

So, what is this?

A few years ago, I came on board with DriveThruRPG and, among other things, took over crafting and sending the Customer Newsletter out. Over time, I made quite a few changes to the thing, all with the goal in mind of making it more like a gamer magazine than a “sales rag.”

My major inspiration was memories of getting a new “Dragon Magazine” in the mail. I am talking, mind you, about the early days of that esteemed periodical – back when the publishers carried news, content, and reviews of products throughout the hobby. It wasn't just the D&D magazine – it was the truly defining magazine for our entire culture.

Of course, like most readers, the first thing I did when I got my copy was to flip to the back pages. That was where the comic strips were, you see, and I really enjoyed them. There were classic strips like “What's New with Phil and Dixie,” “Wormy,” and Larry Elmore's “Snarfquest.” Later on, you got all the great strips about gamers and their hobby in those pages, like “Knights of the Dinner Table” and “Dork Tower.”

So I realized that I'd need a comic strip if I really wanted to accomplish my goal. The only problem was that I didn't have any kind of budget to pay someone for a strip. At first, I explored trying to get access to older collections to reprint. That worked... not so well.

Besides, I knew that the best thing would be something new – something folks had not read before, and that they might genuinely want to get the next issue so they could see “what happens next.” I really liked the idea of being a writer for such a strip, but I also suffer from having **zero** artistic skills; my stick figures look like they have epilepsy.

I had heard about web-based programs that let you craft comics using pieces of cartoon art already drawn, so I did a bit of exploring. Most of what I came across just wasn't going to work for me; some programs were way too complex, with a learning curve I simply didn't have time to devote to, while others were so simplistic that I'd be stuck doing a poor imitation of [Dinosaur Comics](#) (which, by the way, is brilliant, but I certainly didn't imagine I could copy that trick and make it work).

Then I discovered [StripGenerator](#). For me, it has the right combination of ease-of-use and creative options. So, I took a crack at doing my own strip...

...and here we are, a couple of years later, and quite a few “Bring Dice & Chips” strips in the can. The thing is, lots of folks have joined the DriveThruRPG community recently, and they've not seen all the strips.

Thus, this collection. It's *every single strip* I've done for DriveThruRPG since I started, in chronological order. The collection includes the “Adventures with Ray” stuff and the “Big Irish” strips as well. Reading through from the beginning, you'll get to see where I kept getting Erik's name wrong (Eric? Erik? Make up my mind!), and other little mistakes here and there. You'll also get to see Clara's growth as a GM, her budding relationship with Dr. Chen, and just how strange her mentor, Ray, really is.

You'll also find out the truth about the “Buttery Doorknob Incident.”

In purchasing this collection, you've also donated money to a worthy cause (**Doctors Without Borders**). For that, more than anything, I sincerely thank you.

Enjoy!

Sean Patrick Fannon

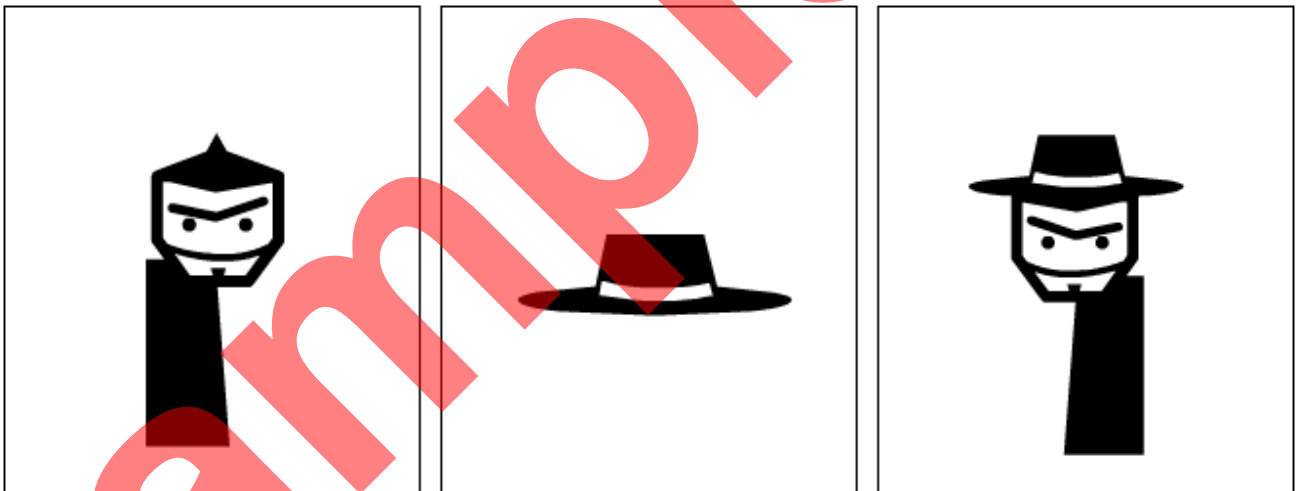
Marketing & Communications Manager, [DriveThruRPG](#)

