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**KENZER AND COMPANY**

Knights of the Dinner Table #45  
BUDDY, CAN YOU SPARE A CURE?  
July, 2000

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# Knights of the Dinner Table™

M A G A Z I N E

**“BUDDY, CAN YOU SPARE A CURE?”**

THE KODT DEVELOPMENT TEAM IS

JOLLY R. BLACKBURN • BRIAN JELKE • STEVE JOHANSSON • DAVID S. KENZER  
Cover Art by George and Jackie Vrbanic • Editorial Assistance: Barbara Blackburn

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**K**NIGHTS OF THE DINNER TABLE™ was accidentally created by Jolly R. Blackburn way back in 1990 as 'filler' for his small press magazine, SHADIS™. Writing and drawing KODT strips, however, isn't nearly the lonely job it was in the past. Since joining the ranks of KENZER AND COMPANY and the formation of the KODT D-TEAM, the Knights have gone far beyond anything Jolly or fellow D-team members, Steve, Dave or Brian ever imagined. We look forward to seeing where the gang takes us next. □

# Editorial of a Madman

**“That rabbit’s got a vicious streak a mile wide – It’s a killer.”**

In the winter of 1975 my uncle and I cruised down to the local movie theatre to catch a flick which had been causing quite a bit of controversy — *Monty Python and the Holy Grail*. To be honest, it was my uncle’s idea to go and I merely tagged along. I’d never even heard of ‘Python’ at the time and in fact I was under the impression that *Monty Python* was the name of an individual. (*Much the same way I thought for years that Jethro Tull was a real person in the band.*) As I recall, the only reason I decided to go was because of the bad press. Anything drawing that much flak, I thought to myself, must be worth seeing. (*Rebellion can run deep in the heart of corn country when you’re sixteen.*)

When those now famous opening credits (*complete with subtitles*) began to roll I found myself ushered into another world. After laughing myself sick I convinced my uncle to sit through a second showing. (*And as most Monty Python fans know - their movies only get funnier with each repeat viewing.*) Without knowing it, I had become a Python fan for life. Unfortunately, by the time I returned to school the following Monday and began telling my friends about the ‘funniest movie ever made’ it had moved on. Mind you, this was in the days before HBO and VCRs. Once a movie left the theatres it was often years before it showed up on network television — and this was one movie that wasn’t likely to pop up on ABC primetime.

So for the next three years I found myself trying to explain the movie to those who hadn’t seen it. How grown men had skipped about the countryside ‘pretending’ to be riding horses while their ‘pages’ clacked two coconut shells together to simulate the sound of hoofbeats. How a cute little rabbit had flown through the air and bit off the head of a knight only to ricochet toward another knight to attack anew. And then there was the Black Knight who had all his arms and legs cut off by Arthur but wouldn’t admit defeat.

By my sophomore year of college the movie had reached cult-status. Not only were certain theatres offering midnight showings seven nights a week, but PBS was even showing it. I shudder to think of how many nights my friends and I sat through that movie with tears running down our faces. Watching MPHG had become an event.

Twenty five years later, as I look back, the amazing thing is just how much impact that movie has really had on our



*Tim the Enchanter warns Arthur of the ‘killer’ rabbit.*

hobby. Walk by any gaming table in the world and chances are you’ll hear someone quoting the movie or making a reference to it.

In fact, I don’t even think it’s possible for anyone in my group to retreat or admit defeat without saying, “*Run Awaayy!! Run Awaayy!*” in a really bad British accent. I don’t even think we know we’re doing it. Such quotes have literally become part of our common gamer language.

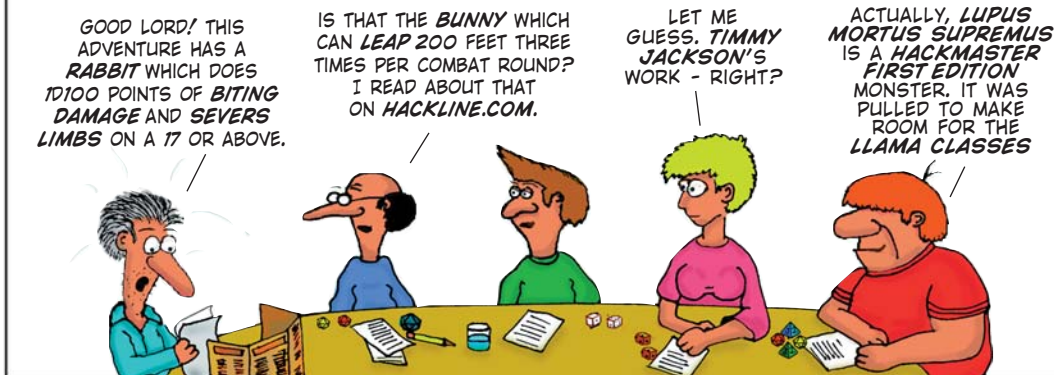
How many gamers have muttered, “*It’s only a flesh wound*” or “*I’m not quite dead, sir!*” when the GM points out they’re down to their last hitpoint? Face it, *Monty Python and the Holy Grail* may well be the ultimate gamer movie. In fact it’s not hard to think of the characters in MPHG as role-players walking through an adventure designed by a B.A. esque gamemaster on the verge of pulling out his hair.

I suppose, I’ve been thinking a lot about the movie recently because this month our card game, *Taunt You a Second Time!*, (*which is based on the movie*) hits gameshops everywhere. Actually, this is our second card game based on the movie. The first, *Monty and Python and the Holy Grail* was collectible in format. (*Taunt You a Second Time is a stand-alone version and uses the same rules as the first game. In fact the cards from both games are compatible.*)

Anyway, if you happen to run across it (*or if you don’t - please ask for it*) you should give it a try. It’s the only card game I know of that’s as funny just to sit around and simply read the cards as it is to play. By the way, to celebrate the game’s release we’ve included some Python-related articles and fun-stuff in this issue. Enjoy!

*Jolly R. Blackburn*

Jolly R. Blackburn





# Passion Play

Fading Suns

Live Action Role-Playing



— May 2000 —

**HOLISTIC**

Finally, the much-requested live action rulebook for Fading Suns! Noble masques, duels of honor, palace and cathedral intrigues, scavenger hunts amid alien ruins – now players can live out these stories at conventions or in their own homes.

**DAVE?!!** WILL YOU STOP PUNCHING BOB IN THE FACE?\*

**FIRP!! SPUTTER!!**  
WHAT THE HELL DO YOU THINK YOU'RE DOING?  
YOU BROKE MY GLASSES YOU BIG GOOF!

**BRIAN?** WILL YOU PLEASE HURRY UP AND FIND THOSE DAMAGE RATINGS FOR HAND-TO-HAND COMBAT BEFORE THEY KILL EACH OTHER.

**SEEP?!!** MY FIST DOES A LOT MORE DAMAGE THAN AN AN OPEN HAND SLAP. I THINK THEY MUST HAVE MADE A MISTAKE ON THOSE DAMAGE RATINGS OR SOMETHING.

ACTUALLY I FOUND IT TWENTY MINUTES AGO. THE INDEX IN THIS BOOK ROCKS! BUT THIS IS JUST TOO MUCH ENTERTAINMENT. WHY STOP IT?



\*Remember folks, you can't hit each other in LARPs but you can use squirt guns.

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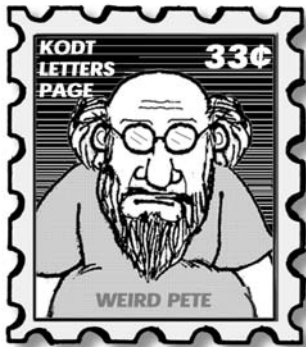
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Dear KODT,

As soon as I read my first issue of KODT (*I think it was #13...*) I knew that you were intimately familiar with the skill, tact, and most of all, patience that almost all GMs have to possess in order to keep their sanity. While I laugh at the mad antics of the Players (*Bob and Dave are my favorite...*), I find that I sympathize with B.A. more and more with every issue. He's a genius! I mean, who would have thought up an RPG about showroom dogs? Genius!

Anyway, I just want to commend all of you Kenzer&Co. guys for your efforts and let you know that your comics entertain my whole group, when they're not ripping my campaign to shreds...

Keep it up!

Paul MacNevin  
via E-mail

Dear KODT,

"Who knows why these things happen?" That was Weird Pete's last line in KODT 15, as printed in BOT Volume 5. It just so happens that I collected all of the original KODT issues from 16 onward, and was having to fill in past issues via the Bundles of Trouble. Because I'm more of a "Spacehack" gamer than a "high fantasy" gamer, I assumed that the "one-legged dwarf" gag was just another inside-joke (like the "bearded female duarves") that only AD&D™ type gamers would get. Imagine my delight to find out it was all thanks to Bob! Not only did BOT 5 bring my collection to completion, it also finished it off with a brilliant "surprise ending."

Now that I have the entire run of issues, I sat down and read them all from beginning to end. There were so many old favorites: Chelsie the cow, Red Gurdy Pickens, Lord Gilead and Sgt. Barringer, the "overbearing mobs," Lyron's Academy, "Dawg--The RPG," and Gronger Fest.

But the one strip that still keeps me laughing hardest of all is the arm-shearing trap protecting the Ruby of Wun-Kai.

KODT is rapidly approaching its 50th

## Our Readers Talk Back!

issue, and like all comics, you HAVE to do something special for your 50th issue. In re-reading the entire saga thus far, I've found three as-yet-unrevealed things that would make a welcome appearance in KODT 50:

- 1) Patty Gauzweiler,
- 2) Sheila Horowitz, and
- 3) the incident that caused Brian to end his GM days.

I look forward to seeing these revealed in future issues of KODT. Keep up the great work!

The Portreeve  
via E-mail

*Careful what you wish for. Patty finally makes her debut in this issue. Enjoy!*

Jolly

Dear KODT,

I was playing the game *Shadow Madness* from Crave Entertainment on my Sony Play Station. I had gotten to the second disc and entered the underground world of Wyldern. My objective was to free the slaves from the Hexite Mine. On the section *Bronze Two* one of the slaves upon being freed exclaimed "*Hooody Hoo! Free at last!*". I thought it was really Kewl and thought you might want to put it in KODT.

Andy

Corinth, Maine

*Thanks for letting us know, Andy. We love hearing about Hooody-Hoo encounters outside of KODT. The origin of the phrase is STILL elusive but apparently it goes back to at least the 1930's. The other night I was watching a Little Rascals serial and upon finding a nickel one of the characters cried out, "Hooody Hoo!"*

Jolly

Dear KODT,

I have been thinking of writing you for some time now, until I finally read Larry Granato's article in KODT about role reversal amongst the demihuman races.

This is great campaign material that I for one can heartily recommend. I am a GM currently finishing off a three-year campaign set in a world where the Orcs are the neutral race, locked in the midst of the battle between the evil elves and the good humans. The players have managed to befriend the orcs and become members of a tribe (*gaining magical protection and such*) after overcoming their initial fears (*the orcs are savages, after all*). This has

given me and my players lots of roleplaying opportunities as well as potential for hacking (*I mean what other friend could tell your player the way to the hidden lair of the dangerous Grglagrl!*).

And keep up the other end of the magazine. Although I am not much of a fan of fantasy cartoons, I always look foreword to the presspicks and the previews and rumors. It's kind of difficult to get that kind of news over here, and I am always looking for inspiration and new games.

Finally, I must admit that B.A. has a loyal fan in me. He never ceases to impress with his deft twists of fate in *Garweeze Wurd*.

Stig Weston  
Norway

Dear KODT,

Although I expect you get a lot of e-mails, most of them will be from the states. So I have the urgent wish to inform you that also in good old Germany you have some fans.

I recently bought my first issue of KODT (# 27- *Hackburger Hill*) at my local Gamestore and found it not only very funny but also very informative. Sadly, we don't have any RPG fanzines like KODT in Germany. The ads alone are worth buying every issue, not to mention the stories.

After reading KODT I came to realize that roleplayers and GMs as myself react, play and game exactly the same way all over the world (*or at least in Germany and the US*).

We all have our Brians, Bobs, Saras and (*sadly*) Daves. And very many times I myself do feel like B.A., powerless against my players who are so fond of turning any rule or statement of mine against me.

Last, I'd like to congratulate you to your great work and hope you carry on!

Achim Bier  
achim.bier@unibw-muenchen.de

Dear KODT,

I have to write and say thanks for such a cool comic. I've only been a fan for the last year and a half or so (*Didn't really know it existed before then, I don't read many trade mags.*), but I've enjoyed every issue so far. I just got issue #42 from my favorite game-store (*I happen to be biased as I work here too!*) and I laughed my @\$ off at the "*Temple of Horrendous Doom*". Have to be dead to play it, that's good. If I had thought of that myself I'd have done it in

a heartbeat, but most of the regular players in the games I run are KODT fans too, so have read the new issue too. I'll just have to come up with something else. \*SIGH\* A GM's work is never done.

I think I'm extremely privileged to work at the store I'm at. It's good to have a place regular gamers can come to and sit down to play games (*We have five or so tables available for gaming at this point, more in a pinch.*). And it's been fun to try and match up who in the store could be the characters in the game, I think I've been voted as B.A. just for the number of times I've been exasperated by my players' antics (*Ever try running a serious game of Earthdawn when ALL of the PCs want to play Windlings? Ick!*).

Anyway, I'd like to once again thank all the folks at KODT for producing such a great and spot-on comic for us loyal geeks to snap-up. And I'd like to thank Angelene Hernandez for her new definition of Geek (*Backroom at the Games Pit, issue #42.*) and wonder how we go about attracting more beautiful female gamers to our store?

Ian W. Straughan  
AKA: Usagi Renfield  
via E-mail



Gary Gygax (Second from the Right) as he appeared on a recent episode of Fox Television's *Futurama*.

Dear KODT,

I was wondering what you thought of the recent episode of *Futurama* which featured Gary Gygax (along with Stephen Hawking, Al Gore and Nichelle Nichols) as animated characters?

I jumped up and yelled, "Hoody Hoo!" when I saw the Grand GameMaster roll a pair twenty siders and cradle a 1st edition copy of the *Monster Manual* on primetime television.

What next? *Knights of the Dinner Table* on FOX? A fellow can dream. Anyway, I wanted to tell you about the Gygax episode in case you missed it and want to watch for the repeat showing.

Jason Barr  
via E-mail

*We thought it was hilarious, Jason. You can check Futurama.com for the re-air dates and scheduling. We're sitting by the phones but we really don't think FOX will be calling anytime soon. Aaaaaahh, it's all good ol' boy politics anyway. They haven't even bothered to reply to our proposal for Willow the animated TV series.*

Jolly

Dear KODT,

First of all, my much delayed congratulations to all of you for the awesome job you have done. KODT makes gamers all over the world feel proud (*being Greek, having been introduced to your strip in Hungary and living now in the US, I think I can claim the "all over the world" part easily.*)

I just need to ask you two questions.

Firstly is your comic book distributed in Europe? I will be moving back to Greece at some point and I would like to know whether I should get a subscription (*which would be in the mercy of the Greek postal service*) or would I be able to find it in gaming stores in Athens?

My second question concerns Sara. She is a great character. I have had the privilege of weaving spells alongside a female fire elemental and I can say that women in gaming can rock. My question has to do with Sara's appearance. In the home-brewed KODT strips that sometimes appear Sara appears to be somewhat slimmer and have a rather more pronounced chest. Which is the more accurate depiction?

Thanks for the time you took to read this email (*including the frivolous second question*). Keep up the good work. If this ever makes it to *Table Talk Long live the Fellowship of the Rose*.

Dimitris  
via E-mail

*Wow! Based on the letters we've been getting in recent months our humble little comic is really getting around. In answer to your first question there are European distributors carrying KODT. You may have to ask the shop keeper to order KODT if you don't see it. It's possible they haven't discovered the Knights yet.*

*As for Sara's uh, er... chest I would have to say the way she is portrayed in the regular strips is accurate. Not sure what's going on with Sara in some of those home-brewed KODTs. (You should see the ones we chose not to publish!)*

Jolly

Dear KODT,

Hey, great stuff you're producing. In all the comic books I've seen over the years, yours is definitely an original. It has also come a long way in the past few years.

That being said, there are some issues in *Knights* begging to be resolved.

1) Brian's crush on Sara. This was obvious from the start when they first met.

I think Brian should ask to talk to Sara after a game, and then be honest with her.

Who knows, they may develop a relationship? Funny to talk about comic characters that way, but if it can work in real life...

2) B.A., B.A., B.A., when is he going to put his foot down and foil Brian and everyone's plans? There were at least two incidents in the episode where Brian morphed into a gnome that should have tipped off the gnomes. Firstly, who says Lord Flataroy HAD a nephew? Secondly, Gnomes have mannerisms all of their

own and Brian may not have displayed these. I still say they get away with too much.

3) The Black Hands. These are not my favorite strips, but they are entertaining, except for Stevil. Crutch should take his place at the table, after all Victor said he was going to kick someone out of the group at the Convention. Stevil is the perfect candidate.

Anyway, keep up the good work

Pierre DuPont  
Ottawa, Canada

Dear KODT,

I love Weird Pete's black out in *Return to the Fading Realms*. Makes me want to buy a clapper. Also really liked the map and references to it.

The *Temple of Horrendous Doom* brings back fond memories of the days when a dungeon was rated by the percentage death rate. I recall a certain module with a similar title where we players were given the choice between two portals, with no clues whatsoever - leap through one and die, leap through the other and get XP and treasure. I'm glad I wasn't the first one to go! It might be amusing to see another map in the future, marked with the referee's notes on how to give his players a hard time.

Alan  
via E-mail



Dear,  
KODT



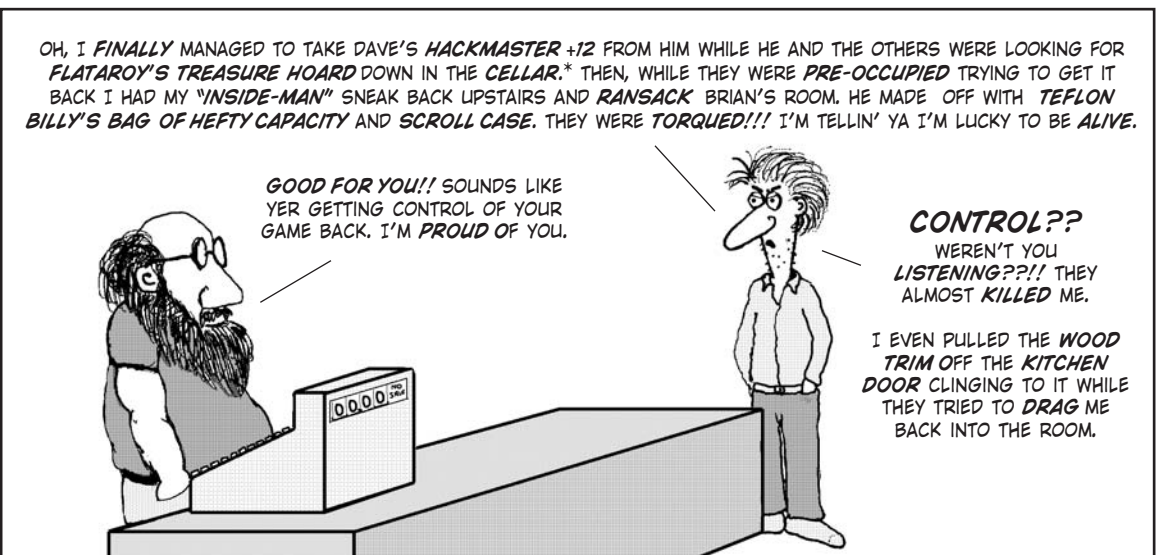
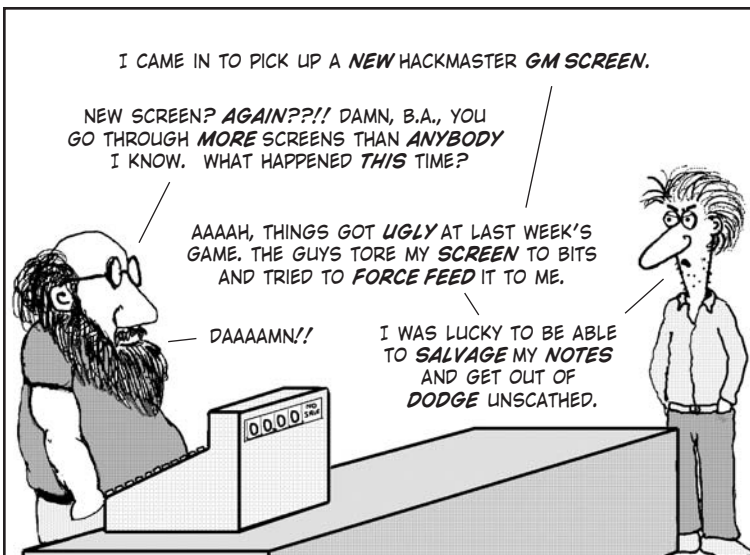
SOMETHING ON  
YOUR MIND?

SOMETHING YOU  
WANT TO TELL US  
OR SHARE WITH YOUR  
FELLOW READERS?

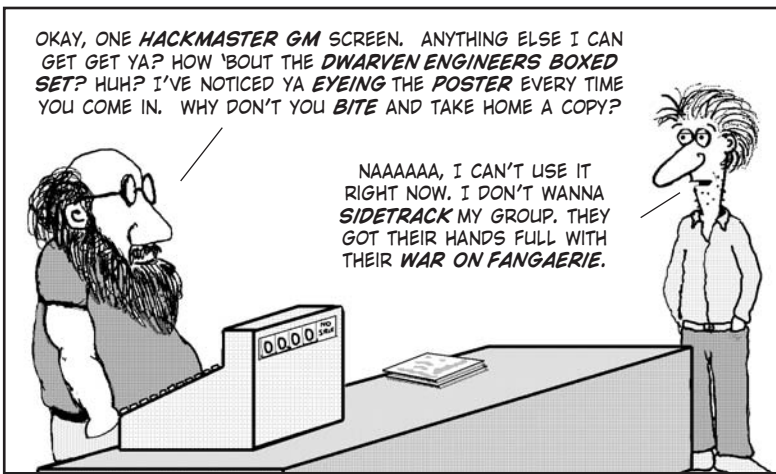
**DROP US A  
LETTER!!**

e-mail Jollyrb@aol.com

or write to KODT,  
830 W. Main Street, PMB 114  
Lake Zurich, IL 60047



\* See KODT #44 "The Horror in the Wall"



OKAY, ONE **HACKMASTER GM** SCREEN. ANYTHING ELSE I CAN GET GET YAP? HOW 'BOUT THE **DWARVEN ENGINEERS BOXED SET**? HUH? I'VE NOTICED YA **EYEING** THE **POSTER** EVERY TIME YOU COME IN. WHY DON'T YOU **BITE** AND TAKE HOME A COPY?

NAAAAA, I CAN'T USE IT RIGHT NOW. I DON'T WANNA **SIDETRACK** MY GROUP. THEY GOT THEIR HANDS FULL WITH THEIR **WAR ON FANGAERIE**.



**WHY YOU GOTTA BE SUCH A CHEAP-ASS???! HUH?** MY RENT'S DUE **TOMORROW**. CAN'T YOU HELP A GUY OUT?

YOU **KNOW** YER GONNA END UP **GITTIN'** IT ANYWAY. WHY NOT **NOW???!**



**OH FOR CRYING OUT LOUD!!**

GO AHEAD AND GIMME A **COPY**. I'LL JUST PUT IT ON MY **MOM'S CREDIT CARD**.

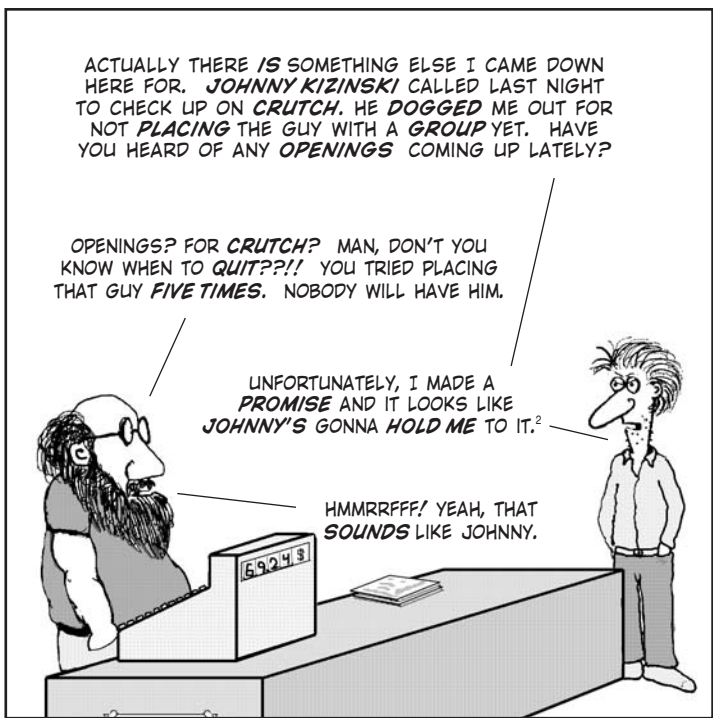


**GAWD BLESS YA, B.A.!!!** I HAPPEN TO BE **SOLD OUT** ON THAT PARTICULAR PRODUCT AT THE MOMENT BUT I'LL **BACK ORDER** IT FOR YOU. SHOULD BE HERE IN ABOUT A **WEEK TO TEN DAYS!!**

**BACK ORDER???! WHY YOU NO.....**

ANYTHING ELSE? HOW 'BOUT SOME **DICE**? SOME **ONE-LEGGED DWARF SETS**?<sup>1</sup>

**KA-CHING!**  
**TAP!**

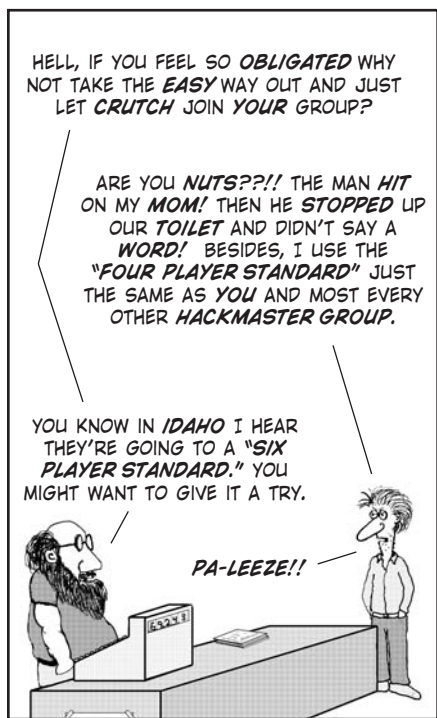


ACTUALLY THERE **IS** SOMETHING ELSE I CAME DOWN HERE FOR. **JOHNNY KIZINSKI** CALLED LAST NIGHT TO CHECK UP ON **CRUTCH**. HE **DOGGED** ME OUT FOR NOT **PLACING** THE GUY WITH A **GROUP** YET. HAVE YOU HEARD OF ANY **OPENINGS** COMING UP LATELY?

