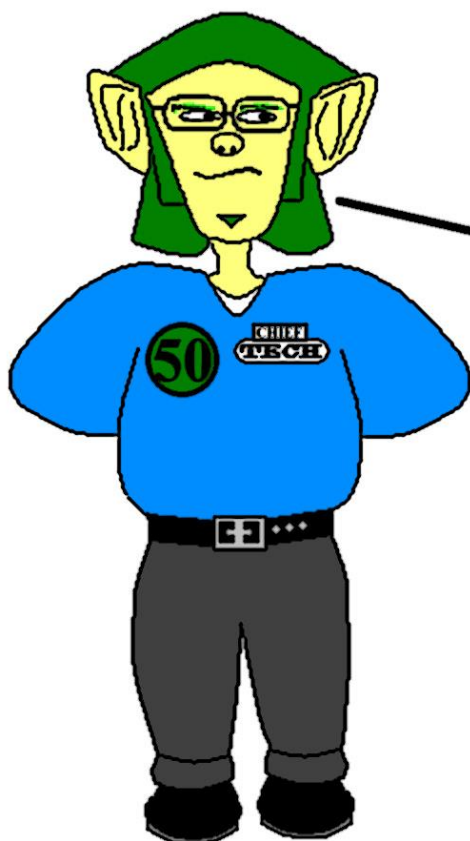


BAD DOG PUBLISHING PRESENTS

FUMBLE 29

NEWZINE

APRIL 2019



**HAPPY
BIRTHDAY
TO ME!**

IN ASSOCIATION WITH THE KNIGHTS OF MISSPENT YOUTH

EDITORIAL

NextCon, NextCon, you're a NextCon, uh, huh, you can give it to me and I need to come along... okay, so it's not quite Tom Jones, but... it's SO close and the air of anticipation is unreal! One would think it had been a year since the last one. You will find 'MORE' details in this issue regarding KOMY's forthcoming trip to Edinburgh, and Glasgow.

What a few months it has been for Bad Dog Publishing. January saw the release of Ripples From A Darkling Pool and KST01: The Initiate's Tome Rev03, with KSCON01 The House of Tears in reserve for a late 2019 release. February's offering was Fumble Newszine FN28. March saw the beginning of revising KST02: The Grandmaster's Tome Rev02 (which will be released soon). April unleashed Dead to Me: De Many Deaths of Michaleen and is already in full swing with Fumble Newszine FN29. Remnant and KST03: The Loremaster's Tome are both in a greatly advanced state and we haven't even broken a sweat. And still, there are so many other titles in the works – watch this space and check out the BDP website for updates.

www.baddogpublishing.ie

The Knights of Misspent Youth (KOMY) Game Calendar 2018/2019 is reaching its end; Oh, and did I mention that NEXTCON beckons. KennelCon is all set for Saturday, June 22nd and it's

going to be a good one.

Knightshade RPG Campaign II The Augur Stone is being readied with KS07: Beyond the Night set to begin in September.

So, what's left? Topsy Troll's Mutants & Masterminds is currently in play. Call of Cthulhu is coming to its inevitable conclusion. We have seen more diversity in the card games we play with Twitch making a return to the gaming table (hosted by Webster Troll) after a bout of Exploding Kittens (hosted by Topsy Troll) alongside our regular fare (hosted by Wimpy Troll).

Oh and... Happy Birthday to our very own, **Webster Troll** – yes, we know his birthday is a while off yet, but the celebration begins at NEXTCON 2019 so it seems apt to give him a nod for a particularly poignant birthday milestone. So, if you read Fumble later in the year and we are wishing Webster Happy Birthday again, this is why. We have also turned the issue '**GREEN**' in honour of **Webster!**

What is there left to say? Summertime, and the living is easy...

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

Follow us on Twitter and Instagram @BDPubL. Like our Page on Facebook @BadDogPublishing. Links to our Social Media can be found on all pages of the Bad Dog Publishing website.

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

FUMBLE NEWSZINE STAFF

Editor: Master Sage.

Associate Editor: Wimpy Troll.



Here you will find brief updates from the second 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.

