

**GN01**

**GNARL**

**& OTHER STORIES**

**MICHAEL D O'MAHONY & WILLIAM ANTHONY SHEA**

**BAD DOG PUBLISHING**

GNARL  
& OTHER STORIES

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## **GNARL & OTHER STORIES**

All characters and events in this book are fictional and any resemblance to actual places, events or persons, living or dead, is purely coincidental.

From Michael D O'Mahony:  
Dedicated to my Father Con O'Mahony,  
Who thought me so much.

From William Anthony Shea:  
Dedicated to Olan,  
For putting up with all the shenanigans over the years...



***Definition: Gnarl***

Noun: **gnarl**; plural noun: **gnarls**

A rough, knotty protuberance, especially on a tree.

Well, Gnarl looks rough... is problematic... a bit of a knob end and he can be broken like a twig.

## **FOREWORD**

Gnarl and the other stories, represented herein, began life in the first issue of the Newszine, Fumble, a periodical quarterly publication produced in support of the Gaming Group, the Knights of Misspent Youth. Gnarl became a staple feature of that Newszine, initially appearing in every issue but tapering off in later years. As such, Gnarl and the other stories have been reproduced and enhanced. They are largely denoted by their appearance in Fumble and set in order where possible. I hope you enjoy the antics of Gnarl and his hapless companions, as well as the other stories characterised herein.

## **ACKNOWLEDGEMENTS**

My thanks as always to the Knights of Misspent Youth (KOMY) for the years of inspiration, to Bad Dog Publishing for producing this body of work and all who offered words of encouragement.

