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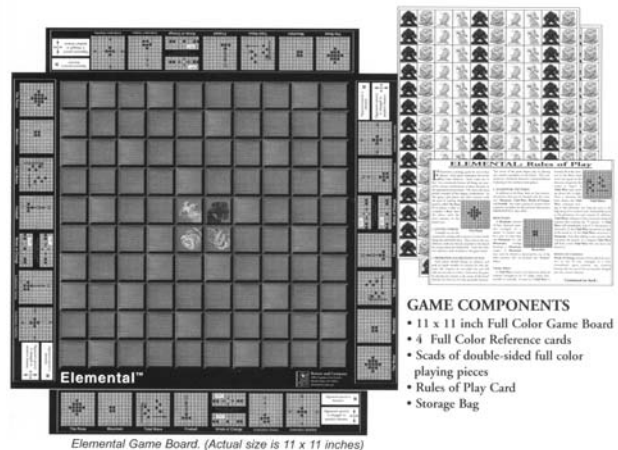
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Knights of the Dinner Table #34
Of Dice and Men
August, 1999

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Periodicals Postage paid at (pending) Menlo Park, CA.

Postmaster: send address changes to: Kenzer & Company

2094 Camino a los Cerros
Menlo Park, CA 94025

Subscriptions: A one year subscription (12 issues) is only \$32.00 (US \$36.00 in Canada and US \$50.00 Overseas).

To subscribe, send a check or money order (made payable to Kenzer and Company) to:

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Mailing Address: Kenzer and Company, 2094 Camino a los Cerros, Menlo Park, CA 94025. Phone/fax: (650) 233-8270.

Internet: JollyRB@aol.com (editorial inquiries only) or KenzerCo@aol.com (all other inquiries). World Wide Web: <http://members.aol.com/rekin/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.

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Knights of the Dinner Table™

M A G A Z I N E

“Of Dice and Men”

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

TABLE OF CONTENTS

DEPARTMENTS:

Cries from the Attic	2
Table Talk	3
Weird Pete's Bulletin Board™	69
Heard it on the GameVine™	66
Back Room at the Games Pit™	70
KODT Idea Search	71

COLUMNS:

Rustlers of the Night™	39
Disks of Wondrous Power™	54
Brian's Small Press Picks™	68
Parting Shots™	72

THE STRIPS:

Jail House Hack [Black Hands]	7
Of Dice and Men	12
One, Two Punches	19
Braggin' Rights	21
The Big Surprise	21
Hell Hath No Fury	26
Home Brewed KoDT	53
Shardar™	59
The Shields of Bandran™	62

FEATURES:

Dice Story	34
KoDT Index (1999 Edition)	35
Who's Who in KoDT (Character Bios)	40
Snitches: The sons of bitches	45
Magic Items and Artifacts from Garweeze Wurd™	34
The Game of Elimination	52



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). Nine years later, 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. Writing KODT strips isn't nearly the lonely job as it was in the past. Since joining the ranks of Kenzer and Company and the formation of the KODT Development Team, the Knights have gone far beyond anything Jolly or the other developers ever imagined. Along the way, he's made some incredible friends and considers himself truly blessed.

Editorial of a Madman

"What ever happened to the days when you could slap a surly NPC around and not get flamed for being politically incorrect?"

From a reader's E-mail to the editor

W elcome to our biggest issue yet! Last year about this time, (*Issue#22 - August 1998*), we decided that our August issue each year should be an annual of sorts. A time to update the strip index, run the character bios (for the benefit of all those new readers out there unable to find back issues) and to basically throw a lot of kewl stuff at our fans. Why August? Well, because that's when GenCon rolls around - the mecca for all gamerdom. It just seems like a fitting time since it's a chance for us to meet and hang out with so many of our friends and fans.

Okay, looks like it's also time for some more KODT Trivia. Several issues ago, I asked you to send in your own questions to try and stump our readers and you came through with flying colors. In fact, I even had a tough time digging up the answers.

Having learned my lesson, I'm going to ask that in the future, you provide the issue and page number where the answer can be found along with your trivia question.

1. *What quality do Grels (Grunge Elves) admire most in their enemies?*
2. *According to B.A. Felton, what happens to over fifty Peruvian Coffee farmers each year?*
3. *What gift did Bob, Dave and Brian bring back from GaryCon '98 for B.A.?*
4. *Why does Squirrely hold a grudge against Brian?*
5. *According to Ty Ferfel, How is B.A.'s campaign categorized?*
6. *What is Bob and Dave's verbal response whenever B.A. mentions a 'bank' in a CattlePunk Adventure?*
7. *He said, "I am the Walrus! I am the Dice Man! Koo Koo Ka-choo!"*
8. *What was the name of B.A.'s very first adventure?*
9. *According to Brian's PAC system (Player's Advantage System) what does the term "Pink Frosting" mean?*
10. *Who said, "That's the last time I use the ol' flag-of-truce*

ploy!"

11. *How much does Brian typically charge for a blank character sheet?*
12. *Who said, "Once again Idaho leads the way when it comes to RPG innovation!"*
13. *Who said, "Big deal! So she was Queen of the Cheeseheads. There's no REAL competition up there."*
14. *Who said, "Poor little guy has no more fight in 'em."*
15. *Who said, "Hey, I STILL play Teflon Billy. That dude is a survivor."*
16. *Who said, "I'm just fortunate my Uncle has such good taste in fashion."*
17. *Who said, "They made me the Black Prince of Muncie! What would you have done?"*
18. *Who said, "No way dude! I don't want him bonding with anyone else. Get your own cow!"*
19. *Who said, "Now run home to your little NPC family and your little NPC house on the prairie!"*
20. *Who said, "What part of 'I'm Evil - Don't trust me!' doesn't he understand?"*
21. *Who said, "See the scar on his cheek? That's where he took an orc's arrow after throwing himself in harm's way to save his commander."*

You'll find the answers on page 67. If you happen to get them all right, be sure to seek professional help immediately.

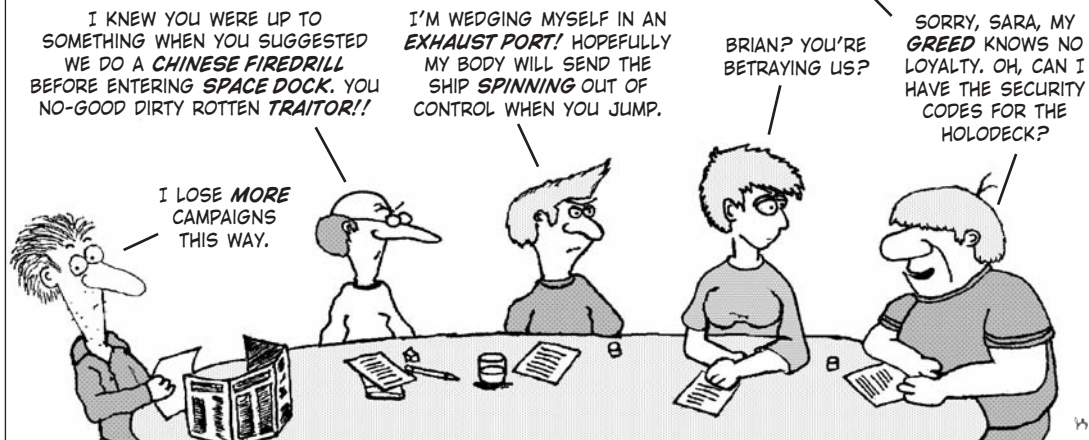
Here's hoping you enjoy the issue you hold in your hands. Don't forget that YOU the reader are the most important part of the equation. If you don't like what you see than we're just wasting both our time and yours. That's why we need your feedback.

Til next issue,

Jolly R. Blackburn

Jolly R. Blackburn

HAR HAR, LOSERS!! AS SOON AS YOU EXIT THE AIRLOCK I SEAL THE DOORS BEHIND YOU AND ENGAGE SHIP SECURITY! YOU'LL FIND THAT THE AIR SUPPLY IN YOUR VAC-SUITS IS BARELY ENOUGH TO KEEP YOU ALIVE FOR FIVE MINUTES - JUST LONG ENOUGH FOR YOU TO PREPARE YOURSELVES TO MEET THE MAN UPSTAIRS AND TO LEAVE ANY LAST WORDS IN YOUR VOICE-RECORDERS.





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Our Readers Talk Back!

Dear KODT,

I just received KODT #31 in the mail today, and I couldn't wait to read it. It was the laugh-out-loud funniest issue in a while and ranks up there with #5 in my all time favorites list. From Stevil's "Hey, they're magically delicious!" to Bob's crouching behind rocks to shield himself from an A-Bomb to Hodgy's untimely end, I was dying the whole time.

As for the **Gamer-Speak** area, how about reprinting the "Gamer's Lexicon" from Shadis issue #27 in KODT?? I think that it would be an appropriate addendum to the aforementioned.

I do have one problem, however. In issue #30, it seems that the story line "Simply Irresponsible" just ends too abruptly on page 27, going into "Shardar" on page 29. Is there a reason for this, or was the strip actually over? Once again, thanks for all the laughs, and keep up the great work!

A Closet Knight,
scipio99@rcn.com

P.S. What is the grading scale for Brian's Small Press Picks? Is "Get it today" better or worse than "Ask for it now!?" Just curious.

Glad you enjoyed the issue. I'm not familiar with the Shadis article you referred to. If I bump into the former-editor this summer on the convention trail I'll see what we can do about reprinting it.

Regarding the **Simply Irresponsible** strip, I'm afraid that's just the way it ended. We received a few other letters from readers who were left scratching their heads, left wondering if they were missing a page. If it ended awkwardly, we apologize, it was **simply irresponsible**.

As far as the grading scale for Brian's Picks I should remind our readers that they aren't technical reviews. They are 'picks' - meaning Brian only reviews things he's particularly fond of. The ratings don't really indicate one product is better than another.

"Ask for it now!" may indicate the product is not widely known and you may have to educate your local gameshop owner and talk him into ordering it.

"Get it now!" is Brian's reassurance that the game is worth picking up and you're not likely to be disappointed.

Jolly

Dear KODT,

I'll get the obligatory "your magazine's great" out of the way. Your magazine's great. I first picked it up at a local gaming store (issue #3) & I was hooked. I've since picked up every copy available, including Bundle of Trouble and Tales From the Vault. I must say that your magazine has rekindled the gamer in me, but I can't seem to find a local group. That's why I wrote I hoped maybe you could publish this. I live in St. Louis. Any groups in the area can contact me below. Thanks,

Matthew Thebeau
thebeau76@msn.com

Well, there you go, Matthew. We hope someone in your area sees your message and drops you some email. We're always happy to bring gamers together. Don't forget - **Weird Pete's Bulletin Board** is an excellent place to contact others.

Jolly

Dear KODT,

I'm sure no one is interested, but in issue #29, there's at least one factual error in the "Things that make you go Hmmm".

The phrase "mind your ps and qs" actually comes from typesetting. As type is laid down as a mirror image, a (lower case) p looks like a q, and a q looks like a p. As the two are next to each other in the alphabet (and the box for typesetting), it was very easy to lay down the wrong letter -- and not notice it. Hence the expression.

BTW, love the book.

Russ Taylor

Thanks for taking the time to point out the error, Russ. Since most of our lists come to us from the Usenet and are hard to verify, they should be taken with a grain of salt. I know for certain that many 'strange facts' lists being passed around were intentionally written to misinform.

Jolly

Dear KODT,

I've heard rumors that you're working on an actual **Hackmaster** RPG. Can you tell me if it's true and when it might come out.

Oh and if it's not too late and the list isn't too long can I be added to the potential playtesters list?

Anyway, I was just curious about that.

Charlie
Brooklyn, NY

This is probably the most frequently asked question we receive. All I can tell you is that at least two major companies have approached us about licensing HackMaster. We're currently awaiting their formal proposals. Beyond that, we really can't say much more. As soon as something definite is pinned down we will announce it in KODT.

Jolly

Dear KODT,

I am an ardent reader of **Knights of the Dinner Table** and have been since it started coming out in comic book format. I enjoy the way you parody my favorite hobby and am quite happy to see Gamers engage in a whole slew of anti-social habits.

It kind of disturbs me, though, to see you portray the Knights as prudish non-smokers and the "cool" group that Sarah's joined up with as having a flurshinger cigarette dangling out of the GM's mouth! Why did you even bring that up? It's not like smoking makes you any better or any worse of a Role Player/Game Master (it just makes you smellier, which is, jokes on personal hygiene aside, one thing we Gamers do NOT need to become.)

Look, you've heard this a million times. Smoking causes cancer. It's smelly, rude and poisons the people around you. I know that, for a Gamer, none of these are adequate reasons to stop. Gamers seem to be, by nature, rebellious and antisocial. Making others suffer and possibly endangering the lives of people they've never even met seems kind of cool.

What I don't get is how Gamers, who are usually quite intelligent, can let themselves be yanked around by, quite frankly, some of the most evil corporations on the face of the Earth. These slimy S.O.B.'s LIED to the us for well on fifty years, over half a century. What's more, the historical reputation of Tobacco companies encompasses some of the worst human behavior in the last three centuries AND THEY SHOW NO SIGN OF REDEEMING THEMSELVES! It took YEARS AND YEARS for those people who'd been duped by the misdirection and blatant lies of Camel and Marlboro to get any sort of compensation.

You've been abroad, I take it. You've seen how many Gamers in other countries are completely manipulated by the US Cigarette industry, haven't you? Don't you think it's bad enough that our major, sometimes only, method of socialization comes from the tail end of the Fandom Industry here in the states. Why on Earth do you have to stick a smelly, obnoxious addiction like smoking on to the end of it? I mean, for Heaven's sake, nothing shows how little self control a person has than walking around with a smoldering clump of weed in their mouth.

Please, reconsider your views on smoking. Puffing on burning

weeds is an ugly, expensive habit that inconveniences and endangers those people nearest to you. It's hard to believe that a sensible character such as Sara would put up with the smell at that table where she's sitting (she can't be THAT desperate.)

Thank you for your consideration and sorry for the silly "signature" (which I have for other purposes.)

Rp Bowman
via E-mail

Hate to break it to you, RP, but if you look closely, you'll find that Troy (Sara's new GM) is NOT sucking on a cigarette. What you're seeing is actually the tail end of a tootsiepop.

Of course, given my inferior artistic skills, I can see how you jumped to conclusions. You can rest easy, we certainly aren't interested in advocating smoking.

Having said that, let me add that should a storyline involve a GM or a player who happens to smoke (as in the case of Cody Winkle in Issue 32) we wouldn't hesitate to show that character smoking. One of the fascinating aspects of role-playing is that people from all walks of life are drawn to it. I've played with master sergeants, doctors, lawyers, bikers, etc. Many of them were heavy smokers (though they were usually forced to excuse themselves from the table and step out on the front porch when they wanted to light up.)

Some gaming groups are tolerant of smokers - others aren't. It's certainly an issue which comes up from time to time at many gaming tables. Which, of course, makes it fair game for story material in KODT. As a matter of fact, the incident Brian related in issue 32 (he yaked after drinking from a soda can in which another player had extinguished a cigarette) was based on a true story.

Jolly

Dear KODT,

I'd really, really appreciate it if you'd mention that I came to my senses in February, I do see the humor in the Jesse episode, and I'd like to stop receiving flames. [Editor's note: See Spencer's letter in Gamin' Dick's Back Room in KODT#30]

Finally, Jolly, if you want news tidbits, check out the *Escapist* at <http://members.aol.com/waltonwj>. Bill - who's a friend of mine and the Northeast US regional director in CAR-PGa - just updated the site, and it has some great news items from the front lines of the gaming controversy.

You might find something worth printing. For example, *Time*[™] praised the new online game *Everquest*[™] but went on to call traditional RPG players "dateless dweebs".

I find it interesting that a social activity like D&D[™] was slammed while a computer game - which involves little or no socialization - was praised.

Anyway, thanks for listening. Catch you on the flip side.

Spencer M. Lease, Editor, Beyond
(<http://www.bdominia.com>)

Thanks for your letter, Spencer. Sorry if you've been receiving flames simply for voicing an opinion. It's amazing that the whole Jesse-controversy has apparently outshadowed the series.

*Thanks for pointing out the *Escapist* reminding us about CAR-PGa. For those of you who have never heard of the non-profit organization (Committee for the Advancement of Role-Playing Games), among other things it is dedicated to cataloging articles and features concerning gaming that appear in the media. Please check out the website Spencer mentions if you want more information.*

Jolly

Dear KODT,

We here at GameMasters read KODT every month, and each issue is eagerly anticipated. Recently however, I have seen an unpleasant trend in KODT. There is a distinct decline in KODT panels in the later issues. (After 21 or so)

The mags are much thicker and heavier, but not with KODT. Instead, there is fiction, and gamer letter pages and stuff like that. It's all OK, but not at the expense of KODT, which is why I think most people eat this mag up. You guys write a damn funny comic.

Now, I have nothing against fiction or gamer correspondence or any-

thing, but let's have more KODT. I will buy the mag regardless. I'm not gonna miss anything. But compare #19, with #31.

There are five separate stories in #19, with only 2 or 3 in issue #31. Maybe it's just me, but I want KODT.

Thanks for listening.

Dan Bodon, Manager
GameMasters, Citrus Heights, CA

Hey Dan, thanks for the letter and glad you love KoDT! You are right...and wrong at the same time. Issue 19 had a whopping 26 pages of strips. But it was the exception rather than the rule. Issue 18 had only 21. So did issue 20. By contrast, issue 11 had only 18 pages of strips.

So what's my point anyway? My point is this: we have an unbreakable in-house rule that we include 18-22 pages of strips (targeting 19-21) in EVERY issue, regardless of magazine size. No more, no less.

It's very time-consuming to make quality strips so we don't feel we can do them justice if we do too many, and we certainly don't want to do too few. But rest assured, there will always be the same amount of KODT strips regardless of how much other stuff gets tossed in FOR FREE (that's right, even though we are throwing in 16 to 40 extra pages every issue the cover price remains fixed at \$2.95).

What I think is happening is that we've been adding more and more content, so it SEEMS like KODT is getting less and less. Trust me, it's just an optical illusion. You'll find that issue 30 has 21 pages of strips, same as issues 13, 18, and 21 etc. (which I randomly pulled from a stack on my desk to double-check -- you had me worried for a sec!).

Thank you for your letter. As you can see, we ARE listening.

Dave

Dear KODT,

My name is Duke Agin Suer and I write to thee from fair Germany. I truly love those marvelous KODT comics and miss no issue, but recently deepest sorrow has taken possession of my mind.

It grieves me painfully to see *Lady Sara* betray the Knights in such an unsara-like manner, so please reveal the truth! Those other Jerks with whom she now "roleplays" are sinister devil-worshippers bewitching the poor maiden! Thus possessed by an evil Archdemon from the ninth hell, Sara is unable to make her own decisions, merely an empty shell filled with an evil spirit leading her away from her friends and relatives.

It is therefore imperative for the Knights to rescue her, lest she would be lost forever!

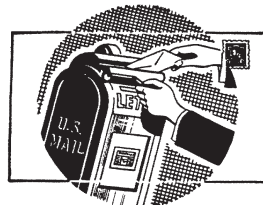
To make my point clear: I hereby demand Sara's rescue by the noble **Knights of the Dinner Table**, or else I shall never again purchase a single issue of KODT, because then thou hast let the demons be victorious, and I cannot approve such demeanor.

Fare thee well,

Agin
via E-mail

□

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MARION, IN 46953



Jail House Hack

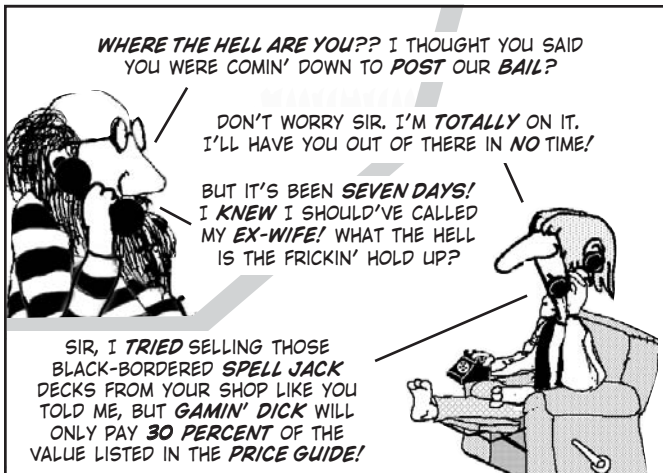
BY JOLLY R. BLACKBURN &
STEVE JOHANSSON

DELAWARE COUNTY LOCKDOWN*...



HELLO? NEWT? THAT YOU BOY?

PETE?...SIR?
WHAT'S UP?



WHERE THE HELL ARE YOU?? I THOUGHT YOU SAID YOU WERE COMIN' DOWN TO POST OUR BAIL?

DON'T WORRY SIR. I'M **TOTALLY** ON IT. I'LL HAVE YOU OUT OF THERE IN **NO TIME!**

BUT IT'S BEEN **SEVEN DAYS!** I **KNEW** I SHOULD'VE CALLED MY **EX-WIFE!** WHAT THE HELL IS THE FRICKIN' HOLD UP?

SIR, I **TRIED** SELLING THOSE **BLACK-BORDERED SPELL JACK** DECKS FROM YOUR SHOP LIKE YOU TOLD ME, BUT **GAMIN' DICK** WILL ONLY PAY **30 PERCENT** OF THE VALUE LISTED IN THE **PRICE GUIDE!**

30 PERCENT!!!?? THAT NO-GOOD, TWO-BIT LOUSY **CHEAT!!** AFTER I TOOK **FIVE CASES** OF **ABE, BABES, & ROLLER BLADES™** OFF HIS HANDS? **THIS** IS THE THANKS I GET? ANY LUCK FINDING THE **PETTY CASH** BOX AT THE SHOP?

I'M SORRY, SIR, **SQUIRRELY** HID IT **GOOD** THIS TIME.

FIRK DING BLAST - THAT **DAMN APE!** SCREW IT! GET WHAT YOU CAN FOR THE CARDS FROM **GAMIN' DICK** AND THEN GO DOWN TO THE SHOP AND EMPTY OUT THE COIN BOXES IN THE **VENDING MACHINES**. IT'LL HAVE TO DO. THEN GET A HOLD OF THAT **BAIL BONDSMAN** AND SEE WHAT YOU CAN WORK OUT.

ALL PHONE CALLS
LIMITED TO 15 MINUTES



TWENTY MINUTES LATER, IN HOLDING CELL NUMBER FIVE...

OKAY AS YOU ARE LEAVING **FORT HOOCHIE** YOU ARE DISHEARTENED TO SEE THAT A **HEAVY SNOW** IS BEGINNING TO FALL. THE **ARIZONA SKY** SEEMS **ANGRY** AS THE PROPHETIC WORDS OF THE **BLIND PROSPECTOR** FROM THE **LONG HORN SALOON** RING IN YOUR EARS, "A **KILLER-STORM** BE ON THE WAY - AND MANY SHALL DIE 'FORE THE BREAK OF DAY!" ARE YOU GUYS **SURE** YOU STILL WANT TO VENTURE OUT IN THIS **INCLEMENT WEATHER?**

HELL YEAH, WE'RE SURE! THE MAN WITH THE **BEARSKIN CAP** SAID THE **NOON TRAIN** ON **SUNDAY** WAS CARRYIN' PAYROLL DIDN'T HE?

THAT'S WHAT THE MAN SAID.

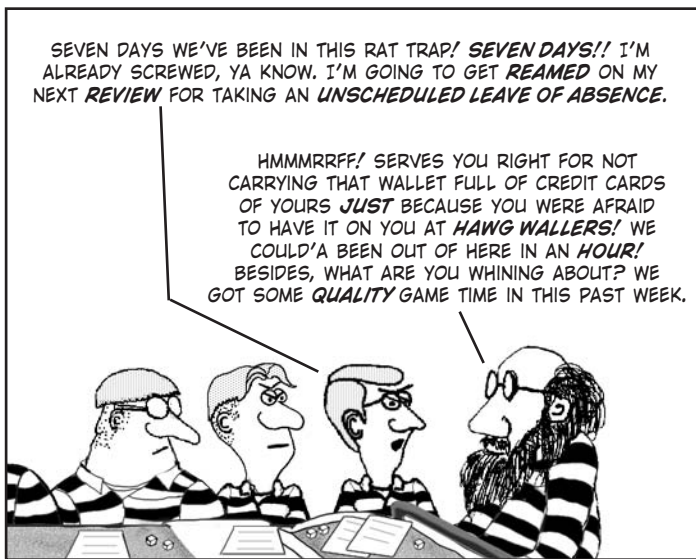


HEY, DID YOU GET A HOLD OF FREAKIN' NEWT?

YEAH, I GOT HOLD OF HIM.

SO WHERE THE **HELL** IS HE?

RELAX, THE POOR KID IS **FRANTIC!** HE'S DOING EVERYTHING **POSSIBLE** TO GET US OUT OF HERE.



SEVEN DAYS WE'VE BEEN IN THIS RAT TRAP! **SEVEN DAYS!!** I'M ALREADY SCREWED, YA KNOW. I'M GOING TO GET **REAMED** ON MY NEXT **REVIEW** FOR TAKING AN **UNSCHEDULED LEAVE OF ABSENCE**.

HMMRRFF! SERVES YOU RIGHT FOR NOT CARRYING THAT WALLET FULL OF CREDIT CARDS OF YOURS **JUST** BECAUSE YOU WERE AFRAID TO HAVE IT ON YOU AT **HAWG WALLERS!** WE COULD'A BEEN OUT OF HERE IN AN **HOUR!** BESIDES, WHAT ARE YOU WHINING ABOUT? WE GOT SOME **QUALITY** GAME TIME IN THIS PAST WEEK.

* Last issue the Black Hands were 'busted' while playing CattlePunk™ at a biker bar (Hawg Wallers) when the police mistook the bank robbery their characters were planning for the 'real thing'. Unable to make bail the group waits for Newt to spring them.

FOUR HOURS LATER...

WHERE THE HELL IS **NEWT** WITH THAT **BAIL MONEY**? PETE ARE YOU **SURE** HE'S ON HIS WAY?

WHY ARE YOU GUYS SO **BENT** ON GETTING OUT OF HERE? HELL, THE **FOOD'S** FREE, THE **SHEETS** ARE CLEAN AND WE GET TO **GAME** ALL DAY. CRIMINEY, I WISH SOMEBODY HAD TURNED ME ONTO THIS **ROLE-PLAYING** THING BACK WHEN I WAS DOING EIGHT YEARS FOR THE **MACKLEY JOB!**

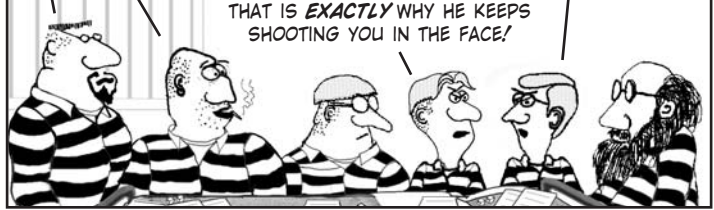
OH GEE, CRUTCH, I DUNNO. MAYBE BECAUSE I HAVE A **JOB**, **CAR** PAYMENTS, AND A **LIFE** ON HOLD OUT THERE.

YOU KNOW, TALKIN' TO HIM LIKE THAT IS **EXACTLY** WHY HE KEEPS SHOOTING YOU IN THE FACE!

QUALITY TIME? ARE YOU NUTS? IN CASE YOU HAVEN'T NOTICED, I'M **NOT** VERY HAPPY HERE. I GOT A **FREAK** IN **HOLDING CELL FOUR** WHO WANTS TO KNOW WHAT I'D LOOK LIKE IN **BIKER SHORTS** AND A **BOYSCOUT CAP!** I HAVEN'T TAKEN A SHOWER IN **FOUR DAYS** BECAUSE OF THAT LITTLE REMARK AND TO BE HONEST I HAVEN'T BEEN ABLE TO **SLEEP** AT NIGHT.

AAAAH LIGHTEN UP, THAT GUY SAYS THAT TO **EVERYONE!**

THAT REMINDS ME, **WHERE** IS THAT BAR OF SOAP? I NEED TO WHITTLE ANOTHER **FOUR SIDER.**



C'MON GUYS, LET'S GET BACK TO THE **GAME**. DIDN'T YOU HEAR WHAT THAT **GOSH-DURN BARTENDER** SAID ABOUT THE **PAYROLL** COMIN' THROUGH? WELL LET'S GET TO IT?!

HE'S RIGHT GUYS, WE MIGHT AS WELL KEEP PLAYING. IT'LL MAKE THE TIME GO BY FASTER.

WELL IT'S HARD TO GET ENTHUSIASED ABOUT PULLING ANOTHER **JOB**, **CRUTCH!** ALL YOUR PARTNERS SEEM TO END UP **DEAD.**

STEVIL'S GOT A GOOD POINT. AS SOON AS WE GET THE **LOOT** YOU **ALWAYS** TURN ON US.

WELL **SOMEBODY** HAS TO WIN THE **GAME**, DON'T THEY? MAYBE YOU GUYS SHOULD DO A LITTLE LESS **WHINING** AND A LITTLE **MORE** PLAYING.

MORE PLAYING? THAT'S HARD TO DO WHEN I'M ROLLING UP A **NEW CHARACTER** EVERY FIFTEEN MINUTES

HEY, I DON'T MIND GETTING KILLED AND ALL BY A FELLOW **PLAYER** - SO LONG AS HE DOESN'T GET IN MY FACE AND SCREAM, "**WHO'S DA MAN?**" AND "**YOU GOT NUTHIN!**" FOR TWENTY MINUTES.



SIX HOURS LATER...

OKAY, **COYOTE RED** MANAGES TO CORNER **CRUTCH KILLER** IN THE **LIVERY STABLE**. CRUTCH, YOU'VE GOT A HIGHER **FAST DRAW** - YOU'VE GOT INITIATIVE IF YOU WANT IT.

