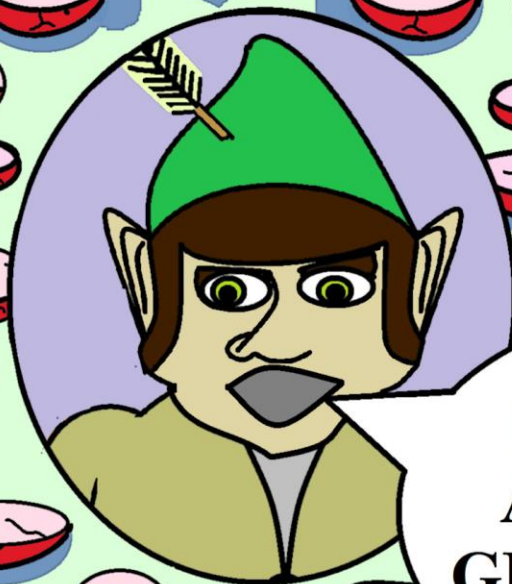


FUMBLE 48

NEWSZINE DECEMBER 2023



**IT'S LIKE
A RUSTIE
GRAVEYARD!**

IN ASSOCIATION WITH THE KNIGHTS OF MISSPENT YOUTH



As the door closes on another year, I am going to skip the customary reflection and look ahead to Christmas Future. Bad Dog Publishing (BDP) made the decision to close down production of Fumble Newszine and February's issue will mark the penultimate offering. Issues FN49 and FN50 are already in the planning stages as I write this editorial. There are many reasons for calling it a day and this is neither the time nor the place to delve into or to dwell on what has already been decided. Suffice it to say, all good things, etc. etc.

become a distant memory. Hopefully, you will look back on the majority of the material we have brought to you over the years with fondness. Who knows? Perhaps someday you will feel the need to sit in a pub and talk about that particular story, article or graphic representation and remember the past as something more. The future is still there to be written and life goes on.

Master Sage

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THE LAST GAME UPDATES!

Inner Circle will no longer provide updates on the Knights of Misspent Youth (KOMY) game sessions after this issue. Instead, the column will feature forthcoming changes to the KOMY Charter 2024 until the final issue FN50.

Original D&D

In Search of the Unknown Part 12 Wednesday, 24th May 2023

Carrion Crawlers!!! By the time Sûe and Greegan retreated from the depths of Quasqueton and returned to the camp, it was nearly too late. Only Fleetwood and Cookie remained standing. The rest of the party had already succumbed to paralysis and the horses were being worried by two of the large creatures. Fireballs from Sûe helped but a need for a more hands-on and subtle approach nearer the encampment and the beleaguered animals forced the party to go toe-to-toe with these dangerous creatures. The day was won, and the camp set to rights.

To add to the party's woes, it seemed Cookie Buddlebum's use of the Rust

Monsters to supplement the rations of the companions was directly responsible for drawing the Carrion Crawlers to the camp – a fact discerned by Cleric Ken who had come to aid his companions in their time of need.

There was murder afoot that only added to the woes of the companions. The encampment was set to right but the very air reeked with an odour of death that could only have emanated from the myriad of dead Rusties and their discarded carcase shells. Cookie had put some to good use as bowls and replacement armour pieces but the rest had to be burned or buried to stave off the sickening odour.

Sûe and Ken returned to find the others in the depths of Quasqueton, but alas the situation already seemed dire.

Original D&D

In Search of the Unknown Part 13 Wednesday, 31st May 2023

The growth proved prolific as the main party moved deeper into this vast atrium-like room. Almost the entire surface area of the chamber was covered in some form of vegetation. Any disturbance only added to the spores filling the air. While the party had taken precautions in the form of masks soaked in water, Ana began to exhibit signs of growing distress. She coughed fitfully the further into the chamber that the party progressed. Ahead, a narrow passage beckoned and it seemed to be largely free of growth. Soon, both Sûe and Be-Low ascertained that the spores filling the air were highly flammable and the profuse vines that restricted the entryway were beginning to thicken in reaction to the presence of the party. The growth cut off all hope of retreat

without a great deal of effort. However, another problem soon presented itself when the party became aware of a wider passage to the West. Alnon began to cut away the vines and in time revealed a hidden water font embedded in the west wall. Curiously, none of the growth affected this receptacle or the crystal-clear water in its bowl. The latter was marked with the symbol of a chalice. Oakey filled one of his waterskins as Ana betrayed a greater weakness that could not be quelled. Alton took her into the long narrow passage to the south and this seemed to offer some relief. Meanwhile, Oakey ascertained that the water was pure and that it exhibited healing properties, relieving fatigue and staving off an unsettling purple infection in Alnon's feet that seemed to occur when he cut away the growth and passed into thickening mire from which the lower plants protruded. Each of the companions who drank from the font became refreshed. Oakey tried to offer the same relief to Ana but the water had the opposite effect. She began to gag and cough up blood. Only taking her further from the plant-choked room did anything to aid her recovery. The party were becoming trapped in this place and as much as the very air became tainted with the flammable spores, the water from the font offered relief and sustenance for all except Ana.

