

FUMBLE

34

NEWSZINE

MAY 2020

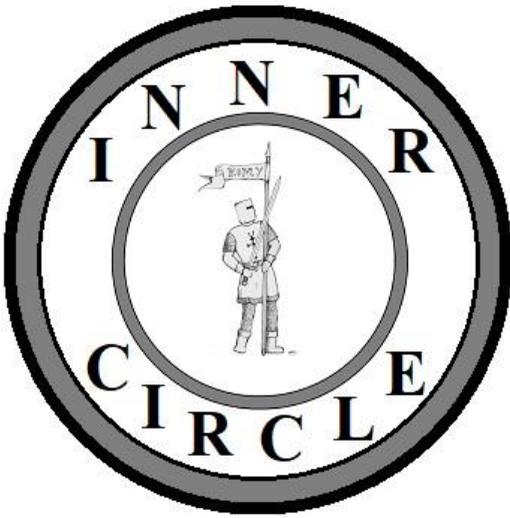
**THIS
REALLY
IS THE
DEFINITION
OF A ONE
HORSE
TOWN!**



**APPEARANCES
CAN BE
DECEPTIVE,
MASTER
JIM.**



IN ASSOCIATION WITH THE KNIGHTS OF MISSPENT YOUTH



Wednesday, 04th March, 2020
Knightshade RPG
Campaign II: The Augur Stone
KS08 Shades of Lament Part I

Fear can be a great motivator, and just as powerful when rendering a party inert. The Pass of Silence – Jaer Nuviel beckoned and the weather acted as an overture of things to come – relentless rain that showed no signs of abating. On reaching the first bridge within the Pass, it was Milford who took the initial brave step, but alas, with no effect. When Hudron joined him on the bridge, the first Earth Elemental appeared. Soon, the party became aware of a second, and then a third in the distance. Alatoff tried to circumvent this obstacle as Milford, Terribus, Ricardo and Hardigan went toe to toe with the first Elemental. Alatoff was hit by lightning while astride his Shadow Carpet and quickly withdrew. Milford landed the killing blow against the Elemental but any immunity his *Elven* blood gave him to Jaer Nuviel was spent in that act. With the first foe dispatched, the way still beckoned but that aforementioned fear

persisted. Alatoff tried again to get around the obstacle using magic, taking others with him on the Shadow Carpet. Unfortunately, the lightning hit again with spite, drawn to something or someone in proximity to the Mage. One by one, Alatoff tested what this precarious discharge was drawn to and eventually found that it was Hayzeus, the former Elementalist who had become a Time Mage. The lightning was drawn to his Drú magic. He was the anomaly. Alatoff cast Paralyse on his hapless companion and they left him behind. When Verbose arrived from Cravenfall, the party proceeded to enter the Pass of Silence. The journey was not without its dangers as the storm persisted and intensified. On the second day in the Pass, the party came upon a dead horse, crushed by rockfall. They also found the unconscious rider, his leg trapped beneath a large boulder. His garb and belongings revealed that he was Sir Jerome D’Wynter, a Knight of the Order of the Ahant. Rocks had fallen away in the storm to reveal an entryway to an ancient *Elvish* cavern. Verbose determined that this refuge was warded against the Earth Elementals and offered protection from the inclement weather. Therein, the party found an *Elvish* altar on which rested two silver rings. Alatoff deciphered the rune on one of the rings – Health and Dominance but neither he nor Verbose could read the rune on the second ring. Alatoff put on the first ring and then the other and was rendered unconscious. He would have remained in this state if Ricardo had not removed the second ring from his hand. After resting for some time, Yarle called out that he could see four Earth Elementals

following the party. He retreated within the *Elven* sanctuary with the others (including Hardigan's horse and dog) to rest and recover. Yarle offered to put on the second ring and Ricardo surrendered it to him. The ring that Alatoff wore proved to be the master ring and Yarle's was the subservient, but each provided some aid to the wearers. Alatoff benefitted from the potential for a strengthened Mental Resistance and Yarle profited from Alatoff's health to augment his resistance to damage. However, Alatoff was now able to control the former water boy from time to time. The arrangement would be tested on the road ahead. The party set off again in the morning, taking the wounded and unconscious Sir Jerold with them. They evaded the Earth Elementals and travelled throughout the day until long into the night. At the end of the *Elven* Road, near the last bridge, the lightning had intensified. There was no way through without facing the discharge and no way back without taking on the Earth Elementals. Yarle provided the solution with Alatoff's aid. He used his Elemental staff to draw the lightning to him, hoping the increased fortitude that Alatoff afforded him would keep him from lasting harm. The gamble worked. Alatoff was rendered unconscious and Yarle was sorely wounded, lapsing into an insensible state but the party traversed this dangerous obstacle unhurt. They passed into the northern fringes of Grail in the night. Soon after the storm abated, implying that the inclement weather within the Pass of Silence was somehow invoked. The party had prevailed. Tired, cold and wet, the time had come to rest before continuing the long journey

ahead...

