood. During lunch, and for some time after, the Trading Post was open under its new management. The Mages' Guild meeting was held at its usual time and place (which will be changing), and had a very low turnout. Sir Rivan of House Domenjin did make a brief appearance at the meeting.

A battle between representatives of Kyrriden and Peryn, presided over by their respective Avatars, was held on the tourney field. Peryn's side was victorious, and, under the instruction of both Avatars, the people on the losing side were final struck.

In the Burgermeister's absence, the proceedings of the Court were managed by Acting Captain Cel Airn. Court itself was brief, but during its proceedings, it was announced that the Shieldbreakers will be taking a hiatus until their contracts with the Noble Houses can be remade.

# Happenings in New Stonewatch for the Moon of Harvesttime 1225

*continued...*

*As recounted by Lowry Springer*

## *Saturday continued...*

Throughout the day, there were attacks by scarecrows and kuzma.

The Caymlynites of town, and their guests, were brought to the Arcane Realm to spend time with the Avatar of Caymlyn, and received information from him, passed down from their Goddess, on their role in the Gods' war as it progresses.

Dinner was prepared by a man named Julius Bordeaux, who committed a murder during dinner service, and will be appearing in court for his crime. Dave helped with the dinner preparations, but not the murder. The meal was attended by Lady Windryder.

Just after nine bells at night, the members of town who had at some point touched scarecrows were compelled to go to the Common House, where a group of scarecrows, Grover, and Croww were all waiting. The townspeople were magically put to sleep and drained of life force to build Croww's castle in the Dream Realm, and to complete his ascension to Nightmare Lord (Victims of this heard him explain this process in a dream). Most of those subjected to this were brought to the point of bleed-out by the time Croww left the Common House. To prevent those rendered unconscious from being killed, Grover gave his life. The sleep spell wore off after its typical duration, and those who had some vitality left were able to heal and rouse the rest of the townspeople who were affected.

The Blood Festival convened on Clanhull at eleven bells at night. Before the two rituals were performed, a group of Shadows attacked. No one was able to determine if they had specific goals in attacking, but there was at least one townsperson assassinated in this altercation, before the Shadows were all killed or driven off.

Because of the work the Blood have been doing negotiating with one of the Wights, none of the Wights attacked during the Blood Festival this year. Towards the end of the rituals, a small group of Warlord's troops attacked the people convened on Clanhull.

After the Blood had reemerged from their rituals, an elf in dark-colored armor came up to the group, escorted by a skeletal warrior. He had business with specific townspeople, but introduced himself to anyone who asked as the new Avatar of Undathos. A bit after the Avatar left, the people at the Blood party reconvened at the Tavern.

## Voesday

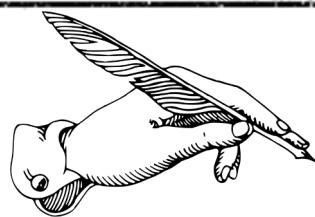
On Voesday morning, a pair of Ogres attacked and were quickly dealt with by the people at breakfast.

A battle between representatives of Kandrell and representatives of Gheldann was held on the tourney field by the corresponding Avatars. Unlike during the previous day's battle, the people of New Stonewatch were able to talk the Avatars into ending the conflict without bloodshed. After the Avatars had both departed, there was a brief altercation with some Warlords' troops, also on the tourney field.

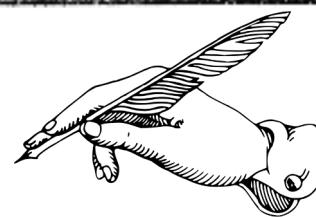
The wedding of Brighid and Tomin was held on Clanhull, and was attended by the Avatar of Nivlac, along with most of New Stonewatch.

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.

