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## Tales from Hawg Wallers



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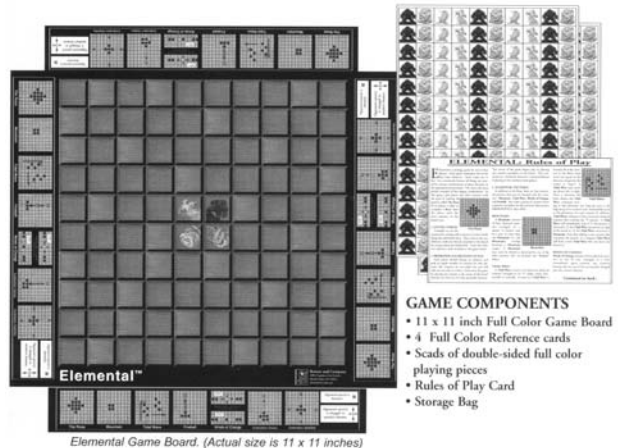
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Knights of the Dinner Table #32  
Tales From Hawg Wallers  
June, 1999

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**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™

MAGAZINE

## "Tales From Hawg Wallers"

The KODT Development Team is  
Jolly R. Blackburn, Brian Jelke,  
Steve Johansson and David S. Kenzer  
Cover Art by George and Jackie Vrbanic

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Although he won't admit it, 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. [Note: The rest of the KODT Development Team recently caught on to Jolly's habit of placing secret messages in this panel and have put a stop to it. We apologize for his incoherent rambling. It shall not happen again.]

# Editorial of a Madman

*"Thank you! Thank you! After reading KODT#29 I had to do it. I had to pick up role-playing again. I ran my first game in ten years last night and it was a blast!"*

*Brad Roadcap*

We first noticed the trend about a year or so ago. Gamers who haven't touched a pair of dice in years are coming back to the table. Judging from reader mail a lot of you out there recently decided to dust off the old dice bag and seek out or start a game. Hoody Hoo!

Sadly, there are still some of you out there who are ex-gamers. Well...maybe not "X" gamers. The fact you are reading KODT would seem to indicate the heart of a gamer still beats within you. You've become a spectator, however. You occasionally visit the local game shop, picking up a few gaming 'zines now and then. You may even play an occasional game of Risk. But you just don't have the time for role-playing anymore. (*Sigh*) It's a familiar tale - a sad tale.

You were probably an avid gamer in your younger days. Your fifth level thief was the talk of local gaming circles. You carried your dice bag with you where ever you went just in case you ran into a pick-up game. Your mom knew to save her empty egg cartons because you used them to store your painted miniatures. You knew how to cuss in *High Dwarven*. You could even roll your to-hits without consulting the combat matrix because you had the numbers memorized. And everyone, EVERYONE, knew not to call you on Saturday 'cuz that was game day.

Then it happened. One by one your fellow players were dragged kicking and screaming from the table. Demands on their time (and yours) seemed to increase in intensity each week as a war of attrition was waged against the game.

Everything seemed to be tugging at the game, threatening to tear it apart — work, school, family, girlfriends/wives. You tried your best to hang on. You weren't going to be taken down - not like your friends.

You fought the good fight. Tried your best. But it wasn't enough. Eventually you missed your first gaming session, then your second, and so on. It was a back-and-forth battle.

Periodically you and your friends would rally and get a new game together. You would all high-five each other on your short-lived victory and resolve to keep the game going — this time.

Sadly, one day you looked up and discovered you were no longer a gamer. You had been consumed by the daily grind. The closest you ever came to role-playing those days was a quick game of DOOM™ or Duke Nukem™ on your PC. Somehow, it just wasn't the same. As you tugged at the joystick and tapped the fire button you secretly made a vow. Someday you would pick up the dice again.

Maybe the time is now! There are some exciting new RPG products coming out this summer. Why not attend a local game convention and sign up for a few demos? Take some of those old gaming buddies with you. They may thank you in the end.

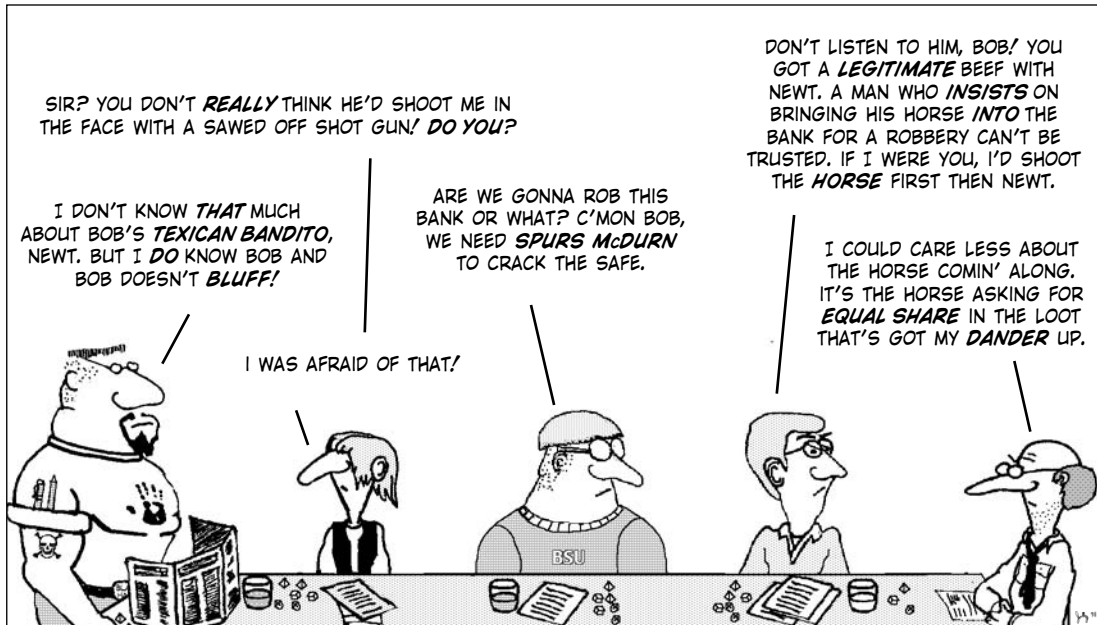
Speaking of new games it's that time of year again. Time to fill out your **Origins Award Ballot** (*which we've conveniently run on the opposite page*). Pick your favorite products for each category. Send in your ballot today! It's a great way to say 'thank you' to your favorite game designers and publishers.

I hope you enjoy the issue you are holding. As always, feedback is greatly appreciated. Feel free to drop us a letter or E-mail and let us know what you like (and what you don't like) about KODT magazine.

Until next time, good gaming!

*Jolly R. Blackburn*

Jolly R. Blackburn  
*Still Gaming After All These Years*



**Attention Gamers!** It's time once again to select the best game and game-related releases of the past year (1998) for the annual Origins Awards. Please **vote for one release in each category**. Return your completed ballot by June 16. And feel free to photocopy this ballot for your own use or to pass it on to other gamers (only one ballot per person, though). Origins Award winners are announced at the ORIGINS national gaming convention—be there, or check summer issues of this magazine for the winners!

# Deadline: June 16, 1999



### Best Abstract Board Game

- Bosworth ..... Out of the Box Games
- Doubles Wild ..... Enginuity LLC
- Tile! ..... Enginuity LLC
- What Were You Thinking? ..... Wizards of the Coast
- IDO ..... Rio Grande Games

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Historical Board Game

- Bitter Woods ..... Avalon Hill
- For the People ..... Avalon Hill
- Great War at Sea: Plan Orange ..... Avalanche
- Victory: The Blocks of War ..... Columbia Games

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Science Fiction or Fantasy Board Game

- Crimson Skies ..... FASA Corp.
- Cults Across America ..... Atlas Games
- Filthy Rich ..... Wizards of the Coast
- Parts Unknown ..... Cheapass Games
- Sparmen ..... Atlas Games

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Trading Card Game

- Aliens Predator Collectible Card Game ..... HarperPrism
- Babylon 5 CCG: Deluxe Edition ..... Precidence Publishing
- Deadlands CCG ..... Wizards of the Coast

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Traditional Card Game

- Aquarius ..... Looney Labs
- Falling ..... Cheapass Games
- Fluxx ..... Iron Crown Enterprises
- Guillotine ..... Wizards of the Coast
- Lord of the Fries ..... Cheapass Games

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Card Game Expansion or Supplement

- Babylon 5 CCG: The Shadows ..... Precidence Publishing
- INWO Subgenius ..... Steve Jackson Games
- Star Trek CCG: Deep Space Nine Expansion ..... Decipher Games
- Shadowrun: The Trading Card Game: Underworld ..... FASA Corp.
- Magic: the Gathering: Urza's Saga ..... Wizards of the Coast

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Historical Miniatures Rules

- A Nation on Trial: The American Civil War in Miniature ..... Jolly Roger Games
- Charlie Company: Infantry Combat in Vietnam ..... RAFM Company Incorporated
- Crusades ..... All About Games
- Medieval Warfare ..... Terry Gore

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Science Fiction or Fantasy Miniatures Rules

- Battletech Master Rules ..... FASA Corp.
- Clan War: The Legend of the Five Rings Miniatures Game ..... Alderac Entertainment Group
- Warhammer 40,000 3rd Ed. .... Games Workshop
- Warzone, Second Edition ..... Target Games US

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Historical Figure Miniatures Series

- 15mm Fire & Fury Markers ..... Stone Mountain
- 25mm ACW Personality Packs ..... Redoubt
- 25mm Animals, Civilians, and Equipment ..... Hovels
- 25mm Darkest Africa ..... Guernsey Foundry
- 25mm Early Napoleonics ..... Imperialist Enterprises
- 25mm Spanish Succession ..... Imperialist Enterprises

- Adler 6mm Napoleonics ..... Stone Mountain

### Best Science Fiction or Fantasy Figure Miniature

- Copper Dragon ..... Ral Partha
- Earth Dragon ..... Alderac Entertainment Group
- Eldar Falcon Grav Tank ..... Games Workshop
- Goddess of Evil ..... Ral Partha
- Hangin' Judge ..... Pinnacle Entertainment Group
- T-Rex (Tyrannosaurus Rex) ..... Ral Partha

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Vehicle Miniature

- 1/1200 ACW Ship Kits ..... Langton Miniatures
- 15mm Ships ..... Merrimac Miniatures
- Hunn Light Tank: Heavy Gear ..... RAFM Company Incorporated
- Imperial Baneblade, High Detail Kit ..... Armorcast
- Loach (Helicopter) ..... RAFM Company Incorporated
- Velocipede ..... Pinnacle Entertainment Group

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Action Computer Game

- Klingon Honor Guard ..... Microprose
- Star Wars: Rogue Squadron ..... LucasArts
- Starsiege: Tribes ..... Dynamix
- Unreal ..... Epic Megagames

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Roleplaying Computer Game

- Baldur's Gate ..... Interplay
- Fallout 2 ..... Interplay
- Grim Fandango ..... LucasArts
- Might & Magic VI ..... New World Computing/3DO

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Strategy Computer Game

- Mech Commander ..... FASA Corp.
- Medieval ..... HPS
- Starcraft ..... Blizzard/Havas
- The Operational Art of War ..... Talonsoft/Take 2
- Warhammer 40K Final Liberation ..... Holistic Design

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Amateur Game Magazine

- Anime Squared ..... Anime Squared
- Herozine ..... Rising Force Publications
- Mythic Perspectives: An Ars Magica Magazine ..... Gnawing Ideas
- Serendipity's Circle ..... Wheeality Productions

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Professional Game Magazine

- Comics Retailer ..... Comics Retailer/Krause
- Dork Tower ..... Corsair Publishing, LLC
- Knights of the Dinner Table Magazine ..... Kenzer & Company
- Metagame: The Magazine for Live-Action Roleplaying ..... Interaction Literature Foundation
- Pyramid ..... Steve Jackson Games
- The Duelist ..... Wizards of the Coast

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best New Play-by-Mail Game

- Covert Operations ..... Flying Buffalo, Inc.
- Crown of Chaos (5) ..... Midnight Games
- Dungeon ..... Madhouse USA
- Road to the White House ..... Tactical Simulations

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Ongoing Play-by-Mail Game

- Crack of Doom II ..... Advanced Gaming Enterprises
- CTF 2187 ..... Advanced Gaming Enterprises
- Legends II ..... Midnight Games

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

- Starweb ..... Flying Buffalo, Inc.
- Middle-earth PBM Fourth Age Circa 1000 ..... Game Systems, Inc.

### Best Game-Related Novel

- Dark Prophecy ..... White Wolf Publishing, Inc.
- Prince of Havoc: Battletech: Twilight of the Clans ..... FASA Corp.
- The Silent Blade ..... Wizards of the Coast

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Game-Related Short Work

- Designated Hitter ..... FASA Corp.
- Honor and Guile ..... Wizards of the Coast
- Leftovers ..... Pinnacle Entertainment Group
- The Muse ..... White Wolf

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Roleplaying Adventure

- Heart o' Darkness ..... Pinnacle Entertainment Group
- Night of 1,000 Screams ..... Alderac Entertainment Group
- No Man's Land ..... Chaosium
- Renraku Arcology: Shutdown ..... FASA Corp.
- Return to the Tomb of Horrors ..... Wizards of the Coast
- The Return of the Stormrider ..... Atlas Games

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Roleplaying Game

- Altairn ..... Wizards of the Coast
- Shadowrun, Third Edition ..... FASA Corp.
- Star Trek: The Next Generation RPG ..... Last Unicorn Games
- The Extraordinary Adventures of Baron Munchausen ..... Hogshead Publishing, Ltd.
- Usagi Yojimbo Roleplaying Game ..... Gold Rush Games

Write-in Title: \_\_\_\_\_  
Manufacturer: \_\_\_\_\_

### Best Roleplaying Supplement

- Battletech Technical Readout: 3060 ..... FASA Corp.
- Blood of the Valiant: The Guiding Hand Sourcebook ..... Ronin Publishing
- Encyclopedia Cthulhiana 2nd Ed. .... Chaosium
- Greyhawk: The Adventure Begins ..... Wizards of the Coast
- Kindred of the East ..... White Wolf Publishing, Inc.
- San Angelo: City of Heroes ..... Gold Rush Games

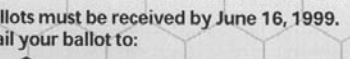
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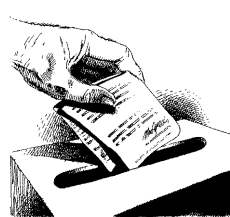
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# Our Readers Talk Back!

Dear KODT,

I enjoyed your editorial in issue 30 very much. In fact, I'm a bit of a 'Kristy' myself. Traditionally, my friends always included a few gamers, whether they were traditional D&D folk or the LARP fans. As it happened, throughout middle school and high school, I never really had too much time to get started on it, as I was playing the piano constantly on top of a very heavy course load.

So, on the occasions I could step out for a rowdy and expensive night of Skee-ball (those plastic prizes you win with those tickets are \*worth\* it) or pool with my friends, they'd tell me about their pursuits of glory and XP on the gaming front.

Then, I headed off to college... A friend of mine had an active game of something or other off campus, and wanted me to join. The heavy course load was just not an excuse this time - she happened to carry a pre-med major on top of our shared major, piano - and still found the time. She tried to convince me to go, but I just never got around to it...

So, now I live in Bloomington, Indiana, about to start working for an insurance company (I got over the piano thing - no income, and I'm an expensive person!) and can happily say I've started playing my first campaign. It sort of amazed me how I finally came to it. I dated a large, grunty, jockish, fratish guy for a while, and found, among his books, Vampire™. I realized it wasn't quite so complicated as I thought, and rather liked the idea of trying something.

Long, long after I stopped seeing the grunt, the bug was still there, and lo! who should I begin dating but an addicted gamer with the cash to stock up on books. We live together now, and the entire front hallway is dominated by a very large bookcase full of various box sets. He started me up with an Al-Qadim™ campaign, where my Corsair elf swashbuckles around quite happily.

He explained all the systems to me, and I think I grasp them fairly well now. Actually, he had an easy time of it - when he found out that I was a MUDder, he saw it would be a short battle. In return, I got him addicted to Mudding, and can't have the computer now - a small loss to give my geekdom a chance to flourish. For me, it was all about letting my geekdom assume its rightful dominance.

And, on another happy note, the same friend at my first college got several other people hopelessly addicted to gaming. They love it like you wouldn't believe - again, people who just had to find their geekdom and love it. It's sort of interesting how many people seem to come to it in their mid twenties - maybe it's because they can finally afford it! I no longer wince when my boyfriend and I go shopping, and we end up spending more at the Game Preserve than at Nordstrom's...

