

BAD DOG PUBLISHING PRESENTS

FUMBLE 32

NEWSZINE DECEMBER 2019



IN ASSOCIATION WITH THE KNIGHTS OF MISSPENT YOUTH

EDITORIAL

This issue marks the fifth in the current year, and a landmark for Fumble in returning to a balance in the numbering of the Newszine. As this year is winding to a close, the time has come to reflect on everything else we achieved and what the future holds.

Let's begin with Bad Dog Publishing (BDP). As of writing this editorial we are about to release Remnant, the fourth in our Vampire series and the first book in the Aftermath Trilogy. The story follows on from Fallen; Book Three in the *Brethren* series and it will be released in late December. Remnant will be followed in 2020 by Dawn, and Risen, Books Two and Three respectively in the Aftermath Trilogy.

Remnant will mark the fourth release from BDP in 2019 – Ripples from a Darkling Pool, Dead to Me: De Many Deaths of Michaleen and Gnarl & Other Stories having been released already. Of course, we also released Fumbling Volume One and Two along with KST02: Knightshade The Grandmaster's Tome on Kindle, so all in all, a very good year.

The Knights of Misspent Youth (KOMY) are in full swing with the games as we come to the end of the first quarter of the game year 2019/20 with good outings from Knightshade RPG and Mutants & Masterminds. KOMY have also added a new convention to its repertoire – Cork RPG Con. Do check

out the Convention Cube column for an update on that event and other forthcoming events.

2020 is almost here. As the numbering of the year implies, and has often been mentioned, it is time for a clearer vision. 2020 marks an update to the KOMY Charter of 2012, the third iteration in that document, which will be sent out to all Members to ratify in April.

BDP's important releases for next year will most certainly include the long awaited and creatively intensive KST03 The Loremaster's Tome and KST04 The Questmaster's Tome. However, playtesting of BDP's Department X RPG will commence at WarpCon XXX in January with the initial story launch in DXCON01 Origins.

All that remains to be said is...

Merry Christmas

**& Happy New Year from
Bad Dog Publishing!**

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.

Fumble received no letters for this issue.

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

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Here you will find brief updates from the second quarter of Game Calendar Year 2019/2020. Due to commercial reasons, we are only able to provide broad details for the scenario Beyond the Night from Knightshade the Role Playing Game (RPG) as this story is due to be released as part of KST05: The Questmaster's Tome II.

Wednesday, 11th September, 2019

Knightshade RPG

**Campaign II: The Augur Stone
KS07 Beyond the Night Part II**

The journey continued in the aftermath of a necessary conflict with Ogres. Ricardo was rendered unconscious in bonding with the Symbiote and remained so for some time. With Cravenfall free from the threat of being raided, the companions proceeded to travel the trail road north, skirting the lakes and marshes of a wilderland that still harboured many dangers. The necessity of posting guards was evident but soon magic was employed to protect the camp, not only from Fenspawn, but from Water Voles.

A scouting party consisting of Phonwright, Wicketley, Hayzeus and Jorrio returned to the main expedition with a tale of woe. They had run into

a magical trap that had almost driven Wicketley mad. For many nights he believed he had not been put back together right after his ordeal in Ravensburg with the Gorgon that had torn him asunder. He wanted only to find Terribus and stay close to the Swordarm. His night terrors passed in time but Alatoff and Verbose supported Hayzeus's theory that the Underway was protected by powerful illusions and other ancient magics.

They were still some ways from the possible entrance to the Underway when they encountered trouble in the night hours from Water Voles. The protective magics of Verbose and Hayzeus proved essential to keeping the camp and animals safe. Alatoff *selfishly* took care of his personal protection, warning the party not to touch him while he slept, lest they be subject to an unpalatable rebuke.

Reaching the mountain location where Hayzeus and the others believed the entrance to the Underway was, the Magi along with Hudron worked to decipher the way through this ancient magic. Hayzeus succumbed to the power behind the illusion and fell victim to the same effect that had tasked Wicketley to the point of madness. Hayzeus believed that he was evaporating in an unbearable heat. A suggestion to put him into the lake drove him to the brink of despair. *What if he turned to water and was lost?* To prevent his night terrors from taking hold, Alatoff Paralysed and subjected him to a heavy sleep. They had found the location of the ancient Underway but the way ahead was closed.

Milford provided the greatest intuition into traversing the entryway by using his newly found Displacement Shield to move beyond the illusion. This was not without danger. Using Verbose's gloves, he managed to reproduce the runes on two statues within the illusion to enable Alatoff and the other Magi to figure a way passed this obstacle. Alatoff cautioned that a night of rest was required so as not to test Milford's Shield beyond its limits. The way passed this powerful obstacle had been discerned. Alatoff led them through as he was protected from harm by his Magical Helm. The others transitioned with Milford's shield in the hands of the Mage. His companions were blindfolded and silenced against the effects of the powerful illusions.

Alatoff led the others through, ensuring his companions held a direct link to each other. Beyond the huge entryway, a great causeway through the mountains was revealed, but what dangers lurked within was yet to be revealed...

Wednesday, 18th September, 2019

Knightshade RPG

Campaign II: The Augur Stone

KS07 Beyond the Night Part III

The ancient causeway stretched out as far as the eye could see. The Underway was a wonder, but it also held some sinister secrets. The crystal clear water under the causeway had no fish. In fact there were no bugs, moss, weeds or any other living things here in this place. The mountains rose several hundred feet on either side. The water filled the underway and stretched 120 feet on

either side of the causeway. There were strangely symmetrical openings high up on the mountains to the right of this macabre road. The causeway was supported by great stone monoliths marked with runes that also showed up on the walls of the walkway ahead. Cautiously, the Magi and Hermit set to work trying to understand the runes on the nearby pillars supporting this great causeway. Some were familiar – death, guardian, life, etc. There was reference to the doorway being closed and the only way to reverse that situation was to find the prize within this place and wait for the key (Augur Stone) to switch directions.

