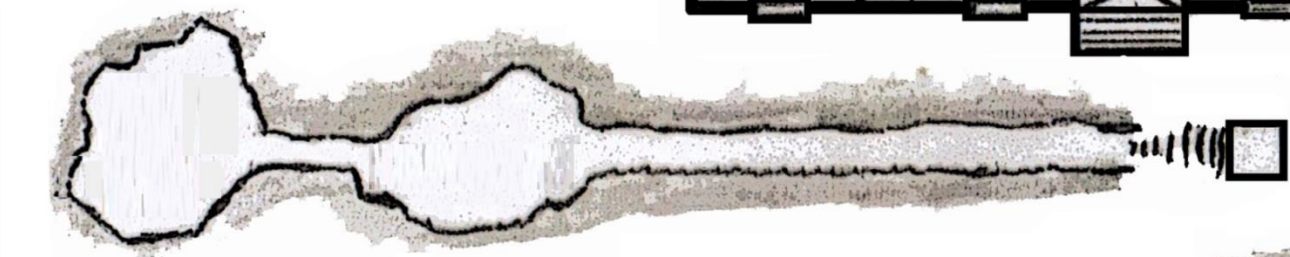
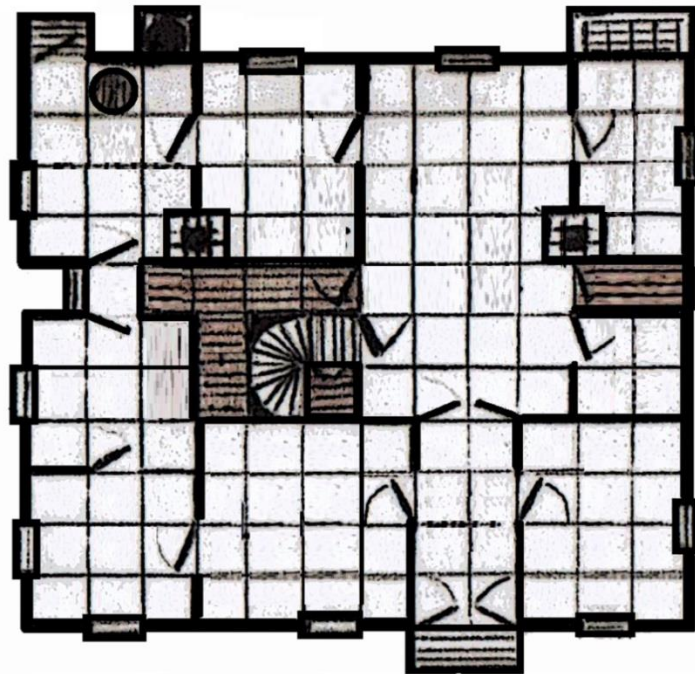
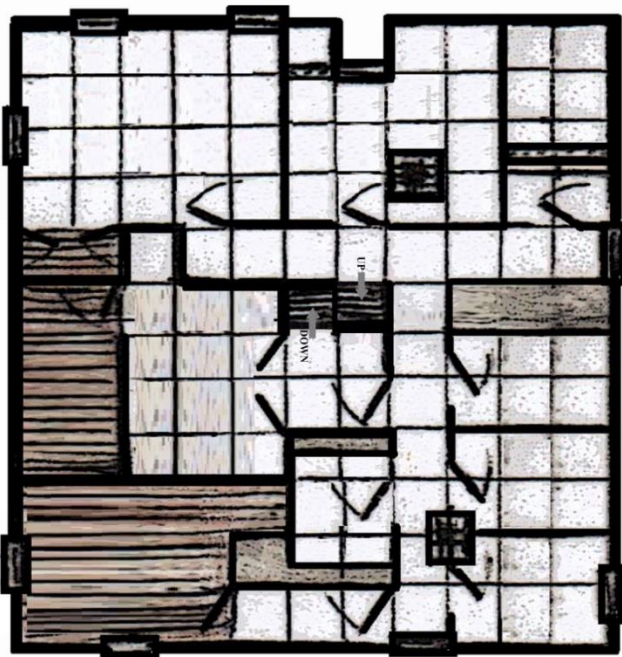


BAD DOG PUBLISHING PRESENTS

FUMBLE 28

NEWZINE

FEBRUARY 2019



IN ASSOCIATION WITH THE KNIGHTS OF MISSPENT YOUTH



EDITORIAL

A new year and an air of anticipation is prevalent in Bad Dog Publishing (BDP) as the number of projects in the works reaches a new high. Ripples from a Darkling Pool and Knightshade the Role Playing Game (RPG) KST01: The Initiate's Tome Rev03 are already out there. KSCON01: The House of Tears has been play-tested at WarpCon XXIX and will be released in paperback and Kindle versions later in 2019 after the release of KST04: The Questmaster's Tome. And there's more – Dead to Me: The Many Deaths of Michaleen is currently being edited and KST02: The Grandmaster's Tome Rev02 will be out shortly in a newly updated paperback version and first release Kindle version. We won't be stopping anytime soon as production ramps up to complete the last two core tomes (KST03 The Loremaster's Tome & and the aforementioned KST04) in Knightshade RPG. There are so many titles in the works – watch this space and check out the BDP website for updates.

www.baddogpublishing.ie

By the time you read this, the Knights of Misspent Youth (KOMY) Game Calendar will be in its latter half of the gaming year 2018/2019; NEXTCON has been set for May 22nd-27th (details later in this issue); KennelCon is confirmed for Saturday, June 22nd; and plans for Knightshade RPG Campaign II are in the works (assuming anyone survived the end of Campaign I). What

else is there? Much, much more... but you will have to wait and see.

You might have noticed the backdrop to the cover of this issue – these were the unnumbered plans used at WarpCon XXIX to playtest KSCON01: The House of Tears. They provided an eerie setting to a story of truly sinister undertones. This scenario has also subsequently been designated KSCON01 in favour of what is now KSCON02 The Forgotten, as that story remains unfinished in playtesting, a matter we hope to rectify in May 2019 at NextCon. The Forgotten will then be released at a later date as KSCON02 to match internal BDP coding and release numbering.