OKAY, I'M GONNA **POP** HIM IN THE **KNEECAPS** WITH MY **PEACEMAKER**....NO, **WAIT!** I'LL USE MY **DERRINGER** INSTEAD. THAT SHOOTOUT WITH **GORDO** LEFT ME SHY ON BULLETS.

DON'T BOTHER RUNNING ANOTHER **COMBAT ROUND**, NITRO. I KNOW WHEN I'M LICKED - MY CHARACTER TURNS HIS GUN ON HIMSELF.

CRAP! HAND ME ANOTHER SHEET OF PAPER. MY **VENGENACE** MAY NOT BE **SWIFT** IN THE **COMING** -BUT IT **IS** COMING.

AT LEAST I **WINGED** YOU THIS TIME.



I CAN'T IMAGINE WHAT'S KEEPING **NEWT**. WE SHOULD HAVE HEARD **SOMETHING** FROM HIM BY NOW.

YEAH, WELL YOU JUST **WAIT** TIL YOU SEE WHAT I DO TO HIM, WHEN I GET OUT OF HERE. YOU **WON'T** WANT TO MISS IT.



MEANWHILE AT NEWT'S APARTMENT...

HELLO, THIS IS **NEWT FORAGER** AGAIN. YOU ASKED ME TO CALL YOU BACK?.....UH HUH.....YEAH.....THAT'S ME. SOOOOOOO, WHAT DID YOU FIND OUT? IS IT ENOUGH TO GET MY FRIENDS OUT?

UH HUH, YEAH.....OKAY. SURE. REALLY? ONLY ENOUGH TO COVER **FIVE INDIVIDUALS**? I SEE. OKAY I'LL BE DOWN WITH THE MONEY IN JUST A FEW....

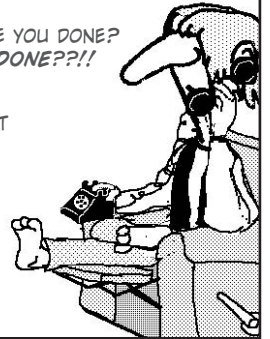
DON'T TOUCH THAT DIAL! THE **GOTH CHANNEL'S 24 HOUR DARK SHADOWS MARATHON** BEGINS IN JUST 15 MINUTES!!



UH.....LIKE I WAS SAYING, I'LL BE DOWN **TOMORROW** ABOUT THIS TIME. YES.....THANK YOU.....BU-BYE!

MY GAWD, **BARNABAS!** WHAT HAVE YOU DONE? GOOD LORD, **WHAT HAVE YOU DONE??!!**

DO YOU **REALLY** WANT TO KNOW THE ANSWER TO THAT QUESTION, **JULIA?** DO YOU?? PLEASE, JUST FIND A CURE, IT'S MY ONLY HOPE!



THE NEXT DAY...

OKAY, SO THE **BOWIE KNIFE** STRIKES **GROVELING OTIS** RIGHT IN THE **FACE** FOR FOUR POINTS OF....

YO! HOLDING CELL FIVE! LISTEN UP. WHEN I CALL YOUR NAME, LINE UP AT THE DOOR. BAIL'S BEEN POSTED FOR THE FOLLOWING INDIVIDUALS: **FERGUESON, SHECKBERRY, ASH.....**

WHAT THE? I CAN'T BELIEVE IT!

HEY! WHAT THE HELL IS WRONG WITH YOU? CAN'T YOU SEE WE GOT A **GAME** GOING HERE?

SAY, WHAT DO YOU KNOW? **NEWT** CAME THROUGH FOR US!

ABOUT FRICKIN' TIME!

WHAT A KID!



AW, C'MON! YOU GUYS AREN'T GONNA LEAVE ARE YA? NOT IN THE **MIDDLE** OF A GAME?

SORRY, **CRUTCH,** I GOT THINGS TO DO. PEOPLE TO SEE.

BUT I'M IN THE **MIDDLE** OF A **KNIFE FIGHT** FOR CRYING OUT LOUD!



YO! YOU GIRLS **DEAF?** I TOLD YOU TO LINE UP AT THE DOOR IF I CALLED YOUR....

SHUT YER FACE, SCREW!! CAN'T YOU SEE WE GOT A **GAME** GOIN' ON HERE? **NOBODY'S GOIN' ANYWHERE!**

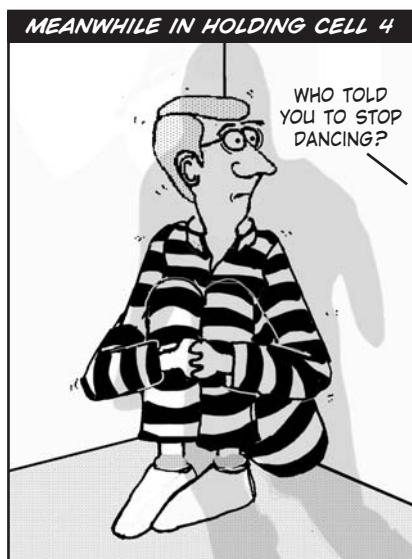
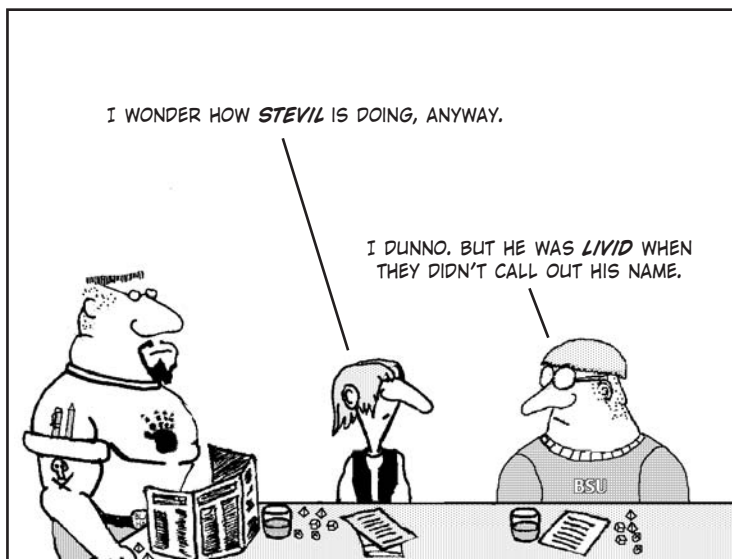
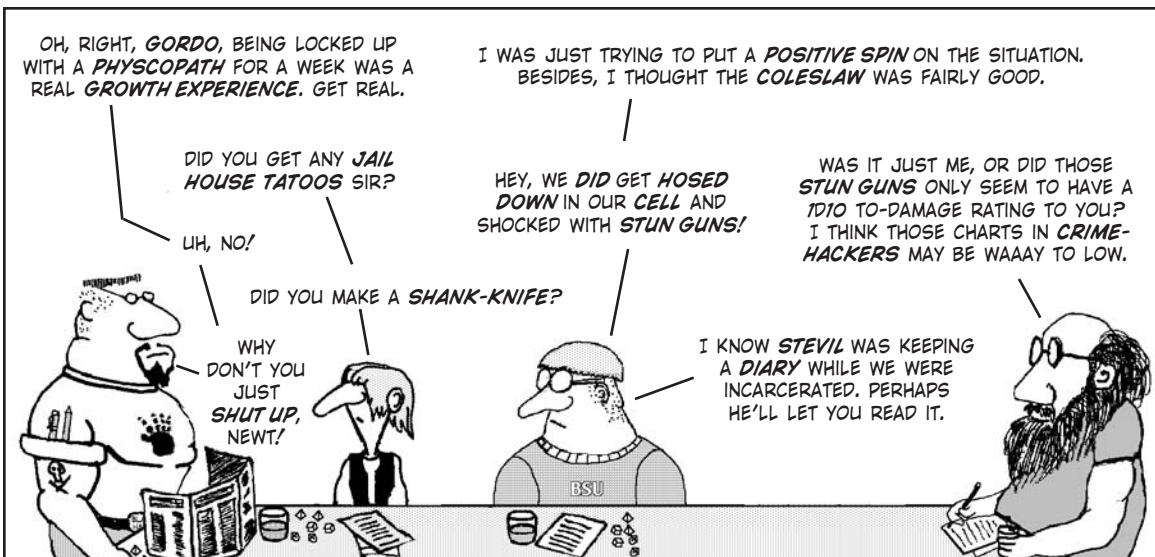
????!!

PIPE DOWN, **LESLIE!** LOOK, JUST BECAUSE YOU'VE DEVELOPED AN IMMUNITY TO **PEPPER SPRAY** DOESN'T MEAN I WON'T COME IN THERE AND **DEAL** WITH YOU THE **HARD WAY!**

CR..CRUTCH, PLEASE! DON'T SASS THE MAN.

HEY, IF WE HURRY I CAN STILL MANAGE TO OPEN THE SHOP FOR A FEW HOURS.





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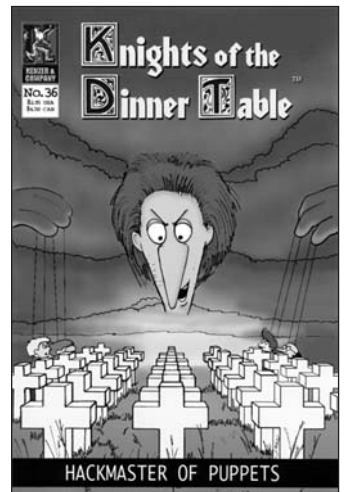
* *OK, it's almost too good to be true because your set of miniatures will be unpainted. We were working on a deal with some female Russian gamers to hand-paint every set but unfortunately the deal fell through.*

KODT: IN YER FACE EVERY FREAKIN' MONTH!!



Issue 35: **Death Awaits**
Available September, 1999

WE DON'T GET **KODT** HERE IN **BAG-WORLD™** BUT IF WE DID, I SUSPECT THE BOYS AND I WOULD READ THEM ABOUT THE **WATCH FIRE** WITH A LITTLE FERMENTED GOAT CHEESE AND A KEG OF TRIED-N-TRUE ALE.



Issue 36: **Hackmaster of Puppets**
Available October, 1999

“WHAT DO YOU READ YOURS WITH??!!”

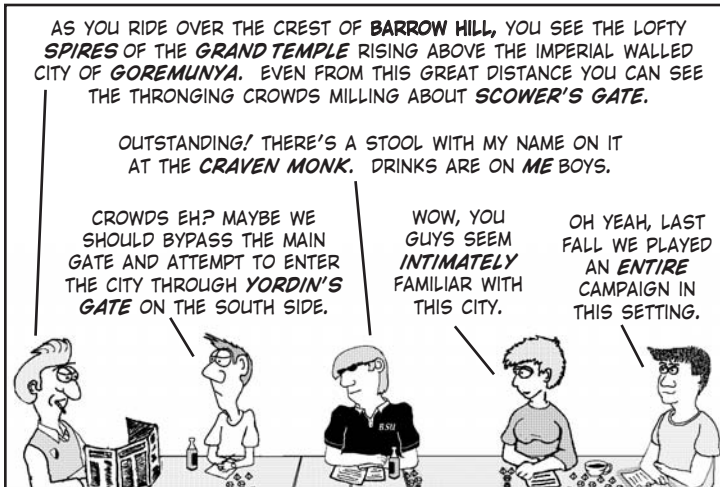
AS YOU RIDE OVER THE CREST OF **BARROW HILL**, YOU SEE THE LOFTY **SPIRES** OF THE **GRAND TEMPLE** RISING ABOVE THE IMPERIAL WALLED CITY OF **GOREMUNYA**. EVEN FROM THIS GREAT DISTANCE YOU CAN SEE THE THRONING CROWDS MILLING ABOUT **SCOWER'S GATE**.

OUTSTANDING! THERE'S A STOOL WITH MY NAME ON IT AT THE **CRAVEN MONK**. DRINKS ARE ON **ME BOYS**.

CROWDS EHP? MAYBE WE SHOULD BYPASS THE MAIN GATE AND ATTEMPT TO ENTER THE CITY THROUGH **YORDIN'S GATE** ON THE SOUTH SIDE.

WOW, YOU GUYS SEEM **INTIMATELY FAMILIAR** WITH THIS CITY.

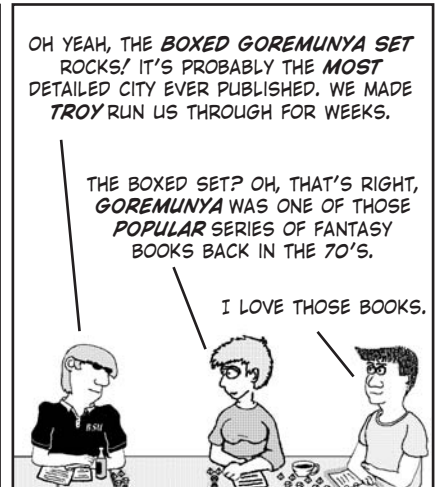
OH YEAH, LAST FALL WE PLAYED AN **ENTIRE CAMPAIGN** IN THIS SETTING.



OH YEAH, THE **BOXED GOREMUNYA SET** ROCKS! IT'S PROBABLY THE **MOST DETAILED** CITY EVER PUBLISHED. WE MADE **TROY** RUN US THROUGH FOR WEEKS.

THE BOXED SET? OH, THAT'S RIGHT, **GOREMUNYA** WAS ONE OF THOSE **POPULAR SERIES** OF FANTASY BOOKS BACK IN THE 70'S.

I LOVE THOSE BOOKS.



REALLY? I TRIED READING **TALES FROM THE CRAVEN MONK** BUT NEVER FINISHED IT.

WELL, YOU DON'T REALLY HAVE TO HAVE READ THE BOOKS TO ENJOY THE **BOX SET**. LIKE **VINCE** SAID IT'S THE **BEST CITY** SETTING EVER PUBLISHED FOR **HACKMASTER**. THE **ENTIRE** POLITICAL INFRASTRUCTURE OF THE CITY'S WORKED OUT. THERE ARE OVER **500 FLESHED OUT** CITY OFFICIALS!

FIVE HUNDRED NPCS?

THAT'S INCREDIBLE!

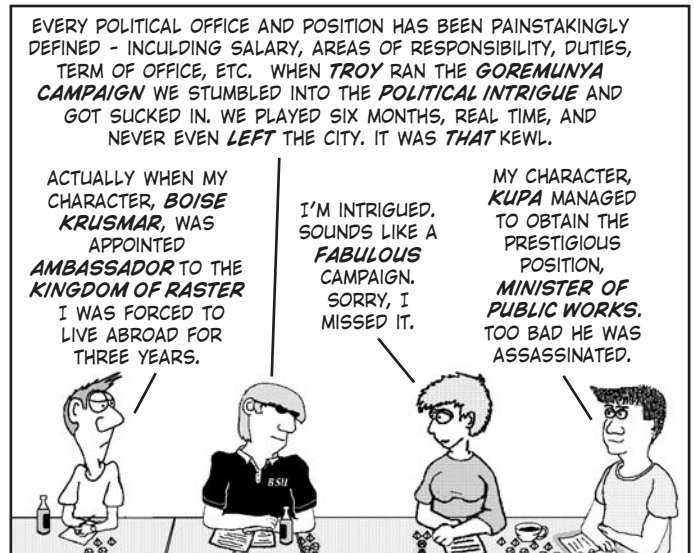


EVERY POLITICAL OFFICE AND POSITION HAS BEEN PAINSTAKINGLY DEFINED - INCLUDING SALARY, AREAS OF RESPONSIBILITY, DUTIES, TERM OF OFFICE, ETC. WHEN **TROY** RAN THE **GOREMUNYA CAMPAIGN** WE STUMBLED INTO THE **POLITICAL INTRIGUE** AND GOT SUCKED IN. WE PLAYED SIX MONTHS, REAL TIME, AND NEVER EVEN **LEFT** THE CITY. IT WAS **THAT KEWL**.

ACTUALLY WHEN MY CHARACTER, **BOISE KRUSMAR**, WAS APPOINTED **AMBASSADOR** TO THE **KINGDOM OF RASTER** I WAS FORCED TO LIVE ABROAD FOR THREE YEARS.

I'M INTRIGUED. SOUNDS LIKE A **FABULOUS** CAMPAIGN. SORRY, I MISSED IT.

MY CHARACTER, **KUPA** MANAGED TO OBTAIN THE PRESTIGIOUS POSITION, **MINISTER OF PUBLIC WORKS**. TOO BAD HE WAS ASSASSINATED.

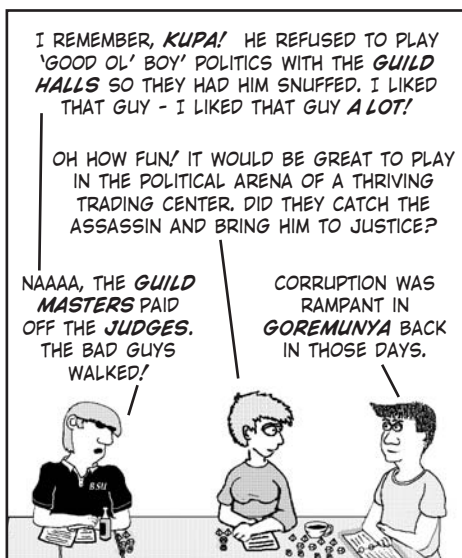


I REMEMBER, **KUPA!** HE REFUSED TO PLAY 'GOOD OL' BOY' POLITICS WITH THE **GUILD HALLS** SO THEY HAD HIM SNUFFED. I LIKED THAT GUY - I LIKED THAT GUY **A LOT!**

OH HOW FUN! IT WOULD BE GREAT TO PLAY IN THE POLITICAL ARENA OF A THRIVING TRADING CENTER. DID THEY CATCH THE ASSASSIN AND BRING HIM TO JUSTICE?

NAAAA, THE **GUILD MASTERS** PAID OFF THE **JUDGES**. THE BAD GUYS WALKED!

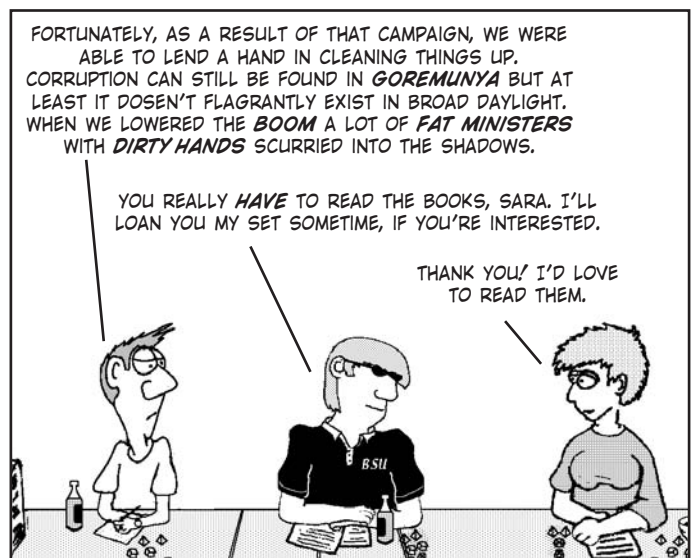
CORRUPTION WAS RAMPANT IN **GOREMUNYA** BACK IN THOSE DAYS.



FORTUNATELY, AS A RESULT OF THAT CAMPAIGN, WE WERE ABLE TO LEND A HAND IN CLEANING THINGS UP. CORRUPTION CAN STILL BE FOUND IN **GOREMUNYA** BUT AT LEAST IT DOESN'T FLAGRANTLY EXIST IN BROAD DAYLIGHT. WHEN WE LOWERED THE **BOOM** A LOT OF **FAT MINISTERS** WITH **DIRTY HANDS** SCURRIED INTO THE SHADOWS.

YOU REALLY **HAVE** TO READ THE BOOKS, SARA. I'LL LOAN YOU MY SET SOMETIME, IF YOU'RE INTERESTED.

THANK YOU! I'D LOVE TO READ THEM.



A FEW MINUTES LATER...

I HAVE TO BE HONEST, I WAS A BIT DEPRESSED AFTER THAT **LIZARDMAN CITY** ADVENTURE LAST WEEK. I REALLY DIDN'T FEEL LIKE MY CONTRIBUTION WAS APPRECIATED. BUT THIS CITY SOUNDS **WONDERFUL!** I THINK I'LL FINALLY BE ABLE TO SHOW YOUR FRIENDS WHAT I'M MADE OF. I **THRIVE** IN SITUATIONS **RICH** WITH ROLE-PLAY OPPS LIKE THIS.

YOU'RE DOING FINE, SARA. YOU WORRY TOO MUCH.

MAYBE SO, BUT I HAVE A GOOD FEELING ABOUT THIS CITY ADVENTURE.

AS YOU APPROACH **YORDIN'S GATE** YOU NOTICE THAT HUNDREDS OF **PILGRIMS** ARE CROWDED AROUND THE CITY WALLS. LOOKS LIKE THERE'S A **FESTIVAL** OR **HOLY DAY** BEING CELEBRATED.

UH OH, I'M GUESSING IT MUST BE THE WEEK OF **GRONGER FEST**. I HOPE WE DON'T HAVE TROUBLE FINDING A ROOM.

UPON REACHING THE GATE TWO IMPERIAL GUARDS MOTION FOR YOU TO HALT.

GET YOUR COIN POUCHES READY EVERYBODY - LOOKS LIKE THE GATE-TOLL IS BACK IN EFFECT.

OH, I'LL COVER IT, GUYS.

HEY, THANKS, SARA.

ACTUALLY THE GUARDS INFORM YOU THAT **PRIME MINISTER STIMBLETON** HAS **WAIVED** ALL TOLLS FOR THE ENTIRE WEEK IN OBSERVANCE OF **GRONGER FEST**. THE GUARDS ARE VERY JOVIAL AND FRIENDLY AS THEY ADDRESS YOU. "GO RIGHT IN", ONE OF THEM SAYS, "WE HOPE YOU ENJOY YOUR VISIT TO OUR FINE CITY!"

'WELL THANK YOU VERY MUCH, GENTLEMEN!' I PRESS A FIVE GOLD COIN PIECE INTO ONE OF THE GUARD'S PALM AS I SHAKE HIS HAND.

HE BLUSHES AND HANDS IT BACK TO YOU. 'PLEASE SIR, IT'S AN HONOR TO SERVE AND PROTECT!'

A WHILE BACK THERE WAS A **BIG STINK** IN **GOREMUNYA** 'CAUSE OF CORRUPTION IN THE **CITY GUARD**. THE **PRIME MINISTER** GOT INVOLVED AND CLEANED HOUSE. HE'S NEVER BEEN SO POPULAR WITH THE CITIZENRY.

I THINK I'LL SEEK OUT THEIR **WATCH COMMANDER** AND PASS ON SOME **GENEROUS PRAISE** ON THE CONDUCT OF HIS MEN.

GOOD IDEA, SARA. I THINK I'LL JOIN YOU.

AS YOU ARE RIDING PAST THE GUARDS ONE OF THEM NOTICES **JUSTINIA** AND STIFFENS. HE QUICKLY GRABS THE REIGNS OF HER HORSE AND HALTS HER.

"I'M SORRY MA'LADY BUT **NO FEMALES** ARE ALLOWED WITHIN THE CITY WALLS DURING **GRONGER FEST**. YOU'LL HAVE TO CAMP OUTSIDE WITH THE **OTHER WOMEN**."

??!! NO WOMEN?? HE'S JOKING RIGHT?

HOLY MOLY, HE'S RIGHT. **GRONGER FEST** IS A 'TIME OF CLEANSING'. ALL THE TROLLOPS, ER, WOMEN ARE EXPELLED FROM THE CITY FOR SEVEN DAYS.

TROLLOPS?

BUMMER!

SORRY BABE. LOOKS LIKE YOU'LL HAVE TO WAIT FOR US OUTSIDE THE CITY UNTIL THE **FEST** IS OVER. YOU CAN BORROW MY **BEDROLL** IF YOU WANT.

NO THANKS! I WON'T NEED IT. I'LL FIND A WAY INSIDE THE CITY.

WHOAH, SWEETHEART! IF YOU GET CAUGHT THE PENALTY IS **DEATH!** JUST HANG OUT AND CHILL TIL WE TEND TO OUR BUSINESS.

HE'S RIGHT, SARA. IT'S NOT WORTH THE RISK. BESIDES IF WE ASSOCIATE WITH YOU, WE COULD BE EXPELLED AS WELL.

JUST HANG OUT AND CHILL? AND WHAT AM I SUPPOSED TO DO WHILE I'M WAITING? *KNIT??!!*

DON'T TAKE IT SO PERSONALLY, SARA. IT'S NOT LIKE YOU'VE BEEN SINGLED OUT. THE *ENTIRE* FEMALE POPULATION OF *GOREMUNYA* IS INVOLVED HERE.

WE'RE NOT SAYING IT'S FAIR. WE'RE JUST PAWNS ADRIPT IN A WORLD NOT OF OUR OWN MAKING.

THAT MAY BE BUT I CAME TO *PLAY* NOT TO SIT AND WAIT.

WELL PUT, VINCE!

UH OH, LOOKS LIKE SOMEBODY DOESN'T 'PLAY WELL WITH OTHERS'.

AN HOUR LATER...

THE *PRIME MINISTER* LAUGHS LOUDLY AT YOUR JOKE AS HE SLAPS HIS KNEE. HE ORDERS MORE COGNAC AND CIGARS ALL AROUND AND INSISTS THAT YOU CONTINUE WITH YOUR PROPOSAL FOR A NEW COLONY IN *FURTHINGTON*.

SOUNDS LIKE WE JUST WON THIS GUY OVER ON THE *SCHMOOZE-TABLE*. LET'S UP THE ANTE AND ASK FOR *FULL FINANCING* ON THE PROJECT.

I AGREE BUT LET'S WAIT 'TIL HE'S HAD A FEW MORE DRINKS. WE DON'T WANT TO SCARE HIM OFF.

TELL HIM ANOTHER *ORC JOKE*. HE REALLY SEEMED TO LIKE THE LAST ONE.

LATER STILL...

OKAY, LOOKS LIKE *MARCUS* OF THE *RED TEAM* IS THE *LEAD* CHARIOT AS THE *PACK* COMES AROUND THE BACK CORNER. HOWEVER HE JUST TOOK A *VISCIOUS* LASHING ATTACK FROM *CORNELIUS* OF THE *GREEN TEAM*. HE'S GOT A FAIR AMOUNT OF BLOOD FLOWING INTO HIS EYES - *COULD SPELL TROUBLE* ON HIS NEXT *CORNERING CHECK*.

GAWD HELP ME BUT I *LOVE* BETTIN' ON THE RACES. IF *MARCUS* CAN PULL THIS OFF, I STAND TO WIN *FOUR THOUSAND* IN GOLD, EASY!

IN YOUR DREAMS! YOU WANNA DOUBLE OUR *SIDE BET*?

YOU'RE ON!

I'LL TAKE SOME OF THAT ACTION. MY MONEY IS ON *CORNELIUS*. THOSE MATCHED *ARABIAN STALLIONS* HAVE GREAT STAMINA.

UH, SARA? YOU OKAY?

WHO ME? YEAH, SURE, I'M OKAY. CAN'T YOU TELL? ACCORDING TO *TROY* THE VIEW OF THE *MOAT* FROM MY *TENT* IS JUST ABSOLUTELY *BEAUTIFUL!*

YOU KNOW, IF YOU'RE GONNA HAVE AN *ATTITUDE* ABOUT THIS, I SUGGEST YOU PUSH AWAY FROM THE TABLE AND *GO HOME!*

MAYBE *VINCE* IS RIGHT, *SARA*, IF YOU'RE *BORED* MAYBE YOU SHOULD JUST LEAVE. WE CAN PLAY *THROUGH GRONGER-FEST* AND *NEXT WEEK* YOU'LL BE ABLE TO PARTICIPATE MORE.

GO? ME? WHY SHOULD I GO? THERE'S *PLENTY* OF THINGS I CAN DO.

WHY I HEAR THE GIRLS OVER ALONG THE *EAST WALL* ARE HAVING A *QUILTING BEE* TONIGHT. THAT SHOULD BE FUN. WHAT DICE DO I NEED TO ROLL TO SEE IF MY *CROSS STITCH* IS UP TO SPEC - HUH? COURSE I COULD BE EARNING SOME POCKET MONEY OVER IN THE *RED LAMP* DISTRICT. THAT SURE SEEMS TO BE A *POPULAR SPOT* AFTER SUNDOWN.

WHOOAH THERE LITTLE *TORCH GIRL - FLAME OFF!* GEESH! WE'RE *NOT* THE ENEMY HERE.

SARA, YOU'RE OBVIOUSLY UPSET. MAYBE YOU SHOULD TAKE A BREATHER OR SOMETHING.

GET A GRIP, WILL YA?

LITTLE TORCH GIRL?

AFTER TEN MINUTES OF BICKERING...

THAT'S IT GUYS! TEMPERS ARE HIGH AND EVERYONE'S ON EDGE. THERE'S NO SENSE IN TRYING TO RUN A GAME UNDER THESE CONDITIONS. WHY DON'T WE JUST **END** THE GAME HERE AND PICK IT UP NEXT WEEK? BESIDES, I'M FAMISHED AND THERE'S A PLATE OF BROWNIES WITH -AHEM- **PINK FROSTING*** WAITING FOR ME AT THE DORM.

PINK FROS.....?? OH.....OH! YEAH, GOOD IDEA. I DO HAVE A TEST IN MY **STRUCTURAL ENGINEERING** CLASS IN THE MORNING. I SHOULD GO OVER MY LOAD-BEARING ALGORITHMS TONIGHT.

I SHOULD BE GOING TOO. IT IS GETTING LATE.

TROY'S RIGHT. WE'RE ALL FRIENDS HERE.