## **GNARL & OTHER STORIES DESIGN**

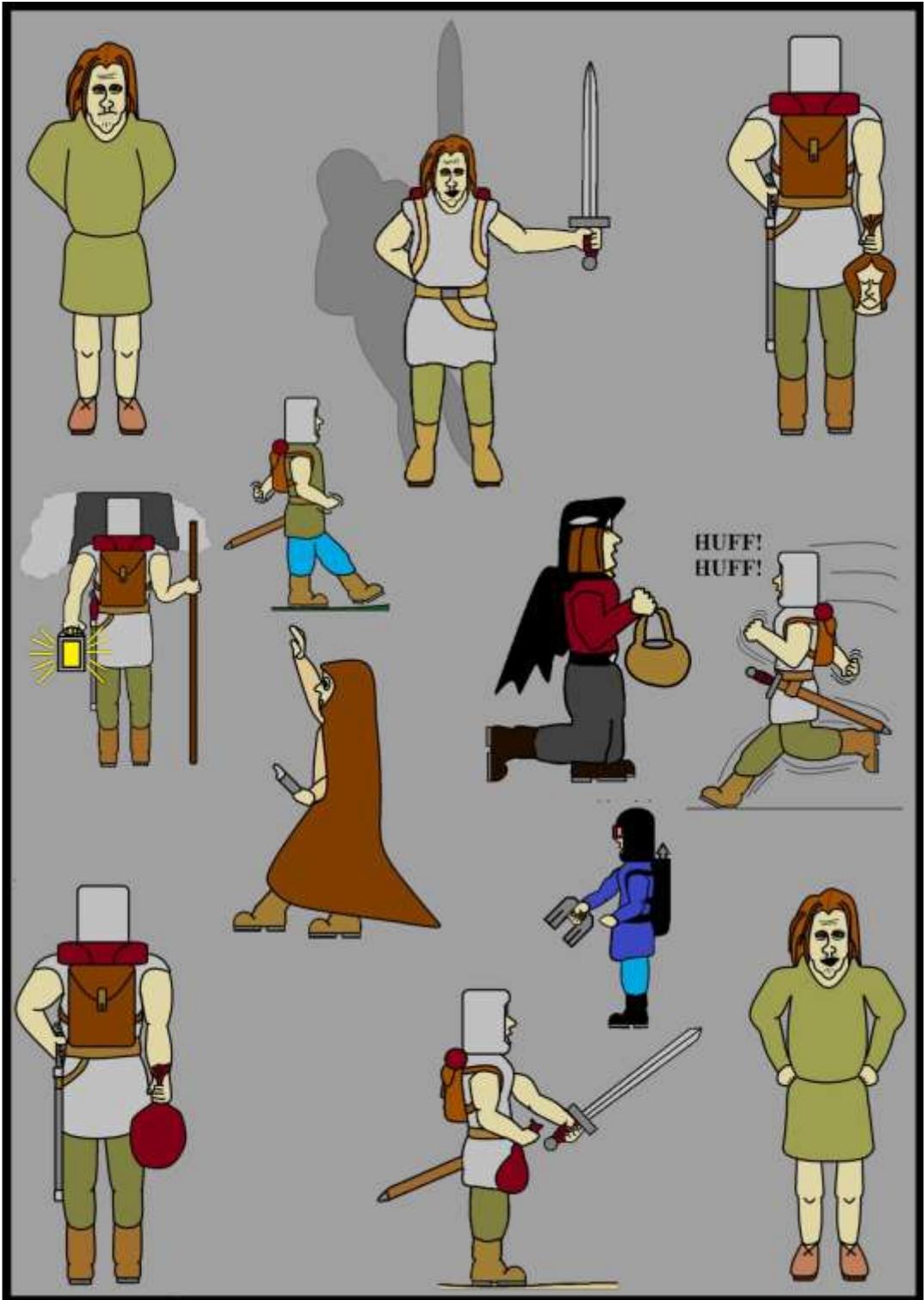
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