So, what is there left to say? Valentine's Day has most likely come and gone, and I hope you remembered that special person in your life. The days will soon be getting longer as *Spring* takes hold. As I write this editorial, it is raining heavily and the snow has come and gone. The cold and damp persist but there is always hope of a *Summer* to rival last year's prolonged period of good weather.

Master Sage

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

An Open Letter to KOMY Members:

NEXTCON has been in flux for the last few years, ever since KOMY abandoned UK Games Expo in Birmingham, but in the absence of anything better, 2020 will see a return to that CON. If any of our members have alternative suggestions, please do let us know and these will be considered before planning begins for 2020. Don't delay! If you want an event considered, please send your suggestions to Fumble and these will be passed to KOMY. All destinations will be deliberated on, but please be mindful of costs when suggesting a location, noting pros and cons for the potential conventions where possible. Your voice will not be heard if you decide to keep your preferences to yourself.

To get you started – some possible events to consider are:

UK Games Expo, BI, UK – May/June
RPC, Cologne, Germany – May
Summer StabCon, Stockport, UK – July
Gen Con, Indianapolis, USA – August
GaelCon, Dublin, Ireland – October.

Notification to KOMY MEMBERS

In 2020 the KOMY Charter is due to be updated. Please note that your input is required and appreciated. Review the existing Club Charter and send any requests for alterations or additions to KOMY. The updated Charter will then be sent to all members to ratify.

<https://bit.ly/2MI4Gsv>

BDP SHORT STORY COMPETITION

Regrettably, as we have received no suitable entries, this competition has been cancelled. Plans to run a poetry competition have been suspended.

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.



In this issue you will find brief updates from the 2nd 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 late 2019 as part of KST04: The Questmaster's Tome. However, for this issue, we have lifted some restrictions to provide a game focused summary of events.

Wednesday, November 28, 2018

Knightshade RPG

KS06 Darkest Raven Part V

The Tower of Tole still beckoned and Alatoff professed that the eight item rested within. Still, it was going to take some cooperation to gain entry and to recover the prize. Fhonwright scanned the cradle and the Tower. He could see the disturbances in the air, chaotic bubbles of discontent that warped and twisted any magic that might draw too near. Worse, those disturbances would wreak havoc on anything living. A plan was set in motion to distract the Death Knights. Alatoff cast Shadow Carpet and flew Fhonwright and Ricardo to the top of the Tower where they deposited the Swordarm with almost 400 foot of rope. The intent was for him to draw the Death Knights upward and away from

the entrance below where Fhonwright, Hardigan and Milford would gain entry and locate the item. Alas, Ricardo entered the Tower as a hatch opened above, but as he did, the deadly bubbles of discontent descended and cut off his escape, consuming the 400 foot of rope as they touched the top of the Tower. Ricardo was trapped within. Meanwhile the others located the item in the lower room beneath the Tower but there was a problem. Someone would have to go in and get it and the Gloves (the item in question) floated in a sinister blue light that could only be seen when someone stepped into the room. Milford volunteered and soon became aware that he was decaying with each passing second. He barely had time to grab the gloves and retreat to the steps where he collapsed into the arms of his companions. He was on the brink of death's door. Only his Faith kept him from succumbing to a fatal end. The companions retreated, little knowing that Ricardo remained trapped in the upper regions of the Tower. They closed the outer door to prevent the Death Knights from following and sealed Ricardo in. The Death Knights pounded on the door of the upper chamber where Ricardo was trapped. A chaotic death orb within the centre of the room began to expand. Ricardo would not last long against the Death Knights, but his demise was assured if he stayed in the chamber.

Fhonwright, who appeared immune to the nature of the Death Knights (they ignored him) elected (after some convincing) to re-enter the Tower and save Ricardo. This he did, and after

some deliberation, picked up a choice item, a curious dagger that also worked as a surgical implement. The companions retreated from the Tower and the Death Knights for the last time, sorely wounded, harried and exhausted from the experience. They took the pass into Ravensburg and were soon attacked from above by a lone *Elf*. An arrow flew towards them and impaled Terribus's already severely taxed hand. The rain had begun to fall. The night seemed darker and the road ahead too long to offer any hope of a respite.

Wednesday, December 05, 2018

Knightshade RPG

KS06 Darkest Raven Part VI

With most of the companions severely wounded after having escaped the Tower of Tole with both the item needed and their lives, they followed the only path that remained to them after enduring so much. The choice was limited when there really was no choice but to go on. Ravensburg beckoned. The final item would unveil power, wealth and infamy. The party found shelter in a cave, setting camp within, to take the time to heal, to rest and to reflect on all that had happened. Hayzeus secured the entrance with a Water Trap Spell and proceeded to cast numerous Soothing Showers and Bathing Pool Spells to augment the healing process. However, this haven was to prove as much of a trap as it was a sanctuary. A creeping fog overwhelmed the Water Trap. It moved to fill the cave in a most unusual manner. The fog was uniform and concentrated in its approach. Alatoff and Hayzeus,

with some casual comments from Fhonwright, soon realised that the fog was deadly and the party were indeed... trapped.

Someone had to go out there and find the source. Fhonwright also saw something in the rain that seemed to emanate the same aspect of death, but with far more potency.

The task fell to Sir Hardigan, Knight of the Black Rose. With the use of *Habbas* as a shield against the aspects of death, the Gloves of Darius to prevent his hands from succumbing to the dark magic, the Cloak of Sanctum to cover his body and the Sword of Aras to wield against an unknown assailant, the Knight stepped out into the fog to save the party. There he encountered a most unexpected sight – an *Elven* female, clad in a patchwork dress of rags, with hair the colour of fire, eyes that burned emerald green and a pale youthful beauty that captivated the Knight's sympathy if not his heart. She wielded a staff of solid ash, carved intricately with runes of magic that could only be guessed upon, and a dagger that looked equally sinister. These she set in the sand, casting the dagger behind her to maintain the Ritual of the Death Rain while the Staff kept the fog creeping forward towards the Knight's companions. She drew forth a scimitar, the blade razor sharp and gleaming with an unnatural light. The Knight asked for her to surrender but she instead attacked. The conflict lasted some time as she proved a capable combatant. She was fast and dodged many of the Knight's feints before receiving two wounds that forced her to withdraw.