**OPENINGS?** FOR **CRUTCH**? MAN, DON'T YOU KNOW WHEN TO **QUIT???!** YOU TRIED **PLACING** THAT GUY **FIVE TIMES**. NOBODY WILL HAVE HIM.

UNFORTUNATELY, I MADE A **PROMISE** AND IT LOOKS LIKE **JOHNNY'S** GONNA **HOLD ME** TO IT.<sup>2</sup>

**HMMRRFFF!** YEAH, THAT **SOUNDS** LIKE **JOHNNY**.



HELL, IF YOU FEEL SO **OBLIGATED** WHY NOT TAKE THE **EASY** WAY OUT AND JUST LET **CRUTCH** JOIN YOUR GROUP?

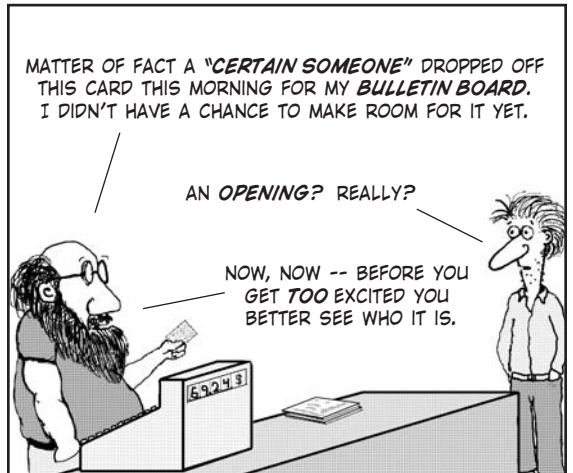
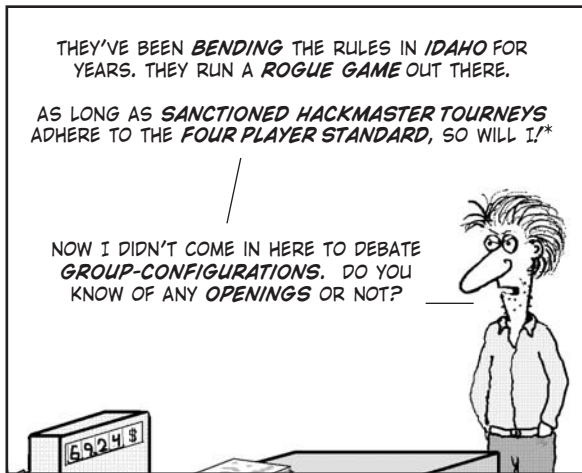
ARE YOU **NUTS???!** THE MAN **HIT** ON MY **MOM!** THEN HE **STOPPED** UP OUR **TOILET** AND DIDN'T SAY A **WORD!** BESIDES, I USE THE **"FOUR PLAYER STANDARD"** JUST THE SAME AS YOU AND MOST EVERY OTHER **HACKMASTER GROUP**.

YOU KNOW IN **IDAHO** I HEAR THEY'RE GOING TO A **"SIX PLAYER STANDARD"**. YOU MIGHT WANT TO GIVE IT A TRY.

**PA-LEEZE!!**

<sup>1</sup> See **Bundle of Trouble Volume Five** [KODT #15] "For the Love of Knuckles"

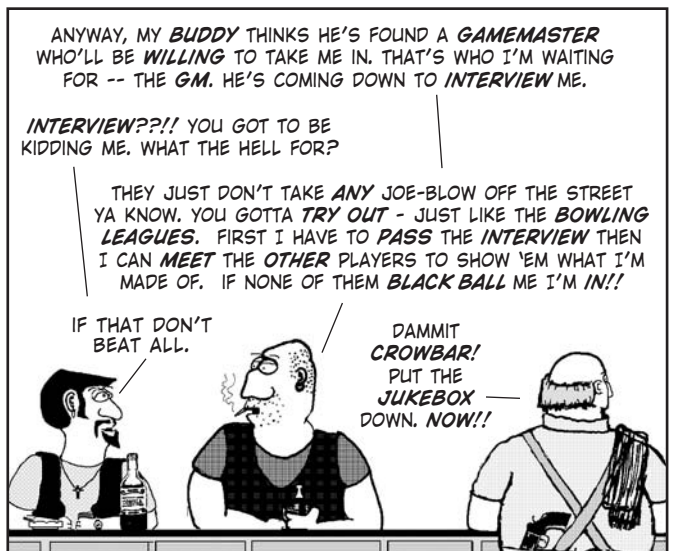
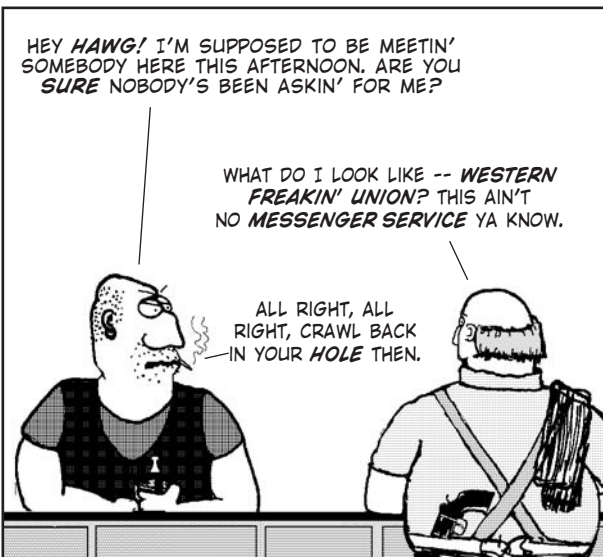
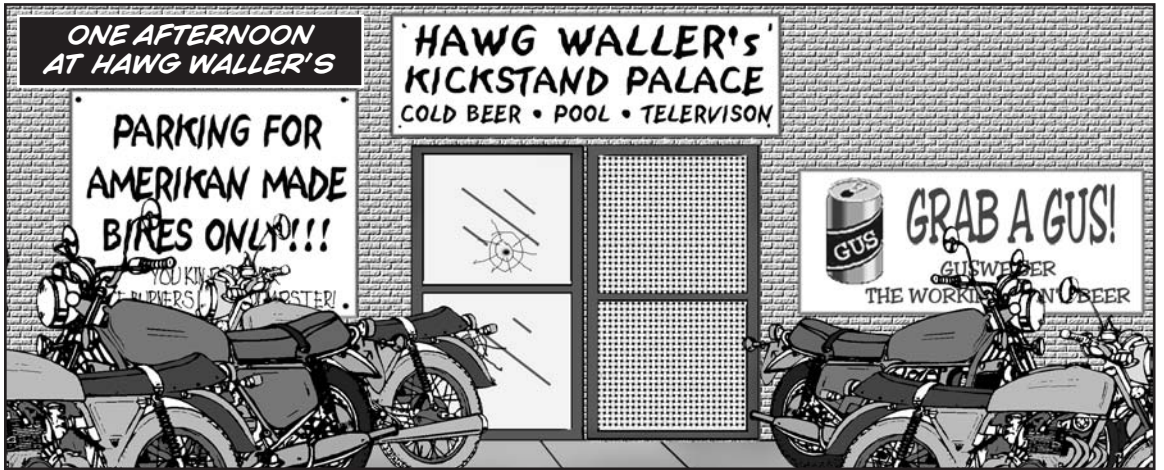
<sup>2</sup> See KODT #41 "Back in the Fold"



\* Most *HackMaster* Tournament modules and events center around a GM and four players. For this reason, most *HackMaster* groups tend to go with the 'Four Player Standard' to better compete in the tournaments as a team.

# The Interview

BY JOLLY R. BLACKBURN



YOU KNOW, I ALWAYS THOUGHT THAT **GEEKS** AND SO FORTH **FLOCKED** TOGETHER - THAT IT CAME **NATURAL** TO 'EM. YOU KNOW - **SAFETY IN NUMBERS** AND ALL THAT. NEVER DAWNED ON ME THAT THEY COULD BE **CHOOZY**.

HEY WATCH WHO YER CALLIN' A **GEEK** THERE **SKEEZER-BOY!**

UH...E-E-ERR, I DIDN'T MEAN NUTTIN' BY IT.

BESIDES YOU NEVER **MET** MY GAMING-BUDDIES. THEY DON'T COME NO **KEWLER**.



IN FACT, THEY'RE PRETTY PARTICULAR ABOUT WHO THEY PLAY WITH. TO BE HONEST, THIS IS THE **FIFTH** INTERVIEW WITH A **GAMEMASTER** I'VE HAD.

I MUST BE **SCREWING** UP SOMEHOW 'COS SO FAR, NONE OF THEM HAVE LET ME JOIN THEIR GROUP.

SCREW 'EM! WHO NEEDS 'EM? YOU DON'T NEED THAT KIND OF **AGGRAVATION** HOSS. BESIDES - YOU GOT **PLENTY** OF FRIENDS HERE AT **HAWG'S**.



AND I GOTTA TELL YA SOMETHING. BACK WHEN YOU WERE PLAYIN' THAT **GAME** ME AND THE **BOYS** WERE WORRIED ABOUT YA. YOU WERE GOING AROUND TALKING ABOUT SOME DAMN **COMANCHE WAR CHIEF** NAMED **RED FOX** AND HIS **BROKEN SPUR** ALL THE TIME.

HIS NAME WAS **COYOTE RED** AND HE WAS A **SENECA WAR CHIEF** YOU **PUTZ!** BUT I DON'T PLAY HIM NO MORE. HE GOT **HAMSTRUNG** BY A **RAIL SPLITTER** IN A **BAR FIGHT**.

LORD-A-MIGHTY! LOOK WHAT JUST WALKED IN.



**THERE!** YA SEEP? THAT'S THE KIND OF **CRAZY TALK** THAT MAKES ME **WORRY** ABOUT YOU. IT AIN'T **NATURAL**.

CAN I HELP YOU **LITTLE LADY?**

WHY YES. I'M LOOKING FOR A GENTLEMAN NAMED **CRUTCH**.



MAN YOU GOTTA STEER **CLEAR** OF THAT **CRAP!** THAT **GAME** **SCREWS** WITH YER HEAD. I SAW A **STORY** ABOUT IT ON **SALLY JESSE**. THEY SAID THOSE **GAME MASTERS** KIN TAKE OVER YOUR **MIND** AND HAVE YA DOIN' ALL KINDS OF **WEIRD STUFF!!** THEY GOT KIDS THINKING THEY'RE **VAMPIRES** AND JUMPIN IN FRONT OF **TRAINS** AND WHACKED-OUT STUFF LIKE DIGGING UP **GRAVES** AND KISSIN' **CORPSES**.

YOU **MUST** BE TALKING ABOUT **SOMETHING ELSE!**

THEY NEVER MENTIONED ANY OF THAT STUFF WHEN I PLAYED.



OH COURSE NOT YOU **DUMUS!** YOU THINK THEY'RE JUST GOING TO **LAY** IT ALL OUT FOR YA? IT'S A **MIND GAME!** A DANCE OF SEDUCTION. THEY **SLOOWLY** REEL YOU IN AND **BRAIN WASH** YOU UNTIL YOU CAN'T **THINK** FOR YERSELF. THAT'S THE **TRAP!!** THAT'S WHEN THEY **HAVE** YOU.

THEN THE **DEAD BODIES** COME OUT AND THE **BLOOD LETTING** BEGINS.

EXCUSE ME, SIR?

BLOOD LETTING?

TAP TAP





I'M *PATTY GAUZEILER*. I'M HERE TO INTERVIEW YOU FOR MY *GROUP*.

GET OUT OF HERE!!! YOU'RE THE *GAMEMASTER*? *B.A.* NEVER SAID ANYTHING ABOUT YOU BEING A *BROAD*!

??!!

S-S-SURE. YOU BET.

THAT'S PROBABLY BECAUSE IT WASN'T AN *IMPORTANT* DETAIL. YOU'RE LOOKING FOR A *GROUP* TO PLAY WITH - NOT A *DATE*. RIGHT?

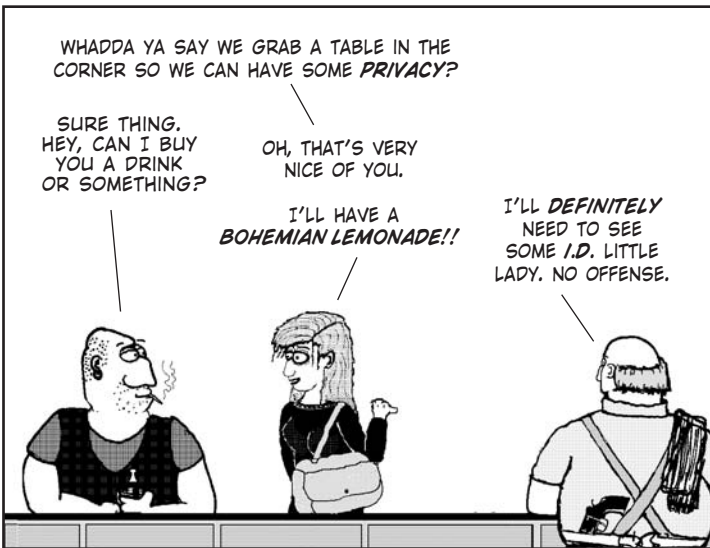


HEY *SWEET THANG*!! I'M LOOKIN' FOR A *DATE*. YOU BUSY TONIGHT?

I *BEG* YOUR PARDON? *SWEET THANG*?

DON'T MIND HIM. HIS NAME'S *SWITCH*. HE'S JUST *WIRED* THAT WAY.

I SEE.



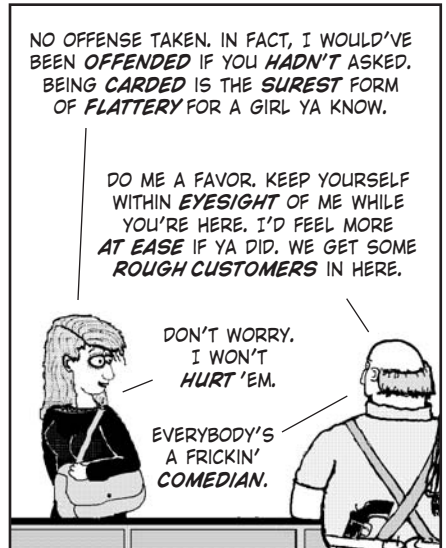
WHADDA YA SAY WE GRAB A TABLE IN THE CORNER SO WE CAN HAVE SOME *PRIVACY*?

SURE THING. HEY, CAN I BUY YOU A DRINK OR SOMETHING?

OH, THAT'S VERY NICE OF YOU.

I'LL HAVE A *BOHEMIAN LEMONADE*!!

I'LL *DEFINITELY* NEED TO SEE SOME *I.D.* LITTLE LADY. NO OFFENSE.



NO OFFENSE TAKEN. IN FACT, I WOULD'VE BEEN *OFFENDED* IF YOU *HADN'T* ASKED. BEING *CARDED* IS THE *SUREST* FORM OF *FLATTERY* FOR A GIRL YA KNOW.

DO ME A FAVOR. KEEP YOURSELF WITHIN *EYESIGHT* OF ME WHILE YOU'RE HERE. I'D FEEL MORE *AT EASE* IF YA DID. WE GET SOME *ROUGH CUSTOMERS* IN HERE.

DON'T WORRY. I WON'T *HURT* 'EM.

EVERYBODY'S A *FRICKIN'* *COMEDIAN*.



SORRY TO HAVE TO *BORROW* YOUR FRIEND HERE, *SWITCH*. I *PROMISE* I WON'T HAVE HIM JUMPING IN FRONT OF ANY *TRAINS* OR KISSING *DEAD BODIES*.

UH...ER... NO PROBLEM M-M-MA'AM. N-N-NO PROBLEM AT ALL.

I'LL GIT WITH YA LATER, *HOSS*!. IF'N YER STILL AROUND, THAT IS.



A FEW MOMENTS LATER....

TAKE ME WITH YOU!!

# The Perp' Walk

BY JOLLY R. BLACKBURN

HAVING PASSED HIS INITIAL **INTERVIEW** WITH **PATTY GAUZWEILER** AND HAVING BEEN COACHED THROUGH THE CREATION OF HIS **'FIRST'** HACKMASTER CHARACTER, **CRUTCH** HAS BEEN GIVEN THE **GREEN LIGHT** TO PROCEED DOWN THE PATH TOWARD **INDUCTION** INTO **"PATTY'S PERPETRATORS."**

HIS FINAL **OBSTACLE** TO **FULL MEMBERSHIP?** -- THE **APPROVAL** OF HIS FELLOW **'PERPS'**; **CHAD**, **EDDIE** AND **MONA**.

OKAY, BEFORE WE BEGIN TONIGHT'S **ADVENTURE** SOME **INTRODUCTIONS** ARE IN ORDER. WE HAVE A **NEW PLAYER** -- **CRUTCH!** HE'LL BE TRYING OUT FOR THE GROUP TONIGHT SO I WANT YOU TO MAKE HIM FEEL **WELCOMED**.

SO HOW 'BOUT WE GO AROUND THE TABLE AND **INTRODUCE** OURSELVES. **CHAD?** WHY DON'T YOU START US OUT?

GLAD TO!



HI'YA, **CRUTCH**. THE NAME'S **CHAD**. I'M CURRENTLY DOING MY **GRADUATE STUDY** OVER AT **BSU**. NOTHING **STELLAR**. I'M JUST A **HISTORY MAJOR**. HOPE TO **TEACH** SOMEDAY. I DO SOME **DEE-JAY** WORK PART-TIME FOR **FRAT PARTIES** AND SOME **CAMPUS EVENTS**. HELPS TO SUPPLEMENT MY **GRANT** AND KEEP **FOOD** IN THE **FRIDGE**.

NICE TO MEET YA, **MAC!**

**CHAD** PLAYS AN **ELVEN BATTLE MAGE!** **FULL BORE!!**

DID YOU SAY **ELVIS?**



YEAH, THAT'S RIGHT. I PLAY A PRETTY **MEAN MAGE**. MATTER OF FACT, I WAS **THIRD RUNNER UP** FOR **"BEST CHARACTER PORTRAYAL"** AT **HACKTOURNEY '96**.

TELL 'IM ABOUT YOUR **SPELL RESEARCH!**

OH YEAH, ONE OF THE **SPELLS** I RESEARCHED AND DESIGNED WAS MADE 'OFFICIAL' BY **HARD EIGHT** -- A SWEET LITTLE **3RD LEVEL SPELL** CALLED **MURGAIN'S MIGRAINE!**



I NAMED IT AFTER MY CHARACTER, **MURGAIN**. HE'S A **9TH LEVEL BATTLEMAGE**. **5TH GENERATION "SON OF THE SHIMMERING RING"**\* HE'S JUST A **FART SKIN** AWAY FROM BEING **INDUCTED** INTO THE **CIRCLE OF SEQUESTERED MAGICKS**. I JUST NEED TO TRACK DOWN A **RING OF PERPETUAL MO-JO** AND A **RING OF REMOTE EYE-GOUGING** TO COMPLETE MY **PACKET**. THEN I'M **IN-LIKE-FLYNN!!**

THAT'S **ASSUMING** YOU **PASS** YOUR **FINAL CHALLENGE** OF COURSE.

**MURGAIN'S** A GOOD GUY TO HAVE IN YOUR CORNER. ONE TIME WHEN I GOT **PRICKED** BY A **POISONED NEEDLE** HE CARRIED ME ON HIS BACK **TWENTY-THREE HEXES** TO GET **HEALED**.

HEY, I WASN'T PLAYING THAT NIGHT OR ELSE I WOULD HAVE **HELPED!!**



## Who's Who in Patty's Perpetrators:

1. Patricia "Patty" Gauzweiler
2. Chad Aguilar
3. Eddie "Tank" Ramirez
4. Leslie "Crutch" Humphries
5. Mona "Mo" Wert



\* Sons of the Shimmering Ring: An elven fraternity whose members are direct descendants of warriors who fought in the Battle of the Shimmering Ring.

VERY NICE, CHAD.

THANKS, PATTY. YOU WANT I SHOULD FILL HIM IN ON THE *CAMPAIGN* AND WHAT'S HAPPENED SO FAR? I HAVE MY *NOTES* RIGHT HERE.

THAT WON'T BE NECESSARY, CHAD. HIS CHARACTER WOULDN'T KNOW ALL THE DETAILS ANYWAY. OKAY *EDDIE* YOU'RE NEXT.

UH, OKAY.

MY NAME IS *EDDIE*\* MOST OF MY FRIENDS CALL ME *TANK* -- THAT'S BECAUSE THAT WAS MY *NICKNAME* BACK WHEN I PLAYED *FOOTBALL* IN *HIGH SCHOOL*

FOOTBALL? FOR THE *MUNCIE EAGLES*? I GOT A NEPHEW WHO MADE THE TEAM THIS YEAR.

OH...NO, THIS WAS A *FANTASY FOOTBALL LEAGUE* OUR *GAMES CLUB* ORGANIZED. I WAS *LEAGUE COMMISSIONER* MY *SOPHOMORE* YEAR.

*EDDIE* RUNS A VERY *UNIQUE* CHARACTER. SOMETHING OF A *LOCAL LEGEND*.

I PLAY A *FROST GIANT THIEF*. AS FAR AS I KNOW I'M THE *ONLY* PLAYER IN THE COUNTRY PLAYING ONE. THERE WAS A RUMOR SOME GUY IN *BELIZE* WAS RUNNING A *HILL GIANT ASSASSIN* BUT I'VE NEVER BEEN ABLE TO CONFIRM IT. ANYWAY, MY CHARACTER'S NAME IS *KRAVEN STURMHALGER*. HE'S ONLY *FOURTH LEVEL*.

*KRAVEN* HAS A *BELT OF DIMINISH SIZE* WHICH HE WEARS AS A *RING*.

YEAH, IT LETS ME WALK AROUND *HUMAN SIZED* WHEN I WANT TO.

IN 1997 THEY TRIED TO *BAR* MY CHARACTER FROM ENTERING THE *HACKMASTER TOURNAMENT* CLAIMING HE WAS AN "*ILLEGAL PC*" BUT WE FOUGHT IT AND FILED AN *APPEAL* WITH THE *H.M.P.A.* THEY *REVERSED* THE DECISION AND SAID THEY *HAD* TO LET MY CHARACTER IN THE *TOURNAMENT*. THERE WAS A BIG WRITE UP ABOUT IT IN *HACKJOURNAL* AND ALL.

GLAD TO HEAR IT. YOU KNOW WHEN I WAS UP IN *JOLIET* A *SCREW* WROTE ME UP CLAIMING I *KIDNEY-PUNCHED* HIM.

'COURSE JUST BETWEEN *YOU* AND *ME* IT WAS *TRUE*. THING WAS HE HAD NO *WITNESSES*. SO WHEN THEY TRIED TO TACK ON 18 MONTHS TO MY *SENTENCE* I RATTLED SOME *CAGES* IF YOU KNOW WHAT I MEAN AND *FOUGHT* IT. WOULD YOU BELIEVE I *BEAT* IT AND THEY SUSPENDED THAT *POOR SAP* FOR *SEVEN DAYS* WITHOUT PAY? AIN'T THAT SLUMPIN'?

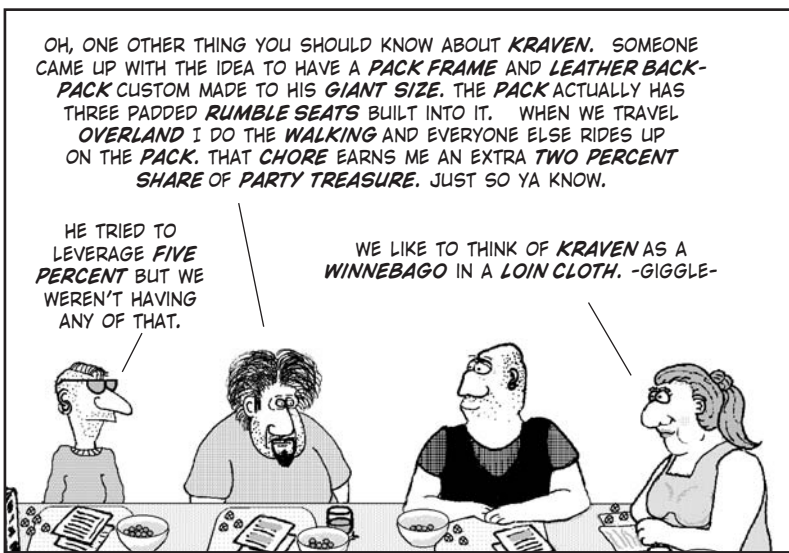
OH... SO YOU'VE PLAYED *CRIME NATION THE RPG* AS WELL? I HAVEN'T HAD A CHANCE TO TRY THAT ONE YET.

COME AGAIN?

I WAS JUST COMMENTING THAT IT SOUNDS LIKE YOU HAD AN *EXCITING ADVENTURE* THERE. WHO WAS RUNNING IT?

HELL, I DON'T KNOW. THOSE *WARDENS* USED TO COME AND GO WITH THE *SEASONS*. I NEVER *COULD* KEEP TRACK. TRUTH OF THE MATTER IS THE *PRISONERS* RUN THE *PENITENTIARIES*. DON'T EVER LET ANYONE TELL YA DIFFERENT.

\* See KODT# 36 "Hammer Time". Dave mentions Eddie Ramirez as being a 'lucky stiff' after killing a Vent-Sqawler and getting to roll on the "J" Weapon tables and securing an Axe of Rapid-Whacks.



