



# Constance Crier



www.stygian-dreams.com

2004 Season

Volume 1 NL #3

## Schedule of Events 2004

2004 Schedule of Events (as of 12-15-03)		
Date	Location	Activity/Coordinator
Jan 16-18	LMC	Weekend Event- Springer
Feb 20-22	LMC	Weekend Event- (tba)
Mar 26-28	LMC	Weekend Event- (tba)
Apr 23-25	Twin Echo	Weekend Event- (tba)
May 21-23	Twin Echo	Weekend Event- (tba)
June 25-27	Twin Echo	Weekend Event- (tba)
July 23-25	Twin Echo	Weekend Event- (tba)
Sep 3-6 '04	LMC	3 Day Event- Campaign
Oct (tba)	Twin Echo	Weekend Event- (tba)
Nov (tba)	LMC	Festival/ Weekend Event- (tba)
Service days will also be scheduled for Twin Echo and LMC in the spring and fall of '04		

Preregistration is due 10 DAYS prior to the event. Prereg must include whether or not you plan on PCing/ NPCing, and what items you wish to purchase before the start of the event. To Prereg contact Eric Heese.

### *In This Month's Newsletter:*

Merchant Alley Update  
Stygian Dreams Video Update  
Traveler's Report: Wiltshire  
The Website  
Rumors  
Story Time with Uncle Nicholai - Alyonusha



Stygian Dreams January 2004

# Preregistration

Preregistration is due 10 days before the event. To fully preregister, send you name, contact information, and money to Eric Heese. If any of these three are missing, you are not preregistered, and you are subject to a \$5 late fee. Also indicate if you are going to PC or NPC. If you are going to PC, please indicate what character you would like to play, how much of you money you want to start the game with, and anything you would like to buy or make before you start game. This way, we can prepare all the tags and money ahead of time to reduce check-in time. This means more game time for you!

## GUIDELINES FOR PLOT SUBMITTAL

IN AN EFFORT TO STANDARDIZE INFORMATION, THE FOLLOWING GUIDELINES ARE NOW IN PLACE FOR SUBMISSION OF PLOT OR MODULES.

ALL SUBMITTED PLOT OR MODULES NEED TO BE SENT TO BOB CHICKA. THEY CAN BE IN EITHER AN OUTLINE OR "BUBBLE" FORM. ALSO INCLUDE ANY MAGIC ITEMS TO BE GIVEN OUT, ESTIMATES OF TREASURE TO BE GIVEN OUT, AND EITHER NUMBERS OF ESTABLISHED MONSTERS OR STATS FOR NEW MONSTERS OR STATS FOR NPCs. ALSO, ESPECIALLY IN THE CASE OF EVENTS, A TIMELINE MUST BE INCLUDED, IN 2-HOUR BLOCKS.

WE ARE NOT LOOKING FOR TOMES OF INFO. SUMMARIES ARE FINE (I HAVE NEITHER THE DESIRE NOR TIME TO GO OVER MOUNDS OF PAPERS). KEEP IN MIND STATS AND TREASURE MAY CHANGE, DEPENDING ON EVENT ATTENDANCE AND MANY OTHER FACTORS. MOST OF ALL

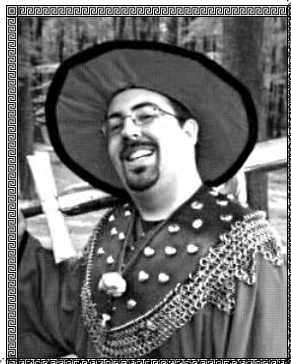
BE FLEXIBLE.

**ARE YOU TIRED OF WEARING JEANS AND A T SHIRT?  
DO YOU LACK THE SKILL, ENERGY, OR TIME TO MAKE  
ARMOR? DOES YOUR WEAPON LOOK LIKE AN OVERSIZED  
Q-TIP? DO YOU NOT WANT TO SELL OFF YOUR FIRST  
BORN TO GET SOMETHING ONLINE OR AT THE RENN  
FAIRE?**

**Well if you answered yes to any  
of these questions, the good  
news is that I am back in  
business! If you need anything  
LARP related, from pouches to  
cloaks, armor to weapons drop  
me a line. The forges are open.  
Check out my 2002 Price guide  
at:**

[www.kronforce.net/Stygian\\_Dreams/Smithy.html](http://www.kronforce.net/Stygian_Dreams/Smithy.html)

