



KENZER AND COMPANY

**Knights of the Dinner Table
Bundle of Trouble:
Volume Thirty-Two**
PDF edition, July 2013

© Copyright 2005, 2011, 2013 Kenzer and Company, All Rights Reserved.

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 back issues as well as additional Knights of the Dinner Table compilations for sale including other 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 role-playing games and board games. For a full selection of our merchandise, please visit our website.

Mailing Address:

Kenzer and Company
511 W. Greenwood Ave.
Waukegan, IL 60087
E-mail: questions@kenzerco.com
World Wide Web address:
<http://www.kenzerco.com>

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.

Internet: jolly@kenzerco.com (editorial inquiries only) or questions@kenzerco.com (all other inquiries). Our Twitter handle is @Kenzerco or find us on Facebook <https://www.facebook.com/jolly.blackburn>

Legal Notice: Knights of the Dinner Table and HackMaster are registered trademarks of Kenzer and Company.

CattlePunk, SpaceHack, KODT, Bundle of Trouble, Cries from the Attic, Parting Shots, Tales from the Table, Hoody Freakin' Hoo, Bad Moon Risin', No Honor, the Kenzer and Company Logo, and all prominent characters and likenesses thereof are trademarks of Kenzer and Company.

Knights of the Dinner Table®

BUNDLE OF TROUBLE

VOLUME THIRTY-TWO

The KODT Development Team is

JOLLY R. BLACKBURN • BRIAN JELKE • STEVE JOHANSSON • DAVID S. KENZER

Cover Art by Jolly R. Blackburn

TABLE OF CONTENTS

CRIES FROM THE ATTIC	2
ISSUE #104: LAST KNIGHT IN TOWN	
HARD TO SWALLOW	4
NO BOOTS NO SERVICE.....	8
LOVE CALLS	15
THE DREAM CAN'T DIE	23
ISSUE #105: THE INCREDIBLE HACK	
RAISE YER SIGH.....	30
ON THE COUNT OF THREE	36
TEAM SMIRK	46
ISSUE #106: WHERE ANGELS FEAR TO HACK	
A VANISHING LEGACY.....	52
A WELL PLACED HEEL	56
PRYING EYES	60
THE MEDIATOR	64
WATER UNDER THE BRIDGE	66
THE GREAT SWAG AUCTION	69
EXTRAS	
CELEBRITY HACK PARODIES	75
BITS AND PIECES	80
ONE-TWO PUNCHES	84
PARTING SHOTS	87
WHO'S WHO IN KNIGHTS OF THE DINNER TABLE	90

KNIGHTS OF THE DINNER TABLE™ was accidentally created by Jolly R. Blackburn way back in 1990 as 'filler' for his small press magazine, SHADIS. It was something of a 'creative burp' and Jolly really didn't give it much thought. Perhaps that's why he was just as surprised as anyone that soon KODT was overshadowing everything else he'd ever done and that the created was now controlling the creator. Fortunately, writing and drawing KODT strips isn't the lonely job it was in the past. Hundreds of fans have contributed to the beast over the years and 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. It's been a wild ride and the D-Team looks forward to seeing where the gang takes them next.



A COMPILATION OF KODT ISSUES 104 thru 106

Last Knight in Town •

The Incredible Hack • Where Angels Fear to Hack

CRIES FROM THE ATTIC™

Editorial of a madman



A BUNDLE OF TROUBLE INDEED...

I've commented on this before — but writing **Knights of the Dinner Table** strips is often like hearing a song for the first time. I tend to remember where I was at the time, even years later. It's a strange thing. I often remember who was in the room, what desk I was sitting at and even the time of day and what sort of mood I was in at the time.

My memory, strangely enough, was largely a blank sheet when it came time to reading the issues in this volume in preparing for this editorial. Well, perhaps it's not strange at all — for there's a very good reason.

During the time issues 107 through 110 were being pulled together my wife and I were preparing to buy our first house and making a big move (to be closer to new office building **KenzerCo** had purchased). Many of the strips herein were written while boxes of household goods were packed up and piled high all around only to be unpacked weeks later. It was a very hectic time in our lives and a reminder that publishing a monthly magazine (along with its meddlesome press deadlines) can sometimes be a royal pain in the ass.