I KNOW YOU THINK I'M BEING A **JERK** JOHN BUT I'VE BEEN PLAYING WITH YOU GUYS FOR NEARLY TWO MONTHS AND I FEEL LIKE I'M SOME KIND OF **GOPHER** FOR YOUR CHARACTERS. I **NEVER** GET TO **DO** OR **SUGGEST** ANYTHING.

SURE YOU DO, SARA. YOU SET MY LEG LAST WEEK. REMEMBER? AND YOU EVEN TOOK MY **GUARD SHIFT** LATER THAT NIGHT.

OH THRILL! I LIVE FOR MOMENTS LIKE THAT.

WHAT'S GOT INTO YOU?



A FEW MINUTES LATER...

HEY, LOOK, DON'T MAKE ME, I'M THE ONE WHO SUGGESTED GETTING **SHEILA HOROWITZ** FOR THE **TOURNAMENT**. NOTHING AGAINST, **SARA**, BUT I THINK THE GIRL HAS **ISSUES** OR SOMETHING. SHE TAKES THIS **GAMING THING** WAAAY TO SERIOUS IF YOU KNOW WHAT I MEAN. I SAY WE **DUMP** HER AND TAKE OUR CHANCE IN WITHOUT HER.

BUT WHAT ABOUT THE POINTS? THE **WHOLE** REASON WE BROUGHT HER ON BOARD WAS SO WE'D BE ELIGIBLE FOR THE **500 POINT BONUS** THEY GRANT TO **MIXED-GENDER GROUPS** DURING THE FINALS.

AT THIS POINT, I DON'T EVEN CARE ABOUT WINNING THE TOURNAMENT ANYMORE. I SAY WE CUT HER LOOSE.

C'MON GUYS, WE **NEED** THOSE BONUS POINTS TO WIN THAT \$1,500 GRAND PRIZE THEY'RE PUTTING UP THIS YEAR.



OKAY, OKAY, SO WE DON'T CUT HER LOOSE. BUT THAT DOESN'T MEAN SHE HAS TO PLAY WITH US EACH WEEK DOES IT? WHY CAN'T SHE JUST SHOW UP AT THE TOURNAMENT WHEN WE **NEED** HER AND LEAVE IT AT THAT?

I **TOLD** YOU THE WHOLE **DATING** THING WOULD **MUCK** THINGS UP. SHOULD'A JUST USED **MY** IDEA AND PUT A **DRESS** ON **LANKY**. IT WORKED IN SOUTH PADRE LAST YEAR.

OKAY, **LANK**, I'LL TELL HER **SOMETHING** WHEN I SEE HER AT WORK ABOUT US **NOT** PLAYING ANYMORE 'TIL THE **TOURNEY**. ANY IDEAS?



JUST DON'T PUSSY-FOOT AROUND THE ISSUE, **JOHN**. YOU GOTTA BE **CLEAR** ON THIS. WE DON'T WANT HER CRASHING OUR GAMES **AFTER** THE TOURNAMENT IS OVER AND BECOMING A **NUSIANCE** LIKE **PATTY GAUZWEILER** USED TO BE.

PATTY? DON'T EVEN MENTION THAT FREAK'S NAME. THAT GIRL NEARLY DROVE ME TO....

OH, DON'T WORRY, GUYS, **I WON'T BE BACK!**

WHAT THE.....??!!

CRIPES! IT CAN'T BE....

UH OH, WE'RE BUSTED.



SORRY, GUYS, I FORGOT MY **BOOKBAG**. MOST INTERESTING CONVERSATION I HEARD **ALL** NIGHT.

HUH? OH...UH, WE WERE TALKING ABOUT THE LATEST **BUFFY** EPISODE. WE'RE CONCERNED ABOUT WHERE THE SERIES IS HEADING.

UH..YEAH, SHE'S GETTING IN **WAY** OVER HER HEAD. THAT **ANGEL'S** BAD NEWS.



* Pink Frosting (See *Tales From the Vault*: page 17) Brian VanHoose developed the P.A.C. system (Player Advantage Codes) to help players get an edge on the GM. Using various codes which consisted of words and phrases (originally there were fifty codes) players were able to communicate to their comrades without tipping the GM to their intent. The list eventually made its way to the Usenet and has come into widespread use.

SORRY GUYS, BUT YOU'RE NOT THE **ONLY** ONES WITH A COPY OF THE **PLAYER ADVANTAGE CODES!** I KNOW WHAT **PINK FROSTING** MEANS - BREAK AWAY FROM THE TABLE TO HAVE A **PRIVATE HUDDLE**. ACTUALLY I THINK THE **MORE** APPROPRIATE CODE WOULD HAVE BEEN **BLUE DIAMOND WRAP** - "LET'S DITCH THE **NEW** PLAYER AND RESTART THE GAME LATER".

H...H....HEY, SWEETHEART, YOU GOT IT **ALL** WRONG. WE WERE JUST WRAPPING UP. GOT CAUGHT UP WITH **GUY TALK**. YOU KNOW HOW IT IS.

YOU CAN **SHOVE** THE 'SWEET-HEART' AND 'BABE' TALK, **VINCE**. OBVIOUSLY THERE ARE NO **MEN** AT THIS TABLE, OTHERWISE YOU WOULD HAVE JUST SAID WHAT WAS ON YOUR MIND TO MY **FACE!**

TAKE IT EASY, SARA.

WHAT WAS THAT? I'M NOT SURE I **HEARD** YOU **JOHN**. YOU COULDN'T EVEN **STAND UP** FOR ME. AND YOU CALL YOURSELF MY **BOYFRIEND?**

YOU STILL HERE?

AND NO SARA, **YOU** CALLED **ME** YOUR **BOYFRIEND**.

SLAM!!

A FEW SECONDS LATER

OH MAN, YOU WERE **BRUTAL!** TALK ABOUT STOMPIN ON A POOR GIRLS HEART - THAT WAS **AWESOME!**

GUESS THERE'S NO NEED TO TALK TO HER ABOUT NOT **COMING AROUND** ANYMORE. WELL, **LANK**, YOU BETTER DIG OUT THAT DRESS AFTER ALL. I'LL SEE ABOUT BORROWING A WIG FOR YOU FROM MY MOM AGAIN.

TRY TO GET HIM THE **RED WIG** THIS TIME. THE **BLONDE** ONE DIDN'T SEEM TO MATCH HIS **EYEBROWS**.

FOUR O'CLOCK IN THE MORNING...

HELLO?

B.A.? IT'S ME, SARA. SORRY TO BOTHER YOU.

SARA? WHAT'S WRONG? IS IT **AUNT NUDRA?** DID SOMETHING HAPPEN?

NO, NO, NOTHING LIKE THAT. I WAS JUST WONDERING IF...UH...I WAS JUST WONDERING IF YOU **STILL** HAVE A PLACE FOR ME IN YOUR GROUP.

YOU KNOW YOU'LL ALWAYS HAVE A CHAIR WITH THE **KNIGHTS**. BUT WHAT HAPPENED WITH....

LET'S JUST SAY I FOUND OUT WHO MY **FRIENDS** ARE. SEE YA THURSDAY, 'CUZ.

CLICK!

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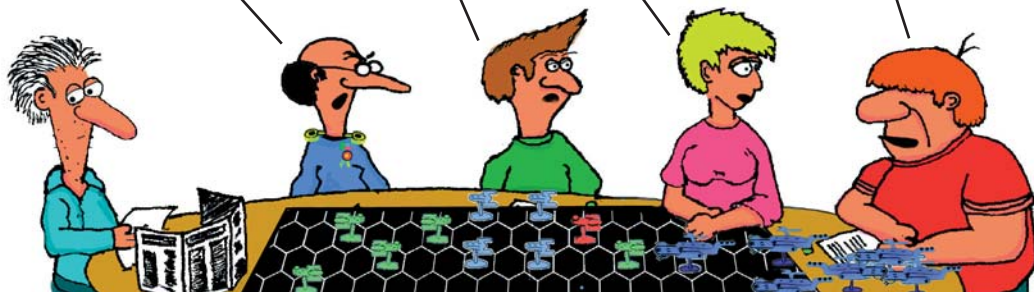
NOBLE ARMADA

DAMMIT BRIAN! WHAT THE HELL ARE YOU PICKING ON ME FOR? I THOUGHT WE AGREED UPON A **CEASE FIRE**?

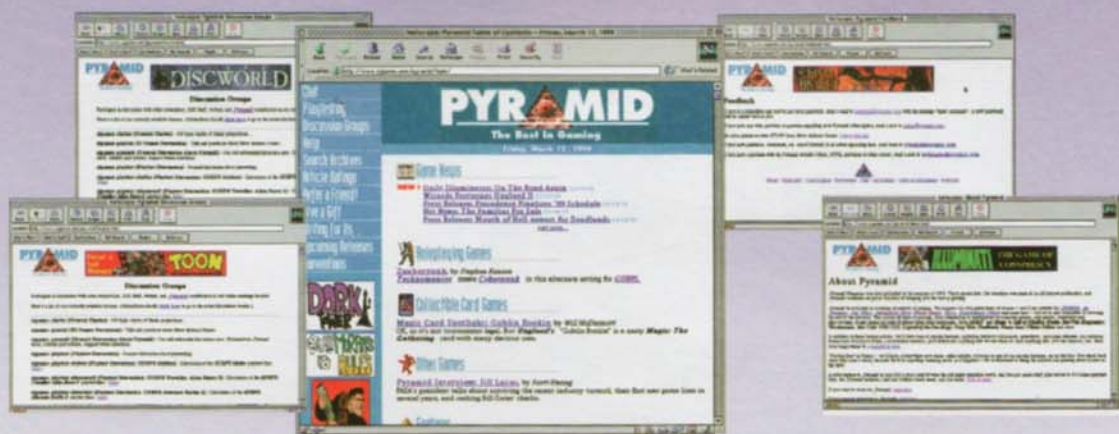
YOU HAD A **PEACE INITIATIVE** WITH **BOB**? I THOUGHT **WE** HAD AN AGREEMENT?

SO DID I. DON'T YOU THINK YOU'RE BEING A BIT UNDERHANDED, BRIAN?

SORRY GUYS, I JUST NEEDED TO GET IN CLOSER WITH MY **DREADNOUGHTS** SO MY **MESON SPINAL CANNONS** WOULD BE IN RANGE WITH YOUR FLEETS. THE ONLY **PEACE** I WAS TALKIN ABOUT WAS THE **REST-IN-PEACE** VARIETY.



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THIS **BLOWS** I TELL YA! I GOT THE MAXIMUM ALLOWABLE **CHARISMA** FOR A DWARF! YOU CAN'T SAY YOU'RE NOT **ATTRACTED** TO ME, SARA. YOUR LIPS SAY, "NO, NO, NO!" BUT THE NUMBERS SAY, "YES!"

I'M SORRY BOB, I JUST DON'T FEEL COMFORTABLE MAKING A **CALL** ON THIS. YOU'RE ON YOUR OWN.

GIVE IT UP, DUDE! HER CHARACTER IS A **SNOB!** EL RAVAGER FLEXED FOR HER AND EVERYTHING - **NOTHING!** NOT EVEN A "HOWDY DO!"

WHY THE **SUDDEN** INTEREST IN COURTING MY CHARACTER, **THORINA??**

THEY JUST FOUND OUT THERE'S A **10% EXPERIENCE POINT BONUS** FOR MARRIED CHARACTERS.



WHAT THE HELL? I THOUGHT WE WERE **BLOOD BROTHERS**, DUDE! YOU SAID EL RAVAGER WOULD LAY DOWN HIS **LIFE** FOR **KNUCKLES!**

I MUST'A SAID THAT WHEN MY **CONSTITUTION** WAS STILL HIGH. **DEATH** LOOMS A BIT LARGER FOR THE **RAV** THESE DAYS.

SPOKEN LIKE A TRUE HERO, DAVE!



OKAY, SO **NOW** I KNOW WHY WEIRD PETE REFUSED TO CARRY THIS **NOVEL** IN HIS SHOP - SAYS HERE THAT **FEMALE DWARVES** HAVE BEARDS. THE AUTHOR SHOULD BE **SHOT!**

SHEESH! GUESS THE AUTHOR DIDN'T EVEN BOTHER TO DO HIS RESEARCH.



OKAY, **STEVIL**, BEFORE I SHIMMY DOWN THIS ROPE INTO THE **PIT TRAP** CAN I HAVE YOUR **ASSURANCE** YOU WON'T **LET GO** OF THE ROPE? I'M A BIT CONCERNED THAT YOU MAY STILL BE **PISSED** ABOUT THAT **LITTLE PITCH FORK-TO-THE-FACE** INCIDENT.

AT LEAST IT WAS AN HONEST ANSWER FOR ONCE.

A LITTLE **LEERY** ARE WE? OKAY, NO NEED TO **PLAY** THIS OUT THEN IF YOU'RE ON TO ME. TO SAVE TIME I'M JUST GOING TO VIOLENTLY **SHOVE** YOU INTO THE PIT AND DOUSE YOU WITH **FLAMING OIL.**

AND I'M TOSSING SOME KINDLING DOWN ON YOU.



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WE'LL LOOK AROUND!

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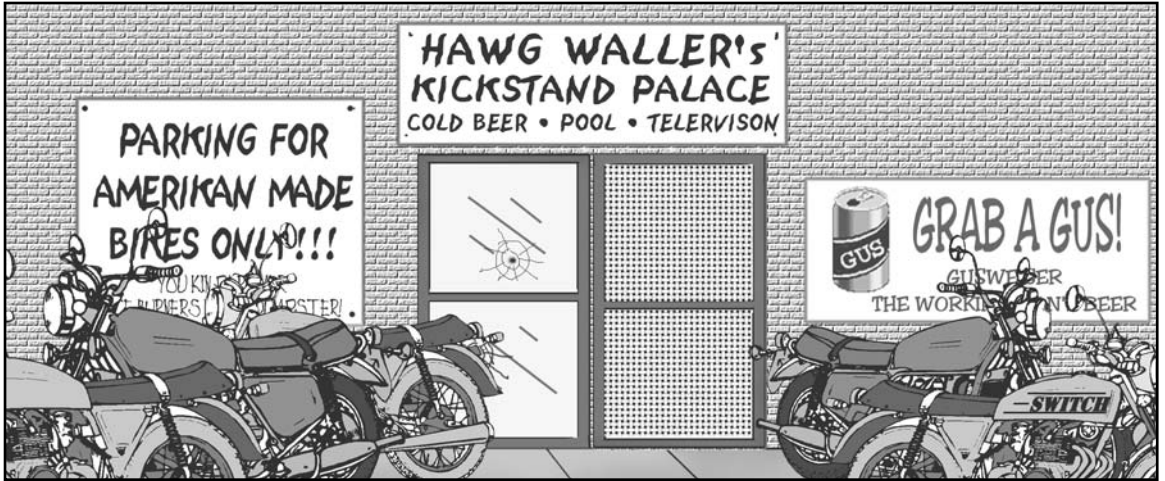
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HEY *HAWG*, I BET YOU NEVER FIGURED ON ME PAYING OFF THAT *BARTAB* - DIDJA? TELL THE TRUTH. YOU DIDN'T BELIEVE ME WHEN I TOLD YA OL' *SWITCH* HERE ALWAYS PAYS HIS *DEBTS*?

SO WHAT HAPPENED? YOU WIN THE *LOTTERY* OR SOMETHING? SOMEBODY DIE AND LEAVE YOU A FAT *CHUNK OF CHANGE*?

ER, YEAH, SOMETHING LIKE THAT.

COURSE, IT'S NONE OF MY BUSINESS BUT SOME FOLKS HAVE BEEN WONDERING *ALOUD* WHAT THE STORY IS. YOU COME STROLLING IN HERE LAST NIGHT WITH *MAGGIE* HANGIN' ON YER ARM - DRINKING THREE DOLLAR A GLASS LIQUOR, BUYING *STRANGERS* DRINKS...

HA! JUST GOES TO SHOW WHAT YOU KNOW. HELL *HAWG*, I GOT MONEY COMING IN FROM EVERY-WHICH DIRECTION. I'M JUST *MODEST* ABOUT IT, THAT'S ALL. DON'T LIKE TO *FLAUNT* MY SUCCESS.

MODEST MY ASS! YOU'LL BE BROKE BY THURSDAY AND DATELESS AGAIN BY FRIDAY.

HEY'A *SWITCH!*

CRUTCH???!!
Y...Y...YOU'RE OUT?
TH...TH...THEY LET YOU OUT?

HOW COME YOU WOULDN'T ACCEPT MY PHONE CALLS? I TRIED CALLIN' YOU ALL WEEK. I EVEN USED THAT 1-800 CALL-4LESS NUMBER.

OH...UH...I'VE BEEN OUT OF TOWN.

YOU DON'T SAY.

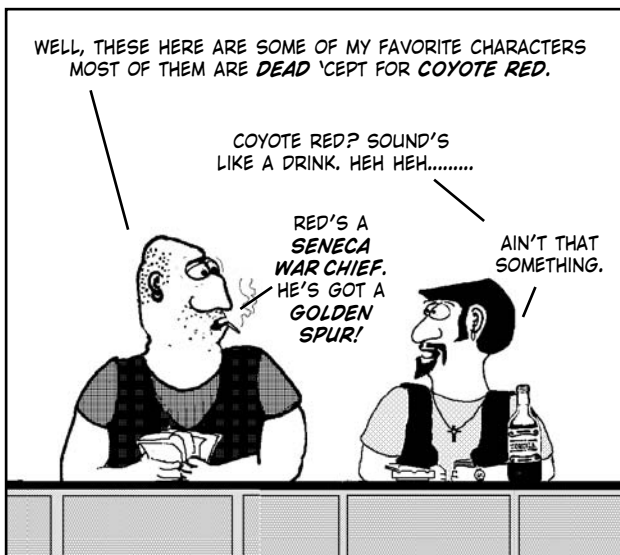
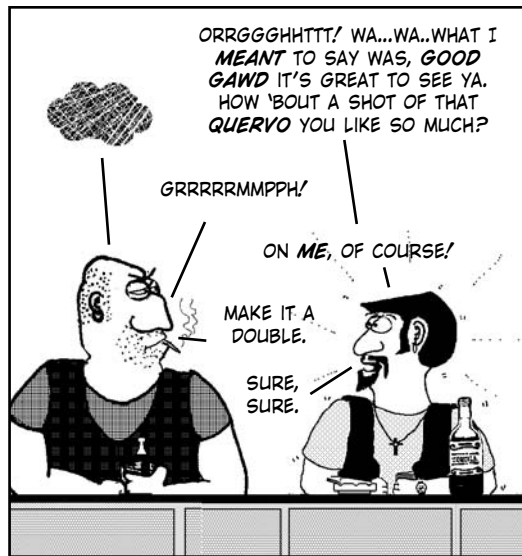
SO HOW'D YOU GET OUT, HOSS? YOU BUST OUT?

THOSE *NEW FRIENDS* OF MINE POSTED MY BAIL. CAN YOU BELIEVE IT?

GIT OUTTA HERE! NO WAY. YOU'RE PULLING MY LEG, RIGHT? WHY ON EARTH WOULD THEY DO THAT?

HEY THOSE GUYS ARE *ALRIGHT!* WE GOT PRETTY TIGHT IN THE JOINT.

NO FOOLIN'?



AN HOUR LATER....

...NOW AFTER I PULL MY **BOWIE KNIFE** FROM HIS CHEST AND I'M WIPING OFF THE BLOOD IT OCCURS TO ME - THIS WAS THE **BOUNTY HUNTER** THAT BASTARD **GENERAL PRICE** HAD SENT AFTER MY ASS. AIN'T THAT FUNNY? AND HERE I THOUGHT HE WAS AFTER MY **SPUR!** SO OF COURSE **EVERYBODY** IS HAVING A GOOD LAUGH AT THIS POINT WHEN THE...HA HA...WHEN...SNICKER...WHEN, **HAR!!** WHEN THE **SNAKE OIL SALESMAN** SUDDENLY SAYS, "WHAT? DID I SAY SOMETHING WRONG?" HA HA!!

I UH, GUESS YOU HAD TO BE THERE, HOSS.

I DON'T TELL IT AS GOOD AS **NITRO** DOES. HE HAS A WAY WITH WORDS.

HEY, WHAT DO YOU SAY WE GET OUTTA HERE AND HAVE SOME FUN? CELEBRATE YOUR GETTING OUT. YA KNOW THEY'RE **MUD WRESTLING** AFTER THE **TRACTOR PULL** TONIGHT DOWN AT THE **4-H GROUNDS**. THOSE GIRLS KNOW HOW TO PARTY!!

OH...NO, I CAN'T. I WAS THINKING OF RUNNING BY **PETE'S PLACE**.

PETE'S PLACE? THAT NEW **BIKER BAR** ON 35?

NO, HE RUNS A **GAME STORE**. HE SAID IF I DROPPED BY HE'D GIVE ME A GOOD DEAL ON SOME **DICE** AND **HAND-PAINTED FIGURES**. YOU WANNA COME? WE MIGHT BE ABLE TO FIND A GAME TO SIT IN ON.

OH...UH...ER....I'D LOVE TO. REALLY. BUT...UH..I'M UH, HAVING A **TOOTH** PULLED THIS AFTERNOON.

OKAY. GUESS I SEE YA AROUND THEN.

SURE, HOSS.

HELLFIRE, IF **THAT** DON'T BEAT ALL.

DID YOU HEAR THAT CRAP? THEY GOT TO HIM, **HAWG!** THOSE GAWD DAMN **SCREWS** GOT TO HIM! THEY MESS'D WITH HIS HEAD.

THEY SHOULDN'T OUTTA DO A MAN THAT WAY. IF I GET MY HANDS ON THOSE SONS A BIT....

WHO, **CRUTCH?** HELL, THAT MAN ALWAYS WAS RUNNING ON A **MUD TRACK** WITH **BALD TIRES**. HE CAN TAKE CARE OF HIMSELF.

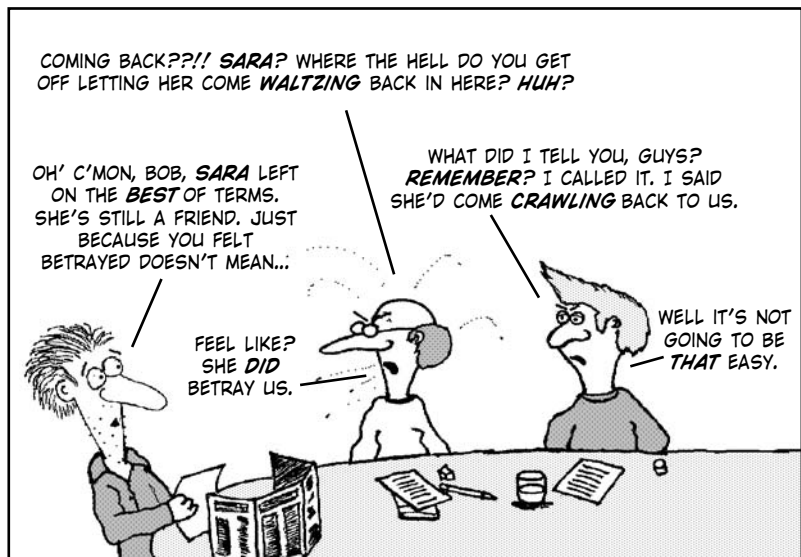
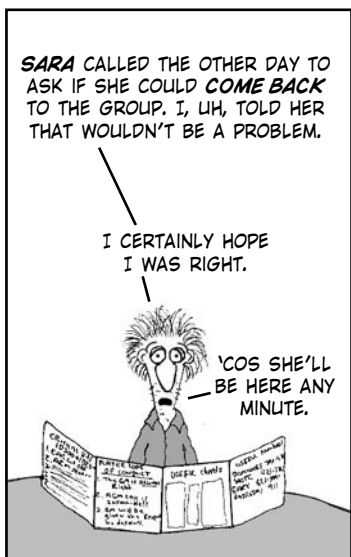
YOU DON'T UNDERSTAND. I JUST **LOST** MY **BEST** DRINKIN' BUDDY.

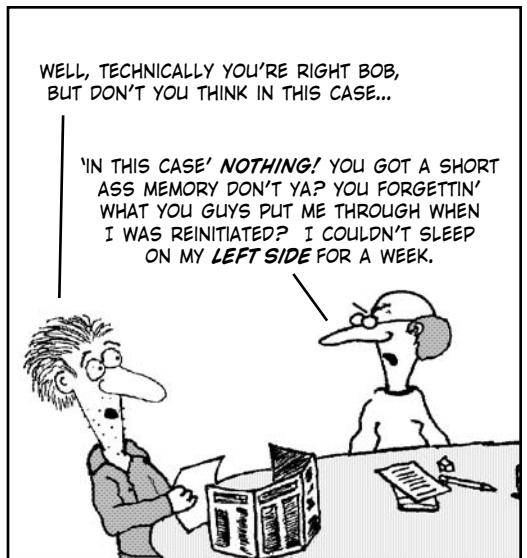
POUR YA ANOTHER ONE, SWITCH?

PLEASE.

The Big Surprise

BY DAVID S. KENZER
JOLLY R. BLACKBURN AND STEVE JOHANSSON





* See KODT#10: The Temp [After Bob's Dad sees a negative report on role-playing on the news, he gives Bob an ultimatum: Quit playing or move out and get a job.]

† The Walk of a Thousand Four Siders. This trial-by-ordeal event involves walking barefoot across a surface covered with four siders. The HackMaster Player's Association banned the practice but it still utilized by some rouge groups.

SHUT THE HELL UP!!



DIDN'T YOU HEAR WHAT HE SAID?
SARA'S COMING BACK!

B..B...BRIAN, CALM
DOWN. I WAS JUST
BLOWIN' STEA....

HEY MAN,
WHAT'S THE
PROB....

I TOLD YOU
TO SHUT UP!



SARA'S MY FRIEND - YOU HEAR? AND I'M NOT GOING TO
SIT HERE AND LET YOU GUYS SCREW THIS UP. YOU
UNDERSTAND? SARA'S COMING BACK AND THAT'S ALL
THERE IS TO IT. AND IF ANYONE GIVES HER FLACK
ABOUT IT THEY'RE GONNA ANSWER TO ME!

ER...UH....ER...NOT
A PROBLEM DUDE.
SHE'S IN.

Y...Y...YEAH, WE'RE
KEWL WITH THAT.

NOW WHEN
SARA GETS
HERE, THIS IS
WHAT WE'RE
GONNA DO...



TEN MINUTES LATER.....

NOW, IF YOU'LL EXCUSE ME, I'M GOING
TO STEP OUTSIDE AND GET SOME
FRESH AIR. MY STOMACH HURTS.



A FEW MINUTES LATER.....

GEEZE LOUEEZE! WHAT THE HELL'S GOTTEN
INTO THAT GUY? I WAS JUST VOCALIZING
MY ANGER LIKE THEY TAUGHT ME IN
RAGE MANAGEMENT CLASS.

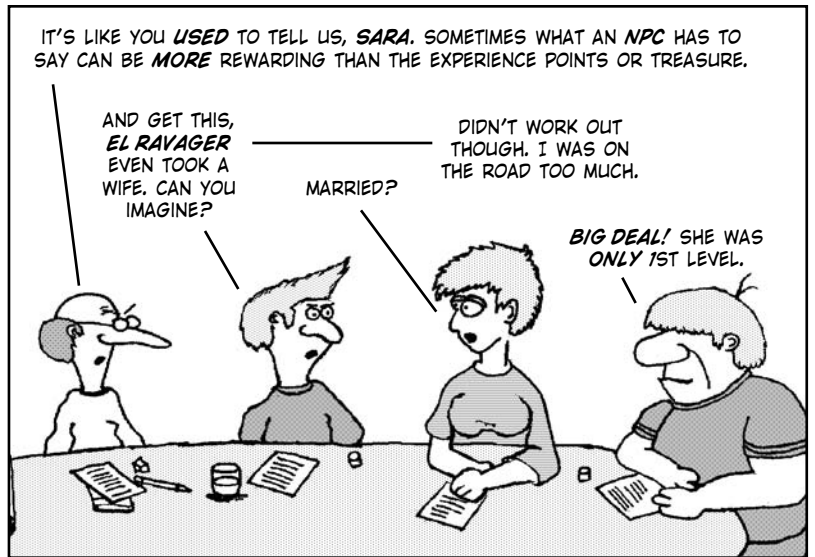
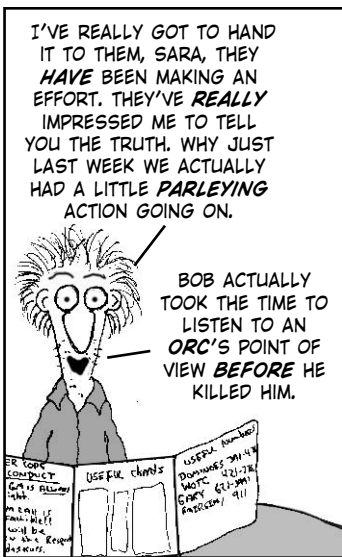
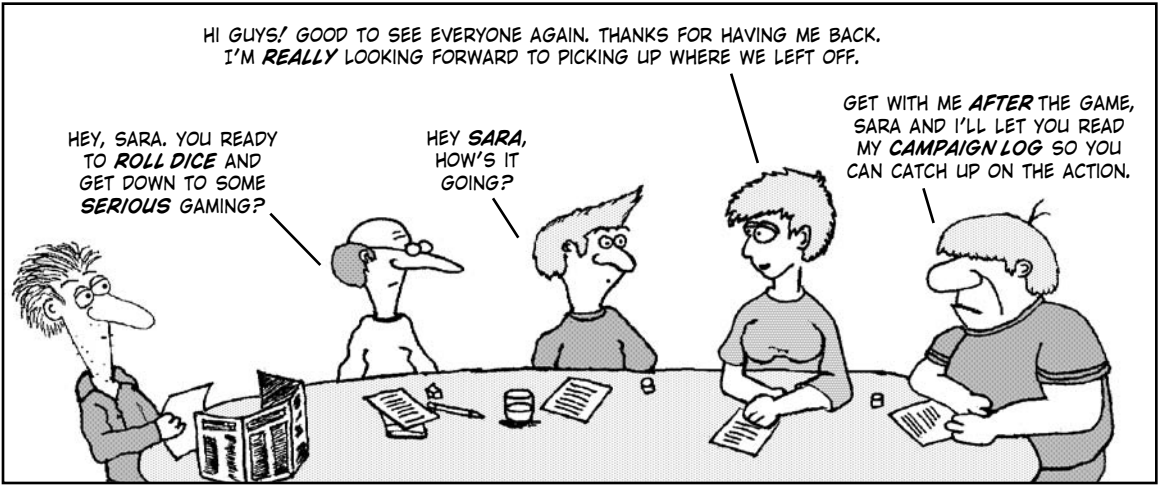
SAY WHAT YOU WILL ABOUT THE
MAN, BUT THERE'S A BIG HEART
BEATING IN THAT CHEST.

