

FUMBLE 49

NEWSZINE MARCH 2024

COOKIE MADE IT.
RUST MONSTERS INVADED
PLACES BEST LEFT
UNKNOWN...



IN ASSOCIATION WITH THE KNIGHTS OF MISSPENT YOUTH



There are several necessary changes to be made to the Knights of Misspent Youth (KOMY) Charter in 2024, some that are just corrections, clarifications or housekeeping, others have been long overdue, and one that is most important for the future of the finances of KOMY set out below. All members are encouraged to look over these changes and to contact the Seneschal before they are enacted on Sunday, 01st September 20-24.

The KOMY Charter 2012 can be viewed in full here:

<https://www.baddogpublishing.ie/index.php/the-knights-of-misspent-youth/membership/>

IMPORTANT RULE CHANGE

Only the Seneschal will have the right to approve expenditures without consultation, though he may elect to discuss same before any purchase. The position of Treasurer is obsolete and will be incorporated fully into the role of the Seneschal.

Clause 8.1: The role of the Treasurer

will be incorporated into the role of the Seneschal.

OTHER CHANGES TO CHARTER

APPENDIX 11: 2024 ADDENDUMS

Updated Appendix 5: Average age.

Updated Appendix 6: Ages of Knights. Added Birth Year. Updated roster.

Updated Appendix 7: Sir Gregg of Patrick consigned to the inactive roster.

Updated Appendix 7: Squire Richard of Bartram consigned to the inactive roster. Editing and corrections.

Updated Appendix 1: Seneschals.

Updated Appendix 2: Knight of the Year.

Updated Appendix 4: Conventions.

Added Section 5.3 Becoming a Journeyman.

Updated Section 6.2 Becoming a Squire.

Updated Appendix 8: Games.

Updated Clause 8.1 The role of the Treasurer will be incorporated into the role of the Seneschal.

Updated Clause 10.1 Fumble Newszine ceased publication in May 2024.

Updated Clause 10.2 & 10.3 as redundant.

Updated Appendix 3: Other Awards to include the Knighty: Most Heroic Moment Award.

Updated Clause 6.3 to render reference to Fumble Newszine redundant.

SENESCHAL: Sir William of Shea.

<<<< ILLUSTRATED >>>>





ALL I HAVE LEFT IS THESE TWO ARROW SHAFTS TO FIGHT MY WAY THROUGH!

DAMN IT, COOKIE JUST CRUMBLLED AND THE PURPLE WORM IS GAINING ON ME!

HIS MITE WAS STALIGMITED!!!

THIS DRAGON ARMOUR IS SLOWING ME DOWN!

I REALLY HOPE THAT'S COOKIE'S HAMMER STICKING INTO MY BACK!

AT LEAST, ALNON IS STILL BEHIND US... HIS ARMOUR IS DRAGGING HIM DOWN...





SHORT TALES

GENOCIDE PART TWO

WILLIAM ANTHONY SHEA

UMMC Verne's trajectory had been set by the Science Corp with the assistance of technicians from the Marine Corps to follow a defined path but without time constraints other than a planned three-year mission brief. There were focal points of inclusion that could not be circumvented but there was also scope to explore anomalies that were classified as important to the future of Mars. The distinction was not lost on Captain Laura Karmen. The ship was tasked with identifying resources for Mars but not to recover. The scope of the orders specifically mentioned the planetary body, not humanity in general. The Captain was only to confirm what the suppositions of the Science Corp thought to be true. Other expeditions would be deployed based on those validations. UMMC Verne was primarily a ship of exploration. The fact that there was a convenient planet on its route out into the galaxy could not be passed off as happenstance. Someone knew this biosphere was here and that it had the potential to support life. Laura felt the weight of those revelations but she had a feeling the worst was yet to come without knowing why she felt that way. Signs of life were both a cause for hope and a potential hazard. Given what had happened to Earth, there was no scope for complacency. And yet, Captain Karmen was singularly agitated but worked to contain any hint of concern lest her

crew pick up on the failing.