BUT PATTY! I DIDN'T GET TO EXPLAIN THAT I'M **CHAOTIC GOOD** AND THAT I WAS **HOUNDED OUT OF FROST GIANT SOCIETY**.

YOU CAN TELL HIM **LATER**, EDDIE. WE NEED TO MOVE ALONG SO WE CAN GET THE GAME GOING.

HEY **CRUTCH!!** I'M **MONA**, BUT CALL ME, **MO!!** EVERYONE DOES. YOU'LL FIND I'M **BLUNT** AND TO THE POINT ABOUT **EVERYTHING**, SO DON'T BE OFFENDED. I'M WHAT YOU CALL A **STAY AT HOME GAL!** MY KIDS HAVE DONE **GROWN UP** AND LEFT THE ROOST AND MY **OLD MAN** MADE OFF WITH HIS **SUPERVISOR'S WIFE** A FEW YEARS AGO LEAVING ME WITH THE **HOUSE AND A MORTGAGE** THE SIZE OF **JUNO ALASKA!** I SWEAR TO **GAWD!**

SORRY TO HEAR THAT.



DON'T BE, **SUGAR!** SIX WEEKS AFTER THE **TWO-TIMER** LEFT ME MY **GREAT UNCLE** KEELED OVER AND LEFT ME A **QUARTER-MILL!** -**CHUCKLE**- YOU SHOULD HAVE **HEARD HIM SOBBING** LIKE A **BABY** WHEN I BROKE THE **GOOD NEWS** TO HIM OVER THE PHONE.

**QUARTER-MILL?** YOU MEAN **DOLLARS?**

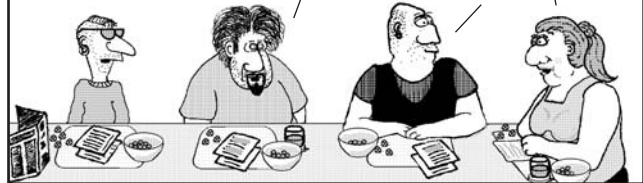
PUT YER EYES BACK IN YER HEAD, SWEETHEART. IT'S JUST **MONEY**,

DON'T MIND **MONA!** SHE TALKS **THAT WAY** TO **EVERYONE!** YOU'LL GET USED TO IT.

SINCE NO ONE **PAYS** MY BILLS I FEEL I HAVE A **RIGHT** TO SPEAK MY MIND. I **TOLD YA** I'M A **BLUNT** PERSON. CERTAIN **PEOPLE** LIKE TO **RUN** THEIR MOUTHS ABOUT MY LITTLE **WINDFALL** AND FOLKS GET THE **WRONG** IDEA ABOUT ME. SO I JUST LIKE TO **CLEAR** THE AIR BEFORE IT GETS **SULLIED** WITH **IDLE GOSSIP**.

YOU **ALWAYS** KNOW WHERE YOU STAND WITH **MONA**.

I LIKE A **STRAIGHT SHOOTER!**



**GOOD!** THEN WE SHOULD GET ALONG JUST **FINE!**

SO ANYWAY - ABOUT MY CHARACTER. I PLAY A **HALFLING FIGHTER** NAMED **ZARWANDA FERGINFLAN!** SHE'S A **REAL PISTOL!** SHE DOESN'T **WARM UP** TO **STRANGERS** TOO EASY SO YOU'LL HAVE TO **WIN** HER TRUST.

UH, OKAY.

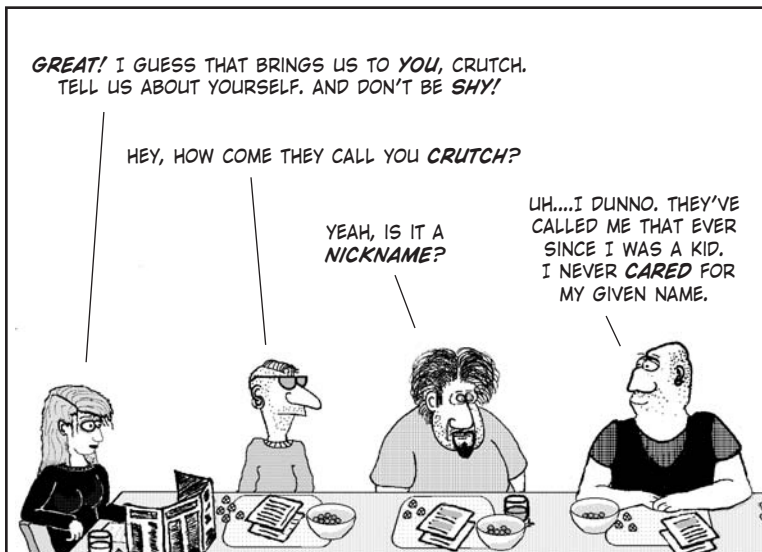


BUT DON'T WORRY. ONCE YOU'VE MADE **FRIENDS** WITH 'ER YOU'VE GOT A **FRIEND FOR LIFE**. SHE'S BEEN KNOWN TO **LITERALLY TAKE AN ARROW** OR A **MAGIC MISSILE** FOR A **FRIEND**. SHE'S **THAT KIND** OF PERSON.

I CAN **VOUCH** FOR THAT. JUST **LAST WEEK**, **ZARWANDA** VOLUNTEERED TO STAY BEHIND AND FEND OFF A **MINOTAUR PATROL** SO **MURGAIN** AND I COULD **ESCAPE!**

WELL, TO BE HONEST, I **DID** HAVE A LITTLE **SCORE** TO SETTLE WITH THE **CAPTAIN** OF THAT **PATROL**.





GREAT! I GUESS THAT BRINGS US TO YOU, CRUTCH. TELL US ABOUT YOURSELF. AND DON'T BE SHY!

HEY, HOW COME THEY CALL YOU CRUTCH?

YEAH, IS IT A NICKNAME?

UH...I DUNNO. THEY'VE CALLED ME THAT EVER SINCE I WAS A KID. I NEVER CARED FOR MY GIVEN NAME.



C'MON BRUISER! THERE'S GOTTA BE A STORY BEHIND A NICKNAME LIKE THAT!

WELL IT'S NOT MUCH OF A STORY.

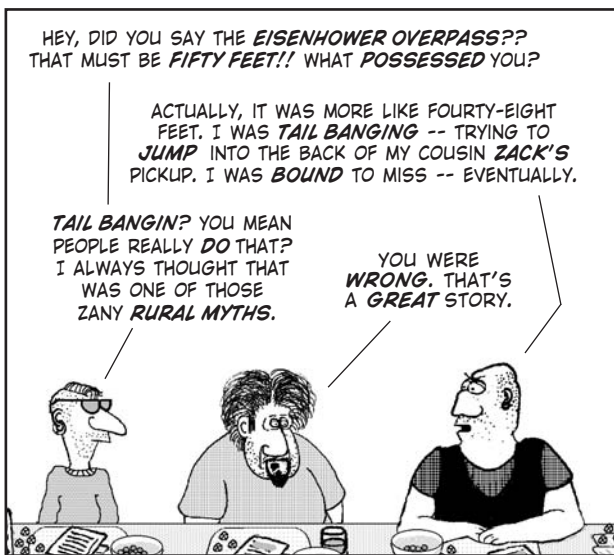
C'MON! I'M ALL EARS.



WELL, WHEN I WAS A YOUNGIN' I JUMPED OFF THE EISENHOWER OVERPASS. BROKE BOTH MY ANKLES AND SHATTERED MY HIP! I WAS ON CRUTCHES FOR OVER A YEAR.

I STILL WALK WITH A BIT OF A LIMP.

LIMP? OH PHEW!! WHEN I SAW THAT CUTE LITTLE WIGGLE OF YOURS, I THOUGHT YOU WERE FLIRTING WITH ME. -CHUCKLE-



HEY, DID YOU SAY THE EISENHOWER OVERPASS?? THAT MUST BE FIFTY FEET!! WHAT POSSESSED YOU?

ACTUALLY, IT WAS MORE LIKE FOURTY-EIGHT FEET. I WAS TAIL BANGING -- TRYING TO JUMP INTO THE BACK OF MY COUSIN ZACK'S PICKUP. I WAS BOUND TO MISS -- EVENTUALLY.

TAIL BANGIN? YOU MEAN PEOPLE REALLY DO THAT? I ALWAYS THOUGHT THAT WAS ONE OF THOSE ZANY RURAL MYTHS.

YOU WERE WRONG. THAT'S A GREAT STORY.

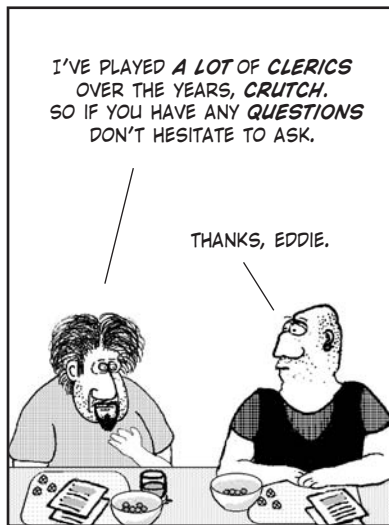


SO PATTY-GEE SAID SHE HELPED YOU ROLL UP A CHARACTER FOR THE GAME TONIGHT. WHAT'D YA GO WITH? FIGHTER? WE COULD USE SOME MORE FIREPOWER. A THIEF MAYBE?

ANOTHER MAGE WOULD BE KEWL. I HAVE SOME MAGIC ITEMS I COULD SPOT YA.

PATTY SUGGESTED SOMETHING CALLED A CLERIC. I'M NOT SURE WHAT THAT IS BUT SHE SAID IT WOULD HELP ROUND OUT THE GROUP. SO THAT'S WHAT I WENT WITH.

THAT'S GREAT! WE ARE A BIT WEAK IN THE HEALING DEPARTMENT.



I'VE PLAYED A LOT OF CLERICS OVER THE YEARS, CRUTCH. SO IF YOU HAVE ANY QUESTIONS DON'T HESITATE TO ASK.

THANKS, EDDIE.

\* Tail Banging: A rural pastime consisting of speeding pickups and highway over passes. The object is to leap from the over pass railing into a speeding pickup passing underneath. Winners usually get a six pack of beer and numerous stitches.

SO WHAT **GAWD** DID YOU CHOOSE TO SERVE?

SOME GUY NAMED **YIDERS**. **PATTY** THOUGHT HE WAS A GOOD CHOICE -- THIS BEING MY **FIRST CLERIC**.

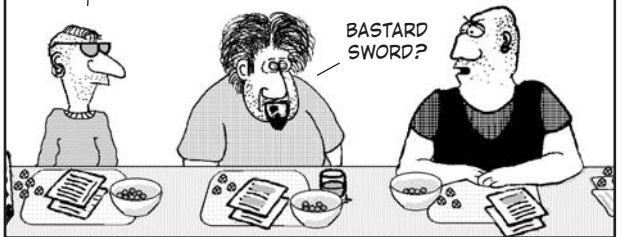
AAAH, I SEE. THAT WOULD MAKE YOU **CHAOTIC GOOD** THEN.



SO HOW ARE YOU SET FOR **EQUIPMENT**? YOU PICK YOUR **WEAPONS** AND SO FORTH?

I DIDN'T HAVE MUCH STARTING CASH. AFTER BUYING MY **BASTARD SWORD** THERE WASN'T MUCH LEFT OVER.

BASTARD SWORD?



OH NO, BUDDY. YOU CAN'T USE A **SWORD**! A **GOOD-CLERIC** SUCH AS YOURSELF CAN'T USE **EDGED WEAPONS**. YOU'RE LIMITED TO **BLUNT WEAPONS** LIKE CLUBS, MACES AND STUFF LIKE THAT.

BLUNT WEAPONS? I DON'T THINK I CATCH YOUR DRIFT.

LET ME SEE IF I CAN EXPLAIN...



**TWENTY MINUTES LATER...**

...NO, I'M AFRAID YOU COULDN'T USE A **SPEAR** EITHER. YOU SEE IT HAS A **POINTY-END** AND WOULD **DRAW BLOOD** IF YOU ATTACKED SOMEBODY WITH IT.

MAC, YER CONFUSIN' THE **HELL** OUTTA ME. YOU TRYING TO TELL ME MY **GAWD** DOESN'T MIND IF I **BEAT THE DICKENS** OUTTA SOMEBODY SO LONG AS I DON'T DRAW **BLOOD**?

UH, ER, EXACTLY.

RELAX, CRUTCH!



THE TRICK TO PLAYING **HACKMASTER** IS KNOWIN' WHEN TO PUT YER **BRAIN** IN **NEUTRAL** AND NOT TO **ANALYZE** THE **SMALL DETAILS**. IF YOU **DO** YOU'LL GO NUTS TRYING TO FIGURE IT OUT. **TRUST ME** - I KNOW.

THIS ALL SEEMS A LOT MORE **COMPLICATED** THAN **CATTLEPUNK**!

SAME OL' **SPIEL** DARLING. JUST **DIFFERENT TRAPPINGS**.



HEY ARE THESE **SNACKS** FOR ANYONE? MAYBE I SHOULD **CHIP** IN.

OH NO!!! THOSE AREN'T **SNACKS**! THOSE **M&M'S** ARE YOUR **HIT POINTS**. ONCE THEIR GONE YER **DEAD**!

YOU'LL ALSO BE GETTING **M&M'S** DURING THE **GAME** FOR **EXPERIENCE POINTS**. DIFFERENT COLORS HAVE DIFFERENT VALUES.

I GUESS I HAVE A LOT TO LEARN ABOUT THIS GAME.



**A FEW MOMENTS LATER...**

OKAY, I THINK WE CAN **START** THE GAME AT THIS POINT. WE'LL MAKE THIS **SIMPLE** AND START THINGS OFF IN THE **RABID BOAR TAVERN**. THE **PARTY** IS DRINKING A ROUND OF **ALE** AT A **LARGE OAKEN TABLE** WHEN A **HANDSOME** YOUNG MAN IN **CRIMSON ROBES** WEARING A **YIDERIAN HOLY SYMBOL** AROUND HIS NECK ENTERS THROUGH THE **FRONT DOOR**. LET'S PICK UP THE ACTION AT THAT POINT.

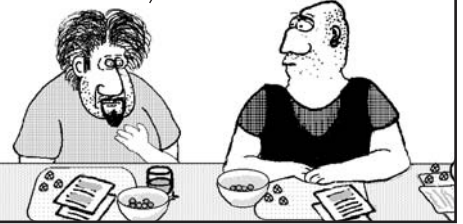
AAAH, I HAVE AN **INSATIABLE** INTEREST IN DIFFERENT **FAITHS**. I INVITE THE **CLERIC** TO JOIN US AND OFFER HIM A DRINK.

I PULL OUT A CHAIR FOR HIM AND BID HIM "WELCOME!!"



KEEP IN MIND THAT **KRAVIN** IS IN '**DIMINISHED FORM**'. HE'S **HUMAN SIZED** BUT HE STILL HAS THE FEATURES AND BODY-TONE OF A **FROST GIANT**. HE'S QUITE AN **IMPRESSIVE FIGURE**.

-AHEM- "GREETINGS, MY DEAR FELLOW! WON'T YOU HAVE A **DRINK** WITH US AND **CHASE OFF** THE EVENING CHILL?"



SO LET ME SEE IF I GOT THIS STRAIGHT. THIS GUY IN THE **CRIMSON ROBES** -- I TAKE IT THAT'S **ME**? AND, UH, **KRAVIN** HAS JUST PULLED OUT A CHAIR FOR ME TO SIT IN. **RIGHT?**

THAT'S THE **SITUATION** EXACTLY, **CRUTCH**. THAT'S GOOD. FEEL FREE TO **ASK** QUESTIONS IF YOU NEED ANYTHING **CLARIFIED**,

THIS IS JUST SO OUR **CHARACTERS** CAN **HOOK UP** AND GET TO KNOW EACH OTHER BEFORE WE HEAD OUT TO **ADVENTURE**.

SO IF YER BUSY PULLIN' OUT THAT **CHAIR** YOU'RE HANDS MUST BE **FULL**. **RIGHT??**

ER..YEAH, IF YOU **SAY** SO.



**HEADS UP, FROSTY!!** I'M **BASHING** THE BACK OF YOUR HEAD IN WITH MY **MACE**. WHAT DO I NEED TO ROLL TO HIT?

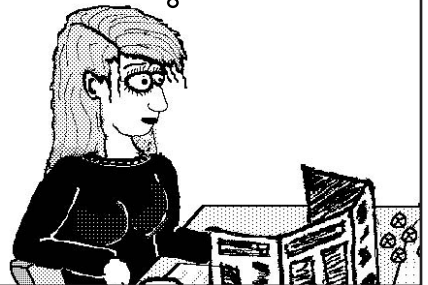
**WHAT??!!**

LITTLE TIP MY BUDDY **JOHNNY** GAVE ME. HE WHO **HACKS** FIRST - **HACKS LAST!!**

SHOOKA SHOOKA



OKAY, LOOKS LIKE **THIS ONE** NEEDS A LITTLE WORK. -SIGH-



# Knights of the Dinner Table

# HACKMASTERS

OF EVERKNIGHT

**ISSUE 1  
AVAILABLE  
NOW!**

**Issue 2 "ORC, THE OTHER WHITE MEAT" on sale JULY**

**LATER, AND FURTHER DOWN.**

LOOK, IT'S OBVIOUS THESE GOONS DIDN'T KNOW I'M A MAGE, OR ELSE THEY'D HAVE GAGGED ME.

RIIIIGHT, CAUSE THE OLD GOOF IN THE ROBES WITH A SPELL BOOK IN HIS BAG IS USUALLY THE MUSCLE.

IN ANY CASE, IF I CAN GET ONE HAND FREE, I'LL LIGHT THIS PLACE UP AND BUST US OUT OF HERE.

YOU KNOW, IT'S FUNNY HOW THE MAGE IS ALWAYS THE CLOWN IN ROBES, WAVING A STAFF OR WAND. IT'S ALMOST AS IF THERE'S SOME RULE THAT RESTRICTS THEIR CHOICES.

YEAH, AND THE WARRIOR IS ALWAYS THE DUMB GUY THAT'S WEARING RIDICULOUS ARMOR AND FLAUNTING HIS MUSCLES.

OH YEAH, AND YOU'RE MISTER ORIGINALITY WITH YOUR DARK CLOAK, DAGGERS, AND CROSSBOW... LIKE EVERYONE CAN'T GUESS YOUR INTENTIONS.

GUYS... WE SHOULD BE CONCENTRATING ON ESCAPE, NOT THE GROSS GENERALIZATION OF STERO-TYPES!

DON'T EVEN GET ME STARTED ON YOU MISSY!

YOU'RE OF NO CONSEQUENC-  
**GHHAAAA!**  
CLERICS ARE HERE TO HEAL THE REAL MEMBERS OF THE TEAM- **FRRRP!**

**ORIGINAL-KODT-STRIPS INCLUDED!!**

**Listen to what loyal KoDT fans are saying:**

I think the drawing style really complements the gags in the story perfectly. This comic is a really good blend between comedy and action. I was expecting to enjoy it, but wasn't setting my hopes too high in case of a disappointment. Well, it blew away my expectations, and I loved it.

-Tom

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Alas, poor Bob — We knew him well. When Doug Curtis sent in this beautiful rendition of the Knights it left some of us scratching our heads. That Red-Crested Amber Bellied Dragon looks hauntingly familiar. We just can't seem to put a name to the face. Oh well. How 'bout the rest of you artist-hopefuls out there? Have a home-brewed KODT of your own you'd like to share? Well, let's see 'em. □

[The Fine Print: All entries become the property of Kenzer and Company. By submitting your home-brewed KODT you hereby assign all right title and interest in and to the artwork to Kenzer and Company. If your home-brewed is used you will receive a free, autographed copy of the issue in which it appears.]

# KARD



**Stevil van Hostle**

*"What part of 'I'm evil, don't trust me,' don't you understand?"*

**Adversary.** Combat 2, Wits 2. A knight who defeats Bitter Stevil must face him again immediately but Stevil's ability scores are then doubled. Stevil is placed in the dead cart after a second defeat.

*or:* +1 to a wits draw

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**Sir Victor "Nitro" Furguson**

*"I am the Dice Man! Koo-Koo-Kachoo."*

**Adversary Knight.** Combat 5, Wits 2. If Sir Nitro has been defeated and placed in the dead cart, he will return to a random space in England the following turn.

*or:* + 1 to a combat draw

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**Hey Kids!**  
 Now you can play Kenzer and Company's new game, **"Taunt You a Second Time"** using your favorite **KODT & Blackhand** characters! Just scan or color-copy this page, cut out the cards and paste them onto some **TYAST** cards. **PRESTO!!**



**Gordo Sheckberry**

*"Do you know how hard it is to play a pixie faerie?? Huh??"*

**Adversary.** Combat 2, Wits 1. A Knight who defeats Gordo must lose a turn to listen to him complain.

*or:* +1 to a wits draw

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**Newt Forager**

*"I'm going through his pockets and backpack. I'll take anything of value."*

**Adversary.** Combat 0, Wits 2. Newt automatically steals one item from any Round Table he encounters.

*or:* immediately draw 3 cards

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# HACKS

**Lady Sara Felton**

*"Be afraid Brian. Be very afraid!"*

**Knight(s) of the Dinner Table.** Combat 2, Wits 4. If Lady Sara encounters an adversary with a wits value, she may not attempt to combat that adversary.

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**Sir Johnny Kizinski**

*"Yer kinda feisty for a dead guy ain't ya?"*

**Knight(s) of the Dinner Table.** Combat 2, Wits 3. Sir Johnny may not be adversely affected by cursed items.

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## Taunt You A Second Time

MONTY PYTHON AND THE HOLY GRAIL CARD GAME

**"Weird" Pete Ashton**

*"Saving throws?? A lame crutch for sissified gamers who can't handle the game."*

**Adversary.** Combat 2, Wits 4.

**or:** +1 to a combat draw

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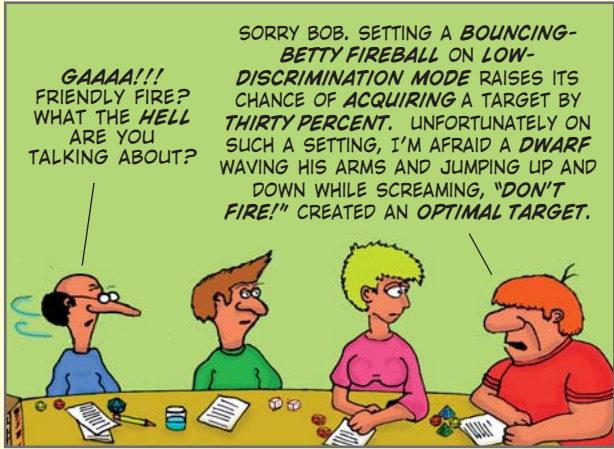
**Sir Crutch**

*"What the hell is wrong with you? Can't you see we got a game going here?"*

**Adversary Knight.** Combat 7, Wits 1. If Sir Crutch is in your Round Table it may not run away.

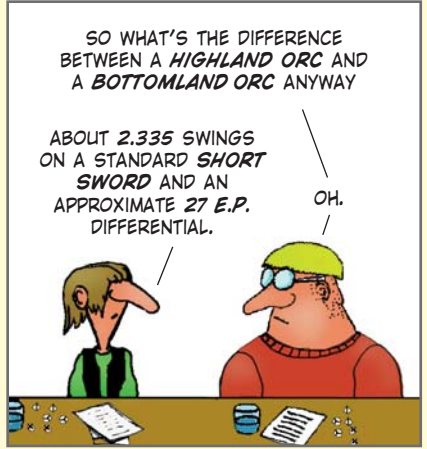
**or:** + 1 to a combat draw

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GAAAA!!!  
FRIENDLY FIRE?  
WHAT THE HELL  
ARE YOU  
TALKING ABOUT?

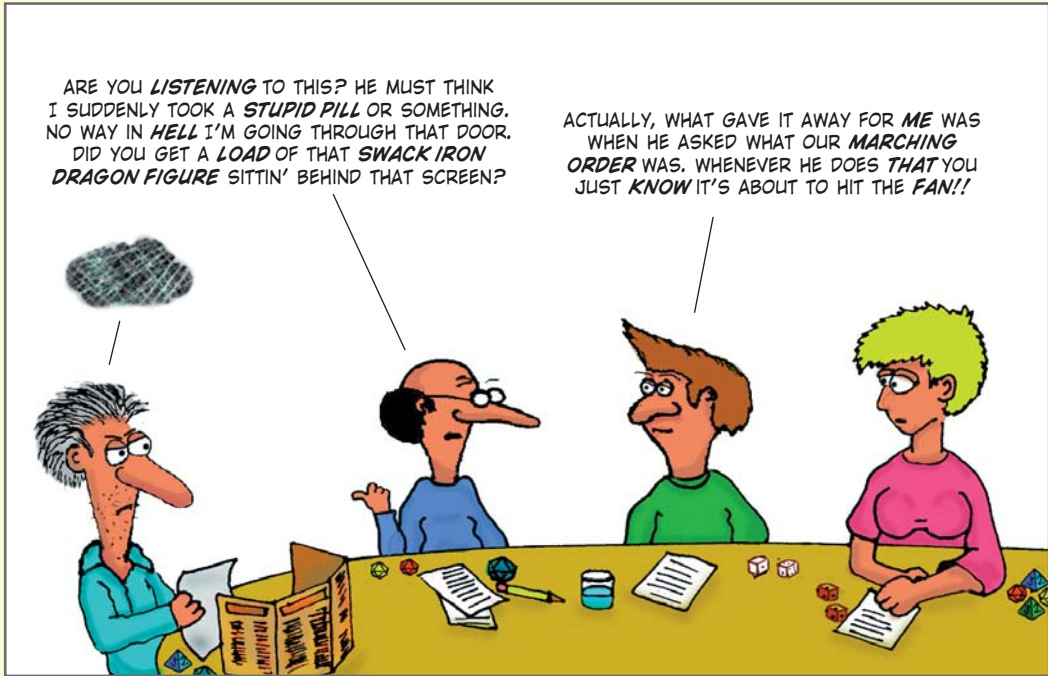
SORRY BOB. SETTING A **BOUNCING-BETTY FIREBALL** ON **LOW-DISCRIMINATION MODE** RAISES ITS CHANCE OF **ACQUIRING** A TARGET BY **THIRTY PERCENT**. UNFORTUNATELY ON SUCH A SETTING, I'M AFRAID A **DWARF** WAVING HIS ARMS AND JUMPING UP AND DOWN WHILE SCREAMING, "**DON'T FIRE!**" CREATED AN **OPTIMAL TARGET**.