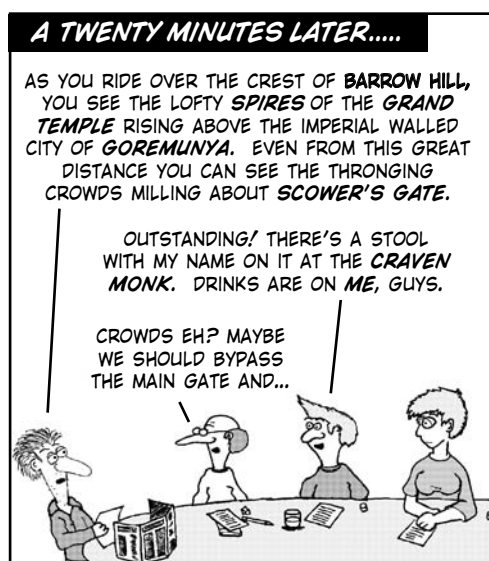
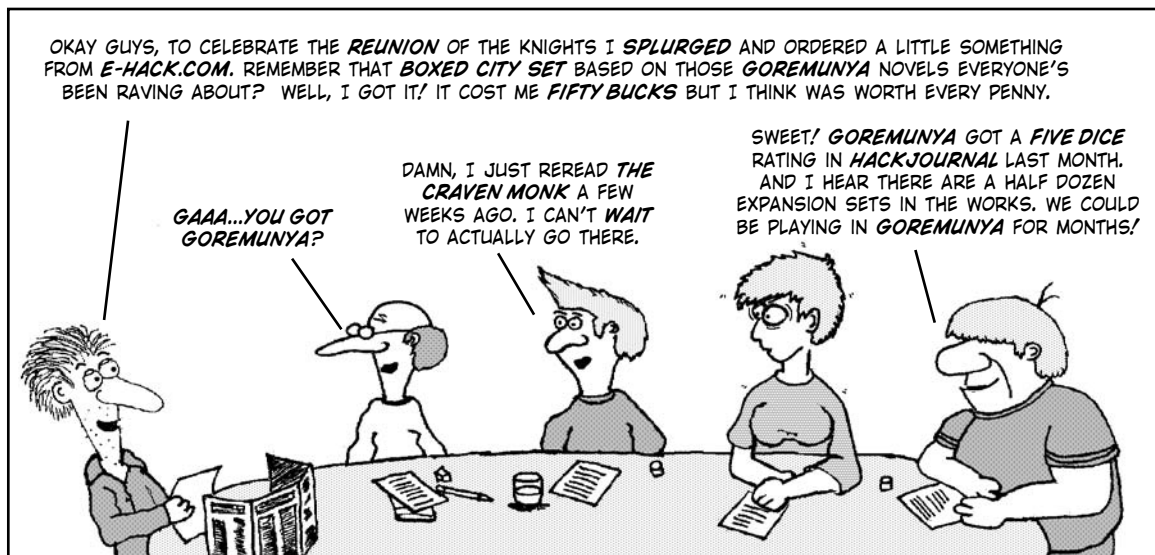
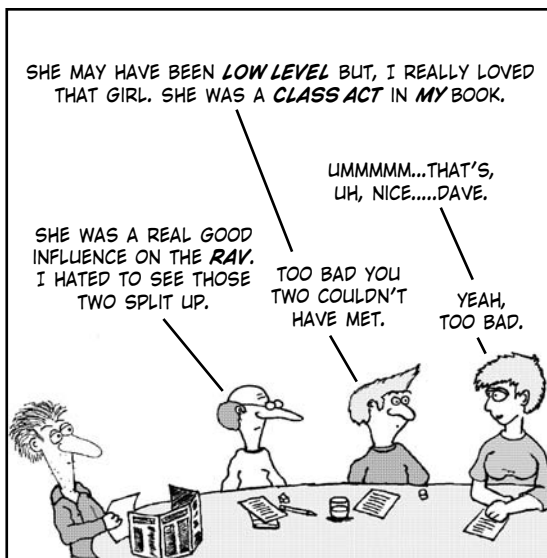
GOOD THING HE STEPPED OUTSIDE WHEN
HE DID. I WAS THIS CLOSE TO LOSIN' IT
AND GOING OFF ON THE BIG GUY.



Hell Hath No Fury

BY DAVID S. KENZER
JOLLY R. BLACKBURN AND STEVE JOHANSSON





*See KODT#33: Murder Most Foul [Cody accuses Brian of murdering Hodgy and the evidence seems to back him up.]

A WEE BIT LATER...

AS YOU APPROACH **YORDIN'S GATE** YOU NOTICE THAT HUNDREDS OF **PILGRIMS** ARE CROWDED AROUND THE CITY WALLS. LOOKS LIKE THERE'S A **FESTIVAL** OR **HOLY DAY** BEING CELEBRATED. UPON REACHING THE GATE TWO IMPERIAL GUARDS MOTION FOR YOU TO HALT.

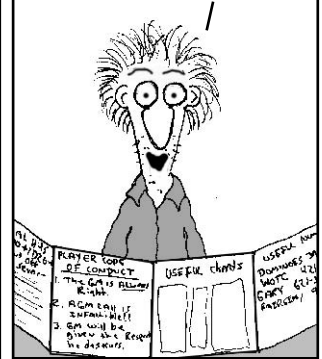
THE GUARDS ARE VERY JOVIAL AND FRIENDLY AS THEY ADDRESS YOU. "GO RIGHT IN", ONE OF THEM SAYS, "WE HOPE YOU ENJOY YOUR VISIT TO OUR FINE CITY!"



FESTIVAL? I'LL BET IT'S **GRONGER FEST**.

OH YEAH, WE'RE DEFINITELY PARTYING AT THE **CRAVEN MONK!**

I'M THERE DUDE! BUT LET'S GET A **ROOM** FIRST BEFORE THEY'RE ALL GONE.



TO BE USED FOR THE...
 PLAYER TOOK THE GREAT...
 2. RGM can...
 3. GM will be...
 USEFUL CHAIRS
 USEFUL...
 DOWNSIDE...
 WIFE...
 GARY...
 ENGLISH...

THE GUARDS INFORM YOU THAT **PRIME MINISTER STIMBLETON** HAS **WAIVED ALL TOLLS** FOR THE ENTIRE WEEK IN OBSERVANCE OF **GRONGER FEST!**

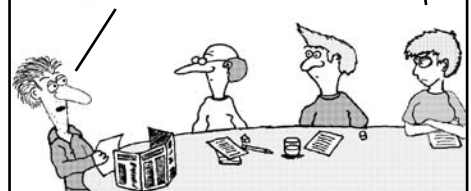
AS YOU START TO RIDE PAST THE GUARDS ONE OF THEM SUDDENLY STEPS FORWARD AND GRABS THE REIGNS OF **JUSTINIA'S HORSE** AND HALTS HER.

HA! I CALLED IT. JUST LIKE I SAID, **GRONGER FEST**.

PRIME MINISTER STIMBLETON?? HEY, HE'S THAT LOWLY **BLACKSMITH** WHO ROSE UP THROUGH THE RANKS OF THE **GUILD HALLS** AND MARRIED INTO **HIGH SOCIETY**. HE SINGLE-HANDEDLY TOOK ON **CORRUPTION** IN PARLIAMENT AND CLEANED HOUSE!

JUST LIKE IN THE BOOKS! KEWL BEANS.

"I'M SORRY FOLKS, BUT NO HORSES ARE ALLOWED WITHIN THE CITY WALLS DURING **GRONGER FEST**. YOU'LL HAVE TO LEAVE YOUR HORSES OUTSIDE TO GRAZE WITH THE **OTHER FARM ANIMALS**."



HOLY MOLY, THAT'S RIGHT. **GRONGER FEST** IS A 'TIME OF CLEANSING'. ALL **LIVESTOCK** ARE EXPELLED FROM THE CITY FOR....

EXCUSE ME, I NEVER READ THE BOOKS. ARE YOU TRYING TO TELL ME THAT THIS WHOLE **GRONGER FEST** NONSENSE IS REALLY ABOUT **FREAKIN' FARM ANIMALS?**

FARM ANIMALS!!

WELL.....YEAH. IT'S SORT OF A **SPRING CLEANING RITUAL**.

WHAT THE....

B.A., DID YOU SAY **FARM ANIMALS?**

BUT AFTERWARDS EVERYONE GETS DRUNK AND SWIMS IN THE MOAT.

I'M STUNNED!



YOU KNOW IN MY *ANTHROPOLOGY* CLASSES THEY TAUGHT US TO USE *NEW EYES*. IT CAN BE REALLY DIFFICULT TO UNDERSTAND A STRANGE, NEW CULTURE AS AN OUTSIDER. MAYBE WE SHOULD JUST TRY TO KEEP AN OPEN MIND AND.....

IS THERE A PROBLEM, SARA?

YOU'RE *DAMN STRAIGHT* THERE'S A PROBLEM.

HOW MANY GUARDS DID YOU SAY THERE WERE NEAR ME?



ONLY THAT ONE *JOVIAL GUARD* WHO JUST INVITED *KNUCKLES* AND *TEF* TO HIS HUMBLE HOME FOR DINNER.

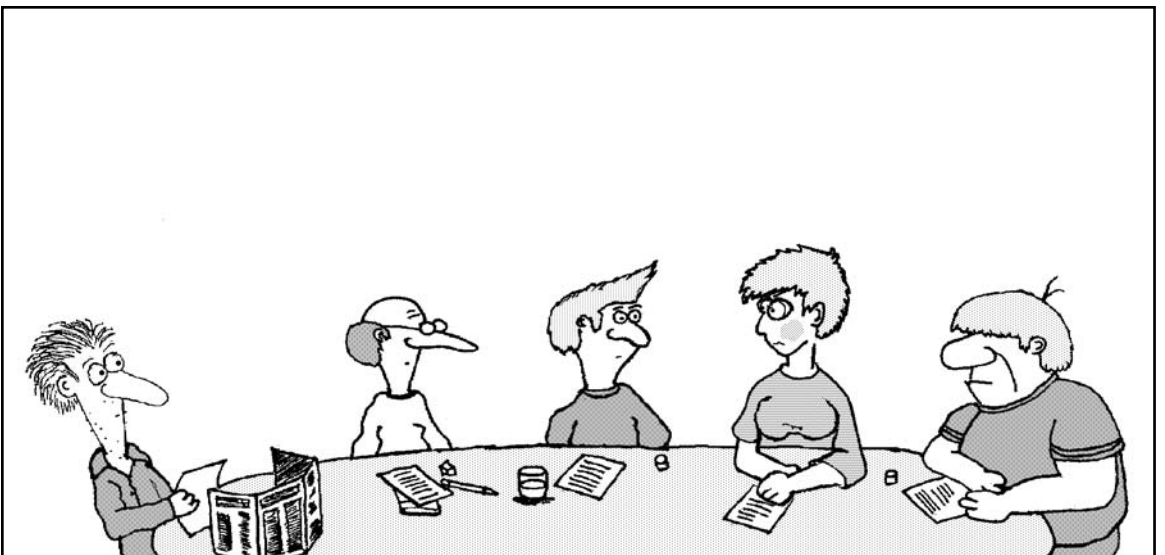
HEY THAT'S GREAT. WHAT ARE WE HAVING?

CAN I BRING ANYTHING? I HAVE AN EXTENSIVE WINE SELECTION IN MY *POCKET WINE CELLAR*. WHAT KIND OF MEAT ARE THEY SERVING?

HEY WHY DIDN'T I GET AN *INVITE*?



I WASTE HIM WITH MY *LANGBOW*!!



SECONDS LATER...

...I DON'T BOTHER RETRIEVING MY **HAND AXE** FROM THE GUARD'S BACK. I QUICKLY FIRE **TWO TRACER-BOLTS** HERE!! RIGHT THROUGH THE **ARROW SLIT** ON THE TOWER WALL.

I'M USING MY **HACKMASTER +12** TO PRY AT THE **HINGES** ON THE GATE.

B.A., TWO **SIDEWINDER FIREBALLS** AT THE TOWER. DON'T FORGET - I SHOULD GET A +6 ON ACCOUNT OF **BOB'S TRACERS**

I DRAW MY **SWORD** AND WADE INTO THE CROWD SWINGING INDISCRIMINANTLY.



TWENTY MINUTES LATER...

THE **NORTH TOWER** OF THE CITY IS ENGLUFED IN FLAMES. WITH A **HORRIBLE GROAN** IT BEGINS TO LIST TO ONE SIDE AND SUDDENLY COMES CRASHING DOWN ACROSS THE MOAT. THE DEBRIS FORMS A MAKESHIFT BRIDGE ACROSS THE **CORPSE STREWN** WATERS.

C'MON GUYS, LET'S ENTER THE CITY THROUGH THE **BREACH** LEFT BY THE TOWER **BEFORE** THEY'RE ABLE TO SHIFT ENOUGH SOLDIERS TO GUARD IT.

THIS WASN'T IN THE **BOOKS** AT ALL.

RIGHT BEHIND YOU, **SARA!**

GOOD SHOT WITH THAT **FLAMING ARROW**, **SARA**. THAT ROCKED!



A WEE BIT LATER...

SARA, THE **CAPTAIN OF THE GUARD** APPROACHES THE **CHAPEL STEPS** UNDER A **FLAG OF TRUCE!** HE REQUESTS THAT YOU MEET WITH HIM TO DISCUSS **TERMS OF SURRENDER**.

MAYBE WE SHOULD DO IT. I'M DOWN TO **FOUR HITPOINTS**.

SURRENDER? HMMRRFFF, THERE'S **NO SURRENDER** IN **HACKMASTER!**



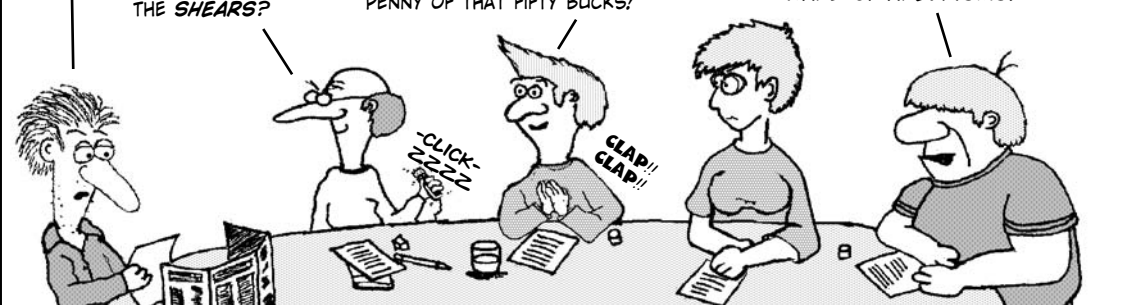
LATER THAT NIGHT...

I CAN'T BELIEVE IT. **SARA**, YOU **TRASHED** THE ENTIRE **CAMPAIGN**. I **NEVER** WOULD HAVE EXPECTED THIS FROM YOU. THE GUYS SURE, AND **BOB** ESPECIALLY, BUT **NOT** YOU FOR CRYING OUT LOUD. LOOK AT THIS FREAKIN' LIST OF **DEATH** AND **CARNAGE**. **273** IMPERIAL GUARDS, **DEAD!** OF THE REMAINING GARRISON, ONLY TWO ARE FIT FOR DUTY. THE **SOUTH QUARTER** COMPLETELY RAZED. YOU CUT A SWATH THROUGH THE **MARKET PLACE** KILLING **39 VENDORS** AND A **MILK GOAT**. AND I DON'T CARE **WHAT** YOU SAY, YOU **KNEW** WHAT YOU WERE DOING WHEN YOU DUMPED BODIES IN THE CITY'S PRIMARY **CISTERN**. YOU POISONED THE POPULATION'S ONLY RELIABLE SOURCE OF WATER. AND **GROIN PUNCHING** THE **BELL TOLLER**? I DON'T **EVEN** KNOW WHAT **THAT** WAS ABOUT.

OKAY, **B.A.**, **NOW** CAN WE BRING OUT THE **SHEARS**?

OH, MAN THAT WAS THE **BEST** DAMN ADVENTURE YOU'VE RUN YET, **B.A.**! WORTH **EVERY** PENNY OF THAT FIFTY BUCKS!

EXCUSE ME?? I BELIEVE **FOUR** OF THOSE **VENDORS** WERE DOWNED BY MY **WAND OF ANEURISMS!**





HALFLING SLINGERS

By Joe Kushner

Introduction:

While many game systems have the halfling, or hobbit race, they don't portray them as playing an active role in the world around them. For the most part, they are merry individuals fond of staying home and drinking their wines and eating their cheeses. Hardly any take to the road of adventure.

In the *Kingdoms of Kalamar*™ however, there's a 'different' type of halfling. Presented below the **Halfling Slinger** has been detailed with a brief history and important notes that reflect each game systems use of the halfling. The following games are covered: *Advanced Dungeons and Dragons*™, *Fantasy Hero*™, *Rolemaster Standard System*™ and *Warhammer*™.

Background:

In the *Kingdoms of Kalamar*, there has been a rising interest in the halfling, or rather, the halfling slinger. For the most part, the halflings use the sling due to their natural agility and grace, but few have the skill and patience to master the art of the sling to a greater degree than most races ever achieve.

In both the past and present, the halfling slingers have been a force for good and evil. They have helped break armies apart, as well as bring shadowy disorder to cities.

Most game systems, however, do not have a halfling slinger but rather a Sheriff or other type of individual. The **Halfling Slinger** is often a different sort of person as they are prone to telling tales of their favorite slings, their favorite sling bullets, and those they wish to train. Certain halfling children are seen as "having the eye" for the sling, and are taken aside from their own lives and tutored in the ways of the sling.

Most often, the halfling slingers act under the town sheriff and function as a interditory force with its own set of skills which compliment the halfling lifestyle. Those few who do go off and seek adventure may often return to their homes to recharge their motivation to adventure. For example, most adventuring slingers will often complain about how long the road is, how cold it is or how no one can bake a blueberry pie like their old auntie. Once back in the town they feel that per-

haps auntie's pies weren't really that great in the first place and that it's time to move on and find a better pie.

Game Notes:

Halfling Racial Training Package for RMSS

Slinger (V)

Halfling Slingers have a long history in the Kingdoms. There are records of heroic halflings who have helped turn back more than one army as well as nefarious halflings who have used their skills for their own gain. Most often, halfling slingers are well trained individuals who act as border guards for their own villages, and have been trained by their fathers. Often they use the same sling that has been handed down through generations. The same is often true of sling stone bullets made of rare metals or of fine craftsmanship. There are numerous tales of halfling slingers celebrating some great victory while mourning the loss of one of their favorite stones. Some few grow bored and go off to become adventurers. Most, however, stay at home and will only be encountered elsewhere in times of dire trouble.

Time to Acquire: 25 months

Starting Money: normal plus d10

Special:

- Ranged weapon (+10 non-magic)50
- Medal (Service)50
- Medal (Valor)40
- 1-4 bowls Sweetleaf40
- Promotion30
- Ranged weapon (+5 non-magical)10
- 1 Leaningfellow mushroom0

Category or Skill	# of Ranks
Missile Weapon Category	2
Sling2
Body Development skill Category	n/a
Body Development1
Urban skill category1
Streetwise1
Awareness Searching skill category1
Observation1
Lore General skill category1
choice of one skill1
Technical/Trade General skill category1
First Aid1
Stat Gains: none	

COST BY PROFESSION

Fighter	20	Lay Healer	.28
Thief	21	Healer	.29
Rogue	19	Mystic	.32
Warrior Monk	22	Sorcerer	.33
Layman	20	Ranger	.20
Magician	33	Paladin	.20
Illusionist	33	Monk	.25
Cleric	27	Dabbler	.20
Animist	26	Bard	.20
Mentalist	28	Magent	.19
Arcanist	32	Chaotic	.21
Wizard	32	Magehunter	.19
Essence Alchemist	27	Channeling Alchemist	.28
Mentalism Alchemist	28		

For Fantasy Hero:

Note: Most halflings are assumed to have the halfling racial and cultural package deals. The Game Master may have to remind those players who are playing unique halflings that those without those package deals may not be eligible to be Slingers as the Slinger profession requires several of the skills found in the halfling culture package.

The version of the halfling slinger below is supposed to represent a well trained halfling who is a guardian of his people's shires. He knows the local area well and knows the local inhabitants, as well as those who surround it. The halfling slingers are supposed to be the first, best and last line of defense for most of those shires which they guard. For slingers who are of a more roguish nature, the Game Master should substitute whatever skills and disadvantages he feels he must, although it can be interesting to see a treacherous halfling who won't betray his own people or is only considered evil by the "big" people.

Skills and Talents

	Cost
FAM w/Common Melee Weapons	.2
Survival 11-	.3
Tracking	.3
Stealth	.3
+1 w/Weapon Group	.3
+1 OCV w/Sling	.2
AK: Home Shire 11-	.2
KS: Local Flora and Fauna 11-	.2
KS: Local halflings 8-	.1
Chose two from the following list:	
Riding, Navigation, Paramedic,	
Shadowing, Tactics, Trading	.6

Disadvantages

Package Bonus	-.3
Protects All halflings	-.20
Package Cost	.4

For Warhammer Fantasy Role Playing Game:

In the Warhammer world, the halfling Slinger is a professions that only halflings can start off in, but other races who find themselves in the company of halflings who are willing to teach them their ways may take it. Most elves or dwarves will prefer to stick with their own special racial packages, but a few gnomes and even a few humans have been known to pick up the sling every now and again.

The halfling Slinger should be considered a career in the ranger profession which means that the play must have at least a starting BS of 30.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+20	+1		+2	+10				+10					

Skills

Concealment Rural
Follow Trail
Game Hunting
Secret Language-Ranger
Secret Signs-Woodsman's
Silent Move Rural
Specialist Weapon-Sling
25% chance for Marksmanship

Trappings

Sling and ammunition
Hand Weapon
25% chance of shield

Career Exits
Gamekeeper
Hunter
Scout
Targeteer

Career Entries

Basic
Gamekeeper
Hunter
Scout

Advanced
Targeteer

AD&D 2nd Edition

Thief Kit

Slinger: This version of the halfling slinger is rarely found outside of the city, for they are trained assassins for the most part. These halflings originated from the *City State of Prompeldia* and were originally known as the "Fingers of Gremply", or the "Fingers of Slivers" who is also known as the "Mad Halfling." From Prompeldia however, the training skills and ambitions of these slingers has taken them in a far and wide search for more prestige than the average halfling often earns from the often time xenophobic humans of the Kingdoms.

Social Ranks: Slingers often come from the lowest rungs on the ladder and have become slingers to gain respect and, in some cases, power through fear.

2d6 Roll

2-6

7-12

Rank

Lower Class

Lower Middle Class

Requirements: Slingers must have a minimum of 12 for dexterity and 9 in strength.

Weapon Proficiencies: Sling. Recommended missile style, sling archery (same as horse archery), and if the DM is using Special Styles, Halfling Slinging, which gives the character a -1 bonus to armor class while using his sling as the character is adept at moving and hurling his stones at his targets.

Recommended non-weapon proficiencies: Direction sense, survival, local history, riding, tracking, fire-building, tumbling.

Equipment: Slingers try to blend in with their environment so they often wear drab colors and make little noise.

Benefits: Slingers are so skilled with their weapon that they gain all of the benefits of a backstab with the sling. The same conditions of the backstab apply to the sling attack though, so that halfling must have surprise on his side, and he may only launch one sling attack for backstab damage.

Disadvantages: Slingers disdain armor because they feel that it hinders their ability with the sling. They may not wear any type of armor including elven chain, or gnome leather.

Wealth: Slingers begin the game with the standard amount of wealth, but they can have no more than 10 gold pieces remaining after their initial purchases. Any money over 10 is assumed to have been lost in gambling, theft, or accident.

Note: For those using Skills & Powers to design their characters, is it strongly recommended that the DM simply assign the slinger a +1 to hit and damage with the sling and a -1 initiative penalty on all melee combat. The Skills & Powers characters tend to be more highly specialized due to the creation process, and the above kit's benefits and disadvantages may be easily min/maxed so that the player hardly suffers for his choice of Slinger Kit. It is important to note however, that if the DM wishes to have a more heroic type of halfling slinger, such as those volunteer halfling slingers who broke the Imperial cavalry charge at Coniper Gap, the DM should use the above as a guide for weapon and non-weapon proficiencies in coming up with his own warrior or ranger kit. □

DICE STORY

A Brief History of Polyhedron Dice

By Dave Arneson

So, have you ever asked yourself why there are 4-sided, 8-sided, 10-sided (*20-sided*), and 12-sided dice in the *Dungeons & Dragons*™ game system? Well maybe not but I am going to tell you anyway.

After all, if there is one thing that sets role-playing games apart from other games it's *'the funny dice!'*

In the dim dark ancient times before role playing I went on a trip to Europe. Actually, my parents went and took me along, severely restricting my ability to wander about as I pleased. But whatever. My European tour finally pulled into London, England and I visited a game store near Trafalgar Square called **The Tradition Shoppe**. (*NOTE: All times, places and locations are subject to poor recollection. I am doing my aged, feeble best.*)

Upstairs was a small game section — the games at the time being purely ones with military miniatures. (Board games in England were a rarity back then.) Amidst the Military History books, painting guides, and miniatures was a small bin containing a handful of 20-sided dice. They were red and black. The numbers were not 'filled' and judging by the flaws in the ones I still have, not all that well made.

I have no idea where they were manufactured and cannot recall any game that used them at the time. On the plus side they were inexpensive and made with hard plastic.

I bought three pair. I was positive that such a set of random number generators would revolutionize the military miniature games back home. Doing away with the percentage determination table that we used with the 6-sided dice.

Wrong!

In those days folks who played with military miniatures were quite conservative. Only recently had 25mm imported figures become accepted, grudgingly, by them. And that was because there was a lot more variety than that which existed in the U.S. at the time. So the dice languished, only brought out occasionally as an oddity for some game.

I thought about using them in my **Don't Give Up the Ship**™ game, but could find no source anywhere. Whoever had made the dice in England was gone, along with the dice.

After **Don't Give Up the Ship**™ I started in on **Blackmoor**™ (*The forerunner of D&D*™) and the 20-siders re-surfaced. Magic, being the strange, arcane thing that it is, cried out for strange dice. The early players readily accepted them. (*The same ones who had rejected them for the more serious military miniatures' games*). That there were only three pair was no problem.

Generally, we felt that we were nuts and no one outside of my parents' basement bunch would ever play this fantasy thing. We kept at it because we were having such a blast playing **Blackmoor**™.

Then our 'sister' group in Lake Geneva was exposed to **Blackmoor**™. With a copy of **Blackmoor**™ and a pair of the 20-siders, what was to become *Dungeons & Dragons*™ was born.

OK, so D&D™ was going to be published. We needed a source for 20-siders. The boys in Geneva found a source on the

West Coast. It was a small educational toy company that sold sets of dice for showing shapes. Each set had 1-4 sided (*Yellow*), 1-6 sided (*Pink*), 1-8 sided (*Bright green*), 1-12 sided (*Light Blue*), and one 20-sided dice (*a white one numbered 1-10*).

Made of soft plastic, no one realized how quickly the 20-siders would wear out. I have one that will keep rolling for quite awhile and start again when breathed upon! But that is another issue.

The price wasn't too bad, and the company could provide Tactical Studies Rules with the 500 dice sets, which would be needed for the projected first run of D&D™. Gary Gygax came up with the name, while our respective campaigns' names would become the first two rule's supplements. But I am getting ahead of myself.

The rules were not quite done when a problem arose. Would we break open the sets and take out only the 6-sider and the 20-sider? (The others would be donated to a local school) Well a little work showed how labor intensive that would be, not to mention the waste of dice.

The answer?

Add rules that used the 4 sided, 6 sided, 8 sided, 12 sided, and not just the 20-sided dice.

So the dice bags were opened only to remove the address of the toy company and thus better to retain a monopoly on the dice.

When TSR started its third printing (*5,000 copies!*) the Educational Toy outfit could no longer meet the demand. So a TSR rep went off to the Orient and found a Chinese company willing to make the dice we needed. Again in soft plastic. This time all the dice were white. Hey what was wrong with white? If you wanted to play, these were the dice you used.

I think that it was Henry Ford who said "the customer can have any color Model-T they want as long as it is black."

It was Lou Zocchi who made the first non-TSR dice available. And he made them in different colors too! So there is now a rainbow of dice available in different sizes to satisfy the Role Player's dice taste. And in hard plastic that can stand up to hours of play too. Lou can tell you the history of dice better from that point than I can.