'Deploy six additional Sentinels at half a klick out. Drop a probe into the atmosphere and have it do a thorough sweep over the primary site where Master Sergeant Burrows picked up the anomaly.'

Laura did not wait to see if her commands had been followed. She left the bridge of UMMC Jules Verne and dropped down a deck to Auxiliary Control (AC). Her people would do as they were commanded and report their findings if anything was detected that warranted the Captain's attention. Laura needed to talk to Burrows without alarming her people about a potential threat that might yet come to nought, but she also felt compelled to confront AI Verne. There was more going on here than she could see. Laura was in command of this ship and this expedition. AI Verne could only override her concerns if the situation warranted such actions, and then, only if there was a tangible threat to Mars.

Laura entered Auxiliary Control and dismissed Ensign Havelock. The junior officer did not question his Captain. He left AC and she knew that he would resume his monitoring duties from the bridge. Her presence here was not unusual. This was a major hub in the ship and the easiest to secure against monitoring. AC was one of the most secure locations on board UMMC Verne. Laura was taller than Havelock by quite a few inches and had to stoop to pass through the doorway. He had no such concerns. He was a little shy of 5' 9" and his hair was tightly cropped in true marine fashion. Laura's height aside, the plushness of her auburn hair forced her to cut it to the shoulder but it still

caused her problems if she didn't stoop to take the additional obstruction into account. She had a command marine-issued cap that noted the name of the ship but, like many of her crew, she only wore it when it was deemed necessary.

'AI Verne, secure the room, priority command Delta 6129zebra, echo, 21.'

A subtle change in lighting marked compliance with the command. AI Verne was behaving normally and within parameters.

'Can I be of assistance, Captain Karmen?'

As much as AI Verne tried to instil an impression of calm assurance into its voice, Laura still heard the hint of cold logic that could never really pull off the true emotion.

'Open a link to the quarantine pod and patch me through to Master Sergeant Burrows. Stay online to advise and assist where needed.'

There was a moment of hesitation, a notable pause as if AI Verne was deliberating, or perhaps Laura only imagined a gap in compliance because she was looking for something to be wrong.

'Link open to Isolation Pod Echo 1, Captain. MS Burrows is online.'

Laura cast a glance around AC and towards the telling change in lighting that marked a visual confirmation of the room being secured. The red bands above the door and at the edges of the consoles told her all was as it should be. She had no cause to suspect that it might be otherwise but something felt off. Laura also had no reason to give in to any hint of paranoia in that regard but the feeling remained.

'Rick, are you feeling okay?' asked Captain Karmen.

'Other than the med systems telling me that I'm infected with an unknown alien pathogen, I'm as right as rain,' replied MS Burrows.

'And we are no nearer to figuring out why you are showing no signs of infection despite the scans telling you otherwise?' quizzed Laura.

'Nope. I feel no different. Maybe a little bored with the routine or lack thereof, but there are no signs of anything infecting me. Still, if the scans state that I'm compromised and AI Verne has confirmed same, there is little I can do to rectify the situation. I have run every diagnostic that I can think of. The med crew validated that no incursion of any foreign organism was made into the ship and I had the techs check every system inch by inch to be sure that it wasn't just a glitch. Nothing got through to the Verne, and as far as I can tell, there is nothing tangible here in this pod to support the supposition that I am compromised.'

Laura mulled this over. There was no physical evidence of an infection.

'AI Verne, can you confirm MS Burrows's assessment?'

Another pause. This time it was notable because it lasted more than a few seconds.

'The pathogen is present,' confirmed AI Verne.

'But you initially cleared the location as not containing a viable threat?' questioned Laura.

'All indications provided by the probes did not indicate a viable threat to this ship,' stated AI Verne with cold detachment.

'But you are aware of the pathogen?' queried Laura.

'Yes,' replied AI Verne.

