

One Thousand and One Nights and One Night

a role-playing game campaign design 'zine

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Happy New Year!

This issue marks the second year of 1001+1 goodness. Not the sidereal year, of course, but it's something to celebrate nonetheless. I hope you had a great holiday season and are refreshed to come back to gaming.

Quote of the Month

"I won't be wronged. I won't be insulted. I won't be laid a-hand on. I don't do these things to other people, and I require the same from them."— John Bernard Books, *The Shootist*

The Trifecta of Podcasts

So, I've been listening to three podcasts so far, two I've mentioned in previous issues, and this latest one—the Rolemonkeys—completes the lot. Located at harpingmonkey.com, this is the gaming group of Mark and Chris from All Games Considered. Mick (the site owner), Max and Clay round out the group. I've listened to their *Serenity* (Margaret Weis) sessions and a bit of their *Spirit of the Century* (Evil Hat) sessions and it has prompted me to add running or playing both games into my queue of what I want to do. They're a pretty good group and have a good gaming ethic amongst them, which is very evident in the podcasts. I'd recommend giving them a listen.

All About Orcs

There's a website called Orcs: Orc Roleplaying Community (orcs.ca). It's got lots of stuff on orcs, including orc names, orc language and it also has forums to talk about orcs.

I was there last year and used the Orc name generator and came up with the following names (just a sampling):

Vrurug
Pink

Bridush
Rigor

(continued on Second Column)

All About Orcs (cont.)

Pink? Did he just say Pink? Pink the Orc? Yep. That is an awesome name for an orc. Why not Pink? Especially if he's an unholy terror! So here's my write-up on Pink the Orc:

Who is Pink the Orc?

Pink the Orc was born like many orcs, yet he survived to adulthood. After killing his last brother in a scuffle about some mushrooms, he convinced a couple of other orcs to follow him on a raid to a nearby human settlement. Success was sweet and Pink ate well of human flesh. He has since formed a larger band and they ravage the nearby human lands with wild abandon. No heroes have stepped forth to stop his plundering and very few of his victims laugh at his name, or at the warband that screams his name during battle. Pink can be a great enemy for Elven or Ranger-type PCs. Perhaps he's responsible for their family members' death.

Pink the Orc (Savage Worlds!)

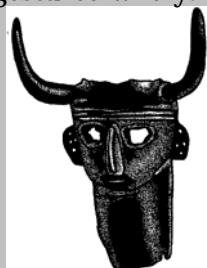
I decided to do Pink's stats in *Savage Worlds!* (Pinnacle) because that's what my group is currently running. If you are interested in a *D20* (WOTC) version, I'm sure that you'd have a fun time banging it out. Just make sure that Pink is mean!

Pink's stats turn out to be: Agl d8, Sma d6, Spi d8, Str d10, Vig d10; Skills Fighting d10, Shooting d6, Guts d8, Intimidate d8, Notice d6, Stealth d8, Taunt d8; Pace 6; Parry 8; Toughness 7; hindrances are Death Wish ("carve a kingdom worthy to leave my descendents") and Mean. He's got a load of edges, like Block (+1 Parry), Combat Reflexes, Command and Harder to Kill. (I dropped the idea that he was also Quick to save the PCs some trouble). Let me know how he works out!



My Style: † Commit An Atrocity

About a year ago, we had a pick-up game at the CMT. We did a round-robin GM GURPS Breakout (Issue #7) game where the PCs were in a magical Roman city. I started as the GM and set the scene: the PCs were in the Coliseum watching the gladiators when suddenly a man appeared in the arena and gestured wildly. The sun disappeared and the



city (the PCs assume) was plunged into darkness. When the light came back, nearly everyone in the Coliseum was gone (with their clothes and possessions left behind)! When it came time to trade the GMing chair, I chose the

minotaur slave-gladiator as my PC. The adventure continued on and the PCs found that the whole city was affected. 99.99% of the population was gone! We ended up in the City Governor's Palace, where we found the governor, who turned out to be the owner of my PC and was responsible for the magical disappearance. One of the other PCs killed him as a traitor "for Rome!" I turned to the current GM and said "I commit an Atrocity on his body." Now, I didn't mention specifics to what my PC was doing, any more than "I mutilate his body so that his soul does not reach the Heavens in accordance to the beliefs of Minotaurs."

This went over pretty well in my group, as we aren't the sorts that deal with excessive sex or torture (we're mostly PG-13). That said, I started a thread on RPG.net to see what others have to say about this sort of situation. I urge you to read the thread (on my game notes page) as I believe it's pretty informative. Some had the reaction that if I wasn't willing to say what specifically I had my PC do, I shouldn't say it at all. Others agreed with my point, which was that our purpose was to have fun without excessive depictions of torture and if the group is cool with that level of description (or lack thereof), then it's OK. This may be something you want to discuss in your group.

Savage Worlds! Changeling! Project

I like *Changeling: The Dreaming* (White Wolf) and have quite a number of the books. I know that White Wolf recently released *Changeling the Lost*, and I know at some point I'm going to pick that one up, too. But I really, really like *CtD* (and I'm fortunate that one of the other members of the CMT likes it, too). I briefly played the game as presented but never ran it using the Storyteller system. And not enough to know the whole magilla/canon thing. So when I talk about it, it's through what I've read, not from actual play experience.



Trolls, Pooka & Eshu, Oh, My!

I have most of the splat books on the Kiths and at some point in the future I'll probably want to run a game of it. But using *Savage Worlds!* (Pinnacle) most likely. I looked around online to see what people had done (conversions are everywhere!) yet I haven't found any specific *SW* conversions. I did find an interesting one based on *FUDGE* (Grey Ghost Games) called *FUDGEling*, which I'm reading through now. So, that means I've got to do it myself. So in order to get a leg up on running it, how would I convert *CtD* to *SW*?

First, I've got to have a plan: get the races all worked out, then the magic system and in-between all that, mix in Banality and other stuff. So that's a lot of stuff to do and I'm going to add more and more each issue, with at least one issue a month with *CtD* stuff. It'll take me a while, but I've got time and perseverance (I hope)! I have no idea what I'm getting myself into, right? So in the next few issues, I'll have the basis of the races worked out—what makes a changeling a changeling?