Wednesday, 11th March, 2020

Knightshade RPG

Campaign II: The Augur Stone

KS08 Shades of Lament Part II

Wounded, fatigued and wary of the Callibanese forces in Grail, the party rested up in a dense copse of trees just north of the Forest of Raven-Woode. A scouting party was sent out to assess potential routes south. Ricardo, Milford, Terribus and Verbose surveyed almost a league from the camp. When they came upon the Callibanese war machine, it proved to be worrying in its immense size, with tens of thousands of troops and support personnel poised to push further south into Grail, flanked by six smaller groups. The scouting party determined that these rearguard contingents were being set in place to keep supply routes open.

When the party was ready to move on, there seemed to be only one choice; to cut through under cover of the dense Raven-Woode and head across the plains to reach the Grail Mountains. Avoiding the Callibanese forces was the paramount concern.

Traversing Raven-Woode proved intensely troublesome bordering on risky. An encounter with a feral Vole tearing rabbits asunder became far more dangerous when Milford noticed that the large rodent was wearing a collar, an accoutrement that implied it had a master. The truth of the matter soon came to bear as the party was ambushed by a rather large and nasty Troll who had been masquerading as a tree. He erupted from the foliage and surprised Terribus before the beleaguered Sword-arm could react, striking out with a

great double-edge axe that struck home with uncanny accuracy. The attack proved vicious with near fatal consequences. Only Terribus's training and inherent ability to sense danger saved him from certain death. His plea to his deity might have had something to do with his survival as well.

The battle continued with Terribus constantly on the back foot and unable to deal with this relentless foe. When the creature looked like it was wavering, a second Troll appeared, crashing through the trees from the south across a brook. Milford moved to engage this enemy with Sir Hardigan, leaving Ricardo and the others to deal with the first aggressor. The creature did not go quietly. It lashed out and wounded Ricardo, but in the end it fell to the skilful retaliation of the Swordarm's Greatsword. The second Troll disappeared when the first fell, as if it had been conjured out of mid-air in an effort to distract the party. Terribus was in woeful condition and would most certainly have died without the aid of Hudron the Hermit. With the Vole pet of the Troll killed, there was time to take stock and rest after the battle. There were signs throughout the area of the Troll's eating habits and those of its rancorous pet Vole. The skeletons of sheep, rabbits and other creatures, stripped to the bone, led the grisly way back to the Troll's lair. It proved to be a grotesque cave, the former home of a bear that had not fared well at the table of its usurpers. Amidst the myriad of gruesome trophies, the party found some choice items, which included two rather curious bracers which Alatoff determined had been prepared to receive magic, possibly protective in nature, but

they had not been utilised. The party also found the spellbook of some hapless victim named Pphantom. However, the true prize appeared to be the Greataxe that the Troll wielded. This was now strangely the preferred weapon of Ricardo Montebane above all others. He had become an 'axeman'.

The party remained in the area for some time, recovering from wounds and fatigue.

Pushing on beyond the edge of Raven-Woode, they set out across the rolling grassy plains to reach the edge of the Grail Mountains, avoiding at all cost the Callibanese War Machine marching on this worried land. Militia and other combatants had already gathered in the main pass into the mountains, but Sir Jerold, who had finally roused from his injuries, remembered a smugglers pass that would take the party over the highlands, but warned that it was not without its dangers as he vaguely remembered encampments of *Elves* on the irregular trails ahead. There seemed to be little choice. The Augur Stone pointed south, and if the land was to have any hope against the Patriarch, the party had to push on...

Knightshade RPG

Campaign II: The Augur Stone

KS08 Shades of Lament Parts III-VI

Due to the COVID-19 Pandemic, games were suspended on Wednesday, 18th March, 2020 until further notice. The remaining four instalments of this story will continue on the next available calendar dates once the restrictions are lifted. The intention is to complete this phase of the story before the end of KOMY's Game Calendar Year if possible.



Illustrated

DANDY JIM & LOCO MOTO

WAS

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OF A ONE
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**APPEARANCES
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JIM.**



HOW SO?



