

Season 6 Episode 2

Gaming Conventions

0:00-0:35 – Song Intro

0:36 – Intro/News

Kevin: Welcome to 2 GMs 1 Mic, I'm Kevin

Joe: and I'm Joe

K: and this is Season 6 Episode 2

J: Today's the random thoughts episode in which we pontificate about cons and con games and stuff to do at cons and also some random thoughts on changing games

K: Pretty much, we went to AdeptiCon and we wanted to talk about it and see what other thoughts we could really glean from our con experiences over the years

J: Yeah, basically we wanted to talk about the con experience, different sized cons and maybe bullshit a little at the end if we get bored since we don't have a whole lot of con experience between the two of us.

K: Eh, we have more than the average bear

J: Probably, probably. Let's delve into that old box of memories and pull out whatever juicy nuggets of delicious golden fried wisdom that we can possibly hand to the folks listening right now.

K: I don't know about you guys, but man, that's making me hungry. Some juicy knowledge nuggets.

J: That's right, that's right.

1:48-2:22 – Music Transition

2:23 – Main Discussion

J: And welcome back, time to talk about Cons. Specifically right now, AdeptiCon.

K: That was, what, two weeks ago?

J: Yeah, we had to delay recording due to all sorts of stuff. So, AdeptiCon is the largest miniatures convention in North America, I believe.

K: Really?

J: Yeah! I believe it's the largest miniatures con in North America, definitely the United States.

K: Now, I've been to a couple of Cons for different kinds of things and while AdeptiCon was awesome because it had pretty much everything I love about a con, like miniatures and games, it was not very big.

J: It's pretty big as Cons go. For gaming conventions, it's pretty big. You figure, the smallest cons I've been to were maybe 80 or 90 people

K: Yeah, I've seen a couple of those, but it's kind of weird that that's the biggest miniatures convention in North America

J: Well, as I've said before when we talked about this previously, not on air, Gen Con is in a league of its own. Gen Con, Origins, Gamma. These three shows are very much not the norm for gaming conventions.

K: Well they should be

J: I agree, because I love the hobby and I think more people should do it. AdeptiCon, of course, is a miniatures convention. In fact, there were only two companies, that I'm aware of, offering roleplaying games and one of them is an RPG Skirmish game and that's **Wreck Age**. I love AdeptiCon. I have to go every year because it always falls on the weekend of my birthday and so I go there and spend waaaaay too much money. I bought a ton of shit.

K: I bought stuff, it was a good time.

J: I had a good time. So for everybody who's never been, it's in Schaumburg, IL usually – it's been in that area, so it's right by Chicago. It's free to get in if you're not participating in any games, you only pay if you're participating in games, which I think is probably the coolest part. Mostly because I don't play in con games.

K: I don't play in con games either

J: Did you play any demos?

K: No

J: I played a couple of demos. I played **Wild West Exodus**, I played **Endless Fantasy Tactics** – you did that one.

K: I bought that one.

J: I didn't play in a Wreck Age demo, We almost did a demo of that pirate game I bought [Sailpower]. The **Osprey** Gaming Booth was there in full force. They had a better set up than they did at Gen Con. They had a bunch of minis, they had all of their board games that are in print, some of their fiction gaming books and then, of course, all of the **Frost Grave** stuff and their war gaming line.

K: That was really cool to see

J: That was really cool, and **shout out to Osprey for being friends of the show**

K: Yeah they were very nice.

J: Yeah, the Skirmish Sangin, I don't remember the name of their company, but the people who publish Skirmish Sangin, they do a zombie game [**Skirmish Outbreak**] that I played at Gen Con, so I didn't get a chance to play it at Adepticon, I didn't feel like demoing it again. You know how I feel about zombie games, I go back and forth on zombie minis games. I happen to like **Two Hour Wargames: All Things Zombie**, because the zombies are played by the game. I actually really prefer that to one person plays the zombies and one person plays the humans. I find that to be a little – not so much one-sided as it is boring for the zombie player.

K: How would that even work?

J: Well, I have one, I can't even remember what the game's called, but it's based on the battlefield tactics rules by Mongoose, I don't remember what they call it. It's battlefield something [Battlefield Evolution]. It's their WWII and combat game based on the rules from Starship Troopers but refined. And there's actually a zombie supplement in which one person plays the zombie and one person plays the humans.

K: See, that feels inherently flawed.

J: It's not so much flawed as you don't end up playing just a zombie game. When I play All Things Zombie, what I like about All Things Zombie the most is that you don't have to have vampires or an abomination that does extra stuff, you don't need to have any special characters, whereas, when I do play an army... no one wants to play just zombies.

K: You should not be able to play just zombies because, fundamentally, zombies are mindless. There should be no tactics to them. They should just be moving and winning by numbers.