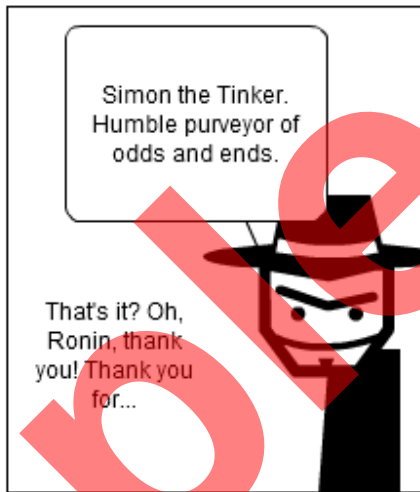
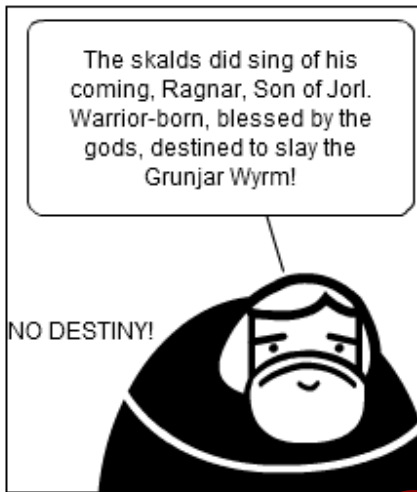
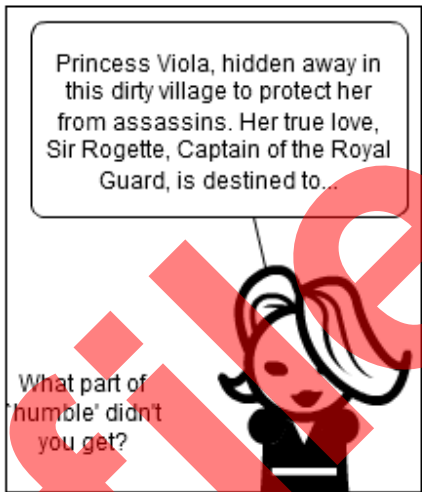
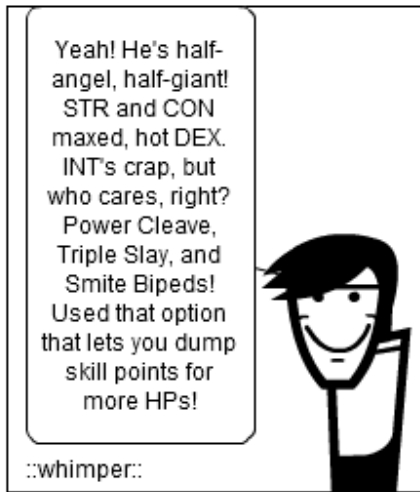
Creator and Writer, “Bring Dice & Chips”



This was the first one, and I was seriously making it up as I went, having just discovered the StripGenerator tools. Obviously, the art hasn't gotten any better (I mean, I'm not drawing it; I am dragging-and-dropping pre-made images), but over time, I did manage to figure out how to do some nifty things with the tools at hand.

