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**K**nights of the

**D**inner

**T**able

TM



**Hooody Freakin' Hoo!!**



# I've got yer **BACK ISSUES** right here bub!!

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## **AOL MEMBERS:** GET IN ON THE **KODT** DISCUSSION GROUP

GO TO KEYWORD: **aol://5863:126/mB:147414**

*or if you prefer to navigate through the gaming section...*

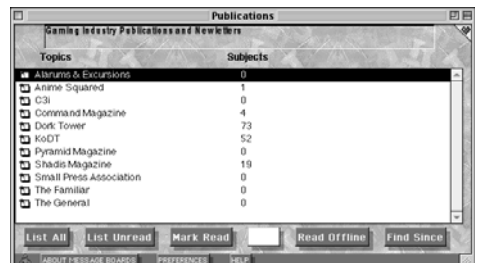
GO TO KEYWORD  
**GCS** AND THEN  
CLICK ON **ROLE  
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THEN CLICK ON **COMPANY  
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FNALLY, CLICK ON **GCS  
PUBLICATIONS**  
AND THEN **KODT!!**





## KENZER AND COMPANY

Knights of the Dinner Table #28  
Hoody Freakin' Hoo!  
February, 1999

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**Internet:** JollyRB@aol.com (editorial inquiries only) or KenzerCo@aol.com (all other inquiries). World Wide Web: <http://members.aol.com/relkin/kenzero.html>

**Submissions:** We accept submissions for strip ideas, jokes, cartoons, etc. We are interested in running anything that other gamers and fans would enjoy. Send a S.A.S.E. for writer's guidelines to the address listed above or E-mail [restin@aol.com](mailto:restin@aol.com).

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# Knights of the Dinner Table™

## “Hoody Freakin’ Hoo!”

The KODT DEVELOPMENT TEAM is  
Jolly R. Blackburn, Brian Jelke,  
Steve Johansson and David S. Kenzer

Cover Art by George Urbanic

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Knights of the Dinner Table™ was created by Jolly R. Blackburn way back in 1990 as *'filler'* for the small press magazine Shadis™ (which he was publishing out of a spare bedroom). Eight years later, as head writer and creative director for the KODT development team, he continues to draw and write strips for the monthly Knights of the Dinner Table™ magazine as well as for Dragon® magazine and The Rifter™ Sourcebook Series.

# Editorial of a Madman

*“Is Dave stupid? My husband says he is but I think he’s cute”*

Karen Hart, self-professed no.#1 Dave Fan

The last few days, we’ve been busy around here putting the final touches on **Bundles of Trouble: Volume II™** (*The long awaited compilation/reprint of KODT issues 4 through 6*) and it struck me just how far we’ve come.

Has it really been two years since we took the plunge and went monthly with KODT? You know, with over a thousand pages of printed material (and we’re not even counting the strips which have ran in **Shadis™**, **Dragon™** and the **Rifter™**), staying on top of KODT lore can be a very daunting task.

We’re constantly re-reading the back issues here and double-checking continuity on the story-lines.

I thought I’d do something a little different this issue. Instead of me answering YOUR questions, I’m going to give you a chance to answer mine. Gather your gaming buddies together and find out once and for all who knows their KODT. The answers are listed in Weird Pete’s Bulletin board - but no peeking.

1. Brian had a mural painted on his Van. What’s the subject matter of the mural?
2. What was the name of B.A.’s first adventure?
3. Which KODT character was working on an RPG called, **Dylan, Einstein and Time Falling?**
4. Bob sang a song with the words, “Ummmff Chuka Luka! Ummmff Chuka Luka” What was the name of the song?
5. What did Dave do when they canceled Knight Rider?

6. What did B.A. refer to as the ‘*Holy Grail of all rules!*’

7. What has Gary Jackson refused to do since 1986?

8. When Bob’s dad began patting him down for dice - where did he resort to hiding his dice bag?

9. Who was the cover artist on the first four issues of KODT?

10. Who did Brian hog tie with his own suspenders and shove down the laundry chute?

11. Who is the Gawd of Bards in Nitro’s campaign milieu, Kraag World?

12. According to Brian, Teflon Billy religiously follows his morning glass of fig juice with a little ‘chaser’. What is it?

13. What did Brian describe as “a time of dread and deep foreboding for those who weave magic”?

That should keep you busy for a while. I encourage our readers to send in their own KODT trivia questions. (Just make sure you include a reference as to where to find the answer). You can email your questions to JollyRB@aol.com or mail them to KODT Trivia, 1003 Monroe Pike, Marion, IN 46953.

Until next time - Good Gaming!

*Jolly R. Blackburn*

Jolly R. Blackburn



# Our Readers Talk Back!

Dear KODT,

First of all, your comic is well written, accurately drawn (reminds me of the sketches or scribbles you draw on character sheets in the middle of a game, no offense to Jolly), and down right funny.

**Editorial of a Madman:** Generally good stuff, nice background info on inspirations, etc. for KODT. I really liked the GenCon article. Perfect length.

**Our Readers Talk Back:** Always interesting to hear what other fans say, two pages is a good length for a letter column.

**The Strips in General:** All around good stuff, the long ones are funny, as well as the one pagers. Keep up a variety of lengths.

**A Gamer's View of the Movies:** Depends really on the movie, rather than the writing. Which is well informed, and Mr. Bingle seems to do his background work on the movies. A good one pager, but gets boring when it goes beyond that.

**Game Vine:** Interesting, most advertisements seem to be repeated, so the section is usually a rehash of the previous issue. Length is fine, the **Wadizitz** and **A Moment in Gaming History** are fun to read.

**Brian's Small Press Picks:** Good, although I tend to not pick up any small press items (as most are not available to me). Good length.

**Weird Pete's Bulletin Board:** Seems kinda pointless because most of the space is for Kenzer & Company products. Reduce size, or cut out entirely.

**Parting Shots:** One of the funniest parts of the whole magazine! Reminds me of those darn joke emails that seem to flood my email box...

There, how is that for long? Keep up the good work, a tip of the hat goes out to all of you.

Khyron476  
via E-mail

Dear KODT,

In the back of issue #24 you have the story about the live reading (which was great, by the way!) and some pictures. You also indicated that you did not have the names of those involved. While I don't claim to know everyone there, I can tell you who everyone was in the second picture (which would have been the first group that went). In that picture we have Thor Demik from Stickney, IL, as B.A. (now you understand why B.A. hated them making him Thork the Dork god so much), Dan Bayless from Tinley Park, IL, as Bob, Mike Gardner from Palatine, IL, as Dave (he is also pictured in the top picture with the **KODT #1** that he won), Laura Gardner from Palatine, IL, as Sara (imagine Dave and Sara married. Or not...). Finally, Ed Hennessy from Burbank, IL as Brian (yes, that's me). Anyway, I thought you would be interested. Thank you again, and I can't wait until we do this next year.

Ed Hennessy  
via E-mail

*Thanks for the information, Ed. The GenCon live reading was one of my favorites. We're all looking forward to GenCon '99 and expect the event to be even larger and better. See you there!*

Jolly

*I agree. The GenCon live reading was one of my favorite GenCon events of all-time...and I haven't missed a GenCon since 1983. Be there in '99!*

Dave

Dear KODT,

I noticed something in "**The Barringer Rebellion**". Brian failed to feed the 525 hirelings in the bag of hefty capacity for over 6 months so they had to rely on the food already in the bag to survive. The total amount of food in the bag was listed as

being 360 days worth of iron rations. [3 months for 4 people] How do 525 people survive for 6 months on only 360 days of food? IT DOESN'T ADD UP!

I think B.A. tried to capitalize on Brian's mistake on the fly without doing the math, and Brian is continuing the fiction that Barringer & crew are still alive hoping that B.A. will write himself into a corner on this point, and then when the time is right, Brian will "flip over all the cards", especially if the Knights find themselves in critical need of a ready-built fortress as a last resort.

John Brewer  
via E-mail

*John, John, John...tsk, tsk, tsk. Have you no faith in Brian? Do you think he would actually make a mistake? If you re-read **The Barringer Rebellion** you'll see that Brian was still reading his inventory of what was in the bag when he was suddenly interrupted. You may be interested to hear that a sequel/follow up to the story is in the works. (**The QuarterMaster**). As you'll discover, the 'bag' holds lots of secrets.*

Jolly

Dear KODT,

In the Bellville area of western Illinois, everyone loves KODT. This single title must be the only comic book which consistently sells out at the local comic and gaming store. So when I convinced a friend to organize the World's First **Impromptu Gaming Convention**, it was clear that all involved was the **KODT** to be part of this historic event.

So when **Dice Quest** begins very shortly and with minimal preparation, we are hoping it to feature several memorable events including a charity benefitting auction and an RPG trivia contest. In addition to this (and a lot of RPG'ing) I would like to sponsor a **Live Reading of KODT**. Do we have your blessings?

Scott  
via E-mail

*Do you have our blessings? Yes indeed. In fact the live readings have been so popular that we are encouraging conventions and game stores everywhere to run their own live readings of KODT. To help you set up such events you'll find a 'How-to' piece in the back of this issue to help you get started. Be sure to let us know how it goes and good luck with **Dice Quest**!*

Jolly

Dear KODT,

I wanted to write to you to congratulate you on the wonderful job you are doing with KODT- I love the strips, the reviews and the all the other stuff in the comic. I also wanted to pass along the following gaming story;

Several years ago we were playing a **Palladium** campaign... our characters had met on board a ship - when we finally arrived in port we all headed for the local tavern- the characters sat down, the waitress came over. We began to order when the GM interrupted....

*"Wait a minute- what languages are you speaking?"*

We all answered and got 5 different responses from the players-after some checking we found that despite each having 3-4 languages each we did not have a common language to the party.

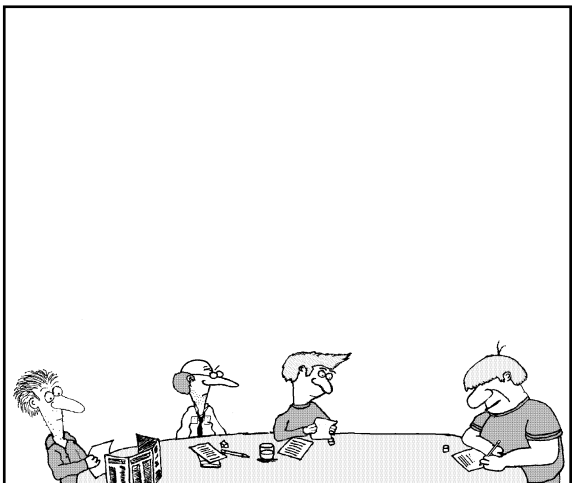
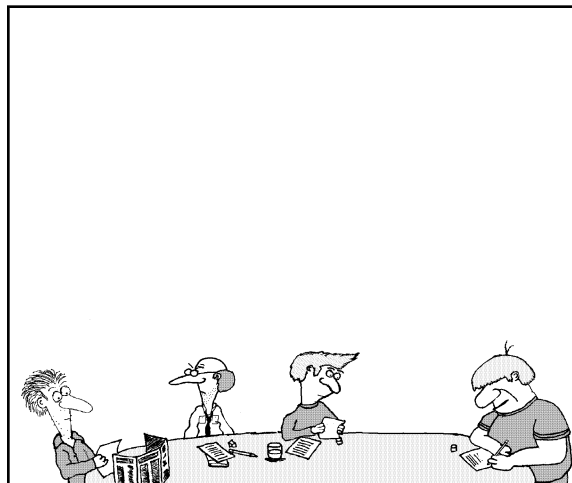
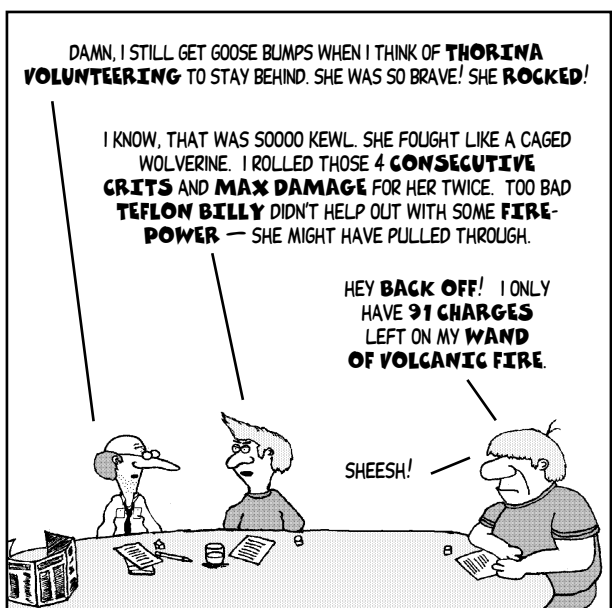
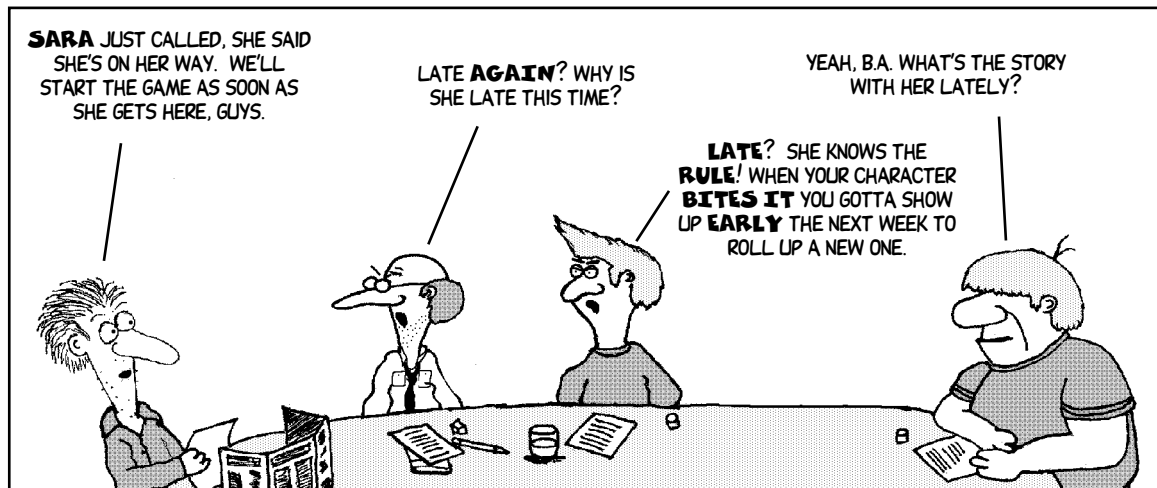
Needless to say chaos ensued... It took 45 minutes to place the order- with much accidental and purposeful misinterpretation - the waitress had a nervous breakdown, the gnome got 400 proof dwarven ale... and the whole gaming session passed into local legend. Keep up the good work.

Ian Williams  
via E-mail

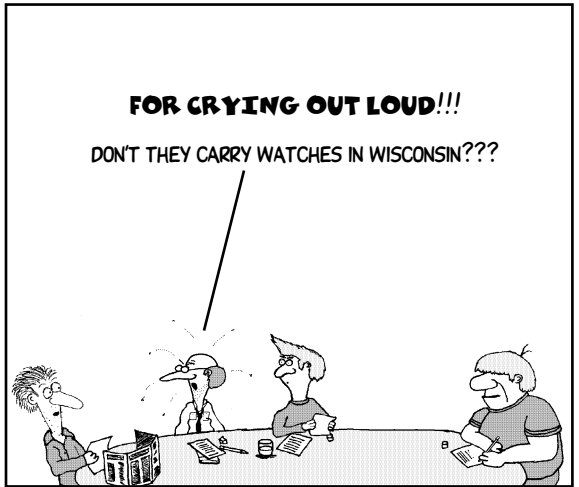
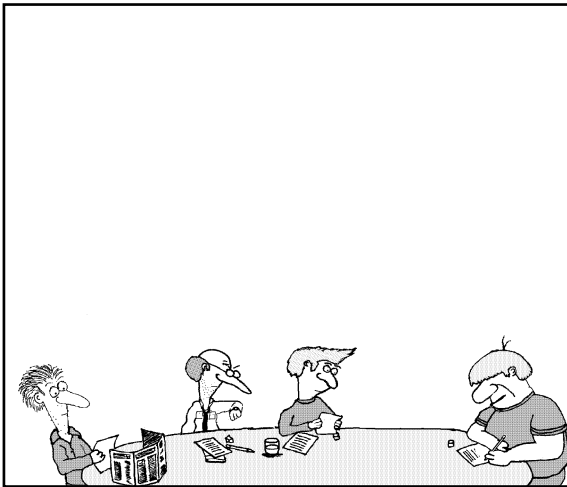
TABLE TALK READER MAIL

# Complications Continue

BY DAVID S. KENZER & STEVE JOHANSSON.



\* See KODT #27: A Surprising Situation



**FOR CRYING OUT LOUD!!!**

DON'T THEY CARRY WATCHES IN WISCONSIN???



SO, DID SHE **AT LEAST** SAY WHY SHE'S LATE?

SOMETHING ABOUT BEING OUT WITH THAT **JOHN LEE** GUY AGAIN.

HRMMMMPH. WELL ISN'T THAT JUST SWEET!

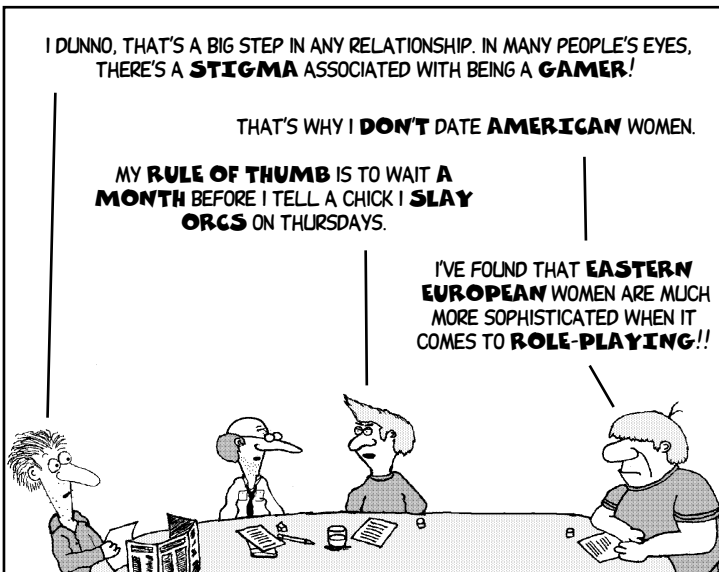
THOSE TWO ARE GOING OUT **AGAIN**? SOUNDS LIKE IT'S GETTING SERIOUS!

IT **IS** GETTING SERIOUS! THEY'RE HOLDING UP **MY** GAME!



HEY, I WONDER IF **SARA** TOLD **JOHN** SHE'S A **GAMER**. YET. I HEARD HE'S A **DELTA PHI**.

ARE YOU KIDDING? SHE DOESN'T EVEN WEAR HER **DICE BAG** PROUDLY ON HER BELT LIKE THE REST OF THE US!

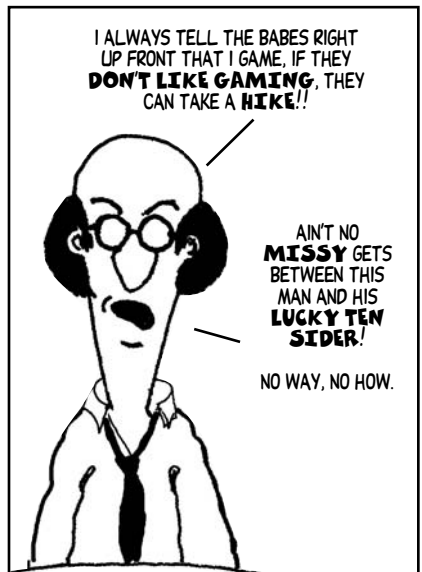


I DUNNO, THAT'S A BIG STEP IN ANY RELATIONSHIP. IN MANY PEOPLE'S EYES, THERE'S A **STIGMA** ASSOCIATED WITH BEING A **GAMER**!

THAT'S WHY I **DON'T** DATE **AMERICAN** WOMEN.

MY **RULE OF THUMB** IS TO WAIT A **MONTH** BEFORE I TELL A CHICK I **SLAY ORGS** ON THURSDAYS.

I'VE FOUND THAT **EASTERN EUROPEAN** WOMEN ARE MUCH MORE SOPHISTICATED WHEN IT COMES TO **ROLE-PLAYING**!!



I ALWAYS TELL THE BABES RIGHT UP FRONT THAT I GAME, IF THEY **DON'T LIKE GAMING**, THEY CAN TAKE A **HIKE**!!

AIN'T NO **MISSY** GETS BETWEEN THIS MAN AND HIS **LUCKY TEN SIDER**!

