



1) RPGaDay 1

Q. Who would you like to introduce to RPGs?

A. No one comes to mind.

2) RPGaDay 2

Q. What is a great introductory RPG?

A. One that is being run by a sensitive, imaginative and understanding GM. Probably nothing with extra complicated rules.

3) RPGaDay 3

Q. When were you first introduced to RPGs?

A. When I was in my late teens, 15 or 16 a friend of mine bought a D&D starter set and I bought a copy of Keep on the Borderlands. We didn't actually play but poured over the rules. Later in grade 12 at Vincent Massey Collegiate in Winnipeg I joined the gaming club where I was briefly involved in a Tunnels and Trolls game. RPGs didn't become a major part of my life until university when I joined the wargaming club and then it was roleplaying all weekend long!

4) RPGaDay 4

Q. Where would you host a first game?

A. Probably at Prairiecon our local gaming convention. The main reason I go there is to run games.

5) RPGaDay 5

Q. Why will they like this game?

A. Because I would try hard to make it fun for everyone and keep everyone, especially me, amused.

6) RPGaDay 6

Q. How would you get more people playing RPGs.

A. Expose them to a fun, welcoming, inclusive game in middle school or high school I guess.

7) RPGaDay 7

Q. System Sunday: Describe a cool part of a game you love.

A. Call of Cthulhu is one of my favourite games and I really like how the Sanity mechanism works with your mental equilibrium being slowly eroded by exposure to the Cthulhu Mythos. It's one of the best game mechanisms ever.

8) RPGaDay 8

Q. Who introduced you to RPGs?

A. What an oddly repetitive question. Wasn't this day 3? Anyway, besides the brief introduction in high school I would have to say my real introduction to hard-core roleplaying was in first year University in 1981 where I met the gaming group I still play with 41 years later. Craig R. ran Universe an old SPI sci-fi game, Doug St. ran Dragonquest, another old SPI fantasy game and I also played in a D&D game ran by Cam E. and a superhero game called Champions ran by Tim L. That October saw the second WinGames convention, the first one I ever attended. I started playing with Doug Sh., Ron G., Martin C., Jeff N., Grant M., Henry S. and a few others whose names escape me¹. Other than Doug Sh. and Ron G. who have both passed on I'm still playing with Doug St., Grant M., Jeff N., and Craig R. We've added Darryl A. and Gary H. to the mix who I've only known for forty years or so as well as my son Owen who I've only known for 25 years. And Bill C. who I've known for a long time but only role-played with for a few years now. Besides the core who are still in Winnipeg or recently moved back we get together electronically from Edmonton, Nanaimo and Singapore. A good bunch and a good introduction to the hobby that's given a lot over the years.

9) RPGaDay 9

¹ Arne G. , Neil W. and Neil C. sprung to mind after posting this.

Q. What is the 2nd RPG you bought?

A. Well that's an interesting question. Not sure that I remember. It was either the white boxed set of D&D or a copy of Gamma World. This would have been the late 70s or early 80s so I don't know if it would have been an original copy of the white box or a reprint. Probably the latter. Anyway, never played either but I do have a set of the original Gamma World miniatures as well. There was a figure wielding a two handed axe in there that I used for gaming for years and years. I did a horrible paint job on it so a few years ago I stripped a bunch of those old lead figures (yes lead) but still haven't gotten around to painting any of them. In fact have touched a modelling brush in quite some time ☹️

10) RPGaDay 10

Q. When did you/will you start Gamemastering?

A. Another one that's at least a little lost in the fog of time. Must have been 1981 shortly after Call of Cthulhu was first released as that was my first system I used to run games in. I ran a no doubt silly scenario set in Manitoba (something I've recently returned to in both Call of Cthulhu and Superworld). The scenario involved something ominous happening in the area of Bisset. Sadly at the time I knew absolutely nothing about anywhere in Manitoba outside of Winnipeg.