‘And you were aware of the pathogen before my command to send MS Burrows planetside?’ interjected Laura with a hint of reproach that she could not now take back.

‘Yes,’ replied AI Verne.

‘Do you see the conflict?’ questioned Laura. ‘I sent one of my crew to the site of that anomaly on the understanding that there was no tangible threat to life aboard this vessel.’

Another hesitation. This one was notably longer still.

‘AI Verne?’ exclaimed Laura when the response was not immediately forthcoming.

‘There is no conflict, Captain Karmen. Based on the available information no threat was perceived. No threat is perceived now.’

Laura was taken aback.

‘But I’m infected with some pathogen that prohibits me from returning to the ship?’ interjected MS Burrows in annoyance.

‘Captain Karmen is preventing you from returning to the ship, MS Burrows. There is no perceivable threat.’

Laura was shocked at the response.

‘Ex... explain, AI Verne?’ she demanded.

‘No perceivable threat was detected. When Captain Karmen was notified of the presence of an anomaly, she initiated quarantine protocols resulting in the removal of MS Burrows to an external isolation pod for further examination. This is in keeping with UMMC protocols.’

Rick Burrows let out a telling sigh. Laura watched as he shook his head in disbelief on the overhead visual panel. She mirrored his disbelief.

‘And yet, you maintain that MS

Burrows is not a threat to the ship despite the presence of the pathogen?’ questioned Laura.

‘Yes, Captain,’ responded AI Verne without pause.

‘An unknown pathogen was detected and you do not think that it is a threat to humanity?’ she added with some irritation. ‘Our protocols are in place to protect Mars and to prevent another near-genocide incident,’ stated Laura in quick succession.

This time the hesitation lasted longer. Even Burrows noted that there was something off.

‘AI Verne!’ cried Laura.

‘Yes, Captain?’ asked AI Verne.

‘Do you have anything to add?’ she almost screamed in annoyance at this endless circle of complacency.

‘No, Captain.’

The response was staggering given the past that the AIs were created to prevent.

Captain Laura Karmen was picked for this mission because she knew how to follow UMMC procedures to the letter. She was considered a sure bet in any unknown gamble. However, Laura also relied on her ship’s AI to support the role of a Captain in defence of humanity. This situation gave her cause for doubt. AI Verne might not think he was at odds with the Captain of this ship but there was most certainly a divergence of agreement between the two. MS Rick Burrows noted that something was off with AI Verne but he didn’t vocalise his suspicions. Laura could see the concern on his face and his reluctance to engage her with his reservations while the AI remained in conference.

‘Thank you, AI Verne,’ stated Laura calmly. ‘That will be all. MS Burrows,

remain on COMMs. I have a few more questions for you and will spend a little time alleviating your tedium while in the Isolation Pod.’

AI Verne went silent, but that didn’t mean that it wasn’t listening. Laura manually secured the AC and initiated *Captain’s Privilege*. The lights changed to a notably darker red. She could never be sure but this was about the only protocol aboard the UMMC Verne that allowed her a moment of privacy. She had to trust in the engineers who built the ship. She could tell that MS Burrows also engaged *privacy mode* from his end.

‘We have a problem,’ noted Laura after a customary pause to ensure that all of the necessary confidentiality systems kicked in.

‘Yes, we do, Captain,’ confirmed Burrows. ‘Despite the lack of evidence after the fact, I definitely have a foreign pathogen in my body. If AI Verne does not perceive it as a threat, I have to believe that UMMC Command already knew about the contagion before we were sent out here. The initial scans showed the anomaly. Now, they display no exposure, or at the very least, no threat to the ship or Mars. This problem runs deeper than some faulty tech or operator error. AI Verne should not be able to comply with any attempt to circumvent protocols.’

‘Agreed, but why would Command put us in harm’s way?’ quizzed Laura.

‘Captain, I think you’re missing the point. If they knew about the pathogen, they already knew about the planet.’