# The Common Quill



## Reader Submissions



*Editor's Note: The following is being printed in good faith, hopefully to act as a warning against a potential threat. It was submitted anonymously and the Scribe has no other information to offer.*

Dear Residents of New Stonewatch,

As the autumn leaves begin to swirl and the chill creeps into your bones, I trust you feel a sense of unease permeating your peaceful lives. You've always been so blissfully ignorant, haven't you? The whispers that dance in the wind, the warnings that have echoed through your town for years, yet you chose to turn away. You have cultivated a garden of apathy, nurturing the weeds of neglect and indifference. People like me are often seen as monsters, but I am simply a product of the very environment you've allowed to thrive.

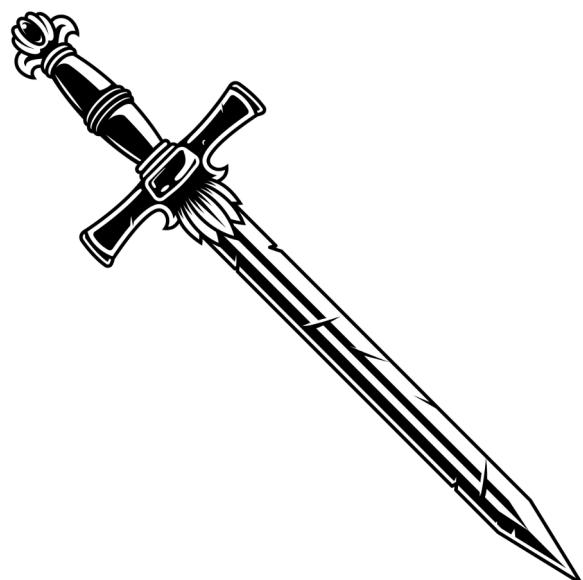
You may think your actions carry no weight, that your words, dripping with contempt, can echo without consequence. But let me assure you, I have been listening. The individuals I will target are not random; they have chosen to disrespect, belittle, and harm me in ways they will soon come to regret. I will ensure that these offenses do not go unpunished. They have ignored the signals, believing they can act without repercussion, but they will learn otherwise.

Prepare yourselves, for I am among you, and the culling will begin soon.

Cel  
Ruby  
Vaughn  
Inyku  
Xanthe  
Bramblepatch



Harvest Fest is upon us once again, dear friends. Be sure to visit **Sufjan's Secret Stash of Splendid Sundries!** Come peruse an assortment of trinkets and treasures. Listen to the tales of these incredible items! Be wowed by the legends they have created throughout time! You are sure to find what you are looking for amongst my wonderful wares.



**From Cauldron to Quill**  
with Sorrell Dean, Cook Extraordinaire

**Candied Sweet Potatoes**

Topped with soft clouds of maple-kissed meringue, this dish has become a Harvest Feast favorite in New Stonewatch. Both hearty and just sweet enough, it brings comfort to the chill of the season and warmth to every table it graces.

**Ingredients:**

4 large sweet potatoes

6 tablespoons melted butter

4 tablespoons honey

1 teaspoon Autumnal Herbs

2 tablespoons brown sugar

**MARSHMALLOW  
MERINGUE**

2 egg whites

1/4 cup maple syrup

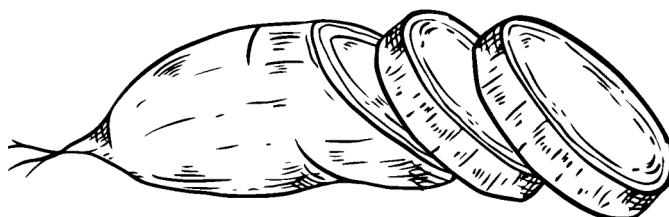
1 cup fluffed marshmallow

1. In a large pot, boil the sweet potatoes until tender when stuck with a fork, anywhere from 20 to 40 minutes, depending on the size of your sweet potatoes. Remove from heat, allow to cool enough to handle, then peel. Slice into 1/4-inch slices, and arrange in a 9 x 12- inch baking dish.

