

Stonewatch Scribe



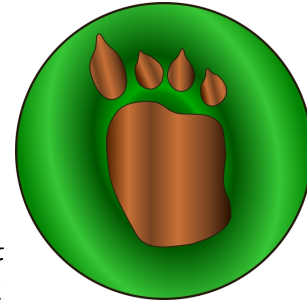
Praise Etyana

Faeday eve I found myself in Sanctuary with Magnus offering prayers to our respective deities. I could hear Topper pacing outside watching over us to ensure we're not disturbed or worse. Immediately, something feels wrong, I look around Sanctuary with only dim candlelight and get a pit in my stomach when I see a vile relic where Peryn's should be. There were rumors of a being of great evil ascending to godhood but this could not be. We concluded our prayers and moved on to the Griffins Landing at Topper's insistence. More rumors passed person to person, intended or overheard. We've been "hopping" from twisted reality to twisted reality but this, this was too much. My goddess Etyana deceived and destroyed her consort Peryn, a new evil deity ascended and prominently worshipped by the nobility, the entire pantheon shifted and in turmoil, the fae realm overtaken by the shadow realm. I could barely wrap my head around the circumstance of this reality and my heart could not bear the pain Etyana and her children must be feeling. Peryn's retreat morning with the sorrow trees brought me felt lost and The site of fae at town watch muster and their stories of survival gave me some hope. So many fae lost and so many others driven mad by this reality. On Satyrday



I could barely wrap my head around the circumstance of this reality and my heart could not bear the pain

night, Magnus and I were worn out by the events of this moon and ready for sleep when we were jolted by the screams of a fae on the other end of the town. We raced over to help and came across escorting Snowpea away from they were relentless and followed us up to the Tourney Field and surrounding area. I'd all but exhausted my divine and elemental spells but



the screams of Snowpea filled my ears and I couldn't take anymore as the shadows tortured her. I used my last bit of energy to create Light to drive the shadows away but it was only minimally effective. Finally, with a quick prayer to Etyana and a knowing glance at Magus, I placed myself between the shadows and Snowpea, I would not let them cause any more harm even if it meant my own harm. What happened afterwards isn't fully clear to me, I was struck down by the shadows, along with others but we saved Snowpea, we saved one..for now. As I write this my head is already spinning, I expect our reality will shift again, hopefully for the better, but I can't help but think of the state of things in this most recent reality, I can't help but feel sadness for Etyana and her children and I can only pray that our counterparts in that reality do everything in their power to set things right...Praise Etyana

- Fern

REWARD OFFERED

Ruby is looking for any information leading to the capture of the thief who stole the dinner coin last moon. Please contact Ruby with any information you may have.

Any person with information leading to the capture of the verified culprit could receive a reward of up to 1 Noble.

Seeking Potions

Looking for rare and/or unusual Potions and recipes. Willing to trade potions, teach or buy the potion if I don't know it.

Your Humble Alchemist

Job

Lunch

High Sun at the Clanyll

1 Flange buys a drink, chips, and either 1 burger or 1 hot dog.



Feeling 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.





What price do you place on a life

The mercenaries guild pays more, working the Griffins Landing pays more, working the common house kitchens pays more, the couriers pay more, selling healing elixirs pays more... The watch does honest, honorable, often dangerous work and their pay should match. If you expect to attract and retain brave souls to patrol the town limits, this needs to be addressed. One flange for a private is only enough to cover dinner, no cold drink at the Griffins after a long night, no coin to repair and replace armor and weapons damaged or lost in the defense of the town, no coin for life saving coagulation and healing potions, no coin for locks to keep their selves, possessions and property safe at night. It's past time to increase pay for the town watch.

-Anonymous

Meeting new, but old friends

I've employed trackers often in the past to help guide me to locations "off the beaten path" before, but there's something different about this one. Even with the mask he wore obscuring much of his facial expressions and the dim flickering of the campfire, the blind could see there's something serious on this ranger's mind. I watched quietly as he began to slowly pace, clearly deep in thought.

"Mes ami, is dare sommsing wrong?" I call out to him.

