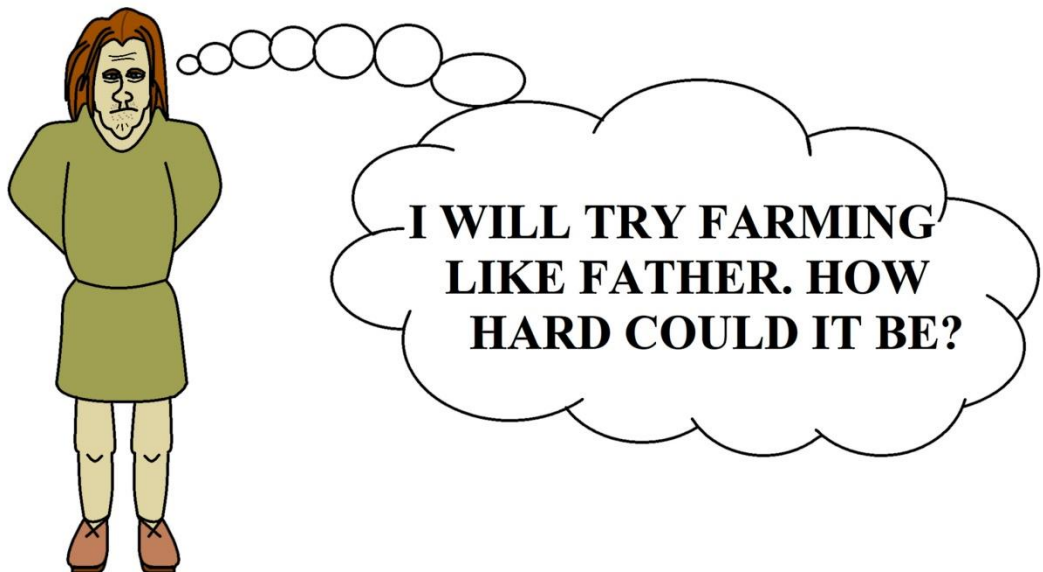


BAD DOG PUBLISHING PRESENTS

FUMBLE 27

NEWZINE

DECEMBER 2018



IN ASSOCIATION WITH THE KNIGHTS OF MISSPENT YOUTH

EDITORIAL

Life can be challenging. The longer you live, fewer things are supposed to surprise you, but then... there is always something that crops up or jumps out of the woodwork to make you pause for thought or a breath. Alas, the release of Ripples from a Darkling Pool has been delayed, and this in turn has pushed several other BDP planned launches back. 2018 has not been a good year overall for releases, but we take solace in the fact that many of the projects are in an advanced state and there is always 2019 to look forward to... and 2020. With that in mind, we hope to return to our regular schedule next year but for now, those same life challenges have had an impact in the production of Fumble. Issue 27 is not exactly what we had previewed in Issue 26 and it is late, but at least the newszine still managed to make it out the proverbial door.

For KOMY, the games continue with few interruptions, but with attendance numbers and the Club Fund still a bit of a concern. The addition of a new GM to run in our regular slots seems to be progressing well enough. Sharing the game slots is good for everyone as it offers a greater diversity in playing from week to week. It also affords rest periods for our regular overworked GM.

NEXTCON is still very much in the planning stages, with a combined Edinburgh/Glasgow, or Manchester coming to the fore as choices for

location. While the former is the preferred choice, the latter may prove a more practical outing when costs are taken into account. Still, there is plenty of time to make that decision, and we will not be rushing into it for the sake of just picking a venue. NEXTCON in 2019 should prove to be a good gathering as two of KOMY's Knights will be joining the ranks of those who have already reached that most interesting age of 50. The celebrations will no doubt be reserved, tasteful and over at a respectable hour to let them reflect on being old enough to know better. Stories will be told in hushed whispers and tales of their most daring exploits may be shared in a vain attempt to recapture past glories.

Christmas is not far off and the resulting cheer will no doubt be felt by all our readers in turn as the month of December progresses to its inevitable conclusion. Thus, as this is the last issue of 2018, we would like to take the opportunity to wish you all a very merry Christmas and a Happy & Peaceful New Year on behalf of BDP & KOMY.

Master Sage

FEATURED IN THIS ISSUE:

EDITORIAL	2
DEAR FUMBLE	3
INNER CIRCLE	4
THE GMs GUIDE KNIGHTSHADE RPG FAQs	6
CONVENTION CUBE	7
SHORT STORY The Friendship Tree	9
IN GAMES	13
ILLUSTRATED GNARL THE BEGINNING.....	14
SENECHAL'S DECLARATION	17
COMING NEXT ISSUE	19

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Issue 23.4 www.baddogpublishing.ie



Welcome to the Letters page, where we review comments, answer the questions posed, and provide advice to all of our readers' queries.

Fumble has not received any suitable letters to publish this issue. Below, you will find details of our Short Story Competition.

