

# FUMBLE

37

NEWSZINE

FEBRUARY 2021

**WHERE THE HELL  
IS THAT SHADOW  
COMING FROM?**



IN ASSOCIATION WITH THE KNIGHTS OF MISSPENT YOUTH





### GAMING DURING LOCKDOWN *MICHAEL D. O'MAHONY*

We attended WARPCON XXX in January 2020, just before COVID-19 hit the fan. Those of you who are regular readers of Fumble will know there were also other events planned for 2020. And then lockdown happened. UK Games Expo 2020 was cancelled and went online. So did Cork RPG Con, or did it? I made contact but heard nothing from them!

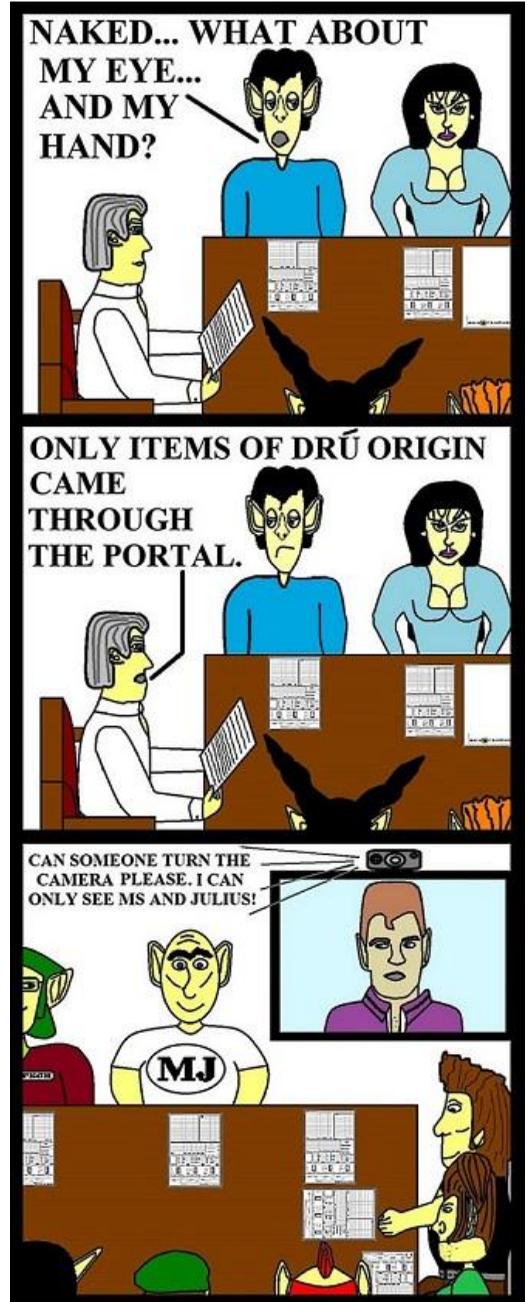
KennelCon: cancelled. And of course, gaming in the Kennel was cancelled or postponed, aside from a short return during Level... something.

So, with some trepidation, KOMY went online. It began with Pathfinder, and moved onto Mutants and Masterminds using the Roll20 virtual games website <https://roll20.net/>. After a few teething problems, at our end, we have managed to settle into this new reality, which has also allowed KOMY members from places other than Cork to join games regularly.

Is it the same, hell no! While there is interaction and the games - for some of us, the human aspect of sitting around a

table will always come first.

As to the future, well, we will see. There may be a bit of both worlds. But for the year ahead and the Cons we attend, who knows, as it looks like WARPCON XXXI may be heading online for 2021.



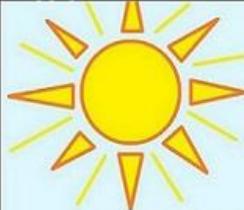


# BONUS Illustrated

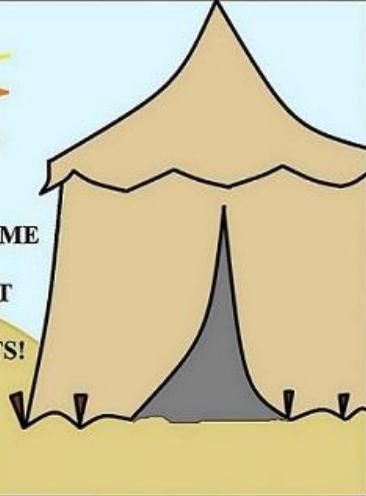
## NAKED DUNES

ART & STORY BY WAS

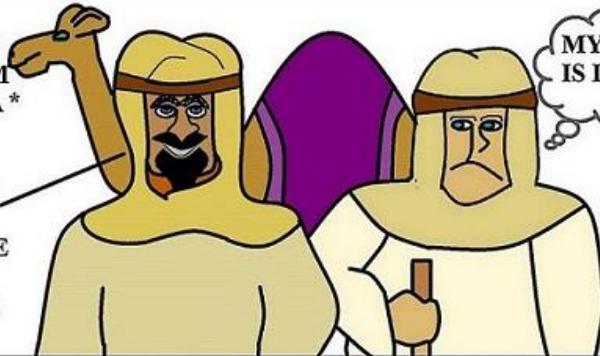
HELLO, STRANGE NAKED TRAVELLERS! PLEASE, COME INTO MY CAMP AND COVER UP YOUR OFFENSIVE LITTLE SUNBURNT BITS. AS THE DAY IS HOT, THE NIGHT WILL BE COLD!