"Hab?" Zakrafein responded in surprise, "Oh I do apologize, I was making you uncomfortable wasn't I? I've had a lot on my mind...my travels throughout the Great Lands...old friends...new allies, and a whole new threat, I've come to a sad realization... This is horribly unprofessional of me. Again sir, I apologize."

"No no, mes ami. I am a recorder of tales. You are in luck no?"

"It seems I may be... Good sir, would you be willing to record my words and distribute it? I will, of course, pay you for your trouble."

"But of course!" I respond with joy.

"Very well... My name is Zakrafein Ta'Amoral, and I may well be the last Sylvanfort Ranger. Do you know of Sylvanfort?"

"By name mostly. Zay are agents of zee Margrave no?"

"Indeed, but it is much deeper than that. The Commandery of Sylvanfort has been in existence since before the founding of the March. It is an ancient institution of rangers who initially were the armed forces of Eastgaard. Over the centuries, Sylvanfort adjusted to the needs of the March as a whole. In many places they were the glue that held Eastgaard together.

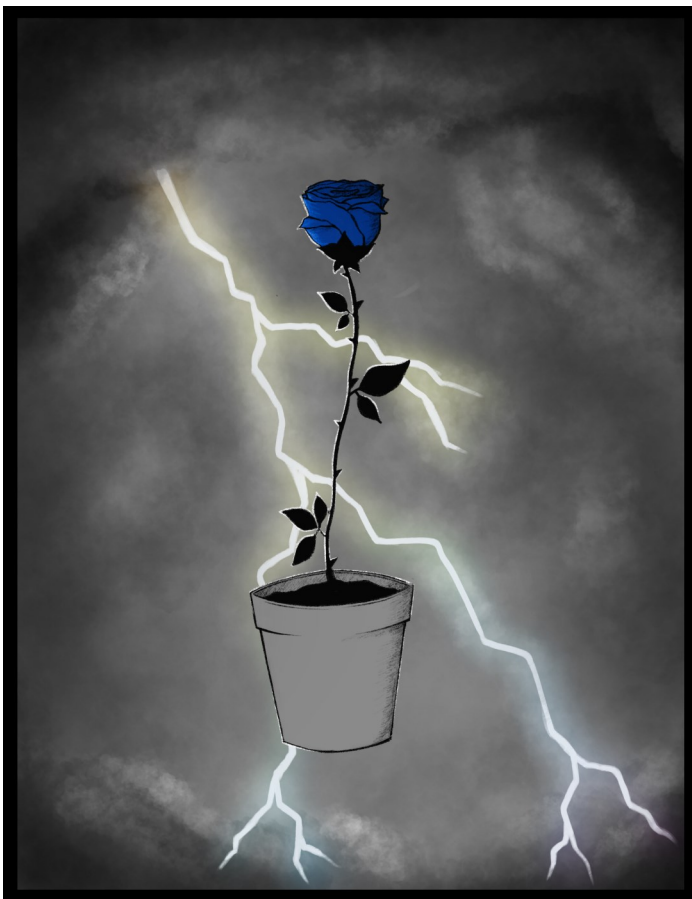
Sylvanfort is... was a fief and sovereignty of its own. With that sovereignty came a duty and responsibility to the Margrave and Eastgaard as a whole. We were all brothers and sisters... equals. Talent was recognized and titles given, such as 'Commander,' but were considered more honorary.

... Until it all burned down. All that rich history and deep roots... all gone. I refuse

to let that happen! Not as long as I draw breath!

I'm putting out a call to all rangers with a strong sense of duty and honor. If I am indeed the last Sylvanfort Ranger, I seek to rebuild the Commandery of Sylvanfort and need you, my brothers and sisters. Please join me and others like us at 'Peryn's Retreat' on Saytaday at mid day. We have much to do." He sat for a moment, his stare distant, "Could you spread that message for me? It would truly mean a lot."

"Consider it done my friend." I responded soberly. "No charge."



Help Wanted

Kitchen staff always needed before, during, and after dinner.

Good Pay

No experience no problem. Help with setup, cleaning dishes, serving, and clean up after dinner.

Good pay, worth mentioning again

Writing and reading service

Offering personal messages read and written replies for a small fee.

