

Knights of the **D**inner **T**able™ **TALES FROM THE VAULT** **VOLUME THREE**

The KODT Development Team is
Jolly R. Blackburn, Brian Jelke,
Steve Johnson and David S. Kenzer
Cover art by George Vrbanic • Interior art by Jolly R. Blackburn

GAA!!!! W-W-WHAT?
BRIAN IS THIS A **MISTAKE?**

YOU'VE GOT **TWENTY-FIVE**
INTELLIGENCE WRITTEN DOWN HERE.
AND **FIFTY STRENGTH?**

HEH, HEH, I GOT **REALLY** LUCKY ON MY **BACKGROUND** ROLL.
I ROLLED A **ZERO-FIVE** ON THE **HEREDITARY TABLE**. THAT LET
ME ROLL ON **SUBTABLE F: CELEBRITY PARENTS**. TURNS OUT
MY OLD MAN IS FRICKIN' **ZEUS**. ACCORDING TO THE **GENE POOL**
RULES I HAVE A BASE **TWENTY-FIVE PERCENT** CHANCE **PER**
PRIMARY ATTRIBUTE OF '**TAKING AFTER**' MY OLD MAN.
I GOT **LUCKY** ON THOSE ROLLS TOO. KEWL HUH?

I **WARNED** YOU ABOUT ALLOWING
THOSE **OPTIONAL RULES** B.A.



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KENZER AND COMPANY

Knights of the Dinner Table
Tales From The Vault
Volume Three

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Subscriptions: Six month, one-year and two-year subscriptions to the monthly **Knights of the Dinner Table** magazine are available. Please see our website for ordering details and prices.

Other Merchandise: We have additional Knights of the Dinner Table compilations for sale including subsequent volumes of **Tales from the Vault** as well as the **Bundles of Trouble** trade paperbacks that feature the early issues of Knights of the Dinner Table magazine.

Kenzer and Company also produces several other comic titles, role-playing games and board games. For a full selection of our merchandise, please visit our website.

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Submissions: We accept submissions for strip ideas, jokes, cartoons, etc. We are interested in running anything that other gamers and fans would enjoy. See our website for writer's guidelines. Electronic submissions preferred.

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KNIGHTS 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

A few weeks ago the *KODT Development Team* was sitting around preparing for the summer cons when Steve Johansson casually mentioned, “Hey, you know what? I was down in my basement the other day and did some rough math. I’ll have to check again, to be sure, but I think we just might *‘have vault’*.”

This caused quite a commotion around the table as we high fived each other and sang out, “*Hoody Hoo!*” A spontaneous round of ‘river dancing’ broke out as Dave Kenzer gave the order for the wine vats to be opened.

You see, being told we *‘have vault’* is a great reason to celebrate around the KenzerCo offices. Why? Well, by our way of thinking it’s much the same way we imagine peasant farmers may have rejoiced at harvest time in days of yore. It’s a reminder that yet another year has passed and you’ve been counted among the survivors.

That may sound like a strange analogy but trust me — this is a tough industry. Publishing companies come and go with each convention season. For every new face in the exhibitor halls each summer, another old, familiar face will be missing. In fact, if you’re still in business after five years in the gaming industry you’re considered something of an ‘old timer’. Ten years? You’re practically considered a sage and people beat a path to your doorstep seeking your counsel. Anyone who can manage to make their saving throws time after time must be doing something right (or at least that’s the perception.). So, with another year under our belts and the prospect of a new Vault, we rejoiced!

We were still woo-wooing and preparing to put a pig in the ground when Brian Jelke in typical *‘sixth knight’* fashion, suddenly muttered, “Hey, didn’t we *just do one of those things?*”

“No, you’re mistaken.” Steve quickly replied as he wrestled a keg of beer onto the banquet table. “We haven’t put out a Vault in years. I should know — I’m the ‘Keeper of the Vault’”

“I’m sure we did.” insisted Brian, “We put out Volume II last summer. I distinctly remember. It had a red cover. Remember?”

“*What’s your frickin’ point?*” asked Dave Kenzer. (Who was still annoyed that Brian had just taken the last Diet Coke from the fridge.)

“I’m just saying,” responded Brian cradling his ill-gotten can of soda in his hands as if it were a precious jewel. “This is getting to be a habit. Do our fans really want yet another Vault? Maybe we should sit on this stuff for a few years. Build up demand for it.”

“*Are you insane?*” jumped in Steve. “*Do you have any idea what you’re suggesting? If word ever got out we were sitting on a new volume of Vault our readers would have our heads.*”

I had to agree. The memory of three cracked ribs, (the result of the very late “*Issue 13*” incident), was still fresh in my memory.

And so the debate soon ended and it was put to a vote. Later that evening as the pig was pulled from the ground and the wine began to pour I noticed Steve heading toward the door with his spelunking helmet in hand.