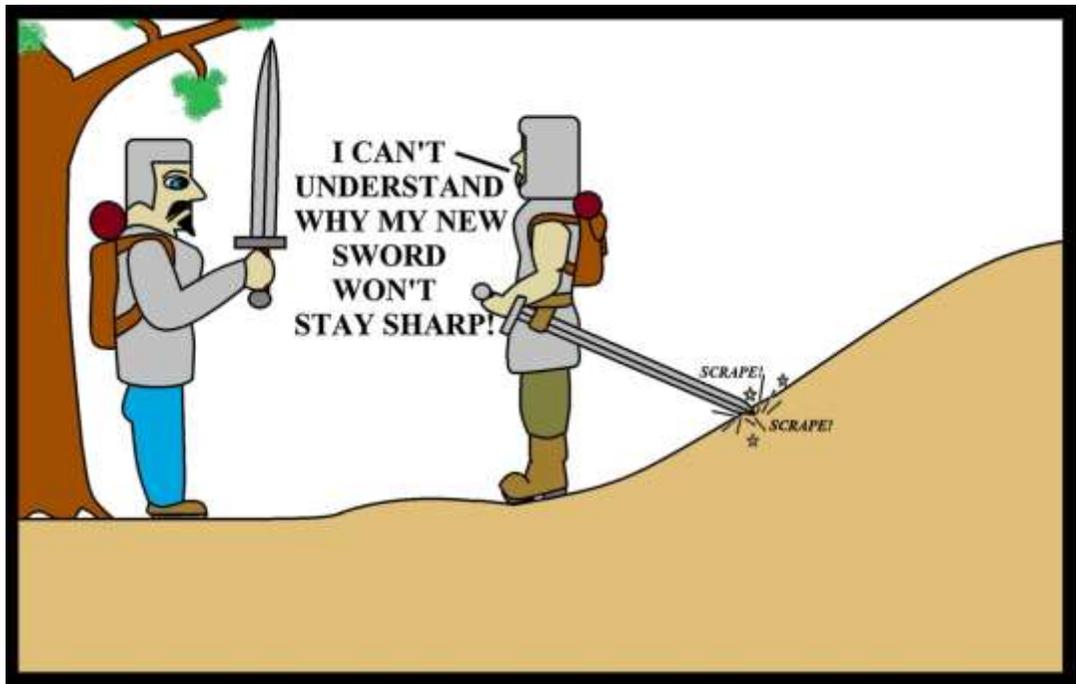
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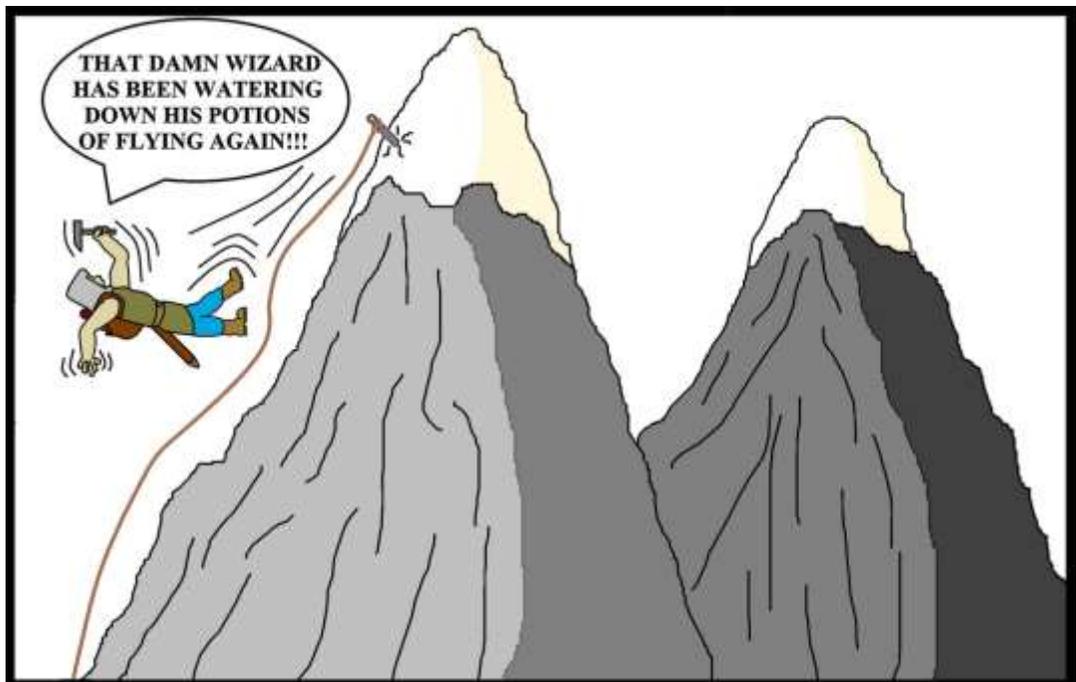
