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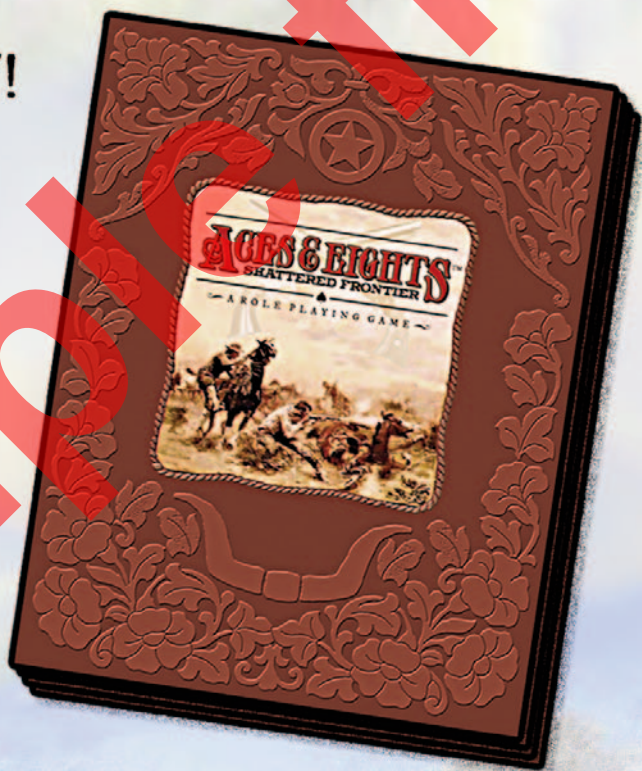


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Bill "Indy" Cavalier, Cosmo Joe
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ABOUT THE COVER

Jolly was inspired to retheme a classic 70's movie poster for this month's issue. We'll let you guess which movie it was.



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*. The **Knights** have gone far beyond anything Jolly or the D-Team (David Kenzer, Brian Jelke, Steve Johansson and Barbara Blackburn) ever imagined. In 2006, Jolly was inducted into the **Hall of Fame**. Now, with over 288 issues and over 90 trade paper backs under their belts, it's been a wild ride and we look forward to seeing where the **Knights** take us next.



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CRIES FROM THE ATTIC™

Editorial of a madman



CONVENTIONS... THE AFTERMATH

As the Knights and the rest of their pals from Muncie return from Gary Con, a lot of gamers can relate to the feelings and activities that come after such an event. Conventions are a rush. The aftermath takes some transition time.

After days of intense stimulation, crowds, games, tempting geeky offerings all around, when it is over, there is a sense of relief, and a bit of sadness. Recently, the Kenzer crew returned from Gen Con, and a lot of our friends are currently experiencing the aftermath of Game Hole Con, held in Madison, Wisconsin. If you are a vendor, like Weird Pete, there are the bone-wearying tasks of travel, unpacking product, and returning rental vans or trailers on time, and even planning for next year. If you are an attendee, you still have travel and unpacking, lots of laundry, and then perhaps time to reflect on the fun you had, and the people you got to see that you don't see enough of during the regular parts of the year.

Patty and her carload of friends are driving back, as she decompresses from the fact that things did not go her way in her favorite UN game. We have faith that she will forgive Lloyd for playing things his way, even if he was not the pawn she wanted him to be.

Brian certainly has a lot to recover from, after his unplanned hospital visit, and more. But, it is nice to see Pete and Bob are still spry and happy even after having unloaded a trailer full of stuff, but Nitro is a bit on the irritable side. Little Squirrely is just plain pooped out.

Because of the pandemic, a lot of gamers have still been unable to attend any gaming conventions for awhile, so they have had to live vicariously through their favorite KODT characters. We hope that things will get better in the real world for gamers who miss attending conventions in person. Whatever the case may be, the Knights have none of the real-world problems that sometimes get us all a bit down in the dumps.

Soon, things in the Muncieverse will return to normal, with Knights sitting around B.A.'s table, tossing dice and trying to gain every advantage. Patty will get her kitty back and Bob, Pete and Squirrely will man the Games Pit.

We hope you all enjoyed the convention-going of the last few issues, and are eager to see what comes next. I know I am excited to see what happens in B.A.'s game. I have missed him behind the GM screen, even if I loved seeing Sara back there.

Here is to wishing the Knights and our gaming friends a great convention aftermath, and many more years of gaming, con going and hilarious table stories. Perhaps we will see some of you at more conventions in the future.

Until then, don't stop reading, or rolling the dice with friends.

Game on, folks. ! And may all your hits be crits!

Barbara A. Blackburn

Barbara A. Blackburn

October 12, 2021

AND TO ANSWER YOUR QUESTION, BRIAN, THERE ARE **NO EXPERIENCE POINTS** FOR BODY COUNTS IN THIS GAME. THE VICTORY CONDITIONS ARE BASED ON THE **PLAYER'S ABILITY** TO USHER IN CHANGES AND INFLUENCE OTHERS **WITHOUT THE FORCE** OF ARMS. MAYBE THAT WILL SINK IN THIS TIME SINCE IT'S THE **FIFTH** TIME YOU'VE ASKED FOR AN EXPERIENCE POINT TOTAL.

WELL WHAT'S THE POINT IN PLAYING IF WE DON'T GET EXPERIENCE POINTS? WHAT A GOOF! JOHNNY WILL NEVER SELL THIS GAME.

I THINK IT SUCKS THE U.N. HAD TO STICK THEIR NOSES IN MY BUSINESS AND ATTACK ME JUST BECAUSE I NUKED INDIANAPOLIS.