All message are handled with care, discretion, and confidence. Tell you friends for further information contact Gareon.

Trading Post

O' Weary traveler, when in need of Potions, Weapons and Armor, we have what you need!

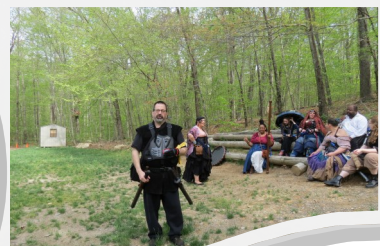
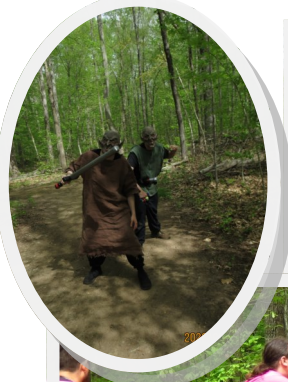


Blacksmith in residence for Repair services at reasonable rates.

You can have your Weapons Marked in case of loss.



Also coming soon will be Refreshments and Beverages for the weary travelers around town.



Editor's Note

While the scribe is grateful for all contributions, whether large or small, it has come to the attention of the editor that some inconsistencies seem to be appearing. The Scribe is often unable to confirm many of the articles written, as only those present can tell the story, but incase there is actually any validity to these questionable stories we will be printing them. However we ask that all those submitting please remember that the scribe is not meant as a place to put made up stories, although we are happy to add anecdotes if submitted. To protect the Scribe, we have replaced the name of he who should not be named with "Big C"

Courage and Bravery Conquer

Fear!

Saturday Morning the crisp morning air and chirping of the birds in the air. Awakening to begin the day and start the days adventures, as I'm attempting to clasp my belt and grab my weapons, I hear rustling around the site around my tent. Going to search and find out what's going on, I disregard any weapons and armor. Only to find 3 disciples of "Big C" demanding that not only myself but also my wife Findriel, and our other



Then with a final attempt to convert us out of pain and fear, they proceed to hurt my friends till they are now bleeding out and dying.

woods companion, to get out of our tents in a commanding tone. As we comply we are asked "Praise "Big C"?". Instinctively I chuckled slightly and said "No I praise no god or goddess.", I was then told to get on

my knees. My other two companions are devote Etyanna disciples, so I knew this wasn't going to end well. They proceed to ask the same question about Praising "Big C" to them, and they say no, Etyanna.

Then they laugh asking where Etyanna is, and proceed to attempt to convert us, telling us about fear. Which Findriel and myself proceed to ask

them, "Should we be scared?". Now after this question was asked they proceeded to break my left arm, then my right arm. Not submitting to the power of fear and keeping a strong heart out of courage and bravery! Then with a final attempt to convert us out of pain and fear, they proceed to hurt my friends till they are now bleeding out and dying. They proceed to break one of my legs leaving me with one leg, and tell me to crawl and find help if I can, and let this be an example. So now I have a choice, let my friends die, or crawl through the woods in agony to save them. I chose

the latter. As I began to crawl only able to use one leg and my torso I pushed myself through the wet dirt down the path heading towards the Rose! Once I was able I found a sturdy tree, and leaned my back on it. Through sheer force and agony, I was able to push myself up and now I began to hop on one leg down the path further. Until the Rose and some friends were in sight, yelling as I could through the agony of my body being broken, I yelled "Please someone come help!!". What seemed like eternity in pain and agony was finally ending, the two friends I've met before were Rhoam and Gyddion!

Gyddion and Rhoam asked what happened and I explained to them about the situation and about my friends, Gyddion provided a few healing potions to help my limbs and vitality. Enough to use my legs and we were able to get back to the campsite in time to save my wife and friend, before they were sent to Volgen. Which just shows you, muster enough courage and bravery, and you will triumph and conquer fear!

- A Story from Barid



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

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

Overheated and running low on energy? Ask about the refreshing new cold-brewed flavored teas at the Tea Room!

Looking for a nibble and lunch was bells ago? The Tea Room offers 3 cake pops for a single flange*.