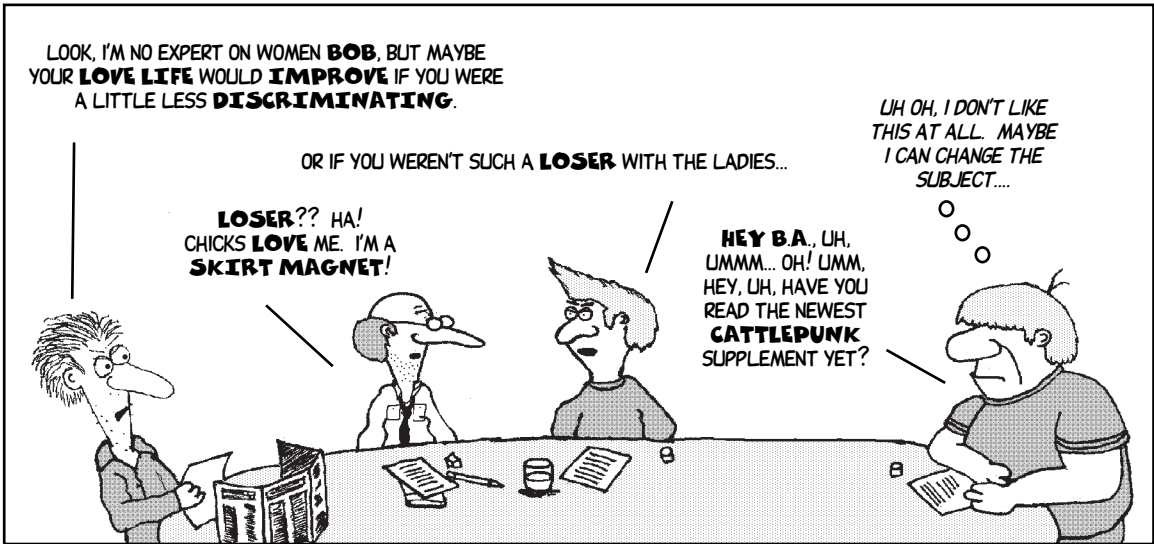
NO WAY, NO HOW.



SH'YA RIGHT!! C'MON BOB. WHO ARE YOU TRYING TO KID?

WHAT? IT'S TRUE, I MUST HAVE TURNED DOWN **HALF A DOZEN BABES** AT **HOE-N-HARNES** JUST LAST MONTH SOLELY ON **GAMING GROUNDS**.

OF COURSE, MANY ARE QUITE SKILLED AT **ADVANCED HACK-LEADER** AND **SPELL-JACKED** TOO. PARTICULARLY THE **UKRANIANS**. THEY RULE AT STRATEGY GAMES.



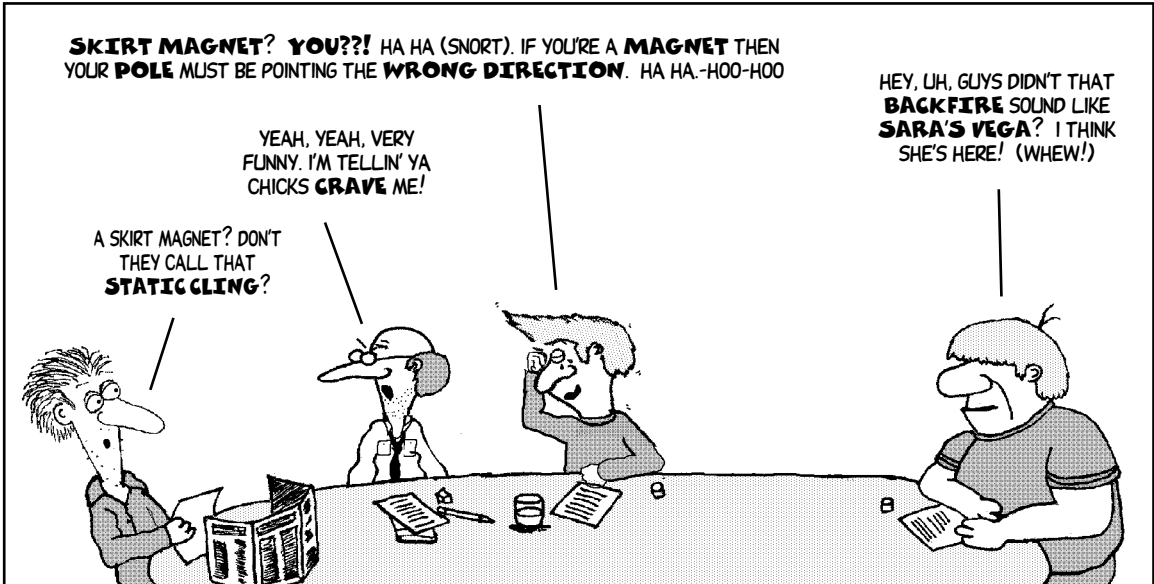
LOOK, I'M NO EXPERT ON WOMEN **BOB**, BUT MAYBE YOUR **LOVE LIFE** WOULD **IMPROVE** IF YOU WERE A LITTLE LESS **DISCRIMINATING**.

OR IF YOU WEREN'T SUCH A **LOSER** WITH THE LADIES...

**LOSER?? HA!**  
CHICKS **LOVE** ME. I'M A **SKIRT MAGNET!**

**HEY BA., UH,**  
UMMM... OH! UMM,  
HEY, UH, HAVE YOU  
READ THE NEWEST  
**CATTLEPUNK**  
SUPPLEMENT YET?

UH OH, I DON'T LIKE THIS AT ALL. MAYBE I CAN CHANGE THE SUBJECT....



**SKIRT MAGNET? YOU??!** HA HA (SNORT). IF YOU'RE A **MAGNET** THEN YOUR **POLE** MUST BE POINTING THE **WRONG DIRECTION**. HA HA.-HOO-HOO

YEAH, YEAH, VERY FUNNY. I'M TELLIN' YA CHICKS **CRAVE** ME!

A SKIRT MAGNET? DON'T THEY CALL THAT **STATIC CLING?**

HEY, UH, GUYS DIDN'T THAT **BACKFIRE** SOUND LIKE **SARA'S VEGA?** I THINK SHE'S HERE! (WHEW!)

**A FEW MINUTES LATER..**

HIYA, GUYS!! SORRY I'M LATE. IT WAS SUCH A **BEAUTIFUL** DAY WASN'T IT?

HI, SARA. GLAD YOU COULD MAKE IT.

'BOUT TIME

YO, SARA.

YEAH, WHATEVER.

SO WHERE DID WE....

WHAT?

WHAT? **WHAT?**  
SOMETHING IN MY HAIR?

OKAY, SINCE YOU GUYS WON'T TELL HER I GUESS AS YOUR **GM** I'LL HAVE TO. UH...UH...UMMM, SARA...UMMM. UH, YOU SEE LAST WEEK...OH HECK! IT'S ABOUT **THORINA**...

**THORINA?**  
WHAT ABOUT HER?  
IS SHE OKAY?

WHAT'S THE DEAL WITH THIS **JOHN LEE DUDE**?!!!!

**YEAH!** WHAT'S THE **STORY?** WORD ON THE STREET IS YOU TWO ARE **AN ITEM!** THAT TRUE?

**JOHN?**  
UH...UMMM, WE'RE JUST FRIENDS.

HMMMPH.  
I THOUGHT I WAS HER "FRIEND".

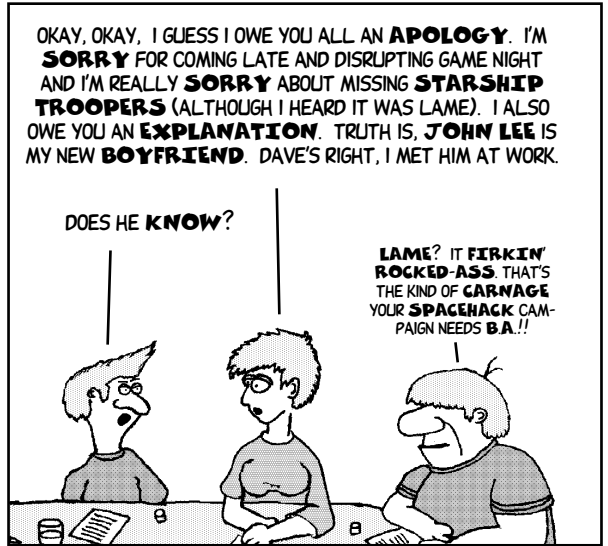


HA! FRIENDS MY ASS! DAVE SAW YOU TWO **SMOOCHIN'-IT-UP** DOWN AT **BIG BIG VIDEO** LAST WEEK. WE KNOW WHAT'S GOING ON.

THAT "FRIEND" OF YOURS IS **DISRUPTING** THE GAME.

**THE GAME!!!**

NOW **DUMP** THAT **CHUMP** AND GET YOUR **HEAD** BACK TO THE **TABLE**, MISSY.



OKAY, OKAY, I GUESS I OWE YOU ALL AN **APOLOGY**. I'M **SORRY** FOR COMING LATE AND **DISRUPTING** GAME NIGHT AND I'M REALLY **SORRY** ABOUT MISSING **STARSHIP TROOPERS** (ALTHOUGH I HEARD IT WAS LAME). I ALSO OWE YOU AN **EXPLANATION**. TRUTH IS, **JOHN LEE** IS MY NEW **BOYFRIEND**. DAVE'S RIGHT, I MET HIM AT WORK.

DOES HE **KNOW**?

**LAME?** IT **FIRKIN' ROCKED-ASS**. THAT'S THE KIND OF **CARNAGE** YOUR **SPACEHACK** CAMPAIGN NEEDS **BA!!**



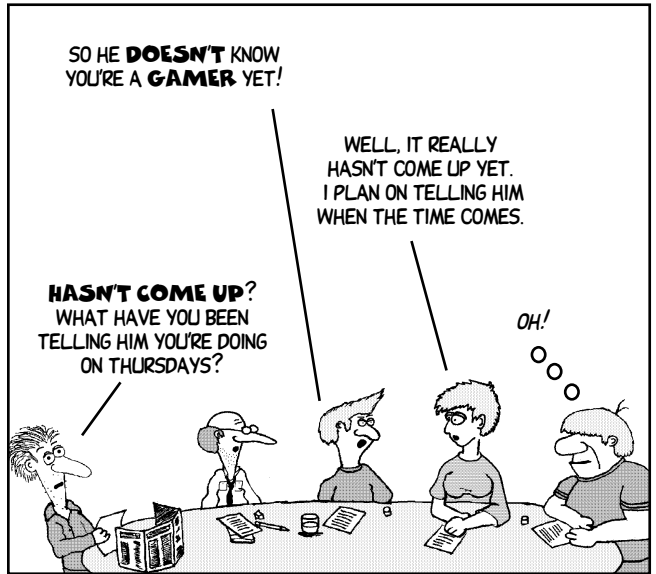
**KNOW?** KNOW WHAT?

DOES HE **KNNOOOOWW?** YOU KNOW.

KNOW WHAT?

AAAAH, WELL, UH...NO, HE DOESN'T KNOW.

WHAT DOESN'T HE KNOW????



SO HE **DOESN'T** KNOW YOU'RE A **GAMER** YET!

WELL, IT REALLY HASN'T COME UP YET. I PLAN ON TELLING HIM WHEN THE TIME COMES.

**HASN'T COME UP?** WHAT HAVE YOU BEEN TELLING HIM YOU'RE DOING ON THURSDAYS?

OH!



WELL, I, UH, I **REALLY** LIKE THIS GUY AND THE **TIMING** JUST **HASN'T** BEEN RIGHT. WE'VE REALLY **HIT IT OFF** AND I JUST **DON'T** WANT TO **COMPLICATE** THINGS.

OH, WELL, MAYBE YOU SHOULD JUST TELL HIM YOU'RE GOING TO VISIT YOUR **AUNT** AND PUT IT OFF UNTIL YOU FEEL **COMFORTABLE** TALKING ABOUT IT. **BOB'S** GOT A NICE **LIST** OF AD-HOC **EXCUSES\*** IF YOU NEED IT.

JUST DO US A FAVOR, HUH? LEAVE YOUR **LOVE LIFE** AT THE DOOR. IT HAS NO PLACE AT THE TABLE. CAN WE JUST GET ON WITH THE GAME NOW?

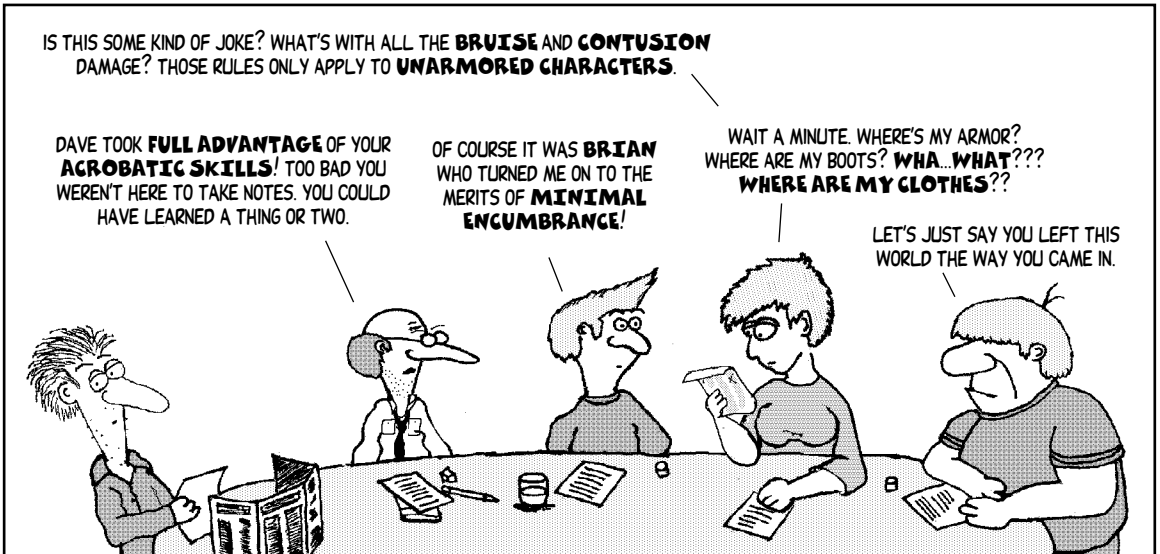
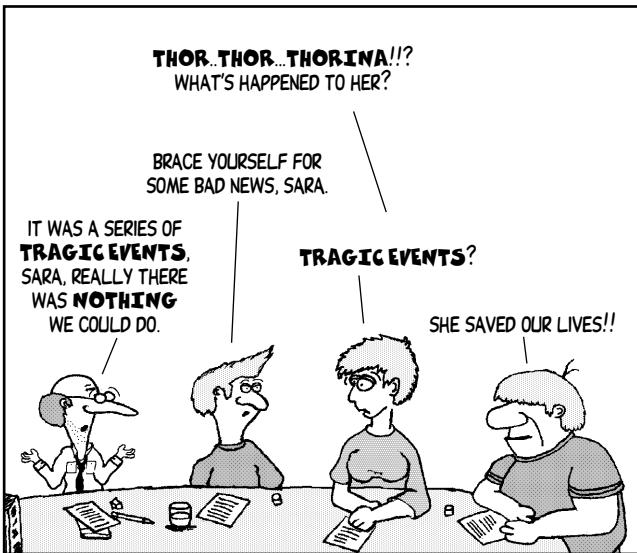
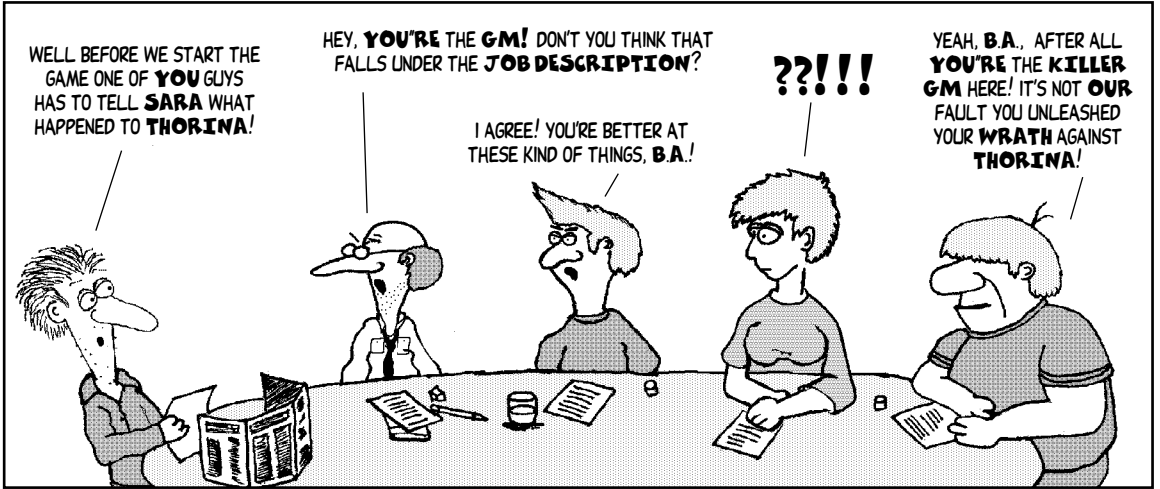
SOUNDS SERIOUS. HEY, DOES HE HAVE A SISTER?

JUST TRY TO BE ON TIME FROM NOW ON. SHEESH.

\* See KODT #15: The Tangled Web

# Shouldda Been There!!

BY JOLLY R. BLACKBURN & DAVID S. KENZER





**SHE WAS NAKED?** YOU HAD MY CHARACTER RUNNING AROUND THE DUNGEON **NAKED??**

IT WAS AWESOME! YOU SHOULD HAVE SEEN THE LOOKS ON THE FACES OF THOSE **ROCK TROLLS** WHEN YOUR **BARE-ASSED BARBARIAN** BLAZED A **BLOODY SWATH** THROUGH THE **ROCK TROLLS' LAIR!**

ALL MY POSSESSIONS? **GONE?** MY WEAPONS? MY MAGIC ITEMS?

I TRIED TO PLAY HER THE WAY YOU WOULD HAVE, SARA.

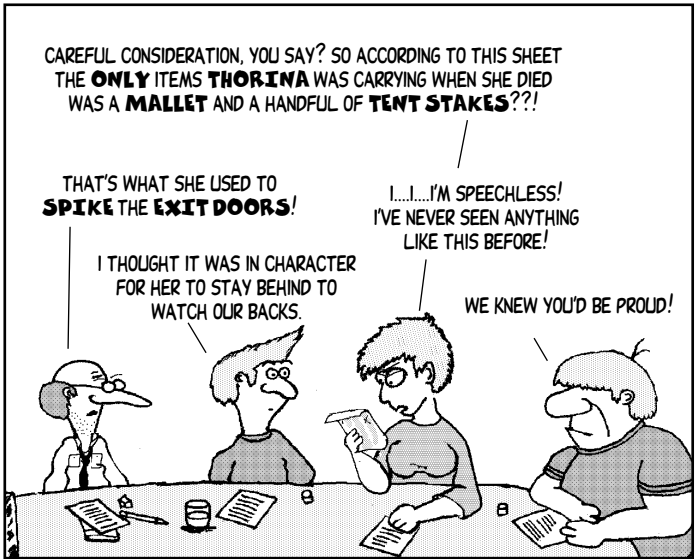
DAVE MADE SOME TOUGH DECISIONS, SARA.



EVERY ITEM **THORINA** THREW AWAY WAS DROPPED **ONLY** AFTER CAREFUL CONSIDERATION OF THE BENEFITS GAINED. YOU SHOULD HAVE SEEN HER - **THORINA** WAS A **TUMBLING, DOOR-BASHING, FIGHTING MACHINE!!**

FIGHTING MACHINE? BUT SHE'S **DEAD!**

HEY, CRITS HAPPEN!



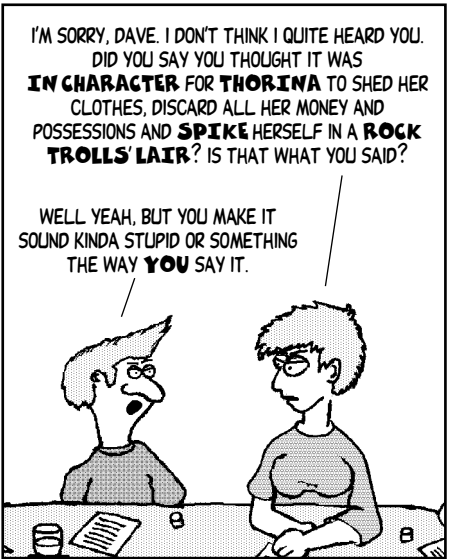
CAREFUL CONSIDERATION, YOU SAY? SO ACCORDING TO THIS SHEET THE **ONLY** ITEMS **THORINA** WAS CARRYING WHEN SHE DIED WAS A **MALLET** AND A HANDFUL OF **TENT STAKES??!**

THAT'S WHAT SHE USED TO **SPIKE THE EXIT DOORS!**

I...I'M SPEECHLESS! I'VE NEVER SEEN ANYTHING LIKE THIS BEFORE!

I THOUGHT IT WAS IN CHARACTER FOR HER TO STAY BEHIND TO WATCH OUR BACKS.

WE KNEW YOU'D BE PROUD!