She sheathed the scimitar and drew up the dagger. The rains turned to a natural fall. She left the Staff in place and dodged a final attack from the Knight as she turned into water and let the rain draw her inward. Her form melted away in a watery retreat. The problem with the Staff remained, but it was set in sand. The Knight dared not touch it. He dug away at the sand and let it topple. When it fell, it melted away into the sand and disappeared. The death fog was halted and soon dispersed. If it had succeeded, the vapour would have consumed the party leaving all of the items they gathered intact.

The companions decided it prudent to withdraw from this place in haste. Further up the pass, on the periphery of Ravensburg, the lushness of the growth was almost bewildering. This place teemed with life. In fact, it overflowed with an abundance of life that made the party feel rejuvenated. As the light waned, they encountered a curious individual, three feet tall, dressed in a patchwork of colours, clothing that even Phonwright found intriguing for the quality of the material and the stitching. It might have been something he would consider wearing to a masquerade ball if it were of sufficient size. The stranger had pointed ears – an *Elf*, but not one of great stature. He said he was the Herald of the Princess Aashna and invited the companions to withdraw. They were not welcome in Ravensburg. He made reference to individuals in the party by name and purported to know things about their journey. He repeated that they were not welcome and invited them to withdraw. He gambled

(foolishly) on the Knight's honour that as a Herald he would not be harmed. Alatoff proceeded to cast a Paralyse Spell on him. He didn't harm the Herald. The Mage just shut him up. The companions proceeded into Ravensburg. There, they found that life was vibrant and lush and they felt a continued healing benefit from being in this place. Alatoff consulted the map under the light of the moon and it showed that the ninth item could be found to the east.

Wednesday, December 19, 2018

Knightshade RPG

KS06 Darkest Raven Part VII

Ravenburg may have been teeming with life but there was something unwholesome about the land. There were Gorgons here. One had already brutally killed Wicketley Phessel. Alatoff Barrowdark and the hapless Rogue had been scouting ahead. The Mage was missing and Wicketley was dead. Worse, the companions lost four of the eight artefacts that were in their possession. Only Sir Hardigan's heroics saved both Terribus and Milford from certain death as a herd of Gorgon charged to save one of their young. The Citadel of Ravensburg beckoned, but what secrets lay within? But with the loss of the items required to locate the prize, was there any point in going on?

Saturday, January 26, 2019

Knightshade RPG

KSCON01 The House of Tears

(Played at WarpCon XXIX)

There was a hint of cobblestones to mark a path that may have once been a

street and they led across an ivy choked stone bridge of some antiquity. On the other side, beyond a furiously flowing river, there were two rusted iron gates, hanging precariously from two equally beleaguered pillars. Etched into the ironwork was a name, but it was too far away to be seen clearly from this side of the river. The companions crossed the bridge, to elude their pursuers and to find a refuge so desperately needed...

For commercial reasons, we are unable to provide a detailed summary of this event other than to say... Players can be predictable but still surprise you in the end.

THE GM's GUIDE

KNIGHTSHADE RPG

FREQUENTLY ASKED QUESTIONS (FAQs).

KST01 The Initiate's Tome states that a Player taking a Faith gets a reward by increasing a single Attribute by 1. However, it does not state in that section that it can't be used to increase an Attribute above 24. Can it be used to do this?

No. All benefits, even those provided by a Faith can only be increased to a maximum of 24 for a human. If it is not stated, then this is the rule of thumb. Only certain powerful magics can alter this maximum, and only at the discretion of the Grandmaster (GM).

Is there any way to counter a Drown Spell without using the Breathe Spell or a Mage dispelling it?

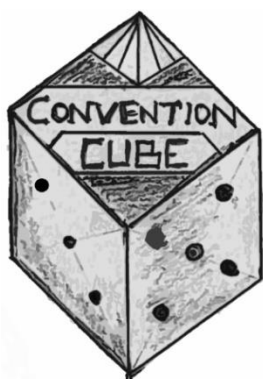
Yes, many spells can be countered in

some way, especially those from the Elemental Spheres. Natural (and unnatural) laws apply. You can counter a Drown Spell naturally with Air. For example, using a fire bellows to pump air into a victim. This will purge the water. Think of a particular spell, how it works, and if the GM permits it, the effect can be countered. Characters with the Magic Lore Talent may be able to discern the appropriate counter, or a Hermit with the Healing & Herblore Talents could figure out a way to overcome an effect. In some cases this may need to be done quickly, such as within a few Rounds, if a Character is in danger of dying.

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







JOES NIGHT OUT

Friday, December 14th, 2018

The Kennel & Knights Bar followed by the Vicarstown Bar.

Cork, Ireland.

JOES Night Out began with a Chinese takeaway meal, hosted in the Kennel & Knights Bar. The night culminated in the Vicarstown Bar. Attendance was low at this event but it was still a great success and may set the tone for future outings.

WARPCON XXIX

25th-27th January 2019

U.C.C. Cork, Ireland.

Drinks, Games and a Pub Quiz followed by more drinks, playtesting Knightshade RPG KSCON01 The House of Tears, a few more drinks, a Charity Auction, more hic! Well, you get the idea. Was WarpCon XXIX a success? Attendance by KOMY varied from 5-6 each day and the main event game was played out to its completion. There were numerous games of pontoon, a few of Darts, Twitch and Cards Against Humanity. The Charity Auction raised in excess of 13.5K.

All in all, the event seems to have been a success, though as an observation, there was plenty of room, even during the Auction.

NEXTCON 2019

22nd-27th May 2019.

Edinburgh/Glasgow, Scotland.

There just isn't enough time to do everything... sigh!

Wednesday, May 22nd

ALL CORK ATTENDEES TO BE AT THE AIRPORT NO LATER THAN 05:00 – NO EXCEPTIONS!

