

Tales of the Arabian Nights

RULES OF PLAY



<input type="checkbox"/> Eric Goldberg Design	Doug Kaufman and Ken Rolston Development	Larry Catalano Graphic Design
Chris Miller Cover and Map Art	Stephen Crane Interior Illustration	Greg Costikyan and Paul Murphy Editing
Steve Gilbert, B.C. Milligan, Nick Quane, Mike Rothschild, Carl Skutsch and Robert Tuftee Playtesting and Advice		

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Allah be praised! Pages 3 to 7 are all you have to read to play this game.

In fabled antiquity, there lived a great king of the lands which border Arabia and India.

His queen begat him two lusty sons, Shahriyar and Shahzaman, who were much renowned. When the king died, Shahriyar ascended to his father's throne, and Shahzaman became Sultan of Samarkand.

The two brothers ruled their kingdoms well for twenty years, at the end of which Shahriyar felt a great longing to see his younger brother. He promptly dispatched his vizier to Samarkand, where Shahzaman was overjoyed to learn of his brother's invitation.

Shahzaman had barely left his kingdom, when he thought of a present he wished to bestow upon his brother. He hastened back to his private chambers, and found his wife in the arms of a Nubian slave. Aghast that his queen would dishonor him so, he drew his sword and slew them both. He then returned to his retainers, and journeyed to be reunited with his brother.

Shahriyar rejoiced to see his brother, and held feasts and revels in Shahzaman's honor. But

Shahzaman was sick at heart at the thought of his wife's perfidy. Shahriyar was troubled by Shahzaman's distraught condition, and proclaimed a great hunt in hopes of lifting his brother's spirits, but Shahzaman's despair was so great that he would not stir from the palace.

Whilst Shahriyar was off at the hunt, Shahzaman wandered miserably through the courtyards. At length he espied Shahriyar's queen, a woman of wondrous beauty. He thought to greet her, when he saw that she and her slave-girls were cavorting with Nubian slaves. The thunderstruck Shahzaman reasoned that his misfortune was less than that of his brother's, and at once his spirits lightened.

That evening, Shahriyar, sore perplexed by his brother's changing moods, requested an explanation. Shahzaman told him all. Shahriyar declared he could not believe his wife would be unfaithful, but decided to test her. The next day, the brothers pretended to go on a hunt and returned to the palace in secret. Thus a distraught Shahriyar saw his queen's bawdy revel.

As soon as Shahzaman left the kingdom, the Sultan Shahriyar ordered his wife and all her slaves put to death. Thenceforth, he made it his custom to marry a virgin each night, and slay her the next morning. In the ensuing years, many of his people fled the kingdom with their daughters. At last came the day when Shahriyar's vizier could find no maidens for his master to marry, save for his own daughters, Sheherezad and Dunyazad.

Sheherezad was a perfect daughter in every way, versed in the wisdom of sages and the legends of great sultans. Perceiving her father's distress, she declared to him her willingness to marry his master.

After Shahriyar lay with Sheherezad, she wept, for she could not bear to spend her last night without the company of her younger sister. Dunyazad was summoned to the palace, whereupon the two sisters tearfully embraced. Dunyazad asked Sheherezad to tell one of her fabulous tales, so that the night might pass more pleasantly. Fascinated, Shahriyar stayed to listen as Sheherezad began her tale...

1. INTRODUCTION

In *Arabian Nights*, you become a hero or heroine in the tales Sheherezad told to the spell-bound sultan. You can enjoy these tales by yourself, or with a group of two to six players.

You and your friends will enter the world of the seven voyages of Sindbad, of Ali Baba and the forty thieves, and of Aladdin and the magic lamp. You will discover this exotic and fabulous world, then become an important part of it, and ultimately tell tales to rival those of Sheherezad herself.

How *Arabian Nights* is Played

Arabian Nights is a paragraph-system boardgame. During the game, you will encounter all sorts of strange beings and creatures. You will then refer to one of the lettered reaction matrices, which will offer several options. You must choose one of those options. A paragraph in the Book of Tales will describe the results of your decision.

A paragraph-system game is based on the same idea as the "choose your own ending" books which you can buy in any bookstore. The books, however, contain a single "adventure," which you can only play through one or two times. In contrast, this game is highly replayable because:

- over 1001 adventures are included;
- you must compete against the underlying game system and the other players; and
- the system gives you greater control over events — you decide which cities to visit, which skills to begin with, and so on.

Because of all these features, we may not

You begin with the standard game, upon which the three other versions are based. Here your character becomes a hero in the unfolding of several stories. Once you have an understanding of the ancient Arabian culture, you can then add richness and sophistication to the tales with the adventure rules. You may wish to play alone with the solitaire rules. Then there is the storytelling concept, which is new to games but not to your experience. You and your friends will vie to entertain each other by telling tall tales.

Once you have read pages 3 to 7, you are ready to play this game. That's it — 5 pages. The rest

be exaggerating when we say that the game will be played as long as the tales of Sindbad and Aladdin are remembered.

The Easiest Way to Learn the Rules

Have someone else teach them to you. Failing that, you'll have to read them yourself.

Don't worry if you don't retain all the rules on the first read-through. You're not studying for a test; you're picking up the outline of how the game works. When you play the game for the first time, expect to refer back to the rules to refresh your understanding of how the game works. The table of contents at the beginning of the rules should help you find a particular rule when you need to refer to it.

If, however, you simply can't find the answer to a question, you may write us, and we'll try to provide one. See the box below for instructions.

of this booklet (and the Book of Tales) consists of background material and elaborations upon the standard game.

The Thousand and One Arabian Nights await you. Come, be our honored guest!

2. COMPONENTS

Each copy of *Arabian Nights* includes:

- One 22" by 17" mounted game map
- One sheet of 160 cardboard counters
- One rules booklet
- One Book of Tales
- Six 8½" by 5½" player displays
- One 8½" by 11" reaction matrix display
- One 8½" by 11" component summary
- One 8½" by 11" merchant display
- One deck of 64 cards
- Two dice
- Two plastic bags
- One game box

If any of these are missing or damaged, see the box at the bottom of this page for instructions on how to get replacements.

The components are described more fully in the "Component Summary."

3. ARABIAN NIGHTS IS FOUR DIFFERENT GAMES

The rules are divided into four sections. The first section is for the Standard game, the second for the Storytelling game, the third for the Adventure rules, and the fourth for the Solitaire game.

(3.1) The Standard Game

The Standard game is the simplest version of *Arabian Nights*. It should be used when there are new players, more than 4 players, or when you want to complete a game in less than 2 hours.

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If any of the game's components are damaged or missing, please write:

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New York, NY 10001

Indicate which components are missing or damaged. Include a stamped, self-addressed envelope for speedy reply. As a result of the delicate registration requirements for game counters, counters will sometimes be misprinted, with small portions not being wholly contained within the counter area. West End cannot replace such counters unless they are wholly illegible or otherwise unusable. West End will answer questions about the

game's rules: write to the above address. Enclose a stamped, self-addressed envelope or international reply coupon with your questions. Questions must be typed or legibly printed. Format your questions so they can be answered "yes" or "no" or with short responses. Although we welcome comments and suggestions about the game background and the system itself, we cannot promise to respond to such questions, because of the press of work.

(3.2) Storytelling Game

This is a unique game, allowing players to spin tales in the true tradition of the Arabian Nights. It is simple to play, but presents its own challenges.

(3.3) Adventure Rules

The Adventure rules make the game more rewarding and challenging — but add about an hour-and-a-half to playing time.

(3.4) Solitaire Game

Arabian Nights can also be played alone. This game requires knowledge of the Adventure rules.

THE STANDARD GAME

4. SETTING UP

(4.1) Sort and Place the Deck and Counters

Up to six people can play *Arabian Nights* at once.

Before beginning, each player takes a player display and one of the six colored sets of player counters. There are six counters in each set. Place:

- The character counter on the map in Baghdad.
- The "Destiny Points" and "Story Points" markers on the player display on the Destiny and Story Tracks; each marker goes in the "1" box of its track.
- The "Wealth" marker on the player display in the "Poor" box.

Keep the Origin and Destination markers for later use.

Place the Treasure counters in the box top or a cup.

Sort the skill counters by type.

Shuffle the deck of cards and place it to one side. Place the "1st Deck" marker next to the deck. **Exception:** In a two-player game, place the "2nd Deck" marker there.

Each player rolls two dice. High roller will go first; other players follow in clockwise order.

(4.2) Choose Your Character's Gender

Each player decides whether he will play a male or female character. (Note that the back of each character counter is printed with a female character; use whichever side is appropriate.)

You may wish to read the Note to Western Readers at the end of these rules if you choose to play a female character.

(4.3) Record Victory Formula

Each player must decide how many Destiny points and how many Story points he will need to win. He writes the numbers he chooses on a piece of scrap paper — but the two numbers **must add up to 20**. (For example, you could decide you needed 12 Destiny points and 8 Story points.) You may keep the numbers you choose secret from the other players. (See *Winning*, section 5.)

(4.4) Choose Your Skills

Each player in turn chooses one skill counter. You may choose any skill, *except* for Major Magic (which can only be learned in the course of the game). Repeat this step two more times, so that all players have three skills. Place the skill counters ("T" side up) in any box at the top of your display.

5. WINNING

There are two ways to win the Standard game of *Arabian Nights*:

- 1) by fulfilling your formula of Story and Destiny points and returning to Baghdad, or



2) by becoming a Sultan and returning to Baghdad (see section 6, Last Turn of the Game).

The usual way to win is through your *victory formula*, which you choose when setting up. If you have the points necessary to fulfill your *victory formula*, and return to Baghdad and stay for an entire turn, you win. Note that, during the turn that you remain in Baghdad, the other players can do various things to either keep you from winning, or share in the victory with you.

You should keep your victory formula secret from the other players until it is fulfilled, at which time you must announce that you have met your goals. (See section 15, Story and Destiny Points.)

6. LAST TURN OF THE GAME?

When a player enters Baghdad with the Sultan status, or after earning the right number of Destiny and Story points, each of the other players has one last turn. The "last turn" of *Arabian Nights* is very exciting. At the end of the "last turn," one of four things may occur:

- No one wins, and play continues.
- The first player wins.
- **More than one player wins.** In fact, if all players are in Baghdad and have fulfilled their victory formula or have the Sultan status at the end of the game, they *all* win.
- The first player loses and another player(s) wins. In the example below, the last player would be the sole winner if he fulfilled his victory formula or had the Sultan status. All's fair...

Example: You have won by entering Baghdad with the Sultan status. However, in his turn the last player also enters Baghdad and plays a Special card which makes you lose a status. Since you are no longer a Sultan, no one can win at the moment, and the game continues.

7. GAME SEQUENCE

Each player takes his turn of *Arabian Nights* as follows:

(7.1) Pass the Book of Tales

If your turn is just starting, you should be holding the Book of Tales. Give it to the player

on your left, who now becomes the *reader* for your turn.

(7.2) Check Statuses and Treasures

If you have any status or treasure markers on your player display, the reader announces their effects before you move. (See *Statuses*, section 13 and *Treasures*, section 14.)

(7.3) Move

You may move as far as your wealth level allows. (See *Movement*, section 9.)

(7.4) Encounter

When you have ended your move, you must immediately check for an encounter. Do so by drawing the top card from the deck, unless you occupy a Place of Power. (See *Encounters*, section 11.)

(7.5) Cards and Dice

After your encounter has been resolved, you perform, in order, these special actions:

- 1) Card play: If you have fate cards, you may play them if you meet the requirements. (See *The Cards*, section 10.)
- 2) Conditional skills or statuses: If you have any conditional statuses or skills, you must make a dice roll to see whether the status or skills are lost.

8. THE BOOK OF TALES

The Book of Tales is the heart of *Arabian Nights*. **DO NOT READ THROUGH IT!** If you do, you may limit your enjoyment of the game.

During the game, the *reader* will often be called upon to refer to one of the paragraphs printed in the book. A number in bold type is printed at the beginning of each paragraph. At various times, the reader will be asked to turn to a particular number in the Book and read the paragraph which follows aloud.

Sections 11, 13 and 14 describe how the Book of Tales is used.

9. MOVEMENT

You may move each turn (unless you have a status which prevents movement). You are never *required* to move. (**Exception:** see 9.2, Places of Power). The maximum number of spaces you may move is determined by your wealth.

(9.1) How Far You May Move

Look at the Wealth Track on the player display. A land movement rate is printed above each box on the track, and a sea rate below each box. Your movement rate is determined by the box your Wealth marker occupies.

Your character may move as many spaces on the game map as your movement rate. A move is a land move if it is between two spaces which are connected by a land route, and a sea move if the spaces are connected by a sea route. (**Note:** The nature of the *space* does not determine whether a move is by sea or by land; the nature of the *route* determines it.)

You may combine movement (that is, move by land and sea in the same turn) but you may never exceed either of your limits.

Example: If you have a sea rate of 5 and a land rate of 2, you may move a maximum of *five* spaces, no more than *two* of which may be by land.

(9.2) Opportunities to Enter Places of Power

Each of the Places of Power has a one-way arrow leading from it. You may not normally enter Places of Power. During the game, you may receive an 'opportunity to enter' a particular

Place; when you are given the right to enter, put your Destination marker in the Place of Power space. You may then enter that Place; if and when you do, remove the marker.

If you begin your turn in a Place of Power you *must* leave it that turn, unless you have a status which prevents you from moving.

(9.3) Movement and Encounters

At the end of your movement, you must check to see if you have an encounter (even if you did not actually move your character).

An encounter may give you a free move (Example, "free move to any coastal space,") or "magically transport" you to a new space; in this case, you **do not** check for a second encounter.

10. THE CARDS

The deck of 64 cards contains both Fate and Encounter cards. Encounter cards cause encounters; up to two Fate cards can be saved and played later.

(10.1) When to Draw Cards

When you finish moving, draw the top card from the deck. (Exception: If you end your move in a Place of Power, you do not draw a card.)

If the card you draw is an Encounter card (the illustrated cards) you have an immediate encounter. (See Encounters, section 11.) If it is a Fate card (with the upside-down text), you keep it and have no encounter.

Two-Player Games: Draw two cards and choose the one you want. Discard the other immediately.

(10.2) Using Fate Cards

There are two types of Fate cards: City cards and Special cards. (The upside-down part of the fate card is only used with the Adventure rules.) City cards contain the name of a city and a series of results numbered from '1' to '6'. If you occupy the city named on a City card, you may play the card after your encounter for the turn is over. When you play the card, roll a die. The roll indicates the number of the result you receive. Apply the result immediately, then discard the card.

The cards use the abbreviations "D pts." for Destiny points and "S pts." for Story points. If the result tells you to gain or lose Destiny points, Story points, or Wealth, move the appropriate markers on your player display. A card may also indicate a gain or loss of a skill or status; place or remove the appropriate skill or status marker (see sections 12 and 13).

Ignore the words "if merchant" or "if quest" when they appear on a card result (these are used only in the Adventure game). For example, if the result was "score 2 D pts. if Merchant" you would just gain 2 Destiny points.

If you end movement in a space which is also occupied by another player's character, you may play a Special card after resolving your encounter. Apply the effects of the card, and then discard it.

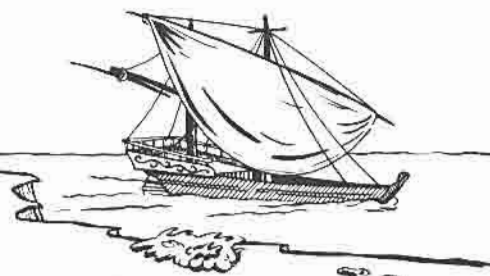
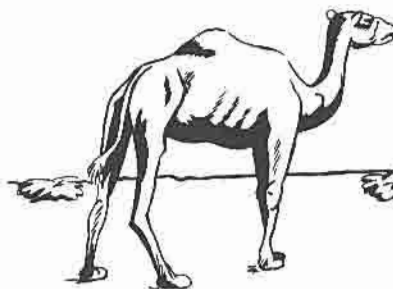
One Special card allows a player to "use any skill against" the other character. This card is used only with the Adventure rules, and has no effect in the Standard game. If you draw it, discard and draw again.

(10.3) Discarding Fate Cards

You may never have more than two Fate cards at one time. When you receive a third Fate card, you must discard one of them *immediately* (but not necessarily the one just drawn).

(10.4) Changing the Deck

When there are no more cards in the deck, reshuffle the discards and re-use. Also change the "Deck" marker (to "2nd Deck" when you



reshuffle the cards for the first time, to "3rd Deck" when you reshuffle again).

11. ENCOUNTERS

When you have an encounter, you will face some challenge or opportunity and decide how to react. Your choice, along with your skills and statuses, will determine how you are affected by the encounter.

(11.1) Do You Have an Encounter?

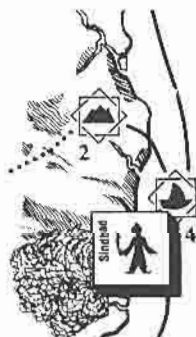
After your move, you must draw a card (whether or not your character moves). If the card is a Fate card, keep it; no encounter occurs this turn. If it is an Encounter card, you must resolve the encounter.

Exception: Do not draw a card if you end movement in a Place of Power; encounters *immediately* occur in Places (see below).

(11.2) The Encounter Charts

You must now determine what your character has encountered.

- If you drew a Terrain Encounter card, determine what kind of space your character occupies. (The Component Summary shows what the terrain types are.) Look at the bottom of your card, find the number printed next to your terrain type. The reader finds that paragraph number in the Book of Tales.

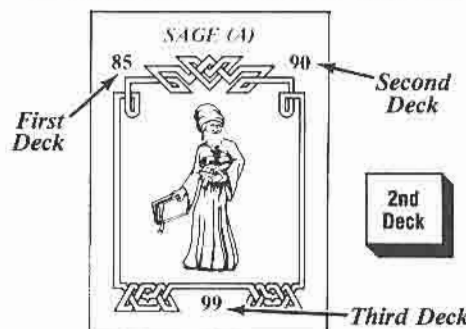


Sindbad occupies a sea space; his player draws the "Magnetic Mountain" card, so the Reader would turn to paragraph 2. If Sindbad were in the mountain space, the Reader would instead turn to paragraph 1.

Note: One terrain type on each Terrain Encounter card is asterisked (*); the illustration applies only when the encounter occurs in that terrain type. (This has no effect on play, but we mention it so you won't be confused when you draw the Rhinoceros card and no rhinoceros appears.)

- If you drew a Character Encounter card, refer to the Deck marker. Find one of the three numbers printed on the Encounter Card; which one you use depends on which Deck marker is cur-

rently next to the card deck. The reader finds that paragraph number in the Book of Tales.



Since the "2nd Deck" marker is being used, the Reader turns to paragraph 90; if the "1st Deck" marker were in use, he would turn to paragraph 85; and if the "3rd Deck" marker were used, to paragraph 99.

(11.3) Encounters in Places of Power

If you are in a Place of Power (and therefore drew no card), find the number printed in the Place of Power space. The reader finds that paragraph number in the Book of Tales.

(11.4) Encounters Caused by City Fate Cards

Some City Fate card results produce an encounter. When a player plays a City card and rolls such a result, the reader turns to the paragraph number printed on the City card, or the player goes immediately to the reaction matrix, if no number is given. A City Fate card encounter *can* occur even if the player has already had a normal encounter in the same turn.

ZIEL - NIMBIR	
BANTUS	
1	Use 1 Wealth
2	Gain 3 D pts. if any status; otherwise gain 1 D pt.
3	Gain 1 Treasure if any status
4	Become 1 LOST
5	Gain ACTING & DISGUISE
6	1 encounter 1 on: 1 Greich (114) 1 Thiel (97) 1 Old Man (14)

The player goes to Bantus, and plays this card. He rolls a die; on a roll of:

- 1, his wealth level is reduced by one.
- 2, he gains 3 Destiny points if he has any status, 1 point otherwise.
- 3, he gains one random treasure if he has any status (nothing otherwise).
- 4, he gains the "Lost" status.
- 5, he gains the "Acting & Disguise" skill.

- 6, he has an immediate encounter (even if he already had an encounter this turn). He must decide whether he wishes to encounter an 'Efreeteh, a Thief or an Old Man. If he chooses the 'Efreeteh, the Reader turns to paragraph 114 (which will be an encounter chart); if he chooses the Thief, the Reader turns to 97; if he chooses the Old Man, he goes directly to Reaction Matrix H, and chooses an option using the "Old" line of the matrix.

(11.5) Determining What or Who Has Been Encountered

The first paragraph the reader turns to is called an "encounter chart." Each encounter chart contains a list of 6 or 12 numbers. Roll one die and add:

- 2 to the roll if the encounter is in the Wild Area (see Component Summary).
- 1 to the roll if you have between 5 and 8 Destiny points, and 2 if you have 9 or more. (These additions are printed on the Destiny Track on your player display as a reminder.)
- If your character is in a space which has a black number printed next to it, add that number to the roll.

Once you have found the modified roll, the reader reads the description next to that number on the encounter chart.

Here is a typical encounter chart:

- 4.
- 1) Lost Merchant (J)
- 2) Wicked Hag (C)
- 3) Mad Slave (D)
- 4) Friendly Merman (H)
- 5) Mild Storm (G)
- 6) Lonely Princess (A)
- 7) Malicious Merman (H)
- 8) Crippling Thirst (G)
- 9) Beautiful Shoals (G)
- 10) Crippling Thirst (G)
- 11) Mad Captain (H)
- 12) Terrible Storm (G)

Suppose you have 9 Destiny points. The encounter occurs in a Wild space which has a black "2" printed next to it. If you rolled a six, it would become a twelve (2 for the black number, 2 for your Destiny total, and 2 for the Wilds). The reader, looking at paragraph 4, would tell you that a twelve means you have encountered a Terrible Storm.

(11.6) Choosing Reactions

Next, you must refer to one of the reaction matrices and chooses a reaction.

The reaction matrices are printed on a card-stock display; it should be given to the player. He must determine which reaction matrix is used. There are eleven matrices, labelled with a letter from "A" to "K." When a character encounter occurs, the matrix letter is printed next to the character name at the top of the card. When a terrain encounter occurs, the matrix letter is printed on the encounter chart next to the description. (In the example above, the "G" reaction matrix would be used.)

Find the adjective which you found on the encounter chart on the left-hand column of the reaction matrix. (In the example above, you would find the word "Terrible" [for Terrible Storm].)

At the top of the matrix appear a number of

options. You must choose one of these options as your reaction to the encounter.

Read along the line next to the adjective. If one of the option columns contains:

- a star (*), you may not choose that option.
- the letters "NE" ("No Encounter"), you may choose that option, but if you do, the encounter is over immediately.
- a number, you may choose that option.

Note: You may only choose the "Court" option if your character is of the opposite sex from the character you are encountering.

Here is a sample portion of a Reaction Matrix:

	Pray	Avoid	Wait	Hide	Examine	Drink
Terrible	703	*	701	699	*	*

(11.7) Finding The Award Paragraph

If the player chose a numbered option, he must roll a die. If he rolls:

- 1 or 2, subtract one from the option number; the reader turns to that paragraph in the Book of Tales.
- 3 or 4, the reader finds the paragraph with the same number as the option in the Book of Tales.
- 5 or 6, add one to the option number; the reader turns to that paragraph in the Book of Tales.

(11.8) Reading the Award Paragraph

The reader reads the award paragraph aloud to the players. At the end of the paragraph, a cryptic code will appear. It will look something like this:

D2/S1/W + 1 (Max: Poor)/Storytelling

The number printed next to the 'D' is the number of Destiny points gained (or lost, if it is a negative number). In the example above, the player would gain two Destiny points.

The number after the 'S' is the number of Story points gained (you can never lose Story points). In this example, the player gains one Story point.

The 'W' refers to the number of wealth levels gained or lost, and the maximum or minimum this award can give. In the example, you would gain one wealth level, but your wealth could not be increased above "Poor" by the award.

Skills and/or statuses may be named in an award. These skills and/or statuses are gained immediately. The award above gives the player the Storytelling skill. (See sections 12 and 13, Skills and Statuses.)

Sometimes the awards will include a treasure, either a specific one (such as 'Ionian Gems (154)') or a random one ('Trea*'). If you get a specific treasure, look through the cup or box cover and pick it out. Note that Treasure counters are printed with different treasures on the front and back sides. If someone else already has the treasure you are awarded, or has the treasure printed on the other side of the same counter, you are out of luck.

If the award says 'Trea*', pick a treasure counter at random from the cup and place it on the table; then roll a die: On a 1-3, you get the treasure which is showing; on a 4-6, you get the treasure on the back of the counter.

Note: Sometimes an award paragraph will give additional special effects. Simply do what the paragraph tells you to do.

12. SKILLS

Often a skill will help you get a better award. Keep this in mind when choosing reactions; for instance, if you have the 'Weapon Use' skill, choosing 'attack' is more likely to produce a good award, whereas if you have 'Courtly Graces', you would want to 'converse' or 'question'. During the game, you may receive new skills.

Note: The Bargaining and Evaluation skills are most useful to a Merchant (see the Adventure rules). They are much less useful in the Standard game. You may still take these skills in the Standard game if you wish.

Each skill counter is printed on both sides. At the beginning of the game, all of your skills are at 'T' (talent) level, so they are placed with the red side face-up. During the game, your skills can increase to 'M' (master) level; when they do, flip the counters to the yellow side.

(12.1) Talent Skills

Most award paragraphs are divided into several sections, one of them labelled "NO SKILL," and one or more labelled with skill names. When the reader reads your award paragraph, he should read the first section of the paragraph, then ask you if you have any of the skills listed directly below the first section. (He does not read the awards after the skills, he just names the various applicable skills.)

- **If you don't:** He reads the "NO SKILL" section and the awards it gives.
- **If you do:** He reads the section and award printed after the skill name instead.
- If several skills are listed, and you have more than one of them, you may choose to use any one of them.
- Sometimes a heading will be printed with the word 'mandatory.' In that case, you *must* use that section if you have the skill, even if other choices are available.

Suppose you were directed to award paragraph 328:

328 "Your attentions are fitting and proper, but if you would truly honor me, you must grant me your aid."

NO SKILL: The task is beyond your capacities and you cannot help. S1.

COURTLY GRACES: Your courtly skills assist you in commending your benefactor to the object of his/her desire. In gratitude, a wondrous gift is bestowed on you. S1/D1/Trea*/Q:S.

QUICK THINKING: Your ruse gains your benefactor an audience with the object of his/her desire. Impressed with your wit, your benefactor teaches you a bit of his arcane skill. S1/D1/Minor Magic/Q:S.

Results of paragraph 328: If you have neither Courtly Graces nor Quick Thinking, you gain 1 Story point. If you have Courtly Graces, you gain 1 Story point, 1 Destiny point, and a random treasure. (Ignore the legend "Q:S", which has effect only in the Adventure rules.) If you have Quick Thinking, you gain 1 Story point, 1 Destiny point, and the Minor Magic skill.

If you have both skills, you may choose which of the two skills you wish to use.

Note: Things other than skills sometimes affect paragraph awards. For example, some paragraph sections are headed with Status names,



or 'FEMALE' (meaning only female characters use this section).

(12.2) Master Skills

If you have skills at Master level, you can control your own fate to a greater degree. Do not roll immediately for the award paragraph (see 11.5). Instead, the reader checks all three possible paragraphs first, to see whether one or more of your Master skills are listed.

- **If they are not listed:** Resolve the encounter in the normal way (roll the die, check for appropriate skills, etc.).
- **If one of your Master skills is listed** in one of the three possible paragraphs, you may choose to go to that paragraph without rolling the die. (You may still roll instead, if you prefer.) Note that it is **not** incumbent upon the reader to inform you if one of those skills has 'mandatory' after it.

Example: Suppose your option choice results in the paragraph number 728, and you have the Minor Magic skill at Master level. The reader would look through paragraphs 727, 728 and 729 to see if the Minor Magic skill is listed in any of them. If it is, you could then choose either to go directly to that paragraph and receive its awards, or to roll the die normally.

(12.3) Receiving Skills

You get new skills whenever an award contains a skill name. For example, 'DI/Piety' would give you one Destiny point and the Piety skill. New skills are received at the Talent level, *unless* you already have the skill. In this case, if you *also* have 7 or more Destiny points, your Talent skill becomes a Master skill (just flip the counter over). If you don't have enough Destiny points, or if you already have the skill at Master level, you get nothing.

(12.4) Conditional Skills

Occasionally, you will be granted conditional skills. These are of four types: '7 or less', '6 or less', '1 use', and 'companion skills'. Conditional skills have the same effects as normal skills. When a paragraph awards you a conditional skill, take the appropriate skill counter, but place one of the white condition markers on top of it to remind you that it is a conditional skill. The only difference between conditional skills and normal ones is that you keep normal skills until you are specifically instructed to lose them; conditional skills can be lost as explained below.

- **Skill 7 or less and skill 6 or less:** during the Cards and Dice part of your turn, roll two dice for each such skill. If your roll is equal to or less than the number listed, you *lose* that skill. (You

can lose a skill that you just gained that turn.)

- **1 Use:** when you use the skill to affect the outcome of one encounter, you lose the skill.
- **Companion skills:** these represent the skills of people travelling with you. They are tied to a status (such as Married or Beloved). Place the companion skills in a pile on top of the status to which they are tied. If you lose the status, you lose the skills.

If you are granted a conditional Talent skill for a skill you already have, ignore the conditional skill. If you are granted a conditional Master skill for a skill you have at Talent level, keep both counters on your display. You are considered a Master until you lose the conditional skill.

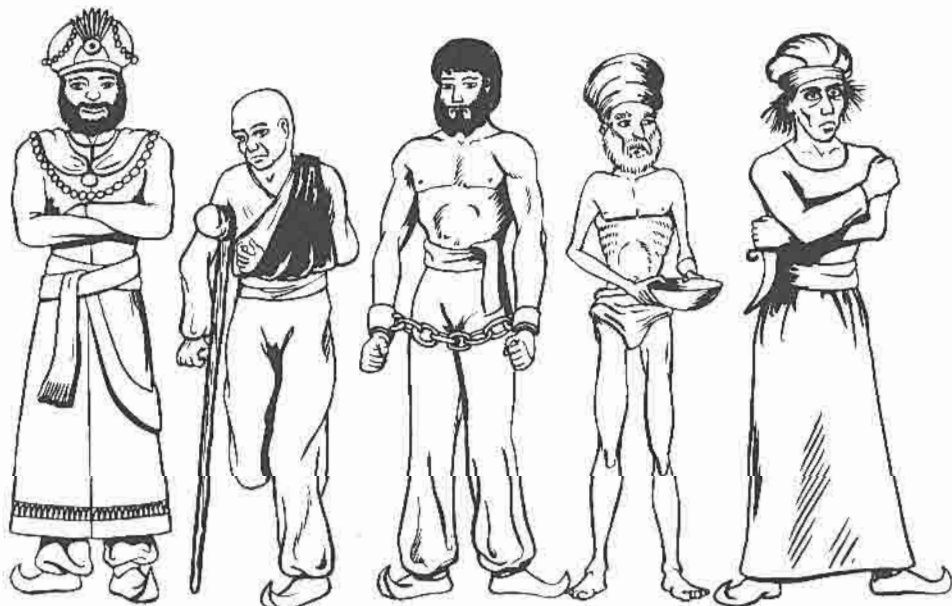
It is up to the other players to remind you to roll for your conditional skill. If you forget to do so and no one reminds you, you do not roll for that turn and automatically retain the skill.

(12.5) Losing Skills

Skills may be lost, either permanently or temporarily. Certain paragraphs will instruct you to lose a particular skill. If you have that skill at Talent level, remove it from your display. If you have the skill at Master level, turn it back to its Talent side.

Skills may also be lost due to the effects of a status. Such effects are temporary. Place all such skill markers underneath the appropriate status marker. When you lose the status, you regain the skills.

Note: Remember to place companion skills *on top of* the status markers they are tied to; place temporarily-lost skills *under* their status marker.



13. STATUSES

When something out of the ordinary happens to your character (such as being turned into an ape or becoming Beloved), he receives a *status*.

(13.1) Receiving Statuses

You can receive a status in an award, from a Fate card, and sometimes from another player. Refer to the player displays: 28 status boxes are printed at the top of the display, ranging from "Accursed" to "Wounded." When a player receives a status, place one of the white "Status" markers on top of the appropriate status box.

(13.2) Losing Statuses

If the status is later lost, simply remove the marker and all skill markers on top of it from your display. Return all skill markers that were under the status marker to the top of your display.

You may **never** have more than one status. If you receive more than one, you lose all but one of them immediately. Remove the extra statuses in the same order in which they were received.

Example: You got the Blessed status last turn, and receive the Scorned and Diseased statuses in a paragraph this turn. You must discard Blessed and Scorned (this was the order you got them) to bring yourself back to one status.

Statuses can also be lost through paragraph awards.

(13.3) Conditional Statuses

Statuses, like skills, can be conditional. The same rules as for conditional skills apply — i.e., you roll for removal during the Cards and Dice part of your turn.

- Statuses are never "1 Use."
- Some statuses apply only for 1 Turn. A '1 turn' status is removed at the end of your next turn (i.e., if you have a '1 turn' status that was not received this turn, you lose it).

(13.4) Effects of Statuses

The number in a status box refers the reader to the paragraph which describes the effects of that particular status. The instructions of that paragraph must be followed in **any** turn you have a given status, not just on the turn you acquire that status.

It is up to the other players to remind the reader to do this. Any time a player performs an action which ignores the effect of his status, someone must point this out *before* the end of his turn, or the action stands.

Example: A player with the 'Insane' status is required to allow another player to choose his reaction in encounters. If the player forgets and chooses his own reaction (and no one points out that he is Insane), the action stands.

Some statuses prevent you from moving. Some lower your movement rate by one space. (This is indicated in the status' box.) Both land or sea rates are lowered. For example, if you have Princely wealth, your movement rate is normal-

ly 3 by land or 5 by sea; if your rate was lowered by one you could move 2 by land or 4 by sea.

14. TREASURES

The treasure counters represent many of the fabulous and magical items found in the Tales of the Arabian Nights. Each treasure is printed with a paragraph number; when you receive a treasure, the reader should read that paragraph aloud to learn the treasure's uses and effects.

15. STORY AND DESTINY POINTS

Story and Destiny points help you win the game (see section 5); they also have a number of other effects. These are summarized on the Story and Destiny Tracks on the player displays.

(15.1) Story Points

- When you reach 5 Story points, you gain the Storytelling skill at Talent level (if you already have Storytelling and 7 or more Destiny points, increase it to Master level).
- At 7 Story points you gain one wealth level if your current level is less than Respectable.
- At 9 Story points, you may take a new skill at Talent level. If you have 7 or more Destiny points, you may instead raise one of your Talent skills to Master.

Once gained, Story points can never be lost.

(15.2) Destiny Points

- At 5 Destiny points all your encounter rolls have '1' added to them for the duration of the game.
- At 7 Destiny points, you are eligible to receive Master level skills.
- At 9 Destiny points, all your encounter rolls have '2' added to them for the duration of the game.

Destiny points can be lost. If you lose enough Destiny points to drop you below one of the effects on the display, that effect no longer applies. Note that if you drop below 7 Destiny points, you are no longer eligible to receive Master level skills. You still maintain the ones you have.

16. WEALTH

Your wealth level represents how rich you are. *The curious may wish to know that wealth levels are not an arithmetic progression: it takes less 'actual' money to go from Poor to Respectable than to go from Respectable to Rich.*

(16.1) Wealth and Movement

Your wealth level determines how fast you can move (see section 9). Your sea rate increases as you buy better and faster ships; your land rate slows, as you gain a larger and larger entourage.

(16.2) Gaining Wealth

Wealth can be gained as part of an award, from another player (see below), from Fate cards, or by selling treasures. Wealth may never exceed 'Fabulous'. You may not have Fabulous wealth unless you also own a treasure, as indicated on the player display.

(16.3) Losing Wealth

Wealth can be lost in award paragraphs, or by spending when opportunities are given in the Book of Tales.

- Your wealth level may never fall below Beggar. If you are a Beggar, an instruction to lose a wealth level is ignored; of course, you may not spend a wealth level as long as you are a Beggar.
- If you have Fabulous wealth (and therefore a treasure) and you lose the treasure, your wealth level drops to Princely immediately.

(16.4) Giving Wealth to Other Players

Certain statuses can be removed if you give a wealth level to another player. (The status paragraphs say when this is so.) If you give another player a wealth level for this or any other reason, the following rules apply:

You can give a wealth level to another player in your space only during your turn, and you must do so either before or after (but not during) your move.

You always go down one level. The other player's level only rises if your new level is at least as high as his old level.

Example: If you have Princely wealth, and give a level to a player who is Rich, you go down to Rich and he goes up to Princely.

Example: If you are Rich and give a level to a player who is also Rich, you go down to Respectable, but he does not go up to Princely.

YOU HAVE JUST READ ALL YOU NEED TO READ.

You can play the Standard Game immediately. If you prefer, or if you have played several times and wish to add sophistication (and playing time) to the game, you may continue with the Storytelling and/or Adventure rules.



THE STORYTELLING GAME

Tales for a Thousand and One Nights

We marvel at Sheherezad's feat — telling one thousand and one tales, one a night for almost three years — but the Book of Tales contains the seeds of that many tales and more. These rules use those seeds to create a true storytelling game — a game true to the spirit of the Tales of the Arabian Nights, combining the pleasures of social gaming and the entertainment of dramatic storytelling.

Try this version of the game after you've played the Standard game several times and have gotten a feel for how that game works and the flavor of the adventures found in the Book of Tales. **Warning:** Don't be surprised if you feel a little awkward the first time you play this version of the game. **YOU HAVE NEVER DONE THIS BEFORE!** There aren't any other games like this. However, if you are the adventuresome type of person that will buy this game, you are the kind of person who likes innovation and new experiences.

Note: The Storytelling game can be played with either the Standard or Adventure rules. The Standard game is preferred, since storytelling adds to the game's length. It is best played with at least four players; many players feel uncomfortable telling stories at first, but a large number of players all of whom are cheerfully making fools of themselves makes things more congenial.

17. RULES CHANGES

All Standard game rules are used in the Storytelling game, with a few modifications:

- **Game Sequence:** Keep the Book of Tales during your turn. Do not pass it to the player on your left. You act as your own reader.
- **The Award Paragraph:** When you come to the award paragraph in an encounter, **do not read it aloud!** This is where the storytelling part of the game begins.

18. TELLING YOUR STORY

Your encounter paragraphs are the basis for the story you will tell to the other players. You will dramatize and embellish the story for your listeners, just as if you were Sheherezad telling her stories to the Sultan so he wouldn't put her to death.

You will not be put to death if you fail to tell a story. That doesn't seem appropriate in a family game. Instead, if you tell a good story, and tell it well, you will receive extra points and other awards. **Important:** *You do not have to tell a story!* If you decide not to tell a story, you don't lose anything — you just don't receive the extra points or awards.

Storytelling Procedure

When you have an encounter, read the paragraphs quietly to yourself and take one minute to prepare to tell the story. You get two minutes to tell your story, or as much of it as you can tell in two minutes. As you tell your story, the other players may add sound effects, extra dialog, and appreciative noises at your direction. Then you will propose awards and the other players will vote to determine the actual award you receive.

Preparing to Tell the Story

The story you will tell should be based on the being or event you have encountered, your chosen response (Court, Grovel, Attack, etc.), and the outcome as described in the Book of Tales paragraphs. If a secondary paragraph is appropriate (if you have the appropriate skill, status, or possession), you may choose that paragraph as usual and take it into account in your story.

You have one minute to read the paragraphs and get ready to tell your story. Then you have two minutes to tell your story. You must begin your story by the end of the one-minute preparation period. Your story ends after three minutes of preparation and telling, but you may use less than a minute to prepare if you like.

Telling the Story

Your story should follow the basic outline described in the paragraphs, with the same setting, characters, and events. You may invent additional events, add new characters and circumstances, embellish the details, even wander from the original paragraphs to a certain extent, but don't abandon them completely, or the other players should deny you the additional awards.

Your basic purpose, other than earning points and awards, is to charm and entertain your fellow players. "The tale is in the telling," and below in section 20 we give you some suggestions on how to tell a good tale.

As you tell your tale, encourage the other players to participate. Prepare them before you start your tale by assigning additional roles or sound effects, or simply point at other players in the middle of your tale, encouraging them to provide a whistling desert wind, crowd noises, the cackle of an evil wizard, or the sigh of a love-sick prince.

Three minutes after you have begun your preparation for the story, the other players should tell you to stop, whether you have completed the tale or not. (The other players always have the right to waive the three-minute limit if they are entertained enough to want you to continue, but it is a practice that should be discouraged, or the game will run to all hours.)

Reading the Paragraphs Aloud

After your time is up, read the paragraphs for your encounter aloud so the other players can compare your story with the one in the Book of Tales. If you have considerably enriched the original paragraphs in your telling, the other players should vote for additional awards. If you have failed to account for the events, characters, and settings given in the paragraphs, they should be less generous in their awards.

Proposing Your Additional Awards

When you've finished reading the paragraphs, announce an award that you think you ought to receive *in addition* to the awards you would normally receive as listed in the award paragraph. The proposed additional award should be of the following form:

- One point for experience (either Destiny or Story);

PLUS

- An additional award for excellence (either a random treasure, a wealth level, a specific status or skill, an opportunity to enter a Place of Power or another Destiny or Story point).

Note: The act of storytelling should not be confused with the Storytelling skill.

Selecting the Best Supporting Player Award

After you propose your own additional awards, secretly write the name of another player that you feel should receive an award for "Best Actor/Sound Effects/Audience in a Supporting Role." That player will also receive additional awards that you receive.

Voting for Additional Awards

The other players now vote, one at a time, beginning with the player on your left. Each player votes on whether your story was Unremarkable, Satisfactory, or Outstanding. (You yourself may not vote.)

If the majority vote that your story was Unremarkable, you receive only the awards listed in the encounter paragraph — no additional awards. Better luck next time.

If the majority vote that your story was Outstanding, you receive the normal paragraph awards, the experience award (a point of some kind) and the excellence award.

In any other case your story is assumed to be Satisfactory, and you receive the normal paragraph awards PLUS the experience award (the one point of either kind you suggested), but not the excellence award (the treasure, wealth level, status, etc., you suggested).

Making the Best Supporting Player Award

You now reveal the name of the player that you selected as best supporting player. That player receives the same *experience* award that you do. If you didn't get any additional awards, he doesn't either. The best supporting player *never* receives any of your normal paragraph awards.

After the Tale is Told

Once the story is told and the awards voted on, the "Encounter" part of your turn is over, and you proceed to the "Cards and Dice" part.

19. JUDGING AND VOTING FOR ADDITIONAL AWARDS

Three things can improperly influence a player's judgment of another's story: 1) reluctance to give something to an opponent that will help him win; 2) the desire to use votes to influence other players to become allies or enemies; and 3) reluctance to publicly judge another person's creative efforts.

Many other games promote competition and diplomatic maneuvering. This is the only one which promotes storytelling. To appreciate this game at its best, suppress your competitive and diplomatic urges and emphasize your appreciation of a good storyteller. Be objective when you vote on awards, and consider whether the tale was entertaining and well told, not whether your vote will damage or improve your chances of winning.