I'M SORRY, DAVE. I DON'T THINK I QUITE HEARD YOU. DID YOU SAY YOU THOUGHT IT WAS **IN CHARACTER** FOR **THORINA** TO SHED HER CLOTHES, DISCARD ALL HER MONEY AND POSSESSIONS AND **SPIKE** HERSELF IN A **ROCK TROLLS' LAIR?** IS THAT WHAT YOU SAID?

WELL YEAH, BUT YOU MAKE IT SOUND KINDA STUPID OR SOMETHING THE WAY **YOU** SAY IT.



THAT'S BECAUSE IT IS **STUPID!** I TRUSTED YOU DAVE. I TRUSTED YOU TO RUN MY CHARACTER AND WHAT DID YOU DO? **HUH?** YOU USED HER LIKE SOME KIND OF **CLAY PIGEON**, THEN YOU **SHOOK HER DOWN** LIKE A BLIND MAN AT A **PICK POCKETS' CONVENTION!**

GAAA...UNNNGGGG, I MEANT WELL, SARA. REALLY I DID.

MAYBE **NEXT TIME** YOU'LL BE A LITTLE MORE **CHOOSY** ABOUT WHO YOU LET RUN YOUR CHARACTER, SARA. (AHEM)



OF ALL THE NERVE! THAT'S GRATITUDE FOR YA! YOU BRILLIANTLY RUN HER CHARACTER THROUGH HER **FINEST HOUR** AND SHE SHAKES YOU UP LIKE A BOTTLE OF **YOO-HOO!**

CAN WE SWITCH SEATS? SHE'S GOING TO GO BALLISTIC WHEN SHE READS THE PART ABOUT WHAT WE DID WITH HER HORSE AND HIRELINGS.

WHAT **"WE"** DID? I DIDN'T HAVE ANYTHING TO DO WITH IT.

FRANKLY, I'M DISAPPOINTED IN YOU **BRIAN!**

IN **ME?**

I TOOK COMFORT IN THE FACT THAT **YOU** WOULD BE HERE TO WATCH OUT FOR MY INTERESTS. YOU LET ME DOWN.

I LET YOU DOWN? HOW DO YOU FIGURE?  
**DAVE** WAS RUNNING YOUR CHARACTER.

C'MON, BRIAN, SINCE WHEN DID **THORINA** STAY BEHIND TO WATCH OUR BACKS? THAT'S ALWAYS BEEN **TEFLON BILLY'S** JOB!

HEY MY **HANDS WERE FULL** AT THE MOMENT! I COULDN'T CAST A **FIRE BALL**. YOUR CHARACTER VOLUNTEERED. WHO WAS I TO SAY NO?

I BET YOUR HANDS WERE FULL! HOW MUCH OF MY **DISCARDED ENCUMBRANCE** DID YOU MANAGE TO **SQUIRREL AWAY**? HUH?

(GULP) I'M AM SO UNBELIEVABLY OFFENDED BY YOUR SUGGESTION. YOU KNOW ME BETTER THAN THAT!

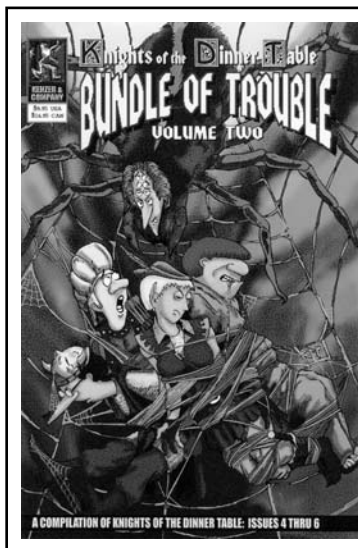
HMMRRFF! I THOUGHT SO.

SARA I THINK YOU OWE **DAVE** A **HUGE APOLOGY!** YOU SHOULDDA BEEN THERE! THE GUY REALLY PUT HIS **HEART** AND **SOUL** INTO PLAYING **THORINA!** THE **DICE WERE SINGING** FOR HIM - HE WAS SO HOT!

WELL UP UNTIL NOW THIS HAS BEEN A **BEAUTIFUL WEEK!** I'M NOT GOING TO LET THIS RUIN IT. SO WHAT IF **THORINA** IS DEAD? I'VE BEEN ACHING TO RUN A **CLERIC** AGAIN. I'LL JUST ROLL UP A NEW CHARACTER AND WE CAN GET ON WITH THE GAME.

I'M SORRY, SARA. SHE MADE ME FEEL **INVINCIBLE!** THE WAY SHE KICKED IN THOSE DOORS AND MANAGED TO SNAG THE **SURPRISE** OVER AND OVER ON THOSE **TROLLS!** IT WENT TO MY HEAD.

I GOT BLANK CHARACTER SHEETS IN MY BRIEF CASE, SARA. IT'S **ON ME!** IF YOU WANT A PLASTIC PROTECTOR IT'LL COST YOU **25 CENTS** THOUGH!



## THE WAIT IS OVER!!

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BRINGS ISSUES **4 - 6** TOGETHER AND JUST TO BE NICE, WE THREW IN ANOTHER NEVER BEFORE SEEN STORY AND A FEW OTHER TASTY MORSELS.  
**IS THAT KEWL OR WHAT??**

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IN STORES THIS APRIL.

# The Do-Gooders!

BY JOLLY R. BLACKBURN

AS YOU ENTER THE **CITY GATES** YOU PASS A **PILLORY** WHICH HAS BEEN ERRECTED NEXT TO THE WALLS. A FAMILIAR LOOKING **DWARF**, HIS ARMS OUTSTRETCHED, IS CHAINED TO THE POST. THE **NOON-DAY SUN** BLAZES DOWN ON THE NAKED SKIN OF HIS BACK WHICH BEARS THE FRESH WOUNDS OF **FIFTY LASHES** FROM A **CAT-OF-NINE-TAILS!**

HOW CRUEL! **JUSTINIA** LAYS HANDS ON THE **DWARF**. I'LL ALSO GIVE HIM SOME WATER!

FAMILIAR LOOKING DWARF?

THAT'S PRETTY INTENSE FLAVOR TEXT FOR THIS EARLY IN THE ADVENTURE!

HMMM... FIFTY LASHES AND THE PILLORY? THAT'S PUNISHMENT CODES **A AND C** ON THE **CRIMINAL JUSTICE TABLES**.

THAT'S THE **STANDARD PUNISHMENT FOR FAILURE TO PAY FOR GOODS AND SERVICES!** THIS GUY PROBABLY RAN UP A **BAR TAB** AND WHEN IT CAME TIME TO PAY HE DIDN'T HAVE THE COIN. OR...I SUPPOSE HE COULD BE A **SHOPLIFTER** OR SOMETHING.

OR MAYBE HE'S JUST A POOR UNFORTUNATE WHO'S FALLEN ON HARD TIMES.

NO, THEY DON'T EVEN HAVE A CODE FOR THAT ON THE **G.J. TABLES**, SARA!

OKAY, OKAY, SO HE LOOKS FAMILIAR HUH? I TAKE A GOOD, LONG LOOK AT HIM. DO I KNOW THIS GUY OR NOT?

IT'S **SKINNY STILTSKIN!**\* HE'S IN SO MUCH PAIN HE DOESN'T SEEM TO BE AWARE OF YOUR PRESENCE.

**SKINNY?! NO WAY?** THAT **RAT BASTARD** IS DEAD!

**SEE?! I TOLD YOU!** WITH A NAME LIKE **THAT** I KNEW **B.A.** HAD PLANS FOR HIM.

SARA, YOU MANAGE TO LAY HANDS ON THE POOR DWARF AND RESTORE **FIVE HIT POINTS** TO HIM BUT AS YOU ARE PREPARING TO GIVE HIM WATER AN **ANGRY GUARD** APPROACHES AND ORDERS YOU TO STEP AWAY FROM **SKINNY**.

PERHAPS HE FAILED TO NOTICE MY **HOLY SYMBOL** AND MY **PRIESTESS ROBES**. I EXPLAIN MY **VOWS TO THE ORDER** REQUIRE ME TO RENDER ASSISTANCE TO THOSE IN NEED.

THE **GUARD** MUST BE A **GAWD-FEARING MAN**, SARA. HE YIELDS BUT ASKS YOU TO PLEASE HURRY OR IT WILL COST HIM HIS RANK.

HA! HE MUST HAVE NOTICED I WAS PATTING MY SWORD.

GOOD JOB, **JUSTINA!**

THE **WUSS!**

I'LL **BLESS** THE GUARD FOR HIS ACT OF KINDNESS. THEN I'LL CAST A **BEFRIEND SPELL** ON HIM. I ASK HIM WHAT THE **DWARF** HAS DONE TO DESERVE PUNISHMENT.

IN A HUSHED VOICE THE GUARD EXPLAINS THAT THE **DWARF'S** ONLY CRIME WAS THAT HE FAILED TO BOW WHEN A **NOBLEMAN** WALKED PAST HIM. HE DIDN'T HAVE ENOUGH MONEY TO PAY THE FINE SO HE WAS FLOGGED.

I OFFER TO PAY THE **DWARF'S** FINE.

OH FOR THE LOVE OF... I **KNEW** I WASN'T GOING TO LIKE THIS **NEW** CHARACTER.

WHAT ARE YOU DOING??

\* See KODT#27: A Few Good Men

THE GUARD TELLS YOU THERE'S NO NEED TO PAY THE FINE. THE **DWARF** IS TO BE PULLED FROM THE **PILLORY** AT SUNDOWN IN JUST A FEW HOURS.

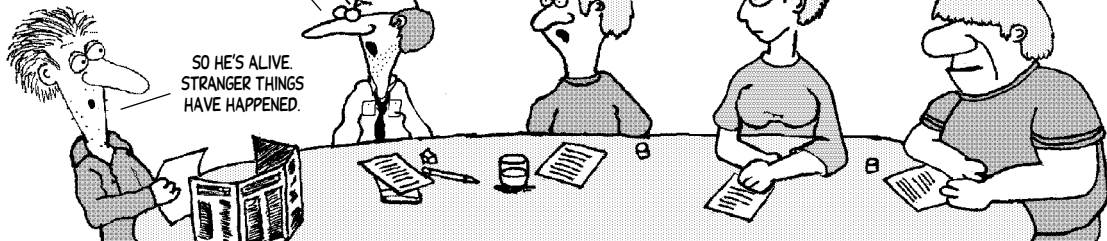
WELL I GUESS BY THE TIME WE FIND AN **INN** TO STAY AT AND GET OUR HORSES STABLED IT WILL BE CLOSE TO SUNDOWN. I'LL COME BACK TO SEE IF I CAN RENDER ANY FURTHER ASSISTANCE TO THE **DWARF**.

I STILL DON'T UNDERSTAND HOW THIS GUY IS ALIVE. WE HOG TIED HIM, THREW HIM ACROSS THE BACK OF A **WILD LLAMA** AND SENT THEM BOTH OVER THE EDGE OF THAT CLIFF ON **SAGE MOUNTAIN**.

SO HE'S TIED TO A POST, RIGHT? I'M GOING TO LAUGH AT HIM AND CALL HIM, "**SWEET CHEEKS**".

HEY, IF IT'S **PUBLIC RIDICULE** I WANT IN. I'M CASTING A **WEAK BLADDER GANTRIP** ON HIM.

SO HE'S ALIVE. STRANGER THINGS HAVE HAPPENED.



**TWENTY MINUTES LATER...**

**SKINNY** IS IMMENSELY GRATEFUL TO YOU SARA. HE SAYS NO ONE HAS **EVER** SHOWN HIM SUCH KINDNESS. HE REMOVES HIS CAP AND BOWS BEFORE YOU. "MY LADY, WHERE **YOU GO - I GO!** I PLEDGE MYSELF TO THE SERVICE OF YOU AND YOUR GAWD. LOOKS LIKE YOU HAVE A NEW **HENCHMAN** SARA. GOOD JOB!

WHAT THE HELL **IS THIS CRAP?** WE DON'T WANT THIS **SCAM ARTIST** IN THE PARTY.

SARA GETS A HENCHMAN? THAT BLOWS - SHE'S ONLY FIRST LEVEL.

IT'S JUST AS **LUVIA** TEACHES. "AN ACT OF KINDNESS, EVEN IN IT'S SIMPLEST FORM, CAN PAY **RICH DIVIDENDS**."

HEY I PETTED THAT THREE-LEGGED DOG ONCE AND I GOT **SQUAT!**

SARA, **SKINNY** ASKS IF HE CAN BRUSH DOWN YOUR HORSE.



BRIAN'S RIGHT. WHENEVER **WE** DO SOMETHING NICE OUR CHARACTERS END UP GETTING **SCREWED** SOMEHOW! MEMBER WHEN I TRIED TO GIVE THAT **DWARF** WITH THE **SUCKING CHEST** WOULD A SIP OF **HEALING POTION?** HE ENDED UP STABBING ME IN THE **KIDNEY** WITH A **POISONED BLADE!**\*

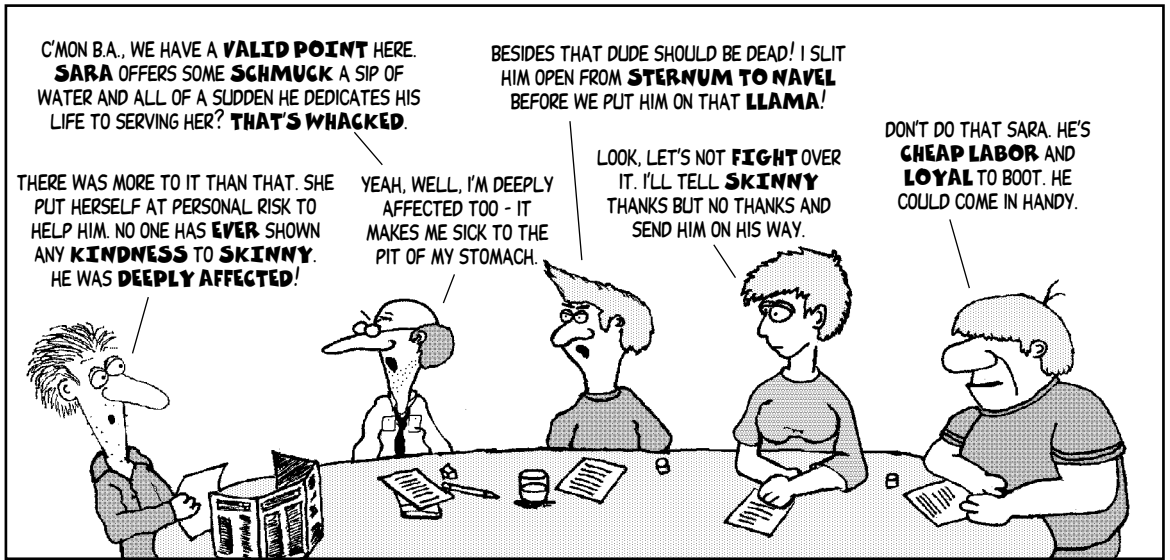
YEAH! OR HOW ABOUT THE TIME I TRIED TO HELP THAT **PRINCESS** DOWN FROM HER HORSE? HER **STABLE BOY** REARRANGED MY **NADS** WITH A PAIR OF **BLACKSMITH'S TONGS!**

**DAVE**, YOU KEPT REFERRING TO HER AS "**HOT KOOCHIE MAMA**". THE STABLE BOY WAS ONLY DEFENDING HER HONOR.

THAT WAS A LOVE GONE **TONGED**. (SNICKER)

??!!! WHEN DID YOU GUYS **EVER** DO ANYTHING NICE?





C'MON B.A., WE HAVE A **VALID POINT** HERE. **SARA** OFFERS SOME **SCHMUCK** A SIP OF WATER AND ALL OF A SUDDEN HE DEDICATES HIS LIFE TO SERVING HER? **THAT'S WHACKED.**

BESIDES THAT DUDE SHOULD BE DEAD! I SLIT HIM OPEN FROM **STERNUM TO NAVEL** BEFORE WE PUT HIM ON THAT **LLAMA!**

DON'T DO THAT SARA. HE'S **CHEAP LABOR** AND **LOYAL** TO BOOT. HE COULD COME IN HANDY.

THERE WAS MORE TO IT THAN THAT. SHE PUT HERSELF AT PERSONAL RISK TO HELP HIM. NO ONE HAS **EVER** SHOWN ANY **KINDNESS** TO **SKINNY**. HE WAS **DEEPLY AFFECTED!**

YEAH, WELL, I'M DEEPLY AFFECTED TOO - IT MAKES ME SICK TO THE PIT OF MY STOMACH.

LOOK, LET'S NOT **FIGHT** OVER IT. I'LL TELL **SKINNY** THANKS BUT NO THANKS AND SEND HIM ON HIS WAY.



HEY THAT'S RIGHT. YOU DON'T HAVE TO PAY THESE GUYS DO YOU? YOU CAN JUST THROW THEM A **CAN OF BEANS** EVERY NOW AND THEN AND LET THEM FIGHT OVER THE **NO-WANT EMS** IN THE TREASURE PILE AFTER AN ADVENTURE. YOU HARDLY KNOW THEY'RE AROUND UNTIL YOU NEED THEM.

I WONDER IF IT WOULD WORK AGAIN? MAYBE WE SHOULD HANG AROUND THE **CITY GATE** FOR A FEW DAYS AND SEE IF ANYONE ELSE GETS **PILLORIED.**

OH GAWD!

OH YEAH, GIVE ME YOUR TIRED AND OPPRESSED RIGHT HERE, BABY!



HEY B.A. I'M GOING TO **MOSEY** ON DOWN TO THE **CITY GATES** AND SEE IF THERE ARE ANY MORE **POOR SOULS** BEING TORMENTED DOWN THERE. DO I SEE ANYBODY?

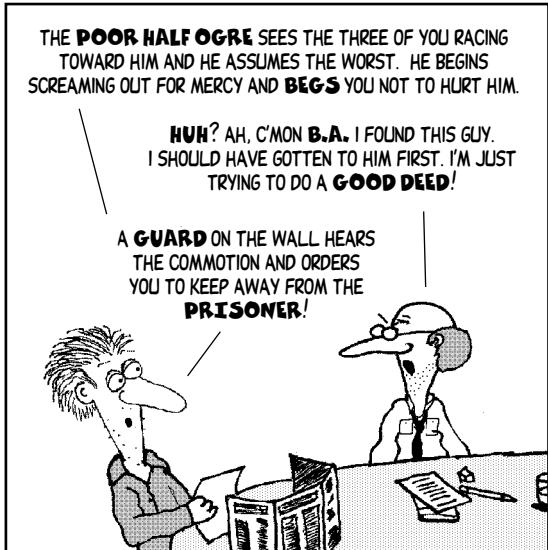
UH...YEAH...SURE... YOU SEE A **LARGE HALF OGRE** HANGING UPSIDE DOWN FROM A **LYNCHING POST!**

**I CALL DIBS!** I'M PULLING OUT MY CANTEEN AND OFFERING HIM A DRINK.

**HA!** THERE'S MY PIGEON! I'M GOING TO RUB SOME **SALVE** ON HIS WOUNDS.

**DAMN!** ONCE AGAIN THE **MAGE** GETS THE SHORT END OF THE STICK. WELL NOT **THIS** TIME! I'M HELPING HIM TOO.

RATTLE RATTLE RATTLE



THE **POOR HALF OGRE** SEES THE THREE OF YOU RACING TOWARD HIM AND HE ASSUMES THE WORST. HE BEGINS SCREAMING OUT FOR MERCY AND **BEGS** YOU NOT TO HURT HIM.

**HUH?** AH, C'MON B.A. I FOUND THIS GUY. I SHOULD HAVE GOTTEN TO HIM FIRST. I'M JUST TRYING TO DO A **GOOD DEED!**

A **GUARD** ON THE WALL HEARS THE COMMOTION AND ORDERS YOU TO KEEP AWAY FROM THE **PRISONER!**



GUARD ON THE WALL? I GIVE HIM THE DWARVEN HAND GESTURE FOR **"BITE ME, MISTER PEON!"** THEN I BUSY MYSELF WITH APPLYING THAT SALVE. I'LL MAKE SMALL TALK WITH THE GUY WHILE I'M WORKING ON HIM TO START THE BONDING PROCESS.

THE GUARD SOUNDS HIS **ALARM HORN!** THEN HE FIRES AN ARROW AT YOU WHICH JUST BARELY MISSES.

**GAWD DAMMIT. B.A.!** HERE WE GO. I'M TRYING TO DO THE **EXACT** SAME THING SARA DID AND YOU'RE TURNING IT ALL AROUND SO YOU CAN **SCREW ME!**

WHAT A RIP!

FIREBALL COMING ONLINE HERE!

