

# One Thousand and One Nights and One Night

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## A Resurrection!

Howdy, folks! I know that I've been spending a lot of time doing my new 'zine, *Switching to Guns*, but I missed my old *One Thousand and One Nights and One Night* 'zine enough to make another one, for nostalgia sake. Here's a recent Actual Play. Thanks and keep watching the skies!

## We Sank Your Battleship

A few weeks ago, the Corvis Monkey Troupe met again to roll some dice and smack—down some baddies. That evening, we returned to the *Iron Kingdoms* setting (Privateer Press) using *Savage Worlds* (Pinnacle).

Since only XO and I were present, with MW as GM, we NPCed some of the other players' characters. XO played a new character, Caspar Von Eirlich, Combat Alchemist. And I returned with Madryn, the Blue Elf from the Future! The other (N)PCs were Balathar the Trollkin (usually played by TE) and Khalid the Marksman (played by The G).



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## Sailing, Over the Ocean Blue

The scene opened at sea, with the PCs on a small merchant vessel. Backstory included such stuff as being sent on a mission from Corvis to Five Fingers in Ord by Captain Julian Hellstrom, head of the Corvis military.

We had traveled by train and coach from Corvis to Caspia and took ship along the coast in the Gulf of Cygnar, sailing past Sentinel Point Naval Fortress, past Clockers Cove, around the point to Mercier, through Eyeball Bay. Then came the Broken Coast, from Cullenrock Island and Sandbottom Point to Southshield. It was between Southshield and Highgate we met our enemy.

## Stuck in the Middle with You

A wild storm came along with a Cryx battleship! We figured the storm was magical and there we were, stuck between the deadly Cryx ship on one side and the unforgiving sharp rocks of the coast on the other. It was time to FIGHT!

The Cryx ship was crewed by a Demoness captain, a mix of undead and mutant Trollkin crew, and some sort of an undead spellcaster with a magic staff that we'll call Skippy. All we had were ourselves and the regular crew with our captain and first mate.

## We Have Met The Enemy

Our small merchantman had a few cannon and some able gunners (as you will soon see) but we were clearly out—gunned and able to be out—maneuvered by the deadly ship approaching us.

With the Cryx warship bearing down on us fast and with the storm right in our gullet, we were truly in for a bad, bad time. A swift death in combat would be a gift, but then we'd be animated and our bodies would be servants of an evil dragon. Worst would be capture, what unspeakable tortures were awaiting us?

The first shot from the Cryx ship took down one of our masts and we couldn't afford even that. (continued on Page 2, First Column)

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## Battle Stations!

The PCs jumped to action. Madryn took a shot with his bow and failed spectacularly, hitting nothing but water. Caspar, however, ran to the nearest gunner and handed him an alchemical sleep bomb. While the gunner aimed and fired on the evil vessel, the merchant captain ran for his cabin. The crew, seeing their captain turn tail, lost hope but Madryn and Caspar rallied the crew and started giving orders.

With Madryn's directions, several gunners fired on the enemy helm, succeeding in killing the Trollkin helmsman and destroying their ability to steer. Meanwhile, the sleep bomb took out several of the enemy gunners with a well placed shot. Another shot from the Cryx ship hit our main mast but didn't take it down, but it was close.

## Prepare for Boarders!

With the Cryx ship really close, we managed to convince the first mate, Kells, to drop the sea anchor and luff the sails in order to come to a stop. This would allow the Cryx ship to sail past and us to escape. It took some convincing but we managed to do it. The sea anchor went down and the ship lurched to a stop. With the sails luffed, we managed to keep our main mast from breaking with the strain.

Balathar cut the sea anchor rope with a swift blow of his axe and Kells called for more sail. The Cryx ship slid past us as we continued the battle. Caspar provided another alchemical bomb to the gunner, this time a fire bomb. The gunner sighted well and lit the enemy deck and sails on fire!

Our captain came up on deck just then with some sort of large, bulky package, wrapped in oilcloth, in his hands and demanded a jolly boat. The crew, who had rallied just moments before, again were faced with an example of a hopeless situation. If the captain was willing to abandon ship, what chance did we have? What would the PCs do in this situation? Well, let me tell you ....

## Mutiny and Cowardice

Caspar and Madryn staged a mutiny, declaring the first mate Captain Kells and accusing the captain of cowardice in the face of the enemy and subtly implying he was aiding the Cryx ship and therefore a danger.

Using magic, Madryn successfully bound the captain and the PCs ordered the crew to put the him in the brig under orders from Captain Julian Hellstrom. Captain Kells took control!

## Last Call

Even with the Cryx ship out of control and on fire, they were still fighting. Skippy, the undead wizard, shot at the PCs with his magic staff.

Madryn and Khalid return fire and manage to take Skippy down and out. The Cryx Captain grinned evilly at us as her ship sailed towards the rocks.

## Making Some Permanent Enemies

Pulling up behind the Cryx ship, we continued to barrage them with cannon fire and Caspar handed his last alchemical fire bomb to the gunner. Madryn took a shot at the Cryx Captain but she caught his arrow with her hand.

As she was bending it to break it in defiance, the alchemical bomb scored a direct hit below her, straight into the captain's cabin, blowing up the aft part of the ship in a giant explosion!

The Demoness Captain flew off into the water and our merchantman sailed on, away from the burning Cryx warship which was still headed straight for the rocks.

## After Action

It was an exciting combat and one we figured we'd lose, we were so out-gunned. But with plenty of smarts on the part of the players and the GM going along with what we were doing, but not always to our benefit, and some great rolls on the part of our gunners, it was a fine game and one we will continue in the future.