Laura swallowed hard. Rick Burrows did not miss the inflexion. UMMC Command or someone very high up in the hierarchy of Mars sent them out here

to test this contagion, a disease that should not have been able to get passed AI Verne. If there was even the remotest chance of them being compromised, UMMC Verne was forfeit. Her crew and her Captain would face a similar fate. There were thirty-two crew on board, counting MS Burrows. And yet, there was another unsettling possibility that had not been voiced. AI Verne was behind this whole situation. Worse, the AIs of Mars were in collusion to effect a change that could see humanity undone. One core logic long disturbed Captain Karmen – Earth would not have been lost if humanity had been removed from the planet sooner. Mars was already showing signs of regressing to the problems of the past. If the AIs perceived humanity to be the ultimate threat to the future, then all was lost. Laura could not afford to give into paranoia. There had to be another explanation.

‘MS Burrows... Rick, I am going to open a priority confidential link to the ship. If AI Verne is compromised, it is awfully convenient that the one person capable of determining the extent of that defect happens to be locked in an Isolation Pod exhibiting signs of an unknown pathogen without any physical proof to support that claim.’

Laura made the necessary changes and inputted her codes to grant Command Privilege to MS Burrows.

‘No open COMMs, Rick. When you have something, contact me on the bridge and tell me the weather is a little dreary. I will know what that means.’

MS Rick Burrows let out another telling sigh. There was nothing else to be said for now. If AI Verne was behind any of this, Captain Karmen and her crew were in serious trouble...

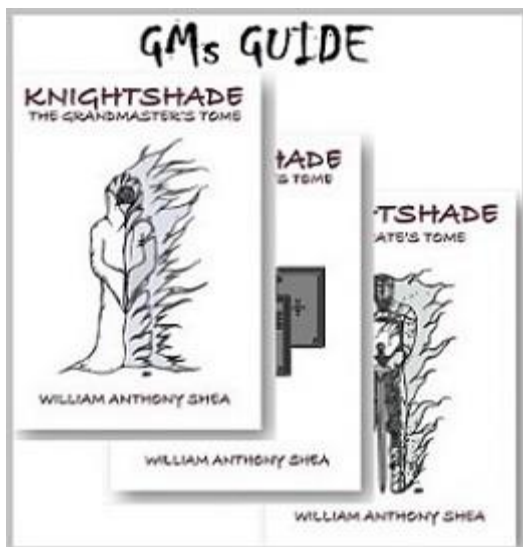


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2nd EDITIONS

Firstly, the question needs to be asked. Does Knightshade the Role-Playing Game require a second edition? The answer is most certainly, yes. The official launch of the game occurred in 2012. However, since that time, there have been several significant rule changes that have been incorporated into the game through updates and subsequent story modules. With the impending release of all core Tomes in hardback, the time seems perfect to do some necessary housekeeping and update all of the required material. This is not just a money-making exercise. The Tomes would not have been given an overhaul without knowing that such was essential for the smooth continuance of the game. One previously released Tome will remain largely unchanged in this new edition update. KST03 The Loremaster's Tome should remain as is except for any required corrections. In line with the release of the two core second edition Tomes, KST01-2 & KST02-2

respectively, the Callibanese version of the former will also be released. There is currently no plan to release a Callibanese version of KST02 The Grandmaster's Tome as the core rulebook should still be relevant to both the standard edition and this modified version. All paperback and Kindle versions will also be updated to reflect the changes. All Tomes will be changed to the foretitle Knightshade the Role-Playing Game to replace just the use of the word Knightshade. The cover art will be indicative of the previous title releases. As stated, other than corrections and the aforementioned cosmetic changes, KST03 will re-main largely unchanged.

The standard core Tomes will become:

KST01-2 The Initiate's Tome.

KST02-2 The Grandmaster's Tome.

KST03-2 The Loremaster's Tome (with corrections only).

KST04-2 The Questmaster's Tome.

Additional Tomes to be released:

KSTCAL01-2 The Initiate's Tome (Callibanese Edition).