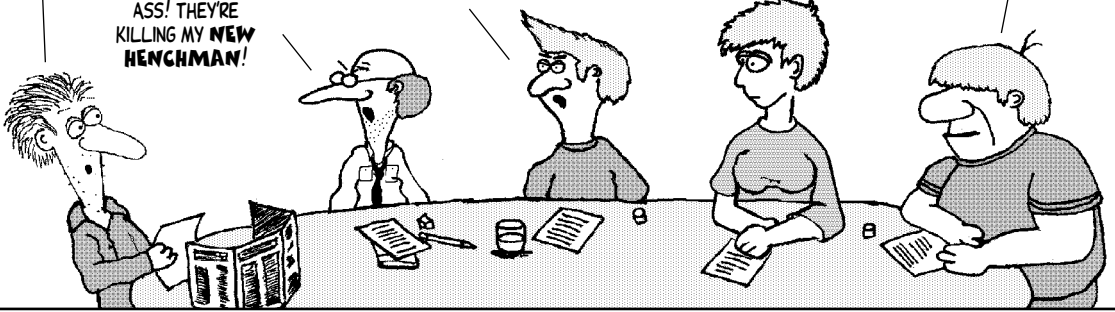
**TWENTY MINUTES LATER...**

BRIAN YOUR **FIREBALL** STRIKES THE WALL AND KNOCKS **FIVE GUARDS** OVER THE RAILING WHERE THEY FALL TO THEIR DEATHS ON THE PAVEMENT BELOW. DAVE, WHILE RUNNING FROM THE **GUARD DETACHMENT** YOU SUDDENLY FIND YOURSELF IN A DEAD END ALLEY. **BOB** USING THE **HALF OGRE** AS A **SHIELD** AGAINST THE **GUARDS' ARROWS** IS EFFECTIVE BUT THE **HALF OGRE** TAKES AN ADDITIONAL **36 POINTS** IN DAMAGE!

I'LL LET LOOSE ONE MORE FIREBALL THEN I'M GOING TO TRY AND CUT DOWN THE **HALF OGRE!**

RICH DIVIDENDS MY ASS! THEY'RE KILLING MY **NEW HENCHMAN!**

THEY WANT A FIGHT? WELL THEY JUST FOUND ONE. I'LL BE THEIR **HUCKLEBERRY!**



**A WEE BIT LATER...**

OKAY THE **SMOKE** FROM THE BURNING BUILDINGS ALLOWS YOU TO PASS THROUGH THE **CITY GATES** AND EXIT THE CITY WITHOUT BEING DETECTED. BY THIS TIME THE **CITY GUARD** ARE UNDER THE IMPRESSION A FULL **CIVIL RIOT** HAS BROKEN OUT AND HAS TAKEN UP ARMS **AGAINST** THE NOBILITY. PEOPLE ARE BEING CUT DOWN IN THE STREETS WHERE THEY STAND. IT'S A **BLOOD BATH!**

YEAH, WELL, WE GOT OUR **OWN** PROBLEMS. I GOTTA GET THIS **HALF OGRE** TO A SAFE PLACE WHERE I CAN TEND TO HIS WOUNDS AND GET THAT **BONDING THING** GOING AGAIN.

I WRAP MY **CAPE** AROUND HIM TO KEEP HIM WARM.

WAS IT NECESSARY TO TORCH THE TOWN SQUARE?

DEFINITELY.

OKAY BOB, THE **HALF OGRE** IS BEGINNING TO COME TO. HE SLOWLY OPENS HIS EYES AND LOOKS UP AT THE CONCERNED FACES GATHERED AROUND HIS **PALLET**.

I INTRODUCE MYSELF AND TELL HIM IT WAS **I** WHO SAVED HIS LIFE AND **FREED** HIM FROM HIS CHAINS.

HE LOOKS UPSET. HE POINTS TO THE MULTIPLE ARROW WOUNDS ON HIS BODY AND POINTS TO YOU!

NEVER MIND ALL THAT - IS HE EXPRESSING ANY KIND OF GRATITUDE? HUH?

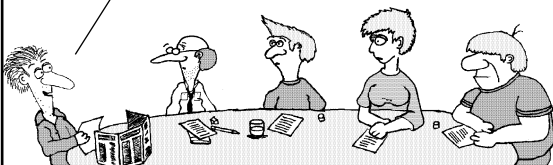
JERK!



THE **HALF OGRE** MOTIONS FOR YOU TO LEAN IN CLOSER BOB. THEN USING **HALF OGRE HAND GESTURES** HE SAYS, '**BITE ME!**' THEN HE GRABS THE **FORK** FROM HIS DINNER TRAY ON THE **NIGHT STAND** AND .....

DON'T YOU THINK IT WOULD JUST BE EASIER TO LET THEM **WIN** SOMETIMES?

NEVER!



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**UNIVERSAL MINIATURES SYSTEM**

# The Legions of Kalamar

## An inside look at Medieval Armies

By Steve Johansson • Illustrated by George Vrbanic



*Basil Thorneheart gazed down from the parapets of his keep. The freshly hewn timbers of the outer wall filled the air with their balsam scent. Far off in the distance he could see the smoke plumes wafting skyward from the camp where he knew the Imperial Legion had made camp. Surely tomorrow would be a terrible day for him and his followers. What folly to have snubbed the Emperor. Yet what other choice was there? Since venturing forth on an adventuring career it had been his ambition to establish a freehold of his own - a place wherein people could be free of the shackles of Imperial tyranny. Did not the Emperor have far more pressing concerns than this tiny community at the farthest reaches of the Empire? It seemed so a year past when the first trees were felled.*

*What did he know of this force that he would meet at first light? Pickets had driven off his scouts before they could learn anything of the nature of this Imperial detachment. How many soldiers would he face? How would they be armed? What tactics would they employ? These were all unanswered questions that tied knots in Basil's stomach. It would be a sleepless night for all within the keep.*

Though mentioned in many historical texts and geographical treatises, field armies often play little role in an adventurer's life despite their similar "occupation-at-arms". This is both unfortunate and shortsighted. As the physical embodiment of imperial, national or even local political will, the armed forces will almost certainly interact with a group of adventurers. This may be in the role of scouts to a novice group of adventurers or as a besieging army bent on reigning in a politically ambitious young Lord. Indeed, the ubiquitous orc hordes, monsters and dungeon crawls may serve as mere tangential distractions for many a well conceived campaign.

Players and GMs alike can maximize their enjoyment of the military as a campaign asset through a better understanding of it. By example, this article illustrates how to breathe some life into otherwise dry tally sheets. Although it describes a military orga-

nization from the Kingdoms of Kalamar™ campaign setting, the principles are universal to any pre-industrial army and can easily be incorporated into any fantasy setting. Here then are the Imperial Legions of the Kingdom of Kalamar.

### The Emperor's Grand Scheme

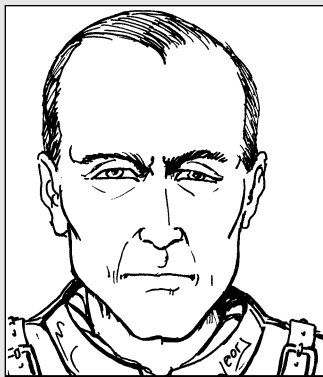
Upon his ascent to the Kalamaran throne, Emperor Kabori knew that one of his first orders of business must be a complete overhaul of her military. This would prove to be his most important asset in not only subduing internal dissent but in executing his grand dream of restoring the Empire to her former glory. Though strong in numbers, the army was corrupt and thoroughly unprofessional. Local nobility held sway over armies raised in their territories and most commanders were more interested in using their position to enrich themselves. This Kabori knew from first-hand experience. All too often he had to contend with troops rendered almost useless for battle due to inadequate provisioning, poor equipment and lack of pay. Having to draw provisions from the local nobility indentured his forces and made it nigh impossible to properly deal with rebellious petty nobles.

Having personally risen through the Legions' ranks, Kabori was intimately familiar with the subtleties of the military as well as the competencies of those in command. His first action was the elimination of all those who held rank due to political influence. Kabori replaced them with unit commanders that had proven themselves competent in the field or sadly, as many of the "elite" regiments had been relegated to internal policing actions, showed aptitude for such. He then instituted a restructuring of the armed forces based on field experience garnered in the Ka'Asa campaign. No longer were the Imperial Guards Legions allowed to be top heavy with fancy show horses and populated with gaudy troops skilled only in parade march.

He established Tolis Island as a military reserve. On this island insulated from the corrupting influence of Bet Kalamar and out of reach of rival nobility he set about retraining the armies of Kalamar. Discipline and hard work were the order of the day and soon his ideas began to bear fruit. The sound tactical training and strong *esprit de corps* instilled in his legions created a force to be reckoned with. However, training alone would not suffice. Individual guards battalions were sent to the Ka'Asas to fight alongside the long suffering Expeditionary Infantry Corps so as to harden themselves in combat.

At first, the Expeditionary Infantry commanders scoffed at the newly arrived units, viewing them at best as Kabori's dandies with their new black armor. (A more sinister view was that these troops were dispatched to keep the Expeditionary Infantry in line). However, the Guards battalions soon proved their worth in battle and earned the respect and even admiration of the Expeditionary Infantry soldiery. The experience so gained was fed back to the cadre at Kel Tolis and led to a further refinement of tactics.

## Marshal Tedek Jevanik



The third son of Ronilasoto, the Earl of Jevanik, Tedek knew that the only hope of being more than a lackey to his older siblings was to make a name for himself in the legions.

The earldom, located near the headwaters of the Badato river was a harsh country whose people were engendered with a martial spirit developed from constantly defending their lands from the encroachment of humanoids raiding from the Ka'Asas. Tedek embodied this spirit and in a series of successful commands culminating with the ouster of the Dwarven citadel at Irontop, earned the respect of Kabori as a man of action and intelligence.

That confidence moved Kabori to give Tedek the charge of revamping the entire Kalamaran military. At first he met resistance; the generals, typically drawn from the elite families of Kalamaran society, scoffed at this "yokel" and indignantly refused to cooperate. The subsequent purge sanctioned by Kabori, known as the Fortnight of Blood, eliminated those opposed to Tedek. Further pruning of the incompetent left him with a small but loyal staff eager to learn from him.

## Kalamaran Order of Battle

*(Imperial Reckoning 563)*

### "Guards" Legions [1st, 2nd and 3rd Legions]

The *Guardians of the Imperial Throne* ("Guards" in common usage) is an honorific bestowed upon legions that have distinguished themselves in service to the Emperor. They are considered elite units due to the skill of their cadre and the quality of their equipment.

#### 1st Legion "Kabori"

*Duty Station: Bet Kalamar*

Unquestionably the single finest military organization on Tellene, the Kabori legion represents the crowning achievement of the Emperor's restructuring of his armies. From the humblest footsoldier through to her commander, the Kabori Legion represents the best. Her soldiers are blooded veterans having participated in the Tokis coup d'etat and dwarven counterinsurgency action in the Ka'Asas. Morale is high and she receives the best equipment the Emperor can provide.

#### 2nd Legion

*Duty Station: Kel Katagas (Fortress located midway between Eb'Sarido and the Erasar'kol Swamp)*

The Second Legion has been tasked to eliminate the last vestiges of Dwarven resistance in the Kakidela

Mountains in preparation for an eventual push into Tharggy. Progress has been limited due to the deep dwarven entrenchment and their unwillingness to engage in a conventional set piece battle. Legionnaire Donik Galo has devised an interesting logistical interdiction which he has bet his career upon (see sidebar on page 20).

#### 3rd Legion

*Duty Station: Tarisato*

The Third Imperial Legion has been assigned the unenviable role of maintaining Kabori's rule within this rough and tumble region. The Legionnaire has dispatched her individual infantry companies to each of the nine Lords of Tarisato. He garrisons the balance of his forces at Kel Tarisato, a fortification he is constructing in the center of the territory.

### Expeditionary Infantry Corps

*[4th and 5th Legions]*

So important is the task assigned to the units guarding the Ka'Asa frontier that similar to the Guards Legions they have been assigned a Legionnaire Commander [Boti P'Kalo] who reports directly to the Emperor.

Due to the omnipresent danger of encounters with Giants, each Legion has been assigned a ballista support company. This unit consists of three platoons each of which has four horse-drawn ballistae and a full crew with which to man them.

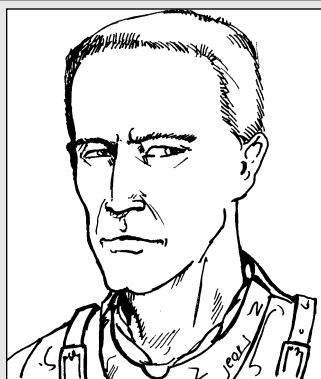
## Legionnaire Commander Aloju Basik

*Overall Commander of the Guards Legions*

Aloju is a nephew of King Rapos II of Basir. Unusual for one born into wealth and power, Aloju sought military service and commanded the forces of Basir in a successful campaign in the Alubelok swamp. Seeking an outsider to command his Guards legions (so as to assure their loyalty), Kabori approached Basik and offered him overall command of the Guards Legions.

He hesitated at first, not wanting to be a pawn in some contest between Kabori and his oft rebellious nobles. But he accepted the rank after he traveled to Kel Tolis and witnessed the seriousness with which Kabori viewed this position.

Aloju has the formidable task of ensuring that the 3 Guards Legions achieve the highest level of military competency and as such will be the shock troops of Kabori's army of reunification.

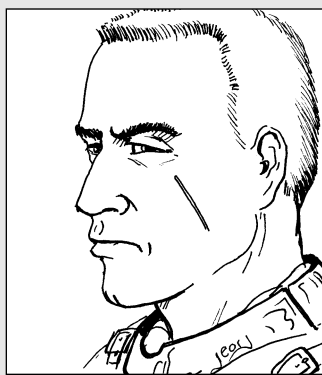




## Legionnaire Commander Boti P'Kalo

### Commander of Expeditionary Infantry Corps

Like so much of the Expeditionary Infantry, General P'Kalo is from the hinterlands of the Empire. Son to Duke Lavi P'Kalo of Tarisato, the young Boti was forced to flee for his life when the Duke was assassinated by his brother. No longer having a home, the young noble sought out the Imperial Legions. Elitist and corrupt, the Legionnaire naturally banished the young Tarisato noble to the Expeditionary Infantry. 12 years of hard campaigning seasoned the boy into a fine commander. He led the junior Expeditionary Infantry legion [the 5th] under Tedek Jevanik in the successful conquest of Irontop. His excellent performance and his familiarity with humanoid troopers prompted Jevanik to give this worthy subordinate command of the Corps when Jevanik ascended to the Rank of Marshal.



#### 4th Legion

*Duty Station: Falikido*

The 'Fearsome Fourth' legion is responsible for garrisoning the Alufalik Hills. Like her sister legion (the 5th), her ranks are swelled with hobgoblin soldiery. These are not, however, mercenary troops led by clan lords. Humanoid troops receive training and indoctrination identical to their human counterparts. This insightful decision by Kabori has not only resulted in more disciplined humanoid troops but fanatically loyal ones proud of their Imperial citizenship. Though not as skilled tactically as the 1st Legion, the sheer individual strength and determination of this legion's troops render it a force to be reckoned with.

#### 5th Legion

*Duty Station: Togeseta*

The 'Fighting Fifth' is responsible for garrisoning the P'Sapas Hills. She is virtually identical to the fourth in all respects.

#### 6th Legion "Bloody Pikes"

*Duty Station: Lidereta (northern Paliba Woods)*

The sixth legion is unique in many ways. Her core infantry component is comprised of pikemen instead of the swordsmen found throughout the rest of the Imperial legions. The highly trained squares are able to rapidly change face and confront an enemy from any direction.

Such tactical innovation was deemed necessary after last year's disastrous Battle of Pipido Fields [see description under the 7th Legion]. At Pipido, the superior Pekalese cavalry drove off the legion's flanking cavalry squadrons. This allowed Pekalese hobilar troops to form on the flank of the 1st Tokis legion, and then rout two Tokite battalions.

#### 7th Legion

*Duty Station: Bet Seder (Tokis)*

The Seventh Legion quarters in Kel Tok'rik, a fortress located a league outside the Tokite capital. This legion has a multiplicity of roles to play. Her first and foremost duty is to guarantee the political stability of Tokis by checking the power of rival Barons. Second, the Seventh Legion ensures that King Adoku I follows the implicit dictates of the Imperial throne. Her tertiary duty is to train and direct the rabble that Adoku calls his field army.

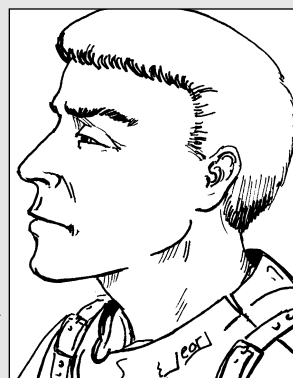
In accordance with the ultimate objective of retaking Pekat and secondarily to provide Adoku's troops with some combat experience, Legionnaire Bolovi made a push into the Pipitul Woodlands. He deployed a legion comprised of his 7th with the addition of three battalions of Tokite heavy infantry. The elven garrison within the Pipitul identified this huge force as it was massing and sent word back to Prince Kafen of Pekat. He saw this as a serious threat and dispatched Colonel E'lorila's Rogala Regiment to counter it. With great haste the troops were

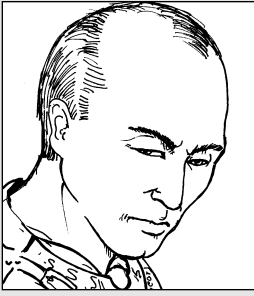
## Legionnaire Donik Galo

### Commander of 2nd Guards Legion

The young Galo has just recently been promoted from Colonel of the 1st Infantry Battalion to Legionnaire commanding the whole of the 2nd Guards. His superior Legionnaire Elik was replaced for failing to adequately contain the dwarven clansmen in the Kakidela Mountains.

Legionnaire Galo realizes that despite Elik's aggressive pursuit of the dwarven clans and the good showing of his elite troops in battle when the bearded ones actually met him in combat, victory can never be achieved as long as they can continue to retreat into their remote mountain fortresses. As such, he has altered his tactics to that of a logistical interdiction. He has ordered constant patrolling of the passes between the city of Shaggar and the dwarven areas deeper in the Kakidelas. Any merchants encountered are to be driven off. He has also ordered his quartermaster to approach the merchants of Shaggar and offer them the alternative of a risk free customer - namely his own army. He hopes that by providing another outlet for their goods he can stem the urge to run his blockade of the dwarves! Although this plan has raised the ire of some in Bet Kalamar, Kabori has let it stand. "Question not a solution to an intractable problem lest ye hath a better one to proffer..."





## Legionnaire Serila Bolovi

Serila is burdened with the unenviable task of commanding the 7th legion stationed in Tokis. An adequate commander and an honest man, he is overwhelmed by the duplicity of the Tokisean court. Precious little time is available to actually command his legion such is the need to oversee King Adoku and his treacherous relations.

What time he can spend is invariably given over to the problems of the Tokisean legions! It is this lack of attention that resulted in the disaster at Pipido Fields. Although he has fallen from favor, he still holds his position due to Kabori's lack of an adequate replacement...yet.

ferried across the E'Liral river and formed to meet Bolovi's army before it could stage a devastating raid into the Pipital. What occurred became known as the Battle of Pipido Fields.

Although outnumbered, the excellent Paruvian heavy cavalry detachment was able to drive off Bolovi's cavalry squadrons while E'lorila's elven archers decimated the Tokis crossbowmen. As the armies closed to battle, the Pekalese reserve of hobilar troops maneuvered to the flank of the Imperial forces and drove home the attack in conjunction with the regular Pekalese infantry. Assailed from two sides, the novice Tokite infantry battalions broke. With his auxiliary forces routed and E'lorila pressing his regular forces hard, Legionnaire Bolovi called for a fighting withdrawal. Rather than risk additional casualties, Colonel E'lorila allowed the Imperial force to withdraw, albeit under a steady barrage of elven arrows.

### Troop Types

The Imperial legion is a self-contained fighting unit complete with organic\* cavalry and missile troops. Although Imperial legions can and have fought alongside one another, the need to field such a large force is rare. Therefore, this discussion will focus on the components and tactics of the Imperial legion as an independent fighting unit.

As would be expected from a regimented military organization, the Imperial Legion has a battle tested deployment scheme. Of her approximately 3300 soldiers†, 70% are heavy infantry, 13% heavy cavalry, 7% light cavalry and 10% missile troops (either archers or crossbowmen). Infantry troops are organized into five battalions. These contain three companies of two platoons each. Each platoon contains 75-80 men for a resultant battalion strength of 450-480 soldiers. Cavalry troops are organized into squadrons of 108 men. Each legion contains four squadrons of heavy cavalry and 2 squadrons of light cavalry. Finally, there are two missile companies each

comprised of four 40 man platoons.

### Heavy Infantryman

These rugged individuals are the backbone of the legion. Toughened by rigorous training, long road marches and manual labor‡, their ability to succeed in battle is key to the legion's victory and thus paramount to Kabori's grand ambitions. As such, it is these soldiers that are accorded the highest esteem – higher even than the mounted knight!

The typical heavy infantryman is clad in a chainmail hauberk with a helmet and carries a large metal shield. He wields a thrusting sword in battle and is also supplied with a few darts or javelins.

### Pikeman

The pike armed soldier is a subset of heavy infantry, specifically trained for close formation, pole-arm tactics. He carries only a traditional pike and melee dagger. Other than differing weaponry, he is identical to his sword-armed brethren.