AKASH! COME AND GREET OUR GUESTS!

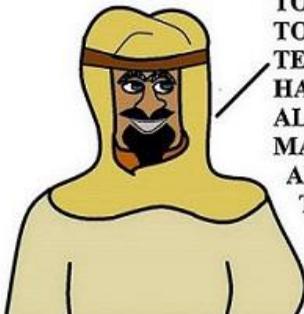


I AM AL-TAMAR-IL-ORAN-BASHAR. THIS IS MY CAMEL, ISKAR. I AM A SCOUT OF THE RILHA \* AND THIS... IS MY NO GOOD APPRENTICE, AKASH. HE HAVE NO OTHER NAME. JUST AKASH. HE GET NAME WHEN HE LEARN MORE ABOUT OTHER PLACES...

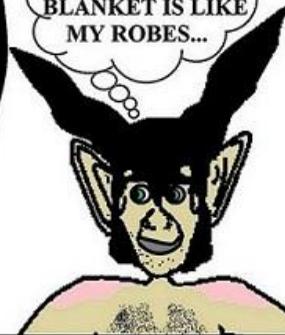


MY NAME IS DARUS.

WE TRAVEL FROM SPIER TO TENRIS, FROM TENRIS TO SPIER. SPIER TO TENRIS, TENRIS TO SPIER. AKASH HAS BEEN NO WHERE ELSE. AL-TAMAR HAVE BEEN TO MANY PLACES BUT NOT AKASH. NO, HE JUST GO TO SPIER AND THEN BACK TO TENRIS. EVEN ISKAR HAVE BEEN MORE PLACES.



HMM, THAT CAMEL'S BLANKET IS LIKE MY ROBES...



\* RILHA MEANS JOURNEY



Local gaming and comic shops need your support in this very trying time. Below is a reminder of some of the stores in Cork that need your business. Please practice all necessary COVID-19 safety measures when visiting these locations. Cork spent a long time with little or no gaming outlets. Support our own – shop local where possible.

### **COMIC VAULT**

15A Oliver Plunkett Street Lower, Cork, T12 DP86

### **OTHER REALMS**

Unit 1, Paul St. Shopping Centre, Cork (No Postcode)

### **SANDBOX**

Unit 2, Unity House, Lower Glanmire Rd, Cork, Ireland, T12 VKP0

### **WARHAMMER**

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

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2021 marks a changing of the guard as the position of Seneschal passes to another Knight to lead KOMY into the next term 2021-2023. Please note your interest with the current Seneschal.

# **KNIGHTSHADE**

## ***THE ROLE PLAYING GAME (RPG)***

Knightshade RPG KST03: The Loremaster's Tome has been a long time in the works and subject to delays due to numerous necessary revisions and editing challenges. This planned release is now set for July 2021 with KST04: The Questmaster's Tome hot on its heels.

The Loremaster's Tome is a Handbook or Guide to the Land of Ayre, the Campaign World in the Role Playing Game of Knightshade. This book includes all the necessary details to play in that world, outlining every country, region of note and includes new Talents, additional rules, major political influences and detailed maps to enrich the Role Playing experience.

BDP ID: KST03LOREMASTERBDP02





COVID-19 dictates if and when we will be able to travel again. As such, providing any detail with regards to possible events can only be done in full awareness that such outings may never happen. With that in mind, below you will find the proposed events and dates for the coming year 2021. The timelines have been stretched across a proposed four to five month period to give each event the best chance to happen. With regards to NEXTCON, the event will be for 7, 11, 12 or 14 days depending on the location and a number of other factors, including a willingness to attend. A number of noted game events have also been included. The details are correct at the time of going to press. Each provides a possible event on which to base NEXTCON around.

TBA: May – Dec 2021

### **NEXTCON**

Location: Anywhere away from Ireland.

TBA: June – Dec 2021

### **KENNELCON (Invitation Only)**

Location: The Kennel & Knights Bar, Cork, Ireland.

### **RPC (Role Playing Convention)**

Friday, 25<sup>th</sup> – Sunday 27<sup>th</sup> June, 2021:  
TBA, Cologne, Germany.

[www.rpc-germany.de](http://www.rpc-germany.de)

### **UK GAMES EXPO**

Friday, 30<sup>th</sup> July – Sunday, 01<sup>st</sup> August,  
2021: NEC Birmingham & Hilton  
Metropole, Birmingham, UK.

[www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

### **CONTINUUM**

Friday, 06<sup>th</sup> – Monday, 9<sup>th</sup> August,  
2021: Leicester University Hall of  
Residence, Oadby, Leicester, UK.