Wednesday, February 06, 2019
Knightshade RPG
KS06 Darkest Raven Part VIII A

The morning dew heralded a new day, with a chill in the air that was almost welcome after the intense heat of the desert of Albarauch, the memory of which will stay with the companions as long as they live, which given their incursion into Ravensburg thus far, might not be much longer. Having survived ordeals beyond imagining, they still have not reached the prize. Some of the items sought on an epic journey were lost. Some of those considered friends are dead. So much has been sacrificed to get to this dark place. Ravensburg may be teeming with life, but it is the undercurrent of death that kept the companions on edge. This proved to be a horribly dangerous place. Passing over two ancient bridges in the night, fleeing from the destructive path of the Gorgons, the end beckoned, and

death waited at every turn.

The Herald returned, but he was not alone. He was in the company of a greatly changed Alattoff Barrowdark. Soon the companions realised that the Mage was being controlled, and that it was he who had taken the items from them, and the life of the Rogue Wicketley Phessel. Realising this, they attacked the Herald and shattered what proved to be a Soul Stone, releasing Alattoff from the control of the fiend. The companions recovered the Mage and the items, but Wicketley was still dead. The Citadel cast a shadow of contempt over them as they sought the prize within and came before an ancient and macabre door...

Wednesday, February 13, 2019
Knightshade RPG
KS06 Darkest Raven Part VIII B

The Dark Citadel emanated a brooding contempt. All nine artefacts had been restored to the group and each adventurer held one of the required items. Ricardo scrutinised the strange door to the Citadel using the mask while Sir Hardigan concentrated to hear any noise from within. The oval entryway proved to be like liquid darkness. Sir Hardigan could only hear soft sobs he believed emanated from a female in distress.

Inside, the cries proved to be from the Princess Aashna, bound high above the companions in fiendish tethers. They released her and uncovered a tale of woe regarding Ravensburg and the Herald. This was the work of the Patriarch of Calliban.

Please note – For commercial reasons, we are unable to conclude the synopsis other than to say; Terribus Gherkin was chosen to take the items and venture forth to uncover the prize. In doing so, he was forced to surrender all of the items, unleashed an ancient terror on the world and barely survived the ordeal. Loren came to a grisly end, Ricardo lost an eye and a hand, Wicketley was restored to life and... maybe there is a book in this...

Wednesday, March 06, 2019

Knightshade RPG

KS06A Cravenfall Now Part I

The journey away from Ravensburg followed a different path, one provided by Princess Aashna. She also imparted a gift, known only as the Augur Stone. The artefact was old... older than the Elves, and appeared to come from a race that predated their claims on the land of Ayre.

While the others departed, Sir Hardigan and Hayzeus elected to remain behind for a time, to aid Princess Aashna in recovering her people and putting an end to one remaining threat.

The companions followed an ancient path, another testament to a race that existed in Ayre before the Elves. This macabre path appeared more like a broken roadway through the mountains, one that in spite of its age seemed to have endured. It made the companions question all that they had seen of Elven architecture. The road led several days into the mountains and to an immense dark stone bridge across a chasm. The bridge looked to have been crumbling

over a very long time but appeared intact enough to permit the companions to cross. Milford attempted to ascertain that everything was as it seemed but in the end they had little choice. They could only move forward. All went well until Terribus hammered a piton into the bridge. A Guardian appeared and attacked the Swordarm; a creature made from the same material as the bridge and who was bound to it. Meanwhile those who had already crossed were attacked by Elves from the vantage of higher ground. Only the interference of Milford saved Terribus from certain death. Ricardo returned in time to help the wounded Swordarm across the bridge. It was a strange sight, a one-eyed, one-handed man helping a greatly injured companion across a bridge that narrowed in places. The journey continued...

Wednesday, March 13, 2019

Knightshade RPG

KS06A Cravenfall Now Part II

The days passed and the companions followed the ancient road until it began to fade with each passing step. They ventured upon where a part of the road had crumbled away on one side and employed the spell Shadow Carpet to get the wagon across the last leg of the journey. A battle was raging below between soldiers of Calliban and some familiar friends – Verbose and Rebecca astride a Shadow Carpet, the former wielding globes of shadow that proved the young Mage had learnt much in their absence.

The return to Cravenfall was not without sorrow, as some of the

townsfolk had been taken by the Callibanese and were already a distance away from the town. A pursuit ensued. Suffice to say, the townsfolk were rescued and returned to Cravenfall, but a dark shadow had been cast over the land as war beckoned...