SO WHAT'S THE DIFFERENCE BETWEEN A **HIGHLAND ORC** AND A **BOTTOMLAND ORC** ANYWAY

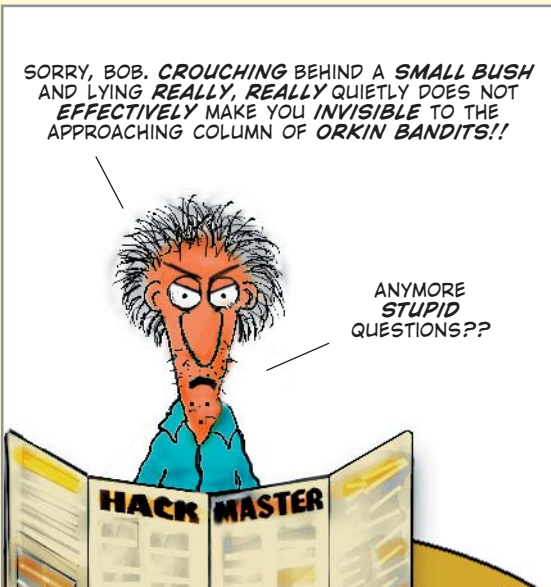
ABOUT 2,335 SWINGS ON A STANDARD **SHORT SWORD** AND AN APPROXIMATE 27 **E.P.** DIFFERENTIAL.

OH.



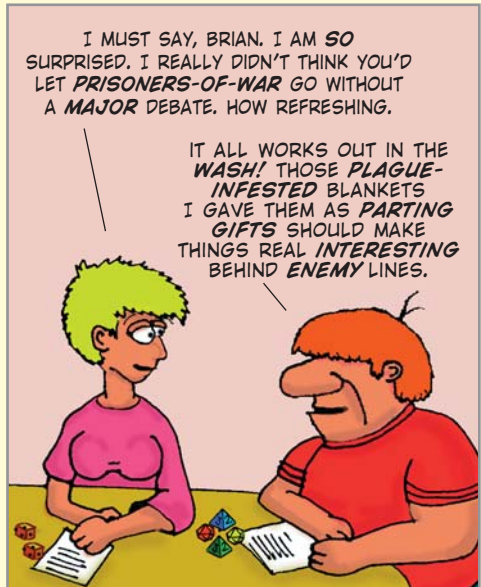
ARE YOU **LISTENING** TO THIS? HE MUST THINK I SUDDENLY TOOK A **STUPID PILL** OR SOMETHING. NO WAY IN **HELL** I'M GOING THROUGH THAT DOOR. DID YOU GET A **LOAD** OF THAT **SWACK IRON DRAGON FIGURE** SITTIN' BEHIND THAT SCREEN?

ACTUALLY, WHAT GAVE IT AWAY FOR **ME** WAS WHEN HE ASKED WHAT OUR **MARCHING ORDER** WAS. WHENEVER HE DOES **THAT** YOU JUST **KNOW** IT'S ABOUT TO HIT THE **FAN!!**



SORRY, BOB. **CROUCHING** BEHIND A **SMALL BUSH** AND LYING **REALLY, REALLY** QUIETLY DOES NOT **EFFECTIVELY** MAKE YOU **INVISIBLE** TO THE APPROACHING COLUMN OF **ORKIN BANDITS!!**

ANYMORE **STUPID** QUESTIONS??

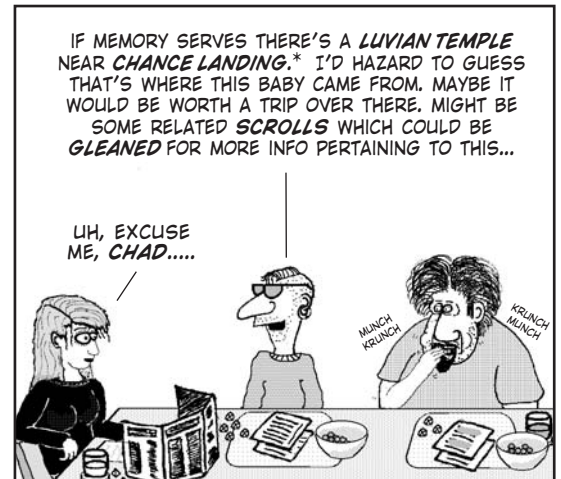
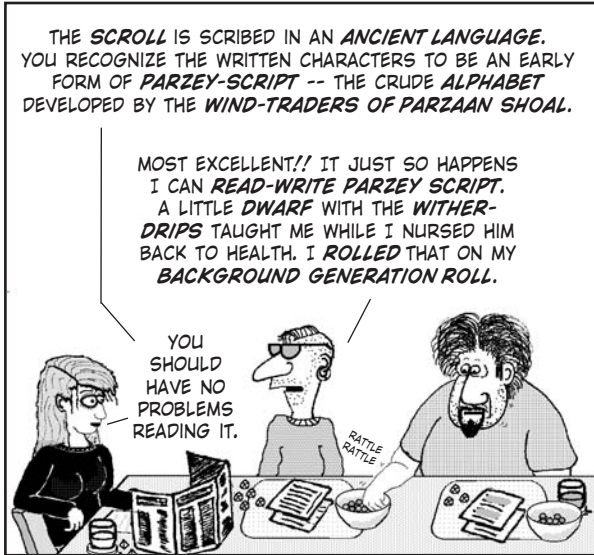


I MUST SAY, BRIAN. I AM **SO** SURPRISED. I REALLY DIDN'T THINK YOU'D LET **PRISONERS-OF-WAR** GO WITHOUT A **MAJOR DEBATE**. HOW REFRESHING.

IT ALL WORKS OUT IN THE **WASH!** THOSE **PLAGUE-INFESTED** BLANKETS I GAVE THEM AS **PARTING GIFTS** SHOULD MAKE THINGS REAL **INTERESTING** BEHIND **ENEMY LINES**.

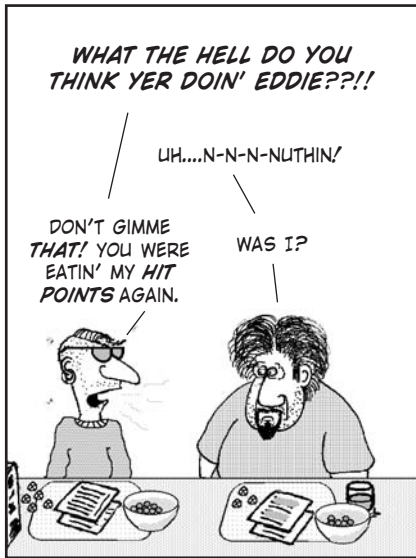
# Five Points to Ponder

BY JOLLY R. BLACKBURN AND BARBARA BLACKBURN  
STORY SUGGESTED BY TOM MICHAEL



\* See KODT#36 "Hammer Time"

\* **Blue Ones:** See Parting Shots at the end of this issue. Blue M&M Peanuts equate to Demerit Points.



WHAT THE HELL DO YOU THINK YER DOIN' EDDIE??!

UH....N-N-N-NUTHIN'!

DON'T GIMME THAT! YOU WERE EATIN' MY HIT POINTS AGAIN.

WAS I?

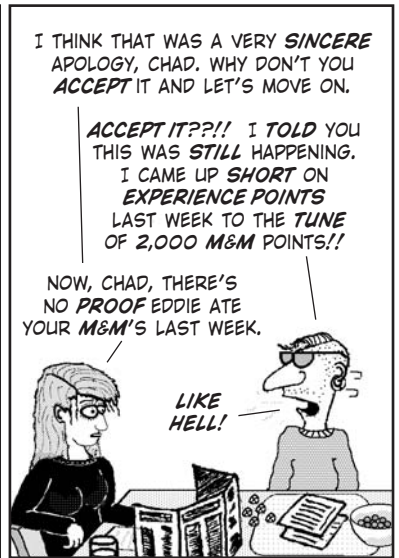


THIS IS GETTIN' OLD PAL. DID YOU FORGET ABOUT THAT LINE OF DEMARCATION WE ESTABLISHED LAST WEEK?

GEE, I'M SORRY CHAD. I WAS ZONING OUT! I DIDN'T EVEN KNOW I WAS DOING IT.

FUNNY HOW YOU NEVER EAT FROM YOUR OWN BOWL.

I REALLY AM SORRY, CHAD.



I THINK THAT WAS A VERY SINCERE APOLOGY, CHAD. WHY DON'T YOU ACCEPT IT AND LET'S MOVE ON.

ACCEPT IT???! I TOLD YOU THIS WAS STILL HAPPENING. I CAME UP SHORT ON EXPERIENCE POINTS LAST WEEK TO THE TUNE OF 2,000 M&M POINTS!!

NOW, CHAD, THERE'S NO PROOF EDDIE ATE YOUR M&M'S LAST WEEK.

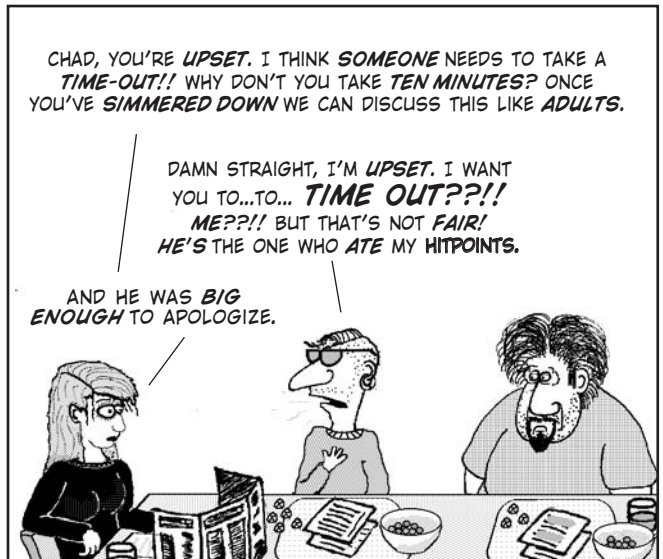
LIKE HELL!



THE RAINBOW COLORED LIPS DON'T LIE! WHAT MORE PROOF DOES ANYONE NEED?

CHAD, HE SAID IT WAS AN ACCIDENT. YOU'RE REALLY MAKING MORE OF THIS THAN IS REALLY NECESSARY, DON'T YOU THINK? IT'S NOT A BIG DEAL.

NO BIG DEAL? MAYBE NOT TO THE REST OF YOU. I'M THE ONLY ONE WHO KEEPS GETTING BURNED BY HIS WANDERING APPETITE.



CHAD, YOU'RE UPSET. I THINK SOMEONE NEEDS TO TAKE A TIME-OUT!! WHY DON'T YOU TAKE TEN MINUTES? ONCE YOU'VE SIMMERED DOWN WE CAN DISCUSS THIS LIKE ADULTS.

DAMN STRAIGHT, I'M UPSET. I WANT YOU TO...TO... TIME OUT???! ME???! BUT THAT'S NOT FAIR! HE'S THE ONE WHO ATE MY HITPOINTS.

AND HE WAS BIG ENOUGH TO APOLOGIZE.



NOW WHY DON'T YOU GO PONDER THE FIVE POINTS? WE'LL TALK WHEN YOU COME BACK.



A WEE BIT LATER...

TIME OUT CORNER  
WHILE YOU ARE SITTING HERE ASK YOURSELF...  
1. Why am I here?  
2. What did I do wrong?  
3. Do I like it here?  
4. What could I have done differently?  
5. Do I need to apologize?

YEAH, FIRK DING, MUMBLE MUMBLE. I GOT YOUR FIVE POINTS RIGHT HERE, LADY!

# Command Inspection

BY JOLLY R. BLACKBURN

**HackMaster GM Toolkit** THIS TRIAL VERSION OF HMGMTKV2.1 EXPIRES IN \*CRACKED\* DAYS

**ADVENTURE MAKER** | File Edit View Insert Format Font Tools Table Window Work Help | 7:42 AM

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**NPC GALLERY** | [Icons]

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**MONSTER GALLERY**

**PLAYER STATS** | ★ GAMEDMASTER'S CAMPAIGN LOG: Day 168 | GAMEDMASTER: B.A. Felton

**HACK STATS** | **Game Session Summary:** After using the last charge on Teflon Billy's Ring of Stone Passage to walk through the cellar wall beneath Flataroy Manor, El Ravager entered a 'dark space' whereupon he was viciously attacked by an unseen assailant [NPC #2145] and his HackMaster +12 subsequently stolen.

**DICE ANALYZER** | Trapped in the dark without a light source, El Ravager proceeded to frantically tap on the wall of the chamber while Teflon Billy (under the effects of a haste spell and using a magical Pick Axe of Tunnel-Ease) attempted to tunnel him out. Unfortunately, the surrounding metamorphic rock had a harmonic quality to it causing sound to resonate throughout and thwarting Teflon's attempts to locate El Ravager.

**PLOT CHECKER** | After hours of systematically honeycombing the bedrock beneath Flataroy Manor with search tunnels, the structural integrity of the manor's foundation was finally compromised. This resulted in the west wing collapsing into the passageways/cellar below. (80 points of crushing damage to Knuckles). In a desperate attempt to save the remaining structure, Teflon Billy cast a Transmute Stone to Mud spell on a rock outcropping near the manor and by means of a jerrybuilt sluice directed the mud flow into the cellar and passageways thereby flooding them with mud. Then, casting a Transmute Mud to Stone spell, Teflon managed to reestablish the integrity of the Manor's foundation and stave off disaster. Unfortunately, El Ravager is still ENTOMBED in the 'dark space' somewhere in the bedrock beneath the manor.

**RULES CHECK** | As rescue efforts are about to resume, NEWS arrives from the front-- The GNOME ARMY is in REVOLT!

**Campaign Journal**

**DICE BAG**

**MAP BUILDER**

**WEATHER**

**RANDOM MONSTERS**

**GARWEEZE WURLD**

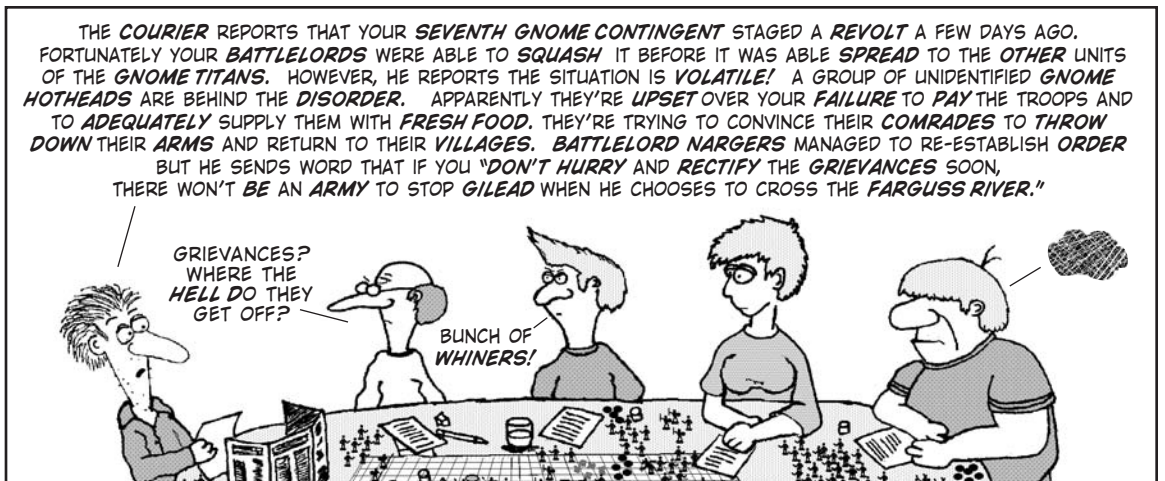
**IDEA GENERATOR**

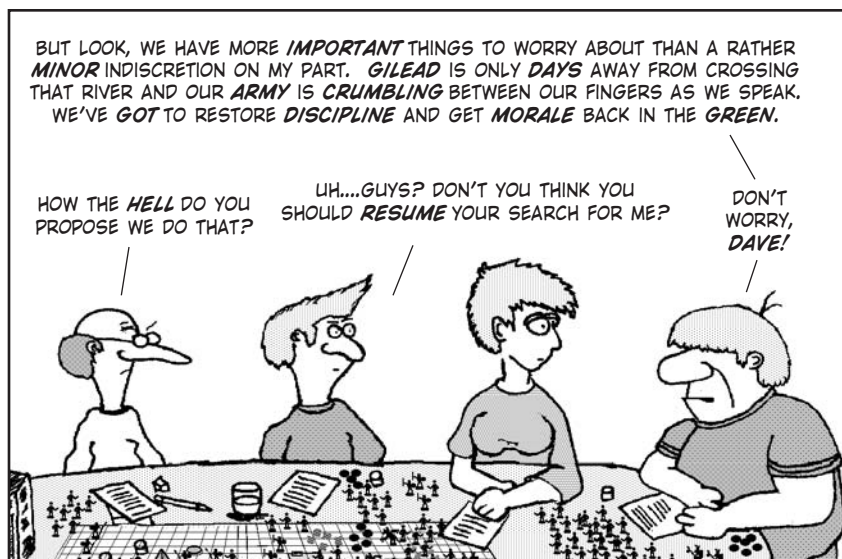
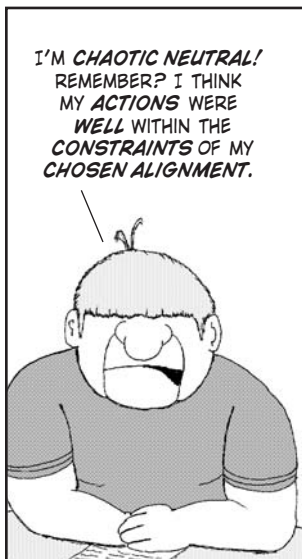
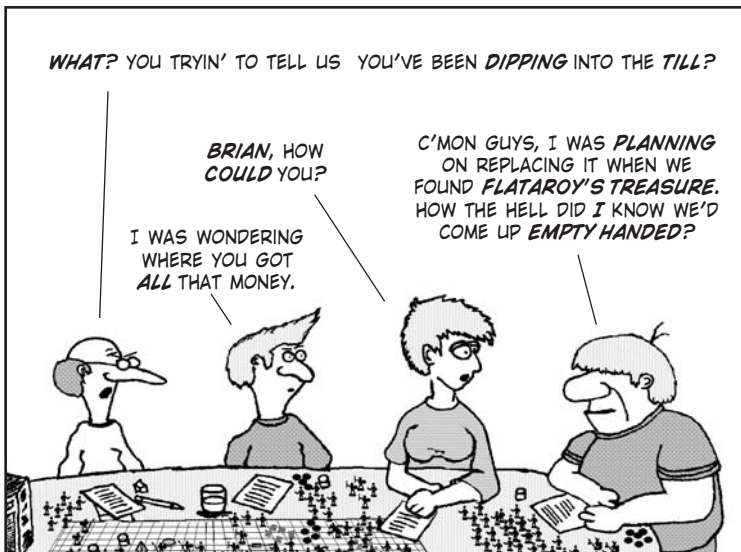
**CLUB TREASURY**

**HARD EIGHT HOTLINE**

**ARCHIVES**

**BATTLE MASTER**



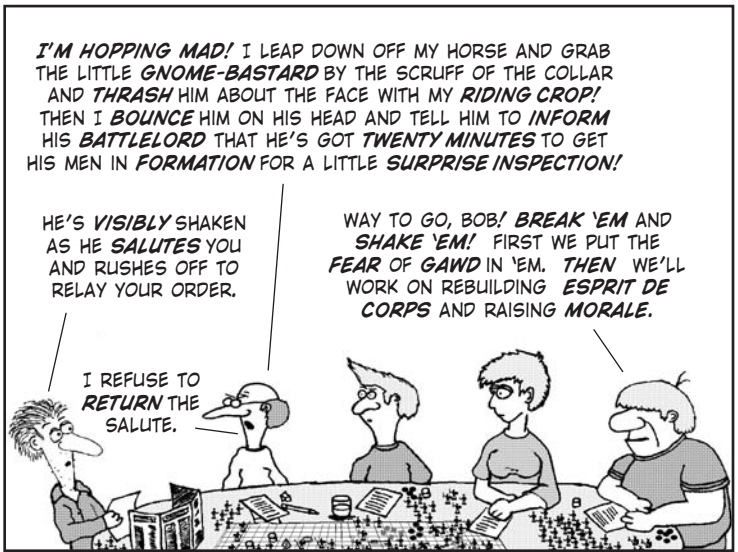




SLEEPING?? I YELL AT THE SHIRKER AND WAKE HIM UP.

HE LOOKS UP AT YOU IN A DRUNKEN STUPOR AND TELLS YOU TO "PISS OFF!"

HE WHAT?

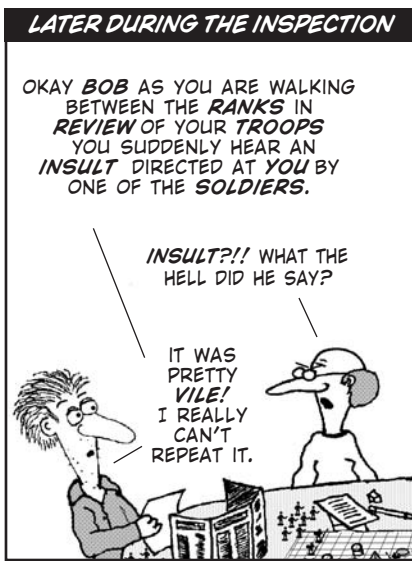


I'M HOPPING MAD! I LEAP DOWN OFF MY HORSE AND GRAB THE LITTLE GNOME-BASTARD BY THE SCRUFF OF THE COLLAR AND THRASH HIM ABOUT THE FACE WITH MY RIDING CROP! THEN I BOUNCE HIM ON HIS HEAD AND TELL HIM TO INFORM HIS BATTLELORD THAT HE'S GOT TWENTY MINUTES TO GET HIS MEN IN FORMATION FOR A LITTLE SURPRISE INSPECTION!

HE'S VISIBLY SHAKEN AS HE SALUTES YOU AND RUSHES OFF TO RELAY YOUR ORDER.

WAY TO GO, BOB! BREAK 'EM AND SHAKE 'EM! FIRST WE PUT THE FEAR OF GAWD IN 'EM. THEN WE'LL WORK ON REBUILDING ESPRIT DE CORPS AND RAISING MORALE.

I REFUSE TO RETURN THE SALUTE.

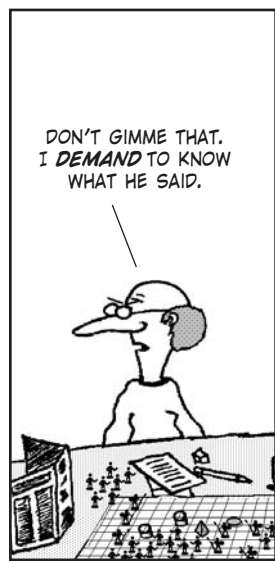


LATER DURING THE INSPECTION

OKAY BOB AS YOU ARE WALKING BETWEEN THE RANKS IN REVIEW OF YOUR TROOPS YOU SUDDENLY HEAR AN INSULT DIRECTED AT YOU BY ONE OF THE SOLDIERS.

INSULT?!? WHAT THE HELL DID HE SAY?

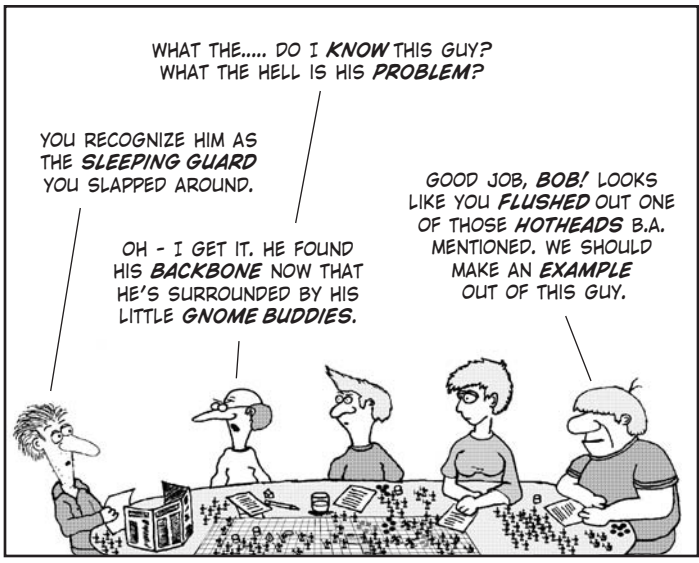
IT WAS PRETTY VILE! I REALLY CAN'T REPEAT IT.



DON'T GIMME THAT. I DEMAND TO KNOW WHAT HE SAID.



WELL, THE GIST OF IT HAD SOMETHING TO DO WITH YOUR DWARVEN BLOOD-LINE AND THE SLEEPING HABITS OF YER DEAR DEPARTED MOTHER!

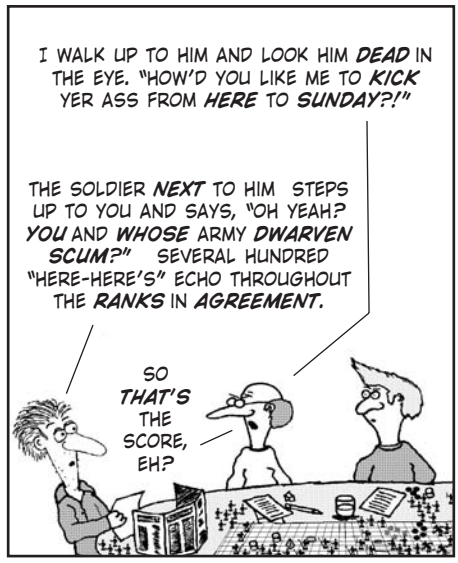


WHAT THE..... DO I KNOW THIS GUY? WHAT THE HELL IS HIS PROBLEM?