[www.continuumconvention.co.uk](http://www.continuumconvention.co.uk)

### **GAELCON**

Friday, 26<sup>th</sup> – Monday, 29<sup>th</sup> October,  
2021: Ballsbridge Hotel, Pembroke  
Road, Dublin 4, Ireland.

[www.gaelcon.com](http://www.gaelcon.com)

### **CORK RPG CON**

Friday, 12<sup>th</sup> – Sunday, 14<sup>th</sup> November,  
2021: Imperial Hotel, Cork, Ireland.

[www.corkrpgcon.com](http://www.corkrpgcon.com)

### **JOES NIGHT OUT**

Saturday, 18<sup>th</sup> December, 2021  
The Knights Bar & Drinks in Town.  
Cork, Ireland.

[Check out KOMY Facebook Group page for more information nearer the event.](#)

NOTE: Other events will be added to future issues of Fumble Newszine when information becomes available.

Details provided in the Game and Event Schedule on Page 18 represent ideal timelines and are noted there solely for reference. All proposed events and timelines are subject to change.



# Illustrated

DESERT EAGLE

ART & STORY BY WAS



WHERE THE HELL  
IS THAT SHADOW  
COMING FROM?

SHADOW CARPET

HMM, I WONDER  
IF IT HAS ANYTHING  
TO DO WITH MY  
BETRAYAL OF  
AL-TAMAR...

MAY THE DESERT  
RISE UP AND PUNISH  
YOU FOR YOUR  
BETRAYAL! CURSE!  
SPIT! MUTTER!



MAYBE I SHOULDN'T  
HAVE THROWN HIM  
FROM THE CARPET, BUT  
HE JUST WOULDN'T  
SHUT UP. YAP, YAP,  
YAP!!!



WHY... WHY IS  
IT GETTING  
BIGGER?



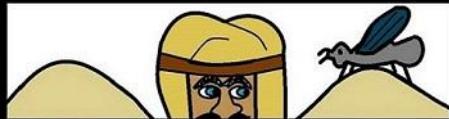
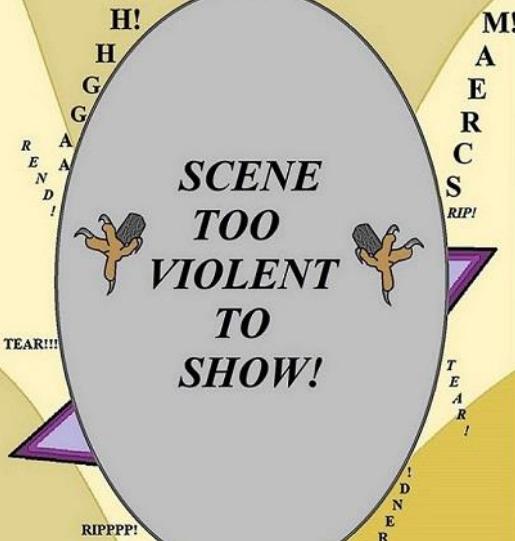
HEH! HEH!  
WILL OF THE  
GODS.



PARALYSE!  
PARALYSE!  
PARALYSE!!!



SCENE  
TOO  
VIOLENT  
TO  
SHOW!



# SHORT TALES

PERPLEXITY'S INAUGURATION

## TAKEAWAY

WILLIAM ANTHONY SHEA

This night just couldn't get any better. When Paulo opened the door his mouth widened and he resisted the urge to drool. The Chinese girl standing there was dressed in the best China doll outfit he had ever seen and she oozed *'sex toy'* from the top of her head to the tips of her toes. Every inch of her in between was sculpted to perfection with curves that looked like a model out of a magazine. She was made to make men take notice of all the feminine form could be and set other women scowling at the unfairness of it all. She could not be real, but the very fact that she was standing there raising a questionably sexist reaction from Paulo made any pretence at disbelief moot.

'Close your mouth, white boy, I'm Kimmy,' scolded the girl.

Paulo smiled. Stacy, Cindy, Wendy and now, Kimmy – they were all so *'perfect'* in a way that stirred his libido, like he was a teenage boy lost in the throes of a perfect adolescent fantasy. Maybe this was just some drug induced deception and Paulo was seeing what he wanted to see in each of the women who had been inclined to let him indulge in these carnal exchanges. He wanted to reach out and touch her just

to be sure.

'You order takeaway?' she asked in that provocative Chinese way while proffering a brown paper bag full of something that smelled appropriately inviting, the accent definitely playing to some racial impropriety in Paulo's mind. When he didn't respond immediately, she shook the bag and blew out a bubble from the gum she had been chewing before quickly sucking it back in. Paulo was flustered and said the first thing that came into his mind... well, not the first thing, but a close second.

'Isn't that... racist?' he countered sheepishly.

'Only for you, white boy. For me, it's okay. Did you order me or not? Number sixty-nine?' she interjected with some annoyance. 'School girl fantasy – full on China Girl with all the trimmings?' she added. 'Either way I get paid.'