Making public judgments of others' creative efforts always creates a tough social situation. "My, you made that dress yourself? Err... Nice." "My, what a wonderful idea for a new casserole — liver and fruit cocktail — how original."

Remember these principles as you prepare your votes:

1. Play nice. When in doubt, be generous and supportive.
2. Reward improvement as freely as you reward achievement. As folks catch on, they get better and better at this type of game.
3. Some of us are natural storytellers. It is our job to inspire and encourage the others by our efforts, not to crush them under the burden of our casual competence. Don't gloat or be scornful. Applaud effort and improvement. Offer suggestions. Make others feel good.
4. At least in the beginning, play mainly with good friends, folks you trust. Later you can bring the gospel to the uninitiated.

Section 20 offers objective criteria for judging the quality of stories and the skill of their tellers. Keep these in mind as you vote, and refer to them specifically when you tell the player what your vote is. "Gee Doug, you really had a lot of detail and creative ideas in that one, but you forgot completely about the beggar you were supposed to encounter. I vote Satisfactory."

20. STORYTELLING TIPS

This section serves two purposes: first, to help the player prepare for and tell a good story; and second, to suggest standards to guide the audience/voters in evaluating his tale.

(20.1) Effective Storytelling

Here are five things to look for in good storytelling:

Exploit Your Own Experience

When telling a tale, use your own experiences to help bring the tale to life. By "experiences," we mean both personal experience — events you yourself have participated in — and vicarious experience — experience you have gained through reading, TV, movies, and so on. Use these to lend added depth to your story and to create the illusion that you are telling of something you have seen or done yourself.

Telling a story as if it were your own creates an emotional bond between the storyteller and audience. When the paragraph setting is a crowded city street, think of your own feelings when caught in the crush of human flesh. If the paragraph features a powerful Efreet, recall a film or cartoon genie and keep him in mind as you tell your tale.

Creative Imagination

As you tell your story, don't hesitate to improvise, add details, follow impulses, and make up new characters and events. Don't expect to be creative and clever all the time — sometimes your paragraphs just won't inspire you. You can't force yourself to be creative, but you *can* recognize and exploit creative impulses when they appear.

Develop the Background and Sense of Place

The setting of the Tales of the Arabian Nights is a time and place very different from the modern Western world. Try to capture the atmosphere of Arabic culture — the piety of the dervishes, the power of the sultans, the sordid shrewdness of the beggars, the mystique of distant lands, the marvels of the magical world. As you play the game, you will become more familiar with the customs, beliefs, and settings peculiar to the Tales of the Arabian Nights.

Provide a Dramatic Role for Your Audience

Though it is entertaining to be an audience for a good storyteller, it is even more fun to participate. Whenever possible, give other players the chance to play minor roles, improvising their responses to your characters, or let them provide sound effects — storm winds, crashing thunder, the reserved murmur of the Caliph's viziers, the cruel taunts of the hunchbacked jailor.

Use Voice and Gesture to Dramatize the Action

Stand up. Wave your arms. Climb up on your chair. Shout through cupped hands to simulate the powerful commands of the djinn. Act out a sword fight. Pantomime your stealthy entry into the rich merchant's house, and your shock when you open a chest to discover a magical guardian. Put emotion and emphasis in your voice where necessary — in anger, terror, scorn, and misery. Even when simply narrating facts, exaggerate the rise and fall of your voice, just as if you were reading a story to a child. Overdo it. Be a ham. If you are an adult, forget that you have a responsibility to be restrained and dignified.

(20.2) Elements of a Good Story

The basic elements of the story you tell should come from the paragraphs: the plots, the characters, and the setting. As you read the paragraphs in the one-minute preparation period, go over these basic elements: what happens in the story I'm going to tell; who are the characters; and where does the story take place? You may want to add a few characters or events, but don't forget — you have a limited time to tell your story. If you make it too complicated or invent too many new elements, you will find it hard to deliver the story in the time allotted.

Budget your storytelling time. If the setting is important (for example, if your character is threatened by a storm or whirlpool), spend time describing the setting. If the characters (or creatures) are important (for example, the merman, the roc, or a wicked vizier), make sure they get described properly. If the story is a comic sequence of increasingly absurd situations, make sure you have time enough to get through them all.

If the story has a moral (and in the Arabian Nights, they often do), emphasize that moral as you tell the story and when you reach the conclusion.

Keep the mood of your story consistent. If it is comic, keep it comic throughout. If you want a pathetic tragedy, start out pathetic and end pathetic.

One distinctive feature of the Tales of the Arabian Nights is its use of 'the-tale-within-the-tale.'

Often the narrator will start out telling one tale, then tell another tale to illustrate some point in the original tale. For example:

"My daughter came to me and said she wished to marry this poor ne'er-do-well. I told her the following story about the foolish merchant and the raunchy slave girl..."

... and so the merchant was properly chastened for his unwise actions. And through this tale, I demonstrated the folly of marrying beneath your station. Nonetheless, I gave her permission to marry this ne'er-do-well, and it came to pass as I predicted..."

The most important tool of effective storytelling is concrete detail in describing the setting and characters. Visualize them — the echoing darkness of mysterious caverns, the rich ornamentation of the Sultan's audience room, the grotesque warts and wrinkles of the old hag's face, the glittering evil eye of the Magian wizard, the vast and empty silence of the City of Brass. Don't forget the senses other than vision — the sting and stench of the smoky housefire, the tremble and chill of the terrible storm, the roar of the lion.

(20.3) Using Game Elements

Exploit Your Statues and Skills

Use your statues and skills as improvisational cues to make your story appropriate for your character. Even if your skills or statues are not listed in the paragraphs, think of ways that your character's distinctive abilities and limitations will fit into your story. For example, if your character has Piety, Wisdom, Storytelling and the Respected status, and you choose to honor a Friendly Sage:

"... and the venerable wise man was so moved by my tale that he wept and begged me to become his companion, that he might share my wisdom and experience, and achieve enlightenment."

Angling for a Specific Award

Suppose you really want a treasure, and you choose to 'rob' the 'All-Powerful Wizard.' Even if there is no treasure award mentioned in the award paragraphs for your encounter, you can set your story up in such a way that the other players may award you the treasure. Portray the wizard as extremely powerful, and describe in glowing detail the wondrous treasures he has in his cavern. Tell how you used each and every one of your skills just to stay alive, and how at last, through desperation, courage, good fortune, and the will of Allah, you managed to snatch a marvelous sword and flee for your life, bleeding profusely, only steps ahead of the wizard's evil minions. How could they refuse to reward such heroic exploits as these?

Summary: When telling a story or deciding how to vote, keep in mind:

1. Exploit your own experience.
2. Use your imagination.
3. Be true to the background and mood of the Arabian Nights.
4. Provide roles for your audience.
5. Use voice and gesture to dramatize the action.
6. Be consistent.
7. Provide concrete detail.
8. Exploit your skills and statues.

21. AN EXAMPLE OF STORYTELLING

You have received an encounter with a 'Destitute Beggar' and, foul cur that you are, you decide to 'rob' him. You find the appropriate

paragraphs and learn that none of your skills are mentioned, so you will have to use the 'no skill' paragraph as the basis for your story. Here are the main and 'no skill' paragraphs:

You are so amazed at the wealth of this apparently destitute soul that you cry out in surprise.

NO SKILL: Another hears you, and you are apprehended in the act. Your victim turns out to be a vizier who is sojourning among the people to learn of their condition. D1/Imprisoned.

Here's your preparation:

Setting: Not given, but the streets of the city where you encountered the beggar (Damascus) will do. Figure a big crowd, merchants and vendors hawking their wares like in *Raiders of the Lost Ark*. Later, when you are judged, you'll be in the Caliph's chambers, surrounded by advisors and sumptuous wealth, and finally in the prison cell, with a taunting hunchback and hours among the cold, clammy stone walls.

Characters: The robber — yourself — and the beggar/vizier are the main characters. The crowd, the citizens or soldiers who arrest you, the court of the Caliph when you are judged, and the hunchback, are minor roles you may assign to other players or play yourself. If you have time, give a thought to visualizing the minor characters.

Plot: 1. You see a seemingly harmless beggar. Slime that you are, desperate for money, and too weak to handle tougher game, you attack the wretch. 2. You open his ragged coat and discover robes of many hues and of the finest silks. You shout in surprise, and others notice you standing over the beggar. You are quickly clubbed to the ground by an angry mob and taken before the Caliph. 3. In his chambers, The Caliph explains why he has sent his vizier among the poor — to see about their welfare. He curses you for your own behavior, and condemns you to prison. 4. You are locked away in a jail cell, with no company but a cruel hunchback. However, the solitude and hardship gives you time to reflect, and you decide to lead a virtuous life henceforth.

You figure that the Wisdom skill would be an appropriate additional award to ask for. You ask the players to provide the noises of a busy marketplace and the court of a rich Caliph. You assign the role of the beggar-vizier who gets pounded and the unpleasant hunchback jailer, but you reserve the Caliph's role for yourself, because you want him to be completely sympathetic to you.

All this planning takes place in seconds, but you think you have enough to start, so you begin telling your story.

You start off with a quick description of the crowded streets, getting the players into the act with crowd noises. You describe the beggar-vizier, encouraging the chosen player to look and act beggar-like. You tell the other player to stand and face away from you. You pantomime sneaking up behind the beggar as you tell your tale, then mime clobbering the beggar, encouraging the other player to slump and moan convincingly.

You continue through the outlined events, encouraging the other players to participate where appropriate, acting out anything dramatic with voice and gesture as you develop your tale.

Suddenly, in the middle of telling your story, you realize that your Beguiling talent might help you with the Caliph, so you improvise a quick twist to the story. (Hail to the Creative Imagination!)

When the Caliph chastizes you for abusing the vizier, your response is to plead that the very thing that the Caliph hoped to learn by sending out the

disguised vizier — the condition of the people — is the reason for your attack. You are so hungry and poor, as are the rest of the people, that you are reduced to crime to stay alive. The Caliph is admonished, and decides to alter the terms of your imprisonment to labor in his service, where he may speak to you of the affairs of the common man.

Alas, you have planned a bit too much, for you run out of time just as you are presenting your plea to the Caliph. You give a quick summary of the rest of story ideas you had intended to develop, then read the paragraph aloud to the others. Then you make your proposal for an award — a Story point for having a dramatic experience, and Courtly Graces skill, for becoming a confidant of a Caliph. You jot down the name of the player who did the beggar-vizier as best supporting player, for he was most cooperative and dramatic in his moaning.

The other players consider for a moment, then announce their votes. One votes only Satisfactory, because he thinks you tried to twist the intent of the paragraphs too far, but the others vote Outstanding because your tale was full of action, violence, and drama, and they liked the little twist at the end. You get a Story point and the Courtly Graces skill, as does your choice for best supporting player. Don't forget that you get an additional D1 and the Imprisoned status from the paragraph itself.

THE ADVENTURE RULES

These are a collection of optional rules which the players may choose to add to the Standard game of *Arabian Nights*. Each rule can be used separately, or with other adventure rules. Each adventure rule adds rich detail to the game, as well as some time and complexity.

22. QUESTS

Instead of using the normal victory conditions, you may choose to undertake a *quest*. (Other players may, if they wish, opt to continue using the normal victory conditions.) When playing the quest, you are assumed to be on a great quest for the Sultan of Baghdad. He seeks an item of wondrous power, or perhaps the hand of a particular maiden in marriage. When you have completed two quests, you win by returning to Baghdad.

(22.1) Starting the Quest

The upside-down part of a Fate card is called a *Quest card*. If you have no Quest card at the beginning of your turn (either because you are taking your first turn, or because you have just completed a quest), get one by drawing from the deck until you get a Fate card (discard any Encounter cards), then turn it upside-down. The being named is the first person or thing you need to find.

(22.2) Going on a Quest

Each Quest card is printed with a name and a paragraph number. The name is the person or thing which can help you fulfill the quest. The number is that of a paragraph in the Book of Tales which lists other important information. You should look up the paragraph as soon as you get the Quest card.

Each quest paragraph has two parts: a special table for fulfilling the quest, and a list of several spaces on the board. When you reach one of these spaces, you have found the being listed on the card, and can roll on the table.

(22.3) Fulfilling the Quest

You can fulfill the quest in one of two ways:



- Have a successful encounter with the listed being, or
- Arrive at one of the spaces listed in your quest paragraph, and make a successful roll on the table.

It is possible to find the being listed on your Quest card through the normal encounter procedure; if you do, follow the regular procedure in all ways. If the letters 'Q:S' ('Quest Success') appear in the final paragraph, you have *successfully completed that quest*. If 'Q:S' does not appear, there is no further effect.

If you arrive at one of the spaces listed on the quest card, you may roll one die on the quest table printed in the quest's paragraph to try to complete that quest. (Roll during the Cards and Dice portion of your turn). You only get one chance to roll.

- Add all the appropriate modifiers listed in the paragraph to your die-roll.
- If the result includes a 'Q:S', you have fulfilled your quest (in addition to the other listed effects). Otherwise you have not completed your quest.

(22.4) Extending a Quest

You will not always be able to complete your quest on the first card. Instead you will be referred to someone else who can help; this is called *extending the quest*. (This result appears frequently on the quest tables.) When your quest is extended, draw from the deck until you get a Quest card (just as if you were starting a new quest). Put the new card on top of your earlier quest card(s). Now you must find this new being to complete your quest.

You may voluntarily elect to extend your quest but only if you are:

- having an encounter with the object of your quest. (You may wait to see if you get the 'Q:S' first.); or
- in one of the spaces listed in your quest paragraph (you may not roll before deciding to extend the quest).

Note: Most of the quest table modifiers include '+1 to the die roll for each additional Quest card in the current quest.' This means that each time you extend your quest, you will get an additional plus one to the die for your *next* roll. It might be to your advantage to extend a quest rather than roll, both to avoid possible bad consequences of failing a roll, and to get the extra +1 on the next part of your quest.

(22.5) Winning the Quest

Once you have finished your first quest, you draw a new Quest card.

Once you have received Q:S results for two complete quests, you win by entering Baghdad. The other players then get their last turns (See section 6).

(22.6) Rules Changes

Do not ignore the "If Quest" qualifier on the Fate cards.

23. MERCHANTS

Instead of using the normal victory conditions, you may choose to play a *Merchant*. (Other players may, if they wish, opt to continue using the normal victory conditions, or to use the Quest

victory conditions.) When playing a merchant, you try to accumulate great wealth and stores of treasures. The easiest way to do this is by trading the products to be found in the cities around the world. If you enter Baghdad with Fabulous wealth (which means you must possess at least one treasure), you win. Only players who announce that they will play a merchant may engage in trade.

If at least one player announces that he will be a merchant, during set-up put all the *trade route* (yellow arrow) counters in the box bottom or in a cup.

(23.1) Beginning Trade

All cities on the map (except Baghdad) have two or three products listed next to them. These correspond to the products printed on the Merchant Display. Trade consists of connecting products on the display with trade route counters, and travelling to cities with connected products.

If you end your turn in a city, and you had an encounter in that city this turn, you may start a trade route. You are never *required* to start a route.

To start a trade route, draw a trade route counter from the cup. You must decide how many counters you will draw.

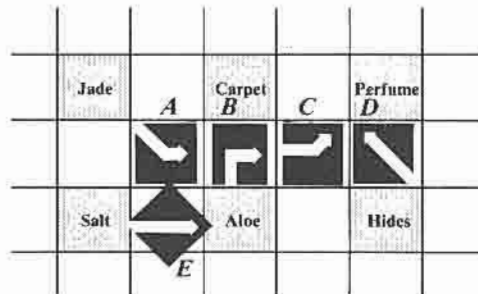
- You may draw one counter for each level by which you reduce your wealth.
- If you have Bargaining at Talent level, you may make one free draw. If you have Bargaining at Master level, you may make two free draws.

Example: You have Bargaining at Talent level, and spend two wealth levels; you may draw a total of three counters.

(23.2) Placing Trade Routes

Once drawn, trade route counters must immediately be placed on the Merchant Display. Counters are placed in the empty boxes, never the product boxes. They may be played in one of the following ways:

- to point away from one of the products available in the city you occupy.
- to continue a chain started by a previous arrow. The point of one arrow must aim at the base of the next. If a trade arrow points *into* a product box, that box may be counted as an intervening arrow pointing in any direction.

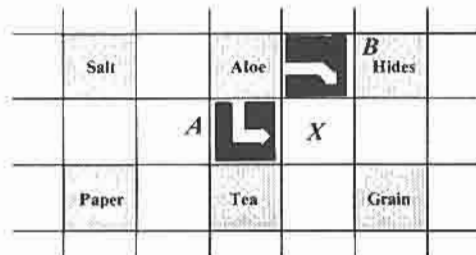


Arrow B is correctly placed because it leads away from a product box; arrow C is also correct because its base abuts the point of arrow B. Arrow A is incorrect; it does point away from the Jade box, but it points toward the side of arrow B, instead of its base. Arrow D is also incorrect; it points away from an empty box, instead of a product box or another arrow. Arrow E is

incorrect also, since it is placed "sideways"; arrows must always be placed squarely in a box.

(23.3) How Trade Routes May be Placed

- Trade route counters may be placed from any or all of the products in the city you occupy.
- All counters drawn together must be placed immediately. They may not be 'saved' for later use.
- You may not place a counter in such a way that it points toward another counter, but touches the side or point of that counter instead of its base.
- **Important:** Only trade counters for which you spent wealth levels may be used to *continue* a chain. Trade counters drawn because you have Bargaining can *only* be used to *start* a chain. Furthermore, a "free Bargaining" counter cannot be used to start a chain if the chain starts in a product box that already has a chain leading away from it. A "free Bargaining" counter can only start a chain from a product box that is not already the beginning of a chain.



The Merchant player spends one wealth level to obtain one trade counter. He has Bargaining at Talent level, so he obtains a second counter for free. He announces that the first counter he draws will be the one for which he spent wealth, and the second will be the "Free Bargaining" counter. He draws counters A and B.

Counter B can only be used to start a chain, so he places it as indicated. Counter A cannot be placed to continue that chain, because its base is along the flat side of the counter, instead of a diagonal. This is unfortunate; if Counter B could have been used to continue a chain, the Merchant could have played it in box X, which would have given him a completed trade route from Aloe to Grain.

When there are no more trade counters in the box bottom or cup, take all the previously used counters and put them back in the bottom or cup. If there are no more counters available, no new trade counters may be placed until some are cashed in (see below).

(23.4) Making Profits

If a chain of arrows leads from one product box to another, you may "cash in" the chain by entering a city where the "destination product" is available. When you cash in, remove all trade counters along the chain from the Merchant Display, and place them to the side.

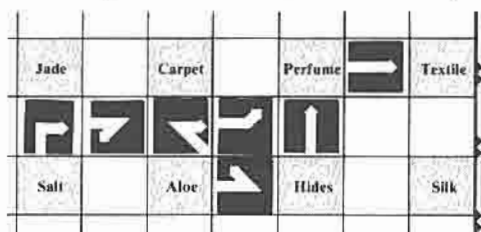
If two or more separate routes point to the destination product, you may cash in on any or all of them. If you choose to cash in, you may



not draw any arrows at that city that turn. You *must* have an encounter in order to cash in.

No chain may be cashed in if it points from a product back to itself, or if it is between 2 products that are both found in the same city you are currently in.

When you cash in, you gain wealth. The number of wealth levels gained equals the number of arrows and product boxes in the chain, *not counting the starting product and the ending product*. If you could cash in for three or more wealth levels at one time, you may *instead* take a treasure from the cup. (If you do this, you gain *no* wealth levels, regardless of the length of the route.)



The trade route that goes from Salt to Salt *can* not be cashed in, because routes which return to their origin are valueless.

If the Merchant is in a city with Perfume, he can cash in the route which goes from Aloe to Perfume. He would gain three wealth levels by doing so, since there are three trade counters in the route. He could also cash in the route from Hides to Perfume, which would give him one more wealth level. Instead, he could go to a city with Textiles; he could then cash in the whole route from Aloe to Perfume to Textiles, which would give him a total of 5 wealth levels, because the route contains four trade counters and one intervening product box (Perfume). He could also trade in the route from Hides to Perfume to Textiles, but this would only give him one more wealth level (because Perfume and the arrow from Perfume to Textiles cannot be counted twice).

(23.5) Evaluation

Certain trade route counters are marked on the back with a wealth symbol. If you have Evaluation at the Talent level, you may use any counter marked '1 Wealth T/M.' If you have Evaluation at Master level, you may also use the counters marked '2 Wealth M.' When drawn, these counters may be used as regular trade arrows, or placed 'Wealth' side up in any product box on the display.

When you cash in a chain which contains such counters, you score one additional wealth level for each '1 wealth' counter, and two additional levels for each '2 wealth' counter.

(23.6) Multiple Merchants

If more than one player is a merchant, one merchant *may* cash in (i.e., steal) a chain started by other merchants. All other rules apply.

(23.7) Winning as a Merchant

A merchant player wins by accumulating Fabulous wealth (which implies the possession of at least one treasure) and entering Baghdad. He must still have the wealth and treasure after the

other players have taken their last turns. (See section 6).

23.8 Rules Changes

Do not ignore the "If Merchant" qualifier on the Fate cards.

24. INTERACTIVE CARD PLAY

These rules will allow players to have more control over their fates and encounters.

(24.1) Set-up

When using this rule, deal five cards from the deck to each player at the start of the game. Cards that a player holds in his hand *never* apply to that player; instead, those cards are given to other players, as explained below.

(24.2) Encounter Procedure Change

After moving, do not draw from the deck to see if you have had an encounter. Instead you ask another player for an Encounter card. If he has one or more, he must give you one (his choice). This will be your encounter.

If he has none, he discards his entire hand and draws five new cards, but *you have no encounter this turn*.

(24.3) Fate Cards

If you have one or more Fate cards, you must give one to the player who gave you your encounter. If he had no encounter for you this turn, he does not get a Fate card.

If you have no Fate cards, discard your hand and draw five new cards. He does not get a Fate card this time.

Fate cards you receive from other players are kept face up in front of you, and are used as in the Standard game (they may *not* be given to other players nor do you discard them if you draw a new hand). As before, you may never have more than 2 of these Fate cards.

(24.4) Quests

If you are using this rule in conjunction with the quest rules, a questing player should ask someone for his Quest card. He does *not* give a Fate card in return. If the asked player has no Quest card, he discards his hand and draws five new cards; he must give the quest player a Quest card from his new hand. If he *still* has no Quest card, he discards again, and keeps on going until he finally receives one.

25. NO STATUS LIMIT

In this version, you do not discard statuses when you have more than one. You lose them only when directed by a paragraph or a conditional status roll. **Beware:** It can become a bit difficult keeping track of the effects of several statuses at once.

26. USING SKILLS ON OTHER PLAYERS

(26.1) How to Use Skills

Any time you end your turn in the same space as another player, you may announce that you are using one of your skills against him at the end of your turn. Using a skill costs you Destiny

points: 5 if you are using a Talent skill, or 2 if you are using a Master skill. Skills may only be used once per turn against one other player.

(26.2) Defending Yourself

If you do not have the skill that is being used against you, there is nothing you can do except suffer. If you have the same skill at Talent level, you may pay 5 Destiny points to avoid the outcome. If you have the skill at Master level, you may pay 2 Destiny points to avoid the outcome.

(26.3) The Skills and Their Effects

Given below are the various skills that can be used against other players, and the effects. If a skill is not listed, it cannot be used against another player.

Acting & Disguise: The player you use it against gains 1 Story Point. You may take 1 Treasure from him, or gain 2 Story points.

Appearance: You may give characters of the opposite sex the 'Love-struck' status, or characters of the same sex the 'Envious' status.

Bargaining: You may trade one Wealth level for one Treasure of your choice from your chosen victim.

Beguiling: You may give your victim the 'Enslaved' status, or you may steal one of his statuses (but not 'Sultan').

Luck: Both roll a die. If you roll equal or higher, you get one Wealth level from him (but see rule 16.4). Otherwise, there is no effect.

Major Magic: You may give the other any status you wish.

Minor Magic: You may give the other the 'Enslaved' or 'Under Geas' status.

Piety: You may give the other the 'On Pilgrimage' status, or give him one Destiny point and take three Destiny points for yourself.

Seduction: You may use this only against characters of the opposite sex. You may give the other the 'Enslaved' or 'Lovestruck' status, or take one wealth level (but see rule 16.4).

Stealth & Stealing: You may take one Wealth level (but see rule 16.4) or one treasure. If the other player pays the Destiny points to avoid the effects of this, you get the 'Imprisoned' status.

Storytelling: The other gains one Story point, but may not move during his next turn. He still has his encounter normally.

Weapon Use: You may give the other the 'Wounded' status.

THE SOLITAIRE GAME

27. SETTING UP

When setting up for solitaire play, repeat the set-up for the Standard game plus the Merchant and Quest rules, but do *not* take a hand of cards.

28. WINNING

To win the Solitaire game, you must fulfill all three victory conditions: that is, you must fulfill your formula, gain Fabulous wealth, and complete 2 quests. You must do this *before you finish the deck*.

If you believe yourself to be an expert game player, increase the number of points in the formula or start with the Deck marker on the '3rd Deck' side.

29. PLAYING

- Use the Quest and Merchant Rules (sections 22 and 23).
- When drawing cards from the deck, draw two cards and choose the one you want. Discard the other immediately.
- In all cases where 'another player' is supposed to be designated to make a decision, lose one Story or Destiny point (your choice), and make the decision yourself.
- If you are told to request a card from another player, draw one from the deck instead. (If you are told to request a specific *type* of card, draw and discard cards until you receive a card of the necessary type.)
- All cards which can be used 'against other players' have no effect.
- Be very careful about the effects of statuses. If you make a mistake and forget to implement a status effect, there is no one to remind you. Penalize yourself a Story or Destiny point (your choice) each time you discover you have made a mistake.
- If you have a Master skill, when you read the three award paragraphs to check for your skills, you may ignore "mandatory" paragraphs.

...at the end of the thousand and first night, Shehrezad asked the Sultan Shahriyar for a boon.

"You have but to ask, and it shall be granted," he replied.

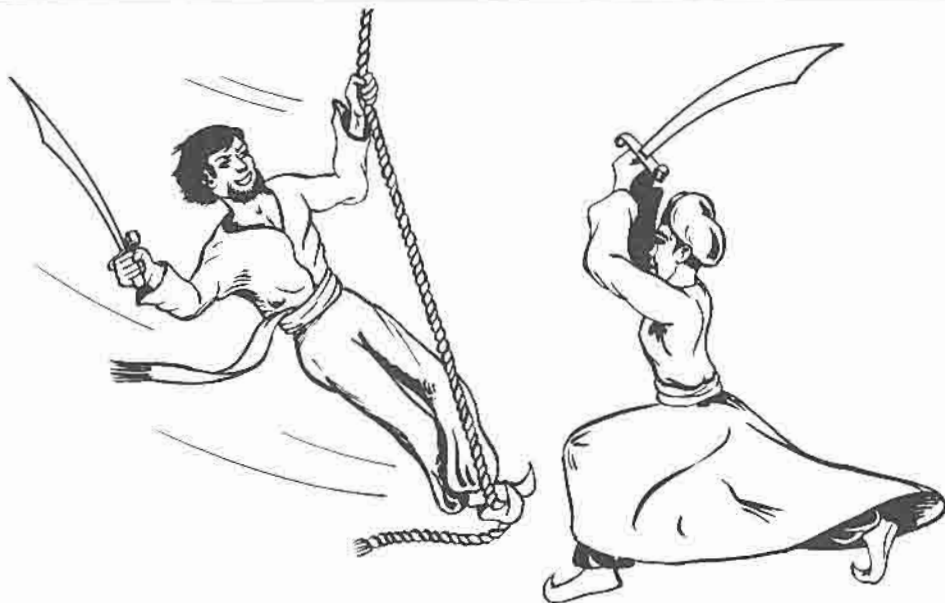
She went into the nursery, and brought forth the three sons she had borne Shahriyar during her telling of tales. She kissed the ground before his feet, and asked him to spare her life so that she could love and raise their children.

Shahriyar was overcome with emotion, and declared that Shehrezad had already been pardoned before she presented him with the first of their sons. He embraced her and his three sons, and proclaimed a festival in her honor. Shehrezad kissed his hand, and called down blessings upon him.

The people rejoiced to hear of Shehrezad's salvation. The very next day, Shahriyar summoned all of his nobles to his throne room. He then called upon his vizier, Shehrezad's father, and bestowed upon him a magnificent robe of honor. Shahriyar told his assembled courtiers: "My vizier's daughter has been the salvation of her people, and the instrument of my repentance." So saying, he conferred robes of honor upon all present.

The celebrations continued for months. The Sultan showered alms upon the poor and needy, and all of his subjects banqueted at his expense for ninety days and nights.

Shahriyar became a wise and just ruler, and lived happily with Shehrezad for many years, until they were visited by the Destroyer of all earthly pleasures, the Annihilator of men.



A Note to Western Readers

The Thousand and One Arabian Nights rank among the world's most famous short story collections. These stories are a melding of Arabian and Indian folk tales, with just a sprinkling of Chinese influence. In broad strokes, the tales paint a picture of a world of extraordinary treasure, earthly lusts and uncomplicated ethics. There are fabulous creatures, from enormous roc to powerful sorcerer to everpresent 'efreet (also known as djinn or genie); what distinguishes this from other mythologies is that even the everyday barber, beggar or hunchback is described with a sense of wonder. It is this intimate view into an alien culture that has made these tales the most popular Arabic work in the Western world and raised them to the status of a universal classic.

Westerners who have little previous contact with Arabia or Islam may be confounded by the ethos and culture they will discover in the Book of Tales. For all its fantastic trappings, the world of the Arabian Nights is that of a very real, exotic, vital and sophisticated culture. The societal values are just different: for instance, our heroes thought nothing of casually killing someone to gain some small convenience as long as that someone was an infidel.

The one design liberty taken was in the portrayal of women in the game. The female was definitely the lesser sex in medieval Arabia. Further, it appears that three-quarters of the 'heroines' were busy seducing and betraying the nearest men; the virtuous others often had the distressing habit of dying to prove their essential goodness. We have represented the female characters in the game as the best, bravest and most fortunate of these heroines. Still, we suggest you not forget that you are in a hostile society when you play a female adventurer.

These books were of great use in the preparation of this game, and are recommended to those of you who wish to read the tales:

N.J. Dawood's *Tales from the Thousand and One Nights* (Penguin Classics) is a condensed version. Dawood, an Arab scholar, has written the modern translation which is at once the most

faithful to the source material and the most readable. His narrative style is straightforward in everything from dialogue to earthly lusts, which makes this telling inappropriate for young children.

E.W. Lane's *The Arabian Nights' Entertainments* or *The Thousand and One Nights* (Livres de France and East-West Publications) is probably the best-known translation of the tales. Lane and his 19th Century English contemporaries gave the Arabian Nights their place in the popular literature of the Western world, but they were ruthless bowdlerizers of the stories. This version uses much flowery language and is thoroughly sanitized.

By contrast, Richard Burton's *The Book of the Thousand Nights and a Night* (which is out of print) is both highly salacious and the definitive English-language compilation. Burton, the first non-Moslem to see Mecca and an adventurer *par excellence*, is as interesting as any Arabian Nights character. His telling is quite, quite bawdy, but the prose is so dense that modern readers will struggle through it.

An Historical Atlas of Islam (E.J. Brill), edited by William Brice, was the starting point for the map. Geography is, at best, incidental to the tales; place locations in the Arabian Nights are more often than not given as so many days' journey by horse in such-and-such a direction from Baghdad. Islands and places of power were generally reached by our heroes after a raging storm or magical beast or what-have-you had tossed them around so much that they had no idea where they were. The final rendering of the map combines appropriate cartography and period flavor.

The reader will undoubtedly agree with us that the Tales of the Arabian Nights are splendid fables. But the tales are more than just pleasing fantasies: they are a faithful reflection of the time and place in which they are conceived. With Arabia and Islam resurgent, the Tales of the Arabian Nights can still teach while they entertain us.

Eric Goldberg

Tales of the Arabian Nights Component Summary

The Book of Tales

The Book of Tales is used to resolve encounters and to find out about the treasures, statuses and quests. Each of these has a paragraph number associated with it, which the Reader uses to find the appropriate paragraph in the Book. The bottom outside corner of each page in the Book lists the paragraph numbers printed on that page.

- Status paragraph numbers are printed in the boxes on the Player Displays.

- Treasure numbers are printed on treasure counters.

- Encounter numbers are printed on Encounter cards, the Reaction Matrices, and in Place of Power spaces on the board.

- Quest numbers are printed on the upside-down portion of Fate cards.

The Reaction Matrices

The Reaction Matrix Display contains 11 matrices labelled from A to K. When you have an encounter, you will be referred to one of these, either by the letter printed on a Character Encounter card or the letter printed next to the encounter description in a paragraph. You find the adjective which describes what you have encountered on the left-hand side of the Matrix and choose one of the options at the top of the Matrix; the two combine to produce a paragraph number.

Player Displays

Each player uses one of the six Player Displays.

The status boxes at the top are used to record your statuses; place a status marker in the appropriate box if you have a status.

Skill markers are placed anywhere on the display.

The Destiny, Story and Wealth tracks are used with the Destiny, Story and Wealth markers to record the number of Destiny and Story points you possess, and your Wealth level. Your Wealth level determines your land and sea movement rates, as indicated by the track; if you have a certain number of Destiny or Story points, you receive special benefits, as indicated.

The Merchant Display

The Merchant Display is used only in the Adventure Game. Trade counters are placed on it to show trade routes.

The Gazetteer

The Gazetteer lists all of the cities on the map and their general locations. Use it to find the location of the cities you should visit if you have City Fate cards. (Civ signifies the civilized (tan) area in the center of the map; NW, SE, etc., refers to the appropriate quarter of the map.)

It is also used by Merchants in the Adventure Game. It lists each of the products, their locations on the Merchant Display, and the cities where they can be found.

City Name	Location	Product	Merchant Display Location	City
Adrianople	NW	Aloe	E4	Gaya
Alexandria	SW	Amber	D1	Balts, Bulgars
Antioch	Civ	Camphor	B2	P'an-P'an
Baghdad	Civ	Carpet	E3	Hamadan, Muskat
Balts	NW	Cloth	A1	Makka
Bantus	SW	Corn	G1	Constantinople, Herat, Rome, Tiflis
Basra	Civ	Dates	E6	Basra, Tripoli, Zarandj
Bilma	SW	Dye	A6	Damascus
Bulgars	NE	Ebony	B3	Tana
Constantinople	NW	Fish	C6	Balts, Tiflis
Cordoba	NW	Fruit	F1	Herat
Damascus	Civ	Fur	B6	Bulgars, Kiev
Daybul	SE	Glass	C1	Damascus
Gaya	SE	Gold	F2	Bantus, P'an-P'an, Timbuktu
Hamadan	Civ	Grain	F5	Alexandria, Leon
Herat	NE	Gum	G5	Daybul
Kiev	NW	Hides	F4	Bilma
Leon	NW	Honey	E2	Cordoba
Lhasa	NE	Horses	D2	Adrianople, Samarkand
Makka	Civ	Iron	E1	Antioch, Shiraz
Muskat	Civ	Ivory	A4	Bilma, P'an-P'an, Zaila
P'an-P'an	SE	Jade	D3	Samarkand
Rome	NW	Jewels	F6	Gaya, Serendib, Tana
Samarkand	NE	Musk	B5	Su-Chou
Serendib	SE	Paper	D5	Alexandria, Lhasa, Su-Chou
Shiraz	NE	Pearls	G6	Basra
Su-Chou	NE	Perfume	F3	Samarkand
Tana	SE	Porcelain	A2	Muskat
Tiflis	Civ	Resin	D6	Daybul
Timbuktu	SW	Salt	D4	Timbuktu
Tripoli	SW	Sandalwood	G2	Tana
Zaila	SW	Silk	G4	Zarandj
Zarandj	NE	Silver	C5	Adrianople
		Slaves	B4	Bantus, Kiev
		Spice	C3	Makka, Serendib
		Sugar	A3	Antioch
		Tea	E5	Su-Chou
		Textiles	G3	Hamadan
		Timber	A5	Constantinople, Leon, Lhasa, Zaila
		Wax	B1	Shiraz
		Wine	C4	Cordoba
		Wool	C2	Rome, Tripoli

Map Summary

DO NOT BACK-FOLD THE MAP! If you do, you are likely to end up with a two-piece map. Instead, gently press down on the creases to make the map lie flat.

This is a city.



ZAILA
Timber
Ivory

So is this.



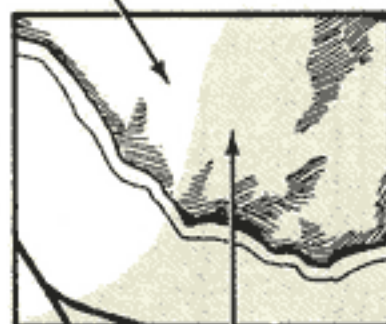
SU-CHOU
Tea
Paper
Musk

This is a Place of Power.



JEWELLED
FORTRESS
178

This is the Civilized Area (don't add to encounters here).



This is the Wild Area (most of the map is wild).



Forest



Sea



Mountains



Desert



Island

front **back** **Counter Summary**

This is a **Character counter**. It is placed on the game-map to indicate your position. Use the front if your character is male and the back if female.

These are **Origin/Destination counters**. Use when directed to do so by the paragraphs, or when you receive an opportunity to enter a Place of Power.

This is a **Destiny Points marker**. Place it on the Destiny Track on your Player Display to record the number of Destiny points you possess. If you possess more than 9 Destiny points, flip the marker to its "+ 10" side.

This is a **Story Points marker**. It is used like the Destiny marker, but is placed on your Story Track to record the number of Story points you possess.

This is a **Wealth marker**. Place it on the Wealth Track on your Player Display to record your current wealth level.

This is a **Status marker**. Place it in the appropriate status box on your Player Display when you receive a status. The back is a **Conditional Status marker**; it is used when you receive a conditional status, and indicates how you lose the status (in this case, if you roll a 7 or less on two dice during the Cards and Dice part of your turn).

This is a **Skill counter**. When you learn a skill, you take a skill counter and place it in any convenient place on your Player Display. All skills begin at "Talent" level ("T" side face-up); they can increase to "Master" level, when the counter is flipped to its "M" side.

This is a **Treasure counter**. The number is the paragraph which describes it. Note that each treasure counter is back-printed with a different treasure; if one treasure is in play, the other may not be used.

This is a **Trade counter**. It is used only in the Adventure Game, and is placed on the Merchant Display to establish trade routes between product boxes. The back of some trade counters are printed with Wealth symbols; these can be used to add to the value of a trade route.

Movement Summary

Land movement route.

Sea movement route.

This is a **Special Fate card**.

Quest legend

SPECIAL

If you enter the same space as another player, you may choose his reaction in his next encounter.

If you end your move in the same space as another player's character, you may play a Special Fate card and follow its instructions.

Card Summary

This is a **Character Encounter card**:

Name **Reaction Matrix**

1st Deck **2nd Deck** **3rd Deck**

'EFREET (B)

84 88 94

When the First deck marker is in use, go to the paragraph indicated in the upper left-hand corner; when the 2nd deck marker is used, go to the paragraph indicated in the upper right-hand corner; etc.

This is a **Terrain Encounter card**.

VOLCANO*

Mountain: 72 Island: 74*
Sea: 73 Forest: 17
Desert: 3 City: 24

In an encounter, use the paragraph number next to the name of the terrain type you occupy.

This is a **City Fate card**.

Quest legend

PROPHET - 1332

KIEV **City name**

Fate table
















- 1 Lose 1 skill
- 2 Encounter 1 of:
Puissant Soldier (J)
Secret Trapdoor (F)
- 3 Gain 1 Wealth if
WEAPON USE or
STEALTH & STEALING
- 4 Gain 3 D pts. if playing
QUEST
- 5 Gain 1 Treasure for 2 D pts.
- 6 Give another player any
status

If you end your move in the city named on the card, you may roll on the Fate table and do what it says. If you draw this as a Quest card, the quest legend tells you what you must seek, and what paragraph you turn to to help you find it.

