

FUMBLE 30

JULY 2019





# EDITORIAL

This issue sees the eerie culmination of the Short Story – House of Dolls by William Anthony Shea and the final part of the current outing of GNARL by Michael O’Mahony & WAS.

Midway through the calendar year and at the end of the Knights of Misspent Youth (KOMY) Gaming Year this seems a good point to reflect on the past. This signifies the lull in the games, the coming of what we hope will be ‘the sunny months’ and a time to recharge the creative juices that go into bringing more stories to the fore for the coming game year. Sometimes I get tired just thinking about doing it all over again, but this will pass. NEXTCON has come and gone, and while numbers attending were lower this time around, it proved a success. Check out Convention Cube and the backdrop to our cover this issue for highlights on that event. KennelCon will also have passed by the time this issue is released. Each event, game and release marks a noteworthy moment for both KOMY and Bad Dog Publishing (BDP).

You might have noticed Fumble has stayed **‘GREEN’** this issue, and that theme will carry on until the next issue in celebration of *Webster’s* pending mile-stone birthday in October. We also want to take a moment to acknowledge and wish Sirs Dane and Luke of Shea a very special **Happy 21<sup>st</sup> Birthday!** Knowing they have both been away at

sea, and were unable to revel in the moment at the time, I am sure there will be many opportunities in the weeks ahead to celebrate this equally worthy milestone.

Fumbling Volume One and Two have finally been released on Kindle. BDP is currently knee deep in Knightshade the Role Playing Game’s KST03 The Loremaster’s Tome and another project that has been fast-tracked for a special purpose. Watch this space and check out the BDP website for updates.

[www.baddogpublishing.ie](http://www.baddogpublishing.ie)

KOMY will have a new Seneschal by the time this issue comes out, and we do wish him well in the coming years. There may even be time to include his first Seneschal’s Declaration, but at the time of writing this editorial, it could go either way.

Just to note, this is a bonus issue as we attempt to rebalance the numbering of Fumble Newszine. As such, FN31 Fumble Issue Thirty-One will be due out in late September.

*Master Sage*

## FEATURED IN THIS ISSUE:

EDITORIAL .....	2
DEAR FUMBLE .....	3
INNER CIRCLE .....	4
GMs GUIDE KNIGHTSHADE RPG FAQs .....	6
CONVENTION CUBE .....	8
SHORT STORY The House of Dolls (Part III).....	13
IN GAMES .....	17
ILLUSTRATED GNARL THE BEGINNING Part IV .....	18
SENESCHAL’S DECLARATION .....	21
COMING NEXT ISSUE .....	23

Edited and Produced by Bad Dog Publishing:  
Issue 24.3 [www.baddogpublishing.ie](http://www.baddogpublishing.ie)



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

Dear Fumble,

I have been playing games now for many years, Role Playing Games, Card Games, Board Games and everything in between. Locally, there are more opportunities to engage in playing, and in purchasing the latest releases, or finding time to play an old gem from the past. It seems to me that there is a definite resurgence in gaming and an uptake in traditional games, as opposed to computer, console or online games. I for one am very pleased at that change. However, I have noticed that Fumble does very little to promote local interests in that area. Surely, as a Newszine geared towards gaming, you should be doing more to highlight the businesses that have come back into the interest of the public of late. Locally, I refer to such gems as Comic Vault, Sandbox, Tabletop Café, Warhammer and Other Realms. I remember all too well when we only had a single store in Cork, or we had to rely on chain newsagents or online stores to gain access to the games and game related stuff we needed to play. So, I would charge you to do more to make your

readership aware of these businesses before they disappear. Support local businesses and initiatives.

Homeboy Gamer.

Dear Homeboy Gamer.

You are absolutely right. We do little or nothing to highlight local businesses that have brought an upsurge in avenues for gamers. Thank you for bringing this to our attention. With that in mind, we have included a list of businesses in Cork that may be of interest to our readership in this issue and we will look to highlight each of these outlets in turn in subsequent issues.

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)

© Bad Dog Publishing 2019

Produced and Distributed by Bad Dog Publishing

<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 Beyond the Tears from Knightshade the Role Playing Game (RPG) as this story is due to be released in 2020 as part of KSCONI: The House of Tears.

### 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>

**Wednesday, June 12, 2019**

### **Call of Cthulhu (COC) RPG ENDGAME**

And thus it ended, with Department X in transition to something brave and bold, with a level of authenticity that may never fully be realised and with a darker future pressing on the boundaries of reality. The world changed after the death of JFK. The implications of those changes are yet to take shape but one truth remains – the world as we know it will never be the same again.

**Wednesday, June 19, 2019**

### **Knightshade RPG**

#### **Beyond the Tears**

Being buried under a pile of rubble as the house of Harkendale was ripped away into the Plane of Air to be harassed by two very angry airy sprites is probably not an ideal culmination and to what passed for adventure in (or beyond) Ayre, but it was better than the alternative... that being death. The previous outing – House of Tears ended in that manner, but if someone survives, it is never truly over. Beyond the Tears began with a realisation that while the former outing ended in catastrophe, it was not the end. The survivors worked to escape the lower basement area of the absent house of Harkendale which heralded the arrival of a missing member of their party in search of his wayward vassals. The Knight from Mir did not have long to dwell on locating his companions. Wolves attacked him on open ground and in numbers. Those he came to rescue in turn scrambled to the aid of their noble companion. When the wolf pack was finally defeated, the companions turned to the task of recovering the house of Harkendale by correcting the ritual that sent it away. The actual habitat returned with a bone jarring impact to the exact position of its former location. The occupants, while relieved to have escaped the Plane of Air, were less than appreciative.