2. Preheat the hearth to just hotter than bread baking heat. Mix together the melted butter, honey, and Autumnal Herbs. Pour this over the sweet potatoes, then sprinkle with brown sugar. Bake for about 10 minutes and prepare the meringue topping while it bakes. When the 10 minutes are up, remove from oven, pipe on dollops of meringue, and return to the oven for another 5 minutes, or until the meringue just starts to brown.

**MARSHMALLOW MERINGUE:**

Beat egg whites to stiff peaks, about 5 minutes. Add the syrup and fluff, and beat again until just mixed.



*"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!



### Trading Post Grand Reopening!

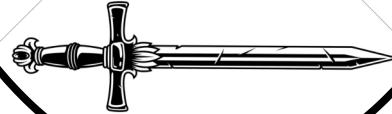
Brought to you by Houses Ironforge and Demart,

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

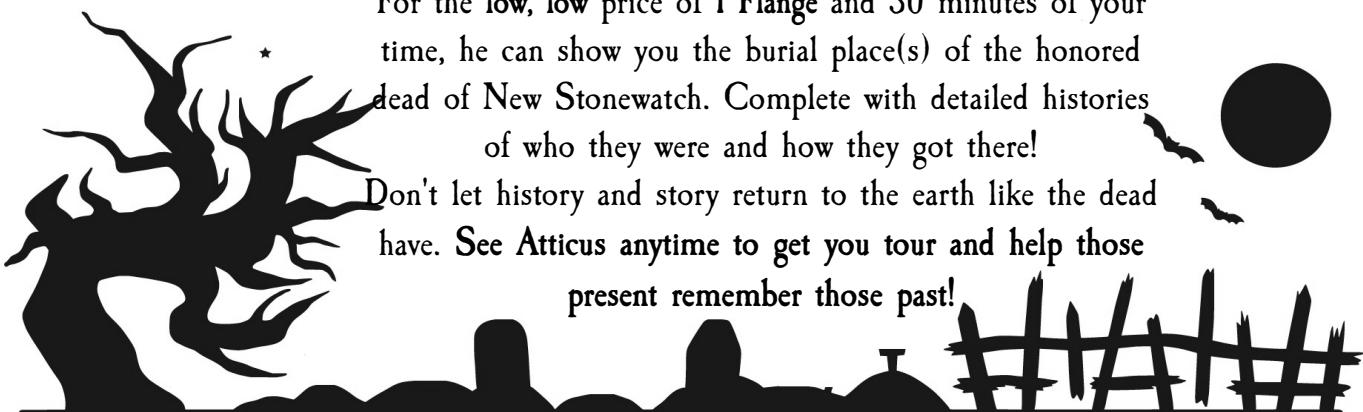


INTERESTED IN WHO CAME BEFORE YOU? WANT TO SEE WHERE THEY ARE NOW?