Anyway, just thought you'd appreciate hearing from another Kristy who embraced her geekdom. Thank you for that editorial! Looking forward to your next issue,

Alexis Zingale  
via E-mail

Dear KODT,

I am just so amazed how well you all captured us. I have shared Knights with my new group and wish I could have a reunion of my old groups to share it with them. I am hoping they are somewhere reading KODT also and thinking of the adventures we all shared.

Maybe BA or Brian will want to have a reunion with some old group someday. Maybe Gary hosts a special event for such a reunion.

I am wondering if you are thinking of going in the direction of making KODT more then just a comic strip book and making it a useful tool for the gamer. I see this in some issues. My suggestion is to come out with a magazine more for the gamer's game and leave KODT to making us laugh.

Thanks again !!!

Rob Longo  
tempest@ix.netcom.com

Thanks for your letter, Rob. In answer to your question, yes, we plan on making the KODT more than just a comic book. Many readers seem to feel this is being done at the expense of the comic strips. (i.e. all the extra/new stuff is squeezing out the comic strips and 'fun' stuff).

I've explained this before, but since back issues sell out so quickly and our readership has nearly doubled in the past year or so it's possible many of you missed it. KODT began as a 32 page comic book of which 19 to 20 pages were actual comic strip. (The rest of the book was comprised of things like the editorial, letters page, etc.)

When Kenzer and Company began publishing the comic book as a monthly, (Issue 4) we decided to expand the format and experiment with new features. Since so many game magazines have recently gone belly up (Shadis, Familiar, Troll and Pyramid among them) we saw an opportunity to fill a void as well as provide a service to our readers.

Our in-house motto for KODT is 'a celebration of gaming'. We've been beating the bushes for new columns, articles, industry news and features which we can add to the line up. We'd like KODT to be a thoroughly good read from cover to cover - filled with material of interest to gamers everywhere.

From the outset, however, we made it a firm policy that the expansion of the comic book would NOT be done at the expense of the comic strips. We decided to fix the number of actual comic strips at '19 to 20' pages per issue. So the reader is basically getting the same number of strips as always. The 'extra' pages are just that — extra. If all that extra stuff wasn't there you'd still have the same number of pages of strips in your hands. Also, you should note that despite the fact we've added 8 to 24 pages to various issues of KODT the cover price has remained the same.

We appreciate the concerns of many readers for KODT. Trust me, we have no plans on turning KODT into an all out game magazine and start yanking pages of comic strips from the offering. "That," in the words of a famous Sage, "would be Stupid!"

Jolly

Dear KODT,

Man, have you seen that site www.hoodyhoo.com? His animated Knights cartoons had me laughing so hard I about plotzed! I don't know how this guy did it; but the voices are dead on how I imagined the Knights to sound. And the animation! It doesn't hardly take any time to load....I just wish they were longer. You should definitely hip your readers to this cat.

Also, I went to my local gaming store (for miniatures, naturally; I have a subscription to KODT); and lo and behold; there was one single solitary copy of **Bundle of Trouble Volume Two** on the gaming mag stand. I saw it at the same time as another gamer friend of mine and it was one of those classic scenes where we saw the magazine, looked to see if the other had noticed, our eyes narrowing in unspoken challenge a microsecond before we both lunged for the precious tome.

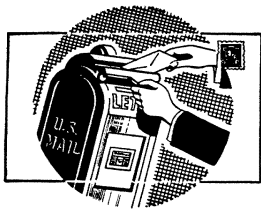
Suffice it to say; it was I that cried the victorious "Hoody-Hoo!" that day! I then proceeded to perform "The Mocking Jig" (Okay, I didn't really jig). My friend asked if they had any more and was told by our version of 'Weird Pete' that it was a preview issue or something. The rest would be received later in the week. So I guess I own some kind of "vanguard" issue. A herald of the wonder that is KODT! I'm overcome with Wagner's "Flight of the Valkries" right now (Kill da Wa-bbit! Kill da Waa-bbit!), so I'll be signing off.

Keep up the magic, dude. You are a gawd (say, why is it "gawd" instead of "god" anyway?).

-Paul Hornsby  
Seattle, WA

Gary Jackson insists the proper spelling for an RPG deity is 'gawd'. Something to do with a lawsuit back in the 70's.

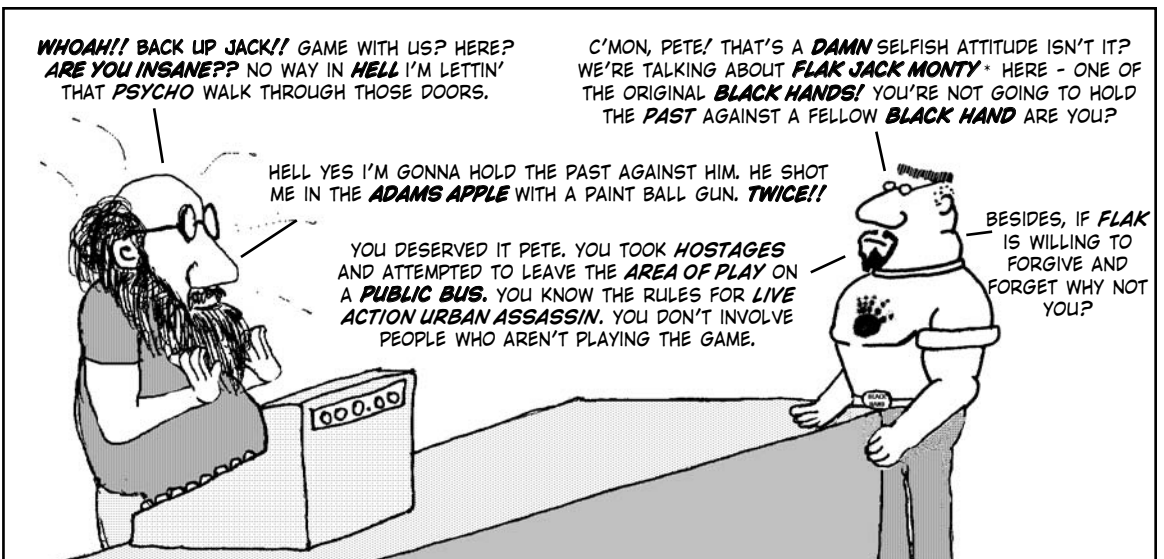
Jolly



YOU CAN WRITE TO US VIA  
E-MAIL AT  
JOLLYRB@AOL.COM!!  
OR YOU CAN SEND  
YOUR SNAIL MAIL TO  
KODT LETTERBOX,  
1003 MONROE PIKE,  
MARION, IN 46953

# Takin' No Flak

BY JOLLY R. BLACKBURN  
AND STEVE JOHANSSON



\*See KODT#22: Who's Who in KODT - Flak Jack Monty.  
(The same bio can be found in Bundle of Trouble Volume 2)

YOU KNOW AS WELL AS MYSELF THAT THE TERMS OF HIS **PROBATION** FORBIDS HIM TO SET FOOT IN THIS SHOP OR TO PLAY **RPGS!**

NO, THAT'S WHERE YOU'RE **WRONG** PETE! HIS PROBATION WAS UP SIX MONTHS AGO. HE EVEN PICKED UP HIS **DICE BAG** DOWN AT THE COURT HOUSE. IT'S LIKE I'VE BEEN TRYING TO TELL YA - **THE KID IS BACK!!**

SORRY, **NITRO!** THE GUY HAS **BAD PRESS** TATTOOED ON HIS FOREHEAD. I NEED HIM HANGING AROUND HERE LIKE I NEED A HOLE IN MY HEAD.

**UNBELIEVABLE!!** I'M TELLIN' YA IT'S GOING TO BREAK THE KID'S HEART.

**SCREW IT!** IF HE CAN'T PLAY HERE, WE'LL HAVE TO FIND ANOTHER VENUE.



YOU MEAN PLAY SOMEWHERE ELSE? HMMMMM... I'M DOWN WITH THAT. GOT SOME PLACE IN MIND?

YEAH, HOW ABOUT THE **OLD** STOMPING GROUNDS? WHY NOT MOVE THE GAME TO **HAWG WALLER'S** WHILE **FLAK** IS HERE?

**HAWG WALLERS?** ARE YOU NUTS? DIDN'T YOU HEAR WHAT HAPPENED TO THE **KNIGHTS** \* DOWN THERE LAST YEAR? THERE ARE **COPS** WHO WON'T GO DOWN THERE.

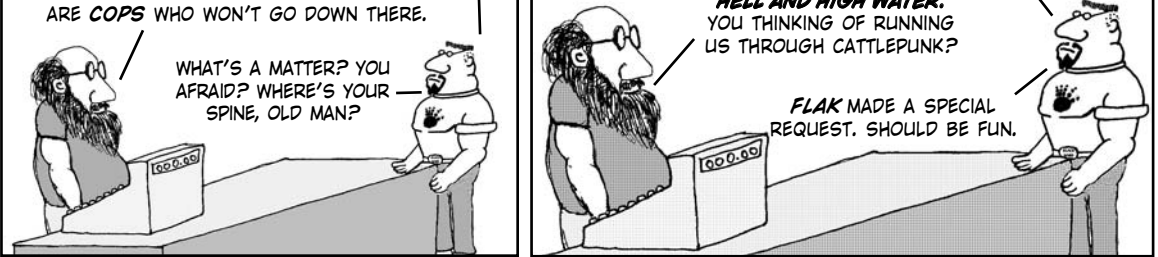
WHAT'S A MATTER? YOU AFRAID? WHERE'S YOUR SPINE, OLD MAN?

OKAY, OKAY, I'LL GO BUT **YOU** HAVE TO DRIVE ME. NO WAY I'M TAKING MY VINTAGE **VW VAN** DOWN THERE JUST SO SOME **JOKER** CAN KEY IT AND STEAL THE HUB CAPS.

DEAL! I'LL PICK YOU UP AFTER YOU CLOSE **SATURDAY!** OH, BY THE WAY, I NEED TO PICK UP THAT NEW **CATTLEPUNK** SUPPLEMENT. WHAT'S IT CALLED, AGAIN?

**HELL AND HIGH WATER.** YOU THINKING OF RUNNING US THROUGH **CATTLEPUNK?**

**FLAK** MADE A SPECIAL REQUEST. SHOULD BE FUN.



**A FEW MINUTES LATER...**

GAMING AT **HAWG WALLERS?** I WONDER IF **GAMIN' DICK** STILL HAS THAT **KEVLAR VEST?**



**HACKMASTER TOURNNEY '99**  
Regional Eliminations Next Week.  
GameMasters - Be sure to sign the log book.



**WEIRD PETE'S GAMES PIT**  
OFFICIAL HACKMASTER TOURNNEY SITE



We are **NOT** involved with **Steam Tunnel** Foray '99!! So don't ask!



**HAULIN' ASS & AMMO**

"450 miles behind enemy lines!!"



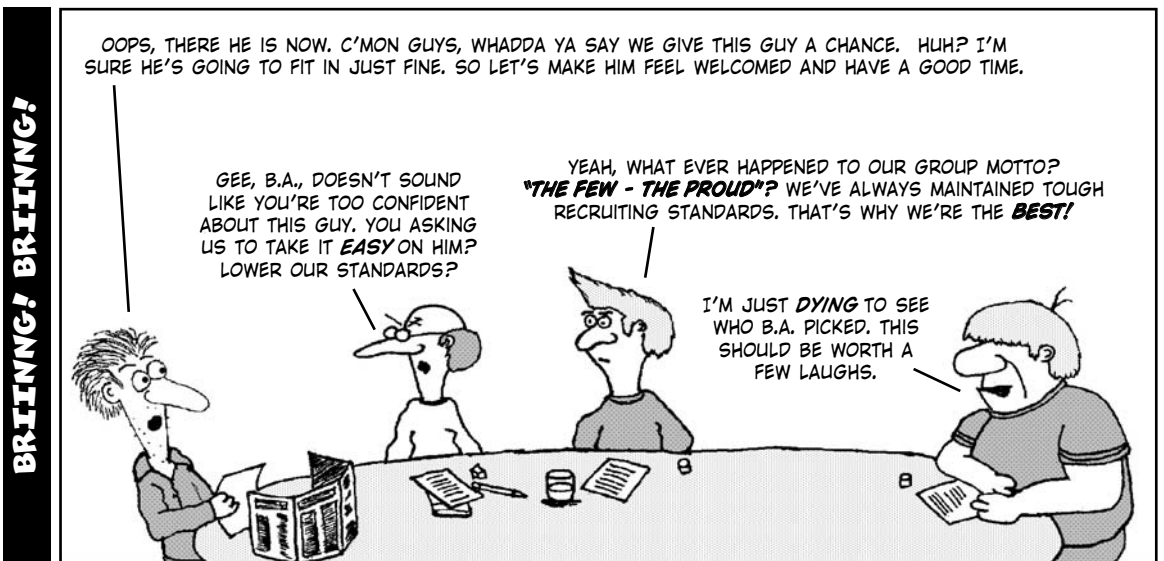
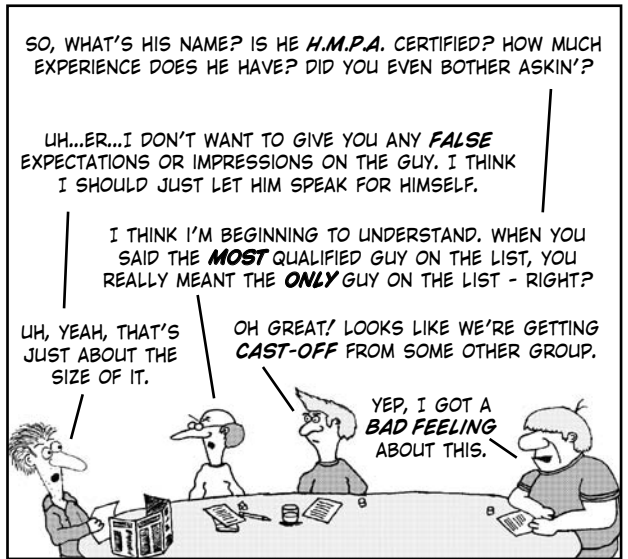
**A NEW HACKBURGER HILL CAMPAIGN SET**

Somebody screwed up! You're trapped behind lines with an M-35 filled with Claymores and listed as Missing in Action! Somebody's gonna pay!

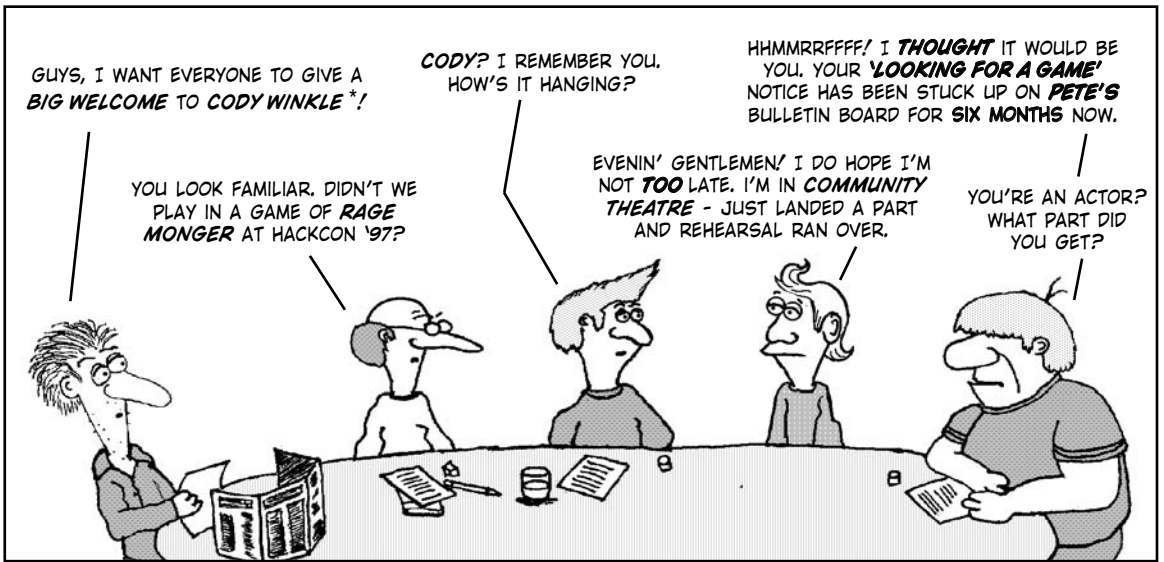
\*See KODT#17: Nitro's Revenge - B.A. and the gang go to Hawg Waller's to play live action HackMaster and end up getting into a barroom brawl. Unbeknownst to them, they were set up by Nitro.

# Then Came Cody

BY JOLLY R. BLACKBURN AND STEVE JOHANSSON



BRINGING! BRINGING!