### **EVER WONDER HOW YOU'RE DOING?**

The world runs on statistics, and KOMY is no different. They stay mostly in the background and give an

indication of how everything is doing in the Club year after year. They are by no means exhaustive, but they are there. As a member of KOMY, have you ever wondered how you are doing? I mean, how many games you attended year on year (YOY), how much the Club takes in, what our attendance figures are like, etc.? Well, if you need to know, ask the Seneschal. Perhaps some of the information behind the scenes will surprise you. Most of this information is available to 'Members Only' with a few exceptions.

### **KNIGHT OF THE YEAR 2019**

Sir Michael of Heffernan.

### **MOST HEROIC MOMENT**

Sir Luke of Shea

For saving Milford & Terribus from stampeding Gorgons in Knightshade RPG.

### **BEST DEATH**

Sir Michael of Mahony

For many deaths in Dead to Me: De Many Deaths of Michaleen.

### **BEST ANTAGONIST**

Sir William of Shea

For Kickapoo Murphy in Call of Cthulhu (COC).

### **BEST TRAP OR AMBUSH**

Sir William of Shea

For making Dane think Fergal was in the Kennel and that he had just stepped into the toilet.

### **MOST COMIC MOMENT**

Sir Michael of Heffernan

For Terribus Gherkin punching anyone

he thought might not be themselves, including a horse in Knightshade RPG.

### **BEST SLIP OF THE TONGUE OR EXPRESSION**

Sir Michael of Mahony

For his introduction as Liam's Gay Lover by Jessica.

### **BEST FUMBLE**

Sir Michael of Heffernan

For giving a guy in a bar his number but actually giving his wife's number by mistake.

### **BEST USE OF AN ITEM, SPELL OR TALENT**

Sir Michael of Heffernan

For using the Stunting Talent to gather up all of Wicketley Phessel's remains after he was shattered by a stampeding Gorgon in Knightshade RPG.

### **HOW DO YOU WIN THE KNIGHT OF THE YEAR?**

To win, you have to be a Knight of Misspent Youth in good standing. Wining is a combination of points and votes throughout the year. A member receives 1 point for each game attended or for each day of attending an official KOMY Event. 1 point is awarded for being the overall winner of Card or Board Games on a game night. Winning the Knight of the Year is worth 3 points, Most Heroic Moment is worth 2 points and all other awards are worth 1 point. Attendance at KennelCon (A.k.a. The Kennel Party) is worth 1 point. The Seneschal can award discretionary points for Knightly Actions during the year on a point for action basis.

# THE GMs GUIDE

## KNIGHTSHADE RPG

### FREQUENTLY ASKED QUESTIONS (FAQs).

*My Grandmaster (GM) uses Rituals to enhance some of the antagonists we face in the stories he presents. He states that there is not currently a way for Players to learn or use these Rituals to enhance our Characters. Is this true?*

Yes, and no. Yes, he is right that a Player's Character cannot learn or employ these Rituals, but no, it does not mean that they cannot be used to enhance a Character if a suitable Shaman is found who is willing to do the deed. However, it should be noted that using Rituals is dangerous, and that many of them only provide temporary effects that may often be available when using certain spells. Some Rituals are fatal or so debilitating in the aftermath of an encounter as to exclude a Character so enhanced thereafter.

*I recently lost a hand and an eye in a particularly unsettling encounter. This was caused through the use of Necromantic magic. My GM stated that I can only recover from this debilitation by submitting to the Necromancer who caused the injury... sob. This is so unfair. I was only being a hero. Is it true? Please say it isn't true?*

The GM is the final arbitrator in any game of Knightshade. Saying that, there may be a case for recovering from said injuries if the Necromancer in question is destroyed, but this is all dependent on

the story in play. In the end, only the GM can make that decision and may be unable to reveal any subsequent facts based on a game that has not yet culminated or because an antagonist that is still in opposition to the party.

If you are unhappy, ask the GM to let you retire the Character and generate a new one if the story permits.

*Is there any way for a Character to come back from being completely Harrowed?*

Yes, but it requires a significant infusion of life that will in all likelihood kill the creature being used to recover a Character. There may also be spells or Rituals that can facilitate such a transition. Finding the way to the Plane of Life is another possibility. In all cases, this is completely up to the GM.

*My GM recently added new Talents to the game and increased the Status Points required for existing Talents. He also placed restrictions on the use of some Talents, particularly those not from the same Profession as my Character. This seems grossly unfair. Can a GM impose such changes in the middle of a Campaign?*

KST01 Knightshade The Initiate's Tome recently went through an update. This might be the reason behind the changes to the game you play in. The GM is free to make these changes or not as he sees fit.