KST05-2 The Questmaster's Tome II (with the Campaign Story – The Augur Stone).

KSCAL01 Calliban Rising: Eye of the Patriarch.

KSCAL02 Calliban Rising: Call on Faith.

KSCAL03 Calliban Rising: Forgotten Violation.

KSCAL04: Calliban Rising: Nine Heresies.

KSHOT01: The House of Tears.

KSGAL01: Galhaven Adventures.

Please do check in with the Bad Dog Publishing Website from time to time and corresponding social media for any updates.



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.

NEXTCON 2024

Luton, UK (& London, UK)
Friday, June 21st – Tuesday, June 25th

Day One

Greetings, Drinks, Food & Fun.
Depart Cork @ 15:10 (Be at the airport no later than 13:10).
Arrive at Luton Airport @ 16:30.
Arrive in Luton Town shortly afterwards. Begin with greetings and move on to the rest...

Day Two

Breakfast in Off the Wall or the Red Lion followed by train to London @ 11.30. Full day in London visiting old haunts and some historical interests. Train back to Luton around 21:00. This is flexible if impressions of culture take over. Some venue for Lunch/Dinner will be added. Return to Luton for Drinks & Fun.

Day Three

Breakfast in Off the Wall or the Red Lion followed by gaming from 10:00ish –18:00ish. Games to include D&D 5e The Last Red Letter Day Prelude. Later, Dinner, Drinks & Fun.

Day Four

Breakfast in Off the Wall or the Red Lion followed by train to London @ 12:30. Half-day in London and returning at 18:30. Alternatively, we can stay in Luton and explore what the town has to offer. Cinema in the evening followed by Dinner, Drinks & Fun.

Day Five

Breakfast in Off the Wall or the Red Lion followed by a last look around before departing Luton Town @ 10:30 on a bus to the airport. Depart Luton Airport @ 13:05. Arrive in Cork @ 14:25.

Things to do in Luton:

Wardown Park

Wardown Park is situated on the River Lea in Luton. The park has various sporting facilities, is home to the Wardown Park Museum and contains formal gardens. The park is located between Old Bedford Road and the A6, New Bedford Road and is within walking distance of the town centre. Wardown House Museum and Gallery formerly Wardown Park Museum and, before that, the Luton Museum & Art Gallery in Luton, is housed in a large Victorian mansion in Wardown Park on the outskirts of the town centre.

Wrest Park

Wrest Park is a country estate located in Silsoe, Bedfordshire, England. It comprises Wrest Park, a Grade I listed country house, and Wrest Park Gardens, also

Grade I listed, formal gardens surrounding the mansion.

Kenilworth Road

Kenilworth Road, known affectionately as The Kenny, and The Old Girl, is an association football stadium in Bury Park, Luton, Bedfordshire, England. It has been the home ground of Luton Town since 1905.

The Mall Luton

The Mall Luton is in the centre of Luton, in Bedfordshire, England.

Cineworld Luton

Multiplex cinema chain showing the latest international blockbusters in 2D and 3D formats.

St Mary's Church

St Mary's Church is an Anglican Church in the centre of the town of Luton, England. The church has a rich and long history, being over 900 years old and has been rebuilt and refurbished constantly over the centuries.

Luton Library Theatre

Space hosting professional and amateur theatre including many family shows, plus classical music.

Luton Central Library

Public Library in Luton Town.

Comic Book Stores

Ahh Geek Out!

John Smith's Bookshop Ltd.

Solcollectible Ltd.

Pubs

The White House (Wetherspoons).

The Brewery Tap.

The Red Lion.

Off the Wall (Open 03:00 Fri/Sat).

The Castle (Open to 03:00 Fri/Sat).

Bricklayers Arms.

The Painters Arms.

Sugar Loaf (Open 02:00 Every Night).

The Great Northern.

And many more...

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 July. This is not set in stone, so please watch out for updates on the KOMY Facebook Page and CHATs. Preliminary Dates are Saturday, July 13th or Saturday, July 20th.