J: Right, and that's why I like All Things Zombie, because it follows that. The zombies follow programmed methods.

K: Which is wonderful, I don't know how anybody would be like "well, I built a zombie army," do you have a necromancer? "No, it's modern" what the hell is wrong with you. How is this a game.

J: Right, whereas most games do have zombie lords or necromancers or things like that when you build your army. Again, I like All Things Zombie the best, I have yet to find a zombie game that beats that one just because the game itself plays the zombies.

K: That game is a bit of fun. We've played it twice now and it can go a little long but it's still very good.

J: I think the coolest part of playing that game, and I've reviewed it on the show, I don't remember what episode folks, so you'll have to google it, [Review: 3.16 Mentions: 3.17, 3.18, 4.4, 5.8]. What I probably like the most is that I can use all of my modern terrain and the game always feels intense. Only in the beginning do you feel like you have the run of the board and you can do whatever you want. The game starts to get a lot of really good tension going. I think it really makes the "survival horror" feel and does a good job of keeping you feeling in the mode.

K: It's true, it does.

J: I also have their dinosaur hunting game [**Adventures in the Lost Lands**]. I think that one's pretty fun too.

K: It's funny, but it's never long

J: No it's never long. The dinosaurs kill you. That's the secret. The dinosaurs just straight kill you very quickly. Or, whatever group of hunters you bring, half of them always run away. God forbid you ever find a carnivore. When we played, I don't think we even found a carnivore, it was just a triceratops.

K: It stomped one person to death, all of the porters ran away and it was like "Well, guess we're going home, time to pack up."

J: Yeah, it was pretty ugly. Whereas in the zombie game, we usually have, you know, you end up with civilians on the board... I still want to play the campaign. I have two campaigns for that game that I bought and have never gotten to play. One is the first 30 days where you play two or three scenarios where you start off as cops investigating the first zombie attack in town and then you're dealing with a riot and then you start playing the National Guard and then you start playing the regular Army forces and then everything collapses. I think that is super cool.

K: Yeah, that does sound like a really good, fun way to play. I like the way the campaign system is set up in that game because of how much minutia and nuance there is to it, because you're no longer just waiting for "Well, I did this so now I follow graph C to this..." it's very fluid, very... not streamlined but it evolves as you go and you feel every consequence of every action.

J: Yeah, you could easily play The Walking Dead with this game. You could easily say "Alright, we use X amount of water, food and fuel between games," adjust the board and go.

K: [Rick Grimes voice] Set up the board and go Coral

J: Actually, one thing in the book, in one of the earlier editions, I think it's in the final edition too, you can actually roll up a random board

K: Random board, Coral?

J: Yeah, you can be like "We need food" and roll up a random board and it sets it up into quadrants and boom, you've got what you need. You can go hunt in the different houses and whatnot.

K: That's still pretty cool. I really like that game. It's very detailed in a good way

J: Very detailed without being slow. It's high roll, low: you're done.

K: That kind of game would be very good for cons because I don't like playing games at cons just because you encounter too many people that are playing to win and not playing for fun

J: Well, a lot of that has to do with the tournament aspect, I mean tournaments are all over at cons and I've never been a tournament player. I've played in one tournament my whole life and that was for **Starship Troopers** and that's because half of the tournament was my friend Zach, my brother and I, and then 3 other people.

K: Nice, pretty big tournament.

J: Yeah, I won best painted army, which I didn't deserve, but I was the only person who got gimmick points because I made my plasma bug glow.

K: Now, now, you deserved it. Your paint jobs are very good. And that plasma bug apparently was talked about for years afterwards.

J: It was, I did do that. I won best painted. My brother, Chris, was the only person to get 2 awards. He got the purple heart for never winning a game, but he got free minis because he was a good sport because he didn't get mad about it. I threw one game.

K: Really?

J: Well, because I told one guy exactly how the game was going to go. We played two turns and I said "Okay, here's the problem, you're using your heavy starship troopers," So like the ones in the battle suits, and I'm like "Here's what's going to happen, I'm going to come close to you, you're going to shoot at me, I'm going to react and then you're going to jump 24 inches and shoot at me again—" [Mic cuts out]

K: And that was a great story, Joe. Thank you for sharing. It's not like the mic died or anything!

J: I know, perfect continuity and everything. All of the breaths we take are all cut out. This is well done

K: Everything is just top notch, nothing missing, 100% complete

J: That's right, there's no missing anything.

K: It's not like my Social Security number isn't.

J: And shout out to the editor, Jay, you have done an excellent job this time

K: Shenanigans aside.