Original D&D
In Search of the Unknown Part 14
Wednesday, 07th June 2023

The party pressed on, venturing deeper and deeper into a myriad of twisting passages that led invariably to powerful magics that enacted a size distortion trap that fell upon the companions

unawares. The twisting maze led them to a horrid Rat-like face of remarkable artistry. The visage of the immense creature seemed so lifelike. Alas, this too proved to be a trap as the giant Rat-face gave way to reveal a swarm of rodents held in place to worry the living. The party retreated, all the while returning to the statue of their normal selves as the infestation swelled and filled the corridors with waves and waves of rats, small, large, immense and dire. The party retreated to the only chamber available to them. The last refuge – an atrium-like room that held magical properties of amplification. The party shored up the only doorway and waited out the horde of rats as the air began to grow stale and they succumbed to a lethargy that would inevitably lead to death. The whisper of Ana to Alton carried to all in the room by the enchantment of the atrium. She told her paramour that he had nothing to fear. She would protect him. Her gift would not extend to the others.

Original D&D
In Search of the Unknown Part 15
Wednesday, 14th June 2023

So, how bad can it be? Rats... endless fire, traps, a narrow corridor to escape through and... did I mention the air was running out? Ken and Sûe came to save their companions using fire, magic and a little divine intervention. Time had almost run out for the main party but all ended as it had begun. The rats were dead or trapped. The fires had been put out. Ken's Golem undertook the laborious task of ridding the passages of swathes of vicious rodents. Ken, Fleetwood, Greegan, and Thorm waded through the diseased-filled passages to

extract those who were trapped. Retreating to the Room of Preservation, rest, nourishment, and water alleviated much of the torment. The taint of the rodents and the fire seemed to have done much to relieve Ana's distress in this place. In time, Thorm the Dwarf ventured out and examined the R&Z treasure room to discover a Monstrous Undead Beholder trapped in the floor waiting for hapless victims to dig out the false treasure so that it could feast. The party pressed on to the corridor of cells where they fought a number of skeletons and recovered some curious items including three enchanted scimitars, two shields, various armour pieces, weapons, a skull with enlarged eye sockets, a box of perfectly preserved bones, a blue velvet robe, a matching pointed hat, a fleshy face, a fleshy body suit, an amulet with the symbol of an eye, some concealed by darkness that was thoughtfully removed by Ana-Ka-Ra, though she did have to spend an hour with Alton to '*alleviate her exuberance*' before proceeding. What else could possibly inhabit this dreadful place? And where was the treasure that was promised by the Lords of Jarus?