### 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!





# 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!

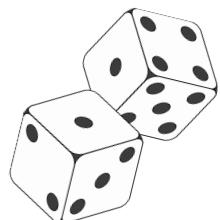


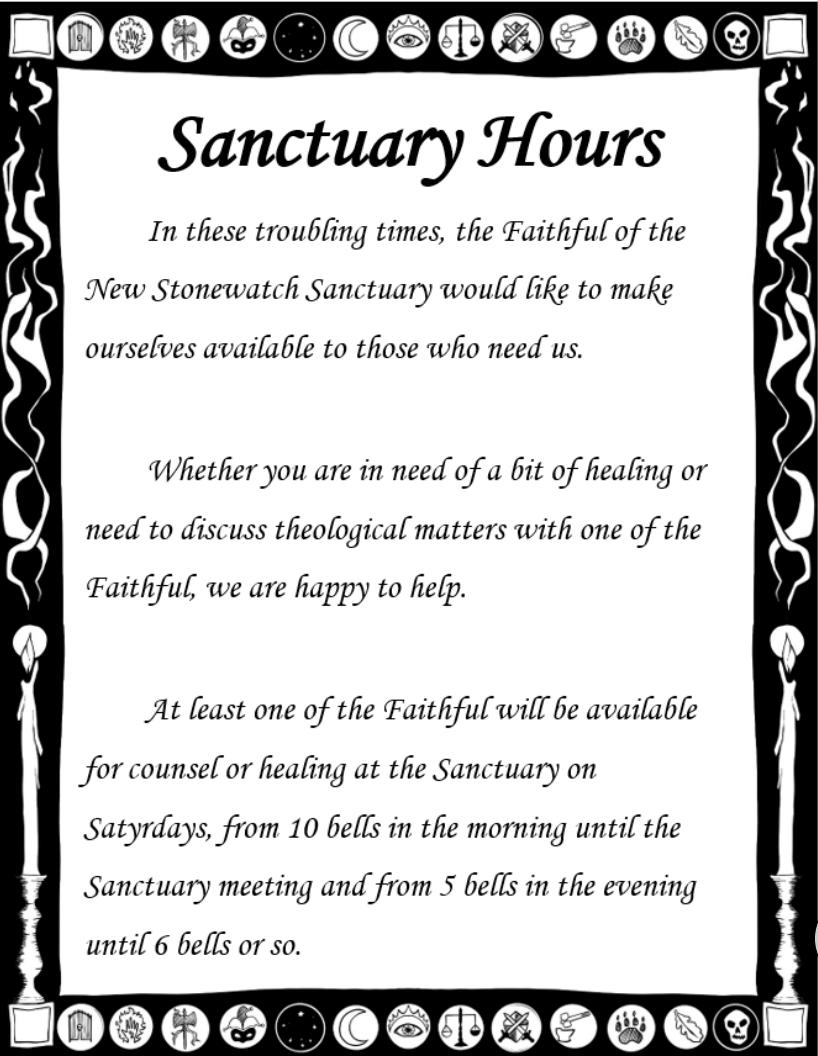
WANT TO PUT YOUR COMBAT SKILLS TO WORK AND EARN THE PAY YOU DESERVE?

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

BENEFITS & COMPETITIVE WAGES!

SEE POLARIS OR RHOAM KRÜG





# 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 Saturdays, from 10 bells in the morning until the Sanctuary meeting and from 5 bells in the evening until 6 bells or so.*



## Place Your Bets up on Clanhyll!

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 Saytrday lunch.*



## 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.

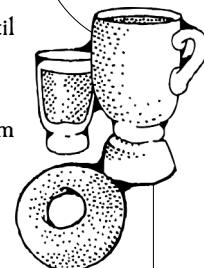
Seek out Gideon, Sufjan or Ambrose for more details if necessary.

### BARID'S BREAKFAST SANDWICHES

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

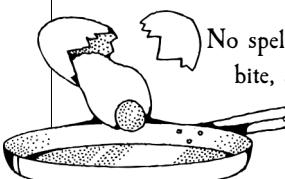
Fresh-laid hen's eggs, soft as clouds from the highlands!

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!

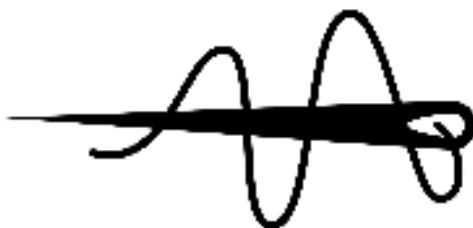
### Lunch

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...*

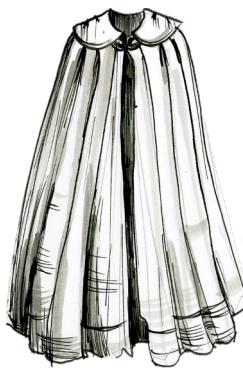
### LEATHER REPAIRS



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 Common House



### 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