The companions sent a scouting party ahead to explore the causeway before proceeding with the wagon and horses. They set out to just over a kilometre from the party to a stretch of causeway that met with the mountains on the right. There they found a huge entryway, similar to one they had seen before in the Dark Citadel located in Ravensburg – the almost liquid darkness yielding to Hudron the Hermit. He passed within and everything changed on the causeway. Three Stone Guardians appeared adjacent to the monoliths supporting this immense bridge. Ricardo the Swordarm who took up the rear was immediately attacked by one of the fifteen foot tall Guardians. Both of the Swordarm's legs were pummelled and the right leg was broken. Ricardo was about to die were it not for the timely intervention of Milford who used his Displacement Shield to save the hapless Swordarm.

Still, the scouting party were

cornered by the nearest Stone Guardian. Only Hudron's return saved them from certain death. Alas, this left the rest of the party along with the horses, Sir Hardigan's dog, Otis, and the wagon with the supplies, in jeopardy. They needed to be rescued. Milford and Hudron used the Displacement Shield to take short jumps to reach the location of the wagon, a tactic that later proved flawed. The strain on Milford was severe but they reached their companions as Hudron passed out. Milford placed him on Hardigan's horse, and then the party attempted to project back the way Milford had come. This took three jumps. Terribus passed out along the way. Before the last jump, Milford transformed into Ogre form using Stunder's ring. He was being significantly drained and finally fell unconscious. On reaching the archway, all except Jorrio passed out, including Otis and Hardigan's horse. Jorrio picked up the Augur Stone, and used it to pass through the archway, where he desperately requested assistance from Hudron and Alatoff to retrieve their unconscious companions.

Due to Stunder's ring, Milford recovered faster than normal, but did not recover from the damage he had previously incurred. He, Alatoff, and Fhonwright moved on along the passageway. Unlike the causeway, this appeared to contain no runes. Alatoff noted metals grills along the side of the passageway, of the same size as those outside. They appeared to be air holes. He noted some runes on the grill, which indicated '*lightning*' a protection that would be cast against anyone

attempting to enter the ventilation shafts.

Alatoff and Milford ventured back out onto the causeway to determine what was happening with the Stone Guardians. The Golems ignored them, so they moved to the wagon. They intended on collecting any useful equipment. On reaching the wagon, they found the wagon intact, but the four horses were missing.

Alatoff cast Shadow Carpet, producing an effect much larger than expected, with a capacity sufficient enough to carry everything from the wagon in one trip. Milford and Alatoff hastily returned to the others. However, on reaching the archway, the carpet dissipated on impact with the shadowy doorway. Due to the forward motion, both they, and the equipment were thrown into the chamber. Milford and

Alatoff managed to catch the lanterns before they smashed on the ground.

The whole party remained in poor condition as the strain of being displaced took its toll, inflicting serious internal wounds on those under the effect. Milford came to realise that the shield worked by line of sight and that he should have undertaken one journey to retrieve his companions and one return journey as the strain became graver with each transition.

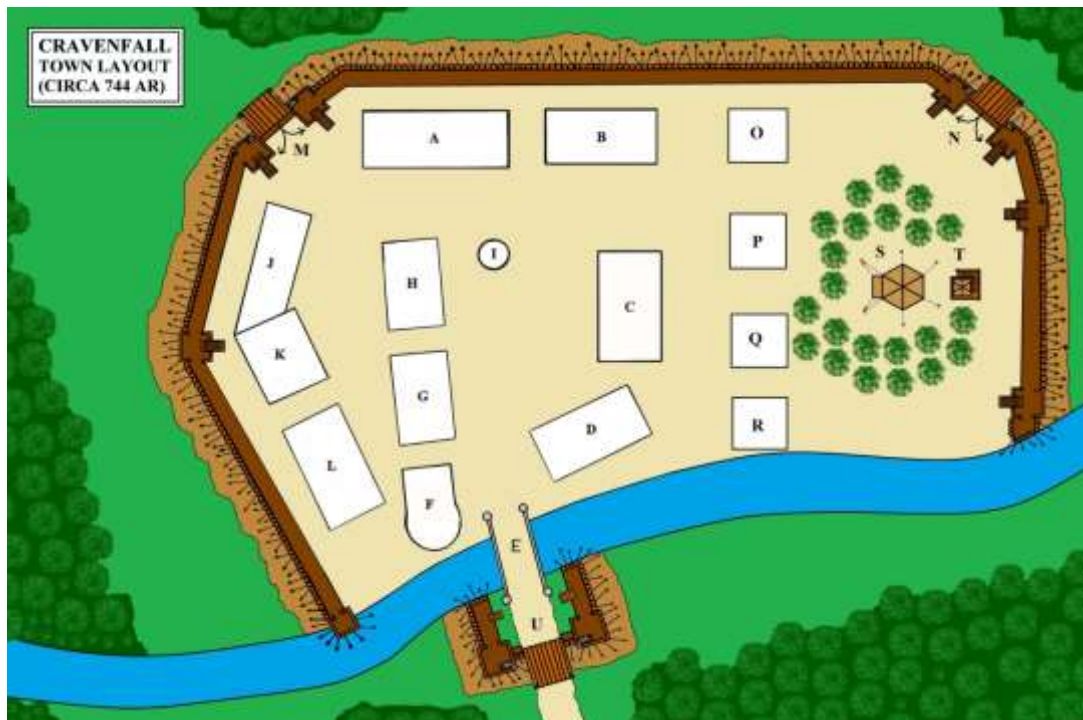
Wednesday, 25th September, 2019

Knightshade RPG

Campaign II: The Augur Stone

KS07 Beyond the Night Part IV

The need to push on proved urgent. The companions were dying here in the Underway. They were running short of supplies and the only hope rested in finding that which the Augur Stone



alluded to and escaping this sinister place. Verbose wanted to determine if he could cast any spells here, so he chose a harmless spell, Read Script, and asked Alattoff for something to read. Alattoff wrote on a piece of parchment, which Verbose was able to read.

Having verified that he could cast a spell, Hudron, Alattoff, Fhonwright, Milford, Hardigan, Hayzeus and Verbose moved back out on to the causeway. On exiting, the party heard a horrible girlish scream, which appeared to come from behind them. The group returned through the portal, at which point, Hudron heard what appeared to be Alattoff's voice uttering the phrase the Mage had written. Alattoff denied saying anything. When Ricardo turned around, he had the phrase scripted on his forehead, in Alattoff's handwriting.