GUYS, I WANT EVERYONE TO GIVE A **BIG WELCOME TO CODY WINKLE** \*!

**CODY?** I REMEMBER YOU. HOW'S IT HANGING?

HHMMRRFFFF! I **THOUGHT** IT WOULD BE YOU. YOUR **'LOOKING FOR A GAME'** NOTICE HAS BEEN STUCK UP ON **PETE'S** BULLETIN BOARD FOR **SIX MONTHS** NOW.

YOU LOOK FAMILIAR. DIDN'T WE PLAY IN A GAME OF **RAGE MONGER** AT HACKCON '97?

EVENIN' GENTLEMEN! I DO HOPE I'M NOT **TOO** LATE. I'M IN **COMMUNITY THEATRE** - JUST LANDED A PART AND REHEARSAL RAN OVER.

YOU'RE AN ACTOR? WHAT PART DID YOU GET?



OH, IT'S A DELIGHTFUL LITTLE ROLE. I'M PLAYING **SANCHO PANZA** IN **DON QUIXOTE DE LA MANCHA**. I'LL BE GROWING A BEARD FOR THE PART, OF COURSE.

**DE LA MANCHA?** DIDN'T HE PLAY THE VILLAIN IN **JUDGE DREDD**?

HEY THERE STRETCH, MAYBE YOU DIDN'T KNOW IT BUT THIS IS A **NON-SMOKING TABLE!** PUT THAT THING OUT.



OH, THIS ISN'T **TOBACCO** MY GOOD MAN. THIS IS A **CLOVE CIGARETTE**. MADE FROM THE DRIED FLOWERS OF THE TROPICAL TREE, **EUGENIA AROMATICA**. YOU'LL FIND THE PUNGENT SMOKE IS FAR LESS OFFENSIVE TO THE SENSES THAN THOSE OF STANDARD SMOKES. IN FACT TESTS HAVE SHOWN THAT....

I DON'T CARE **WHAT** THE HELL IT IS - **PUT IT OUT!**

VERY WELL THEN. I'LL JUST STEP OUTSIDE AND FINISH THIS ONE.

**A FEW MINUTES LATER....**



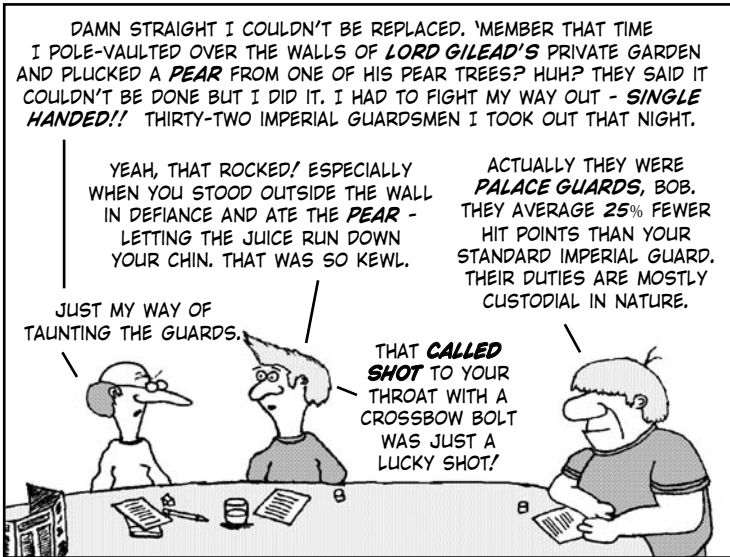
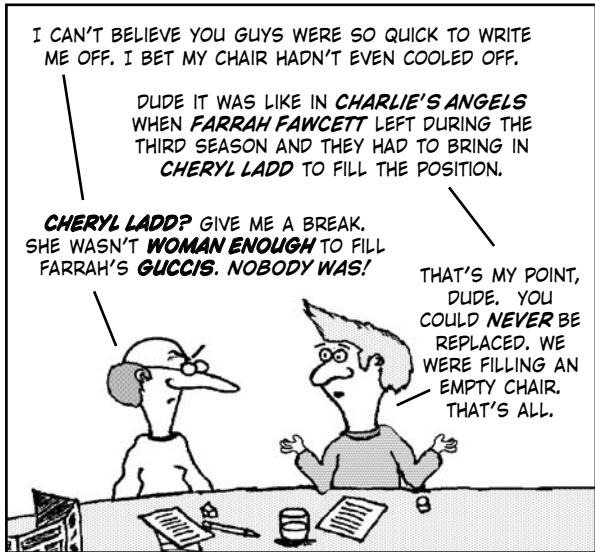
DAMMIT, B.A.! HOW MANY TIMES DID I BRING UP THE **NO SMOKER** ISSUE? HUH? THE GUY REEKS OF **CIGARETTE** SMOKE. YOU KNOW WHAT CIGARETTE SMOKE DOES TO ME.

GUYS, I'M SORRY. DON'T WORRY. I'LL ENFORCE THE **NO-SMOKING** POLICY. IT'S **NOT** GOING TO BE AN ISSUE.

WELL HE'S CERTAINLY STARTING OUT ON THE **WRONG FOOT!** HE'S HOLDING UP THE GAME.

I CAN'T BELIEVE YOU PICKED **CODY WINKLE**. WE PRACTICALLY CHASED HIM AWAY FROM THE TABLE LAST TIME HE PLAYED WITH US.

\* See KODT#11: **The Empty Chair**  
[Cody tries out for the group when Bob's Dad refuses to let him play.]



**SECONDS LATER.....**



OH DEAR, I SENSE A BIT OF *HOSTILITY* IN THE AIR. I *AM* SORRY. YOU SEE, IN THE *THEATRE* SMOKING IS STILL VERY MUCH IN *VOGUE*. IT'S QUITE ACCEPTABLE TO LIGHT UP DURING REHEARSAL.

YOU'LL HAVE TO EXCUSE *BRIAN*. HE HAD A *BAD INCIDENT* INVOLVING SMOKING AT *GARYCON* LAST YEAR.

YEAH, DURING THE *RISK TOURNAMENT* SOMEONE PUT OUT A CIGARETTE IN *BRIAN'S* DRINK.

OH DEAR. HOW RUDE.

YOU SHOULD HAVE SEEN IT. THE *BIG GUY* GOES TO TAKE A SWIG OF HIS *ARIZONA GREEN TEA* AND A CIGARETTE BUTT *LODGES* IN HIS THROAT. TALK ABOUT *YACK-CITY!* IT WAS A MESS! HE *TOSSED* HIS LUNCH ALL OVER THE GAME BOARD. THEY *STILL* TALK ABOUT THAT INCIDENT.

YEAH, NOW *EVERYTIME* HE GETS A GOOD WHIFF OF CIGARETTE SMOKE HE GETS THE *DRY HEAVES*.

THESE KIND OF THINGS WOULDN'T HAPPEN IF *GARYCON* ORGANIZERS SAW FIT TO MAKE SURE THERE ARE *ASH TRAYS* AT EVERY EVENT.

CAN WE JUST PLAY?

HEY DUDE, WHERE'S YOUR DICE BAG AND CHARACTER SHEET AND STUFF?

HUH? NO CHARACTER SHEET? NO DICE? UH OH!

OH...RIGHT, MY CHARACTER SHEET. TO TELL YA THE TRUTH, I'VE NEVER HAD MUCH USE FOR THEM. I SUBSCRIBE TO THE *KENAU REEVES SCHOOL OF METHOD ACTING*. MUCH LIKE A *WRITTEN SCRIPT*, A *CHARACTER SHEET* AND *DICE* TEND TO CONFINE YOUR CHARACTER TO A PRE-DETERMINED ROLE AND A LIMITED MISCELLANY OF POSSIBLE ACTIONS AND RESPONSES IN RELATION TO ANY GIVEN STORYLINE.

NO DICE!!? ARE YOU FOR REAL? THAT'S WHAT ROLE-PLAYING IS ALL ABOUT.

NICE TRY, *SANCHO* BUT IT'S NOT GOING TO WORK. YOU'LL USE A CHARACTER SHEET AND DICE LIKE THE REST OF US. *COMPRENDE?*

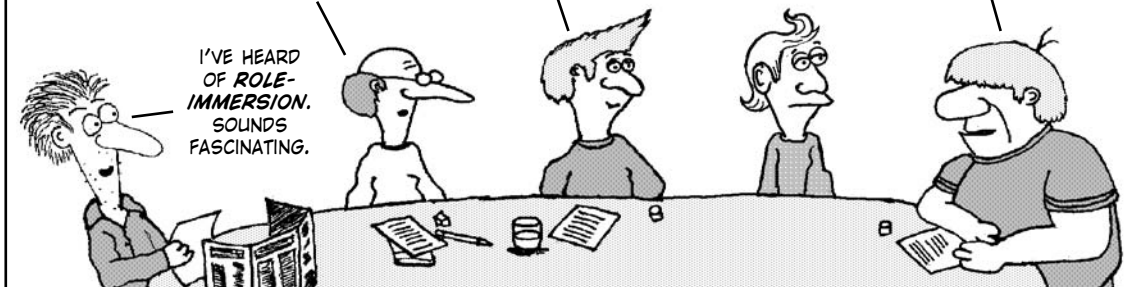
NOT TO BE ARGUMENTATIVE OR ANYTHING, BUT I *REALLY* WISH YOU'D LET ME PLAY ACCORDING TO MY *OWN* STYLE AND METHODOLOGY. I ASSURE YOU, IT WILL BE A REWARDING EXPERIENCE FOR ALL. I'VE FOUND THAT BY *EMBRACING* MY ROLE COMPLETELY, THE ENJOYMENT OF THE GAME IS ENHANCED FOR EVERYONE. IN FACT, THEY GAVE ME A *STANDING OVATION* AT A LITTLE GAME OF *HACKMASTER* WE RAN AT *RENN FAIRE* LAST SPRING.

*GAAA!!* WHAT YOU'RE TALKIN' ABOUT *SMACKS* OF *FREE-FORM GAMING*, DUDE. WE PLAY *TEXT BOOK HACKMASTER* HERE. THAT MEANS WE PLAY *BY THE RULES!!*

YOU GOT A *LOT* TO LEARN ABOUT ROLE-PLAYING, DUDE. BUT YOU CAME TO THE RIGHT PLACE. WE'LL TEACH YA RIGHT.

I GOT SOME *SHRINK-WRAPPED PRE-SORTED DICE SETS* IN MY BRIEF CASE I CAN SELL YOU. I'LL THROW IN A BLANK CHARACTER SHEET FOR FREE.

I'VE HEARD OF *ROLE-IMMERSION*. SOUNDS FASCINATING.



## THIRTY MINUTES LATER....



**RAPHAEL HOOLISAAR** WAS THE YOUNGEST OF FIVE CHILDREN. BORN INTO AN **ABUSIVE DYSFUNCTIONAL** HOME, HE GREW UP IN AN ATMOSPHERE OF **POVERTY** AND **EXTREME VIOLENCE**. THE **TRAUMA** OF CHILDHOOD **PHYSICAL ABUSE** HAS DEEPLY AFFECTED HIS **PSYCHE**. AS AN ADULT, HE SEEKS MASTERY OVER THOSE **INFANTILE FEELINGS** OF POWERLESSNESS BY IMPOSING HIS WILL ON THOSE AROUND HIM. HIS **STUNTED ID** LIES PROSTRATE BEFORE HIS **SUPEREGO**. HIS **INNER RAGE** AT HIS COLD AND DISTANT MOTHER HAS DRIVEN HIM INTO THE PROFESSION OF ARMS IN WHICH HE NOW EXCELS. THE ONLY RELEASE TO HIS **PSYCHIC TRAUMA** IS IN **OBSCENE BUTCHERY** OF OTHER LIVING BEINGS. IRONICALLY, **RAPHAEL** HAS A CONSCIENCE AND IS TORMENTED BY THE DEMONS OF OVERWHELMING GUILT. DEMONS HE IS ABLE TO KEEP AT BAY, SOMEWHAT, THROUGH HIS MUSIC.



## LATER THAT NIGHT....

NO, NO, **HODGY**, I INSIST! YOU ARE **MUCH** BETTER SUITED TO WIELD THE **DAGGER OF DANCING LIGHTS** THAN I. TO TELL YOU THE TRUTH I'M QUITE CONTENT WITH MY ORDINARY SHORT SWORD. **RAPHAEL** HAS ALWAYS BEEN LEERY OF THINGS **MAGIC**. HE SEES THEM AS **SEEDS OF DISCONTENT**. "RATHER I SHOULD **COVET** A **THING** THAT BELONGED TO ANOTHER THAN TO POSSESS A **THING** THAT IS **COVETED** BY OTHERS."**\***



\* Cody, er....Raphael is quoting the dwarven pirate, **Sturm Pyre** from Gary Jackson's novel, **HackMasters of EverKnight**.

DUDE WHEN WE DIVVIED UP THE LOOT FROM **1ST LEVEL** WE ALL VOTED THAT **YOU** SHOULD HAVE THAT DAGGER. IT'S **PERFECT** FOR A MINSTREL. IT BECOMES A **\*4** BLADE IN YOUR HANDS IF YOU HAPPEN TO BE SINGING A **BATTLE SONG**.

BOB'S RIGHT CODY. I ACTUALLY PLACED THAT ITEM WITH **YOU** IN MIND.

DON'T THINK YOU HAVE TO BE A **NICE GUY** 'COZ IT'S YOUR **FIRST NIGHT** OR ANYTHING. YOU SHOULDN'T LET **BRIAN**...ER, I MEAN, **HODGY** SQUID YOUR LOOT.

HEY STAY OUT OF THIS NUMB-DICE! **RAPHAEL** GAVE ME THAT DAGGER. NO TAKE BACKS!



DAVE'S RIGHT, **HODGY!** YOU TOOK **ADVANTAGE OF CODY**. I THINK THE **NICE** THING TO DO WOULD BE TO JUST **GIVE** HIM BACK THE **DAGGER**.

BACK OFF **FAT HEAD!** THE MAN AND I HAVE A DEAL. BESIDES I WAS GOING TO **RECIPROCATATE** BY GIVING HIM MY **BOOTS OF CONTEMPT**.

GEE, THANKS.

??!!!



YOUR **BOOTS OF CONTEMPT?** BUT I GAVE THOSE TO YOU TO CANCEL OUT THE **NEGATIVE MODIFIERS** TO YOUR **PRESENCE FACTOR** FOR BEING A **BROWNIE**, YOU LITTLE PUKE.

**AH HA!** SO YOU ADMIT IT. I **KNEW** YOU HAD A PROBLEM WITH MY BEING A **BROWNIE!**

GENTLEMEN! GENTLEMEN! I DON'T WANT TO BE THE CAUSE FOR ILL FEELINGS BETWEEN YOU TWO. KEEP THE BOOTS, PLEASE!

THIS IS BETWEEN **ME** AND MY **FAMILIAR**. STAY OUT OF IT.



MY WORD, THIS MAN IS A **SUPERB** ROLE-PLAYER. WHERE EVER DID YOU FIND HIM? I HAVEN'T SEEN THIS CALIBER OF ACTING, LOCALLY, SINCE **PATTY GAUZWELLER'S** PORTRAYAL OF **TANIS JUDIQUE** IN THE **FORT WAYNE CIVIC THEATRE'S** PRODUCTION OF SINCLAIR LEWIS' **BABBIT** LAST SUMMER. THIS MAN SHOULD BE ON STAGE!

ACTING? IS THAT WHAT YOU CALL IT? ALL I KNOW IS THAT IT SCARES THE HELL OUT OF ME WHEN HE HAS THOSE LITTLE CONVERSATIONS WITH **HODGY**.

SOMEONE SHOULD PUT A STOP TO THIS.

DAMMIT **HODGY**, YOU'RE **MY FAMILIAR**. YOU REPRESENT **TEFLON BILLY** AND HIS INTERESTS. HENCE YOU NEED A DECENT **PRESENCE FACTOR!**

THEN MAYBE I'M NOT THE RIGHT MAN FOR THE JOB.



MAYBE YOU'RE *NOT* THE RIGHT PERSON TO BE MY FAMILIAR! IT WAS JUST MY **BAD LUCK** TO ROLL A LOUSY 47 ON THE **FAMILIAR ACQUISITION TABLE** WHEN **BERNIE** BIT THE **BIG ONE!** NOW **THERE** WAS A **FAMILIAR!**

YEAH BERNIE WAS PRETTY KEWL AS FAR AS **MARMOSETS** GO. THAT **FRICKIN' GUTTER TROLL** MADE QUICK WORK OF HIM THOUGH.