YOU RECOGNIZE HIM AS THE SLEEPING GUARD YOU SLAPPED AROUND.

OH - I GET IT. HE FOUND HIS BACKBONE NOW THAT HE'S SURROUNDED BY HIS LITTLE GNOME BUDDIES.

GOOD JOB, BOB! LOOKS LIKE YOU FLUSHED OUT ONE OF THOSE HOTHEADS B.A. MENTIONED. WE SHOULD MAKE AN EXAMPLE OUT OF THIS GUY.



I WALK UP TO HIM AND LOOK HIM DEAD IN THE EYE. "HOW'D YOU LIKE ME TO KICK YER ASS FROM HERE TO SUNDAY?!"

THE SOLDIER NEXT TO HIM STEPS UP TO YOU AND SAYS, "OH YEAH? YOU AND WHOSE ARMY DWARVEN SCUM?" SEVERAL HUNDRED "HERE-HERE'S" ECHO THROUGHOUT THE RANKS IN AGREEMENT.

SO THAT'S THE SCORE, EH?

WHOAH! BOB! THIS GUY HAS CHALLENGED YOUR AUTHORITY IN A BIG WAY! YOU'VE GOT TO SLAP HIM DOWN AND QUICK! OTHERWISE THE DAMAGE IS GOING TO BE IRREPARABLE.



OKAY, OKAY, BUT BE READY TO BACK ME UP WITH ONE OF YOUR FIREBALLS OR SOMETHING. THIS MIGHT GET UGLY!

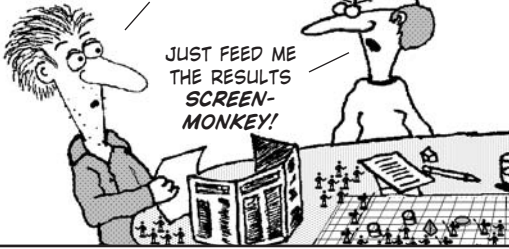
DON'T WORRY, DUDE. I GOT YA COVERED



OKAY, I KICK MISTER SMART-MOUTH RIGHT IN THE GROIN WITH THE TOE OF MY BOOT OF ATTITUDE ADJUSTMENT! THEN WHILE HE'S DOUBLED OVER HOWLING IN AGONY I'LL DEAL WITH HIS FRIEND, MISTER BUTTINSKY!

UH....YOU SURE THAT'S WHAT YOU WANT TO DO?

JUST FEED ME THE RESULTS SCREEN-MONKEY!



### A FEW COMBAT ROUNDS LATER...

AFTER KICKING FRITZ IN THE GROIN, SEVERAL GNOME SOLDIERS RUSH YOU AND GRAPPLE YOU TO THE GROUND. THEY THEN HOLD YOU WHILE FRITZ AND SEVERAL OF HIS BUDDIES GROIN-STOMP YOU FOR MULTIPLE HANDFULS OF DICE OF DAMAGE!

DUDE! THOSE GNOMES ARE KICKIN' YER ASS!

I DON'T THINK IT'S HIS ASS THEY'RE KICKING. (SNICKER)



OKAY BRI! CUT LOOSE WITH SOMETHING! BACK ME UP HERE.

UH.....ER.....

WHAT'S WRONG? WHAT ARE YOU WAITING FOR?

DAMN! YER BLOWIN' IT BOB. YOU HAVE ANY IDEA WHAT THIS IS GOING TO DO THEIR LOYALTY FACTORS?



THESE MEN ARE TIGHT. THEY FORGED THEIR FRIENDSHIPS ON THE BATTLEFIELD. THAT'S A BOND HELD MORE SACRED THAN ANY OATH TO A COMMANDER OR BATTLELORD. AND YOU JUST GROIN KICKED ONE OF THEIR OWN!

HUH? BUT YOU SAID I SHOULD SLAP HIM DOWN. YOU SAID.....

NOT IN FRONT OF HIS BUDDIES YOU IDIOT! THAT WAS A MAJOR BLUNDER.



SO I **SCREWED UP!** **SUE ME!** THAT DOESN'T HAVE ANYTHING TO DO WITH YOU **SLINGING SPELLS** AND GETTING ME **OUT** OF THIS FIX! WHAT'S THE HOLD UP?

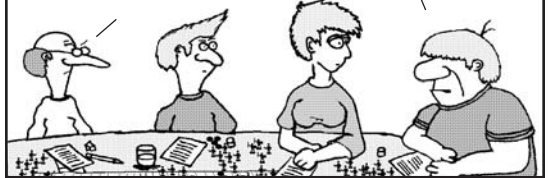
SORRY, **BOBBY-BOY!** YOU'VE PUT ME IN AN **AWKWARD POSITION.** AS **CHANCELLOR OF THE GNOME PROTECTORATES** I MUST SIDE WITH THE **GNOME TITANS** - FOR **APPEARANCES SAKE** YOU UNDERSTAND. OTHERWISE OUR **SHAM** WOULD BE IN DANGER OF BEING **EXPOSED.**



SIDE WITH THE TITANS? I DON'T THINK I'M FOLLOWING YOU **BIG GUY.**

TRUST ME, BOB. I **JUST** GOT AN IDEA. **GOOD COP - BAD COP.** I'M GOING TO MAKE YOU THE **TOKEN BAD GUY.** BY STEPPING FORWARD AND **SUPPORTING** THE TROOPS I MAY BE ABLE TO **RALLY** THEM AND **RESTORE MORALE.**

DOES THIS MEAN YOU AREN'T GOING TO HELP ME?



B.A., I ORDER **BATTLELORD NARGERS** TO PLACE **KNUCKLES** UNDER ARREST AND HELD UNTIL A **MILITARY TRIBUNAL** CAN DETERMINE HIS **PUNISHMENT.** I PUBLICLY APOLOGIZE TO MY MEN FOR APPOINTING SUCH AN **INEPT** COMMANDER OVER THEM. I ANNOUNCE THAT I WILL **PERSONALLY** LEAD THEM FROM THIS POINT FORWARD.

ARREST? I DON'T THINK I LIKE WHERE THIS IS HEADING. WHAT THE HELL ARE YOU UP TO?

RELAX, BOB. IT'S JUST FOR "**SHOW**". YOU **DISGRACED** A **GNOME TITAN!** THE TROOPS AREN'T GOING TO BE HAPPY UNLESS THEY ARE **CONVINCED** JUSTICE HAS BEEN **ADMINISTERED.** IF WE HANDLE THIS **PROPERLY,** WE SHOULD **REAP** A **HUGE** BOOST IN **MORALE** AND **LOYALTY** WHEN I ANNOUNCE **SENTENCE.**

I ALSO OFFER TO **HEAR** THEIR **GRIEVANCES.**

DON'T WORRY, DUDE. **BRIAN** WOULDN'T DO YOU WRONG.

OF COURSE NOT.



I SHOULD COME OUT SMELLING LIKE A **ROSE!**

**SENTENCE?!**



**A WEE BIT LATER....**

THE MOST TREACHEROUS CREATURE IN THE **GM'S ARSENAL** - THE **PLAYER!**

**BRIAN???** WAS IT **NECESSARY** TO HAVE HIM **FLOGGED** AND **SEWN** IN A **SACK** WITH A **WILD BOAR** AND THEN **TOSSED** IN A **WELL?**

MOST DEFINITELY. ACCORDING TO **GNOME JUSTICE** THAT'S THE **TRADITIONAL SENTENCE** FOR A **SOLDIER** WHO BRINGS **DISHONOR** AND **DISGRACE** UPON HIS **UNIT.** MY MEN WOULDN'T HAVE **SETTLED** FOR ANYTHING LESS.

THAT WAS **BRUTAL!**



**-FINIS-**

# Taunt You A Second Time

## MONTY PYTHON AND THE HOLY GRAIL CARD GAME



## EXTENDED SOLITAIRE RULES

by Paul the Hentai Knight and Tommy Fuhs

### INTRODUCTION

Having a hard time finding people to play *Monty Python and the Holy Grail* CCG with? Fear no more! Here are some extended rules that allow you to play the game in solitaire fashion.

I've tried these rules several times and lost the game TWICE in Avalon. One game was on the last Avalon card, where a **3-Headed knight** hammered my *Round Table* into nothingness. I finally knocked him out and lost by not drawing a mere 3 (*4 for the regular draw, plus a -1 for grail search card*). Challenging? Fun? Yes, I think so. Comments should be sent to me ([paulm@inetnow.net](mailto:paulm@inetnow.net)).

**Y**ou will see that Combat and encounters are pretty much the same and that two basic principles still apply:

1. You win if you find the Grail.
2. You lose IF you run out of cards to draw from.

Obviously, you have a greater chance of winning with an extreme amount of cards, Remember how any card in your deck may be used against you in the regular game? Well, this time it's even more true. The game is played pretty much the same, with the following changes:

### 1. SETTING UP:

Remove any **Q3** and **Song** cards from your deck. Deal out **England** as usual. Place only 3 cards in **Avalon**. Deal yourself 7 cards as usual.

If you want pure combat (*or if you are still learning under the stripped down rules*), remove any **Events**, **Lands** and **Castles** as well.

Deal out 7 cards into a separate pile, hereafter referred to as the **Black Knight's Pile**.

### 2. ADVANCING THOUGH ENGLAND:

Movement and combat work pretty much the same as it does in the regular version of the game. Advance one card per turn (*provided you succeed*), unless you have a card that allows you to move otherwise.

If you run into an **Adversary**, **Knight** or **Persona**, you may deal with it as usual. **Knights** may be invited into the round table, **Pages** use their secondary trait, etc. etc.

Luckily for you, since you're playing the solitaire game, your opponents get no bonuses. **Grail Draw** numbers for your opponent come from the **Black Knight's Pile**.

If you come across a **Land**, **Castle** or **Item**, draw a card from the **Black Knight's Pile**. This is the **Black Knight's** way of defending.



If it's an **Adversary**, **Knight** or **Persona**, you may combat it as usual for possession of the **Land/Castle/Item**. In this case, **Knights** dealt from the **Black Knight's Pile** are automatic adversaries and must be combated. If you succeed, you may enter said **Land/Castle** or pick up said **Item**.

If however, the **Black Knight** draws another **Land**, **Castle** or **Item**, the new card is promptly put into the dead cart, and you may enter the space, consulting whatever chart needing a draw on, of course. If you cannot fill the space with a castle or land, the **Black Knight** will take a card and place it face down in that space. You turn this card over only if you are advancing back into that space, or if you fail to advance into the next space.

**EXAMPLE:** After a vicious combat, I have no lands or castles to place in the empty space I have created in **England**. The **Black Knight** places a card face down into the space. The next turn, I encounter a **3-headed Knight**, and by some circumstance (*You pick: either by running away, or by failing combat*) I fail to advance. NOW the card is turned face up. This card takes effect next turn. If there is an adversary, you **MUST**- combat it, no running away allowed. Other cards are played as normal.

**Event** cards that pop up in **England** usually can't be played properly. Ineffective cards go in the dead cart. Instead, the **Black Knight** draws a card from your draw pile to combat instead. Scary, is it not? Of course, if it's a land, castle or item, the **Black Knight** will have to draw a card from his own pile to defend it.

When the **Black Knight** runs out of cards, deal him another 7 from the top of your pile. □

# Knights of the Dinner Table

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See end of survey for details, official rules and entry information

### Tell us about yourself:

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

Phone Number: (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_

E-mail Address: \_\_\_\_\_

How old are you?

\_\_\_\_ years old

What is your gender?

\_\_\_\_ Male      \_\_\_\_ Female

Household Size (including you): \_\_\_\_\_

Location:

\_\_\_\_ Urban

\_\_\_\_ Suburban

\_\_\_\_ Rural

Approximate Annual Income:

\_\_\_\_ Under \$15,000

\_\_\_\_ \$15,000 - \$24,999

\_\_\_\_ \$25,000 - \$35,999

\_\_\_\_ \$36,000 - \$39,999

\_\_\_\_ \$40,000 - \$49,999

\_\_\_\_ \$50,000 - \$99,999

\_\_\_\_ \$100,000 or more

Educational Level:

\_\_\_\_ Completed Grade School (1-8)

\_\_\_\_ High School (9-12)

\_\_\_\_ Junior College

\_\_\_\_ College

\_\_\_\_ Masters Degree

\_\_\_\_ Doctorate

Hobbies: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### Tell us about your computer usage:

Do you own a computer:

\_\_\_\_ Yes    \_\_\_\_ No

If so, what platform:

\_\_\_\_ PC (x86)    \_\_\_\_ Mac    \_\_\_\_ Other

What is your operating system?

\_\_\_\_\_

How fast is your processor:

\_\_\_\_ 166 MHz or less

\_\_\_\_ 200 - 300 MHz

\_\_\_\_ 333 - 400 MHz

\_\_\_\_ 450+ MHz

Do you have internet access:

\_\_\_\_ Yes      \_\_\_\_ No

If so, who is your internet service

provider: \_\_\_\_\_

What is the speed of your connection:

\_\_\_\_\_

On average, how many computer games do you buy per year? \_\_\_\_\_

Which is your favorite? \_\_\_\_\_

On average, how many video games do you buy per year? \_\_\_\_\_

What genres do you like (check all that apply):

\_\_\_\_ Action

\_\_\_\_ Adventure

\_\_\_\_ First person shooter

\_\_\_\_ Role Playing

\_\_\_\_ Puzzle

\_\_\_\_ Sports

\_\_\_\_ Simulation

\_\_\_\_ Racing

What is your favorite title: \_\_\_\_\_

Which video game system(s) do you own?  
(Check all that apply)

\_\_\_\_ Nintendo 64

\_\_\_\_ Game Boy

\_\_\_\_ Sega Dreamcast

\_\_\_\_ Sony Playstation

\_\_\_\_ Other

\_\_\_\_ None

Do you play games over the internet?

Yes  No

Do you make purchases over the internet?

Yes  No

**What is your main product interest area?**

(Check only one)

- Comics
- Magazines
- Books
- Trading Cards
- Collectible Card Games
- Role Playing Games
- Toys
- Models
- Videos / Audio
- Posters
- Miscellaneous Merchandise
- International Items
- Apparel
- Other \_\_\_\_\_

**About how much money do you spend per month on the following:**

Role-Playing Games \_\_\_\_\_

Comics \_\_\_\_\_

Collectible Card Games \_\_\_\_\_

Board Games \_\_\_\_\_

Miniature Games \_\_\_\_\_

Trading Cards \_\_\_\_\_

Books \_\_\_\_\_

Toys \_\_\_\_\_

Other \_\_\_\_\_

How many novels do you read in a year? \_\_\_\_\_

**What genres of novels do you read?**

(Check all that apply)

- Science Fiction
- Fantasy
- Mystery
- Sports
- Adventure
- Romance
- Historical
- Other \_\_\_\_\_

Which of the above is your favorite?

\_\_\_\_\_

What is your favorite title or series?

\_\_\_\_\_

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# Taunt You A Second Time

## MONTY PYTHON AND THE HOLY GRAIL CARD GAME

### DESIGNER NOTES

by Brian "the Sixth Knight" Jelke

In designing the **Taunt You a Second Time™ (TYAST)** expansion for our **Monty Python and the Holy Grail™** card game we created some new card concepts and tweaked the rules in order to simplify the basic game. This article briefly describes the expansion set design, some of the rules' changes and new card concepts that can be found in the TYAST card game.

First some words about the new deck design. The expansion set is contained in four 60-card starter decks. The four newly-printed decks contain a total of 240 cards. However, some of the new cards appear in more than one deck. Also, some of the cards, like **King Arthur**, **Sir Lancelot**, **Sir Galahad**, etc. are reprinted from the old set. The only difference being that improved movie stills were laboriously prepared for all the cards, both reprints and new designs. So a **King Arthur** card from the TYAST set might look a little different than the same card from the original set. There are 158 new cards in the TYAST set which rounds out the total number of official cards for the game at 472. The possibility of **Write Yer Own** cards increases the unofficial card count significantly. By the way, if you are still looking for the **Holy Grail** card or **Spanish Inquisition** card from the original set, you can stop. They don't officially exist. The **Holy Grail** is... well... er, it's the **Holy Grail!** You wouldn't expect to find it just lying around depicted on some silly card would you? And the **Spanish Inquisition**? Ha! Nobody expects the Spanish Inquisition! In fact, that's one of their key weapons, surprise. Surprise and...the comfy chair. [Editor --GET ON WITH IT!]

Right. As I was saying, each TYAST card deck was designed using a combination of both reprinted and new cards. This was done to ensure each deck is ready to play right out of the box and that it is competitive with the starter decks designed in the original printing of the game (which is still available). Also, each deck was designed to contain an average grail number score of approximately 3.58 which is slightly under the average result for rolling a six-sided die. Each new deck contains 7 knights, 7 pages and 7 adversaries or approximately 12% of each of these card types. These percentages are safely above the minimum knight and page count I recommended in a previous article way back in **Knights of the Dinner Table #18**. And the 12% adversary count is also above the 5%

minimum that was included in each starter deck of the original printing. Now I also mentioned in that article that having items in your deck is never bad. Each TYAST deck comes with 6 items (10%). All of these are new items, no reprints. However, in order to balance the use of items, we have introduced the concept of a cursed item. And these are discussed below.

A cursed item is an item that hinders the abilities of the knight whose page bears it. An example of this is the **Cap of Idiocy**. This card lowers the wits value by 2 of any knight. Cursed items cannot voluntarily be discarded. However, a cursed item may be played from a player's hand directly onto the *Round Table* of his opponent as long as there is a page who can carry it. Other ways for a knight to fall under the ill effects of a cursed item is to encounter it in England. If a player's round table encounters a cursed item in England or Avalon and he has a page available to carry it, he must take it and assign it to his page. The knights do not know the item is cursed until they take it. And then it's too late. A cursed item can be removed by the death of the page who bears it. If the page bearing the item dies, the knight can immediately be assigned another page and need not carry the cursed item with him. The cursed item would go to the dead cart in this case. If a Knight who is under the effects of a cursed item dies, the cursed item will remain with his page and any other knight who is served by that





page will fall under the effects of the cursed item.

In addition to cursed items, there are many new items that enhance the combat ability of a knight. There are several shields and weapons in the TYAST set that can help a knight. An example of this is **Sir Lancelot's Shield**. This shield grants a permanent +1 to combat for the bearer (*as long as he uses it*). But it must be used by **Sir Lancelot** if he is in your *Round Table*. A similar item is the **Mace** which also allows a +1 to the combat ability of the knight who uses it. These new items are a great way to bolster the strength of the knights in your round table.

Some of the other changes to the game include the new rule that a player's beginning round table can now consist of any knight and any page (*as long as the two are compatible*). The previous version of the rules indicated that a player was to begin the game with **King Arthur** and **Patsy** in play. This was officially revised in the article written in **Knights of the Dinner Table #18** and has now been incorporated into the TYAST rule booklets. Another slight difference in the rules is what happens when both players obtain identical grail number totals (*including modifiers*) during a combat draw. In the previous version of the rules, this scenario resulted in a draw

which meant all modifier cards used in the combat were discarded and the battle would continue on the initiating player's next turn. Now in this situation, each player will immediately draw an additional grail number until there is a winner to the combat. We felt this simplified things by getting the combat over with and not having to wait. Another change is that the rules describing the use of castles are now considered advanced rules. If you are teaching someone to play for the first time, or need to practice a few times before entering a tournament, we recommend taking all the castles out of your deck and not learning to use them until you are comfortable with all the other aspects of the game. There's no need for a novice to get bogged down on a castle table on his first turn. Again, this tends to keep the game simpler and faster.

Another significant rule change is invoked by the event card, **Separate Ways**. This new card allows a player to split his round table into two or more groups. He or she will still only be able to advance one space per turn. And if you have a deck with very few knights or the game is quick, this probably won't come into play too much. However, there are times when a tough adversary can be blocking the way while a player waits to draw a key card to help defeat it. Using the **Separate Ways** card in this situation could help the player find an easier way through England while still allowing the original route to remain a viable option. Furthermore, because a player's round table can occupy more than one land, castle or village with two separate round tables, the additional cards that may be drawn during a player's draw phase can be dramatically increased. Just make sure you are playing with a large deck if you do this though. I'm sure there are some other minor changes I haven't mentioned. But you'll just have to find those for yourself. Enjoy! □

## Monty Python and the Holy Grail Location Guide:

### Bridge of Death

The "Bridge of Death" in MPHG was filmed near Glen Coe Scotland. Scenes from other great gamer movies including **Highlander** and **Rob Roy** were also filmed near this portion of the River Coe. There is a spot in the glen known as **The Study** about one-half mile off the main road. The Study is a fine viewpoint

looking towards the mountains known as **The Three Sisters**.

Close to the Study is a location from **Monty Python and the Holy Grail**. Less than a mile down the glen from one of the area parking lots one will pass a waterfall on the left with a small parking area next to it. This is the location used for the **Bridge of Death** over the **Gorge of Eternal Peril**. Just after this there is a parking area on the right surrounded by high rocky sides. Pull in here and a wet and stony path leads up to **The Study**. The Study, like most of Glen Coe is in the care of the **National Trust for Scotland**. The name is thought to be based on the Gaelic name for a flat topped rock Innean a Cheathaich or Anvil of the Mist. For more detailed directions go to <http://www.scotlandthemovie.com/movies/fpython.html> □



# Taunt You A Second Time

## MONTY PYTHON AND THE HOLY GRAIL CARD GAME



### TOP TWELVE NEW WICKED CARDS/CARD COMBOS



#### AFRICAN SWALLOW

**PERIL. SPECIAL COMBAT:** Every time *African Swallow* is in the same space as opponent's round table, a coconut drops on a knight's head (*opponent's choice*) causing a permanent -1 to combat. You may move the *African Swallow* one space during opponent's turn. This card can be a real hindrance during a longer game and can end up devastating a player's round table. It should make her think twice about bringing out those extra knights until she really needs them.

#### AVALON

**LAND.** + 3 Wits for occupant. May send 1 knight to the dead cart to search this land for the *Holy Grail*. Draw a grail number of 6 or higher to find the *Holy Grail*. This is card that can create the possibility for a very quick win. Just make sure you've got an extra knight handy in case you don't find the Grail or else you're really in trouble.

#### BE QUIET

**TAUNT.** Except for reading cards and announcing actions, target player must remain silent for a grail number draw of turns or send his entire round table to the dead cart. I know some people who would be devastated by this card.

#### BLOODY HELL

**EVENT.** Multiple knights may combat this turn. Add their combat values together and draw one grail number. If combat is lost, place all participating knights in the dead cart. This one-time effect has the potential to significantly boost the combat ability of your round table. It's similar to the Strength card of the original set but has a higher grail number due to the additional restriction that all your participating knights die if you lose combat.

#### DELIRIOUS

**EVENT.** Force your opponent to redraw a draw made to find the *Holy Grail*. The card by itself won't necessarily help one win the game but it might prevent you from losing it. And what could be more fun than snatching victory from your opponent just after he thinks he has won the game?

#### GOT ONE?

This event allows a player to search for the *Holy Grail* in the next new castle his or her round table enters. On a grail number draw a 6 or higher he or she will find the *Holy Grail*. (*Opponent may cancel this event by playing any taunt card.*) This card creates the possibility for a win on the first turn and (*along with a few castles*) is a must for any tournament deck.

#### GUY DE LOIMBARD

**ADVERSARY.** Combat 9 Wits 11. *"I'm French! Why do you think I have this outrageous accent, you silly king-a?!"* Yet another very tough French Adversary.

#### MIGRATION

**EVENT.** Draw a grail number and place in the dead cart all members of opponent's round table who have the same grail number on their card as the one you drew (*they have migrated away*). The effects of this card are completely random but potentially devastating to your opponent if you get lucky.

#### MORE THAN REASONABLE

**EVENT.** If your opponent fails in his next search to find the *Holy Grail*, send his round table back to his round table area. Like the *Delirious* card, this card won't guarantee a win but it can sure make it satisfying to send your opponent back where he started just when he thought he was almost home free to finding the *Grail* and winning the game.

#### NO PROBLEMS

**EVENT.** Move any adversary encountered in England to your hand. While this one won't allow you to win the game on its own, it can be particularly satisfying to remove that tough adversary your opponent has thrown in your path and boomerang it right back into his England.

#### SEVERED HEAD

**EVENT.** +9 to a combat draw against a knight. Like the *Lucky Shot* card of the original card set, this instant effect card can be a great benefit during combat. *"Nasty wound you've got there Johnson."* *"Thank you Sir."*

#### WAZZED STIFF

**EVENT.** Send your own Arthur to the dead cart to send opponent's round table back to the round table area. This can be a pretty big sacrifice but is probably well worth it if your opponent is in or near Avalon. By the way, in case all you non-British types out there are wondering what the term "wazzed" means, we lifted it off the actual character direction in the *Monty Python and the Holy Grail* script. Judging from the set up of the scene and Graham Chapman's fantastic acting, we figured out that it means "frightened or scared". □

## Monty Python and the Holy Grail Location Guide:

### Rannoch Moore

Several scenes after the Bridge of Death near the end of the movie were filmed on Rannoch Moor in the west highlands of Scotland. These are the ones that show Arthur and Bedevere walking across a foggy field. Rannoch Moor covers about 20 square miles at a height of more than a 1,000 feet of peat and bog for the most part, laid on granite. It is the Watershed of Central Scotland, where rivers start their journeys towards the Atlantic in the west and to the North Sea in the east. Over this area are scattered thousands or enormous rocks which have been torn from the sides of the hills by a giant glacier moving eastwards 20,000 years ago. For more detailed directions go to <http://www.scotlandthemovie.com/movies/fpython.html> □



## Monty Python and the Holy Grail Location Guide:

### Castle Stalker

Castle Stalker was used in the final scenes of the movie as the Castle Arrrg. It was built around 1540 by Duncan Stewart of Appin and this often-photographed castle was gifted by him to James IV for use as a hunting lodge. In fact, its Gaelic name Caisteal Stalcair translates literally as 'Castle of the Hunter'. It sits at the mouth of Loch Laich (*by Loch Linnhe*) on a rocky islet known as the Rock of the Cormorants. The castle, like so many in Scotland, has had a turbulent history. One 17th century Stewart gambled it away to a Campbell for an eight-oared galley. During the 1745 Jacobite Rising it was used as a garrison for troops. Abandoned around 1780, it lost its roof shortly before 1831 and was restored from its ruinous state in the late 1960s by the late Lt. Col. Stewart Allward whose family still owns the castle. For more detailed directions go to <http://www.scotlandthemovie.com/movies/fpython.html> □



## Monty Python and the Holy Grail Location Guide:

### Doone Castle

In addition to *Monty Python and the Holy Grail*, Doone Castle was used as a location in *Ivanhoe*, another recommended gamer movie. Doone Castle appears numerous times in the movie, notably as the French Castle of Guy de Loimbard (*with Trojan Rabbit*), Swamp Castle where Sir Lancelot crashes the wedding, and Castle Anthrax where Sir Galahad faces incredible peril. The castle is in the care of Historic Scotland and there is an admission charge, although you can walk around the outside for free.

