

One Thousand and One Nights and One Night

a role-playing game campaign design 'zine

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G. Washington Slept Here

This month, I start of year 3 with an actual play from the *Corvis Monkey Troupe* that happened last year. The Episode 1 (over the next few issues) write-up is authored by my friend GM, with additions and modifications by me. I hope this inspires you to play! Enjoy!

Actual Play: *Savage*

Colonial Gothic, Season 1

Last fall, my friend GM ran a game of *Colonial Gothic* (Rogue Games) using the *Savage Worlds* (Pinnacle) rules. Later, I took over the campaign for Season 2 of the Campaign, giving GM an opportunity to play. Here are some of the notes from both our games:



Episode 1: Sic Semper Waxman

Excerpt from: AGENCY Report
5 March, 2025

Subject: WAXMAN, CONRAD
Follow-On Report

CONRAD WAXMAN first came to the attention of this AGENCY on 21 September, 2012 as an associate of ROBERT PEABODY (deceased) and was subsequently followed (see attached file). On 14 December, 2012, WAXMAN spotted our AGENCY tail and, in a panic, fled to PEABODY's lab. WAXMAN was followed by another individual, current name unknown (see attached photograph and file) who broke into the lab.

Conroy Waxman, played by CM, is a college student at NYU and Rutgers (Newark). In December 2012, he attended an Amerind anthropology presentation at MOMA and noticed a man watching him. The guy gave him (continued on Second Column)

Colonial Gothic, Episode 1 (cont.)

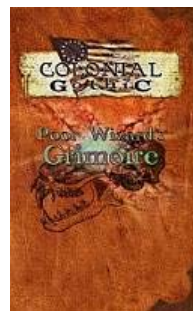
the creeps, so he leaves. He discovers that he's being followed, so he runs over to his friend's lab. His friend is Professor Bob Peabody, with the NYU Physics department. Both of them are American Revolution re-enactors and Bob had been holding onto Conroy's re-enactor kit.

Bob mentions that he's been working on temporal studies and made a breakthrough. He can send things through time/space and is very excited about this. His machine is in the lab downstairs and he's got a lot of neat things to show him. Waxman mentions the creepy guy and they talk a bit about re-enacting.

Excerpt from: Agency Report
5 March, 2025

When our response team arrived, there was no evidence of WAXMAN or the unknown individual on the premises, the lab was destroyed (see attached photographs and file) and PEABODY was dead by an unknown cause (see autopsy report). Note physical trauma of body matches that of previous cases #AT-4328R and #ER-657Z. WAXMAN was not present at either previous case and we are continuing our investigation of the unknown individual's whereabouts in those cases. Analysis of the equipment provided our technicians with enough evidence to suspect use of STREAM technology.

Suddenly, a creature breaks into the lab,



followed by the creepy man, who calls out "At last, after so long, you are finally mine" in a French accent. Peabody pulled a pistol and shot at the creature, yelling at Waxman to make a run for the lab proper. Waxman picks up his kit and they both hustle down the stairs, with the creature and the mad Frenchman behind them.

Peabody shoved Waxman into the machine and sets the controls. As the machines starts to (continued on Page 2, First Column)

Colonial Gothic, Episode 1 (cont.)

hum, the creature breaks through the security door and kills Peabody, throwing him into the control panel as the machine activates.

Excerpt from AGENCY Report
5 March, 2025

Reports pieced together from a variety of sources, including the data obtained from PEABODY's equipment, provide the following information. WAXMAN appeared near the CHARLESTON NECK, MASSACHUSETTES, 17 June, 1775, during the Battle of Breed's Hill (colloquially known as the Battle of Bunker Hill). WAXMAN was transported via STREAM technology, without the usual cross-travel safeguards and (we assume) conditioning in place. He met with two compatriots, EZEKIAL THEODORE HOLLINSWORTH III and SAMUEL PICKETT (see attached files). Backgrounds on HOLLINSWORTH and PICKETT are obviously staged but we are unable to clearly identify when/where they were inserted into the STREAM.

Ezekiel Theodor Hollinsworth III, played by me, and Samuel Pickey, played by MW, were watching the Battle of Bunker Hill. We established that Ezekiel and Samuel are cousins, with Samuel the older at 26 to Ezekiel's 20. They hear a thunderclap, with no clouds in the sky and turn around in time to see Conrad Waxman fall on his ass behind them. While Samuel goes to help the man up, Ezekiel looks around the sky for thunderclouds.

They all get acquainted, then Samuel and Ezekiel notice that the battle turns against the Americans as they run out of ammunition. They both agree that it's time to leave as the militia withdraws. Ezekiel witnesses General Warren being killed in the final wave of the assault of the Red Coats on the battlefield. As they leave, they encounter a squad of British Regulars along the main path and run off the trail into the woods, getting shot at but receive no injuries.

(continued on Second Column)

Colonial Gothic, Episode 1 (cont.)

Things start quickly not adding up with Ezekiel and Samuel about Waxman, such as the strange clothes, the mountain hiking back pack, and the iPod that accidentally comes on when they're running away from the Redcoats. The weak and transparent dissemblance on Waxman's part does not help.

Exerpt from AGENCY Report
5 March, 2025

WAXMAN, HOLLINSWORTH and PICKETT retreated from their position, coming under fire from several squads of British regulars, and made their way to the nearby town of NATICK, MASSACHUSETTES, where they entered a tavern. AGENCY field representative WILLIAMS spotted them there and proceeded to plan an extraction for further interrogation.

A few miles later they come to a copse of trees, and Waxman is encouraged to change into some less conspicuous garb. Some commentary on his Rutgers sweatshirt and his "Historians do it in the stacks!" t-shirt takes place, as well as inspection of some of his items, most notably a coin dated 1978 on it and a fine Colonial Officer's jacket that hasn't been in use yet. Also, his rifle is very much an excellent piece, better made and worth a lot more than either of their firearms. Waxman fobs off an explanation that the rifle was a bequest from his father. Once changed, they go to a local tavern in Natick for a pint or two, see Sally the Busty Barmaid and get some nice garlic sausages.

After Waxman goes to the privy, his iPod chirps up again with Judas Priest's "Breaking the Law," followed by Billy Idol's "I Don't Need a Gun." Ezekiel and Samuel think it may be a snuff box with a man's soul trapped in it. Someone, a rather rough and evil looking villain, notices from the bar and Samuel and Ezekiel close ranks quickly.

Next issue, I'll continue with the adventures of Conrad Waxman, Ezekiel Hollinsworth and Samuel Pickett, as well as introduce some new player characters!