I'LL NEVER FORGET THE TIME BERNIE TOSSED YOU THAT **WAND OF REPEL ATTACK** IN THE HEAT OF BATTLE. HE SAVED OUR BUTTS THAT DAY.

THAT'S IT. I'M WALKIN'. **NOBODY** TALKS TO ME THAT WAY.

HE'S QUITTING ON YOU? HMMMMM....

**WALKIN'?** YOU COPPIN' AN ATTITUDE WITH ME AGAIN? HUH?



HOLD ON THERE, **HODGY**, MY GOOD FELLOW. I MAY BE INTERESTED IN **EMPLOYING** YOUR SERVICES. THAT IS - IF YOU ARE TRULY QUITTING.

QUITTING? **FAMILIARS** CAN'T QUIT. THERE'S A STRONG BOND BETWEEN A MAGE AND HIS FAMILIAR. BESIDES, I THOUGHT I TOLD **YOU** TO STAY OUT OF THIS.

STRONG BOND MY ASS! LET'S TALK TERMS, **RAP'** OL BOY.



PERHAPS WE COULD STEP AWAY AND TALK IN PRIVATE, **HODGY**. I DO BELIEVE WE'D MAKE A GOOD TEAM.

I LIKE THE WAY YOU THINK. LEAD THE WAY.

**EXCELLENT!** IF YOU'RE NOT OPPOSED TO GOING OUTSIDE I COULD GET A **SMOKE** IN AT THE SAME TIME.

UH UH, NO WAY! YOU'RE NOT GOING **ANYWHERE!**



I'M AFRAID I'M GOING TO HAVE TO ASK FOR A **GAMEMASTER** CALL HERE. I FEEL A CERTAIN DEGREE OF **AFFINITY** BETWEEN MYSELF AND THIS DELIGHTFUL LITTLE FELLOW, **HODGY**. IF THE CHAP WANTS TO RENDER HIS RESIGNATION AND SEEK OTHER JOB OPPORTUNITIES, I FAIL TO SEE WHY HE SHOULDN'T BE ALLOWED TO DO SO.

WELL...UH...I CERTAINLY CAN'T THINK OF ANY PRECEDENT FOR A FAMILIAR DISASSOCIATING HIMSELF WITH HIS ASSIGNED MAGE. ON THE OTHER HAND, THE RULES CERTAINLY DON'T COVER THE SITUATION.

GEE, I'VE NEVER SEEN **HODGY** TAKE TO ANYONE LIKE HE HAS TO YOU.

I SUSPECT WE'RE KINDRED SPIRITS.

YOU KNOW, **TEFLON BILLY** AND **HODGY** NEVER DID GET ALONG TOO WELL.



I'M SORRY BRIAN. BASED ON THE EXCHANGE I'VE HEARD I'M GOING TO RULE THAT **HODGY** HAS **VOLUNTARILY** TERMINATED HIS **FAMILIAR TIE** WITH YOU. YOU'VE **LOST** ANY AND ALL FAMILIAR **BENEFITS** AND **SPECIAL ABILITIES** THE RELATIONSHIP AFFORDED YOU. AS FOR **HODGY** AND **CODY** COMING TO SOME KIND OF MUTUAL AGREEMENT - WELL, THAT'S UP TO THEM.

TAKE UP ARMS AGAINST **HODGY**? FIRK DING BLAST, I COULDN'T DO THAT. **FINE!** IF HE WANTS TO WALK, LET HIM. WHAT DO I CARE? WHO NEEDS HIM?

THAT'S MIGHTY **BIG** OF YOU, BRIAN. AN HONORABLY DECISION. SO....WHAT DO YOU SAY, **HODGY**? WANT STEP OUTSIDE AND TALK?

SO UNLESS YOU WANT TO **PHYSICALLY STOP HODGY** FROM GOING WITH **CODY** THAT'S THE WAY IT'S GOING DOWN.

I'M THERE DUDE! IT **STINKS** IN HERE.



**A FEW MINUTES LATER...**

**WHAT THE HELL WAS THAT?** DOESN'T ANYONE ELSE FIND THIS A BIT STRANGE? I THINK BRIAN'S DRIFTED INTO **LA LA LAND**\* AGAIN. SOMEBODY SHOULD DRAG HIS ASS BACK TO REALITY.

NO, I THINK YOUR WRONG, BOB. SINCE SARA LEFT THE GROUP I'VE NOTICED BRIAN HAS BEEN WORKING HARDER TO IMPROVE HIS ROLEPLAY. SOME SORT OF TRIBUTE TO HER, I SUPPOSE.

YEAH, I WAS KIND OF WEIRDED OUT TOO UNTIL **CODY** POINTED OUT BRIAN WAS SIMPLY 'ACTING'. I WONDER HOW IT'S GOING OUT THERE?



**TWENTY MINUTES LATER...**

BR...BRIAN? WHERE THE HELL IS **CODY**?

AND WHERE'S **HODGY**?

AWWWW, THEY'RE OUTSIDE. **CODY** WANTED TO TALK TO **HODGY** IN PRIVATE. HE ASKED ME TO COME BACK INSIDE.

IF BRIAN IS LOST IN **LA LA LAND**, APPARENTLY HE ISN'T ALONE.



\* See KODT#6 (or Bundle of Trouble Vol. 2): **The Great Intervention**  
[The group intervenes when Brian announces he's engaged to his 'make believe' girl friend.]

## THE STUDENT CENTER AT BALL STATE UNIVERSITY

THE **ROGUE-LIZARDMAN** LEADS YOU THROUGH A NARROW GORGE. THE SUNLIGHT IS OBSCURED FROM VIEW BY A CANOPY FORMED BY THE BRANCHES OF ANCIENT **WEEPING WILLOWS** WITH HAVE TAKEN ROOT ON THE WALLS OF THE GORGE HIGH OVER HEAD. YOU FEEL YOU ARE MOVING THROUGH A **LIVING TUNNEL** AS YOU MOVE DEEPER INTO THE GORGE AND THE LIGHT IS SLOWLY **CHOKED** INTO DARKNESS.

SO FAR SO GOOD. LET'S HOPE OUR MONEY WAS WELL SPENT.

I KEEP A CLOSE EYE ON MR. SCALES. ROGUE OR NOT - I STILL DON'T TRUST HIM TO LEAD US TO **LIZARDMAN CITY**.

MY, MY, IT LOOKS LIKE IT'S GOING TO BE AN **EVENTFUL EVENING!** THE ODDS WILL BE AGAINST US.

YEAH. THIS IS GOING TO BE INTENSE.



I WOULDN'T BE **TOO** CONCERNED SARA. IT'S BEEN MY EXPERIENCE THAT THESE BRUTES ARE **SLOW-WITTED!** IF YOU KEEP A COOL HEAD AND **THINK** BEFORE ACTING YOU CAN USUALLY STAY **TWO STEPS** AHEAD OF THEM.

UH...THANKS FOR THE ADVICE. TRUTH IS, I KNOW QUITE A BIT ABOUT **LIZARD-MAN CULTURE**. THAT'S WHY I WISH I COULD HAVE PARTICIPATED MORE ON NEGOTIATING THAT TREATY LAST WEEK.

SURE, SWEETHEART. NEXT TIME I'LL **CUE** YOU. I PROMISE.

THANKS, VINCE. SHE HAD SOME GOOD IDEAS.



OKAY YOU FOLLOW THE GORGE FOR SEVERAL MILES AND THEN IT ABRUPTLY ENDS AT A GAPING ENTRANCE TO A DARK, OMINOUS, CAVERN. YOUR GUIDE POINTS A SCALED-FINGER TOWARD THE MOUTH OF THE CAVE AND GROWLS, "**THERE THE CITY BE!**"

GOOD. WE'LL BACKTRACK A PIECE AND HIDE THE HORSES IN ONE OF THOSE SIDE PASSAGES WE SAW. WE CAN CUT SOME WILLOW BRANCHES TO HELP CAMOFLAUGE THEM.

I'D LIKE TO TAKE THE POINT THIS TIME IF YOU GUYS DON'T MIND. I'VE BEEN FOLLOWING UP THE REAR FOR A FEW WEEKS NOW. ABOUT TIME TO ROTATE DON'T YOU THINK?

GUYS?



TAKE THE POINT? SURE, SURE, YOU CAN TAKE THE POINT BUT HOW ABOUT **AFTER** THIS ADVENTURE. EH? I MEAN POOR **LANKY** HERE FOUND AND HIRED THE **ROGUE-LIZZY**. I'D SAY IT'S **HIS BALL** SO WHY NOT LET HIM CARRY IT INTO THE GAME?

I'VE REALLY BEEN LOOKING FORWARD TO THIS ADVENTURE SARA. BEEN BUILDING UP TO IT FOR WEEKS.

HE HAS A GOOD POINT, SARA. YOU SORT OF JOINED US MIDSTREAM IN THE CAMPAIGN. **LANKY'S** EARNED THE RIGHT TO BE POINT MAN.

OH, I UNDERSTAND. NO NEED TO EXPLAIN.



## LATER THAT NIGHT...

GEE, ANOTHER **CONTAMINATED SPRING!** I HADN'T COUNTED ON THIS. DOESN'T LOOK LIKE THERE'S ANY GOOD **DRINKING WATER** HERE. THE **LIZARDMEN** HAVE ROUTED THE CITY SEWERS INTO THE CAVE SYSTEM.

ONLY ONE THING TO DO. SEND **SARA** OUT TO THE HORSES TO RETRIEVE OUR WATER SKINS. WE CAN MARK OUR ROUTE SO SHE CATCH UP AND REJOIN US.

ME? WHY NOT SEND THE **TORCH BEARER?**

IT'S TOO DANGEROUS!



**Who's Who in John Lee's Group:** Issue 34 will include full bio's for the group as well as the rest of the characters in KODT. In the meantime, here are the names of each player:

1. Troy Watson 2. Pat "Lanky" Grogan 3. Vincent Dwyer 4. Sara Felton 5. John Lee



**TEN MINUTES LATER...**

JOHN'S RIGHT. BESIDES **TORCHY** IS A HALFLING. IT WOULD TAKE HIM **TWICE** AS LONG TO RETRIEVE THE WATER SKINS THAN YOU, AND I'D BE A BIT CONCERNED ABOUT HIS MORALE. HE'S **ONLY** A HIRELING. HE'S JUST AS LIKELY TO SKIP OUT AND HEAD BACK TO TOWN THAN TO COME BACK.

AND IF HE HAPPENED TO BE CAPTURED BY THE **LIZZYS** HE'D PROBABLY SPILL HIS GUTS AND GIVE AWAY OUR INTENT AND LOCATION.

FINE! FINE! I'LL GO BACK FOR THE WATERSKINS.



YOU'RE ABLE TO PICK THE LOCK TO THE **WELL HOUSE** WITH LITTLE TROUBLE. LOOKS LIKE YOU'VE FOUND THE SOURCE OF **DRINKING WATER** FOR THE SUBTERRANEAN CITY. THIS ROOM IS FILLED WITH CRUDE SIPHONS AND PUMPS POWERED BY A DOZEN HUMAN SLAVES CHAINED TO A LARGE TURN-WHEEL.

TEH HEH! POOR JUSTINA! I BET SHE'LL BE PISSED WHEN SHE GETS BACK FROM HER **WATER-RUN**. HOW FUNNY IS THAT?

OH IT'S HILARIOUS! I GUESS I WAS **RIGHT** ABOUT THERE HAVING TO BE A GOOD WATER SOURCE.



**AN HOUR LATER...**

WE'LL FREE THE SLAVES, HOWEVER, WE'LL KEEP THEM CONTAINED IN THE WELL HOUSE UNTIL WE DEPART. WOULDN'T WANT THEM TIPPING OFF THE **LIZZYS** THAT WE'RE IN THE AREA. THIS WILL BE A GOOD PLACE TO WAIT FOR **SARA** TO REJOIN WITH US. MEANWHILE, I'LL HAVE THE TORCH BEARER GO BACK TO THAT **CESS POOL** WE PASSED WITH A BUCKET. MAYBE WE CAN **POISON** THEIR WATER SUPPLY BY POLLUTING IT.

HEY, I'M GONNA DUCK OUT TO CHECK THE SCORE ON THAT BALL GAME. ROLL FOR ME IF SOMETHING COMES UP.

UH HUH. SURE THING.



**LANKY** SURE HAS BEEN GONE A LONG TIME. MAYBE YOU SHOULD GO CHECK ON HIM.

OH, HE PROBABLY GOT CAUGHT UP IN THE BALL GAME. IT SHOULD BE OVER ANY TIME NOW. **LANK** DOES THIS ALL THE TIME, ESPECIALLY DURING THE PLAYOFFS.

DOESN'T **TROY** GET UPSET? I THINK IF I WERE THE **GM** AND A PLAYER DID THAT, I'D...UH..WELL, I JUST THINK IT'S RUDE.

IT'S JUST A GAME, **SARA**. **TROY** DOESN'T MIND.



**A WEE BIT LATER...**

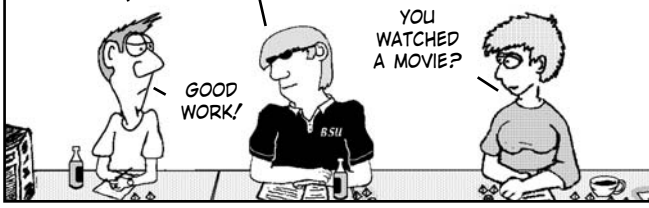
HEY DUDE, WHO WON THE GAME?

DUNNO. THEY WERE SHOWING THE DIRECTOR'S CUT OF **DARK STAR** IN THE UPSTAIRS LOUNGE. DID I MISS ANYTHING?

NAAAA, SMOOTH AS SILK. SO FAR I'VE MANAGED TO AVOID **ALL** CONTACT WITH THE ENEMY.

YOU WATCHED A MOVIE?

GOOD WORK!



YEAH, WELL, ONLY THE SECOND HALF. I MISSED THE BEGINNING. WHY?

OH, I'M JUST **SURPRISED**, THAT'S ALL. YOU MENTIONED YOU'VE BEEN **LOOKING FORWARD** TO THIS ADVENTURE WHEN YOU **INSISTED** ON TAKING **POINT**.

CHILL, SWEETHEART. **LANK** KNEW I HAD HIM COVERED.

SWEETHEART?



**A WEE BIT LATER...**

EXCELLENT! BY RETRACING YOUR STEPS AND GOING **BACK** TO THE **SECRET PASSAGE** ON **LEVEL TWO** YOU WERE ABLE TO BYPASS THE **LIZARDMEN GUARDS** IN THE **GRAND HATCHERY** AND AVOID A CONFRONTATION. LOOKS LIKE YOU CAN CONTINUE ON TO THE **BROOD CHAMBERS** WITHOUT BEING MOLESTED OR FURTHER CHALLENGED.

FREAKIN' FANTASTIC! WE'VE MANAGED TO REACH THE **HEART** OF THEIR **LABYRINTH CITY** WITHOUT BEING DETECTED. WE MAY PULL THIS OFF YET.

**YAAAWWNN!!**

YEAH...THIS IS...UH....GREAT. NOT A SINGLE COMBAT ENGAGEMENT THE WHOLE EVENING.



HEY, **VINCE**, CHECK IT OUT. I'M GONNA RUN DOWN TO THE SNACK BAR AND BURN A FEW QUARTERS IN **BAMBOO FIGHTER**. ROLL THE DICE FOR ME IF ANYTHING COMES UP - WOULD YA?

GOT YA COVERED! HEY, CHECK AND SEE IF ANYONE'S WIPED OUT MY **HIGH SCORE**.

HA! IF NO ONE ELSE HAS - I WILL!

IN YER DREAMS, MAYBE!



TELL YA WHAT, THERE'S REALLY NO NEED TO **PLAY OUT** LEVEL THREE 'CUZ WHEN YOU CHIMED THOSE BELLS IN THE WELL HOUSE **ALL** THE GUARDS ON THIS LEVEL MOVED TO THEIR BATTLE STATIONS ON LEVEL TWO. SINCE YOU WERE MOVING THROUGH THE SECRET PASSAGE AT THE TIME THEY FAILED TO DETECT YOU. WE CAN SETTLE UP ON TREASURE AND E.P.'S AFTER THE GAME. I'LL ASSUME YOU TOOK EVERYTHING OF VALUE.

WORKS FOR ME! I GUESS WE'LL MOVE ON TO LEVEL FOUR THEN. WE'LL USE THE SAME PROCEDURE; SEARCH FOR TRAPS, DISARM, SECURE THE AREA.

HAVIN' A GOOD TIME SARA?

HUH? OH...YES...SURE. SURE I AM.



GOOD! I WAS WORRIED. YOU'VE BEEN VERY QUIET THE LAST HOUR OR SO.