THE GM's GUIDE

KNIGHTSHADE RPG

FREQUENTLY ASKED QUESTIONS (FAQs).

Why are the Climbing and Mountaineering Talents associated with the Strength Attribute? Surely these should be associated with Understanding or Agility.

Both the Talents you noted could be attributed with a number of Attributes, or a combination of same, but for the sake of simplicity all Talents are associated with one Attribute. Still, if you feel strongly that these, or any other, Talents should be attributed to an alternative Attribute, as long as the GM agrees. Please feel free to tailor the system to your needs. The core books will remain unchanged for now.

Are there any plans to add to Professions or race options in Knightshade?

The short answer is yes, but it is a little more complicated than that as certain things need to happen before other Professions are added. As KST03: The Loremaster's Tome is still in production, I can only reveal that there may be scope to add at least one Profession to that publication.

With regards to race, the possibility of playing an *Elf* is already available in KST02: The Grandmaster's Tome, though there are no plans to add some of the antagonist creatures in Ayre, such as Ogres and Trollyn, as Player options. Still, there is scope for one other race that will be revealed in a future publication.

When are KST03 and KST04 due for release?

Currently, BDP has scheduled the release of these two Tomes for July and November 2019 respectively. While every effort is being made to ensure timely release of these Tomes, production and editing capacities may affect these dates.

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







So, here we go again – you will find NEXTCON information below for your reference.

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.

OR

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). Adult single £6.00. Adult return £8.50.

Breakfast: Wetherspoon's The Standing Order @ 09:15 approx. followed by a 'Tour of Pubs' on the walk to 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*****

DON'T FORGET TO TAKE THE FECKIN' PICTURE OF KOMY!!!

Thursday, May 23rd

Breakfast: Wetherspoon's @09:15.

Planned trip to Edinburgh Castle – this has been pre-booked for those who attending.

Cinema Outing 1: Suggested Movie – 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 TBA

KOMY Planned Event: Knightshade RPG – KSCON01 The Forgotten.

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

Sunday, May 26th

Breakfast: Wetherspoon's TBA.

Cinema Outing 2: Suggested Movie – John Wick Chapter 3

Dinner: O'Neill's

Cocktail Sunday Night!

**DON'T FORGET TO TAKE THE
FECKIN' PICTURE OF KOMY!!!**

Monday, May 27th

Breakfast: Wetherspoon's TBA.

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

Depart Glasgow City Centre @ 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 welcome.

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 Craighleith 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
<https://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.

Mary King Close Edinburgh

Imagine a warren of streets frozen in
time, where centuries of stories are just

waiting to be told. Discover authentic truths about Edinburgh's dark past, and find out what it was really like for the people who lived, worked, and died on the Close.

<https://www.realmarykingsclose.com/>

The Real Mary King's Close
High Street
2 Warriston's Close
Edinburgh
EH1 1PG

Whisky Month

Experience a dram tasting like to no other at The Real Mary King's Close this May. To celebrate International Whisky Month, we've teamed up with local whisky experts and retailers – Jeffrey Street Whisky.

The tour will run every Friday and Saturday in May 2019.

A truly unique Edinburgh whisky experience for just £35pp.

Tour start time: 09.30

Tour end time: 23:00

<https://www.realmarykingsclose.com/event/a-kings-dram-at-the-real-mary-kings-close/>

Opening hours

<https://www.realmarykingsclose.com/plan-your-visit/opening-times-prices/>

FN30 – FUMBLE Issue Thirty will be released on Friday, 26th July, 2019. All submissions to be in before COB on Friday, 05th July.

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

PLEASE TAKE NOTE: Any events and activities noted for KOMY are only suggestions 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.

For those interested in UK GAMES EXPO

What is UK Games Expo?

UK Games Expo (UKGE) is the largest Hobby Games Convention in the UK - where all aspects of the gaming hobby are represented under one roof.

Basic Stats:

- Now in its 13th Year.
- 39,106 visitors over three days (21698 unique visitors).
- 350+ Exhibitors
- Hundreds of seats in tournaments
- Male/ female mix around 65/35
- High numbers of families and children.
- Strong core of hobby games enthusiasts
- Good opportunity to demo and buy products.
- Opportunities to playtest game designs
- Publisher-Designer activities

When is it?