That being said, I really enjoyed sitting down ^{six} years later and reading through these strips.

I don't often laugh out loud when reading, **KODT**. I'm a little too close to the tedious work that goes into it. So I was surprised

to find myself chuckling as I turned the pages.

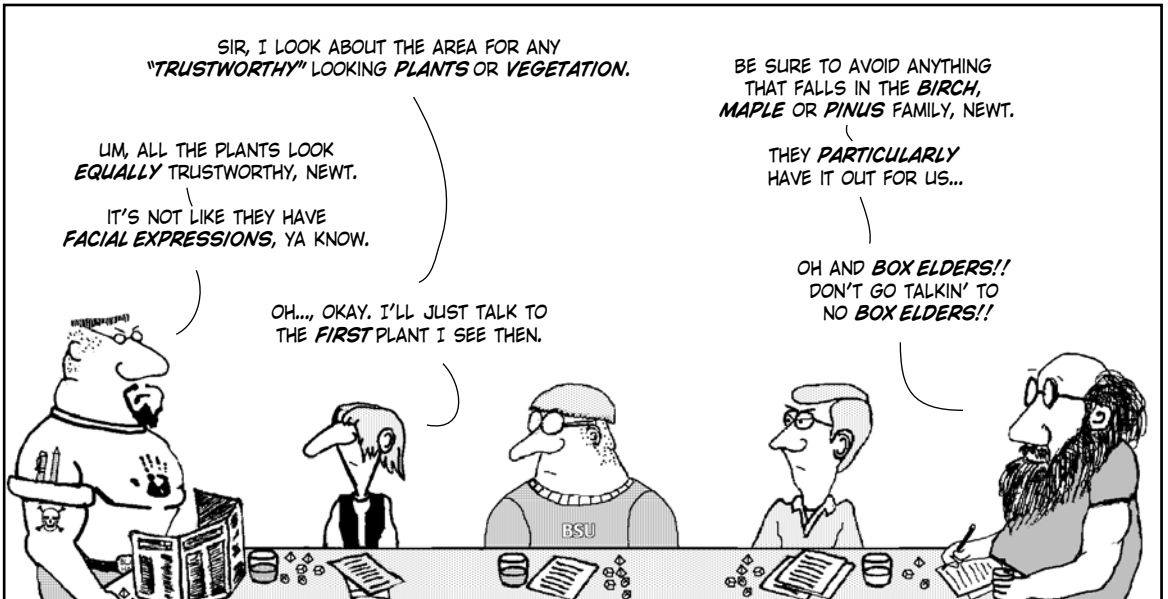
I do remember what I was doing when I was writing the panel below however. (From **KODT# 105's On the Count of Three**) for example is one I have no memory of whatsoever.

I was working hard on the strip from a make-shift desk (an old door set on several boxes in the living room of our new house) when I accidentally rolled over the cord of my USB mouse with my office chair and cut the wire. There I was — 3a.m., with a deadline looming, and no mouse. I ended up at a 24-hour **Wal-Mart** paying more than I wanted to spend on a mouse I didn't really want (didn't have a scroll wheel like I prefer ^(P.D.)).

In any case, the **Black Hand** story arc centering around Newt's ring (a magical device which gives him the ability to talk to plants) is one of my favorite **Black Hands'** strips. It was originally a strip I'd been working on for **KODT #100** but pulled because it took on a life of its own, and kept growing in page length. Looking back I'm glad we let it run its course over many issues.

Game on!!

Jolly R. Blackburn
June 6, 2011





KODT #104: Last Knight in Town

Hard to Swallow

BY JOLLY R. BLACKBURN

IT'S TWO HOURS INTO THE GAME AND THE GROUP IS FLOUNDERING.

SINCE STEPPING OFF THE STAGE AND ONTO THE STREETS OF LAZARUS, BRIAN HAS BEEN RELENTLESS IN HIS ATTEMPTS TO KEEP THEM OFF BALANCE AND ON THE MOVE...

MORGAN PUSHES HIS HAT BACK ON HIS FOREHEAD AND SLIDES A PISTOL ACROSS THE COUNTER AT YOU -- THE WEAPON IS WORN SMOOTH WITH AGE AND HEAVY USE!