HAVE I? OH, I GUESS I'VE JUST BEEN WAITING FOR IT TO **HIT THE FAN!** I REALLY THOUGHT **TONIGHT** WOULD HAVE MORE **COMBAT** THAN THE LAST FEW GAMES.

ISN'T IT GREAT? SOMETIMES WE MANAGE TO COMPLETE AN **ENTIRE ADVENTURE** WITHOUT A SINGLE ROUND OF COMBAT COMING INTO PLAY.

OH REALLY?



**AT THE END OF THE EVENING...**

OKAY, LOOKS LIKE YOU ARRIVE **SAFELY** BACK IN TOWN. YOU FIND YOUR **OLD ROOMS** ARE STILL AVAILABLE AT THE INN. **CORDELLIA** GREET'S YOU IN THE FOYER AND CALLS FOR THE **STABLE BOY** TO TEND TO YOUR HORSES. SHE ASKS WHAT YOU'LL BE WANTING FOR EVENING SUPPER.

KEWL! I'LL BE HAVING THE **HONEY AND WHEY PORRIDGE** WITH A KEG OF **DAY-OLD ALE!**

DITTO ON THE **HONEY AND WHEY**. BUT I'D LIKE A SIDE DISH OF THAT **ELDERBERRY PIE** WITH SOME RED WINE. HOW ABOUT YOU SARA?

NOTHING FOR ME, THANK YOU. I'D REALLY LIKE TO GO OUT AND **KILL** MY SUPPER.



# Legions of the Empire



The armies and navies of the Known Worlds are examined in detail, putting players in the middle of the bloodiest conflicts, with new weaponry and war tech, and providing plenty of excuses to blow things up.

Coming in June  
for  
Fading Suns



I'M SORRY BOB BUT THE **QUESTING KNIGHT** DOESN'T BUY YOUR STORY. HE'S FAIRLY CERTAIN **EMPEROR ALEXIUS** DOESN'T HAVE A **GANNOCK BROTHER BATTLE** NEPHEW NAMED **FIG NEWT**. HE **BLASTS** YOU IN YOUR TRACKS.

I TOLD YOU RANSACKING THE **EMPEROR'S** PRIVATE CHAMBER IN **BROAD DAYLIGHT** WASN'T A GOOD IDEA. WE'RE TOAST!!

**THIS BLOWS!** YOU DON'T KNOW **JACK** ABOUT ABOUT **LEGIONS OF THE EMPIRE**, B.A. I'M TELLIN' YA THE **KNIGHT** TAKES MY STORY AS GOSPEL.

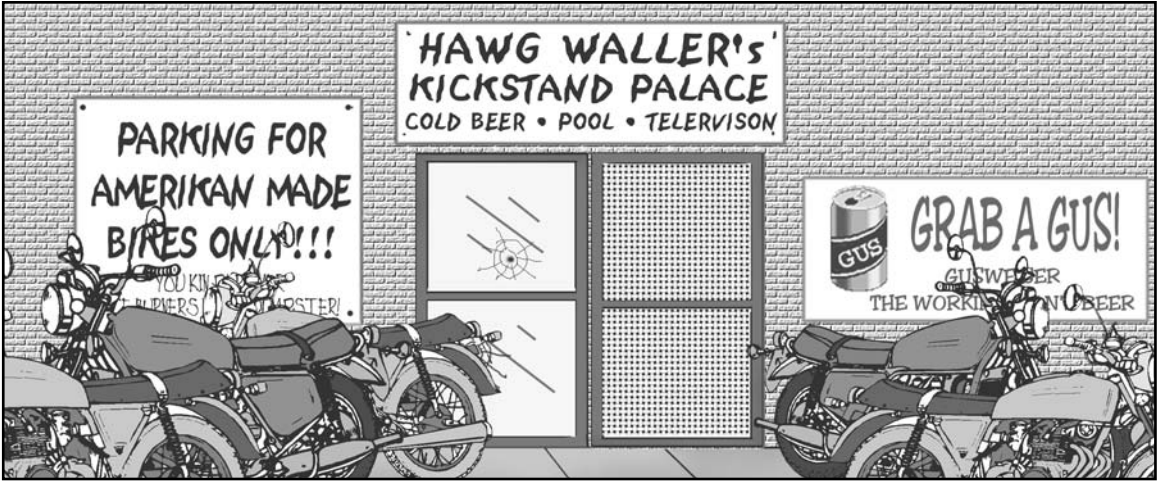
WHILE BOB IS DISTRACTING THE DUDE, I'M GONNA CROUCH DOWN REAL LOW AND TRY TO SNEAK OUT OF THE ROOM.

**DAMN!** BOB TOOK MY COVER STORY. DON'T BOTHER ME, SARA, I GOTTA COME UP WITH A **NEW ONE - QUICK!**



# The Night of Gaming Dangerously

BY STEVE JOHANSSON  
AND JOLLY R. BLACKBURN



OKAY, LOOKS LIKE **EVERYBODY** IS HERE. EVERYONE SHOULD HAVE ROLLED UP THEIR NEW **CATTLEPUNK** CHARACTERS DURING THE WEEK AS I INSTRUCTED. I'LL WANT TO REVIEW THEM BEFORE WE BEGIN THE CAMPAIGN.

SORRY FER BEIN' LATE, DUDES. **SAMMY NO-SENSE** AND **JIMMY THE DRIP** FOUND OUT I WAS BACK IN TOWN AND DRAGGED MY ASS OVER TO **DEVER'S GULCH** FOR A FEW ROUNDS OF **ELIMINATOR!**

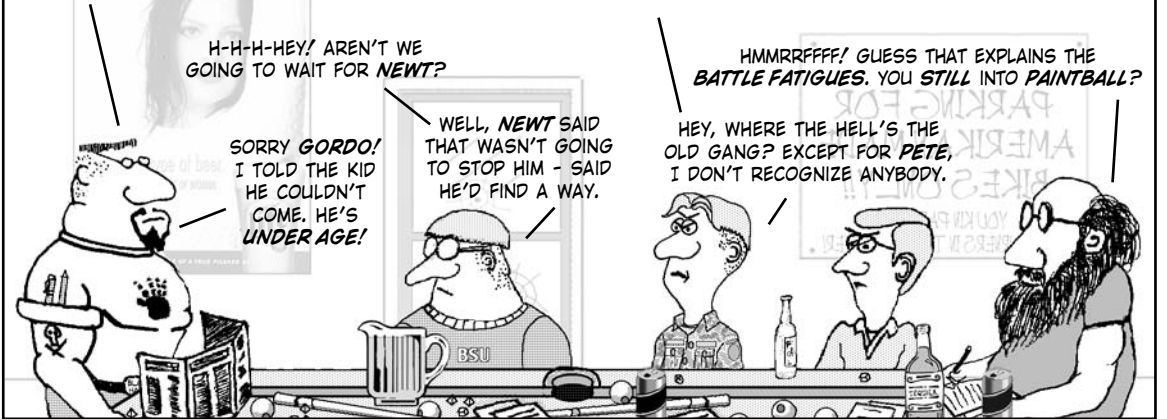
H-H-H-HEY! AREN'T WE GOING TO WAIT FOR **NEWT**?

HMMRRFFFF! GUESS THAT EXPLAINS THE **BATTLE FATIGUES**. YOU **STILL** INTO **PAINTBALL**?

SORRY **GORDO!** I TOLD THE KID HE COULDN'T COME. HE'S **UNDER AGE!**

WELL, **NEWT** SAID THAT WASN'T GOING TO STOP HIM - SAID HE'D FIND A WAY.

HEY, WHERE THE HELL'S THE OLD GANG? EXCEPT FOR **PETE**, I DON'T RECOGNIZE ANYBODY.



DAMN! WHERE ARE MY MANNERS? I FORGOT THAT MOST OF YOU HAVE NEVER MET. **GORDO**, **STEVIL** - MEET **JACK MONTY**. ONE OF THE ORIGINAL **FOUNDING BLACK HANDS**.

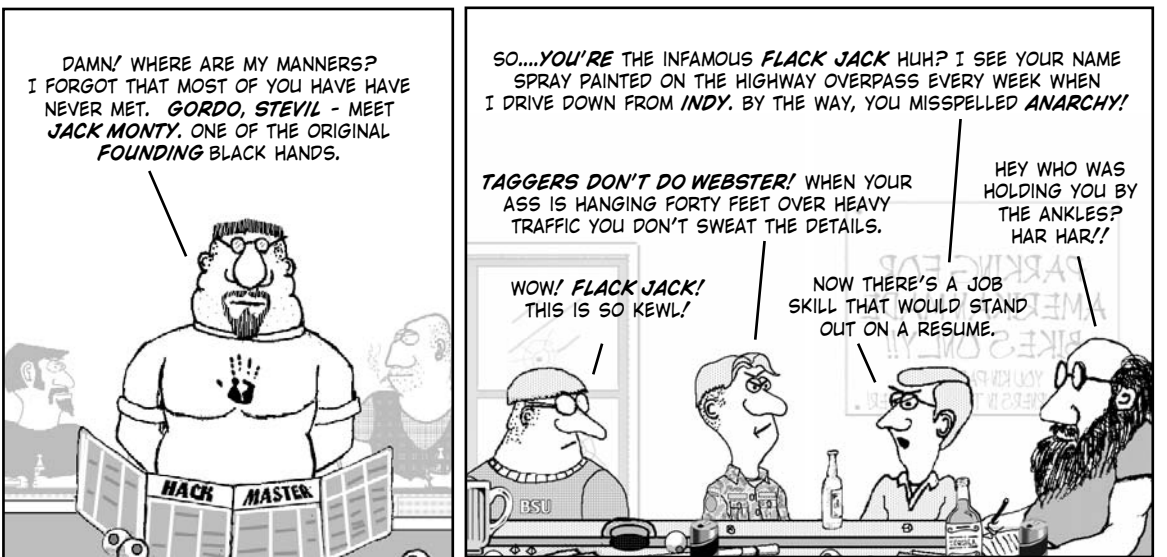
SO....YOU'RE THE INFAMOUS **FLACK JACK** HUH? I SEE YOUR NAME SPRAY PAINTED ON THE HIGHWAY OVERPASS EVERY WEEK WHEN I DRIVE DOWN FROM **INDY**. BY THE WAY, YOU MISPELLED **ANARCHY!**

**TAGGERS DON'T DO WEBSTER!** WHEN YOUR ASS IS HANGING FORTY FEET OVER HEAVY TRAFFIC YOU DON'T SWEAT THE DETAILS.

HEY WHO WAS HOLDING YOU BY THE ANKLES? HAR HAR!!

WOW! **FLACK JACK!** THIS IS SO KEWL!

NOW THERE'S A JOB SKILL THAT WOULD STAND OUT ON A RESUME.



I GOTTA TELL YA, **NITRO**, I'M REALLY **BUMMED!** I WAS LOOKING FORWARD TO SEEING THE **OLD GANG**. WHAT THE HELL HAPPENED? WHERE'S **CROWBAR**?

YOU AND **CROWBAR** ARE PENPALS? HE NEVER SEEMED LIKE THE TYPE TO WRITE LETTERS.

ACTUALLY WE'RE IN THE SAME **TRIBES OF GURTH** PLAY-BY-MAIL CAMPAIGN. WE'VE RUN SOME JOINT-ACTIONS AGAINST SOME OF THE NEWER PLAYERS.

OH, I SEE.

**CROWBAR TOBY?** YOU NEVER HEARD? HELL, HE'S BEEN UP IN **JOLIET** FOR THAT LAST **FOUR YEARS** - PULLED A STRING OF **SLUSHIE MART** ROBBERIES DOWN IN **KENTUCKY**. HE EVEN MADE **AMERICA'S MOST WANTED**.

**CROWBAR?** IT JUST OCCURRED TO ME THAT **ALL** THE ORIGINAL **BLACKHANDS** HAD COLORFUL, IF NOT **NEFARIOUS**, NICK-NAMES. WHAT'S UP WITH THAT?

REALLY? WELL, I GUESS THAT DOESN'T SURPRISE ME NONE. THAT BOY WAS ON THE **FAST TRACK** TO THE PEN WHEN I LAST SAW HIM.

WE EARNED OUR NICK-NAMES. THEY DIDN'T JUST **HAND** THEM OUT.

**CROWBAR** AND I CORRESPOND FREQUENTLY.



WHAT ABOUT **EARL THAYER**? DON'T TELL ME **HE** HUNG UP THE DICE BAG.

THE KID GOT MARRIED. MOVED TO **PHOENIX** - OR SO I HEARD. FATHER-IN-LAW TOOK HIM INTO HIS BUSINESS. SELLING REFURBISHED GOLF CARTS FROM WHAT I RECALL.

I'M GONNA BE STRAIGHT WITH YOU DUDE 'CUZ I THINK A PERSON **DESERVES** TO KNOW **WHY** HE'S SUDDENLY GETTING HIS **TEETH** KICKED IN. I DON'T LIKE YOUR SNIDE REMARKS. DO YOURSELF A FAVOR. NEXT TIME YOU THINK YOU HAVE SOMETHING TO SAY TO ME - **DON'T!**

YOU'RE KIDDING? **GEEZUS!** THAT'S NO WAY TO LIVE. POOR FOOL!

OH YEAH. HAVING A **LIFE** AND PULLING IN A PAYCHECK **SUCKS!**



PA, PA, **PETE!!!?** D...D...DID YOU HEAR HIM? HE THREATENED ME. HE **PHYSICALLY THREATENED** ME!

HO'KAY HEROES! I DIDN'T COME DOWN HERE TO LISTEN TO YOU GOSSIP AND WHINE LIKE A BUNCHA GIRLS. LET'S GO AROUND THE TABLE. TELL ME ABOUT YOUR CHARACTERS.

HMMRRFFF! I HAD YOU **PEGGED** THE MOMENT YOU ORDERED THAT **STRAWBERRY WINE COOLER**.

YEAH, YEAH, I HEARD. JUST DO AS HE SAYS AND DON'T **ADDRESS** THE MAN ANYMORE. I TOLD YOU HE WAS A **WHACKO!**

**GORDO?** LOOKS LIKE YER ON DECK. WHAT'CHA GOT?



I'M PLAYING A **SILOUX** WARRIOR NAMED **CHINGA TOAGUS**. I'M ALSO KNOWN BY THE **FRENCH** NAME, **LE RENARD SUBTILE** - THE **SLY FOX**. I REFUSE TO RIDE HORSES BASED ON SOMETHING THAT HAPPENED DURING MY **VISION QUEST** WHEN I ACHIEVED MANHOOD. I'M FORMIDABLE AT THROWING AXES AND KNIVES. I'M ALSO A KEEN TRACKER. I DISTRUST **ALL MEN**, BY NATURE. I FIGURE I JOINED UP WITH THIS GROUP BECAUSE IT SERVED MY OWN SELF INTERESTS.

OUTSTANDING, **GORDO**. THAT'S A DAMN FINE CHARACTER. TAKE **500** EXPERIENCE POINTS FOR PUTTING SOME THOUGHT INTO YOUR BACKGROUND. OH, GIVE ME A QUICK RUN DOWN OF EQUIPMENT YOU PURCHASED.

EQUIPMENT? OH, JUST A **KNIFE**, A PAIR OF **TOMAHAWKS** AND A FIFTY-EIGHT CALIBER **GATLING GUN**. I ALSO PURCHASED A **BURRO** TO PULL IT.

THERE'S A RUMOR GOING AROUND **TIMMY JACKSON\*** IS BACK ON DADDY'S PAYROLL. HE WAS PUT IN CHARGE OF **CHARTS AND TABLES** FOR 2ND EDITION **C.P.**

**GATLING GUN?** HOW THE HELL DID THAT GET ON THE EQUIPMENT LIST?



OKAY, FORGET THE **E.P. BONUS** AND GO AHEAD AND **SCRATCH** THE **GATLING GUN** OFF YOUR LIST. AS A MATTER OF FACT, I'M GIVING YOU A **500 E.P. DEFICIT** FOR THINKING I'D BE **STUPID** ENOUGH TO LET THAT FLY. WHAT WERE YOU THINKING?

DARN. MY WHOLE **GAME-PLAN** FOR THIS CHARACTER IS BLOWN NOW. CAN I HAVE A FEW MINUTES TO CREATE A NEW ONE?

NO! ADD **200** MORE **E.P.S** TO YOUR DEFICIT FOR ASKING SUCH A STUPID QUESTION.

OKAY, **FLAK**, YOU'RE UP. WHAT'CHA GOT?