**HAUI SO IS
COUSIN. I
AM LOCO
MOTO,
MASTER
JIM.**



**GROAN! WHY
DO YOU
DISAGREE?**



**LOCO SEE TWO
HORSES,
MASTER
JIM.**



**YOU'RE
DOING
THAT ON
PURPOSE,
AREN'T
YOU?**



**LOCO, NO
UNDERSTAND,
MASTER
JIM.**



SHORT TALES

THE MORALITY CODE

INVASIVE

WILLIAM ANTHONY SHEA

There are some wrongs that prove necessary. There are some laws that need to be broken. No one had a problem with what had been done – well, that was not quite true, but no one was going to come out and fight on the side of defending the indefensible. It would have been political suicide to come out on the side of those who had lost information, but it was the wider implications that were being hotly debated. Those who had lost information were also not likely to come forward, given the legal implications and heinous nature of the issue.

‘I need to be sure what you are telling me, Mark,’ said President Roland. ‘Are you saying that we have no way to stop the virus from continuing to breach every security protocol that has been put in place?’

President Angela Roland leaned heavily on her desk in the Oval Office, mostly to keep her from slamming her hands down on it as she had often done when agitated to the point of distraction by some of the things she had learned since taking office only twelve weeks back.

‘Yes, we have no way of stopping it. We have had our best people on this problem. We have even opted to engage outside help from fringe experts, but the problem is global. They are calling it the Morality Code. Most support the purpose for which it was made, but there is a growing discontent with regard to how invasive this virus is with regards to identifying aberrant behaviour.’

What an understatement. The Morality Code had been unleashed on the World Wide Web only four days back. It had spread at an alarming rate and was reported to have reached about eighty percent saturation. The thought was staggering. It was a work of brilliance, but it was also a violation of every nation’s laws. The code, quite simply put, erased all pornographic material on the Web where it was perceived to represent any activity exploiting anyone under the age of twenty-one years old – as in all material, images, written details and video footage relating to underage porn was completely obliterated from the Web. All such material was rendered irretrievable. Every major player in the world was caught between a need to keep the virus out and the morality of making the choice to do it. The virus went further. If a system was connected to the Web in any way, it sought out the offending material, ignored even the most sophisticated security measures, circumvented passwords and biometrics and eradicated only the targeted files. It displayed intelligence beyond anything known. Otherwise it did nothing to the systems it invaded. Every other facet of data was left intact. No information was gathered

or logged. No data was transferred.

‘I don’t disapprove of the obvious intent behind the virus, but we have no way of knowing that it didn’t do more, do we?’ asked the President.

‘No, ma’am, we have no indication that anything else has been compromised, but the code has been found embedded even in systems of the highest strategic importance. We have reports from all over the world at this stage confirming its presence. Even China and Russia have admitted that the Morality Code has breached every system, and not just those in the private sector.’

Mark was only going over what had already been said.

‘Have we been able to trace the source?’ quizzed the President, though she already knew the answer.

‘No, ma’am, we don’t even know for sure where it began. It seems to have affected all of the countries of the world at the same instance. Our people are telling me what has been done is impossible, but...’

President Roland’s raised her hand. ‘It is possible!’ she snapped in annoyance. ‘Not only is it possible – it has been done!’

Mark Granger was the President’s Aid. There were days when he had cause to wonder why he had taken the job. This was one of those days. She wanted answers he could not give. From what he had been told, they were not going to be able to figure this out any time soon.

‘What about the speculation in the press? Is it Shaw? Could he have done this?’

Mark wanted to shrug but he knew the President would not welcome a

gesture that she saw as defeatist.

‘We don’t believe so, but in truth, we really don’t know.’

Roland had been presented with a file on Walter Shaw in the first week after she took office. It was not comprehensive. He was a philanthropist who had appeared out of nowhere. The word ‘philanthropist’ did not do him justice. His foundation poured money into very real problems – money that seemed to be endless, and gathered from so many sources, it was hard to put the amount into context or gauge Shaw’s wealth. The file was full of speculation and lacked substance. Beyond knowing he had an Irish passport and where he officially lived, any attempt to glean a deeper insight failed. Like the Morality Code, he just appeared out of nowhere and he was... unstoppable. Like the code, he seemed to harbour no ill will. Everything he did was purposeful, precise and achieved a level of good will that transcended reason. He was quite simply, untouchable; because he asked for nothing and gave everything. Politicians and the Business world feared his motives. They feared his popularity. And yet, Walter Shaw did nothing to attack the institutions of any country. He gave money to thousands of charities, and the amounts were flamboyantly significant.