MERCHANT DISPLAY

	A	B	C	D	E	F	G
1	Cloth	Wax	Glass	Amber	Iron	Fruit	Corn
2	Porcelain	Camphor	Wool	Horses	Honey	Gold	Sandalwood
3	Sugar	Ebony	Spice	Jade	Carpet	Perfume	Textiles
4	Ivory	Slaves	Wine	Salt	Aloe	Hides	Silk
5	Timber	Musk	Silver	Paper	Tea	Grain	Gum
6	Dye	Fur	Fish	Resin	Dates	Jewels	Pearls

	Origin	Destination		Origin	Destination		
Destiny Points	Story Points	Wealth 	Destiny Points	Story Points	Wealth 		
	Origin	Destination		Origin	Destination		
Destiny Points	Story Points	Wealth 	Destiny Points	Story Points	Wealth 		
	Origin	Destination		Origin	Destination		
Destiny Points	Story Points	Wealth 	Destiny Points	Story Points	Wealth 		
Status	Status	Status	Status	Status	Status		
Status	Status	Status	Status	Status	Status		
Status 1 Turn	Status 1 Turn	Status 1 Turn	Status 1 Turn	Status 1 Turn	Status 1 Turn		
1st Deck	3rd Deck	Status 6 or Less	Status 6 or Less	Status 6 or Less	Status 6 or Less		

BEGUILING	BEGUILING	BEGUILING	STEALTH & STEALING	STEALTH & STEALING	STEALTH & STEALING	MAJOR MAGIC	MAJOR MAGIC	MAJOR MAGIC
COURTLY GRACES	COURTLY GRACES	COURTLY GRACES	BEGUILING	BEGUILING	BEGUILING	WEAPON USE	WEAPON USE	WEAPON USE
WEAPON USE	WEAPON USE	WEAPON USE	EVALUATION	EVALUATION	EVALUATION	LUCK	LUCK	LUCK
SCHOLARSHIP	SCHOLARSHIP	SCHOLARSHIP	BARGAINING	BARGAINING	BARGAINING	MINOR MAGIC	MINOR MAGIC	MINOR MAGIC
APPEARANCE	APPEARANCE	APPEARANCE	STORYTELLING	STORYTELLING	STORYTELLING	SCHOLARSHIP	SCHOLARSHIP	SCHOLARSHIP
PIETY	PIETY	PIETY	SEDUCTION	SEDUCTION	SEDUCTION	APPEARANCE	APPEARANCE	APPEARANCE
SEAMANSHIP	SEAMANSHIP	SEAMANSHIP	ENDURING HARDSHIP	ENDURING HARDSHIP	ENDURING HARDSHIP	PIETY	PIETY	PIETY
WISDOM	WISDOM	WISDOM	ACTING/DISGUISE	ACTING/DISGUISE	ACTING/DISGUISE	WILDERNESS LORE	WILDERNESS LORE	WILDERNESS LORE
WISDOM	WISDOM	WISDOM	ENDURING HARDSHIP	ENDURING HARDSHIP	ENDURING HARDSHIP	WISDOM	WISDOM	WISDOM
144 	146 	148 	150 	152 	154 	156 	158 	160 
162 	164 	166 	168 	170 	172 			

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Tales of the Arabian Nights

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STONEHENGE
174

BALTS
Amber
Fish

KIEV
Fur
Slaves

ADRIANOPLE
Silver
Horses

CONSTANTINOPLE
Corn
Timber

LEON
Grain
Timber

ROME
Wool
Corn

CORDOBA
Honey
Wine

ANTIOCH
Sugar
Iron

BAGHDAD
The City of Peace



SEA OF DARKNESS

DAMASCUS
Dye
Glass

ALEXANDRIA
Grain
Paper

MAKKA
Spice
Cloth

TRIPOLI
Wool
Dates

CITY OF
BRASS
177

BILMA
Ivory
Hides

ZAILA
Timber
Ivory

TIMBUKTU
Gold
Salt

BANTUS
Slaves
Gold

JEWELLED
FORTRESS
178

2

2

4

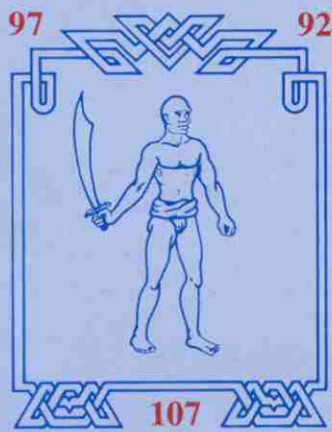
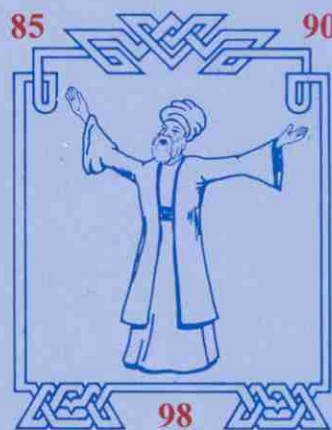
3

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2

2



NE'ER-DO-WELL (D)**SLAVE (D)****THIEF (D)****ENCHANTRESS (B)****BEGGAR (C)****HUNCHBACK (C)****PROPHET (A)****PRINCESS (A)****ELEPHANTS' GRAVEYARD***

Mountain: 25 Island: 28
Sea: 26 Forest: 29*
Desert: 27 City: 30

SERPENT*

Mountain: 37* Island: 39
Sea: 4 Forest: 40
Desert: 38 City: 41

VALLEY OF DOGS*

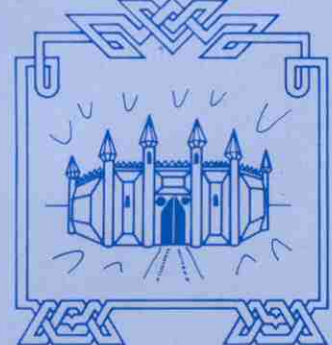
Mountain: 81* Island: 34
Sea: 82 Forest: 40
Desert: 83 City: 46

APE ISLAND*

Mountain: 52 Island: 54*
Sea: 53 Forest: 55
Desert: 19 City: 56

WARFLEET*

Mountain: 47 Island: 80
Sea: 78* Forest: 55
Desert: 79 City: 56

CRYSTAL PALACE*

Mountain: 31 Island: 34
Sea: 32 Forest: 35
Desert: 33 City: 36*

PALACE OF 100 CLOSETS*

Mountain: 35 Island: 63
Sea: 61 Forest: 64
Desert: 62 City: 65*

BARBER*

Mountain: 7 Island: 66
Sea: 14 Forest: 67
Desert: 21 City: 68*

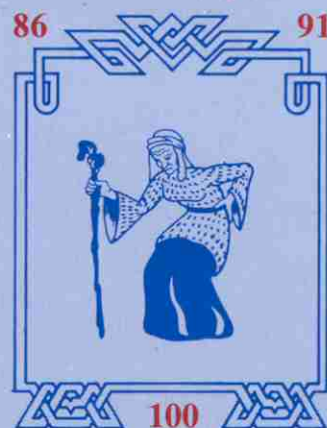
SAGE (A)



'EFREET (B)



HAG (C)



PRINCE (A)

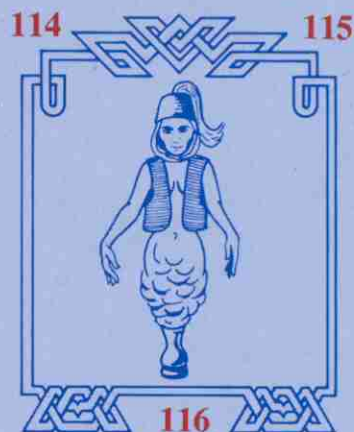
SEX-CHANGE
SPRING*

Mountain: 75 Island: 4
Sea: 76 Forest: 11
Desert: 77* City: 51

PAVILION OF
THE BLACK GIANT*

Mountain: 13 Island: 16
Sea: 14 Forest: 17
Desert: 15* City: 18

'EFREETEH (B)



WIZARD (B)

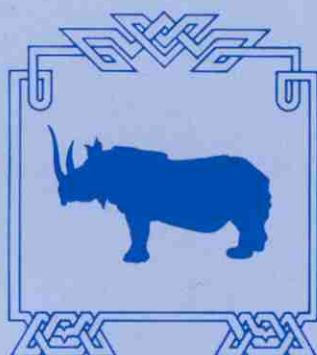


DENDAN*



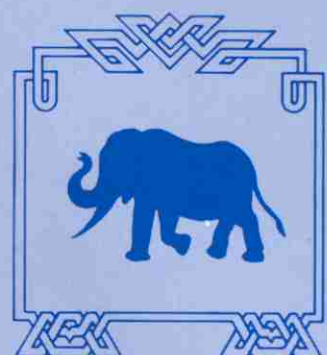
Mountain: 42 Island: 45
Sea: 43* Forest: 7
Desert: 44 City: 46

RHINOCEROS*



Mountain: 57 Island: 58
Sea: 28 Forest: 59*
Desert: 31 City: 60

ELEPHANT*



Mountain: 69 Island: 16
Sea: 2 Forest: 70*
Desert: 9 City: 71

LION*



Mountain: 47 Island: 14
Sea: 48 Forest: 50
Desert: 49* City: 51

MAGNETIC
MOUNTAIN*

Mountain: 1* Island: 4
Sea: 2 Forest: 5
Desert: 3 City: 6

VOLCANO*



Mountain: 72 Island: 74*
Sea: 73 Forest: 17
Desert: 3 City: 24

ISLANDS
OF CAMPHOR*

Mountain: 19 Island: 22*
Sea: 20 Forest: 23
Desert: 21 City: 24

PEARL DIVING*



Mountain: 7 Island: 10
Sea: 8* Forest: 11
Desert: 9 City: 12

KIEV**BANTUS****DAYBUL****SAMARKAND**

- 1 Lose 1 skill
- 2 Encounter 1 of:
Puissant Soldier (J)
Secret Trapdoor (F)
- 3 Gain 1 Wealth *if*
WEAPON USE or
STEALTH & STEALING
- 4 Gain 3 D pts. *if* playing
QUEST
- 5 Gain 1 Treasure for 2 D pts.
- 6 Give another player *any*
status

- 1 Lose 1 Wealth
- 2 Gain 3 D pts *if* any status
otherwise gain 1 D pt.
- 3 Gain 1 Treasure *if* any
status
- 4 Become LOST
- 5 Gain ACTING &
DISGUISE
- 6 Encounter 1 of:
'Efreeteh (114)
Thief (97)
Old Man (H)

- 1 Lose 3 D pts. *if* STEALTH
& STEALING otherwise
lose 1 D pt.
- 2 Gain 1 Treasure for
1 Wealth
- 3 Become BELOVED
- 4 Gain LUCK *if* playing
QUEST
- 5 Encounter 1 of:
Beggar (105)
Greedy Captain (H)
- 6 Gain 1 Wealth (max: poor)

- 1 Become BEASTFORM
- 2 Gain APPEARANCE *if*
playing HERO
- 3 Encounter 1 of:
Old Man (H)
Wizard (88)
Strange Artifact (F)
- 4 Gain 1 Wealth *if* any status
- 5 Gain 3D pts. *if* COURT-
LY GRACES otherwise
gain 1 D pt.
- 6 Gain 1 Treasure

P'AN-P'AN**SERENDIB****TRIPOLI****BALTS**

- 1 Lose 1 skill
- 2 Encounter 1 of:
Enchantress (115)
Blind Man (H)
Thief (92)
- 3 Gain 1 Wealth
(max: respectable)
- 4 Gain 4 D pts. *if* QUICK
THINKING otherwise
gain 1 D pt.
- 5 Gain 1 Treasure for
1 Wealth
- 6 Become ON
PILGRIMAGE

- 1 Become IMPRISONED
- 2 Gain SCHOLARSHIP
- 3 Encounter 1 of:
Friendly Merman (H)
Prince (102)
Sad Gooleh (H)
- 4 Gain 1 Wealth *if* S pts ≥ 7
or for 1 D pt.
- 5 Gain 2 S pts *if*
MERCHANT
- 6 Gain 1 Treasure for 1 skill

- 1 Lose 1 skill
- 2 Encounter 1 of:
Hag (100)
Slave (H)
Fine Beast (I)
- 3 Gain 1 Wealth (max: rich)
- 4 Gain 2 D pts and 1 S pt *if*
STEALTH & STEALING
otherwise no award
- 5 Gain 1 Treasure *if*
MINOR MAGIC
- 6 Gain ROBE OF HONOR

- 1 Lose 1 Treasure
- 2 Lose ALL statuses
- 3 Make another player lose
1 skill
- 4 Make another player
encounter:
Thief (106)
- 5 Gain 1 Wealth *if* any
status
- 6 Gain 1 S pt. and 1 D pt. *if*
LUCK otherwise no
award

LHASA**BILMA****TANA****ADRIANOPOLE**

- 1 Lose 1 Wealth
- 2 Gain 4 D pts *if* PIETY
otherwise gain 1 D pt.
- 3 Gain 1 Treasure for
1 wealth level
- 4 Become BELOVED
- 5 Gain STORYTELLING
- 6 Encounter 1 of:
Thief (106)
Talking Beast (I)
Old Man (H)

- 1 Gain 1 Treasure *if*
WILDERNESS LORE
- 2 Give *any* status to
another player
- 3 Gain ENDURING
HARDSHIP *if* any
status
- 4 Encounter 1 of:
Thief (92)
Princess (109)
House Fire (G)
- 5 Gain 1 Wealth
- 6 Gain 1 S pt.

- 1 Lose 1 Wealth or 3 D pts
- 2 Gain 2 D pts.
- 3 Gain 1 Treasure for
2 D pts.
- 4 Get ROBE OF HONOR
if playing MERCHANT
- 5 Gain weapon use *if*
playing HERO
- 6 Encounter 1 of:
Wizard (88)
Merry Brigands (H)

- 1 Encounter:
Dark Creatures (I)
- 2 Gain 1 Wealth *if*
MERCHANT
- 3 Gain 1 S pt. *if* QUEST
- 4 Make another player lose
1 Treasure
- 5 Become BELOVED
- 6 Gain LUCK (*if* D pts. ≥ 9
gain LUCK at M)

SPECIAL**SPECIAL****SPECIAL****SPECIAL**

If you enter the same space
as another player, you may
choose his reaction in his
next encounter.

If you enter the same space
as another player, you may
use any one of your skills
against him at no D pt. cost.

If you enter the same space
as another player, you may
take 1 status from him.

If you enter the same space
as another player, you may
choose his reaction in his
next encounter.



ROME

- 1 Encounter:
Horrible Creatures (I)
- 2 Make another player lose 1 Wealth
- 3 Gain 4 D pts *if* any status
otherwise gain 1 S pt.
- 4 Gain 1 Treasure *if*
SEAMANSHIP
- 5 Lose ALL statuses
- 6 Gain SEDUCTION for
1 D pt.

BULGARS

- 1 Encounter:
Merry Brigands (H)
- 2 Gain 1 Wealth
(max: respectable)
- 3 Gain 3 S pts. *if*
STORYTELLING
otherwise gain 1 S pt.
- 4 Gain 1 Treasure for
1 D pt.
- 5 Become SEX-
CHANGED
- 6 Gain ENDURING
HARDSHIP

ZARANDJ

- 1 Lose 1 Treasure
- 2 Become BELOVED
- 3 Gain STEALTH &
STEALING
- 4 Encounter 1 of:
Mad Soldier (J)
Wicked Vizier (H)
- 5 Gain 1 Wealth
(max: rich)
- 6 Gain 3 D pts *if*
WEAPON USE other-
wise gain 1 D pt.

GAYA

- 1 Encounter:
Con Game (H)
- 2 Gain 1 Wealth
(max: rich)
- 3 Gain 1 S pt.
- 4 Gain 1 Treasure *if*
MINOR MAGIC
- 5 Become LOVE
STRUCK
- 6 Gain BEGUILING *if*
S ≥ 7

HERAT

- 1 Lose 2 D pts
- 2 Gain 1 Treasure *if*
WISDOM
- 3 Become UNDER GEAS
- 4 Gain WISDOM
- 5 Encounter 1 of:
Beggars (91)
Ne'er-do-well (92)
- 6 Gain 1 Wealth *if* HERO

ALEXANDRIA

- 1 Gain WEAPON USE
for 1 wealth level
- 2 Encounter 1 of:
Ne'er-do-well (97)
Wizard (84)
Small Artifact (F)
- 3 Gain 1 Wealth *if* any
status
- 4 Gain 1 S pt.
- 5 Gain 1 Treasure *if* S ≥ 8
- 6 Lose ALL statuses

TIMBUKTU

- 1 Become ACCURSED
- 2 Gain BEGUILING
- 3 Encounter 1 of:
Prophet (90)
Enchantress (115)
Egg of Roc (I)
- 4 Gain 1 Wealth *if* S ≥ 5
- 5 Gain 5 D pts *if* MAJOR
MAGIC otherwise gain
1 D pt.
- 6 Gain 1 Treasure

ZAILA

- 1 Encounter:
Wicked Vizier (H)
- 2 Gain 1 Wealth *if* S ≥ 8
- 3 Gain 1 S pt.
- 4 Gain 1 Treasure for
2 D pts.
- 5 Become BLESSED
- 6 Gain STORYTELLING
if S ≥ 6

SPECIAL

If you enter the same space as another player, you may immediately proceed to any Place of Power, provided you own at least 1 Treasure.

**LEON**

- 1 Lose 1 Wealth
- 2 Gain 3 D pts *if* any status
otherwise gain 1 D pt.
- 3 Gain 1 Treasure for 1
wealth level
- 4 Lose ALL statuses
- 5 Gain WISDOM *if*
D pts. ≥ 5
- 6 Encounter 1 of:
'Efreet (84)
Merry Brigands (H)

SU-CHOU

- 1 Become ENVOIOUS
- 2 Improve 1 skill from T to
M *if* D ≥ 9
- 3 Encounter 1 of:
Hungry Gooleh (H)
Prince (93)
- 4 Gain 1 Wealth *if* playing
MERCHANT
- 5 Gain 3 D pts. *if* any
status
- 6 Gain 1 Treasure

CORDOBA

- 1 Lose 1 'T' skill
- 2 Encounter 1 of:
Beautiful Maiden (J)
Prophet (90)
Slave (107)
- 3 Gain 1 Wealth
(max: princely)
- 4 Gain 2 S pts. *if* playing
QUEST
- 5 Gain 1 Treasure *if*
S pts ≥ 7
- 6 Become PURSUED

SPECIAL

If you enter the same space as another player, you may give him any status which you possess.

**SPECIAL**

If you enter the same space as another player, you choose whether you gain 2 D pts. *or* you and he both gain 5 D pts.

**SPECIAL**

If you enter the same space as another player, gain 1 D pt. and advance the DECK number marker.

**SPECIAL**

Having this card up cancels the effects of one other player's Special card as he tries to use it against you.



Tales of the Arabian Nights

Reaction Matrix Display

A

	Grovel	Aid	Rob	Avoid	Converse	Attack	Court	Abduct	Honor
Beautiful	236	★	231	NE	303	★	302	298	301
Destitute	185	204	★	NE	★	★	206	★	185
Disguised	★	203	241	NE	245	195	244	★	198
Doomsaying	322	★	★	326	★	324	★	★	321
Enchanted	★	293	★	NE	295	229	206	297	201
False	198	201	★	NE	★	195	192	194	200
Foolish	224	★	226	NE	★	228	221	227	223
Friendly	★	★	231	233	235	195	238	214	236
Garrulous	209	★	214	515	★	218	211	213	209
Handsome	236	★	231	NE	303	★	302	214	301
Healer	318	★	277	NE	320	218	★	298	319
Imprisoned	185	189	★	NE	186	★	187	★	185
Lonely	185	307	231	233	308	195	309	214	306
Lost	185	287	229	NE	287	195	187	290	287
Lovesick	186	202	214	NE	★	★	302	298	203
Mad	222	204	226	NE	209	229	283	213	199
Powerful	280	★	277	NE	274	★	272	★	270
Vengeful	261	266	214	263	265	259	267	★	★
Wealthy	271	★	277	NE	274	★	272	215	270
Wicked	198	★	256	217	237	258	192	254	★
Wise	236	★	231	NE	248	218	★	252	249

B

	Grovel	Aid	Rob	Avoid	Bargain	Attack	Court	Trick	Hire
All-Powerful	341	★	★	381	340	★	435	★	★
Beautiful	330	★	374	233	392	★	437	415	445
Bloodthirsty	344	354	365	381	281	427	441	343	341
Bumbling	336	357	375	NE	397	229	336	226	451
Cold	347	350	373	NE	★	418	186	414	447
Crafty	346	358	370	381	345	380	238	★	392
Demonic	339	354	366	516	344	428	★	343	★
Disguised	335	353	241	NE	★	425	329	408	449
Doomed	★	361	369	385	★	★	187	399	361
Evil	345	★	364	380	264	218	346	411	341
Kindly	334	★	214	233	395	195	301	400	453
Learned	330	358	214	NE	392	420	★	★	434
Lovesick	329	350	214	233	388	★	302	401	388
Mad	338	352	368	263	★	421	221	367	341
Mighty	340	★	★	NE	280	215	439	404	341
Needy	★	203	★	384	396	★	206	401	397
Noble	333	★	372	NE	249	420	301	405	332
Powerful	341	★	364	NE	271	217	440	409	★
Practical Joker	338	357	376	382	394	424	192	406	450
Self-Sacrificial	332	360	371	NE	332	419	433	403	444
Trapped	★	293	★	NE	390	★	431	398	390
Vengeful	343	355	365	261	262	422	265	412	403

C

	Beat	Enrich	Rob	Avoid	Question	Attack	Follow	Hire
Crafty	463	507	★	518	524	529	474	541
Dangerous	★	353	★	517	526	324	475	403
Destitute	461	204	★	512	523	195	★	396
Diseased	★	186	★	NE	457	★	480	534
Disguised	★	★	227	NE	245	531	471	540
Drunken	421	500	494	515	★	461	479	★
Dying	★	★	491	NE	457	★	★	★
Enchanted	418	★	368	514	★	427	483	★
Friendly	★	509	493	233	235	★	478	537
Heart-rending	★	506	491	NE	521	★	480	543
Hideous	462	503	491	NE	458	259	★	535
Hypnotic	★	505	497	381	★	★	482	541
Impudent	463	199	488	514	209	229	472	392
Insane	465	502	495	385	★	530	484	★
Lovesick	467	★	489	NE	308	229	470	388
Possessed	424	★	215	516	361	424	484	★
Powerful	★	★	★	518	280	258	476	448
Toothless	461	508	492	NE	456	195	478	534
Ugly	461	508	492	NE	235	229	★	537
Wicked	462	348	487	382	525	258	474	539

D

	Punish	Aid	Rob	Avoid	Question	Attack	Abduct	Buy (Slave only)	Hire
Adulterous	546	★	578	NE	567	551	585	602	★
Armed	★	199	★	NE	563	553	★	★	403
Busy	★	560	574	NE	★	195	297	★	★
Crafty	462	★	★	382	523	550	★	594	538
Destitute	461	199	★	385	521	★	588	★	537
Disguised	★	557	364	NE	565	531	★	★	448
Drunken	461	480	487	NE	★	195	290	★	★
Foolish	461	508	227	NE	★	461	290	598	★
Greedy	462	199	256	513	523	552	581	599	538
Happy	461	★	231	NE	235	★	587	594	289
Lovesick	467	202	489	NE	308	★	584	605	388
Mad	★	353	370	NE	★	324	290	596	★
Needy	461	204	★	512	521	★	297	599	396
Powerful	★	★	229	NE	248	★	★	★	446
Repentent	★	556	576	NE	305	★	589	★	388
Runaway	547	312	573	NE	313	549	587	601	388
Skillful	★	558	★	381	347	427	★	★	570
Wealthy	★	★	214	NE	270	218	214	★	★
Wicked	464	355	227	263	524	258	214	595	448
Wise	★	509	229	NE	236	★	252	592	332

E

	Choice 1	Choice 2	Choice 3
Caves of Al-Kolo-Ats	1281	1284	1287
City of Brass	1326	1329	1332
Dusky Land	1371	1374	1377
Haunted House	1290	1293	1296
Jewelled Fortress	1335	1338	1341
Lake of Colors	1344	1347	1350
Stonehenge	1272	1275	1278
Undersea Kingdom	1362	1365	1368
Valley of Diamonds	1353	1356	1359



Tales of the Arabian Nights

Reaction Matrix Display

F

	Examine	Take	Use	Open	Avoid	Sneak	Hire Help	Enter
Ancient	1113	★	★	★	1119	1118	1124	1129
Distant	★	1090	★	★	NE	1091	1092	★
Fabulous	1110	1105	★	★	NE	1108	1105	★
Glittering	1065	1079	1075	1070	1086	★	1084	★
Guarded	1101	1104	★	★	NE	1102	1103	★
Hidden	1115	★	★	★	1121	1116	1123	1130
Jewelled	1138	★	★	1148	NE	1151	1154	1147
Minor	1095	1098	★	★	NE	1096	1097	★
Mysterious	1139	★	★	1148	NE	1150	1155	1146
Ruined	1114	★	★	★	1120	1116	1125	1128
Secret	1141	★	★	1143	NE	1142	1156	1144
Sky	1135	★	★	★	NE	1133	1134	1132
Small	1068	1078	1076	★	NE	★	1085	★
Strange	1066	1080	1074	1071	1087	★	1083	★
Wonderful	1067	1081	1073	1072	NE	★	1082	★

G

	Pray	Avoid	Wait	Cry Out	Drink	Examine	Travel	Hide
Badly	608	★	616	625	★	621	612	617
Beautiful	662	NE	664	659	★	661	674	★
Black	751	737	748	741	650	744	★	★
Crippling	765	★	★	775	770	★	766	★
Dark	639	642	643	658	650	644	654	642
Gnawing	763	★	★	774	771	★	767	★
House	680	683	682	691	★	685	688	682
Huge	752	★	747	740	★	745	★	★
Magical	705	710	707	716	718	713	★	709
Mild	694	697	694	★	★	695	★	696
Mysterious	638	NE	645	657	648	644	653	645
Mystic	727	711	729	734	★	713	★	731
Rock	629	634	630	631	★	★	634	635
Sand	754	★	758	756	★	★	760	759
Terrible	703	★	701	★	★	★	★	699
Treacherous	671	677	666	659	★	667	669	★
Vanishing	★	NE	724	★	721	723	721	★

h

	Honor	Attack	Avoid	Aid	Rob	Follow	Question	Pray
Blind	986	★	NE	988	982	983	985	989
Bloodthirsty	★	969	971	★	★	968	★	972
Con	★	996	999	993	995	★	★	★
Fearful	★	1062	★	1055	★	★	1055	1057
Friendly	1042	★	NE	1044	★	★	1043	★
Greedy	1049	1052	★	1048	1051	★	★	★
Hungry	★	1035	1032	1028	★	1034	★	1030
Mad	★	1061	★	1058	★	★	★	1058
Malicious	1041	★	1039	★	★	★	1043	1038
Merry	★	963	NE	957	964	964	959	★
Multitudinous	★	★	973	★	★	966	960	★
Old	976	★	NE	990	980	979	977	★
Sad	1027	★	NE	1028	★	★	1026	1030
Strange	1005	1002	1000	★	★	★	1001	★
Wicked	1021	1015	1019	1021	1016	★	1023	★
Woods	★	1008	NE	1012	1009	★	1010	★

i

	Pray	Study	Capture	Attack	Follow	Aid	Seek Aid	Hide
Angry	945	★	★	952	★	★	★	945
Baby	★	949	939	954	★	★	★	948
Carnivorous	★	864	863	★	866	★	★	★
Dark	912	914	★	881	916	★	918	913
Egg of	944	943	941	★	★	★	★	944
Enchanted	930	904	893	895	901	889	786	903
Fine	876	★	936	★	934	922	★	NE
Flying	★	947	★	883	885	★	★	NE
Ghostly	930	932	★	880	900	888	919	931
Giant	870	869	872	873	867	★	★	★
Horrible	912	★	★	879	915	★	★	914
Hungry	929	927	924	923	★	926	★	929
Playful	947	947	★	953	★	★	★	947
Talking	911	905	892	910	908	890	907	905
Unknown	784	780	938	897	899	781	785	903

J

	Attack	Aid	Rob	Avoid	Barter	Honor	Court	Abduct	Hire
Beautiful	★	★	231	233	845	301	301	298	★
Cheating	858	855	860	NE	854	★	851	581	★
Destitute	529	204	★	384	★	★	206	★	396
Disguised	530	310	241	NE	★	565	244	★	★
Enchanted	418	295	497	NE	★	★	283	297	★
Foolish	461	558	226	NE	848	★	221	228	523
Friendly	★	478	230	233	846	236	238	252	842
Garrulous	461	★	214	515	838	209	210	213	837
Handsome	259	563	231	NE	846	301	834	585	841
Imprisoned	★	189	★	NE	391	186	187	★	★
Lonely	★	304	493	385	★	306	309	290	831
Lost	★	286	229	NE	826	286	824	589	829
Lovesick	★	203	489	NE	388	203	822	583	388
Mad	550	355	487	NE	★	341	★	214	★
Powerful	427	★	374	NE	280	249	441	★	★
Puissant	819	★	817	NE	★	270	439	★	814
Vengeful	259	265	811	263	808	806	267	★	803
Wealthy	218	★	277	NE	792	272	272	789	★
Whirling	800	★	576	NE	796	795	★	799	★
Wicked	195	199	256	NE	483	198	192	254	539

K

	Avoid	Pray	Attack	Bargain	Examine	Enter	Seek Aid	Aid
Ape Island	NE	★	★	★	1162	★	★	1159
The Barber	1167	1169	1165	1168	★	★	★	★
Crystal Palace	NE	★	★	★	1172	1175	★	★
Dendan	1180	1181	1179	★	1182	★	1178	★
Elephant	NE	1186	1188	★	1185	★	1187	★
Elephant's Graveyard	NE	★	★	★	1191	1192	1194	★
Islands of Camphor	NE	★	★	1199	★	★	★	1197
Lion	1203	1204	1202	1206	1205	★	★	★
Magnetic Mountain	1209	★	1212	★	1211	★	★	★
Palace of 100 Closets	NE	★	★	★	1215	1218	★	★
Pavilion of the Black Giant	1223	1224	1221	1225	★	★	★	★
Pearl Diving	NE	★	★	★	1230	1231	1228	1269
Rhino	1235	1236	1234	★	1237	★	★	★
Serpent	1241	1242	1240	★	1243	★	★	★
Sex-Change Spring	1246	★	★	★	1247	1248	★	★
Valley of Dogs	NE	1253	1255	★	1252	1251	★	★
Volcano	NE	1266	★	★	1264	★	★	★
Warfleet	1260	1261	★	1258	1259	★	★	★

BOOK OF TALES

Tales of the Arabian Nights

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Not A Rules Book!

This book contains over 1001 adventures for use with *Tales of the Arabian Nights*. If you read this before playing, you will ruin your enjoyment of the game. Instead, read the rules of play in the 12 page folder (you only need to read the first 7 pages to play). Section 8 of the rules describes how the Book of Tales is used.

Award Code Summary

Coastal Space: any space with both land and water routes leading to it.

D: Destiny points (D1 = gain one Destiny point).

S: Story points (S1 = gain one Story point).

Lose Skill Name: indicates a skill reduction of one level; reduce a Master-level skill to Talent-level or remove a Talent-level skill. You can use a Companion skill or 1 use skill to fulfill a skill-loss penalty.

Lose 1 Skill: lose one level from skill of your choice; you can use a Companion skill or 1 use skill to fulfill this penalty.

Q:S: Quest Success; in the Standard Game, this award cancels statuses under certain circumstances (e.g., the Fated-status paragraph states that you lose that status if you receive a Q:S result

in any encounter); see the Quest Game for its function there.

Q:X: Quest Extension (used only in the Quest Game).

RES.: Wealth level Respectable.

SKILLS/STATUSES: skills and statuses appear in ROMAN CAPITAL LETTERS when they determine which part of an Award paragraph you read (e.g., a paragraph beginning 'BEGUILING' would be read if you have that skill); when they appear in the body of a paragraph or in the award code at the end of a paragraph, statuses are in Roman Type, and skills are in *Italic Type*.

W: Wealth level (W+1 (Max:Rich) = gain one Wealth level to a maximum of Rich; if Wealth at Rich or greater, no effect. W-1 (Min:Poor) = lose one Wealth level to a minimum level of Poor; if Wealth at Poor or less, no effect).

A Glossary of Unfamiliar Creatures and Characters

Dendan: a very large sea creature notorious for swallowing ships; legends say that a human voice will kill a dendan.

Roc: A very, very large bird.

Gool and Gooleh: Male and female ghouls (human-flesh-eating monsters).

'Efreet and 'Efreeteh: Male and female genies (also known as jinn and marids).

Dervish: A devout Islamic holy man, usually a hermit (sometimes crazy).

Magian: Evil, fireworshipping religious sect.

Vizier: An advisor, usually to a sultan.

See page 64 for additional useful information.

- 1 Rock Slide (G)
- 2 Rock Slide (G)
- 3 Bloodthirsty Brigands (H)
- 4 Lonely Prince (A)
- 5 Mystic Fire (G)
- 6 Minor Treasure (F)
- 7 Strange Artifact (F)
- 8 Magnetic Mountain (K)
- 9 Magnetic Mountain (K)
- 10 Magnetic Mountain (K)
- 11 Magnetic Mountain (K)
- 12 Magnetic Mountain (K)

The Magnetic Mountain was a terrible hazard to those whose travels brought them near — the lodestone heart of the mountain attracted metal with terrible force. It was not until a hero wielding the magical Brass Bow broke the spell that the area became safe for merchants and other travellers.

- 2
 - 1 Disguised Beggar (C)
 - 2 Disguised Maiden (J)
 - 3 Greedy Captain (H)
 - 4 Badly Lost (G)
 - 5 Malicious Merman (H)
 - 6 Treacherous Shoals (G)
 - 7 Fearful Captain (H)
 - 8 Fearful Captain (H)
 - 9 Crafty Wizard (B)
 - 10 Terrible Storm (G)
 - 11 Huge Whirlpool (G)
 - 12 Huge Whirlpool (G)
- 3
 - 1 Greedy Ne'er-do-well (D)
 - 2 Lovesick Maiden (J)
 - 3 Badly Lost (G)
 - 4 Destitute Prophet (A)
 - 5 Sand Storm (G)
 - 6 Hungry Creatures (I)
 - 7 Egg of Roc (I)
 - 8 Jewelled Trapdoor (F)
 - 9 Dark River (G)

- 10 Bloodthirsty Brigands (H)
- 11 Ancient City (F)
- 12 Ancient City (F)

- 4
 - 1 Lost Merchant (J)
 - 2 Wicked Hag (C)
 - 3 Mad Slave (D)
 - 4 Friendly Merman (H)
 - 5 Mild Storm (G)
 - 6 Malicious Merman (H)
 - 7 Malicious Merman (H)
 - 8 Fearful Captain (H)
 - 9 Beautiful Shoals (G)
 - 10 Treacherous Shoals (G)
 - 11 Mad Captain (H)
 - 12 Terrible Storm (G)
- 5
 - 1 Talking Beast (I)
 - 2 Friendly Hunchback (C)
 - 3 Wealthy Ne'er-do-well (D)
 - 4 Enchanted Maiden (J)
 - 5 Sad Gooleh (H)
 - 6 Hungry Gooleh (H)
 - 7 Dark River (G)
 - 8 Enchanted Beast (I)
 - 9 Secret Trapdoor (F)
 - 10 Mystic Fire (G)
 - 11 Talking Beast (I)
 - 12 Ancient City (F)

- 6
 - 1 Hideous Beggar (C)
 - 2 Cheating Merchant (J)
 - 3 Skillful Thief (D)
 - 4 Doomsaying Prophet (A)
 - 5 Fine Beast (I)
 - 6 Beautiful Princess (A)
 - 7 House Fire (G)
 - 8 Powerful Wizard (B)
 - 9 Bloodthirsty Brigands (H)
 - 10 Mysterious Trapdoor (F)
 - 11 Strange Artifact (F)
 - 12 Ruined City (F)

- 7
 - 1 Destitute Merchant (J)
 - 2 Armed Thief (D)
 - 3 Mild Storm (G)
 - 4 Rock Slide (G)
 - 5 Sad Gooleh (H)
 - 6 Badly Lost (G)
 - 7 Bloodthirsty Brigands (H)
 - 8 Secret Trapdoor (F)
 - 9 Horrible Creatures (I)
 - 10 Mysterious Trapdoor (F)
 - 11 Magical Storm (G)
 - 12 Ruined City (F)
- 8
 - 1 Mild Storm (G)
 - 2 Beautiful Shoals (G)
 - 3 Friendly Merman (H)
 - 4 Greedy Captain (H)
 - 5 Greedy Captain (H)
 - 6 Minor Treasure (F)
 - 7 Huge Whirlpool (G)
 - 8 Pearl Diving (K)
 - 9 Pearl Diving (K)
 - 10 Pearl Diving (K)
 - 11 Pearl Diving (K)
 - 12 Pearl Diving (K)

Near the coastlines and islands of the world were often to be found huge pearlbeds, where experienced and lucky divers could reap great riches — if they could survive the terrible perils that lurked beneath the waves.

- 9
 - 1 Dying Hag (C)
 - 2 Wealthy Merchant (J)
 - 3 Badly Lost (G)
 - 4 Sand Storm (G)
 - 5 Unknown Beast (I)
 - 6 Old Man (H)
 - 7 Multitudinous Brigands (H)
 - 8 Hungry Creatures (I)
 - 9 Sand Storm (G)
 - 10 Horrible Creatures (I)
 - 11 Multitudinous Brigands (H)
 - 12 Wonderful Artifact (F)

- 10 1 Old Man (H)
2 Diseased Hunchback (C)
3 Mad Prophet (A)
4 Powerful Dervish (J)
5 Malicious Merman (H)
6 Strange Customs (H)
7 Beautiful Shoals (G)
8 Talking Beast (I)
9 Mysterious River (G)
10 Terrible Storm (G)
11 Ruined City (F)
12 Wonderful Artifact (F)

- 11 1 Foolish Slave (D)
2 Ugly Beggar (C)
3 Garrulous Dervish (J)
4 Mild Storm (G)
5 Merry Brigands (H)
6 Dark River (G)
7 Enchanted Beast (I)
8 Dark Creatures (I)
9 Ghostly Beast (I)
10 Glittering Artifact (F)
11 Hidden City (F)
12 Wonderful Artifact (F)

- 12 1 Lovesick Thief (D)
2 Blind Man (H)
3 Garrulous Soldier (J)
4 House Fire (G)
5 Possessed Hunchback (C)
6 Minor Treasure (F)
7 Con Game (H)
8 Crafty 'Efreet (B)
9 Unknown Beast (I)
10 Mystic Fire (G)
11 Strange Artifact (F)
12 Wonderful Artifact (F)

- 13 1 Disguised Soldier (J)
2 Runaway Slave (D)
3 Mad Sage (A)
4 Mild Storm (G)
5 Mild Storm (G)
6 Mystic Fire (G)
7 Magical Storm (G)
8 Old Man (H)
9 Flying Creatures (I)
10 Fabulous Treasure (F)
11 Fabulous Treasure (F)
12 Wonderful Artifact (F)

- 14 1 Repentent Thief (D)
2 Imprisoned Maiden (J)
3 Mad Prophet (A)
4 Mild Storm (G)
5 Malicious Merman (H)
6 Fearful Captain (H)
7 Glittering Artifact (F)
8 Enchanted Beast (I)
9 Treacherous Shoals (G)
10 Mad Captain (H)
11 Terrible Storm (G)
12 Fabulous Treasure (F)

- 15 1 Blind Man (H)
2 Strange Customs (H)
3 Sand Storm (G)
4 Unknown Beast (I)
5 Hungry Gooleh (H)
6 Minor Treasure (F)
7 Talking Beast (I)
8 Pavilion of the Black Giant (K)
9 Pavilion of the Black Giant (K)
10 Pavilion of the Black Giant (K)
11 Pavilion of the Black Giant (K)
12 Pavilion of the Black Giant (K)

It was here that the famous voyager Sindbad met a fearsome creature resembling the Cyclops of Greek myth; this horrible giant put men on spits and cooked them. Sindbad and his few surviving friends heated the spits in the fire one night, and used them to blind the Giant, thus effecting their escape.

(10-28)

- 16 1 Destitute Beggar (C)
2 Destitute Ne'er-do-well (D)
3 Lonely Maiden (J)
4 Mild Storm (G)
5 Beautiful Shoals (G)
6 Treacherous Shoals (G)
7 Unknown Beast (I)
8 Greedy Captain (H)
9 Mysterious River (G)
10 Malicious Merman (H)
11 Ancient City (F)
12 Wonderful Artifact (F)

- 17 1 Garrulous Merchant (J)
2 Lost Sage (A)
3 Foolish Ne'er-do-well (D)
4 Hideous Hunchback (C)
5 Mild Storm (G)
6 Ghostly Beast (I)
7 Dark Creatures (I)
8 Dark River (G)
9 Magical Storm (G)
10 Small Artifact (F)
11 Jewelled Trapdoor (F)
12 Wonderful Artifact (F)

- 18 1 Impudent Hag (C)
2 Cheating Merchant (J)
3 Old Man (H)
4 Armed Thief (D)
5 Strange Customs (H)
6 Con Game (H)
7 Mystic Fire (G)
8 Hungry Creatures (I)
9 Enchanted Beast (I)
10 Secret Trapdoor (F)
11 Ruined City (F)
12 Wonderful Artifact (F)

- 19 1 Foolish Ne'er-do-well (D)
2 Mad Soldier (J)
3 Dying Beggar (C)
4 Doomsaying Prophet (A)
5 Rock Slide (G)
6 Sad Gooleh (H)
7 Multitudinous Brigands (H)
8 Dark River (G)
9 Horrible Creatures (I)
10 Talking Beast (I)
11 Jewelled Trapdoor (F)
12 Hidden City (F)

- 20 1 Disguised Dervish (J)
2 Mild Storm (G)
3 Skillful Thief (D)
4 Insane Hunchback (C)
5 Friendly Merman (H)
6 Fearful Captain (H)
7 Black Whirlpool (G)
8 Glittering Artifact (F)
9 Huge Whirlpool (G)
10 Mad Captain (H)
11 Small Artifact (F)
12 Terrible Storm (G)

- 21 1 Diseased Hag (C)
2 Whirling Dervish (J)
3 Whirling Dervish (J)
4 Destitute Prince (A)
5 Hungry Gooleh (H)
6 Sand Storm (G)
7 Flying Creatures (I)
8 Bloodthirsty Brigands (H)
9 Learned 'Efreet (B)
10 Mysterious Trapdoor (F)
11 Jewelled Trapdoor (F)
12 Wonderful Artifact (F)

- 22 1 Lovesick Ne'er-do-well (D)
2 Needy Thief (D)
3 Friendly Hag (C)
4 Strange Customs (H)
5 Beautiful Princess (A)
6 Wicked Vizier (H)

- 7 Guarded Treasure (F)
8 Islands of Camphor (K)
9 Islands of Camphor (K)
10 Islands of Camphor (K)
11 Islands of Camphor (K)
12 Islands of Camphor (K)

The Islands of Camphor comprised the kingdom of a powerful sultan and his beautiful and desirable daughter, the lady Durya. She was courted by many, but, due to a terrible dream she had concerning a hawk and a dove, she distrusted men and rejected all suitors.

- 23 1 Toothless Hunchback (C)
2 Practical-joker 'Efreet (B)
3 Lonely Prophet (A)
4 Vengeful Soldier (J)
5 Small Artifact (F)
6 Merry Brigands (H)
7 Ghostly Beast (I)
8 Mysterious River (G)
9 Terrible Storm (G)
10 Strange Artifact (F)
11 Hungry Gooleh (H)
12 Fabulous Treasure (F)

- 24 1 Hideous Beggar (C)
2 Beautiful Maiden (J)
3 Blind Man (H)
4 Wise Sage (A)
5 House Fire (G)
6 Con Game (H)
7 Strange Customs (H)
8 Magical Storm (G)
9 Crafty 'Efreet (B)
10 Wicked Vizier (H)
11 Secret Trapdoor (F)
12 Wonderful Artifact (F)

- 25 1 Needy Ne'er-do-well (D)
2 False Prophet (A)
3 Dying Hag (C)
4 Imprisoned Maiden (J)
5 Hungry Gooleh (H)
6 Mystic Fire (G)
7 Secret Trapdoor (F)
8 Flying Creatures (I)
9 Mysterious River (G)
10 Talking Beast (I)
11 Terrible Storm (G)
12 Wonderful Artifact (F)

- 26 1 Runaway Ne'er-do-well (D)
2 Handsome Soldier (J)
3 Lost Sage (A)
4 Lovesick Hag (C)
5 Friendly Merman (H)
6 Beautiful Shoals (G)
7 Treacherous Shoals (G)
8 Malicious Merman (H)
9 Malicious Merman (H)
10 Dark Creatures (I)
11 Black Whirlpool (G)
12 Black Whirlpool (G)

- 27 1 Garrulous Sage (A)
2 Drunken Beggar (C)
3 Mad Thief (D)
4 Friendly Maiden (J)
5 Sand Storm (G)
6 Merry Brigands (H)
7 Mysterious River (G)
8 Hungry Creatures (I)
9 Merry Brigands (H)
10 Egg of Roc (I)
11 Small Artifact (F)
12 Wonderful Artifact (F)

- 28 1 Impudent Hunchback (C)
2 Drunken Ne'er-do-well (D)
3 Old Man (H)
4 Wicked Dervish (J)
5 Mild Storm (G)
6 Small Artifact (F)

- 7 Greedy Captain (H)
- 8 Ruined City (F)
- 9 Magical Storm (G)
- 10 Mad Captain (H)
- 11 Malicious Merman (H)
- 12 Treacherous Shoals (G)

- 29 1 Badly Lost (G)
- 2 Badly Lost (G)
- 3 Unknown Beast (I)
- 4 Minor Treasure (F)
- 5 Minor Treasure (F)
- 6 Small Artifact (F)
- 7 Guarded Treasure (F)
- 8 Elephant's Graveyard (K)
- 9 Elephant's Graveyard (K)
- 10 Elephant's Graveyard (K)
- 11 Elephant's Graveyard (K)
- 12 Elephant's Graveyard (K)

That place out of legends, where wounded elephants go to die. This is not so remarkable — until one considers the incredible wealth of ivory to be found there.