The companions ventured back out, and reached the next aperture. Hudron moved forward at the head of a 'V' shape. It was very dark on the far side. Fhonwright passed a lantern forward. As Milford attempted to pass it to Hudron, the lantern breached the darkness and there was a bright flash. His hand was frozen solid. The lantern flame also froze. The only way of providing heat to melt the ice, without using flame, was to urinate on Milford's hand. Hudron, Fhonwright, and Alattoff all volunteered to do the deed, and his hand thawed. On exiting the chamber, the lantern flame remained frozen but still radiated light inside the causeway. There had been a significant amount of ice inside the chamber, which prevented seeing very much.

The companions moved on to the

next aperture. On entering, they noticed a large circular crystal orifice in the floor, under which flames flickered furiously.

The companions exited this chamber and followed the causeway. They followed the path to its end and encountered a twelve foot square completely black block, without any doorway. This stirred a similarity to the Tower of Tole (Death). Rather than proceed, they made their way back to the rest of the party, and brought them forward to the end of the causeway.

The party linked up in front of the square block, where Hudron, holding the Augur Stone, touched the surface. Immediately, a liquid shadow suddenly moved up his arm, consumed him, and turned him in to a Shadow. Hayzeus managed to grab the Augur Stone before it too was devoured.

Hayzeus noticed that when Milford angled his shield towards the Shadow, he could see Hudron, with a puzzled look on his face. Hardigan and Milford defeated the Shadow not knowing the connection.

Verbose cast Shadow Eyes, using it to check the top of the structure. He determined that there was a circular aperture in the roof. On passing through, he found himself in a spherical room, covered in runes. He determined that the structure was a portal to the Plane of Shadow. He also determined that on touching the surface of the structure, the person was immediately transported to the Plane of Shadow, and a Shadow or Shadow Fiend was transported in the opposing direction. For the person to return, the Shadow/

Shadow Fiend must still exist on the outside. Hudron was going to have an issue returning, unless somebody died or was left behind. The companions linked up once more, and used the structure to pass through to the Plane of Shadow.

Wednesday, 02nd October, 2019

Knightshade RPG

Campaign II: The Augur Stone

KS07 Beyond the Night Part V

Beyond the intricate cube harbouring the Shadow Door, the companions found themselves in a macabre shadow realm where they found Hudron unharmed. They had crossed over into the Plane of Shadow. Worse, this realm dominated the continuing Underway, albeit a part of the ancient crossing that was eroding and showing definite signs of distress. The journey through this area was all the more wearing because of how this place pushed against the living, eroding resolve faster than even the decaying aspect within the Underway. A dark knightly Guardian awaited, adorned in sinister armour that seemed to ripple about him like the essence of the shadowy doorways. He barred the way to a Rune Stone isle like no other seen in all of Ayre. There were twelve Rune Stones in the centre with two distinct walkways leading upward to an area untouched by the Shadow Realm. The Guardian was defeated and the way to the isle was opened but not without cost. Verbose was blinded through his use of magic. On reaching the Rune Stones many of the aspects became familiar. Unlike the six Rune Stones seen outside the Underway,

these twelve told of other aspects of magic hitherto unknown – Faith, Life and Time. They also portrayed a graver aspect of the Necromantic Sphere – Death. Choices had to be made, and quickly. The Shadows were gathering with the loss of the Guardian, who had protected this place. Hudron chose the next piece of the Augur Stone Key, so that the companions could escape the Underway. Verbose chose his sight. Hayzeus chose to surrender his Elemental Water aspect in favour of Time. Jorrio chose True Sight, the ability to see things for what they were. Alatoff chose to specialise in Invocation. Jade the Eye chose to have Ricardo restored and sacrificed herself. Ricardo chose life for Jade and sent her to be reborn in Rebecca. Hardigan chose to sacrifice his choice and restore Hudron's Shadow so that the Hermit could escape this dark realm. Fhonwright chose to be unbound from the Patriarch. Milford chose a gift of life for his Family. Dufal chose to have his mind closed to manipulation. As the last gift was imparted, the Shadows were unleashed. They had gathered in their thousands and now moved to take the last bastion of hope in the Drú Underway.

Wednesday, 09th October, 2019

Knightshade RPG

Campaign II: The Augur Stone

KS07 Beyond the Night Part VI

Reaching the *Drú* Rune Stones on an isle in a realm trapped in the Plane of Shadow was hard enough. Escaping from this eerie stretch of the Underway was difficult and potentially fatal.

Verbose fled at speed using a greatly enhanced Shadow Journey spell. However, he could not escape without Hudron, who held the Augur Stone and the only key to unlock the Shadow door on this side of the Underway. The others were not far behind and soon closed the gap as they ran from thousands of Shadows that had amassed on the fringes of this dread realm. The creatures were drawn to the living and unleashed because of the fall of the Dark Guardian. The last bastion of *Drú* magic was now unprotected.

Only after leaving the isle did Jorrio realise that the Guardian they had destroyed protected this place from these dark creatures. He saw the companions as the enemy only because they were masked in Shadow Form. The isle would be overwhelmed if no one chose to take on the mantle of the Guardian, taking his armour and sword and standing against the darkness. Jorrio chose to do this – to sacrifice himself in perpetuity for the hope of the



land. The Scout asked that the companions return to free him if it ever proved possible. Otherwise he would stand as Guardian to the Rune Stone Isle forever.

NOTE: Additional Knightshade RPG updates will be released in FN33 Fumble Issue Thirty-Three.

THE GM's GUIDE

KNIGHTSHADE RPG

FREQUENTLY ASKED QUESTIONS (FAQs).