‘Madam President, if Shaw is behind this code, we would need to be one-hundred percent sure before even broaching a whisper of anything akin to an accusation. Any attempt to smear him will seem petty and will be just as bad as coming out against the code.’

President Roland mulled over this thought but she was only too aware of the need to exercise a strategy of ‘no

comment’.

‘What is he up to?’ she whispered. She had not meant to solicit a response.

‘We just don’t know. No one does. There isn’t a person on the planet who will openly offer an unkind word against him. We know he is currently in New York, but we don’t know where or why he is here. The man single-handedly ended homelessness in the country of his birth, paid off all bank debt for those in mortgage arrears, poured money into infrastructure in the most obscure parts of Ireland and left little or no trace to his activity. Most of this is speculation, as in we know it was done, we believe it was Shaw, but tracing the money back to him has proven largely problematical. Any scrutiny of the man has not been met with any degree of public approval because he is above reproach.’

President Roland listened, though she had heard all this before and the debate had fizzled out because there was nothing to support an investigation.

‘No one who has made that much money is that clean,’ offered Roland, a point she had stated on more than one occasion.

‘Nevertheless, we have nothing, and I am told that we are unlikely to be able to find anything on him in the foreseeable future.’

This was not what Roland wanted to hear. It galled her and the visible manifestation of this upset showed in her tensing up to a point where Mark Granger would not have been surprised if she pounded the desk or threw something at him.

‘So we just keep our mouths shut and let him walk around like he’s Jesus?’

Mark shrugged. The President had

many advisors who were better placed to answer that point. While there were legal questions with regards to the Morality Code, and with Shaw’s philanthropy, they could haul him in to answer those points, but if he was unwilling to offer clarification, he had done nothing wrong. Persecuting a man who was not an American citizen, who had done nothing wrong, and who had a huge part to play in making ordinary people’s lives better, would only harm those seeking such clarification. They could revoke his right to be in America, but again, without a reason this would be seen as petty and play to an unprecedented negative media reaction.

‘So that’s it then,’ said Roland. ‘We can’t prove anything and there is nothing we can do that won’t end my presidency before it even gets off the ground.’

Mark sighed. He really did not want to go down that road. When his phone buzzed, he cast a glance at the message. He had left instructions for any updates to be sent to him discreetly.

When President Roland noticed his frown she did not wait for him to explain.

‘What is it now?’ she asked tersely.

‘The Morality Code is believed to have achieved one-hundred percent saturation. Every Law Enforcement Agency across the world has confirmed this fact. We have also received word that Shaw is donating a billion dollars to tackle the homeless problem in the US, starting with New York.’

Roland groaned. They had thought to discredit the rationality of the Morality Code by implying that in destroying the evidence, it took away the effectiveness to police sexual predators, but there

were those who stated that by removing the content, it took away the catalyst that fuelled such behaviour. It was viewed as a long term strategy. Those who practiced such aberrant conduct were in hiding. They were afraid because they had already been detected. Any attempt to deal in such material while the code existed failed. There was a less than subtle, though unsubstantiated threat disseminated through the media that any attempts to do so would lead to immediate exposure.

Levelling an accusation that Shaw had anything to do with the Morality Code was a moot point.

‘We have spent enough time on this,’ offered President Roland. ‘I do not have an answer to someone pouring a billion dollars into a very real American problem. We are done here. Monitor Shaw. In fact, invite him to the White House for lunch. I think a face-to-face would be in order, to publicly thank him for his generosity.’

Mark approved. It was the only thing they could do for now. President Roland could only benefit from a benevolent overture, but one thought did bear voicing.

‘What if he declines the offer?’

President Roland let out a long sigh.

‘Make sure that he doesn’t,’ she stated and it was clearly not a request. She was the President of the United States. Walter Shaw would not refuse her.

NEXT ISSUE:

THE MORALITY CODE

ONE SMALL STEP

WILLIAM ANTHONY SHEA



SO SHERIFF COWBOY FRED FINALLY ARRIVES TO FIND THE TRAIN CONDUCTOR IN A SORRY STATE...

HMM, THIS COULD BE A PROBLEM FOR LOCO, TIED-ON. BETTER KEEP YOUR KNIVES READY.