When available, the Rose also offers to sooth the aches from your shoulders with 5 minutes of massage for a flange.

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*

How Far Do We Go?

This past moon had us asking ourselves some hard questions. It brought home the reality that these are not our realities. That we are just visitors. The ones who actually live here often act or think differently than us and are dealing with a very different world than we are accustomed to. Our appearance complicates their lives with several days or weeks or odd behavior before we are thrown onward to another reality. Those who do not know of what I speak will likely think this insanity, but this isn't for you, so that's alright.

Last moon we saw our good deeds end in the soul execution of a good woman who deserved a proper final rest in the Citadel. Can we say for certain if our actions worsened her lot or not? Probably not, but it is highly probable that in rescuing her from her persecution, we brought that horrible fate upon her.

When we fight for what we believe to be right in our own reality, we handle the fallout. We accept the consequences as a natural reaction to our actions. If we do 'this' action, 'that' response will happen as an expected consequence to our action. But when we are thrown from one reality to another to another, we can no longer deny that while we may help in our actions, we may also do great harm when we cannot be there to manage the fallout or properly predict the consequences. When we enact 'this' action, we are encountering any one of a dozen responses that we never considered a possibility because they would be unthinkable in our home reality.

Do I want us to step back and aid no one? **Absolutely not.** We of New Stonewatch could never stand idly by in the face of those in need. But I do want us to keep this in mind. Give those we aid some agency in accepting the consequences they know to expect if we take our assistance as far as we would like to. Ask how far they are prepared for us to take our assistance, or if you cannot take the time to ask them, ask yourself, 'Will they be ok when I'm not here to follow through on this?'

An attempt was made after the disastrous morning we all had that Sunday, to leave a letter for those we replaced to appraise them of what had occurred in the hopes that they could (or would) follow-through on the changes we began in their stead. If this works, we will likely continue the practice until we are finally back home where we belong. The Gods only know where we will have landed this moon, but we will meet it as we always have, backs straight and standing tall, and we will also go forth keeping in mind that we do not want to harm those we seek to aid by not considering the aftermath of our assistance.

"The Rose is seeking dedicated Masseurs to tele. Upon employment, dedicated masseurs



provide back and shoulder massages for our clients will receive 20% of each massage given plus an

New Stonewatch



Meetings



Hail! Denizens of New Stonewatch, here follows a list of Meetings and Events on Saturday. All events are in the morning unless otherwise stated.

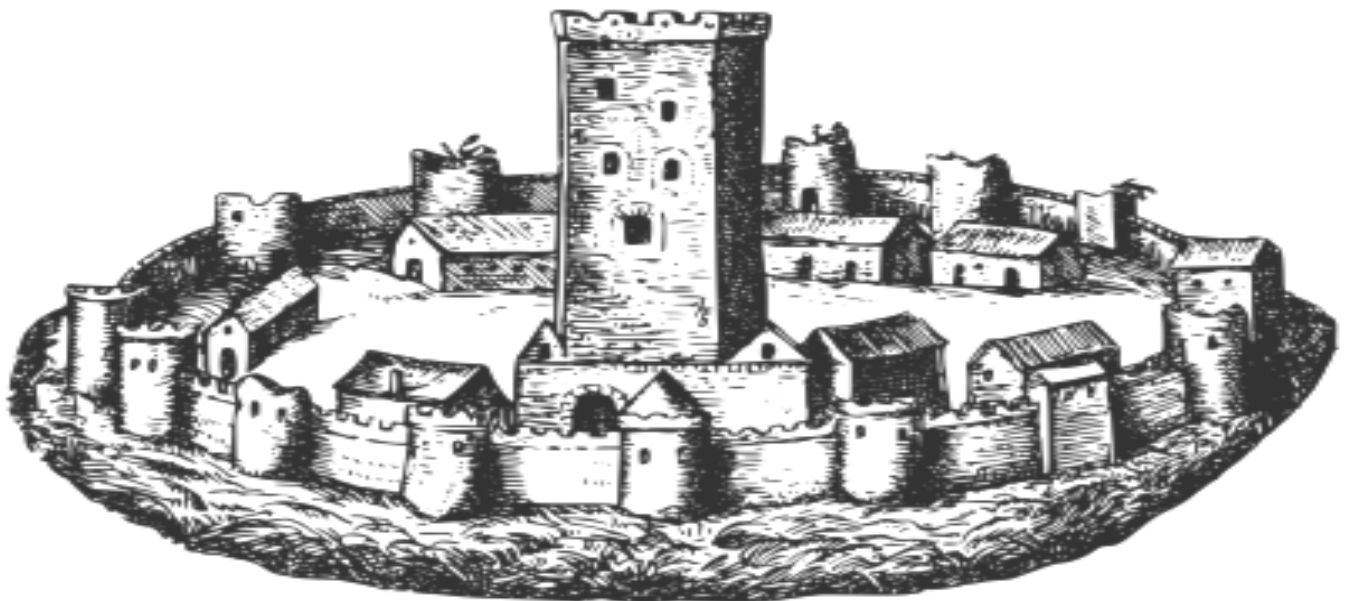
Watch Muster- 9 and a half bells in front of the Garrison