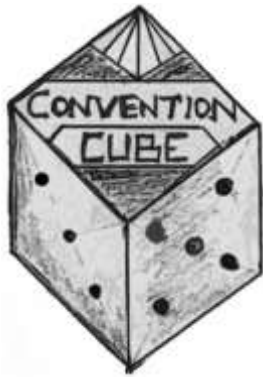
OPTIONAL RULE CHANGE

A Character sustaining cumulative damage equal to his Health Attribute will have his Physical Resistance Check reduced by 3 points. A Character sustaining damage equal to twice his Health Attribute will have his Physical Resistance Check reduced by 6 points and his Mental Resistance Check reduced by 3 points. A Character who sustains damage equal to three times his Health Attribute will have his Physical Resistance Check reduced by 9 points, Mental Resistance Check reduced by 6 points and Perception Resistance Check reduced by 3 points. This is to reflect the debilitations experienced by the Character that impair his ability to react.

DAMAGE VS HEALTH	> Health x1	> Health x 2	> Health x 3
Physical Resistance	-3	-6	-9
Mental Resistance	N/A	-3	-6
Perception Resistance	N/A	N/A	-3

If you have other questions about Knightshade the Role Playing Game, please use a subject line 'Knightshade Query' and sent your e-mail to info@baddogpublishing.ie





CORK RPG CON 2019

8th-10th November

Imperial Hotel, Cork, Ireland.

I want to note that I am delighted to see a Con like this in Cork and hopefully any criticisms will be seen as constructive.

First impressions are just that – opening impressions that can change over the course of an event. When I arrived, I was disorientated and had to seek the Convention out. The location was not obvious. Finding registration proved equally challenging. I had to ask one of the vendors (which I found out were Other Realms only because I asked) where registration was in what seemed to be a rather disconnected Con. Cork RPG Con needs a central focus point and better signage.

Organisation and advertisement needs work. I like the play area but it could have benefitted from better support. When I arrived I could not figure out who or what each vendor was and the Con could benefit from a central sponsor. The vendors need to be located near the gaming area and all in one room. There was a perfect location

across from the main gaming area that would have been ideal.

One additional difficulty presented itself. I noticed a number of customers in the hotel passing near (and almost through) the Con dressed in Spa robes. While this is not a problem for the Con in general, it seemed wrong for the ladies in question to have to pass through a busy Con area. Personally, I would not be happy if attending the Spa to find that I am suddenly among hordes of gamers while wearing what amounted to a bathrobe.

While I quite liked the gaming area for its space, as the room filled up, the noise became a concern and it also got quite cold. Still, the gamers seemed happy enough once they got underway. When the main hall filled up, it was great to see all the tables in use and to see the myriad of games in play.

Summing up, the Con is a great addition to any gaming calendar, but it needs some organisational work, primarily in bringing the vendors into sync with the main gaming area. Keeping the event all on one level would be great and it might help with the footfall for vendors. Designating some of the tables for open gaming would be nice but I can see problems with restricting any allocated spaces.

I am looking forward to next year and already planning to attend for a longer duration – as in all three days. I am already looking to add this event to our regular gaming calendar and to host a special Knightshade RPG Story at the Con. Let's hope that it endures...

JOES NIGHT OUT

CELEBRATING

KLUTZ'S & KRAVE'S 21st BIRTHDAY

The JOES Christmas Meal will be held in the Kennel & Knights Bar @18:00 on Saturday, 14th December, followed by a foray into, or near town to a suitable PUB for refreshments and banter! This is a KOMY event and 1 point will be allocated for attendance of the Christmas Meal. Another point will be allocated for attending the PUB.

Potential PUB venues are The Poor Relation, El Fenix, Goldbergs or The Vicarstown.

AFC & NFC EVENT

American Football Conference Championships

Sunday, 19th January, 2020
The Woolshed Baa & Grill
Sheares St, Cork.

WARPCON XXX

24th-26th January 2020
U.C.C. Cork, Ireland.

30 years of WarpCon - how did this happen? Come to the event and find out!

KOMY will be participating in the QUIZ night on Friday, 24th January

BDP will be hosting a Special Event Game – DEPARTMENT X RPG: ORIGINS on Saturday, 25th January with the potential to spill over to the next day if required – This is an INVITATION ONLY event.

NEXTCON 2020

CELEBRATING

RANDO'S & TIED-ON'S 50th BIRTHDAYS & attending UK GAMES EXPO

28th May – 02nd June 2020
Birmingham, UK.

Thursday, 28th May

Depart Cork @06:40

Arrive in Birmingham @08:25

Train to City Centre and breakfast in Wetherspoons The Briar Rose.

Drop bags at Premier Inn Bridge Street & refreshments in Wetherspoons The Figure of Eight & other pubs on Broad Street and in Canal area.

Book in to Hotel @14:00 & onward!!!
Dinner in Wetherspoons The Figure of Eight @19:00-19:30 – CURRY CLUB!

Back on the 'Refreshments' trail!

Friday, 29th May

Up and at 'em @08:30

Walk, Run or Crawl with Liam.

Breakfast @09:30 in Wetherspoons The Figure of Eight.

Comic Book Store & Refreshments in The Brew Dog...

<https://www.brewdog.com/uk/bars/uk/brewdog-birmingham/>

@19:30: Dinner in Brew Dog or alternative, followed by music and drinks.

Saturday, 30th May

Up and at 'em @08:30

Walk, Run or Crawl with Liam.

Breakfast @09:30 in Wetherspoons The Figure of Eight.

@10:30: Train to Birmingham NEC & UK Games Expo 2020.

Games, Games, Games throughout the day and a chance to pick up that special themed T-Shirt you have always been looking for (or to replace).

@18:30: Train to Birmingham City Centre.

EVENT @19:30 THE IRISH TWINS 50TH BIRTHDAY DINNER!

Venue TBA, followed by music and drinks...

Sunday, 31st May

Up and at 'em @08:30

Walk, Run or Crawl with Liamo.

Breakfast @09:30 in Wetherspoons The Figure of Eight.

Early excursion to Cinema – Black Widow.

Goodbye to the Irish Twins & Gully!

A tour of Birmingham (and some refreshments)

@19:30: Dinner in a suitable Chinese Restaurant followed by music and drinks.

Monday, 01st June

Up and at 'em @08:30

Walk, Run or Crawl with Liamo.

Breakfast @09:30 in Wetherspoons The Figure of Eight.

A special day of gaming – Event to be announced.

@19:30: Dinner in a suitable Indian

followed by music and drinks.