I'M PLAYIN' AN **EX-CONFEDERATE** NAMED **JEB HEZIKIAH FLOUNDERS**. BUT MOS' PEOPLE JUST CALL HIM, **COLONEL**. I STILL WEAR MY **WRIST-BREAKER** ALONG WITH A HOLSTERED **COLT NAVY** OUGHT .36. I'M A MEAN-TEMPERED SON OF A SNAKE. ONCE SHOT A MAN FOR NOT STEPPING ASIDE AS I WALKED DOWN THE STREETS OF **LAREDO**.

WHAT AN AWESOME CHARACTER. BUT WHAT'S A **WRIST-BREAKER**?

THAT'S CAVALRY TONGUE FOR **SABER**, AMIGO.



INTERESTING CHARACTER. I'M SURE YOU'LL HAVE NO PROBLEMS PLAYIN' THAT ONE. ALRIGHT, **STEVIL**. SHOW US WHAT YOU'RE HOLDING.

MY CHARACTER IS CALLED **ENGLISH DAN!** HE WAS A FAMOUS **PUGILIST** WHO EARNED HIS FORTUNE TAKING ON **ALL** CHALLENGERS IN DUSTY TRAIL TOWNS ALL ACROSS THE **RIO GRANDE VALLEY** BEFORE THE WAR. DURING THE **CIVIL WAR** HE SAW A CHANCE TO INVEST HIS MONEY IN THE PRODUCTION OF **WAR MUNITIONS** FOR **FEDERAL TROOPS**. NOW, AT THE RIPE OL' AGE OF **56** I'VE MELLOWED A BIT. I PURCHASED A **SALOON** AND CAN USUALLY BE FOUND STANDING BEHIND THE BAR SERVING CUSTOMERS AND TELLING TALL TALES. UH, I THOUGHT WE COULD USE MY TAVERN AS BASE OF OPERATIONS.

DID YOU SAY, **FEDERAL TROOPS?** I SEE A **BLUE UNIFORM** I SEE A **TARGET**.

I SEE YOU TOOK SOME HEFTY AGE MODIFIERS TO INCREASE YOUR PERSONAL WEALTH.

DID I SAY **FEDERAL?** UH, I MEANT **CONFEDERATE**.

I DON'T SEE ANY **BLUE UNIFORMS** HERE BUT THERE'S DEFINITELY A SHADE OF **YELLOW** SHOWING. **HAR!!**



See KODT#19: **A Time for Heroes**

[8 year old, Timmy is pulled from the **Heroes and Zeroes** product line by his father because of complaints]

OKAY, GUESS IT'S **MY** TURN. I DECIDED TO GO **OFF** THE BEATEN PATH. I'M PLAYING A **TEXICAN BANDITO** CALLED **JERRY GARCIA**, AKA "**THE WICHITA LINEMAN**" I WAS A **HIRE**D ASSASSIN FOR A **FRINGE** GROUP OF **MENNONITES** FOR A TIME BUT THEY OBJECTED TO MY METHODS AND THERE WAS PARTING OF THE WAYS. MY PRIMARY WEAPONS ARE A MATCHED PAIR OF SAWED OFF SHOTGUNS. I'VE REPLACED THE **BUTTS** OF THE WEAPONS WITH HANDGRIPS AND HAVE THEM HOLSTERED ON MY BACK WHERE THEY CAN BE QUICKLY DRAWN IN AN **OVERHEAD** FASHION. THE REASON FOR MY PECULIAR CHOICE OF WEAPON IS BECAUSE I'M **SEVERELY NEAR-SIGHTED** - MINUS TEN TO ALL TO-HITS.

**JERRY GARCIA?** NOW WHY DOES THAT NAME SOUND FAMILIAR?

SUCH A FINE CHARACTER. IT'S A **SHAME** ABOUT THE EYESIGHT. WHAT HAPPENED?

ACCORDING TO THE **POST-ADOLESCENT DEVELOPMENT TABLES** I WAS BITTEN IN THE EYE BY A PRAIRIE DOG.

OH YEAH. DEFINITELY **TIMMY JACKSON'S** WORK.



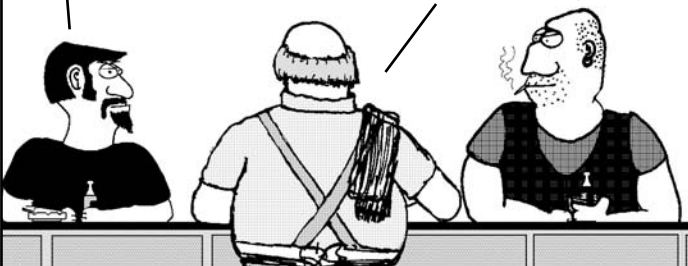
### MEANWHILE AT THE BAR...

HEY **HAWG**, WHAT THE **FERRET-FART** IS GOING ON WITH THE **POOL TABLE** TONIGHT? HUH? I WANTED TO PLAY A LITTLE **CUTTHROAT**.

YEAH, WHO **ARE** THOSE RETARDS, ANYWAY?

LOOK, THEY GAVE ME **FIFTY BUCKS** FOR USE OF THE TABLE TONIGHT. I DIDN'T ASK NO QUESTIONS 'CUZ I DON'T REALLY CARE.

FIFTY BUCKS? TO PLAY POOL?



OKAY, **BEFORE** JUMPING INTO THE PREPARED CAMPAIGN, I THOUGHT IT WOULD BE A GOOD IDEA TO RUN YOU THROUGH A LITTLE **WARM-UP** ADVENTURE SO YOU COULD GET A FEEL FOR YOUR CHARACTERS AND GET TO KNOW EACH OTHER.

SO WHAT DO YOU THINK ABOUT ROBBING A BANK?



### TWENTY MINUTES LATER...

I'M TELLIN' YA IF WE'RE GONNA DO THIS **BANK JOB** RIGHT, WE **GOT** TO **TAKE OUT** THE GUARDS! IT'S THE ONLY WAY. ALL WE NEED IS A COUPLE OF **HEROES-FER-RENT** UNDER FOOT WHILE **JERRY** AND **ENGLISH DAN** WORK ON GETTIN' THE SAFE OPEN. BESIDES, WE'RE GOING TO HAVE OUR HANDS FULL WITH THE **MANAGER** AND **TELLERS**.

????

WELL OF COURSE, I'M ALL FOR **INCAPACITATING** THEM BUT WHY DO WE HAVE TO **KILL** THEM? YOU HAVE ANY IDEA THE KIND OF **RESOLVE MODIFIERS** THAT GIVES A **POSSE**? IT'S THROUGH-THE-ROOF!

I'M STILL A BIT CONCERNED ABOUT THE WHOLE, "**DAYLIGHT ROBBERY**" ASPECT OF THIS JOB. DON'T YOU THINK WE SHOULD WAIT TIL' AFTER HOURS?





WHAT THE HELL'S THE MATTER WITH YOU? ANOTHER **RAT** COME CRAWLING OUT OF THE JOHN?

**CRIMINEY!** THOSE JOKERS AT THE POOL TABLE ARE PLANNING SOME KIND OF **HEIST!**

WHAAAT? **THOSE** PUNKS? GET OUTTA HERE.

I'M SERIOUS. THEY SOUND LIKE **REAL** PROFESSIONALS.

JUST **HOW** MUCH HAVE YOU HAD TO DRINK?



I'M TELLIN' YA IT'S THE REAL DEAL. SOME KIND OF BANK JOB. THEY'RE TALKIN' ABOUT CAPPIN' GUARDS, BLOWING SAFES - THE **WHOLE NINE YARDS!** YOU THINK WE SHOULD CALL THE COPS?

CALL THE COPS? YOU OUT OF YOUR FREAKIN' MIND? I GOT A PAROLE VIOLATION.

WELL, I WASN'T SUGGESTIN' WE HANG AROUND.

OPPORTUNITY STARES YOU IN THE FACE AND YOU WANNA CALL THE COPS?



OPPORTUNITY? WHAT OPPORTUNITY?

YOU SAID IT YOURSELF. THESE GUYS ARE **PROFESSIONALS!** I BET WE'RE TALKING ABOUT A **SUBSTANTIAL** HAUL HERE.

WHAT'S THAT GOT TO DO WITH US?

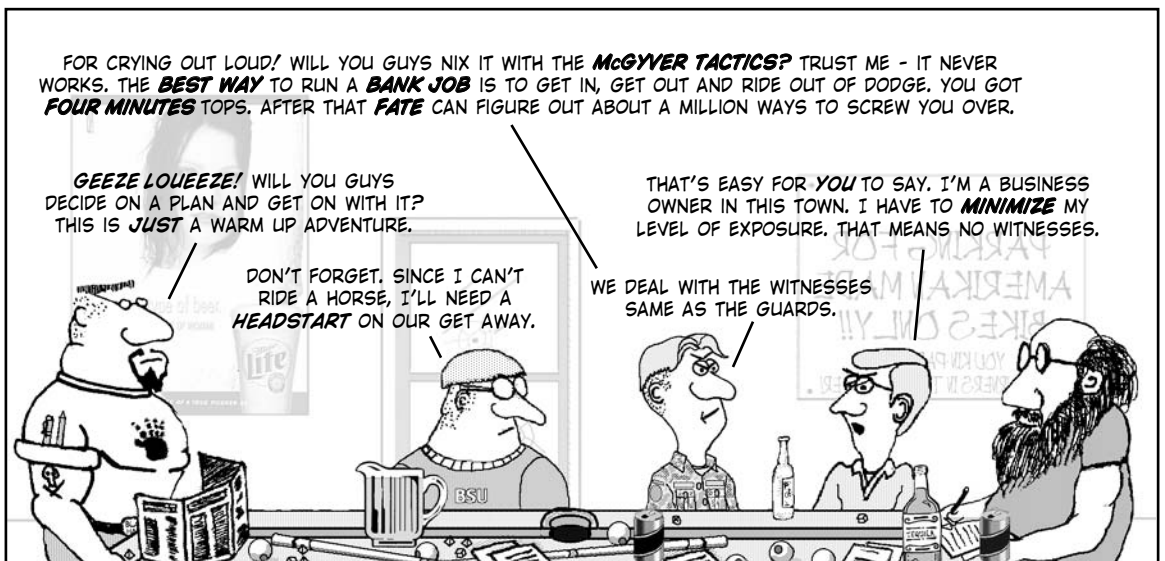
I'M THINKING ON THAT. WE GOT TO FIND A WAY TO **GET IN** WITH THIS OUTFIT.



OKAY, OKAY, FORGET MY IDEA OF PRETENDING WE'RE **SAFE-REPAIRMEN**. HOW 'BOUT WE PUT **ENGLISH DAN** IN A CRATE AND ASK THE **BANK MANAGER** IF WE CAN STORE OUR 'BOX OF VALUABLES' IN HIS VAULT FOR SAFE KEEPING? THEN, AFTER THE BANK CLOSES, **STEVIL** CAN...

STEVIL CAN DIE OF ASPHYXIATION! LOOK MR. SCIENCE, **NITRO** ALREADY TOLD YOU THE SAFE IS ONLY FOUR WIDE, FOUR FEET DEEP AND SIX FEET HIGH.

YOU'LL BE HEAVILY SEDATED. THAT SHOULD SLOW YOUR RATE OF RESPIRATION.



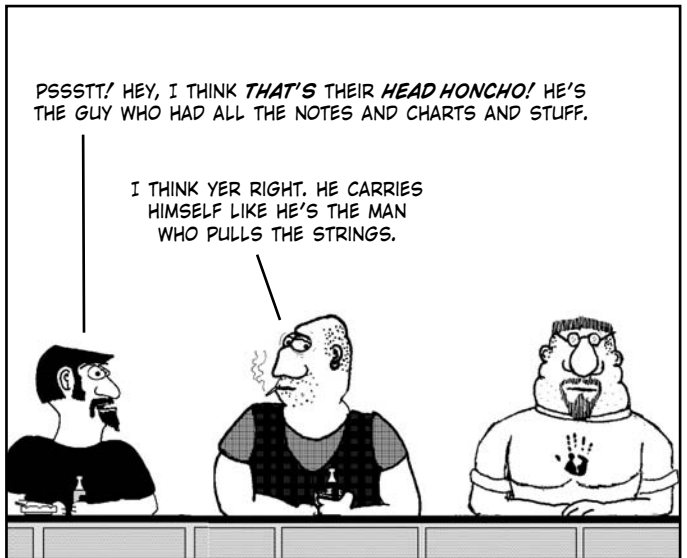
FOR CRYING OUT LOUD! WILL YOU GUYS NIX IT WITH THE **McGYVER TACTICS?** TRUST ME - IT NEVER WORKS. THE **BEST WAY** TO RUN A **BANK JOB** IS TO GET IN, GET OUT AND RIDE OUT OF DODGE. YOU GOT **FOUR MINUTES** TOPS. AFTER THAT **FATE** CAN FIGURE OUT ABOUT A MILLION WAYS TO SCREW YOU OVER.

**GEEZE LOUEEZE!** WILL YOU GUYS DECIDE ON A PLAN AND GET ON WITH IT? THIS IS **JUST** A WARM UP ADVENTURE.

DON'T FORGET. SINCE I CAN'T RIDE A HORSE, I'LL NEED A **HEADSTART** ON OUR GET AWAY.

THAT'S EASY FOR YOU TO SAY. I'M A BUSINESS OWNER IN THIS TOWN. I HAVE TO **MINIMIZE** MY LEVEL OF EXPOSURE. THAT MEANS NO WITNESSES.

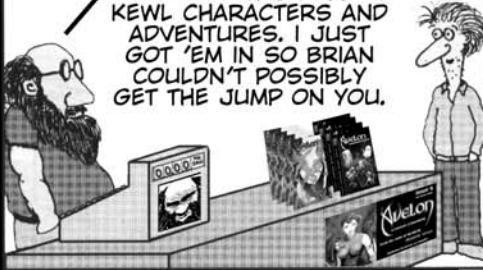
WE DEAL WITH THE WITNESSES SAME AS THE GUARDS.



# KODT meets AVELON

HEY PETE, I NEED SOME FRESH IDEAS FOR MY **HACKMASTER** CAMPAIGN, EVERYTIME I TRY SOMETHING NEW, BRIAN'S ONE STEP AHEAD OF ME. I CAN'T LET HIM KEEP RUINING ALL MY PLANS.

HAVE YOU TRIED READING THIS FANTASY COMIC, "**AVELON**"? IT'S FULL OF KEWL CHARACTERS AND ADVENTURES. I JUST GOT 'EM IN SO BRIAN COULDN'T POSSIBLY GET THE JUMP ON YOU.



I HEAR THEY BASED THE COMIC ON THEIR GAMING EXPERIENCES. I LIKE THE WAY THEY MAKE THE CHARACTERS COME ALIVE, AND IT LOOKS SO KEWL...IF **GRIMSHAW** ISN'T A DEAD RINGER FOR **MEPHISTO**, I DON'T KNOW WHO IS.

SOUNDS KEWL, I'LL TAKE A FEW ISSUES. JUST DO ME A FAVOR AND DON'T LET BRIAN KNOW ABOUT "**AVELON**" JUST YET. SEE YA.



ONE DAY YOU'LL PUSH HIM TOO FAR AND HE'S GOING TO SNAP.

YEP, BUT UNTIL THEN I'M GOING TO MAKE SURE **TEFLON BILLY** WEARS THE **CROWN OF THRAIN** AND POSSESSES THE **SCROLLS OF DYOM**.



PUBLISHED BY  
**KENZER & COMPANY**

# SHARDAR



ANGWAR!  
HOW COULD YA  
JUST LET THE KID  
WALK AWAY? DIDN'T  
YA EVEN SEE  
WHERE HE  
WENT?

THE OLD MAN,  
HE KNOWS SOMETHING  
AND HE WILL NOT TELL  
US. WE SHOULD BE  
ON GUARD WITH  
THAT ONE.



OH, GIVE IT  
UP! 'E WAS TIED  
TO A POST SAME AS  
YOU WAS. 'E 'AS GOT  
AS MUCH TO LOSE  
AS WE DO, MAYBE  
EVEN MORE.

WE'RE ALL IN THIS  
TOGETHER, AND BELIEVE  
ME, I LIKES IT WORSE THAN  
THE BOTH OF YA. WE GOT MORE  
IMPORTANT THINGS TO WORRY  
ABOUT, THE KID 'AS NO IDEA  
WHAT 'APPENED TO 'IM,  
OR WHERE 'E IS.

I BELIEVE  
IT MAY BE  
MUCH WORSE  
THAN THAT.





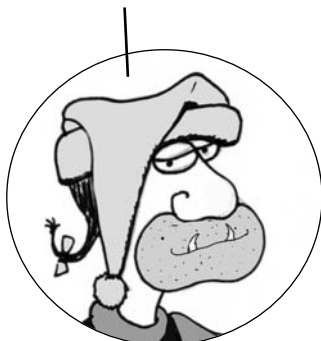


# KODT: IN YER FACE EVERY FREAKIN' MONTH!!



Issue 33: Wild Wild Hack  
Available July, 1999

I READ MINE WIT A  
LIDDLE SHOT OF  
WICKED PETE AND A  
BOWL OF BLOOD  
PUDDING!



