

# THE LOG THAT FITS

#15

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TONIGHT'S EPISODE: A MIGHTY SHORT ISSUE

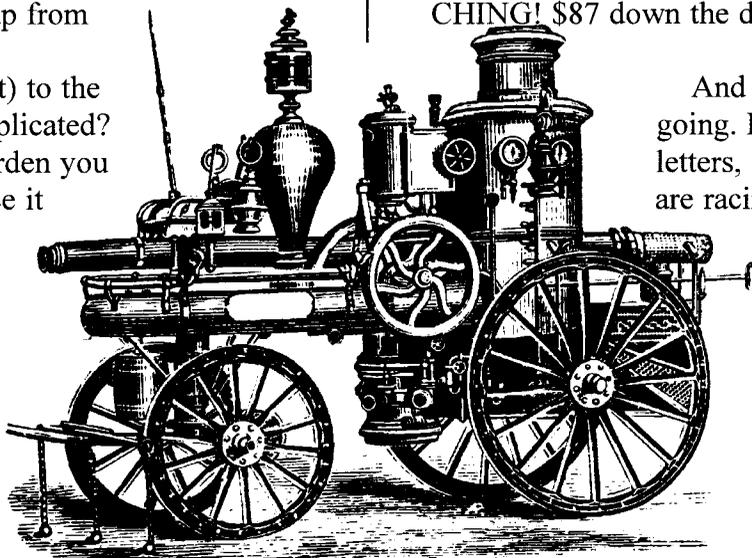
Well, before I forget I'd better tell everyone that my email address has changed. Actually, it has only *sort* of changed; I have a new shell address (pmaranci@tiac.net) and a new SLIP address (maranci@tiac.net), but a permanent forward has been set up from my old shell address (maranci@max.tiac.net) to the new shell. Sound complicated? It was. But I won't burden you with the details. Suffice it to say that I'd suggest using the pmaranci address to email me from now on—just for safety's sake.

## The Horror of It All

I've no shortage of horror stories I could tell. The radiator hose on my car ripped open this month, stranding me with a dangerously hot engine on I93 north near the Tobin Bridge split—a spot hundreds of feet in the air, with no exit for a long and dangerous way in either direction. It was 2 AM on a Sunday night...and the funny thing is that I was stranded in the exact same place at the exact same *time* a couple of months before that, with a burst tire.

My computer has been something of a horror, too. The CD-ROM went dead...after numerous trips to the repair shop, they discovered that the sound card was the source of the problem. What a pity! It was just off the warranty. CHING! \$87 down the drain.

And now the monitor is going. I can make out the letters, but wavy little lines are racing up and down the screen. The CD-ROM drive has been coming up with error messages lately...which inspires me to make a small observation...



**OH MY GOD!!! IF  
YOU VALUE YOUR SANITY,  
DON'T BUY A PC FROM MAIN  
BOARD COMPUTERS OF  
WALTHAM MA!!!**

And now, a roleplaying horror story. ☺

A number of times I've created characters with rather strong personalities that are distinctly different than my own. Such characters give me a chance to do some energetic and dramatic



This was her personal challenge: to overcome her natural standoffishness just enough to secure the support of the others.

Another player in the group took a strong dislike to her—or at the time, I thought it was a between-characters thing. He began a campaign against her, at first in minor ways and later with obvious hatred. He enchanted other

roleplaying. However, like many other devotees of deep roleplaying, I have often found that those who are unfamiliar with that style of gaming are confused and antagonized by such characters. They've never seen anyone play a character with anything other than the player's personality, and resent the baffling roleplayer.

Some eventually get the idea, and go on to develop their own deep roleplaying techniques. Others get angry and strike out at what they perceive as a troublemaking player. I've noticed that in such cases the degree of anger—and even hatred—can be surprisingly intense.

One time in college, I found myself playing in an old-fashioned AD&D game. I wanted to try something new; for the heck of it, I rolled up a female half-elven magic user. I called her Holly Frost. Her personality was cold, logical, and somewhat ruthless; she didn't want to take a chance on warming to anyone (her name was indeed somewhat metaphorical), but she was intelligent enough to know that a certain degree of friendship was necessary to have adequate assurance of backup from the rest of the party.

party members to join his "side", tried to steal her share of treasure, and in general made life difficult and the game annoying. It got to the point where a number of the other players (though not me) would lose their tempers with him.