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](mailto:info@baddogpublishing.ie)







## PICTURES FROM NEXTCON



DOESN'T HE LOOK SO HAPPY...





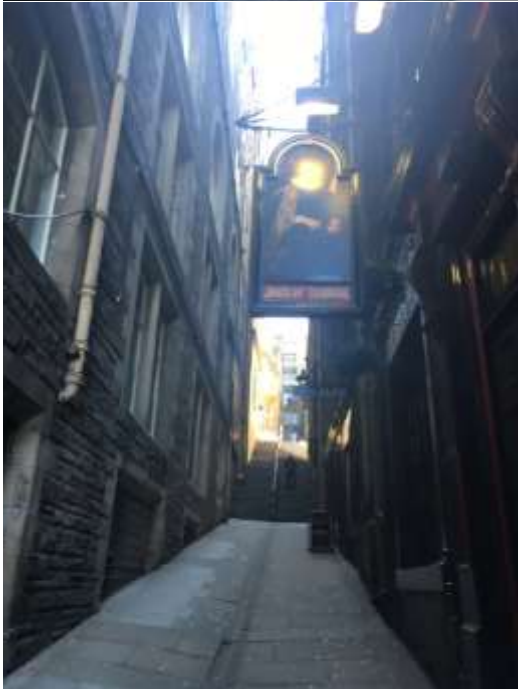


WITH CANON YOU CAN...













## BLAST FROM THE PAST

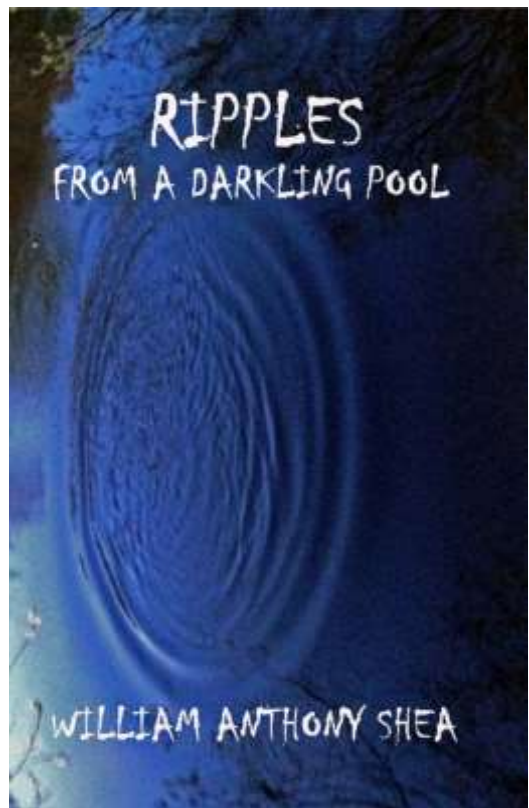


### *CLASSIC KOMY GROUP PICTURE*

(There's always one... put down the can!)

## ----- OUT NOW -----

The 5<sup>TH</sup> instalment in the Darkling Pool Series!



# SHORT STORY

## THE HOUSE OF DOLLS

(PART III) BY WILLIAM ANTHONY SHEA

There was something wholly wrong in this house. Annie dressed quickly and tried in vain not to ruminate on the missing dolls or the fact that there could be no doubt that someone had been in her room. Eileen was the only other person in the house. Annie needed answers, if only to put her mind at rest. A dull ache persisted at the base of her skull. Annie could not shake off the distress of the night, the apparition, the missing dolls and or odour of peppermint. The old woman had those answers. Annie made her way downstairs. She hesitated near the bottom few steps when she heard voices, one trying to console and the other in some distress. The first was a deeper male voice, the other was Eileen. Annie moved a step closer in an attempt to catch a glimpse of the man who was talking to the old woman. A loud creak betrayed her presence and she bit her lip in reproach, but when the conversation continued it served to keep her fixed in place, afraid to take another step.

‘You know that all things must come to an end, Eileen. You should have helped them to transition a long time ago,’ said the man, his voice reproaching but still soft and even in its delivery.

‘I... I know, Alex, but they have been with me... sob... so long,’ cried Eileen.

‘Now, now,’ sighed the man. ‘You have to stop this. Your time is almost up here. It is why we sent you Annie.’

This statement caused Annie to swallow hard, as if some sinister undertone was evident. There was nothing in his voice to make her feel this way, but she could not shake off a menacing impression. *It was why we sent you Annie.* What did that mean? No one had sent Annie to Eileen – other than the Property Agency. Annie had come here to work. Meeting Eileen and finding this place had been pure luck.

‘The last of the souls will be gone by tomorrow, Eileen. You have to say goodbye now.’

Eileen let out a prolonged bout of sobbing and Annie craned her neck in an attempt to see what the stranger looked like. She could see his hand on the old woman’s back, gently patting her, trying to console her.

‘You have to help Annie to understand her place here. There is very little time left before you need to be on your way. You are already starting to feel the weight of your fatigue. It is the way of things. You have satisfied your atonement. You should be pleased.’

Eileen nodded and stepped away to wipe her eyes. When she did so, the old dear caught sight of Annie.