J: So, I tell the guy, "What's going to happen is you're going to move your troopers on, shoot at my bugs, and I'm going to react, move close and you're going to jump and shoot at them again, making me react and move closer so you can jump away and shoot at them again over and over until all of my bugs are dead." And he's like "Yeah, actually I am going to do that, there's no reason not to do that." And I said "I Know" so I threw the game. And that worked out. I mean, I ended up in the middle but I won painted. I think my friend Zach won the tournament itself and then Chris got his purple heart and free minis. But that was the only tournament I've ever played at.

K: Yeah, see I wouldn't want to play in a tournament just because I know that there are people that are sitting there, waiting in the depths of their dungeon, who emerge with their cheeto- stained fingers, ready to ruin your day, because this... this is their arena. This is their logic and reason.

J: That's actually what happened to Warhammer Fantasy Battles. So, the new version... I only learned this at AdeptiCon because I don't follow Warhammer, but apparently Age of Sigmar has no points. You just build whatever army you want and then they fight

K: What?

J: Yeah, they didn't design it for tournaments.

K: What?!

J: They just want you to play

K: What???

J: Yeah, I'm not exactly sure how it does that. That's what I heard, that may even be wrong, but that's what I heard

K: That's fucked

J: I agree

K: Fuck

J: Actually, I don't agree. I'm okay with pointless games. Well, I'm okay with games that don't use points. Maybe the balancing mechanism is in the characters. Maybe they know that you take a heavy, a light, you know, and a cavalry or whatever. And they know that they always balance out. I don't know.

K: I don't know either. I don't know what the people at Warhammer are doing anymore. Games Workshop has been an alien entity to me since 2006

J: They have their new Battlefleet Gothic video game, that's pretty exciting. I haven't played it.

K: They have the Mordheim video game, and I played that, but like, I don't – I have never actually agreed with the Warhammer model. Like, their business model as a whole, I've never really been into it. Their stories were cool, I was really into their fluff. Most of my good friends worked for them, and that's when I met them, when they were working there. But the company as a whole—maybe it's because we're dumb Americans or something, but... christ, they make really weird decisions.

J: Yeah, well, much like Wizards of the Coast, they're corporate controlled. Although, Wizards seems to have a certain amount of autonomy from Hasbro. GW, I'm not really certain what happened, I do know a lot of their designers jumped ship after they went public, so there's that. A lot of the famous designers are kind of all over the gaming industry instead of at GW. The other thing I don't like about GW is the

pricing. Their models are super duper expensive. Granted, they're beautiful, but at the same time they're super expensive. I mean \$90 for 3 models expensive.

K: Oh, I know

J: That's ridiculous. I mean, there's no reason to have them priced that high.

K: Last time we went into a Games Workshop was together and I was buying a pot of green ink so I could ink some aliens or something

J: Orcs, I believe

K: It was orcs, the guy behind the counter was just like "You gonna come back and play some orcs with us?" and I was like "No, I'm not" and he just didn't know how to handle that. He was just like "Why not" and I was like "You don't want to start this conversation," and he just was like "Why not" and just kept pushing it and I was like "Listen, buddy, I don't like your game" and he goes "Why don't you like it" And I said "because you've changed it too many times and it doesn't make sense anymore. Your models cost like, 4 of my children that aren't even born yet,"

J: Yeah, I believe I bought models that day and I was like "jesus, that's really expensive. The only thing worth buying is that box of orcs,"

K: He was sitting there like, "they're actually really well priced" and I go "they're not well priced, don't spout rhetoric at me, I'm not some soccer mom who's going to drop my kids off here so I can go get a mani-pedi. I understand the price point here. I understand they're high quality and you're at the top of the industry, but there's a point where I won't let you do things to my asshole."

J: Yeah, I mean honestly, the only way that I would play GW games at this point – and I'm not shitting on the games themselves, although I do find them somewhat boring and expensive to play—but I can tell you that I would play them in a heartbeat if I ended up moving somewhere that I had no friends.

K: I loved Warhammer Fantasy, I felt it was a great game, like 5th or 6th edition, it's one of those things that's in my bathroom for some light reading. I loved that game. I went to GW for like 3 hours every day for like 6 months. I played the shit out of that game with people, then they're like "here's the new edition, everything you love is gone. All of those miniatures you have don't look copasetic anymore because we've changed the art style and half of those special things that you liked and bought special bits for from like, discontinued weird sellers from all over GW land... you can't use those." And I'm like "What the fuck"

J: Yeah, I played 3rd edition 40k and 2nd or 3rd edition Fantasy and I was not impressed when they moved them up. You played a few versions after me, because I had the first edition that had the lizard men in it and I had a 1500 point lizard man army. For 40k it was the first of the gray editions, as I call them. They used to be all colorful and crazy and then they made them much more, I guess, darker with 3rd edition. Because with 2nd edition, the orcs all looked really weird and now they look like Mad Max, which is like Gorkamorka style. I played the hell out of Gorkamorka. Then 40k I played my Catachan imperial rangers.