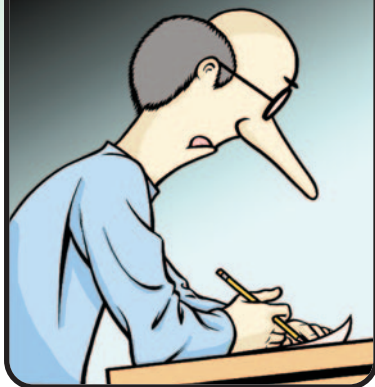
WHEN YOU'RE THE LAST GUY STANDING AND STILL PACKING NUKES, YOU DON'T NEED EXPERIENCE POINTS!!!



25 Years Ago This Month: Sept 2001: Dragon Magazine 233 — Brian can't resist pushing the "big shiny red button". This strip was the first mention of Johnny Kizinski — Jolly

TABLE TALK

Our Readers
Talk Back



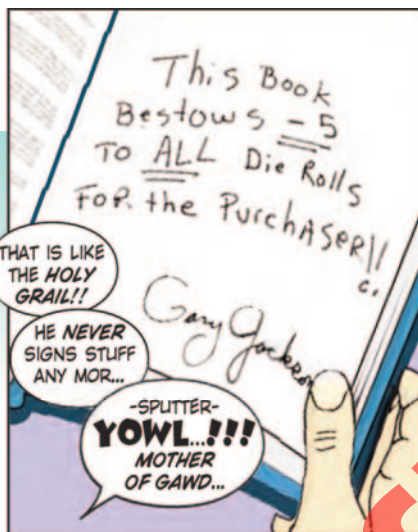
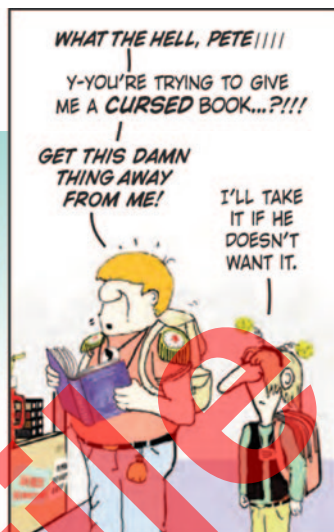
EDITOR'S NOTE: The mail just never seems to stop. While we make every effort to read each and every letter, it is not always possible to give a personal reply. Even if your letter doesn't happen to be published or if you don't get a direct response, rest assured you are being heard.

Remember, **KODT** is an interactive magazine. We want you, the reader, to be involved. So keep your suggestions, thoughts and opinions (constructive and otherwise) coming. Opinions expressed by readers are not necessarily shared by the editor or Kenzer and Company. Please be aware that due to space considerations, some letters have been edited and/or trimmed. — Jolly

PLAYING WELL WITH OTHERS

I've noticed in recent issues more and more letters popping up in the vein that depicting certain of the (shall we say) less nice **KODT** cast doing and saying bad things is the same thing as advocating said bad things.

I always saw that as more a concession to reality: sometimes people do and say bad stuff. And a comeuppance does not always happen.



Plus, as a humor serial, there seems to be more humor that can be mined from the flawed than from the flawless. (With rare exceptions. The Japanese series "**Haven't You Heard? I'm Sakamoto!**" exaggerates the lead character's perfection to the point he becomes ridiculous).

John Ellis

CURSED BOOK...?

Thanks for another great issue guys. I had to laugh at Brian's reaction when he saw the "cursed book", Pete was trying to give him.

I really love how superstitious the characters in the comic are. All the little rituals, PC Kill Dozer the twenty sider, the Bridenthal Luck Dampening Jar (I actually made one way back according to the steps Brian described in the strip way back when). I love it all. Which brings me to my question.

If I were to send you my HackMaster Players Handbook would you and Dave Kenzer sign it exactly the way Gary signed the one in the strip? I think it would be awesome,

George Poe

Nice try, George. You almost had me. Let me guess, you read about Newt's handiwork in **KODT** 287 in regards to Gary's scrawlings.

You are the third reader to ask. ;) — Jolly

Hoody Hoo!

I'll start with a shout out to **The Hit Pointe** for offering catalog sales, the only way to get stuff here.

Please don't kill the mage, I'm supporting the only local bookstore, I have access to at this time. I have slowly been ordering backissues of **KODT**.

Just recently I was able to acquire issue #23, **Dice Follies**. On page 11, it has the "Players Code of Conduct." We have updated that here at our table with a new rule that is as follows;

"11. A player shall not covet or touch a fellow player's character sheet, coupons, gaming cards, good luck charms or miniatures without permission."

We also amended #9 to include the "without permission" clause pertaining to touching dice. This allows the players to be able to use some discretion at the table.

I can't wait to hear back from you all.

Th smiles here when I show someone the latest **KODT** purchases lets me know just how appreciated you all are.

I can't tell you in words how much it means to us, so I'll have to let your imagination take over.

David B. Amberson
Big Spring, Texas

How to CONTACT US

- via ONLINE FORUM — Just pop over to www.kenzerco.com and visit our discussion forums
- via E-MAIL — Send your strip ideas, reader mail, back room fodder and questions to jolly@kenzerco.com
- via SNAIL MAIL — Or write to us at **KODT** c/o KenzerCo 309 S Dilger Ave, Waukegan, IL 60085
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September 16-19 2021

This year's Gencon was very special. Not only was it the FIRST Gencon in two years (thanks Covid-19) but it was a month later than usual, capped at 50% capacity and had a mask mandate. And...

It was AWESOME!! For four days we hung out with our fellow gamers, selling product, running demos, tossing dice. And not on incident or any drama.

It seemed everyone came to game and rub elbows with their fellow gamers. This is the way.

Many thanks to Peter Atkinson and his hard working staff for pulling this off. — Jolly