SHEFFIELD 2024

Anime & Gaming Con

14-15 September, 2024.

Mercure Sheffield, 119 Norfolk St, Sheffield S1 2JE.

Opening Times: 10 AM for VIP/Priority tickets. 11:30 PM for Standard tickets. 12 PM for door sales (subject to availability).

Cosplay & Stage Events, Exhibitors & Artist Alley, Video Gaming, Anime Theatre, Tabletop Gaming, Talks & Workshops.

PROPOSED CON – NOT CONFIRMED.

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

Calliban is a country under the absolute power of the Church, and in particular, under the sway of the exalted and feared Patriarch Jarresh Keryn. For Characters in this Theocracy, there can be many pitfalls and, as such, playing in Calliban requires a different approach. Mages are considered heretics and the use of magic is outlawed. Strangers entering the realm are tolerated but only in the fringe habitats where trade with the outside is deemed necessary. *Elves* too have been consigned to the role of heretics. The law in Calliban does not require much motivation to take an interest in those who trespass into the Theocracy and even showing charity to someone in need can invite very serious scrutiny for all the wrong reasons. Should a GM be inclined to run a story based in Calliban, the best approach would be to set all the Characters as having originated from the Theocracy or to play exclusively within that realm.

The Professions used in Calliban have been altered in the Callibanese Edition of KST01 (*KSTCAL01*) to reflect the differences in taking this approach. Like with the Standard Edition, there are six Professions:

- Priest
- Inquisitor
- Raven
- Ranger
- Seraph
- Soldier

The role of the Priest is considered to be that of a Leader as he is directly tied to the Church of Thyrr, though this is presented as a Wandering Priest where necessary to cater to the story. The role of the Raven takes precedence in matters of Forbidden Lore and utilises spell-like abilities (actually spells from the Initiate & Shadow Spheres) that are offered as Divine Prayers. The Seraph, while largely taking on the skills of a Rogue, is a devout member of the Church who carries a Tome of the Patriarch and is gifted with additional abilities in support of the other Characters. The Seraph is not a thief. The Inquisitor is closest to the Profession of a Knight but each is adept in seeking out heretics and those using magic. They do not view the Raven in the same manner. They see their compatriot's use of *'Divine Prayers'* as different. The Ranger is akin to a Scout and the Soldier is a Swordarm but those Professions also gain other abilities that provide subtle changes to the role. The GM will form the group of Characters into a Cabal of the Church of Thyrr or the Patriarch.

KSTCAL01 The Initiate's Tome (Callibanese Edition) is due for release later this year.



THE KNIGHTS OF MISSPENT YOUTH

Seneschal's Declaration



Once upon a time, I had a dream of something better. Stories flowed and the whole universe seemed magical. The clarity that comes with age permits a certain focus but it also takes away some of the spontaneity of recurring moments of joy that can never be recaptured. We have to find new avenues to explore and engage the mind in the wonder that came so easily in the past. Consistent stories require effort. Age and experience help to refine the process but we must not forget the magic that brought us here in the first place. Having returned to D&D Original in the last year, some of the wonder has started to take hold again. Life, with all of its challenges, is hard and can get in the way of the things we really want. This year will hopefully mark a return to gaming at events, and this process has already begun. KOMY played in Warp-Con 2024 (34), and not just cards. We embraced the adventure and unveiled the next chapter of D&D to no less than nine players. NextCon is on the horizon as of writing this declaration. The plan to game has been set while the momentum of KOMY's weekly sessions is in full flow. A bit of planning is needed but the next event looks set to bring back some of the old magic that brought us all to the table to play the games in the first place. I am due to step down as Seneschal in 2025 after a six-year tenure. Fumble Newszine will be gone by then but reminders will be posted to the

group so that the next member can step forward to mark a new era in the Club's history. Life can be hard, but some things are worth the effort.