It's a condition Manitobans call perimeteritis named after the ring road (Perimeter Highway) around the city that protects us "big city" dwellers from having to interact with the rest of the province. Anyway in my ignorance and too lazy to head to the library and read a goddamn book in those pre-Internet days I assumed that Bisset, a mining town on the rocky Canadian Shield would have sheep rearing so the main sign of Mythos infestation was an outbreak of betentacled sheep. (Where they flaming too or am I getting that mixed up with one of my bizarre Champions characters, the Battering Ram? He had a flock of dependent sheep and an arch-nemesis in the Cattleman. The Cattleman showed up at one of our missions and spent quite some time circling overhead in a helicopter setting sheep on fire, punting them out of the helicopter and mocking me. The Battering Ram of course couldn't fly and had to stand there impotently as all his dependents perished. I can still feel my frustration).

Anyway despite its real world lack of sheep of any kind, tentacle or not, Bisset was the locale. Super ironically one of my players, Grant M. had been born in Bisset because his father was a mining engineer. He knew better even if I didn't. Other people I remember or assume played were Jeff N, Doug Sh, Ron G., Henry S. and Doug St. There may have been others but I do not recall. Bisset has made an appearance in my current Superworld game set in an alternate 1930s. It's the site of a former gold mine that was transformed by Halley's Comet in 1910 into a mine for a substance called Neutralium which neutralizes super powers. Much closer to what Bisset would have been like in 1932. No tentacle sheep anyway...though they were mentioned by the players at least two, maybe three of which were there in 1981 for that first scenario.

11) RPGaDay 11

Q. If you could live in a game setting where would it be?

A. I cannot imagine myself wanting to live in any game setting. The whole premise of game settings is that they're exciting and dangerous. Thanks, but I'll pass. The world we live in is stupid enough as is, I can't imagine any published game setting being any better. Fluffy comfort world? Socialist paradise? Besides all my stuff is here and I do not want to box it up for a move...

12) RPGaDay 12

Q. Why did you start RPGing?

A. These are all great questions if they weren't asking about stuff that happened over four decades ago. I have no idea. I've always loved fantasy, it's still my favourite genre. I was reading stuff like Andre Norton and Edgar Rice Burroughs way back when. A friend with similar interests got the rules for D&D way back when we were teenagers though we never did anything more than read them. And then in high school our gaming club had a Tunnels and Trolls game going which I played in very briefly. I still have the gargoyle character I rolled up on a 3 x 5 index card. And then came university and some serious hardcore RPGing. I still prefer running to playing but now I'm blessed with a great wife, two wonderful children, a granddaughter who's an adorable monster and a GM who runs his games on alternate Saturdays with mine. Life is good.

13) RPGaDay 13

Q. How would you change the way you started RPGing?

A. Why would I want to? It got me where I am and I'm fine with that.

The picture to the left from 2016 popped up on Facebook so it seemed appropriate to repost it. A bit greyer but no beard.

14) RPGaDay 14

Q. Suggestion Sunday: Roll a 1D8+1 and tag that many friends and suggest a new RPG to try.

A. No, I hate tagging people, too intrusive in other's lives. Instead I "rolled" a D8+1 and got a six and I will list seven RPGs that I think are absolutely worth a try and fun. I will not be explaining my reasons for choosing any of them nor will I specify



editions. Here goes in alphabetical order:

1. 13th Age
2. ACE! The Awfully Cheerful Engine
3. Call of Cthulhu
4. Paranoia
5. Powers & Perils
6. RuneQuest
7. TORG

15) RPGaDay 15

Q. Who would you like to Gamemaster for you?

A. I'm quite happy with Craig R. the gent who is running the every other Saturday game I'm playing in. Not honestly interested in playing with anyone else as a GM at the moment. I really enjoy his games and the comfort that comes with familiarity. Not that the campaigns are overly familiar just that I've known the people I'm gaming with for decades. Stuck in a rut? Maybe but it's a comfy one.