Paulo stepped aside and waved her in with his hand, adding a little flourish to his gesture. Kimmy rolled her eyes and pushed the brown bag towards his chest, not waiting to see if he had hold before she let go. Luckily, he just about had the wherewithal to catch the bag before it fell. His eyes followed Kimmy's delectable form and every nuance of her womanhood. Paulo was throbbing in anticipation. He had been half a minute away from leaving after he found the body in the bedroom. John stiff may have been dead but this explained the eight hundred dollars left on the nightstand in anticipation of Kimmy's arrival and the additional money in the drawer beside the bed. She was a high class, very well paid, squeeze – a one night only, walking tailored fantasy

made to order. Number sixty-nine oozed attitude but she looked ready to fulfil every fantasy that Paulo ever had about Chinese girls. Her client was dead. He was here. It seemed a shame to disappoint her.

‘You shower first or no play time,’ said Kimmy after sniffing the air.

‘Sure,’ replied Paulo. ‘Kitchen is over there,’ he added, pointing to the left as he handed the brown paper bag back to her.

‘And you wear rubber,’ she scolded sternly. ‘No latex, no Kimmy fun!’

Paulo smiled and cast a glance to the elastic bands on both of his wrists. Cindy and Wendy hadn’t been that fussy about him wearing a condom, but then neither of his last two conquests had looked anything like Kimmy. They were really good looking, just like Stacy, but this China Doll made the other three look ordinary in a homely way. Kimmy was something special.

‘Sure,’ he added.

‘Six hundred,’ she stated, proffering her right hand to receive the money. ‘Up front!’ she added with the same forceful assertiveness when Paulo did not move to pay her immediately. He was too busy taking in every ounce of Kimmy’s form and did nothing to hide his boyish enthusiasm. She was a sure thing but that didn’t stop Paulo from drinking in every moment like she might disappear if he turned away.

Paulo handed her the eight hundred.

‘What do I get for this?’ he enquired with a grin that held all the weight of his lecherous intent.

‘Shower first and then you see,’ she replied while pursing her lips and letting her tongue slip out enticingly to give the statement delicious weight.

Paulo swallowed hard and tried to exert a modicum of control into his demeanour.

‘Seriously, why the takeaway?’ he enquired genuinely.

‘Helps to explain why I’m here if the cops get involved.’

It made sense to Paulo. He was so happy that he had thoroughly cased the joint and rolled John stiff under the bed out of the way. Covering up the blood with the rug had been equally fortunate before Kimmy’s timely arrival. Given the circumstances, he really should have quit the scene, but then he would have disappointed his takeaway.

‘You got anything to drink,’ asked Kimmy, looking around for something she might have missed.

Paulo smiled that lusty grin again. He really was so glad that he had given the place a methodical going over or questions like that would have caught him out. In truth he had been searching for more drugs but right now convincing Kimmy that he belonged here was in the details.

‘Yes, in the kitchen,’ he replied confidently. ‘There’s wine, Prosecco, and Champagne on ice in the fridge. Help yourself. Glasses are on the island and there are more in the shelves above. You can put the food on the hot plate or just leave it. I’m not that hungry right now.’

Paulo retreated to the bathroom and stripped, barely popping the buttons to get his clothes off as he rushed every moment that kept him away from Kimmy. He nearly snagged his manhood in his jeans and immediately reproached himself.

‘Fuck,’ he declared. ‘That wouldn’t be a good start,’ he added as he jumped

into the shower, turned the dial and leapt back out when the water almost deflated his enthusiasm in an unexpected icy spray.

Paulo fingered the woven leather necklet around his neck and pulled it over his head, tossing it beside his clothes as if it offended him in some way or it had somehow been responsible for the gush of cold water. He let out a sigh.

Paulo took several moments to adjust the temperature before stepping back into the shower. He also took his time for the sake of giving Kimmy the impression that he had been thorough. The last thing he wanted was for her to deflate his eagerness further with a refusal to perform due to some issue with his hygiene. It was so much easier when those who *'let him'* were stoned. They would have cared if not for the diminished sense of reason. Of course, had they been less motivated, they would not have let Paulo have his way no matter how clean he had been. Kimmy was something else. She would know.

Paulo gave himself an extra good scrubbing and used as much of John stiff's product as he could to ensure success without going overboard. Kimmy was worth the effort. He dried himself off and reached for a robe he had noticed on the back of the bathroom door when he had cased the joint, happy that his passion had maintained its fervour for a special Chinese dessert.

When Paulo left the bathroom and went into the kitchen, Kimmy was nowhere to be seen. A bottle of Prosecco had been opened and a single empty glass rested nearby on the countertop.

Paulo frowned. Did she play him?

'Fuck,' he thought. 'I shouldn't have paid her upfront.'

When Paulo saw the light from the bedroom, he made his way there quickly, thinking the worse. His mind flashed back to a fleeting glimpse of crimson splashed across the floor.