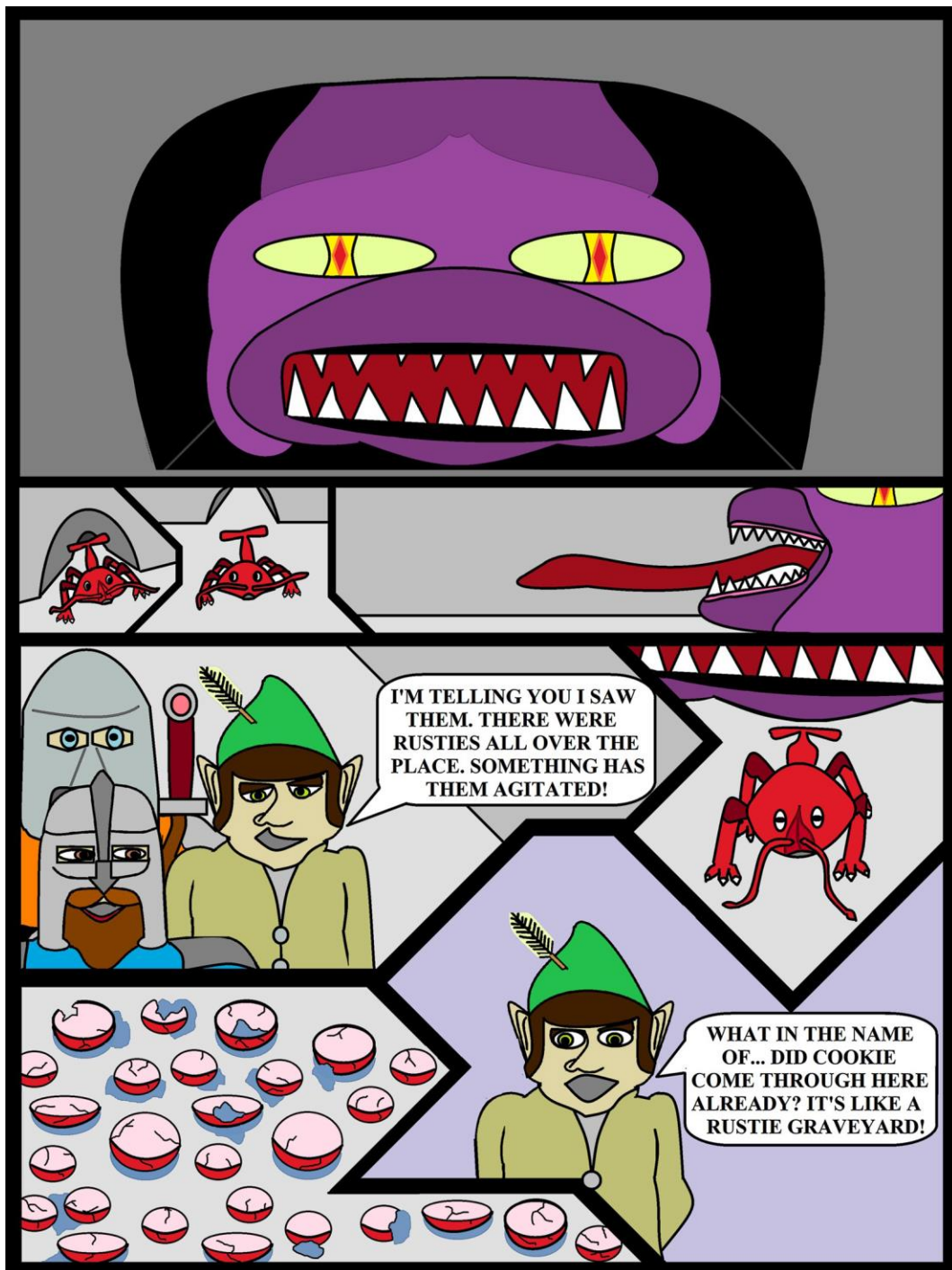
Original D&D

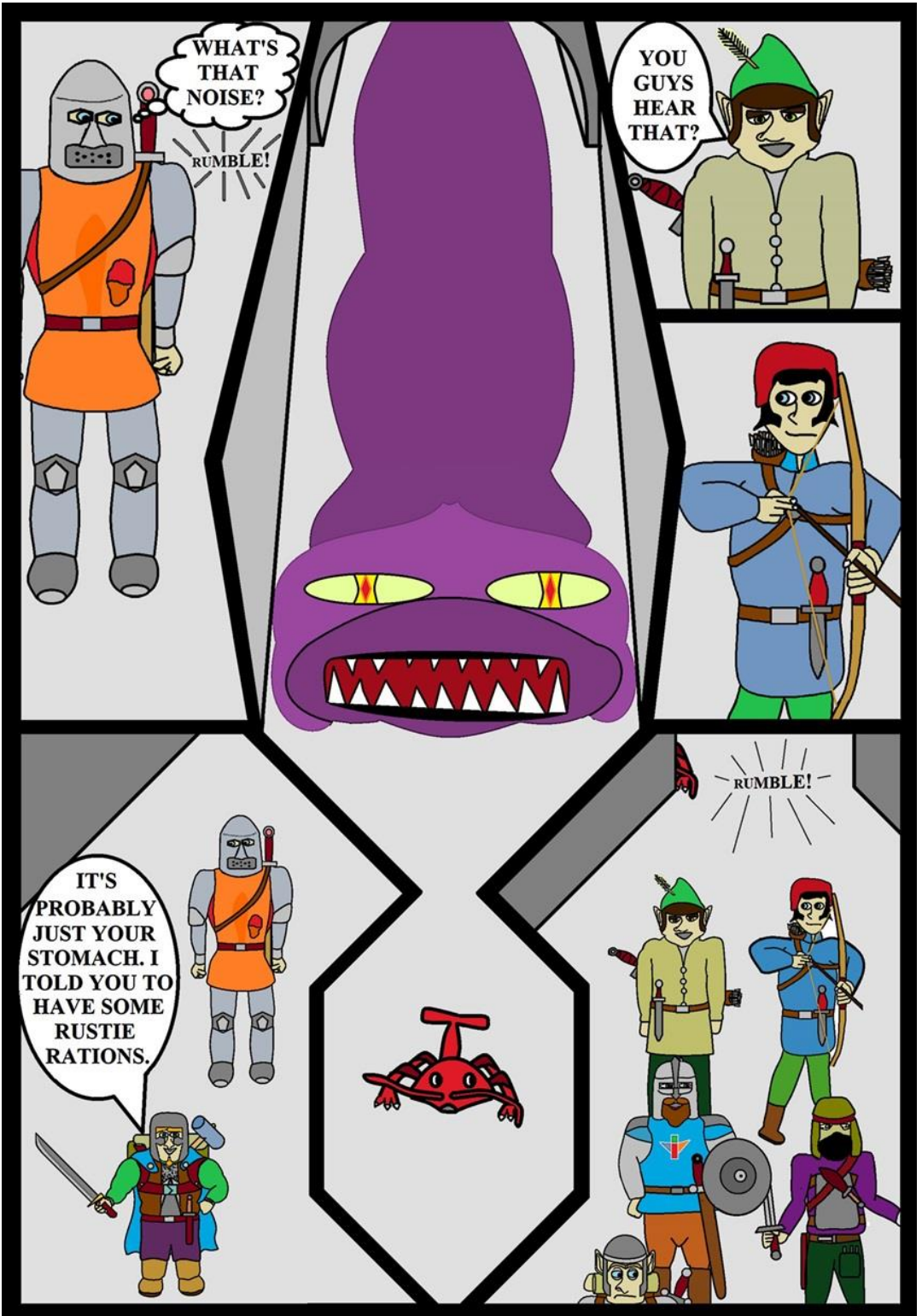
In Search of the Unknown Part 16 Wednesday, 21st June 2023