Tuesday, 02nd June

Up and at 'em @08:30

Walk, Run or Crawl with Liamo.

Breakfast @09:30 in Wetherspoons The Figure of Eight.

Cocktails & Cards (lot and lots of cards)...

Goodbye to those who are leaving early!

@15:30: Lunch/Dinner – Venue to be advised, followed by train to airport.

NOTE: If attendees have any special requests that might be of interest to the group, please do let the Seneschal know. Every effort will be made to incorporate same into the event.

KENNELCON 2020

(A.K.A. The Kennel Party)

Regrettably, KennelCon 2020 has been **CANCELLED**. KOMY will host a minor, low-key event to address the Knight of the Year & Fumble Awards.

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.

THE FUMBLE AWARDS 2020 (CATEGORIES)

Below you will find a reminder of the categories of the Fumble Awards. Please be mindful of these throughout the gaming year. All Fumble Awards are worth 1 point to a member, with the exception of Most Heroic Moment, which is worth 2 points.

MOST HEROIC MOMENT

MOST VILE ACT

MOST COMIC MOMENT

BEST SLIP OF THE TONGUE OR EXPRESSION

BEST FUMBLE

BEST DEATH

BEST ANTAGONIST

BEST USE OF AN ITEM, SPELL OR TALENT

BEST TRAP OR AMBUSH



SHORT STORY

HUNTED

(PART II) BY WILLIAM ANTHONY SHEA

Blood splattered across the snow, but the essence of this dark fluid was wholly unnatural in colour and viscosity. Sir Talas Vanguard fought through his fatigue but given the cold and a relentless enemy, he knew that he would not last long. Perhaps his efforts would only afford enough time for Pegrina to escape. His life did not matter. She held the hope of the future for all of Ayre.

Sir Talas welcomed the brief respite between the attack of the first beast and the arrival of the rest of the pack that now circled his position. He had cleaved the hellish hound in two, surprising the beast by his willingness to resist. The others took on a greater aspect of caution in the aftermath of the first's fatal defeat. Sir Talas cast a glance after the child. Pegrina had already reached the base of the mountain, her red robes now white as they concealed her from the hounds of darkness. The horse too seemed bewilderingly obscure, the black colouring lost by the shimmer of some magic he could not comprehend. He suspected it was more than just the clothing she wore that brought about this welcome change but as long as she was safe it hardly mattered. The cold

air had been fresh until the hound at his feet began to dissipate into dark wispy tendrils of discontent, filling the immediate area with a smoky residue that made Sir Talas want to gag involuntarily. The haze burned the back of his throat when he took an unguarded breath and filled his nostrils with odours akin to those of repugnant brimstone.

These hounds were like nothing Sir Talas had ever seen before. They behaved and moved like wolves, but used their forepaws to scramble forward at speed. Their leathery hides were closer to dark red when in proximity and not black as the knight had thought when viewing them from afar. Each hound had a vicious maw full of sharp teeth and serpent-like eyes that pierced the soul. They were big and dangerous. They were being herded onward by some being Sir Talas could not make out, and yet, they required no urging – they were drawn to his life essence, as jaded as it had become over time.

Regardless of the fate of the knight, he now saw Pegrina disappear inside the mountain, surmising she had found the refuge she had been looking for, or the convenience of a place to take shelter. She was not safe. He could not fool himself into believing fate so kind.

‘May Thyrr protect you, child of Lenica, daughter of the *Drú*,’ whispered Sir Talas as he touched his forehead and heart in a last prayer.

‘Come, creatures of darkness!’ he cried louder, drawing the beasts and their concealed master to him, keeping their focus away from the child.

Four hounds converged on the aging knight from opposing vantage points,

driven to a tactic of which Sir Talas would have approved had he not been the object of their interest. He was prey and these creatures were being guided to see him undone. He had only bought Pegrina time. When they were done with him, they would pursue the child to her inevitable fate. Archon had betrayed Sir Talas when he had forced him to follow this path to folly.

There was no time to hesitate, no time for fear or any other such childish consideration. Pegrina had entered the cave almost at a run. She had seen the smooth stone markers near the entrance, intact and perfectly preserved – Rune Stones. They were old, older perhaps than Elvish history. *Drú* – it was what Sir Talas and the others called her, except when in the presence of the one known as Archon – High Castellan of the Order of the Knights of the Dove. He was not a good man, but she sensed that Sir Talas would not accept such truths with any grace.

Pegrina dismissed these thoughts as she led the horse further into the cave. The animal did not require much urging and it pushed forward willingly as if it sensed no danger here. She soon became aware that the bitter cold had dissipated, the air taking on a distinctly warmer aspect further in. And yet, the way was dark. Pegrina could not wait. She had no time for caution. She discarded the reins of the horse and stepped forth eagerly with need that bordered on desperation. She made a circle in the air with her right hand and a light appeared, sweeping outward to throw back the shadows. Her

incantation evoked a reaction. A perfect globe of blue light formed in the passageway ahead, almost as if it had always been there and had only now come to life in response to the whispers of magic emanating from Pegrina. It expanded and contracted from three to four feet as it reverberated with a pulsing sound that soon became that of a disembodied voice.

‘Seek the Forgotten in the darkest place,’ said a voice – male, succinct and clear.

‘I need help,’ pleaded Pegrina.

‘Speak,’ came the reply.

‘Save the knight,’ she cried.

‘That is not your path,’ said the voice.

The words came directly from the sphere of blue light.

‘Please,’ begged Pegrina.

‘You are the daughter of Lenica. Saving Sir Talas will not aid you in your journey,’ cautioned the voice.

‘But he will die,’ insisted the girl.

‘All things die. This is not your path. Interference has a price,’ scolded the voice.

‘You are supposed to do my bidding,’ shouted Pegrina with some

anxiety. ‘I will pay whatever price is required,’ she added without hesitation.

‘Very well, it is done,’ responded the voice in resignation.

‘What is done? What did you do?’ asked Pegrina.

‘Only what you asked.’

Pegrina rushed to the entrance of the cave, but to her surprise, she did not find a snow-filled vista. Instead she stood at the periphery of a forest in the throes of spring. When she looked back, the horse was gone. So too was the globe of blue light.