Robert Stewart, the Duke of Albany and Earl of Menteith and Fife built Doone Castle at the end of the 14th century. Following his death in 1420 the castle was used for over a hundred years as a royal castle serving as a hunting lodge, country retreat and eventually a state prison. The castle was owned by the Earls of Moray from 1580 until the present time. The castle seems to have had a fairly uneventful history although during the 1745 rebellion it was captured by the forces of Bonnie Prince Charlie. The castle fell into disrepair in the 18th century and remained roofless until 1883 when the 14th Earl of Moray paid for the castle to be restored. It was placed into the care of the state in 1984 on a 999 year lease. For more detailed directions go to <http://www.scotlandthemovie.com/movies/fpython.html> □



# Taunt You A Second Time

## MONTY PYTHON AND THE HOLY GRAIL CARD GAME

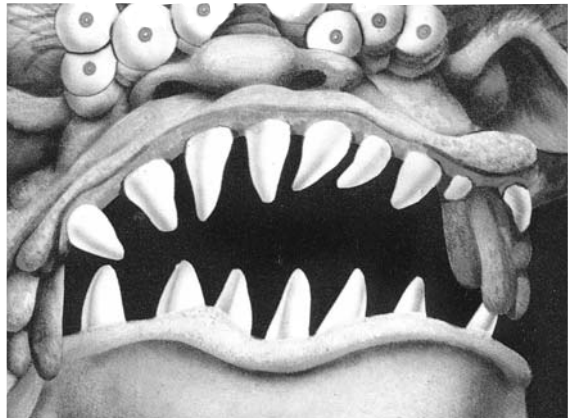


### CARD LIST

NO #	TYPE	NAME	GRAIL#	SET	NO #	TYPE	NAME	GRAIL#	SET
315	<i>advrs.</i>	142 Mexican Whooping Llamas	3	n	350	<i>taunt</i>	English Knights	3	n
316	<i>advrs.</i>	1st Soldier	5	n	351	<i>event</i>	Enough Music	4	n
317	<i>advrs.</i>	2nd Soldier	5	n	352	<i>advrs.</i>	Evil Cat beater	5	n
318	<i>taunt</i>	Acne	3	n	353	<i>advrs.</i>	Executive Officer	3	n
319	<i>advrs.</i>	African Swallow	2	n	354	<i>event</i>	False Count	5	n
320	<i>land</i>	Anarcho-Syndicalist Commune	6	n	355	<i>event</i>	Fanfare	2	n
321	<i>page</i>	Appy	4	n	356	<i>taunt</i>	Fart	4	n
322	<i>village</i>	Autonomous Collective	6	n	357	<i>item</i>	Faulty Coconuts	2	n
323	<i>land</i>	Avalon	2	n	358	<i>taunt</i>	Ferocious Taunt	3	n
324	<i>taunt</i>	Be Quiet	2	n	359	<i>item</i>	Flower Vase	6	n
325	<i>taunt</i>	Begorrah	6	n	360	<i>taunt</i>	Food trough Wiper	4	n
326	<i>advrs.</i>	Black Knight	1	n	361	<i>event</i>	Fooling Anyone	5	n
327	<i>event</i>	Bloody Hell	2	n	362	<i>event</i>	Fooling Yourself	3	n
328	<i>item</i>	"Book of the Film, The"	1	n	363	<i>taunt</i>	Foul and Cruel	2	n
329	<i>item</i>	Bow and Arrow	2	n	364	<i>pers.</i>	Friendly Guard	5	n
330	<i>knight</i>	"Bruce, Sir"	5	n	365	<i>item</i>	Galahad's Shield	1	n
331	<i>event</i>	Buggering Off	2	n	366	<i>taunt</i>	Git	1	n
332	<i>taunt</i>	But Father	2	n	367	<i>item</i>	Glass of Water	6	n
333	<i>item</i>	Cap of Idiocy	2	n	368	<i>event</i>	Got One	3	n
334	<i>pers.</i>	Cart Master	4	n	369	<i>event</i>	Great Find	2	n
335	<i>land</i>	Cartoon Forest	6	n	370	<i>advrs.</i>	"Gringamore, Sir"	4	n
336	<i>pers.</i>	Dead Person	5	n	371	<i>advrs.</i>	Guy De Loimbard	1	n
337	<i>knight</i>	"Clarke, Sir"	4	n	372	<i>event</i>	"Happy Occasion, A"	4	n
338	<i>advrs.</i>	Confused Guard	2	n	373	<i>event</i>	Head Off	1	n
339	<i>advrs.</i>	Crapper	5	n	374	<i>item</i>	"Herring, A"	4	n
340	<i>advrs.</i>	Creek Fiend	6	n	375	<i>event</i>	Hiccups	3	n
341	<i>item</i>	Dagger	3	n	376	<i>event</i>	Hidden Knowledge	1	n
342	<i>event</i>	Delirious	3	n	377	<i>land</i>	Highlands	5	n
343	<i>advrs.</i>	Dennis' Mother	6	n	378	<i>event</i>	Holiday in Sweden	4	n
344	<i>event</i>	Disbelief	3	n	379	<i>event</i>	I got Better	6	n
345	<i>event</i>	Don't be Afraid of Him	2	n	380	<i>item</i>	Interspace Toothbrush	6	n
346	<i>event</i>	Dress Her Up	5	n	381	<i>event</i>	Join My Court	6	n
347	<i>event</i>	Dressed as a witch	2	n	382	<i>pers.</i>	King of Swamp Castle	6	n
348	<i>advrs.</i>	Duck	4	n	383	<i>event</i>	Knighting	4	n
349	<i>event</i>	Earthquake	1	n	384	<i>advrs.</i>	Knights Who Til Recently Said Ni	2	n

**Explanation:** The column "Set" indicates which cards are unique (new) to "Taunt you a Second Time" and which cards appeared in the prior game "Monty Python and the Holy Grail". Both games are compatible and cards from from games may can be intermixed, as desired. Note: It is not necessary to own one game to play the other. **Abbreviations:** advrs. = adversary pers. = personal

NO #	TYPE	NAME	GRAIL#	SET	NO #	TYPE	NAME	GRAIL#	SET
385	item	Lancelot's Shield	1	n	435	event	Separate Ways	1	n
386	page	Lightning	5	n	436	item	Sequined Vest	1	n
387	taunt	"Looney, A"	2	n	437	item	Sheep's Bladder	5	n
388	page	Lucky John	5	n	438	event	Silence	6	n
389	item	Mace	2	n	439	taunt	"Silly Request"	2	n
390	taunt	Major Taunt 1 (No chance...)	0	n	440	event	Single handed	5	n
391	taunt	Major Taunt 2	2	n	441	item	Sir Robin's Shield	1	n
392	event	Mallet to the Head	2	n	442	event	Slink	2	n
393	event	Marriage	6	n	443	event	Soiled my Armor	6	n
394	event	Mayhem	2	n	444	advrs.	Soothsayer	5	n
395	event	Men of Valor	2	n	445	event	Special Guest	5	n
396	advrs.	Midget	5	n	446	event	Splash	4	n
397	land	Mightiest Tree in the Forest	1	n	447	item	Staff of Fire	1	n
398	event	Migration	1	n	448	item	Strand of Creeper	6	n
399	advrs.	Moistened Bint	5	n	449	land	Sweden	5	n
400	advrs.	Moose	4	n	450	item	Sword of Parrying	4	n
401	event	Moose Bite	5	n	451	pers.	Tim the Enchanter	2	n
402	event	More than Reasonable	0	n	452	taunt	Tiny Brain	4	n
403	pers.	Mr. Newt	3	n	453	event	Too Perilous	5	n
404	item	Mud	5	n	454	item	Torture Rack	2	n
405	taunt	No Chance	1	n	455	event	"Treat, A"	4	n
406	event	No Class	2	n	456	item	Trojan Rabbit	4	n
407	taunt	No More	4	n	457	event	Un Cadeau	1	n
408	event	No Problems	0	n	458	item	Invisible Card	1	n
409	event	Nobility	5	n	459	event	Severed Head	2	n
410	event	Non-Migratory	5	n	460	event	Wazzed Stiff	3	n
411	event	Not Quite So Brave	3	n	461	advrs.	Wedding Groomsmen	5	n
412	item	"Note, A"	3	n	462	event	Weight Ratios	6	n
413	village	Notlob	4	n	463	event	Well I'm awfully Sorry	6	n
414	land	Nursery	6	n	464	event	Where are Your Manners	4	n
415	event	Oh Dear	1	n	465	event	Whoa there	0	n
416	pers.	Old Man from Scene 24	4	n	466	advrs.	Wicked Cat Beater	5	n
417	event	Outrageous Accent	6	n	467	taunt	Window Dresser	3	n
418	page	Packy	2	n	468	event	Witchcraft	6	n
419	advrs.	Passing Ruffians	4	n	469	taunt	With a Herring	3	n
420	advrs.	Penguin of Bristol	6	n	470	page	Write Yer Own	3.5	n
421	taunt	Pissing off Home	3	n	471	event	You Make Me Sad	6	n
422	land	Pointless Land	7	n	472	taunt	Your Mother	5	n
423	pers.	Princess Lucky	5	n					
424	event	Pyrotechnics	4	n					
425	Q3	Questions Three: Drag	3	n					
426	Q3	Questions Three: Favorite Color	3	n					
427	Q3	Questions Three: Latin Chant	3	n					
428	Q3	Questions Three: What Year	3	n					
429	item	Rake	5	n					
430	advrs.	Ralph the Wonder Llama	2	n					
431	event	Ratification	2	n					
432	advrs.	"Robinsons, The"	2	n					
433	taunt	Rude Gesture	2	n					
434	item	Scale	3	n					



CHALLENGE YOUR PERCEPTIONS



8.10.00

[www.wizards.com/dnd](http://www.wizards.com/dnd)



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# SNEAK



**The Black Knight**

*"I move for no man."*

**Adversary Knight.** Combat 8. *The Black Knight* must be defeated 4 times, but his Combat ability permanently drops by 2 points each time he loses a combat.

*or:* players may not play positive modifier cards this turn

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Here's a sneak  
peek of some of  
our favourite  
cards from Taunt  
You a Second  
Time!!



**Staff of Fire**

*"Yes!... I can help you find the Holy Grail."*

**Item.** Send knight from your own Round Table to the Dead Cart to gain +7 to a combat draw.

*or:* negate a land combat modifier for 1 turn

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**Knights-Who-'Til-Recently-Said-Ni**

*"What is this test, O Knights of - - Knights-Who-'Til-Recently-Said-Ni!"*

**Adversary.** Combat 8, Wits 7.

*or:* +1 to a combat draw

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**Lucky John the Page**

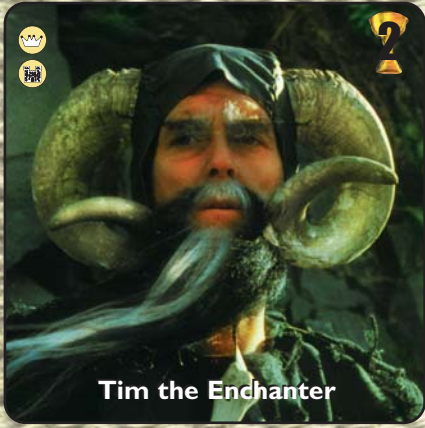
*"This is my trusty servant John"*

**Page.** May carry 1 item. *Lucky John* may dramatically escape death once.

**Giant Serpent, Combat 7**

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# PEEK



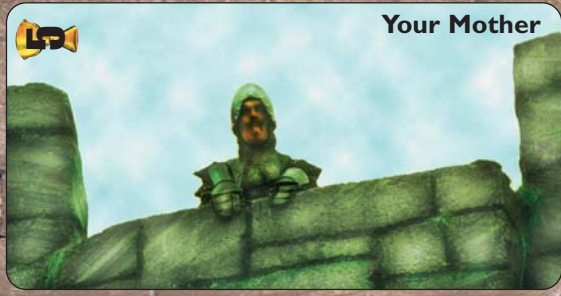
**Tim the Enchanter**

"... am an enchanter. There are some who call me... Tim?"

**Persona.** Combat 10, Wits 8. Will not fight for a player; cannot be knighted. If *Tim* joins your Round Table, you may discard a card to look at any face down card.

*or:* +1 to a combat draw

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**Your Mother**

"Your mother was a hamster and your father smelt of elderberries."

**Taunt.** Opponent must immediately finish his or her drink or his knights are forced into combat and may not run away.

*or:* may not invite others to join your Round Table for 1 turn

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**Taunt You A Second Time**  
MONTY PYTHON AND THE HOLY GRAIL CARD GAME




**Mr. Newt the Blacksmith**

"What also floats in Water? - Bread! - Apples!  
- Uh, very small rocks..."

**Persona.** Combat 2, Wits 1. If *Mr. Newt* joins your Round Table, your opponent must immediately remove any *Witch* cards in his hand and/or deck from play.

*or:* +2 to a combat draw

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**Trojan Rabbit**

"What happens now? - Well, now, uh, Lancelot, Galahad and I wait until nightfall and then leap out of the rabbit, taking the French, uh, by surprise."

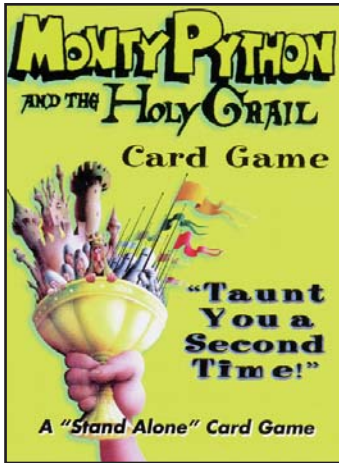
**Item.** Ignore castle table. A knight may have wits with a castle occupant. If victorious, his Round Table may enter the castle. If defeated, his round table loses a page and remains outside the castle. Discard after use.

*or:* +10 to combat for the occupant of a castle that is being assaulted

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# Taunt You A Second Time

## MONTY PYTHON AND THE HOLY GRAIL CARD GAME



- New non-collectible format - one rarity for all cards
- One deck is all each player needs!
- Contains scenes not included in the movie!
- Over 150 new cards.
- Both a stand alone new non-collectible card game and also completely compatible with original game.
- Contains marquee cards like **Tim the Enchanter**, the **Black Knight** and the **Trojan Rabbit**.
- Rules include a complete sample game between Bob Herzog and Dave Bozwell!

This August, get a FREE 15 card Monty Python CCG booster pack with the purchase of any Taunt You a Second Time card game starter deck! Available at participating game retailer stores while supplies last.

only  
\$9<sup>95</sup>



the  
**TONY DIGEROLAMO'S**  
**TRAVELERS**

IN  
**Vampires Suck**

Pencils by  
**BRIAN DAWSON**

Inks by  
**BRENDON &  
 BRIAN FRAM**

Written & Created by  
**TONY DIGEROLAMO**

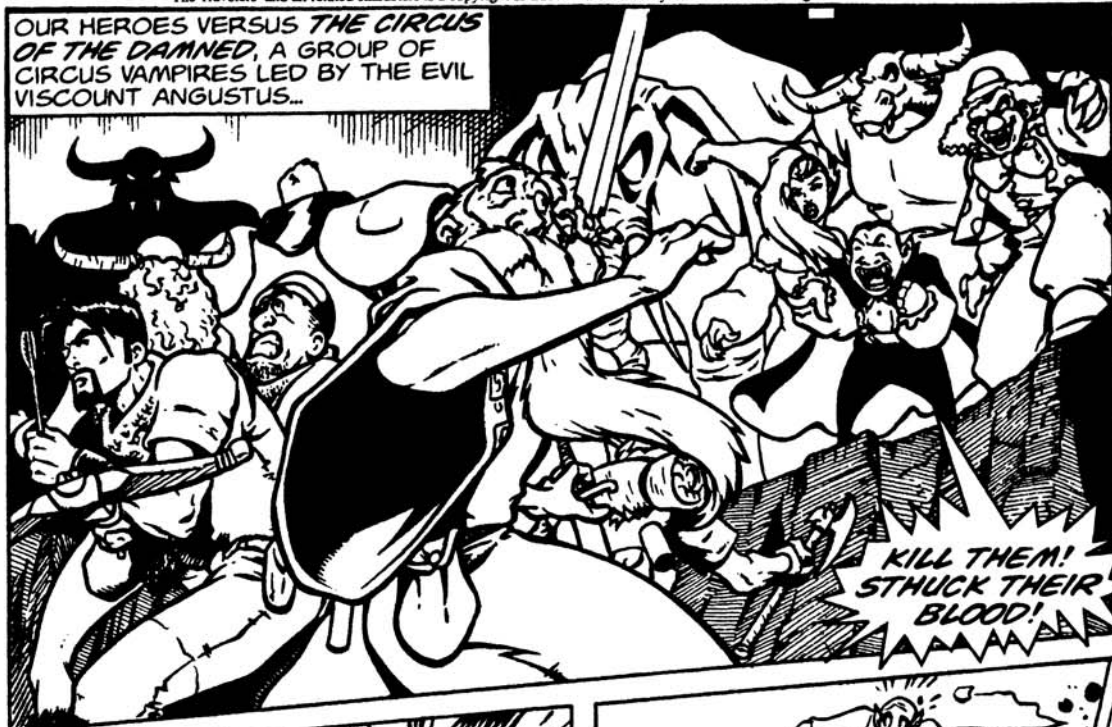
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 The Travelers #5: (August)  
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**Exclusive KODT  
 strips in each issue!**

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OUR HEROES VERSUS *THE CIRCUS OF THE DAMNED*, A GROUP OF CIRCUS VAMPIRES LED BY THE EVIL VISCOUNT ANGSTUS...





BEHOLD FOOLSTH! MY VAMPIRELY POWERSTH ENRAPTURE THE FEEBLEMINDED! THE STUPIDEST AMONG YOU SHALL BE MY SLAVE!



I 'EAR AND OBEY, MASTER...

ANYONE ELSE SEE THAT ONE COMIN' FROM A MILE AWAY?!

LOCUST! TURN AWAY! CLOSE YOUR EYES!



WIZARD, YOU SHALL BE A USEFUL STHERVANT! DO MY BIDDING! TELEPORT YOUR FRIENDS' WEAPONSTH AWAY!

YESTH--- I MEAN, YES, MASTER...



SIR, DONT!

WITHOUT MY MACES, ALL I GOT IS A RUSTY TENT SPIKE AND A DRINKING MUG!

NOW SEE HERE, TELEPORTING WEAPONS IS IN CLEAR VIOLATION OF THE ARTICLES OF WARFARE, SECTION 7, PARAGRAPH---

# FLASH!



STHUPID SLAVE! I MEAN *JUST* THE WEAPONSTH!

SORRY, MASTER, SORRY, CARE FOR AN APPLE? I GREW THEM MYSELF!



NO, I DONT WANT AN APPLE! VAMPIRESTH DONT EAT APPLSTH! WE STHUCK BLOOD! HOW CAN I STHUCK BLOOD WHEN YOU TELEPORT THE VICTIMSTH AWAY?! I WANT THEM WITH ME!

OH, I'M TERRIBLY SORRY, MASTER, WHY DIDNT YOU STHAY--- I MEAN, SAY SO?

# FLASH!

WOULD YOU LIKE TO DRINK MY BLOOD NOW, MASTER?

I'LL GET YOU!  
I'LL GET YOU STUPID SLAVE!

SCREECH!



YOU HAVENT HEARD THE LAST OF THE CIRCUSTH OF THE DAMNED...



MAN, YOU SURE HAD ME FOOLED. HOW'D YOU AVOID GETTING HYPNOTIZED?

HYPNOTIZED?  
THAT MAN WAS LIKE A FATHER TO ME!  
»SNIFF!«

LET'S HEAD BACK TO THE SWIG. DRINKS ARE ON ME.



FIN!



*Review n: a critical evaluation.*

*Reviewer n: a writer of critical reviews.*

*Critic: n: one who expresses a reasoned opinion on a matter involving a judgement of its value while exercising careful judgement or judicious evaluation.*

## The Mission

Welcome to the pre-launching of **Critical Mass** — our new forum for the ‘critical’ evaluation of games and related product. For several years now, we’ve planned on presenting game reviews in **KODT Magazine** but we’ve held off. There are plenty of game reviews to be found in other zines and on the internet - some good, some useless. If we were going to give up valuable real estate (*pages*) in **KODT**, we told ourselves, it would have to be something different and fresh. Otherwise, why bother?

We decided from the outset to lay down some ground rules and to establish some basic goals.

1. We wanted to present honest no holds-barred reviews. None of this pulling-punches nonsense from fear of offending an advertiser or peer. A review is supposed to inform the potential buyer.

2. Despite the tone of our first goal, we also wanted our reviews to be as fair and as impartial as possible. We wanted our reviewers to ‘exercise careful judgement and judicious evaluation’ as stated in the definition of a critic presented above. Of course, being an imperfect world, we don’t expect this to happen ALL the time. And that’s the reason for our 3rd goal.

3. We wanted a forum where any given review wasn’t the final word. If Joe Gamer from Duluth unfairly trashes a game he never even bothered to play, he should be taken to the mat and forced to defend that review. At the very least, those who disagree and hold opposing views should have a

way of challenging such a review in the same forum and setting the record straight.

4. We wanted a flexible rating system into which reviews could be presented in a uniform fashion and plugged into a growing list of rated games. What better way to see how one game measures up to another? If I like **Axis and Allies™** which is currently pulling an X rating in **Critical Mass** I should be able to look at another game in the same category with a similar rating and get a fair indication on whether or not it’s worth my time or dollars.

And that’s the crux of it — a review should be useful. It should give the reader a fair indication on whether or not a particular game warrants further investigation and is worthy of your hard-earned cash.

That’s a tall order and that’s why we’ve held off running reviews. For a long time, we thought it was a simple matter of finding the right reviewer(s) and turning them loose. Finally, it dawned on us. Any given review is more an indication of that reviewer’s personal opinions, likes and dislikes than the play value of the game itself. (*And fear not, such reviews are important and will be a part of the Critical Mass line up.*)

So what’s so different about **Critical Mass**? We’re going to be depending on our readers (*the masses*) to evaluate the games they are buying and playing and to let their fellow gamers know which games they should seek out and which ones to avoid. This is YOUR column. **CM** will be a mixture of different approaches to game review. Each issue we will present a few expanded reviews which go in depth on various games as well as shorter game evaluations and various outtakes from reader feedback.

We may even run two reviews on the SAME game from reviewers who happen to have very different opinions on the game. (*a Siskel and Ebert approach*)

If you feel a game blows chunks and want to warn others - fine. We’ll run it. If you think a game pretty much rules, that’s good too. But **Critical Mass** doesn’t end there. In the coming months we want to see this column evolve to better serve our readers. There will be several mini-features introduced to **CM** which will run semi-regularly. This will include full blown reviews, commentary from Joe Gamer as well as designers and retailers. In short, **Critical Mass** will be taking a hard look at ourselves (*gamers*) as well as the games we play.

It is our hope that this new column will be more than a collection of reviews and evaluations each month. We hope to promote discussion as well as debate. I encourage you to copy the form on the opposing page and take the time to evaluate the next game you purchase. Keep in mind that the form itself is but a starting point and is likely to evolve as a result of your feedback..

□

# CRITICAL MASS: GAME REVIEW FORM

GAME TITLE: \_\_\_\_\_

PUBLISHER: \_\_\_\_\_

RETAIL PRICE: \_\_\_\_\_ CATEGORY: \_\_\_\_\_

REVIEWER: \_\_\_\_\_

Production Value	
Writing	
Art and Illustrations	
Overall Production	
Play Value	
Rules Presentation	
System/Playability	
Replay Value	
Entertainment Value	
<b>Total:</b>	
<b>Overall Rating*:</b>	

\* Divide total by 7 to determine Overall Rating.

1. Would you recommend this game to a friend? Y N
2. Would you nominate this game for a BRIAN AWARD? Y N

## EXPLANATION OF GRADING SCALE:

5: EXCELLENT. 4: ABOVE AVERAGE. 3: SO-SO. 2: BELOW AVERAGE. 1: POOR

• Use of fractions in .25 increments are allowed to show drift toward the next higher or lower grade. Overall Ratings rounded down to the nearest quarter.

GAME CATEGORIES: (Examples Only - If you feel any of the following categories are not suitable please suggest an alternative)

- Card Game (Stand Alone) • Card Game (Collectible) • Board Game (Family) • Board Game (Wargame)
- Board Game (Simulation) • RPG Core Rules (specify genre: Sci-Fi, Fantasy, etc.) • RPG Supplement • Miniature Rules

## COMMENTS/REVIEW:

We encourage you to write out your comments and/or detailed reviews and attach them to this form. We will be running a selection of both full reviews and outtakes from attached comments in future installments of *Critical Mass*. Be sure to include your name if you want it published along with your comments. Return your ballot/comments to; KODT-IRC, 830 W. Main Street PMB 114 Lake Zurich, IL 60047. You may also email your form and review to JollyRB@aol.com. Be sure to include all the info requested in the above form. You may submit ballots on as many different games as you like. If you want to write a review please keep them between 100 to 1,000 words. Keep in mind that there is no guarantee your review will be published in its entirety. All ballots, however, WILL be tabulated into our *Game Rating List*. The overall results will be published periodically in this column and/or posted on our website.

## EXPLANATION OF RATING CATEGORIES:

Basically, rating each category is a judgement call. Opinions among gamers vary greatly. Put two gamers in a room and toss them a new game - chances are they won't agree on its merits. For some gamers art isn't as important as the writing. For others it's equally important. For most gamers it's 'how it plays' that matters above all else.