UK Games Expo is held on the weekend after the late (UK) May Bank Holiday. UKGE 2019 will be held on 31st May to June 2nd.

Where is it?

It is held in the UK's largest convention centre National Exhibition Centre (NEC), Birmingham.

BLAST FROM THE PAST

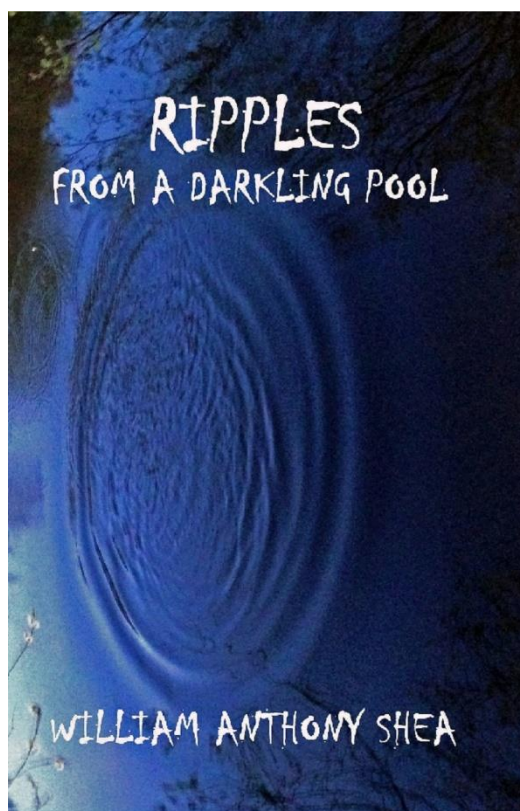


LOOK INTO MY EYES...

(Shouldn't they be green? Have you been hitting the gripe water again?)

- OUT NOW -

The 5TH instalment in the Darkling Pool Series!



SHORT STORY

THE HOUSE OF DOLLS

(PART II) BY WILLIAM ANTHONY SHEA

Days passed and the monotony of routine permitted Annie to settle into her new home away from home. She went to work and came back to the old house. She ate her meals with Eileen and retired, only to begin all over again the next day. The dolls remained unmoved. When the weekend came, nothing changed. Annie went to work and came home as usual. Eileen never commented on why Annie had to work so hard. It was almost as if she accepted it as something wholly normal. Alas, it was becoming truer with each passing year, the requirement to work longer, and there were no boundaries. There were rules about the number of hours worked but they could be circumvented for a time when need overtook reason. Annie was glad of the extra money and dreamed of someday getting a place all of her own. She was not ungrateful to Eileen for giving her a room, but this would never be home... or a home to her.

Annie had lost track of time. She could not tell if she had been here in Eileen's home for three weeks or four. She continued to pay the old lady weekly so it hardly mattered from that perspective.

When Annie woke on this particular morning, she noticed the change in the room almost immediately. There was a strong smell of peppermint and several

of the dolls were missing from the shelves – one from the top, three from the second row, and at least two from the bottom shelf. Annie leapt from the bed and rushed to the door of the room. It was still locked. She looked to the window. It too was securely shut. Perhaps Annie had not noticed their absence when she went to bed. Still, she found their absence unsettling without having a tangible reason to explain the feeling of dread that passed over her.

Annie sat on the edge of the bed for some time, looking to the door, the window and the shelves with the remaining dolls. The odour of peppermint had slowly dissipated and so too did Annie's feelings of trepidation. In the end, she let out a long sigh and a false laugh.

'What are you doing to yourself, girl?' she thought. This was nothing more than fatigue from all the extra work Annie had been doing. The long hours, being in this place and letting her imagination run wild. Annie shook it off and retreated to the bathroom to get ready for work.

Eileen was more than a little off form this morning but Annie had no time to press her on the cause. She suspected it had something to do with the missing dolls, but could not engage in a protracted exchange lest she be late for work.

Annie gulped down her breakfast, washed it down with water, declined an offer of more tea or coffee and left. She doubted that Eileen would take her hurried departure with any grace later at dinner – that was presuming she got back in time for the customary evening

meal before retreating to bed again in exhaustion. Annie let out a sigh. She had learned that Eileen was not a woman to let things go easily. The memory of the missing dolls lingered, but Annie had a busy day ahead and could not allow herself to dwell on something she viewed as trivial.