- 30 1 Runaway Ne'er-do-well (D)
- 2 Drunken Hunchback (C)
- 3 Con Game (H)
- 4 House Fire (G)
- 5 Lovesick Prince (A)
- 6 Strange Customs (H)
- 7 Bloodthirsty Brigands (H)
- 8 Talking Beast (I)
- 9 Mighty 'Efreeteh (B)
- 10 Secret Trapdoor (F)
- 11 Guarded Treasure (F)
- 12 Wonderful Artifact (F)

- 31 1 Drunken Hag (C)
- 2 Lost Merchant (J)
- 3 Repentent Thief (D)
- 4 Blind Man (H)
- 5 Egg of Roc (I)
- 6 Mysterious Trapdoor (F)
- 7 Dark River (G)
- 8 Merry Brigands (H)
- 9 Minor Treasure (F)
- 10 Talking Beast (I)
- 11 Terrible Storm (G)
- 12 Guarded Treasure (F)

- 32 1 Adulterous Slave (D)
- 2 Lovesick Beggar (C)
- 3 Mild Storm (G)
- 4 Friendly Merman (H)
- 5 Mild Storm (G)
- 6 Doomsaying Prophet (A)
- 7 Mad Captain (H)
- 8 Mad Captain (H)
- 9 Black Whirlpool (G)
- 10 Small Artifact (F)
- 11 Terrible Storm (G)
- 12 Huge Whirlpool (G)

- 33 1 Happy Ne'er-do-well (D)
- 2 Disguised Merchant (J)
- 3 Dangerous Hunchback (C)
- 4 Sand Storm (G)
- 5 Foolish Prince (A)
- 6 Strange Customs (H)
- 7 Hungry Creatures (I)
- 8 Hungry Gooleh (H)
- 9 Egg of Roc (I)
- 10 Sand Storm (G)
- 11 Egg of Roc (I)
- 12 Strange Artifact (F)

- 34 1 Ugly Hag (C)
- 2 Friendly Soldier (J)
- 3 Destitute Thief (D)
- 4 Beautiful Shoals (G)
- 5 Fearful Captain (H)
- 6 Strange Customs (H)
- 7 Strange Customs (H)
- 8 Learned Wizard (B)

- 9 Treacherous Shoals (G)
- 10 Mysterious River (G)
- 11 Horrible Creatures (I)
- 12 Fabulous Treasure (F)
- 35 1 Repentent Ne'er-do-well (D)
- 2 Lovesick Soldier (J)
- 3 Crafty Hag (C)
- 4 Merry Brigands (H)
- 5 Mild Storm (G)
- 6 Unknown Beast (I)
- 7 Unknown Beast (I)
- 8 Mysterious River (G)
- 9 Ghostly Beast (I)
- 10 Hungry Gooleh (H)
- 11 House Fire (G)
- 12 Mysterious Trapdoor (F)

- 36 1 Destitute Hag (C)
- 2 Enchanted Soldier (J)
- 3 Imprisoned Maiden (J)
- 4 Badly Lost (G)
- 5 Imprisoned Prince (A)
- 6 Minor Treasure (F)
- 7 Glittering Artifact (F)
- 8 Crystal Palace (K)
- 9 Crystal Palace (K)
- 10 Crystal Palace (K)
- 11 Crystal Palace (K)
- 12 Crystal Palace (K)

A place out of legend — a palace — built by a king entirely out of glass. Within, his children were kept as virtual prisoners, for he lived in fear of others trying to usurp his great power.

- 37 1 Badly Lost (G)
- 2 Flying Creatures (I)
- 3 Dark River (G)
- 4 Ghostly Beast (I)
- 5 Hungry Creatures (I)
- 6 Dark Creatures (I)
- 7 Horrible Creatures (I)
- 8 Serpent (K)
- 9 Serpent (K)
- 10 Serpent (K)
- 11 Serpent (K)
- 12 Serpent (K)

Of the giant variety, these serpents are said to swallow men whole. Other tales are told of much smaller serpents that inhabit certain valleys . . . tales of deadly poisonous fangs . . .

- 38 1 Heart-rending Hag (C)
- 2 Disguised Dervish (J)
- 3 Friendly Princess (A)
- 4 Sad Gooleh (H)
- 5 Sand Storm (G)
- 6 Small Artifact (F)
- 7 Egg of Roc (I)
- 8 Mysterious River (G)
- 9 Multitudinous Brigands (H)
- 10 Mysterious Trapdoor (F)
- 11 Glittering Artifact (F)
- 12 Wonderful Artifact (F)

- 39 1 Old Man (H)
- 2 Impudent Beggar (C)
- 3 Runaway Slave (D)
- 4 Destitute Merchant (J)
- 5 Imprisoned Prophet (A)
- 6 Sad Gooleh (H)
- 7 Malicious Merman (H)
- 8 Mysterious River (G)
- 9 Horrible Creatures (I)
- 10 Dark Creatures (I)
- 11 Ancient City (F)
- 12 Wonderful Artifact (F)

- 40 1 Badly Lost (G)
- 2 Badly Lost (G)
- 3 Wicked Beggar (C)
- 4 Greedy Thief (D)
- 5 Garrulous Dervish (J)
- 6 Fine Beast (I)

- 7 Dark River (G)
- 8 Horrible Creatures (I)
- 9 Demonic 'Efreeteh (B)
- 10 Secret Trapdoor (F)
- 11 Hidden City (F)
- 12 Wonderful Artifact (F)

- 41 1 House Fire (G)
- 2 Hypnotic Hag (C)
- 3 Fine Beast (I)
- 4 Strange Customs (H)
- 5 Unknown Beast (I)
- 6 Imprisoned Princess (A)
- 7 Bloodthirsty Brigands (H)
- 8 Mighty Wizard (B)
- 9 Secret Trapdoor (F)
- 10 Glittering Artifact (F)
- 11 Guarded Treasure (F)
- 12 Wonderful Artifact (F)

- 42 1 Adulterous Ne'er-do-well (D)
- 2 Friendly Beggar (C)
- 3 Healer Sage (A)
- 4 Merry Brigands (H)
- 5 Mystic Fire (G)
- 6 Crafty 'Efreeteh (B)
- 7 Mysterious River (G)
- 8 Glittering Artifact (F)
- 9 Jewelled Trapdoor (F)
- 10 Jewelled Trapdoor (F)
- 11 Bloodthirsty Brigands (H)
- 12 Wonderful Artifact (F)

- 43 1 Friendly Merman (H)
- 2 Badly Lost (G)
- 3 Fearful Captain (H)
- 4 Treacherous Shoals (G)
- 5 Malicious Merman (H)
- 6 Mad Captain (H)
- 7 Black Whirlpool (G)
- 8 Dendan (K)
- 9 Dendan (K)
- 10 Dendan (K)
- 11 Dendan (K)
- 12 Dendan (K)

The dendan were the largest, most fearsome denizens of the deep. They were quite capable of swallowing a ship and all its crew in one gulp; even Mermen feared the dendan. However, the dendan could not abide the voice of a true 'son of Adam' (human being), and one taste of human flesh would kill a dendan instantly. It is from the bodies of such creatures that the mystic treasure dendan oil comes.

- 44 1 Destitute Thief (D)
- 2 Wicked Prophet (A)
- 3 Sand Storm (G)
- 4 Sand Storm (G)
- 5 Multitudinous Brigands (H)
- 6 Multitudinous Brigands (H)
- 7 Egg of Roc (I)
- 8 Horrible Creatures (I)
- 9 Mysterious Trapdoor (F)
- 10 Ruined City (F)
- 11 Fabulous Treasure (F)
- 12 Wonderful Artifact (F)

- 45 1 Repentent Ne'er-do-well (D)
- 2 Wicked Hunchback (C)
- 3 False Sage (A)
- 4 Wicked Dervish (J)
- 5 Friendly Merman (H)
- 6 Mild Storm (G)
- 7 Strange Customs (H)
- 8 Strange Customs (H)
- 9 Fearful Captain (H)
- 10 Mysterious River (G)
- 11 Black Whirlpool (G)
- 12 Wonderful Artifact (F)

- 46 1 Lovesick Beggar (C)
- 2 Foolish Slave (D)
- 3 Lost Dervish (J)

- 4 False Prophet (A)
- 5 Mild Storm (G)
- 6 Con Game (H)
- 7 Wicked Vizier (H)
- 8 House Fire (G)
- 9 Bloodthirsty Brigands (H)
- 10 Horrible Creatures (I)
- 11 Jewelled Trapdoor (F)
- 12 Wonderful Artifact (F)

- 47 1 Lovesick Hunchback (C)
- 2 Lonely Soldier (J)
- 3 Foolish Thief (D)
- 4 Small Artifact (F)
- 5 Rock Slide (G)
- 6 Sad Gooleh (H)
- 7 Strange Customs (H)
- 8 Enchanted Beast (I)
- 9 Flying Creatures (I)
- 10 Black River (G)
- 11 Guarded Treasure (F)
- 12 Wonderful Artifact (F)

- 48 1 Happy Ne'er-do-well (D)
- 2 Dangerous Beggar (C)
- 3 Foolish Princess (A)
- 4 Friendly Merman (H)
- 5 Beautiful Shoals (G)
- 6 Malicious Merman (H)
- 7 Fearful Captain (H)
- 8 Treacherous Shoals (G)
- 9 Hungry Creatures (I)
- 10 Small Artifact (F)
- 11 Huge Whirlpool (G)
- 12 Huge Whirlpool (G)

- 49 1 Fine Beast (I)
- 2 Enchanted Beast (I)
- 3 Sad Gooleh (H)
- 4 Talking Beast (I)
- 5 Hungry Creatures (I)
- 6 Egg of Roc (I)
- 7 Ancient City (F)
- 8 Lion (K)
- 9 Lion (K)
- 10 Lion (K)
- 11 Lion (K)
- 12 Lion (K)

A fearsome beast in any culture, the lion was thought by the Arabs to be tamable by soft words and a pleasing countenance. It was also considered to be quite intelligent — possibly capable of speech.

- 50 1 Drunken Slave (D)
- 2 Insane Beggar (C)
- 3 Garrulous Maiden (J)
- 4 Vengeful Sage (A)
- 5 Badly Lost (G)
- 6 Merry Brigands (H)
- 7 Hungry Gooleh (H)
- 8 Unknown Beast (I)
- 9 Dark River (G)
- 10 Demonic 'Efreet (B)
- 11 Fabulous Treasure (F)
- 12 Guarded Treasure (F)

- 51 1 Destitute Sage (A)
- 2 Wise Thief (D)
- 3 Insane Hunchback (C)
- 4 Enchanted Soldier (J)
- 5 Mild Storm (G)
- 6 Strange Customs (H)
- 7 Wicked Vizier (H)
- 8 Trapped 'Efreet (B)
- 9 Mysterious Trapdoor (F)
- 10 Glittering Artifact (F)
- 11 Fabulous Treasure (F)
- 12 Fabulous Treasure (F)

- 52 1 Lovesick Slave (D)
- 2 Foolish Maiden (J)
- 3 Insane Hag (C)
- 4 Vengeful Princess (A)
- 5 Rock Slide (G)
- 6 Ghostly Beast (I)

- 7 Dark River (G)
- 8 Bloodthirsty Brigands (H)
- 9 Secret Trapdoor (F)
- 10 Ruined City (F)
- 11 Magical Storm (G)
- 12 Wonderful Artifact (F)

- 53 1 Wise Slave (D)
- 2 Dying Hunchback (C)
- 3 Healer Sage (A)
- 4 Mild Storm (G)
- 5 Puissant Soldier (J)
- 6 Friendly Merman (H)
- 7 Greedy Captain (H)
- 8 Malicious Merman (H)
- 9 Bloodthirsty Brigands (H)
- 10 Terrible Storm (G)
- 11 Huge Whirlpool (G)
- 12 Hidden City (F)

- 54 1 Lovesick Hag (C)
- 2 Badly Lost (G)
- 3 Sad Gooleh (H)
- 4 Dark Creatures (I)
- 5 Minor Treasure (F)
- 6 Horrible Creatures (I)
- 7 Small Artifact (F)
- 8 Ape Island (K)
- 9 Ape Island (K)
- 10 Ape Island (K)
- 11 Ape Island (K)
- 12 Ape Island (K)

In this truly wretched place, fearsome apes lived in the mountains of a small island, invading its one city each night. They would slay and eat anything they found there. The populace therefore lived on small boats each night, and only returned to the city during daylight.

- 55 1 Wise Slave (D)
- 2 Lost Soldier (J)
- 3 Disguised Hunchback (C)
- 4 Mild Storm (G)
- 5 Badly Lost (G)
- 6 Merry Brigands (H)
- 7 Dark River (G)
- 8 Sad Gooleh (H)
- 9 Strange Artifact (F)
- 10 Mysterious Trapdoor (F)
- 11 Ancient City (F)
- 12 Wonderful Artifact (F)

- 56 1 Toothless Hag (C)
- 2 Greedy Thief (D)
- 3 Old Man (H)
- 4 House Fire (G)
- 5 House Fire (G)
- 6 Garrulous Prince (A)
- 7 Strange Customs (H)
- 8 Practical Joker 'Efreeteh (B)
- 9 Talking Beast (I)
- 10 Wicked Vizier (H)
- 11 Dark Creatures (I)
- 12 Fabulous Treasure (F)

- 57 1 Needy Ne'er-do-well (D)
- 2 Dangerous Beggar (C)
- 3 Mad Maiden (J)
- 4 Wise Prince (A)
- 5 Mild Storm (G)
- 6 Badly Lost (G)
- 7 Mystic Fire (G)
- 8 Mystic Fire (G)
- 9 Multitudinous Brigands (H)
- 10 Horrible Creatures (I)
- 11 Glittering Artifact (F)
- 12 Glittering Artifact (F)

- 58 1 Busy Slave (D)
- 2 Destitute Merchant (J)
- 3 Insane Beggar (C)
- 4 Healer Sage (A)
- 5 Badly Lost (G)
- 6 Merry Brigands (H)
- 7 Unknown Beast (I)

- 8 Flying Creatures (I)
- 9 Mysterious River (G)
- 10 Demonic 'Efreet (B)
- 11 Glittering Artifact (F)
- 12 Wonderful Artifact (F)

- 59 1 Mild Storm (G)
- 2 Flying Creatures (I)
- 3 Fine Beast (I)
- 4 Blind Man (H)
- 5 Hungry Creatures (I)
- 6 Ghostly Beast (I)
- 7 Dark Creatures (I)
- 8 Rhinoceros (K)
- 9 Rhinoceros (K)
- 10 Rhinoceros (K)
- 11 Rhinoceros (K)
- 12 Rhinoceros (K)

Not much is known about this legendary beast. Tales are told by travellers of a large, tough, ill-tempered creature with a gigantic horn on its nose. Few living people have actually seen one.

- 60 1 Foolish Slave (D)
- 2 Heart-rending Beggar (C)
- 3 Lovesick Maiden (J)
- 4 Fine Beast (I)
- 5 Con Game (H)
- 6 Foolish Prince (A)
- 7 Badly Lost (G)
- 8 Wicked Vizier (H)
- 9 Talking Beast (I)
- 10 Strange Customs (H)
- 11 Secret Trapdoor (F)
- 12 Wonderful Artifact (F)

- 61 1 Ugly Hag (C)
- 2 Skillful Thief (D)
- 3 Wealthy Merchant (J)
- 4 Badly Lost (G)
- 5 Malicious Merman (H)
- 6 Malicious Merman (H)
- 7 Fearful Captain (H)
- 8 Treacherous Shoals (G)
- 9 Self-Sacrificial Enchantress (B)
- 10 Huge Whirlpool (G)
- 11 Hidden City (F)
- 12 Strange Artifact (F)

- 62 1 Busy Slave (D)
- 2 Wicked Sage (A)
- 3 Insane Beggar (C)
- 4 Badly Lost (G)
- 5 Sand Storm (G)
- 6 Egg of Roc (I)
- 7 Flying Creatures (I)
- 8 Flying Creatures (I)
- 9 Multitudinous Brigands (H)
- 10 Glittering Artifact (F)
- 11 Ancient City (F)
- 12 Wonderful Artifact (F)

- 63 1 Foolish Soldier (J)
- 2 Runaway Ne'er-do-well (D)
- 3 Old Man (H)
- 4 Enchanted Hunchback (C)
- 5 Badly Lost (G)
- 6 Sad Gooleh (H)
- 7 Talking Beast (I)
- 8 Hidden City (F)
- 9 Mystic Fire (G)
- 10 Black Whirlpool (G)
- 11 Black Whirlpool (G)
- 12 Mysterious Trapdoor (F)

- 64 1 Heart-rending Hag (C)
- 2 Badly Lost (G)
- 3 Armed Ne'er-do-well (D)
- 4 Mild Storm (G)
- 5 Dark River (G)
- 6 Badly Lost (G)
- 7 Hungry Gooleh (H)
- 8 Enchanted Beast (I)
- 9 Minor Treasure (F)

- 10 Horrible Creatures (I)
 11 All-Powerful Wizard (B)
 12 Strange Artifact (F)
- 65 1 Crafty Ne'er-do-well (D)
 2 Minor Treasure (F)
 3 Beautiful Princess (A)
 4 Small Artifact (F)
 5 Glittering Artifact (F)
 6 Guarded Treasure (F)
 7 Strange Artifact (F)
 8 Palace of Closets (K)
 9 Palace of Closets (K)
 10 Palace of Closets (K)
 11 Palace of Closets (K)
 12 Palace of Closets (K)

There are many such palaces in the *Tales* — palaces filled with 100 rooms or closets, all locked. One is usually given the keys with the admonition, "do not open the one-hundredth closet!" How could any hero resist such a temptation?

- 66 1 Adulterous Thief (D)
 2 Mad Soldier (J)
 3 Old Man (H)
 4 Fearful Captain (H)
 5 Beautiful Princess (A)
 6 Greedy Captain (H)
 7 Beautiful Shoals (G)
 8 Minor Treasure (F)
 9 Friendly Merman (H)
 10 Malicious Merman (H)
 11 Small Artifact (F)
 12 Wonderful Artifact (F)
- 67 1 Drunken Thief (D)
 2 Mild Storm (G)
 3 Merry Brigands (H)
 4 Hypnotic Beggar (C)
 5 Badly Lost (G)
 6 Puissant Soldier (J)
 7 Hungry Gooleh (H)
 8 Lovesick Enchantress (B)
 9 Dark River (G)
 10 Jewelled Trapdoor (F)
 11 Hidden City (F)
 12 Wonderful Artifact (F)
- 68 1 Happy Slave (D)
 2 Crafty Beggar (C)
 3 Mad Sage (A)
 4 Mad Prophet (A)
 5 Con Game (H)
 6 Strange Customs (H)
 7 Vengeful Prince (A)
 8 Barber (K)
 9 Barber (K)
 10 Barber (K)
 11 Barber (K)
 12 Barber (K)

This incredibly garrulous fellow drove a young prince almost to the point of suicide (or murder) with his incessant butting-in and chatter. However, behind that mask of inanity there lurked a sharp mind, a warm heart, and true mystic abilities.

- 69 1 Foolish Thief (D)
 2 Wicked Beggar (C)
 3 Lonely Maiden (J)
 4 Mild Storm (G)
 5 Wealthy Princess (A)
 6 Mystic Fire (G)
 7 Bloodthirsty Brigands (H)
 8 Badly Lost (G)
 9 Mysterious River (G)
 10 Ancient City (F)
 11 Terrible Storm (G)
 12 Wonderful Artifact (F)
- 70 1 Flying Creatures (I)
 2 Badly Lost (G)
 3 Unknown Beast (I)
 4 Unknown Beast (I)
 5 Dark Creatures (I)
 6 Small Artifact (F)

- 7 Guarded Treasure (F)
 8 Elephant (K)
 9 Elephant (K)
 10 Elephant (K)
 11 Elephant (K)
 12 Elephant (K)

A creature fairly well known in its habits, the elephant was relentlessly hunted for its tusks. Often, however, the crafty beast turned the tables on its hunters.

- 71 1 Destitute Hunchback (C)
 2 Friendly Prophet (A)
 3 Mad Ne'er-do-well (D)
 4 Whirling Dervish (J)
 5 House Fire (G)
 6 Con Game (H)
 7 Strange Customs (H)
 8 Wicked Vizier (H)
 9 Cold Enchantress (B)
 10 Fine Beast (I)
 11 Fine Beast (I)
 12 Wonderful Artifact (F)
- 72 1 Impudent Hunchback (C)
 2 Wicked Ne'er-do-well (D)
 3 Handsome Soldier (J)
 4 Lonely Prophet (A)
 5 Mild Storm (G)
 6 Mystic Fire (G)
 7 Bloodthirsty Brigands (H)
 8 Ghostly Beast (I)
 9 Horrible Creatures (I)
 10 Small Artifact (F)
 11 All-Powerful Enchantress (B)
 12 Magical Storm (G)

- 73 1 Cheating Merchant (J)
 2 Lonely Prophet (A)
 3 Diseased Hunchback (C)
 4 Friendly Merman (H)
 5 Beautiful Shoals (G)
 6 Treacherous Shoals (G)
 7 Malicious Merman (H)
 8 Fearful Captain (H)
 9 Greedy Captain (H)
 10 Terrible Storm (G)
 11 Black Whirlpool (G)
 12 Huge Whirlpool (G)

- 74 1 Needy Ne'er-do-well (D)
 2 Powerful Slave (D)
 3 Lovesick Maiden (J)
 4 Mad Prophet (A)
 5 Rock Slide (G)
 6 Strange Customs (H)
 7 Strange Customs (H)
 8 Volcano (K)
 9 Volcano (K)
 10 Volcano (K)
 11 Volcano (K)
 12 Volcano (K)

As well as being a dangerous place to travel near, a volcano was often the temple of evil Magian fire-worshippers, into which they were fond of throwing young heroes as sacrifices.

- 75 1 Mild Storm (G)
 2 Badly Lost (G)
 3 Rock Slide (G)
 4 Badly Lost (G)
 5 Unknown Beast (I)
 6 Strange Artifact (F)
 7 Blind Man (H)
 8 Mysterious River (G)
 9 Mysterious Trapdoor (F)
 10 Enchanted Beast (I)
 11 Ruined City (F)
 12 Wonderful Artifact (F)

- 76 1 Drunken Ne'er-do-well (D)
 2 Lost Prophet (A)
 3 Dangerous Hag (C)
 4 Powerful Dervish (J)
 5 Badly Lost (G)

- 6 Cold Enchantress (B)
 7 Unknown Beast (I)
 8 Mad Captain (H)
 9 Beautiful Shoals (G)
 10 Black Whirlpool (G)
 11 Huge Whirlpool (G)
 12 Wonderful Artifact (F)

- 77 1 Lovesick Soldier (J)
 2 Lost Maiden (J)
 3 Badly Lost (G)
 4 Egg of Roc (I)
 5 Lost Prince (A)
 6 Lonely Princess (A)
 7 Ghostly Beast (I)
 8 Sex-Change Spring (K)
 9 Sex-Change Spring (K)
 10 Sex-Change Spring (K)
 11 Sex-Change Spring (K)
 12 Sex-Change Spring (K)

Originally thought to be hidden in the 'efreet-haunted Dusky Land, this innocent looking fountain caused the sex of any who drank from it to change. No self-respecting hero would stand for such a thing!

- 78 1 Armed Slave (D)
 2 Mild Storm (G)
 3 Puissant Soldier (J)
 4 Merry Brigands (H)
 5 Multitudinous Brigands (H)
 6 Vengeful Enchantress (B)
 7 Guarded Treasure (F)
 8 Warfleet (K)
 9 Warfleet (K)
 10 Warfleet (K)
 11 Warfleet (K)
 12 Warfleet (K)

Large, armed fleets were not common (they were liable to be destroyed by storms, or eaten by a passing Dendan). They occasionally were sent by warring nations or used as merchant convoys; sometimes they were composed of large numbers of pirates.

- 79 1 Lonely Soldier (J)
 2 Friendly Beggar (C)
 3 Foolish Thief (D)
 4 Garrulous Sage (A)
 5 Badly Lost (G)
 6 Egg of Roc (I)
 7 Sand Storm (G)
 8 Hungry Creatures (I)
 9 Mysterious River (G)
 10 Unknown Beast (I)
 11 Secret Trapdoor (F)
 12 Wonderful Artifact (F)

- 80 1 Mild Storm (G)
 2 Wicked Vizier (H)
 3 Badly Lost (G)
 4 Friendly Merman (H)
 5 Strange Customs (H)
 6 Dark River (G)
 7 Mad Captain (H)
 8 Beautiful Shoals (G)
 9 Mysterious Trapdoor (F)
 10 Strange Artifact (F)
 11 Ruined City (F)
 12 Wonderful Artifact (F)

- 81 1 Old Man (H)
 2 Badly Lost (G)
 3 Badly Lost (G)
 4 Rock Slide (G)
 5 Hungry Creatures (I)
 6 Trapped 'Efreet (B)
 7 Ghostly Beast (I)
 8 Valley of Dogs (K)
 9 Valley of Dogs (K)
 10 Valley of Dogs (K)
 11 Valley of Dogs (K)
 12 Valley of Dogs (K)

This closed-in valley was rumored to be full of wild and vicious dogs — and vicious highwaymen as well.

- 82 1 Destitute Thief (D)
2 Dying Beggar (C)
3 Mild Storm (G)
4 Handsome Prince (A)
5 Malicious Merman (H)
6 Greedy Captain (H)
7 Beautiful Shoals (G)
8 Mad Captain (H)
9 Huge Whirlpool (G)
10 Terrible Storm (G)
11 Ruined City (F)
12 Ruined City (F)
- 83 1 Toothless Hag (C)
2 Disguised Slave (D)
3 Blind Man (H)
4 Egg of Roc (I)
5 Foolish Prince (A)
6 Sad Goolah (H)
7 Multitudinous Brigands (H)
8 Mystic Fire (G)
9 Enchanted Beast (I)
10 Mighty 'Efreet (B)
11 Strange Artifact (F)
12 Hidden City (F)
- 84 1 Kindly 7 Mad
2 Bumbling 8 Mad
3 Needy 9 Evil
4 Needy 10 Vengeful
5 Disguised 11 Doomed
6 Trapped 12 Mighty
- 85 1 Lonely 7 Disguised
2 Garrulous 8 Mad
3 Destitute 9 Vengeful
4 Foolish 10 Wicked
5 Friendly 11 Enchanted
6 Imprisoned 12 Enchanted
- 86 1 Friendly 7 Crafty
2 Friendly 8 Dying
3 Destitute 9 Possessed
4 Impudent 10 Wicked
5 Ugly 11 Dangerous
6 Disguised 12 Powerful
- 87 1 Friendly 7 Imprisoned
2 Foolish 8 Mad
3 Destitute 9 Vengeful
4 Handsome 10 Vengeful
5 Disguised 11 Wicked
6 Wealthy 12 Powerful
- 88 1 Kindly 7 Crafty
2 Needy 8 Vengeful
3 Bumbling 9 Evil
4 Bumbling 10 Powerful
5 Lovesick 11 Mighty
6 Disguised 12 Mighty
- 89 You follow over hill and dale, through thick undergrowth and lonely wasteland. Finally the snake disappears into a hole in the ground, and you still have no idea where you are.
NO SKILL: You fall to your knees, weeping and cursing. S1/Accursed/Lost
WILDERNESS LORE: You recognize this area as a dry stream bed, and follow it. S1/Piety/Lost (7 or less)
- 90 1 Friendly, 7 Wise
2 Foolish 8 Imprisoned
3 Garrulous 9 Enchanted
4 Destitute 10 Wicked
5 False 11 Mad
6 Disguised 12 Powerful
- 91 1 Toothless 7 Crafty
2 Destitute 8 Possessed
3 Dying 9 Hypnotic
4 Diseased 10 Hideous
5 Diseased 11 Insane
6 Enchanted 12 Dangerous
- 92 1 Happy 7 Crafty
2 Foolish 8 Crafty
3 Greedy 9 Disguised

- 4 Drunken
5 Drunken
6 Disguised
- 93 1 Friendly 7 Vengeful
2 Foolish 8 Wicked
3 Destitute 9 Mad
4 Lonely 10 Mad
5 Disguised 11 Enchanted
6 Wealthy 12 Powerful
- 94 1 Kindly 7 Evil
2 Practical Joker 8 Powerful
3 Trapped 9 Mighty
4 Crafty 10 Bloodthirsty
5 Vengeful 11 Demonic
6 Mad 12 All-Powerful
- 95 1 Kindly 7 Disguised
2 Lovesick 8 Vengeful
3 Bumbling 9 Mad
4 Noble 10 Doomed
5 Evil 11 Mighty
6 Crafty 12 All-Powerful
- 96 You have neither the will nor the ability to complete such a set of tasks as would be required.
NO SKILL: However, Allah smiles upon diligence and resolution as well. D1/Luck (1 use)/Lost
PIETY: However, Allah allows your efforts to succeed, despite the limits of your ability and endurance. You praise his generosity, and promise to spend more time at your devotions. D2/S1/Luck/Lose Lost
- 97 1 Happy 7 Disguised
2 Needy 8 Disguised
3 Greedy 9 Crafty
4 Foolish 10 Armed
5 Foolish 11 Mad
6 Lovesick 12 Wicked
- 98 1 Friendly 7 Imprisoned
2 Foolish 8 Vengeful
3 Destitute 9 Mad
4 False 10 Mad
5 Garrulous 11 Doomsaying
6 Wise 12 Powerful
- 99 1 Friendly 7 Healer
2 Foolish 8 Healer
3 Destitute 9 Vengeful
4 Wise 10 Mad
5 Imprisoned 11 Wicked
6 Healer 12 Powerful
- 100 1 Impudent 7 Hypnotic
2 Dying 8 Hideous
3 Diseased 9 Hideous
4 Crafty 10 Enchanted
5 Disguised 11 Dangerous
6 Wicked 12 Powerful
- 101 1 Friendly 7 Lovesick
2 Impudent 8 Dying
3 Ugly 9 Diseased
4 Destitute 10 Heart-rending
5 Disguised 11 Possessed
6 Drunken 12 Insane
- 102 1 Friendly 7 Wealthy
2 Handsome 8 Enchanted
3 Lonely 9 Mad
4 Lovesick 10 Wicked
5 Disguised 11 Wicked
6 Imprisoned 12 Powerful
- 103 Of course — the fabled Jewelled Fortress!
NO SKILL: Free move to and immediate encounter at the Jewelled Fortress. D1/S1/Lose Lost/Wounded (1 turn)
MINOR or MAJOR MAGIC (Mandatory): Your own aura of magic triggers the sleeping Guardian of the Fortress. You are suddenly embroiled in a mystical battle with a powerful foe! Roll 2 dice, adding 1 for *Major Magic*:
• 2-7 A deep voice booms, "You may not enter!" You are hurled far away, and your thoughts are clouded. D2/S1/Designate a player to place you within 4 spaces of Jewelled Fortress
• 8+ You subdue your powerful foe with a spell of

sleeping. Gain Seal Ring (155)/S2/D2/Major Magic/Lose Lost/Free move to and immediate encounter at Jewelled Fortress

104 They allow you into their band, but keep you blindfolded and reveal none of their secrets.

NO SKILL: You see your chance to escape, but fail as they were too suspicious. They offer you the chance to redeem yourself by performing a few robberies. *You may refuse or accept:*

If you refuse: they beat you cruelly and leave you for dead. S1/D1/Wounded (6 or less)/Lost

If you accept: you bungle the job. D1/Outlaw/Lose Lost

STEALTH & STEALING: You can easily get away at any time, or perhaps stick around and participate in a few robberies.

If you escape: S1/D1/Enduring Hardship/Lose Lost

If you assist in the robberies: D-1/W+2 (Max: Rich)/Stealth & Stealing/Lose Piety/Lose Lost

- 105 1 Destitute 7 Crafty
2 Drunken 8 Insane
3 Diseased 9 Wicked
4 Impudent 10 Enchanted
5 Dying 11 Hypnotic
6 Heart-rending 12 Powerful

- 106 1 Happy 7 Armed
2 Wise 8 Crafty
3 Skillful 9 Greedy
4 Drunken 10 Wicked
5 Wealthy 11 Powerful
6 Repentant 12 Powerful

- 107 1 Wise 7 Crafty
2 Needy 8 Adulterous
3 Busy 9 Mad
4 Drunken 10 Wicked
5 Runaway 11 Wicked
6 Armed 12 Powerful

- 108 1 Happy 7 Disguised
2 Destitute 8 Greedy
3 Lovesick 9 Adulterous
4 Foolish 10 Crafty
5 Wealthy 11 Wicked
6 Armed 12 Wicked

- 109 1 Friendly 7 Wealthy
2 Lost 8 Enchanted
3 Beautiful 9 Vengeful
4 Imprisoned 10 Wicked
5 Destitute 11 Mad
6 Disguised 12 Powerful

- 110 1 Friendly 7 Imprisoned
2 Lonely 8 Disguised
3 Lovesick 9 Vengeful
4 Beautiful 10 Wicked
5 Beautiful 11 Powerful
6 Lost 12 Powerful

111 Accursed You have fallen under a terrible curse, with bad luck to follow you through all the rest of your days — unless the curse can be removed.

EFFECT: Another player gives you a number in place of your die roll. When you have to roll the die/dice for any reason, ask any player what number he wants you to use. (He may, if he wishes, examine the *Book of Tales* before he gives you a number.)

Lose one Merchant Arrow when you gain this status.

TO LOSE: After the player has given you a number, roll the die/dice to determine if you lose the status. If the number you roll is more than one point from the number that was given, you are no longer Accursed.

If you get a Q:S result in an encounter with a being from Reaction Matrix B, you lose this status.

If you give a Wealth level to a player in your space who has *Major Magic*, you lose this status.

EXAMPLE: You are instructed to roll two dice in an encounter. The player you have chosen tells you that your number is 11. You then roll the dice: on a 10, 11, or 12 you would still be Accursed, other-

wise you lose the status. (You still use the 11 for that encounter, even if you subsequently lose the status.)

112 They lash you to a wooden stake, and let the sun and insects do their work on you.

NO SKILL: When you pass out, they realize you are a weakling and leave. D2/Enduring Hardship/Crippled/Lost

ENDURING HARDSHIP: You sneer, laugh, and tell ribald jokes. Impressed with your fortitude, they take you into their band. S1/D2/W+1 (Max: Respectable)/Lose Lost/Opportunity to enter Caves of Al-Kolo-Ats

113	1 Friendly	7 Lost
	2 Lovesick	8 Imprisoned
	3 Beautiful	9 Mad
	4 Beautiful	10 Wicked
	5 Wealthy	11 Enchanted
	6 Wealthy	12 Powerful

114	1 Kindly	7 Learned
	2 Needy	8 Disguised
	3 Bumbling	9 Crafty
	4 Self-Sacrificial	10 Mad
	5 Beautiful	11 Evil
	6 Noble	12 Powerful

115	1 Kindly	7 Doomed
	2 Bumbling	8 Vengeful
	3 Beautiful	9 Mad
	4 Noble	10 Evil
	5 Disguised	11 Powerful
	6 Crafty	12 Mighty

116	1 Kindly	7 Evil
	2 Lovesick	8 Bloodthirsty
	3 Beautiful	9 Bloodthirsty
	4 Trapped	10 Mighty
	5 Vengeful	11 Demonic
	6 Mad	12 All-Powerful

117	1 Kindly	7 Cold
	2 Bumbling	8 Mad
	3 Lovesick	9 Evil
	4 Beautiful	10 Mighty
	5 Beautiful	11 Mighty
	6 Vengeful	12 All-Powerful

118 **Beast Form** You have been turned into an ape by a being with great power. You retain your intelligence and the power of speech, but find it hard to get along in the world of men.

EFFECT: You cannot choose the Court reaction on the Reaction Matrix; if you are ever forced to Court, you immediately get the Scorned status.

You cannot score Destiny points.

You cannot gain the *Appearance* skill while in Beast Form. If you already have it, place it under the Beast Form Status marker; it is useless until you lose Beast Form.

Lose one Merchant Arrow when you gain this status.

TO LOSE: If you get a Q:S result in an encounter with any being on Reaction Matrix A or B, you lose this status.

If you give a Wealth level to a player in your space who has *Major Magic*, you lose this status.

119 **Beloved** A handsome man/beautiful woman has fallen madly in love with you, and will not sleep or eat until you return this love. Wherever you go, he/she follows, writing poetry and professing his/her great love.

EFFECT: Decide whether to accept or reject his/her love.

If you *accept*: you must score 2 Destiny points while Beloved to become Married.

(Adventure Game) Immediately get a Quest card. If you successfully complete this Quest while still Beloved, get the Married status. This quest is +3 on the Quest table.

If you *reject*: Roll 2 dice, and add 1 for each of the following skills that you possess: *Beguiling*, *Courtly Graces*, *Piety*. Subtract 1 for *Appearance*.

• If the roll is 6 or less, go to 777

• If the roll is 7, roll again

• If the roll is 8 or more, go to 778

TO LOSE: There is no special way to lose this status. When you do lose it don't forget to discard the Quest card.

120 **Blessed** You have the protection and blessing of a patron, as well as the blessing of The Most Powerful of Us All.

EFFECT: You pick a number in place of your die roll. When you have to roll the die/dice for any reason, you say what number you want. This is the number you use. (You may, if you wish, examine the *Book of Tales* first.)

TO LOSE: After saying what number you will use, roll the die/dice to see if you lose this status. If the number you roll is more than one point from the number you called, you lose this status.

EXAMPLE: You are supposed to roll 1 die on a City Fate Card. You say that you will use a 5 in place of that roll. Then you roll to determine if you lose this status. If you roll a 4, 5, or 6, you keep the status. On any other roll, you lose it. (You still use the 5 for that Fate Card roll, even if you subsequently lose the status.)

121 **Crippled** You have received a painful and incapacitating injury. Although your mind is as sharp as ever, your twisted visage would teach wisdom to those who would learn it.

EFFECT: Your movement is reduced by one. You cannot gain the *Seduction* or *Appearance* skills. If you already have them, they may not be used until you lose this status (put them under the status chit).

In any encounter with a being from Reaction Matrix A through D, J or H, double all Story point awards.

TO LOSE: If you get a Q:S result with any being from Reaction Matrix B, you lose this status. If you give a Wealth level to a player in your space who has *Major Magic*, you lose this status.

EXAMPLE: A Crippled player who is Poor may move a maximum of two spaces, no more than one of which may be by sea.

122 **Determined** Your soul is resolute, and you will not be swayed from the course you have set, no matter what the obstacles.

EFFECT: Once per encounter you may decide to reject the award paragraph you receive. If you do this, you must go back to the Reaction Matrix, and choose a *different reaction*.

123 **Diseased** You have contracted a terrible illness. It is not fatal, but it is painful and incapacitating.

EFFECT: Your movement is reduced by one. If you pay three Destiny points while in the same space as another player, you may give him this status.

On any turn, instead of a normal encounter, you may pay one Wealth level and encounter a Healer Sage (Matrix A).

(Multiple Status Game) Gain the Scorned status as well.

TO LOSE: If you give a Wealth level to a player in your space who has *Scholarship*, you lose this status.

EXAMPLE: A Diseased player who was Poor would move a maximum of two spaces, no more than one of which may be by sea.

124 **Enslaved** You have become a slave due to bad luck, lack of finances, and/or malevolence on the part of others.

EFFECT: Each turn you designate another player to be your 'master.' Any Destiny points or treasures you score during your turn go to him instead of you.

Lose one Merchant Arrow when you gain this status.

TO LOSE: You may 'buy your freedom' if you gain a Wealth level while Enslaved (you cannot use Wealth levels gained before you became Enslaved). You simply expend the new Wealth level (no other player gets it) and lose the status.

If your Story point total breaks 10 you lose this status. If you became Enslaved with 10 or more Story points, you need 1 point more to be set free.

If you give a Wealth level to a player in your space who has *Bargaining*, you lose this status.

125 **Ensorcelled** You have been put under a spell. Your feet seem to betray your wishes, as you find yourself travelling at another's whim.

EFFECT: Each turn another player of your choice decides where to move your piece.

Lose one Merchant Arrow when you gain this status.

TO LOSE: At the end of your turn, you and the player who moved your piece roll 1 die each. If you roll higher, you lose this status. If you roll equal or less than the other player, you remain ensorcelled.

If you give a Wealth level to a player in your space who has *Major Magic*, you lose this status.

126 **Envious** You have seen that which has driven you mad with envy. You cannot rest until you have obtained your desire.

EFFECT: You cannot win while envious.

In any encounter in which 'Rob' is a possible reaction, you must choose it.

TO LOSE: You may pay 3 Destiny points to exchange this status for the On Pilgrimage status.

If you receive two Wealth levels or a treasure in any one encounter, you lose this status.

If you give a Wealth level to a player in your space who has *Wisdom*, you lose this status.

127 **Fated** You are part of a greater destiny — your fortune has been foretold, and your name is known to those with the power to see into the future.

EFFECT: Do not roll to determine who you will meet on an Encounter chart. Designate another player to decide.

(Interactive Card Play Game) The player who you ask for an Encounter card will decide who you meet in the Encounter chart.

TO LOSE: If you get a Q:S result you lose this status.

EXAMPLE: You are instructed to roll on Encounter chart 1. Since you are Fated, you designate another player, who looks at the chart and decides you will meet 'Bloodthirsty Brigands.'

128 **Grief Stricken** The tragedy you have undergone has left you with a broken heart and tears in your eyes. You are unable to eat or sleep due to your overwhelming grief.

EFFECT: While Grief Stricken, you may not use any Talent level skills during encounters; Master level skills may only be used at talent level.

If you spend 2 Destiny points and have the *Storytelling* skill (regardless of level), you may make another player in your space Grief Stricken as well.

Lose one Merchant Arrow when you gain this status.

TO LOSE: When your Story point total becomes 8 or more, you lose this status. If you become Grief Stricken with 8 or more Story points, you must score one additional Story point to lose this status.

If you give a Wealth level to a player in your space who has *Storytelling* you lose this status.

129 **Imprisoned** You are being held against your will for lawful or unlawful reasons.

EFFECT: You may not move while Imprisoned.

You do not have normal encounters while Imprisoned — instead, you always encounter a *hunchback* (the one who brings you food and water). Use Reaction Matrix C and the paragraph number corresponding to the current deck number: Deck one: 86; Deck two: 91; Deck three: 101.

Lose one Merchant Arrow when you gain this status.

TO LOSE: If you get a Q:S result from your encounter with the hunchback, you lose this status.

When your Story point total becomes 10 or more, you lose this status. If you became Imprisoned with 10 or more Story points, you must score one additional Story point.

If you give a Wealth level to a player in your space who has *Beguiling* or *Stealth and Stealing*, you lose this status.