And me? Well I have tried to get at least one die in every size shape and color for my dice bin(s) but have failed. It's a goodly assortment but I can never recall which ones I don't have, or have lost, or have given to the kids. (Sigh) BUT, I still have three of the original British dice. And although semi-retired these days, all three still have the sharp edges they had thirty years ago. □

KODT INDEX

1999

edition

Compiled by Barbara Blackburn
and Steve Johansson

A COMPLETE INDEX TO EVERY KODT STRIP- ISSUES 1 THRU 33

Bundle of Trouble Volume One

#1. Not Ready For Syndication

- Lair of the Gazebo A case of mistaken identity.
- Question of Honor B.A. accuses Brian of cheating.
- By the Book B.A.'s 'homebrewed dragon' causes problems.
- Attack of the Rules Lawyer Brian and B.A. go head-to-head
- Let the Dice Fall Where They May 'Onward and downward'
- The Farmer Wars The Great Radish Wars!
- The Wonderful GaryCon Adventure The group goes to GaryCon.
- Diminishing Returns B.A. wheels out the infamous 'fireball generator'

#2. Gluttons for Punishment

- First Impressions First appearance of Sara
- The Cows of War Origin of Dave's Magic Cow
- Lords of Darkness Dave and Bob play a 'Vampyre' LARP
- Angel of Mercy Sara has the 'healing' touch
- Spell-Jacked Card game mania hits the group
- The Great Revolt It's a player uprising as the group turns on B.A.
- Archives reprints of two of the earliest KODT strips

#3. License to Loot

- Dueling GameMasters The group plays a game under Nitro
- A Critical Situation B.A. purchases the 'Critical Mass Rules
- Attack of the Snow Beasts Brian's invisible character gets the shaft
- The Sticky Notes of War Sticky notes make B.A.'s job a living hell
- The Samer it Gets The group tries SpaceHack
- The Guest GM Weird Pete steps in as GM.
- Tough Noogies Brian decides his comrades are expendable
- Death By Repetition Brian and his bag of 'pebbles'
- I Got a Rock Bob finds a rock



#4. Have Dice Will Travel

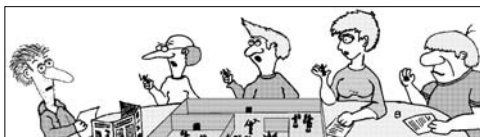
- The Streets of Muskegee The group tries a game of CattlePunk
- The Old Guard Strikes Back Weird Pete returns
- The Gawd Complex Bob's character inherits a major relic
- Gary Jackson Files A look behind the doors at Gary Jackson's company
- Temptation of the Ring Bob steals Brian's ring
- Uh...Where was I? Everyone is too busy talkin' to think about gaming
- A Hole Lot of Trouble The group finds a portable hole
- Detour Down Memory Lane The group remembers their old characters

#5. Master of the Game

- Spaced Out The group plays SpaceHack, thwarts nuclear device
- Conquer & Deny The gang spoofs Risk
- Beating the Odds An outbreak of 'lucky rolls' brings accusations
- Can't Buy Me Luck Bob suffers an unlucky streak
- Agent of Evil The group stumbles upon the legendary Hand of Vectra!

#6. Plays Well With Others

- Luck of the MaCaw The gang try a game of HackBeard
- Can We Talk? B.A. attempts to keep the game moving
- Wherever You Go - There You Are Dave maps
- Silver Things Upon His Chest Brian introduces 'gamer medals'
- The Safety Lecture B.A. urges the gang to be safety conscious
- The Great Intervention The group confronts Brian about his 'girlfriend'



#7. The Dice Man Cometh

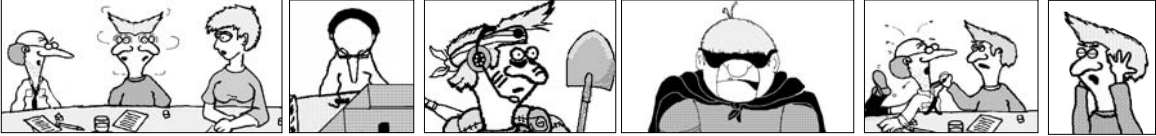
- Five Green Towels Trouble erupts over the division of treasure
- The Lord of Steam Nitro GMs for the Knights
- The Boy Could Play The group remembers former Knight Johnny Kazinski
- Brian's Challenge Brian matches wits with a dragon
- Armload of Trouble Bob and Dave lose valuable body parts
- Coward of the County Bob and Knobby Foot both show what they're made of

#8. An Orc By Any Other Name

- Orcs at the Gates B.A. invests in the 'best adventure ever
- GameMaster For a Day Dave gets a chance to be GameMaster
- Balance of Terror The gang raises an army of henchmen
- April Fools Dave's HackMaster +12 is destroyed! Or is it?
- An Orc Too Far Bob and Dave are obsessed with an orc

#9. Two Dice For Sister Sara

- Return to Muskeegie A bank robbery goes awry and Brian is a big shot.
- The Straight and Narrow B.A. attempts to keep the Knights on track
- GameMaster of the Realm The gang deserts B.A. for famed GM Earl Slackmozer



#10. Let the Dice Fall Where They May

- Let the GM be a Lady Tonight Another Felton as GM
- The Spyder Pits of Queen Krawler The Knights experiment with Virtual Reality enhanced HackMaster
- The Temp Someone must fill Bob's chair after his Dad forbids him to play HackMaster

#11. When In Doubt - Hack!!!

- The Empty Chair A replacement must be found for Bob's consistently vacant seat
- A Little Help? Say it ain't so...the HackMaster +12 breaks?
- Let's Make a Deal A post-adventure treasure squabble
- Blood Bath at the Games Pit Squirrely's revenge
- The Venus Elixir Teflon Billy garners some unwanted attention

#12. The Good, The Bad, and the Unlucky!

- An Overbearing Situation B.A. gains an ersatz advantage
- Just for the Helm of It The debut of Lord Gilead or "I'll choose death before serving an NPC"
- The Price of Passage The Knights discover their very own Dragon Depository
- The Good, The Bad, and the Unlucky There's a new sheriff in town.

#13. Men That Hack

- License to Hack B.A. picks up Hard8's new conspiracy RPG - HackNoia
- The Shake-Down Mission The 'Agents of the Dinner Table' have a north of the border experience
- Internally Yours and consequently are summoned to a meeting with internal affairs
- Prying Eyes Who was the narc?

#14. Fistfull of Dice and a Bad Attitude

- The Barringer Rebellion The NPCs revolt...
- Go Figure! and a minatures battle erupts
- The Best Little Warhorse Knuckles obtains a Dwarven Warhorse
- Judgement Day Lord Gilead cuts Knuckles down to size
- Special Bonus!! A 16 page GameMaster's WorkShop pull-out section is contained in this 48 page issue.

#15. Mama Told Me Not to Play

- Supply and Demand The Knights petition for a one-legged Dwarf miniature for Bob
- The Trouble with Bob The group's attempts at helping Bob backfire
- The Gary Jackson Files A Sure Thing! Hard8 Enterprises creates the Sturm Pyre miniature
- The Tangled Web The Knights help Bob deceive his dad
- For the Love of Knuckles Bob gets a new miniature for Knuckles
- The Gary Jackson Files: Return to Sender Hard8 overestimates the market for one-legged dwarves

#16. The Dice of Wrath!

- The Whistling Zephyr B.A. meets Roger
- Where Now Brown Cow? Trouble for Chelsie
- The Gary Jackson Files: Ship in a Box The SpaceHack line must be saved...
- Ship of Fools A "Dungeon in Space" SpaceHack misadventure

#17. This Sword for Hire

- Carry a Big Stick (First Black Hand Strip) A peek into the Black Hand gaming society
- It's a Long Way Home Toto, I don't think we're in Kansas anymore
- Oil and Water Knuckles goes out with a bang!
- Nitro's Revenge Mr. Ferguson settles the score with Bob

#18. Against All Odds

The After Action Review (Black Hand Story) Nitro chides the Black Hands for their inability to cooperate
When Peace comes to Shove A peace conference? With Orcs? Knuckles and El Ravager are not amused...
Dewin' Hard Time Knuckles, El Ravager and Teflon Billy are incarcerated in Fangarie Prison
The Day the Magic Died It's payback time. Magic items can no longer protect the Knights
The Turn About B.A. gains the upper hand in a game of SpaceHack
Special Bonus!! A 16 page Monty Python and the Holy Grail pull-out section is contained in this 48 page issue.

#19. Heroes of the HackLeague

Don't Go There The conversation turns to Patty Gauzweiler and [urp] Alexis!
Dances with Pitbulls The Knights' wardogs bite the hands that feed them
Got Yer Number Bob gets Gary Jackson's home telephone number
A Time for Heroes There's something wrong with this Heroes and Zeroes supplement.
The Sting (Black Hand Story) Newt signs up for Stevil's Group Insurance policy

#20. Hack in Space

A Novel Idea Sara starts a Book Club. Can any author but Gary stand up to the Knights' scrutiny?
The Hang Nail Incident Knuckles wuss-slaps a surly waitress and starts a terrible chain of events
Brian's Eggs Brian develops a freakish avian pendant
Virtual Liabilities Brian gets B.A. to beta test his new computer game
Have a Little Faith Can Knuckles save the Knights' hide?
Monday Mourning Zayre dies
I Write the Songs, I Write the Songs! (Black Hand Story) Newt's new Bard character annoys Stevil

#21. Home Is Where You Hang Your Dice Bag

The Evil Among Us Sara becomes evil. And likes it...
Out of the Running B.A. gets flamed by the guys for blowing off GaryCon
The Incentive Program (Black Hand Strip) Nitro tries to get the Black Hands to cooperate
The Pilgrimage to GaryCon Brian, Bob and Dave relate their adventures on the way to GaryCon

#22. Opportunity Knocks!!

Dawg Daze Afternoon The Knights attempt to play DAWG: the RPG
Through Steam-Tunnels Deep The Black Hands plan a return to Ball State's infamous steam tunnels
The Lost One(s) Newt is lost in the steam tunnels and it's up to the Knights to rescue him
Opportunity Knocks (retro-KoDT) The first RETRO-KODT strip featuring Johnny Kizinski
The BassMasters of Muncie (retro-KoDT) Gamers will be Gamers.

##23. Dice Follies!

The Scapegoat Weird Pete goes underground after being hounded by the media
Help Wanted!! Bob begins moonlighting at the Games Pit after Pete leaves town
The Substitute (Black Hand Strip) Nitro invites Bob to fill in Weird Pete's empty chair
A Man out Standing in his Field (Black Hand Strip) The Black Hands Raz Bob
It Takes a Thief There's no place like home for good 'ol Knuckles
The Unexpected Encounter B.A. runs into his nemesis, Earl Slackmozer, at the Games Pit

#24. Hackzilla

When Worlds Collide B.A. discovers that he and Earl aren't really that different.
The Gary Jackson Files: Gulag 17 There's an uprising in Hard 8's work camps, er...summer playtester camps
Bleating to Death The elusive 12 point llama strikes
Ultimate Treasure! The ultimate treasure is knowledge...or is it?

#25. Secret of the Hackfiles

Workin' Class Fool The Knights propose RPGin' through the drive up window at Pizza Go Go.
Operation Skim Earl advises B.A. on a way to relieve his players of their ill-gotten booty.
Project Projective Sara "GMs" a little game she brought home from her Psych class.

#26. The Mask of El Ravager

A Hero's Demise The Knights reminisce about a fallen comrade.
Holodeck not Needed The Knights plot to wreak havoc on Garweeze World with their Starship.
A Question of Loyalty Can B.A. save his campaign from an onslaught of nuclear armed players?
Say Goodnight, Raz! Newt finally gets his revenge!

#27 Hackburger Hill

A Few Good Men Knuckles gets the 'Skinny' on some NPC tricks
Old Familiar Places The Knights revisit Lyrion's Academy
A Reason to Celebrate Dave and Brian punch Bob's buttons
A Surprising Situation Sara's out on a DATE and lets Dave run her character

#28. Hoody Freakin' Hoo!

Complications Continue Sara has a new Beau and it's causing problems at the table
Should've Been There The boys try to explain to Sara why Thorina is among the naked dead
The Do-Gooders The group discovers that no "Good Deed" goes unrewarded
A New Beginning Weird Pete and Stevil introduce their 'new' characters to the Black Hands
City of the Blind (retro KoDT) It's a case of 'false advertising'

#29. Bad Moon Risin'

The Black Hands: Working for the Man Pete & Stevil find themselves as unwilling henchmen
The Dirty Little Secret The boys confront Sara and demand that she tell her boyfriend that she's a gamer
The Deck of Far Too Many Things The group finds a Deck of Wonderous Things and all hell breaks loose

#30. No Honor

- Takin' Care of BusinessWeird Pete hawks his wares to B.A.
- And One Got AwaySara bails on the Knights and joins another group? Huh?
- Dirty PoliticsThe gang plays Race for the White House & it's 'politics' as usual
- Clash of the Iron CladsBob & Dave pull out the classic game Battleship
- Simply Irresponsible (Black Hand Strip) .. Pete & Stevil continue their efforts to shed themselves of their henchman status

#31. Dont' Fear the Reaper

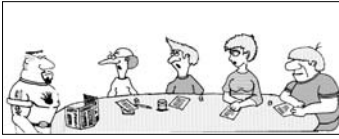
- Pleased to Meet You (Black Hand Strip)The Black Hands travel to Pixie Meet.
- Angels of Mercy with Dirty FacesBob, Dave and Brian aid a sickly gnome.
- Missin' Out Big TimeSara misses out on the destruction of Hagley Town
- A Gamer's BrunchBob confronts Sara during a friendly game of Battleship.
- Only the LonelyBrian's Brownie familiar, Hodgy makes a reappearance.

#32 Tales From Hawg Waller's

- Takin' No Flak (Black Hand Strip)Flak Jack Monty is back in town.
- Then Came CodyA new recruit is trying out for Sara's seat
- Takin the PointSara finds herself fighting boredom instead of monsters in the new group she's joined.
- The Night of Living Dangerously- Part One (Black Hand Strip)Flak Jack Monty is back in town.

#33 Wild Wild Hack

- The Night of Gaming Dangerously- Part Two (Black Hand Strip)There's never a dull moment at Hawg Waller's.
- Murder Most FoulCody asks too many questions.
- A Pressing EngagementBrian is back on the dating scene.
- Path of the Righteous (Retro KoDT)Dave plays a Paladin? Surely no good can come of this.



ALPHABETICAL LISTING BY TITLE

A Critical Situation:Issue 3/Bot#1	Best Little Warhorse, The: Issue 14
A Few Good Men:Issue 27	Bleating to Death: Issue 24
A Gamer's Brunch:Issue 31	Blood Bath at the Games Pit: Issue 11
A Hero's Demise:Issue 26	Boy Could Play, The: Issue 7/Bot#3
A Hole Lot of Trouble:Issue 4/Bot#2	Brian's Challenge: Issue 7/Bot#3
A Little Help? Issue 11	Brian's Eggs: Issue 20
A Man out Standing in his Field (Black Hands) Issue 23	By the Book: Issue 1/Bot#1
A New Beginning:Issue 28	Can We Talk?: Issue 6/Bot#2
A Novel Idea:Issue 20	Can't Buy Me Luck: Issue 5/Bot#2
A Pressing Engagement:Issue 33	Carvin' MarvinBot#2
A Question of Loyalty: Issue 26	Carry a Big Stick (First Black Hand Strip): Issue 17
A Reason to Celebrate: Issue 27	City of the Blind (retro KoDT): Issue 28
A Sure Thing! (Gary Jackson Files): Issue 15	Clash of the Iron Clads: Issue 30
A Surprising Situation: Issue 27	Complications Continue: Issue 28
A Time for Heroes: Issue 19	Conquer & Deny: Issue 5/Bot#2
After Action Review, The (Black Hands): Issue 18	Coward of the County: Issue 7/Bot#3
Agent of Evil: Issue 5/Bot#2	Cows of War, The: Issue 2/Bot#1
An Orc Too Far: Issue 8/Bot#3	Dave's First GameBot#1
An Overbearing Situation: Issue 12	Dances with Pitbulls: Issue 19
And One Got Away : Issue 30	Dawg Daze Afternoon: Issue 22
Angel of Mercy: Issue 2/Bot#1	Day the Magic Died, The: Issue 18
Angels of Mercy with Dirty Faces: Issue 31	Death By Repetition: Issue 3/Bot#1
April Fools: Issue 8/Bot#3	Deck of Far Too Many Things, The: Issue 29
Armload of Trouble: Issue 7/Bot#3	Detour Down Memory Lane Issue 4/Bot#2
Attack of the Rules Lawyer: Issue 1/Bot#1	Dewin' Hard Time: Issue 18
Attack of the Snow Beasts: Issue 3/Bot#1	Diminishing Returns: Issue 1/Bot#1
Balance of Terror: Issue 8/Bot#3	Dirty Little Secret, The: Issue 29
Barringer Rebellion, The: Issue 14	Dirty Politics: Issue 30
BassMasters of Muncie, The (retro-KoDT): Issue 22	Do-Gooders, The: Issue 28
Beating the Odds: Issue 5/Bot#2	Don't Go There: Issue 19

Dueling GameMasters:	Issue 3/Bot#1	Pleased to Meet You (Black Hands):	Issue 31
Empty Chair, The:	Issue 11	Price of Passage, The:	Issue 12
Evil Among Us, The:	Issue 21	Project Projective:	Issue 25
Farmer Wars, The:	Issue 1/Bot#1	Prying Eyes:	Issue 13
First Impressions:	Issue 2/Bot#1	Question of Honor:	Issue 1/Bot#1
Five Green Towels:	Issue 7/Bot#3	Return to Muskeegie:	Issue 9/Bot#3
For the Love of Knuckles:	Issue 15	Return to Sender (Gary Jackson Files):	Issue 15
GameMaster For a Day:	Issue 8/Bot#3	Safety Lecture, The:	Issue 6/Bot#2
GameMaster of the Realm:	Issue 9/Bot#3	Samer it Gets, The:	Issue 3/Bot#1
Gary Jackson File:	Issue 4/Bot#2	Say Goodnight, Raz! (Black Hand Strip)	Issue 26
Gawd Complex, The:	Issue 4/Bot#2	Scapegoat, The:	Issue 23
Go Figure!:	Issue 14	Shake-Down Mission, The:	Issue 13
Good, The Bad, and the Unlucky, The:	Issue 12	Ship in a Box (Gary Jackson Files):	Issue 16
Got Yer Number:	Issue 19	Ship of Fools:	Issue 16
Great Intervention, The:	Issue 6/Bot#2	Should've Been There:	Issue 28
Great Revolt, The:	Issue 2/Bot#1	Silver Things Upon His Chest:	Issue 6/Bot#2
Guest GM, The:	Issue 3/Bot#1	Simply Irresponsible (Black Hand Strip):	Issue 30
Gulag 17 (Gary Jackson Files):	Issue 24	Spaced Out:	Issue 5/Bot#2
Hang Nail Incident, The:	Issue 20	Spell-Jacked:	Issue 2/Bot#1
Have a Little Faith:	Issue 20	Spyder Pits of Queen Krawler, The:	Issue 10
Help Wanted!!	Issue 23	Steam-Tunnels Deep:	Issue 22
Holodeck not Needed:	Issue 26	Sticky Notes of War, The:	Issue 3/Bot#1
I Got a Rock:	Issue 3/Bot#1	Sting, The (Black Hands):	Issue 19
I Write the Songs, I Write the Songs!: (Black Hands):	Issue 20	Straight and Narrow, The:	Issue 9/Bot#3
Incentive Program, The: (Black Hands):	Issue 21	Streets of Muskeegie, The:	Issue 4/Bot#2
Internally Yours:	Issue 13	Substitute, The (Black Hands):	Issue 23
It Takes a Thief:	Issue 23	Supply and Demand:	Issue 15
It's a Long Way Home:	Issue 17	Takin' the Point:	Issue 32
Judgement Day:	Issue 14	Takin' Care of Business:	Issue 30
Just for the Helm of It:	Issue 12	Takin' No Flak:	Issue 32
Lair of the Gazebo:	Issue 1/Bot#1	Tangled Web, The:	Issue 15
Let the Dice Fall Where They May:	Issue 1/Bot#1	Temp, The:	Issue 10
Let the GM be a Lady Tonight:	Issue 10	Temptation of the Ring:	Issue 4/Bot#2
Let's Make a Deal:	Issue 11	Then Came Cody:	Issue 32
License to Hack:	Issue 13	Tough Noogies:	Issue 3/Bot#1
Lord of Steam:	Issue, The 7/Bot#3	Trouble with Bob, The:	Issue 15
Lords of Darkness:	Issue 2/Bot#1	Turn About, The:	Issue 18
Lost One(s), The:	Issue 22	Uh...Where was I?	Issue 4/Bot#2
Luck of the MaCaw:	Issue 6/Bot#2	Ultimate Treasure!	Issue 24
Missin' Out Big Time:	Issue 31	Unexpected Encounter, The:	Issue 23
Monday Mourning:	Issue 20	Venus Elixir, The:	Issue 11
Murder Most Foul:	Issue 33	Virtual Liabilities:	Issue 20
Night of Gaming Dangerously, The: (Part I):	Issue 32	When Peace comes to Shove:	Issue 18
Night of Gaming Dangerously, The: (Part II)	Issue 33	When Worlds Collide:	Issue 24
Nitro's Revenge:	Issue 17	Where Now Brown Cow?	Issue 16
Oil and Water:	Issue 17	Wherever You Go - There You Are:	Issue 6/Bot#2
Old Familiar Places:	Issue 27	Whistling Zephyr, The:	Issue 16
Old Guard Strikes Back, The:	Issue 4/Bot#2	Wonderful GaryCon Adventure, The:	Issue 1/Bot#1
Only the Lonely:	Issue 31	Workin' Class Fool:	Issue 25
Operation Skim:	Issue 25	Working for the Man (Black Hands):	Issue 29
Opportunity Knocks (retro-KoDT):	Issue 22		
Orcs at the Gates:	Issue 8/Bot#3		
Out of the Running:	Issue 21		
Path of the Righteous [Retro KoDT]:	Issue 33		
Pilgrimage to GaryCon, The:	Issue 21		

b.a.

FELTON

B.A. is 30 years old and lives with his mom. When he isn't gaming he works the late shift at Pizza A Go Go. B.A. dropped out of college to follow his dream of being a game designer. He sunk \$6,000 into his first gaming product, **DAWG: the Role-Playing Game™**, which was a bomb. B.A. subsequently suffered a nervous breakdown and left gaming for a few years before once again picking up his dice bag. He founded the Knights of the Dinner Table.



brian

VAN HOOSE

Brian is 27 years old and lives alone. He manages to make a modest living operating a fee based gaming website and selling painted miniatures.



Brian is typically quiet and utters only three-word sentences unless a rule has been broken or his character has been maligned. Even though Brian can't remember his own phone number, he can recite entire passages of various rule books from memory. He used to claim to have a girlfriend (Alexis) who no one had ever seen. After being confronted by the other Knights on the subject, he refuses to discuss his dating life. And gawd help the poor soul who brings it up.

Knights of the Dinner Table™

bob

HERZOG

Bob is 26 years old and still lives with his parents. He currently works with his dad at the Hoe and Harness Insurance Co. In the past he has had a record of losing his job because of his temper and sharp tongue. Bob was the first dues paying member of the group. He's from the old school of role-playing and believes it's all about breaking things and killing people. He made the local papers twice when he got lost in the steam tunnels under the Ball State. (The first time for seven days.)



Dave is 22 years old and attends Ball State University where he is studying cultural anthropology. He also has a minor in dance theory. (which he originally pursued as a ploy to meet chicks). He was introduced to role-playing by Bob whom he met at a local paint-ball tournament. (He saved Bob's butt from a double-flanker) Dave is a true blooded hack-n-slasher who becomes bored easily. He often forgets to bring his character sheet to the game and tends to borrow someone else's dice. Dave originally joined the group to take advantage of the free munchies.

dave

BOZWELL



sara

FELTON

Sara is 25 years old and is B.A.'s cousin. She recently moved back to Muncie, Indiana from Wisconsin and is the newest member of the group. Unfortunately, Sara is also the only female in the group and fights a lonely battle to bring more role-play into the group's gaming sessions and less hack-n-slash. Sara has decided it is her sworn obligation to bring the other members of the group around to her style of play. She attempts to do this by example but occasionally has to resort to threats and physical bullying to make her point.



johnny

KIZINSKI



Johnny "Lucky" Kizinski was one of the original members of the **Knights of the Dinner Table Gaming Club**. He was highly respected by the other members for his gaming style and dedication to the game. He is mostly remembered, however, for his incredible luck with the dice and his uncanny habit of coming up with the right results at the right time. Mention his name around any gaming table in Muncie, Indiana and you're likely to hear the sad refrain, "the boy could play!" Johnny's story has an unhappy ending however. One night during a power session of **CattlePunk**, his luck ran out. He fumbled FIVE times consecutively, failed four saving throws and missed twelve to-hits over the course of the evening. As a result four high level player characters met their demise. Johnny's unlucky streak haunted him in the weeks that followed and he eventually lost interest in the game and hung up his dice bag. He moved out of state and now manages a Big Juices in Wisconsin.

nitro

FERGUESON

Victor Ferguson became known as the *Lord of Steam* when he adapted the HackMaster rules to live-action play and began taking hand picked groups of players on late night forays into the labyrinth of steam tunnels beneath Ball State University. After 'Ferguson's Folly' made national headlines (Victor and his group were lost for 7 days prompting a massive rescue search), the steam tunnels were secured and dozens of entrances were sealed with concrete. There are several contradicting accounts of what happened weeks later on the evening of January 5th, 1987 but it involved a satchel of C-4 high explosive, a miscalculation of the expected blast radius, and a medical evacuation of the Campus Administration Building which collapsed during an attempt to breach the steam tunnels. The incident earned Victor the nickname 'Nitro' and 5 years probation. Nitro has been president of the **Black Hand Gaming Society** for 8 years, taking over from Weird Pete.



stevil

VAN HOSTLE

Stevil has a day job administering customer warranty claims. For years he satisfied his gaming itch through freelance work for various gaming industry publications. However, his divorce a couple of years back freed up time for him to get back into real gaming. He met Gordon Sheckberry at work [prior to his unfortunate(?) accident] and 'Gordo' subsequently introduced him to the **Black Hands**. He now commutes to Muncie every Friday night from his apartment in suburban Indianapolis.



Gordon 'Gordo' Sheckberry graduated from Ball State with a Chemical Engineering degree in his back pocket. (Although never proven, it has long been suspected that he cooked up the batch of C-4 Nitro used to level the Administration Building). Gordo was involved in a bizarre industrial accident that seriously impaired his vision and resulted in the loss of ALL his body hair. He is famous for his bad toupee and coke bottle-lens glasses.

The accident bestowed Gordo with the gift of total lifetime disability allowing him to game almost daily with various groups around Delaware county. (Thus he is the envy of gamers everywhere.) Gordo has been a member of the **Black Hands** for four years.

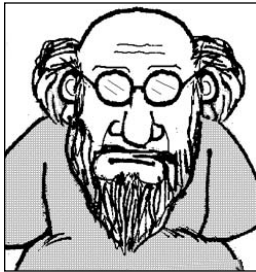


gordo
SHECKBERRY

weird

PETE

"Weird" Pete Ashton is the sole proprietor of a local game store called the **Games Pit**. He is proud of the fact that he was one of the co-designers of the cult classic role-playing game, **Lynch Mob™**. Pete loves to relate the story of how he was burned by his partners and lost "millions". Pete is always available for advice but oddly seems to be very bitter about the hobby he loves so much. He was a major stockholder in **Hard 8 Enterprises** but sold his shares mere days before HackMaster was released. Pete co-founded the **Black Hand Gaming Society** along with Nitro and served as president for the first four years of the club's existence. The backroom of Pete's shop serves as home table for the Society.



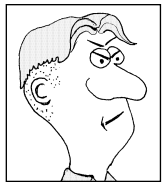
BLACK HAND
GAMING SOCIETY

newt

FORAGER



Newt was the only child of a career military couple. He spent his childhood either being dragged around the globe or tossed back and forth between various uncles and grandparents. Perhaps that's why Newt has trouble making friends and fitting in. He wet his feet in gaming by playing every play-by-mail game he could track down and earned a bit of notoriety by toppling the five year powergrip of the top player in the PBM game, **Tribes of Angst** and essentially shutting down the game. Later he was introduced to HackMaster through a MUDD on the internet and embraced the game. After running through every Solo Adventure published, he set out on a quest to find a group to play with. Unfortunately he's finding it difficult to find a group who will tolerate his personality quirks.



flak jack

MONTY

Jack "Flak Jack" Monty is well known in Muncie, Indiana as a consequence of his highly publicized 1994 trial *People v.*

Monty. Jack was convicted of aggravated assault, endangering the public and a half dozen other charges as a result of his commando-style assault on a city bus armed with water balloons and several auto-fire equipped paintball guns. Jack was playing a live-action game of **Urban Assassin™** and was attempting to 'take out' several players who had sought refuge on a passing bus. The judge was not amused and sentenced Jack to six months confinement. The sentence was waived, however, on the condition that Jack enlist in the armed forces. Jack joined the Army for a two year hitch. DoD cutbacks allowed him to end his tour early and return to Muncie to attend BSU on the GI Bill while completing his military obligation in the Indiana National Guard. He joined the **Black Hands** soon afterwards and earned a reputation for being a formidable player.