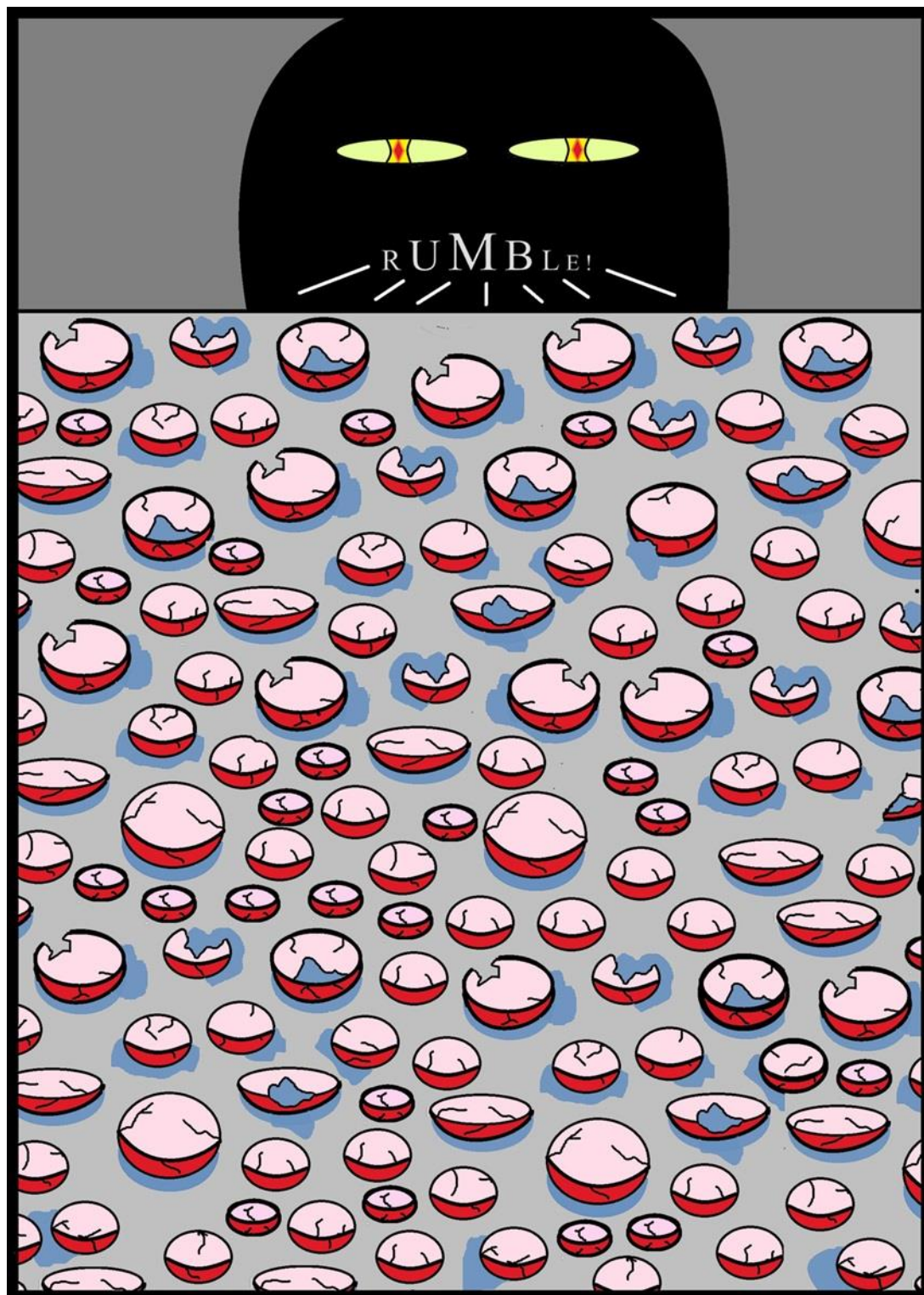
After a brief rest, the party pushed on. A devilish illusionary passage running adjacent to a trap of necromantic persuasion led to choices on the part of Alton that had as yet unrealised dire consequences. The Thief made a choice while disabling certain traps, circumventing a devious locking mechanism and finding his way passed confounding obstacles. He picked the lesser of any evil and

imparted death to an unknown companion. Alton really had no choice. He could have chosen death for himself. He could have elected to pass the consequences to someone nearer. Or... he could select someone who had done nothing to aid him or his companions in their task. I mean... who was Mendle Sharrow? A name without personality. A pretentious fop without skill or ambition. A persona who had never inspired a moment of anything akin to life. Alton chose the lesser evil and Mendle Sharrow died in the same obscurity in which he had lived. His companions would assume that he had succumbed to some wound hitherto unknown when the Carrion Crawlers attacked the encampment. A carefully placed dagger would take care of any suspicion to provoke another motivation to his apparent death should anyone look closer. As most of the companions had daggers (gifted by the Lords of Jarus), finding the culprit would prove difficult. However, to ensure suspicion fell elsewhere a bloodied dagger would be found in the possession of Lord Burt Bottomley. He might protest his innocence as soon as he came out of the paralysis but would he ever be sure? Could anyone really be sure? Alton selected the victim. He chose the manner in which the demise unfolded and left the matter to be resolved in the surety that he was above reproach. He had been nowhere near the victim at the time of death. Alton had been employed in promoting the efforts of the party to locate the promised treasure. The manner of Mendle's death was still a curiosity to Alton. Could he repeat the endeavour should the need arise? Now there was an intriguing prospect.