130 Insane You have been driven mad by visions too terrible for mortal man to behold.

EFFECT: Another player will pick your reaction in an encounter. Each time you have an encounter, designate another player. He will choose your reaction on the Reaction Matrix display (it must be a legal choice).

Lose one Merchant Arrow when you gain this status.

TO LOSE: If you get a Q:S result from an encounter with a being from Reaction Matrix A or B, you lose this status.

131 Lost You are somewhere in the vast reaches of the world, but exactly where you cannot tell. You are lost.

EFFECT: You may not move.

Each turn you may follow the normal encounter procedure for the space you are in, or you may have the encounter 'Badly Lost' (Matrix G).

TO LOSE: Various encounter paragraphs under 'Badly Lost' will specifically state that you may lose the 'Lost' status.

If you give a Wealth level to a player in your space with *Wilderness Lore*, you lose this status. (This applies even in a city space, as you are assumed to be lost in the wild lands around the city.)

132 Love Struck You have met the most beautiful man/woman you have ever beheld! You cannot rest until you have courted and married this spectacular creature.

EFFECT: This turn, instead of a normal encounter, roll 1 die:

- 1-3 Encounter Beautiful Maiden/Handsome Soldier (Reaction Matrix J).
- 4-6 Encounter Beautiful Princess/Handsome Prince (Reaction Matrix A).

Note: You *must* choose the Court option in this encounter.

TO LOSE: Immediately lose this status after your special encounter.

133 Married You have achieved a blissful state of matrimony. You now have a husband/wife.

EFFECT: You gain 1 Story point when you get this status.

The next city you enter (or the city you are now in) is where you make your home. Leave your Origin chit there.

After you have an encounter in another city, you must return to your home before you may end your turn in any other cities.

Each time you return home, you gain 1 Story point.

Each time you return home, you may roll 2 dice:

- 2 You have an ugly child, become 'Grief Stricken'
- 3-7 No effect
- 8-10 A child! Score 1 D point
- 11-12 A child whose visage resembles that of the full moon! Score 2 Destiny points and become Respected.

134 On Pilgrimage You have vowed to make a holy quest in order to gain knowledge and insight into the ways of Allah.

EFFECT: You cannot win the game while On Pilgrimage.

Place your Destination chit in any city not within three spaces of Makka. You must enter and have at least one encounter in that city, then you must go to Makka and have at least one encounter. At that point your pilgrimage is complete and you lose the status.

If you successfully complete a pilgrimage, you score 2 Destiny points and 1 Story point. You also receive *Piety* at one level higher than you now have it (if you already have *Piety* at Master level, you get no benefit).

TO LOSE: On any turn you may give up your pilgrimage at the cost of 3 Destiny pts.

135 Outlaw You have committed a heinous crime, for which you have been outlawed and outcast from the kingdom.

EFFECT: Mark the city nearest to the space you are in with your Origin chit. (If two or more cities are equidistant, designate another player to choose which one.)

If you have an encounter in that city, unless you pick the 'avoid' reaction, you automatically receive the Imprisoned status at the end of your encounter.

If you get the Outlaw status a second time (anywhere on the board), at the end of that encounter move your piece directly to the city with your Origin chit and become Imprisoned.

Lose one Merchant Arrow when you receive this status.

TO LOSE: There is no special way to lose the Outlaw status. However, if you do, don't forget to remove your Origin chit.

EXAMPLE: You receive the Outlaw status in an encounter in Herat. Leave your Origin chit there. A few turns later you get the Outlaw status again, in Rome. Your piece is immediately Imprisoned in Herat.

136 Pursued Due to your great fortune or other wonderful attributes, you have a jealous foe who would like nothing so much as to see you hurled to the bottom of a well.

EFFECT: Each time you have an encounter, if 'vengeful' is one of the possible results listed in the encounter chart, no die roll is made; instead, the being encountered is automatically 'vengeful.'

TO LOSE: If you receive a Q:S result in any encounter with a vengeful being, you lose this status.

EXAMPLE: A Pursued player gets an encounter card for an 'efreet (paragraph 84). Since 'vengeful' is one of the listed possibilities, the encounter is automatically with a vengeful 'efreet. If vengeful had not been on the list, the player would have rolled normally.

137 Respected You have gained the respect of the mighty, and your reputation is enhanced.

EFFECT: In any encounter with humans from Matrix A-D, H, or J, you may roll a second time for an Award Paragraph if you don't like the first result. The second roll stands.

EXAMPLE: A player with 'Respected' meets a mighty 'efreet, grovels, and rolls a 2. Turning to the appropriate Award Paragraph, he finds he will be Imprisoned for a turn unless he has *Piety*. Since he doesn't, he chooses to roll again. This time he gets a 5, which allows him to use his *Courtly Graces*.

138 Robe of Honor You have been bestowed with a 'robe of honor', a measure of the esteem in which your mentor holds you.

EFFECT: Gain one Destiny point immediately. Get the *Wisdom* skill at one level higher than you currently have it. Place the skill chit on top of the status chit. If you lose the robe you lose the extra skill level.

(Multiple Status Game) Receive Respected at '6 or less.'

139 Scorned You have done some very foolish thing, or been made a fool of by another.

EFFECT: All your subsequent Destiny point awards are changed to Story point awards.

You may receive no new Wealth levels or skills.

TO LOSE: You may trade this status for the On Pilgrimage status at the cost of 1 Destiny point.

If you give a Wealth level to a player in your space who has *Courtly Graces*, you lose this status.

EXAMPLE: A Scorned player receives an award of D1/S1/W + 1. Instead he gets 2 Story points. (No Wealth allowed, Destiny points change to Story points.)

140 Sex-Changed A great magic has been worked upon you — you are now a member of the opposite sex. (Although in many ways this may not seem like a particularly terrible disaster, no right-thinking character in the Arabian Nights would stand for such an outrage.)

EFFECT: You cannot win while sex-changed. Flip your counter over. There are no other special

effects. (Don't forget to take your new sex into account when having encounters.)

TO LOSE: If you get a Q:S result in an encounter with a being from Reaction Matrix B, you lose this status.

If you give a Wealth level to a player in your space who has *Major Magic*, you lose this status.

Don't forget to flip your counter back over when you lose the status.

141 Sultan SPECIAL: To become a sultan you *must* have a total of 12 D and S points scored (otherwise receive the vizier status instead). The ultimate goal! Allah has blessed you with great wealth and a great kingdom!

EFFECT: Once you are a sultan, your wealth automatically becomes Princely, unless you have a treasure, in which case it becomes Fabulous.

If you can enter Baghdad while still a sultan, you win the game (see 6. *Last Turn of the Game?*).

142 Under Geas You have been given an irresistible quest which you must fulfill. This quest is part oath, part curse.

EFFECT: You cannot win the game while Under Geas.

You must score 3 Destiny points to complete the Geas.

(Adventure Game) To fulfill the Geas, designate a player to give you a Quest card. Fulfill the Quest normally (as in the Quest game) and the Geas is lifted.

TO LOSE: You lose the status when you complete the Geas, or you may break the Geas at any time for 4 Destiny points.

If you give a Wealth level to a player in your space who has *Piety* or *Major Magic*, you lose this status.

143 Vizier You have received the exalted position of advisor to the sultan; you control great power in the kingdom.

EFFECT: You receive 1 Destiny point and 1 Story point immediately.

Add one to your level of *Courtly Graces* and *Wisdom*. Place the skill chits on top of your status marker. Losing the status loses the extra skills.

Place your Origin chit in the city nearest to where you received the status (if two or more are equidistant have another player choose one).

Each time you have an encounter in another city, you must return to your origin city before you may end your turn in another city.

If you can get your *Piety* and *Scholarship* both to Master level, you may trade the Vizier status for the Sultan status.

144 Carnelian Idol VALUE: One Wealth level (Max: Rich)

SPECIAL: You may trade the idol for any skill at the Talent level, or at the Master level (if you have 7 Destiny points). However, on the turn you do this, select another player. That player will pick your reaction in your next encounter.

145 Snakeskin Bed VALUE: One Wealth level (Max: Respectable)

SPECIAL: You may use the bed once during each Cards and Dice phase to remove one of the following statuses: Wounded, Crippled, or Diseased. When using the bed in this fashion, roll two dice: If you roll 5 or less, the bed is lost; 6 or greater, you keep the bed.

146 Magic Lamp VALUE: No value

SPECIAL: On any turn, you may use the lamp to have an encounter with an 'efreet (94) or 'efreetch (116) on Reaction Matrix B. Add 6 to the encounter roll. When used in this fashion, the lamp is not used up.

Instead of summoning an 'efreet/eh, the lamp may be used to obtain any one of the following: a Wealth level, a treasure, a skill at Talent or Master level (if you qualify), an Opportunity to Enter a Place of Power, or any status other than Sultan. If you use the lamp this way, roll two dice: On a 7 or less, the lamp is lost, and you have an immediate encounter with a Vengeful 'Efreet (Reaction Matrix B).

147 Sparkling Spear VALUE: One Wealth level (Max: Princely)

SPECIAL: The Sparkling Spear is feared by the jinn, as it has the power to destroy them despite their great magic. In any encounter with an 'efreet/eh, you may receive a 'NE' result at the cost of 1 Destiny point (after seeing the Award Paragraph).

148 Dendan Oil VALUE: One Wealth level (Max: Poor)

SPECIAL: This oil is taken from the body of a huge sea-creature. It allows the one whose body is anointed with the oil to travel underwater as on land. On any turn that you begin in or move onto a sea space, you may trade in the oil and move to any sea space on the board. The Dendan Oil may also be traded for the Opportunity to enter the Undersea Kingdom.

149 Magic Cakes VALUE: No value

SPECIAL: These cakes give good fortune to their bearer — but only after they are given away. Upon entering the same space as another player (during your turn only), you may pass them to the other player and immediately gain the Blessed status. The cakes may never be given to one who currently has the Blessed status.

150 Golden Bridle VALUE: One Wealth level (Max: Princely)

SPECIAL: This item has the power to control enchanted and magical beasts of all kinds. In any encounter with 'beasts' or 'creatures', you may reject the first award paragraph and roll again.

151 Magic Tunic VALUE: One Wealth level (Max: Respectable)

SPECIAL: This item has embroidered on it the silhouette of your own true love. You may trade the tunic and 4 Destiny points to become Married. (Adventure Game) you may draw a quest (put the tunic chit on the card). When that quest is fulfilled, automatically trade the tunic for the Married status.

152 Brass Horseman VALUE: Two Wealth levels (Max: Princely)

SPECIAL: This item points the way to the lost City of Brass (among other great treasures). In any turn, you may draw the top card from the deck. If it is not a Fate card which names a city, discard and draw again next turn. If it is a Fate card which names a city, place the horseman on the card. When you arrive at that city, you may move immediately to the City of Brass and have an encounter. The horseman is returned to the cup.

153 Magic Saddlebags VALUE: One Wealth level (Max: Poor)

SPECIAL: These saddlebags are a never-ending source of food. With them, you may never drop below Penniless wealth. At the end of any Cards and Dice phase in which you are a Beggar, move your wealth marker up to Penniless.

154 Ionian Gems VALUE: Two Wealth levels (Max: Princely)

SPECIAL: These gems carry with them a charm of good luck: immediately receive the Blessed status. When/if the Blessed status is lost, you may spend 2 D pts. to get it back.

155 Gold Seal Ring VALUE: One Wealth level (Max: Rich)

SPECIAL: A little-known facet of the story of Aladdin, the seal ring was a part of the treasure containing the lamp, and was almost as powerful as the lamp itself. On any turn, you may have an encounter with an 'efreet (94) or 'efreeteh (116) from Reaction Matrix B. Add 3 to the encounter roll.

Otherwise, you may attempt to use the ring to gain 1 Wealth level or a skill at Talent level. When attempting this, roll two dice: If the roll is 8 or greater, you are successful; if the roll is 7 or less, you instead have an encounter with a Vengeful 'Efreet (Reaction Matrix B) and lose the ring.

156 Yellow Kohl VALUE: No value

SPECIAL: The Yellow Kohl was said by an evil

wizard to have the ability to turn common metals into gold. Whenever you receive a skill, you may expend the Yellow Kohl and receive two Wealth levels instead.

157 Copper Drum VALUE: One Wealth level (Max: Poor)

SPECIAL: When beaten, the copper drum magically summoned all the animals in the area, and they were always obedient to the summoner. On any turn, you may move 1 space further by land than your regular movement. The drum is *not* expended.

158 Flying Carpet VALUE: One Wealth level (Max: Respectable)

SPECIAL: Yes, this is it. The legendary flying carpet. On any turn you may forego your normal move and go to any space on the board, including a Place of Power. The carpet is returned to the cup when used.

159 Sword of Invisibility VALUE: One Wealth level (Max: Rich)

SPECIAL: This sword is normal in appearance but makes its wielder invisible to the human eye. You receive *Weapon Use* at the Talent level and *Stealth and Stealing* at the Talent level (or Master level if you qualify) when you get the sword. (Place these skills on the treasure counter. Losing the sword loses those skills.)

160 Celestial Planisphere VALUE: One Wealth level (Max: Rich)

SPECIAL: This crystal ball had great powers — if the user knew how to call them forth. If you have *Minor Magic*, during the Encounter phase you may draw two cards and take the one you want. (In the two-player game, draw three cards and pick one. If playing with the Interactive Card Play rules, you may look at any one player's hand before deciding who to take a card from.)

In addition, the Planisphere had the power to destroy a whole city. If you have *Major Magic*, you may expend 3 Destiny points to place the chit on any unoccupied (by character or origin/destination marker) city — except Baghdad or Makka — on the map. The Planisphere is expended for the rest of the game, and no player may ever enter that city.

161 Kohl Pot VALUE: No value

SPECIAL: This is not the same as the Yellow Kohl. This Kohl gives its user the ability to see the invisible world (just rub some Kohl on one eye). But beware of greed! Rubbing the magic Kohl on *both* eyes results in blindness!

You may trade the pot for a free draw from the deck. If the card is an Encounter card, have that encounter. If it is a Fate card you may keep it. You may also choose to trade the Kohl Pot for a draw from the deck *plus* a treasure, but you immediately incur the Crippled status.

(Interactive Card Play Game: You may trade in the pot for a free draw from *your own hand*.)

162 Colored Fish VALUE: One Wealth level (Max: Rich)

SPECIAL: These fish are actually enchanted people, and they are found in the Lake of Colors. If you can obtain a Q:S result in an encounter with a being on Reaction Matrix B, the fish will be re-transformed and the grateful people will give you the Vizier status. The treasure is expended.

Instead, the fish may be traded for the Opportunity to Enter the Lake of Colors.

163 One Hundred Keys VALUE: One Wealth level (Max: Poor)

SPECIAL: This ring of keys unlocks the Palace of Closets — but you may open all the doors save the one-hundredth. Do not unlock the hundredth door! You may not receive the Imprisoned status while you have the keys.

164 Ebony Horse VALUE: Two Wealth levels (Max: Princely)

SPECIAL: This mechanical horse was given as a gift to a powerful sultan; it has the ability to fly.

However, its maker is constantly seeking to get it back. You may move to any space on the board *except* a Place of Power. Each time the horse is used this way, you immediately have an encounter with a Vengeful Sage (Reaction Matrix A) in place of your normal encounter. After the encounter, roll two dice: If you roll 6 or less, you lose the treasure.

165 Brass Bow VALUE: One Wealth level (Max: Rich)

SPECIAL: The Brass Bow was given to a young hero to end the threat of the Magnetic Mountain. It also had the ability to kill magical beings. Get the Fated status when you receive the bow, and watch for it to appear as a modifier vs. strange artifacts and the Magnetic Mountain.

166 Book of Hidden Treasure VALUE: One Wealth level (Max: Fabulous w/another treasure; otherwise, Princely)

SPECIAL: This book was used by the learned to discover the location and meaning of many wonderful magic items. If you have *Scholarship* at any level, you may read the book and gain the Opportunity to Enter any Place of Power. If you have *Scholarship* at Talent level (and 7 Destiny points), you also gain the Master level in *Scholarship*. The book is used up when read.

167 Protective Talisman VALUE: One Wealth level (Max: Respectable)

SPECIAL: These talismans are well known as protection against the power of the 'efreets. If you encounter an 'efreet or 'efreeteh, you have the option of immunity from all or part of the Award paragraph.

EXAMPLE: If an Award paragraph gave the result of 'D2/S1/Imprisoned,' you could take the Destiny and Story points and ignore 'Imprisoned.'

168 Giant Diamonds VALUE: Fabulous wealth (with another treasure; otherwise, Princely wealth)

SPECIAL: These diamonds have no special abilities.

169 Eagle Censer VALUE: One Wealth level (Max: Respectable)

SPECIAL: If incense is burned in this censer, 'efreets will find themselves irresistibly drawn. However, the censer grants no power over the jinn. On any turn, you may have an encounter with an 'efreet (94) or 'efreeteh (116). Another player chooses what type you meet. Unless you get a Q:S result, the Censer is lost.

170 Magic Bead VALUE: One Wealth level (Max: Rich)

SPECIAL: This bead, when incanted properly, had many powers tied to its five faces. You may choose five skill chits from the pool. These may be taken at Talent level, or at Master level if you already have that skill at Talent level and otherwise qualify for Master level skills (that is, you have 7 or more Destiny points). Place them on top of this treasure. They may be used as 'I use' skills to alter paragraphs. If you lose the treasure, you lose any unused skill.

If you wish, you may instead trade the Bead for *Minor Magic* (at Master level if you qualify).

171 Hairless Ape VALUE: One Wealth level (Max: Rich)

SPECIAL: This ape is actually an 'efreet of great power, and if treated kindly, will grant favors to its master. If you have *Wisdom*, *Appearance* or *Piety*, the Ape may be traded for one of the following: 2 Wealth levels, a free move to any space on the board (including a Place of Power), or any skill at Master level (if you have 7 Destiny points).

172 Brass Trumpet VALUE: One Wealth level (Max: Respectable)

SPECIAL: This item, when placed at the gate of a city or on one's person, will blow of its own accord when enemies pass near. You are not affected by the skills of other players who enter your space, nor by any Fate cards they may have. You may ig-

nore all or part of an Award paragraph in an encounter with a 'wicked' being.

173 Thunderbolt Sword VALUE: One Wealth level (Max: Respectable)

SPECIAL: This sword was unbeatable in battle. As long as you have the sword, you also have *Weapon Use* at Talent level (or Master level if you also have 7 Destiny points).

174 Stonehenge Stonehenge is the mystic power center of the infidels of the far Northwest. In this place, it is said, men called 'Druids' gain great and dangerous powers by striking black covenants with powerful 'efreets'.

You approach the circle of stone as a group of figures enter; they are cowed in black and chant in a strange tongue. Armed guards before each entrance admit only the priests: gawkers and lookers-on are kept outside. *Select one of the following choices, and refer to Reaction Matrix E. You may:*

CHOICE 1: Attempt to disguise yourself as a priest and enter the circle to participate in the rites.

CHOICE 2: Attempt to knock a guard out and sneak into the ceremonial circle to destroy the infidels.

CHOICE 3: Remain outside to observe the infidels' ceremonies, so that you can describe them to your sultan.

175 Caves of Al-Kolo-Ats These are the very caves to which the evil wizard led Aladdin. It is rumored that within are great treasures: huge rooms filled with gold and silver, a tree which grows jewels, and the infamous Magic Lamp and Seal Ring. Only through great magic may one enter the caves, and only through great luck and determination may one emerge alive.

You stand before the entrance to this fabulous cave. It is blocked by stone and magic. You cannot easily break through. *Select one of the following choices, and refer to Reaction Matrix E. You may:*

CHOICE 1: Use your magical power to gain entrance to the caves. Once inside, use spells to protect you from whatever guardians may lurk about.

CHOICE 2: Seek another entrance to the caves. Rely on your sword and wits to protect you.

CHOICE 3: Find a wizard; promise him a share of the treasures within if he will aid you in entering the caves.

176 The Haunted House This house, in the center of a vast city, is known to be haunted. Many have entered, but none have passed the night in safety — indeed, none have returned alive.

You have vowed to break the curse of the house, for which the sultan has promised a great reward. You enter the house at dusk, and the early evening passes peacefully. Then a voice calls out your name and says, "What shall I do with it?" *Select one of the following choices, and refer to Reaction Matrix E. You may:*

CHOICE 1: Say nothing. Wait to see what develops. Hide.

CHOICE 2: Call out, "Who dares to haunt this house? In the name of Allah I summon you forth!" Use the power of your faith to roust the evil from the house.

CHOICE 3: Be polite. Someone has addressed you by name. Reply, "Just put it over in the corner, thank you."

177 The City of Brass The fabled City of Brass lies somewhere far to the west. Many search for the city, for it is said to contain the key to great wealth and power. The city's gates are surrounded by marble tablets bearing verses which are testaments to the futility of pride: those who ignore the warnings and enter the city often meet a grisly fate.

You have been searching for days when you come upon a brass statue of a horseman; the horseman's spear points almost due west. You wisely decide to travel west as the spearpoint directs and soon come to the outskirts of a mighty city. The city's gates are shut and locked. *Select one of the following choices, (173-187)*

and refer to Reaction Matrix E. You may:

CHOICE 1: Explore the area outside the city, recording the verses when you find them. Do not attempt to enter the city.

CHOICE 2: Send someone to scale the walls and view the interior of the city. Look for an entrance.

CHOICE 3: Call upon Allah to make an entrance for you, that you might explore the city.

178 The Jewelled Fortress The Jewelled Fortress is a place out of legend, built by a great king to be a paradise on earth. To punish its presumptuous king, it is said, the day after its completion Allah the Almighty poisoned and made barren the land for hundreds of miles around.

You have travelled far. Before you, amidst the cold, lonely wasteland, stands the fabulous fortress, its glory somewhat dimmed by the years of dust and rain. *Select one of the following choices, and refer to Reaction Matrix E. You may:*

CHOICE 1: Gaze upon the handiwork of man, then compare it to the handiwork of Allah. Do not try to enter the fortress at all.

CHOICE 2: Approach and enter the fortress, counting on the grace of Allah to protect you.

CHOICE 3: Begin looting the fortress by removing the gems from the walls. Then work your way inside to find the treasure chambers.

179 The Lake of Colors For freeing an 'efreet from a bottle, a simple fisherman was granted a reward of four colored fish. He sold the fish to a sultan to eat them for supper. As they were put into the pan to be cooked, the fish spoke of a far-off city of doom and of a promise to which they had been sworn. You, hearing this amazing story, resolve to go to the city and seek the answer to the mystery of the talking fish.

The city is dark and forbidding: all the buildings are made of black basalt. From far within one building you hear anguished moans, from another, a woman crying. *Select one of the following choices and refer to Reaction Matrix E. You may:*

CHOICE 1: Investigate the sounds of moaning to see what aid you can render. Perhaps the one moaning can reveal the answer to the mystery.

CHOICE 2: Investigate the sounds of crying — but move stealthily. Observe and listen.

CHOICE 3: Investigate, but stay away from the inhabitants. Try to determine the answer to the mystery without endangering yourself.

180 The Valley of Diamonds The Valley of Diamonds is known to contain two things: huge diamonds of incalculable value, and tiny serpents of incredible deadliness. To get the diamonds, merchants throw animal carcasses into the valley; at sunset, rocs carry the carcasses back up the mountainside to eat. The merchants then frighten the rocs away and remove the diamonds stuck in the meat. It is said that the famous adventurer Sindbad walked the valley and lived.

You have come through secret ways to the lower portion of the valley, where your heart leaps at the sight of the giant diamonds and quails at the sight of the deadly serpents. *Select one of the following choices, and refer to Reaction Matrix E. You may:*

CHOICE 1: Try to sneak past the serpents, collect as many diamonds as possible, and sneak back the way you came.

CHOICE 2: Pick up whatever diamonds you can, then wait for an animal carcass to fall. Hide in the body until a roc brings you out of the valley and a merchant rescues you.

CHOICE 3: Attempt to slay all the serpents that live in the valley, making it safe for men to walk. Perhaps Allah will grant you the power to do this.

181 The Undersea Kingdom The Undersea Kingdom is a vast and varied empire of mermen (and mermaids) that few land dwellers ever see. It contains cities without number, vast wealth, and inhabitants who have a burning curiosity about and great admiration for the 'sons of Adam.' But the

perils of this great land are also great: the Dendan swim these waters, and they are the most ferocious creatures in existence.

You have met a merperson who has the same name as you. You become great friends, and he/she offers to take you on a tour of the kingdom. *Select one of the following choices, and refer to Reaction Matrix E. You may:*

CHOICE 1: Look at everything, but without touching or interacting in any way.

CHOICE 2: Try to learn as much about the sea people as possible. Be friendly and helpful.

CHOICE 3: Convince one of the sea peoples' kings to embark on a conquest of his neighbors, with you as leader.

182 The Dusky Land The Dusky Land is the dwelling place of the 'efreets and jinn; it is another plane of existence that few may visit. A land of mystical places and enchanted powers, there is no telling what you may find here.

You are wandering aimlessly when you hear strange and terrifying sounds coming from beyond the next hill. You go to investigate. *Select one of the following choices, and refer to Reaction Matrix E. You may:*

CHOICE 1: Go to the hill to investigate the sounds, but stay out of sight and use no magic to give away your presence.

CHOICE 2: Advance over the hillside with weapons drawn and magic blazing. Make yourself a power known throughout the land!

CHOICE 3: Summon an 'efreet to you using minor magics. Have him investigate and report to you on what is taking place.

183 No Award

184 Your professions of respect impress your listener.

NO SKILL: You are told things that fill your heart with wonder. S1

SCHOLARSHIP: You learn of an arduous and hazardous route to the fabled Jewelled Fortress. S1/D1/Q:S/Opportunity to enter Jewelled Fortress

STORYTELLING: You begin a contest of storytelling, and the evening is spent in pleasant discourse. You are honored for your wit and knowledge (he found the tale of Abu-Hasan's fart particularly funny). S2/D1/Respected/W + 1 (Max: Respectable)

185 "Though there is little you can do for me," says the other, "I nonetheless thank you for your kind and generous spirit."

NO SKILL: "I shall remember you if fortune ever smiles upon me once again." D1/Courtly Graces/Q:S

WISDOM or PIETY: "You have lifted the pall from my heart. I regret that I have little to reward you with, but perhaps my noble and beloved brother can assist you." You receive directions for finding this worthy. D1/Immediate encounter with Friendly Prince (Matrix A)/Respected (1 use)

186 "You fool," cries the one, "of what use to me is this?"

NO SKILL: D - 1/S1/Scorned (7 or less)

ENDURING HARDSHIP: You acquaint the other with your own misfortunes, and your methods for surviving them, thus lightening his burden. S1/D1

STORYTELLING: You tell the tragic tale of the cuckolded 'efreet. "If such can befall even a mighty jinn, then our own misfortune is light." Your listener takes heart to endure his trial. S1/D2/Storytelling or Wisdom

187 "Be silent," cries the other.

NO SKILL: "Get away, worm." The other seems enraged at your presumption. D - 1/S1

APPEARANCE: "Your words are poorly timed and show want of sense, but the perfection of your form nonetheless gives me some comfort. Let me teach you of proper deference to your superiors." D1/Courtly Graces

188 "I thank you for your kind words. Ah, if things were but different."

NO SKILL: S1

WISDOM: Your fresh evaluation of the other's situation leads to an obvious solution and a happy conclusion. S1/D1/Q:S/Choice of Beloved or Blessed.

ENDURING HARDSHIP: Your dogged determination to relieve the suffering of the other brings a happy conclusion, but he/she is unhappy with some of the things you must do along the way. S1/D2/W+1 (Max: Poor)/Q:S

189 "Quickly," cries the one, "the key hangs there on the wall! Release me before my jailor returns!"

NO SKILL: Alas, no sooner have you opened the door when the guard returns and cries the alarm. You are both captured. D1/Imprisoned

LUCK or ONE HUNDRED KEYS: The jailor's errand keeps him busy, and you get the right key on the first try. The other rewards you for your assistance. D1/S1/W+1 (Max: Rich)/Q:S

190 The imprisoned one is quite despairing. "You cannot help me, I fear."

NO SKILL: No Award

PIETY: You say, "there is no power but in Allah the Supreme." Your quotations from the prophet show the imprisoned one his fate in a new light, and he is cheered. D1/Enduring Hardship

191 The other eagerly accepts your professions of love, and suddenly you find yourself married — all in such haste you hardly know what has occurred. You soon realize your spouse is a cruel tyrant.

NO SKILL: You suffer in silence, as Allah has decreed your fate. D1/Enduring Hardship

LUCK: Your spouse dies suddenly of a mysterious illness — only a short time after the ceremony. You profess great sorrow as you reckon the estate. D1/S1/W+1 (Max: Rich)/Q:S

FEMALE (Mandatory): Your spouse dies suddenly, a short time after the ceremony. Unfortunately, all his possessions go to his older brother, as the laws decree that wives do not inherit. S1/D1

192 You are duped into a false marriage as a part of a cruel jest, but the deception is revealed to you by a faithful servant.

NO SKILL: You manage to escape embarrassment and a horrible spouse. D1/Luck

SEDUCTION: Your spouse is chastened by your devotion, and becomes in turn a devoted, loving companion. D1/S1/Appealance/Married

193 Before your plans can progress any further, you find that the other is not the noble person you thought, but a wicked trickster.

NO SKILL: The false one has you imprisoned to conceal the deception. D1/Imprisoned

ENDURING HARDSHIP: The false one has you locked away, but your noble bearing and dignity softens the heart of your hunchbacked jailor, and you are permitted to escape. As you flee, you learn that the false one has declared you an outlaw. S1/D1/Outlaw

194 Although the one seems harmless, something deep within you tells that this person is dangerous! Abandoning any other plans you might have had, you attack!

NO SKILL: The other shrieks in dismay and flees, and is quickly lost to sight. S1

WEAPON USE: Your quick thrust ends the other's life. Upon examination of his/her effects, the one turns out to be an evil Magian fire-worshipper! You are glad you trusted the instinct Allah sent you. S1/D1/Blessed.

195 Your swift attack is met by a more swift and sure defense. You are struck senseless. S1/Wounded (7 or less)

196 Your swift attack lays the other at your feet before onlookers can react. Guards for the sultan are on hand, and take you into custody, demanding to know the reason for your action.

NO SKILL: Your protests that the other radiated 'an aura of evil' are unsubstantiated, and you are imprisoned as is only rightful. S1/Imprisoned

COURTLY GRACES: Your impassioned defense involves the suspicion of evil intent on the part of your victim. You soon have the court believing that the other was an old enemy of yours who slew your parents and abducted your sister. You are awarded the possessions he was carrying, and are let free. S2/D1/W+1 (Max: Res.)

197 The other offers you a job, which you accept. You are paid quite well, but soon your master is revealed as a wicked liar, and you are caught up in his punishment.

NO SKILL: You flee to avoid the death penalty. D1/W+1 (Max: Respectable)/Outlaw

BEGUILING: Your quick tongue convinces the sultan that you were a blameless dupe. You manage to enrich yourself from your former master's possessions before you leave him to his fate. D1/S1/W+2 (Max: Res.)/Wounded (6 or less)

198 The other takes advantage of your vulnerable position and attacks you.

NO SKILL: You are robbed and left for dead. D1/W-1 (Min: Penniless)/Wounded (6 or less)

WEAPON USE: The other has not reckoned on your skill with arms. You draw your weapon and wound him in one swift stroke. The other manages to escape. D1/S1/Fated

199 Your gifts are cheerfully accepted.

NO SKILL: In hopes of garnering more favor, you add to the value of your gifts with additional items. Once these things are in his/her hands, the other forgets you instantly. D1/W-1 (Min: Poor)

STEALTH & STEALING: When you discover that the other has no intention of acknowledging your gifts, you endeavor to steal them back, and your reputation is enhanced. D1/S1/Stealth and Stealing

200 The one asks your aid in arranging an audience for him with one of your friends, a very influential merchant.

NO SKILL: You do so willingly. Your friend is duped and cheated when the other turns out to be a false swindler, and you are blamed for your poor judgement. D1/Scorned

ACTING & DISGUISE or BEGUILING: Your experience with treacherous people alerts you that the other intends a swindle. You denounce him to your friend. D2/Wisdom

FEMALE (Mandatory): You believe the other intends a swindle and denounce him to all who will listen. He spreads a counter-rumor that you are a spurned lover. S1/Scorned

201 You try to get the other's attention, but he seems distracted, and rudely ignores your actions.

NO SKILL: You take umbrage at this rudeness, and stalk off in a huff. Envious

COURTLY GRACES: You realize that there is nothing you can do, and quietly apologize for wasting the other's time. The one snaps out of his/her reverie, and apologizes in turn. The other then proceeds to tell a tale of woe, about a wonderful person of noble bearing who refused to marry any but royalty. Your commiserations lighten his/her load. S2/Blessed with Minor Magic (Companion skill)

202 "I'm of the number of those who are about to perish and the cause of my death will be nothing else but my love and desire and excess of my transport. I beg deliverance from the affliction I suffer." The one begs you to assist in arranging a marriage to a wealthy nobleman/woman.

NO SKILL: You have little ability along this line, and you politely decline. S1

COURTLY GRACES: Your words in the right ears greatly facilitate the achievement of the other's desires. D1/W+1 (Max: Respectable)/Q:S

SEDUCTION or APPEARANCE: In the course of your match-making, you fall in love with the close confidant of the noble. For true lovers there is no

impediment, and the double wedding is remarked upon by all. D2/S1/Married/Q:S

203 "Your aid is desperately needed. I have little now to reward you, but if you can be patient, I promise a valuable payment later." Roll 2 dice, add one for each of Luck, Quick Thinking:

• 2-7 The other cannot make good his promise. D1/W-1 (Min: Poor)

• 8+ The other's fortunes turn (with your help) and the promised reward appears. D1/W+1 (Max: Rich)/Q:S/Bargaining or Scholarship

204 The unfortunate one accepts your aid and thanks you.

NO SKILL: Because of his poor state, he cannot return your generosity in any way. D1/Q:S

LUCK: The fortunes of the one you aided improve dramatically, and you are remembered as one who was generous in time of need. The favor is repaid in turn when you are in need. D2/W+1 (Max: Respectable)/Blessed (1 use)

205 The one looks at you with a wild gleam in his eyes. His rage builds, and he shouts, "You have the temerity to show pity to me?"

NO SKILL: He calls down curses upon you! D1/Accursed

STORYTELLING: You quickly relate the fable of the dog which pitied its master, and this comforts his soul and he decides to make you his companion for the pleasure of your company. D1/S1/Blessed with Scholarship and Courtly Graces at Master (Companion skills)

206 The other tells a tragic tale of the loss of wealth and position due to the machinations of a wicked vizier. Because of this wretched condition, there is no hope for the two of you. S1/Grief-stricken

207 "Ah," cries the one, "your visage is like that of the full moon, and you are wise beyond your years. A most fitting companion you would be, even to royalty!"

NO SKILL: "As soon as my financial affairs are in order, we can be married." D1/Beloved/Q:S

LUCK: Your beloved is embroiled in a legal battle for recovery of an estate, but the day after your betrothal, new evidence is found, and your love's estate is restored. You are married in wealthy bliss. D2/S1/W+2 (Max: Rich)/Q:S/Married

208 "Oh yes, well let me tell you this tale I heard from a fisherman... or maybe it was a slave. Anyway..." The other speaks incessantly for hours, without pause for food or rest.

NO SKILL: Although a tale or two is interesting, it is also driving you mad. S1/Insane (6 or less)/Enduring Hardship

ENDURING HARDSHIP or ACTING & DISGUISE: You sit with a semblance of rapt attention throughout the interminable blathering. Your host is immensely pleased by your receptiveness, and presents you with a great treasure, saying, "I have been so lonely. You are the first to stay and listen in such a long time." D2/S2/Courtly Graces/Trea*/Q:S

209 "Come," says the other, "pass the night with me that I may be cheered by your conversation."

NO SKILL: You provide brief respite to the other's restlessness, and are rewarded by being forced to remain indefinitely for your host's entertainment. S1/Enslaved

STORYTELLING: Your skill as a storyteller is greatly appreciated. You are offered meager wealth, and a staunch companion in exchange for remaining to enjoy the hospitality of your host.

You may accept or reject the offer.

If you accept: You quickly find out that the other intends to keep you with him forever. D1/S1/W+1 (Max: Respectable)/Enslaved/Q:S

- If you reject The other is offended and has his companions throw you in a dank dungeon-like cell. D1/S2/Imprisoned.
- FEMALE (Mandatory):** You quickly realize that the other has more on his mind than conversation. Unhappy at the unwanted attention, you make a break for the door, and flee into the night. S2/Grief-stricken
- 210** The other is desperate for an audience. Since you seem cooperative, you are held captive and forced to listen to inane babbling for nights on end. **NO SKILL:** You see little that you can do save suffer. D1/Imprisoned (7 or less)/Enduring Hardship
- STEALTH & STEALING:** You encourage the other to continue far into the night, pretending that you are fascinated with every word. His chatter is so dull that he puts himself to sleep. You make your escape and help yourself to the other's purse as compensation for your suffering. D1/S1/W + 1 (Max: Poor)/Acting & Disguise
- 211** "I'm sorry," says the other, "but I'm not sure I wish to marry you. You talk too much." **NO SKILL:** The other decides (after much thinking out loud) that you would make a fine spouse (although you are no longer sure you wish to be married). You are wed, and each day is a living hell, until the divorce. D1/S2/Accused/Insane
- WISDOM:** You realize that you have no desire to be wed to this creature, so you point out all your own flaws. The other refuses the marriage. D2/Quick Thinking
- 212** You succeed in making off with the other, but soon wish you had failed. You are being driven mad by the incessant chatter. **NO SKILL:** You cannot bring yourself to abandon your profits. D1/W + 1 (Max: Respectable)/Insane
- COURTLY GRACES:** Realizing the impending loss of your sanity, you politely excuse yourself and flee for your life. D2/S1/Wisdom
- 213** Your scheme is completely successful but you realize that your profits could be enhanced with a ransom, so you take the other along. Unhappily he has nothing of value on his person, and no one is interested in ransoming him. Your captive eats like a horse and talks without pause. **NO SKILL:** This goes on for many weeks, as you stubbornly look for someone to take this person off your hands. D1/Accused/Enduring Hardship
- APPEARANCE:** Your captive is taken with you, and a complete reversal of personality occurs. The now meek-and-retiring character of your captive fills you with wonder. D2/S1/If opposite sex, Love-struck/Q:S
- 214** Your victim cries out, and people nearby come to his aid. You are beaten and taken prisoner, then taken to a Prince of the Faithful, who administers a stern justice. **NO SKILL:** You suffer greatly in your confinement. D1/Wounded (7 or less)/Imprisoned
- ENDURING HARDSHIP:** Your punishment is difficult, but you learn well from it. D2/Lose Stealth & Stealing/Wisdom/Piety
- 215** You attack in darkness, but cannot overcome your victim before he cries out and you must flee. No Award
- 216** You recognize the one as someone who hates you, and you flee from his sight. The next place you go, however, he is there before you! This happens again and again. **NO SKILL:** Fear trickles like ice down your back, and you finally tell him you will kill him if you see him again. D1/Pursued
- PIETY:** You recognize this as the will of Allah, and speak to the other. "Fate has cast us together, so let us make the most of it." You become stalwart companions. D2/S1/Fated with Weapon Use and Wisdom (Companion skills)
- 217** You cannot escape the other's servants; they catch you and throw you in a well. **NO SKILL:** They torment you for many days. D1/S1/Grief-stricken/Imprisoned
- LUCK:** A scorpion drops on your head. You quickly kill it, then wonder where it came from. Your search reveals a small crevice leading to a forgotten treasure room! You loot the place and escape through a hidden trap-door. D2/S2/W + 2 (Max: Rich)/Trea*
- 218** His sneering grin and whining voice drive you almost mad with fury: you attack. **NO SKILL:** The other falls instantly; in minutes life has left him. You are overwhelmed by remorse. D1/Grief-stricken
- WISDOM:** Scant inches from the other's throat, you realize that murder will gain you nought; you lower your sword. D2/S1/Piety
- 219** The other grovels in helpless terror and surrenders his purse to you. **NO SKILL:** You flee, chuckling at the ease of your crime. D1/W + 1 (Max: Respectable)
- WEAPON USE or BEGUILING:** You terrorize your victim until he pleads for his life and discloses to you the placement of all his treasures. D2/W + 3 (Max: Princely)/Trea*/Q:S
- 220** The other cheerfully marries you, then wastes all your wealth in lavish extravagances. **NO SKILL:** You are left a broken man. D1/W-3 (Min: Beggar)/Married
- WISDOM:** You learn from your mistake (although not in time to help yourself), and tell your story as a warning to others. D2/W-3 (Min: Peniless)/Married/Storytelling
- FEMALE (Mandatory):** Your husband sues for divorce and leaves you with many bad debts. Wealth to Beggar/D1
- 221** The other thinks your actions are very amusing, but cannot fathom just what it is you want. **NO SKILL:** You eventually give up. No Award
- SEDUCTION or APPEARANCE:** The object of your attentions is overwhelmed with love, and profligate with gifts and other demonstrations of affection. D1/W + 1 (Max: Respectable)/Beloved/Q:S
- 222** "You?" cries the other. "You dare make advances to me?" You do not show proper respect for my station! Guards, take this miserable one away!" **NO SKILL:** The guards come, and the one throws you in prison for a while to teach you manners. D1/Imprisoned (6 or less)/Courtly Graces
- WEAPON USE:** With inspired swordplay you overcome the guards and win your freedom. You doubt you will be welcomed here in the future. D1/S1/Weapon Use/Outlaw (6 or less)
- 223** "Ah, hmmm," mutters the other, "very nice. Hmmm, yes. Your deference is of course proper to one of my station...Hmmm. Oh, are you still here?" **NO SKILL:** "Guards, show this one out." You are escorted to the door. D1
- BEGUILING:** You begin a line of ingenious, profuse and imaginative flattery. The other basks in your blandishments, then gives you a bag of coins. D1/W + 1 (Max: Rich)
- 224** "Oh, how charming," cries the other. "Oh, my advisors, I am most pleased with this one. Surely his talent exceeds all my other fools and jesters." You are captured and each day forced to perform exactly as you did on that first meeting. **NO SKILL:** You can find no escape. D1/Enslaved/Beguiling
- STEALTH & STEALING:** You study the layout of the fool's abode; when the time is right you snatch up a purse and make your escape through an unguarded window. D2/S1/W + 2 (Max: Princely)/Q:S
- 225** "Ah, yes," the other peers at you with eyes that have lost the gleam of intelligence. "Would you like a purse full of gold?" **NO SKILL:** You nod dumbly and receive the gold! Allah be praised! D1/W + 1 (Max: Rich)/Q:S
- QUICK THINKING:** Such an opportunity is not to be missed! You pour on every ounce of your charm; the other gives you almost his entire estate! D2/S1/W + 3 (Max: Princely)/Trea*/Q:S
- 226** You prepare a little entertainment with some accomplices, and your scheme is successful. However, in spite of his fancy dress, your victim has no wealth. **NO SKILL:** Sadly, you let him go. D1
- COURTLY GRACES:** You discover that your victim is a numb-wit, his wealth entrusted to relatives. You spirit him away and demand a large ransom for his release. D2/W + 2 (Max: Rich)
- 227** Your victim may be a fool, but he is not so foolish as to fall for your scheme. The other's companions turn out to be armed bodyguards. **NO SKILL:** You are caught and imprisoned for your crime. D1/Imprisoned
- ACTING & DISGUISE:** You were, of course, disguised, and were able to escape unharmed and unrecognized. D1/S1/Quick Thinking
- 228** The one you stalk divines your intent and flees. **NO SKILL:** You lose him. D1
- QUICK THINKING:** As he runs, you shout, "Thief, thief!" Bystanders gladly help you overcome your victim. You carry him off and gain a fine ransom. D1/S1/W + 1 (Max: Rich)/Q:S
- 229** Your victim stands his ground and defends himself valiantly. Nonetheless you overcome him; however, the other has nothing of value. **NO SKILL:** Worse yet, he has recognized you: you become a hunted criminal. D1/Outlaw
- LUCK:** Your victim does not recall your features and identifies another as his assailant. The innocent man is to hang. You cannot let an innocent man die for your crime — you come forward and confess. The Sultan is impressed with your courage: he pardons you and engages you to catch other criminals. D3/S1/Robe of Honor/Q:S/W + 1 (max: Respectable)
- 230** **NO SKILL:** The other is shocked by your abuse of his innocent gestures. He hands over his purse to you, but later utters a powerful curse on your head. D-1/W + 1 (Max: Respectable)/Accused
- PIETY or WISDOM or COURTLY GRACES:** Your heart tells you it would be indecent to accost this generous person, no matter how desperate you are. Instead, you earnestly and forthrightly ask for his aid. He kindly introduces you to some of his influential friends. D2/Any skill at Master level (1 use)
- 231** Your crime is prevented and you are captured, but Allah is compassionate and your judge merciful. **NO SKILL:** Your confinement is short and brings you closer to Allah. D1/Piety/Imprisoned (7 or less)
- STEALTH & STEALING (Mandatory):** Your reputation weighs heavily against you, however, and the maximum penalty is levied. D1/Imprisoned/W-1 (Min: Beggar)/Wisdom
- 232** The one suspects you of foul intent. Instantly you are set upon by guards and brought before the sultan, who, you learn, is a distant relative of the one accusing. D1/Imprisoned
- 233** Eyeing each other with disapproval, you give the other a wide berth. **NO SKILL:** You both go your separate ways, breathing a sigh of relief. D1
- LUCK:** The other is suddenly attacked by a deranged hag. Impulsively you aid in subduing her. You strike up a conversation and find that the one knew your father well. He extends his hospitality, and undertakes the smoothing of your road to destiny. D2/Q:S
- 234** You unwittingly give offense to the other. **NO SKILL:** His/her response is cold. D-1
- COURTLY GRACES:** You perceive what you have done, and immediately attempt to right the situation with fine words. He/she is receptive to your requests. D2/Q:S
- 235** You are embraced as a guest, and the other's friends are impressed at the honor shown you.