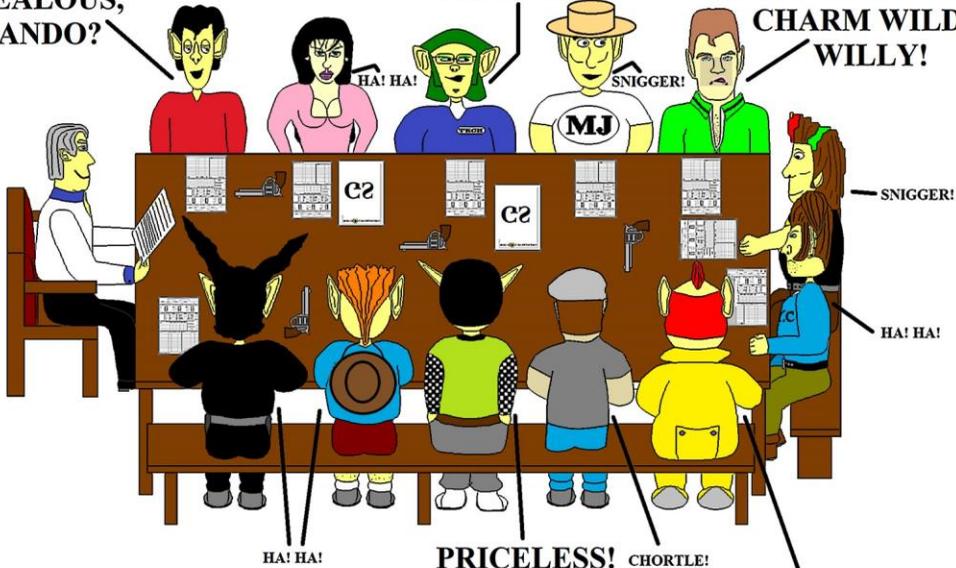


MAYBE DANDY JIM CAN CHARM HIM LIKE HE DID WIMPY'S CHARACTER!

SHOULD WILD WILLY BE JEALOUS, RANDO?

YOU DO HAVE NICE EYES.

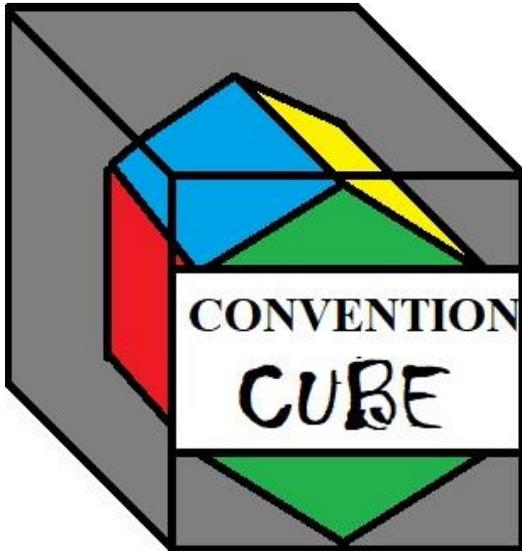
WHA... WHAT... I DIDN'T TRY TO CHARM WILD WILLY!



HA! HA!

PRICELESS! CHORTLE!

YOU JUST CAN'T MAKE THIS STUFF UP, HA, HA!



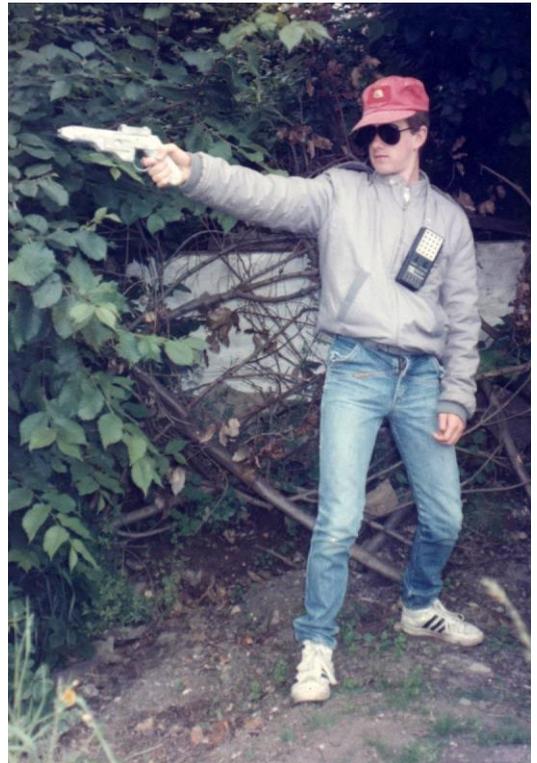
Due to the outbreak of the COVID-19 Coronavirus, and the UK lagging behind in dealing with the outbreak, we will be assessing any future foray across the water on an ongoing basis. Needless to say, NEXTCON will not be happening in 2020. UK Games Expo 2020 has already been called off and KennelCon 2020 was already cancelled for other reasons. Refunds will be added to the MANAGE. If you require a refund of your contribution, please do let KOMY know.