Elementalists Guild- 10 bells on the Journey Field

Mages Guild- 10 and a half bells at the Rose Annex

Sanctuary- 11 bells at Sanctuary

Court- 3 bells after noon at the Common House





OBITUARIES

It is with a heavy heart we announce the death of Issa Errant, wife of the Burgermeister and known friend of the town. She died fighting off bandits so that others could escape. Unfortunately, Issa was not strong enough on her own, though she was the only casualty.

Issa started Cal'Debblin to the Sul-spent her years invisible by court. It she came of she decided her family adventure own. Issa way to New watch in made a for herself, content to the day to lems of the learned farm, ac-more skill in made with the called watch was more to continue quiet unim-life, until met Ashe



her life in as a niece tan. She younger ble and those in wasn't until age that to leave behind and on her found her Stone-1217 and quiet home perfectly assist with day prob-town. She how to quired a fight, and friends others who Stone-home. She than happy leading a portant the day she Errant.

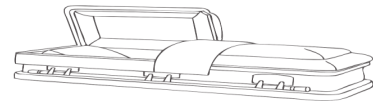
It is fitting that Issa made her last stand on the tourney field as that is where she commented on first seeing Ashe. The pair fell in love almost at first sight, or so she was known to say. They were married 3 years ago this Satyrday. Issa leaves behind only her husband, and a town full of friends.



A mass burial in honor the hero's of New Stonewatch was held and Nobles and merchants came out to express their love for those that fell at the hands of the rebels



FUNERAL SERVICES WE HAVE THE BEST FUNERALS



PROVIDED BY
MALVAC MALPHAETOR

Menu for Dinner: Pulled Pork and Chicken BBQ Macaroni and Cheese, Cole Slaw, Stewed Kale

Jnn food for the Moon. Pulled pork sliders 2 ways, Traditional BBQ and an apples infused bourbon Brown Sugar cinnamon

Please be vigilant

There has been a outbreak of pinkeye within the town. Do your part to wipe it out. If left untreated pinkeye can rob you of your health.

After one group is treated another pops up. Do your part to keep the town safe

Please remember to wash your hands after touching your face.





THE GRIFFIN'S LANDING INN & CASINO

FOOD ~ DRINKS ~ GAMBLING

COLDEST BREWS IN EAST GUARD!

NIGHTLY DINNER SPECIALS!

LIVE ENTERTAINMENT!

TOPPER'S DRY - ON TAP!

WINES & SPIRITS!

ROOMS AVAILABLE!

TABLE GAMES!

HOT CRISPY TOTS!



♠ ♥ CASINO GRAND OPENING ♣ ♦

FIRST FEW TO OPEN A LARGE TAB COULD EARN THEMSELVES A STACK OF FREE CHIPS!

BE ON THE LOOKOUT FOR OTHER WAYS TO EARN REDEEMABLE TOKENS!



NOW HIRING BARBACKS, BOUNCERS & DEALERS!

BENEFITS & COMPETITIVE WAGES!

SEE RHOAM KRÜG

OOG Stuff

...Your magic feels different, as if more malleable. You are now able to convert your lower level spells...