**-Ron Weaver (Uncle Nickolai)**



# Directions to Twin Echo

## From route 30 at Ligonier:

Take 711 north through Ligonier Square and go 2 miles. Take right at fork onto 271 (at Sheetz) for 2.2 miles through Waterford. Locate cemetery and camp sign on right. Turn left onto Ross Mountain Road. Go 3.5 miles. Watch for sign on right. Entrance to camp on left. Follow split rail fence, keeping it on your left until you reach the end of it. Make hard left until you are now on the other side of the fence. Take that road to top of the hill, about a mile, until you reach the Hillcourt site.

Camp Twin echo only has 1 large building, where everyone stays. It can sleep about 36. Tenting is permitted. You can either bring your own or use a Boy Scout tent. These sleep 2, and use a wooden pallet. If you would like to use this option, let us know in advance, since these materials must be brought up from the lower camp. This camp also has full kitchen facilities, with a cooler. If we have a lot of people, however, we might have to make use of some ice coolers. Bathrooms are outdoor pit latrines, and showers can be found at the lower camp, about a mile away. The site has LOTS of greenbriars, so it might be a good idea to bring any leg armor you might have.

# Directions to Laurel Mtn. Camp

## From Rt. 30:

Stay on Rt. 30 as if you were going to Twin Echo.  
At the Fort Ligonier intersection (with the Fort to your left)  
Make a RIGHT, going away from the fort, this is 711 South.  
Take Rt. 711 S. for Approx. 3 Mile  
After you pass a "Linn Run State Park" Sign TURN LEFT  
Go Approx. 1 mile, a Church will be on your left,  
TURN RIGHT on to Weaver Mill Road, across from the church.  
Go 1.2 Miles up to the Laurel Mtn. Camp.  
(This is a pretty steep hill, for winter events please be careful.)  
Entrance is on the RIGHT.

## From The Turnpike:

From the Donegal Exit  
Take Rt. 711 North for Approx. 6.5 - 8 miles  
On the Right side there will be a sign (Linn Run State Park)  
TURN RIGHT just passed the sign.  
Go until you come to a church, it will be on your left.  
TURN RIGHT on to Weaver Mill Road, across from the church.  
Go 1.2 Miles up to the Laurel Mtn. Camp.  
(This is a pretty steep hill, for winter events please be careful.)  
Entrance is on the RIGHT.

## Your Newsletter Number

Bob Chicka	1
Eva Kenderick	1
Greg Susua	1
J.P. Moroney	1
Joe Kellerman	1
Mark Rivardo	1
Luke Payne	2
Mike Mullig	2
Steve Rausch	2
Bernie Vargo	2
James Dames	2
Curtis Fenchil	2
Allison Thiel	3
Eric Heese	3
Mike Robson	3
Ron Weaver	3
Julie Weckoski	3
Dana Piatek	4
Sara Piatek	4
Shawn Stangler	4
Steve Terney	4
George Gregory	4

Your Newsletter number is to indicate when a newsletter submission is worth 1 XP. We encourage all to send in stories and such for the Newsletter every month, but only when your Newsletter number is up will it be worth XP. If you don't see your name on the list, please let Eric Heese know and we'll get you a Newsletter number. I again I can't stress enough, don't just wait for your number to come up to submit, the newsletter is dependent on the submissions of the group. If you don't contribute, the newsletter suffers for it. For those who do contribute, thank you and keep up the good work!

### Financial Reports from the Merchants Guild

### \$\$\$\$ Merchant's Alley \$\$\$\$

CB Tm -, BB Tm -, Oh M:GO +, SF ShpY -, Dd M:Mi - -,  
Dn M:GO -, Sl M:Sl +, Ss M:GM -  
Rl. Crv: N +, S -, E -, W +, NE +, NW -, SE +, SW +

Investors beware, due to unexpected high demands for cash payments of monthly returns from the Crown (this is undoubtedly as a result of the continued war in the east), most returns will not be available for several weeks. For those wishing to take their payment in other forms, contact a member of the Merchant Guild for availability and terms.

## The Tempestuous Petticoat Clothier Garb and Clothing now available

I have shirts, pants, bodices, skirts, doublets, cloaks, bracers, ring belts, hats and a variety of fancy gowns and specialty items available for sale.