BDP SHORT STORY COMPETITION

So, let's try again – Dig deep and find your inner muse. BDP in association with the Knights of Misspent Youth are hosting a Short Story Competition. The prize will be a copy of KST01: The Initiate's Tome Rev03, and publication in a future issue of this Newszine. Closing date for the Competition has been extended to January 18th, 2019.

- Maximum 2000 words.
- Minimum 1200 words.
- Submission in Word.doc format only; double-spaced with the title clearly marked on each page. No identifying name(s) to appear on the document – this is to be noted along with word count in the body of the e-mail only.
- All genres accepted.
- Right to publish is only retained

for a single issue of Fumble, but that issue will be retained in back catalogue for download and distribution. The Author retains rights to publish thereafter.

- Judges decision is final.

BDP retains the right to offer publication of other submissions in future issues with permission of Author(s).

Watch out for details of our Poetry Competition in Issue 28.

Please send any letters and submissions to:

<http://www.baddogpublishing.ie/index.php/contact-us/submissions/>

Alternatively you can e-mail:

submissions@baddogpublishing.ie

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Get writing those letters of appreciation, criticism or otherwise – or just send us your opinions.

FUMBLE NEWSZINE STAFF

Editor: Master Sage.

Associate Editor: Wimpy Troll.



Here you will find brief updates from the first quarter of Game Calendar Year 2018/2019. Due to commercial reasons, we are unable to provide complete details for the scenario KS06 Darkest Raven from Knightshade the Role Playing Game (RPG) as this story is due to be released in 2019 as part of KST04 The Questmaster's Tome.

Wednesday, September 05, 2018

Knightshade RPG

KS06 Darkest Raven Part II

Four days after departing Cravenfall, our weary travellers traversed Kaleb's Pass. On the fringes of the desert of Albarauch the Tower of Kadash is in disarray and the Knights within slain. The sinister means behind the deaths of those dedicated to the Order of the Knights of the Dove was soon discovered, but not without consequences to those who had come this way in the belief that this would be the last waystop before a gruelling trek across the Sands of the Sun. The corpses of the Knights proved to be infected with maggots with a taste for flesh. The Tower was once a bastion of Life to the Elves, but it had suffered under the occupancy of humans, who did not understand the significance of this sacred place until it was too late.

Wednesday, September 12, 2018

Knightshade RPG

KS06 Darkest Raven Part IIIA

Travelling through the desert, the travellers believed that there was no end to this hellish place as the heat began to take its toll. To add to their woes, an encounter with Voles caused serious injuries and almost cost the lives of some of their companions. The worst was yet to come but there was no turning back. The companions had come too far and suffered too much not to push on to the Tower of Tole and Ravensburg.

Wednesday, September 19, 2018

Knightshade RPG

KS06 Darkest Raven Part IIIB

The travellers discovered a shipwreck amidst the shifting sand dunes and it proved a prize that could not be resisted. Unfortunately, while it did contain some necessary treasures, it also harboured a deadly Sand Maggot of immense proportions that almost brought this quest to an end and cost the lives of two of their horses. A very strong connection to the Plane of Fire was uncovered almost too late.

Wednesday, September 26, 2018

Knightshade RPG

KS06 Darkest Raven Part IV

Finally free of the desert, the hellish trek is still far from over. The Tower of Tole beckoned, but alas this place proved to be no retreat for weary travellers. Darkness and death awaited and the price of gaining entry almost proved too costly.



THE GM's GUIDE

KNIGHTSHADE RPG

FREQUENTLY ASKED QUESTIONS (FAQs).

Magic can be really dangerous in Knightshade RPG. I mean, it can bring a story to a premature end. How do I strike the right balance in the game to make sure this doesn't happen?

If your Players respect the game and the story being told, they will not use magic to bring about an end that would be wholly out of Character for the persona being played. Ultimately, using magic in this way is self-defeating. If magic is employed as intended – an aid to overcoming obstacles and antagonists, it should not unbalance the story. There will be exceptions and misfortunes. Magic etiquette largely depends on how a group of Players interacts in any story you present. While there are some serious spells available in Knightshade RPG, there are also equally dangerous consequences to using such magic repeatedly. If you feel that your Players are not ready to use a particular spell maturely or within the spirit of the game, then as the GM, you have the right to exclude those potentially harmful spells. Remember, you can also counteract any aggressive magics by also making them available to opponents in your story.

Is there going to be another update to KST01 The Initiate's Tome and how can I keep my Players up to date with the changes?

The short answer is 'yes'. There will be

an update coming out in early 2019. This will be the last one for some time. The best way to stay up to date is to purchase the Kindle Version of the book as any updates applied to KST01 The Initiate's Tome can be downloaded for free. I know that most Players prefer a hard copy so we do try to keep major updates to a minimum. Amazon also provide a Kindle MatchBook service but only on .com. Kindle Matchbook is a program that allows Amazon customers who purchased physical books to be given a discount on the e-book version of the same title. For this title, if you purchase the paperback version, you can get the Kindle Version free. Note: The MatchBook price will only be shown if you're signed into the same account that the physical book was purchased from.