Depart Cork @ 06:40

Arrive Edinburgh @ 08:20

Bus to City Centre (This express bus service runs every 10 minutes from the airport to Waverley Bridge (near Princes Street and the main rail and bus stations). Journey time to the city centre is around 25 minutes (depending on traffic). Tickets cost £4.50 for a single journey and £7.00 for return.

Tram to City Centre (Edinburgh Trams offer a frequent and reliable service linking the airport and the city centre. Trams run from every 7 minutes between 06.18 and 22.48 and offer a consistent journey time of under 35 minutes into the city).

Breakfast: Wetherspoon's The Standing Order @ 09:15 approx. followed by a 'Tour of Pubs' on the walk to the Premier Inn to book in @14:00.

An Afternoon in Edinburgh's Comic Book Stores with drinks along the way.

Dinner: ***Webster's 50th Bash***

Thursday, May 23rd

Breakfast: Wetherspoon's @09:15.

Planned trip to Edinburgh Castle – this will be pre-booked for those who wish to attend.

Cinema Outing 1: Avengers: Endgame.

Dinner: The great CURRY NIGHT in Wetherspoon's.

Friday, May 24th

Breakfast: Wetherspoon's @09:15.

Depart Edinburgh @ 13:00ish

Brewery Tours in Glasgow if time permits.

Dinner: T.B.A. Chinese/Thai.

Saturday, May 25th

Breakfast: Wetherspoon's @09:15.

KOMY Planned Event: Knightshade RPG – KSCON01 The Forgotten.

Dinner: T.B.A. Chinese/Thai.

Sunday, May 26th

Breakfast: Wetherspoon's @09:15.

Cinema Outing 2: Suggested Movie – John Wick Chapter 3

Dinner: O'Neill's

Cocktail Sunday Night!

Monday, May 27th

Breakfast: Wetherspoon's @09:15.

Parting of the ways – a last drink(s) before hitting the road.

Depart Glasgow @ 14:00

Depart Glasgow Airport @ 17:05

Arrive Cork @ 18:40

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

HOTELS

Premier Inn

Edinburgh City Centre Royal Mile
33 East Market Street

Old Town

Edinburgh

Scotland

EH8 8FR

Premier Inn

Glasgow City Centre South

80 Ballater Street

Glasgow

Lanarkshire

Scotland

G5 0TW

PUBS (EDINBURGH)

The Standing Order (Wetherspoons)

Grand former bank building converted into a bustling pub with deals on drinks and wide-ranging menu.

Address: 62-66 George St, Edinburgh
EH2 2LR, UK

The Alexander Graham Bell
(Wetherspoons)

Contemporary chain pub with long, dark wood bar, TV screens and outdoor seating.

Address: 128 George St, Edinburgh
EH2 4JZ, UK

The Bow Bar

No-frills compact local emphasising cask beers and single malts, with fresh soup and pie snacks.

Address: 80 W Bow, Edinburgh EH1
2HH, UK

The Last Drop

Atmospheric pub serving range of real ales and Scottish dishes.

Address: 74-78 Grassmarket, Edinburgh
EH1 2JR, UK

Dropkick Murphy's Edinburgh
Address: 7 Merchant St, Edinburgh
EH1 2QD, UK

PUBS (GLASGOW)

The Counting House (Wetherspoons)
Busy pub for real ale and food in grand Victorian building with ornate ceilings, children welcomed.
Address: 2 St Vincent Pl, Glasgow G1 2DH, UK

The Society Room (Wetherspoons)
Spacious, carpeted pub with cask ales, plasma screens, WiFi and evening music. Children welcome.
Address: 151 W George St, Glasgow G2 2JJ, UK

The Esquire House (Wetherspoons)
Address: 1487 Great Western Rd, Glasgow G12 0AU, UK

O'Neill's Albion Street
Relaxed chain pub with big-screen sport, live music and Irish-influenced food and drink menus.
Address: O'Neill's Merchant Square, 71-73 Albion St, Glasgow G1 1NY, United Kingdom

The Ben Nevis
Huge whisky choices and craft beers, plus live Scottish folk music in intimate pub with feature bar.
Address: 1147 Argyle St, Glasgow G3 8TB, UK

The Pot Still
Hundreds of malt whiskies, varied in style, strength and maturity displayed above a traditional bar.
Address: 154 Hope St, Glasgow G2 2TH, UK

Kitty O'Shea's
Modern music venue often with hard rock groups, serving modern mains and dozens of bottled beers.
Address: 15 Waterloo St, Glasgow G2 6AY, UK

RESTAURANTS

Ronaq Restaurant (Edinburgh)
Spacious venue serving popular Indian dishes in a stylish dining room.
Address: 10-12 Craigleith Rd, Edinburgh EH4 2DP, UK
or Address: 31 E Market St, Edinburgh EH8 8FR, UK
<http://www.ronaqrestaurant.co.uk/>

Chaophraya & Palm Sugar Lounge
Thai dining room with plush mustard-leather couches, granite bar and dazzling crystal chandeliers.
Address: The Townhouse, Nelson Mandela Place, Glasgow G1 2LL, United Kingdom

The Manchurian
Extensive choice of Mandarin, Cantonese and Thai dishes, plus pre-theatre and takeaway menus.
Address: 494 Dumbarton Rd, Glasgow G11 6SL, UK

Thairiffic
Classic Thai dishes and modern ideas in an elegant high-ceilinged room with a stylish modern decor.
Address: 303 Sauchiehall St, Glasgow G2 3HQ, UK

EVENTS

Edinburgh Castle
Castlehill, Edinburgh EH1 2NG, UK
<http://www.edinburghcastle.scot/>

Odeon (Edinburgh)
Lothian Road.

Cineworld (Edinburgh)
Fountain Park, 130/3 Dundee St.

Vue (Edinburgh)
Omni Leisure Building, Greenside.

Odeon (Glasgow)
Paisley Rd, Glasgow G5 8NP, UK

Cineworld (Glasgow)
7 Renfrew Street.