K: Yeah, for 40k I played Chaos Marines and it got to the point where I'd actually bought a Tau army first and this was before Tau was the unlimited cheese beast that it is now. I was like "this isn't fun, I can't do anything unless I'm a space marine. Space marines have armor that pretty much goes off all of the time. All space marines are huge and have like 2 wounds. All my guys have armor that goes off maybe once and they have one wound and they have the same range as the space marines and we have to get equally close for you to walk in and just step on my face. What is the point." So I sold my Tau army and bought some generic box set of space marines and converted them all to Khorne and no one stopped me ever again

J: like I said, the only reason I'd go back to it is if I moved somewhere with no friends, although at this point I probably have enough stuff that I could convert people to games I like, but it's the only way I know that I can go to any game store and say "what night is 40k" and they'll tell me and I can sit down and play a game

K: I'm just liking the fact that Warmachine and Hoards is getting there

J: They are there—**Warmachine**, **Hoards** and **Malifaux** and **Flames of War**

K: There's more options now, which is nice. Beforehand you had 40k or you had nothing

J: You're right. I could go play Flames of War or Warmachine or Hoards or Malifaux. Malifaux seems very popular

K: I have no idea. I haven't heard anything about Malifaux in years

J: I've watched it, there was a ton of it going on at AdeptiCon. I do enjoy the game, I do enjoy watching the game. I think Wild West Exodus tickles me a little more. I actually like more historical type westerns. So, Malifaux is a fantasy western, Wild West Exodus is a sci-fi/fantasy western. I would rather just have normal western with werewolves, you know. Just monsters in it. A lot of them go into big motorcycles and hover boards and laser guns and stuff. Malifaux goes all dark magic. Malifaux is also diceless

K: Yes it is, it's played with cards and stuff

J: Mhmm. Yeah, you use playing cards which can be pretty cool unless you're mixing it up. That's why I like Deadlands where you mix it all up.

K: The reason I like Malifaux—I don't play it, but I still like their company—is because I have heard so many stories from like firsthand accounts of people that I know in real life that have actually talked to the people that own the company and they have personally contacted their gaming store saying "I happen to know for a fact that your customers like my game, why aren't you stocking it?" And the guy's like "I can't afford it" So they say "let me cut you a deal so you can get some people into the game." So the people that own the company are not just faceless, soul sucking beasts. I think, for me, that's important when I come to investing in games. I am petty as hell. If I don't like you, everything you produce is garbage. I don't even care. Like, Hitler could cure cancer and I would still hate Hitler. It's that bad.

J: I've actually spoken with the Malifaux guys in the company. I talked to them at Gen Con and a little bit at AdeptiCon and the one guy remembered me, so

K: That's good

J: Mhm, I wanted to talk a little bit about their roleplaying game, maybe in a future show.

K: maybe

J: I was pretty impressed with the stuff available for **Frostgrave**. I was unaware that Osprey had partnered with Northstar miniatures to actually make Frostgrave minis. I thought the game was always going to be played with your own minis. Osprey doesn't seem very interested in doing their own miniatures, so they seem to license the Frostgrave stuff to other companies.

K: That's probably the way to do it

J: Yeah, I mean, there's plenty of miniature manufacturers and sculptors and whatnot out there. But they seem to be doing pretty well. I think that Frostgrave is truly the first game to really challenge Mortheim from an equal footing, because it's a modern Mortheim.

K: Well, not to disparage Frostgrave in any way shape or form, but Mortheim hasn't been in print for like 15 years

J: I know, and it was, until Frostgrave, probably the most popular skirmish game. Now Frostgrave is rapidly catching up on it, at least online.

K: Well, that's not very hard all things considered because if you look at it, are you going to sit there and keep playing your same 14 year old game? Now, in the gaming industry that's a standard thing, you've got those people who won't give up that game that they've been playing for the last 30 years, but variety is the spice of life and the internet has changed the way we look at things. We no longer have to mail in for what new book is coming out. We can just go to the store or go online and find something new. I don't think that Mortheim, in its original packaging, is going to survive this storm

J: No, there's a lot that's happened in miniatures games that has modernized the way they're played. That seems to have occurred around when Starship Troopers came out. It's really the last 15 years that miniatures games have really gotten innovative, in my opinion, and you're starting to see more of those innovations creep in. Frostgrave has a lot of those innovations, has a lot of those new methodologies and new ways of playing, mated with a robust and strong campaign system. So that's why it's a Mortheim killer. That's why I dig it. Did you see anything new at AdeptiCon that you really liked?