KST01 The Initiate's Tome is also available through Kindle Unlimited and Kindle Lending Library - Subscribing to Kindle Unlimited will give you free access to over a million Kindle titles, which include eBooks, audiobooks, and magazines. Kindle Unlimited titles can be read on any Amazon device or Kindle APP. You can borrow titles as often as you want with no due dates, and can keep up to ten at a time.

For more details on Kindle Matchbook, Kindle Unlimited and Kindle Lending Library, please go to the relevant Amazon website.

If you have other questions about Knightshade the Role Playing Game, please use a subject line 'Knightshade Questions' and submit same to info@baddogpublishing.ie



NextCon is always foremost in our minds at this time of year. The anticipation usually begins right after we return from a trip and discussions start about where we are going next. Still, we have WarpCon 2019 to contend with along the way, and though NextCon will always take precedence, there are other events to note before and after our primary focus.

JOES NIGHT OUT (KOMY ONLY)

Friday, December 14th, 2019

Drinks in the Mutton Lane Inn at 19:00 followed by meal at 20:30 – Venue to be advised. Please direct all queries to Webster Troll and indicate on the Event Calendar if you are planning to attend. This night out counts as one point of attendance for KOMY.

WARPCON XXIX

25th-27th January, 2019

U.C.C. Cork, Ireland.

Board Games – Card Games – RPGs – LARPS – Wargames – Special Guests – Special Events – Video Games.

PUB QUIZ: KOMY are planning to attend this event and to participate if we can get a team together.

KOMY Planned Event: Knightshade RPG – KSHOT01 The House of Tears will be run on Saturday, 26th January from 14:00-18:00. Please let the GM know if you are planning to attend. Characters will be provided on the day. If you have a preference, please let the GM know prior to the event.

WarpCon counts as one point per day of attendance at the event for KOMY.

NEXTCON 2019

21st-28th May (Dates to be confirmed within the selected week).

Venue to be decided: Shortlist is currently Manchester, Edinburgh/Glasgow, Glasgow, Loughborough or Birmingham.

KOMY Planned Event: Knightshade RPG – KSCON01 The Forgotten continued. Date to be decided.

If Edinburgh is selected as a venue, there will be a planned trip to Edinburgh Castle. This will be pre-booked for those who wish to attend.

All input and queries are welcome, so for those planning to attend the NEXTCON event in 2019, do feel free to reach out. The decision regarding venue and dates will be made by those who are up to date in the Manage.

NEXTCON counts as one point per day of attendance at the event for KOMY.

KENNELCON 2019

(A.K.A. The Kennel Party)

Preliminary Date: Saturday, 22nd June, 2019 – Invitation Only!

@ 19:00 until Late!
The Kennel & Knights Bar
Cork, Ireland.

Hosted by KOMY.

Drinks and Food provided to the limit of our budget – please feel free to add to our stocks, though to date we have never run out...

EVENTS: The Knight of the Year Award, The Fumble Awards, Passing of the Sword to a New Seneschal, Pub Quiz and General Mayhem.

KENNELCON counts as one point of attendance for KOMY. Each win in the annual Fumble Awards counts as an additional point, and winner of the much coveted Knight of the Year Award gains three additional points.

PLEASE TAKE NOTE: Any events and activities noted for KOMY are only suggestions. They require ‘participation’ if selected, and it means just that! If you want to go it alone or stay behind during any planned activities (including meals) please do so. Social protocol states that **ALL BILLS WILL BE SHARED EQUALLY, WITHOUT EXCEPTION.** Meals include drinks. Some activities may also include drinks. If you are participating, then all bills will be settled equally. If you decide that you are not willing to abide by this rule – do not attend the activities or events!

There will be many opportunities to step in and out of group events throughout the gaming year.

In 2019 the position of Seneschal will pass to another Knight for the 2019-2021 (two year) term of office. This term will be taken up at the closing of KENNELCON 2019. Please review the KOMY Charter (Section 4.2) for eligibility and do let the incumbent Seneschal, Sir Bryan of Hegarty, know that you are interested in taking up the position.

Members of the Knights of Misspent Youth or NEXTCON members can check out the KOMY and NEXTCON group pages respectively on Facebook for regular updates on all events.

FN28 – FUMBLE Issue Twenty-Eight will be released on Friday, 15th February, 2019 and a full update to NEXTCON 2019 and other relevant events will be provided in that issue.

KNIGHTSHADE THE INITIATE'S TOME



REV03 COMING SOON!