Wellpark Brewery (Glasgow)
161 Duke Street.

Drygate Brewing Co. (Glasgow)
85 Drygate, Glasgow G4 0UT, UK

WEST Brewery (Glasgow)
Templeton Building, Glasgow.

Jaw Brew (Glasgow)
67B Hillington Park, Montrose Ave.

Glasgow Craft Beer Tour
21 Gladstone Dr, East Kilbride.

NOTE: More on NEXTCON coming in FN29 Fumble Issue Twenty-Nine.

KENNELCON 2019

(A.K.A. The Kennel Party)

Saturday, 22nd June, 2019
@ 19:00 until Late – Invitation Only!
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 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 but, if selected, they require ‘participation’, 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.

FN29 – FUMBLE Issue Twenty-Nine will be released on Friday, 26th April, 2019 and will include last minute details for NEXTCON 2019 and other relevant events.

SHORT STORY

THE HOUSE OF DOLLS

(PART I)

BY WILLIAM ANTHONY SHEA

The chain on the gate should have served as a warning the first time Annie had come here – rusted, ugly and troublesome to open. The house was far from inviting without this sinister addition, but Annie was desperate. She needed a place to stay. She had to work and she had come to this town because there was no other choice.

The old lady who lived there seemed friendly enough, and she certainly did not appear ominous. She was a heavy set woman with curious white hair cropped at the shoulder that seemed almost blond, though there was no trace of a colour and it appeared wholly natural. She was stern and had a fierce looking countenance that proved false. There was a twinkle of mischief in those eyes, still blue with an exuberance that was equally unsettling for its youthful shine. In spite of this impression, she was welcoming and friendly and spoke with a hint of a country accent, frequently making references to a past that was lost on Annie.

This was an old house. Sometimes places like this could seem a little creepy, but the truth was often the opposite. *'It's just a bit rundown,'* thought Annie, but she couldn't quell the feeling that she had stepped over the threshold into a place that was out of sync with the world. Annie was tired. It

had been a long journey to get here. She had been anxious for weeks trying to find a place near where she worked, especially in light of the myriad of news reports talking about the increasing crisis of homelessness. She would have her own room here – her own space. It was a place to sleep, and in the end, there was nowhere else that she could afford without eating less and living to work. She was desperate and too eager to commit when she met the old lady for the first time. She had been self-conscious of her fear and prayed against hope that the old dear would not see this as an opportunity to take advantage of Annie. The reverse proved true. The old lady had not exaggerated the price. She asked for nothing more than the weekly rent, and noted that it included all the usual. In fact, she professed to be eager for company, and just as quickly explained that she would not be a bother to any lodger – it was just the comfort of knowing someone was in the house and that she would not be alone.

In truth, this place had been a find. Annie was the first to apply for the room, and there was a requirement to meet the old lady. If she approved – then the deal was done in her mind. Annie was greeted favourably and now she had a place to stay. One month's rent in advance had not proved troublesome, because it was less than half the amount she had been quoted for anywhere else, and some of the places Annie had visited were bordering on dilapidated. It was a disgrace that such places were permitted to be rented, but desperation made it a property-owners

market. Annie had even heard of people renting out bed space – double occupancy in the same bed to make ends meet. Something had to be done about it, but as long as the political appetite to address these gross...

Annie took a breath and chewed on her gums. She became so agitated when she thought about how many people had tried to take advantage of her – how they were victimising others, it made her blood boil. She had found a place. She had been one of the lucky ones.

Annie had unpacked, spending most of the day settling into the room, she had failed to notice the dolls. When she did become aware of them, she found the dolls hard to ignore. They seemed to be everywhere. There were two shelves in the room she had been given by the old lady, filled with dolls of all shapes and sizes. They were all antiquated but perfectly clean. There was not a speck of dirt or dust in the room. When Annie heard the creak of a floorboard, she turned towards the door. The old lady was standing there, the soft smile on her face a stark contrast to Annie's initial impression.

'Oh, I see you've met some of my babies,' said the old lady with some satisfaction. 'Lovely, aren't they?' she questioned, and Annie got an impression from her manner that it required a response.

'Lovely,' repeated Annie when she could not think what to say.

'I'm afraid it is my only rule, dear,' stated the old lady.

Annie raised a quizzical eyebrow.

'I have so many of the dears, the dolls must be left where they are. I hope

you don't mind. They won't be any trouble.'

The way the old lady spoke about the dolls was a little freaky – almost as if she considered them more than just objects of interest.

'No... I don't mind,' lied Annie. She was a little disturbed by the conversation, but focused on the room. It was larger than she had expected and had its own bathroom. The bedroom had a big brass and iron double bed. There was more than ample wardrobe space, an adequate writing desk, comfortable chair, and even a divan couch. All of the furnishings were old but well cared for by the old lady. The wood gleamed from frequent polishings and the fabrics were plush and neutral in colour – a dark green that complimented the décor. Annie was well pleased with the room. There was even a window overlooking the garden, which must be a sight to behold in the summer. Annie had not failed to notice the myriad of rose bushes on the way in.

'I am delighted with the room, Mrs...' began Annie.

'Eileen,' interjected the old lady. 'I haven't really been Mrs Riordan for a very long time, and I prefer Eileen.'

Annie smiled and nodded.

'I know you have had a long journey, Annie, so I will let you to get settled in. I have a nice stew on if you would like to join me in the kitchen. It will be ready in about an hour.'

Annie was a little hungry. She had not thought about food until Eileen mentioned the stew.

'I would be delighted, Mrs...' she

started. ‘...Eileen,’ she corrected when the old lady began to frown.

‘Better,’ she said. ‘An hour then. I’ll see you at dinner. You sweeties mind Annie now,’ she instructed as she wagged her right index finger admonishingly at the dolls. The old lady offered a disarming smile and withdrew. There was a lingering aroma of peppermint that Annie could not place and had not noticed previously. It made her inhale involuntarily.