‘I am, Alex. I know that you are just doing what you know is right, but it is so hard to let go.’

Annie was confused. Eileen was looking right at her but betrayed no hint of seeing her. It made Annie take another step forward, enough to see the man. Her eyes looked to the last step, hoping it would not let out a sound,

though it hardly mattered now. When she raised her eyes to look into the room, a gasp escaped her lips. The man was tall and broad shouldered with a brooding countenance. His voice may have been deep but it was soothing enough for Annie to have pictured a different expectation in her mind without really knowing what to imagine. She could see his form but the poor lighting did nothing to illuminate his face.

‘I will say my goodbyes now, Alex. I don’t think my heart can take waiting,’ said Eileen.

The man let out a sigh and nodded.

‘I think that would be best. In the meantime, I will talk to Annie. Please do come in, my dear. I won’t bite.’

Annie swallowed hard again and sheepishly stepped into the room. Eileen looked startled as she worked to focus her eyes over the rims of glasses Annie had never seen her wear. They had been hanging on a string around her neck. Annie had never noticed them before now.

‘It is going to be alright, love,’ assured Eileen, as she moved towards Annie.

The man remained where he was and his features did not manifest in the poor lighting. Why was it so dull in here? It almost seemed unnatural. Annie accepted an embrace from Eileen with some reluctance. The faint odour of peppermint lingered around the old woman. Eileen patted her back.

‘Don’t let Alex bully you, dear. He really is only a little bear when you get to know him.’

With that, Eileen pulled gently away

and left Annie alone with this obscure giant of a man. She did not get the impression of him being a little bear.

Annie wrinkled her nose as the minty odour dissipated with Eileen’s exit. The old lady withdrew to the parlour, a room to the rear of the house. Annie had never been invited into the parlour. It was Eileen’s private retreat.

‘It’s the peppermint, isn’t it?’ quizzed Alex.

Annie offered a confused look.

‘The way you reacted to the smell,’ continued Alex. ‘It takes a little getting used to, and you haven’t had the time to become accustomed to the odour. Alas, it is part of the process when they transition.’

The stranger’s words did little to illuminate Annie’s questions, in fact, quite the opposite.

‘Come a little closer, Annie. Your curiosity will only be satisfied when you can see the truth for yourself.’

Annie felt the fear well up inside her, spurred on by both the strangeness of situation and the proportions of the man.

When Annie took a breath and allowed her anxiety to subside, she scrutinised the man and reproached herself inwardly for behaving so childishly. The man was big. He did nothing to offer a threatening countenance. She was a grown woman. There was nothing to be afraid of that was not a figment of her imagination. However, when she looked to the stranger again she was taken aback to see a life-size baby doll clutched in his immense hands. They were ugly hands, knotted from physical toil. He held the



doll as if it were something precious... something delicate. He took great care not to harm the thing, and Annie could only imagine that this was due in no small part to some respect for Eileen's sensibilities.

'There is nothing for you to fear, Annie. I am here to be of service to you,' assured the man. 'My name is Alexander Gideon, but you may call me Alex.'

'Please... please tell me what is going on,' pleaded Annie.

The man cradled the doll, rocked it gently and passed it into Annie's hands.

'Eileen is a custodian of souls waiting to be transitioned to the next life. Think of this place as a halfway house for those who have died.'

Annie was truly taken aback. Nothing in her mind prepared her for such an insane response. Something was wrong in this house and it had now become a whole lot worse. Annie's fear threatened to well up, but a sudden surge of peppermint filled her nostrils and she looked to the baby doll in her hands. It was no longer a doll. It was a light. Startled, Annie let it go. The light spread out and became a form... like the apparition Annie had seen in her room. The odour of peppermint became so strong and just as quickly dissipated as the light from the spectre of a young woman faded to shadow. The room returned to its previously poor illumination but not before Annie glimpsed something of Alex's face. It spread warmth through her. She had expected it to be a frightening visage but it was the opposite. Alex wore the face of something that could only be

described as angelic. It was the face of purity, of grace and of kindness.

Any fear that Annie felt fled as her heart embraced this overwhelming impression of cordiality.

'The shadow is necessary,' stated Alex, as if he guessed something of what Annie felt. 'You are not yet ready to see the fullness of the light.'

As the warmth diminished, Annie almost wept for its loss. Just as quickly her senses returned.

'What... what are you? What are the dolls? Why am I here?'

Annie could not see Alex's face but she had a feeling that he was smiling.

'You are here to replace Eileen,' stated Alex.

'What... I have a life. I can't,' began Annie, but Alex raised a hand to silence her.

'No, you don't,' interjected Alex. 'Not anymore. You died, Annie. The work you have been doing is nothing more than a preparation for what is to come. You are here to replace Eileen. It is her time to pass beyond and yours to become custodian of this house. The dolls are a manifestation chosen by Eileen to represent the souls of those who died before their time. They will transition to another place to be reborn. Eileen's time is done here. She is ready to pass beyond the light.'

Annie felt faint, but just as quickly her resolve refused to let her fall before the reality of what she knew to be the truth. *You died, Annie.*

'I died,' she whispered.