WILLIAM ANTHONY SHEA

SHORT STORY

THE FRIENDSHIP TREE

BY L SHEA

The rain never stopped for more than it took to draw a breath. The sky remained overcast and the wind was constant, sometimes little more than a light breeze but often rising to a gale that bent the tree at the end of the garden. George wondered if it was going to fall. He was fixated on the wind when the weather buffeted the tree with a violence that promised destruction. The sound of the leaves was like that of the waves crashing against a shoreline. It was often soothing in a strange way. George remembered the sun shining too, but it seemed like such a long time ago. So much had changed in the last few years, but perhaps the transition had been gradual and he just failed to notice when he became embroiled with getting through a day that seemed endless in its demands for his attention. Everything was different now. Perhaps his memory was coloured by a romantic view of the past. No, he had a clear memory. He knew the truth. Something had changed and he had failed to notice until it was too late. Robert had said as much for years. He had warned him that the whole world was heading for one disaster after another. Robert had been his friend for over fifty years. He had a fascination with the changing climate, and in particular, with how humans were the single greatest threat to the planet. George had listened to Robert

only in an abstract way, taking in about half of what his friend said, and understanding only about half of that. He chuckled at the thought but then grew solemn, let out a sigh of resignation and resumed his sad reminiscing. When Robert died, George found he missed the sound of his friend's voice in the local pub. He missed Robert's informed and well educated opinion, and his passion on the subjects he deemed important enough to warrant discussion. Mostly, he just missed Robert. When he thought about his friend, he wondered just how right Robert had been. The world did seem different now, and not just because of the death of his friend or the tragic circumstances of his end. Robert had drowned when the river had burst its banks last autumn. He had tried to save a dog that had been trapped by the water, a puppy belonging to his neighbour. The river was too deep and too fast. The puppy survived. Robert did not. He was swept away and found too late to save him. Robert had said it would happen. It was only a matter of time before a tragedy would get people to stop and think. The climate had changed dramatically in the last decade. They were building far too many houses in places that could not support the construction. The wild areas were disappearing under the demands of a society that was never going to be satisfied. People had to live somewhere, but people were the problem.

George remembered when Robert talked about the seasons being structured to an expectation that he

considered normal. Winter was winter. You stopped cutting the grass in late November. The tree at the bottom of the garden had shed all its leaves by then. They got snow in winter and it was all gone before the end of January. Now they got snow as late as March. Summer was summer in a past that was fading more and more with each passing day. Yes, it rained occasionally, but the farmers often complained of having to conserve water if it went on too long. The farmers were always complaining about something or other, which was why most people never paid them any mind, supposed George. He remembered the roads being softer in the heat and playing with a stick as he prodded at the tar. He remembered the smell. In his memory it had become synonymous with summer. They went to the beach back then and the water was warmer. Now, they were lucky to see three consecutive days of sun in the summer, and that usually included some cloud cover and a breeze that was far from warm and inviting. Spring and autumn were mixed, but he had seen young rabbits in the briars at some unusual times of the year, as if the animals were just as confused by the seasons as those who had failed to notice for far too long. Robert had said that it was something to do with global warming, but George didn't really know what that was, or how it affected him, until he decided to look around and pay attention after his friend died. Robert had told him the signs were everywhere. You just had to open your eyes and look. There were too many cars and trucks on the road. There were

too many houses being built. There were too many fires being set with fuels that harmed the environment. There was so much wrong it was hard not to notice. The sky was full of warning signs, but Robert said George didn't have to look any further than his own back yard. All he had to do was look out the window and remember how things were in the past – when they were young boys playing around that big tree.

George had listened to his friend more than he thought. He could almost hear Robert's voice now. The thought of some global problem was worrying. Still, Robert had made him think, more so now that he was gone. George was more concerned with his own back yard right now and how the weather was affecting him. Perhaps that view was a little narrow but people could be like that, focused on how something affected them. The reality of something bigger had to touch something personal. Robert dying the way he did was something deeply personal to George. It made him look for the signs. The ground was always mucky, the grass sparse, the odour of rot less than subtle as the rain seemed predominant in its efforts to remain the focus of any day, or night for that matter. He had tried planting more grass seed. The ground was not getting a chance to recover and the effort proved pointless. George had noticed the dreary dull look to the grass, the lack of flowers and the flies, especially the small ones that seemed to swarm over everything in even the faintest promise of light. In fact, even during those moments when the sun did

deem fit to shine through; the bees persisted in their absence. The flies remained another constant of a change that had gone unnoticed for so long.

The wind and the rain were not helping the tree at the end of the garden. It was not enjoying the weather with any more enthusiasm than George. The tree looked sad and resigned to its fate and surrendered its leaves far too easily. This posed another more immediate problem for George. The leaves drove him to despair. He thought long and hard about cutting the tree down when the tedium of cleaning up the back garden got the better of him. At least it would provide him with a large pile of logs for the fire. Concrete was a practical alternative. George was seriously starting to think keeping a garden with that tree was too much work. Maybe he should just pave the whole garden, get rid of the wooden trellises, the potted plants, the grass, and of course, the tree. He told himself that the only reason he hadn't cut it down before now was because Robert would have had a fit. Their grandfathers had planted it as young boys. Three generations it had lasted. He could feel the scowl of disapproval from the clouds as if they projected not only his forebear's disdain but Robert's disapproving scowl.