OOG:

Please Read the entire Document

During this event there will be an alternate way to use/cast your 1st through 3rd level spells. This will be applicable for each school of magic. As per normal you will NOT be able to transfer magic between schools (see below). In an attempt to make this as clear as possible multiple Options will be given.

Feel free to interchange the terms points, mana and energy. We will be using energy for simplicity's sake.

NOTE:

You are still limited to the tiers of magic you know. If you have the ability to cast 3 first level spells, but you are currently able to cast 1st and 2nd level spells, you CANNOT convert the 3 spells into a single third level spell.

NOTE: Level 4 and Higher:

You may only use this altered casting system during the third 2022 Event (22G3). This system only allows alteration of 1st through 3rd level spells. Regardless of how it could work for higher levels, level 4 and higher tiers of magic are treated as normal, and are restricted based upon your current purchases. This Note may make more sense after you read the Options.

NOTE: Magical Items and bestowments

Magical Items work normally and are not affected by this alternate system

Bestowments only give you the specific spell bestowed

Please use the following person (Sam), for all Options below

Sam is an Arcanist, and here is Sam's current Spell Purchases:

School & Spell Level	Number of	Number of
Arcane 1	3	6
Arcane 2	3	6
Arcane 3	2	4
Arcane 4	1	2
Mystic 1	2	4

Below you will find some different Options with examples. They all end up meaning the same thing, but we are representing this concept in multiple ways for ease of the reader to understand. If one example doesn't make sense please read the next as it may click better for you.

Option 1 New System (2 Examples)

Energy Use

Spell Conversions

Option 2 Do Nothing

Standard Tower

Option 1

Energy Use

Each spell purchase is worth 2 energy, per level of the spell. A single purchase of a 1st level spell would be 2 energy, while a single 3rd level purchase would be 6 energy.

The energy cost of casting a spell is equal to its level. A first level spell would cost 1 energy, where a second level spell would cost 2 per spell cast and a third 3 energy per spell.

Example:

(To determine the Energy, Spell Level X Number of Purchases X 2)

system Sam can cast 4 Mystic spells (1 point per spell cast). The arcane options are much more numerous.

With 30 Arcane points Sam is not limited in the spell slots of 1st through 3rd level. Sam could choose to use all 30 points just on 3rd level spells, i.e. 10, 3rd level spells at 3 energy each (level of the spell = energy cost). Alternatively Sam could find that mostly 2nd level spells are needed, and use 10, 2nd level spells (20 energy, 10 spells at 2 energy each) with 10 energy left to use, still unrestricted as to which 1st through 3rd level spells are being cast.

Sam can choose to apply the normal spell slot system, if chosen, meaning that the normal tower can be used as it works out to be the same.

If using this method, it is suggested you determine how many total points you have (per school of magic). Then either subtract from that total or keep a running tally of energy spent, to know how much energy you have left.

Each school needs its own pool. If it will be confusing to keep track of multiple pools but you wish to try this system, we suggest you convert your primary school, and use the standard slot system for your other school/s of magic

Spell Conversions

Based on the spell level, you are able to innately convert spells of 1st level through 3rd level to other spells of 1st through 3rd level. A 3rd level spell is equivalent to 3, 1st level spells. A 1st and a 2nd level spell is equivalent to a 3rd level spell.

Example:

Sam has 4 castings of 3rd level arcane. Sam has cast all the 3rd level spells they have. used all of these castings but hasn't used any 2nd Level spells and has 3 castings of 1st remaining. Sam can convert a combination of a casting of 1st and a casting of 2nd to cast a single 3rd level spell.