When Annie came back to the old house she found Eileen in a tearful state and the usual smell of dinner absent. The breakfast ware and remains of the morning meal were still on the table along with a stream of tissues that told a multitude.

‘Oh my God, Eileen, have you been sitting here all day crying?’ asked Annie in alarm.

The only responses from the old woman were a stream of sobs and a feeble nod.

‘What’s wrong, Eileen? Is this about the dolls?’ quizzed Annie sympathetically.

The old woman nodded again, her eyes filling with fresh tears.

‘I don’t understand,’ began Annie. ‘What happened to them?’ she asked.

Eileen swallowed hard, wiped her eyes with another tissue from a box that had all but given up its contents and let out a tellingly sorrowful sigh.

‘It... it’s just their... time,’ she remarked solemnly. ‘I thought I would be able... sob... to hold on to them... sob... a little while longer. I... hate... parting with my... babies.’

Annie offered a confused look, but Eileen had erupted into tears again. A pang of hunger caused Annie’s stomach to rumble. The timing could not be

worse. Eileen’s tears became more pronounced.

‘Oh God,’ she cried. ‘Oh God... I haven’t even made dinner for you,’ wailed the old lady, and she did seem all the older for the ordeal of losing some of her dolls.

Annie was not insensitive to Eileen’s attachment but crying all day seemed somewhat... excessive. After all – they were only dolls. They could be replaced. If something had befallen them, perhaps the dolls could be repaired.

Annie decided not to voice this opinion lest she drive Eileen to a deeper despondency.

‘Do you want me to make something for dinner?’ asked Annie, and this sparked a look of indignation.

‘No... no, I will make the dinner. I’m sorry, Annie. You must think me a sentimental old fool crying like this and sitting here all day lamenting over the past.’

Eileen’s sobbing had dissipated. She was regaining control of her emotions.

‘You go freshen up and relax a while. I will clean up here and hopefully the dinner won’t be too long,’ stated Eileen, moving to begin clearing the table.

‘Let me help,’ insisted Annie.

‘No!’ came Eileen’s sharp rebuttal. ‘No,’ she said with a softer tone. ‘I will do it. This is my kitchen after all,’ she added, recovering her composure.

Annie had little choice. She retreated to her room, leaving Eileen to potter about the kitchen getting things ready for dinner.

When Annie opened the door to her

room, the strong hint of peppermint prevailed. When she looked to the shelves, the dolls had been rearranged. It was obvious from her standpoint that those that had been missing when she woke this morning were still gone, but the remaining dolls had been placed in such a way as to deny they had ever been there at all.

Eileen was a strange bird, thought Annie. Everyone had some quirk. The old lady's fascination with dolls was not the worst kind of fixation. Still, it served to unsettle Annie. Eileen's obsession bordered on the edge of an unhealthy mania. Annie would have preferred to remove the remainder of the dolls, but given Eileen's fragile state, it was not a suggestion she felt comfortable making at this juncture. Perhaps in time she could suggest they would be better placed... anywhere else but in Annie's room. There was never going to be a good time to make such a request of Eileen.

Annie lay down to a restless sleep. It took her some time for the heaviness of her eyes and the weariness of her body to take hold but sleep she did, because when she woke in darkness, her confusion was fuelled by her struggles to achieve a level of wakefulness that proffered understanding. A noise had disturbed Annie's sleep. It was a sort of shuffling sound. The smell of peppermint was so strong in the air, it was almost... stifling. The room was in total darkness. She forced herself into a sitting position and fumbled to turn on the lamp beside her bed. When she flicked the switch, Annie was taken aback by an unsettling sight. Two more

of the dolls were missing. While this was a concern, when something moved in the dark recess in the corner of the room towards the door, Annie's heart lurched in fear. She had locked the door. She was certain. There was no other way in or out of the room.

With a trembling hand, Annie directed the light from the lamp towards the corner of the room, to cast back the shadows. She was completely taken aback when she saw a young woman standing near the door, her ghostly form a vision of sorrow. She watched aghast as the apparition began to dissipate, the spectral form unravelling and turning to slivers of dust as it poured through the keyhole in the door. The apparition was all but gone before a wave of a peppermint odour assailed Annie's nostrils and caused her to involuntarily draw in a breath through her nose. When she cast a glance towards the shelves, all of the dolls were looking at her. The sight startled her and she dropped the lamp, plunging the room into darkness.