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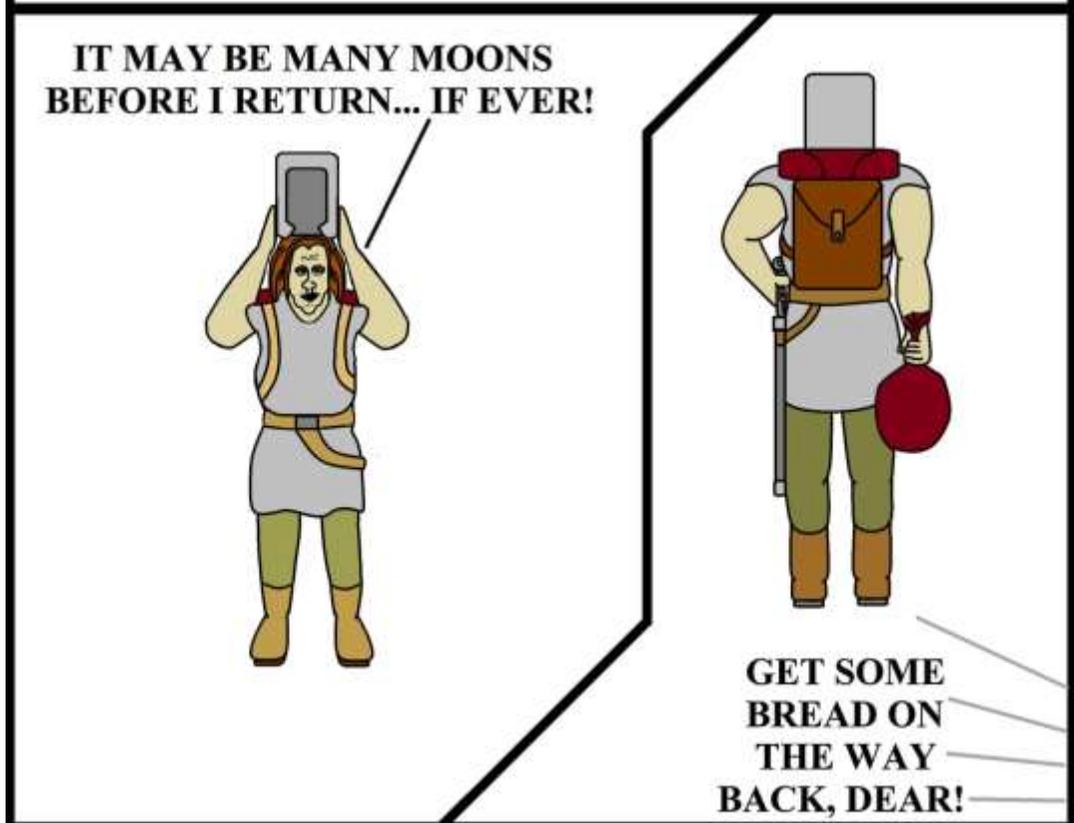
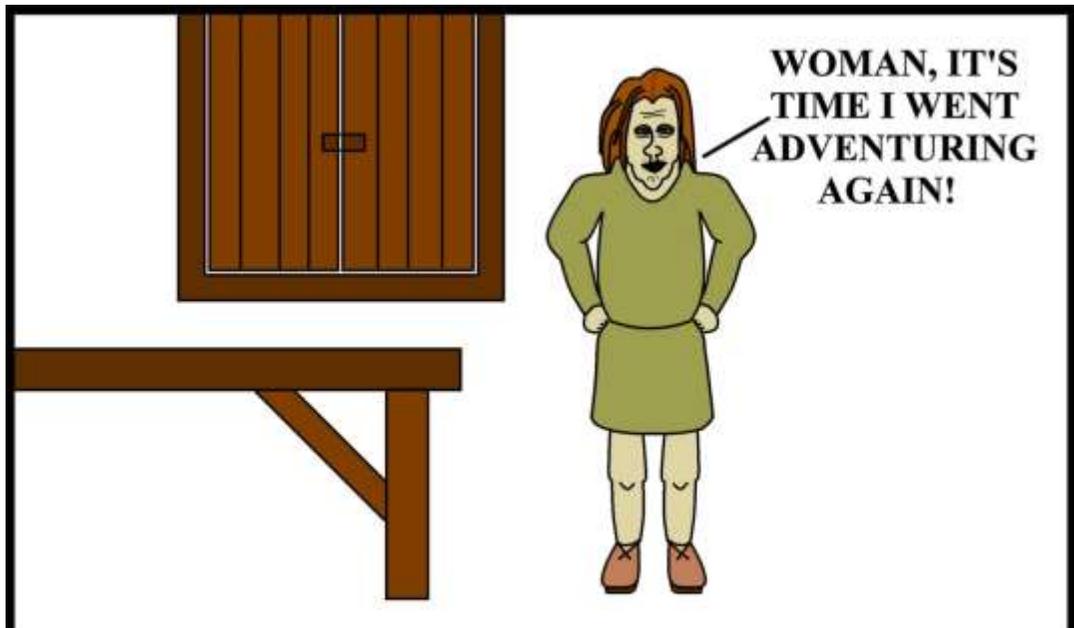