“Where you off to?” I asked.

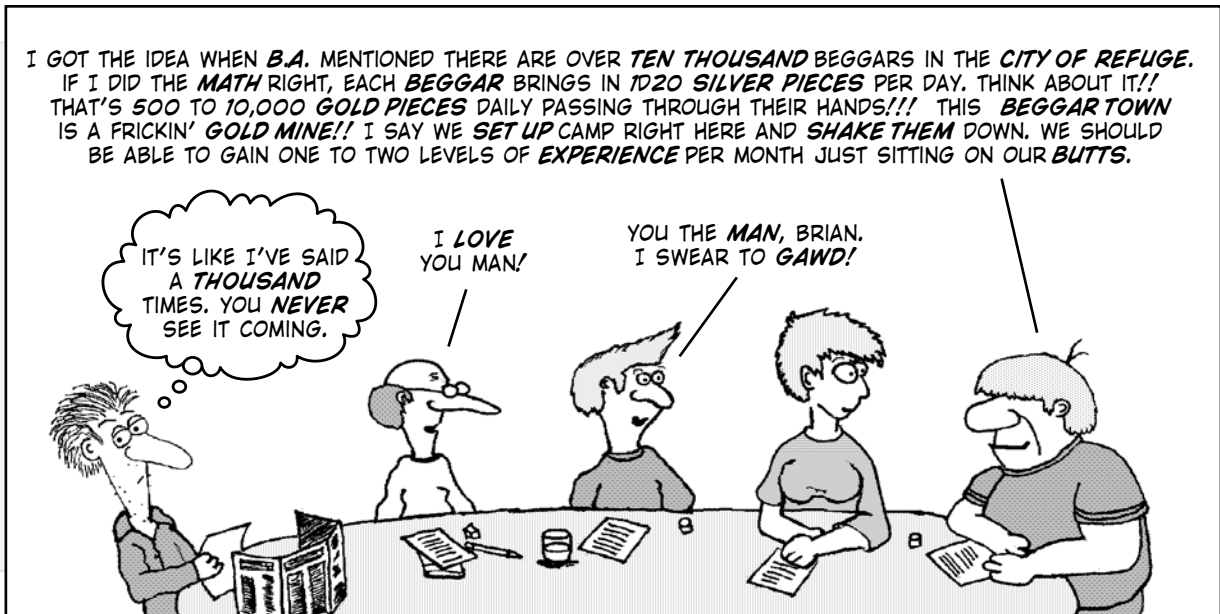
Steve turned toward me and I saw the glint in his eye that told me this was a man off on a mission. As he donned his helmet and pulled on his gloves. “*I’m off to the vault!*” he said. “*To glean material for Vault 3!*”

I finished off the last of my wine and grabbed a pick-axe from the supply closet. “*Hang on there Vault-boy!*” I cried out, “*I’m coming with you!*”

Jolly R. Blackburn

Jolly R. Blackburn

* *in-house slang meaning, “We have enough material to do another volume of Tales from the Vault!”*



STRIPS WITH NO NAMES?

It wasn't immediately apparent way back when but one of the annoying things about the KODT strips appearing outside the magazine is that the strips themselves do not have individual titles — an oversight. How many times have you tried to find a strip in one of the Vaults to no avail? *Yeah, it's the one that had Bob GMing and there was this shoebox and...* Well, thanks to Erik Bouchard (*Who we made an 'honorary' Knight of the Dinner Table — even if he IS a Canadian*) that oversight has been remedied. Erik came up with the idea of retroactively giving each strip a name. Here are the titles for all the strips appearing in Vault vol. 1 and Vault vol. 2 (*Most of which Erik proposed.*)

TALES FROM THE VAULT: VOLUME I

THE SHADIS™ STRIPS (March 1990 - November 1995)

Issue #2	March, 1990	PAYBACK	8
Issue #3	May, 1990	QUITE A CHARACTER	9
Issue #4	August, 1990	I AM THE DM!!!	10
Issue #5	November, 1990	COLLATERAL DAMAGE	11
Issue #8	June, 1993	PLAYERS' UNION	12
Issue #10	November, 1993	HACK-N-WHINE	13
Issue #11	January, 1994	DIVINE LIMITATIONS	14
Issue #12	March, 1994	DANGEROUS CHARACTERS	15
Issue #13	May, 1994	MEMORIES OF THE FALLEN	16
Issue #14	August, 1994	PINK FROSTING	17
Issue #15	September, 1994	DICE TROUBLE	18
Issue #16	November, 1994	ON BORROWED TIME	19
Issue #17	January 1995	A NEW GIRL IN TOWN	20
Issue #17.5	February, 1995	SPELLJACKED	21-22
Issue #18	March, 1995	REAL GAMING	24
Issue #18.5	April, 1995	THOR-DUDE	25
Issue #19	May, 1995	I WANNA ROLL SOME DICE	26
Issue #19.5	June, 1995	SCREAM OF KUCHOOLOO	27
Issue #20	July, 1995	THE POWER OF THE GM	28 - 30
Issue #20.5	August, 1995	VOTE OF NO-CONFIDENCE	31
Issue #21	November, 1995	HAPPY ANNIVERSARY	32 - 33