Paulo swallowed hard and slowly pushed open the door. His mouth widened in disbelief as his manhood returned to the vigour that had dogged it since Kimmy's arrival. She had not left. She had not played him. Quite the opposite – Kimmy was waiting, stretched out on the bed wearing a backless black see-through baby doll negligee that left very little to the imagination. She rested on her stomach with her arms propped up on a pillow. The lower attachment to the lingerie offered no ambiguity. The flimsy provocative garment had been fashioned with intent. It had been made to provoke a reaction – one that had all the sexual overtures of consent. Paulo reasoned permission to approach as his mind gave way to a single motivation. He twanged the rubber bands on his left wrist as Kimmy raised her lower body like an offering taking the sound as an indication that Paulo had been thoughtful and compliant with her rules.

'You are going to have such a good time,' she purred as Paulo discarded the robe and clambered on top of her from behind with all of the eagerness of a school boy who had been given his wildest fantasy.

Paulo was not one to disagree with Kimmy's assessment. He lasted eight minutes, five longer than he had with Stacy and three more than Cindy and Wendy. However, when he climaxed

this time, Kimmy lurched away from him almost rupturing his manhood.

‘You fucker!’ she screamed. ‘You no wear rubber! You know the rules! No rubber, no fun!’

Paulo barely had time to remember the pleasure as Kimmy slapped him hard across the face.

‘Five...,’ he tried to say.

‘What?’ she snapped, the ire wrinkling her nose to make her even more attractive to Paulo. The pain of her withdrawal dissipated and his arousal returned inappropriate to the moment.

‘What five?’ she asked angrily.

‘There’s another five hundred in the drawer beside the bed,’ said Paulo.

Kimmy stood there a moment with her hands on her hips and looked like she was deliberating.

‘Okay then,’ she sighed. ‘But you wear rubber for the rest of the night,’ she added.

‘For...’ began Paulo.

‘Yes, you paid for the night. Four hundred to Bill and six to me for three outfit tango. We no tell Bill about the extra and I no tell him you ride me bareback.’

This was too good to be true. Paulo was speechless.

‘You go take another shower while I get ready... and put on rubber. I check you this time.’

Paulo clambered from the bed and retreated to the en-suite. He was either incredibly lucky or beyond stupid to stay here with a body beneath the bed but right not he couldn’t think straight. All he saw was Kimmy and all he could reason through stemmed from the return of his arousal. Whoever John stiff was, he had particular tastes. Paulo didn’t disapprove, but he was beginning to

think he was in the wrong game.

Paulo had sex with Kimmy twice more, each delectable moment better than the last. At least that was the way he remembered the sex and her need to satisfy him. She was too good at playing to his whims to be that bad. He took two hits from the stash he had put aside when Kimmy arrived. She took one. It was a potent rush mixed with Prosecco and sex. Paulo inevitably fell asleep, content that he had done John stiff proud. When he woke some hours later from a drink and drug filled night, Kimmy was still there beside him. It took Paulo more than a moment to register the vacant stare in her eyes. Kimmy was dressed in the same China Doll school girl outfit she had worn on arriving here. There was a pronounced red ring around her neck and a dribble of spittle from her delicate mouth. She looked to have been garrotted with some sort of leather implement, the distinct weave pattern strikingly familiar to Paulo. It looked just like the necklet he wore, the one he had discarded with his clothes in the bathroom before showering... the one he now felt hanging around his own neck.

‘Fuck, Paulo... what did you do?’

*The stories, Razor from FN36 (Fumble Issue Thirty-Six), and Takeaway in this issue are truncated non-concurrent chapters from Bad Dog Publishing’s (BDP’s) forthcoming sequel to Killing Time, Perplexity’s Inauguration, due out in 2022.*

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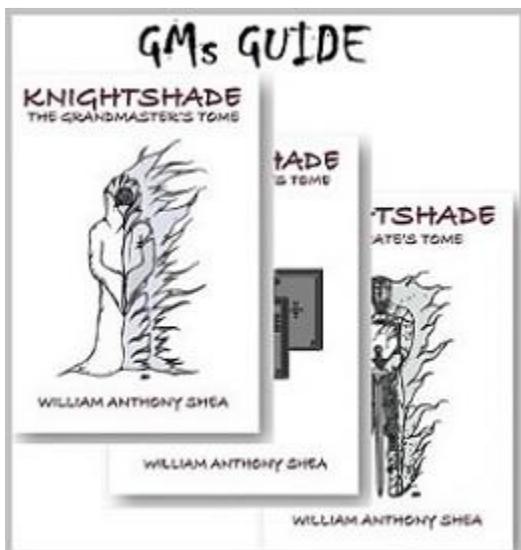
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**NEXT ISSUE:**  
**WEEPY HULLOWS**  
**SOMETHING NASTY THIS WAY COMES!**  
**WILLIAM ANTHONY SHEA**

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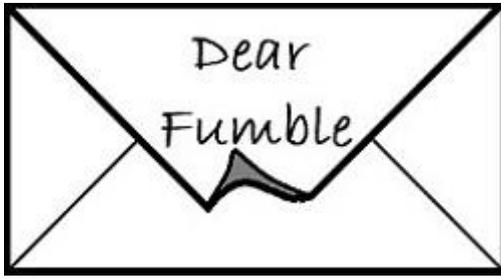
## A BALANCED PARTY

I remember my younger days when I started playing Dungeons & Dragons (D&D) and the red boxed Basic Set that started Role Playing Games (RPGs) for us. Along with a handful of miniatures and a great deal of imagination, these were precious moments. I remember the first game, playing the introduction from the boxed set and then the module – B4: The Lost City by Tom Moldvay, and how our Dungeon Master (DM) went on to put his own stamp on the games that followed. The Lost City did not end well for us. With the DM, we had four players, not enough to cover the required classes for such a dangerous foray into the ruins of the City of Cynidecia, but we had such fun and we tried so hard to get through the game, meeting week after week until... well there are new games now and we are a little wiser.