### Heavy Cavalry

Easily the most formidable individual weapons system, the mounted knight is also a versatile trooper. The heavy cavalry's task is to aid the infantry. They do this by protecting them from flank attacks from more mobile opponents, clearing away light missile troops which would otherwise be unassailable by the encumbered footmen and finally by applying shock attacks to an opponent's flanks. If placed in a situation wherein their mobil-

\*Organic here means "constituting an integral part of the unit"

†The established strength of a standard legion is 3308 soldiers. This excludes porters and specialized auxiliaries such as artilleryists. Actual numbers may vary due to combat losses or disease. Additionally, troops may be assigned or withdrawn for special missions.

‡Kalamaran troops always entrench whenever they make camp. Since the horsed troops have their animals to attend to, this work falls to the infantry. When not actively campaigning, most troops engage in various civil engineering projects. These have a twofold purpose. In addition to building necessary fortifications and roads, the hard physical labor keeps the men disciplined and in good shape instead of becoming soft "garrison" troops.

ity is compromised such as rough terrain, they are able to dismount and fight as pikemen (using their lances).

The heavy cavalry soldier is well armed and armored. He typically wears banded mail armor, a great helm and a medium shield. His weapons are a heavy lance, great sword and a horseman's mace. Of course he sits atop a heavy warhorse usually outfitted with chainmail barding.

**Light Cavalry**

Mobility is the key to the light cavalryman since they are neither trained nor equipped for close order combat. Equipped with a powerful composite bow, their role is to use the speed of their light horses to put them in a position where they can attack vulnerable targets such as rear-guard troops or artillery as well as to harass heavy cavalry. They have secondary tasks of running down routed troops and performing reconnaissance.

The light cavalry soldier is typically armored only with studded leather or ringmail. In addition to their bow, they will have a melee weapon such as a longsword or mace.

**Missile Troops** (*a.k.a. light infantry*)

Though the cheapest of any of the troop types to field, the light infantry performs a crucial role in the combined arms theory of warfare. Their superior mobility compared to heavy infantry allows them to overcome the latter. Their superior firepower as compared to the light cavalry (firing on horseback being inherently less effective) allows them to keep said troops at bay. Kalamaran tactics prescribe that the missile troops stand forward of the heavy infantry and fire at will until such time as they are threatened by advancing heavy infantry or a heavy cavalry charge.

The longbow is not a weapon native to the Kalamaran Empire and consequently one only encounters archers equipped with short bows in the legions. Even these skilled troops are in short supply and thus found only in the most prestigious Guards Legions. This role is filled by crossbowmen in the rest of the legions.

The archer or crossbowman is very lightly armed. He usually only wears leather armor and a small personal weapon such as a short sword in addition to his principle weapon and ammunition.

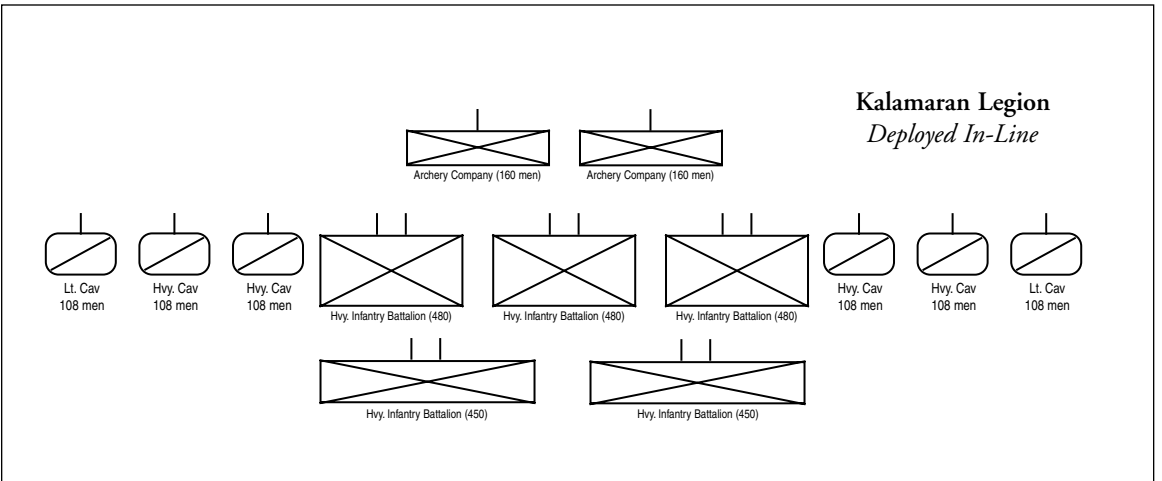
**Deployment**

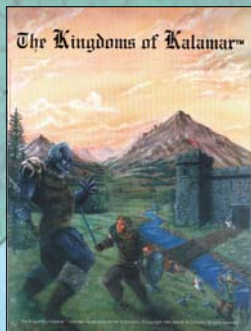
A legion deploys for battle in two lines. The first line is comprised of three battalions abreast while the second line contains the remaining two battalions with an expanded frontage and reduced depth so as to match the first rank. The missile companies are deployed in front of the infantry units. These troops will fire on an enemy while it closes to battle and then fall back behind the infantry as they close ranks for battle. The cavalry is deployed on the flanks with the light cavalry farthest out.

Each type of soldier has a specific task. When an enemy force enters the field of battle, the light cavalry depart to interdict the opponent's light cavalry. If this is accomplished or if the opponent has not fielded a light cavalry force, these troops will proceed to harry the enemy's heavy infantry or heavy cavalry. The heavy cavalry ride forth to interdict the enemy's heavy horsemen and if successful to ride down missile troops or crash into the flanks of an infantry formation. The missile companies attempt to weaken and disrupt an advancing infantry formation or to fend off light cavalry before deploying to the rear. The heavy infantry closes for the imminent melee and hurls a volley of darts or javelins as the opponent approaches to combat.

**A note on titles:** The overall commander of Kalamar's Army is given the title of **Marshal**. The title **Legionnaire Commander** roughly corresponds to a modern Corps Commander and denotes authority over two or more legions. A **Legionnaire** is a particular legion's commanding officer and is equivalent to a modern General.

**About the author:** Steve Johansson [relkin@aol.com] is a member of the KoDT development team and contributing author to the **Kingdoms of Kalamar** fantasy campaign setting. He is a graduate of the U.S. Army Infantry Officer Basic Course and currently serves as a junior officer in the U.S. Army Reserve.



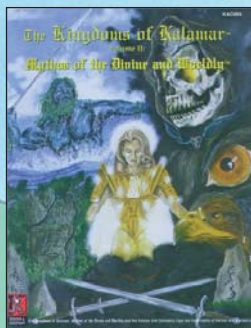


# The Kingdoms of Kalamar Deluxe Boxed Set

Kron

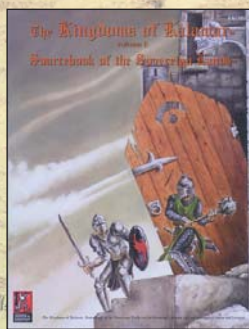
\$29.95

In addition to both of the campaign sourcebooks (Mythos of the Divine and Worldly and Sourcebook of the Sovereign Lands), the Kingdoms of Kalamar boxed set contains two gorgeous 24" x 36" full color maps depicting the lands of Tellene. These maps are printed on extra heavy stock and have been recognized as **the finest fantasy maps on the market**. A hex grid overlay is provided to protect these treasures.



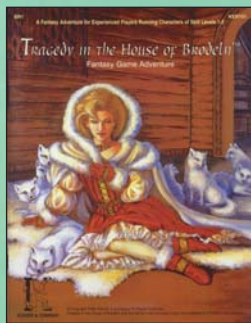
## Mythos of the Divine and Worldly

This 88 page guidebook painstakingly describes the 44 deities and religions of Tellene. Volume II also includes details on Tellene's major secret organizations, rune-sets for 11 languages, constellations, astronomical marvels and an all-inclusive eight page index. \$10.95



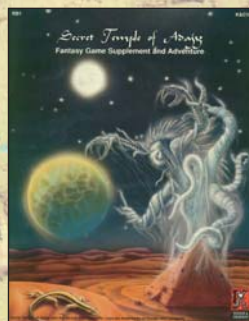
## Sourcebook of the Sovereign Lands

This 100 page tome details the history of the peoples and nations of Tellene. From the depths of the mysterious Vohven Jungle to the vast savanna of the Drhokker horse-lords, this book describes every kingdom, race and topographical feature of Kalamar's world. \$11.95



## The Kingdoms of Kalamar

*all products listed available now at better game, hobby and comic shops*



### K&C101 Tragedy in the House of Brodeln

\$9.95

A 1st-3rd level adventure set in Kalamar, this adventure supplement is made expressly for use with HackMaster, AD&D or any other fantasy RPG. This 56 page adventure contains: ImageQuest adventure illustrator, 5 player aids and handouts, NPC portraits and backgrounds, a flowchart for a difficult encounter, encounter tables, a full glossary, a complete village, a timeline of events, 8 3-Dimensional dungeon maps, and 5 sample player characters with complete backgrounds.

### K&C102 Secret Temple of Adajy

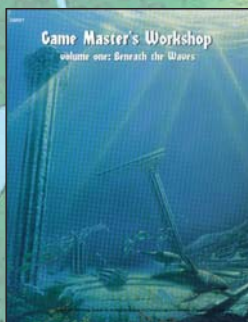
\$9.95

A mid to high level adventure set in Kalamar, this adventure supplement is made expressly for use with HackMaster, AD&D or any other fantasy RPG. Similar in style to Tragedy in the House of Brodeln, this exciting 72 page adventure contains *two* complete and distinct dungeon adventures in addition to the extras you expect from Kenzer & Company: the ImageQuest adventure illustrator, player aids and handouts, NPC portraits and backgrounds, encounter tables, a full glossary, a city and 10 maps.

### K&C201 GameMasters WorkShop

\$9.95

volume one: Beneath the Waves



Game Master's Workshop (GMW) is a series of source material designed for use with any role-playing system. This edition of GMW is set in the Kingdoms of Kalamar Fantasy Campaign setting in Whimdol Bay on the southern shores of the Elos Desert. Standard features of GMW include Close Encounters of a Random Kind (random encounter or event tables), Bait, Snare & Bag (brief plot lines for adventures presented in a simple format) and The Good, the Bad and the Ugly (detailed descriptions of NPC personalities, motivations and basic abilities). A multitude of new items (both normal and magic), spells, races and monsters are also included.

This volume describes a detailed society of Mermen including their lives, their interactions with surface dwellers, and both the mundane and extraordinary plights they face.

# WAR IN THE HEAVENS: LIFEWEAR

Years ago, humans firebombed the planet Daishan to destroy the Symbiot menace.

Now, they must return to claim lost technology. But Daishan is not dead. Life stirs anew... life warped by symbiosis.

Volume One in an epic trilogy of a universe at war is available this February.



## FADING SUNS

HOLISTIC

[www.holistic-design.com](http://www.holistic-design.com)

I'VE GOT A **SURPRISE** FOR EVERYONE THIS WEEK. I HAPPENED TO GET A COPY OF **FADING SUNS** FOR THE HOLIDAYS AND I CAN'T WAIT TO TRY IT.

I READ THAT **RPG** WHEN I WAS WORKING DOWN AT **WEIRD PETE'S**. IT'S GOT A GREAT **HACKFACTOR**, INTERESTING **ROLE-PLAYING** AND **KEWL ARTWORK!**

DOES IT PLAY ANYTHING LIKE GARY JACKSON'S **VAMPIRE PLANET OF THE SUN?**

SOUNDS LIKE IT **ROCKS!!**

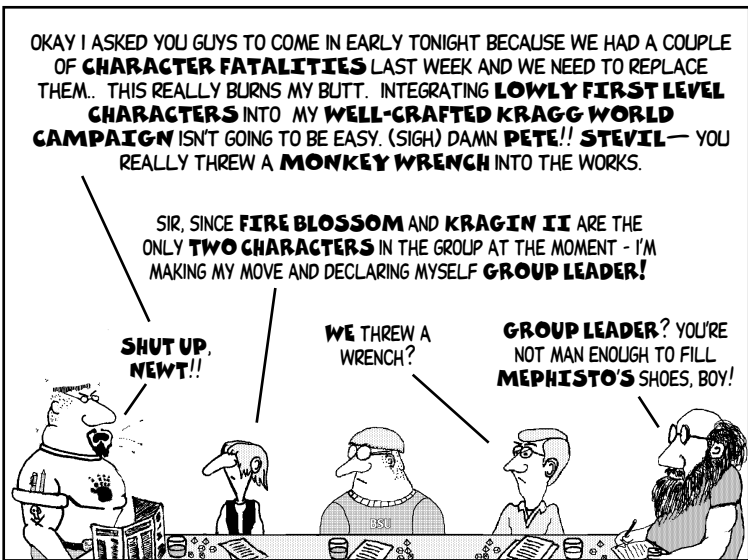
NO, DAVE. **FADING SUNS** IS A REALLY KEWL **RPG** SET IN A **DARK FUTURE OF LOST TECHNOLOGY AND MAGIC.**

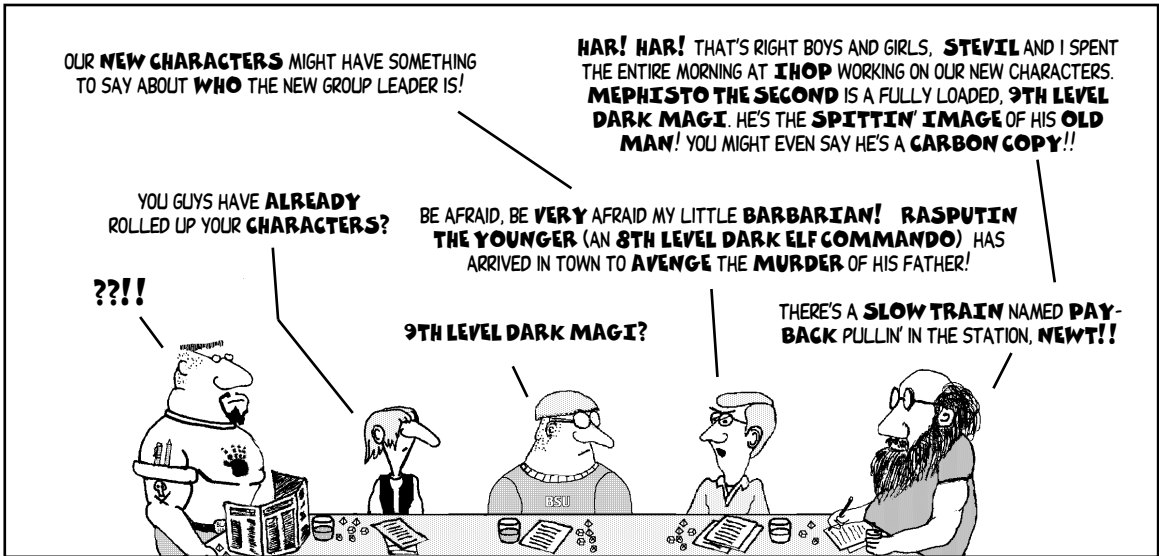
THAT'S GREAT, B. A.. I'VE ALREADY GOT A CHARACTER ALL PREPARED. AS SOON AS I HEARD ABOUT YOUR GIFT, I RAN OUT AND **BOUGHT A COPY** SO I COULD **STUDY UP ON THE RULES**. I'VE BEEN ITCHING TO TRY HIM OUT IN A REAL CAMPAIGN.



# A New Beginning

BY STEVE JOHANSSON & JOLLY R. BLACKBURN





OUR **NEW CHARACTERS** MIGHT HAVE SOMETHING TO SAY ABOUT **WHO** THE NEW GROUP LEADER IS!

**HAR! HAR!** THAT'S RIGHT BOYS AND GIRLS, **STEVI** AND I SPENT THE ENTIRE MORNING AT **IHOP** WORKING ON OUR NEW CHARACTERS. **MEPHISTO THE SECOND** IS A FULLY LOADED, **9TH LEVEL DARK MAGI**. HE'S THE **SPITTIN' IMAGE** OF HIS **OLD MAN!** YOU MIGHT EVEN SAY HE'S A **CARBON COPY!!**

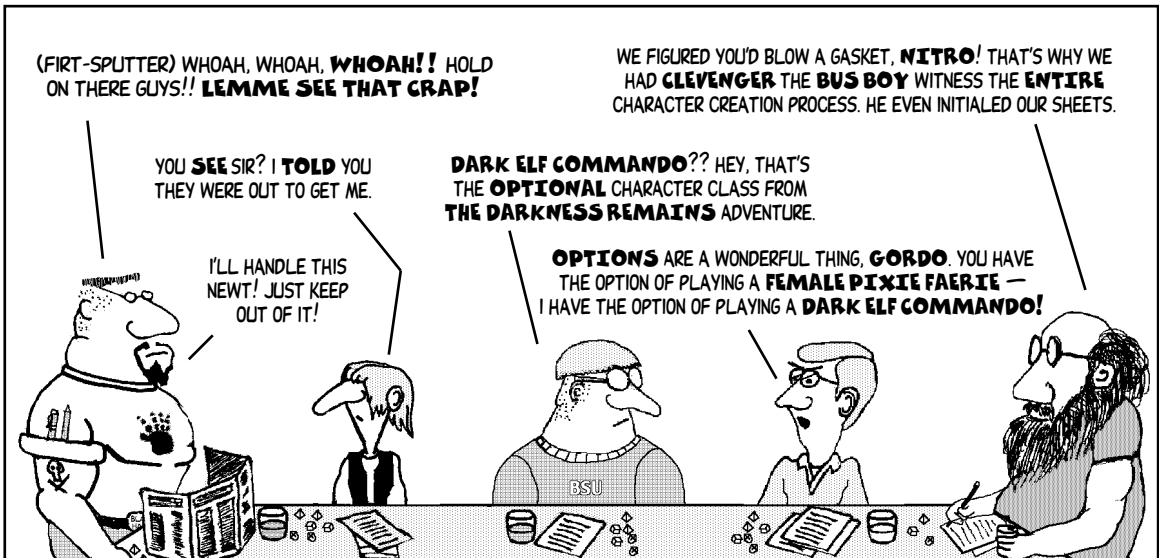
YOU GUYS HAVE **ALREADY** ROLLED UP YOUR **CHARACTERS?**

BE AFRAID, BE **VERY AFRAID** MY LITTLE **BARBARIAN!** **RASPUTIN THE YOUNGER** (AN **8TH LEVEL DARK ELF COMMANDO**) HAS ARRIVED IN TOWN TO **AVENGE** THE **MURDER** OF HIS FATHER!

??!!

**9TH LEVEL DARK MAGI?**

THERE'S A **SLOW TRAIN** NAMED **PAY-BACK** PULLIN' IN THE STATION, **NEWT!!**



(FIRT-SPLUTTER) WHOAH, WHOAH, **WHOAH!!** HOLD ON THERE GUYS!! **LEMME SEE THAT CRAP!**

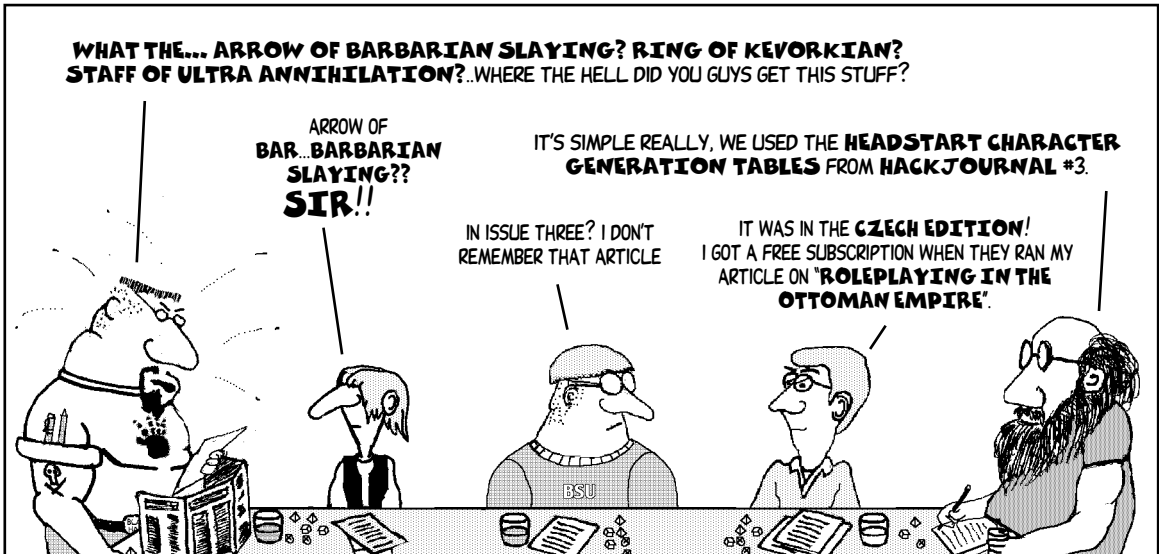
WE FIGURED YOU'D BLOW A GASKET, **NITRO!** THAT'S WHY WE HAD **CLEVENGER** THE **BUS BOY** WITNESS THE **ENTIRE** CHARACTER CREATION PROCESS. HE EVEN INITIALED OUR SHEETS.