NO SKILL: You are taken to the other's house and enjoy many nights of pleasurable company. D1/S1/Respected/Q:S

APPEARANCE: In the other's house is a youth of exceptional beauty. You are smitten with each other — your happiness is assured! D2/S1/Luck/Love-struck/Beloved

FEMALE (Mandatory): In the other's house is a youth of exceptional beauty. You are smitten with each other, but he confesses that he is betrothed to another. "It can never be," he says sadly. D2/S1/Love-struck/Grief-stricken

236 You begin an interesting conversation. "There is a legend I know," says the other, "about a mysterious kingdom beneath the waves..."

NO SKILL: You find the tale interesting, but see no value in it. S1

SCHOLARSHIP or STORYTELLING: His tale enables you to find this wondrous kingdom. S1/D1/Q:S/Opportunity to enter Undersea Kingdom

237 The other looks at you speculatively.

NO SKILL: "You are too kind," he says. "However, there is little I can do for you, I'm afraid." No Award

STORYTELLING: He then asks if you have any talent at entertainment. Your tales delight him, and he offers to aid you in whatever way he can. D1/S1/Q:S/Blessed (1 use)

238 The other is hesitant. "My father would be furious if he saw me even talking to you!"

NO SKILL, FEMALE (Mandatory): You have no choice but to withdraw. D1/Wisdom

ACTING & DISGUISE: You disguise yourself as a physician. The object of your affections feigns a distressing malady, and you are summoned to her bedside. The father's suspicions are allayed, and you spend a night in pleasant dalliance. D2/S1/Seduction/Q:S/Beloved

239 NO SKILL: If the other is male: he flushes with pleasure, and, feeling as though his heart would burst, he embraces you. D1/Beloved

If the other is female: she raises her veil and makes signs at you with her eyes. D1/Beloved

LUCK: The object of your desire desires you as intensely, and a quick marriage is performed. Your future happiness is assured. D2/Married

240 NO SKILL: You are so amazed at the wealth of this apparently destitute soul that you cry out in surprise. Others hear you, and you are caught in the act. Your victim turns out to be a vizier sojourning among the people to learn of their condition. Roll 2 dice and add 1 each for *Wisdom*, *Beguiling*, *Quick Thinking*:

- 2-7 You are jailed for your crimes. D1/Imprisoned
- 8+ You plead in your defense the very thing the vizier was trying to find out: the condition of the people (i.e., yourself) is so bad that you must rob for a living. The sultan is impressed and your judgement is light. D2/S1/Imprisoned (7 or less)

ACTING & DISGUISE: You study the actions of your intended victim: something seems out of place. You soon discover that he is a disguised vizier and confront him and ask him of his purpose. Impressed with your discerning nature, he asks you to join the sultan's court as an honored advisor. D2/S1/Wisdom/Respected/Robe of Honor

241 Your victim seems helpless and falls at your feet in a faint. You greedily reach for his purse — and a scimitar is flashed in your face.

NO SKILL: The other professionally cuts you to ribbons. D1/Crippled

WEAPON USE: You dart back in surprise at the suddenly revealed weapon; drawing your own sword you put up a desperate defense. Realizing you are outclassed, you escape at the earliest opportunity, suffering from many wounds. D2/Wounded (7 or less)/Weapon Use

242 Your endeavor succeeds quite well.

NO SKILL: D1/W+2 (Max:Rich)/Stealth & Stealing

EVALUATION or SCHOLARSHIP: You recognize the special nature of one of the items you have obtained. D1/W+2 (Max:Rich)/Stealth & Stealing/Trea*

243 The one seems cool and uninterested.

NO SKILL: "I'm sorry," he/she says. "It can never be." D1

SEDUCTION or APPEARANCE: You speak, and make known your intentions. The one gazes into your eyes and cries "My reason is captivated! I am smitten with your elegant shape, your laughing mouth and your merriment! Prolong this leave-taking that it may hasten the termination of my life through love for thee." Obviously you have made a big hit with your intended. D2/S1/Beloved/Appearance/Q:S

244 "Oh, please," cries the other, "I do not appreciate your intentions, and you endanger me with your attention. I am disguised to avoid scrutiny, and you will bring danger upon me."

NO SKILL: The other disengages from your grasp, and rushes off. D1/S1

BEGUILING or STEALTH & STEALING: You hold the other close to you and demand a ransom for concealing the secret. You extort a large sum from your desperate victim. D-1/W+2 (Max:Rich)/Beguiling

245 "Your words are most charming," the other says hurriedly, "but I am in great peril and must —"

NO SKILL: A horde of dark, ugly men appear, thrusting you aside and seizing the other. Your struggle in the other's defense is rewarded with a rain of blows. D1/Wounded (6 or less)

WEAPON USE: A horde of dark, ugly men appears, trying to get at your companion. You fend them off long enough for both of you to escape. The other is most grateful. D2/S1/W+1 (Max:Res.) or *Courtly Graces* (1 use)/Determined

246 You chat briefly with the one (whom you believe to be a commoner). Later, you learn that your companion was in fact one of noble birth.

NO SKILL: Your tale of this meeting amazes the crowd. S1/Storytelling

WISDOM or PIETY or SCHOLARSHIP: Your companion was greatly impressed with your speech and wisdom, and you are later invited to enjoy the other's hospitality. All are moved by your dignity and insight. D2/S1/Respected/Wisdom

247 You spend many hours conversing with your companion about the foolish ways of man and the inscrutable ways of Allah.

NO SKILL: You leave armed with new insights into the meaning of your own life. D1/Wisdom/Q:S

SCHOLARSHIP: You impress your host with your learning, and he gives you a gift which, he says, will be most useful to one of your insight. D2/Wisdom/Trea*

248 NO SKILL: The one sneers at you, "You are obviously unused to discourse with civilized men. I will hold my displeasure this time, but do not come before me again without learning the behavior of courteous folk." D1

COURTLY GRACES: "Your manners are impeccable and your speech exceedingly fair. Let me repay the pleasure I gain from your company with this small gift." D1/Wisdom/W+1 (Max:Respectable)/Q:S

249 The one recognizes you, and beckons. "Come close and attend. I have heard a prophecy which concerns your future." Roll 2 dice and add two for *Luck*, *Fated*:

- 2-7 The prophecy is obscure and unreadable. D2/Fated
- 8+ "Your fate is shrouded in mystery. Your destiny lies in a distant land of legend and wonder, where weal or woe hang in the balance of each action." D3/S1/Opportunity to enter Place of Power of your choice

250 "If you would truly honor me, there is a task I would have you perform. If you are successful, I

will reward you beyond your wildest dreams." D2/S1/W+1 (Max:Rich)/Q:X/Place two random treasures under your origin counter at this location. Have another player place your destination marker anywhere on the board. If you reach your destination and return to your origin, you get both treasures.

251 A sudden twist of fate robs you of success and precipitates you into the hands of the other's guards. D1/Imprisoned (6 or less)

252 Your intended victim is easily taken and quite cooperative. He tries to convince you of the error of your ways with wise words and composed behavior.

NO SKILL: His words cause you to reflect and be filled with shame at your past behavior. Abashed, you humbly beg to become his companion, and he graciously consents. D2/Grief-stricken (1 turn)/Wisdom

DETERMINED (Mandatory): You are unmoved by your victim's words. Unfortunately, it seems your victim has no wealth, and your abduction of such a respected one earns you the hatred of the righteous. D1/Pursued/Outlaw

253 Your clever plot works perfectly. Your victim is taken without a struggle, and there is no delay of the ransom for such a distinguished personage.

NO SKILL: If only the other had not seen your face and recognized you... D1/W+1 (Max:Rich)/Outlaw/Q:S

ACTING & DISGUISE: You conceal your identity during the abduction: the other doesn't recognize you. D2/W+2 (Max:Rich)/Q:S

254 Despite the vigilance of the guard, the one is taken. The pursuit is diligent, and the one's evil charms are working on you.

NO SKILL: You cannot resist him and fall beneath his spell. D1/Beguiling/Lose Wisdom and Piety/Enslaved

DETERMINED: You are not so easily taken by simple hypnosis, but you are weakening. You may release him, or try to persevere:

If you release him: D1/Lose Determined
If you hold out: roll 2 dice and add 1 each for *Beguiling*, *Minor Magic*, *Major Magic*:

- 2-7 You fall under his influence. D1/Beguiling/Lose Piety/Enslaved
- 8+ You hold out against his hypnotic evil, and it is he who gives in; he arranges to have his ransom paid. D3/S1/W+2 (Max:Rich)/Q:S

255 The one leaps back, crying, "Guards, guards!" Suddenly there are armed men all around you.

NO SKILL: Resistance is useless, and you are taken. The other is furious, and orders you tortured until you repent. D1/Wounded (6 or less)

WEAPON USE (Mandatory): Although resistance is useless, your reliance on force of arms is deeply ingrained. You fight back, and the results are unfortunate. D1/Wounded/Crippled

256 While searching the other's dwelling you find that all the valuables are well-hidden.

NO SKILL: Roll 2 dice and add 1 each for *Evaluation*, *Luck*:

- 2-9 You grab some items and then run. They all turn out to be worthless. D1
- 10+ You discover that the lamp you have taken has some interesting properties. D2/S1/Magic Lamp (146)/Luck

SCHOLARSHIP or MAJOR MAGIC: You note the Oriental origin of a battered lamp; recalling the power of the Oriental sorcerers and their lamps, you eagerly snatch it up and experiment. D2/S1/Magic Lamp (146)/Minor Magic

257 You are caught in the act, and brought before the sultan for judgement. "Perhaps," he says, "if I thought you were a generous man in the sight of Allah, I would spare you."

NO SKILL: You may offer a bribe or accept your punishment:

If you offer a bribe: roll 1 die and add 1 for *Courtly Graces*:

- 1-3 "You dare offer a bribe to a prince of the faithful?" You are dragged away to the deepest dungeons. D1/Imprisoned
- 4+ He smiles and accepts your kind gift, then finds you not guilty. S1/D1
If you accept your punishment: D1/Imprisoned (6 or less)/Enduring Hardship
- PIETY: You take him at his word, and call several witnesses who testify that you are a generous man in the sight of Allah. He is forced to free you. D2/Piety
- 258 Your sword flashes, but the other is also skillful.
NO SKILL: In fact, he is far more skilled than you. Soon you must flee, licking your wounds. D1/Wounded (6 or less)
- WEAPON USE: Tales of your victory over this formidable opponent are told far and wide for years. A wealthy man hires you as his personal bodyguard. D2/S2/Weapon Use/W+1 (Max: Rich)/Respected
- 259 "Help!" your victim screams, narrowly avoiding your blow. Guards are coming -- and they have blocked your escape route.
NO SKILL: A desperate defense wins you through, and you flee, free but wounded. D1/Wounded (6 or less)
- QUICK THINKING: You dash into a nearby dwelling, where the inhabitants scatter in alarm. In the confusion your pursuers are delayed, and you are able to escape. D2/Luck
- 260 The other whips out his sword. "No mercy!" he cries and skillfully presses his attack.
You may flee or stand and fight:
If you flee: D1/Wounded (7 or less)/Scorned
If you fight: roll 2 dice and add 2 for Determined, Weapon Use:
• 2-8 You struggle bravely, but are overcome. D1/Wounded (6 or less)
- 9+ You manage to hold off your opponent through sheer determination. He salutes your courage and departs, bidding you to leave with your freedom. D2/Determined/Q:S
- 261 The one pins you with an icy glare, and demands to know why he should not slay you immediately. You begin babbling incoherently.
NO SKILL: "Very well," he laughs. "Your abject grovelling has earned you your life. However, a beating never killed anyone." D1/Scorned
- BEGUILING: You earn the contempt of the other, and he ignores you totally. His enemies enjoy a hearty laugh at his expense, however, for you insulted him mightily while babbling. D1/Quick Thinking/Acting & Disguise/Q:S
- 262 "Aha!" Shouts the one. "You are the one I have sought for many miles, through hardship and injustice! Prepare to yield your life for your crimes!"
NO SKILL: You take advantage of the other's long tirade to take flight and disappear into the crowd. D1
- LUCK: In his fury, the other attacks hastily and stumbles at your feet. He is at your mercy, and you take this opportunity to rid yourself of his annoying threats. At the same time, you hate to leave his purse unattended. D2/Q:S/W+1 (Max: Respectable)
- 263 The other, covetous of your wealth and dignity, has sworn never to rest until you are destroyed. The pursuit is relentless and the revenge is merciless.
NO SKILL: You are soon stripped of your wealth and position in society by the backbiting and rumor-mongering of the other. D1/W-2 (Min: Penniless)/Pursued/Scorned
- BEGUILING: In a disguise, you speak to the other of yourself and discover why the other hates you. With this knowledge you are able to make amends and (strange as the ways of Allah!) become successful business partners. D1/S1/W+2 (Max: Respectable)/Q:S/Bargaining

- 264 The other's vengeance is bitter and cruel, but (fortunately) does not touch on your affairs.
FEMALE (Mandatory), NO SKILL: You hear his tale: he was wronged by a woman, and hates all women. You fear the bitter hatred of the other and avoid further contact. No Award
- BARGAINING: Although you wish to avoid contact with this bitter man, you never let anything stand in the way of business. D1/W-1 (Max: Rich)/Luck/You may place a Merchant Arrow pointing away from any product on the Merchant Display
- 265 "I have been seeking my brother for years. He has wronged me and my wretched mother, and I shall not rest until his perfidy is repaid. I would be most grateful for any aid." Roll 2 dice and add 1 each for Quick Thinking, Weapon Use, Stealth & Stealing:
• 2-8 You are unable to aid the other. D1
- 9+ You bring the wicked brother to justice by finding evidence of his crimes. The other is most grateful. D2/S1/Q:S/Any 1 skill at Master (1 use)/If other is of opposite sex, Beloved
- 266 "Your impassioned words and charm have distracted me from my vengeance, which I see now to be but conceit and vanity. Thank you for your guidance. Please accept this gift."
NO SKILL: If the other is of your sex: D1/W+1 (Max: Rich)/Q:S/Courtly Graces
If the other is of the opposite sex: the gift is an evening of delights. D1/Seduction/Beloved/Q:S
- WISDOM: "One of your vast knowledge would surely find interest in this." The gift is an ancient text of great value. D2/S1/Book of Hidden Treasure (166)
- 267 "You have made your wishes clear to me. If you aid me in my search for justice, I shall consider what you ask."
NO SKILL: Roll 2 dice and add 1 each for Quick Thinking, Wisdom:
• 2-7 You lack the necessary skills to aid the other, and he/she goes on his/her way. D1
- 8+ With your help a criminal is brought to justice. The one is now free to spend time with you and learn of your charming personality. D2/Q:S/If opposite sex, Beloved
- APPEARANCE: The other is so taken with you that he/she forgets vengeance and returns your attentions wholeheartedly. D2/If opposite sex, Beloved and Seduction/Q:S
- 268 "I love you," replies the other, "but I cannot rest until justice is brought to the wicked thief whom I pursue."
NO SKILL: "I'm sorry." The other continues on his/her way. D1
- DETERMINED: You are so smitten with the other that you vow to aid in the vengeance. D2/S1/Love-struck with Stealth & Stealing (Companion skill)
- 269 The one looks upon you for a moment before speaking.
NO SKILL: "I am pleased with your conduct. Your speech and manners are evidence of fine breeding and education. Any sultan would be proud to speak to you as a companion." D1/Courtly Graces/Robe of Honor/Q:S
- STEALTH & STEALING or BEGUILING (Both Mandatory): "Your reputation precedes you, lout! Begone from my sight at once!" Scorned
- 270 The other looms over you like a vengeful demon. "Yes?" he booms. "What do you want, worm?"
NO SKILL: Your nerve fails you and you flee his presence. D-1/S1
- DETERMINED or ACTING & DISGUISE: You maintain your poise and confidence in the face of the other's intimidation. "Well," he says, "It appears you are made of stern stuff. I can use a person of your character..." You obtain a position of trust and confidence. D2/Wisdom/W+1 (Max: Rich)/Respected

- 271 The other glares. "You seek only to gain profit at my expense, do you not?"
NO SKILL: The other will have no dealings with you at all. Scorned
- PIETY: The other's initial skepticism decreases as the sincerity of your character is revealed. You finally earn the other's trust, and he grants you your desires. D2/Respected or Beloved/Q:S
- BEGUILING (Mandatory): Your confidence in your wit and tongue lead you attempt to trick the other, when it is obvious that he is skeptical of your character. D1/Lose Beguiling/Scorned
- 272 The one looks at you reflectively. "Due to my wealth and powers, I find myself constantly approached by false friends and lovers. Though I admit I am impressed with your charms, I must assume you to be the same until you prove otherwise."
NO SKILL: Although you know in your heart that you are not false, the other will not give you a chance to prove it. D1
- SEDUCTION: You give the other lessons in the amorous arts, which he/she finds most instructive and useful. D1/Q:S/If opposite sex, Beloved. If same sex, Respected
- 273 You make a very favorable impression on the other, and he invites you to dine with him. When the plates of food are brought out, they are empty! "Do you enjoy my fine cuisine?" he asks a little later, after 'eating' a huge meal.
NO SKILL: You are totally baffled by his behavior, think him mad, and politely excuse yourself. S1
- ACTING & DISGUISE: You fall in with his playacting, pretending to also enjoy the meal. The joke goes on long enough, however, and finally you leap up and give him a tremendous bash on the neck. "Why did you do that?" he cries. "Why, there was a large bug crawling on you," you reply. He is delighted that you were willing to share his eccentricity, and orders real (and sumptuous) food. He then begs you to remain as his companion for a while. D1/S2/Beguiling
- 274 "Come, sit here with me and share my hospitality, and I will share with you the tale of how I came to achieve this station..." The story tells of poverty and shiftlessness as a youth, incredible good fortune in stumbling across a hidden vault filled with exotic treasures, and subsequent prudence and wisdom in the management of affairs.
NO SKILL: You are inspired to follow this example. D1/Choice of Luck or Wisdom/Q:S
- STORYTELLING: You repay the courtesy of your host with the telling of your own life's story, which is a lesson to everyone of the folly of seeking wealth and adventure. Your host is deeply impressed with your sagacity and humility. D2/S2/Storytelling/Robe of Honor/Q:S
- 275 "Your breeding and education are certainly superior. Every man of my wealth and station should have such a one to advise him." Roll 2 dice and add 1 each for Luck, Wisdom, Scholarship:
• 2-7 The evil one robs you of your freedom and enslaves you that you might remain with him. D2/Enslaved
- 8+ The other hires you as his advisor. Others are jealous of your success. D2/W+1 (Max: Rich)/Pursued/Q:S
- 276 When setting out to rob the wealthy, one must expect to encounter superior safeguards against such nefarious activities.
NO SKILL: Not only do you fail, but you are captured, and the sultan deems it fitting that you be enslaved to your intended victim. D1/Lose Stealth & Stealing/Enslaved
- ACTING & DISGUISE: Knowing the safeguards to be elaborate and powerful, you impersonate a servant sent to fetch an item by your master's imperious demand. Your whining and pleading convince the guards, and you bear away a rich prize. D2/Beguiling/Trea*/Q:S

277 You come across a veritable treasure trove just as you hear a guard approaching.

NO SKILL: You may flee immediately or attempt to grab one item.

If you flee: your escape is successful, though you are empty-handed. D1

If you remain: roll 2 dice and add 1 each for Luck, Scholarship.

• 2-6 You took too long to select the right item: you were captured. D1/Imprisoned

• 7-10 You make off with a valuable bauble. D2/W+1 (Max:Rich)

• 11+ You make off with a valuable magic item. D2/Trea*

EVALUATION or MAJOR/MINOR MAGIC: You discern among the treasures an item of great value and an item of fabled powers. D2/Q:S/Choice of W+1 (Max:Princely) OR Trea*

278 You fall in with a shrewd thief who will aid you in the robbery you are planning.

NO SKILL: The wealthy one has set a thief to catch a thief: your companion is in his employ. You accommodately stumble into the trap, and they cackle with glee as they throw you in the dungeon. D1/Imprisoned/W-2 (Min:Poor)

BEGUILING: Your own untrustworthiness causes you to distrust your companion, and you look into his background. You find that he is in the employ of your intended victim, so you cleverly trick him and make him seem a traitor to his employer, while you escape with the gold. D2/S1/Quick Thinking/W+1 (Max:Respectable)/Q:S

279 If you had known that the powerful one is infamous for his cruelty and misanthropy, you would never have approached him. You seem fortunate, however, for he says in a honeyed voice, "It is my policy to occasionally reveal the generous side of my personality. What favor may I grant you?"

NO SKILL: You make your request. Roll 2 dice and add 1 each for Appearance, Wisdom:

• 2-7 He explodes in rage at the presumption of your request. D1/Accursed

• 8+ He grants your favor willingly! D2/Choice of W+1 (Max:Rich) or Q:S or S2

BEGUILING, COURTLY GRACES: Your tact and prudent tongue lead you to make a reasonable request while avoiding the powerful one's wrath. Your request is granted graciously. D2/Choice of W+1 (Max:Respectable) or Q:S or S1

280 Though rich and powerful, the one is also known for kindness and generosity. "I appreciate your plight," says the other. "Perhaps I can use my influence to assist you." D1/Blessed/Q:S

281 The other, being deeply troubled and unable to sleep, is in a terrible mood. He sits in sullen silence as he listens to your request, and you wish you were elsewhere. "Amuse me with a tale," he says finally, "and perhaps you shall leave here alive."

NO SKILL: Roll 2 dice and add one each for Acting & Disguise, Determined, Enduring Hardship:

• 2-7 You are terrified; you cannot speak. The other has you dragged behind a horse. D1/Lose Luck/Wounded (6 or less)

• 8+ Your tale strikes the other's fancy and he permits you to leave - unfulfilled. D1

STORYTELLING: Your terror inspires you to one of your finest performances, and the other gratefully grants your favor. D2/S1/Storytelling/Blessed (7 or less)/Q:S

SEDUCTION (If opposite sex): You relieve his sleeplessness through other means. D2/Beloved

282 The other listens intently to your words while chewing abstractedly on his sleeve.

NO SKILL: When you finish, he raises his arms and cries, "Guards, take this revolting worm away. The presumption of addressing me thus is a crime of enormous proportion. Now, summon my viziers." As you are led away, you see three dogs (dressed in the finest robes) being led in. D1/Imprisoned

QUICK THINKING, WISDOM: You realize that

the other has had his turban wrapped too tightly about his brain for many years, and you forget about your request. Instead you flatter the other to excess, and escape the madman at the first opportunity. D2/Courtly Graces/Q:S

283 "To prove your love," says the other, "you must demonstrate the depth of your devotion. First, shave off your hair, then paint your...."

SEDUCTION (Mandatory), NO SKILL: So great is your love that you do not realize that you are being made a fool...until you run naked into a barber shop and all the men laugh uproariously at you. D1/S1/Scorned

WISDOM: You are cautious in your affairs, and you do not wish to become involved with a madperson. However, your heart still yearns for the other, and your suffering is great. D2/Lovestruck/Enduring Hardship/Q:S

284 After hearing your protestations of love, the other says "Very lovely. Please come back tomorrow." When you do, the other says, "Very nice. Please come back tomorrow." This occurs for days.

NO SKILL: You give up in disgust and leave the sight of this madperson. D1

DETERMINED, ENDURING HARDSHIP: Your persistence is admired by one of the other's advisors. Once he is satisfied as to your character, his aid proves invaluable, and your courtship is a success. D2/S1/Determined/Married/Q:S

FEMALE (Mandatory): Such persistence is unseemly in a lady. You are asked not to return. D-1/S1/Scorned

285 The other is elderly and somewhat confused. You offer to aid the other to find the way home.

NO SKILL: Instead, you also become lost. D1/Lost

WILDERNESS LORE, SCHOLARSHIP: You easily locate the dwelling of the other. The other's relatives are grateful for your kindness, and reward you with a fine gift. D2/Courtly Graces/W+1 (Max:Respectable)/Q:S

286 The other is a stranger, lost and alone. He does not speak the language well.

NO SKILL: You cannot discover what he needs. No Award

SCHOLARSHIP, PIETY: You speak the other's tongue fluently and are able to help him find his destination: the castle of the sultan. The one is an honored guest of the prince, and you are gratefully welcomed in the palace. D2/Piety/Robe of Honor/Q:S

287 The other is lost and at his wit's end. He is eager to be on his way, and you are hardly able to make him remain and listen to your directions.

NO SKILL: A few hours later, you meet him again, still lost. "You scoundrel," he roars. "You did this deliberately!" He then proceeds to thrash you soundly with his cudgel. D1/Wounded (7 or less)

COURTLY GRACES: You calm the other and patiently explain the directions; as a safeguard you offer to accompany him as a guide. You are richly rewarded for your efforts and make a valuable business contact. D2/W+1 (Max:Rich)/Q:S

288 The other is busy, but is fascinated with your conversation.

NO SKILL: He finally forgets his other errand altogether, and you spend the day in pleasant discourse. D1/Storytelling/Q:S

STORYTELLING, WISDOM, COURTLY GRACES: You are such a charming conversationalist that the other becomes your constant companion. You both profit from your friendship. D2/S1/Piety or Wisdom/Q:S

289 The other suspects that you intend to abduct him, and leaves you at the first opportunity. D1

290 The other flees in terror at your first word. S1

291 You lure the other to a remote place. He shouts for aid, but there are none to hear.

NO SKILL: Roll 2 dice and add 1 each for Luck, Beguiling:

• 2-7 The ransom you demand is too high; the victim's relatives hire assassins to hunt you down and free him. You barely manage to escape with your life. D1/Pursued

• 8+ Your ransom demands are reasonable, and the relatives pay with alacrity. D1/W+1 (Max:Respectable)/Q:S

BARGAINING: You carefully research the victim's fortune and charge the correct ransom. D2/W+1 (Max:Respectable)/Q:S/Wisdom

292 The one places his arm around a hairless ape which travels with him. "My friend has been trapped in a beast's form by an evil sorcerer. Until someone kisses these ugly lips, my friend will remain a wretched beast."

NO SKILL: Roll two dice and add one each for Acting & Disguise and Piety:

• 2-7, You cannot bring yourself to kiss an ape. The enchantment remains. S1

• 8+ You manage a formal peck on the lips of the beast, and it is transformed into a rather ugly youth of the opposite sex - who immediately falls in love with you. D1/S1/Enduring Hardship/Beloved/Scorned/Q:S

APPEARANCE (Mandatory): The very thought of kissing an ape is revolting. You beat the one and his ape (which gives you a nasty bite). D1/Wounded (6 or less)/Roll one die: on a 1 or 2, Diseased

293 The other shouts with relief when the enchantment is lifted.

NO SKILL: Then he leaps to attack you. Fierce with long insanity, he nearly rends you limb from limb before he capers madly off. D1/Crippled

MAJOR MAGIC: You recognized that the other was driven mad by the enchantment, and magically cure that as well. The other is grateful, and tells of the haunted house where he first suffered the enchantment. He suggests that one of your power might break the haunt. D2/S2/Opportunity to enter Haunted House

294 The one tells you of his problem: an enchantment laid upon him by a wicked sorcerer.

NO SKILL: You would cheerfully aid him if you could, but you know little of magic: just enough to leave it alone. D1/Wisdom

MINOR MAGIC: You know how to lift the enchantment and charge a fee for the service. D2/Q:S/W+1 (Max:Respectable)

BEGUILING (Mandatory): You offer to lift the enchantment for a small fee, knowing full well that it is impossible for you to do so. The other has met your type before, and thrashes you soundly. D1/Pursued

295 You hear the tragic tale of how the other was given a beast's form by perfidious brothers and sisters who were jealous of their sibling's success.

NO SKILL: The story is entertaining. S1

MINOR MAGIC, SCHOLARSHIP: The tale gives you clues to the spells necessary to enter a land hitherto thought to exist only in legend: the Dusky Land of the 'efreets. The tale also holds the key to lifting the other's curse. D2/S1/Q:S/Opportunity to enter the Dusky Land

296 The youth's perfect beauty is uncanny and unnatural. You are sure that the one is of the opposite sex from yourself. You are irresistibly drawn to make amorous advances.

NO SKILL: The other recoils in horror, exclaiming, "Get away, foul worm! Oh, why must I be cursed in this way?" These cruel words tear at your heart and fill it with sorrow. D1/S1/Grief-stricken

APPEARANCE: The other is equally smitten with your charms, and you spend a night of unimaginable rapture. When you awake, the other has mysteriously disappeared, and none can tell the manner of his/her going. D2/S1/Love-struck/Ensnorcelled

297 The kidnapping is accomplished easily. You then sit back and wait for the ransom offers that never come. In time you realize that your hostage will bring no riches.

NO SKILL: You wish you had selected a victim more carefully. D1

STORYTELLING: You discover your hostage to be a perfect companion. Drawn by your glamorous and romantic life, the other begs to accompany you on your travels, and proves to be of great assistance. D2/Major Magic (1 use) or Appearance (1 use)/Q:S

298 It was a trap!

NO SKILL: Guards burst from concealment and you are caught. Fortunately, the sultan is merciful; although banished from the kingdom, you escape with your life. D1/Outlaw

STEALTH & STEALING: Fortunately, you arranged a diversion to keep the guards busy elsewhere. The other is taken easily, and a rich ransom is received. D1/S1/W + 1 (Max:Rich)/Q:S

299 You conceive a great regard for the one you have abducted and feel remorse for your cruel act.

NO SKILL: You release the other, and beg forgiveness. D2/Love-struck (If opposite sex)/Piety

APPEARANCE, PIETY: Your victim is at first repelled by your deed, but as your devotion and contrition become evident, you are forgiven. D2/Lose Stealth & Stealing or Beguiling/Beloved (if opposite sex) or Respected/Q:S

300 "Thank you for your kind and flattering words," says the other. "Now, I'm sure you are very busy and must be on your way. . . ." Though polite, your dismissal is unmistakable. D1

301 "Phaugh!" cries the other almost before you have opened your mouth. "You are all the same. If I was not attractive, you would not give me a second thought."

NO SKILL: "You are not worth another moment of my time. Begone!" S1

BEGUILING (Mandatory): "And if there is anything I hate more than empty adoration, it is insincere flattery. Be sure that I shall warn all my acquaintances against you!" D-1/Scorned

WISDOM: You quote from the Prophet concerning the vanity of man, and state that those who most fervently deny an action most desire it themselves. The other is chastened by your wise words, and you converse far into the night. D2/Courtly Graces/Respected

302 "Well," huffs the other. "I have many friends and suitors, and though few are so attractive and clever as you, you must prove yourself worthy to win my respect and affection."

NO SKILL: Roll 2 dice and add 2 for Determined:

- 2-7 You can think of no way to demonstrate your worth beyond what you have already done. D1
- 8+ You are persistent in demonstrating your good qualities. You finally bring a friend whose faults are manifest, that the one might compare you. The other finally agrees that you are superior. D2/Beloved (Opposite sex only) or Respected

COURTLY GRACES, STORYTELLING, APPEARANCE: Your special talents set you clearly above the rest, and you win the affections of the other. D2/If opposite sex, Beloved and Seduction/If same sex, Respected and Wisdom

303 "I have decided," says the other, "that you shall be married to my eldest child." He usually gets what he wants, regardless of the desires of others.

NO SKILL: You may agree to be married, or refuse:

If you refuse: the one vows vengeance for your insulting behavior. D2/Pursued

If you agree: you view your impending wedding with trepidation. D2/Q:S/W + 1 (Max:Respectable)/Roll 1 die: 1-3 Married, 4-6 Enslaved

LUCK: Despite an imposing parent, your intended turns out to be a tender and loving soul with a face like the full moon. Your marriage is pure bliss, and together you are a redoubtable combination.

(297-318)

D2/S1/Married with Quick Thinking and Bargaining (Companion skills)/W + 1 (Max:Rich)

304 "I have a dreadful secret," the other confesses. "I am in love with another, but I am not of the faithful, and the father opposes the marriage. Can you help me?"

NO SKILL: You recoil at such a thought, and consider giving the infidel a good thrashing! S1/D1

PIETY: Your carefully-considered and wise words soften the heart of the other, turning it towards the True Faith. Once the one has accepted the word of Allah, the father has no objection to the match. All concerned are most grateful to you. D2/S2/Respected/Piety/Q:S

305 The one confesses to a powerful loneliness and sits eagerly, drinking up the praise and respect you show. Soon you must take your leave, and the other gives you a small gift. D1/W + 1 (Max:Res.)/Q:S

306 The other listens restlessly to your words, sighs and says, "Oh, my days are so long and lonely. Can you do nothing to ease my ennui?"

NO SKILL: Nothing you do raises the spirits of your companion. D1

SEDUCTION: You know just what the other needs. D2/W + 1 (Max:Respectable)/Q:S

307 "Come. I am troubled with sleeplessness. Tell me a tale so that the night might pass more pleasantly."

NO SKILL: Your feeble story does little to amuse the other. D1

STORYTELLING: You tell one story, then another, then another. The evening passes quickly, and the other slips quietly into a deep, peaceful sleep. The other awakens the next morning, refreshed and grateful. D2/S2/W + 1 (Max:Rich)/Q:S

308 "I have what wealth I need, and my friends and lovers are numerous, yet when I think of the Dark Minister of the Graveyard all seems fleeting, and the day a tedious prelude to a dark and restless night. Can you lighten my heart?"

NO SKILL: The other's despair is contagious, and you leave with a deep sickness of the soul. S1/Grief-stricken

WISDOM or PIETY: "There is no power or comfort but in Allah," you reply. "Do not rail against the condition of Man. Would you rather be a dog or a donkey? Accept what is given and cease your grumbling!" In time the other comes to realize the truth of your words and the wisdom of the Prophet. D2/S1/Piety or Wisdom/Q:S

309 "I'm overcome with sadness," says the other, with a deep sigh. "My condition is wretched beyond bearing. It is a tale of unrequited love...."

NO SKILL: You are overwhelmed with sympathy, but can do nothing to ease his sorrow. S1/Grief-stricken

COURTLY GRACES or SEDUCTION: You teach the other how to win the heart of his beloved. The couple rewards your kindness by naming their firstborn after you. D3/S1/Fated/Luck/Q:S

310 NO SKILL: When you view the other up close, you realize how makeup and dim light has concealed an ugliness of epic proportion. However, it is too late now to honorably withdraw your offer. The other says, "You can best aid me by marriage, which would give me status with my neighbors."

If same sex: you persuade a friend to undertake the marriage in exchange for a mighty favor later. D1/Under Geas

If opposite sex: you realize that you must be the one to do this thing. D1/Married/Accursed

EVALUATION, WISDOM: You never bargain for goods without first inspecting them. You discover the other's terrible faults and steer clear. D1/Luck/Q:S

311 The other is wide-eyed with fright. "Oh please, hide me. I am pursued by men who would do me

great harm." Before you can reply, you are both surrounded by rough men.

NO SKILL: You are pummeled senseless, and the other is taken. D1/Wounded (6 or less)

WEAPON USE: You dispatch one man with dazzling swordsmanship, and the others flee. The one thanks you profusely, and begs to become your companion. D2/Q:S/On Pilgrimage with Courtly Graces and Scholarship (Companion skills)

312 "My father has hidden me away to avoid the evil eye of a cruel sorcerer who has decreed my death," explains the other. "You can best aid me by leaving me alone."

NO SKILL: You bow to the other's request. D1/Q:S

BEGUILING: You shrewdly exploit the situation by extorting a fee to prevent your revealing the other's whereabouts to the sorcerer. D1/W + 1 (Max:Rich)/Q:S

FATED (Mandatory): You hear a noise, and snatch up a knife to defend the other. You unfortunately slip in a puddle and accidentally slay your companion. Your grief is beyond words. D2/Insane/Lose Luck

313 "Help!" cries the youth. "I am pursued by guards of my lover's father! If they catch me they shall beat me to within an inch of my life!"

QUICK THINKING: As the runaway dashes off, you shout to the guards, "I have seen the one you chase. For a coin I'll show you where he's gone." After receiving the payment, you lead the guards on a merry chase, then lose them. D2/S2/W + 1 (Max:Poor)/Quick Thinking/Q:S

314 The other vanishes without a word. No Award

315 You drift, thirsty, hungry, and cold, for many days. In time, your mind begins to wander. When you come to your senses, you are being taken aboard a ship full of grinning rogues. "Well surely you'll bring a fine ransom," they chortle.

NO SKILL: You have no choice but to arrange for payment. S1/D1/W-1 (Min:Penniless)/Free move to any coastal space.

DETERMINED, PIETY, WEALTH POOR or LESS: The rogues decide you are more trouble than you are worth. They toss you overboard, and already weak, you sink rapidly. As you begin to drown, you feel hands grasping at your clothing. S1/D2/Free move to and immediate encounter at Undersea Kingdom

316 The cloud rising from the censer smells of strange herbs. An old man in oddly-fashioned garments greets you and asks your aid in performing a ritual. You cautiously agree.

NO SKILL: Your ignorance causes you to make a terrible mistake, and the ritual fails. In fury, the old man curses you. D1/Accursed

MINOR or MAJOR MAGIC, SCHOLARSHIP: You follow the old man's complicated instructions, and suddenly the smoke changes color and an 'efreet of great power appears! "What mortal is so presumptuous as to summon me, the king of the 'efreets?" Your power is not great enough to prevent the 'efreet from carrying off the old man. His notes and censer remain behind, however. D2/S2/Eagle Censer (169)/Opportunity to enter the Dusky Land

317 "I am willing to aid all those who come to me for my healing abilities," says the sage. "But I cannot do anything until my stock of herbs is replenished." He asks that you go and find the herbs he needs.

NO SKILL: You agree, and although the trek is long, it is not too difficult. D1/Lose any statuses of your choice/W + 1 if you paid to meet the sage/Designate another player to place your piece in any woods space/Q:S

WILDERNESS LORE: Anticipating the healer's needs, you possess the very herbs he names. He is delighted. D2/Luck/W + 1 (Max: Rich)/Q:S/Lose any statuses of your choice

318 "Come, now," says the other, "I am a busy

man. You wish healing? Just wait over there at the end of that line."

NO SKILL: Roll 2 dice and add 1 each for *Piety*, *Enduring Hardship*:

- 2-7 The sage is far too busy to get to you today. No Award
- 8+ You convince him to take you just as the sun is sinking in the west. D1/Lose any statuses of your choice/Q:S

LUCK: The line of patients is unusually short, and you are healed quite soon. D1/Q:S/Lose any statuses of your choice.

319 "Hmm, well, your case is certainly an unusual one. It will require extra payment."

NO SKILL: You grudgingly hand over the money. D1/Q:S/Lose any statuses of your choice/W-1 (Min:Respectable)

WEAPON USE or STEALTH & STEALING: You are infuriated at the other's attempt at price gouging. Putting a dagger to his throat before he can move, you force him to graciously remit your fee completely. D2/W+1 (Max:Respectable)/Q:S/Lose any statuses of your choice

320 "Hmmm." The other examines you, clucking worriedly. "I'm sorry," he says, "but what has happened has happened."

NO SKILL: You admit that you are beyond his help. D1

LUCK, DETERMINED: The other is dubious about his abilities to help, but you persist and at last he tries — and succeeds, much to his own surprise! D2/Q:S/Lose any statuses of your choice

321 To achieve your ends, you find yourself spending a great deal of time with the other. You become interested in his version of the arcane arts, and he finds you an apt pupil for his style.

NO SKILL: "If you like," he says, "I shall make you my apprentice, and teach you my secrets." D1/Minor Magic or Scholarship/Q:S

MINOR or MAJOR MAGIC, SCHOLARSHIP: Recognizing a colleague of equal but different talents, the other proposes a partnership for mutual benefit. D2/Major Magic/W+1 (Max:Respectable)/Q:S/S1

322 "Yes, indeed," cries the one, his eyes shining wildly, "you should humble yourself before one who bears the word of Allah! Take heed, for I pronounce your doom and the doom of all who listen..."

NO SKILL: He goes on for quite a while, and you feel uneasy. D1/Fated

WEAPON USE (Mandatory): You are so offended by his surly tone that in seconds you have mortally wounded him. Your victim has just enough breath to speak your doom, and you vow to make a holy pilgrimage to cleanse yourself. D2/S2/Grief-stricken/On Pilgrimage

323 "I am fated to be the instrument of your doom, foul one!" He cries. He attacks unerringly, as if Allah himself guided his blows, while every attack of yours goes astray.