THE DRAGON™ STRIPS (February, 1996 - January, 1997)

Issue #226	February, 1996	PRINCESS KRISTINA--RIBBIT!	36
Issue #227	March, 1996	BUCKETS OF DICE	37
Issue #228	April, 1996	BRIAN'S FOLLY	38
Issue #229	May, 1996	THE QUALITY OF MERCY	39
Issue #230	June, 1996	RELENTLESS	40
Issue #231	July, 1996	PUPPET HELL	41
Issue #232	August, 1996	GREAT REWARD?	42
Issue #233	September, 1996	NUCLEAR PEACE	43
Issue #234	October, 1996	THE SLAP HEARD 'ROUND THE WORLD	44
Issue #235	November, 1996	RANDOM ENCOUNTERS	45
Issue #236	December, 1996	GM IN THE HOUSE	46

TALES FROM THE VAULT: VOLUME II

THE DRAGON™ STRIPS: JULY, 1997 TO DECEMBER, 1998

Issue #237	July, 1997	LET THE DEAD REST IN (ONE) PIECE	4
Issue #238	August, 1997	TO ARMS! TO ARMS!	5
Issue #239	September, 1997	THE WINE TEST	6
Issue #240	October, 1997	OUT OF ALIGNMENT	7
Issue #241	November, 1997	RANDOM DUNGEONS	8
Issue #242	December, 1997	THE TEMPLE OF KAZAAR	9
Issue #243	January, 1998	HALF HEROES	10
Issue #244	February, 1998	I AM THE STRONGEST!	11
Issue #245	March, 1998	A CHARACTER WITH NO NAME	12-13
Issue #246	April, 1998	THE NEW(T) GUY	14-15
Issue #247	May, 1998	MOST WANTED	16-17
Issue #248	June, 1998	DUNN REPORTS AND DRAGONS	18-19
Issue #249	July, 1998	HENCHMEN WOES	21-21
Issue #250	August, 1998	HOW MUCH?	22-23
Issue #251	September, 1998	THE MOST DANGEROUS (SMALL) GAME	24-25
Issue #252	October, 1998	SMALL TOWN CHARM	26-27
Issue #253	November, 1998	DESPARIA	28-29
Issue #254	December, 1998	THE ROSE OF BLIGHTDALE	30-31

RIFTERS™ STRIPS: (January, 1998 to December, 1998)

Issue #1	January, 1998	NO MORE NUKES!	32-33
Issue #2	April, 1998	BOXED IN	34-35
Issue #3	July, 1998	PAPERS PLEASE	36-37
Issue #4	October, 1998	ADVENTURE IS IN THE BAG	38-39
Issue #5	December, 1998	SWEEPING HUMILIATION	40-41

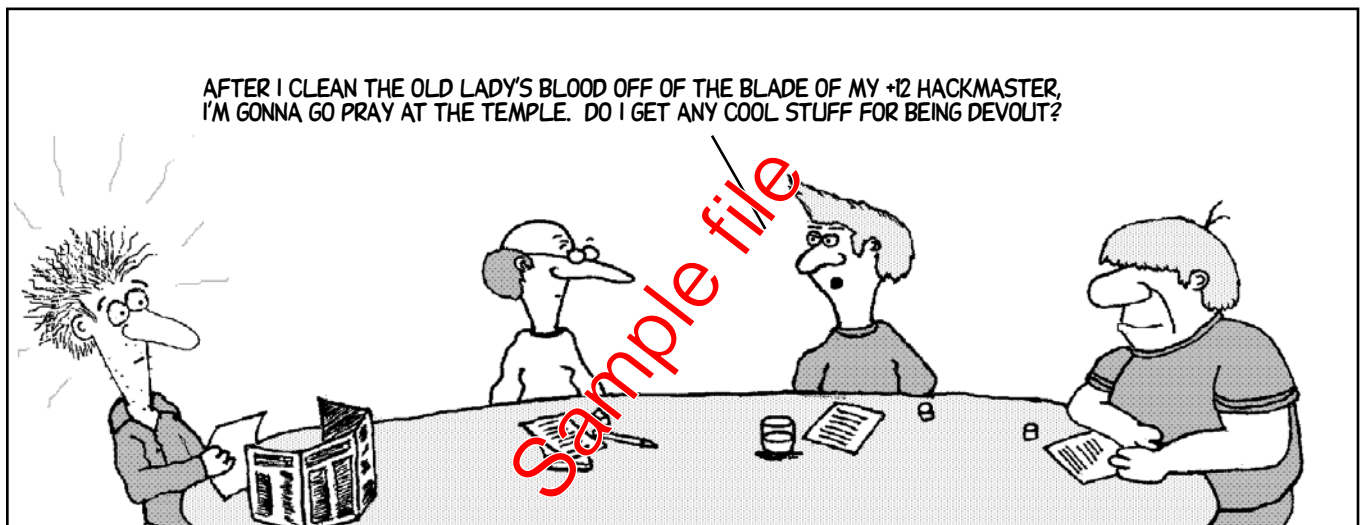
TROLL™ STRIPS:

Issue #1	February, 1996	LOOKING OUT FOR NUMBER ONE	42
Issue #4	March, 1996	RUN AND FIGHT ANOTHER DAY	43-44

THE LOST STRIPS

In **Tales From the Vault: Volume 1** (which, incidentally was simply called *Tales from the Vault* — at the time none of us really thought there would ever be subsequent volumes) we ran a six page section called “The Lost Strips”. There we gathered together all the various KODT strips which had been used as filler in SHADIS and other magazines over the years. We were fairly confident we did a thorough search.

A few months ago, one of our readers, Doruk Ozaydin, informed us that, in fact, we had overlooked several ‘lost strips’. He even went to the trouble of scanning them and sending us the references on where he had found them. Hoody Hoo! We’re extremely grateful to him for tracking down these little morsels from KODT’s early history. Doruk even motivated us to go back once again and look for even more KODT items we may have missed and to our surprise we did find a few more.

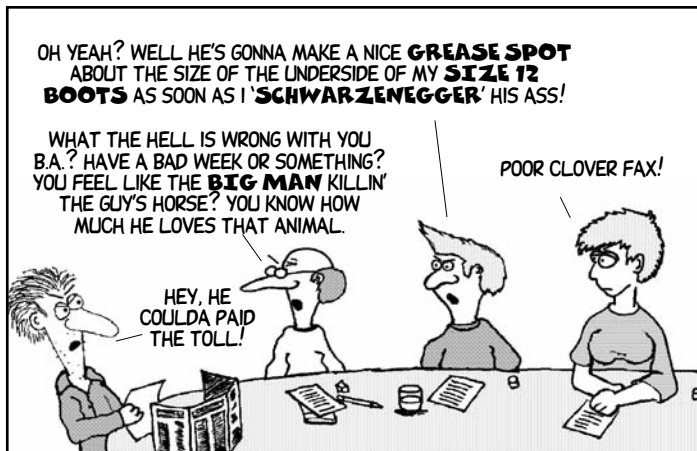


ABOVE: This panel from SHADIS#18 as filler for an article. One of the few strips where the other players are speechless.



ABOVE: This panel from SHADIS#17 attempted to explain to readers why two regular features were missing from the line up

RIGHT: The very first ad announcing *Knights of the Dinner Table* #1 (February, 1994). It appeared on several flyers given out at the L.A. cons. [A variation of the ad also appeared in SHADIS#13 (May, 1994)]



ABOVE: This panel wasn't exactly 'lost' — it simply got yanked from a strip appearing in *Dragon*™ (see page 14) due to space constraints. Usually such pulled material gets trashed but occasionally we keep them around hoping to salvage a line or joke. Such was the case here. I liked Bob's line about B.A. feeling like the 'Big Man' for killing Dave's horse and kept it around hoping to use it someday. Eventually it got buried in the pile and recently turned up.

Knights of the Dinner Table™ Not Ready For Syndication



SOME MEN WERE BORN TO GREATNESS -- DESTINED TO PERFORM HEROIC DEEDS.

OTHERS WERE JUST BORN TO BE GAMEMASTERS!



The panel above served as filler in SHADIS# 19 (May 1995)

Knights of the Dinner Table™ Not Ready For Syndication

COMING TO A GAME STORE NEAR YOU
MAY, 1994

LIMITED PRESS RUN
OF 3,000 COPIES

ADVANCE ORDERS
WILL BE TAKEN IN APRIL.

FROM THE PUBLISHERS
OF SHADIS!



YOU READ THEIR ADVENTURES IN THE PAGES OF SHADIS, NOW FOLLOW THE BOYS IN THEIR FIRST BOOK

NOT READY FOR SYNDICATION INCLUDES ALL THE PUBLISHED STRIPS, PLUS DOZENS OF NEW ADVENTURES.

This ad announcing *KODT*#1 appeared in SHADIS #12 (March, 1994). It's interesting to note that the comic was planned to be a one-time shot. Also, the ad mistakenly says the comic will contain "all the published strips". This, of course, didn't happen. At some point I decided to do all NEW strips. (Though certainly not 'dozens of new adventures' as the ad suggests.) — Jolly.