Issue 34: Of Dice and Men  
Available August, 1999

## “WHAT DO YOU READ YOURS WITH??!!”

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# The Shields of Baudran

by David Day

DURING THE FINAL BATTLE AT THE RED TOWER, THREE VILNA GUARDS, POSEN, LORALE AND GAREN ESCAPED WITH THE SACRED SEALS OF LIDA. UNDER COVER OF DARKNESS, THEY MADE THEIR WAY BEHIND THE LINES OF THE GOBLIN ARMY.

DIDN'T I TELL YOU I SMELLED GOBLIN?

SO YOU DID POSEN. WE'LL HAVE TO MAKE OUR WAY TO P'BAPAR BY CIRCLING IN A MORE EASTERLY DIRECTION.

THAT SHOULD BE NO PROBLEM.

GOBLINS ARE STUPID, SLOW, DIRTY, MINDLESS CREATURES. THEY KNOW HOW TO DO BUT TWO THINGS: FIGHT AND BREED. BASED ON THEIR COMBAT ABILITY, I'M SURPRISED THERE ARE SO DAMN MANY OF THEM.

ENOUGH RESTING, WE'VE A MISSION TO COMPLETE.

MEANWHILE, AT THE FALLEN  
RED TOWER

STATUS  
REPORT?

VILNA GUARD REGULARS  
ALL DEAD.

OFFICERS HAVE BEEN QUESTIONED  
WITH NO RESULTS.  
ONLY TWO REMAIN ALIVE.

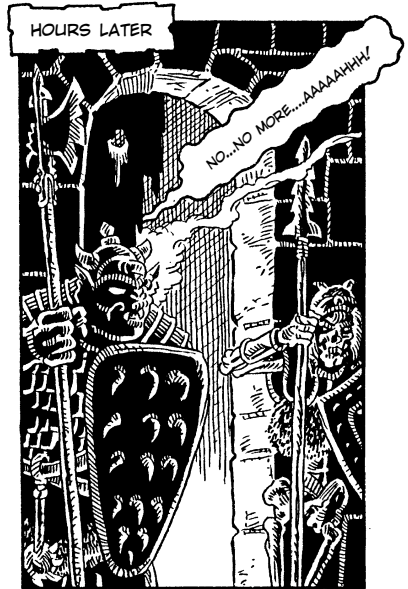
THE SEALS MUST  
BE HERE SOMEPLACE. ORDER  
THE FRESH RESERVES TO BEGIN  
TEARING DOWN THE INTERIOR  
WALLS. TAKE ME TO  
THE PRISONERS.

INSIDE THE TOWER THE STENCH  
OF DEATH HANGS LIKE A SHROUD.

LIKE FRINTA THE SILENT SLAYER,  
NESTRA STRIDES TOWARD  
A WELL-LIT CHAMBER.  
A SOOTHING VOICE  
EMANATES FROM WITHIN.

ORSON, YOU WILL NOW  
TELL ME EVERYTHING  
I WISH TO KNOW.

BARON ORSON  
CAN NO LONGER ANSWER,  
FOR HIS SOUL NOW DWELLS  
IN THE GREAT HALL OF OATHS  
WITH FORINORI,  
OUR LORD ON HIGH.



# News, Rumors and Industry Buzz plucked



## HEY KIDS!!

Be a KODT  
GameVine Cub  
Reporter!!

Send your news items to  
[gamevine@aol.com](mailto:gamevine@aol.com)



## Uh Oh! Looks Like the Strip Hits the Faan!

The KODT characters will be appearing in a special cross-over story in the new comic book, FAANS from Six Handed Press.

Be sure to keep an eye out for this special issue. For more information email, T. Campbell at [pop@faans.com](mailto:pop@faans.com).

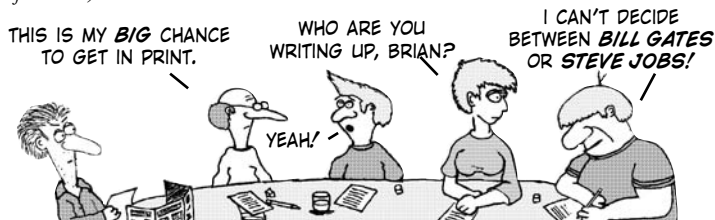


## GURPS: Freelance Opportunity

Attention Freelancers! You may want to check out the following opportunity at Steve Jackson Games;

<http://www.sjgames.com/general/author/WhosWhoCall.html>

Two pages of fame simply by researching and creating a GURPS™ historical figure! You get paid in credit (*as in your name gets in the book, and you get some product out of the deal*) rather than cash.



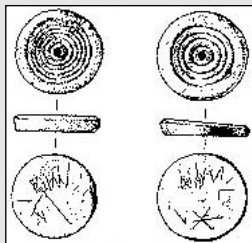
## PICK OF THE WEB

Our favorite websites for the Month!

<http://www.inmet.com/~justin/game-hist.html>

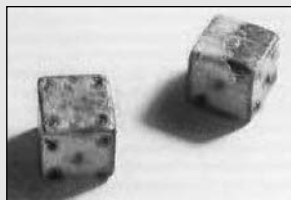
This site is dedicated to the rules and recreation of medieval and renaissance games. You'll be amazed at just how many games were being played in days of yore. Some are quite familiar, such as backgammon, marbles, fox and geese.

Others are quite strange with such names as Dead Man's Ankle and Shank Bones. This site is definitely worth a look. A good GM should be able to lift these games into their own tavern encounters.



Game Tokens

<http://www.personal.psu.edu/users/w/x/wxk116/roma/rbgames.html>



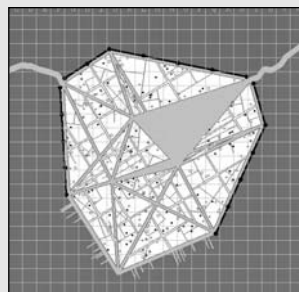
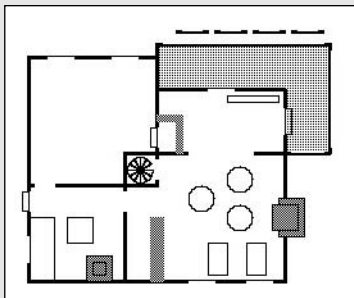
Ancient Roman Dice

This site is devoted to ancient Roman board games and provides rules, images of the what the boards and game pieces looked like as well as links to related sites and lists of resource/reference materials. This is a fun site to explore. As a GM, I came away with lots of ideas for my own campaign.

I particularly appreciated the photos of actual artifacts.

<http://www.irony.com/webtools.html>

Need help preparing your next adventure? Here's an excellent place to start. This site (by Irony Games) features over a dozen world-building tools which will generate maps for your villages, taverns, cities, caverns, dungeons, and even entire worlds. And it's FREE! You'll also find some die rolling tools which allow you to roll dice while gaming online.



Sample Tavern (left) and City (right) from Irony Game's world building page

# from the vine for your reading enjoyment



## “LOOK WHO’S TALKIN”

*“My character limps because he doesn’t have any knee caps! It is the custom of his people to remove them from young males as a sign of entering adult hood!”  
Gamer explaining the background of his 1st level Fighter.*

*“In this kingdom, it is understood that the ‘wrong answer’ always results in an ass kickin’. Now then, the guard asks you your name once again.”  
GM Greg Long to a ‘cocky’ player.*

*“Okay, screw this guy! I’m going to go get healed up on hit points. Then I’m coming back and kickin’ his ass every which way but loose!”  
Jared Pavey □*

## MEDIA BEAT

- PAX TV Network has ordered 40 episodes of ARCHIE’S WEIRD MYSTERIES and 26 episodes of SHERLOCK HOLMES IN THE 22nd CENTURY for its fall schedule. The new ARCHIE series feature the Riverdale Gang in horror and sci-fi situations
- MIRAMAX has acquired the rights to remake the 1950 James Stewart film HARVEY, a comedy about a man and his 6-foot 3 1/2-inch invisible rabbit. Adam Sandler, Jim Carey, and Tom Hanks are all mentioned as possibilities to reprise Stewart’s role. (<http://www.miramax.com>)
- MTV Films has acquired the rights to remake the old ABC Saturday morning show LANCELOT LINK, SECRET CHIMP into a feature film. The live-action original starred a gang of monkeys, working for the Agency to Prevent Evil (APE) in their fight against CHUMP.



## “Do I hear someone rolling DICE in the Conference Room?”

I recently received a catalog from HDRQ, a company which specializes in ‘training resources’ for corporate America. Nice - but what the hell does that have to do with us? We’re just a small company which puts out game products. I was just about to chuck it in the trash when someone else in the room noticed the word ‘games’ on the cover.

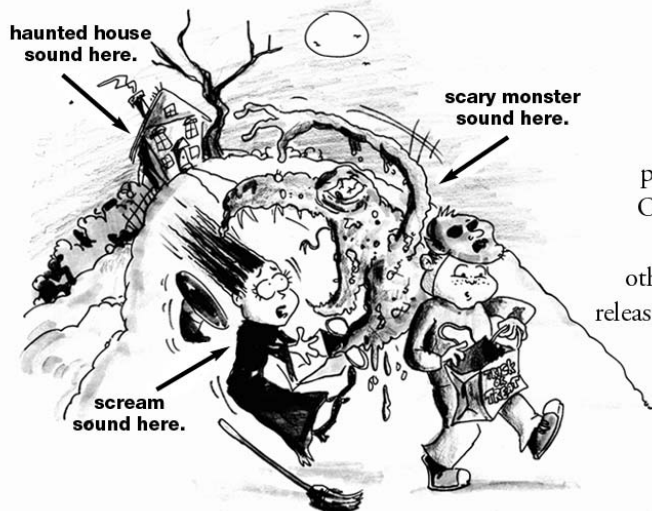
With renewed interest we began leafing through the catalog and were surprised to find over a dozen games in the offering. Most of the games seem to be role-playing in nature designed to build ‘team work’ among the players. (*team work which will hopefully spill over to the work environment.*) It was nice to see a positive spin on RPG’s for once.

In one of the games called, **Jungle Escape**, the players crash land in a helicopter in a remote jungle. To survive they must build an escape helicopter from spare parts. (*The game actually comes with props such as helicopter parts, blueprints, audio cassette of rainforest sounds, etc.*)

Other games include Mars Rover (*similar in nature to Jungle Escape*), Valley of the Kings, Outback, Black Bear, Vacation in the Keys, Swamped and Marooned.

Before you run out to buy one or more of these games you should know they are a bit pricey (**Jungle Escape** for example is \$245 bucks). For more information you can check out [www.hrdq.com](http://www.hrdq.com). We just thought it was neat that there is apparently ‘another’ game market out there we didn’t know about.

## Guess what just crawled out of the Bag!



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## Trailer Park Gods

Placebo Press

P.O. Box 16192

Lansing, MI 48933

Email: placebops@aol.com



Okay, here's the premise of this new card game from Placebo Press. A long time ago the the earth was knee deep in gods. You had your *God of War*, *God of the Harvest*, *God of Love*. etc. As other religions rose to power these gods were forgotten and fell to the wayside.

Now they're making one last attempt to make a come back and return to greatness. Unfortunately, the **God of Trailer Parks** (*who remains nameless due to embarrassment*) recently blew himself up building a still. This left a sudden vacancy in the political arena of the Gods and suddenly everyone (*including you and the other players*) are scrambling to gain the title.

The object of this game is to be the last god with followers or the first god to gain a positive High-Falootinosity rating.

A High-Falootinicious Advancement might be "Mega-Stukee's Truck Stop," *Pa always referred to the truck stop as a Garden of Earthly Delights ...* or Monster Truck Pull.

There are two main types of cards. *Attack Cards* and *Component Cards*.

*Attack Cards* include natural disasters such as tornadoes, hurricanes etc. Each attack causes your chosen victim to lose a number of followers.

*Component Cards* are used to build sets (3 cards of the same type) which help you to advance up the ladder of godhood.

Who knows, if you get good enough at this game, you might end up on The Jerry Springer Show! Hoody Hoo!!

**Brian's Rating:** Get it today! (Great gift for your GM)

## Providence the Role Playing Game

XID Creative

PO Box 470,

Westmount, Quebec, H3Z 2Y6, E-Mail: [contact@idcreative.com](mailto:contact@idcreative.com)

The back of the Main Rule Book reads, "Providence is many things. It is a game of super-powers and magic. It is a world of high-fantasy and adventure, a battle between good and evil, right and wrong." Providence is all that and much more... mostly it's a lot of fun! The World of Providence is the most original fantasy world I have ever seen, and shows influence from the best authors of fantasy literature while being wholly original in its breathtaking detail. It is an extremely cohesive world, and thus provides plenty of room for adventure of all types. It is perhaps the first role playing game to successfully meld the genres of high-fantasy and super-heroes in one comprehensive and believable mythos.



The game system is novel as well, and allows players to develop their characters from the ground up, enhancing role playing while at the same time leaving room for roll-playing, a balance which most other games lack. The system uses an original d10-based system that allows several different options for rolling the dice. This gives a player a chance to allow his character to take a sure thing or go for broke, yet another way the game enhances role playing.

The powers, spells and abilities lists are extensive, and allow for the creation of almost any type of character a player could want.

Both books are needed to play the game, though only the GM needs to have regular access to the Main World Book. The game is well supported by several supplements. Altogether, Providence is very professionally produced, both creatively and from a production standpoint. A lot of love went into this game, and it really shows.

**Brian's Rating:** Gotta have it!

Erektor:  
When the sun never sets and is never  
seen, gates are five, morass is hive,  
sterile growth nigh and time is not live.  
Grailman



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**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.

**VINCENT "THE RAKE" MICHAELS!**

JUST A NOTE TO SAY HELLO OLD FRIEND,  
GOOD LUCK ON THE SANDS, YOU'LL NEED IT!  
**APOLLO MAXIMILLIOUS**

For the gang at Lincoln High Gaming Society,  
I cry but shed no tears. I see, yet I never blink. I have legs  
but must be carried. I speak but no one comprehends.  
Who am I?

Kandis declares Val to be the most beautiful  
girl in the kingdom...and not too bad  
with a sun-bow either. Will you marry me?

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YOU'VE GOT SLUMPIN  
ON YER MIND, BOY?  
BESS' SAY IT AND  
JES' GET ON WID IT!

## An Opinion Arena and Open Forum

**W**ell, Gamin' Dick wanted his back room back for his Saturday night Poker game. So, the Opinion Arena has been moved to the back room of the Games Pit. There are no rules here, except for one! No personal attacks can be made. If you disagree with someone tell us why - but no name calling. Oh, and keep clear of Squirrely's cage. He seems to resent the sudden intrusion into what once was his private space.

As the subheading indicates, this is a sounding board where gamers can give their two-cents' worth on whatever seems to rile them. So pull back the curtain and come on in the Back Room. You can leave that thin-skin at the door but be sure to bring your opinions with you.

Once again, the 'BIG ISSUE' seems to be Ivy Ryan's letter which ran in issue #29. Weird Pete is threatening to close the doors on this debate since it seems to be so one-sided. (As he put it, "How the firk-ding blast can you have a debate if everyone agrees?")

I am a female gamer of 15 years experience writing in response to Ivy K. Ryan's letter. I play and GM in a group wherein the women outnumber the men 2-1, and there is very little of the petty bickering and backstabbing evidenced by the **Black Hands** and to a lesser extent by the **Knights**.

There was a time I was stuck in an otherwise all-male group, and although what happened to Sara never happened to me, it was still pretty horrible. Only my fascination with the game itself kept me going. However, the **Knights of the Dinner Table** are helping me to look back on that experience and laugh at it -- especially at the "guys" who made my gaming life so miserable. Sara is strong enough to overcome, and one day she will either lead her pathetic compatriots to an understanding of true roleplaying, or she will find a better group of players, most likely the latter. (To say nothing of the fact that her "real life" will be far more satisfying than BA's career in pizza, Bob's total inability to cope, and Dave's discovery that his education and a dollar will buy him a glass of Perrier).

I understand that neither of these events will occur in the comic book, since they wouldn't be funny, but when KODT finally hangs up the sword, I will know what happened to Sara and be happy with it.

Lise Breakey  
via E-mail

**I**n respectful response to Ivy K. Ryan: I'm also a gamer (since 1977) who happens to be female, and I've had more than my share of bad experiences, some "very bad".