George smiled and let out a sigh. Perhaps it was better back then. He closed his eyes and called to the memories of when he had been a young boy, running through the tall grass in nearby fields, wandering down to a stream that cut across the meadow and

chasing Robert until they both collapsed in the sun, happily jaded from the activity. They had a summer and consistent seasons. They had more time, less cars and trucks, better weather to enjoy the free moments. They had only one or two television channels back then, no internet and no mobile phones. They had less plastic. His grandfather used to talk about how they had paper bags for shopping, brought bottles back to the store for a partial refund, ate everything they bought and appreciated each other more. He had talked about how he had planted the tree with Robert's father. It was put there to grow alongside the family – a symbol George only really understood when he had his own children. His grandfather had called it the friendship tree. He had encouraged George to read books, to get outside and play; to enjoy life. George couldn't remember the last time he saw children playing outside in the street. The rain, cold, or just the perpetual overcast gloom didn't seem to encourage children to any external activity. The cars and trucks whizzing by probably had something to do with that too. The council had concreted over the green area. It had become too bothersome to maintain. The street looked colder and gloomier after that, and the children stayed indoors. There were thousands of more houses built in the area and the countryside was further away than George remembered. The meadows where he and Robert had played were long gone. Wild animals were confined to areas that were growing smaller and smaller day by day. Soon perhaps they would only be

seen in a zoo or on a farm too distant to visit with any frequency. The children didn't play outside and the animals lived very far away, as uncertain in the change of the seasons as the people who ignored them more and more every day. There were probably a lot of other reasons, but they all happened over time, a subtle change that eroded some of the joy of living. People didn't notice until it was too late. Perhaps Robert was right. The change in the seasons was another thing they failed to notice. The environment had suffered and the consequences were put down to some natural progression. People couldn't remember it being any different. Global warming was just something they heard on the television. They didn't see it as real because it didn't affect them.

George opened his eyes and looked around. He clung to the memory of his youth. This was his environment. This was his home. He enjoyed looking out the window at the tree. It was Robert's tree as much as it had belonged to George and his family, a symbol of their enduring friendship for over fifty years. It was a reminder of the past and a promise to the future to do a little better each and every day.

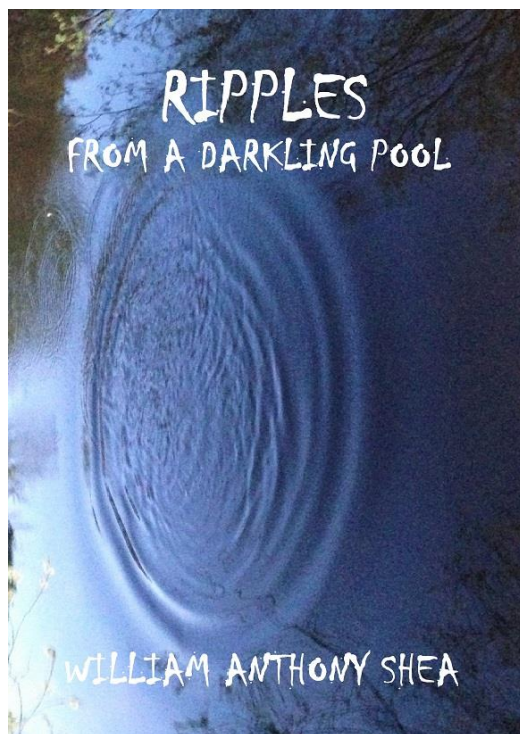
George wasn't unhappy with the wind and the rain in general. He just wished it would stop from time to time and behave in an expected manner. The tree kept the air fresh and made the garden look good when it had been tended properly. The light danced across the leaves and the birds perched on the branches whistling to herald the coming of the morning. When it bloomed to full plumage, the tree

looked formidable, vibrant, and teeming with life. Perhaps if he planted some flowers the bees would come back. Perhaps if people planted more trees the seasons would too but he knew it wasn't that simple. George sighed again. Not all change was good. Everyone had a part to play. It was the point that Robert had been trying to make. Having to clean up the leaves wasn't all that bad. At least George still had a garden, breathing a little bit of life into an otherwise dreary day...

COMING IN ISSUE 28

THE HOUSE OF DOLLS
WILLIAM ANTHONY SHEA

COMING SOON...





GNARL EPISODE 1

– *THE BEGINNING* –

MICHAEL D O'MAHONY

In the early days of Fumble I provided one/two panel cartoons for the Newszine. I submitted a few Gnarl cartoons as one offs as well, but I don't remember when he got a name, probably when I began doing longer cartoons. For sidekicks, the Mage Character came first and then the 'thief'.