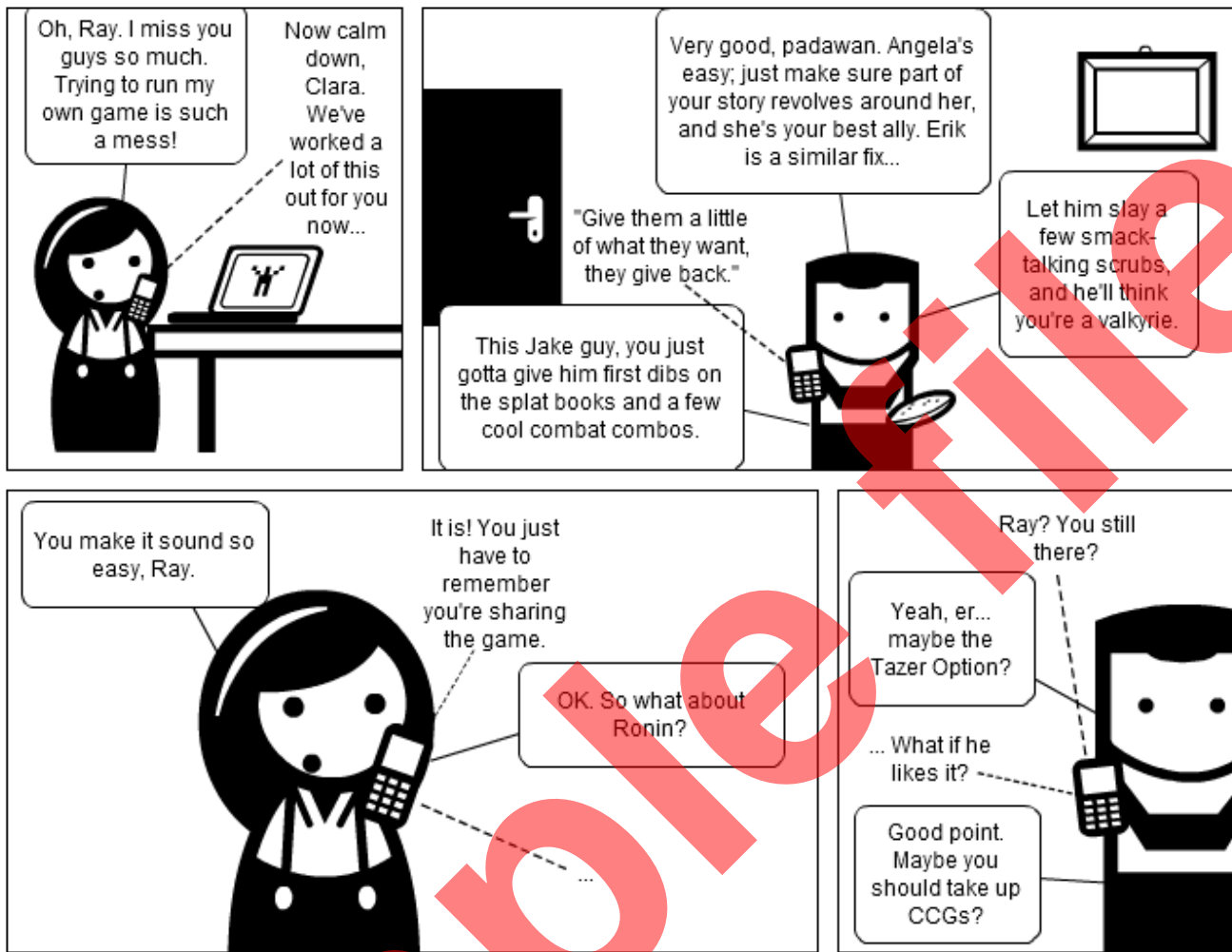
I can take some credit for Ronin's look, as I combined existing images to make him:





I'd like to think I gave a good idea about each one right from the start.