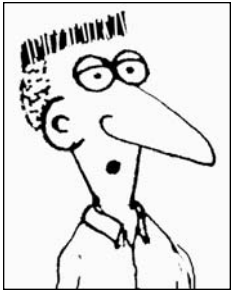


gary

JACKSON

Gary Jackson is fondly known as the “Gawdfather of Gaming” by millions of gaming enthusiasts around the world. His failing wargame company, Hard 8 Enterprises, was about to close its doors for good in 1977 when Gary tossed the dice on a hastily produced role-playing game, **The HackMasters of EverKnight™**. The first print run was quickly snapped off the shelves and soon frantic distributors were calling Gary’s three-man shop with pleas of

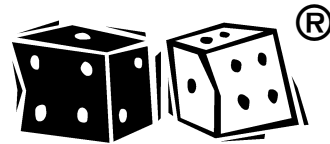
“More!” Gary has been riding Hackmaster spin-offs ever since. For those who want to know what ‘hard eight’ means, it refers to the game of craps where Gary has blown thousands of dollars of company money over the years on his frequent trips to Vegas.



edmund

FINLEY

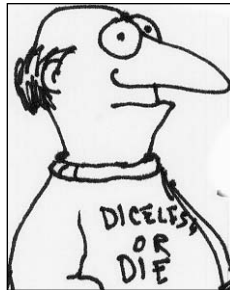
Edmund Finley was once Gary Jackson’s paperboy. One morning he was coerced into filling an empty chair during a play-testing session of HackMaster and became ensnared in ‘Gary’s Game’. That was twenty years ago and Edmund has been on the Hard 8 team ever since (though he’s only been on the payroll for the past four months). Edmund wears the proud title of “Director of Research and Development” and recently oversaw the production of his first written work, **Abe, Babes and RollerBlades™**, described as a “sexy, zany, time-travelling romp through history and fashion”.



Hard 8 Enterprises®

What do you want to Hack today?™

Jo Jo is one of Gary Jackson’s favorite, “yes-men”. When he bought out **Battle Cry Games** in 1984, Jo Jo Zeke came as part of the deal. For years Jo Jo was considered the ‘*King of Hex-and-Cardboard-Counter*’ wargames and has over forty-two titles under his belt. His most famous game design was ‘**The Pope’s Panzers**’ a ‘what-if’ wargame simulation that rocked war gaming circles around the country. The sequel, ‘**V-Rockets at the Vatican**’ earned him his first **Gamers’ Choice Award** for best game design. Jo Jo is now responsible for writing much of the flavor text for HackMaster adventures (something he has a knack for), and crunching rules. It is rumored he lives in his office at Hard Eight Enterprises.



jo jo

ZEKE

the antignano BROTHERS

Very few people have ever seen the infamous Antignano Brothers. Those who have are usually reluctant to talk about it. It’s known that Gary Jackson has kept them on the payroll for years. Their checks are usually annotated with the cryptic words, “for various services rendered”. It is said that Vince and Tony Antignano wear grey, pinstripe suits with twenty-sider cuff links. A few years ago, Nitro Ferguson publicly insulted Gary Jackson at a convention. A few days later, he fed-exed a letter of apology to Gary. It is rumored the Antignano Brothers paid him a ‘visit’.



pete
SKIPOWSKI

Pete has been with Gary Jackson since the beginning. In fact they met in college where they used to play epic sessions of MERC

ARMOR and BLAZING GUNS. When Gary started his company, Pete came onboard as his first full-time game designer (working for shares in the beginning). In recent years the friendship has been strained as Gary's projects have repeatedly over-shadowed Pete's pet projects. In fact Gary usually targets Pete for his much publicized verbal abuse and ego-bruising. Still, Pete is loyal to Gary and Hard 8 Enterprises and rarely complains.

Waco Bob is one of the original share holders of Hard 8. He really doesn't do much at the company other than agree with virtually every word that comes out of Gary's mouth. Waco has done well, financially, working with Gary and that seems to be enough to have earned his undying devotion. Waco does sit in on every playtesting session he can. But since he seems to love every game he plays, regardless of its flaws, his value as a playtester leaves a lot to be desired. He invariably fills out his playtester evaluation forms with, "This game is the next HackMaster!!"

'waco' bob
FORSEY



norman
BOWSER

Norman Bowser is a role player who made good and realized his dream. He started out as a freelancer and began to pump so much HackMaster material into the Hard 8 offices that

he was eventually asked to come on board. A few years ago he replaced Earl Slackmozer as the editor of HackJournal magazine and has been doing a bang up job of scratching the 'hack-n-slash' itch for thousands of fans. Gary has become so comfortable with Norman's writing ability that he has sanctioned all of Norman's material as 'official' Hackmaster material (even though Gary rarely reads Norman's work as of late). Norman has a long standing rivalry with Bitter Stevil. Norman cut Stevil's column from HackJournal soon after taking the helm.

Tuley isn't an employee at Hard 8, nor is he considered an intern. He originally came to the company as part of a Summer Playtester program. He was tricked into running the company's customer service department by being led to believe it was a 'virtual corporation computer game' and that he was earning points based on how well he 'played' the game, which involved answering the phone and working out 'variable solutions' to each call. No one has

mentioned the 'game' in quite some time and Tuley seems content to live in his office, occasionally order out for pizza and man his station.



tuley
PRISWINKLE

timmy
JACKSON



Eight year old Timmy Jackson is Gary's youngest son. He is also the newly installed chief developer for the SpaceHack sci-fi roleplaying game. He had been responsible for development on the superhero frp Heroes and Zeroes, but was reassigned due to a rash of complaints following the release of H&Z's Background Tool Chest supplement. Gary, uncharacteristically emotional, felt terrible about this and has promised to make it up to Timmy by bringing his favorite TV heroes, Xena the Warrior Princess and her 'friend' Gabriel, to the next HackCon.



troy quincy
WATSON

Troy became something of a celebrity when he hosted a talk show on BSU's campus radio station. In Troy's own words he's 'not a gamer.' He refuses to sit in as a player. He enjoys GMing because it's the only creative outlet he can find time for with his

extremely heavy course load. Troy is studying Finance and Media Relations. He's also active in the Student Board and the Indiana Young Republicans.

John Lee attended BSU for a while but dropped out because he couldn't decide on a major. He managed to keep his Student I.D., however, so he can still use the campus facilities. He is a ladies man and only got into gaming when he became interested in a cute girl who played Hackmaster with Troy's Boys. She later dropped out of the group but John hung on so he could still be invited to parties at Troy's frat. He works at Big-Big Video with Sara Felton, where they met and began dating, causing trouble with the Knights of the Dinner Table.



john
LEE

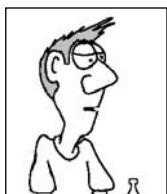
Vincent is attending Ball State on a soccer scholarship. During his sophomore year he changed his major from Business Management to Marketing. He openly admits that one of main reasons he likes role-playing is because he can 'screw' with people's heads while in character and rattle their cages.

vincent
DWYER



Troy Watson and his players don't consider themselves a gaming club. They simply don't take their weekly game that seriously and don't participate in local conventions or tournaments - the exception being this year's HackMaster Tournament (*and its attendant \$1500 cash prize!*) which attracted their attention when it was mentioned on TV during coverage of a recent game scandal involving BSU's sewer tunnels. In fact, they are largely invisible from the point of view of Muncie's gaming community.

Troy's Boys



pat 'lanky'
GROGAN

Lanky learned to role-play as a child when, while being babysat, he was forced to sit in on his teenage uncle's campaigns and play the parts of various NPCs. Perhaps it's for that reason he often seems bored with the game and distracted. He takes his gaming even less seriously than the others in the group. He's been known to excuse himself to use the restroom and never return. No one seems to mind though. It's just part of his personality and most people accept him as he is.

Lanky is an engineering major considered to be something of a 'wiz kid' when it comes mathematics. He often makes decisions in the game based on his rapid calculations of the odds and percentages involved in any given situation.

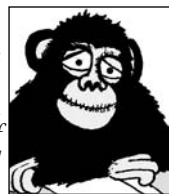
Squirrely was one of a dozen chimpanzees who were the subjects of a joint NSA-USAF project which operated in secrecy at the height of the Cold War. Selected after a rigorous screening process, the 'subjects' were taught a wide variety of skills of a covert military nature. His exceptional intelligence fast-tracked him even deeper into the shadows of secrecy. It is suspected he, and a dozen other chimps, were trained to fly modified U2 long range reconnaissance aircraft. [*Wreckage of a U2 crash recently recovered in the Krâvanh Mountains of Kampuchea lends credence to the theory. The remains of a chimpanzee in flight gear was discovered in the fuselage.*] The details of the project, however, and Squirrely's involvement have never been fully disclosed. A freedom of information act search uncovered scant details of his military service save for an a directive from President Nixon, commissioning "S.S.#234-56A-003 into federal service" and "assigned to an undisclosed southeast Asian" base to begin an "operational role in the conflict." Other than that, Squirrely disappears from the record for the next twenty years.

With the collapse of the Soviet hegemony in 1989, the project lost funding and was forced to sell its test subjects at auction. Subject 234-56A-003 was purchased by a P. Ashton of Muncie, IN for the sum of \$586. (The serial number is tattooed on an inner lobe of Squirrely's left ear. Although fluent in lip reading and sign language (English, Russian and Vietnamese), neither his owner nor anyone that frequents the Games Pit is aware of it or of his incredible background. Squirrely is content to live in his secluded retirement, working as Pete's assistant and enjoying an occasional burrito.

Over the years, he's become an icon in the local gaming community - often mistaken for a monkey. He is employed by Pete doing odd jobs after hours, unloading product from the back of trucks, moping the floor, etc. Although apparently more intelligent than the average chimp, even to the casual viewer, he seems to be accident prone. (*Once he accidentally got caught in the fanbelt of Pete's VW while changing the oil.*)

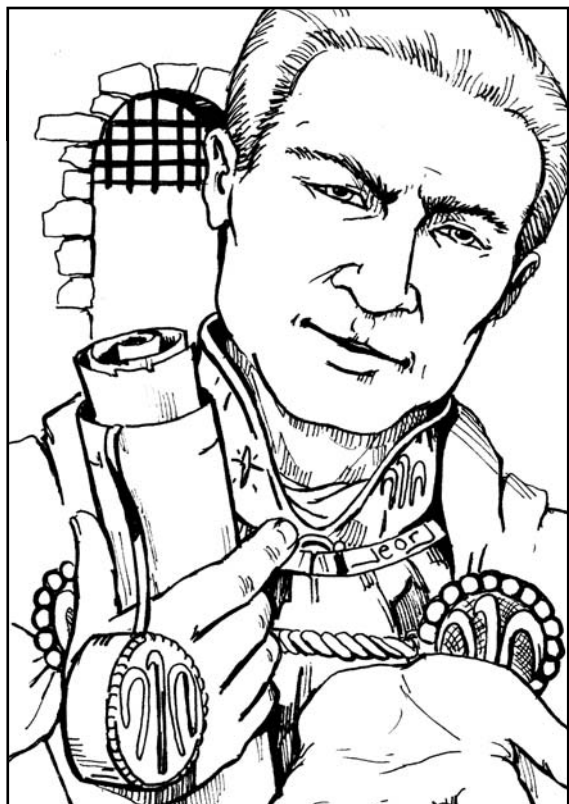
Unbeknownst to Pete, for years Squirrely had been eating lead figurines in a futile attempt to dislodge painful schrapnel from his small intestine. (His cage was within arm's length of the display racks.) This has resulted in the strange neurological disorder(s) that earned him his nickname and made him what he is today - an unbeaten, over-muscled, half-crazed, arm-wrestling, grudge-carrying, lunatic simian. *Or so he would prefer to be perceived as...*

Weird Pete holds a yearly contest where people attempt to best Squirrely at arm wrestling. He really seems to enjoy the attention and is apparently proud of the fact that he remains unbeaten.



S.S.#234-56A-003

SQUIRRELY



Snitches

"Those Sons of Bitches"

By Larry Granato

Illustrated by George Urbanic

guys"). Finding a worthwhile informer can be a challenge. Just because someone likes to talk doesn't mean that they have valuable information. In any event, NPCs are much more likely to converse with characters who they know and have built up a relationship with.

Confidentiality is an absolute must. If a PC lets on where he got his info, that snitch will never deal with him again. In fact, he may not be able to. Some individuals are not forgiving at all about being snitched on, and the former informer might now be wearing a pair of cement overshoes at the bottom of the river.

Secondly, the reward must be appropriate. This is not to say there can't be a bit of haggling, but cheating out will earn the PCs a skinflint reputation that will lower the quantity and quality of news they receive.

Money is the most common form of compensation, but some people just want a word of thanks, a promise of help, or a special item. NPCs who are friends of the party will gather information as a favor, but friendship is a two-way street, and they may need something from the PCs in the future.

Another form of motivation relies on telling the informant that the information they provide will save lives, stop enemies, or prevent some calamity from occurring. Many people will pass along intelligence to help others even when they wouldn't do it for themselves or for profit.

Although most professional snitches want cash up front, those who have prestigious jobs or positions of trust desire a more circumspect form of compensation: a discreet bribe. Intimidation or waving bills in the informer's face will only put them off. Careful role-playing and use of bribery skills are necessary to avoid a rebuff. The payoff may have to be funneled through third parties or delivered by other devious means.

Finally, in dealing with snitches, the PCs should make an effort to convince them they're doing the right thing by tattling. Sure, a few cynical stool pigeons know they're in it for the money, but most want reassurance and even a bit of sympathy. It may even be useful to help the snitch out once in a while. In the worst-case scenario, the PC will have to enroll the informant in their own version of a witness protection or identity change program — which could be an adventure in itself.

Knowledge is power. Information originates with, and is channeled through, people. The best source of information is from snitches, or, as they are more politely termed, informants. In a role-playing game, player characters (PCs) need to get intelligence from non-PCs, and may even have the tables turned on them when the snitches squeal to their enemies.

There are many kinds of NPCs who will talk to, or about, the party. Each has their own range of skills and motivations. They are not always shady types who hang out on street corners. Many ordinary folk, who would otherwise be beneath notice, pay attention to what's going on around them and chatter about it later. If the party makes itself conspicuous by its actions, it will become a topic of conversation and speculation by any number of people.

Informants have a reputation based on the reliability of their information, their social status, and their discretion. Of course, some are solid citizens, who think only of doing their civic duty. Most, however, make a good sideline blabbing to those with the right amount of money or persuasion.

Player characters typically use threats or bribes to get the details from snitches. This doesn't always work, since certain NPCs simply don't respond to these methods. Some are stubborn; some have principles; others are just plain ignorant. Alternative methods of persuasion need to be developed. For example, pretending to be government agents will get some people to talk freely, but causes others to clam up. Still, what adventure would be complete without a PC occasionally grabbing some squirming weasel by the throat, holding his dagger/gun to his head and demanding, "*Alright, TALK, slimeball!*"

For the party to gain truly useful informers they need to cultivate gossipy NPCs. Except for the rare emergency, they can't simply grab people off the street and force them to spill their guts (*well, they can if they want to earn a nickname like "the Gestapo*

As for people who will inform on the party, the most obvious are their enemies. Even if the PCs have defeated the notorious Captain Kill-X, he may have followers or admirers who want to snoop and tell. Just being rude to someone on the street for no good reason can turn them into a potential informer.

It's not a problem for most NPCs to discuss the party with strangers, especially when they get paid for it. These kinds of activities have a low-danger quotient, since the adventurers are going to get a pretty bad reputation if they beat up everyone who looks at them the wrong way.

If the PCs go around telling people not to speak about them, it will only make the situation worse. Prudent precautions, a word to the wise, and a few bucks spread around is the best protection.

Note that some enemies will make an effort to keep current on the party's operations, even if they don't actively interfere. PCs who draw suspicion will get on police lists and have their back-ground unobtrusively checked by government or corporate investigators.

Characters who have legal problems or are involved in shady dealing may be dogged by private investigators. Getting mixed up in certain types of activities will draw the attention of lone heroes or special groups, like cults. The information collected may be disseminated widely, which is another way that the party gets informed on — second or third hand.

Characters who are famous (or notorious) get snitched on a lot, since everyone wants to find out what they're up to. Fans, gossip mags, admirers, and reporters will put the public in the know. Acquaintances and wannabe friends look for their moment of fame by playing up their relationship to the party. It

will be hard for the PCs to do anything without being noticed.

Using snitches is a tricky business. Most informers are not picky about who they talk to or about, and they can easily be subverted by enemies.

If the party is not careful, NPC adversaries may notice that the characters are gathering information about them. They may retaliate, lay low, plant fake informers, dupe the party's snitches, or cover their real activities with deception.

When they find out that the party is interested in them, they will take an interest in the party- by using their own informants, of course.

The following is a list of NPC archetypes prone or able to be informers. It is presented in a generic format suitable for most genres of gaming. Included are skills of the informer, (which indicate what kind of news they have) and their motivation, which indicates their preferred rewards.

Informers are essential to the party, necessary for obtaining the intelligence to accomplish an adventure. Yet they are also dangerous, keeping enemies and rivals aware of their activities. Snitches: you can't live with 'em, and you can't live without 'em.

1. The Tattletale:

A meddling busybody who snoops and gossips constantly. A simple "hello" will get you more chatter than you want to hear in a month. On the flip side, the sneakier the party is, the more curious the tattletale will be to find out what they're up to.

Skills/Knowledge: Gossip, eavesdropping, local events.

Motivation: Hear self talk, get the down and dirty on people

2. The Street Hustler:



A street-smart individual (my favorite was Huggybear from Starsky and Hutch). This category subsumes various petty criminals, beer-joint hoods, neighborhood bullies, and con artists. Their knowledge of the underworld and local police is pretty good. They prefer not to be seen with obvious law enforcement types, although they may find it necessary from time to time.

Skills/Knowledge: Streetwise, fence goods, fast talk, local action

Motivation: Money and fear

3. Cabbies:

Characters have to get around. They may have their own transportation, hire something, or use mass transit. Either way, they will probably interact with someone in the process. The taxi driver is a classic example, but this category also includes coachmen, stablehands, rental agency personnel, bus drivers, conductors, parking lot attendants, turnpike booth operators, and anyone else who handles transportation. They will know where the party is coming from and/or going to, and what time they left and/or arrived, and their riding animal/vehicle description.

Skills/Knowledge: Local street grid, points of interest, fastest way to get somewhere, and “where the action is.”

Motivation: “How about that tip, buddy?”

4. Doormen:

Places where people stay always have plenty of folk around, often watching entrances. Managers, bellhops, desk clerks, maids, concierges, washroom attendants, servants, and others constitute a “grey army” of invisible, but observant, minions.

They know when the PC is in and where they’re staying. They may see what the party is carrying or have a chance to notice their possessions when they’re around. However, most won’t pass information which would cause harm to a good customer.

Skills: Listening, watching, being polite.

Motivation: Tips, snatching up lost items.

5. Deliverymen/Repairmen:

These guys travel around a lot, fixing, selling, carrying, or inspecting things. They may have access to the party’s lodging. This includes meter readers, survey-takers, and door-to-door salesmen. They have a chance to get inside the character’s place and see what’s lying around.

Skills: Technical or sales.

Motivation: Do their job, tips or commissions.

6. Service People:

Various shopkeepers, counterpersons, waiters and waitresses, barmaids, cocktail hostesses, hat-check girls, street vendors, etc. They’re around all the time so that you hardly notice them.

They may pick up something a PC has left behind (a glass, a napkin, etc.) that can be used as evidence. They know what the PCs buy, like to eat or drink, or are interested in.

Skills: Serving, selling.

Motivation: Tips, sales, friendship.

7. Reporters:

Information is news. Even before the age of news media,

assorted troubadours, heralds, storytellers, chroniclers, and travellers fit the bill of people who collect knowledge. Reporters are usually fairly ethical, and most want to see the truth come out, provided it’s interesting and they can profit from it. They have great sources of information, but expect something in return.

Skills: Listening, writing, investigating.

Motivation: They want a good story, an exclusive scoop. If they don’t get it, they’ll spill the beans or play up some nasty angle on the PCs.

8. Ideologues/Crusaders:

This person has some personal conviction that causes them to watch people they identify as adversaries. They usually keep a low profile. Some may become obsessed with the party and make it their mission to find out what they’re up to. They may be tenuously connected to groups with similar ideals who provide certain information.

Skills: Observation, stealth, patience.

Motivation: The advancement of their goals.

9. Addicts/Unstable Personalities:

These people have a habit which causes them to snitch so they can get money to support their fixation. Note that they will make up information when they can’t get the real stuff. This category also includes the overly ambitious and corrupt whose own personality drives them to talk because they think it will be to their benefit.

Skills/Knowledge: Ear to the street, spying

Motivation: Money for advancement/abusive substance of choice.

10. Envious Competitors:

The party is a target when jealousy rears its ugly head. Other adventurers who came in second, people whom the party has burned, exposed, shown up, or embarrassed, nitpickers and critics, are all potential adversaries who will inform.

Skills/Knowledge: Contact with and knowledge of the PCs.

Motivation: Rivalry, Revenge

11. Moles:

This covers any person in a government agency or corporation who is willing to disclose confidential information, not just spies. A few are whistle-blowers who report wrong-doing. Motor vehicle department personnel, file clerks, bookkeepers, etc., all know interesting stuff that might help the party.

Skills/Knowledge: Access to records which are not open to the public.

Motivation: Money, personal satisfaction.

12. Crooks:

Criminals are bound to know what others of their ilk are really up to. They often inform to get out of punishment for their own misdeeds. A few are double-crossers on the run from the mob. Some are professional informants, while others just do it part-time. Less than reliable, these scum are utilized for one principal reason: because there is no other choice.

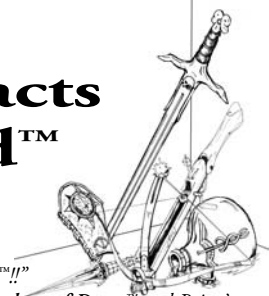
Skills: Lying, intimidation, weapons, steal.

Motivation: Survive, make a buck illegally.

Magic Items and Artifacts from Garweeze Wurd™



by Gary Jackson®
Illustrated by George Vrbanic



Editor's Note: Ever since he first uttered the now infamous words, "I pull out my HackMaster +12!!" fans have been clamoring for information about Dave's 'big ass' sword. The same goes for Bob's Crossbow of Doom™ and Brian's Dagger of Hindsight™. We asked the Master of Hack himself, Gary Jackson, to dust off his campaign notes and provide our readers with the back ground on some of these items. If you enjoy them, let us know and we'll invite him to do further installments in the future. Enjoy!

Dagger of Hindsight™ G.P. Value: varies X.P. Value: varies

The **Dagger of Hindsight** is a unique relic in that it is prized more for its special property, rather than as a weapon. It's also unique in that it is one of the few weapons which allow the bearer to influence the fates (*which is just another way of saying it allows the player a chance to alter a calling made by the GameMaster*).

This marvelous weapon gives the bearer the ability to erase certain actions or events and turn back time so he can do things differently - a second chance. For instance, if the character falls into a pit, he can use the dagger and suddenly rewind the action so that he may choose to turn a different way to avoid the pit. I'm fond of this weapon because it prevents those senseless character deaths which occur from hasty, or unwise actions. (*Character deaths can often spell the end of a campaign which both GM and players have invested hundreds of hours in.*)

The drawback? The dagger has to 'tap' (*expend a charge*) from some other magical items the bearer happens to possess in order to perform its 'second chance' ability. And the bearer doesn't get to choose which magic item gets tapped - the GM does. If it turns out the bearer doesn't have any charge-based magic items the penalty is severe - the dagger will attempt to draw from the bearer's life-force. The player takes 2d20 points of damage and must make an immediate Constitution check. (Failure means death).

Typically the blade is a +4 but there are rumors of a few +6 versions and even a +8.

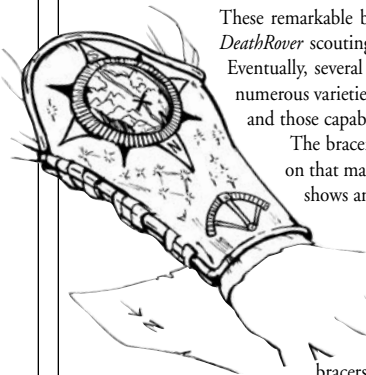


Bracers of MapSense™ G.P. Value: varies X.P. Value: varies

These remarkable bracers were created by the nefarious Grunge Elf (*aka the Grels*) darkmages especially for the *DeathRover* scouting parties to aid them as they explored the deep forest labyrinths for new realms to conquer. Eventually, several of these prized items fell into the hands of other mages and were duplicated. Thus, there are numerous varieties in existence now. There seems to be two main types; those with a set number of charges (1d20) and those capable of unlimited-use.

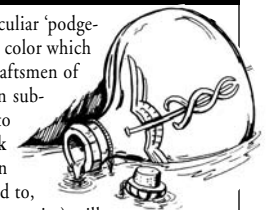
The bracers allow the wearer to know exactly where he is located on any map, along with his orientation on that map. (i.e. which direction he/she is facing.) It includes a built-in compass and a small crystal which shows an aerial-like view of his immediate surroundings.

The bracers only show land features and structures. They do NOT show the position of creatures who are not within his line of sight. They also allow the wearer to draw accurate maps based on what he is seeing. This includes scale, distance, heights etc. Note, however, that if he is seeing an illusion or if there are any camouflage/concealment factors involved which he hasn't detected, his map will reflect his perception. Some dwarven clones of **Bracers of MapSense** are said to have ore-deposit and stone-detecting abilities. A special version of these bracers (A limited run of fifty) were commissioned by the **Sequestered Circle of Magicks** to commemorate their two-thousandth anniversary. These are highly sought after and have detect-magic, locate water abilities.



Flask of Ever-Flowing (blank)™ G.P. Value: varies X.P. Value: varies

Flasks of Ever-Flowing come from the hill country of *DurbanMar* and are produced from the same peculiar 'podge-clay' which can only be found in the *Durban River*. When kiln fired, the clay takes on a beautiful turquoise color which explains why objects made of podge-clay are sold all over Garweeze Wurd for a premium price. Mage-craftsmen of the **Sequestered Circle** discovered that items made with podge-clay tend to produce quirky results when subjected to any enchantment-process. They've spent years cataloging these various quirks and attempting to duplicate the more positive mutations. One of their successes has been the **Flask of Ever-Flowing**. A **Flask of Ever-Flowing** will bond with the first liquid placed in it. Once this happens, the flask can never take on the signature of any other liquid. Over a period of time, depending on the type of liquid it has conformed to, the flask will magically replace any liquid drained from it. A **Flask of Ever-Flowing Water** (1/2 gallon capacity) will refill itself in an hour. A **Flask of Ever-Flowing Healing Potion** will take a week.



Beret of Faerie-Kin™ G.P. Value: varies X.P. Value: varies

These fragile magic items are woven from sticks and leaves by the *Pixie-Faeries of DiddleWood*¹ and dusted with errant-magicks collected from the forest floors. They generally disintegrate within a few month's time. If periodically (*once per month*) treated with strangle vine oil-extracts, the wearer can stretch the beret's usefulness for up to a year.

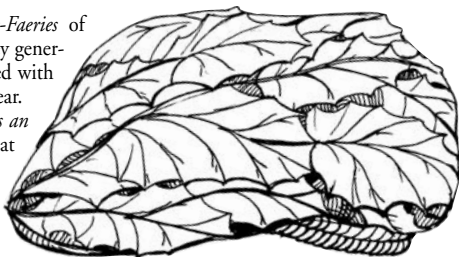
A **Beret of Faerie-Kin** allows the wearing to blend into natural foliage (*treat as an invisibility spell*). Once so-cloaked the wearer's scent is neutralized and his body-heat lowers/rises to match his surroundings as a deterrent to detection by infravision.

Another useful power of the beret is that it makes traveling through heavy foliage and undergrowth easier. Low lying branches, tangle weeds and trip roots magically move aside allowing the wearer to move at the same movement rate he would enjoy if walking in open terrain.

Should the wearer find himself in a pinch, (*lacking food and water*), the beret can be eaten, immediately fulfilling that day's requirement for nourishment. (*Caution should be taken however. If the beret has been treated with strangle vine oil-extracts. Poison rules may apply.*)

If his predicament is a bit more critical he can grab the beret and clutch it to his chest while muttering the 'planter's prayer' to *Queen Titania of the Forest-Hidden*². This grants the wearer a +5 modifier on divine intervention checks to see if *Titania* comes to his aid.

Rarely, a **Beret of Faerie-Kin** may be encountered which has been bestowed with even more powers by the *Pixie-Faerie* who fashioned it. It's been my experience that berets of this type usually have darker, unseen powers which the wearer may not become aware of until it is too late. The woods are filled with stories of men and women lured to *The Thicket* and *The UnderGrowth* under the spell of such berets.



Sturm Pyre's Crossbow of Slaying™ G.P. Value: varies X.P. Value: varies

When the Dwarven Clans of Prax defeated the Gnome Protectorates³ their battlelord, *GundaSyn* was rewarded by the Gnome Guard with crossbow as a gift. *GundaSyn* went on to conquer half of *Garweeze Wurd* as he rode into legend, taking his Crossbow of Slaying with him. Since the dwarven battlelord's death four centuries ago, the crossbow has changed hands a hundred times.

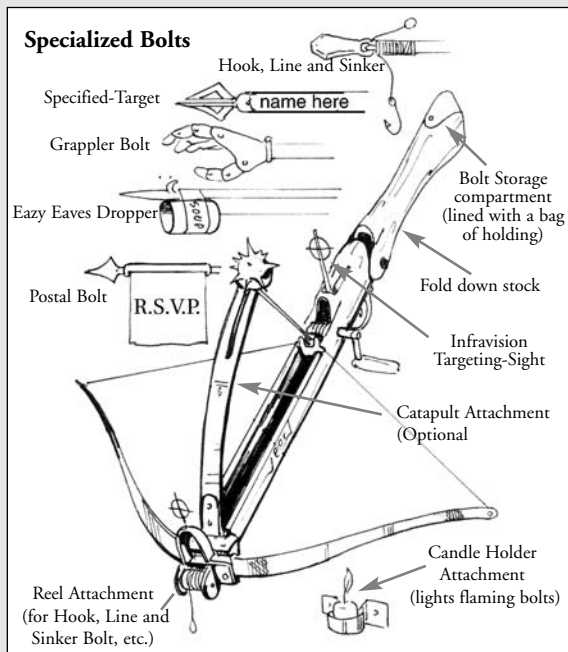
Legend has it that the wooden stock of this weapon was fashioned from *Sturm Pyre's*⁴ wooden leg after his death. (*That may or may not be true. Over a dozen artifacts make the very same claim*). What is for certain is that the dwarven weapon smith, *Flange* and the gnome mage, *Fester* (*of Fester, Flange and Forely Weapon Werks-Hagley Town*) acquired the weapon for a short time and made major modifications to it.