**GNARL – FUMBLE V1 ISSUE 1**



**GNARL – FUMBLE V1 ISSUE 2**





## **AFTERWORD – MICHAEL D O'MAHONY**

Gnarl began life as a hand drawn one or two panel cartoon for Fumble Newszine. I had no plans to develop the Character (his family name came much later) and he had no companions. The cartoons bore no resemblance to the Role Playing Games (RPGs) we played beyond the fact that at times nothing seemed to go right for our Characters either, no matter how clever they (we?) thought they were. Gnarl always got back on the horse; but he should probably have started with a smaller horse. He seeks fame, fortune, and possibly notoriety without the intellect or common sense he needs in the world he inhabits. Unfortunately, his companions will probably not be much help here.

As for Gnarl's future, maybe he will mature as a Fighter, team up with experienced adventurers, learn to get on with his in-laws; who knows. But I will continue as far as possible to provide cartoons featuring this intrepid Character and I hope that while his outings are 'simplistic' in some aspects you continue to enjoy them.

## **AFTERWORD – WILLIAM ANTHONY SHEA**

Having made the decision to keep this project secret from Michael for a while, I realised that the need for his input was becoming paramount with each passing day. I set out to redraw every incarnation of Gnarl in particular from its inception, and while this was a massive undertaking, having the original drawings to refer to was extremely helpful. Still, there were nuances of interpretation that required Michael's involvement, but then that would spoil the surprise of seeing the body of work in all of its glory as a finished product – ready for publication. Gnarl first showed his face in Fumble, the first issue of the Newszine of the Knights of Misspent Youth (KOMY), in 1993 and became a regular feature thereafter, and a semi-regular inclusion over time. He disappeared from time to time as the Newszine moved in different directions and Michael's commitments took him away from his beloved character. I chose to represent Gnarl with references to its inclusion in Fumble, more for reasons of nostalgia than representing him in some coherent order. The opening in this body of work is from a later representation of Gnarl, but it was suitably titled 'The Beginning' and seemed an appropriate place to start. The other stories in this publication were selected to supplement and compliment the body of work as a whole, the majority with enough ties to Michael's creations to make them fit.

Michael has been my friend for a very long time, and a staple contributor to many of my literary, graphic and editorial works. Producing Gnarl seemed like a natural progression from that ongoing collaboration. This body of work may mark a true beginning or it could just be a solo literary effort. Whatever fate awaits Gnarl, I hope you enjoy the stories as much as we both enjoyed producing them.



**ALSO FROM BAD DOG PUBLISHING**

**By William Anthony Shea**

TALES FROM A DARKLING POOL

(Author's Preferred Text)

RETURN TO A DARKLING POOL

A DARKLING POOL AGAIN

BEYOND A DARKLING POOL

RIPPLES FROM A DARKLING POOL

\*

*SAGA OF THE SENTENIAL:*

BOOK ONE: CAULDRON OF TROUBLE

BOOK TWO: FOR THE LAND THAT FELL

BOOK THREE: THE HOUSE OF SILMARIN

\*

NIGHTMARE

VAMPIRE

FALLEN

REMNANT – NYR\*

\*

*KNIGHTSHADE RPG:*

THE INITIATE'S TOME

THE GRANDMASTER'S TOME

THE LOREMASTER'S TOME – NYR\*

THE QUESTMASTER'S TOME – NYR\*

\*

FUMBLING VOLUME ONE

FUMBLING VOLUME TWO

FUMBLING VOLUME THREE – NYR\*

\*

**By Michael D. O'Mahony & William Anthony Shea**

GNARL & OTHER STORIES

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**By L Shea**

IMMORAL DAWN

DE CORK BOIS

DEAD TO ME (De Many Deaths of Michaleen)

\*NYR = Not Yet Released.



Gnarl D'Oak is a down on his luck adventurer who blunders haphazardly into strange and bewildering situations with his companions in the hopes of acquiring great fortunes. More often than not all they find is trouble in a multiverse that never quite appreciates their efforts. Gnarl & Other Stories represents a collection of graphic frames largely connected by a central character and by their association with a periodical publication.

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