K: There was nothing that really tickles my fancy, because I'm weird and a lot of miniatures games have that "Alright, so you wanna play World War II" no, I don't want to play World War II because it happened, I studied it, it's very depressing. I don't want to be John Smith in the tank division who burnt to death in this battlefield in this area. That's a little too morbid for me. I want toy fantasy fun times to be completely devoid of the toxic reality that is the real world.

J: And I agree with you. The reason I stay away from WWII games is similar, I took History 350 which was just WWII and History 444, the Holocaust, so I've had enough World War II out of my whole life. I mean, I dig WWII, it's fun to read some of the histories. Same thing with World War I, but I did graduate level stuff with it, I don't care all that much. I would be much more interested in "What if's," which is why my brother's been playing Flames of War for a long time and he finally sucked me into playing Team Yankee, which is their World War III game. So it's 1986, he's playing the Russians, I'm playing the Americans and apparently next summer the Germans are coming out, they're doing east and west Germans. So I've got an American army and I dig it. That's all of the things I picked up there. We both picked up Endless Fantasy Tactics.

K: We did, I mean, I've been looking at Endless Fantasy Tactics for, what now, 3 years?

J: I have too, I mean, the book, I may end up talking about the book in the Favorite Game of the Week segment, I don't know yet. I haven't decided. Obviously we don't record everything all at once. But the Endless Fantasy Tactics game itself, I know more about that than I do the fluff. The game itself, I think, models Final Fantasy Tactics pretty damn close

K: It does a very good job if it. Pretty much it is a physical representation of that game.

J: Right and even the fact that instead of measuring, you use squares, so you actually have to build out a squared out terrain board is really cool and I find the technical challenge of that to be one of my draws to the game, 'cause you know, it's not really my bag, that game. But, I knew that you and Amanda would play it, so I got the book and we all got minis and so now I'm going to build some game boards. I was at Lowes last weekend picking up tile for my foyer, and there is a tile that's one inch squares of different textures all in white, and it looked almost like a plain field of snow. I told Alison, my wife, I was like "dude, I could just buy that, that's a snow board right there." I think I'm going to buy wood squares and individually glue them to things or make little wooden things to hold them up and make a terrain board for us. I haven't decided if I'm going to build something from scratch or do what you suggested which is build boards that are static modular or static

K: I think static is probably the way to do it, because then you can do so much stuff and make them look really nice

J: That's kind of what I was thinking. I agreed with you. I was thinking instead they wanted to do 15x15 inch boards, I was thinking of doing 15x15 inch baseboards and then making like 7x7 terrain, the way you said, non-modular, and then make the sections modular and then that way we can still play on different boards, they can still look cool, but we can just piece them together.

K: While that is an interesting idea, that would require a lot of technical thought, whereas I think it would just be easier to make a 15x15 board and then design it around that and say "This is a board, now it's done.

J: Yeah, we have the gorge, the cliff, the bridge, kind of make a couple different boards

K: Yeah, like ice mountain and stuff like that. You'd have a terrain for every kind of aspect. Also, there's campaigns that have the campaign setting that have how the board should look, we could just emulate those

J: Yeah, that's kind of what I'm thinking. I don't know when I'm going to start my first one. Probably soon, because my miniatures are primed, so I've got them primed, I've got a painting station in progress, and then from there I'll be able to decide exactly how to paint them and get them ready to go.

K: So, AdeptiCon, Overall: Excellent time

J: Yeah, I had a great time. Like I said, I got Endless Fantasy, I got some Team Yankee stuff, I picked up that boat game that I can't remember the name of, I picked up a bunch of new Wreck Age stuff, because Wreck age is fantastic, and yeah

K: And for the most part everyone looked like they showered!

J: Yeah. It was pretty good. Obviously it's like, small cons that aren't Gen Con, it was still overwhelmingly male. As opposed to Gen Con which has started to become very family friendly and overall very gender neutral

K: Very true

J: So, I had a great time at AdeptiCon and I'm going to go next year and I look forward to going again. Are you going to go next year too?

K: Probably, I mean it's only an hour away

J: Yeah, it's worth it

30:54-31:24 – Music Transition

31:25 – Kevin and Joe's Favorite Games of the Week

K: And we're back

J: Yep, did you like that Segue? I thought we transitioned very well from one segment to the other.

K: Well, I just can't believe that we got on that topic of that Dinosaur

J: I know, Jesus, you guys, you know, we had to do that dinosaur talk like 4 times to get it to take, so hopefully it's still there

K: Vampire froot loops

J: I know dude, that's right. Walrus diggers

[giggling]

J: Anyway, aren't we talking about favorite game again? For the 3rd or 4th time

K: Yeah, favorite game of the minute now

J: Yeah favorite game of the hour. What's your favorite game of the hour?