‘Seek the Forgotten in the darkest place,’ whispered the waning voice. ‘They have come for you...’

Silence followed. Pegrina dropped to her knees and let the weight of her sorrow take her. Tears wet her face.

‘Oh, Sir Talas, what have I done?’

COMING IN ISSUE 33
HUNTED (PART III)
WILLIAM ANTHONY SHEA





This issue we take a brief look at another local game store.

Sandbox opened in Cork in 2014. The store, originally in Washington Street, (remember the Stargate replica in the window) moved to a new location on the Lower Glanmire Road in 2017.

This store doesn't have a shop front as such, but is just across the road from St. Patrick's Church; the address is Unity House, Lower Glanmire Rd, Victorian Quarter, Cork T12 VKP0.

In the shop: gaming and hobby products, (**games, paints, dice etc.**) as well as space to play tabletop games.

Sandbox also have launch events: Tournaments for Collectible or Trading card Games CCGs, TCGs).

They provide decks and expansion packs for: Magic the Gathering, Pokémon, Warhammer 40k and more.

Sandbox attends conventions around Ireland so look out for their trade stand.

<https://www.facebook.com/playinthesandbox/sandboxcork@gmail.com>



BLAST FROM THE PAST



TIED-ON & RANDO AT GEN CON UK

(Poor boy on the left is all tuckered out)

HAPPY BIRTHDAYS

OCTOBER

HAPPY 50th BIRTHDAY TO SIR FERGAL (Webster) of Moore.

Happy Birthday to Sir Michael (Wimpy) of Mahony.

NOVEMBER

Happy Birthday to Sir Paul (Hippy) of Mason.

Happy Birthday to Sir Martin (Julius) of Mason.

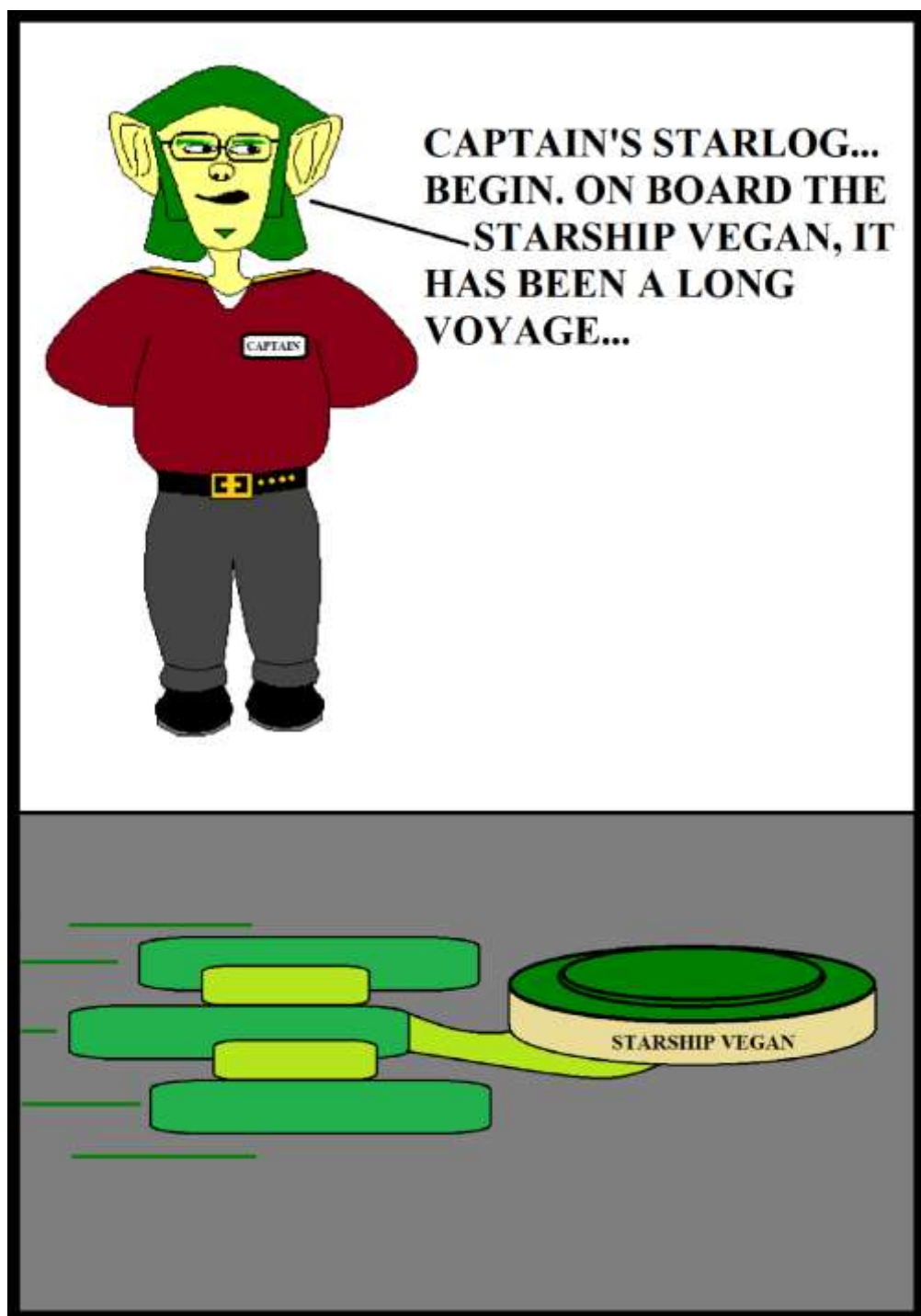
Happy Birthday to Sir Andrew (Sully) of Meaney.