NO SKILL: You are grievously wounded, and his final blow is met on your sword — and both weapons shatter. "Ah, then," he mutters, "You shall not die by my hand. But rest assured your fate is known." D2/S1/Wounded/Fated/Lose Weapon Use

LUCK: You swing wildly, and his sword shatters at the impact. "Ahem," he says. "Perhaps I have... ah... misread the signs. How can I atone for my error?" D2/S1/Blessed/Luck/Q:S/W+1 (Max:Res)

324 The one bearing bad tidings has built a boiling rage within you, and you stride to the attack.

NO SKILL: He falls instantly, mortally wounded. "Do not think," he gasps, "that by slaying me you have avoided your fate. You must bear the consequences of your crime." Your rage passes, and falling into despair you rend your garments. D-1/S1/Grief-stricken/Fated/Lose Weapon Use

WISDOM: At the last moment you restrain yourself, and accept the pronouncement of your fate with dignity. D2/S1/Enduring Hardship/Fated/Q:S

325 The other attacks you like a man possessed. **NO SKILL:** You flee, but he pursues. As you pull away, he shouts, "I shall follow ye to the ends of the earth!" D1/Pursued

PIETY: Only by the will of Allah can you be saved! You fall to your knees and cry out. Your attacker seems dazed, and clutches at his eyes. "I am blinded!" he cries. Thus is revealed again the power of the True Faith. D2/S1/Piety/Q:S/Blessed

326 A crowd has gathered to listen to the one, who has promised to explain the cause of the hard economic times. His doubletalk goes on for hours, and the crowd grows restless. Suddenly he points at you and cries, "Look there! There is the one who is the cause of all your troubles! Shall this one go unpunished?" The air is filled with angry snarls.

FEMALE (Mandatory), NO SKILL: The crowd moves toward you, and your protestations of innocence go unheard. Then they are upon you. D1/Crippled

BEGUILING or QUICK THINKING: "Wait," you cry in a booming voice. "Will you deny me the right to defend myself?" The crowd pauses and you leap to take advantage. Speaking with inspiration and surpassing yourself with fine oratory, you turn and accuse your accuser. The mob visits its wrath on him instead of you. D1/S2/Courtly Graces or Acting & Disguise/Q:S

327 Refusing to hear your fate from the lips of the prophet, you turn and flee.

NO SKILL: It avails you nothing of course: your fate is no less your fate. D1/Fated

LUCK (Mandatory): You successfully avoid hearing the pronouncement — in which you were revealed as the only son of the recently deceased sultan. Too bad you left the day before. D2

328 "If you would truly honor me, you would grant me your aid." The one is soon to be married to another of high station, but is lacking in knowledge of protocol.

NO SKILL: The task is beyond your abilities; you cannot help. S1

COURTLY GRACES: Your courtly skills help the other. In gratitude, the couple bestow a wondrous gift upon you. S1/D1/Trea*/Q:S

329 "Your honeyed words have touched my heart, but I have little that I may offer you."

NO SKILL: "Nonetheless, I shall share a bit of knowledge with you." S1/D1/Draw the top card from the deck; keep it if it is a Fate card

APPEARANCE: "I perish in ecstasy of love for you. Be parted from me nevermore." You become the one's devoted companion. D1/Beloved/Q:S

330 "Please rise," says the other. "Your excessive gesturing is embarrassing and improper."

NO SKILL: Your entreaties are ignored. No Award

WISDOM: "I do not wish to send away one of your obvious breeding, but I have no time for you. Could you come back tomorrow?" S1/If you spend one D pt. you may go to the Reaction Matrix and choose a new action for the encounter

331 "The Prophet has said the stranger must be succored in times of need."

NO SKILL: "Therefore I shall give you knowledge which may be of aid to you in the future." D1/Minor Magic/Q:S

PIETY: You complete the quote; the listener is delighted with your knowledge and wisdom and seeks to aid you. D2/Choice of W+1 (Max:Respectable) or Blessed or any skill

332 "I have arcane skills which I can teach you, but, in exchange, I require a proper gift."

NO SKILL: D1/Q:S/Lose 1 treasure or Wealth level (no minimum) and gain *Major Magic*

BARGAINING: Your shrewd bargaining completely befuddles the other, and you end up the richer. D1/S1/Major Magic/W+1 (Max:Respectable)/Q:S

333 "I wish to grant your request," says the other, "but I must undertake a holy pilgrimage and require a companion. Will you accompany me?" You may accept or refuse the offer:

If you refuse: No Award

If you accept: D1/Minor Magic/On Pilgrimage with *Major Magic* (Companion skill)

334 "There is no need for you to give me anything, for I am happy to assist you. I am schooled somewhat in the arts arcane and have much knowledge of ancient legends."

NO SKILL: The other gives you a mysterious magical item. D1/Trea*/Q:S

SCHOLARSHIP or MINOR MAGIC: The other tells you tales and gives you a map to a far-off place known only in legends. D2/Major Magic/Opportunity to enter Jewelled Fortress

335 "Yes, yes, I see..." the other mutters. "Hmmm. Well. I really don't know what to say. This is very puzzling."

NO SKILL: The one seems somewhat addlebrained. You leave to seek someone more appropriate to your needs. D1/Q:X (any quest)

CARNELIAN IDOL, BEGUILING (Both Mandatory): You try to trick the other into aiding you, but he goes from absent-mindedness to white rage quite suddenly. Soon you are examining the dungeons. S1/Imprisoned

336 You approach the one to ask a favor, but somehow either he or you knocks a priceless vase to the floor. "Idiot!" he thunders, blaming you for the accident. He summons a lower jinn. "Take this fool anywhere; just get him out of my sight!"

NO SKILL: The jinn carries you to lands unknown. S1/D1/Lost/Designate another player to place you in any space except a Place of Power

STEALTH & STEALING: The jinn carries you away, but you smile, for in the confusion you pilfered an item of magical appearance. S1/D1/Trea*/Lost/Designate another player to place you in any space except a Place of Power

337 The one you have addressed laughs and agrees to aid you. "Here is a little spell I picked up somewhere..." He mutters a charm.

NO SKILL: There is a loud *poof* and you feel...different. "Sorry," he murmurs. S2/D1/Sex-changed

MAJOR MAGIC: You dispell the sex-change charm, and the other is abashed. "I didn't mean to use that spell." You are not so sure. Fearing your power, the other is effusive in his apologies. S1/D2/W+1 (Max:Respectable)/Trea*/Q:S

338 "Hmmm...yes...grovel a bit, yes... Indeed! You look quite good on all fours." The other makes a mystic pass or two.

NO SKILL: There is a loud *poof* and you feel...different. S2/Beast-Form

ACTING & DISGUISE: You raise yourself up and cry, "Do you not recognize me? I am the great enchanter Ali-ibn-Emael! Do not trifle with me, worm!" The other is cowed and gives you a gift. S2/D1/W+1 (Max:Rich) or Trea*/Beguiling

339 The one ignores you as an elephant would a worm. No Award

340 "I'll brook no interference from anyone," cries the one. "Bow down and worship me or I shall destroy you!"

NO SKILL: You may refuse, or you may worship him:

If you refuse: he strips you of all possessions and makes you an outcast. Move Wealth to Beggar, but gain D1 for each level lost/Piety/Outlaw

If you worship him: he favors you with gifts. D-1/Lose Piety/W+1 (Max:Rich)/Trea*

BEGUILING: You promise to worship him by going forth and proclaiming his power and majesty before all people. You rush out into the streets and escape into the nearest dark alley. S2/D1/Quick Thinking

341 You have heard that the one is a worker of dark magic. You approach cautiously.

NO SKILL: "You dare even enter my presence?" he cries. You are permitted to leave alive. Scorned

APPEARANCE: Your enchanting form pleases him beyond all reason. "Your face is like a shining light. You remind me of my long-dead cousin." He shows you great honor. D2/W + 1 (Max:Princely)/Blessed

342 The other sees your actions as an attempt to profit at his expense. He silences you with a gesture. "Bear this one away from me immediately!" he cries. Skeletal guards with sharp scimitars appear from thin air and attack.

NO SKILL: You valiantly fight back, but are overwhelmed by the skeletal warriors. S1/Wounded (6 or less)

WEAPON USE: The other is so impressed with your swordplay that he dispels the unholy guards with a gesture. "Hold," he cries. "I shall forgive you your indiscretions and grant your wish if you will be my bodyguard for a time." S1/D1/Enslaved/Choice of one skill at Master level (I use)

343 You attempt to profit at the other's expense, and he grows unreasonably angry. "Nothing can save you, you wretch. My servant shall bear you into the desert and slay you there; he shall bring me a jar of your blood as proof of the deed."

NO SKILL: The servant bears you into the desert and gashes your throat, filling the jar. He leaves you for dead, but you are found by a passing dervish and saved. D2/S1/Crippled/Enduring Hardship

APPEARANCE: The servant is so taken by your beauty (you remind him of his long-dead sibling) that he cannot harm you. He slays an antelope and brings its blood to his master. D3/S1/Luck/Q:S

344 Your attempt to sweet-talk the other out of a portion of his wealth was a pronounced failure. You then try to extricate yourself with fine words.

NO SKILL: "You seek to appease me with fawning?" He cries. "Very well. I will forgive you and even reward you with a suitable job — cleaning out the privy-pots!" D1/Enslaved

STORYTELLING: As part of your oratory you tell the tale of the Lion and the Mouse, demonstrating that the strong should not abuse the weak. Your listener takes the meaning and allows you to leave unhindered. S2/D2/Quick Thinking

345 "I'll grant your desire," the other says.

NO SKILL: "In return there's a task I would have you complete. To ensure that you fulfill your part of the bargain, perhaps a little spell I picked up in the Far East might serve." Choice of D2 or W + 1 (Max:Rich)/Q:S/Under Geas

APPEARANCE: "Your perfect form reminds me of the Eastern Willow," he proclaims. "It makes me yearn for the Orient. It is my honor to serve you." D2/W + 1 (Max:Rich)/Q:S/Respected (or Beloved if opposite sex)

346 NO SKILL: "If you had not been a stranger, and therefore subject to clemency, I should have had your head struck from your body. I expect a gift in exchange for my leniency." Choice of W-1 (Min:Poor) or Lose Treasure or Imprisoned

BEGUILING: Your listener hangs on every honeyed word and sends you on with his protection. D2/S1/Q:S/Blessed (7 or less)

347 The one, ignoring your words completely, seems very interested in your accoutrements. "My, what a lovely bauble you have."

NO SKILL: The one waits for you to give him the item he so admires. D1/Choice of W-1 (Min:Beggar) or Lose Treasure or Pursued

QUICK THINKING, EVALUATION: Realizing the true nature of your companion, you quickly concoct a story about the accursed nature of the bauble in question, and the tragedy of your life since you have been forced to carry it. S1/D1/Q:S/Storytelling

348 "Many petitioners come to me with fine words. What do you want?"

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NO SKILL: The listener's heart is closed to you. No Award

WISDOM: Realizing the chilly disposition of the other, you comment, "I merely wished to gaze upon your greatness." You leave without a backward glance. The other is amazed, calls you back, and gives you a wonderful gift. D2/Trea*/Q:S

349 The other regards you speculatively.

NO SKILL: "How could such a one as you aid me?" D1/Scorned

APPEARANCE or (if opposite sex) SEDUCTION: Eyes melting, the one groans with excessive love for you. D2/S1/Beloved (if opposite sex)

350 "If you could aid me, I would be most grateful. I wish to visit my true love, the heir of a powerful king. The king will not allow us to meet."

NO SKILL: You attempt to speak to the king but your efforts are in vain. D1

ACTING & DISGUISE: You make your host up as an old hag fortune-teller, and the one gains access to the desired object. The couple is pleased, and you are given a splendid gift. S1/D2/Choice of W + 1 (Max:Princely) or Trea*

351 "I suffer excessively for love of one who is the child of the caliph. If you would truly be my friend, you will aid me in arranging a meeting."

NO SKILL: You go to the palace of the caliph, but he catches you trying to get in to see his heir, and has you thrown in the dungeon. D1/Imprisoned

COURTLY GRACES, SEDUCTION: You get on the good side of the palace functionaries and are able to arrange the tryst. Your efforts are rewarded. S2/D1/Q:S/W + 1 (Max:Rich)/Beguiling

352 NO SKILL: At your first words the other starts and flees from you. S1

COURTLY GRACES: You manage to speak and discover that the other seeks a companion for a journey. Along the way you are taught a few enchantments. S1/D1/Q:S/On Pilgrimage/Minor Magic

353 "Well," the other says excitedly. "I need no money, but, for the enchantment I am attempting, I need a quantity of blood...."

NO SKILL: Without warning he leaps forward, gashes your arm, takes some blood, and throws you out a window. S1/Wounded (6 or less)

WEAPON USE: He tries to attack you and take your blood, but desists after losing a large portion of his own. After he lies dead at your feet, you find some interesting items. D1/S1/Trea*

QUICK THINKING: You agree to give him your blood but casually mention that you have a serious and terribly contagious disease that may make the blood less useful. The other leaves in haste. S2/D1/Q:S/Beguiling

354 "I desperately need your aid. You must hide me from a powerful enemy who seeks to slay me. If you are successful you will be rewarded."

NO SKILL: The pursuer comes to town; although you do your best, your companion is slain, and you nearly perish. S1/Crippled

STEALTH & STEALING: You know many good hiding places and find sanctuary for your companion. Your underworld friends keep you informed until the pursuer has left the area. D1/S1/W + 1 (Max:Rich)/Q:S

355 "I can always use the aid of others," cackles your host. "There is one that I wish to rend limb from limb for his past crimes against me." He names a virtuous vizier of wide renown — a man above reproach.

NO SKILL: You may refuse, or render your aid: If you refuse: the other is furious and vows your destruction. S1/D1/Piety/Pursued/W-3 (Min:Peniless)

If you render your aid: the vizier is easily delivered to his death, and you are rewarded appropriately. S1/D-1/Lose Piety/W + 1 (Max:Princely)/Q:S/Insane

ACTING & DISGUISE: You pretend to assist the other but secretly warn the vizier of his danger. You manage to trap the one who sought your aid. The vizier is most grateful. S2/D3/Robe of Honor/W + 1 (Max:Rich)/Beguiling

356 "Ah! Allah has sent you to me at a fortuitous moment. Do you see the one approaching? Go to him and tell him that his love waits for him in yonder grove. There we have secreted a donkey, and he shall look the fool." Roll two dice and add 1 each for Luck, Enduring Hardship, Acting and Disguise:

- 2-7 You burst out laughing before you can finish delivering your message, and the intended victim gives you a thorough thrashing before going on his way. S1/Scorned

- 8+ You play your part well and summon the victim to his amatory tryst. The laughter is heard for miles! S2/Acting & Disguise/Q:S

357 The other gestures you to silence and swiftly brings you to an abandoned site before a large cave. "Listen carefully," he says. "While I stand here and provide the protective spells, you must enter this cave. Turn left at the first junction, then two rights, then up a ladder..." His instructions continue for ten minutes.

NO SKILL: You may refuse to cooperate, or try to follow the directions:

If you refuse: Gain Wisdom

If you try: roll two dice and add 1 each for Wisdom and Scholarship:

- 2-7 You bumble the procedure and fall afoul of a protective enchantment. S1/D1/Sex-changed

- 8+ You successfully retrieve an item from the caves, and your companion rewards you well. S2/D1/W + 1 (Max:Rich)/Q:S

QUICK THINKING: You retrieve a treasure and manage to find a different exit; you keep the item you found. D2/S2/Trea*/Pursued

358 "There is an item which I must recover from a land called Arlandia. However, I can find no record of this land. If you help me, I will be extremely generous in my reward."

NO SKILL: You have never heard of Arlandia and cannot help. S1

SCHOLARSHIP: From your knowledge of history and ancient tongues, you know that Arlandia is the ancient name of the location you currently occupy! You easily retrieve the item and earn the reward. D2/S1/W + 1 (Max:Rich)/Q:S/Respected

359 "Ah, you may assist me in a difficult enchantment I am about to undertake!" The other hands you a scroll. "Read this aloud the moment the 'efreet appears."

NO SKILL: You admit to the other that you know nothing of magic and cannot even read the scroll. He sends you away. S1

MINOR MAGIC: You read the scroll as directed and the malevolent jinn is banished. The other is most grateful. D2/S1/W + 1 (Max:Respectable)

MAJOR MAGIC: The jinn appears, and the feeble scroll spell is not enough to contain him. You rely on your own power to save both yourself and the other. You defeat the jinn and order transportation to magical lands. D3/S2/Free move to and immediate encounter in the Dusky Land

360 The other is depressed and weary, but friendly. "You may accompany me on my doomed trek, if you wish."

NO SKILL: You go with him as far as you dare. D2/S1/Fated

PIETY: You reply, "There is no strength or power but in Allah. If you are doomed, it is by his decree. And if there is no decree, you are not doomed." This cheers your companion. D3/S2/Q:S/Respected with Enduring Hardship (Companion skill)

361 "You cannot help me," hisses the other. "Go away before you too are taken!"

NO SKILL: You stay to comfort him. Before you can speak, strange dark creatures are upon you. You lose your senses, and awake with awful visions burned into your mind. D1/Insane

WEAPON USE: Dark creatures surround you almost as he speaks. You manage to win your way free, but your companion is left behind. D2/Grief-stricken/Q:S

362 "I'm busy with my own affairs now," the other replies brusquely. "I must journey to a far-off land to save my own soul."

NO SKILL: There is little you can do except give him your blessing. S1

PIETY: You offer to accompany him; he weeps with joy. The journey is arduous, but Allah has willed that you survive. D2/S1/Q:S/Opportunity to enter a Place of Power of another player's choice

363 You see your intended victim enter a house; you wait until full darkness to enter. As you step forward a youthful voice whispers, "Is that you, Mizah, my love?" It is apparently the offspring of the owner, preparing to elope!

NO SKILL: With all this activity it would be far too dangerous to try anything here tonight! Praise Allah you were warned! D1/Luck

ACTING & DISGUISE: You disguise your voice and coax the other into a rendezvous at a distant location. You then climb up the ladder the other has left and make quite a haul. S1/W + 2 (Max:Rich)/Quick Thinking

364 While rooting through the possessions of your victim, you discover evidence that the one is secretly a guard for the sultan out to trap thieves such as yourself.

NO SKILL: You flee immediately but are recognized by hidden guards. D1/Luck/Outlaw

STEALTH & STEALING: Your escape route and diversions are so well planned that you can stay a few extra minutes and guarantee a little profit. S1/D2/Q:S/W + 1 (Max:Respectable)

365 You are surprised by the owner of the dwelling as you finish picking out the best items. You flee and hear him screaming behind you.

NO SKILL: "I have recognized you," he cries, "and shall hunt you forever!" D1/Trea*/Outlaw/Pursued

LUCK: The victim of your theft is so enraged that he suffers a fit of apoplexy and dies on the spot before he can tell anyone who you are. D2/S1/Trea*/Q:S

366 You fake a fire and the one flees from his abode. You enter, chuckling, when a door suddenly shuts behind you. A voice cries, "Now I have you. Crawl, you thieving worm!"

NO SKILL: You are defenseless and do as asked. D-1/Enslaved

MINOR or MAJOR MAGIC: You obscure the vision of your victim with a magical mist and are able to reach the door untouched — picking up on the way a little something for your trouble. D2/Luck/Trea*

367 You trick the one into showing his treasure room by pretending to be a tax-collector for the sultan. As you move among his possessions, you see many valuable ones.

NO SKILL: You take one. Instantly, the room grows dark, and your skin feels like it were being flayed and rubbed with salt. Your sight is gone; there is no end to your pain. D2/Insane or Crippled

MAJOR MAGIC: You recognize that a magical curse guards the other's possessions. You are able to temporarily disarm the curse and pilfer a valuable item. D2/S1/Trea*/Q:S

368 The other, lured away by a false seducer (hired by you), comes back just as you enter his treasure chamber.

NO SKILL: He cries out, "Must you add to my misery? Your baseness is best rewarded with suffering like mine!" There is a loud *poof* and you feel...strange. D1/Sex-changed

STEALTH & STEALING: Your alert ears hear

his approaching footsteps, and you have ample time to flee with bags full of loot. D1/S1/W + 1 (Max:Rich)

369 Your theft goes unpunished. However, you see the victim in the street and he seems to have gained much vitality and good humor. As for yourself, unfortunate incidents begin to plague you.

NO SKILL: You have no explanation for your ailment. D1/W + 1 (Max:Rich)/Accursed/Lose Luck

MINOR or MAJOR MAGIC: You perceive an evil aura about one of the treasures you stole. Suspecting a curse you sell it to another. D2/S1/W + 1 (Max:Rich)/Wisdom

SCHOLARSHIP: You realize that one of the stolen items bears an ancient curse. Research reveals how to lift the curse and employ the virtue of the item. D2/S2/W + 1 (Max:Rich)/Ionian Gems (154)

370 "Take what you wish. I have no use for it."

NO SKILL: Indeed, in examining the possessions, you can see why the other has no use for them. S1/W + 1 (Max:Poor)

STORYTELLING, ENDURING HARDSHIP: You are struck by the despondent air of the other, and choose not to plunder his meager goods. Instead you tell him a story which cheers his heart. In gratitude he teaches you a few enchantments. D1/Minor Magic

371 Your victim is caught in his bed, helpless. Although you feel pangs of guilt, you rob him anyway. D-1/W + 1 (Max: Res.)

372 You successfully dupe your victim and are enriched. However, hours later, you are beset by strange magical attacks.

NO SKILL: In desperation you return the goods and beg the other to dispel the curse — to no avail. D1/S1/Accursed

MAJOR MAGIC: Your magical skills are the equal of those of your opponent. You easily defeat his curse. D2/W + 2 (Max:Res.)

APPEARANCE: In desperation you return the goods and beg the other to dispel the curse. Taken by your handsome form, the other lifts the curse, letting you go with an admonition. D1/S1

373 You are caught in the act. The other spares your life.

NO SKILL: However, he has you banished from the kingdom for your crimes. D1/Outlaw

APPEARANCE: The other finds your appearance pleasing. You in turn are struck by the grace and wisdom of your benefactor, and wish never to be parted from him/her.

If same sex: you become the other's faithful companion, and join him on his holy pilgrimage. D2/S1/On Pilgrimage with Wisdom (Companion skill)/Q:S

If opposite sex: you are both smitten with love for each other. D2/S1/Love-struck/Beloved/Q:S

374 Your entry is undetected, and you glimpse treasure and strange artifacts among your victim's possessions. However, the other comes upon you in the act.

NO SKILL: Your feeble explanation of your presence is transparent. You are brought before the sultan, whose justice is harsh but fair. You remember the treasure you might have had. D1/Wounded (7 or less)/Imprisoned/Envious

QUICK THINKING: You improvise a marvelous story describing how you found a brass jar in a cave, just like the one in the other's treasure trove. When you picked it up and rubbed it, a great 'efreet appeared and cast a powerful spell, and you found yourself here in the other's chambers. Accustomed to such marvels, the other believes you and lets you go. D1/S2/Storytelling

375 Success beyond your wildest dreams! As you search in the other's yard, you happen to find a hidden trapdoor which leads to a vast underground chamber filled with wealth!

NO SKILL: Praise Allah for his bounty! D1/S2/W + 3 (Max:Princely)/Luck

PIETY: You note that the chamber has long been unused, and you suspect that the owner of the house is unaware of its existence. You recall the words of the Prophet concerning greed, and know that wealth will avail you not when comes the Terminator of Earthly Delights. You go to the owner of the house and explain what you have found. He is amazed at your honesty, and shares the wealth with you. D3/S2/W + 3 (Max:Princely)/Wisdom/Blessed/Q:S

376 You gaze in awe at the priceless treasures scattered about the room — then you begin gathering them up.

NO SKILL: Only later do you discover that the 'priceless treasures' are really worthless junk. D1/Evaluation

EVALUATION, STEALTH & STEALING: Suddenly you realize that these 'priceless treasures' are really worthless junk. Obviously they are decoys, and a slightly more careful search reveals the location of the real treasures. D1/S1/W + 2 (Max:Princely)/Trea*/Q:S

377 As you gaze fondly at a silver tray encrusted with jewels, there is a strange shimmering.

NO SKILL: Suddenly you seem to have hairy arms — and to have grown much shorter. A voice behind you says, "Well, I think you look better that way." D1/Beast-form

MINOR or MAJOR MAGIC: You recognize a magical device being activated, and back hurriedly away, muttering a counter-charm. You suspect the room is full of traps, and leave hastily. D2/Wisdom

378 No Award

379 You brush against the other accidentally as you pass. The other cries "Perhaps you are too ignorant to know your risk! I would gladly teach you!"

NO SKILL: You don't even see what hit you. You merely awaken, confused, in unfamiliar surroundings. D2/S1/W-2 (Min:Poor)/Lose 1 treasure/Lost

BEGUILING: Your obsequious apology and clever flattery mollifies your dangerous persecutor. He mercifully decides to relieve you of one of your possessions and let you go free. D2/S1/Lose 1 treasure/Courtly Graces

380 Your opponent is far too awesome to escape or beat. No matter where you turn, he is there, grinning at you.

NO SKILL: Finally you throw yourself on the mercy of the other, and he contemplates what to do with you. Roll 2 dice and add 1 each for *Courtly Graces*, *Beguiling*, *Appearance*

• 2-7 He decides to make you his slave. D1/Enslaved
• 8+ He lets you off with a light beating. D1/Wounded (7 or less)

MAJOR MAGIC, CELESTIAL PLANISPHERE: You assay a powerful and dangerous spell to end the torment. After a long confrontation with the other in which magic power flies like rain, you each withdraw. You know the conflict is far from over. D3/S2/Accursed/Fated/Pursued

381 A trap! While trying to avoid the other, you have been led just where he wanted you.

NO SKILL: A large crowd mocks you as you appear before them in the disguise of a donkey. You are humiliated beyond words. D-1/S1/Scorned

COURTLY GRACES: You stand before a crowd of his friends dressed in nothing but a donkey suit, but your grace and bearing under pressure so impress them that you win their sympathy. D2/S1/Respected/Enduring Hardship/Q:S

382 You flee, and only when you are exhausted do you stop. Suddenly the voice of the other cackles maniacally in your ears.

NO SKILL: You are frightened out of your wits. D1/Lose one skill level/Insane

WEAPON USE: You instinctively turn and lash out with your scimitar, catching him off guard. He staggers back, wounded, and you take the opportunity to make good your escape. D2/S1/Luck

383 Offended by your apparent snub, the other decides to humiliate you. "Behold," he cries, "there goes the one who is the cause of all our woes!" The ever-fickle crowd pursues you relentlessly.

FEMALE (Mandatory), NO SKILL: You are not treated gently by the crowd, which is convinced you are a witch. D1/Crippled

BEGUILING: You stop and shout back at the crowd, and your charisma and oratory dissuades them from harming you. In the confusion, you slip away. D1/S2

384 You are moved by the plight of the other, but feel there is little you can do.

NO SKILL: You pass the one by. No Award
PIETY: You pass the other by with a prayer. He thanks you for your blessing. D1/Piety/Q:S

385 The other's plight is pathetic. Your heart is heavy as you pass.

NO SKILL: You don't wish to become involved, however, for fear of what fate this might bring upon you. D-1/S1

ENDURING HARDSHIP: As you go by, you are moved by memories of your own past sufferings to inquire as to his tale. It is tragic — if it were engraved upon the corner of the eye with a needle, it would serve as a lesson to those who seek wisdom. D2/S2/Grief-stricken/Wisdom/Q:S

386 You prudently keep your distance from the other, who smells bad. You see the sultan's guards approach.

NO SKILL: The other does not get out of the way in time, and you watch in horror as he is cut down in the street. D-1/Grief-stricken

PIETY: The words of the Prophet have directed that the stranger shall be honored and comforted. You aid the one in getting out of the way of the sultan's entourage. D3/Wisdom/Piety/Q:S

387 "I have no patience with such foolish offers!" cries the other. "Get out of my sight!" You do. S1

388 "I will do anything," sighs the other, "if only I can see my loved one again." Since the loved one is the offspring of the caliph's most respected vizier, you are dubious.

NO SKILL: You are unable to help. S1

LUCK: While passing in the street, you save a man's life as he is about to be trampled by his horse. It turns out to be the caliph! In gratitude, he offers you any boon you wish, and you make the request on behalf of your friend. He is so impressed by your selflessness, that he grants that request and makes you one of his trusted advisors. D2/S1/W+1 (Max:Respectable)/Robe of Honor/Q:S

389 The other is suffering from a painful illness brought on by a curse. He says, "There is only one thing that would interest me, and that is to be freed of my torment. Unless there is something you can do, I will do nothing for you."

NO SKILL: You are unable to help the other. S1
SCHOLARSHIP: Your knowledge is the equal of this task, and you prescribe a rare herb which relieves the other of his suffering. He is immensely grateful. D2/S1/W+1 (Max:Rich)/Q:S

390 The other suffers under a curse, and is trapped in a magical cage. "Free me," he cries. "Anything you desire is yours if you only free me!" A simple gesture on your part will free the other, but you wonder if he will keep his word. *You may release him or pass on by:*

If you pass on by: he pronounces an awful curse. D1/Accursed

If you release him: roll 2 dice. Add 1 for *Bargaining*, 3 for *Major Magic*:

- 2-7 He attacks you immediately. D1/Enslaved
- 8-10 He keeps his word, but in as miserly a way as possible. D2/S1/Choice of W+1 (Max:Rich) or *Trea** or any status except *Sultan*/Q:S
- 11+ He keeps his word and bestows a wonderful

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gift. D3/S1/W+1 (Max:Princely)/Opportunity to enter the Place of Power of your choice/Q:S/*Trea**

391 "Oh, woe," cries the other, "seek not to take advantage of me, I pray. Have mercy upon me!"

NO SKILL: You take pity on the other, and in your financial dealings you try to be merciful. D1/W-1 (Min:Poor)/Envious

BARGAINING, BEGUILING: You recognize business tactics when you see them. Polite, but firm, you get what you want. D2/S1/W+1 (Max:Rich)/Q:S/*Bargaining*/If Merchant, you may place one Merchant Arrow from any product box

392 "I am willing to bargain my services," says the other, "but a fairer price would require a more generous offer from you, would it not?"

NO SKILL: You agree, and the other's services do not come cheaply. W-2 (Min:Penniless) If you cannot pay, No Award — otherwise: Choice of *Major Magic* or *Trea**/Q:S

WISDOM: You know just how valuable the other's services will be to you, and explain this to him. He is willing to settle for a lower price. W-1 (Min:Poor) If you cannot pay, No Award — otherwise: Choice of *Major Magic* or *Trea**/Q:S

393 "Why," says the other, sweetly. "I would be happy to do business with you. Come into my parlor."

NO SKILL: You do so. "Here," he says, "let me give you — this!" You hear a loud *poof*. D1/W-1 (Min:Poor)/Enslaved

STEALTH & STEALING: You anticipate a double-cross, and wrest an interesting looking item from the other before he can use it against you. He refuses to cooperate with you, but you keep the item in recompense. D1/S1/W+1 (Max:Res.)/*Trea**

394 "Ah, I have an item I'm sure you'll be interested in, and at a fair price." The other shows you an interesting looking bauble. You recognize that the item is protected by an ancient curse. The other was unaware of this, and is very embarrassed when you bring it to his attention. As evidence of his good will, he offers you the item for free. *You may accept or reject the item:*

If you reject: Q:S

If you accept: D1/*Trea**/Accursed/Q:S

395 "I fear I have nothing that you need," says the other.

NO SKILL: "And I am not in the habit of giving alms." No Award

ENDURING HARDSHIP: Your tale of woe touches the other's heart, and he does what he can. S1/W+1 (Max:Poor)/*Storytelling*/Q:S

396 "I shall do as you ask," says the other.

NO SKILL: You soon learn that this cooperative character has very little to offer. D1/W+1 (Max:Penniless)/Q:S

LUCK: It just so happens that this otherwise unprepossessing fellow has a few remarkable magic tricks he can show you. D1/*Minor Magic*/Q:S

397 The other is in rather difficult straits at the moment, but agrees to try to aid you.

NO SKILL: You make known your needs, and quickly find that there is little he can do. D1

ENDURING HARDSHIP: Your own memories of hardship lead you to question the other about his predicament. You discover that you can aid him, and do so. He is most grateful. D1/S1/*Piety*/Q:S/Remove any status of your choice

398 You offer to enrich the other if he will aid you with his well-known magical talents. He agrees. You soon find (to your dismay) that the other is growing old, and has forgotten most of his skill.

NO SKILL: His abilities are so dimmed, that he cannot help with the scroll you have found. S1

SCHOLARSHIP, MAJOR or MINOR MAGIC: However, your own knowledge fills the gaps in his, and between the two of you, you are able to translate an arcane scroll which reveals the way to the land of the jinn. D2/S2/Opportunity to enter the Dusky Land/Q:S

399 The other falls for your trick, and speaks to you from the bottom of the well in which you have placed him. "You are a fool to do thus. If I escape, you shall surely feel my wrath!" Roll 2 dice, and add 1 each for *Minor Magic*, *Major Magic*, *Luck*:
• 2-7 The other escapes your trap. D1/Pursued
• 8+ You assay a few spells you have never tried before and never hear from the other again. However, there is this dog which keeps trying to bite you.... D2/S1/*Major Magic*

400 As the other lies on the ground, he looks up at your menacing face and cries "Woe is me! Must you add to my misery by making a fool of me?"

NO SKILL: You turn away, satisfied of the righteousness of what you have done. D1

ENDURING HARDSHIP: You, who should be more sympathetic, are ashamed of your actions. You offer to help the other regain his former stature. D1/S1/*Under Geas*/*Piety* or *Wisdom*

401 Your victim believes your tale of the magic lamp (an old brass thing you found somewhere) and is willing to pay handsomely for it.

NO SKILL: You accidentally meet him in another city, where he cries vengeance upon you for the trick you have played. D1/Pursued/*Beguiling*

BEGUILING: Your trick is so well thought out that the other cheerfully pays the price and never suspects that the lamp is worthless. D1/S1/W+1 (Max:Rich)/Q:S

402 The other is willing to perform a service for you, but his prices are high.

NO SKILL: Despite your clever maneuverings, you must pay full price or receive no service. W-1 (Min:Poor) If you cannot pay: No Award; otherwise: D1/Choice of any skill (1 use)/Q:S

BARGAINING: You are able to talk him down to a price that does not significantly affect your pocketbook. D1/S1/Choice of any skill (1 use)/Q:S

403 The other's expertise lies in the area of combat, and he is willing to take up any cause for free.

NO SKILL: He is willing to deliver you from any mortal menace. D1/Lose any of Pursued, Under Geas, Enslaved, Scorned, Imprisoned

WEAPON USE: Impressed with your swordsmanship, he places his own sword at your service as a friend. D2/Q:S/Respected with *Weapon Use* (Companion Skill)

404 The other is willing to join you as an aid and travelling companion for a while, but warns you that he has been dabbling in magical arts of late, and dangers might come your way.

NO SKILL: You are willing to take the risk. D1/S1/Pursued with *Major Magic* (Companion Skill)

ENDURING HARDSHIP: You suffer through many dangers with the other, and prove to be such a valuable and stoic companion that he begs to remain with you. D2/S1/*Major Magic*/Pursued/Q:S

405 Your attempt to cheat the other of a portion of his inheritance by claiming to be a long-lost relative is looked upon with suspicion.

NO SKILL: The other discovers the falsehood of your statements before it is too late for him, and vows vengeance. D1/Pursued

BEGUILING: Fortunately, you come prepared with documents to 'prove' your claim, and the other is completely taken in. D2/Q:S/W+1 (Max:Rich)

406 You fool the other so completely that he puts you up in his home as a long-lost member of the family, feeds you the best meals he can afford, and showers you with gifts.

NO SKILL: You enjoy your life of luxury for a time. D1/S1/W+1 (Max:Res.)/Q:S

STEALTH & STEALING: While you are a member of the other's household, you help yourself to some of his more interesting possessions. D2/S1/W+1 (Max:Res.)/*Trea**/*Beguiling*/Q:S

407 Your attempt to trick the other into investing in false merchant shipments seems likely to bring you

much of his money. A few days later, however, it seems that the false merchant you invented really does exist, and the other makes a great profit.

NO SKILL: You invest your own money, and later discover that the other has turned the tables on you, and you have been duped. S1/W-1 (Min:Penniless)

QUICK THINKING: You realize that the other has tried to turn the tables on you. You invent a terrible disaster to the false merchant, which wipes out all the other's "wealth". The resulting confusion is so exquisite that even your victim salutes your artistry. D2/S2/Acting & Disguise/Q:S

408 Your intended victim is not taken in for a minute. "You are nothing but a sharper," he says menacingly. S1/Scorned

409 You attempt to fool the other into giving you a valuable magic item, by pretending to be a scholar who has discovered the item is cursed. You learn, however, that the other is a scholar also, and will see through your attempt.

NO SKILL: You hastily abandon your plans and get out while you can. D1/Wisdom

BEGUILING, ACTING & DISGUISE (Both Mandatory): So confident are you in your own talents that you carry through with your plans. When they fail, as they must with someone so astute, you regret your foolishness. The other is furious, and you suffer accordingly. D1/Imprisoned

410 You try to fool the other into rendering aid, rather than asking for it forthrightly. Thus you begin a tale of being his long-lost sibling.

NO SKILL: The other sees through your transparent lies quickly, and punishes you severely as the shiftless sharper you are. D1/Imprisoned

WISDOM: You sense immediately that the other does not believe you, so you change tactics before it is too late, making your lie sound like the beginning of a parable about aiding strangers. You then ask for his aid, which he grants. S1/D1/Storytelling/Quick Thinking/Q:S

411 You have heard that the other intends a dangerous journey to a far-off land, and you attempt to fool him into taking you along by saying that you are the most powerful sorcerer who ever lived.

NO SKILL: He quickly sees through the transparency of your lie, and vows that you shall suffer for your impudence. D1/Ensnorcelled

STORYTELLING, ENDURING HARDSHIP: The other sees through your rather transparent lie but sees other virtues in you that would be valuable to him on his journey, and decides to take you along anyway. D2/S1/Minor Magic/Opportunity to enter Jewelled Fortress

412 Your attempts at a subtle trap are completely lost on the other, as he muddles through your band of con men without even noticing the profits he was being offered. S1

413 The other is quite suspicious of all strangers, and he seems to have a great grudge to bear.

NO SKILL: He suspects you of having been sent by his enemies, and has you bound and beaten. D1/Crippled

ACTING & DISGUISE: You are able to alleviate his suspicions through a superb performance of hatred against those he himself hates. He is completely taken in and treats you like a member of the family. D1/S1/W+1 (Max:Rich)/Q:S

414 You make a fool of the other, and are prepared to extort a small amount in exchange for keeping silent about his/her humiliation.

NO SKILL: The other weeps openly and bemoans the cruelty of humanity while handing over the requested sum. D1/W+1 (Max:Respectable)/Q:S

WISDOM: The other weeps openly and bemoans the cruelty of mankind.

If same sex: You take note of the poetic nature of the other, and repent your earlier decision. Instead, you aid the other in regaining his/her lost reputation. D2/Enduring Hardship

If opposite sex: you take note of the exquisite beau-

ty of the other, and repent your earlier intention. Instead you soon find that you are desperately in love. D2/S1/Love-struck

415 The other throws himself at your feet.

NO SKILL: He proclaims himself your good friend and faithful companion. D1/Q:S/Luck

SEDUCTION (If opposite sex): He/she proclaims him/herself your devoted lover. D2/Beloved/Q:S

416 You are able to use arcane means to place the other completely at your mercy.

NO SKILL: The other wails and bemoans his/her fate, touching your heart, but not causing you to free him/her. D1/Beguiling/Q:S

APPEARANCE (If opposite sex): The other is well pleased to be at your mercy, as you are comelier than any he/she has ever seen. D2/Beloved/Q:S

417 Your attempt to gain control over the other is easily defeated.

NO SKILL: As soon as you are at the other's mercy, you are beaten and tortured. D1/Crippled

WEAPON USE: You quickly realize that you are facing your equal (or perhaps superior) and prudently withdraw. D2/Wisdom

418 You come upon your opponent and defeat him easily.

NO SKILL: As you are looting the body, a shadow looms over you. You have merely defeated the servant, who was sent to test you. The master remains yet to be faced! *You may surrender or fight:*

If you surrender: he demands you take the place of the slain servant. D1/Enslaved/W-1 (Min: Poor)

If you fight: roll 2 dice and add 1 each for *Weapon Use, Luck:*

• 2-8 You are cruelly thrashed. D1/Crippled/Lose Appearance, Weapon Use

• 9+ You are able to fend off the other long enough to make your getaway. D2/S2/Luck

QUICK THINKING, ACTING & DISGUISE: You realize that the one you have defeated is merely a servant sent to test you. You quickly don his robes and muffle your face. When the master comes, you report that you have slain your foe, and actually receive a reward! D2/S1/W+1 (Max:Respectable)/Beguiling

419 The other apparently chooses not to fight. Instead, he chants a quick spell and disappears in a puff of smoke. A pile of his effects is left behind.

NO SKILL: You root through them and recover some gold. The rest appears to be junk. D1/S1/W+1 (Max:Respectable)

SCHOLARSHIP, EVALUATION: While examining these effects, you note an item of great history and magical power. D2/S1/Trea*/Q:S/W+1 (Max:Rich)

420 Your victim puts up no resistance and is easily overcome. However, he refuses to reveal where any of his valuables are kept.

NO SKILL: You have the small satisfaction of slaying the infidel for his crimes. S1/Piety

BEGUILING: You trick the other by having an accomplice yell "fire!" outside the dwelling door. The other's guilty start toward the northwest corner of the room reveals the hidden trapdoor and the treasure within. D2/S1/Trea*/Q:S

421 You move to attack, but the other does not draw his weapon. Instead, he says "I have no quarrel with you. Why do you do this thing?"

NO SKILL: Your reasons seemed clear enough a moment ago, but now you hesitate. In a twinkling the other has made good his escape. S1

WISDOM: You recognize the other's stalling tactics and press your attack. He is forced to defend himself, but he is not your match. After a fierce fight you subdue him, and as ransom he offers coin and magical knowledge. D2/S1/W+1 (Max:Rich)/Q:S/ Major Magic or Opportunity to enter Dusky Land

422 The other stares at you with wild eyes. "So, we meet again!" he cries. "Now I shall pay you for your crimes!" He gestures magically.

NO SKILL: There is a loud *poof* and suddenly you feel...different. S1/D1/Beast-form

COURTLY GRACES: Your soft voice and well-reasoned arguments convince the other that you are not the one he seeks. D2/S2/Luck

423 The other gestures magically and you are lifted and hurled into an old well. "And there you shall stay until I choose to release you! Perhaps I shall have my friend the hunchback bring a morsel of bread every now and then." The other laughs maniacally and leaves.

NO SKILL: He is true to his word, and while he does not let you starve, it is a long while before you are freed. S1/Imprisoned

STEALTH & STEALING: The rough walls of the well provide ample purchase for one of your talents. You scramble out like the accomplished burglar you are. D1/S2

424 You strike down the other, but instantly a weird mist envelopes the body, and a fierce wind springs up. "How shall your actions benefit you, fool?" Booms a voice from the air.