K: Well it's rugby today.

J: Rugby? Okay

K: Rugby was invented in 1436 by some guy who liked to rub on ghees

J: Yeah, me gusta futbol

K: But no

J: Alright, so what's your favorite game

K: So, the game I've picked is **Halls of the Mountain King**, which is a Pathfinder Supplement from Kobold Press, and it is designed for levels 8-12 and you can read in the book how much they love, love, loved the mines of Moria, so they wanted their own mines of Moria. This is their homage, their tribute to the wonders that is the mines of Moria. It's all based around dwarves having this wonderful mountain and it's got like crazy mithril and all kinds of wonderful oar and it's very rich. The people that live there prosper ridiculously. So the evil Mamun finds out and curses all of the oar to cause a greedy sickness so the mountain itself becomes tainted with – all of the mithril is just evil now. If you collect it, the more you mine, the more greedy you get and you just want to kill everyone who comes near you. So, the mountain is sentient and talks to the priest and priestess and tells them "Hey, this is going on, you need to not mine me." So, certain dwarves that are able to understand it warn everyone, start locking up the mountain and purposely divert everyone away from the veins of the stuff. Eventually all of the wealth dries up and they have a dragon come and watch it and you get sent on this wonderful adventure into the mountain. The hook is actually pretty cool because the adventurers run into this clockwork dwarf who's being ripped apart by people in masks and the dwarf is just shocked into not talking and you give it pieces of itself but it can't move so it offers you a reward to take it back to its place. As you take the clockwork dwarf back home, they're like "Hey, do you need a job, do you want to come with us on this caravan to go here" and you end up on the mountain of mysteries abound and its pretty cool

J: It's a pretty monstrous adventure

K: It's huge, there's so many chapters. I think there's like 6 or 7

J: Is it just full of maps? Is it a huge dungeon? Or a really well put together minis setting

K: Its more than just a dungeon, there is a dungeon and you go through multiple delvings of it, but there's so much you can do because there's so many players at work. There's entire hooks and mysteries to resolve. There's this one part where you encounter some people on the mountain and they tell you this beautiful elaborate story that's completely believable but you find out that they're actually

servants of Mamun and their minds have been altered so that the fake lies are all they remember and so they purposely mislead you

J: When I see an adventure that size, because that's a full size book, it's probably 128 pages or 150

K: 160

J: Which means that that's a campaign, that's less of an adventure. I mean, for us that's a campaign. That's probably 6 months' worth of playing.

K: There's so much to do. There's so many details and it's really well thought out. So the clockwork dwarf is called Rabscuttle and he is a continuous key to the whole event. He's older than all of the other clockwork automatons. They even addressed, if you're not using the clockwork people from their multiple settings that is fine because he can be essentially a golem. Everyone thinks he's a magic golem. He has sentience and he functions but he's ancient as fuck so he starts to become alzhimery, so as he's doing that, there's entire portions of it where it's like "Roll on this chart, he does this weird fucking thing" like here's one where he starts screaming that he's trapped, he's like "oh my god, there's a boulder on my legs I can't move help help help" and he does that for 15 minutes straight unless your characters pantomime lifting a boulder off of his leg

[laughing]

J: That's an awesome thing to add

K: There's a bunch of them, like parts where you bring him into the mines and he starts giving you a tour, only he's giving you a tour of things that aren't there. Like "This is the wonderful throne of the emperor, this is where my brother's cousin used to live. He sat right there"

J: And it's just like a rock?

K: Yeah, he'll be in areas that just aren't real. But the thing is, they tell you some of his insane eccentricities have nuggets of truth in them

J: So you need to be really careful about how you use him

K: Yeah, you have to be really careful. You can't just have him be completely fucking ridiculous. There's one part where he goes to the center of the camp and he's like "Attention everyone, everyone gather round" and then just starts muttering to himself, raises his hands in the air and walks away

J: it actually sounds like a pretty good adventure. There's a lot going on. From what you've described it looks almost like a campaign. Like its own setting and everything.