A balanced party is necessary to succeed in any adventure. You might get away with missing particular skills for a while, but ultimately, any potential

shortfalls will cost a party dearly. In the aforementioned games of my youth, this required a Fighter, Thief, Cleric and Mage as a minimum, an Elf to give the party the added assistance of a Fighter/Mage, a Dwarf for underground excursions and more muscle to counter opponents, and finally a Halfling to fight and assist the Thief in any exploration where there might be hazardous traps or an enemy to sneak up on. With a balanced party, the Cleric could hold back and wait to heal rather than entering into a conflict and risking the loss of someone to cure the wounds of the wounded, light or otherwise.

Even in more recent games such as Knightshade RPG, having a Rogue to search for traps, a Scout to forage, hunt and locate necessary trails and pathways and the right kind of Mage for a situation have proven a challenge. Cross Talents (skills) help, but the absence of a true professional in the required field can lead to an unfortunate outcome that could have otherwise been avoided. Just like in D&D, a Swordarm, Rogue, Scout and Mage are a minimum requirement, and the latter with an absence of specialisation might prove the best option. A balanced party will always be the best option. With more players, the options can be explored in greater detail, but start with the basics. Even in D&D there are skills and cross-skills now, but when it comes to the tough choices, better to have the required professional at hand. A party of Mages exploring a deep labyrinth is likely to come to an untimely end as much as a party of Swordarms. The differences are there to strike the right balance, but in the end it is up to the Players to make wiser choices.



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.

### AN OPEN LETTER TO KOMY

Dear Friends,

I don't know how you are coping with COVID-19 or where your head is at right now. I just wanted to reach out and let you know that there is always hope. The games go on, albeit virtually, and we will meet up again in places near and far. If you do need help, or you are feeling particularly down, reach out, even if it is only for a chat. The Knights of Misspent Youth were founded on the premise of playing together, being together and staying together at all times, the good and the bad. If you feel really down, read one of Liam's books. I mean, who doesn't find darkness, despair, anguish and a sense of the macabre uplifting, laugh. Seriously though, sit and read, watch something uplifting on T.V. or go for a walk (if the weather permits). January moving into February can be seriously dreary months without being locked indoors, and missing friends, especially with the loss of external social events to attend. We will get through this together. In the meantime, there is a growing online presence, even for KOMY, so do try

to connect. If you don't want to participate in the games, come along to watch and listen. Take a moment to chat and catch up on what is going on in the lives of everyone. Share a moment and leave COVID-19 behind for a while. In the meantime, stay safe and find something to smile on each and every day.

**Please send any letters and submissions to:**

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

Alternatively you can e-mail:

[submissions@baddogpublishing.ie](mailto: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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### **BLAST FROM THE PAST**



\*\*\*\* WarpCon 26<sup>th</sup> January, 2015 \*\*\*\*





# THE KNIGHTS OF MISSPENT YOUTH

## Seneschal's Declaration



No more COVID-19 talk for a while. I want to concentrate on the good things that we have going on, especially in the games. Mutants and Masterminds, Pathfinder and Knightshade RPGs are in full swing since the beginning of the game calendar year with a smattering of one-off games in between. It's good to have three GMs running back to back, even if a lot of the games are online and there have been brief breaks in service. Having more players to take up the required roles within a game is also a huge benefit. These are the moments from which we can build a better gaming calendar for 2021-2022, and to plan a greater level of interaction at special events such as KennelCon. The diversity of stories unfolding will provide many more tales to discuss in the years to come. Do you remember when Hudson refused to leave the apartment he was illegally occupying much to the detriment of the community in which he lived? Who can forget the poor unfortunate character in Pathfinder being rescued from a horrible and torturous incarceration only to end up as food for the wolves when his would-be rescuers forgot about him? *What was his name again?* What about Alatoff robbing an old Scout named Al-Tamar and discarding him on the Dunes of Mir in the path of a rampaging swarm of Scarab Beetles? There are more to these stories and each has a different flavour depending on who is telling the story.

The truth is no doubt coloured by the perspective of instigator or victim, but no matter how the tale is told, each promises to be entertaining. These, and so many others, are the moments that make the games live on long after the story has been told through the interaction of GM and Players. They help us to remember why we play, and why we return to the table again and again. The games will go on. The moments within the stories will live on in many joyful retellings and sometimes they will be instilled with a fair share of infamy and exaggeration. Just like life, there will always be more to strive for and surprises around every corner. The Knights of Misspent Youth (KOMY) will continue to chase adventure for many years to come.