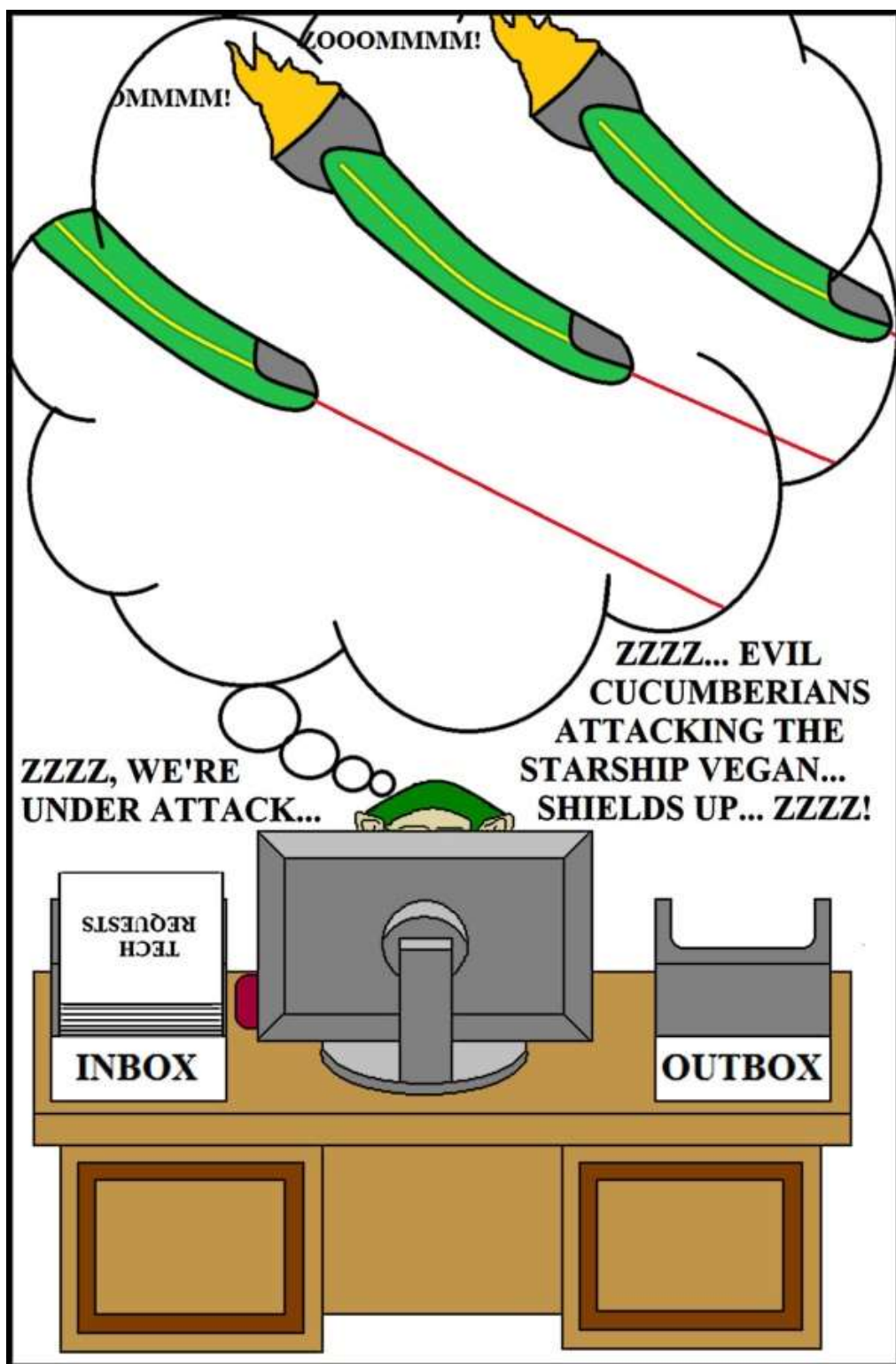
DECEMBER

HAPPY 50th BIRTHDAY to Sir Kieran (Rando) of Walshe.

Happy Birthday to Sir Shane (Tied-On) of Walshe.

ILLUSTRATED





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



Being Seneschal is about being me. Hmm, watch the ego – being ‘*yourself*’ then. But it is also about being there... not for you, but for everyone else, even if they don’t appreciate it. Even if they do, it’s about thinking of everyone else first, like if ‘*he or she*’ was your son or daughter, or just a loved one. My tenure this time around is about inclusion, reaching out and being there – but also it is about helping when one of our member’s needs support. KOMY’s remit always was, and always will be to stand together.

Alas, as you may have noted already, the Kennel Party for 2020 is now very much in the wind. I refuse to say for certain that it cannot be redeemed but the practicalities of hosting the event must take precedence. Unfortunately, most of our membership does not seem to share my enthusiasm for keeping the event on our gaming calendar. A detailed article was provided in Fumble Issue Thirty-One but the reaction was all but non-existent. I think it would be best to leave this matter to rest for now but without some serious undertakings on behalf of KOMY, there may well be no way back.

I am happy to report that our trial run of

remotely connecting a Player to the games has been successful. There were some problems with drops in connection and distractions but it largely went very well. Hopefully we will be able to connect with other KOMY members away from home early next year.

The game calendar is in full flow as we take the first of our breaks for the Christmas period. Please note that the Games Room will be closed from 19th December until 8th January when a card game is scheduled with Wimpy, followed by another run of Mutants & Masterminds with Topsy, intersected by WarpCon XXX and a very special launch event for BDP.

On a more serious note, I would like to offer my condolences to some of our members who have lost loved ones in 2019. May they rest in peace and may you take solace in knowing that the Knights of Misspent Youth will always be there for you.

I would like to end this declaration, and indeed the year 2019, on a happier note, so please have a ***Merry and safe Christmas & a very Happy and Peaceful New Year***, from all the Knights of Misspent Youth.