'Yes, you were killed when your car went off the road in a storm. It was swept into the river. You could not get

out. You drowned.'

'But I have a job... a life,' insisted Annie, but a wave of doubt washed over her as flashes of a deeper truth crossed her mind. Her heart lurched in terror and she reached to her throat feeling a fleeting impression of drowning, the water filling her mouth stifling her breath.

Alex placed a gentle hand on her shoulder and her heart calmed. The truth was almost too much to bear. Annie could not now remember a job... or how she had come to be here.

'You have much to learn, Annie. Eileen will stay here until you have found your way. When she passes, you may choose to alter the house in any way you deem fit, and you may select the manner in which the lost souls come to remain here with you. I will return from time to time to take them away when they are ready to transition. I will come back sooner for Eileen.'

Doubt lingered but it seemed wrong.

'I don't understand,' insisted Annie, a hint of annoyance traced on her words.

'I know, but in time you will. This is where you exist now. This is where you

must stay.'

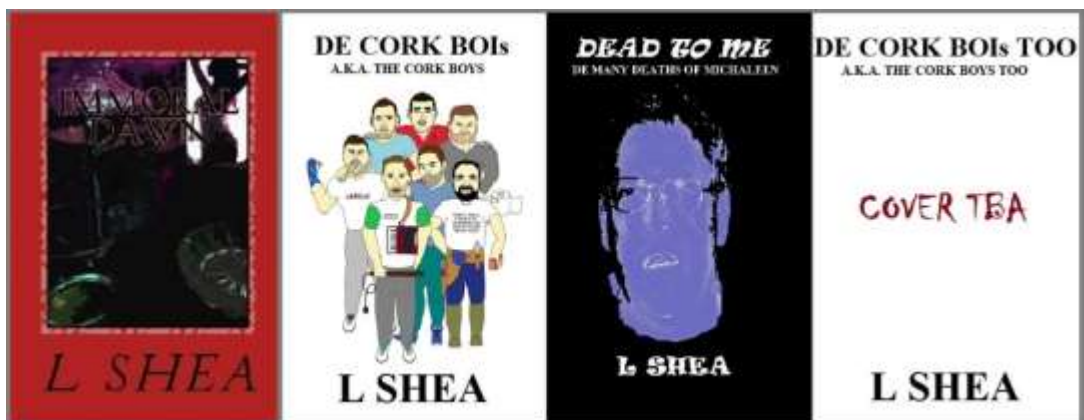
Alex's words had such finality to them. Annie wanted to scream that this was just a dream... a nightmare brought on by overwork and fatigue, but the brief glimpse she had of Alex's face washed away any pretensions towards doubt.

'You will understand in time, Annie,' assured Alex again. 'I promise that you will grow to love this place as much as Eileen.'

At this moment the door to the parlour opened and Eileen came back into the room. An air of sadness clung to her countenance but she seemed better than before. Some of her vigour had been restored. A faint odour of peppermint preceded her. When she saw Annie, a smile forced away the remnants of her sorrow.

'I think it is time to make breakfast,' she said, moving towards the kitchen with an almost youthful bounce in her step. 'How do you like your eggs, Annie?'

Alex intercepted Eileen before she reached the kitchen. He opened his arms and the old lady accepted his embrace. She let out a sigh and looked



as if a great weight had been removed.

‘I must leave you now, Eileen. Help Annie to understand. Teach her well. I will come back for you when you are ready.’

Eileen stepped away and nodded to Alex as if she could not find the words.

‘Well, enough of this silliness. There are things to be done and I am sure that Annie is quite famished.’

Annie felt the stirrings of her appetite almost in response to Eileen’s suggestion. When she looked again to where Alex had stood, he was gone. Why should this be any stranger than all that had come before? Annie wanted to believe. She was not ready – not yet, but perhaps in time that would change.

Eileen was singing as she prepared breakfast. Annie had not heard the old woman express such joy since the time of her arrival in this house.

‘Poached,’ said Annie raising a bemused look from Eileen.

‘The eggs,’ she replied to the expression. ‘I like mine poached.’

Eileen smiled and put aside the breakfast she had been preparing. She embraced Annie.

‘We are going to get on quite alright,’ she sighed.

‘Yes we are,’ said Annie. ‘Now, tell me what the peppermint is all about.’



Our featured letter in Dear Fumble on page 3 raised some interesting points about making our readership aware of local businesses affiliated with the games we play or the hobbies we enjoy. While we do not have the scope to address the issue in detail this time around, there is a need to make our readership aware of the outlets available in Cork. Not too long ago, the gaming enthusiasts had few avenues to explore what was on offer and had to resort to online stores. In an effort to support local, lest we see a return to the past, we have listed the 5 main outlets below.

## LOCAL GEMS

### COMIC VAULT

15A Oliver Plunkett Street Lower, Centre, Cork, T12 DP86.

<http://www.comicvault.ie>

### OTHER REALMS

Unit 1, Paul St, Centre, Cork.

<https://www.facebook.com/Other-Realms-114144175300188/>

### SANDBOX

Unity House, Lower Glanmire Rd, Victorian Quarter, Cork.