It's quite a weapon. Not only can the Crossbow of Slaying shoot a wide variety of specialized bolts, it also has numerous attachments allowing it to be modified for the current mission requirement/situation.

My personal favorite is the catapult which comes in handy for lobbing flasks of burning oil and other small explosive objects over walls.

Those familiar with *Fester's* previous work will recognize and appreciate the bolt storage compartment in the butt of the weapon. It is lined with a small bag of holding with enough storage capacity to handle ALL those attachments as well as the 150 known varieties of specialized bolts listed in the **HackMaster's Weapons Guide**[™].

Is it any wonder this weapon is highly sought after?



Details of some of the more popular specialized bolts.

Bolt of Torment: Several varieties ranging from +1 to +6. Once these bolts sink into the target's flesh a series electrical shocks (*1d12 per shock*) is delivered once every combat round. This bolt is particularly deadly against demon kind, giving the user +20.

Bolt of Despair: This bolt explodes on impact letting out a cloud of gas (*ten foot area of effect*). The target(s) must immediately save vs. fear. Failure indicates that the target suddenly believes he is up against over-whelming odds and attempts to flee or surrender.

Bolt of Thrashing: This bolt is actually a metal rod with a dozen leather straps wrapped around the shank and attached to a spindle device. Once fired the

spindle magically begins to rotate at a furious speed causing the straps to fan out. When it approaches the target the 'fan' halts just short of the target. It then hovers and circles the target attempting to attack for the next 1d6 combat rounds with lashing attacks. (*1d6 points of damage per hit per strap*). Once it's finished with its attacks it magically teleports back to the crossbow's storage compartment.

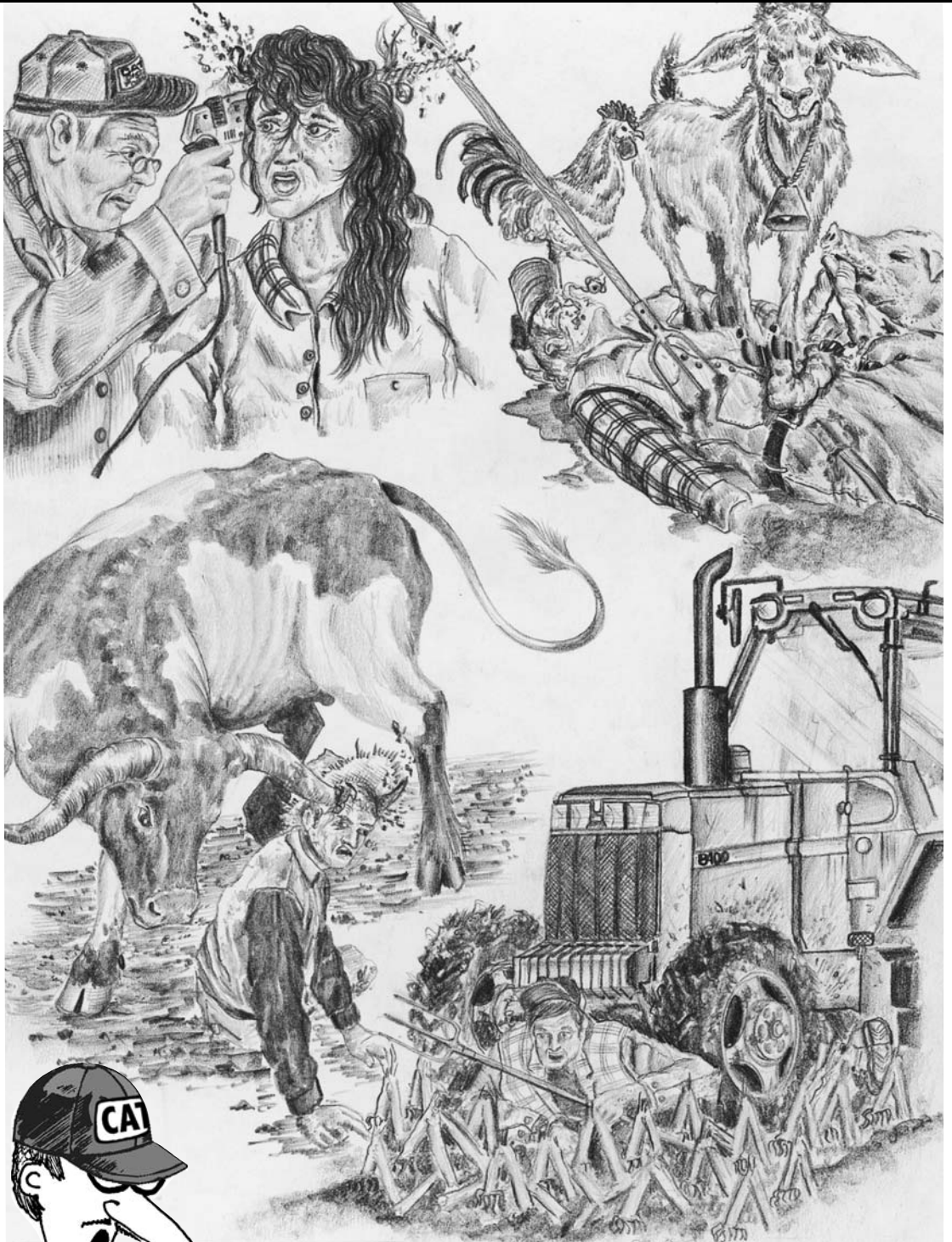
Bolt of Grappling: This bolt affixed with an articulated, mechanical hand. When fired at a specified target, (up to 200 feet away) it will grab the target and hold on with a giant-strength grip. The bolt is connected to the Reel Attachment on the crossbow so that the grappled item/person can be reeled in.

FOOTNOTES

1. See KODT#31: **Pleased to Meat You**
2. See **Tales From the Vault**: Page 30
3. See KODT#24: **When Worlds Collide**
4. See KODT#14: **Judgement Day**

Farmer: The Role Playing Game

The Radish Rustlers Campaign Expansion Set



**MORE HACKING PER ACRE
THAN EVER BEFORE!!**

some minor contributions by Edmund Finley

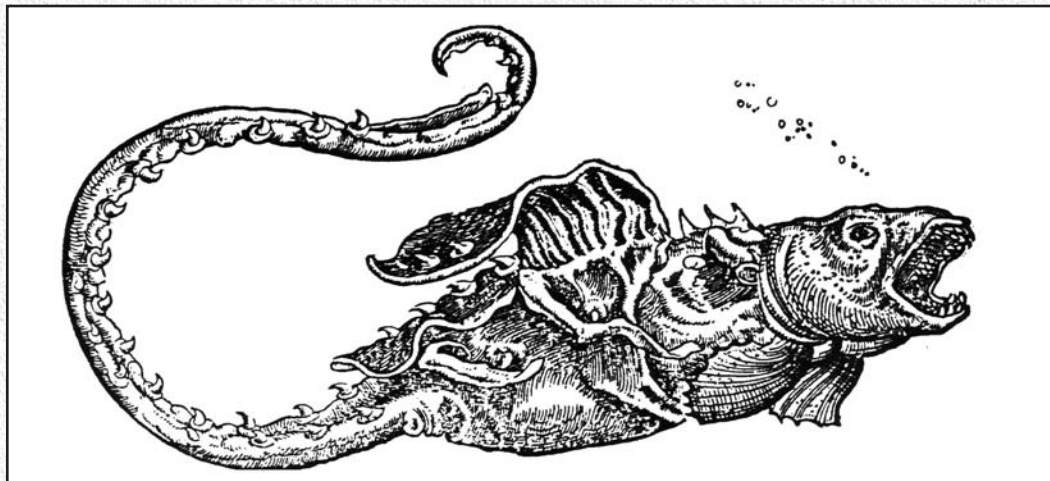
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Saw-Backed Lunger



STATS-AT-A-GLANCE

AR: 3 MV: 15 THACO: 15 HD: 5+5 #AT: 2 DMG: 1-10/Ensnare XP: 650

This ambush-predator thrives in freshwater streams, rivers and lakes. It is the object of many a grown man's worst nightmares. Lungers are pale green and bristled with sharp barbs over their bodies.

They have two distinctive, wing-like fins that aid the creatures in lunging out of the water. The jaw of the Lunger is lined with several rows of razor-sharp teeth.

COMBAT

These creatures prey on land animals which travel along the shorelines; often along established trails, paths or even low bridges. They wait until a suitable victim approaches and then they ambush that victim.

The Lunger attacks its prey by lunging out of the water (*an average Lunger can leap 8-10 feet*) and attaching itself to one of the victim's appendages, normally a leg. It then swings its tail into action and entwines itself about the victim.

Once a victim is trapped, which normally takes only a few seconds, the Lunger rolls itself and its victim back into the water.

The Lunger attacks with such great speed and surprise that few who are ensnared manage to wrestle themselves free, or escape.

HABITAT/SOCIETY

Lungers normally hunt alone, however, in large bodies of water there may be several Lungers hunting along the same stretch of shoreline.

Lungers have been known to track prey for several hundred yards before striking. A Lunger tracking prey can be detected by a distinctive ripple created on the surface of the water.

ECOLOGY

Lungers are water-breathing and cannot remain out of water for more than five minutes. There have been no saltwater Lungers reported, though they frequently show up in delta areas. Lungers feed on a wide variety of land animals, though grazing mammals, such as cattle and others who take to the water during the summer months, appear to be their favorite food.

FROM KUTAGI'S JOURNAL

"Lungers create a considerable problem for crews of river barges and travelers who follow riverside trails. Many towns and villages situated along rivers offer bounties for the hides of Lungers.

I've observed hunters setting traps for Lungers by staking a lamb or calf by the waters' edge with good strong rope. A Lunger claiming such bait as prey becomes ensnared himself in the rope and is quickly clubbed to death by waiting hunters. I've seen four or five Lungers acquired this way, using the same calf as bait. Not a bad way to rake in a few hundred kivers in bounties.

It is reported that many villages have found a way of thwarting Lunger attacks. They do this by erecting wooden fences and putting up nets along stretches of roads which run alongside, or close to, a river or lake.

Sadly, Lunger attacks have been used by some villages who have implemented the Lunger into a form of criminal justice. Wrongdoers are often staked near the water's edge, where authorities inflict terrible wounds upon them. Their struggles and cries of anguish soon attract a Lunger, who is more than glad to rid the villagers of their criminals."

□

The Game of Elimination



By Whitney Weston Copyright 1998

Introduction

The game of **Elimination** has its beginnings in the game of **Russian Roulette**, which legend has it originated in the wastelands of Siberia, where prison camp guards (*who must have been bored out of their minds*) would load a revolver with one bullet, spin the cylinder, and pull the trigger, hoping to cheat death or get out of guard duty permanently.

For our purposes, a six-sided die will take the place of a revolver, with the one-spot serving as the **Bullet** (*and shall be referred to as the Bullet hereinafter.*)

It is the author's hope that you will find this game fast, exciting, easy to learn and a worthwhile diversion.

Object: To acquire the most points and avoid being Eliminated.

Number of Players: Any number can play, but two to six are recommended.

Materials needed: Pencil and paper for each player. One and only one, six sided die. Tokens (*Optional*)

Rules of Play: Each player begins the game with 100 points, which are recorded on the player's note paper. Once, the players decide who goes first, this player subtracts one point from his or her total (*this is called the ante*) and rolls the die. If the result is from two to six, the player subtracts that number of points from his or her total. If the player rolls the **Bullet**, he or she has been *Eliminated*; and is out of the game.

Play proceeds to the left, with the next player paying the ante and rolling the die as detailed above. Play continues until all but one player has been eliminated. That player pays the ante and rolls the die one more time. If the result is from two to six, that player is the **Winner**, and keeps the **Points** the other players have lost. If the last player rolls the **Bullet**, he too has been *Eliminated*, and there is no **Winner**.

If a player loses all his points without rolling the **Bullet**, he is also *Eliminated*.

A player can *Pass* his turn to the next player without rolling the die, but must ante *seven* points to do so. In return, the player does not risk being *Eliminated* on that turn. A player may only pass his turn three times in the course of a single game, and may not pass two successive turns.

After a game has ended, the players may start a new game. The **Winner** (*if there is one*) begins with the

Points acquired in the last game, while the other players begin with whatever **Points** they have left. If there is no **Winner** from the last game, the **Points** lost by each player in the last game remain in play until won by the **Winner** of the next game. Play continues until either one player has acquired all the points, or the players decide to call it quits, at which time the player with the most points is declared the final **Winner**.

Use of Tokens

The players may find it easier to keep track of their point totals if they use tokens to represent them, with one token counting as one **Point**. Small items, which can be easily counted, can be used as tokens — poker chips, bingo marking chips, buttons, old (and new) wargaming counters, small pieces of candy, small cereal squares, marbles — anything the players have handy. Keep in mind the following considerations:

- The players must agree beforehand on what tokens will be used,
- Play is best when each player begins with an equal amount of tokens,
- Tokens must be kept clear of die-rolling area,
- The players must agree beforehand about whether the tokens will be redistributed at the end of play, or kept by the final **Winner**.

Quick n' Dirty Versions

In this version no points are used. Each player rolls the die until all but one has rolled the **Bullet**. That player is the **Winner** and is entitled to whatever the players were playing for—the last chocolate pudding, who sits in the front on the ride home, etc. An alternate version has each player rolling until one rolls the **Bullet**. That player is the **Loser**, and must do whatever the players were trying to avoid—buy the next round, go and get the pizza, pick a fight with the 300-pound biker dude with the skull tattoos on his 28-inch biceps—you get the idea.

Above all, have fun!



YOU GET ABOUT A COUPLE MILES OUT BEFORE SHARP PAINS FLARE UP, AS IF YOU'VE SPENT THE EVENING MOSHING WITH GREAT ORCS. AS IT TURNS OUT YOU ALL CAME UP WITH THE IDEA OF POISONING EACH OTHER'S WATER BAGS DURING YOUR WATCHES. WAY TO GO!

HAH HAH! SEE STEVIL I TOLD YOU IT WAS A GOOD IDEA! EVEN NEWT COULD PULL IT OFF!

GREAT... I'M NOW UP TO KRAGIN III...

WHAT? (WHIMPER) EVEN FIREBLOSSOM???

YES, (GRUMBLE) EVEN NEWT COULD PULL IT OFF, WHICH IS WHY WE'RE ALL DEAD!



Brian Burke was featured in our very first Home Brewed KODT column in KODT #22. This time around he's applied his talents to his version of the Black Hands Gaming Society.



This beautiful piece, again by Brian Burke, is one of our favorites.



This no-nonsense version of Sara was submitted by "The Portreeve" with apologies to Eidos.



This rendition of Lanky was submitted anonymously.



Lost in the Hype: Some Computer Games you may have missed!

By Rick Moscatello

Howdy all, and welcome to KODT's computer column. Ok, enough crummy introductions, let's talk about games. It seems most computer games either come with a lot of hype, and are great, or don't have hype, and are ignored. Now, there's nothing wrong with a hyped game--I've played more than a few rounds of *Quake II*™ and *EverQuest*™ (aka *EverCrack* aka *Rathunter 3D*), and both are worthy games. Here's a few games that didn't get the hype, but are fun titles, more than capable of sucking up those free hours.

Hey, how many games say you can't conquer the world unless you can refine sugar? SSI's *Imperialism II*™ does, with a "tech tree" that makes every little low-tech achievement (from spear-wielding cavalry to larger cargo boats) put you one step closer to the all-important victory over the computer AI.

Imperialism II™ starts in the 15th century, an era that just isn't hype-friendly, but was an amazing time to be a human being. The *New World* is ripe for discovery, and while the game's promotion of brutal subjugation of the natives isn't exactly politically correct, it IS fun, and you begin to understand (even if you don't approve of) how and why the American Indians were treated the way they were. The game has a bit of a steep learning curve, but once you realize how food is the critical resource, things get better. And as soon as you get a toehold in the *New World*, the game turns into a timesucker that will get you into the "just one more turn" mode within moments of starting a new game.

A random map generator keeps the game as fresh as *Civilization*™ (and some people rate *Imperialism II* as superior to *Civ!*). If you like strategy games, and passed this one over for a "hot" title, give it another look. The *New World* awaits.

Another game that initially sounds mediocre at best is *Roller Coaster Tycoon*™. Microprose is starting to get famous for stealing ideas and slapping them together to make a "new" game, but sometimes



Overview screen from *Roller Coaster Tycoon*

they make hits that way.

Yes, Microprose lifted the engine from *Transport Tycoon*™ (but improved it), and the idea from *SimCity*™, but this is a most cool game. Most games come with pre-built scenarios that, well, suck, but *RCT* has scenarios that are easy, fun, and enjoyable, and even the tutorial had me playing long after I'd learned all I needed to know.

As an added bonus, you get a real appreciation for the machiavellian genius required to build a kickass rollercoaster.

Luckily, there's a "test ride" option, because its all too easy to build the "flying life raft" ride that is quite a spectacle, but gets people out of the park all too quickly.



Screen shot from *Roller Coaster Tycoon's MegaPark* scenario

Zoon

IT'S WAR!

FOR ONLY \$5.00
PER DECK

Survive and Conquer!

That was the message of Thumans, and that is the law.

Zoon pits two warlords in a strategy-based card game. Each 33-card deck comes with two warring tribes ready for the battle of the century.

Available at hobby and game stores everywhere!

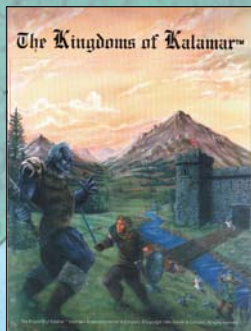


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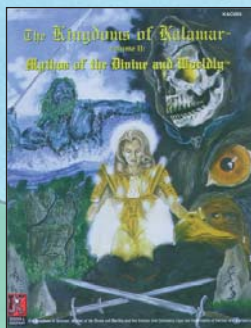


The Kingdoms of Kalamar Deluxe Boxed Set

Krono

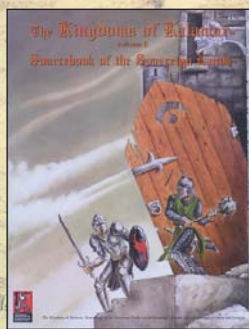
\$29.95

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.



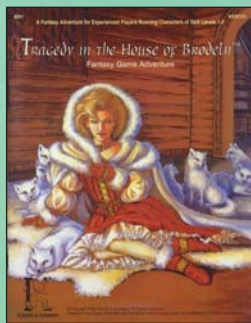
Mythos of the Divine and Worldly

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



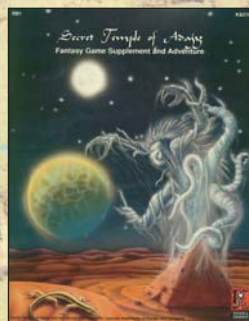
Sourcebook of the Sovereign Lands

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

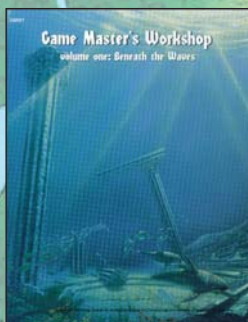
\$9.95

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.

While the "research tree" is a weird thing to copy (c'mon, do I really need to research how to make french fries??), it keeps your choices in the early parts of the game manageable. Trust me, this game will be on your hard drive for a long time to come, even though it costs less than half the price of a typical hyped-to-heck game.

You've seen those **Puzz3D™** puzzles, that let you build three dimensional buildings? Well, if you like that sort of thing, or think you might, Wrebbit Interactive makes **Puzz3D** CDs. They've got **Neuschwanstein Castle** and a **Victorian Mansion** on CD, and each game contains more than just the 3D jigsaw puzzle.

Each is loaded with cut scenes with actors, and you get to walk through the constructions to find and solve other puzzles. Jigsaw puzzles aren't for everyone, but Wrebbit has done a great job of translating the whole "jigsaw" experience to the computer-and you don't have to worry about losing a critical piece!

If you're on a tight budget, check the discount rack for **7th Legion™** (also from *Microprose*). This great game had the misfortune of coming out at the same time as a bunch of other **Command & Clone** games. Using an idea from **Magic: The Gathering™**, each player gets random "cards" to play during the game, which can grant special boosts to his units, destroy enemy units, or even steal the other player's cards. With a feature like that, you can guess that playing this is a great deal of fun, and the game still has better graphics (and funnier cut scenes) than stuff coming out today.

And those are my picks for the "off" games that deserve much more appreciation than they've received. □

Each year over 24,000 Player Character Deaths are caused by failed saving throws, botched to-hits, fumbles and other rolls of the dice.



Please – for your Character's sake, have your dice routinely examined for mishapen edges, worn pips and other flaws which cause roll-hazards.

It could mean the difference between Life and Death.

A Public Service Announcement from the HackMaster Player's Academy.

The time to be a good gamemaster, the power to be a great one!

The **MASTERWORKS** line of gamemaster's aid software

...because roleplaying games should be fun for the gamemaster, too

It started with **TableMaster**, the first universal table handler. Then came **FXMaster**, the gamemaster's sound effects controller. Now there is **JournalMaster**, a unique new idea in campaign log organization. Plus, as always, **TableMaster Table Packs**, fantasy and historical type **fonts**, and more, all to give gamemasters the time for imagination, not drudgery.



TABLEMASTER
Exercise your imagination, not your dice-rolling hand

NEW! **JournalMASTER**

FXMASTER
Let them hear your thunder!

and ask about **Legends & Loot** the pocket roleplaying game!



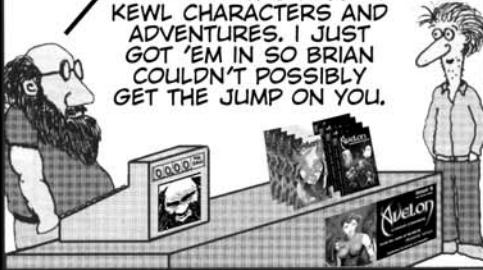
Wintertree Software
163-301 Eastern Ave. Manchester, NH 03104
www.wintertree.com

see us at the
GenCon Game
Fair, booth 653

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.



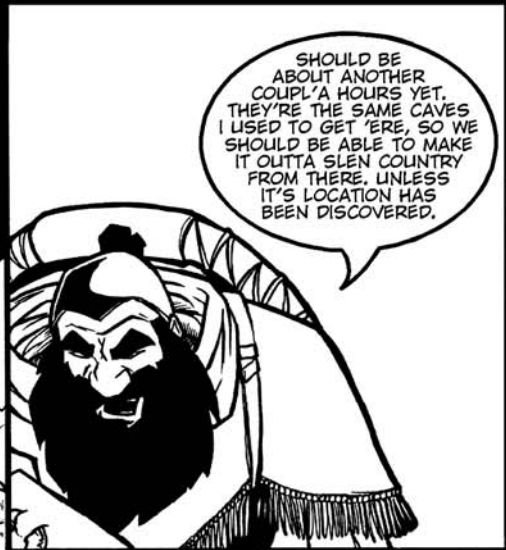
PUBLISHED BY
KENZER & COMPANY

SHARDAR

story & art
Manny Vega



HOW MUCH FURTHER IS THIS DWARVEN TUNNEL, STEELVEIN? I HAVE A VERY UNEASY FEELING THAT WE ARE BEING WATCHED.



SHOULD BE ABOUT ANOTHER COUPL'A HOURS YET. THEY'RE THE SAME CAVES I USED TO GET 'ERE, SO WE SHOULD BE ABLE TO MAKE IT OUTTA SLEN COUNTRY FROM THERE, UNLESS IT'S LOCATION HAS BEEN DISCOVERED.



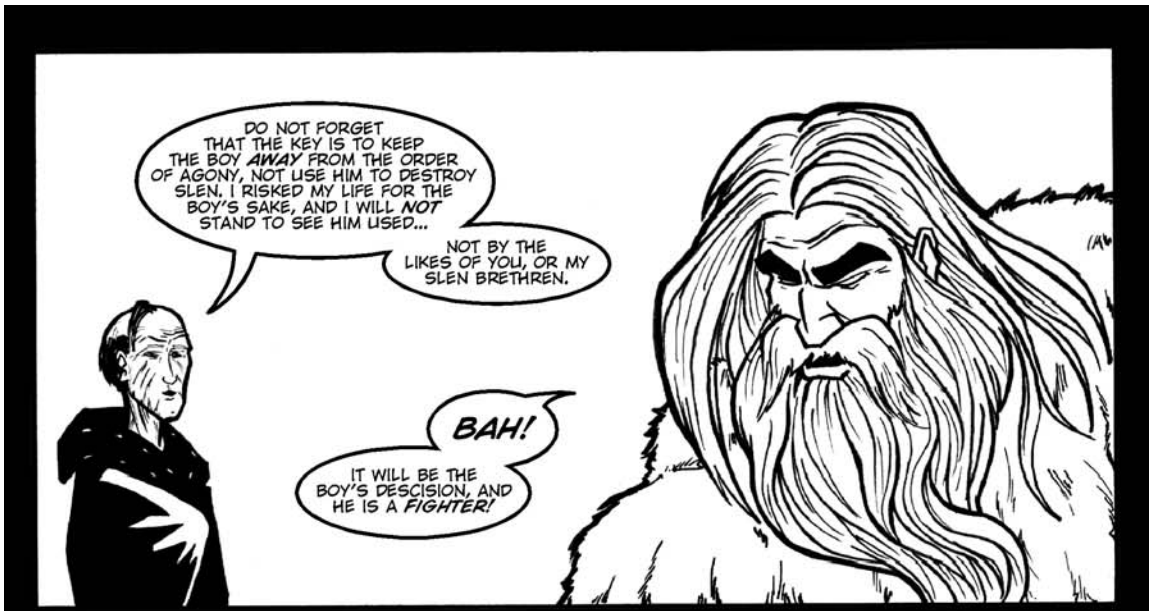
HAD I KNOWN WE'D BE CRAWLING THROUGH DWARVEN HOLES I MIGHT HAVE VENTURED INTO THE WILDS ALONE.



YE'LL BE KISSING MY DWARVEN ARSE WHEN WE'RE BACK IN DRASKA DRINKING ALE, AND HONORING THOSE THAT DIED TO SAVE YA, YA FHOKKI BAST--

HAH!

INDEED I SHALL. BE CALM, MY SHORT, SHORT-TEMPERED ALLY. I HAVE GIVEN MY WORD OF HONOR TO YOUNG TOBIN THAT I SHALL SEE HIM SAFELY TO SHYNABYTH...AND MY WORD IS BOND. BY HELPING HIM I COME ONE STEP CLOSER TO DESTROYING THOSE THAT WOULD ENSLAVE MY PEOPLE.



DO NOT FORGET THAT THE KEY IS TO KEEP THE BOY AWAY FROM THE ORDER OF AGONY, NOT USE HIM TO DESTROY SLEN. I RISKED MY LIFE FOR THE BOY'S SAKE, AND I WILL NOT STAND TO SEE HIM USED...

NOT BY THE LIKES OF YOU, OR MY SLEN BRETHREN.

BAH!

IT WILL BE THE BOY'S DECISION, AND HE IS A FIGHTER!



NOT AGAIN...

I CAN SEE IT IN HIS EYES, HIS HATRED BURNS AS DEEP AS MINE--



WHAT IS THIS!?!

OH NO.



BY THE FEARLESS ONE!
THESE THINGS CANNOT
BE STOPPED! WE WILL
BE OVERWHELM--

EEAAAAHH!!

THIS IS
THE MAGIC OF
COLD DEATH,
OUR LOCATION
HAS BEEN
DISCOVERED.

GET YER
ARSSES OVER HERE!
THEY WON'T BE ABLE
TO SURROUND US,
WE CAN MAKE OUR
STAND UP HERE.

...THERE'S
NO WHERE TO
RUN FROM THE
EYES OF COLD
DEATH...

The Shields of Bandran

TUBAR'S SORCERERY HAS DENIED GAREN, LORALE AND POSEN ACCESS TO HALF MOON PASS AND ITS CLEAR ROUTE TO P'BAPAR. THE THREE VILNA GUARDS HAVE REALIZED THAT GENERAL NESTRA'S ARMIES MUST BE CLOSING IN SWIFTLY.



TRAPPED...!

NOT NECESSARILY. I KNOW OF A FORGOTTEN TRAIL.



THROUGH THE SANAKIR HILLS? HOW IS THAT POSSIBLE?



BARON ORSON KNEW FULL WELL THAT WITH ONLY THREE SAFE PASSES, THE VILNA GUARDS COULD BE EASILY TRAPPED ON THIS SIDE OF THE HILLS. FIVE YEARS AGO BARON ORSON SENT ME ON A MISSION TO SEEK OUT AN ALTERNATE PASS AND REPORT IT TO HIM. IT SEEMS THE TIME HAS COME TO USE THAT KNOWLEDGE.



THESE RUINS LOOK TO HAVE BEEN DESERTED FOR CENTURIES... WHAT AN UNUSUAL BROWN GREY COLOR STONE...IT SOMEHOW SEEMS FAMILIAR...

THAT'S BECAUSE IT'S FLINT... I'VE NEVER SEEN FLINT USED AS A BUILDING MATERIAL. POSEN DOES THIS PLACE HAVE A NAME?



NONE THAT I KNOW. NEITHER BEFORE NOR AFTER. I'VE SEARCHED THROUGH HERE... COULD I FIND THIS PLACE ON A MAP...AND CONSULTED MANY MAPS.



WE'LL HAVE TO MAKE DO WITH A COLD CAMP TONIGHT...THIS PLACE IS AS DRY AS A TINDER BOX.