YOU **SEE SIR?** I **TOLD** YOU THEY WERE OUT TO GET ME.

**DARK ELF COMMANDO??** HEY, THAT'S THE **OPTIONAL** CHARACTER CLASS FROM **THE DARKNESS REMAINS** ADVENTURE.

I'LL HANDLE THIS **NEWT!** JUST KEEP OUT OF IT!

**OPTIONS** ARE A WONDERFUL THING, **GORDO.** YOU HAVE THE OPTION OF PLAYING A **FEMALE PIXIE FAERIE** — I HAVE THE OPTION OF PLAYING A **DARK ELF COMMANDO!**



**WHAT THE... ARROW OF BARBARIAN SLAYING? RING OF KEVORKIAN? STAFF OF ULTRA ANNIHILATION?..WHERE THE HELL DID YOU GUYS GET THIS STUFF?**

ARROW OF **BAR..BARBARIAN SLAYING?? SIR!!**

IT'S SIMPLE REALLY, WE USED THE **HEADSTART CHARACTER GENERATION TABLES** FROM **HACKJOURNAL #3.**

IN ISSUE THREE? I DON'T REMEMBER THAT ARTICLE

IT WAS IN THE **CZECH EDITION!** I GOT A FREE SUBSCRIPTION WHEN THEY RAN MY ARTICLE ON **"ROLEPLAYING IN THE OTTOMAN EMPIRE".**

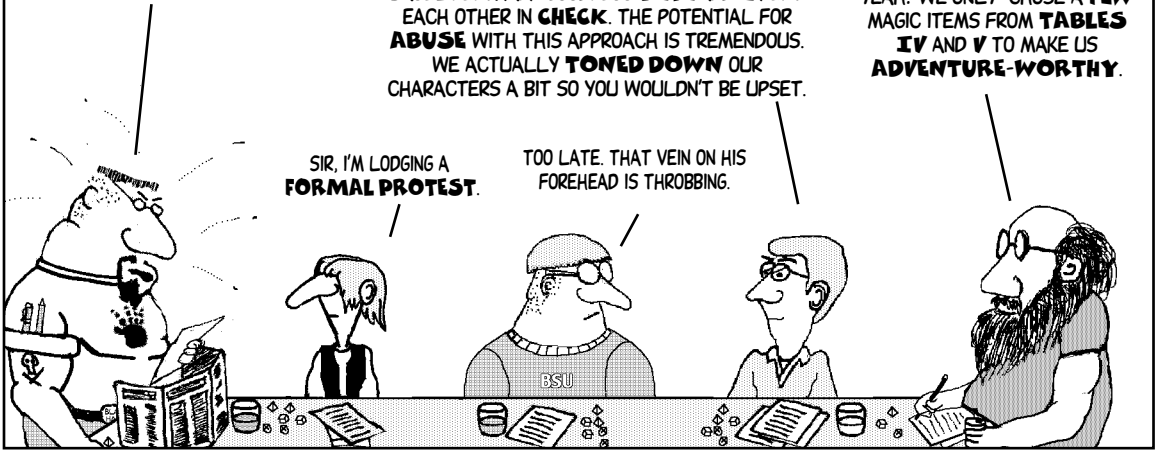
**THIS IS INSANE! 8TH AND 9TH LEVEL** BEGINNING CHARACTERS?

SINCE THE **MEAN EXPERIENCE** OF THE PARTY IS **9TH LEVEL**, WE USED **THAT** AS OUR BASELINE. THANK GOODNESS **PETE** AND **I** KEPT EACH OTHER IN **CHECK**. THE POTENTIAL FOR **ABUSE** WITH THIS APPROACH IS TREMENDOUS. WE ACTUALLY **TONED DOWN** OUR CHARACTERS A BIT SO YOU WOULDN'T BE LIPSET.

YEAH! WE ONLY CHOSE A **FEW** MAGIC ITEMS FROM **TABLES IV** AND **V** TO MAKE US **ADVENTURE-WORTHY**.

SIR, I'M LODGING A **FORMAL PROTEST**.

TOO LATE. THAT VEIN ON HIS FOREHEAD IS THROBING.



I DIDN'T REALIZE THEY WERE PUTTING **HALLUCINOGENICS** IN THE **SYRUP** DOWN AT **IHOP** THESE DAYS. YOU GUYS ARE **DREAMIN'** IF YA THINK I'M LETTING THIS **CRAP FLY**.

GOOD CALL, SIR, GOOD CALL!

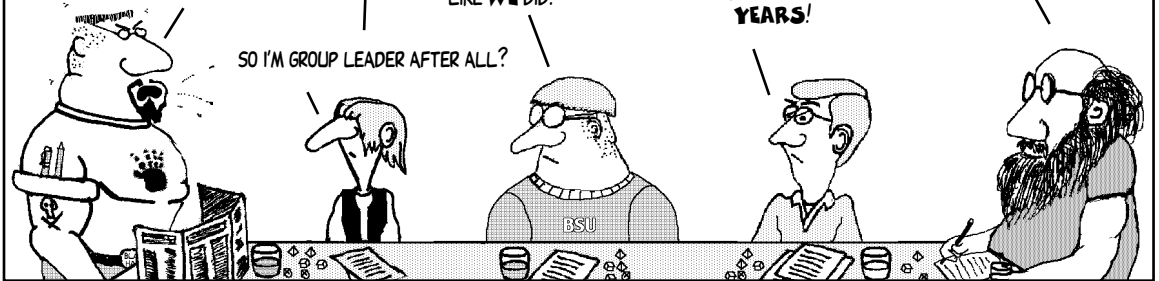
DON'T THINK SO GUYS!! I'M RULING THAT YOU HAVE TO START NEW CHARACTERS WITH **NO EXPERIENCE**.

IT'S ONLY **FAIR** THEY HAVE TO WORK THEIR WAY UP THE RANKS LIKE **WE DID!**

**WHAT??**  
LET'S BE OPEN MINDED ABOUT THIS **NITRO**. THE **CZECHS** HAVE BEEN USING THIS APPROACH WITH GREAT SUCCESS FOR **YEARS!**

WE CAN'T POSSIBLY SURVIVE AS **FIRST LEVEL CHARACTERS** IN A **MID-TO-HIGH LEVEL CAMPAIGN!**

SO I'M GROUP LEADER AFTER ALL?



**AN HOUR LATER...**

**CRAP!!** ALL I CAN BE IS A FIGHTER.

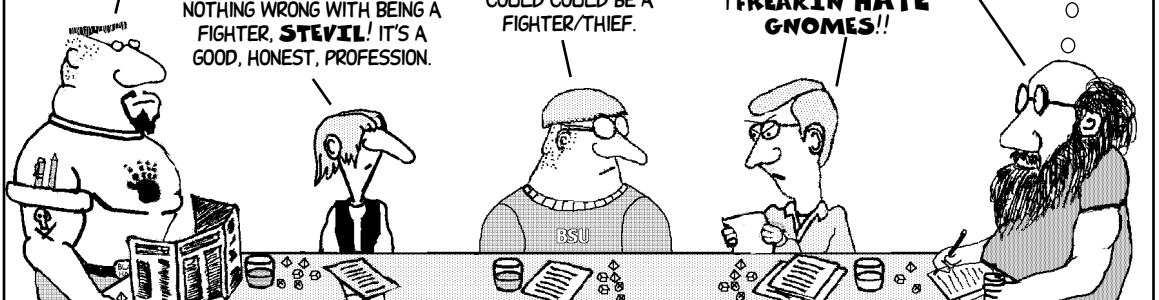
I'M SORRY **STEVIL!** YOU KNOW MY RULE. YOU **ROLL 'EM - YOU PLAY 'EM!** I DON'T CARE **HOW MISERABLE** YOUR STATS ARE.

NOTHING WRONG WITH BEING A FIGHTER, **STEVIL!** IT'S A GOOD, HONEST, PROFESSION.

HEY, IF YOU CHANGED YOUR RACE TO **GNOMISH** YOU COULD BE A FIGHTER/THIEF.

YEA? WELL I **FREAKIN' HATE GNOMES!!**

LOOKS LIKE THOSE **LOADED DICE** WERE A GOOD INVESTMENT.



**LATER STILL...**

C'MON GUYS, AREN'T YOU FINISHED EQUIPPING YOUR CHARACTERS YET? I'D LIKE TO **ACTUALLY** RUN A GAME TONIGHT.

I'M READY - BEEN READY. SINCE MY CHARACTER **SUCKS**, I DECIDED TO NAME HIM **NITRO**. I'M NOT BOTHERING TO BUY ARMOR OR WEAPONS. HIS ONLY GOAL IN LIFE IS TO DIE AS **QUICKLY** AS POSSIBLE SO HE CAN END HIS SHORT, MISERABLE EXISTENCE AND FREE ME FROM HAVING TO RUN HIS **LAME ASS!**

YOU SHOULD HAVE MADE HIM A **GNOME!**

SHOULD'VE-COULD'VE! YOUR PARENTS SHOULD HAVE LOOKED INTO BIRTH CONTROL



MY CHARACTER, **JACK MEPHISTO** IS READY TO PLAY. THANKS TO ALL THOSE **LUCKY ROLLS** ON THE **HAGGLING TABLES** I'M **LOADED!** I WAS ABLE TO MAKE MY **STARTING MONEY** GO A **LONG WAY**.

HE'S NOT NEARLY AS LOADED AS THOSE DICE.

(SSSSHHHH!) I DON'T KNOW WHAT YOU'RE TALKING ABOUT.

LADY LUCK RIDES WITH YOU TONIGHT, PETE!



FOR THE SAKE OF **CAMPAIGN CONTINUITY**, YOUR CHARACTERS ARE GOING TO ENTER THE GAME AS **PARTY HENCHMEN** TO **NEWT** AND **GORDO'S** CHARACTERS.



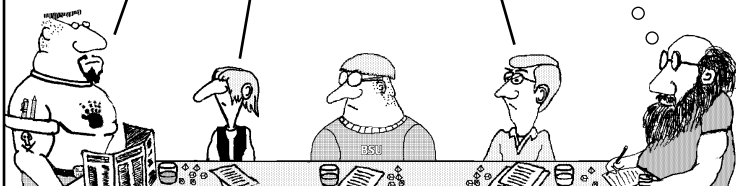
THIS MEANS **NEWT** AND **GORDO** WILL BE RESPONSIBLE FOR THE **HEALTH AND WELFARE** OF THE NEW CHARACTERS. THIS SHOULD INCREASE THEIR CHANCES OF SURVIVAL.

**HENCHMEN?** BUT THEY HATE ME!

NO, THAT'S THE BEAUTY OF IT, **NEWT!** AS LONG AS THEY ARE WELL TREATED THEY HAVE TO SHOW YOU LOYALTY AND RESPECT!

**HENCHMAN?** I AIN'T PLAYIN' NO **FREAKIN' HENCHMAN!** ESPECIALLY TO SOME LAME-ASS BARBARIAN.

HENCHMAN, HMMM...



**AFTER SOME PRODDING...**

**THAT'S IT!!** I DIDN'T DRIVE **FORTY-FIVE FREAKIN' MILES** TO PLAY **JEEVES** FOR SOME **LAME ASS BARBARIAN!!** YOU CAN TAKE YOUR **ANDY WARHOL FREAK SHOW** AND **SHOVE IT!!**

ARE YOU TALKING IN CHARACTER?

TALKING IN CHARACTER? HERE'S SOMETHING IN CHARACTER, **'BITE ME!'**



**A FEW MINUTES LATER...**

I CAN'T BELIEVE HE WALKED OUT. **NEWT**, DID YOU TELL HIM I'M SLAPPING A **25% EXPERIENCE POINT** DEDUCTION ON HIM IF HE DOESN'T GET HIS ASS BACK IN HERE?

I TRIED TO SIR BUT HE WON'T OPEN THE CAR DOOR! HE'S JUST SITTING IN THE PARKING LOT AND SULKING!!

TRY CALLING HIM ON HIS CELLULAR PHONE AGAIN! HE'S BOUND TO PICK UP IF IT KEEPS RINGING!!

**HEY!** THE BASTARD TOOK MY **LUCKY DICE!**



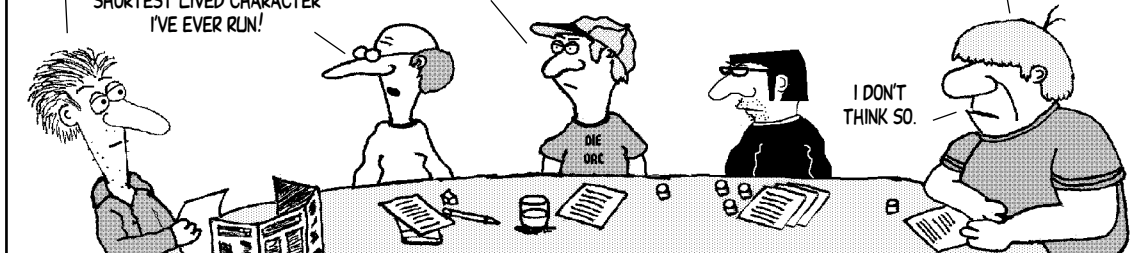
A COLD DRIZZLING RAIN FALLS FROM ABOVE AS YOU ARE LED FROM YOUR **PRISON CELLS** WITH YOUR HANDS TIED BEHIND YOUR BACKS TO THE SMALL COURT YARD BEHIND THE TOWER. ONE BY ONE, IN TOTAL SILENCE, YOU ARE UN CEREMONIOUSLY PUSHED TO YOUR KNEES ON THE MUDDY GROUND. A SET OF CALLOUSED HANDS FUMBLES WITH THE COLLARS OF YOUR SHIRTS AS YOUR NECKS ARE BARED. THERE IS A SHORT PAUSE AS THE **EXECUTIONER** MUTTERS A PRAYER FOR YOUR SOULS. HE THEN RAISES HIS BROAD AXE AND MOVING DOWN THE LINE, TAKES OFF YOUR HEADS.

**DAMN!** THAT'S THE SHORTEST LIVED CHARACTER I'VE EVER RUN!

WE SHOULD HAVE WENT AHEAD AND HIRED THE **100 G.P.** LAWYERS INSTEAD OF THOSE LAME **TWO G.P.** LAWYERS.

**100 G.P.S** FOR A LOUSY -1 TO OUR **CONVICTION ROLL?**

I DON'T THINK SO.



WELL, RUNNING AN ENTIRE PARTY OF **THIEF CHARACTERS** WAS A WASH. THE **RAT PACK** DIDN'T EVEN SURVIVE ONE ADVENTURE.

GUYS I EXPLAINED IT TO YOU. IT'S CALLED **CITY OF THE BLIND** BECAUSE THE **SACRED GOLDEN WINDOW BLIND** OF **HASHEE** HANGS IN THE TEMPLE OF **NUDOR** HERE.

**CITY OF THE BLIND** MY ASS!

FOR A BUNCH OF **BLIND PEOPLE** THEY SEEMED TO **SEE** PRETTY GOOD.

I WISH YOU WOULD HAVE MADE THAT LITTLE FACT CLEAR **BEFORE** WE LAUNCHED OUR **CUT-PURSE JAMBOREE** IN THE TOWN SQUARE!

YEAH, I BARELY PICKED **ONE** POCKET BEFORE GETTING THROWN IN THE **BIG HOUSE!**

YEAH, IF I KNEW THAT **GUARD** COULD SEE I WOULDN'T HAVE JINGLED HIS COIN POUCH IN HIS FACE AFTER LIFTING IT.

EXACTLY!!



I STILL SAY YOU DID IT ON PURPOSE. EVERY TIME YOU MENTIONED THE NAME OF THE CITY YOU ALWAYS EMPHASIZED THE **"BLIND"** PART AND RAISED YOUR EYEBROWS.

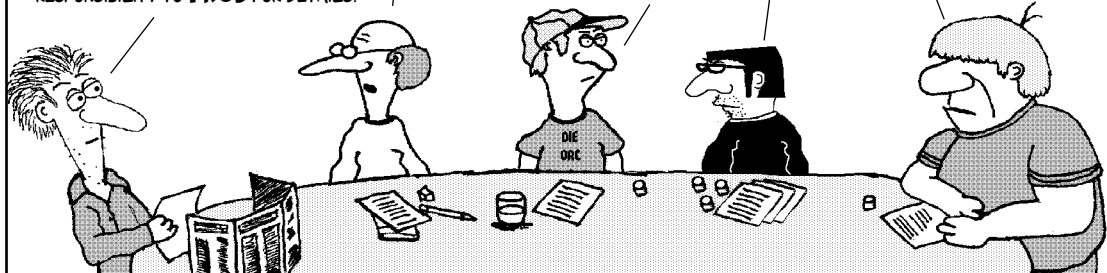
HEY **JOHNNY** CAN I COME OVER TOMORROW AND USE YOUR **HACK-MASTER PLAYER'S MANUAL** TO ROLL UP A NEW CHARACTER?

SURE THING. UH...AS LONG AS YOU BRING BACK MY **HAWK THE SLAYER** VIDEO YOU BORROWED **LAST** SUMMER.

WELL, I'VE WARNED YOU GUYS ABOUT **ASSUMING** SO MUCH. IF YOU HAD BOTHERED ASKING I COULD HAVE TOLD YOU THAT EVERYONE WASN'T BLIND. IT'S **YOUR** RESPONSIBILITY TO **PROD** FOR DETAILS.

SURE. MAN THAT MOVIE **ROCKS!**

BEST MOVIE **JACK PALANCE** EVER MADE. HE DESERVED AN **OSCAR** FOR THAT ONE.

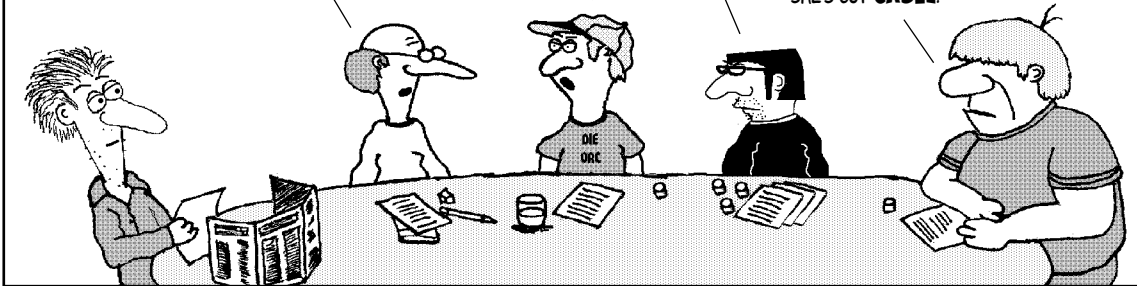


SOUNDS GREAT. BUT NO **PIZZA** FOR ME. I PROMISED **PATTY** I'D GO OVER TO HER PLACE TOMORROW NIGHT FOR **CHINESE**.

HEY, WHY DON'T WE **ALL** MEET AT **JOHNNY'S** HOUSE TOMORROW TO ROLL UP OUR NEW CHARACTERS. WE CAN WATCH **HAWK THE SLAYER** AND ORDER PIZZA.

YOU'RE HAVING DINNER AT **PATTY GAUZWEILLER'S**? YOU'D BETTER BE CAREFUL THERE'S NOT A **HOOK** IN THAT MEAL.

I LIKE **PATTY!** SHE'S GOT **CABLE!**



### THE FOLLOWING WEEK...

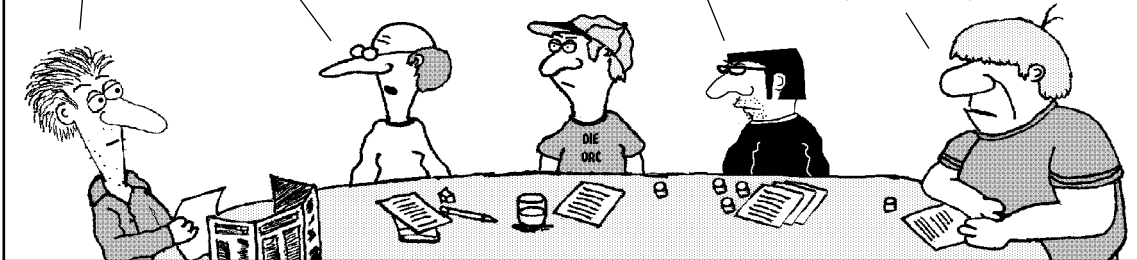
WE ALL PICKED THE SAME **PATRON GAWD** TOO! WE'RE **NUDORIAN PRIESTS!**

**HUH?** YOU'RE **ALL** PLAYING **CLERICS**? THAT'S A BIT UNUSUAL DON'T YOU THINK? I THOUGHT YOU GUYS **HATED** CLERICS?

YEAH! YOUR **CITY OF THE BLIND** ADVENTURE INTRIGUED US! WE WANT TO VISIT THE **TEMPLE OF NUDOR** AND HANG OUT WITH OUR FELLOW **NUDORIANS**.