<<<< ILLUSTRATED >>>>







SHORT TALES

GENOCIDE PART ONE

WILLIAM ANTHONY SHEA

There was no time left for complacency. The contagion had already breached protocols once and the bio-filters seemed wholly inadequate to deal with the threat, almost as if the systems put in place did not perceive the disease as a hazard. The artificial intelligence (AI) on board should have extrapolated and countered the remotest possibility of an incursion of this nature. Verne was third generation. Given past mistakes, there had to be certainty. The exploration of space was supposed to provide hope for humanity and that need was evaporating before their very eyes if they could not understand the nature of the insidious contamination brought back on board the UMMC Jules Verne. Earth had already been lost to a contagion that sacrificed billions to the careless whims of a technology that had been ill-equipped to deal with a very human equation. Countering the destructive nature of the species had proved almost impossible. The only recourse had been to put in place safeguards against the chaotic whims of humans when their reasons to be at odds far outweighed any motivation to save a world on the brink. AIs were designed to preserve the human race to the detriment of all other considerations. The cold logic of the machine worked tirelessly to maintain a semblance of balance, adopting rules that were counter-intuitive to sense in favour of a species that propagated diversions in equations

that were quite simply insane. And yet, some protocols were absolute. The Mars Exploration Frigate (MEF) could not bring something back to the only real colony that the survivors of a self-inflicted tragedy had left. Humanity with the assistance of some very serious tech had halted the progress of the contamination and exorcised it from the ship. They had used the most invasive and harrowing techniques to cleanse any possibility of the disease remaining to the point of obliterating every microbe down to the cellular level. Human life took precedence. There was an inconsistency that should not have swayed the machine code of the AI, the core logic that had been designed to protect the human element from harm, even from that which they might perpetrate on themselves. An expectation of malice was absent. The intent behind the malady afflicting a sole human did not appear to warrant countermeasures as the insidious disease did not seem intent on killing the host even as a byproduct of its very nature. The AI yielded absolutely to the added precautions employed when coaxed to do so. Captain Laura Karmen took the initiative. She had taken a further provision of initiating a quarantine exterior to the Jules Verne for the sole infected crewman and any piece of equipment exposed to the atmosphere of the planet. This was a vessel of exploration but it was also a military ship. The crew knew the risks. United Mars Marine Corp (UMMC) training was thorough in that regard to weed out any potential upsets to the chain of command. Every person on board the UMMC Jules Verne had been indoctrinated to absolute compliance. They would obey without reservation.

She was in command and had been for two years. The crew had spent just as long in training prior to the commencement of this mission. They were drawn from the best of Mars but coached to a particular mindset. Laura too had been selected for this mission because she did not take unnecessary chances. Humanity had already suffered greatly after the loss of Earth... of what had been designated Biosphere 1 in the aftermath of a tragedy that might very well have been prevented if people had paid attention to the warnings of the past. There was no margin for error. The hierarchy of Mars could not permit Earth to be romanticised. Redesignating the planet Biosphere 1 served a purpose. Earth was lost. There was no hope of returning to the past without compromising the survival of the human race. If even a microbe got into the carefully balanced ecosystem of Mars, the consequences could be dire. The crew would not be permitted to violate that absolute. UMMC Jules Verne and her crew would likewise be quarantined and sanctioned if there was even the remotest possibility of contagion. Their sacrifice would prove necessary unless the AI provided a qualified surety that nothing on board threatened that future. Captain Karmen had been paranoid about protocols regarding any incursion into potentially hostile territory. She had sent probes, launched Sentinels to oversee every variance and set her crew to monitor even the most obscure anomaly. If there had been any doubt, she would have scrubbed the mission and moved on to the next quadrant and marked the location as a biohazard. Up to now, AI Verne had seemed to be in sync with her unwaveringly calm rationale. There had

been no warning. With all the safeguards put in place, that proved to be the most puzzling anomaly. AI Verne had not perceived the threat. The myriad of sensors and tests conducted on the insidious microbes had not been detected as a hazard. Something had been missed and the thought was bewilderingly crippling. Captain Karmen did something uncharacteristic to her training and mental acuity – she took a chance. She had introduced a human element and sent Specialist Richard Burrow to the site of a potential artefact detection; the anomaly was too regular to be anything other than a construct that could not be natural. Master Sergeant Rick Burrow was a Scientist and a dedicated explorer but he was the most level-headed man on UMMC Jules Verne. Rick was an exceptionally talented individual with a clear focus. He was no-nonsense and not prone to wild speculations. And yet, he had become uncharacteristically agitated by his findings in the same way that Laura had exhibited a hitherto undetected flaw. Command personnel were supposed to show initiative. They were required to think through and solve situations outside the remit of their subordinates or the supporting AI. Laura had crossed a line and could not bring herself to check her reasoning. There was something amiss with AI Verne's logic. The planet had yielded unlikely hints that some civilisation had existed here in the past that had not been found in thirty years of exploration. The universe was vast but the discovery of a planetary body that mirrored many of the facets of Earth was a fluke – a happenstance of epic proportions. The planet in question should not be there...