K: Well it's based off of their Midgard setting, like that giant world they have built and it's around those areas, so it all inter connects perfectly. It does a really good job of tying everything together and to give you multiple hooks to be there. It can also affect other characters in other books, so you can encounter characters that are mentioned or lead into story hooks for other books. I personally feel like Rabscuttle

is my favorite. I think he's designed to be that way because he's so hilarious. But, some **spoiler alerts**, if you want to run this skip ahead a few minutes because one of the cooler things is [**spoiler starts**] the caretakers of the mountain get a dragon to hoard the mountain to watch it but she has a child so she wants to leave that mountain for her child and go get a bigger fortune, but while the dragon's daughter is sleeping there, Mamun's acolytes take the tainted metal and pour it down her throat and drive her insane. So now you've got an insane dragon that's trying to hoard a mountain and on top of it all, the mountain is sentient, but the mountain is also toxic. So guess what, it wants to hoard itself. So it's like "I'm doing this for your safety, dwarves, don't mine me because I'm for myself. So beautiful, perfect mountain." [**spoiler ends – 39:40**]

J: That's crazy, so basically the deeper in you go, the deeper the insanity goes

K: Oh yeah, there's just so many horrors lurking for you

J: That sounds really cool. I'll have to read that. So my favorite game of the week is **Dark Albion** by the RPGPundit published by Dom Publishing. It is inspired by the same stuff that Game of Thrones is inspired by. The author once said that he wanted to do to medieval England what Warhammer Fantasy did to Early Renaissance Germany. So Dark Albion, Albion is the name of the country. It looks just like England. In fact, many of the names are the same. It is a slightly fantasy version. Monsters are real and magic is real

K: Just like real life

J: Right, and it uses the—it's an OSR game. It's ostensibly written for Fantastic Heroes and Witchery, although the campaign was originally written for Lamentations of the Flame Princess and it's completely compatible with any of the old D&D versions. I happen to really like Fantastic Heroes and Witchery, but that's beside the point. So, Dark Albion, like most of Pundit's semi-historical mythical games, he doesn't give you a specific year to set it in, he lays out the timeline and tells you to start it anywhere in the timeline. So he actually sets up what are called "Future timelines" so you can see where history moves and decide where the PCs are going to go as a GM. The main differences between Albion and our world, because it is through a mirror darkly. Robin hood is there, the Merry Men of Sherwood. They are very scary. There is no catholic church, instead it's the Church of the Unconquered Son that worships Mithra in its Jesus figure. The clerics are men and women whose miracles have shown them to be a member of the clerical order. They're taken as children and then raised to be warrior monks, so they do actually fit into the unconquered son's hierarchy. The rest of the religion works exactly like medieval Catholicism. You have the same names, so York and Lancaster, fighting for basically the death of the Plantagenet throne. It's got a series of events that occur there, so you've got the Wardens of the North and the Percys who are the wealthiest in the kingdom and they're fighting each other and there's this nasty civil war going on. You've got the agents of chaos running around as the bad guys. Everything in this world is lawful or chaotic, there is no neutral really. You can use any of the alignment systems. Clerics are always lawful. They can be lawful good, neutral or evil, but they have to be lawful. Creatures are all chaotic. Anything that's not human is dangerous to humans, so all things are considered dangerous. Also, it's a low fantasy and low magic world. He says that there's 2 or 3 NPCs that are level 9 and that's as high as

they can go. You can go up to 14 or 15, but at that point, people all over the world have heard of you. Basically by level 5 you are famous throughout several counties. A +1 magic item shouldn't show up until 4th or 5th level. Of course, at the same time, there's no creatures you're going to run into that need magic weapons to fight, other than potions and scrolls. Those are not common enough to be sold, but they're common enough in the setting to show up. The magic system is actually based on summoning demons. So there's an alternate magic system in the book. You can use standard D&D magic for the magisters. Magisters are people who have mastered chaos enough to have some respectability and they are educated by the Magisterium in either Oxford or Cambridge and they come out as Magi. There's another system based on the actual goetia, which is a medieval grimoire about summoning demons, and they have a sub-system in the game if you want to do it that way as well. Summoning demons, of course, very scary. The rest of the world is not very much fleshed out. On the continent, evil frogmen have taken over France, it says this is specifically a joke because this is an Anglo-centric [Kevin Groans] There's still humans, but the evil frog men have taken over after the 100 years' war crippled France. The rest of the continent is mostly humans as well as mostly worshippers of the unconquered son, as well as a few pagans, but you don't really deal with a lot of the continentals. This game is mostly England. In fact, it has a hex map of England and goes into the hexes and gets pretty detailed about it

K: He loves hex maps

J: Yes, he's a big fan of them. He had them in Arrows of Indra as well. In Dark Albion there's a lot of really neat tools for the GM because he loves random tables. There are encounter tables and weather tables and rumours and things to encounter in a city and all that kind of stuff. It's a very cool, very dark, very low magic setting. It's basically my favorite type of D&D. Early renaissance, knights are knights, everything is shades of grey and everybody dies a horrible, bloody death if they don't die of scrofula.