At this time, CORK RPG CON 2 is going ahead, though we do not have confirmed details.

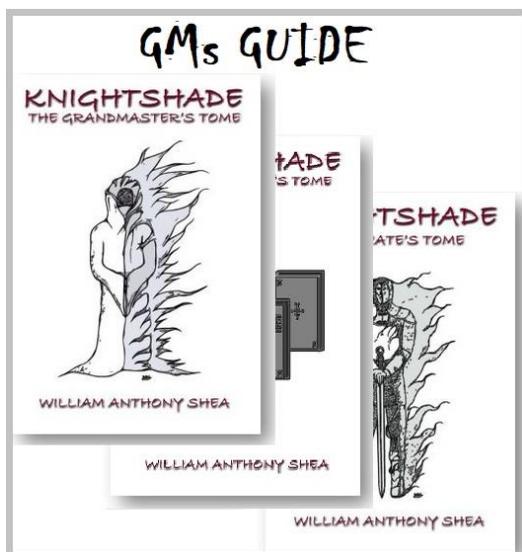
The impact of COV-19 is likely to be with us for a long time. How this will affect 2021 remains to be seen. However, plans will be put in place for next year – with a return to Birmingham and UK Games Expo 2021. The celebration of ‘The Irish Twins 50th Birthday Bash’ will also be deferred to next year, and this will have a knock on effect to any other planned events. Let’s look at this as an opportunity – a chance to make next year even better for all of

KOMY. Let the MANAGE roll over. Next year we will look at booking individual rooms and extending the event to make up for 2020, perhaps by increasing the number of days to 7, and/or adding specific events, playing more, sitting together at one big table in all of the venues we attend, and truly making it a memorable occasion for all.

BLASTs FROM THE PAST







VILLAINS & FIENDS

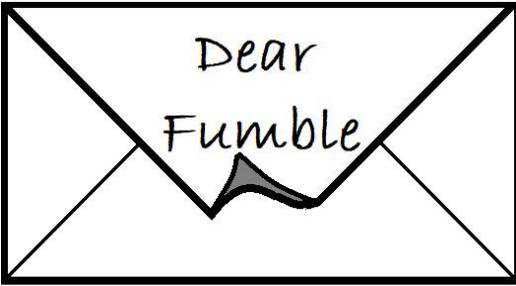
When the antagonist is obvious, he provides a focus for the attentions of the Players and their Characters. However, from time to time, a Grandmaster (GM) will require a more subtle or underhanded approach. Seeding a villain or fiend into a group can prove difficult, especially with experienced Players who are aware of the GM's inclinations towards subterfuge. Utilising a Player's Character for that purpose should only be used as a last resort as a prolonged Campaign can lead to a premature exposure of the villain in question. The trick is in varying the approach. Suspicious Players will always be guarded and there are a number of methods to use. The benevolent patron can seem a little cliché but useful from time to time. Playing the long game is a good ploy but there are opportunities for the villain to become undone by circumstances. After all, the Characters in a story have dangerous Professions and a villain can fall unintentionally to an enemy as much as to one of the core

adventuring party. Of course, long term antagonists, working behind the scenes, can add weight to the shock value in a story when his activities are revealed, but this can make the Players all the more guarded the next time around and harder to dupe.

True fiends are to be feared. They are more obvious in their intent. On the way to becoming that which the Players (and their Characters) despise, there are many layers and levels of a villain to be explored. The hapless drunk who visits the table of the Characters looking for coin, the local innkeeper who can't do enough for our adventurers, the kindly sage offering helpful advice, and even that warm hearted tailor who always gives great service at reasonable rates can all be potential antagonists, but they must have genuine and believable motivations to interact underhandedly with the Characters in a story. As such, when utilising a villain or fiend in a story, be ready to explain the ambitions of the foe when the final reveal comes. The Players might not forgive you for the deception but they will at least feel less hard done by if there was planned intent and it served the story.



**GOOD OLD,
MASTER SAGE.
HE LET ME GAIN
A RANK FOR MY
BIRTHDAY EVEN
THOUGH I WAS
SHORT KP!**



Welcome to Fumble's letter and information page where we give our readers an opportunity to ask questions, provide feedback and receive occasional updates on important communications.

We have not received any letters or queries for this issue.

Please send any letters and submissions to:

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Alternatively you can e-mail:

submissions@baddogpublishing.ie

<http://www.baddogpublishing.ie/index.php/publications-2/newszine/>

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

FUMBLE NEWSZINE STAFF

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Associate Editor: Wimpy Troll.