Annie cast a glance towards the dolls and sighed. There had to be over twenty of the things on the shelves in her room and their beady little eyes seemed to be fixed on her. Annie shuddered. Still, if this was the price of staying here, she was more than willing to accept the condition, especially in view of the space. The old lady was probably just as apprehensive as Annie. She had taken a lodger in. They would become accustomed to each other in time.

Dinner was welcome and substantial. Eileen proved an excellent cook. Annie was stuffed. She had been truly famished by the time she had come down to a shout of ‘*dinner’s ready*’ from the old dear. Annie could not help but notice the dolls now. They seemed to be everywhere, a veritable army of plaster and lace, the eyes gleaming with wicked intent, mirroring the twinkling aspect of their owner.

‘They all have names, you know,’ said Eileen when she noticed Annie’s scrutiny of her collection. ‘They’re my babies and I can’t bear to part with them though a few have become quite... troublesome.’

Annie swallowed hard at that declaration, but she masked her unease with a spoon of the stew, smiling tentatively at the old lady. There was something unsettling in Eileen’s manner that Annie could not put a finger on.

‘You look a little tired, dear. Why don’t you turn in early?’ suggested the old lady. ‘After all, you have had a long day,’ she coaxed. ‘You need your rest.’

When Annie returned to her room, she caught sight of one of the dolls. Its head was turned to the right, as if looking out the window. She was sure that they were all looking forward when she was in the room earlier. There was a faint odour of peppermint again, but it soon dissipated.

Annie lay down to a restless sleep. She was in a strange place, but that was not it. She was missing home. When the tears came they were unexpected but understandable. She had been so busy getting here and moving in. It was only when she had a moment to reflect on the magnitude of leaving home for work that it felt real and those feelings overwhelmed her. She would be alright. She had found a good place to live. She was warm, well fed and beginning a new chapter in her life.

Annie eventually dosed off. When she woke in the morning, a dull grey light was streaming through the window. She had forgotten to close the curtains.

Annie did not notice the dolls until she came out of the bathroom, having finished her morning ablutions. Several of them had their heads turned towards the window. The faint odour of

peppermint lingered, but it faded quickly.

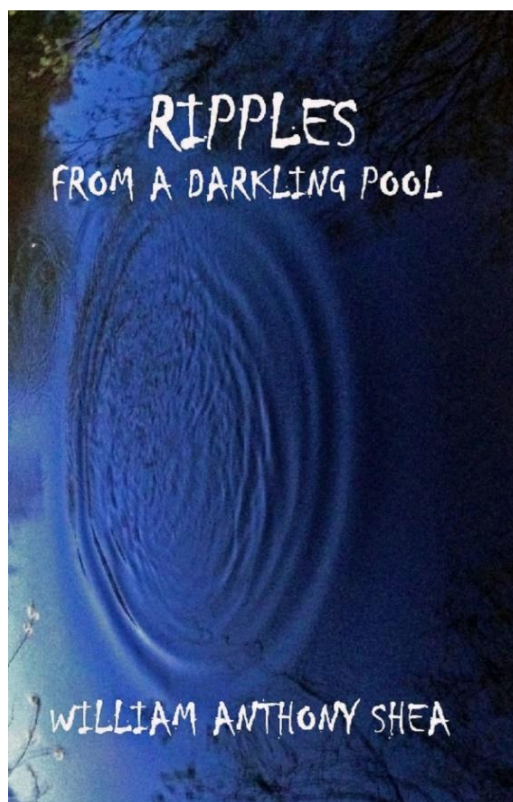
Annie shrugged off a feeling of apprehension. She must have brushed against the dolls on her way in last night. It was the only explanation. The door was locked on the inside so the movement of the dolls could not have been attributed to the old lady. In any case, why would she be motivated to do such a thing? Annie was tired. It was nothing more than fatigue from her journey and stress from having to move away from home to work. Eileen had no reason to be in Annie's room at night and the old lady did not strike her as a person prone to practical jokes.

Annie dismissed those thoughts. She had a lot to do today and could not dwell on such foolishness. The dolls had not moved of their own volition. They had been disturbed by Annie. There was nothing sinister going on here. She had breakfast with Eileen but did not discuss the dolls. The old lady was not a morning person. She seemed distracted and Annie had no urge to push the matter. She did not want to seem... ungrateful. Still, she was relieved to be quit of the house for a few hours.

When Annie returned that evening, the old lady was her usual spirited self. Dinner consisted of a chicken casserole that reminded Annie of her mother's cooking, the aroma of the food evoking thoughts of home that were just as inviting. She spent a pleasant few hours with Eileen before retiring to her room. When she cast a glance towards the dolls, they were all looking forward, as

she believed they had been when she first came to the house. Annie let out a sigh. She must have imagined the dolls heads having been turned when she woke this morning. There was nothing better than a tired mind to fuel such nonsense. Her sleep had been restless. Annie found that she welcomed the chance to get an early night. Once she was better rested, she would soon settle in. She used the bathroom, climbed under the covers and cast a last furtive glance towards the dolls. All was in order. Annie turned out the light and gave into her fatigue.

COMING IN ISSUE 29
THE HOUSE OF DOLLS (PART II)
WILLIAM ANTHONY SHEA





Mutants & Masterminds

A BEGINNER'S VIEW

MICHAEL D O'MAHONY

Mutants and Masterminds is a Role Playing Game (RPG) about Superheroes. Superheroes with superpowers, who can fly and do other... well super stuff.

KOMY have only recently begun playing Mutants and Masterminds and this article may seem light on detail but here goes...

This is a D20 system and Players choose both a Character name and Superhero name i.e. Clark Kent/ Superman.

Characters on creation choose a 'profession' and select powers from a list of options. Equipment and weapons? Well my Character hasn't any yet, preferring to use his amazing superpowers.

There are both offensive and healing powers, and there are powers i.e. 'Mystic Bindings' which can be used to capture/slow an opponent to varying degrees, depending on attack roll versus opponents will. Successful attacks may also affect an opponent's 'Toughness'

which, if cumulative will eventually stun/incapacitate him.