**HAPPY
40TH
BIRTHDAYs!**







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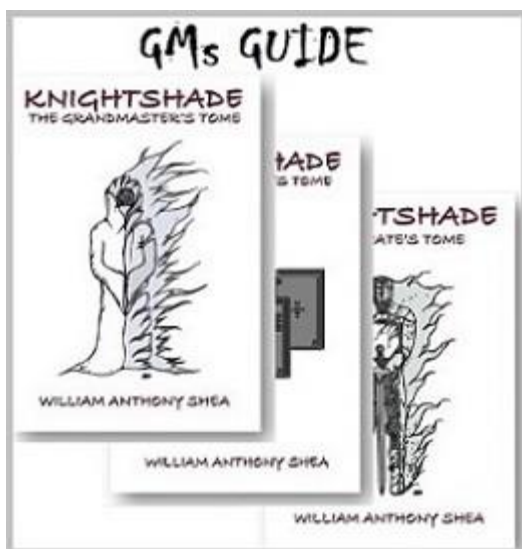
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PAVING THE WAY

Give the Players someplace to call home and they will start to care about their Characters past. From the outset in the first Campaign in Knightshade RPG, the Characters are brought to the town of Cravenfall, and it is this habitat that they return to time and time again during the stories. In the story modules of Calliban Rising, the Characters come from the town of Tiera and return again and again to their home until it begins to define their actions. The Play-ers start to care about the people of these habitats and strive to protect them from harm.

In the past, many of the stories that I presented have given the Players a base for their Characters. This has proved intrinsically important to provide familiarity to the Players and something of value to protect other than the fortunes amassed. Having a base or a home also helps to build in some recognition of the achievements of a group of Players and their Characters. This can be a place to come to rest and recover from wounds. The habitat can be a place to spend their

hard-earned treasure and to set down roots for that inevitable day when the Character retires.

Paving the way for Characters can be hugely beneficial to the continuity of a story but the GM must move the happenings in the habitat with the passage of time to give it genuine flavour and to show the Players that the world does not stand still while they are engaged elsewhere. There is a growing element of work to building a consistent base for the Characters in a story but the rewards far outweigh the efforts. Additional personalities can be introduced. New Characters can also be unveiled when a Play-er loses his persona to some unfortunate event. The GM can keep one or two personalities in reserve should such an occurrence require an intervention.

Move the people in the habitat with the story. Make the base a place of safety and trust. Yes, there will be occasions when something upsets the balance, but they will value the gains and losses in a story more and more with each passing day as they struggle in the world of adventure sure in the knowledge that there will always be somewhere to return to when all is said and done.

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All events in the game year 2023-2024 will be subject to change without notice. The details provided are correct at the time of publication.

WARPCON 34

January 26-28, 2024
U.C.C. Cork, Ireland.
Pub Quiz, Charity Auction and Games.

NEXTCON 2024

A destination for NextCon 2024 has not yet been set. Some potential locations include the UK, Germany and Puerto Rico in the Canaries. Wherever the Knights of Misspent Youth (KOMY) end up in 2024, there will be gaming involved. Please do let us know about any alternatives that may not have been considered.

KENNELCON 2024

KennelCon, a.k.a. The Kennel Party will be returning in 2024 with a current plan to bring the event back in mid-to-late June. This is not set in stone, so

please watch out for updates on the KOMY Facebook Page and CHATs.

JOES NIGHT 2024

There is no better moment than repeating the past when memories are fondest. The best times are those shared and JOES Night Out has become special. Every effort will be made to bring this event to pass and to gather as many members of the Knights of Misspent Youth to the cause. There is nothing better than a few pints, a Chinese meal and some good cheer...



CALLIBAN RISING

Knightshade the Role-Playing Game

William Anthony Shea

KSCAL01-04 Calliban Rising consists of four full story modules where the Players take on the roles of young initiates within the Theocracy of Calliban under the direct rule of Patriarch Jarresh Keryn. Their Characters are the preordained chosen of the revered leader of the Church of Thyrr, born on the 9th Day of the 9th Month in 709 Ayre

Reckoning (AR). The first of the stories, KSCAL01 Eye of the Patriarch begins in 725 AR when the young men return to the town of their birth, Tiera, to take up positions of prominence as the Patriarch's Cabal in Keryn Hall. They have come to investigate instances of suspected Heresy and murder most foul. The plot thickens as those they know and rely on seem to be implicated in subversions against the Patriarch. Even family members cannot be trusted. The Patriarch is watching. If Jarresh Keryn is truly the embodiment of the God, Thyrr, and his physical representation on Ayre, then he knows all, sees all and hears all. The Characters being here might well be a test of faith and the conclusions arrived at by the Players, inevitable. However, this plays out, the Cabal might well be called upon to stand in judgment over those they hold most dear.