<https://www.facebook.com/playinthesandbox>

### TABLETOP

9 Castle St, Centre, Cork, T12 CF2R.

<https://www.tabletopcork.ie/>

### WARHAMMER

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

<https://www.games-workshop.com>

COMING IN ISSUE 31

HUNTED (PART I)

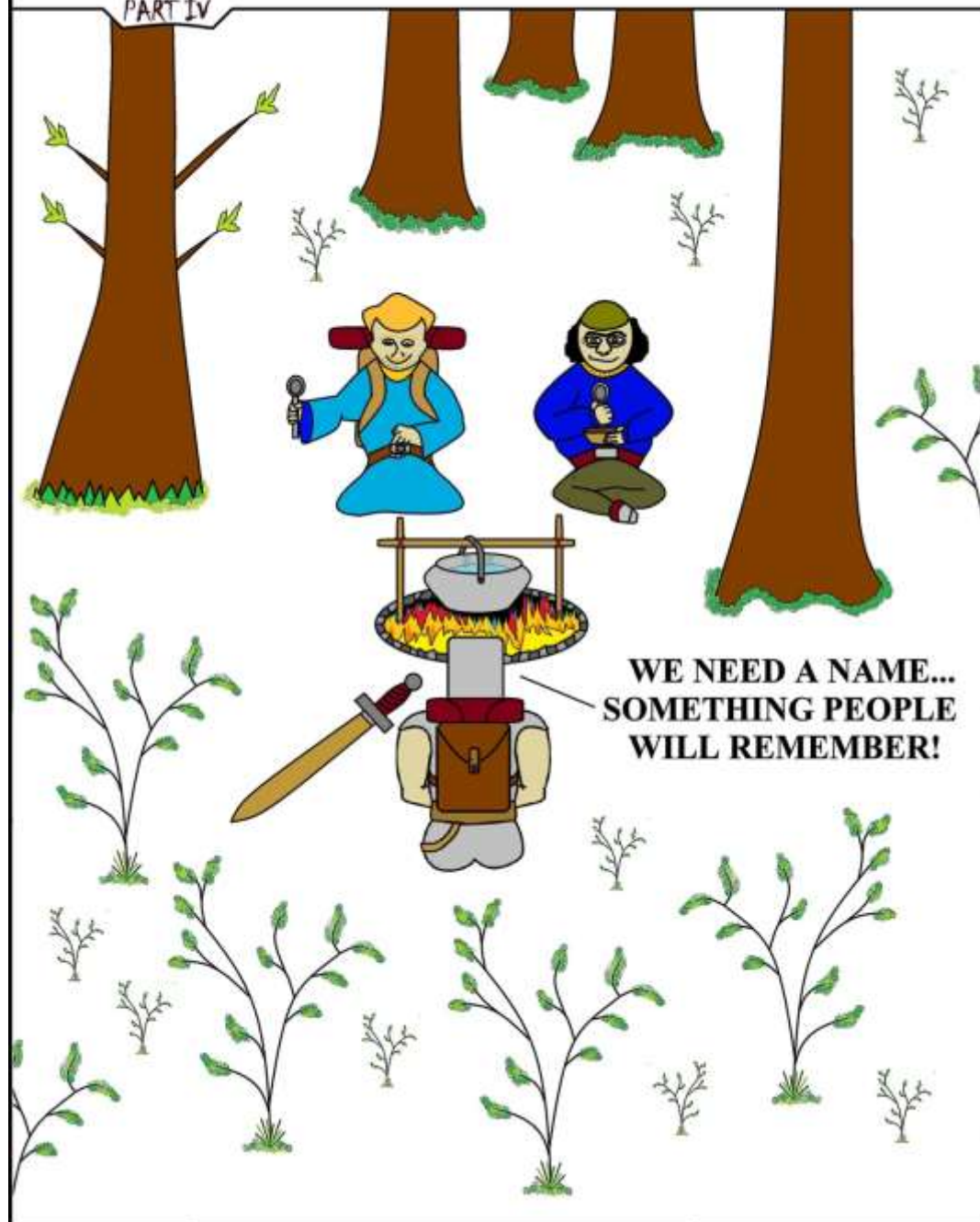
WILLIAM ANTHONY SHEA

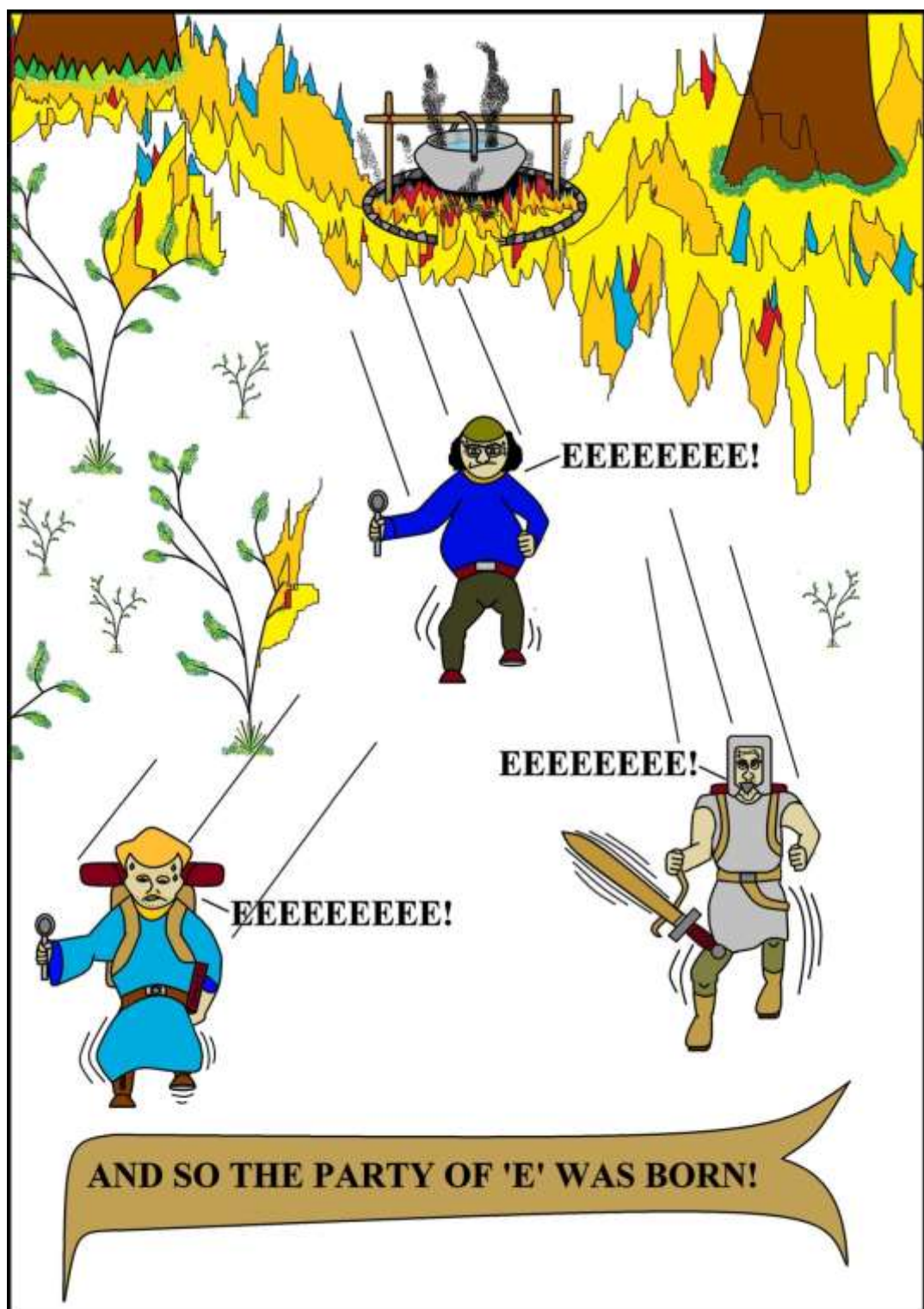


# ILLUSTRATED

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

PART IV





# 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**



There are moments when change becomes, not only inevitable, but necessary. Sir Bryan of Hegarty has passed the mantle of Seneschal to me and I am sure you will join me in thanking him for his service. Being Seneschal is never easy. The moment you take on the position it no longer becomes about the individual, but about the group as a whole. The Seneschal is there to guide the Knights of Misspent Youth (KOMY). He is there to take care of the everyday health of the Club and listen to the concerns of the membership with regards to all things KOMY. Regrettably, from a financial standpoint, the Club is not in good standing and this is the first matter that must be addressed throughout the coming year. 2020 will also see changes made to the KOMY Charter, and this represents an ideal opportunity for members to be heard. What does it mean to be Seneschal? Well for me, it means all of the above and it means finding a way to get the best out of the membership so that it has meaning for all. KOMY is not just about the games. The Knights of Misspent Youth must strive to be more, to reach out and promote what it means to be a member of KOMY. The Seneschal in turn has a great responsibility to oversee the membership, to ensure that nothing is done to tarnish the reputation of KOMY or to bring it into disrepute. This means

in every aspect, be it in the games, at events or on social media platforms. Life can get in the way of the things that matter, but you have to remember that life is about living. In every aspect of KOMY, when it truly matters, the Seneschal is there to keep a light burning on being a member of a very special group. The Seneschal has to take responsibility for changing the things that do not work as much as accepting praise for everything that goes right. He must also work behind the scenes to keep every facet of KOMY working, you know, the boring stuff that happens each and every day. Game schedules need to be created and maintained, events need to be planned, special days need to be acknowledged, finances must be kept in check and the membership must be kept informed. Of course the Seneschal has the right to delegate, but if in doing so being the Seneschal becomes a token role, what is the point? The Seneschal must be seen to do more for the membership than paying token lip service to the role. Even the simplest matter of writing the Declaration for Fumble must mean more than just fulfilling a chore. There will always be administrative work to be done. There will always be tedious tasks that should not be delegated just because they seem unimportant. Being Seneschal must have meaning or it will deteriorate into nothing but a title that

has even less significance that being a member of the Knights of Misspent Youth. If that should happen, KOMY too will become nothing more than a quaint idea that will not endure.

