

So I made a home brew RPG. It was my attempt to have a stream lined version to introduce to my friends who have never played a table top before, it also was to encourage my game savvy friends to step in and forget big complicated sheets and just have fun. Well one of my players had so much fun.

An experienced player and myself sat and talked about our charismatic friend and the possible way he would play. He thought he would be lost and confused only chiming in if another player told him to do this, that or the other. I thought he would be like a puppy getting brought into a new home. Running around trying out anything it could. Looking back now I was sort of right. Except to put it into a very vulgar sense yeah the puppy was brought home, but instead of exploring out of curiosity. It wanted to find any and everything to hump.

At first it was a cautious 'Oh OK so this is how I do general things'. Fine cool. His first action on his own went like this:

Walks up to guard

"Hello I'm Popeye I'm from a cave called Louisiana"

Guard *"Go away citizen"*

Him *"I'm just a lonely Chickenmancer (my game is a little weird, deal with it) looking for work"*

Guard *"How about I pay you five gold to service me, be off with you"*

Him *"No how about I service you and pay you ten gold"*

The offer had been accepted and yes he did, what you are thinking

He goes to the tavern says he can't remember anything gets drunk picks a fight with the town mage, the other PC's and whomever else might be there. Passes out wakes up tries to fight everybody else in the morning goes off on his own comes back is seen by the same guard who gives him a hard time. He starts a fight with the guard who is leveled up way more than he is right now. Through some lucky dice rolls nearly kills the guard. Before the fight ends other guards break it up and it gets casually mentioned that the guard paid for sexual services the night before. So then the guard not the player gets taken away for soliciting a prostitute. This lowers the guards standing in the surrounding area of interest. This helps the game get moving. I didn't account for any of these things transpiring.

This same player would then go on to have another character in the same campaign. Not because of death no. it's because he lost the sheet and was like "Naw I'll just get a new character." I give him a drunk monk. This way he won't try and use weapons. If he drinks too much he passes out. It's a measure to curb some of the things he does. Well, that doesn't matter to him. He becomes a murder hobo and, as a monk, a man of religion who tries to kill and maim all the NPC's, every single one.

If a character took a smart tone with him they were as good as dead. So I had to try and keep him in line a little bit. Not trying to go past my boundaries, but I built the game and these people are my beta testers and I need to have certain rules put in to keep some order. I create a system of vows. This is to just curb some of the un-monk like behavior that he has going on. Not total control just to bring it back in. this all because he almost started to kill off PC's. He is a great guy but when he gets into the game there is no chill. With the vows in place everything is ok again. Turns out he was just testing the boundaries. He found ways around them. He is really convincing and lucky with the dice. Using the rules to his benefit. If I wasn't trying to keep up with him by running the game it would have been great to see.

He did exclaim at one point that he found a goal. In my mythos there are 127 gods. He wanted to kill Every. Single. One. There are rules for it in game so it's not impossible...while he had this goal in mind he found out what a lich is. Then he made a deal behind the backs of most of the players with a necromancer. He had them help in the killing of an entire town. This isn't an evil campaign this is just him following through with a promise he was a monk named Wong Qui Whay. He disavowed himself and became a necromancer. Using the proper channels of course. He then changed his name to Wong

Whay. Then this sparked a big fight within the city they were in. With the combined power of some of the other players and a silver dragon, he was killed. It's not done there. He made a deal with death herself. This so that he could come back to kill the necromancer that had made the pact with him. Take the extra soul that the dragon had inside of him. And finally for some personal beef he had. So he takes the extra soul. He kills the necromancer. He's doing this as a death lord (deaths personal assassins) he looks to the player that delivered the final gunshot to him. Then takes off the players left arm and leg. Leaving him there bleeding out.

So one destroyed town. A city that was plunged into civil dispute and dead bodies everywhere. Not so bad for his first campaign.