The *Review Ballot* box isn't meant to replace the good old-fashioned game review. It's meant to supplement the review — to provide an impression-at-a-glance of how other gamers feel about a specific game.

The following are only suggested guidelines for rating each category.

### WRITING:

Overall quality of the writing. This could include typos/grammatical errors as well as the author's basic writing skills and his ability to engage the reader and convey his message.

### ART AND ILLUSTRATIONS:

Was the quality of the art sufficient for the product? Did it lend itself to the game and its presentation? Did it detract from the overall quality of the game?

### OVERALL PRODUCTION:

This would cover the quality of such things as printing, packaging, binding, components etc. Keep in mind that this is relative. A five dollar *El Cheapo* game shouldn't be expected to have the same production qualities as a thirty dollar core-rules book.

### RULES PRESENTATION:

Did the rules adequately explain how to play the game? Were there omissions? Were they confusing or incomplete? Keep in mind that while the game itself may rock - poorly written rules could impede learning how to

play and raise the frustration factor.

### SYSTEM/PLAYABILITY:

Okay, so you've finally learned the rules and have sat down and actually played the game. This is what everyone wants to know - is it playable? Is the game unbalanced or otherwise flawed?

### REPLAY VALUE:

Now that you've played it, is there enough to the game that you would play it again? Is this one of those games that will quickly be banished to the gamers' closet or will it get played over and over again?

### ENTERTAINMENT VALUE:

Was it worth the cost of admission? Forget poorly-written rules, bad production qualities, etc. Did the game entertain you and your friends?

### OVERALL RATING:

This is an average of all your scores above. This is the rating which will be used to stack the game up against all others in its category.

### PLAY FAIR

We ask that you do not evaluate games or game product which; 1. You haven't taken the time to actually play in the environment they were designed to be played in. (For example: *Don't review a set of Live Action Rules if all you did was read the book in the comfort of your favorite easy chair.*)

2. The game/product is of a genre and/or gaming-form you dislike by nature. (For example if you hate the AD&D™ system please don't evaluate an AD&D™ boxed adventure.

□

# THE GAMERS' WEB-DEFENSE KIT

by Kenneth Newquist

I grew up in the 1980s playing **Dungeons and Dragons™**, listening to heavy metal, and watching **Star Wars™** way too many times. Clearly I'm lucky to be alive, or at least, that's what you'd be thinking if you believed the anti-role-playing propaganda floating around the net.

One of the worst relics of the 1980s anti-D&D hysteria was "**Dark Dungeons™**" by Jack T. Chick. His masterpiece of anti-RPG propaganda is a graphic novel that follows a group of gamers as they play **D&D™**, learn spells, sell their souls to Satan, and, of course, commit suicide.

**Uncle Bear's Annotated Dark Dungeons** takes this ugly slander-fest and lampoons it mercilessly. The commentary is educational and hilarious, but it's also a bit like shooting fish in a barrel. Do lines like "*I used a mind bondage spell on my father ... he was going to stop me from playing **D&D™***" -- uttered by a formerly sweet, innocent, teenager -- really need any help?

A more recent tirade can be found at **Exposingsatanism.org**. It quotes Scripture as it demonizes **D&D™** for its supernatural references, including gods, demons, magic and those nasty little elves. The author(s) of this site also think **Pokemon™** and **Harry Potter™** are in league with Lucifer.

**Part 2 of The Demonic Possession Handbook for Human Service Workers** is a handy tool for anyone worried about the rising tide of Evil in the world. It briefly states that "demonic" dragon-type games can lead to evil, and then explains the tell-tale signs of demonic possession, including, but not limited to: homosexuality, pornography, schizophrenia, psychic hotlines, rock music and my personal favorite, spontaneous human combustion.

**The Game of Satan** comes across as having been built by a rabidly-insane individual. It's filled with dripping venom about **D&D™**, and it's an extreme version of the craziness found around the net. It's also a hoax. The original web page attracted thousands of angry e-mails, and eventually its creator was forced to sprinkle disclaimers throughout it.

So what's a gamer to do? Have a good laugh ... and then arm yourself with the facts.

**ReligiousTolerance.org** has an excellent RPG page that summarizes that anti-game rhetoric, and nicely demolishes it. It's a good page to send folks to if they want to know more about RPGs.



artwork © 1984 J.T.C. Publications.

**Role-Playing Games and The Media** is a great site that tracks RPG game mentions in the media. It has links to game-related coverage of 1999's Columbine Massacre and 1996's "*Vampire Cult*" killings in Florida, as well as other alleged RPG incidents. It also has an excellent list of pro- and anti-gaming sites, and is a must-visit for people who want to know what the media is saying about their hobby. It also offers advice on what you can do to help fight the anti-RPG hysteria.

The gaming advocacy site **The Escapist** is a solid site that tracks RPG-related news stories and includes an extensive *Frequently Asked Questions* page with a pro-gamer. Its editor, William J. Walton, is also a member of the **Committee for the Advancement of Role-Playing Games (CAR-PGa)**, and visitors can find contact information for the group, as well as a mailing list, on his site. □

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# NEW 'HORIZONS' TO EXPLORE

by John O'Neill



## EXPLORERS SF Adventures to Far Horizons

Edited by: Gardner Dozois  
Publisher: St. Martins Press/Griffin  
Published: April, 2000

Trade paperback, 481 pages

I love short stories. I was introduced to the genres of science fiction and fantasy primarily through magazines and early anthologies -- from folks such as Isaac Asimov, Terry Carr, and a handful of others -- and even today, with so many bright new novels on the shelves, I'm still compulsively drawn to them.

For fans of adventure fiction, there's really no substitute. Novels, especially those of the 'fat fantasy' persuasion, can survive both a ponderous build-up to the action and painfully slow character development. Not so with short stories -- where writers who aren't extremely skilled at their craft are dead. In a crowded field, this is what separates the truly gifted from the pretenders.

Sadly, it seems that most science fiction anthologies these days are sold by bundling stories about cats. Or unicorns. Or clones with asthma. Packaged paperback anthologies with narrow

themes are all the rage.

Problem is, I don't want to read thirty stories about cats. Or even five stories. I want to read the good old stuff -- stories about heroic exploration into dark nebulas, about the wonder and mystery of uncharted space. About intrepid crewmen stepping out onto mist-filled planetoids, where giant plants chase them with steak knives.

So thank God for Gardner Dozois, who with *St. Martin's Press* recently launched a new SF reprint anthology series focused on real, honest-to-God adventure tales. The first volume, *The Good Old Stuff* (*St. Martin's Press/Griffin, November 1998*), collected some two dozen tales of classic and overlooked science fiction from folks such as Jack Vance, A.E. van Vogt and H. Beam Piper, and it was easily the year's most enjoyable book for me. Dozois followed up with *The Good New Stuff* (*January 1999*), which showed that -- given the chance -- modern day SF writers could still keep up.

There's a handful of people doing broadly-themed anthologies today, but no one else like Gardner Dozois. A frequent champion of the genre's classic virtues -- stuff like adventure, originality and the themes of exploration and wonder -- Dozois is a big name in the SF field. He's been editing *Asimov's Science Fiction* magazine since 1986 (*winning ten Hugo Awards for best editor in the process*), presenting his own Year's Best SF series for nearly two decades, and co-editing two reprint anthologies series with Sheila Williams and Jack Dann on the side.

I'd assumed that the first two books were the extent of my good fortune... until *Explorers: SF Adventures to Far Horizons* arrived in April. Another thick volume (*nearly 500 pages, in trade paperback format*), *Explorers* continues the tradition with a feast of

tales spanning five decades. It is every bit as good as the previous two volumes, and just as packed: 23 short stories and novellas from such authors as Greg Bear, Larry Niven, Kim Stanley Robinson and John Varley. Unlike that last collection of unicorn stories you bought, you won't flip through this in a single night. When you curl up to read it, bring a snack.

This time the theme is exploration, from the moon to the farthest reaches of space. The book opens with strength: Arthur C. Clarke's classic tale "The Sentinel," which first appeared in 1951. A team of surveyors charting the moon's surface stumble across a relic of an ancient civilization, in a place where no such civilization could have existed. In terms of evoking the sheer grandeur and mystery of the universe, few tales have ever surpassed this tight little gem, and it proved to be the eventual inspiration for Stanley Kubrick's *2001: A Space Odyssey* years after publication.

In much the same vein is R.A. Lafferty's "Nine Hundred Grandmothers," first published in *Galaxy* magazine in 1966. The *Terran Special Aspects* team sets down on the big asteroid Proavitus -- a promising hunk of rock inhabited by friendly but rather inscrutable aliens. Agent Ceran forgets all about his exploration assignment when he discovers that none of the natives have ever died of old age -- and that the oldest of the old, the most venerable of grandmothers, remember how it all began eons ago. Ceran's quest to uncover that most potent and ancient of secrets is funny, poignant, and eye-opening all at once.

One of the most striking tales herein is Roger Zelazny's "The Keys to December," from the August 1966 *New Worlds*. When the planet they were genetically modified to inhabit is destroyed,

continued on page 37

OFF THE SHELF



# Wandering Around E3

By Rick Moscatello

**E**3 stands for “Electronic Entertainment Expo”, and it’s a really, really, big computer/console games convention held in Los Angeles where everybody gets together to show off all the hot cool stuff that they hope you’ll buy in the coming year. While I admit it’s big time fun, the show also helps to highlight some of the problems (*as I see it*) in the computer gaming industry.

The big issue is “*style over substance*”. E3 is all about flashing lights, loud music, and impressive detonations. 10 foot statues of game characters decorate most displays, and wide-screen TVs show off what’s happening on the monitors, so the crowds in the walkways can see what’s going on. People in costume walk around to attract even more attention (*there’s this one guy, who walks in a kilt on stilts, showing off the wonders of the “Scottish Games Alliance”...this is their fourth year here, and I still don’t have a clue what they’ve made or what they do*).

This irrelevant showiness transfers directly to the games. Dull, strategy games where thinking before acting won’t make it at E3 (*and hence, won’t get publicity and support*); flashy, colorful games that look good for 2 seconds will be all over the magazines, no matter if there’s nothing past the opening screen.

A good example of this was Microsoft’s Xbox, which had a neat demonstration. They showed this girl dancing with a giant robot, and a garden of butterflies. They also have this new software that allows a computer to transition sound nicely (*their demonstration had it smoothly go from disco to country music*). You could see the girl’s reflection in the chrome on the ‘bot, and the music was nice. Good “*sight and sound*”, but no mention of the GAMES that will be available. Seriously, the only thing that will motivate people to buy a whole new console is going to be a good game. Well, maybe I’m wrong.

I saw a fascinating demonstration of the new models for the next generation of first person shooters. They’re going to have, and I kid you not, fully articulated nostrils. I actually had a private viewing where the techie guy showed off how his model could flex his nostrils. Yes, that’s nice, I guess, but it really goes in with all the other demonstrations where they talk about framerate and animations over gameplay. It just doesn’t matter to me. I remember on my Atari (*over 20 years ago*), I’d play this “cowboy” game, where all you had was two blocky stick figures, and a stagecoach. With all three things moving, the machine could get overloaded and the game would slow down, and it’s been like this with every game since, even as computer power has increased, oh, about 20 millionfold. Those old Atari games would come with 30 variants—most were bad, but with that many versions, a few would be cool. I wish today’s computer guys would stop with all the envelope-pushing and focus on the game-playing.

Another little gripe about the whole “E3” thing is the booth babes. Ok, I’m not really complaining about how nearly every company feels obligated to populate its display with a bevy of firmly curvaceous vixens, but, again, what do they have to do with gaming? Yes, it’s nice to be surrounded by beautiful women (*at least for me*), but I don’t think they know much about gaming. If I asked one to help me with my joystick problem, she’d try to get me arrested, I just know it. Somehow, I think the \$5,000 or more spent on hiring these would-be actresses seems better spent on gaming. Alas, I may be alone in thinking babes aren’t necessary to gaming. There was always a gigantic crowd at the Eidos display whenever a model dressed in a Lara Croft outfit was strutting around. Get a grip guys, it isn’t really her, honest. I think the guy dressed up as Duke Nukem looked more like his character than anyone else, except possibly the Planet of the Apes guys (*who, with whole face masks, have a much easier time looking like who they’re supposed to be*). But, dudes just don’t attract crowds like babes.

So, here I am, five paragraphs into my column, and I haven’t even mentioned any games yet. Probably the best thing about the E3 games is there doesn’t appear to be any *Pokemon-related* PC games coming out anytime soon, and darn few such titles for anything else. It looks like little Pikachu’s reign of cosmic terror may finally be coming to an end. On the other hand, I saw about a dozen *Pac-man* variants, and a great number of other arcade classics brought back for the PC.

Hasbro went on a buying spree last year, purchasing *WoT*C, Avalon Hill, Microprose, and others. They’ve taken those old licenses, and done what they can to bring them into the next millenium. The old games were fun, but the quality of the facelifts varies wildly. The new *Battleship* from Hasbro is very amusing, and comes with “retro” *Battleship*, too. On the other hand, the new *Galaga* is a 3D mess that is most certainly lacking the “fun” quality. Another disgrace is their *Squad Leader* game. It uses the vacuumishly sucky *Wages of War* engine. This game has bupkiss to do with Avalon Hill’s hypercomplicated but classic boardgame, and it was sadly hilarious to watch the guy demonstrate the “new” game, and have it do all the stupid things that *Wages of War* did several years ago. The most fun was watching a German try to shoot an allied soldier, only to blow away another German standing directly in front of him. A close second goes to having a soldier empty a clip into a felled enemy soldier laying directly next to him, vainly trying to finish off the poor soul. Anybody who played *WoW* will recognize those flaws, and I’m not optimistic they’ll be fixed in *Squad Leader*.

Yes, I saw the *Diablo II* demo, and the *WarCraft 3* demo. *Diablo II* looks cool, and I’m looking forward to playing it. There’s no reason for me to go into detail—all

the computer mags are running 5,000 word articles on it, and chances are, you'll get it regardless of anything I say. If I don't get it sent to me free for being a reviewer, I'll actually buy it. There is no greater vote of approval you can get from me than that.

For **WarCraft 3**, on the other hand, I have my reservations. Now, I am about the only gamer on the planet that thinks sex is better than **StarCraft**, so I'll probably get accused of being biased against **WarCraft**, but I just don't think it'll work. Blizzard is trying to create a real time strategy (RTS), real time role playing (RTRP), game, that doesn't turn into a massive clickfest. Considering that all RTS games are clickfests, and most of the RTRP games are also, I think putting both in the same game will make things even more frenetic, not less. They're still pretty early in development, and I'm sure I'll see it again at E3 next year.

**Star Trek** once again gets the "biggest ho" award for licensing itself out too many times. With at least ten titles being displayed, chances are good that one won't be horrible. My personal best bet is **Elite Force** from Activision. Yes, Activision makes weak games more often than not, but EF is basically a first person shooter (using an established engine) with **Voyager** characters. It should be quite playable. Speaking of Activision first person shooters, they're also putting out **Return to Wolfenstein 3D**. I can't explain why I really like this game, but I find myself getting excited just thinking about playing it. If you missed the original

**Castle Wolfenstein** game, you really need to check this out—**Wolfenstein** was the precursor to **DOOM**, so it's almost like playing a piece of history.

Gathering of Developers (**GOD**) gets special mention as my most hated company to deal with at E3. Yes, their games are generally good, but they don't actually display them at E3. They rent out a parking lot across the street, and make everyone come to them. This leads to lots of people wandering around E3, looking for **GOD**. The parking lot is a carnivalesque place, with gigantic inflatable **KISS** dolls and a hard rock band hammering away at all times. The games are displayed in trailers—not soundproof by any means, so hearing the developers over the band can be tough, and you have to wait in line to get into the trailer. What should take a half hour to look at their games instead takes two and a half hours of precious E3 time. I think their **KISS Psycho Circus** will be major fun, but mostly because it has almost nothing to do with **KISS**. It's a first person shooter, more like **DOOM 2** than **Quake 3**. It's loaded with large battles with hordes of monsters.

And that, friends, is what E3 is like: much noise, many pretty pictures, much walking, a few good games, and a bunch of games that you won't see until next year, at best. I can't wait until next year! □

### Book Review: continued from page 35

some 28,000 young miners find themselves galactic orphans... able to live only in lonely isolation in high-pressure, high gravity containment bubbles. When they hatch a plan to terraform a world into a liveable home on the cheap, they're forced to do it over centuries, using older and limited equipment -- and thousands of suspended animation chambers to keep them alive in the meantime. But a lot can happen to a world and its inhabitants over centuries, and what's good for the miners could be disastrous for the planet's native species. This novelette captures some of the epic punch -- and mirrors at least one important theme -- from Zelazny's great novel **Lord of Light**.

Finally, I have to say a few words about "**Vaster Than Empires And More Slow**," Ursula K. LeGuin's compact masterpiece of exploration and horror thousands of light years beyond known space. A mystery awaits the multi-racial crew of the exploration craft **Gum** on first planetfall at the fringe of the galaxy, but it may well be overshadowed by a dark secret they've unknowingly brought with them. They'll have to penetrate the second to solve the

first, and they may never discover which one is killing them. This is one of the finest examples of off-world SF I've read in years, a chilling and penetrating look at both the depths of space and the human soul.

*(If you're the kind of reader who likes clues, one can be found in the first stanza of Andrew Marvell's famous poem "To His Coy Mistress," from which the title is taken. This version of the story is somewhat different from its original incarnation, which first appeared in **New Dimensions 1** in 1975.)*

There are famous tales captured here -- probably the most famous is Poul Anderson's "**The Longest Voyage**," which won the Hugo Award in 1961 -- but there are also neglected gems of rare cut. It's a joy to read stories by some of my favorites, such as James Schmitz's "**Grandpa**" and Cordwainer Smith's "**Drunkboat**," but the real reward is being exposed to authors brand new to me, such as Edgar Pangborn, H.B. Fyfe, and G. David Nordley. Chances are you'll walk away from this book eager to do a little exploring of your own -- on bookstore racks and library shelves. Dozois does a superb job of highlighting the best work of each of his contributors in his introductions, and this should make your job a little easier.



If you enjoy **Explorers**, odds are good you'll also like its companion volume, **The Furthest Horizon: SF Adventures to the Far Future** (*SF Martin's Press/Griffin, May 2000*). You could do a lot worse than to track down the previous two volumes, **The Good Old/New Stuff**, as well.

With any luck, these won't be the last. □

**John O'Neill** is the founder of the **SF Site** ([www.sfsite.com](http://www.sfsite.com)) and **Black Gate** magazine. *Bad fantasy books give him a rash. He can be reached at [john@blackgate.com](mailto:john@blackgate.com).*

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# BIG BLUE

by Mike Lyme

Last night we had our monthly (or so) session with our GM who drove two hours from Boston for the game (and maybe skipped out on Easter with his parents or something unimportant like that).

This campaign has been running for over ten years now and throughout its history we have been plagued by his diabolical twenty sider, "Big Blue". This cursed die has critted us at every turn. But anyway one of our players had ordered ten twenties identical to big blue, and when the DM got up to vent his beer I reached behind the screen and gave big blue to another player for safe keeping.

The other player then dumped ten big blues behind the screen (keeping the real one to give back next game). Needless to say our DM was livid and our characters are in dire danger until he gets it back. He spent the rest of the night ignoring us and checking the dice for coloration, flaws, and karmic resonance. It was absolutely hilarious. □

# HIT AND ONE

by Michael R. Lausier

I write to give heart to those players out there who think they have bad luck with the dice. I have been role-playing for over 20 yrs now on a very frequent basis, and one of my best friends has the trophy for bad dice rolls. He goes by the nickname of "Baby Huey" in real life, and my favorite story of his luck is this.

A few years ago we were playing *Cyberpunk*™ and, for reasons I don't quite recall, Huey was trying to lead a group of thugs on a chase through the city on his motorcycle. He was traveling at about 150 MPH on a straight stretch of highway at night and decided he wanted a better shot at the bad guys, so he told me he was "turning around to face backwards" on the bike. I stared at him in mild shock and asked him to repeat his statement. It was not possible to do that and 'survive' I argued. He spent the next 20 or so minutes arguing his case that it should be possible. The bike he was driving was gyroscopically balanced, he wasn't even close to the top speed, and the bike could be driven completely under computer control over the net. All these things (plus a few more) added up to "My bike should be able to drive without me in a straight line till it hits something." I finally agreed to let him try and roll. Not only did he fail, he fumbled. Not a bad one, and I didn't really want to kill his character, so I ruled that he dropped his gun and needed to roll to try to regain control of the bike. He fumbled again, this time a bad one. I had him roll to see what direction he fell off the bike. on a one he fell over the handlebars, 2-3 to the right, 4-5 to the left, and 6-10 backwards. Guess what his roll was, yep, a one. Plus we had just finished arguing that his bike should be able to drive "till it hits something." He managed to run himself over at 150 MPH on his motorcycle. We rolled damage and he somehow managed to survive the hit and roll, only to be hit by the thugs following him and killed. □

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# I "BEG" TO DIFFER

by Jolly R. Blackburn

A lot of folks have asked me over the years, "What's the deal with those beggar-mobs B.A. throws at his players? Are they based on a real gaming event?"

Actually, they are. Years ago, I was running a very obnoxious character called Terac in my friend, Joel's AD&D™ campaign. Terac the fighter was bent on making Joel's life a living-hell as far as GMing (*I loved pushing his buttons*) and whenever I saw an opportunity to rattle his cage I would do so. If it was obvious the adventure hook was in direction A, I would insist on going in direction B. And so it went.

Well, Joel eventually got his revenge. One day while coming back to town after a foray into the local dungeon, Joel announced that a 'street urchin' was standing near the edge of town with his hand out begging for coins. I tossed the kid about 50 gold pieces (*it had been a good day*) thinking Joel was trying to guilt us somehow with an NPC.

Later when I stepped out of the Inn we were staying in I ran into the same boy. This time he had three friends with him - all of them with their hands out. I noticed Joel had a strange smile on his face. He was up to something but I wasn't sure what it was. Again, I gave them all a generous amount of coin. It was my way of telling Joel I was on to him - though I really had no clue.

To make a long story short, everytime I moved about town an ever-growing crowd of beggars with their hands out kept following me around. I immediately saw, Joel's game. He was playing with me and turning my 'good deed' against me. Well...I wasn't going to have any of that. The game was a'foot!

Instead of getting upset, I kept giving and giving and giving. It got really insane. Soon the word was out and hundreds and hundreds of beggars from all over the world were descending to ride the 'Terac gravy-train'. I saw my mistake but it was too late. Not to admit defeat, I announced I was going to establish a shelter and orphanage in the town and turn it's administration over to a local temple. I donated a huge sum of money to the temple and thought that would be the end of it.

Joel wasn't finished with me yet. The temple officials, it turned out, were corrupt. They took the fortune I gave them and skipped town. As the weeks went by my character was constantly harassed by beggars wanting a hand-out. If I failed to give 'generously' as had been my habit they would turn hostile toward me. Some gratitude! To make things worse, the Townsfolk were upset with me for attracting so many 'unsavory' characters.

Finally, I'd had enough and announced the 'gravy train' had run dry. That's when things got really ugly and violence broke out.

By the time it was over my character, along with the rest of the party, was forced to kill a beggar-leader who had risen up through the ranks to oppose us. Clearly outnumbered and a bit intimidated by how angry the mob had become we were forced to sneak out of town in the middle of the night leaving behind our horses and belongings.

For months afterwards it was as if my character had the mark-of-Cain on him. And whenever we ran across a beggar I couldn't help but get a bit paranoid. □

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## "I fart in your general direction!"



The Monty Python and the Holy Grail card game just got sillier. This much anticipated expansion to Kenzer & Company's popular Monty Python card game is produced in a non-collectible format with over 150 new cards. One deck is all each player needs. Taunt you a Second Time is both a new stand alone (*did we mention it's non-collectible?*) card game which also happens to be completely compatible with the original game. The set contains long-awaited marquee cards like Tim the Enchanter, the Black Knight and the Trojan Rabbit as well as never before seen cards derived from the original movie trailer and scenes cut from

the theatrical release.

The rules found in each deck include a complete sample game between Bob Herzog and Dave Bozwell. "It's the best card game I've ever played... well, next to Spelljacked", of course!" says Bob. "It rocks!" says Dave "I love the new llama cards! They really fill out my Castle Anthrax Deck."

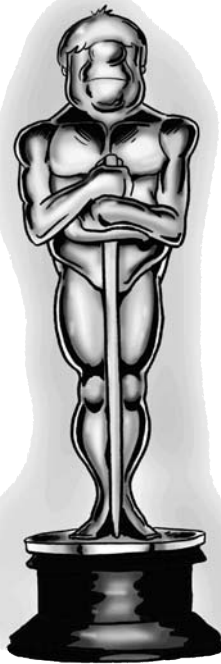
The new cards are sold in decks only for just \$9.95 each. Playing this game is like rewriting each scene from every gamer's favorite movie on every turn. By the way, the original printing of the Monty Python card game is still available in both starter deck and booster deck format from finer retailers around the world or direct from Kenzer and Company. ([www.kenzerco.com](http://www.kenzerco.com)) And if you think you got a nasty taunting last time, you ain't seen nothin' yet!

"We had the darn thang ready for press last summer." says Brian Jelke, Vice President of Kenzer & Company. "But apparently the printers ran out of llamas to run the presses; something about a strike in Chile or Argentina or something. Did you know that every year over fifty peruvian coffee farmers are gored by llamas?"