The second story, KSCAL02 Call on Faith follows directly from KSCAL01 as the Cabal settle into their roles as representatives of the Patriarch in Tiera and the surrounding region. The Cabal are led to the forgotten town of Lare where they uncover the existence of the Patriarch's Repository in transition to a new site after a catastrophic failure in the past to protect the secrets of old world magics from those who would use such power against the Church of Thyrr. The existence of a previous Patriarch's Cabal and Widow Sadie Kart's involvement strikes at the hearts of those tasked to preserve the future of the Church of Thyrr under the governance of the most exalted Jarresh Keryn. Trust in the Patriarch wavers.

The third Story, KSCAL03 Forgotten Violation sees the return of Widow

Sadie Kart after a harrowing incarceration in the mines as punishment for her misdeeds. She suffers further at the hands of her gaolers but all is not as it seems. Her misery sets in motion memories that do not seem to fit in with her supposed past. The revelations overflow to include an insight into the Cabal and Raven Theodore Umbra in particular. The runestones known as the Maidens offer deeper insights. In the end, some secrets are better left undiscovered. The Cabal will rise or fall to the whims of the Patriarch and find their place in the Theocracy. The Church of Thyrr may be the only path to salvation in Calliban.

The fourth story, KSCAL04 Raven's Curse begins a short time after the coming of the Patriarch to Tiera and the bestowing of several curious gifts on the Cabal that only serve to remind those in service to the personification of Thyrr's divine influence in all of Calliban. This story takes the Cabal out of Tiera and south to the monastery of Darras where they must face a growing heresy and discontentment with the Church of Thyrr. Will they prove equal to the task and obey the will of the Patriarch to whom they have sworn lifelong service and devotion or will they fail and succumb to the same heresies that plague Darras?

The future is an unintended consequence of the first four scenarios and will bring yet another path to follow for the Cabal in the story KSCAL05 Nine Heresies but what secrets are left to be discovered? Will the Cabal find their way back to the benevolent arms of the Patriarch and to the faith of the Church of Thyrr or are they fated to follow the path to rebellion?



THE KNIGHTS OF MISSPENT YOUTH

Seneschal's Declaration



Consistency in the games is hard to achieve when life gets in the way. Memories of game runs that sometimes lasted long into the night seem distant and fanciful. Perhaps they were coloured by the passage of time. I long for a game that runs without end, a session that lasts more than four hours (or three for that matter), and a group excited by the prospect of a story that outlives the moment in tales that span years of retelling. Alas, I am not fifteen anymore... or fifty for that matter. I will never forget the moments that brought me to the here and now. Perhaps if we all last long enough to retire, there is a possibility that those moments will come again. Sadly, as you will note later in this column, I might not have the 25-30 years to wait for such a happenstance.

Sometimes you have to make your own luck and push those ambitions that seem out of reach. There are adventures still to be had that outlast the moment. One just needs to stop and take stock. Next-Con has failed to ignite the imagination but it still has the potential to do so. WarpCon has failed in recent years to bring the games to the fore but that is our doing. Sometimes you have to take a step back and remember why this all came together. We wanted to play the games. We wanted those moments of magic to last. Let's make 2024 resonate with the thrills of the past and play like we did when we thought there was nothing but time ahead of us to enjoy the

moment. The youth might seem fickle but we are not done yet. Something wonderful this way comes... you just have to believe.

Happy 40th Birthdays to Sir Alan of Kelly (May 2023), Sir MJ of Heffernan, (June 2023) Sir Stephen of Kiely (June 2023), Sir Martin of Mason (November 2023) and Sir Eoin of Moloney (December 2023). Five milestone birthdays in the same year – resulting in two hundred years in total. Alas, attempts at arranging a celebration for our fellow KOMY members have not proved successful but perhaps we will be able to rectify that situation in 2024 when another of our group joins the ranks of the fortieths...

The next milestones will be telling as the age demographic of the club grows. There will be those that reach 30, 50, 60 and... well 65ish with change. Let's hope that we will all be there for those moments that matter. No one is forgotten for long. Sometimes it takes us a little longer to acknowledge the moment but we always get there in the end. Being too busy is just an excuse.

Merry Christmas seems appropriate. A peaceful and prosperous New Year is needed. For me, let there be joy. Be happy and content. Live in the moment and never forget, the Knight of Misspent Youth are always here for you.