"THIS HERE PIECE IS THE ONLY THING TEN BUCKS IS GONNA GET YA IN HERE, YOUNG FELLER" HE SAYS FIRMLY.

"I'LL THROW IN FOUR BULLETS ON THE DEAL."

"BEST I CAN DO."




OH NOW C'MON!! I MADE MY HAGGLE ROLL! WITH TWENTY FRICKIN' PERCENT TO SPARE. SURELY YOU CAN DO BETTER THAN THAT.

"SORRY, MISTER."

"I SELL GUNS -- NOT JUNK."

AWH, MAN. WE'RE SCREWED! RED'S BEEN HOUNDING US EVER SINCE WE HIT TOWN.



C'MON, SARA. THROW THAT OTHER FIVE-DOLLAR GOLD PIECE IN THE POT.


WE CAN'T WALK AROUND WITH A PIECE-OF-CRAP GUN LIKE THIS.

THIS SUCKS! MY NICKNAME IS "TWO GUNS".

GUYS I THOUGHT WE AGREED.


WE POOL OUR MONEY. TEN BUCKS GOES FOR A GUN. THE OTHER FIVE IS OUR STAKE FOR GAMBLING.

THAT WAS THE PLAN.



TRUST ME -- DIRT WATER ANNIE HAS SPENT THE LAST SIX MONTHS OF HER LIFE LIVIN' ON 'JACKS AND QUEENS'.


YOU GET ME TO A FARCIBLE AND I'LL THROW THAT FIVE INTO A HUNDRED.



THEN WE CAN ALL BUY GUNS. MAYBE ENOUGH LEFT OVER FOR BOB TO BUY SOME BOOTS.

THAT DAMN MEXICAN BOB! HE'S GOT SOME PAY-BACK COMIN' - BIG TIME!

STEALIN' A MAN'S BOOTS? -- IT DOESN'T GET ANY LOWER!!



OH WE'LL SETTLE THE SCORE WITH MEXICAN BOB ALRIGHT. MAKE NO MISTAKE ABOUT THAT -- BUT ALL IN DUE TIME.

FIRST WE'RE GONNA DEAL WITH RED GURDY PICKENS! NOW THAT I'M ARMED I'VE DRANK FROM MY LAST SPITTOON AND KISSSED THE TOE OF MY LAST FIRK DING FRICKIN' BOOT BY GAWD.

I'M GONNA GET THAT LITTLE KID WHO MADE OFF WITH MY CHANGE AS WELL.

JAKE ALLEN NEVER FORGETS AN INSULT OR INJURY.



WHOAH! NOW HOLD UP THAR SIDEWINDER!!

NOW THAT "YOU'RE" ARMED...? WHO SAYS YOU GET TO HOLD THE GUN?