Annie did not sleep. She remained sitting with the covers of the bed drawn up around her as she waited fearfully for the dawn. Her eyes peered into the darkness without hope of gleaning any insight. An occasional scurrying noise only served to increase her fear. She wanted to call out to Eileen but the door was locked. She wanted the dawn to come quicker but it was still several hours away. This was going to be the longest night of her life, and while inwardly she reproached herself for such childish fear, she could not bring

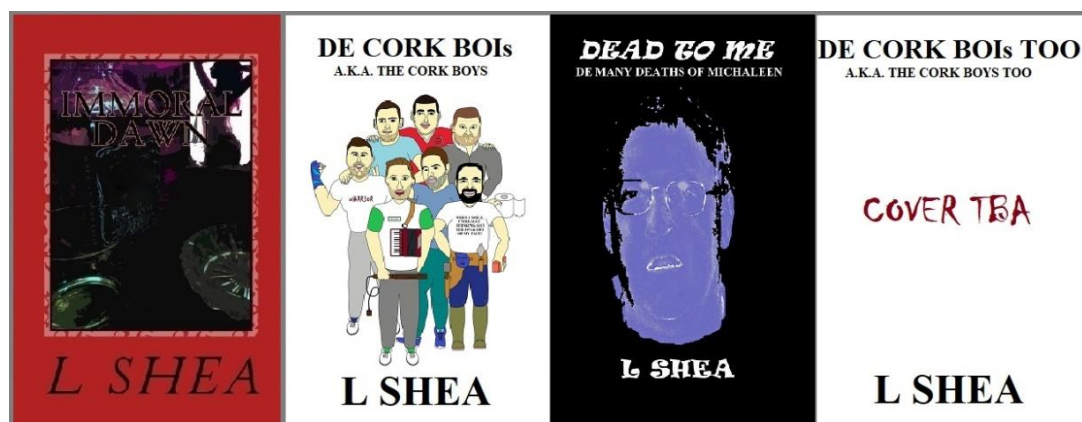
herself to retrieve the lamp or to make her way across the floor to the light switch nearer the door. The smell of peppermint grew stronger than before, and with each inhalation Annie's fear grew in proportion. It kept her from venturing forth. It made the beat of her heart too loud for her to hear anything other than the tortured rhythmic drumming that seemed to concentrate in her temples and overwhelm her reason. She wanted to scream, to cry out, but she could not find her voice. Every moment tangled in the bed covers was agony as she willed the dawn to come and throw back the darkness. She prayed against hope that the shuffling noises she had heard could be explained when the light came. She prayed that the ghostly apparition had been nothing more than her imagination. Eileen's anguish over the dolls had been real, but it had not been reasonable. Annie tried desperately to work through all that she had seen, but nothing made sense.

The perspiration was thick on Annie's body when the smell of peppermint finally started to fade. It left a lingering

odour that was less than pleasant – something that Annie knew came from her – sweat, body odour, emanations of her distress. Given her situation, it was the least of her worries now.

The first sliver of light touched the window to her room, just enough for her to glean a shadowy look at the shelves. She desperately needed to see but there was not enough light. Her eyes strained against the fading darkness to discern some detail that might ease her distress. As the light edged over the horizon, it threw back the shadows with a suddenness that made Annie swallow involuntarily. Her mouth opened in horror and a gasp escaped her lips. The dolls were gone!

COMING IN ISSUE 30
THE HOUSE OF DOLLS
(PART III)
WILLIAM ANTHONY SHEA





CONVENTIONS

WILLIAM ANTHONY SHEA

Having attended many conventions, I have to say that the one I enjoyed the most was Gen Con UK when it was in a University Campus setting (Loughborough and Reading) and when it started in Rye, Sussex. Why? Well, the convention was contained. The whole site at these locations was given over solely to the convention. You could play 24 hour gaming. You could stay in one place and enjoy a few drinks while playing. You could pass through the Trade Halls a hundred times as casually as walking across campus or strolling through the holiday site. It was welcoming, safe and most of all, fun! So, how does this differ from other conventions? As I noted, I have attended quite a few in the last 30 years. Many conventions feel like walking into a shop. You are immediately targeted as a prospective buyer. Everything is geared towards the commercial. Conventions in other setting frequently boast about increased playing space, but it's not true – not unless you are willing to play in a location that will not permit you to avail of the convenience of a bar, good access to snacks or reasonable enclosed spaces to play. Does it matter where you play? Yes, space means space. This cannot be long tables where you have a portion of the table shared with any number of other

groups, or it cannot mean tables in a room with the noise so loud that you are unable to hear the DM/GM or the other Players. Conventions like to see people playing, but more than anything, they like to see convention goers buying.