Option 2

Do Nothing - Standard Tower

Just use your slots/spells as you normally do, no need to do anything else

LIVE THE ADVENTURE

CONTACT US

FOR QUESTIONS/CONCERNS REGARDING CHARACTERS,
INCLUDING CREATION, HISTORIES, UPDATING, AND
VIEWING CHARACTER CARDS ONLINE:

FOR QUESTIONS/CONCERNS
REGARDING EVENT
REGISTRATION: AND CABIN
ASSIGNMENTS

FOR ANY OTHER QUESTIONS OR
CONCERNS OR SUGGESTIONS
OR COMMENTS OR...
(YOU GET THE PICTURE):

BY SNAIL MAIL

EMAIL

FQCHARACTERS@FANTASYQUEST.ORG

FQREGISTRATION@FANTASYQUEST.ORG

FQGENERAL@FANTASYQUEST.ORG



FANTASY QUEST
PO BOX 235
GROTON, CT 06340

2022 EVENT DATES

SPRING:

APR 8,9,10 - SOLD OUT
MAY 13,14,15 - SOLD OUT
JUN 10,11,12 - SOLD OUT

FALL:

SEP 9, 10, 11
SEP 30, OCT 1, 2
OCT 21, 22, 23

BASIC DIRECTIONS:

--FROM WESTERN CT, CENTRAL NY, OR WESTERN MA:

(FROM MA, TAKE RTE I-91 SOUTH TO RTE I-84) TAKE RTE I-84 EAST TO RTE 6 EAST, THEN RIGHT ONTO RTE 87. CAMP IS APPROXIMATELY 1 MILE ON THE RIGHT.

--FROM EASTERN MA:

TAKE RTE I-395 SOUTH TO RTE 6, THEN LEFT ONTO RTE 87 (JUST PAST JUNCTION WITH RTE 66). CAMP IS APPROXIMATELY 1 MILE ON THE RIGHT.

-OR-

TAKE RTE I-84 WEST TO RTE I-384 EAST TO RTE 6 EAST, THEN RIGHT ONTO RTE 87. CAMP IS APPROXIMATELY 1 MILE ON THE RIGHT.

--FROM NJ AND SOUTHERN NY:

TAKE RTE I-95 NORTH OR RTE 15 (MERRITT PARKWAY) NORTH TO RTE I-91 NORTH TO RTE 66 EAST INTO COLUMBIA, THEN TAKE A LEFT ONTO RTE 87. CAMP IS APPROXIMATELY 3 MILES ON THE LEFT.

--FROM SOUTHERN CT:

TAKE RTE I-395 NORTH TO RTE 32 NORTH, THEN A LEFT ONTO RTE 87. CAMP IS APPROXIMATELY 30 MINUTES AWAY ON THE LEFT, 2.5 MILES PAST THE JUNCTION WITH RTE 66.

-OR-

TAKE RTE I-395 NORTH TO RTE 2 WEST TO RTE 66 EAST, THEN A LEFT ONTO RTE 87. CAMP IS APPROXIMATELY 3 MILES ON THE LEFT.

1. Remove Tick

If the tick is attached to the person's [skin](#), remove it immediately:

- Wearing gloves, grasp the tick with clean tweezers as close to the skin as possible to remove the head and mouthparts. If some mouthparts remain, do not try to remove them, as your body will expel them naturally.
- Pull the tick straight out gently and steadily. Do not twist.
- Do not try to remove tick with a hot match or petroleum jelly. This could cause the tick to regurgitate infected fluids into the wound.

Save the tick in a container of alcohol to show the doctor.

2. Cleanse and Protect the Area

- Wash hands and clean the bite area with warm water and gentle soap.
- Apply alcohol to the bite wound to prevent infection.

3. See a Health Care Provider

See a health care provider immediately if the tick has burrowed into skin or if the head, mouthparts, or other tick remains cannot be removed.

- Otherwise, see a [health care](#) provider if:
 - You think it might be a deer tick, which is especially prevalent in the Northeast U.S. Your doctor may prescribe a single dose of an antibiotic to help prevent Lyme disease.
 - You develop flu-like symptoms including fever, headache, nausea, vomiting, and muscle aches, or a rash within one month after the bite. Take the tick to the health care provider's office or the hospital if possible.
 - The bite area develops a lesion within 30 days. A sign of Lyme disease infection is a "bullseye" rash in which the center becomes clearer as the redness moves outward in a circular pattern.
 - There are signs of infection such as redness, warmth, or inflammation.
- 4. Follow Up
 - The health care provider may prescribe antibiotics if the person has symptoms of Lyme disease, Rocky Mountain spotted fever, or another tick-borne disease.