For what it is worth, I will work hard as your Seneschal to make the next two years meaningful for the Knights of

Misspent Youth and for KOMY to have meaning outside of the group. It may not be a new dawn in a new day, but it is a chance to see if 'together' we can rekindle the feelings of the past to make them shine like a new beginning.

## SENESCHAL WILLIAM OF SHEA

NOTE: Please review the partial Schedule below to be mindful of Game dates, and forthcoming special events. This is subject to change. 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
WK35	28-Aug	PRE-GAME PREP TO KNIGHTSHADE CAMPAIGN II	MS	N/A	1
WK36	04-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART I	MS	2	2
WK37	11-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART II	MS	3	3
WK38	18-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART III	MS	4	4
WK39	25-Sep	FN31: FUMBLE ISSUE THIRTY-ONE	BDP	N/A	N/A
WK39	25-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART IV	MS	5	5
WK40	02-Oct	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART V	MS	6	6
WK41	09-Oct	MUTANTS & MASTERMINDS	TIPSY	7	7
WK41	11-Oct	WIMPY TROLL	BIRTHDAY	N/A	N/A
WK42	14-Oct	WEBSTER TROLL	BIRTHDAY	N/A	N/A
WK42	16-Oct	MUTANTS & MASTERMINDS	TIPSY	8	8
WK43	23-Oct	MUTANTS & MASTERMINDS	TIPSY	9	9
WK44	30-Oct	MANAGE ONLY	N/A	N/A	10
WK45	06-Nov	MUTANTS & MASTERMINDS	TIPSY	10	11
WK46	12-Nov	HIPPY TROLL	BIRTHDAY	N/A	N/A
WK46	13-Nov	NEXTCON Pre-Planning Night & CARDS	KOMY	11	12
WK47	18-Nov	JULIUS TROLL	BIRTHDAY	N/A	N/A
WK47	19-Nov	SULLY TROLL	BIRTHDAY	N/A	N/A
WK47	20-Nov	CARD GAME	WIMPY	12	13
WK48	27-Nov	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART VI	MS	13	14
WK49	04-Dec	KNIGHTSHADE - KS07A CRAVENFALL HOME PART I	MS	14	15
WK50	11-Dec	CARD GAME	WIMPY	15	16
WK50	12-Dec	FN32: FUMBLE ISSUE THIRTY-TWO	BDP	N/A	N/A
WK50	13-Dec	RANDO TROLL	BIRTHDAY	N/A	N/A
WK50	14-Dec	TIED-ON TROLL	BIRTHDAY	N/A	N/A
WK50	14-Dec	KOMY JOES CHRISTMAS NIGHT OUT	EVENT	16	N/A
WK51	18-Dec	KNIGHTSHADE - KS07A CRAVENFALL HOME PART II	MS	17	17
WK52	25-Dec	MANAGE ONLY	N/A	N/A	18
WK01	31-Dec	DUPLEX TROLL	BIRTHDAY	N/A	N/A
WK01	01-Jan	MANAGE ONLY	N/A	N/A	19
WK02	08-Jan	CARD GAME	WIMPY	18	20
WK03	15-Jan	MUTANTS & MASTERMINDS	TIPSY	19	21
WK04	19-Jan	AFC & NFC AMERICAN FOOTBALL	KOMY	N/A	N/A
WK04	22-Jan	MUTANTS & MASTERMINDS	TIPSY	20	22
WK04	24-Jan	WARPCON XXX	EVENT	21	N/A
WK04	25-Jan	WARPCON XXX DEPARTMENT X RPG: ORIGINS	EVENT	22	N/A
WK05	26-Jan	WARPCON XXX	EVENT	23	N/A
WK05	29-Jan	MUTANTS & MASTERMINDS	TIPSY	24	23
WK06	05-Feb	MUTANTS & MASTERMINDS	TIPSY	25	24
WK07	12-Feb	CARD GAME	WIMPY	26	25
WK07	15-Feb	FN33: FUMBLE ISSUE THIRTY-THREE	BDP	N/A	N/A
WK08	19-Feb	MANAGE ONLY	N/A	N/A	26
WK09	26-Feb	CARD GAME	WIMPY	27	27

# *COMING NEXT ISSUE*

## **DEAR FUMBLE**

### **CONTACT US**

More letters from our readers.

## **IN GAMES**

### **A LOOK INTO THE PAST & PRESENT**

William Anthony Shea

## **THE GMs GUIDE**

### **KNIGHTSHADE RPG**

Frequently Asked Questions (FAQs).

## **CONVENTION CUBE**

### **KENNELCON, WARPCON & THE NEXT STEP**

Convention and Events!

## **INNER CIRCLE**

### **KNIGHTSHADE RPG, DEPARTMENT X & M and Ms**

Game updates from the Knights of Misspent Youth.

## **SHORT STORY**

### **HUNTED**

William Anthony Shea

## **ILLUSTRATED**

### **A VERY SPECIAL BIRTHDAY**

WAS

## **THE SENESCHAL'S DECLARATION**

### **SIR WILLIAM**

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