Conventions are not run for Players. They are run as commercial entities and facilities are provided so that it brings footfall to the event. The difference between many of the conventions today and those held in the past is that many of the historical conventions were held with a great deal of sponsorship by gaming companies (like TSR at the time), to promote their products, many of which were demonstrated at these events.

We have all been to conventions where the space is increasingly being handed over to vendors, and where that space has become a premium. We have all been to conventions on the opening day when the crowds that pass through the doors and fill the halls are so large, seeing anything of worth in the initial hours is challenging. Catching a breath can be difficult. Conventions face increasing issues with health and safety, and with security, but mainly with the allocation of space. The bigger the conventions the more attractive it seems, but in the end – is it worth going if you can't play?

Conventions were good places to go to meet up with existing friends and to meet new friends. They are less so these days. Other conventions have stagnated. They have no room to grow so they will potter along unchanged until they die. In the end you can't win. Conventions have to grow in order to survive and that means an increasingly commercial point of view.

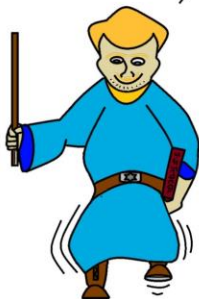
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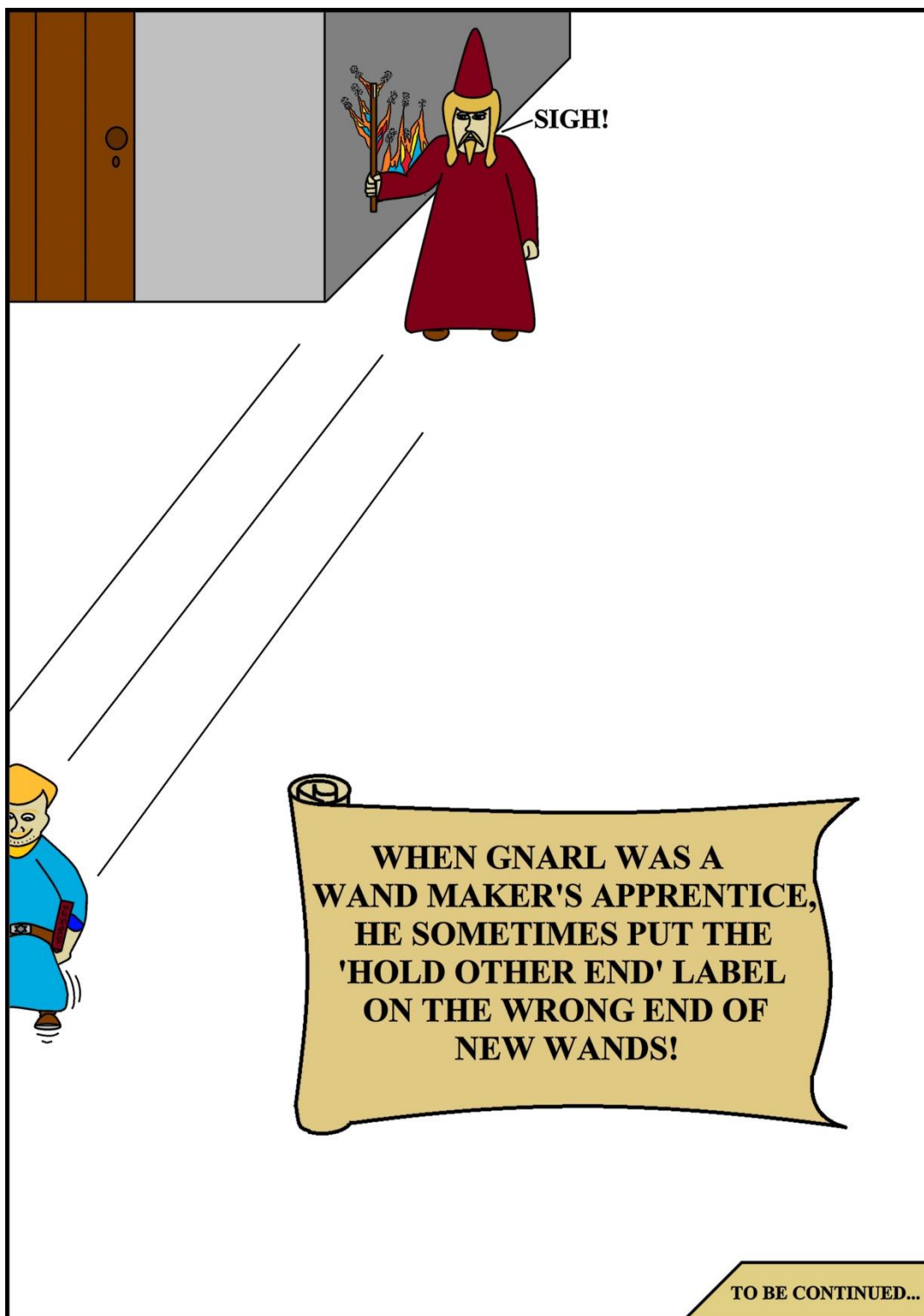
GNARL: THE BEGINNING * STORY BY MICHAEL O'MAHONY * ART BY WAS