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
WK35	28-Aug	PRE-GAME PREP TO KNIGHTSHADE CAMPAIGN II	MS	N/A	1
WK36	04-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART I	MS	2	2
WK37	11-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART II	MS	3	3
WK38	18-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART III	MS	4	4
WK39	25-Sep	FN31: FUMBLE ISSUE THIRTY-ONE	BDP	N/A	N/A
WK39	25-Sep	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART IV	MS	5	5
WK40	02-Oct	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART V	MS	6	6
WK41	09-Oct	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART VI	MS	7	7
WK41	11-Oct	WIMPY TROLL	BIRTHDAY	N/A	N/A
WK42	14-Oct	WEBSTER TROLL	BIRTHDAY	N/A	N/A
WK42	16-Oct	KNIGHTSHADE - KS07 BEYOND THE NIGHT PART VII	MS	8	8
WK43	23-Oct	CARD GAME	WIMPY	9	9
WK44	30-Oct	MANAGE ONLY	N/A	N/A	10
WK45	06-Nov	NEXTCOON Pre-Planning Night & CARDS	KOMY & WIMPY	10	11
WK45	09-Nov	CORK RPG CON 1	KOMY	11	N/A
WK46	12-Nov	HIPPY TROLL	BIRTHDAY	N/A	N/A
WK46	13-Nov	MUTANTS & MASTERMINDS	TIPSY	12	12
WK47	18-Nov	JULIUS TROLL	BIRTHDAY	N/A	N/A
WK47	19-Nov	SULLY TROLL	BIRTHDAY	N/A	N/A
WK47	20-Nov	MUTANTS & MASTERMINDS	TIPSY	13	13
WK48	27-Nov	MUTANTS & MASTERMINDS	TIPSY	14	14
WK49	04-Dec	MUTANTS & MASTERMINDS	TIPSY	15	15
WK50	11-Dec	KNIGHTSHADE - KS07A CRAVENFALL DEMESNE PART I	MS	16	16
WK50	13-Dec	FN32: FUMBLE ISSUE THIRTY-TWO	BDP	N/A	N/A
WK50	13-Dec	RANDO TROLL	BIRTHDAY	N/A	N/A
WK50	14-Dec	TIED-ON TROLL	BIRTHDAY	N/A	N/A
WK50	14-Dec	KOMY JOES CHRISTMAS NIGHT OUT	EVENT	17	N/A
WK51	18-Dec	KNIGHTSHADE - KS07A CRAVENFALL DEMESNE PART II	MS	19	17
WK52	25-Dec	MANAGE ONLY	N/A	N/A	18
WK01	31-Dec	DUPLEX TROLL	BIRTHDAY	N/A	N/A
WK01	01-Jan	MANAGE ONLY	N/A	N/A	19
WK02	08-Jan	CARD GAME	WIMPY	20	20
WK03	15-Jan	MUTANTS & MASTERMINDS	TIPSY	21	21
WK04	19-Jan	AFC & NFC AMERICAN FOOTBALL	KOMY	N/A	N/A
WK04	22-Jan	MUTANTS & MASTERMINDS	TIPSY	22	22
WK04	24-Jan	WARPCON XXX	EVENT	23	N/A
WK04	25-Jan	WARPCON XXX: DEPARTMENT X RPG: ORIGINS	EVENT	24	N/A
WK05	26-Jan	WARPCON XXX	EVENT	25	N/A
WK05	29-Jan	MUTANTS & MASTERMINDS	TIPSY	26	23
WK06	05-Feb	MUTANTS & MASTERMINDS	TIPSY	27	24
WK07	12-Feb	CARD GAME	WIMPY	28	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	29	27
WK10	04-Mar	KNIGHTSHADE - KS08 TBA PART I	MS	30	28
WK11	11-Mar	KNIGHTSHADE - KS08 TBA PART II	MS	31	29
WK12	18-Mar	KNIGHTSHADE - KS08 TBA PART III	MS	32	30
WK13	25-Mar	KNIGHTSHADE - KS08 TBA PART IV	MS	33	31
WK14	01-Apr	TWITCH	WEBSTER	34	32
WK15	08-Apr	MUTANTS & MASTERMINDS	TIPSY	35	33
WK16	15-Apr	MUTANTS & MASTERMINDS	TIPSY	36	34
WK17	22-Apr	MUTANTS & MASTERMINDS	TIPSY	37	35
WK17	24-Apr	FN34: FUMBLE ISSUE THIRTY-FOUR	BDP	N/A	N/A
WK18	29-Apr	MANAGE ONLY	N/A	N/A	36
WK19	04-May	GULLY TROLL	BIRTHDAY	N/A	N/A
WK19	06-May	DEPARTMENT X - DX00 INITIATES PART I	MS	38	37
WK19	09-May	OZZIE TROLL	BIRTHDAY	N/A	N/A
WK20	13-May	DEPARTMENT X - DX00 INITIATES PART II	MS	39	38
WK21	20-May	NEXTCOON PREP & CARDS	KOMY	40	39
WK22	24-May	KLUTZ & KRAVE TROLLS	BIRTHDAY	N/A	N/A
WK22	28-May	NEXTCOON	EVENT	41	N/A
WK22	29-May	NEXTCOON	EVENT	42	N/A
WK22	30-May	NEXTCOON: UK GAMES EXPO	EVENT	43	N/A
WK22	31-May	NEXTCOON	EVENT	44	N/A
WK23	01-Jun	NEXTCOON	EVENT	45	N/A
WK23	02-Jun	NEXTCOON	EVENT	46	N/A
WK23	03-Jun	CARD GAME	WIMPY	47	N/A
WK24	07-Jun	TIPSY TROLL	BIRTHDAY	N/A	N/A
WK24	10-Jun	KNIGHTSHADE - KS08 TBA PART V	MS	48	N/A
WK25	17-Jun	KNIGHTSHADE - FRACTURED TEARS	MS	49	N/A
WK26	24-Jun	THE FUMBLE AWARDS	KOMY	50	N/A
Cancelled	TBA	KENNELCON - The Remot Party	EVENT	N/A	Cancelled

COMING NEXT ISSUE

IN FEBRUARY 2020

DEAR FUMBLE

CONTACT US

More letters from our readers.

IN GAMES

TABLETOP CAFÉ

Michael D. O'Mahony.

THE GMs GUIDE

KNIGHTSHADE RPG

Frequently Asked Questions (FAQs).

CONVENTION CUBE

CORK RPG CON, WARPCON & UK GAMES EXPO

Convention and Events!

INNER CIRCLE

KNIGHTSHADE RPG & M and Ms

Game updates from the Knights of Misspent Youth.

SHORT STORY

HUNTED PART III

William Anthony Shea.

ILLUSTRATED

THE EYES HAVE IT

WAS.

THE SENESCHAL'S DECLARATION

SIR WILLIAM

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