The plan to revise and update the KOMY Charter 2012 (last revised in 2016) has been delayed due to a need to complete necessary additions to the document. This will now be released later in 2021 and sent out to all KOMY members for ratification prior to being published. A grace period of 30 days will apply thereafter for all members to have an input and to process any objections or additional updates.

Be careful out there. If in doubt, sit back and have a cold beer (or juice for those non-drinkers). Until we meet again...

**SENESCHAL: WILLIAM OF SHEA**

| WEEK | DATE   | GAME  | GM/DM    | SLOT | MANAGE |
|------|--------|---|----------|------|--------|
| WK29 | 14-Jul | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 5             | JULIUS   | 1    | N/A    |
| WK31 | 29-Jul | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 6             | JULIUS   | 2    | N/A    |
| WK34 | 19-Aug | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 7             | JULIUS   | 3    | N/A    |
| WK38 | 16-Sep | KNIGHTSHADE - KS09 DUNES OF WRETCHEDNESS PART I           | MS       | 4    | 1      |
| WK39 | 21-Sep | FN35: FUMBLE ISSUE THIRTY-FIVE                            | BDP      | N/A  | N/A    |
| WK39 | 23-Sep | KNIGHTSHADE - KS09 DUNES OF WRETCHEDNESS PART II          | MS       | 5    | 2      |
| WK40 | 30-Sep | KNIGHTSHADE - KS09 DUNES OF WRETCHEDNESS PART III         | MS       | 6    | 3      |
| WK41 | 07-Oct | CARD GAME   | MS       | 7    | 4      |
| WK41 | 11-Oct | WIMPY TROLL   | BIRTHDAY | N/A  | N/A    |
| WK42 | 14-Oct | WEBSTER TROLL   | BIRTHDAY | N/A  | N/A    |
| WK42 | 14-Oct | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 8             | JULIUS   | 8    | 5      |
| WK43 | 21-Oct | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 9             | JULIUS   | 9    | 6      |
| WK44 | 28-Oct | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 10            | JULIUS   | 10   | 7      |
| WK45 | 04-Nov | MUTANTS & MASTERMINDS                                     | TIPSY    | 11   | 8      |
| WK45 | 06-Nov | CORK RPG CON 2 - CANCELLED                                | COVID-19 | N/A  | N/A    |
| WK45 | 07-Nov | CORK RPG CON 2: ORIGINS PART I - CANCELLED                | COVID-19 | N/A  | N/A    |
| WK46 | 08-Nov | CORK RPG CON 2 - CANCELLED                                | COVID-19 | N/A  | N/A    |
| WK46 | 11-Nov | MUTANTS & MASTERMINDS                                     | TIPSY    | 12   | 9      |
| WK46 | 12-Nov | HIPPY TROLL   | BIRTHDAY | N/A  | N/A    |
| WK47 | 18-Nov | JULIUS TROLL  | BIRTHDAY | N/A  | N/A    |
| WK47 | 18-Nov | MUTANTS & MASTERMINDS                                     | TIPSY    | 13   | 10     |
| WK47 | 19-Nov | SULLY TROLL   | BIRTHDAY | N/A  | N/A    |
| WK48 | 25-Nov | MUTANTS & MASTERMINDS                                     | TIPSY    | 14   | 11     |
| WK49 | 02-Dec | MUTANTS & MASTERMINDS                                     | TIPSY    | 15   | 12     |
| WK50 | 09-Dec | MUTANTS & MASTERMINDS                                     | TIPSY    | 16   | 13     |
| WK50 | 13-Dec | RANDO TROLL   | BIRTHDAY | N/A  | N/A    |
| WK51 | 14-Dec | TIED-ON TROLL   | BIRTHDAY | N/A  | N/A    |
| WK51 | 16-Dec | MUTANTS & MASTERMINDS                                     | TIPSY    | 17   | 14     |
| WK51 | 18-Dec | JOES BIG CHRISTMAS NIGHT OUT - NIGHT IN                   | KOMY     | N/A  | N/A    |
| WK52 | 23-Dec | FN36: FUMBLE ISSUE THIRTY-SIX                             | BDP      | N/A  | N/A    |
| WK53 | 31-Dec | DUPLEX TROLL  | BIRTHDAY | N/A  | N/A    |
| WK02 | 13-Jan | KOMY CHAT   | KOMY     | 18   | 15     |
| WK02 | 17-Jan | AFC & NFC AMERICAN FOOTBALL                               | KOMY     | 19   | N/A    |
| WK03 | 20-Jan | MUTANTS & MASTERMINDS                                     | TIPSY    | 20   | 16     |
| WK03 | 22-Jan | WARPCON XXXI - CANCELLED                                  | COVID-19 | N/A  | N/A    |
| WK03 | 23-Jan | WARPCON XXXI: DEPARTMENT X RPG: RUNES - CANCELLED         | COVID-19 | N/A  | N/A    |
| WK03 | 24-Jan | WARPCON XXXI - CANCELLED                                  | COVID-19 | N/A  | N/A    |