However, I didn't see sexism in what happened to

Thorina. Stupidity, yes. Greed, yes. But that's the **Knights** for you. It's always been one of the risks of gaming: If you're not there in person, you'd better have some really good hold (*hostages, maybe*) on whoever's playing your character if you want it back with body, soul, and worldly goods intact. They were just treating Sara as "one of the guys" — exactly what most women I know in gaming have spent years struggling for.

Of course the **Knights** are a dysfunctional bunch. That's the whole point! That's why they're funny. Would we want to read a comic about clueful, cooperative, sensitive people having an ordinary day? But it's a poignant sort of humor, because what we're really laughing at is the times when we've done the same things ourselves. **KODT** is a funhouse mirror that reflects all our flaws. It does me, at least, a world of good to look into that mirror once a month.

Jean McGuire  
Wintertree Software

**I** am writing this in response to a letter written by Ivy K. Ryan in issue #29. Let me explain a bit about myself. I have been gaming for about 8 years, mostly running games. I play women in RPG's, mostly because I prefer it and also because of the lack of women who play RPG's. I am a self-professed feminist, and if you ever want to dispute the claim, you can talk to my roommate (dubhlan@teleport.com) who is also a long time gamer.

The way I see it, the lack of female gamers in the hobby is simply due to interest and the crowd. Honestly, when most of us men are starting out in our first games, it's a *hack-n-slash* fest (the "guns and gold" stage) that slowly develops over time into a healthy, normal role-playing experience. But that's the trouble. When we start out, it's a little rough! What woman in her right mind wants to play adolescent testosterone games with a bunch of young boys? When the girl (or woman) is at a peak time to develop interest in RPG's is the same time that the boys are having their little "kill-fests." And I would never downplay or degrade that aspect of the game. It's a learning experience that develops into something better

Society is also to blame. Young women are inundated with advertisements and peer pressure that suggest all of their time goes into "girl-things", like drooling over the latest Hollywood heartthrobs, make-up and dating. I analyze commercials and the media and watch for these "subtle" hints (make a game of it sometime, it's fun and revealing!) So I wouldn't blame the boys (and girls) over at KenzerCo for their little comic book strip. Most

of the readers of said comic have been gamers for quite a long time, anyway (who else could understand the jokes...) and a simple little comic strip is not going to drive away the women in the hobby. Hell, I bet most of them found it tremendously funny. My roommate did.

Da Gubbinz

This message is in response to Ivy's letter in the new "Back Room" feature. I like the "Back Room" idea--I didn't like Ivy's letter. She no doubt has her own reasons for her opinions, and it would be small and unkind of me to attack her for having them. Instead, I'd like to explain why my opinions differ completely.

I've only been gaming for ten years, but I started at the tender age of seventeen. My first gaming experience was with the **Fantasy Gamer's Guild** at *Humboldt State University*, which at the time I joined had over a hundred members--three of whom were female. I'm currently involved in a long-term game in which *over half* the active players are female. In all that time, I have never experienced harassment, overt or covert, for being a female gamer. In fact, several times I've felt that I was being treated with kid gloves because I was a girl.

One of the things I appreciate about **KODT** is that "*the guys*" reflect the *exact* same behaviors I've seen gamers use in "*real life*." More than once (more like once every issue!) I've been reduced to tears of hysteria, when I recognize the scenes that are being played out in **KODT**, sometimes word-for-word and scene-by-scene. Admittedly, the **KODT** crew do have more than their fair share of pratfalls--but it *is* a comic, and comedy *is* about exaggeration for humorous purpose. I can see the humour, even when I'm groaning in dismay at the latest plans for hiring llama trainers.

I don't see that Sara is targeted for being female by the other characters--rather, she's sometimes targeted for having good ideas, or for being the voice of reason in the party (or trying to be), and I've seen that played out more than once outside a comic. If anything, I find that giving Sara the upper hand consistently is getting a bit old. Sometimes she's wrong, sometimes she makes bad calls, but one of these days I'd like to see her wig out completely, grab a *Wand of Blasting* or something and try to take out an *Elder Sage* single-handedly. All of us (even us females) lose our tempers on occasion and pull really, abysmally \*stupid\* stunts.

I've never been in Sara's position of having to cover up her Thursday night activities because I've almost invariably dated other gamers; usually I met them over dice, character sheets and pizza. But I can consistently relate to her, as she tries to deal with the *Holy Trinity of Gamer Archetypes*--the *Rules Lawyer*, the *Mindless Killing Machine*, and the *Doer of Stupid Things*. I'm rather thankful that you've missed out on some of the other archetypes, like the *Cooler Than Gawd player*, or the *Relentless Punster*. Save them for the Black Hand gang. ;) I've been reading **KODT** since issue one; whenever somebody shows me a new issue I lunge for it like a maddened wolverine, and I've never been disappointed. It's hard to believe it's been two years already. Keep up the great work!

Erin Lynn

This letter is in response to Ivy Ryan's one in **KODT** #29 in which she calls BA a "*horrible example of a GM*". As one who in a previous issue has claimed to share BA's personality, I feel obliged to defend him.

I take it from the context of the letter that Ivy feels that BA should have done something to save Sara's character Thorina from an acutely embarrassing death at the hands of Dave. Now, let's remember who let Dave play Thorina - it wasn't BA's decision, was it? No, it was Sara's! You hear me, Ivy? SARA'S! Therefore, if Dave ends up getting Thorina killed Sara has only herself to blame for allowing him to play her!

Remember that BA has an obligation to keep his players happy. In this case, if he had "repossessed" Thorina the guys would have been annoyed. If he didn't, Sara would get annoyed. BA is Sara's cousin, and so would have been able to decide what she would have wanted him to do - and Sara, being the good roleplayer she is, would object to any GM interference in a player's portrayal of a character, even when that player was screwing up. Besides, we all know how well Sara takes character death. (See **KODT** #20, "Monday Mourning.")

I suppose BA could have fudged the die rolls to save Thorina - but since Sara is BA's cousin, this could well lead to accusations of GM favoritism, and it is the responsibility of every GM to avoid this. The bottom line is this: Sara, knowing full well what happens when you do such a thing, allowed another player to use her character in her absence. It should have come as no surprise to her, then, to find that her character had ended up dead.

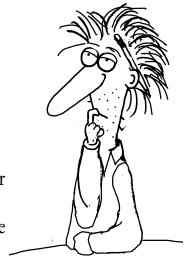
As to the accusation that **KODT** is "*shooting down the hobby*" - well, so what if the Knights or Black Hands aren't very good ambassadors for gaming? They're not supposed to be. This is comedy, Ryan! Perfect people who do everything right aren't funny at all. People laugh at mistakes, especially mistakes made by people they can identify with. All the gamers I know find **KODT** hilarious, because they have the important capability of laughing at themselves. Ivy, you have stepped over the line - the jokes in **KODT** are all done in fun, but when you insult BA you appear to mean it - I think you genuinely hate him! When you call BA a horrible person, you insult me, everyone who identifies with BA, and worst of all Jolly Blackburn, who after all based BA on himself!

Ah, but it's all irrelevant now. Ivy Ryan, by insulting BA you have brought down upon yourself the **Wrath of Boff**. My agents have placed a panda in your bathroom. His name is Gerald. We put laxatives in your last meal. Gerald will not allow you to use the toilet until you make a full apology for your comments about BA. I am serious. Both of my grandfathers were Freemasons. I, the Great Boff, have spoken.

Arthur Boff  
English Incarnation of BA

P.S. Please print my e-mail address, [AJBoff@yahoo.com](mailto:AJBoff@yahoo.com), so that I can receive comments about this rant.

# THE KODT CHALLENGE



Do you have what it takes to be a HackMaster Supreme? Take the KODT Challenge! Just choose one answer for each of the twenty questions below relating to your favorite fantasy role-playing game.

**1. For your favorite fantasy RPG, you own:**

- (A) Some of the rule books
- (B) Most of the rule books and supplements
- (C) Almost all of the rulebooks, supplements, magazines, newsletters, flyers, catalogs, brochures, freebies, gamemaster screens, character sheets, etc.

**2. The dice you have:**

- (A) A few complete sets or parts thereof.
- (B) A bag of dice of many colors.
- (C) A big chest with every type of die imaginable.

**3. If you're on a hot streak rolling, and then someone touches your "lucky" dice, you:**

- (A) Grumble.
- (B) Demand a reroll of any adverse result.
- (C) Punch him out.

**4. Your character has:**

- (A) A few magic items.
- (B) Magic items for most any occasion.
- (C) Enough magic for ten lifetimes, but not that you'd think about getting rid of any of it.

**5. Upon beginning a typical encounter, you:**

- (A) Attempt to parley.
- (B) Fall back into the shadows and size up the opposition.
- (C) Charge.

**6. A shadowy, unknown figure approaches the party. You:**

- (A) Call out a greeting
- (B) Barrage with missile weapons, see if it dies, if not run away.
- (C) Charge.

**7. An unarmed person approaches the party, making gestures of peace. You:**

- (A) Put up your weapons and speak with him.
- (B) Capture him, tie him up, and interrogate him at sword point to see what he's really up to.
- (C) Charge, since he's probably got a hidden weapon or some trick up his sleeve.

**8. The entire city guard turns out to arrest the party for an alleged infraction of the law. You:**

- (A) Run away.
- (B) Try to explain it was all a mistake.
- (C) So what's your point? Bring 'em on.

**9. NPC bystanders are injured during combat between the party and monsters. After the battle, you:**

- (A) Heal their wounds.
- (B) Tell 'em to scram, since they're probably trying to steal the treasure.
- (C) Leave no witnesses.

**10. An NPC follower dies during an adventure. You:**

- (A) Bring the remains home to his kin.
- (B) Strip the body and abandon it..
- (C) Use the corpse as a battering ram and shield against missiles.

**11. The PC's favorite tag lines are:**

- (A) "How can we help?" "Tell me your story" "Welcome, friend"
- (B) "Cash up front" "Which way to the dungeon?" "Out of my way, peasant"
- (C) "Do you feel lucky, punk?" "Die, you gravy-sucking pig!" "I waste him with my crossbow!"

**12. Your PC and an NPC bump into each other in a crowd. You:**

- (A) Say you're sorry.
- (B) Demand an apology.
- (C) Pursue the NPC and kill him; he's probably a pickpocket.

**13. Upon entering a new town, you:**

- (A) Look for rumors.
- (B) Go to the market to search for sages or magic.
- (C) Head for the nearest tavern and spend the next two hours playing out bar brawls.

**14. Enemies get the drop on you and take some of your stuff. You:**

- (A) Let it go.
- (B) Post a reward for the return of the items.
- (C) Spend the next four gaming sessions trying to track them down and get revenge.

**15. An NPC follower starts giving you some lip, disobeys orders, or chickens out. You:**

- (A) Try to reason with him and raise his morale.
- (B) Tell him he's fired and kick his sorry ass out the door.
- (C) Thrash him senseless and display his bruised and bloody body as encouragement for the rest.

**16. You enter a dragon's lair:**

- (A) If the dragon is home, sneak out as quietly as possible.
- (B) See if the dragon's asleep, if not, grab some treasure and run like hell.
- (C) Claim the dragon's treasure for your own and taunt him to do something about it.

**17. During a normal evening after setting up camp, you:**

- (A) Post guards in watches.
- (B) Set up an ambush.
- (C) Loudly call for monsters.

**18. After defeating your enemies, you:**

- (A) Give them a decent burial.
- (B) Loot the bodies and set up a monument to your victory.
- (C) Do a victory dance and desecrate the corpses.

**19. Your characters' relationship with their deities:**

- (A) Pious and respectful.
- (B) Better get some divine interventions after all that treasure we've donated.
- (C) Odin? We can take him.

**20. Your Gaming Philosophy:**

- (A) Socializing, playing different roles, and fantasy immersion
- (B) Exciting adventure, daring deeds, and character growth
- (C) It's all about killing things and getting treasure

For every (A) answer score 1 point, for (B) score 2 points, and score 3 points for each (C) answer.

**Score Rating**

- 20-29 HackNovice
- 30-37 HackMaster Lite
- 38-48 HackMaster du jour
- 49-54 HackMaster Prime
- 55-60 HackMaster Supreme

**HackNovice:** You're either a beginner or a remarkably restrained role-player.

**HackMaster Lite:** You are known to think before engaging in combat.

**HackMaster du jour:** You are well-versed in hacking your way to glory.

**HackMaster Prime:** Your characters excel at dealing out mayhem and are not popular with NPCs for reasons you don't understand but really don't care about.

**HackMaster Supreme:** You are feared and loathed by Gamemasters everywhere.

Submitted by Larry Granato

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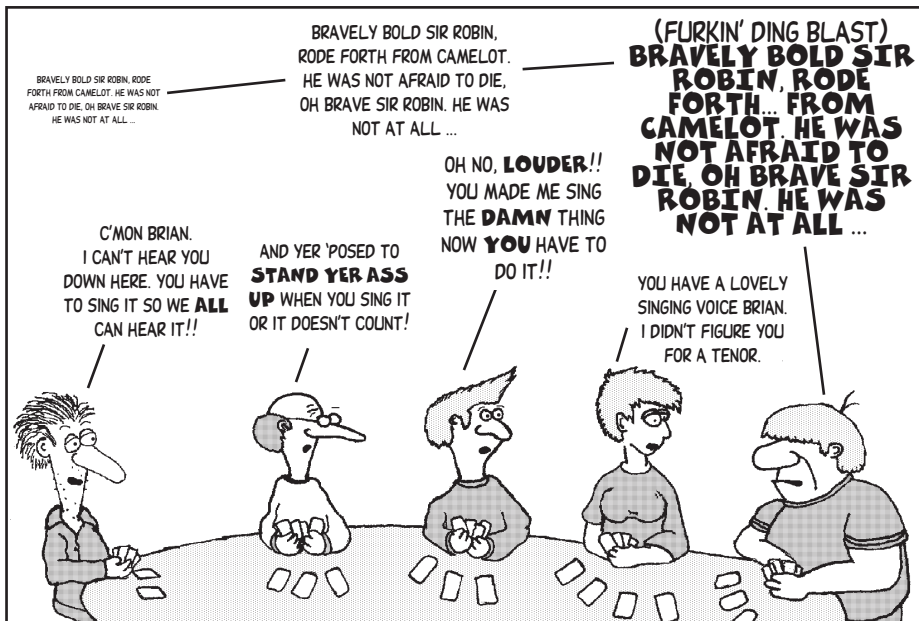
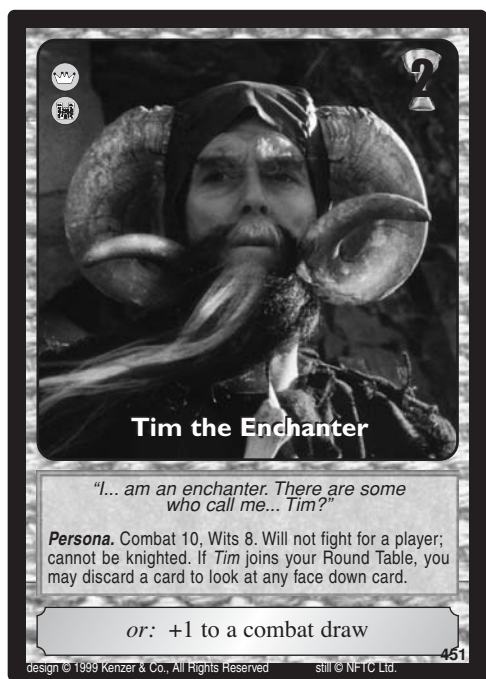
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YOUR FULL BROADSIDES TEMPORARILY CRIPPLE THE **SYMBIOT** CRAFT BUT SINCE THE LAUNCH BAY IS UNDAMAGED THEY MANAGE TO SEND OUT A BOARDING PARTY.

**JUMPIN' BAJEEMERS!**  
I HEAD UP TO DECK THE GUN DECKS WITH MY SECURITY DETACHMENT.

BE CAREFUL THERE **BOB!!** THE **SYMBIOT BREEDERS** CAN TURN YOUR MARINES INTO ONE OF THEM WHEN THEY ATTACK.

GOOD CALL SARA BUT A LITTLE TOO LATE. **BOB**, HALF OF YOUR MARINES THAT YOU THOUGHT DIED IN THAT LAST ATTACK RISE AS **SYMBIOTS** AND TURN ON THE REST OF YOUR FORCES.

**GAA... WHAT??**

**DAMN!!** I SEAL OFF ENGINEERING AND FLOOD IT WITH FUNGICIDE GAS.

LET'S CUT OUR LOSSES BEFORE THAT POD SHIP REGENERATES ITS HULL. SORRY **BOBBY BOY**. BETTER LUCK NEXT LIFE. **HAR HAR!!**