Prices are very reasonable:

Pants start at only \$20

Shirts are \$40-45

Bracers and Belts \$30

Doublets start at \$60

All of my work is fully finished. There are no edges to unravel. I work in sturdy and fine fabrics.



For questions or orders

Please e-mail me at [lilgreendragyn@yahoo.com](mailto:lilgreendragyn@yahoo.com)

Or call 412-260-8432 and leave a message.

[www.geocities.com/lilgreendragyn](http://www.geocities.com/lilgreendragyn)

## Hear Ye! Hear Ye!

### WANTED: Swordsmen

The city of Wiltshire has immediate need for Swordsmen & Mages of all experiences. Military experience is admirable, working knowledge of shire level militias is a must. Those interested should apply in person to the acting Sheriff. Room and board expenses will be compensated after two weeks employment, weapons and supplies will be compensated after one month. Base starting pay is eight commons a day.

# The Website

Ok, here's the Dealio.

Stygian Dream's websire will be moving soon, it will be:

[www.stygian-dreams.com](http://www.stygian-dreams.com)

I registered the domain for 5 years, the first 5 are on me, during which we will need to squirrel away the money to renew, but that's 1825 days away.

Bob is setting up the hosting server on the and hopefully in a couple of

months we will be up and on the net again. Thank you for your patience in this transitional time, there is a light at the end of the tunnel and it is not an oncoming train.

## Stygian Dreams Video Update

The video editing is finally underway! First of all, thank you everyone for all your help so far with my little project. I think it's going to be a pretty nice video when it's done.

I hope to have the final video completed for the event in March. Or April at the latest. So over the next two events I'll still be taping. I'd like to get some more interviews. Also, a few of those that I got need redone, because of the excess background noise. Anyone who would like to answer the question "Why do you LARP?" for the camera can do so. Anything else you want to add would be cool too.

For the credits, I'm putting everyone's OOG name and character name. I also have room for a short title. So at January's event I'll be asking what you would like the title to be. (i.e. - Adventurer, Priest of Life, Dragon Slayer, etc.) Or, if you would prefer, a short quote. So start thinking!

If I have enough space left, I'll put secondary characters in as well. So please think of titles for them, too.

Well, as before, if you have ideas that think would be cool for the video, call me at (814)-266-2673 or email me at [julsweck83@yahoo.com](mailto:julsweck83@yahoo.com)

Thanks!

Julie



## Traveler's Report: Wiltshire

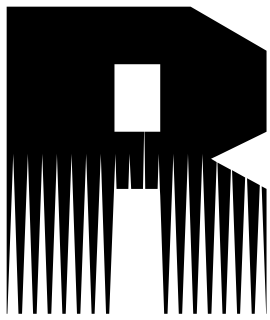
I just took a trip to the town of Wiltshire over the Yule season. This is one of the most beautiful pieces of Caledonia that I have seen. Huge old trees covered in snow make a perfect backdrop to the quaint little town.

My main interest there was studying the graveyard. I made certain to conduct my research during the daylight hour because some of the graves looked as though they had recently disturbed. This graveyard holds some wonderfully interesting tombstones, some of which are dated before the year 100. A few were so weatherworn that the dates are long gone. However, I suspect they may be pre-cataclysm!

Although the trip was for academic purposes, I did note some things about the town itself. A certain undercurrent of discontent seemed to flow through the local population. Two of the town guards quit during the week I was there. The guard captain seemed desperate to recruit new members. One young man joined, but when I saw him at the bar later that night he talked loudly about how he didn't need that "orc's piss of a job."

That same night a few of the graveyard's former occupants wandered into town as skeletons. There were no casualties and only a few wounded, which the church took care of promptly. I left Wiltshire the next morning.

So, please, travelers to Wiltshire, proceed with some caution. For all the beauty of this town, it does seem to have it's share of problems.