| WK04 | 27-Jan | KOMY CHAT   | KOMY     | 21   | 17     |
| WK05 | 03-Feb | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 11            | JULIUS   | 22   | 18     |
| WK05 | 04-Feb | FN37: FUMBLE ISSUE THIRTY-SEVEN                           | BDP      | N/A  | N/A    |
| WK06 | 10-Feb | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 12            | JULIUS   | 23   | 19     |
| WK08 | 24-Feb | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 13            | JULIUS   | 24   | 20     |
| WK08 | 27-Feb | WARPCON ONLINE  | EVENT    | N/A  | N/A    |
| WK09 | 03-Mar | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 14            | JULIUS   | 25   | 21     |
| WK10 | 10-Mar | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 15            | JULIUS   | 26   | 22     |
| WK11 | 17-Mar | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 16            | JULIUS   | 27   | 23     |
| WK12 | 24-Mar | ONLINE D&D (5th Edition): THE LOST MINE OF PHANDELVER I   | MS       | 28   | 24     |
| WK13 | 31-Mar | ONLINE D&D (5th Edition): THE LOST MINE OF PHANDELVER II  | MS       | 29   | 25     |
| WK14 | 07-Apr | ONLINE D&D (5th Edition): THE LOST MINE OF PHANDELVER III | MS       | 30   | 26     |
| WK15 | 14-Apr | ONLINE D&D (5th Edition): THE LOST MINE OF PHANDELVER IV  | MS       | 31   | 27     |
| WK16 | 21-Apr | CARD GAME   | WIMPY    | 32   | 28     |
| WK16 | 22-Apr | FN38: FUMBLE ISSUE THIRTY-EIGHT                           | BDP      | N/A  | N/A    |
| WK18 | 04-May | GULLY TROLL   | BIRTHDAY | N/A  | N/A    |
| WK18 | 05-May | KNIGHTSHADE - KS09 DUNES OF WRETCHEDNESS PART IV          | MS       | 33   | 29     |
| WK18 | 09-May | OZZIE TROLL   | BIRTHDAY | N/A  | N/A    |
| WK19 | 12-May | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 17            | JULIUS   | 34   | 30     |
| WK20 | 19-May | ONLINE PATHFINDER RPG: LEGACY OF KNIGHTHAWK 18            | JULIUS   | 35   | 31     |
| WK20 | 23-May | NEXTCON   | EVENT    | 36   | N/A    |
| WK21 | 24-May | NEXTCON: DARKVERSE: THE LAST RED LETTER DAY PART I        | EVENT/MS | 37   | N/A    |
| WK21 | 24-May | KLUTZ & KRAVE TROLLS                                      | BIRTHDAY | N/A  | N/A    |
| WK21 | 25-May | NEXTCON   | EVENT    | 38   | N/A    |
| WK21 | 26-May | NEXTCON   | EVENT    | 39   | N/A    |
| WK21 | 27-May | NEXTCON: DARKVERSE: THE LAST RED LETTER DAY PART II       | EVENT/MS | 40   | N/A    |
| WK21 | 28-May | NEXTCON   | EVENT    | 41   | N/A    |
| WK21 | 29-May | NEXTCON   | EVENT    | 42   | N/A    |
| WK21 | 30-May | NEXTCON: DARKVERSE: THE LAST RED LETTER DAY PART III      | EVENT/MS | 43   | N/A    |
| WK22 | 31-May | NEXTCON   | EVENT    | 44   | N/A    |
| WK22 | 01-Jun | NEXTCON   | EVENT    | 45   | N/A    |
| WK22 | 02-Jun | NEXTCON: DX: ORIGINS PART I                               | EVENT/MS | 46   | N/A    |
| WK22 | 03-Jun | NEXTCON   | EVENT    | 47   | N/A    |
| WK23 | 07-Jun | TIPSY TROLL   | BIRTHDAY | N/A  | N/A    |
| WK23 | 09-Jun | KS10: ROAD TO NOWHERE PART I                              | MS       | 48   | N/A    |
| WK24 | 16-Jun | THE FUMBLE AWARDS & CARDS                                 | KOMY     | 49   | N/A    |
| WK24 | TBA    | KENNELCON - THE KENNEL PARTY                              | EVENT    | TBA  | N/A    |

PLEASE NOTE THAT THIS SCHEDULE IS A GUIDELINE AND IT IS SUBJECT TO CHANGE.

# COMING

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WAS

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*SOMETHING NASTY THIS WAY COMES!*  
William Anthony Shea

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**INNER CIRCLE**  
Game updates from the Knights of Misspent Youth

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**CONVENTION CUBE**  
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Conventions and Events

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**THE GMs GUIDE**  
*BDP's RPGs*  
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**THE SENESCHAL'S DECLARATION**  
*SIR WILLIAM*  
Words of wisdom from the Seneschal of the Knights of Misspent Youth