Holly's reaction was typically logical; she simply weighed the aggravation of his behavior against the usefulness of the party as a whole to her. If the time came that the equation became negative overall, she would leave as quickly as possible. In the meantime, she watched him carefully.

She was ideally equipped to do so. The GM appreciated good roleplaying; Holly usually garnered the most XPs in each session. As a result, she was a 5th level magic user, with an excellent selection of spells. Chief among these was Invisibility, the perfect spy spell. With perfect logic, she cast Invisibility on her familiar, a (naturally silent) cat, and set it to follow the crazed character around and keep an eye on him.

Lucky for her that she did! The loony PC made a beeline for the nearest tavern. The cat

followed him in, silently and invisibly, to see him posting a notice on the bulletin board. It was a pathetically obvious solicitation for an assassin to kill Holly Frost. The fee for the job: a selection of Holly's possessions (though the best items were *not* included on the list—apparently the character planned to keep them for himself). He then continued on to all



the other taverns and inns in town to post identical notices.

Amused, Holly informed the rest of the party about this. After a quick trip around to rip down all the notices, they confronted the obsessed PC. When his attempt to claim that Holly had framed him was not well received, he made a sudden attack on her and tried to run for it. Another party member paralyzed him with a spell before he could get away. Holly then walked over to the crazed PC and calmly cut his throat.

Just in case, I made sure to make it clear that the action hadn't been personal—that the kill was both necessary and in character. The other player agreed that there was nothing personal about the situation.

In the next session the player brought in a new character: a half-elven female magic user. Bare minutes after bringing the character in, she made an all-out attempt to kill Holly for no reason at all—the GM was surprised as anyone. It was clear that the player had somehow lost his mind. I was never able to play in a game with that guy again. That wasn't too great a loss, though. To tell you the truth, he was a pretty bad roleplayer.

### I Wonder Where It Went?

Yes, I'm sorry to say that the Wonder campaign is either dead or in indefinite abeyance—I'm not sure which. Scheduling problems made it impossible to pick a day that every player could make, and after four non-sessions it seemed that the path of wisdom would be to give up. I hope to start it up again someday (perhaps in six months), but for now Wonder has ended. It's ironic, since I just found an old notebook with dozens of ideas for scenarios.

On the other hand, I don't feel comfortable giving up so easily. And I've done so little roleplaying in so long...I really do miss it.

Therefore, IR semi-regular **Mark Sabalauskas** and I will soon be co-GMing a new game.

We discussed several possibilities, including a classic AD&D1st campaign. But sentiment finally led us to chose a classic **RuneQuest 2** campaign instead. We'll recapture the fun of playing in Pavis and the Dragon Pass region. We'll try to make the game as much like the old days as possible—no weird races, cults or esoteric material from the Glorantha Digest will be used. The campaign will be episodic, allowing Mark and me to alternatively play and GM. I must say that I'm looking forward to playing again, after so many years!



### COMMENTS? COMMENTS!



Yeep! Time is running short. I'll have to delay comments until next issue—sorry! It seems late summer really is a bad time for writing, though I don't know why. Still, there should just be enough time for me to make

good on *one* promise: the return of a feature from the old days in The Wild Hunt.

I think that it has been just about a year since the last issue of TWH came out. I've waited far longer than some others, but the conclusion seems unavoidable that TWH is pretty much dead; I still have a couple of hundred dollars on account for it, so I'm sure I would have received the new issues if any had come out.

That being the case, I might as well resurrect some of my old favorite features and columns from my TWH zine, "Rack & Rune". These aren't reprints; just new material on an old subject.

Yeep again! I just glanced at the clock. There isn't time even for that. Guess I'll just have to do an extra-large issue next time. In the meantime, take care everyone! And don't forget to write. ☺

—>Pete

**COLOPHON**

The *Log That Flies* #15 was gestated in a *P. Maranci 31.4 brain*. Much of the text was then written with *PC-Write 2.5*, an ancient but serviceable villain word processor.

The text was formatted for desktop publication using *Publish-It 4.0 for Windows*, a cranky but cheap DTP program.

The DTPed document was printed on an Okidata OL400e 300 dpi laser printer.

Why do you keep reading these things? ☺

—>Pete