16) RPGaDay 16

Q. What would be your perfect game?

A. Let's see some place with comfortable chairs, quiet snacks (if that's possible), good Internet connection, good table height, good friends, good laughs and the right mix of gameplay and amusing side bars. Being well prepared. The system's not as important as the people you're playing with and the person game mastering. And everyone getting the chance to play if they want. Basically a bunch of friends getting together to roll some dice (even if most of them insist on rolling virtual dice, ugh) and have some laughs. That sounds pretty perfect.

17) RPGaDay 17

Q. Past, Present, or Future? When is your favourite game set?

A. Another odd question. When is my favourite game set? My favourite genre is fantasy but past, present or future is kind of relative to when you are. Fantasy doesn't have to be past. My favourite game and setting I guess is RuneQuest and Glorantha but we're taking a break from each other. The setting I suppose would be considered past based on the technological level but it doesn't really have any connection to the so-called Real World. I'm really enjoying my present game of Superworld which is set in an alternate 1930s Canada. I love working real world bits in with all the silliness. Humans are way too attached to labels and classifications.

18) RPGaDay 18

Q. Where is your favourite place to play?

A. I guess it's my basement. That's where I've been running and for the last couple of years playing. You can see it in the picture from Day 13. It's a semi-finished mess of a place where I've spent half of my gaming time in the last 41 years so lots of memories. Hasn't hosted anyone but me and my son for over two years now but maybe we'll get back to some face-to-face gaming this fall. We'll see. Other memorable places, various universities and colleges (University of Manitoba – some very strong memories there, Brandon University, Assiniboia Community College site of various Prairiecons), other people's homes (the communal residence at Water's Edge and of course the home of my late friend Doug Sh.)



19) RPGaDay 19

Q. Why has your favourite game stayed with you?

A. I guess my favourite game would be RuneQuest in Glorantha. That certainly seems to be the game I've run the most in various campaigns over the years. Why has it stuck with me? The system is detailed enough but not overly complicated. I like the D100 system. A lot of the like is probably because of familiarity. Perhaps if I had played more D&D when I was younger that might be my favourite thing but I never played that much. The setting of Glorantha is enjoyable and offers a lot of opportunities for different types of games. I've been gravitating towards simpler games because I don't have the energy for anything too complicated. Of course I'm not playing RuneQuest right now and don't have any plans to start up anytime soon but it's still my favourite games closely followed by what I think is the best adaptation of a setting Call of Cthulhu which I haven't run in years.

20) RPGaDay 20

Q. How long do your games last?

A. Depends on whether you mean sessions or campaigns. Sessions have been running lately from 7:30 – 11:00 PM or so Central Standard Time. We're not getting any younger so we get tired. Besides which one of my players is in Singapore and he's playing Sunday morning. As far as campaigns go I am terrible at keeping them going. I get distracted by shiny new systems, bored with what I'm running, or in one memorable example they implode. The longest lasting campaign I've ever run started in 1993 or 1994 and ran until 2000. Then it took a break until 2018 when it finally crashed and burned in 2020. I have started and run many a campaign which only lasted for a couple of months. The only systems I've run that lasted for quite a while have been RQ and CofC. I did run a longer Powers & Perils game as well. The list of short lived campaigns is terribly sad. I struggle actually to think of any campaign I've actually brought to a proper dramatic end. I suspect most have just fizzled out. If the players are lucky they lasted for a while. I am definitely going to have an ending for my current Superworld game. Hopefully it will be satisfactory for someone other than me.

Systems I've run for more than a few sessions

RuneQuest
Call of Cthulhu

Shortlived Campaigns

ElfQuest
Powers and Perils
Stormbringer/Elric!

Ones that flamed bright☺

Astonishing Swordsmen and Sorcerers of Hyperborea
ACE!
13th Age

21) RPGaDay

Q. Setting Sunday. Share an intriguing detail from a game setting you enjoy.

A. I'm going to be selfish and talk about my present campaign which is set in an alternate 1930s Winnipeg called Assiniboia. The idea behind the setting is basically that it's Winnipeg with many of the wishes people at the time had.