Dave Kenzer, President of Kenzer and Company added, "We tried contacting some Bolivian alpacas, but they just couldn't see eye to eye on our benefits package. We are currently in negotiations with the Norwegian Moose Printers Union, and hopefully the Moose will have the tariff issues worked out for the summer con season." □

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THEN CHECK OUT THESE HOMEBREWED KODT WEB SITES**

<http://www.hoodyhoo.com> — Here, you'll find some kewl animated KODT cartoons.  
<http://pages.infinit.net/kodt/kodt.htm> — A KODT web site with lot of stuff to see  
[http://members.tripod.com/~mythical\\_ventures/kodt](http://members.tripod.com/~mythical_ventures/kodt) — A Dedicated Weird Pere Fan Page  
<http://www.clubs.yahoo.com/clubs/lenightsofthedinnerable> — KODT Fan Club  
<http://www.kodt.fsnet.co.uk/> — Richard Bartle's KODT page



## THE BRIAN AWARDS?

KODT Magazine is proud to announce that sometime next spring we will be presenting the very first "CRITICAL MASS AWARDS". Sorry guys, there will be no kewl plaques or trophies but winners can photocopy the "Brian" statue to the left to place in their wallets. (*We've already resigned ourselves to the inevitability that the awards will be dubbed the "Brian Awards"*)

The 'awards' will simply be a compiled listing of the top rated games (*released in the previous year*) for each game category that our readers have evaluated in Critical Mass, our new game review/evaluation column.

As with the rest of KODT Magazine, this will probably be an evolving process and over time the awards may be expanded as far as categories and scope. For now, however, think of it as a "Gamers' Choice Award." — a mass 'Hoody Hoo' from our readers to game designers and publishers everywhere on a job well done.

ELIGIBILITY: Only evaluations for games released after January 1, 2000 will be considered for the first Brian Awards.

# plucked from the vine for your reading enjoyment

## HERO WARS! COME GET SOME!



Issaries, Inc. is very pleased to announce the release of Hero Wars.

Hero Wars is a game of high fantasy and mythology set in the world of Glorantha.

The designer claims it's a "a story-telling system, not number crunching". It is fully scalable, has four different competing magic systems, and features an array of gods and monsters to support or harass hero characters.

"Hero Wars isn't RuneQuest," says Greg Stafford, President of Issaries, Inc. "This is an entirely new system that Robin has made for Glorantha. To me, it is closer to the real Glorantha than previous game systems."

Glorantha has been known in gaming for over two decades, and this is the fifth game to be released about it. Hero Wars is true to the established materials, but still has lots of new information about the already rich fantasy world. □

## ULTIMATE GAMER MOVIE?!

With the surprise hit *Gladiator* making waves recently (and with the much anticipated release of the movies *Dungeons and Dragons* and *Lord of the Rings*, coming later this summer) we've been debating in the KenzerCo offices over which movie holds the title, "Ultimate Gamer Movie." A fist fight actually broke out when Brian Jelke suggested *Willow* should take the honors. So what do you think? E-mail us at [Kenzerco@aol.com](mailto:Kenzerco@aol.com) and let us know. □

### • MUMMY 2: THE MUMMY RETURNS

Universal Studios has announced a May 11th, 2001 release for its sequel to last year's hit, *THE MUMMY*. Hoody Hoo!!

### • THE "NEW" ANAKIN IS OFFICIALLY CHOSEN.

19-year-old Canadian actor Hayden Christensen will play Anakin Skywalker in *STAR WARS II & III*. Christensen has appeared on TV in FOX FAMILY Channel's *Higher Ground*. □

HOPE THEY  
KILL JAR JAR!



## TOP TEN KODT STRIPS

Here's an update of the "Top Ten KODT Strips" as determined by vote at the website:

<http://pages.infinit.net/kodt/kodt.htm>. There's been a bit of shuffling this time round. *Barringer's Rebellion* for example moved up the chart 3 spaces. Interesting.

1. Lair of the Gazebo [KODT #1]
2. The Cows of War [KODT #2]
3. Agent of Evil [KODT #5]
4. It Takes a Thief [KODT #23]
5. The Barringer Rebellion [KODT #14]
6. The Deck of Far too Many Things [KODT #29]
7. Dances with Pitbulls [KODT #19]
8. Dave's First Game [Bundle of Trouble V.1]
9. The Evil Among Us [KODT #21]
10. Hell Hath no Fury [KODT #34]

Wanna vote for your favorite strip? Well, it's as easy as going to the website listed above and clicking on your ten favorite strips. We'll try to publish the current standings every six months or so. □

## OH FUDGE!!

Fudge Expanded Edition has gone to press and should have shipped by the time you read this. Ann Dupuis of *Grey Ghost* says, "Sorry this one's late (I'd expected a May ship date), but I ran into some of those printer problems I kept hearing about from other companies but had never experienced myself. I made the decision last week to switch printers (to a company with a quote that wasn't as good monetarily but with a rep who always returned my phone calls and email in a timely fashion). For more information on *Grey Ghost* gaming products, ask your local retailer, or visit [FudgeRPG.com](http://FudgeRPG.com). □

## JOIN THE FUN AND MAYHEM!



That's right. Working on KODT is like a big freakin' party! The fun never stops around here. Really! It's like every day is a Saturday or something. And we want to share that FUN! Got ideas for things like cartoons, articles on gaming, adventures, industry news, reviews, etc.? And we just raised our rates - among the highest in the industry. Hoody Hoo! Well, quit playing with those dice and drop an e-mail for our guidelines to: [KenzerCo@aol.com](mailto:KenzerCo@aol.com). □

## COME JOIN THE KODT LIVE-READINGS!!

Can you believe it?? It's time for the summer cons again. That can mean only ONE thing — KODT LIVE READINGS!!

Be sure to check out your convention program schedules to find times and dates - then come join the fun.

Last year it was "standing room only" so be sure to come early and call dibs on a seat. This year's *GenCon*™ reading will be on Friday at 7 p.m. Room E-1 (Event# 153) □



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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.

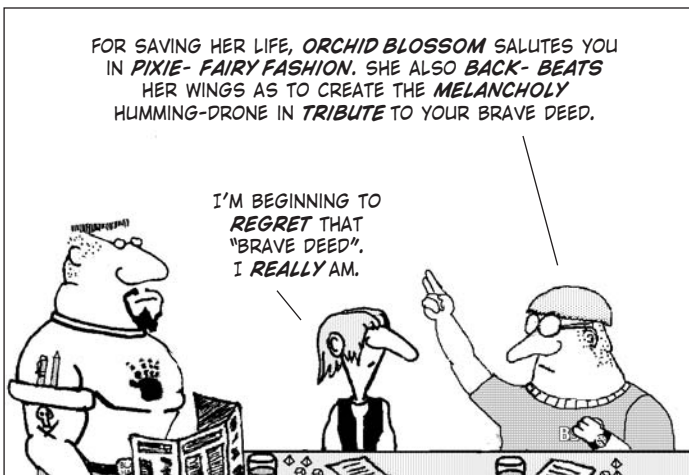
I needed a forum to voice my opinion, and I thought there was none better than *Knights of the Dinner Table Magazine*. You guys run a great publication that reaches gamers nationwide, and that is what I need. I ask that you print this in the next issue, in the name of a good cause.

Recently, our community lost perhaps the last traditional gaming shop in all of Michigan. *Alcove Hobby Shop* of Royal Oak, Michigan was boarded up several weeks ago, with a sign that read, "Closed Until Further Notice." I had seen the signs coming. They had begun to lose stock in RPG books, until, when nearing the end, they had so little that you were lucky to find a *Wraith* character sheet. They had also run out of twenty-siders, the quintessential force behind all gaming.

The following is a tribute and invective to gaming shops everywhere, particularly *Alcove*.

You know the feeling. Going through those doors into your true element. The crowd gathered around the counter. The ability to talk to someone who really cares whether or not your thief just hit 13th level. The feeling that tells you that you belong. Even myself, being a 14-year-old DM/GM/Storyteller (*whatever it's called these days*), felt that I knew these people. I remember once talking to a man that was at least twenty years older than I about the true benefits of DM Screens — their ability to block projectile dice aimed at you.

*Alcove*, like any traditional gaming shop, was a haven for society's outcasts, the queer fellows down the street, the grown men that played make believe. A place where gamers of all denominations could come together and share, for however brief time, their experiences in the worlds



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I'M BEGINNING TO  
REGRET THAT  
"BRAVE DEED".  
I REALLY AM.

beyond the mundane. A Mecca of nerd-dom like no other.

When *Alcove* closed, it was a wake-up call to me that these game shops may not exist much longer. Like an endangered species, they need to be nurtured and helped along before it is too late. Support your local game shop in every way that you can. Attend the tournaments. Forsake the convenient Internet ordering for your game shop. If all gamers were to participate, we could save this truly American institution.

As for the *Alcove*, if you guys are reading this, the gamers of Royal Oaks are crying out for you to return. Get back as soon as possible, guys. You are sorely missed. As the Cheers' song says, "We want to go where everybody knows our names." The Syndicate, our gaming group, expects your triumphant return.

Sincerely,

Kenny Koshorek,  
Syndicate Game Master.

Allow me to introduce myself. I'm the cartoon you can't publish featuring the Knights playing *PIMP the Role-Playing Game*.

Moments ago, I just completed Issue #42, "A Hack in Time Slays Nine." As usual, the book is outstanding beyond description and getting better all of the time — although Issue #40 and #41 were high points due to their skillful combination of humor and drama which will be

tough to beat.

I can't think of any other hobby — nay, lifestyle — that has a magazine this good supporting it. If I thought the comic stunk, I would have typed that.

Fortunately, what has been bothering me more and more lately has almost nothing to do with *KODT* nor her sister book *Avelon*. It has to do with other gamers. Specifically, I am composing this letter in defense of *Munchkin* role players everywhere who have for too long remained nobly silent in the face of unfair criticism and rancor.

Across the country in numerous gaming shops, a couple of conventions, and dozens of gaming groups, I have listened to *Munchkins* being slandered. I've heard *Munchkins* being blamed for the downfall of shoddily constructed campaigns in much the same way that Christians would be blamed in the ancient Roman empire for burned dinner or the weather. I've heard gamers who have admittedly never played with a *Munchkin* gamer before proclaim with great detest how they despise the wicked *Munchkins*.

When prompted, they usually can't give me a reason why. I've heard people who have never actually played an RPG before express their hatred of *Munchkins*. I've heard guys who can't remember the term "*Munchkin*" talk about how they played with "*Midgets*."

I've heard self-professed "*Role Players* not *Roll Players*" who would never in a lifetime stand for someone else criticizing their gameplay style, ridicule *Munchkins*

specifically and in general for using Munchkin styles. I also hear that hating Munchkins is very fashionable in most gaming communities right now. As of this writing, a popular gaming website (a favorite of mine) is right now collecting submissions for a list of the **Top Twenty Ways To Deal With a Munchkin**. I have heard great players who happen to be Munchkin in their gaming style desperately deny their power gaming identity.

What I haven't heard — even once — is anyone else defending the Munchkin way. Munchkins are often accused of purposefully wrecking otherwise flawless campaigns and throwing temper tantrums when they don't get the biggest gun in the game.

Munchkin haters, answer this — Have you ever actually seen a munchkin do this? Name one campaign that a munchkin has wrecked. I can't.

Most gamers can't do this no matter how they feel about the Munchkin Menace. Label them *Munchkins* or *Power Gamers* or *Diesel Players* if you will. If it comforts you to think that Dave would magically transform into a better role player if he wielded a butter knife, so be it. Munchkins are usually not (*in my experience*) shallow people, nor do they play personality lacking characters or stupid characters who make rash decisions for no reason nor tabletop bullies nor any of the other stereotypes associated with them.

They also are no more or less likely to be Rules Lawyers, another wrongly maligned and

misunderstood type of gamer who is often assumed to be one and the same with the Munchkin.

What I have encountered on many occasions is the bad Game Master. A bad Game Master is an inconsistent snob who blatantly ignores the rules of the game when those rules would help the players, but holds them hard and fast when it hurts the players. When a player tries to level the proverbial playing field again, that player is branded a rules lawyer and admonished severely. A bad GM will never admit to a mistake. It's happened to me and others around me many times. A bad GM will run a game only because he has "a story to tell." If the players deviate even slightly from these pre-decided events, they are tongue lashed and called Power Gamers. These GMs would be better off just writing short stories.

Here is some quick advice to prospective GMs that can be annotated to Mr. Gallela's article, "*Good Gamers*." A good GM will never attempt to run a game while tired. It's a waste of time for everyone involved. A good GM knows the rules of the game at least functionally well. A good GM addresses the desires of both PC's and their players. A good GM will tailor modules to fit the gaming styles of the players rather than vice versa. A good GM never has a story to tell, but rather expects the players to do unexpected things — that's why the players are there. A good GM will take a particularly good adventure that everyone enjoyed, tweak it, and store it away

as a tested and well-received game for future use with a different group whenever a canned game is required. This is not being lazy; it is utilizing your best resource, experience. A good GM will take his very first campaign, write it down in breathtaking detail, type it in 12" pica with double spaces, fill out character sheets for all of the NPC's involved, collect or draw maps and illustrations, make outlines, notes, and whatever else may be needed, and then put it all in a folder in the bottom of a drawer and lock that drawer. Everyone's first campaign stinks. That is, however, okay because the GM will be cannibalizing bits and pieces of it for other games later on until it is all used up. A good GM will rule in favor or against a Munchkin player (*both happen often*), but will never believe oneself to be in an antagonistic relationship.

For the past year, I have gamed with an all-Munchkin group, and I've been having the time of my life. The GMs (*all very good GMs*) know this and plan adventures accordingly. We end up having more fun than any other group I've ever encountered. None of the adventures are pointless, none of the characters are dull, and the others are an outright fantastic group of human beings. We are Munchkin, and we're good at it!

If someone ever calls me a Munchkin, I will thank that person.

Scott Gastineau  
via E-mail



**Grey Ghost Press, Inc.**

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• **SHORECON 2000** •

Come join the fun. Among the guests of honor is our very own **JOLLY BLACKBURN** who will be hosting a **KODT LIVE READING** and otherwise annoying guests and staff. Bring a bag of Beer Nuts to feed the monkey and get a free disposable cup suitable for holding a wide variety of tasty beverages. Cherry Hill Hilton in Cherry Hill, NJ. The convention dates are September 28th - October 1st, 2000. For more information go to <http://www.gameconvention.com>

**HEY PHIL AT AOG!!  
WE KNOW YOU TOOK  
THAT LAST PIECE OF  
PIZZA AND WE'RE  
WATCHING YOU.**



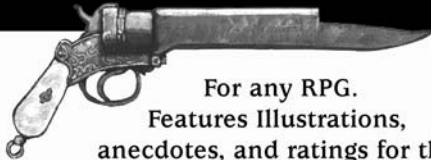
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**WEIRD PETE'S BULLETIN BOARD**

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" - \$160], [2.75" x 2" - \$80], [1.5" x 1" - \$40]. 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.

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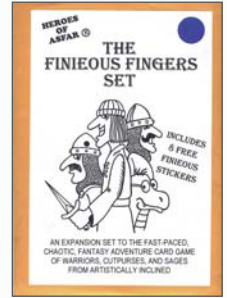


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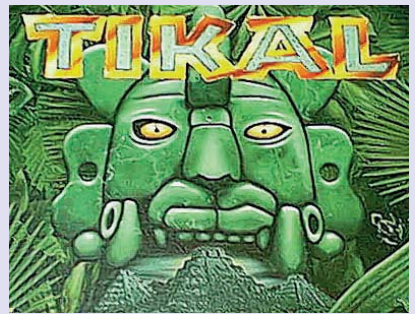
We told our readers about the basic Heroes of Asfar set (as well as a few of its expansion sets way back in Issue 30's Brian's Picks. We loved this fun, fast-paced game (and still do) but because of space constraints we only made a passing mention of the fact that there were several expansion sets available for the game. One of these sets, **The Finious Fingers Set** is based on J.D. Webster's classic comic strip of the same name which ran in *Dragon* magazine way back in the 70s/early 80s. Recently, I had the opportunity to actually use this set in a game of HoA along with its expansion rules and found myself playing with (and against) all those old familiar faces from J.D.'s strip. Bored Flak with his Wand of Fireballs (bazooka), Fred, Charley and of course, Finious Fingers himself. It was like a romp through the glory days of fantasy role-playing. If you're a Finious fan and happen to play HoA you'll definitely want to pick up this set.



**Brian's Rating:** Finious Lives!

**TIKAL** • Rio Grande Games • Email: [riogames@aol.com](mailto:riogames@aol.com)

Every now and then a game comes along that utterly surprises me. Tikal is one of those game. At first glance, I was fairly certain this game wasn't my cup of tea. I read the text on the back of the box, glanced through the rules and it just didn't grab me. So it went to the bottom of the review pile and I figured I'd get around to playing it, "someday". But then a strange thing happened. It seemed everywhere I went I would overhear someone talking about it. "Have you played Tikal?" "It's awesome!"

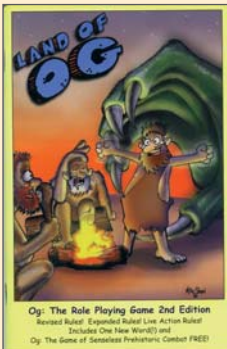


Finally, after the umpteenth time of hearing such remarks I pulled the game out and decided to give it the infamous *Brian Shakedown*. Three of my friends and I got together and as I began explaining the rules it was obvious that at least two of them weren't really into it. Noticing their skepticism I looked up from the rules booklet and said, "There's gotta be something to it, guys. I've heard nothing but good things about it!" One of my friends sneered. 'Yeah, I've heard good things about CandyLand but I'm not about to play it.' An hour later everyone's tune had changed dramatically. We had found ourselves in the middle of an epic struggle and tension was high. As I turned to the player to my left to announce it was his turn I noticed he was reading the back of the game box. "Where can I get this?" he asked, "This game ROCKS!" Everyone else at the table chimed in with agreement as I silently chided myself for almost dismissing a GREAT game.

Tikal is a game where each player takes on the role of an Expedition Leader intent on exploring the jungle ruins of Tikal in order to reveal ancient secret paths and fabulous Mayan treasure. The game uses hexagon temple tiles which are drawn each round and placed on the 'jungle' board. The illusion is effective. During the course of play it appears as though the jungle is being pushed back and cleared as the ruins and temples are exposed. Players must establish base camps from which their expedition workers are dispatched to the dig sites. Workers are also used to guard (and control) dig sites. The game uses a point system for player actions limiting the number of actions you can perform each turn. Tikal, at its heart, is a strategy game with a bit of luck tossed in. Somewhere during your first game it's going to hit you — there's more to this game than first meets the eye. This one definitely is on my list of favorites.

**Brian's Rating:** Hidden Treasure!

**LAND OF OG 2ND EDITION** • WINGNUT GAMES • [www.wingnutgames.com](http://www.wingnutgames.com)



This game, by Aldo Ghiozzi (*The same warped-genius who brought us BattleCattle™*) originally came out in 1993 under the title **Og: the Roleplaying Game**. It quickly attracted a cult following among beer-n-pretzel gamers who didn't necessarily adhere to the 'role-playing is art' school of thought. Sadly, a few years ago, Aldo announced he was closing shop at WingNut Games and that he was looking to farm out/sell his product line. So you can imagine our surprise when a few weeks ago a press release arrived from Aldo announcing he was back. A few days later a copy of **Land of Og (2nd edition)** arrived on my doorstep.

Og is a role-playing game set in cavemen times (the Hollywood version, not the historical one). Players take on the role of cavemen trying to survive in a world fraught with danger (i.e. dinosaurs). Sound like fun? Well, there's only one problem - language. It seems cavemen have been so busy avoiding being a dino-snack that they haven't had much time to develop a language. Each character, depending on his 'smarts' has a limited vocabulary. And I do mean 'limited'. Typically a character only has a two to three-word vocabulary. Furthermore, there are only 12 words available. (*you, me, rock, water, fire, tree, hairy, bang, sleep, smelly and so on*) That's it. Players (both in character on out) are limited to these words. Want to tell your fellow players to attack the dinosaur munching on your comrade? You would have to grunt and point at the dinosaur while saying something like, "You Me Go bang big big thing!" Or what if you wanted to tell another caveman to help you gang up on another player who has proven

to be annoying? This might involve pointing at the offending player and saying, "bang bang smelly hairy thing go sleep." The game is hilarious and just about the easiest RPG to learn out there. Which of course makes it the perfect RPG for those of us who want to toss some dice and kill things but don't have a lot of time. The revised Land of Og also comes with the Live Action Rules and a set of miniature rules.

**Brian's Rating:** You go big thing.

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## TOP 10 THINGS A FIRST LEVEL MAGIC USER WOULD NEVER SAY:

1. I'll take point and check for traps and stuff.
2. I WASTE 'EM WITH MY DARTS!
3. I ain't afraid of this orc!
4. I think you'd find these bracers of defense much more useful than I would.
5. I'm feeling pretty tired. I don't think I'll memorize my spell tonight.
6. Sure I know 7 languages but I'm not much of a people person. I say we just kill these guys.
7. I'm gonna go into that bar and start a fight!
8. I think Magic Missile is overpowered. I'm gonna memorize faerie fire instead.
9. Nah, don't use your last cure light wounds on me. I'm only down 1 hp.
10. *(Talking to a dragon in a language the rest of the party doesn't understand)* Don't blame my friends. I'm the one responsible for stealing your eggs.

## TOP 10 NERDY MAGIC ITEMS:

1. Braces of Defense (*Magical headgear!*)
2. Merlin's Impenetrable Pocket Protector
3. Potion of Gnome Gibberish
4. Girdle of Kobold Strength
5. The Very Large Ear of Vecna
6. Underwear of invisibility
7. Mordenkainen's Coke Bottle Glasses
8. Ring of Sweaty Palms
9. Potion of Butt Scratching
10. Pink Legwarmers of Speed

Top Ten lists submitted by  
Steve Weddig of Boulder Colorado

## THE GAUZWEILER 'M&M' SYSTEM

Ever since Dave Bozwell first mentioned Patty Gauzweiler's "M&M" System way back in "Let the GM be a Lady Tonight" (KODT#10/BOT vol. 4) readers have been intrigued by the mysterious female GM. Since this issue features the first appearance of Patty and her group we managed to convince her to share her system with our readers. We accept no responsibility for its use. — Editor



**NEEDED ITEMS:** You will need a small bowl for each player and several bags of M&M's (*Both Plain and Peanut*).

**PREPARATION:** Before the game session begins give each player a bowl and place in them a number of Red Peanut M&M's equal to the number of hit points their characters currently have.

### HOW THE SYSTEM WORKS:

**Hit Points:** Hit points (*Red M&M Peanuts*) are removed from the bowl and eaten/discarded as a Character takes damage. Once the red peanuts are gone the character is dead. This is an excellent visual aid which allows players to keep tabs on each other's health by looking at other players' bowls.

**Experience Points:** The 'plain' M&M's are used ONLY for awarding experience points. Values are assigned according to the table on the right. Players place their M&M's in the bowl as they are awarded. At the end of the night the values are tallied and the results recorded. The M&M's are then returned to the Kitty or eaten depending on your budget.

**Alignment Adherence/Violations:** Another excellent visual aid. Whenever a player does something which you deem reinforces his chosen alignment, award him a Green M&M Peanut. (*a plus*) Whenever he does something which violates his alignment slap a Brown peanut (*a minus*) on him. You award as many pluses or minuses as you feel the action warrants. Here's the catch. There can be only one type (*color*) of Alignment M&M's in a players bowl at any given time. That's because they cancel each other out. If a player has 3 green peanuts (*a +3*) in his bowl and you give him a brown one for violating his alignment, the player would simply cancel out one of his green ones. (*Leaving him with 2 green peanuts or "+2"*). On the other hand if he had four brown M&M peanuts (*a -4*) in his bowl and was awarded a green one the player would remove one of the brown peanuts leaving him with a -3. Note that once a "zero level" is reached there would be NO brown or green peanuts in the players bowl. If a player goes to -5 on his Alignment Violations he is in danger of shifting alignment. Anymore violations and he changes alignment and suffers the consequences. Once a player has accumulated five green peanuts they are exchanged for 500 experience points and removed from the bowl. (*leaving him at 'zero' again*).

**Demerits:** Demerits are used to keep order. Use them as you see fit. Basically in my group demerits are used to see who cleans up after the game, who has to make a snack run etc. (*such tasks 'burn off' demerits*). □

Patty Gauzweiler

M&M PLAIN



**Yellow**  
5 experience points



**Green**  
10 experience points



**Orange**  
100 experience points



**Blue**  
1000 experience points

M&M PEANUT



**Green**  
Alignment Adherence  
+1 (plus) point per



**Brown**  
Alignment Violation  
-1 (minus) point per



**Red**  
Hit Points (1 point per)



**Blue**  
Demerit (1 point per)

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# Star Crusade 2: Lost Worlds

July  
2000

Following up on the previous sourcebook, 'Star Crusade', which dealt with the Kurgan & Vuldrok worlds, this book details the independent worlds of barbarian space – worlds of mystery and wonder



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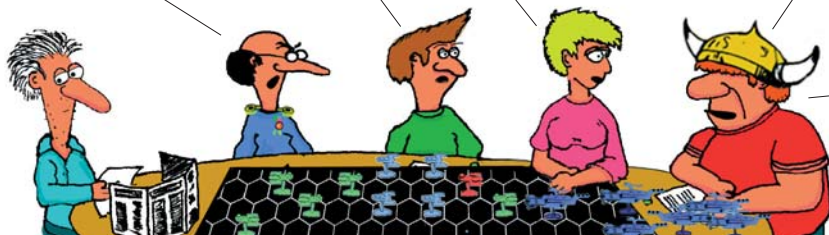
**RAT BASTARD!!** WHAT DO YOU MEAN YOU **SOLD** ME INTO **SLAVERY**? YOU MEAN THAT SO-CALLED **SNACK RUN** TO THE **VULDROK RAIDER BASE** WAS JUST A **TRICK** TO GET ME OFF THE SHIP?

SORRY BOB, YOU KNOW THE OLD **VULDROK** SAYING, "TRUST **NO ONE** IN **BARBARIAN SPACE**?"

WE **ARE** GOING TO SPLIT THE **PROCEEDS** FROM THAT LITTLE TRANSACTION - **RIGHT?**

SPLIT THE **PROCEEDS**? SORRY DAVE, I DIDN'T WANT TO **BREAK UP** THE SET. YOU WERE **PART** OF THE DEAL. I PACKED YOU AN **OVERNIGHT BAG**. I HAVE CONFIDENCE IN YOU - YOU **SHOULD** BE ABLE TO **ESCAPE**. EVENTUALLY...

I SUPPOSE YOU SOLD **ME** AS WELL.



**NO WAY!** YOU'LL **FETCH 3 TIMES AS MUCH** AT OUR NEXT STOP!