But with superpower comes super responsibility; and supervillains. For us amateur Superheroes things haven't always gone according to plan; buildings have been damaged, healing powers haven't healed, and superpower doesn't always mean super intelligence. There are advantages to being a Superhero but there are also complications, fame being one. If everybody knows your Superhero identity and it goes right, everybody wants to shake your hand. But if it goes wrong and your 'off duty' identity is known... *'boo, call yourself a Superhero, rubbish, my granny could do better.'*

But we have held our own against stronger super villains, we are learning how to use our powers for good and... we are... SUPERHEROES!!!

<https://mutantsandmasterminds.com/>

BLAST FROM THE PAST

THE LOUGHBOROUGH SIX



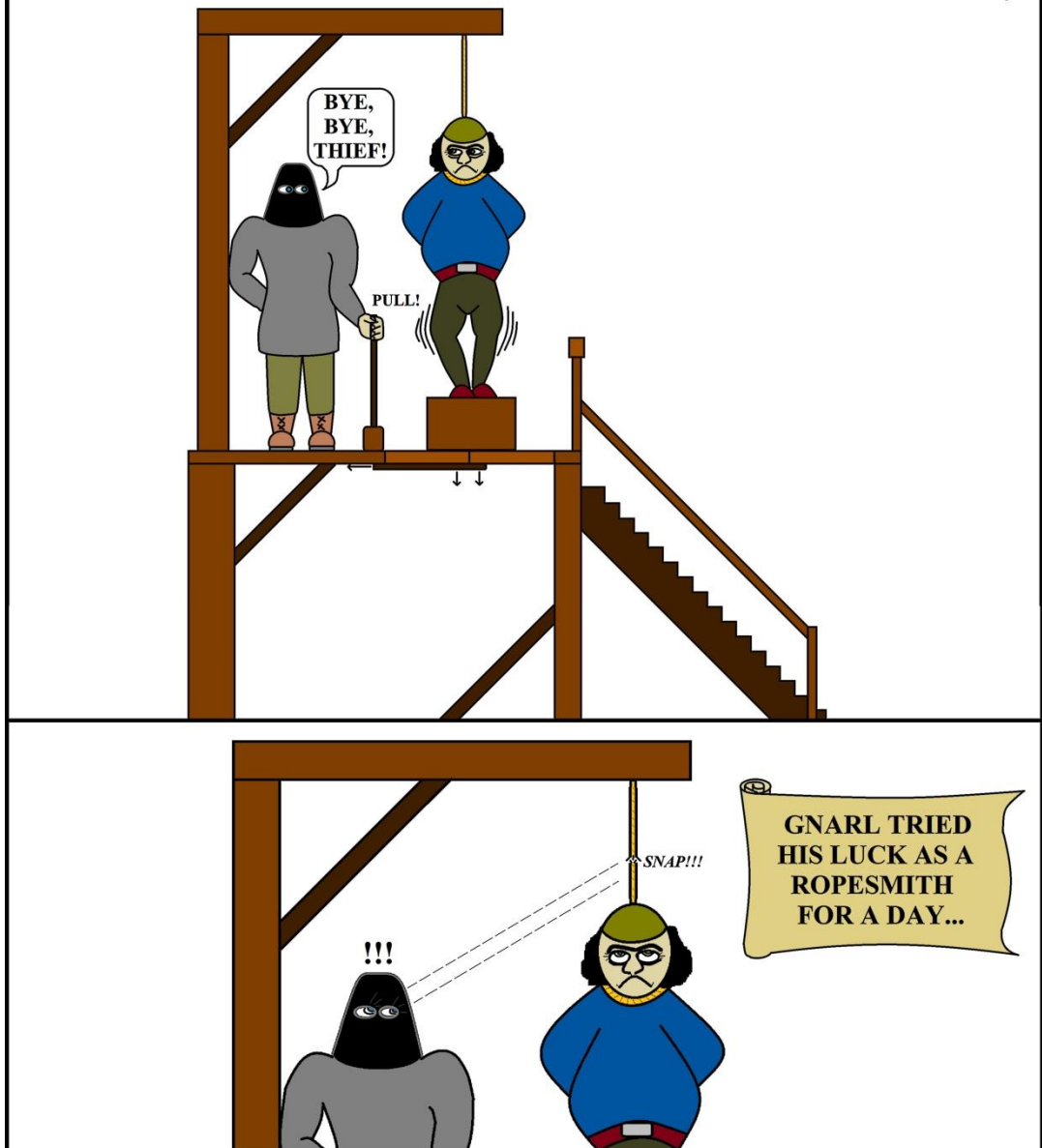
(We were so young....)