- It's called Assiniboia instead of Winnipeg which was a popular choice in the 1870s.
- The main streets are Queen (Portage) and Victoria (Main).
- The elaborate avenue between the Legislature and the new City Hall planned before the Great War was actually built.
- Queen Victoria was turned super empathetic by the advent of Halley's Comet so she had a positive affect on relations between men and women and whites and other races. To the point that the world is better than our own when it comes to racism, sexism, etc. Better, not perfect.

- When Halley's Comet passed through in 1910 it granted super powers to a great many people, plants and animals. One of the earliest super groups was a group of super hero freedom fighters in Panama who kept the Panama Canal from being finished. This led to Assiniboia keeping its importance for transportation.
- Throw in some standard Pulp things like airships and a canal of sorts linking Assiniboia and Edmonton and you've got a somewhat familiar yet different setting.

22) RPGaDay

Q. Who is your current character?

A. After many years of being the main GM in my gaming circle I am now blessed with another GM in the person of my friend Craig. He's running a unique system called Our Better Angels where the characters can influence people and perform actions through the use of words that describe their personalities and physiques. The setting is two villages squatting in the ruins of an Elder race along the shore of a mighty river. We know little about the Elder race or the greater world around us but we've learnt our ancestors were their slaves. My unique knowledge is about the siege engines they left behind and I create new ones and help organize the defenses. I have also gained the ability to not so much fly as fling myself through the air at something I can either see, or am familiar with. It's not for the faint of heart! My name at the start of the campaign was Will Peak Jr. but when we learned that Peak was the name of the Elder who owned our ancestors I persuaded many, but not all, in my family to change the name to Pride so I proudly call myself Will Pride Jr.

23) RPGaDay

Q. What situation is your character currently in?

A. Let's see, right now our characters are exploring along the big river we live on trying to determine the causes of some strange surges along the river as well as just learn more about our environs. We've also encountered somewhat sloppily built wrecked boats built by a somewhat unfamiliar race to us. We've also discovered magical artefacts like the belt buckle that lets me fling myself at things, another pair that are much less useful for now, three we sunk to the bottom of the river without properly examining them, a metal hook used to bind slaves, an entire island palace controlled by a single metal plaque, stones that can be used to communicate at a distance by writing on them, and various sentient humanoids we've never encountered before. Well except for that one guy who was part elder and talked about properly enslaving us again. Him we killed and destroyed the remains. He was the source of the magic buckles. We also seem to have sneaky people wearing odd clothes living amongst us. Lots of fun.

24) RPGaDay

Q. When did you start playing this character?

A. Earlier this year. Can't recall exactly.

25) RPGaDay

Q. Where has that character been?

A. Well, we started off the game in one of two settlements, Coal or Iron and that's where I've been. The outside world is way too dangerous and someone has to oversee the defenses!

26) RPGaDay

Q. Why does your character do what they do?

A. Why does anyone do what they do? Because they thought it was the right thing to do or it seemed like a good idea at the time. I suspect all of my characters do what I would do in the same situation if I only had more confidence.

27) RPGaDay

Q. How has this character changed?

A. He's gained the ability to fling himself magically and changed the family name. Other than that not much.

28) RPGaDay

Q. Bonus Sunday. Roll 1D8+1, tag that many friends with your favourite RPG cover art.

A. Again, I don't tag people and I'm not really an art person. I "rolled" a D8 and got a 1 so here's the cover of my favourite game and a picture of a bunch of Glorantha stuff.



29) RPGaDay

Q. Who would you like to see take part in RPGaDay.

A. No one springs to mind.

30) RPGaDay

Q. What should #RPGaDay do for its 10th anniversary next year?

A. More of the same I guess?

31) RPGaDay

Q. When did you first take part in RPGaDay?

A. 2014 maybe?