

Stormwatch is a port town at the northern-most part of the Emerald Crown Forest area. It has a variety of typical town businesses with local commerce built on whaling, fishing, ship building, trapping and fur, and lumber. Stormwatch has snow most of the year so meat and fish are salted and dried on racks for year-round consumption. Whaling provides both meat and whale oil which is used as fuel for heat and light in the town. The locals worship a nature deity in a large copper-roofed church at the center of town. As a port town, Stormwatch has a constant flow of strangers through its gates and across its piers. Generally, Stormwatch is a rough place, much like a typical frontier town. Pirates, conmen and bounty hunters are common sights on the streets and in the taverns of Stormwatch. It is not uncommon for careless strangers to be drugged and shanghaied and forced to crew ships of ill repute. Magic and alchemy are common in Stormwatch, and local shaman, witches and alchemists can be tracked down with a few well-placed bribes.