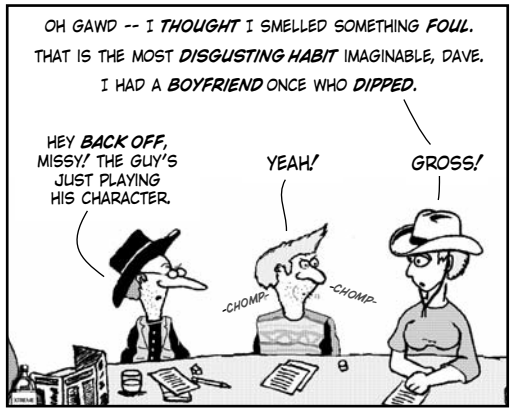
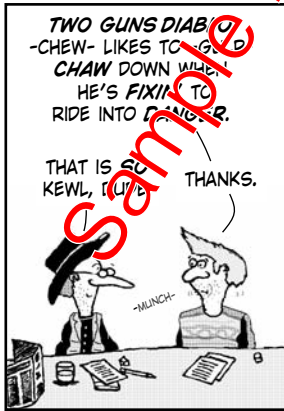
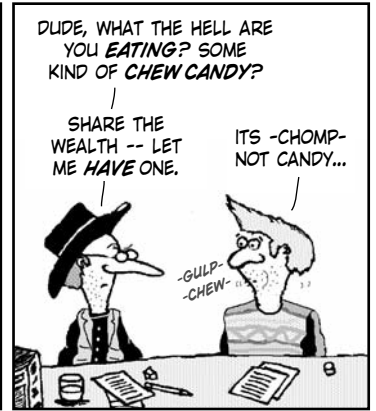
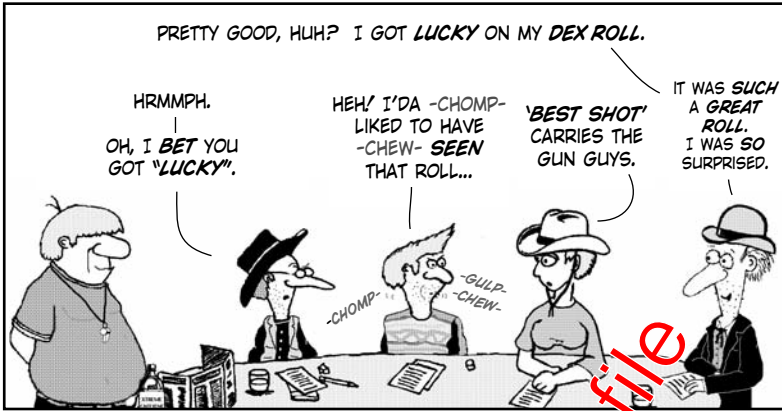
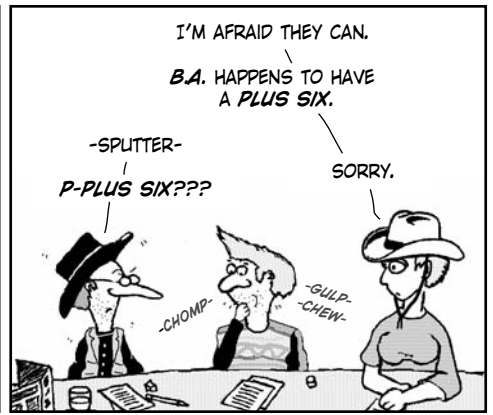
I WAS KINDA WONDERING ABOUT THAT MYSELF.

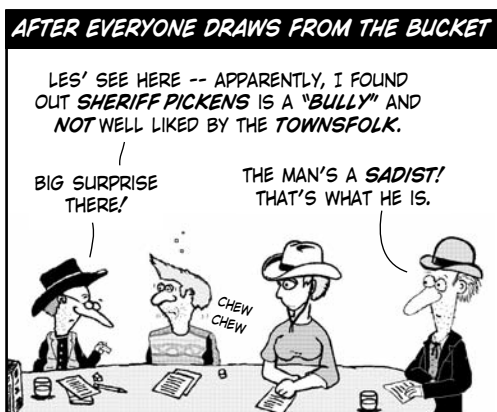
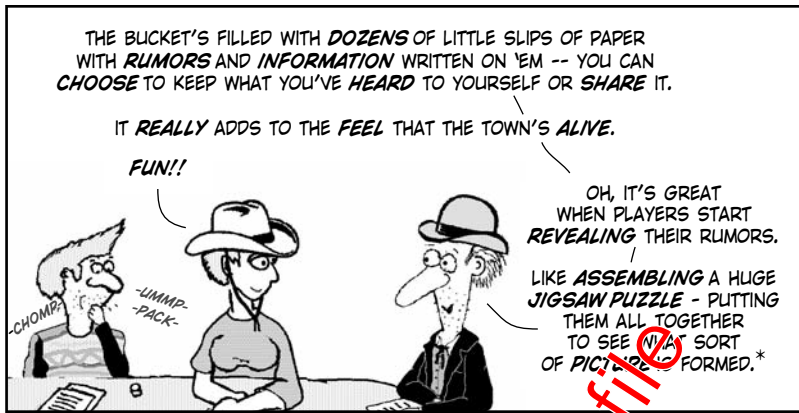
I'M THE OFFICIAL GUN-TOTER.

ACTUALLY BOB..



*RECAP: In [Bundle of Trouble v31](#), Brian stepped behind the screen for the first time in years. The game is Cattlepunk and the players have just stepped off the stage coach and onto the streets of the boomtown Lazarus.





* The 'RUMOR BUCKET' was inspired by KODT feature columnist John O'Neil, who does **Off the Shelf** each month.