Aside from Gnarl, none of the other Characters were named until this cartoon, where it became necessary. The original artwork was done by me and transferred to page by the Editorial Staff. More recently, the cartoons are drawn/created by WAS. Where the plots come from... possibly from my fevered mind, or maybe they have some distant relationship to games I have played? Certainly there is an element of stupidity (bravery) in the Characters that may be game related. Gnarl has not appeared in every issue and had a brief hiatus when other articles took up space. Recently, MS suggested I create a cartoon detailing how Gnarl began his adventures; and you will find it on page 14 of this issue. Enjoy, and maybe if you ask nicely, or space permits, older

cartoons may be republished in future Fumbles; unless you wish to download previous issues from the BDP website. Not too sure however, how far back the archive goes on the Bad Dog Publishing website, www.baddogpublishing.ie

BLAST FROM THE PAST



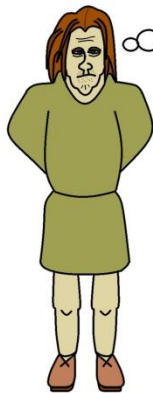
HOW THE WORLD HAS CHANGED!

(Smoking with that casual 'I'm too cool to care' gait – and 'WOW!!!' – look at the size of that backpack... oh, how I miss the 20KG allowance as standard... and the carry on what you like policy of Aer Lingus... sigh!)

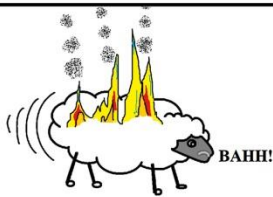
ILLUSTRATED

GNARL: THE BEGINNING * STORY BY MICHAEL O'MAHONY * ART BY WAS

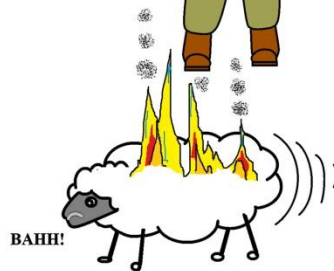
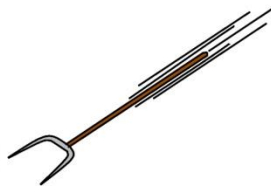
NOW GNARL IS OF AGE, HIS FATHER SAYS IT IS TIME FOR HIM TO CHOOSE AN APPRENTICESHIP...



I WILL TRY FARMING
LIKE FATHER. HOW
HARD COULD IT BE?

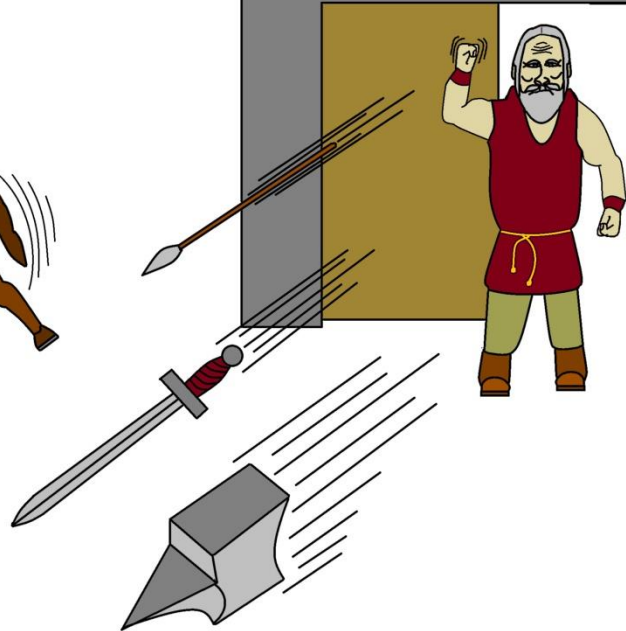
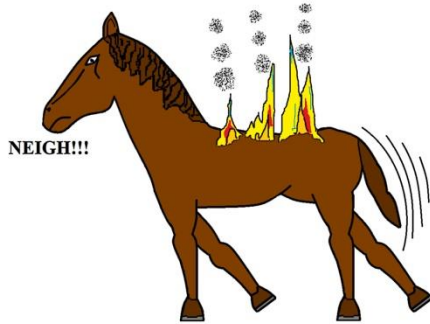


I THINK I
WILL BE A
CARPENTER!

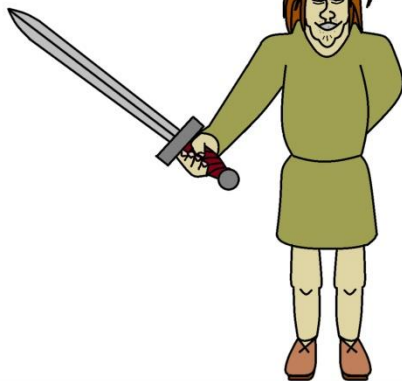


MANY APPRENTICESHIPS LATER...

