



Constance Crier



www.kronforce.net/Stygian_Dreams

2003 Season

Volume 10 & 11 NL #1 & 2

Schedule of Events

2003 - 2004

2003-2004 Schedule of Events (as of 8-20-03)		
Date	Location	Activity/Coordinator
Aug 29-Sep 1	LMC	3 Day Event- Campaign
Sep 26-28	LMC	Weekend Event- Susa
Oct 11	Twin Echo	Camp Service Day
Oct 24-26	Camp Conestoga	BSA Adventure Weekend
Nov 8	LMC	Camp Service Day
Nov 21-23	LMC	Weekend Event- Kellerman
Jan 16-18 '04	LMC	Weekend Event- (tba)
Feb 20-22 '04	LMC	Weekend Event- (tba)
Mar 26-28 '04	LMC	Weekend Event- (tba)
May 7-9 '04	Twin Echo	Weekend Event- (tba)
June (tba)	Twin Echo	Weekend Event- (tba)
July (tba)	Twin Echo	Weekend Event- (tba)
Sep 3-6 '04	LMC	3 Day Event- Campaign
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 Months Newsletter:

Merchant Alley Update
Stygian Dreams Video
The Website
Rumors
Story Time with Uncle Nicholai - MorovianProverbs



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

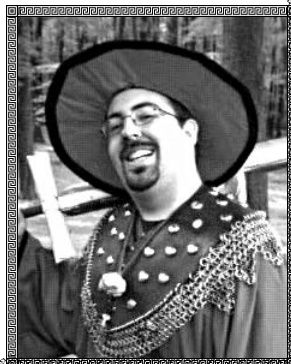
BE FLEXIBLE.

**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

-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

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

www.geocities.com/lilgreendragyn

Hear Ye! Hear Ye!

REWARD! FIVE GOLD PIECES!

Five gold pieces to anyone with information that leads to the capture and arrest of those listed henceforth:

- William Durtrum
- Dixon Glennborrow
- Rolland Southwater
- Darmis Hunter

These men were last seen near the town of Halifax. All were dressed as Caledonian soldiers. These men are enemies to all who live in Caledonia. They aid the forces of Essuria and embrace the beliefs of Death, Darkness, and Destruction. One gold piece shall be rewarded for each individual capture and an additional one gold piece shall be rewarded if all four are captured and arrested. Report any information to the nearest magistrate who will then report to the proper authorities.

The Website

Well, there good news and bad news about the website. Tradition states I should deliver the bad new first. The Bad news is the site is offically down. I seems there was some sort of misunderstanding with the Kronforce people and one of their members out of spite wiped the server clean. The Kronforce people had their website on backup, but the Stygian files were lost. So our website is gone....

The Good new is I have all of the current Stygian files and we did not lose our server space. Steve (Elec) will set up the folder again and eventually (once I get 3-4 hours to spare) I will reupload the files. So this is a delay but not a permanent loss. We will be up an running again, new and improved, and completely updated. I apologize for the current downtime, but I hope it will be over soon.

Stygian Dreams Video

As most of you know, I videotaped some of the mods during the 3-day event. The ultimate goal is to cut, edit, add some music, and eventually end up with a pretty cool video.

This, of course, will depend on how well I can figure out how to use video editing software. And on what my computer is actually capable of. But I will try and we'll see what we can come up with.

Input is welcome. If anyone has anything that they would like to say about LARP (in-character or out-of-character) then just let me know and I'll make sure you get a chance to talk. Or if you think that something would look good in the tape, we could stage it. Or even ideas on how to set the video up. Also, if you have music that you think would be appropriate, send it my way!

I would like to make sure that everyone is on the video as his or her PC. And as NPCs too, if that is possible. So this is a project that is going to take a few months at least, and I may ask other people to do some taping for me.

If you have any ideas, call me at (814)-266-2673 or email me at julsweck83@yahoo.com.

Thanks!

Julie



Need some Time away?

Need some time to yourself?

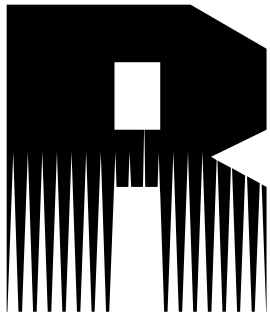
Come and visit Wilthshire

**See the grand life Temple at the
Bethoas outpost and the**

Wilthshire graveyard the oldest graveyard known

Located less then a day's travel from the Silver Seen

Stygian Dreams October/November 2003



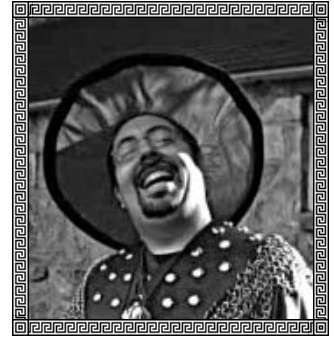
umors *about the Tavern*



- ~ I heard that in a Caledonian battle camp near the front, a priest of Light and Light got into such an argument, that several wraiths appeared out of the ground while the wounded they were tending to turned into undead.
- ~ Tactical tip of the day: Always trust your "gut feeling" and never turn your back on a stranger.
- ~ If the world was round, a person should be able to walk into the North lands and come out somewhere below Keth. Have you heard of anyone doing this? I didn't think so.
- ~ The Radoslav Express, you can dress them up but you can't take them to a carnival.
- ~ If someone called me a deathit, you can be damn sure I'd be getting satisfaction from that wise guy. But the way that Priest went about it? Well there were better ways of handling that insult.
- ~ A carnival in Morovia? How come I'm not surprised by how that ended? With a modified solution Plan A.
- ~ I caught a Necromancer going to Wiltshire I ask him why he was going there he said "because it was easy pickings" what do you think he meant by that?
- ~ I saw more guards going to the southeast, what is going on, more Essurian problems maybe?

Story Time

With Uncle Nickolai



~ Morovian Proverbs ~

The church is near but the road is icy; the bar is far away but I will walk carefully.

With lies you may go ahead in the world, but you can never go back.

Pray, but keep rowing to shore.

He who doesn't risk never gets to drink champagne.

A hammer breaks glass, but forges steel.

The tears of strangers are only water.

Speak the truth, then leave quickly.

Never try to teach a pig to sing. It wastes your time, and it annoys the pig.

When you starve with a tiger, the tiger starves last.

Never attribute to malice that which can be adequately explained by stupidity.

When spiders unite, they can tie down a lion.

If a man points at the moon, an idiot will look at the finger.

No matter how far you've gone down the wrong road, turn back.

Man is harder than iron, stronger than stone and more fragile than a rose.



Contacts

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

Bob Chicka

724-837-0956
chicka@stargate.net

Eric Heese

724-537-8504
ericheese@stargate.net

Mike Mullig

412-317-9057
uinsionn@attbi.com

Ron Weaver

724-850-8565
rjweaver@verizon.net

Joe Kellerman

412-882-0453
delamorte3@attbi.com

Greg Susa

724-537-3864
matherworth@msn.com

John Paul Moroney

724-622-5600
jpmoroney@yahoo.com

Stygian Dreams Website

www.kronforce.net/Stygian_Dreams