(SNIFF)...HELLO, WHAT'S THIS...?

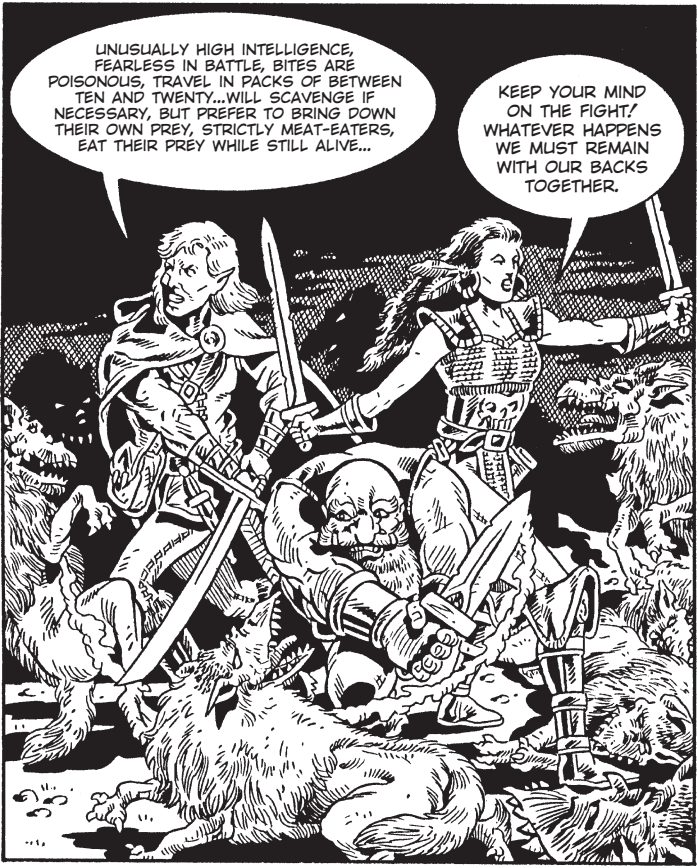


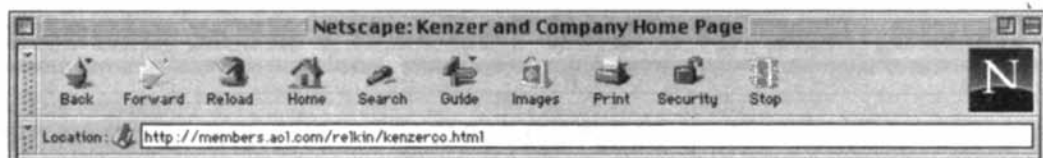
WE'RE SURROUNDED....

QUICKLY! FORM A TRI-LAX. THIS COULD BE BAD.

THIS IS ALREADY BAD.

WO-LAR-GRAS





HEY HACK JOCKIES!!
CHECK OUT OUR WEBSITE



- SYNOPSISSES OF EVERY ISSUE OF KODT
- PREVIEWS OF WHAT'S COMING UP IN THE FUTURE
- THE OFFICIAL **KODT FAQ**
- **MAIL ORDER** BACK ISSUES AND OTHER KEVL **KODT** MERCHANDISE
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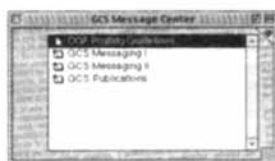


AOL MEMBERS: GET IN ON THE **KODT** DISCUSSION GROUP
GO TO KEYWORD: **aol://5863:126/mB:147414**
or if you prefer to navigate through the gaming section...

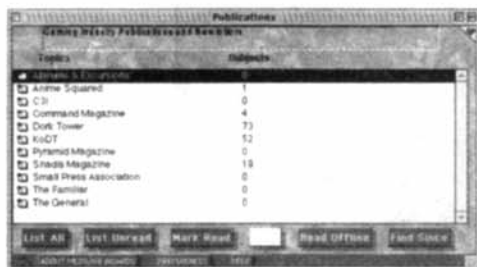
GO TO KEYWORD
GCS AND THEN
CLICK ON **ROLE
PLAYING**



THEN CLICK ON **COMPANY
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FINALLY, CLICK ON **GCS
PUBLICATIONS
AND THEN KODT!!**



News, Rumors and Industry Buzz plucked



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CLUE® CELEBRATES ITS FIFTIETH ANNIVERSARY

In 1944, Mr. Pratt of Bournemouth, England, a solicitor's clerk who described himself as "an introvert full of ruminations, speculations and imaginative notions" invented the classic "who dunnit" game, CLUE®.

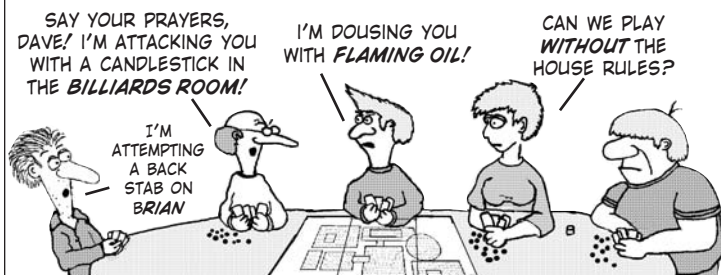
After many years of perfecting the mechanics of the game and filing a provisional specification at the Patent Office, Mr. and Mrs. Pratt visited Waddington's Games in Leeds, England to see if they would publish it.

Waddington's personnel played the first game and immediately recognized the game as a winner. Due to post-war shortages of various materials, there were some delays before the game was finally launched in 1949.

Today, CLUE® is sold in more than 40 countries from Brazil to Sweden, New

Zealand to Abu Dhabi. In England, the game is called "CLUEDO", in Brazil, "Detective". The same successful formula works when translated into any language.

Parker Brothers obtained the U.S. rights to the CLUE® game from Waddington's in 1949 and has successfully marketed the game ever since.

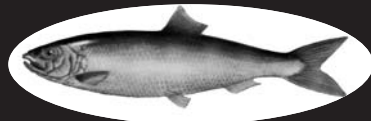


BE A PART OF THE ADVENTURE!

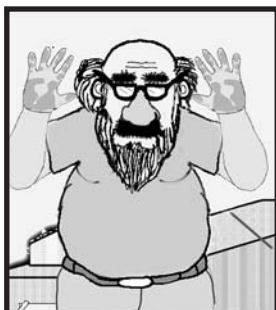
You think good articles and cartoons grow on trees? Shya' Right! Look, kid, put down that cheese danish and listen to what I'm sayin'. KODT Magazine is expanding its page count so we can bring you even more fun and excitement each month. That means we need

new material to fill those pages. You can write can't you? Got ideas for things like cartoons, articles on gaming, adventures, industry news, reviews, etc.? Well, get off yer butt and drop an email to KenzerCo@aol.com. for our guidelines.

STOP BY THE KENZERCO
BOOTH AT GENCON and



KISS THE FISH!



**SUPPORT
YOUR
LOCAL
GAME SHOP!!**



"LOOK WHO'S TALKIN"

*"When the cows come home...old debts are settled.
This is the burden that I and all cow tippers must carry."*

From the introduction to the game, Udder Maddness

*"I realized I'd rather like what I like, not what made me 'fit in.'
That's the real definition of a 'geek': someone who cares, who believes
what he loves without consideration for what anyone else thinks of it."*

Brian Hibbs - Comic Retailer's Column.

*"Look, I don't freakin' care if it was a fake ad. Give me her phone number! If
you can't do that, just tell me what continent she lives on. I really, really, want to
believe that there's a girl like THAT out there who loves to game."*

Reader seeking information about the 'girl' in the
'Russian Women Seeking Gamers' ad from KODT# 24

from the vine for your reading enjoyment



RUMORS CONFIRMED

For the past year we've been hearing rumors that Gary Jackson and Weird Pete have apparently been traveling around the country attending the Open Houses various game distributors have been running in order to take advantage of the free snacks and other perks and to spy on their competitors. These name tags from the Berkeley Open House last year seem to be the first hard proof that the rumors are true. We're also looking into a report that at the recent Alliance Open House in Fort Wayne, Gary Jackson fled town leaving a 400 dollar unpaid roomservice bill and an 80 dollar bar tab. □

PRODUCTION STARTS ON LONG AWAITED DUNGEONS AND DRAGONS MOVIE!!

After twenty years of false-starts and disappointing rumors, production has finally started on **Dungeons & Dragons!**

The Courtney Solomon film based on the fantasy role-playing game of the same name began shooting in Poland recently armed with a \$35 million budget. The film is slated for release in October, 2000.

The plot of **Dungeons & Dragons** is said to involve a young thief who must save the world. There's speculation that the script may be based on the **Gord the Rogue** series of novels written by D&D co-creator, Gary Gygax.

The cast includes, Jeremy Irons, (Die Hard with a Vengeance, Lolita and Reversal of Fortune), Justin Whalin, Marlon Wayans, and Zoe McLellan.

I can just see all us veteran D&D'ers sitting in the balcony and calling out 'rule' violations. □

HEY....A THIEF CAN'T USE A SHIELD!

AND HOW FAR DID HE JUST DROP? IT WAS AT LEAST FIFTY FEET - THAT'S 6D6 DAMAGE BY THE BOOK. THE DUDE SHOULD BE DEAD!

AND THAT GUY CAST A SPELL HE DIDN'T MEMORIZE.

DAMN! THEY MUST BE SWINGING 50 TIMES PER ROUND!



ANSWERS TO KODT TRIVIA QUESTIONS FROM EDITORIAL

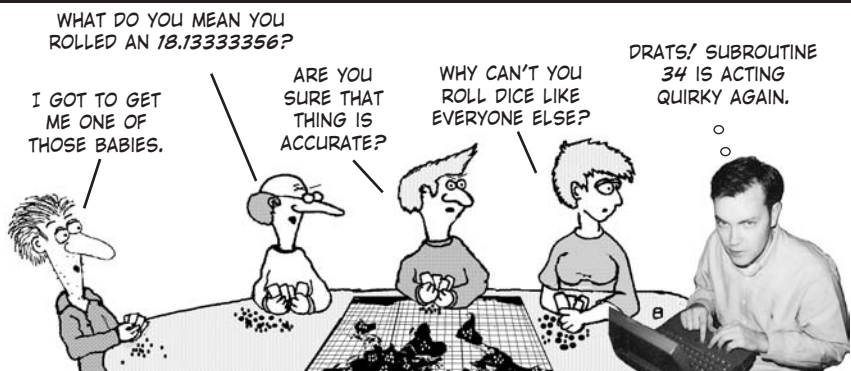
1. Defiance in the face of overwhelming odds. (*Issue 31/Pleased to Meat You*)
2. They are gored by Llamas. (*Issue 24: Bleating to Death*)
3. A copy of the game B.A. designed, *Dawg the RPG*. (*Issue 21/Pilgrimage to GaryCon*)
4. While playing *HackMaster* at Pete's shop one weekend, Squirrely stole a package of Gummy Bears from Brian's backpack. They ended up scuffling over the candy and Squirrely bit Brian. For weeks afterward, Brian would stand by Squirrely's cage taunting him by eating a candy bar. Now, as Brian puts it, "*That monkey wants me Bad!*" (*Issue 11/Blood Bath at the Games Pit*)
5. Ty described B.A.'s game as a "Category Six: Heavy emphasis on combat and hostile characters. Minimal interaction between NPCs and Monsters." (*Issue 10:The Temp*)
6. "Ka-Ching!" (*Issue 49: Streets of Muskeegie/Return to Muskeegie*)
7. The gawd, Andy Warhol in Nitro's Kraag World Campaign (*Issue 7: Lord of Steam*)
8. The Hordes of Dark Devastation (*Tales from the Vault: Page 32*)
9. "Break away from the table to have a private huddle". (*Tales from the Vault Page 17*).
10. Bob (*Issue 4:The Old Guard Strikes Back*)
11. Brian's club rate is 15 cents for a blank cover sheet. However, for non-members (street-rate) he charges 25 cents. (*Issue 19: Don't Go There*)
12. Brian. (*Issue 23: Heroes Demise*)
13. Bob. (*Issue 29: Dirty Little Secret*)
14. Dave. (*Issue 31: Angels of Mercy with Dirty Faces*)
15. Brian (*Issue 4: Detour Down Memory Lane*)
16. Brian, moments after revealing most of his clothes are hand-me-downs from a 'rich uncle'. (*Issue 4: The Gawd Complex*)
- 17: Bob (*Issue 2: Lords of Darkness*)
18. Dave to Bob after he requested to ride Dave's cow. (*Issue 2: Cows of War*)
19. Brian, (*Issue 21: The Evil Among Us!*)
- 20 Stevil. (*Issue 19: The Sting*)
21. Newt, describing his new character to the rest of the Black Hands. (*Issue 19: The Sting*)

STOP THE PRESS!

The September issue of WOTC's in-house magazine, **The Duelist**, will be the magazine's last print issue. Look for it to resurface as a free, online magazine, August 1st. You can get more details at <http://www.duelist-magazine.com>.

Pyramid Magazine made a similar move last year and seems to doing well as a web-zine.

IN THIS RARE BEHIND THE SCENES FOOTAGE, KODT DEVELOPMENT TEAM MEMBER **STEVE JOHANSSON** TRIES TO PULL A "BRIAN" AND USE HIS LAPTOP AS A STRATEGIC DECISION MAKING TOOL WHILE PLAYING **RISQUE** WITH THE KNIGHTS.





**PUBLISHERS!!
GET YOUR GAME SPOT-
LIGHTED HERE!
SEND YOUR REVIEW
COPIES TO:
KODT: BRIAN'S PICKS
1003 MONROE PIKE
MARION, IN 46953**

UDDER MADNESS:

A Strategic Cow Tipping Game

Placebo Press

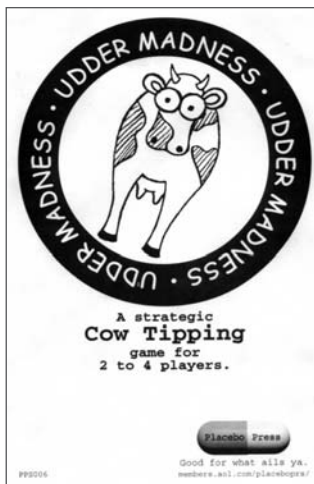
P.O. Box 16192, Lansing,
MI 48901

A game about Cow Tipping? What the hell? The guy who came up with this must have been drunk! Actually, according to the footnote in the rules - he was.

No doubt about it, this game is fun. You and up to four of your friends are Aliens and for some reason you're drooling at the chance to tip some cows. (*The designers claim that the Aliens must be bored by now and cow-tipping would seem to be a lot of fun to them.*)

The game board represents a fenced-in field. Each Alien places his cows in the field (each Alien's cows are a different color) and then the fun begins. After placing your Alien Token you move about the board (up to 3 spaces per turn) and attempt to tip your opponents' cows so you can claim them. When a cow is tipped he tips over any cow next to him in the direction he was pushed. (Unless THAT cow is the same color as the pushed cow, in which case no tipping occurs). Cows can be tipped in domino fashion, with one cow tipping another.

As the subtitle says, this is a strategic game so it's not as simple as it sounds. You'll have to contend with Bovine Doom Blocks, Cow Locks and short tempers in this game. Put this one in your bookbag. It's a great travel game.



PF2006

Good for what ails ya.
webere.aii.com/placebo/

Brian's Rating: Surprisingly Fun!

MASTER MAZE

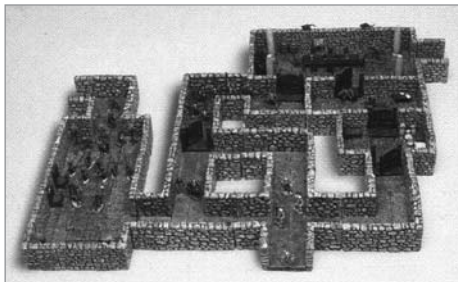
**Rooms & Passages Set • Octagonal Room Set • Wicked Additions Set I
Dwarven Forge**

306 E. 51st Street, New York, NY 10022

Drool! Drool! Drool! That's the best way to describe my first reaction to seeing these beautifully hand-painted Dungeon-building sets. Photos just don't do justice.

Scaled to be used with your fantasy rpg miniatures MasterMaze pieces can be arranged (and rearranged) into rooms, passages, curving hall ways, etc. Some of the kits include swinging doors, working portcullises, upper/lower stair cases, spiral stairs, fountains, secret doors (which actually swivel open to show they've been identified)

Each piece is made from a durable resin. I dropped a piece on a hard floor while I was playing with...er...reviewing these sets and to my surprise it didn't break or even chip. The pieces are hand-painted and look surprisingly realistic. They're also outfitted with felt on the bottom to protect your table surfaces. Perhaps the most unique feature of the MasterMaze sets is that the pieces can be temporarily affixed to each other with a simple device called a 'bowtie'. This allows you to slide or turn entire sections of your dungeon without the pieces scattering or pulling apart. Best of all they aren't that expensive. The Room and Passage set for example comes with 37 pieces, 55 bowties and a Booklet of Example Setups - all for \$89.



Brian's Rating: Check it out! Your players will thank you.

CLUE: The Alfred Hitchcock Edition

USAOPOLY 565 Westlake Street, Encinitas, CA 92024-9840 Website: www.usaopoly.com



This game is kewler than kewl. USAOPOLY has made a big splash with its special edition Monopoly Games. (*Over two million units of these special interest editions have been sold so far.*)

Now to celebrate the 100th birthday of the *Master of Suspense* and the 50th anniversary of the classic detective game, *Clue*, USAOPOLY has released this new speciality version of the game - *The Alfred Hitchcock edition*.

Trust me, when you see this game on the shelf you'll have to have it.

Brian's Rating: Ultra Kewl!

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To the Storm Knights: Happy 3rd Anniversary!
John, we're thrilled to have you back with us
again! Keyser, where are you?

Happy Looting,
Drazar

McBain:

Written word, book and tablet, tell part of what was known
when it was known. Remember as times passes, sometimes
things change radically.

Hamza

Watch the hilarity ensue as Wounds Unlimited
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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.

ATTENTION CONTRIBUTORS!

IF YOU SUBMITTED AN IDEA FOR A KODT STRIP THAT WAS PUBLISHED, BUT DID NOT RECEIVE YOUR FREE COPY OF KODT - CONTACT THE EDITOR. (HE LOST HIS LIST). BE SURE TO INCLUDE THE NAME OF THE STRIP, YOUR FULL NAME, AND SNAIL MAIL.

THANKS.

JOLLY



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

An Opinion Arena and Open Forum

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.

The Knights are truly a heartwarming comedy storm that takes me back. The stories trigger memories of barely-different "incidents" from my various gaming groups. I've been gaming for 23 years and you really captured the best in your characterizations.

However, I'm writing as of issue 31, and I remain at odds with **The Black Hands** group. Some readers have mentioned that they were "glad to see him [Newt] learn how to handle Stevil and Weird Pete" (issue 26, "Say Goodnight, Raz"). I have to disagree. Think about it:

- 1) Newt waits around impotently, sucking on abuse.
- 2) Stevil and Pete get themselves killed off. (no thanks to any effort on Newt's part).
- 3) Newt then plays around with their dead bodies.

This is revenge? I thought you were supposed to kill them yourself before you earned the right to dance on their grave and claim victory. The following stories continue the cycle of a powerless Newt being run over by Stevil and Pete at every opportunity. Need I say more than "Pleased to Meat You?"

Perhaps "my problem" is that I wouldn't trust any of **The Black Hands** not to bring a semi-automatic to school and work through a few emotions on their classmates. I have zero such fears with **The Knights**. It is just a generation gap? When I was a high school gamer one visit to a group like **The Black Hands** would be all you would need to avoid them forever. It's one thing for friends to joke around with each other and blow off steam — it's another for non-friends to repeatedly slash each other's throats in a weekly ritual. Are the dynamics of **The Black Hands** simply the new standard these days? Out with the old, in with the new, hello 'Kevlar Required' for high schoolers? Or do you

believe KODT is "just a comic" and doesn't mean anything to gamers?

Alan Miller
amiller@ventritex.com

Thanks for sending in a thought provoking letter, Alan. Would it surprise you if I said that most of us at KenzerCo agree with you?

*Of course the **Black Hands** are a miserable lot. I wouldn't want to game with them and I certainly wouldn't want to put myself in the position of defending their anti-social behavior.*

*I sense that you feel the **Black Hands** don't fit into the 'heartwarming comedy storm' as the **Knights** do. I wonder how the rest of our readers feel on the subject.*

Jolly

GenCon booth 652

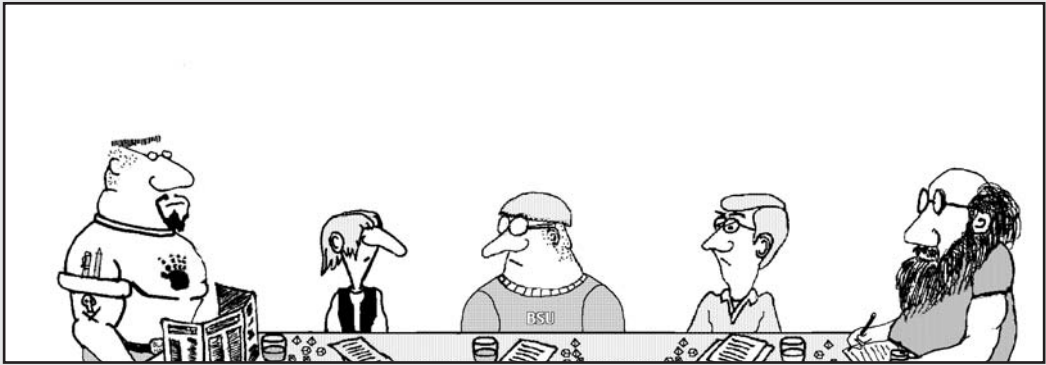
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... is back!

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Got an idea for a KODT story? 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**



* 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. This offer void in Bangladesh. Paternity test may be required prior to acceptance.

TOP 35 SIGNS THAT YOU ARE A KODT FANATIC

35. You yell "Hoody Hoo!" every time you roll a natural 20.
34. You call your GM "B.A." just to annoy him.
33. You bought a Pacer so you can be just like Dave.
32. You changed your name to B.A. and tried to gather a group of four gamers named Bob, Dave, Sara, and Brian.
31. You GM a game in "Garweeze Wurld."
30. You have made up voices for each character in your head.
29. You read KODT aloud, using the voices you made up for each character.
28. You spend all your money gathering all the KODT you can find.
27. You're mad at Ivy for slamming Bob and Dave.
26. You play an annoying dwarven thief called "Knuckles."
25. You argue with your GM about letting you have a *Hackmaster* +12.
24. You've read every issue of KODT several times.
23. You bought BOT #1 and #2, even though you already have issues 1-6.
22. You go to BSU because you want to be "kewl" like Dave.
21. You create a new species of monster called "Gazebo."
20. You buy a cow and name it Chelsie.
19. You think that Chelsie has magic powers.
18. You walk up to your arch-enemy, point at him/her, yell "Knobby Foot!", and then scurry away.
17. You work at a place called the *Pizza Go-Go*, even though you were offered a higher paying job elsewhere.
16. You went searching for the movie "*Knee Deep in Orcs*" when you read about it in one of the KODT strips.
15. You watched *Deliverance* just so you can understand the "Dueling GMs" strip.
14. You call your gaming group the *Knights of the Dinner Table* 'cos it's kewl to do so.
13. You call your gaming group the *Black Hands Gaming Society* 'cos it's kewl to do so.
12. You and your friend(s) refer to yourselves as the *Bad Boys of Sage*, because Bob, Brian and Dave do.
11. You spend an hour trying to master the KODT drawing technique.
10. You E-mail Jolly Blackburn every ten minutes.
9. You have thought up so many story ideas, you've had to build a separate wing in your house for them.
8. You have made an *AD&D* replica of every one of Brian's Fireball spells.
7. You looked up "teflon," and after that, you always refer to Brian's character using the "proper definition."
6. You spend an hour wondering how the hell Billy was made of teflon.
5. When it finally occurs to you that he is not made of teflon, you dismiss the idea and continue brainstorming.
4. You read the *Monty Python and the Holy Grail* card game sample game only because it had Bob and Dave in it.
3. You understand everything I am referring to on this list
2. You have written a list like this.
1. You are reading this.



Submitted by flaremog@aol.com □

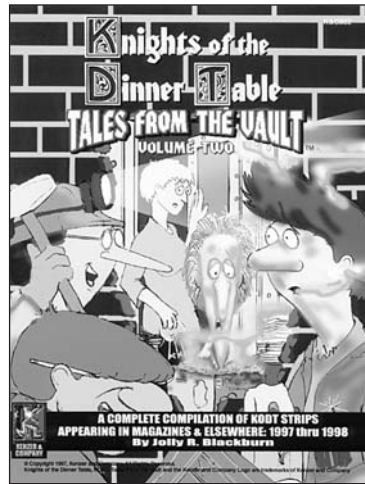
The CattlePunk™ Player Character's Guide to Life

- Don't squat with your spurs on.
- Always check the Outhouse for scorpions and black wid'ers before doing yer business. (Favorite GM trick for killin' P.C.s)
- Never show the school marm your bullet-scars. It's bad manner and she really doesn't care.
- If you need help, seek out a big burly blacksmith. For some reason they're always the 'gentle giant' of any town and a sucker for a hard-luck story.
- Never sew your wounds on an empty stomach.
- The quickest way to find out if you're the highest level character in town is to kick somebody else's dog.
- Never clean your rifle in your underwear. It only invites people to laugh at you. (-5 to your honor)
- Never kick a cow chip on a hot day.
- There's two theories to arguin' with a woman. Neither one works.
- If you find yourself in a hole, the first thing to do is stop diggin'.
- Never slap a man who's chewin' tobacco.
- Always tip yer hat to ta man holding a sawed-off shotgun. (or any other type of splatter gun for that matter.)
- It don't take a genius to spot a goat in a flock of sheep.
- Always drink upstream from the herd.
- Never tell yer Civil War stories at the bar. Seem's there's always some son-a-bitch who was on the opposing side within ear shot.
- When you're throwin' your weight around, be ready to have it thrown around by somebody else.
- The quickest way to double your money is to fold it over and put it back in your pocket.
- Never miss a good chance to shut up.
- There are three kinds of men. The one that learns by reading. The few who learn by observation. The rest of them who pee on the electric fence to find out for themselves.



IT SEEMED LIKE THEY'D NEVER ARRIVE...

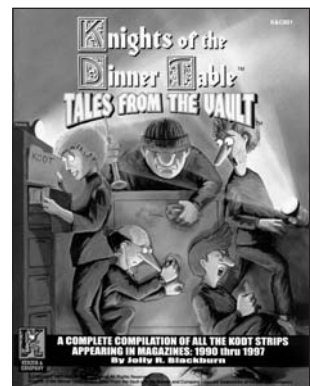
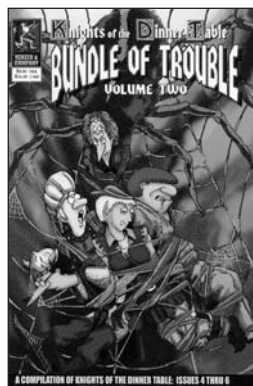
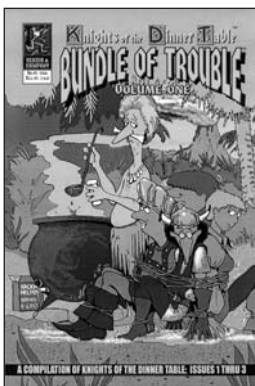
BUT THIS AUGUST YOU CAN GET YER GRIMY PAWS ALL OVER
BUNDLE OF TROUBLE VOLUME #3 AND
TALES FROM THE VAULT VOLUME #2



FOR YOU **JOHNNY-COME-LATELYS** WHO CAUGHT ON TO KODT AFTER THE EARLY ISSUES **SOLD OUT**, THERE'S **GOOD NEWS!!** THE NEW **"BUNDLE OF TROUBLE VOL. THREE"** BRINGS ISSUES 7 - 9 TOGETHER AND JUST TO BE NICE, WE THREW IN ANOTHER NEVER BEFORE SEEN STORY AND A FEW OTHER TASTY MORSELS. **"TALES FROM THE VAULT VOL. TWO"** IS A COMPLETE COLLECTION OF KODT STRIPS WHICH HAVE APPEARED IN OTHER MAGAZINES (DRAGON, RIFTERS & TROLL) DURING '97-'98 AS WELL AS SPECIAL STRIPS WE DUG UP THAT HAVE NEVER BEEN COMMERCIALY PUBLISHED. YA AIN'T GOT IT ALL WITHOUT THIS!!
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DON'T WORRY, BOB, IF YOU WANT TO **OPEN** THE AIRLOCK AND LET DAVE IN, I'LL LET YOU. BUT...UH...YOU **DO** REALIZE YOU LOST YOUR HELMET WHILE FIGHTING THE GUARDS ON **DECK 3** AND UH...YOU **DO** REALIZE BY PUNCHING THE DOOR PANEL YOU ARE ABOUT TO **DEPRESSURIZE** THE AIRLOCK?

WELL **DUH!!** I CAN'T VERY WELL LET HIM IN **WITHOUT** DEPRESSURIZING CAN I? QUIT STALLIN' B.A.!!

HA! HE DIDN'T EXPECT US TO USE THE OLD "**BACK DOOR**" ROUTINE TO GAIN ENTRY TO THE SHIP.

BRIAN, I THINK YOU MIGHT WANT TO EXPLAIN HOW AN **AIRLOCK** WORKS TO BOB AGAIN HE'S ABOUT TO TURN **DAVE** INTO **SPAM!**

HUH? WHAT WAS THAT, SARA? SORRY, I DIDN'T HEAR YOU. I WAS BUSY CHECKING OUT THE NEW **2ND EDITION FADING SUNS!** IT **ROCKS!!**