Sample



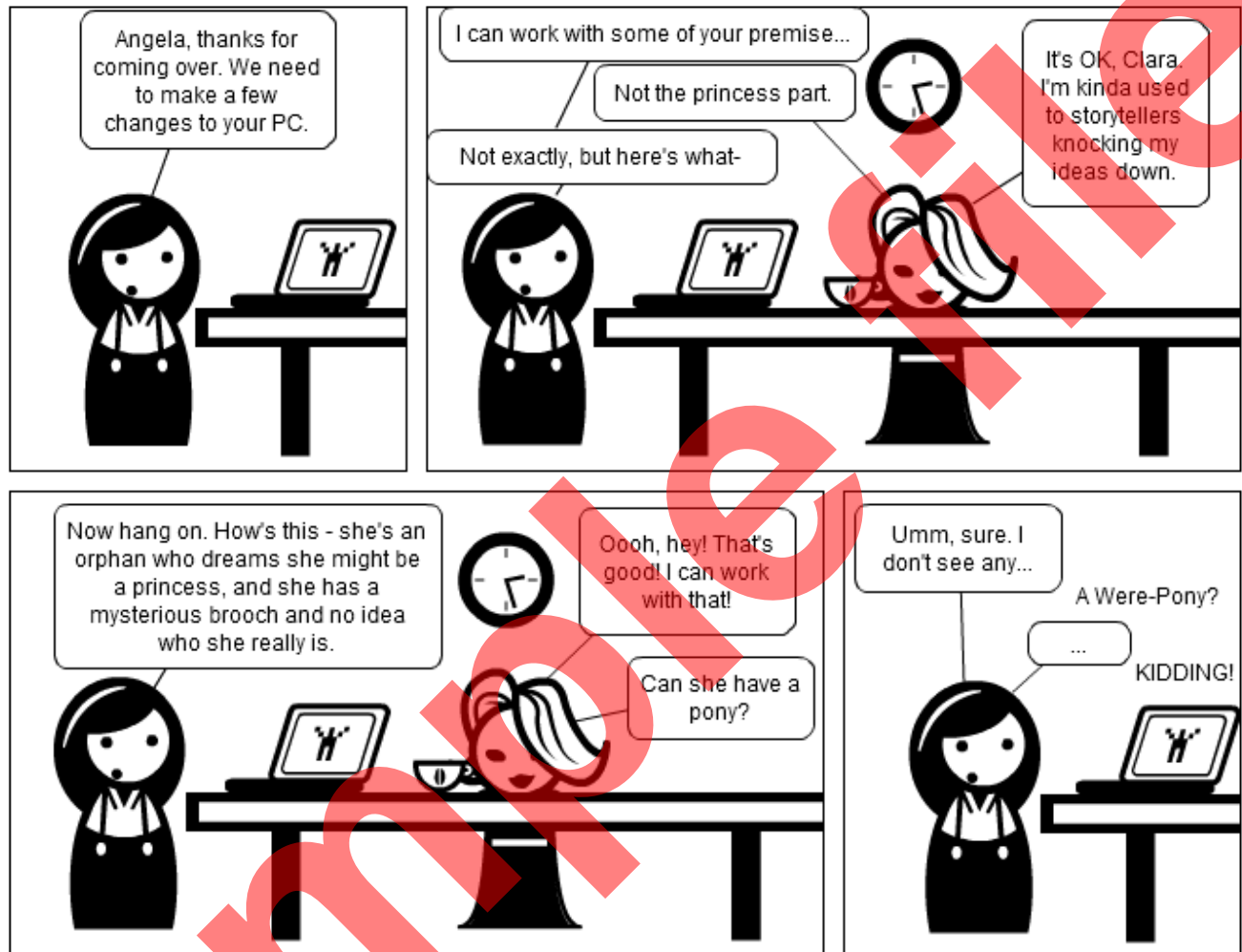
Ray is based *very loosely* on my friend Ray Greer, who was a mentor of mine early on in my professional career. *Honestly*, I think I learned much more about running great games from him than I did about anything business related.

I say very loosely because for reasons I cannot explain to this day, Ray came to life in my head and demanded to be the source of unreal absurdity in the strip. I mean, seriously, we all know some weird folks in our gaming circles, but I think we'd be hard pressed to find someone quite as off-the-wall as Ray.

I also think we'd be hard pressed to find a group of gamers willing to put up with what his does.

Meanwhile, Clara begins the negotiating process to get her players back to reality, so to speak...





I'll never forget the sound of Carinn giggling incessantly over the were-pony.