WE THOUGHT WE'D TRY SOMETHING DIFFERENT THIS TIME AROUND.

YEAH, MAYBE THEY'LL SHOW US AROUND THE PLACE.



SO YOU GUYS WANT TO PLAY **CLERICS** AND HANG OUT AT THE **TEMPLE OF NUDOR**? THAT'S WHAT YOU WANT ME TO BELIEVE?

**WHAT THE HELL?** I THOUGHT SOMETHING WAS UP. YOU GUYS HAVE EACH **STAPLED** A **CLERIC CHARACTER SHEET** OVER A **THIEF CHARACTER SHEET**.

WHAT'S WRONG WITH THAT? THAT'S WHAT CLERICS DO ISN'T IT? HANG OUT AT TEMPLES AND STUFF?

THAT'S IT, LET ME SEE THOSE CHARACTER SHEETS.

I WANT A **BIG ASS** HOLY SYMBOL!

I WANT TO STUDY IN THEIR LIBRARIES.

UH OH, THE JIG IS UP!

**BUT WHY?**





WE HAD TO THROW YOU OFF THE SCENT OF OUR **TRUE INTENTIONS!** SO WE DECIDED TO GO **UNDERCOVER!**

WE'RE GOING TO **STEAL** THAT **GOLDEN WINDOW SHADE OF HASHEE!**

WE GOT THE WHOLE THING PLANNED OUT. WE WALK INTO THE TEMPLE WEARING **NUDORIAN GARB**. SPEND A FEW DAYS WINNING OVER THEIR TRUST AND THEN WE **GRAB** THE GOODS AND CATCH A **FAST SHIP** TO THE **GINGE!**

**UNDERCOVER?**

THE FAST SHIP WAS **MY** IDEA.



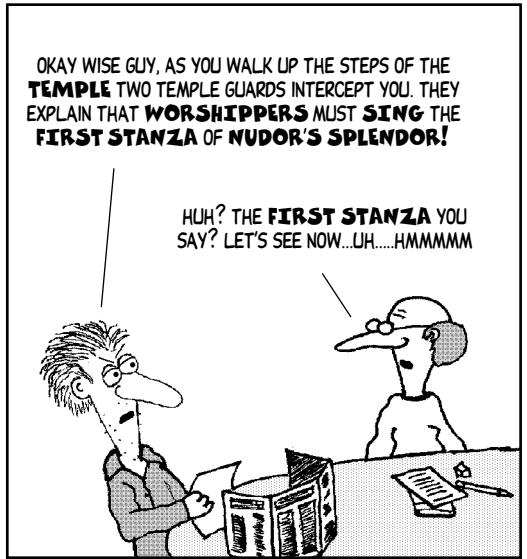
I WONDERED WHY YOU GUYS WOULDN'T LET ME WATCH **HAWK** WITH YOU. WELL THERE'S A BIG **FREAKIN' HOLE** IN YOUR PLAN.

OH YEAH? AND WHAT WOULD THAT BE?

I'M AFRAID YOUR UNDERSTANDING OF THE **NUDORIAN HOLY RITES** IS A BIT LACKING. YOU'LL **NEVER** GET AWAY WITH IT.

WHAT'S TO KNOW? YOU JUST AVERT YOUR EYES A LOT AND BOW YOUR HEAD.

WE'RE NOT STUPID! WE READ UP ON **NUDOR!**



OKAY WISE GUY, AS YOU WALK UP THE STEPS OF THE **TEMPLE** TWO TEMPLE GUARDS INTERCEPT YOU. THEY EXPLAIN THAT **WORSHIPPERS** MUST **SING** THE **FIRST STANZA** OF **NUDOR'S SPLENDOR!**

HUH? THE **FIRST STANZA** YOU SAY? LET'S SEE NOW...UH.....HMMMMM



I TELL HIM THAT WE HAVE **ALL** TAKEN A **VOW OF SILENCE!**

YOU **"TELL"** HIM? HE ASKS YOU WHY YOU ARE **TALKING** IF YOU'VE TAKEN A **VOW OF SILENCE**.

DON'T ANSWER HIM, BOB! B.A. IS TRYING TO TRICK YOU!

UH...I JUST SHRUG MY SHOULDERS AND LOOK STUPID!

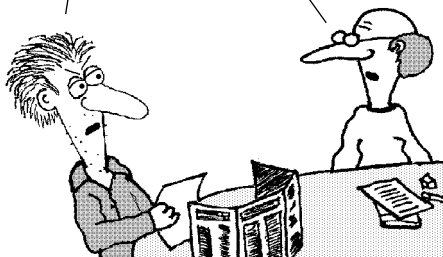
I PRESS A **GOLD PIECE** INTO HIS PALM AND GIVE HIM A **KNOWING NOD** OF THE HEAD. THEN I'LL JUST WALK PAST HIM.

I START SINGING **GIBBERISH!** MAYBE THEY'LL ASSUME I'M JUST SINGING IN A **FOREIGN LANGUAGE**.

THE **TEMPLE GUARD** APOLOGIZES BUT HE MUST ASK IF HE CAN SEE YOUR **ORDAINMENT PENDANTS!**

UH...I...UH...ER.

**I WASTE HIM WITH MY CROSSBOW!**



YOUR **CROSSBOW BOLT** SINKS WITH A **SICKENING THUMP** INTO THE GUARD'S CHEST. AS HE SINKS TO HIS KNEES HIS EYES SEEM TO SCREAM OUT, **"WHY?!"** AS THEY LOCK ONTO YOU. HE GURGLS FOR A MOMENT AND DROPS DEAD!

AND **THAT WAS A TEMPLE GUARD?** WHAT A WUSS!  
THIS IS GOING TO BE LIKE TAKING CANDY FROM A BABY!  
I THROW OFF MY ROBES AND PULL OUT MY **SHORT SWORD!!**

SINCE **NUDORIAN PRIESTS** ABHOR WEAPONS OF ANY KIND THIS SHOULD BE A **CAKE WALK!**

I'M **HACKIN'** ANYTHING THAT MOVES!!

**HOODY HOO!**

**ONWARD!** TO THE TEMPLE TREASURY!



### THIRTY MINUTES LATER...

OKAY THE **LAST REMNANTS** OF THE **TEMPLE GUARD** ATTEMPT TO BLOCK YOUR WAY TO THE **TREASURY** BUT IT'S A HALF HEARTED ATTEMPT. AS SOON AS THEY SEE YOU APPROACHING THEY THROW DOWN THEIR **MAKESHIFT WEAPONS** AND FLEE!!

I CAN'T BELIEVE I GOT KILLED WITH A **CANDLE-STICK!** I FEEL LIKE **COLONEL MUSTARD!**

THEY'RE **FLEEING??**

THE **BLIND OF HASHEE** IS OURS!



### A WEE BIT LATER...

OKAY, I SAY WE PACK UP THE **GOLDEN BLIND** AND CATCH THAT SHIP. WE CAN SELL THIS BABY ABROAD.

TOO BAD WE KILLED **ALL THE PRIESTS**. WE COULD HAVE HAD YOU RAISED **RIGHT HERE, JOHNNY!**

PACK MY BODY IN SALT AND JUST THROW ME IN A **CARGO HOLD!** I'LL KEEP! YOU CAN RAISE ME **AFTER** WE SELL THE **BLIND!**

THAT **BLIND** IS 30 FEET BY 40 FEET! IT MUST BE WORTH A FORTUNE!



### EVEN LATER STILL...

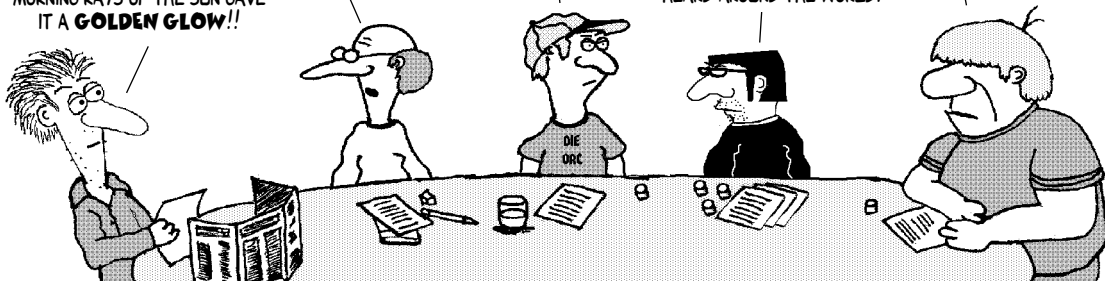
WADDA YA MEAN THE **BEST OFFER** WE GET IS **TEN GOLD PIECES??**

I NEVER SAID THE **BLIND** WAS MADE OF **GOLD**. GUYS! THEY CALL IT THAT BECAUSE THE MORNING RAYS OF THE SUN GAVE IT A **GOLDEN GLOW!!**

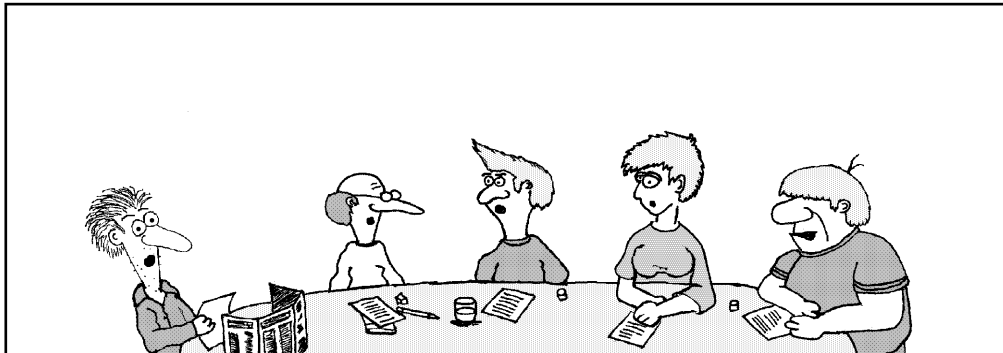
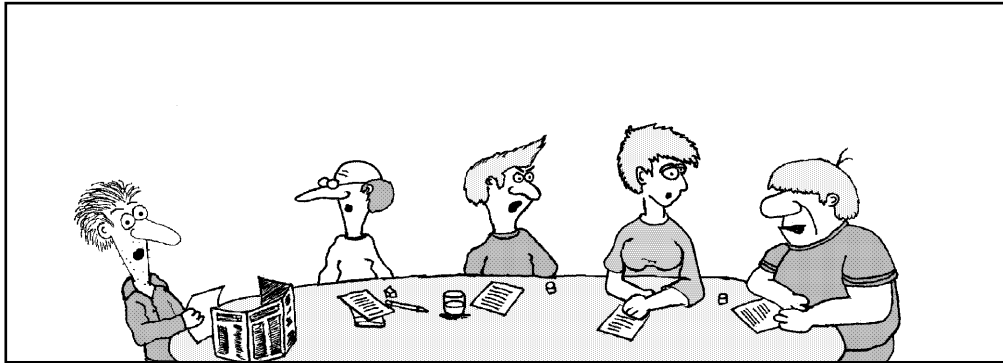
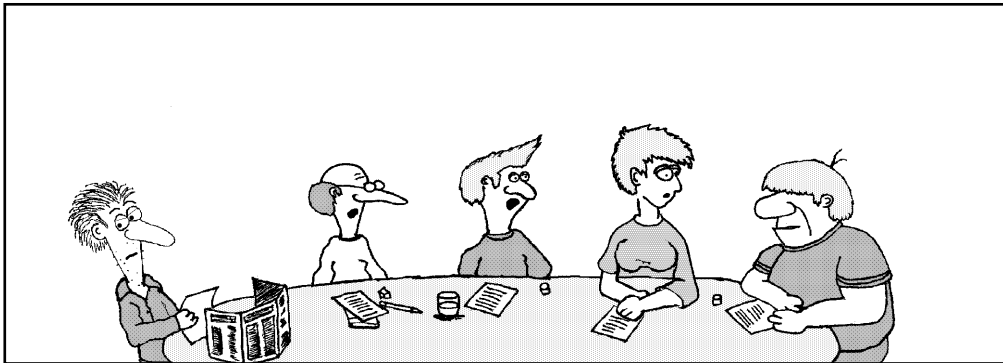
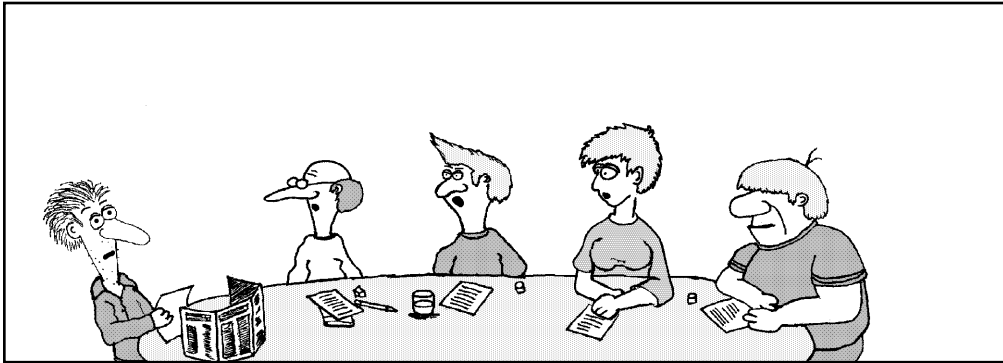
**DAMN!** ANOTHER CASE OF **FALSE ADVERTISING!** SO WE GET **SCREWED ONCE AGAIN?** THIS BLOWS!!

SORRY JOHNNY, WE DIDN'T EVEN MAKE ENOUGH MONEY TO PAY OUR **PASSAGE** ON THAT **FAST SHIP**. I DON'T THINK THAT **CAPTAIN** IS GOING TO RELEASE YOUR BODY TO US UNTIL WE COME UP WITH THE DOUGH.

CHEER UP BOYS, YOU'RE ABOUT TO WITNESS THE **WUSS-SLAP** HEARD AROUND THE WORLD!



NOW THAT WE ARE MONTHLY, WE NEED YOUR IDEAS AND SUGGESTIONS FOR KODT STORIES MORE THAN EVER!! WHAT ARE YOU WAITING FOR?? THIS COULD BE JUST THE THING YOU'VE BEEN WAITING FOR - YOUR NAME IN BOLD LETTERS ON CHEESY NEWSPRINT FOR ALL THE WORLD TO SEE!!! PHOTO-COPY THIS PAGE AND WRITE YOUR OWN CLASSIC KODT STORY IDEAS. MAIL YOUR ENTRY\* TO  
**KODT: 1003 MONROE PIKE, MARION INDIANA, 46953**

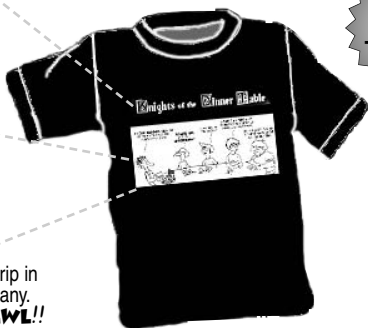


# KODT IDEA SEARCH

\* The Fine Print: All entries become the property of Kenzer and Company. By submitting your story line, you hereby assign all right title and interest in and to the story to Kenzer and Company. If your idea is used you will receive a free, autographed copy of the issue in which it appears. By returning this form with your submission, you agree to be bound by these terms.

# KODT T-SHIRTS!!! WHAT EVERY RABID KODT FAN IS WEARING!!

## Knights of the Dinner Table™



\$19.95  
+ \$3 s/h

KICK  
ASS!!



KODT T-Shirts are now available!! Classic black with the above strip in white. Size XL only. Available exclusively from Kenzer and Company. Our mail order address is listed in Weird Pete's Bulletin Board. **KEWL!!**

I READS MINE WITH A PINCH 'A  
**SKOAL** 'TWEEN MY CHEEK  
AND GUMS!!

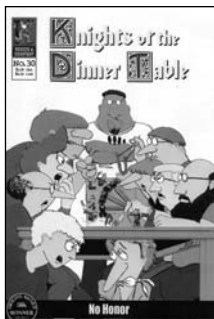


**KODT: IN YER  
FACE EVERY  
FREAKIN'  
MONTH!!**

**"WHAT DO YOU READ  
YOURS WITH?!"**



Issue 29: Bad Moon Rising  
Available March, 1999



Issue 30: No Honor  
Available April, 1999

# Are You Expendable?

Or would you like to be expendable?

Do you possess basic motor functions and a heartbeat?

If so, we have the job for you! *Supernatural Entity Monthly* is seeking investigative reporters in a wide variety of areas.

Adventure! Full Hospitalization! Opportunities Abound!

## GATECRASHER 2nd Edition

In the *Gatecrasher* universe, High Tech and High Wizardry struggle for supremacy. Armored knights board space shuttles to pursue their chosen dragons across the solar system. Lycanthropes on Saturn's moons howl at the full planet overhead while cybernetic orcs inspect their power armor in preparation for storming a wizard's enclave....

Welcome to *Gatecrasher*, where anything can happen – and often does! A complete role-playing game, *Gatecrasher* includes a magic system, spaceship design rules, Supernormal Powers for player characters, Random Icky Things (monsters), and more! #GGG3001, \$18.95.



## Grey Ghost Press, Inc.

<http://members.aol.com/ghostgames>

Ask your local game store to carry Grey Ghost™ Games! Or send check or money order (include \$3 shipping) to Grey Ghost Press, Inc. P.O. Box 838, Randolph MA 02368.

# A CALL TO ARMS

by Brian 'the Sixth Knight' Jelke



Yep, that's right. We've developed a way to run a **KODT LARP** event — well, kinda. More accurately it's a live-reading. As mentioned in several previous issues, we ran some live-reading events at some the summer conventions we attended and they were a big hit. So much in fact that many of you have been asking if you could run your own. Well here is your 'how-to' guide.

**KODT Live-Readings** are a proven crowd pleaser. They are perfect events to run at a conventions, during a club meeting, with your friends, whatever.. Attention **STORE OWNERS** - This is also a great way to draw people into your store to have a great time. If you haven't seen a **KODT Live-reading** before, the idea is simple. A group of people take on the role of the characters in the **Knights of the Dinner Table** comic book and read from the strips as if they were scripts. Trust me - it's hilarious and fun for both the participants and the audience.

## GETTING STARTED

Here's what you'll need:

- Five copies of each strip you plan to use. This can be done by using five copies of the actual comic book. For easier reading, you might want to highlight the relevant text for each character on their individual scripts.

- You will need a table for the players to sit at (generally five participants at a time) and some chairs or floor space for the audience. So far we have run this event in convention hall lobbies, hotel ballrooms and hotel suites.

- For added effect you should bring an official HackMaster™ GM shield for the person playing B. A. to sit behind. If this is unavailable, a GM screen from another game system may be substituted. We've also found that a nice selection of dice, rulebooks, pencils, papers, snacks and drinks adds realism to the game. These are all to be placed on the head table as if a real role-playing event were taking place.

- You will typically need at least 5 "players" who will be reading the roles of the different KODT characters.

- The event should also be run by a moderator who will select players for each strip reading, keep things moving, facilitate voting on who played the best and hand out any prizes in the end, if applicable.

## CASTING CALL

We originally intended costuming to be a large part of this event so we encourage participants to dress their part. You might also want to have a camera or video recorder on hand to record the event, especially if costuming is involved.

Once the moderator has arranged for the necessary space and supplies for the event to take place and advertised it sufficiently so that a small mob has gathered, he or she will ask for volunteers for the first reading. Interested players should raise their hand.

It is up to the event moderator to carefully select the players for each strip. We recommend selection based on enthusiasm, likeness to actual **KODT** characters and attitude. If more than one person is interested in playing a part, the event moderator should ask each one in turn to say a typical line from the character in question. For example, those auditioning for the part of Bob Herzog would need to give the audience their best "I waste him with my crossbow!" delivery. Based on these simple auditions, the event moderator can decide who gets the part or ask the audience to choose by applause. In any case, the event moderator is always right! It

is important to note that it is not necessary to be the same sex, race or maturity level as the **KODT** part being played. This is role-playing after all and a real role-player should be able to pull off any part. In fact, Peter Adkinson of *Wizards of the Coast* did a killer Sara during the live reading at *Manifest 98*. The event moderator should also make an effort to include everyone who wants to participate. If someone lost the audition for one reading, he or she should be a top candidate for that part in the next one.

## LIGHTS, CAMERA, ACTION...

Once the event moderator has selected the necessary amount of players, he will seat them at the head table and hand them their scripts. Once the players are ready, the event moderator announces the title of the strip and reads any necessary narrative text to get things going. The players then read through the scripts in character and the audience should burst out in laughter at the appropriate times. When the first script is finished and the applause has died down, the event moderator thanks the first set of players and returns them to their seats. A new group of players is selected, as before, for the next script and the process repeats itself for as long as you wish.