SENESCHAL: WILLIAM OF SHEA

WEEK	DATE	GAME	GM/DM	SLOT
WK41	11-Oct	WIMPY TROLL	BIRTHDAY	N/A
WK42	14-Oct	WEBSTER TROLL	BIRTHDAY	N/A
WK39	18-Oct	Knightshade RPG: KSCAL04 - Raven's Curse Finale Part One	MS	2
WK40	25-Oct	Knightshade RPG: KSCAL04 - Raven's Curse Finale Part Two	MS	3
WK41	08-Nov	Knightshade RPG: KSCAL04 - Raven's Curse Finale Part Three	MS	4
WK46	12-Nov	HIPPY TROLL	BIRTHDAY	N/A
WK42	15-Nov	Knightshade RPG: KSCAL04 - Raven's Curse Finale Part Four	MS	5
WK47	18-Nov	JULIUS TROLL	BIRTHDAY	N/A
WK47	19-Nov	SULLY TROLL	BIRTHDAY	N/A
WK43	22-Nov	D&D Original B1 In Search of the Unknown 17	MS	6
WK44	29-Nov	D&D Original: B1 In Search of the Unknown 18	MS	7
WK45	06-Dec	D&D Original: B1 In Search of the Unknown 19	MS	8
WK50	13-Dec	RNDO TROLL	BIRTHDAY	N/A
WK51	14-Dec	TIED-ON TROLL	BIRTHDAY	N/A
WK50	15-Dec	JOES NIGHT OUT	KOMY	9
WK52	31-Dec	DUPLEX TROLL	BIRTHDAY	N/A
WK02	10-Jan	CARDS	KOMY	10
WK03	17-Jan	D&D Original: B1 In Search of the Unknown 20	MS	11
WK04	24-Jan	D&D Original: B1 In Search of the Unknown 21	MS	12
WK04	26-Jan	WarpCon 34	KOMY	13
WK04	27-Jan	WarpCon 34	KOMY	14
Wk05	28-Jan	WarpCon 34	KOMY	15
WK05	31-Jan	D&D Original: B1 In Search of the Unknown 22	MS	16
WK06	07-Feb	D&D Original: B1 In Search of the Unknown 23	MS	17
WK08	21-Feb	D&D Original: B1 In Search of the Unknown 24	MS	18
WK09	28-Feb	CARDS	KOMY	19
WK10	06-Mar	TBA	Julius	20
WK11	13-Mar	TBA	Julius	21
WK12	20-Mar	TBA	Julius	22
WK13	27-Mar	TBA	Julius	23
WK14	03-Apr	TBA	Julius	24
WK15	10-Apr	Knightshade RPG: KS10 The Augur Stone Finale	MS	25
WK16	17-Apr	Knightshade RPG: KS10 The Augur Stone Finale	MS	26
WK17	24-Apr	Knightshade RPG: KS10 The Augur Stone Finale	MS	27
WK18	01-May	Knightshade RPG: KS10 The Augur Stone Finale	MS	28
WK18	04-May	GULLY TROLL	BIRTHDAY	N/A
WK19	08-May	Knightshade RPG: KS10 The Augur Stone Finale	MS	29
WK19	09-May	OZZIE TROLL	BIRTHDAY	N/A
WK20	15-May	TBA	Julius	30
WK21	22-May	TBA	Julius	31
WK21	24-May	KLUTZ & KRAVE TROLLS	BIRTHDAYS	N/A
WK22	29-May	TBA	Julius	32
WK23	05-Jun	TBA	Julius	33
WK23	07-Jun	TIPSY TROLL	BIRTHDAY	N/A
WK24	12-Jun	D&D 5th Edition: Prequel - The Last Red Letter Day	MS	34
WK25	19-Jun	CARDS	KOMY	35
WK26	26-Jun	KOMY/FUMBLE AWARDS NOMINATIONS	KOMY	36
WK27/28	TBA	KENNELCON RETURNS - KENNEL PARTY	KOMY	1

FUMBLE NEWSZINE STAFF

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COMING

NEXT ISSUE *FEBRUARY 2024*

ILLUSTRATED

ANATOMY OF A RUST MONSTER 5

WAS

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SHORT TALES

GENOCIDE PART TWO

William Anthony Shea

*

INNER CIRCLE

Charter 2024 updates for the Knights of Misspent Youth

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CONVENTION CUBE

KOMY'S CONVENTIONS

Conventions and Events

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THE GMs GUIDE

BDP's RPGs

Frequently Asked Questions (FAQs)

*

IN GAMES

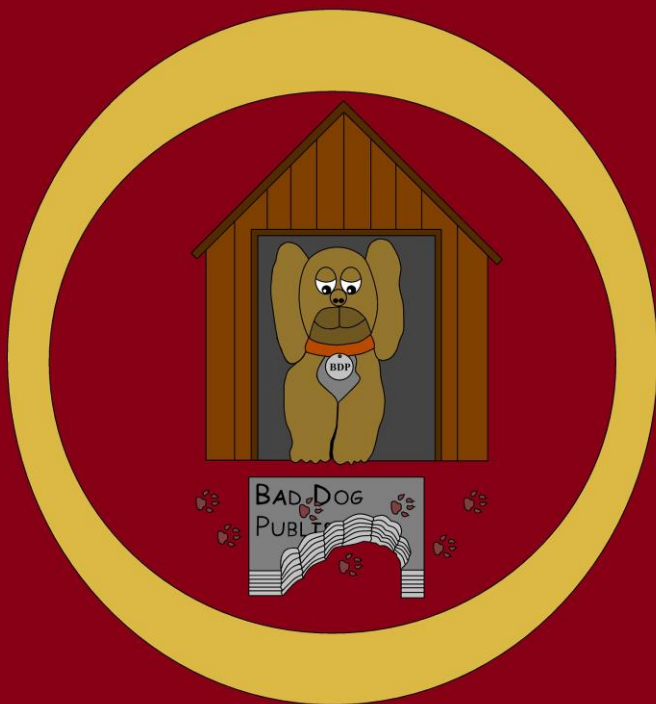
CALLIBAN RISING PART TWO

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THE SENESCHAL'S DECLARATION

SIR WILLIAM

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



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