YE OLDE BLACKSMITHS



**I THINK THAT
I WILL BE AN
ADVENTURER!
NOW ALL I
NEED IS A
PARTY...**



TO BE CONTINUED...

DE CORK BOIs

A.K.A THE CORK BOYS

AVAILABLE FROM AMAZON, BARNES & NOBLE,
THE BOOK DEPOSITORY AND MANY MORE...



AVAILABLE FROM AMAZON, BARNES & NOBLE,
THE BOOK DEPOSITORY AND MANY MORE...

L SHEA



THE KNIGHTS OF MISSPENT YOUTH

Seneschal's Declaration



Welcome to one and all.

As you are all aware, our Manage for NEXTCON 2019 has started. To all those that have contributed so far – congratulations. To anyone who wishes to be added to the Manage; please let us know so that you don't miss out on any favourable group bookings.

That said, we have yet to decide on a venue. Edinburgh/Glasgow seems to be the forerunner but there will be no final decision made until we sit down and discuss the options. I know (and appreciate) that Sir William has been researching and costing each of the different locations so that when we do sit down early in the New Year, we will have full details of what is available to us. By the time you read this issue, those discussions may have already happened.

I'm happy to say that the games are back in full swing. With Sir William (Knightshade), Sir Michael (Card

Games including Groo) and Sir MJ (Mutants and Masterminds) now running on a regular basis, we have plenty of variety.

I am aware that our attendance numbers are down at the moment but such cannot be avoided as we have one of our Knights at sea. We will be looking forward to his return in the New Year.

Birthday season appears to be upon us. We have recently celebrated the birthdays of Wimpy, Webster, Hippy, Julius and Sully Trolls. Rando and Tied-On Trolls both have imminent birthdays. So I would like to take this opportunity to wish you all 'Happy Birthday' from the Knights of Misspent Youth.

Finally... on behalf of myself and the Knights of Misspent Youth, may I take this opportunity to offer each Knight and their Family a very Peaceful & Merry Christmas and a Happy New Year.

YOUR SENESCHAL - SIR GULLY TROLL

NOTE: Please review the Schedule on page 18 to be mindful of Game dates, and forthcoming special events. The calendar will also be updated periodically here:

<http://www.baddogpublishing.ie/index.php/the-knights-of-misspent-youth/games-events-calendar/>