PART III

MANGEL WANTED TO TAKE THE EASY WAY OUT WHERE HIS APPRENTICESHIP WAS CONCERNED - HE STOLE WHAT HE NEEDED!

YOU SHOULD HAVE STOLEN MY SPARE WAND AS WELL, THIEF!





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

The Seneschal's Declaration



Welcome to one and all.

As you may be aware, this is my final Seneschal's Declaration. The last few years have flown so fast that it seems incredible to me.

I would like to take this opportunity to wish Sir Fergal of Moore, the Green Knight, a very happy pre-birthday as we will soon be celebrating his 50th birthday in advance at NextCon. May the blessings of the Gods be with you. A lot can change in half a century. I suppose Sir Fergal can explain a lot of these things to the younger Knights himself. When we travel to bonny Scotland, we will get the opportunity to celebrate this milestone in style.

NextCon 2019

We are fast approaching NextCon 2019, so I am hoping all of the Knights who are travelling to the event have at this stage secured both their travel choices and their lodgings. Please do not forget 'Travel Insurance' and to bring your European Health Insurance Card with you.

I must say that I am personally looking forward to this year's event, even though (sadly) I can only attend the first few days due to an unfortunate conflict in my calendar.

As to my successor, I have been given options, so I will deliberate further and announce my replacement at KennelCon in June.

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 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
WK09	01-Mar	BOOK CASTLE	N/A	N/A	N/A
WK10	06-Mar	KS06A CRAVENFALL NOW	MS	28	28
WK11	13-Mar	KS06A CRAVENFALL NOW	MS	29	29
WK12	20-Mar	EXPLODING KITTENS	TIPSY	30	30
WK13	27-Mar	TWITCH	WEBSTER	31	31
WK14	03-Apr	MUTANTS & MASTERMINDS	TIPSY	32	32
WK15	10-Apr	MUTANTS & MASTERMINDS	TIPSY	33	33
WK16	17-Apr	MUTANTS & MASTERMINDS	TIPSY	34	34
WK16	20-Apr	FN29: FUMBLE ISSUE TWENTY-NINE	BDP	N/A	N/A
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	NEXTCON PREP & CARDS	KOMY	38	38
WK21	21-May	NEXTCON (Webster's 50th Birthday Bash)	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

A LOOK INTO THE PAST

William Anthony Shea

THE GMs GUIDE

KNIGHTSHADE RPG

Frequently Asked Questions (FAQs).

CONVENTION CUBE

KENNELCON & THE NEXT STEP

Convention and Events!

INNER CIRCLE

KNIGHTSHADE RPG, CALL OF CTHULHU & M and Ms

Game updates from the Knights of Misspent Youth.

SHORT STORY

THE HOUSE OF DOLLS (PART III)

William Anthony Shea

ILLUSTRATED

GNARL THE BEGINNING PART IV

Michael D O'Mahony & WAS

THE SENESCHAL'S DECLARATION

A NEW SENESCHAL

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