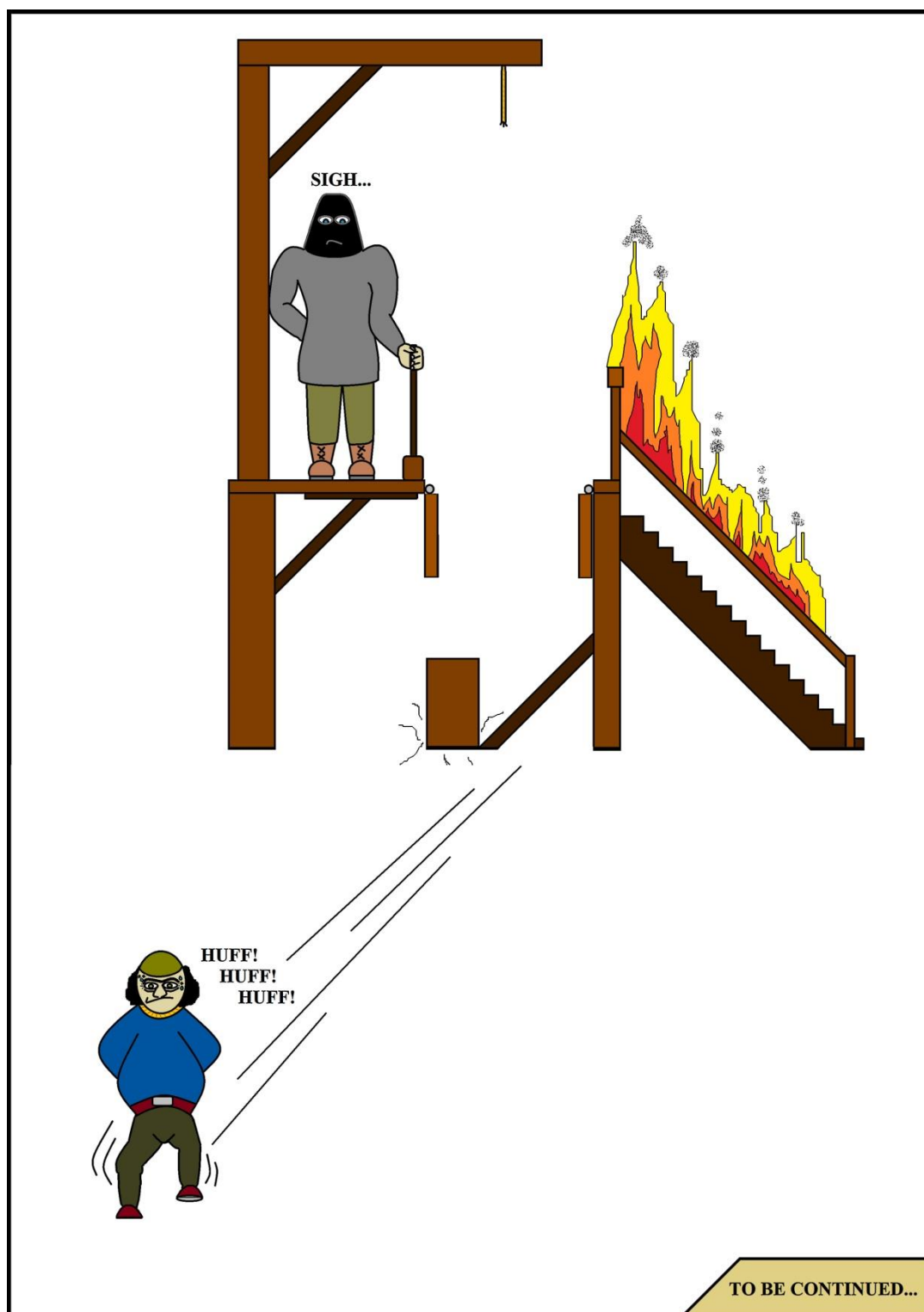
ILLUSTRATED

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

PART II

FOB THE HEAVY FINGERED IS ABOUT TO BE HUNG...





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 I am writing this, some of you are enjoying WarpCon XXIX 'A Link Between Games' but unfortunately I am not able to attend due to work and family commitments. I do hope you all have a great weekend and I know that Sir William is running his game on the Saturday.

NextCon 2019

Unfortunately, I will only be able to attend the Edinburgh part of this trip. I will need to fly back to Cork on the Friday night as I mixed up my dates. I am unable to be in two different countries at the same time so I will miss out on the Glasgow side of the trip. As we are approaching the 100 day mark (some of us do like a good countdown), I can feel the excitement building.

It was good to see our two Cadets back from their maiden voyages and I'm sure that we would all like to wish

them well for their next adventures. Next time lads, please do tell your parents your exact return dates. Sir William is getting on a bit and it's not good for his heart.

We have three DMs/GMs running games at the moment (Sir William (Knightshade), Sir Michael (Card Games incl. Groo) and Sir MJ (Mutants & Masterminds) which is giving us plenty of variety, so the future of our gaming calendar is looking healthy. Although we do miss those of our numbers that we only get to see occasionally.

I will be accepting proposals for (the next) Seneschal from here onwards as my term will finish this summer. Whoever is interested need only approach me and let me know that they are interested. I will look at all proposals, propositions and bribes with equal enthusiasm.

YOUR SENESCHAL - SIR GULLY TROLL

NOTE: Please review the Schedule on page 22 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	CARD GAME	TIPSY	18	20
WK03	16-Jan	MUTANTS & MASTERMINDS	TIPSY	19	21
WK04	20-Jan	AFC & NFC AMERICAN FOOTBALL	KOMY	N/A	N/A
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	CASUAL CARDS W/KLUTZ	KLUTZ	24	23
WK06	06-Feb	KNIGHTSHADE - KS06 DARKEST RAVEN PART VIII A	MS	25	24
WK06	07-Feb	BOOK CASTLE EVENT & TRANSFERS	MS	N/A	N/A
WK07	13-Feb	KNIGHTSHADE - KS06 DARKEST RAVEN PART VIII B	MS	N/A	25
WK07	15-Feb	FN28: FUMBLE ISSUE TWENTY-EIGHT	BDP	N/A	N/A
WK08	20-Feb	MANAGE ONLY	N/A	26	26
WK09	27-Feb	CHEZ GEEK	WIMPY	27	27
WK10	06-Mar	KS06A CRAVENFALL NOW	MS	28	28
WK11	13-Mar	KS06A CRAVENFALL NOW	MS	29	29
WK12	20-Mar	TWITCH	WEBSTER	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
WK16	17-Apr	CALL OF CTHULHU: THE KENNEDY SOLUTION	MS	34	34
WK17	24-Apr	MANAGE ONLY	N/A	35	35
WK18	01-May	CALL OF CTHULHU: THE KENNEDY SOLUTION	MS	36	36
WK18	04-May	GULLY TROLL	BIRTHDAY	N/A	N/A
WK19	08-May	CALL OF CTHULHU: THE KENNEDY SOLUTION	MS	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	CONFIRMED

COMING NEXT ISSUE

DEAR FUMBLE

CONTACT US

More letters from our readers.

IN GAMES

CONVENTIONS

William Anthony Shea

THE GMs GUIDE

KNIGHTSHADE RPG

Frequently Asked Questions (FAQs).

CONVENTION CUBE

NEXTCON, KENNELCON & THE NEXT STEP

Conventions 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 (PART II)

William Anthony Shea

ILLUSTRATED

GNARL THE BEGINNING PART III

Michael D O'Mahony & WAS

THE SENESCHAL'S DECLARATION

SIR GULLY TROLL

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