WEEK	DATE	GAME	GM/DM	SLOT	MANAGE
WK34	24-Aug	FN26: FUMBLE ISSUE TWENTY-SIX	BDP	N/A	N/A
WK35	29-Aug	MANAGE ONLY	N/A	N/A	1
WK36	05-Sep	KNIGHTSHADE - KS06 DARKEST RAVEN PART II	MS	2	2
WK37	12-Sep	KNIGHTSHADE - KS06 DARKEST RAVEN PART III A	MS	3	3
WK38	19-Sep	KNIGHTSHADE - KS06 DARKEST RAVEN PART III B	MS	4	4
WK39	26-Sep	KNIGHTSHADE - KS06 DARKEST RAVEN PART IV	MS	5	5
WK40	03-Oct	MUTANTS & MASTERMINDS	TIPSY	6	6
WK41	10-Oct	MUTANTS & MASTERMINDS	TIPSY	7	7
WK41	11-Oct	WIMPY TROLL	BIRTHDAY	N/A	N/A
WK41	14-Oct	WEBSTER TROLL	BIRTHDAY	N/A	N/A
WK42	17-Oct	GROO	WIMPY	8	8
WK43	24-Oct	BOARDGAME	MS	9	9
WK44	31-Oct	MANAGE ONLY	N/A	N/A	10
WK45	07-Nov	MUTANTS & MASTERMINDS	TIPSY	10	11
WK45	12-Nov	HIPPY TROLL	BIRTHDAY	N/A	N/A
WK46	14-Nov	MUTANTS & MASTERMINDS	TIPSY	11	12
WK46	18-Nov	JULIUS TROLL	BIRTHDAY	N/A	N/A
WK46	19-Nov	SULLY TROLL	BIRTHDAY	N/A	N/A
WK47	21-Nov	NEXTCON Pre-Planning Night & CARDS	KOMY	12	13
WK48	28-Nov	KNIGHTSHADE - KS06 DARKEST RAVEN PART V	MS	13	14
WK49	05-Dec	KNIGHTSHADE - KS06 DARKEST RAVEN PART VI	MS	14	15
WK49	12-Dec	FN27: FUMBLE ISSUE TWENTY-SEVEN	BDP	N/A	N/A
WK50	12-Dec	CASUAL CARDS W/KRAVE	KRAVE	15	16
WK50	13-Dec	RANDO TROLL	BIRTHDAY	N/A	N/A
WK50	14-Dec	TIED-ON TROLL	BIRTHDAY	N/A	N/A
WK49	14-Dec	KOMY JOES CHRISTMAS NIGHT OUT	EVENT	16	N/A
WK51	19-Dec	KNIGHTSHADE - KS06 DARKEST RAVEN PART VII	MS	17	17
WK52	26-Dec	MANAGE ONLY	N/A	N/A	18
WK01	31-Dec	DUPLEX TROLL	BIRTHDAY	N/A	N/A
WK01	02-Jan	MANAGE ONLY	N/A	N/A	19
WK02	09-Jan	MUTANTS & MASTERMINDS	TIPSY	18	20
WK03	16-Jan	MUTANTS & MASTERMINDS	TIPSY	19	21
WK04	23-Jan	MUTANTS & MASTERMINDS	TIPSY	20	22
WK04	25-Jan	WARPCON XXVIII	EVENT	21	N/A
WK04	26-Jan	WARPCON XXVIII: KNIGHTSHADE RPG: HOUSE OF TEARS	EVENT	22	N/A
WK05	27-Jan	WARPCON XXVIII	EVENT	23	N/A
WK05	30-Jan	MUTANTS & MASTERMINDS	TIPSY	24	23
WK06	06-Feb	KNIGHTSHADE - KS06 DARKEST RAVEN PART VIII	MS	25	24
WK06	07-Feb	BOOK NEXTCON (Subject to costings)	MS	N/A	N/A
WK07	13-Feb	MANAGE ONLY	N/A	N/A	25
WK07	15-Feb	FN28: FUMBLE ISSUE TWENTY-EIGHT	BDP	N/A	N/A
WK08	20-Feb	CHEZ GEEK	WIMPY	26	26
WK09	27-Feb	CALL OF CTHULHU: THE KENNEDY SOLUTION	MS	27	27
WK10	06-Mar	CALL OF CTHULHU: THE KENNEDY SOLUTION	MS	28	28
WK11	13-Mar	CALL OF CTHULHU: THE KENNEDY SOLUTION	MS	29	29
WK12	20-Mar	MUNCHKIN	WIMPY	30	30
WK13	27-Mar	MUTANTS & MASTERMINDS	TIPSY	31	31
WK14	03-Apr	MUTANTS & MASTERMINDS	TIPSY	32	32
WK15	10-Apr	MUTANTS & MASTERMINDS	TIPSY	33	33
WK15	11-Apr	BOOK NEXTCON EVENTS	MS	N/A	N/A
WK16	17-Apr	KS06A CRAVENFALL NOW	MS	34	34
WK17	24-Apr	KS06A CRAVENFALL NOW	MS	35	35
WK18	01-May	KS06A CRAVENFALL NOW	MS	36	36
WK18	04-May	GULLY TROLL	BIRTHDAY	N/A	N/A
WK19	08-May	GROO	WIMPY	37	37
WK19	09-May	OZZIE TROLL	BIRTHDAY	N/A	N/A
WK20	15-May	FN29: FUMBLE ISSUE TWENTY-NINE	BDP	N/A	N/A
WK20	15-May	NEXTCON PREP & CARDS	KOMY	38	38
WK21	21-May	NEXTCON	EVENT	39	N/A
WK21	22-May	NEXTCON	EVENT	40	N/A
WK21	23-May	NEXTCON	EVENT	41	N/A
WK21	24-May	KLUTZ & KRAVE TROLLS	BIRTHDAY	N/A	N/A
WK21	25-May	NEXTCON	EVENT	42	N/A
WK22	26-May	NEXTCON	EVENT	43	N/A
WK22	27-May	NEXTCON	EVENT	44	N/A
WK23	05-Jun	CARD GAME	WIMPY	45	N/A
WK23	07-Jun	TIPSY TROLL	BIRTHDAY	N/A	N/A
WK24	12-Jun	CALL OF CTHULHU - ENDGAME	MS	46	N/A
WK25	19-Jun	THE FUMBLE AWARDS	KOMY	47	N/A
WK26	22-Jun	KENNELCON - The Kennel Party	EVENT	1	Preliminary Date Only

COMING NEXT ISSUE

DEAR FUMBLE

CONTACT US

More letters from our readers.

IN GAMES

MUTANTS & MASTERMINDS – A BEGINNER’S VIEW

MICHAEL D O’MAHONY

THE GMs GUIDE

KNIGHTSHADE RPG

Frequently Asked Questions (FAQs).

CONVENTION CUBE

WARPCON, NEXTCON, KENNELCON & THE NEXT STEP

Convention and Events!

INNER CIRCLE

KNIGHTSHADE RPG, CALL OF CTHULHU & M&Ms

Game updates from the Knights of Misspent Youth.

SHORT STORY

THE HOUSE OF DOLLS

WILLIAM ANTHONY SHEA

ILLUSTRATED

GNARL THE BEGINNING PART II

MICHAEL D O’MAHONY & WAS

THE SENESCHAL’S DECLARATION

SIR GULLY TROLL

Words of wisdom from the Seneschal of the Knights of Misspent Youth