Plans for the return of the KOMY Annual Kennel Party, known also as KennelCon are underway. To bring back the event in 2024 will require an undertaking from the whole membership to not only participate where possible but to also support the running of the party. Please remember that this is a KOMY event and must be supported by all. Members can assist in the following ways:

- Greeting and seating guests.
- Tending Bar.
- Assisting in the distribution of snacks and food so that the kitchen will not be overwhelmed.
- Assisting in the collection of glasses and ware.
- Assisting in the distribution of drinks so that the bar will not be overwhelmed.
- Adhering to the **'No Smoking'** and **'No Vaping'** policy outside designated areas set to the front of the house and away from the party.

As this is the penultimate issue of Fumble Newszine, my final Seneschal Declaration will appear in FN50 and thereafter on our KOMY Facebook Group page.

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
WK04	24-Jan	D&D Original: B1 In Search of the Unknown 20	MS	10
WK04	26-Jan	WarpCon 34	KOMY	11
WK04	27-Jan	WarpCon 34 (D&D Original 21)	KOMY	12
Wk05	28-Jan	WarpCon 34	KOMY	13
WK05	31-Jan	D&D Original: B1 In Search of the Unknown 22	MS	14
WK06	07-Feb	D&D Original: B1 In Search of the Unknown 23	MS	15
WK08	21-Feb	D&D Original: B2 Keep on the Borderlands Prelude 0	MS	16
WK10	06-Mar	D&D 5e Rime of the Frostmaiden 1	Julius	17
WK11	13-Mar	D&D 5e Rime of the Frostmaiden 2	Julius	18
WK12	20-Mar	D&D 5e Rime of the Frostmaiden 3	Julius	19
WK13	27-Mar	D&D 5e Rime of the Frostmaiden 4	Julius	20
WK14	03-Apr	D&D 5e Rime of the Frostmaiden 5	Julius	21
WK15	10-Apr	Knightshade RPG: KS10 The Augur Stone Finale	MS	22
WK16	17-Apr	Knightshade RPG: KS10 The Augur Stone Finale	MS	23
WK17	24-Apr	Knightshade RPG: KS10 The Augur Stone Finale	MS	24
WK18	01-May	Knightshade RPG: KS10 The Augur Stone Finale	MS	25
WK18	04-May	GULLY TROLL	BIRTHDAY	N/A
WK19	08-May	Knightshade RPG: KS10 The Augur Stone Finale	MS	26
WK19	09-May	OZZIE TROLL	BIRTHDAY	N/A
WK20	15-May	TBA	Julius	27
WK21	22-May	TBA	Julius	28
WK21	24-May	KLUTZ & KRAVE TROLLS	BIRTHDAYS	N/A
WK22	29-May	TBA	Julius	29
WK23	05-Jun	TBA	Julius	30
WK23	07-Jun	TIPSY TROLL	BIRTHDAY	N/A
WK24	12-Jun	D&D 5th Edition: Prequel - The Last Red Letter Day	MS	31
WK25	19-Jun	CARDS	KOMY	32
WK25	21-Jun	NextCon Luton/London	KOMY	33
WK25	22-Jun	NextCon Luton/London	KOMY	34
WK25	23-Jun	NextCon Luton/London: The Last Red Letter Day	KOMY	35
WK36	24-Jun	NextCon Luton/London	KOMY	36
WK26	25-Jun	NextCon Luton/London	KOMY	37
WK26	26-Jun	KOMY/FUMBLE AWARDS NOMINATIONS	KOMY	38
WK27/28	TBA	KENNELCON RETURNS - KENNEL PARTY	KOMY	1

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COMING

NEXT ISSUE

MAY 2024

ILLUSTRATED

ANATOMY OF A RUST MONSTER 6

WAS

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SHORT TALES

GENOCIDE PART THREE

William Anthony Shea

*

INNER CIRCLE

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)

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IN GAMES

The Last Red Letter Day

*

THE

SENESCHAL'S DECLARATION

SIR WILLIAM

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