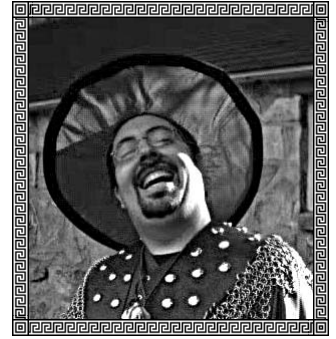
# *Rumors* *about the Tavern*



- ~ I heard that a clan of Kudzu in the Tabershaw forest have become so accustomed to the taste of man-flesh from all the Essurians they killed in the forest, they've taken to hunting and killing men outside the forest. Seems that they're making no distinction between Caledonian, Morovian or Essurian. Anyone near the Tabershaw after sun down had better carry lots of fire and watch their backs.
- ~ They say you never hear the black hand that kills you.
- ~ Tactical tip of the day: Don't comment all your combat strength on the line. One or two "floaters" can save an entire party by watching for and reacting to holes in the line or targets of opportunity.
- ~ If the world truly is flat, than where are the edges?
- ~ All is not well in Wiltshire. The town guards are quitting faster than they can be replaced.
- ~ I felt it one day while traveling along the far western coast of Keth. It was this wrenching feeling like falling out of a tree. Many others felt the same thing, while some actually fell over. Our guides told us it happens all the time in that region and they can tell when they are getting near by how the animals start to act up.

# Story Time

## With Uncle Nickolai



### ~ Alyonushka ~

Once upon a time, a brother and sister walked together down a long road. The sister's name was Alyonushka, and her brother was called Ivanushka. The two had been walking a long time when they came to a cow's hoof filled with water. "May I drink from it sister?" Little Ivanushka asked. "No, or you will turn into a calf." Alyonushka answered. Little Ivanushka was very thirsty, but obeyed his sister. He obeyed her again when they came to a horse's hoof filled with water. Alyonushka told him that if he drank from it, he would turn into a foal.

The brother and sister walked along further, and Ivanushka became increasingly thirsty. Then they came upon a goat's hoof filled with water. "May I drink from it?" Ivanushka asked. Alyonushka once again was firm, "No, if you do you will turn into a kid." But this time the boy disobeyed his sister, and on his first sip turned into a little goat.

Alyonushka sat on the road crying when a merchant drove by and inquired about her trouble. Alyonushka explained the situation to him, and he said that if she married him they could live happily with the goat. Alyonushka agreed, and so they lived happily this way for some time.

Then one day an evil witch tricked Alyonushka into going down to the river, where she tied a stone around her neck and threw her in. The witch then took on Alyonushka's form and lived as her for awhile. Only poor Ivanushka knew the truth about his sister. Little did he know that the witch had plans for him too. When the wicked woman overheard him one day talking to his sister in the lake, she decided to ask the merchant to kill the little goat.

It was hard for the merchant to agree to kill Ivanushka, as he loved the goat like a person. But, being deceived by the witch, he felt his wife's wishes to be the most important. Ivanushka asked the merchant if he could go to the river for one last drink before he died, and the merchant agreed. There at the river's edge the goat cried out to his sister, and she answered him that she couldn't help him with a stone tied around her neck. Neither the brother or sister realized that this time a peasant had overheard their conversation, and was on his way to stop the merchant from killing Ivanushka.

Upon hearing the peasant's story, the merchant ran to the river, found Alyonushka, and took the stone from around her neck. The witch was then tied to a horse, which was turned loose in an open field. The little goat was so happy that he turned three summersaults, and was changed back into a boy.

They lived happily ever after.

# Contacts

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## Stygian Dreams List of Positions

### Campaign Coordinators

Bob Chicka  
J.P. Moroney

### Rules Committee

Bob Chicka  
Eric Heese  
Mike Mullig  
Ron Weaver  
J.P. Moroney

### Character Records

Eric Heese

### Newsletter

Joe Kellerman

### Event Preregistration Registration

Eric Heese

### New Player

Bob Chicka

### Monitors

Bob Chicka  
Eric Heese  
Mike Mullig  
Greg Susa  
Ron Weaver  
J.P. Moroney  
Mark Rivardo  
Dana Piatek

### Elf Race

Bob Chicka

### Morovian Culture

Bob Chicka

### Dwarf Race

Campaign

### Gnome Race

Campaign

### Site manager

Greg Susa- Twin Echo  
Ron Weaver- Laurel Mtn.

### Caledonian Culture

Campaign

### Website Scribe

Joe Kellerman

### Kudzu Race

Campaign

### Dipping Dragon Tavern

Ron Weaver

### Half Ogre Race

Joe Kellerman

### Medical Coordinator

Dana Piatek

## Stygian Dreams Contact information

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### **Greg Susa**

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### **John Paul Moroney**

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### **Stygian Dreams Website**

www.stygian-dreams.com