Because gamers are competitive by nature, they will want a determination to be made on who "won" the event. Besides, they need something to tell their mom about when they go home. Once all but one of the strips have been read, the event moderator should invite each player up to the front in groups of characters. For example, she would invite all those who played B. A. to come to the front. At this point the voting can be completed, generally by audience applause. Again, the event moderator makes the final determination and the event moderator is always right! When the best player for each character has been selected, they can participate in a final "all star" reading to really bring the event to a climax. After the final reading, if prizes are available, the all star cast may pick or be awarded the prizes at the option of the event moderator. We prefer to have the "winners" roll a 20-sided die with the highest getting first pick from among the prizes.

Strips we've used for this event include all those in issue #5 (featuring *Agent of Evil*), the *Cows of War*, *The Lair of the Gazebo*, *Lords of Darkness*, and the *After Action Review* (a really good *Blackhands* strip) among others. You can start with some of these or choose your own favorites.

As always, let us know how the event turned out and send us pictures if available. You never know who's mug shots may appear in the pages of **KODT** one day. Also, if you plan your event far enough in advance, we will provide free advertising for it on **Weird Pete's Bulletin Board**. Thanks for your support and remember, the game must go on! □

# News, Rumors and Industry Buzz plucked



## HEY KIDS!!

Be a KODT  
GameVine Cub  
Reporter!!

Send your news items to  
gamevine@aol.com



## HEROES AND ZEROES?

Production has begun on the movie, *The Specials*, a superhero comedy described as This is *Final Tap* meets *Batman*. The *Mindfire Entertainment* (Free Enterprise) film, features a cast headlined by Rob Lowe (*Austin Powers II*), Jamie Kennedy (*Scream*), and Thomas Haden Church (*Wings, Ned & Stacey*), in a story about a team of second-rate superheroes who bicker over their action figure likenesses, popularity, royalties and best origin stories between saving the earth, while they wait around in their run-down headquarters for the next supervillain to attack. *Specials* was written by James Gunn (*Tromeo & Juliet*), and will be the directorial debut of screenwriter Craig Mazin (*Rocket Man, Senseless*). It will also star Melissa Joan Hart, Kelly Coffield (*Jerry Maguire*), Judy Greer (*Jawbreaker*), and Paget Brewster (*Friends*). □

AWH MAN!! THIS BLOWS!!  
ROACH BOY SCURRIED  
INTO THE SHADOWS WAY  
BEFORE YOU GOT OFF YOUR  
NUCLEAR-MOLOTOV.

BITE ME! MY INFRA-RED PEEPERS  
ALLOW ME TO SEE IN THE DARK. BESIDES YOU  
HAMSTRUNG BY BRIAN'S FANG-A-RANG!

I DESIGNED MY FANG-A-RANG MYSELF!  
I LOVE IT! IT'S SELF-CLEANING AND  
STORES IN A HANDY VINYL POUCH!



## A Moment in Gaming History #47

The year was 1912 and Flounder Tag was regaining some of the popularity it lost after the "Jelke Thugs Scandal of 1879" (See *A Moment in Gaming History #51/KODT#20*). At the start of the season the **Siembieda Nine**, (a scraggly team of misfits who had honed their skills in the Herring Chase Leagues of the midwest), pummeled team after team to finally take the Flounder Tag Nationals. The **S-9's** played to win revolutionized the game by adding new plays such as the, *Red Herring Fake*, the *Flounder Down-Under* and the infamous, *Spawning Trouble Double-Slap to the play-books*.

Years later, the team captain, Skeet Siembieda would be cremated and, at his request, his ashes were placed in the Flounder Tag National Cup. □



The Siembieda Nine on a Flounder Tag Field near Fort Reliant, Ohio in 1912 after a 9 to 7 victory over the Mopin' Mohawks

## HEY YA DOOFUS! KENZER AND COMPANY WANTS YOU!!

That's right, we want you to join the on-going 'Celebration of Gaming' you are holding in your hands. **KODT Magazine** (and you thought it was just a comic) is expanding it's page count so we can bring you even more fun and excitement each month. That means we'll need new material to fill those pages. Things like cartoons, articles on gaming, industry news, reviews — you name it!

Email [KenzerCo@aol.com](mailto:KenzerCo@aol.com) for our writer's guidelines.



# from the vine for your reading enjoyment

## WHO'S TO BLAME?

Brian has been busy researching his **HACK•JOURNAL** article on gaming history. He needs a little help. Can you match the correct manufacturers with the games/supplements they published?

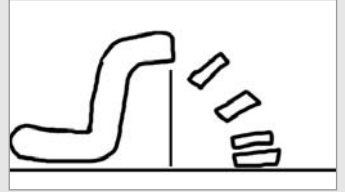
- |                          |                            |
|--------------------------|----------------------------|
| 01. Space 1889™          | A. Avalon Hill             |
| 02. Gangster™            | B. Fantasy Games Unlimited |
| 03. Bosworth™            | C. Jolly Roger Games       |
| 04. Lunch Money™         | D. R. Talsorian            |
| 05. James Bond™ Q-Manua™ | E. Backstage Press         |
| 06. SPQR™                | F. Palladium Books         |
| 07. Patton's Best™       | G. Tri-City Games          |
| 08. Falling™             | H. Myrmidon Press          |
| 09. Maul of America™     | I. Atlas Games             |
| 10. Talisman™            | J. Out of the Box Games    |
| 11. Castle Falkenstein™  | K. Games Workshop          |
| 12. Earth Dawn™          | L. Cheapass Games          |
| 13. Juicer Uprising™     | M. GMT Games               |
| 14. SuperBabes the RPG™  | N. GDW                     |
| 15. Theatrix™            | O. Fasa                    |
| 16. Rifts Manhunter™     | P. Victory Games           |

### ANSWERS

- |                             |                             |
|-----------------------------|-----------------------------|
| 01. GDW                     | 08. Cheapass Games          |
| 02. Fantasy Games Unlimited | 07. Avalon Hill             |
| 03. Out of the Box Games    | 06. GMT Games               |
| 04. Atlas Games             | 05. Victory Games           |
| 05. Backstage Press         | 04. Atlas Games             |
| 06. Palladium Books         | 03. Out of the Box Games    |
| 07. Tri-City Games          | 02. Fantasy Games Unlimited |
| 08. Myrmidon Press          | 01. GDW                     |

## WADIZITZ™

Wadizitz are simple abstract drawings. The challenge is to guess what that drawing is. Some Wadizitz may have more than one correct answer.



### • ANSWER •

A worm crawling across a razor blade.

## SOUTH TRAILER PARK

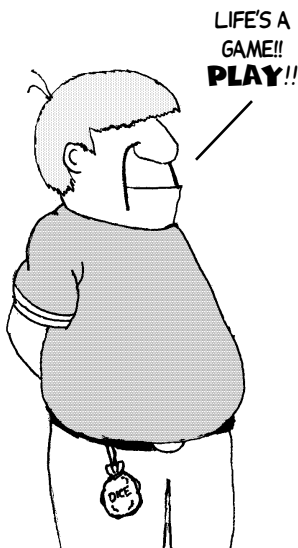
Oops, not s South Trailer Park but a **South Park Trailer!** Paramount has released a teaser trailer for next year's **SOUTH PARK** feature film. Sweet! You can view ALL FIVE versions on the information highway at [http://www.come-dycentral.com/southpark/sp\\_trailer](http://www.come-dycentral.com/southpark/sp_trailer). ☐

## GAMER GEEKS ON TOUR

Jolly R. Blackburn and Brian Jelke will appear at the St. Louis Fantasy Shop on Saturday January 30, 1999. They will sign autographs, give out prizes and generally have a grand old time. Call or E-mail the store for details: **The Fantasy Shop**, 2426 West Clay St. Charles, MO 63301, (314) 947-8330, [ironshrd@i1.net](mailto:ironshrd@i1.net)

## LOOK WHO'S TALKIN'

- "If my friends and I come down to Indiana would you be able to take us through the steam tunnels at Ball State?"*  
A very serious KODT fan to Jolly at UCON '98
- "A billion here, a billion there — pretty soon it adds up to real money."*  
Everret Kirksen speaking to fellow Senators on government spending.
- "I was wondering why Gary Jackson doesn't look anything like the real Gary Jackson in the comic."*  
Inquiring KODT fan at Pentacon '98
- "My dad won't let me stay for Vampire because last year I ran into a vending machine and ended up getting twelve stitches. He's such an A--! I mean, for real, you could do that playing checkers or anything. It's not the game's fault."*  
Mark 'the whiner' Guptaill
- "My girlfriend and I have an agreement when it comes to gaming. I can game as long as I don't bring any gamers to the house. Which is weird coz she married a gamer."*  
Peter Bedrick
- "Now that I've read your comments about agreeing with my comments I can't help but change my mind and totally disagree with you. I think your opinion sucks! Please refrain from agreeing with me in the future. If you MUST agree with me please choose your wording carefully so that it appears you are not agreeing with me."*  
Jolly responding to Brian Jelke in an in-house Kenzer and Company memo ☐



## FUDGE DICE (GM'S PACK)

Grey Ghost Games  
P.O. Box 838  
Randolph, MA 02368

No, these aren't edible dice made out of fudge. (Hmmmmm, that's not a bad idea). This is a pack of twenty dice especially designed to be used with FUDGE™ (see the review of FUDGE™ in Brian's Picks/Issue 16). Rolling 4dF and taking the sum gives a result between -4 and +4 (Which correlates to sub-Terrible to trans-Superb in FUDGE™).



The GM's Pack includes enough dice for the GM and four players and runs \$10.00. The dice can also be used with other games and are ideal for those home-brewed tables and charts you have tucked away.

Brian's Rating: Really Kewl.



## The Travelers™

South Jersey Rebellion Productions  
P.O. Box 439, Stratford, NJ 08084

I knew I was going to like *Travelers* as soon as I read the creator's forward in issue number one. *"I am sick of seeing boring, epic fantasy (comics) with characters you can't relate to, names you can't pronounce, or fighting for the same uninteresting fancy-ass magic crap. Let's get back to the basics and the fun."*

*Travelers* is presented in a 'one issue-one story' format so you can pick up any issue and enjoy a good read. Anyone who has played AD&D will feel right at home with this comic. The main characters behave (or misbehave, depending on how you look at it) like the typical group of Player Characters. The cast ranges from *Father Shambler* (a former thief turned priest), to *Locust the Wizard* (described as Inspector Clouseau with a spell book was appointed the Royal Wizard due to a clerical error). But my favorite is Sgt. Tarriff Staff who blurts out such things as, *"Don't just stand there! Kick some ass!"* during the heat of battle. (sigh).

Currently there is a zero-issue (ashcan) and the first two issues available with more on the way.

Brian's Rating: Definitely worth a look.

## QAGS

Quick Ass Game System  
929 Liberty Road Suite 69, Lexington, KY 40404  
email: hexgames@mindspring.com • web: <http://www.mindspring.com/~sejohnson>

When I received this game for review it came with two packs of candy. "Hmmm", I thought to myself, *"A bribe!"* So I ate the candy and sat down to read the product. To my horror and surprise, I soon discovered that what I had eaten wasn't candy at all. They were experience points!! QAGS uses pieces candy or (Yum Yums) to award experience points. Yum Yums can be used to improve your character, guarantee success for an action or...eaten. Players can earn Yum Yums by role-playing well, coming up with a brilliant solution to a problem, sacrificing the life of their character for a noble cause, etc. They can also earn Yum Yums by giving the GM food/soda or buy saying something that causes 'liquid to shoot from the nose of another player.'

QAGS is a quick-and-dirty RPG system for those gamers who don't want to buy an armload of books and supplements to learn and play. It's also a hilarious (if irreverent) read and well worth the five bucks even if you don't end up playing.

Brian's Rating: Worth the price of admission



## ANSWERS TO KODT TRIVIA BOUT

1. Babylon Five (KODT#?: *Gamemaster of the Realm*)
2. Dark Hordes of Devastation (*Vault: Page 32*)
3. Weird Pete (*Vault Page 51*)
4. Red Scourge Victory Song (*KODT#5 :Conquer and Deny*)
5. He fainted. (*KODT#8: April's Fool*)
6. The Overbearing rules (*KODT# 12: An Overbearing Situation*)
7. Sign autographs. (*KODT# 19 Got yer number*)
8. In the spare tire well of his Chevette. (*KODT# 15:The Tangled Web.*)
9. Jason Holmgren
10. B.A.'s grandfather, Pappy Felton. (*KODT# 19 :Don't go there.*)
11. Elvis (*KODT# 23: A Man out standing in his field.*)
12. He swallows his Ring of Teleportation (*KODT#18:Dewin' Hard time*)
13. Week of the Long Shadows (*KODT#18: The Day the Magic Died*)

## WEIRD PETE'S BULLETIN BOARD

is a meeting place where readers may pass along information, barter, trade and gossip. Readers are invited to place classified ads, announce group meetings, seek out other players, etc. Subscribers of KODT may place classified ads free of charge with a limit of one ad per issue and a maximum of twenty-five words. Non-Subscribers may place ads at the rate of 50¢ per word with a limit of 25 words. Companies may place ads at the following rates: [5.5" x 2" - \$50], [2.75" x 2" - \$25], [1.5" x 1" - \$10]. Non-profit organizations (serving the gaming community) and Conventions or Seminars may place ads for free. All ads are placed on a first-come first-served basis with subscribers having priority.

BH:

The reputation of your clan is not enough, if GG does not intervene and aid you soon, "Harvest'ing" is in your immediate future.

Keeper

Robunny,

Who says I don't follow your hobbies.  
Happy second anniversary to my favorite GM!

Your wife, Valerie

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WEIRD PETE'S BULLETIN BOARD

# HOW TO ANNOY OTHER PEOPLE

1. Leave the copy machine set to reduce 200%, dark, 11x17 inch paper, 99 copies.
2. In the memo field of all your checks, write "*sensual massage.*"
3. Specify that your drive-through order is "*to go.*"
4. Insist on keeping your car windshield wipers running in all weather conditions "*to keep them tuned up.*"
5. Reply to everything someone says with "that's what YOU think."
6. Practice making fax and modem noises.
7. Highlight irrelevant information in scientific papers and "cc." them to your boss.
8. Finish all your sentences with the words "*in accordance with prophesy.*"
9. Signal that a conversation is over by clamping your hands over your ears.
10. Adjust the tint on your TV so that all the people are green, and insist to others that you "*like it that way.*"
11. Repeat the following conversation a dozen times: "*Do you hear that? What? Never mind, it's gone now.*"
12. As much as possible: skip rather than walk.
13. Ask people what gender they are.
14. While making presentations, occasionally bob your head like parakeet.
15. Sit in your front yard pointing a hair dryer at passing cars to see if they slow down.
16. Sing along at the opera.
17. Go to a poetry recital and ask why each poem doesn't rhyme.
18. Ask your co-workers mysterious questions and then scribble their answers in a notebook. Mutter something about "*psychological profiles.*"
19. Give out AOL floppies and CD's as Christmas Presents and to trick and treaters.
20. Stand outside a hospital and ask everyone coming and going if they can spare a kidney.
21. When ever you have to use the restroom at the office, unplug your keyboard and mouse and take it with you.
22. Leave a perfumed sticky note in your mailbox for your mail man that reads, "Hi sexy! I left the door unlocked for you. Wink-wink and nudges."
23. Go to a movie early. Before the film begins stand up and address the audience thanking them for turning out for YOUR movie. Offer to take questions from the audience and explain how the studio 'screwed you over' by cutting out some of your best work. Then, just as the lights are about to dim yell out, "Okay Sammy! Roll it!" After the movie stand by the exit and shake hands and ask people how they liked YOUR movie.
24. Stand at an ATM and pretend you are playing a video game. Make your own sound effects and boast to the people in line behind you, "HA! I'll be here ALL DAY!! I still have five men left!!"
25. When standing in a crowded elevator casually ask the person next to you, "Say, you ever eat human flesh? Tastes like chicken."
26. Go to McDonalds and 'take control' of Kid Land!! Tell them you demand to see Mayor McMuffin and that you demand they release the Hamburgler. When they refuse to meet your demands tell them you want a bus to take you to Burger King.
27. Go to the park and ask people if they want to mud wrestle for money.
28. Go to a biker bar and ask people what their tooth-to-tattoo ratio is.
29. If you answer the phone and it's an annoying salesman ask him if he wants to buy some used 8 tracks. If he says no tell him it's a limited time offer and he should really reconsider. Then offer to sell him a lazy boy recliner which needs a little work. If he hangs up \*69 him real quick and tell him you must have got cut off. Offer to sell him some used tupperware, etc.

# MONTY PYTHON AND THE HOLY GRAIL

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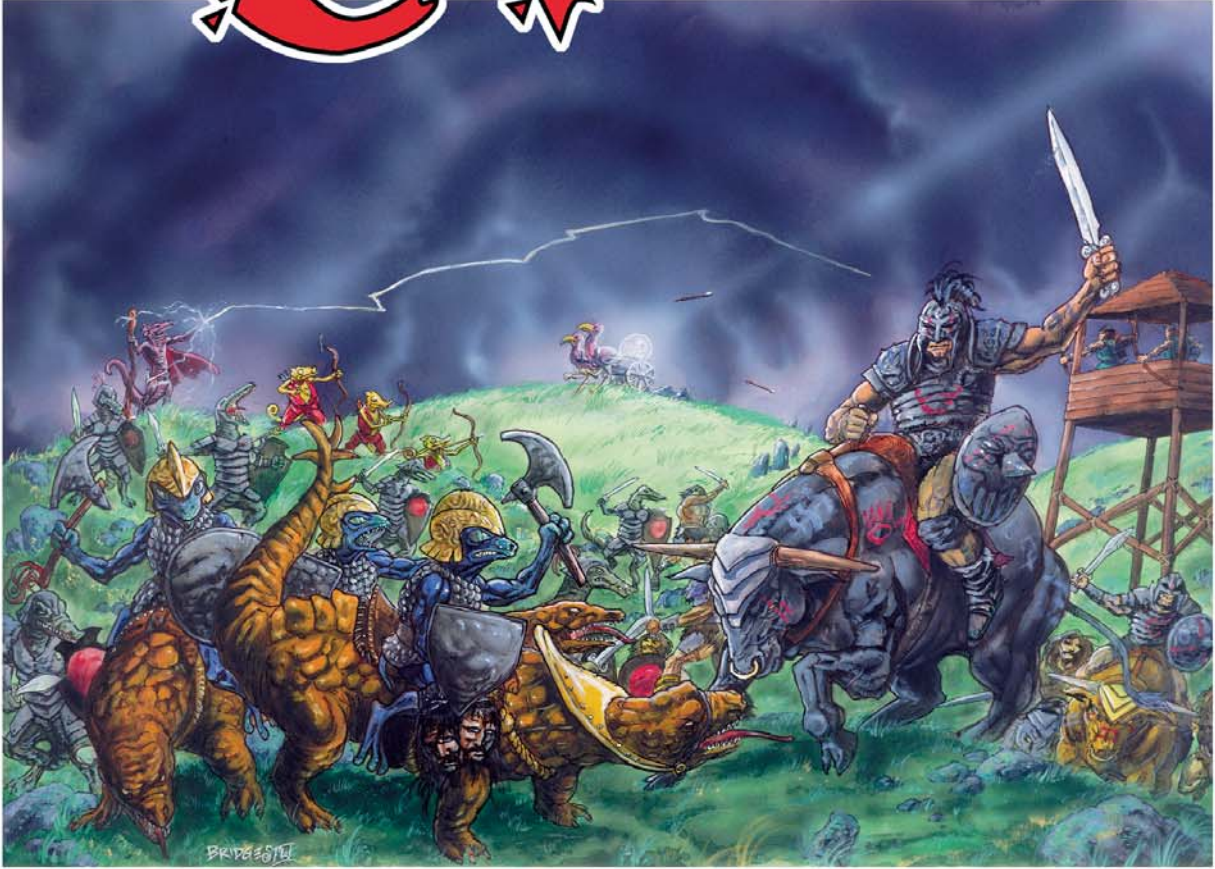


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ANOTHER TEN!! **HOODY-HOO!!!!**  
PLUS THE **ORB** EFFECT "**GIVE 'EM A WUPPIN**" GIVES ME DOUBLE DAMAGE.  
YOU'RE TOAST DAVE!!! 16 DAMAGE.  
**TAKE 'EM OFF!!!!**

**CRUD!!** I GOTTA WIN INITIATIVE AT LEAST ONCE. I'M DYIN' TO ROLL FOR THE **ORB OF POWER'S** SPECIAL EFFECT.

**DAMN** YOUR DICE, BOB. YOU'VE FORCED MY HAND. B.A. I'M GOING TO HAVE TO CALL FOR AN **IMPLOSION** AND TAKE OUT BOB'S REMAINING REPTILES. "**HERE'S MAGE IN YER EYE!!**" I GUESS BOTH UNITS ARE JUST A SMOKING CRATER NOW, BOBBY-BOY.

OOOH, LOOKS LIKE BOB'S TURNING THE TIDE IN FAVOR OF BOB AND SARA'S AMPHIBIOUS **HERPTARS**.

MY, **CARNAGE** SURE IS APTLY NAMED.

HAR HAR. I LOVE THAT PART.