K: I would play that game, that sounds fun

J: It even says in the book, you can go hunt goblins in the mountains or you can cross the wall and fight the Scotsmen or even go further and fight the Picts. There's a lot going on. His campaign which he mentions in the intro, he made everybody make 2 characters. He made everybody make high social status characters to do intrigue and war stuff, and then lower class characters to do the "Big Damn Heroes, go clean out monsters" type thing and alternated sessions

K: That's kind of interesting

J: Yeah, you can actually do quite a bit. He, of course, tampered with the history, so a long time ago, England was actually controlled by the elves who are the Fae and so their ruins dot the landscape. So it's actually not the Romans, it's the Arcadians, the elves' empire that dots the ruins. It's pretty cool. I would run the game a lot like Game of Thrones meets History's Vikings. That's how I'd run the game.

K: That's pretty fun

J: It would look a lot like Vikings and Game of Thrones mixed together. I think it would be a very fun game and I think it's a very fun game and I recommend you check it out. So what's the Dragon got for us?

K: Well, the Dragon has nothing

J: So he's got fuck all, huh?

K: Yeah, it's because he's been playing too much Rust, like me.

J: Oh man, that's a game I wish my computer would do. How is Rust?

K: Rust is fantastic. For any of you who don't know what Rust is, it is a survival genre game where you have to survive in a pretty much barren landscape and survive the horrors of mother nature and animals and starvation. Also, you play it on online servers and other players will kill you and harvest you for meat and steal all of your stuff

J: You can eat people?

K: Yes, you can eat people

J: Oh man, I did not know that

K: Yeah, you can eat people. So pretty much I've been playing rust for – I got it for my birthday which was last Friday, which probably means nothing now, because this is probably going to be released in a few weeks, but it was my birthday and so my friend got it for me and so we've been playing it and I have logged 70 hours as of like last night, in a week. So I think I have been playing it a little bit too much

J: Yes, but it's a fun game

K: It's really fun. It's got really good building controls, it's got all kinds of funness and dealing with people is always unique. So yeah, I think it's by Face Punch studios or something. It's the guy who makes Gary's Mod, if you know what Gary's mod is. Rust is actually pretty popular. So if you've got 20 bucks, check it out. It's in early Alpha.

J: Rust is one of those games I really, really want to play. And speaking of play, let's go on of into Currently playing

48:03-48:43 – Transition Music

48:44—Currently Playing

J: And welcome back everyone from that wonderful musical interlude

K: Are you feeling good? Are your vibrations on high?

J: They should be because it's time for us to update you on our currently playing madness. D&D died an ignomynous death due to everyone stopping gaming for a couple of weeks.

K: It happens, and it happens frequently

J: Right. So now we're playing **Deadlands**

K: We're playing original Deadlands, not current Deadlands.

J: Right, we like the classic system more than savage worlds and so we're playing the original system Deadlands. So far, we've made characters and it's been pretty cool

K: Everyone is excited to play and we will have much to talk about when we actually get to play

J: mhm.

K: But yeah, D&D has died, now we are playing Deadlands.

J: Next episode, we'll tell you what we're playing next. I know we're still excited about 7th Sea. As of recording, we finally got our Swashbuckling Heroes PDFs, so we all got extra PDFs, yay. But I'm pretty excited about Deadlands. I'm actually mixing the Devil John Moulton with the books I'm reading now with the show Deadwood with the movie Unforgiven and Tombstone

K: These are all things that Joe does all of the time

J: Yep, so I'm mixing a bunch of stuff together. I think it's going to be good. I think you guys will like it. I'm really looking forward to getting into the nitty gritty of killing you guys

K: Excellent

J: I think that will be fun. I think getting some six shooters out will be quite a bit of fun

K: Alright then. So, from the world of yesterday into the world of tomorrow, we wish you Adieu.

J: Yep, call us, e-mail us, tweet us, this was the lamest currently playing ever, but, you know... I know you'll forgive us. Unless you really think it's totally lame, which you should leave us a voice mail or e-mail us or tweet at us or type on the facebook bout how mad you are at our stupid currently playing.

K: And then maybe you should offer us suggestions for new shows or what you want to hear more about or what we should be playing instead of our currently playing that's crap.

J: Yep, we should be doing more and more stuff so you guys, please send suggestions to the e-mail, the twitter, the facebook or the phone number so that we can talk to you because I know there's more than just 1 or 2 people listening.

51:10—Exit Music

51:20 – Credits

K: 2 GMs 1 Mic is a 3 Die Stunt production hosted by me, Kevin, who is very sick of Joe's anus. Co-hosted by Joe, who's anus is leaking, and edited by Jay Dehlinger, who's anus is probably in normal repair if not

better than most. The intro song is "Roll the Dice, Make My Day" Stick Jones remix by the Mustard Men. Transcripts by Amanda, who has no anus because she's a woman and nothing but sunshine and rainbows happen there.