Technical Editor: Webster Troll.

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Local gaming and comic shops are closed. When this is all over, they will need your support. Below is a reminder of some of the stores in Cork, Ireland that will need your business in the aftermath of COVID-19 lockdown.

COMIC VAULT

15A Oliver Plunkett Street Lower, Cork, T12 DP86

TABLETOP CAFÉ

9 Castle St, Centre, Cork, T12 CF2R

OTHER REALMS

Unit 1, Paul St. Shopping Centre, Cork

SANDBOX

Unity House, Lower Glanmire Rd, Victorian Quarter, Cork

WARHAMMER

Unit 1, 2 St Patrick's Quay, Victorian Quarter, Cork, T23 CY5X



**IT'S MY BIRTHDAY
AND THE MASTER
SAGE STILL KILLED
MY CHARACTER!**



THE KNIGHTS OF MISSPENT YOUTH

Seneschal's Declaration



This is not the column I thought I would be writing after releasing the last issue of Fumble Newszine. The world has become a very different place with the spread of the COVID-19 pandemic. Weeks of games cancelled to protect our members, NEXTCON called off and a very special event put on hold so that we can comply with the World Health Organisation (WHO) guidelines for social isolation, or as it was updated along the way, social distancing. One wonders how much harder this would have been without the technologies that are now at our fingertips. While playing online and reaching out to friends and family through virtual links may not be ideal, at least these avenues are available and safe. I am pleased that this also permitted KOMY to also reconnect with some members who have been absent from the table for some time, and I am eager to ensure that this engagement continues long after the restrictions brought about by the pandemic are lifted. The limited online presence in the games needs to be expanded, but not to the detriment of the physical social interaction that personifies KOMY. Sir Martin's game seems to be the ideal foray to keep the online momentum going, and with that in mind, it may be prudent to add these slots to the KOMY calendar for 2020/21. In Knightshade, we will continue to permit a limited online

presence but will also look to expand this facility for Players in remote locations in the coming game year. If you have an interest in playing remotely, please do let the relevant GM know. If you become complacent and do not reach out, then it will never come to pass. There have been some drawbacks with the current online attempts, principally with keeping connections stable and catering to the necessary housekeeping after a game. Votes that go towards the Knight of the Year award have been sporadic, and submissions for the Fumble Awards have also been lacking. These are nothing more than minor problems easily rectified in time. Overall, the experience has been a good test of what we can do when the initiative is followed through. We will meet again, and we will sit around a table together, but until then, stay safe, and when possible – stay inside.

To Sir Kieran (Rando) and Sir Shane (Tied-on), we will get to celebrate your special birthdays in time. You will not be forgotten and there is no time limit on revelling in that significant landmark event when the world returns to some semblance of normality. Other landmark events may need to be pushed back, but we will ensure that all are celebrated appropriately in time.

**WILLIAM ANTHONY SHEA
SENESCHAL**

WEEK	DATE	GAME	GM/DM	SLOT	MANAGE
WK35	28-Aug	PRE-GAME PREP TO KNIGHTSHADE CAMPAIGN II	MS	N/A	1
WK36	04-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART I	MS	2	2
WK37	11-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART II	MS	3	3
WK38	18-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART III	MS	4	4
WK39	25-Sep	FN31: FUMBLE ISSUE THIRTY-ONE	BDP	N/A	N/A
WK39	25-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART IV	MS	5	5
WK40	02-Oct	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART V	MS	6	6
WK41	09-Oct	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART VI	MS	7	7
WK41	11-Oct	WIMPY TROLL	BIRTHDAY	N/A	N/A
WK42	14-Oct	WEBSTER TROLL	BIRTHDAY	N/A	N/A
WK42	16-Oct	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART VII	MS	8	8
WK43	23-Oct	CARD GAME	WIMPY	9	9
WK44	30-Oct	MANAGE ONLY	N/A	N/A	10
WK45	06-Nov	NEXTCON Pre-Planning Night & CARDS	KOMY & WIMPY	10	11
WK45	09-Nov	CORK RPG CON 1	KOMY	11	N/A
WK46	12-Nov	HIPPY TROLL	BIRTHDAY	N/A	N/A
WK46	13-Nov	MUTANTS & MASTERMINDS	TIPSY	12	12
WK47	18-Nov	JULIUS TROLL	BIRTHDAY	N/A	N/A
WK47	19-Nov	SULLY TROLL	BIRTHDAY	N/A	N/A
WK47	20-Nov	MUTANTS & MASTERMINDS	TIPSY	13	13
WK48	27-Nov	MUTANTS & MASTERMINDS	TIPSY	14	14
WK49	04-Dec	MUTANTS & MASTERMINDS	TIPSY	15	15
WK50	11-Dec	KNIGHTSHADE -KS07A CRAVENFALL DEMESNE PART I	MS	16	16
WK50	13-Dec	FN32: FUMBLE ISSUE THIRTY-TWO	BDP	N/A	N/A
WK50	13-Dec	RANDO TROLL	BIRTHDAY	N/A	N/A
WK50	14-Dec	TIED-ON TROLL	BIRTHDAY	N/A	N/A
WK50	14-Dec	KOMY JOES CHRISTMAS NIGHT OUT	EVENT	17	N/A
WK51	18-Dec	KNIGHTSHADE - KS07A CRAVENFALL DEMESNE PART II	MS	19	17
WK52	25-Dec	MANAGE ONLY	N/A	N/A	18
WK01	31-Dec	DUPLEX TROLL	BIRTHDAY	N/A	N/A
WK01	01-Jan	MANAGE ONLY	N/A	N/A	19
WK02	08-Jan	CARD GAME	WIMPY	20	20
WK03	15-Jan	MUTANTS & MASTERMINDS	TIPSY	21	21
WK04	19-Jan	AFC & NFC AMERICAN FOOTBALL	KOMY	22	N/A
WK04	22-Jan	MUTANTS & MASTERMINDS	TIPSY	23	22
WK04	24-Jan	WARPCON XXX	EVENT	24	N/A
WK04	25-Jan	WARPCON XXX: DEPARTMENT X RPG: DX00 INITIATES	EVENT	25	N/A
WK05	26-Jan	WARPCON XXX	EVENT	26	N/A
WK05	29-Jan	MUTANTS & MASTERMINDS	TIPSY	27	23
WK06	05-Feb	MUTANTS & MASTERMINDS	TIPSY	28	24
WK07	12-Feb	DEPARTMENT X RPG: DX INITIATES (2nd Chance)	MS	29	25
WK07	15-Feb	FN33: FUMBLE ISSUE THIRTY-THREE	BDP	N/A	N/A
WK08	19-Feb	MANAGE ONLY	N/A	N/A	26
WK09	26-Feb	CARD GAME	WIMPY	30	27
WK10	04-Mar	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART I	MS	31	28
WK11	11-Mar	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART II	MS	32	29
WK12	18-Mar	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK13	25-Mar	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK14	01-Apr	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK15	08-Apr	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK16	15-Apr	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK17	22-Apr	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK18	28-Apr	ONLINE: PATHFINDER RPG - LEGEND OF KNIGHTHAWK 1	JULIUS	33	N/A
WK18	29-Apr	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK19	04-May	GULLY TROLL	BIRTHDAY	N/A	N/A
WK19	05-May	ONLINE: PATHFINDER RPG - LEGEND OF KNIGHTHAWK 2	JULIUS	34	N/A
WK19	06-May	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK19	09-May	OZZIE TROLL	BIRTHDAY	N/A	N/A
WK20	12-May	ONLINE: PATHFINDER RPG - LEGEND OF KNIGHTHAWK 3	JULIUS	35	N/A
WK20	13-May	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK21	20-May	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK22	24-May	KLUTZ & KRAVE TROLLS	BIRTHDAY	N/A	N/A
WK22	26-May	ONLINE: PATHFINDER RPG - LEGEND OF KNIGHTHAWK 4	JULIUS	37	N/A
WK22	27-May	KENNEL CLOSED DUE TO COVID-19 CORONAVIRUS	N/A	N/A	N/A
WK22	27-May	FN34: FUMBLE ISSUE THIRTY-FOUR	BDP	N/A	N/A
WK23	03-Jun	KOMY MEETING	KOMY	N/A	N/A
WK23	07-Jun	TIPSY TROLL	BIRTHDAY	N/A	N/A
WK24	10-Jun	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART III	MS	38	N/A
WK25	17-Jun	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART IV	MS	39	N/A
WK26	24-Jun	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART V	MS	40	N/A
WK27	01-Jul	KNIGHTSHADE - KS08 SHARDS OF LAMENT PART VI	MS	41	N/A
Cancelled	TBA	KENNELCON - The Kennel Party	EVENT	N/A	Cancelled

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WAS

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THE MORALITY CODE

ONE SMALL STEP

William Anthony Shea

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THE RETURN OF TIED-ON

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THE SENESCHAL'S DECLARATION

SIR WILLIAM

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



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