NO SKILL: You may attempt to approach the body, or leave it alone:

If you leave it alone: you free the other's horse and go your own way. D1/S2

If you approach: roll 2 dice and add 1 each for *Major Magic, Minor Magic, Enduring Hardship:*

• 2-7 The closer you get the more difficult the going. Finally everything goes black. D2/Ensnorcelled

• 8+ You manage to push through the howling whirlwind and rescue the other's purse. D2/S2/W+1 (Max:Rich)/Q:S

SCHOLARSHIP, STORYTELLING: You prudently decide to leave the body alone. As you are about to free the other's horse, you note the magical design on the saddlebags. D2/S1/Magic Saddlebags (153)/Q:S

425 As you step forward there is a blinding flash of light. Before you stands a fierce lion, which growls menacingly.

NO SKILL: It attacks and you are badly mauled. A passing dervish discovers you and tends to your wounds. D1/S1/Crippled

WILDERNESS LORE: You fall to the ground and lie motionless. The beast eventually loses interest in you and wanders off. D2/S2/Quick Thinking

426 Casting aside his robes, the other brandishes a huge scimitar. "Come, fool!" He cries. "This is the fate you have chosen — do not shy from it!"

NO SKILL: He is an expert swordsman and cuts you to ribbons, leaving you for dead. D1/Crippled

DETERMINED, WEAPON USE, ENDURING HARDSHIP: He is clearly your superior, but your determination keeps you standing even after he has wounded you severely. In respect for your courage, he spares your life and tends to your wounds. D2/S2/Wounded (7 or less)/Weapon Use/Enduring Hardship

427 You engage the other in battle, but immediately realize that you are outclassed by one of the greatest swordsmen you have ever met.

NO SKILL: You are defeated. The other orders you thrown in his dungeon and fed on bread and water. D1/Wounded/Imprisoned

COURTLY GRACES: You surrender immediately and plead for mercy with excessive flattery as to the other's prowess. The other's vanity is swollen and you are permitted to leave. D1/S1/Beguiling

FEMALE (Mandatory): The other is incensed that a woman would dare to attack him, and refuses to listen to your pleas for mercy. He is not satisfied until he has wounded you and scratched a great scar across your face. D1/S2/Wounded (6 or less)/Lose Appearance

428 You are defeated, and to your horror the other is revealed as an evil Magian fire-worshipper! He carries you to the lip of a nearby volcano, which is rumbling as though about to erupt.

NO SKILL: In you go — but at that moment the

volcano erupts, sending a blast of gas that bears you far away. You miraculously survive, although parted from your possessions and without means to travel. D2/S2/Wounded/Lost/W-3 (Min:Penniless)/Lose all treasures, but score D1 for each one lost

PIETY: "There is no strength or power but in Allah," you cry, and at that moment the volcano erupts. A flow of lava burns your enemy to a crisp, but you are spared. When the eruption is over, you see before you a strangely glistening valley. D3/S2/Blessed/Piety/Q:S/Free move to Valley of Diamonds with immediate encounter

429 You slay the other easily, and suddenly there is a tremendous crash. Somewhere a spell has been broken, and the countryside begins to quake! A hoard of enraged 'efreets appears!

NO SKILL: You flee in terror! What awful machinery of fate have you set in motion? D2/S1/Fated

MINOR or MAJOR MAGIC, EAGLE CENSER: Through the use of your powers, you summon one of the 'efreets and compel him to discourse with you about what has taken place. You discover that the other bore a protective token, and the 'efreets have come to take it back. Instead, you force this one to bring it to you. D2/S2/Major Magic/Protective Talisman (167)

430 The magical one has managed to trap himself inside a bottle. "Free me!" He cries, "And I shall serve you faithfully!"

NO SKILL: You do so, and he instantly attacks, blasting you with the power of his magic. D1/Lost/Designate another player to put your piece at a location of his choice (not a Place of Power)

WISDOM: You suspect the other's insincerity and refuse to free him. Upon hearing this, he pronounces an awful curse upon you! D2/Wisdom/Accursed

MAJOR MAGIC: You free the one, and as he attacks you wither him with your own magic. "Master," he says obsequiously, "I hear and obey!" D2/S1/Free move to any space, including a Place of Power, with immediate encounter

431 The other looks at you searchingly.

NO SKILL: "So long have I suffered. Are you sent by my enemies to torture me? Begone!" S1

PIETY, APPEARANCE: "Your soul is as clear as a mountain stream, and your visage resembles that of the full moon."

If same sex: "Please stay by me and comfort me in my hour of need." D2/Blessed/Storytelling

If opposite sex: "Please stay with me and be my love until the end of my days." D2/Beloved/Seduction

432 The other is stricken with devotion for you, but his/her fate is in the hands of the sultan, and nothing may be accomplished without his consent. You are unable to obtain an audience with the sultan, and cannot complete your fate with the other. D1/Grief-stricken

433 The other is willing to fulfill your desire.

NO SKILL: However, he/she can only be with you for a short time.

If same sex: D1/Choice of skill (6 or less)

If opposite sex: D1/Beloved (6 or less)

PIETY: After realizing your pious nature, the one decides to abandon his/her previous plans and take up with you.

If same sex: D2/Choice of skill/Q:S

If opposite sex: D2/Married/Q:S

434 The other has duties which must be performed. NO SKILL: He/she has no time for the likes of you. No Award

SEDUCTION (If opposite sex): However, a bit of dalliance never hurt anyone. You spend a few hours of bliss. D1/S1/Luck/Q:S

STORYTELLING (If same sex): However, he/she is always interested in a good tale, and you spend several hours swapping yarns. S1/Storytelling/Q:S

435 The other looks upon you haughtily and sniffs. "Your desire is amusing to me, but no more than

(429-451)

that. I will not do what you ask — please go." He throws you a handful of silver. *You may take the coins or leave them on the ground:*

If you take them: S1/W + 1 (Max:Res.)/Scorned
If you leave them: D1/Respected

436 The other speaks without looking at you. "You exceed the bounds of polite company, do you not?"

NO SKILL: "Now, please. Leave my sight."

APPEARANCE (If opposite sex): The other turns to look at you and is struck dumb with love and desire. S1/D1/Beloved/Q:S

COURTLY GRACES (If same sex): Your words and poems convince the other that you are one of breeding and taste. He is willing to discourse with you on literary matters and court gossip. D1/S1/Scholarship/Courtly Graces/Q:S

437 The other looks upon you sadly. "It is not permitted that I love a mortal."

NO SKILL: You have no way to answer this. "I'm sorry," says the one. D1/S1

SEDUCTION: Your amorous powers lead the other to a night of dalliance, although you both know you shall go your separate ways upon the morrow. D1/S2/Blessed/Q:S

438 The one looks at you haughtily. "There are many who seek my hand. Why should I favor you?"

NO SKILL: Your protestations of powerful love are not enough to sway the other. You leave, heart-broken. D1/Grief-stricken

SEDUCTION, COURTLY GRACES: Your abilities and genteel nature combine to make you a superior suitor. The other favors you. S1/D1/Beloved/Q:S

439 "You have many obvious charms, and I do favor you," explains the other, "but I have vowed that my spouse must be my equal in the arts of war. Come, let us duel and wrestle, that you may prove you are worthy of me."

NO SKILL: Although you do your best to honor this strange request, you are bested. D1/S1

WEAPON USE: You are your opponent's equal, if not superior. After the final fall he/she throws his/her arms about you and professes undying love. D2/S2/Beloved/Q:S

440 The other grins at you. "I will not marry you, for you are far beneath me. But you will make a fine slave!" The one's bodyguards take you.

FEMALE (Mandatory), NO SKILL: You are watched more closely than the hawk watches the mouse. D1/Enslaved

STEALTH & STEALING: You take the first opportunity to make good your escape. You know you shall be pursued by your former master. D2/S1/Pursued

441 The other is unimpressed with your suit. "You are bold, yes, but many are bold."

NO SKILL: "Now, begone before I forget my good nature." S1

BEGUILING, ACTING & DISGUISE: Realizing what the other admires, you stand up to him/her and act even more brashly than before. The other's heart is won! D2/S1/Beloved/Q:S

442 The other regards you coldly, then brings forth a wondrous slave of the sex opposite of yours. "Slay me this slave, that I shall know you are the right match for me."

NO SKILL: *You may cooperate or refuse:*

If you refuse: the other has you beaten as a weakling and a coward. D2/Piety/Wounded (6 or less)/Scorned

If you cooperate: the other is delighted. At last, a match in evil! D-1/S1/Beloved/W + 1 (Max:Princely)/Q:S/Lose Piety

QUICK THINKING, STEALTH & STEALING: You find yourself smitten with the slave, so you gather him/her up and leap out a window. Your happiness is a tale told long after. D2/S2/Married/Luck/Q:S

443 The other is willing to follow you without regard for recompense of any kind. You have found a true and devoted friend. D1/S1/Minor Magic

444 The other is unwilling to leave her home, but invites you in for a small entertainment.

NO SKILL: If opposite sex: your entertainment falls short of her expectations, and you are asked to leave. S1/Scorned

If same sex: you enjoy her hospitality for some time before going on your way. D1/S2/Q:S

SEDUCTION (If opposite sex): You are a superior man, and the other is willing to perform a small favor for you in gratitude. D2/Minor Magic/Q:S

COURTLY GRACES, STORYTELLING (If same sex): Your host finds you a marvelous guest, and invites you to stay here whenever you pass this way. D2/S2/Q:S/Place Origin chit with Major Magic (7 or less) under it in this space. Whenever you are in this space you count as having Major Magic until you roll and lose it

445 The other is most generous, offering to aid you in exchange for payment of "whatever you can afford."

NO SKILL: You pay what you can, and the other is pleased to aid you as he can. D1/S1/Q:S/W-1 (Min:Beggar)/Choice of skill (1 use)

ACTING & DISGUISE: Your pretense of poverty is taken at face value by the other, and he renders his services for free. D1/S1/Q:S/Minor Magic

446 The other is suspicious of your motives, and questions you closely about what you wish him to do.

NO SKILL: He is unsatisfied as to your virtue, and refuses to accompany you. S1

PIETY: Your virtue is unmistakable, and the other willingly assists you without fee. D1/S1/Q:S/Choice of skill

447 The other is suspicious of your motives, and questions you closely about what you wish him to do.

NO SKILL: He is still dubious after speaking with you, but willing to render a small service for a fee. W-1 (Min:Poor) If you cannot pay, No Award; Otherwise — D1/Q:S/Choice of skill (1 use)

BEGUILING (Mandatory): Your confidence in your devious tongue steers you wrong — your attempts to convince him simply make him more suspicious. He refuses to aid you. S1

448 The other drops his cloak aside, and his true form and physical shape become obvious.

NO SKILL: You recoil in horror. The other casts a baleful glance at you and spits at your feet. S1/Scorned/D-1

ENDURING HARDSHIP, DETERMINED: You are inured to horror, and have seen much worse in your time. The other is surprised. "Few indeed can look upon my form without quailing.... Very well, I shall aid you. I find few like you in my travels." D2/S2/Choice of skill/Q:S

449 Casting nervous glances all about, the other whispers, "You mustn't be seen with me! I have many enemies! Run, save yourself!"

NO SKILL: Taking the other at his word, you flee. D-1/S1

WEAPON USE: You boldly offer the other the use of your sword in return for a service at a later time. This marks the beginning of a profitable companionship. D2/S1/Choice of skill/W + 1 (Max:Respectable)/Q:S/Pursued

450 The other boasts, "I am far too powerful and learned to be the hireling of such as you! Begone!"

NO SKILL: He makes a casual gesture, and you hear a loud *poof*. He disappears and is replaced by a small frog, which croaks mournfully. S2

SEDUCTION (If opposite sex), APPEARANCE, BEGUILING (All Mandatory): Your charm convinces him to aid you with an enchantment. He begins to chant, and you hear a loud *poof*. You feel...changed. D1/S2/Sex-changed

451 "I'll be happy to accept the fee you offer," the other says gently, "but I must warn you.

Sometimes things don't always go as I anticipate." You take your chances. Roll two dice, and add 1 each for Luck, Minor and Major Magic

- 2-8 The other is incompetent and nearly destroys both of you. D1/S1/Ensnared/W-1 (Min:Poor)
- 9+ The other performs with perfect skill. W-1 (Min:Poor) If you cannot pay, No Award; otherwise — D2/S1/Q:S/Remove any statuses of your choice

452 The other is very eager to work with you, and does not demand a fee. "I am eager to practice my magic," he says.

NO SKILL: You get nervous at the word "practice" and decide to seek elsewhere. S1/Wisdom

MINOR or MAJOR MAGIC: You point out the minor flaws in the other's technique, and he eagerly engages you as a tutor. Happily he is endowed with wealth. D2/S1/W+2 (Max:Princely)/Q:S

453 "I cannot help you," says the other, "for I am old and weak and not long for this world."

NO SKILL: The other finds you a kind soul and bequeaths you a magical item in his possession. D1/S1/Trea*/Q:S

MINOR MAGIC, WISDOM: You recognize the other's power and beg that he become your tutor. He is eager to leave his knowledge to a younger person, and teaches you many secrets. D2/S2/Major Magic/Trea*/Opportunity to enter Stonehenge

454 The other smiles kindly. "I'm sorry, I do not hire out my talents, and I need nothing anyway."

NO SKILL: You bow your head and go. S1

PIETY: The other recognizes a man of piety in you, and recommends a young acquaintance of his who might be able to help. D1/S1/Automatic Q:X (any quest)

455 "Heh, if its tales yer interested in.... Well, I've those aplenty. Why, I recall...."

NO SKILL: The ramblings are fabulous and imaginative, but not illuminating. S1/Storytelling

WILDERNESS LORE: The description of one unique natural feature in one of the tales is familiar from your travels. The tale provides the clue to allow you access to a marvelous place. D2/S1/Opportunity to enter the City of Brass/Q:S

456 "Let me tell you how I came to be this way, that my life be a warning to those that seek wisdom."

NO SKILL: You hear the tale. S1/Wisdom/Q:S

WISDOM: The tale strikes deep into your heart, and a long time after, in a moment of great danger, you recall the words and avoid misfortune. S1/D2/Q:S/Wisdom (1 use)

457 The one you encounter is so old and decrepit that you can't make out what is being said.

NO SKILL: S1

QUICK THINKING: You search about for one of the old one's companions, and find one that can translate the mumblings into sense. S1/D1/Q:S

458 "You are brave to come so near. Can I trust you to exact my vengeance upon the evil vizier who has brought me to this condition?"

NO SKILL: You listen to the tale, and consider the request, but it is too dangerous. D1/Roll two dice — if 7 or less, Diseased

PIETY, ENDURING HARDSHIP: The other's tale is so compelling that you are moved to take on the task. Your plan for vengeance is just and successful, and the vizier is revealed as corrupt. The sultan is thankful, and appoints you as the evil vizier's replacement. S2/D2/W+2 (Max: Rich)/Vizier/Q:S

459 You gain no information from the hideous one.

NO SKILL: Days later, you notice that people shun you because of the contact you have had with the other. D1/Scorned/Lose Seduction

LUCK: No one knows that you have spoken with the one, and you come away undiseased. D1/S1

460 You give the other a sound thrashing, then discover that in your rage you have killed your victim.

NO SKILL: The local authorities are most displeased. S1/D1/Imprisoned

WISDOM, PIETY: You are most ashamed of your precipitous action, and vow to become a new man. D2/S2/Piety or Wisdom/Imprisoned (6 or less)/Lose Weapon Use

461 Your victim cries out, but none will come to his aid. He flees in terror while you laugh. S1

462 The victim cries out, and others rush to the cries.

NO SKILL: They rain blows upon you and take the opportunity to rob you as well. S1/D1/W-2 (Min:Penniless)/Wounded (7 or less)

COURTLY GRACES, BEGUILING: As you continue to beat your victim, you calmly point out to the crowd the crimes of the one. They join you in ministering justice. S2/D1/Acting & Disguise

463 The victim accepts his abuse with resignation.

NO SKILL: The crowd also approves. Afterwards you discover that your purse is missing. W-1 (Min:Poor)/S1

PIETY: Your reasons for this are just and approved of by all — including the victim himself and his friends. D1/S1/Piety/Respected

464 After you have finished beating the other, he appears humbled, but you later discover him using your punishment to earn pity, as he continues to beg from the crowd.

NO SKILL: This enrages you, and you beat him again (which only enriches him more). S1/Scorned

BARGAINING, BEGUILING: You recognize the shrewdness of the other in turning adversity to advantage. You are generous with the other, who becomes your devoted companion, ever-ready with a clever plan to help you. S1/D1/Quick Thinking/Q:S/W+1 (Max:Rich)

465 When you finished administering your punishment, your victim eagerly entreats you to continue. Wherever you go, he follows, begging for more "justice".

NO SKILL: You have no idea whether he is mocking you or not, but it's driving you mad! S1/Insane

PIETY, ENDURING HARDSHIP, WISDOM: You have pity on the poor wretch, who is obviously demented. You convince another to care for him out of charity. Your reputation is enhanced. S2/D2/Wisdom/Respected

466 "It matters little what you do to me!" your victim cries. "I have a far greater pain to bear!"

NO SKILL: In curiosity you forebear your punishment to listen to his tale of woe. S1/Storytelling

LUCK: Most marvelous are the ways of Allah! This is your long lost brother/sister, separated from you at birth! You embrace the other, vowing to shield him/her from harm. D2/S2/Fated with Enduring Hardship (Companion skill)

467 A young noble steps forward and cries, "Stop! Do not hurt this wretched soul!" The ugly one seems most happy, and they speak familiarly to each other.

NO SKILL: You prudently sneak away, lest the noble notice you. D-1/Wisdom/S1

STORYTELLING: You sense a mighty tale here and beg to hear it. It is a strange one indeed — for the wretched one is the other's former lover, cursed by a wicked enchanter to bear this form. You are weeping openly by the tale's end. D1/S3/Luck/Grief-stricken

468 Your intervention prevents the ugly one from pressing his suit on a comely youth, who is very grateful to you.

NO SKILL (If the youth is the same sex as you): The youth insists you accept a small gift. D1/W+1 (Max:Respected)

(If the youth is the opposite sex from you): You share an evening of delight at the youth's expense. S1/Seduction/Q:S

APPEARANCE (If opposite sex): You find love growing between you like wildflowers. D2/S2/Beloved/Q:S

469 You see the ugly one sneak to the window of a nearby house and speak briefly to a beautiful girl within.

NO SKILL: You can't hear what is being said. Your curiosity is aroused and you follow the one, but he manages to elude you. S1

STEALTH & STEALING: You move closer and overhear the conversation. The ugly one is a servant of one you know to be a rogue and peasant: he is arranging the assignation of his master with the beautiful girl! Horrified, you reveal the plot to the girl's father, who rewards you gratefully and punishes the daughter and the ugly servant. D1/S2/W+1 (Max:Respectable)/Q:S

470 To your amazement, you see the beggarly one enter the palace of the Prince of the Faithful. You hurry to inform the guards; they bring you before the sultan himself, whom you then recognize as the beggar you followed! "It is my sport," he says, "to travel among the people as a beggar — but you alone have penetrated the disguise. In return for your silence I offer you my hospitality."

NO SKILL: You apologize for your curiosity, and enjoy a night of revel at the sultan's expense. D1/S1/Blessed (7 or less)/Q:S

WISDOM, COURTLY GRACES: You spend an evening in pleasant discourse, and the sultan is moved by your sagacity. "Never have I come across one so wise. I would have you near me as my trusted advisor." D2/S2/Robe of Honor/Vizier/Q:S

471 NO SKILL: The other notices you following him, turns, and spits curses at you. The crowd jeers at your discomfort. S1/Scorned

MINOR, MAJOR MAGIC: The other notices you following, turns, and spits curses at you. You note the subtle hand-gestures of an incantation, and pronounce a quick counter-spell. The other is revealed as a wicked enchanter, and the passers-by aid you in administering his punishment. D2/S2/Respected

472 The one you follow seems furtive and suspicious, and you keep a close eye on him.

NO SKILL: You follow him for most of the day. Toward evening he turns to you and laughs. "I hope you've had a pleasant day — fool!" He then smoothly disappears into the gloom. D-1/S1

BEGUILING, STEALTH & STEALING: The one wanders about for hours. You realize that the other has noticed you and is leading you on a merry chase: you give him a sound beating for his impudence. D1/S1/Piety

473 The other slips into a house, and emerges moments later with two silver candlesticks and other loot. You've caught a thief red-handed.

NO SKILL: You grab him and wake the owner of the house, who is grateful for your aid. D1/S1/W+1 (Max:Respectable)/Q:S

STEALTH & STEALING: You force him to share the take. Impressed with your skill, the other joins forces with you on many other robberies; the partnership is profitable. D1/S1/W+2 (Max: Rich)/Stealth & Stealing/Q:S

474 The one spies you following him and cries out in a guttural tongue. Instantly you are surrounded by evil-smelling ruffians.

NO SKILL: By the grace of Allah you are not killed. S1/Wounded/W-2 (Min:Poor)

WEAPON USE: The ruffians are not used to fighting those who can defend themselves; soon two lie dead on the ground and the others are fleeing in terror. D2/S1/Weapon Use

FEMALE (Mandatory): You defend yourself admirably. Enraged at being bested by a woman, the ruffians finally overwhelm you by force of numbers and beat you for your impudence. D1/S1/Crippled/W-3 (Min:Beggar)

475 You trail the one to a secret place where he meets with others to plot some sort of mischief.

NO SKILL: You are seen before you can overhear their plans! You must flee. D1/S1/Pursued

ACTING & DISGUISE: You sneak into the dwell-

ing where the plot is being hatched. You learn that they are hirelings of a wicked vizier; they have been ordered to kidnap the sultan that the vizier might take his place! You warn the sultan; in gratitude, the sultan offers you the job. D2/S2/Vizier/Q:S

476 The other is beset by robbers! He hurls the first of them to the ground -- then the rest are upon him.

NO SKILL: He is no match for so many; after the ruffians are gone you tend to his wounds. He tells you he is a rich merchant travelling incognito; he has just been robbed of valuable gems. D-1/S2

WEAPON USE, PIETY: You throw yourself into the fray! The other is a mighty fighter; with your help the robbers are driven off. The one you save is a rich merchant in disguise, and he rewards you with a valuable gem. D2/S2/W+1 (Max:Princely)/Q:S

477 The other invites you to his humble abode to meet his wise and aged grandmother.

NO SKILL: The grandmother is indeed wise and offers much sound advice. S1/D1/Wisdom OR Storytelling/Q:S

APPEARANCE: The grandmother stares at you and intones, "You have in your eyes the look of greatness." D2/S1/Q:S/Fated/Luck

478 The other brings you to a place where friends meet to spin yarns.

NO SKILL: You spend a thoroughly enjoyable evening. S2

STORYTELLING: Your tales are the best of the evening. You are brought before the sultan, who has been visiting in disguise! He is pleased with your stories and invites you to the palace. D2/S2/Q:S/Robe of Honor/Storytelling

479 The other speaks with you for a moment, then disappears!

NO SKILL: You suspect that you have encountered an enchanter or 'efreet. S1

LUCK: Later that week you spy the other wandering in a market. Suspecting him of possessing magical powers, you greet him. Immediately encounter Kindly 'Efreet (Matrix B)

480 The other is set upon by ruffians.

NO SKILL: Afraid of becoming involved, you hang back. Soon the other lies moaning on the ground, lamenting his fate. You are wracked with guilt. D-1/S1/Grief-stricken

PIETY (Mandatory): You rush forward to his aid, but the ruffians are too strong for both of you. D2/S1/Wounded (6 or less)/W-1 (Min:Poor)/Piety

481 As you see the other limp painfully along, you are overwhelmed with sympathy. You rush forward and share your wealth with the other, who is profoundly moved and grateful. W-2 (Min:Penniless)/D1 plus D1 per Wealth level lost/S1/Q:S

482 The other turns and meets your eyes. He invites you to accompany him for a fine meal at his dwelling; you feel a strange compulsion to accept.

NO SKILL: He leads you to a sleazy hovel. Inside, twenty men with red turbans sit around a brightly burning flame. You realize they are evil Magian fire-worshippers! You cannot resist the spell. D1/Imprisoned

SCHOLARSHIP, MINOR MAGIC: You recognize the symbol on the other's red turban as the secret sign of the evil Magian fire-worshippers! You resist the compulsion but allow the other to lead you to his hovel. Once there, you flee and warn the sultan. D1/S2/Quick Thinking

483 The other turns and greets you. His voice is soft and soothing, and you feel your attention drifting.

NO SKILL: Soon you hear yourself say, "Yes, Master." D1/Enslaved

MINOR or MAJOR MAGIC: You realize that he is an Oriental enchanter and pretend to be mesmerized. The other requires your aid to gain access to a magical treasure, but you slay the infidel and take (476-499)

his maps. D2/S2/Acting & Disguise/Opportunity to enter Caves of Al-Kolo-Ats

484 You are led to a desolate place. He then turns to you and grows enormously! He is an 'efreet! Immediately encounter a Powerful 'Efreet (Matrix B).

485 You watch and listen as the other speaks -- in two different voices! You realize that the other is possessed!

NO SKILL: You mumble a prayer to Allah -- through whom all things are possible -- for his recovery. D1/Piety

MAJOR MAGIC: You know how to break the curse. The other is revealed as a travelling merchant. He is penniless and lost; you generously offer hospitality and direction. In gratitude, he offers you a gift. D2/S2/Piety/Trea*/Q:S

486 You are following the one who beckoned to you a moment ago. He leads you towards a deserted spot.

NO SKILL: A trap! The other's accomplices beat and rob you. D1/W-2 (Min:Penniless)/Wounded (7 or less)

STEALTH & STEALING: You realize that the other intends to rob you; you avoid the ambush. D1/S1/Quick Thinking or Wisdom

487 Your victim is surprisingly strong: he wrests your weapon from you.

NO SKILL: He wounds you with it and makes his escape. D1/Wounded (6 or less)

QUICK THINKING: You cry out, "Help, I am being robbed!" Passers-by 'come to your aid' and subdue him. You thank them and quietly relieve the unconscious one of his purse. D1/S1/Beguiling/W+1 (Max:Res.)

WEAPON USE (Mandatory): You panic, draw a dagger, and slay him. You were seen committing the crime. D1/Outlaw

488 The other was far more wealthy than he appeared, and you make a fine haul!

NO SKILL: While attempting to sell one of the items you obtained, you are captured and brought before the Prince of the Faithful. Some of the items were originally stolen from him! You are found guilty of stealing from the sultan and are harshly punished. D1/S1/Imprisoned/Lose Courtly Graces

SCHOLARSHIP, COURTLY GRACES: You notice the sultan's seal on one of the items. You prudently deliver both the wealth and the thief to the sultan, who rewards you handsomely. D2/S2/W+1 (Max:Rich)/Q:S/Wisdom

489 You easily take the other's purse. He begs you to return it, as he needs that money to woo a lover.

NO SKILL: You laugh at this feeble excuse. D-1/S1/W+1 (Max:Respectable)

SEDUCTION, STORYTELLING: Your soul is stirred by the other's tale, and you return his purse and offer to help him. His project is hopeless for he is exceedingly ugly. Roll 1 die and add 1 for Appearance:

• 1-3 You do your best, but the other's suit fails. What a tale! S2/D1/Storytelling

• 4+ You have fallen for a beautiful youth who is the lover's best friend. D2/S2/Love-struck

490 You knock down your victim and start rifling through his garments. He is weeping piteously.

NO SKILL: You become overcome with revulsion for your deed. You fall to your knees and vow to purify yourself. S1/D2/Piety/On Pilgrimage/Q:S

STEALTH & STEALING, BARGAINING, EVALUATION: You pity your victim, but business is business. D1/W+1 (Max:Respectable)

491 The pitiful one is an easy mark, but penniless. You vow to pick your victim with more care in the future. D-1/Wisdom

492 As you gaze at the crumpled form of your pathetic victim, you are overcome with shame. You find yourself showering alms upon the wretch you were to rob.

NO SKILL: The other goggles at the money, then takes it and flees, not badly hurt. D1/W-1 (Min:Poor)

LUCK: The wretch turns out to be the sultan in disguise! Your generous action has touched his heart, and he invites you to share his hospitality. D2/S2/W+1 (Max:Respectable)/Q:S/Robe of Honor

493 The other turns and sees you. Mistaking your intentions (as well as your identity), he cries out gladly and wraps his arms around you. He follows you about for the rest of the day, chattering about his family. You have no idea how to get rid of him.

NO SKILL: You cannot get him to leave you alone! D1/Insane/Accursed

COURTLY GRACES: You extract yourself without harming the other's feelings. D1/S1/Q:S

494 Your victim spends a lot of time muttering to himself. You make off with his purse, and he doesn't even notice. You soon regret your success. S1/W+1 (Max:Poor)/Diseased

495 Your victim notices you trying to lift his purse. He giggles and hands over the purse and a concealed pouch.

NO SKILL: He wanders off jauntily; you wonder about his mental health. S1/W+1 (Max:Poor)

QUICK THINKING: You encourage the other to bring you to his dwelling, where you help yourself to most of his valuables. S2/W+1 (Max:Res.)

496 As your hands fall upon the other's purse he turns and stares at you. His eyes are pools of dark fire, and you feel yourself falling.

NO SKILL: You stagger back, your mind reeling in pain. D1/Insane

WEAPON USE: You respond instinctively with your sword. You slay the other, but his body turns into a huge, raging beast. You slay the beast, and it is transformed into a beautiful maiden. You may slay the maiden or hold your sword:

If you hold your sword: the maiden smiles and gestures. You hear a loud *poof* and feel...changed. D1/Beast-form

If you slay the maiden: There is a final transformation: before you is a hairless ape. D2/S2/Hairless Ape (171)/Q:S/Determined

497 You easily rob your victim, and a happy glow envelops you as you begin removing huge treasures from his person!

NO SKILL: Moments later you wake as if from a dream to find that you have nothing. And to top it off, the other has robbed you! S2/W-2 (Min:Beggar)

MAJOR MAGIC: You realize that this is dream brought on by the other's spell. You break free with a shudder -- and flee. D2/Wisdom/Determined

498 You notice the strange bead the other wears around his neck and realize that it possesses powerful magical properties!

NO SKILL: You do not dare to steal from the powerful one. D-1/S1

SEDUCTION (If opposite sex): It is a simple matter to provide the other with a few hours entertainment (no matter how unpleasant he is) and obtain the bead as a present. D1/S1/Magic Bead (170)/Q:S

BEGUILING: When you convince the other that you are a powerful sorcerer and discover a terrible curse on his bead, he is quite eager for you to take it. S2/D1/Magic Bead (170)/Q:S/Acting & Disguise

499 The object of your benevolence takes your coin and says, "Come, let me buy you a drink!"

NO SKILL: You delight in his many ribald tales. S1/Storytelling/Q:S

LUCK: As you drink together the one tells many tales. He has knowledge you have been searching for. D1/S1/Q:X/Opportunity to enter Haunted House

500 The besotted one reels and belches, leans into your face, and says familiarly, "Thanksh (hic). Now I can afford more wine."

NO SKILL: You are disgusted with the other -- and with yourself for helping him. D-1/S1/W-1 (Min:Respectable)

PIETY: You attempt to enlighten the other with the words of the Prophet concerning strong drink. He makes vulgar suggestions about your mother and camels, and you righteously beat him. D2/S1/Respected

501 The deranged one grasps your coin gleefully, turns and stares at you for a moment, then attacks.

NO SKILL: The other has beaten you senseless before you can react. S1/W-1 (Min:Poor)

WEAPON USE: You are not caught off guard by this sort of thing. You subdue the other with the pommel of your sword, and demand an apology. He tearfully tells a tragic tale of love and betrayal. D1/S2/Grief-stricken/Q:S

502 As you kindly offer the poor wretch several coins, he thanks you. "Not many would do as you have done. Here -- I am not long for this world and have no use for this." He hands you an old, rusted sword, saying apologetically, "I have never wielded it."

NO SKILL: You thank him and toss it in the trash as soon as you are out of his sight. D1/S1/Respected/W-1 (Min:Res.)/Q:S

MAJOR MAGIC, SCHOLARSHIP: You feel a thrill of power when you grip the sword. D2/S2/Thunderbolt Sword (173)/Q:S/W-1 (Min:Poor)

503 You glance at the twisted visage and recoil in horror and disgust. You soon regret your actions and apologize to the other.

NO SKILL: He grudgingly accepts your apology, and goes on his way. S1

COURTLY GRACES: The other is placated by your tremendous apology. He tells you how he was disfigured: he was bitten by a poisonous serpent in the Valley of Diamonds. He warns you against assaying it yourself.... D2/S2/Q:S/Opportunity to enter Valley of Diamonds

504 You feel a thrill of power as you place the coin in the other's hand.

NO SKILL: The other looks at you with respect. "You have a strong aura. Let me teach you more of your power." D1/Minor Magic/Q:S

MINOR MAGIC: You realize that the other has skill with small charms and enchantments. He takes you on as an apprentice, attending to your education in many areas. D2/Minor Magic/Scholarship/Q:S

505 Your intended to offer a few coins, but the other looks so pitiful that you hear yourself offering bed and board.

NO SKILL: You don't want to withdraw your offer and insult the other, so you spend the entire night in glum silence. D1/W-1 (Min:Poor)

LUCK: You decide to make the best of a bad lot. Your guest turns out to be surprisingly knowledgeable, and you learn much from him. D2/S1/Wisdom/Q:S

506 The wretched one looks at the alms you offer and sighs sadly. "If only it were enough to feed my poor, starving children...."

NO SKILL: You weaken and generously offer more. D1/W-1 (Min:Poor)

BEGUILING, WISDOM: You ask to see the children. The other sneaks off quickly. D1/S1/Wisdom

507 The other sniffs derisively at the niggardliness of your gift and returns it to you.

NO SKILL: The crowd laughs at your discomfort. D1/Scorned

WEAPON USE, WISDOM: You grace the other with a generous kick in the teeth for his ill manners. The audience laughs in approval. D1/S1/Respected

508 The other thanks you profusely, then scuttles off.

NO SKILL: You never hear from him again. D1
LUCK: Some time later the other returns the favor and rescues you from a sticky situation. S1/D1/Beguiling (1 use)

509 The recipient of your generosity exclaims, "Many thanks, and may the blessings of Allah be upon you! What favor may I perform for you, master?" The other becomes a devoted companion. D1/Quick Thinking (6 or less)

510 "Thank you for your charity," says the other. "Be careful in this area, for there are many here who would rob you." The other offers to protect you.

NO SKILL: You thank him but decline the offer. Later you are hit from behind and robbed. S1/W-1 (Min:Poor)

WISDOM: You happily accept the offer, and the other keeps you from harm. D1/S1/Q:S

511 You pass the wretched one by.

NO SKILL: The next day you hear that he has died. You feel a terrible remorse. D-1/S1/Grief-stricken

PIETY, ENDURING HARDSHIP: Your sympathy is strongly aroused by the plight of the other, and you return and bear him to your abode. Your attempts at nursing are foredoomed -- in the early hours of the morning he sits up, whispers a great secret, and then dies. D2/S2/Opportunity to enter Lake of Colors

512 A noble woman has observed your action; she steps forward and cries, "Shame! Return to that one and give proper alms, oh miser!"

NO SKILL: She will not desist until you give charity to the wretched one. D1/Choice of W-1 (Min:Respectable) or Scorned

QUICK THINKING: You inquire as to the bounty of her own charity. Bystanders approve and jeer the noblewoman until she gives alms. D1/S1/Respected

513 The other is desperate and will not desist. When you ignore him, he utters a vile curse upon you.

NO SKILL: You feel a shudder of prescience and turn to speak with the other, but he has vanished. D1/Accused

ENDURING HARDSHIP: You turn and soundly chastize the other for his rude conduct. You tell him of how you endure your own hardship, and he is sobered. D1/S2/Storytelling/Q:S

514 The one follows you, chattering incessantly. None of your acquaintances will approach while he is near.

NO SKILL: You turn and beat him soundly to discourage him. S1

SCHOLARSHIP: You recognize a thread of sense in his ramblings, so you take him to your abode and show him hospitality. You eventually learn that he once stole a powerful magic item from a sorcerer, and the sorcerer's curse has driven him mad. Several weeks in your care restore him to his senses; he makes you a gift of the item in gratitude. D2/S2/Piety/Ebony Horse (164)/Q:S

515 You pass the rude one by. S1

516 The other is acting very strangely, and calls out wildly as you pass.

NO SKILL: You hurry on, resolved to have nothing to do with him. S1

MINOR MAGIC (Mandatory): You are struck by the bizarre aura of the other and pause to investigate. The other touches your face, and you feel faint and woozy. D1/Ensnorcelled

517 The bizarre behavior of the other causes you to give wide berth. Suddenly he cries out in an unearthly voice -- and charges.

NO SKILL: After savagely battering you, he dashes past, howling like a beast. S1/D1/Wounded (6 or less)

MAJOR MAGIC: You realize that the other suffers from an enchantment and utter the spell to lift

it. The other comes to his senses and recalls that he is a merchant, ensorcelled by a wizard for questionable trade practices. He gratefully rewards you for your help. D2/S2/W+1 (Max:Res.)/Q:S

518 As you attempt to pass, the other grips your wrist and will not let go until you give him something. He is too strong to deal with.

NO SKILL: Rather than have him cling to you for the rest of your life, you pay. W-1 (Min:Poor)/D1/S1

BEGUILING, QUICK THINKING: You pretend to be cowed and offer to take him to your abode where you store your wealth. You instead lead him to a place where many of your friends are gathered, and he is dealt with as he deserves. D2/S1/Acting & Disguise

519 The aggressive grotesque chases you, cackling at your fright.

NO SKILL: You cannot escape him, as others in the crowd (friends or employees, perhaps) seem to be constantly tripping you up. D1/Scorned

WEAPON USE: You draw the other into a deserted spot and proceed to thrash him soundly. You then extract an oath from him to leave proper folk unmolested. D1/S1/Quick Thinking

520 The poor wretch is too miserable to speak.

NO SKILL: You leave a coin and wander away to ponder the cruelties of life. D1/Wisdom

PIETY: You comfort the other with the wise sayings of the Prophet. Though the other cannot speak, his eyes tell you that your words have lightened his heart. D2/S1/Piety

521 You listen to the one begin a tale of woe such as you have never heard before!

NO SKILL: Weeping uncontrollably, you give all the coins you are carrying with you. W-1 (Min:Res.)/Grief-stricken

ENDURING HARDSHIP: You have faced many tragedies in your own life. You hand over a few coins and comment, "There is no power but in Allah." S1/D1

522 The other will give you some information in return for a coin.

NO SKILL: It is interesting, but not very useful. S1/Q:S

BARGAINING: The other is able to steer you toward several profitable business ventures. S1/D1/W+1 (Max:Respectable)/Q:S/You may place a Merchant Arrow pointing away from any product on the Merchant Display (this turn only)

523 The other gives you financial advice.

NO SKILL: It was not good advice. D1/W-2 (Min:Penniless)/Wisdom

BARGAINING, EVALUATION: You know better than to follow such a one's advice. You find better information elsewhere. D2/S1/W+1 (Max:Rich)/Q:S/You may place a Merchant Arrow pointing away from any product on the Merchant Display (this turn only)

524 The other demands alms before he will tell you anything.

NO SKILL: Reluctantly, you give a coin. As you suspected, his information is worthless. No Award

WISDOM: You know that the other will be a poor source of information and pass him by. D1

525 The other gives you a hot tip on where to pick up some cheap black market goods.

NO SKILL: You were set up: on the way to the meeting place you are set upon and robbed. D1/W-2 (Min:Penniless)

BARGAINING, BEGUILING: You suspect that this one is setting you up, so you follow him. He meets with a rough-looking man, and they plan your ambush. You pounce on your "benefactor" and punish him soundly. D2/S2/Quick Thinking or Acting & Disguise

526 You receive a whispered message telling of the love of a young noble for you. You are begged to meet for a romantic rendezvous. But when you arrive, the windows and doors are dark and barred.

NO SKILL: You have been made to play the fool. D-1/S1

SEDUCTION (Mandatory): Thinking your lover coy and eager to be wooed, you stand in the street and intone honeyed verses sure to win your beloved's heart. Suddenly the shutters open and an ancient one of indeterminate sex looks out at you with love. The shrill laughter of neighbors rings out at you. D1/Scorned

WISDOM: You realize that the messenger made a fool of you. You return to him and punish him for his impertinence. D1/Respected

527 **NO SKILL:** You question the other rudely, and he cries indignantly, "How dare you speak to me that way?" He beats you about the head and shoulders; none will come to your aid. Scorned

COURTLY GRACES: Something about the other's bearing makes you speak softly and with deference. This grotesque creature is in actuality a favorite of the sultan — a storyteller, prankster, and shrewd thinker, well-respected by the Prince of the Faithful. You are judged interesting enough to be introduced to the sultan. D2/S1/Luck/Q:S

528 Your victim turns and flees.

NO SKILL: He disappears through a trapdoor so cunningly concealed that you cannot open it. S1

STEALTH & STEALING: The other disappears through a cunningly concealed trapdoor, but you are able to find the hidden catch. You follow and discover the other's cache of stolen goods. D1/S2/W+2 (Max:Rich)

529 The other is armed and well-versed in the use of his weapon.

NO SKILL: He defeats you with ease, and leaves you to bleed. You swear revenge. D1/Wounded (7 or less)/Envious

WEAPON USE: You skillfully defend yourself and neither can gain an advantage. You withdraw by mutual consent. D1/S1/Weapon Use

QUICK THINKING: You cry out, "Help, thief!" The other must flee before bystanders come to your aid. D1/S2/Quick Thinking

530 The other defends himself with ease.

NO SKILL: He pushes you into a vegetable-seller's stall and makes good his escape. S1

ACTING & DISGUISE, BEGUILING: You drop your sword and beg for mercy. He lowers his sword, confused. "I didn't know I was winning," he says. Taking advantage of his surprise, you leap on him and wrestle him to the ground. He flees, but leaves you clutching his purse and a bag containing small, stale cakes. D2/S1/W+1 (Max:Respectable)/Magic Cakes (149)

531 The one falls quickly, not expecting your attack. You remove his purse and flee.

NO SKILL: You congratulate yourself on a crime well-done. D1/W+1 (Max:Respectable)

LUCK: You stumble and injure yourself and cannot flee. You curse your fate as a party of guards appear, jabbering excitedly. You are told you have caught a notorious outlaw, and the sultan showers you with honors. D2/S2/Robe of Honor/Q:S/Luck

532 You see one you hate for his past injustices to your family.

NO SKILL: You leap forward and bring death to him. Only then do you realize that he is not who you thought — he is an innocent beggar. You are wracked with remorse and pledge a pilgrimage to cleanse yourself. D1/On Pilgrimage

ACTING & DISGUISE: As you prepare to remove his head from his shoulders, you discern that the other is not the one you are looking for. D1/Wisdom

(526-547)

533 The one who performs a small service for you seems to be unwell.

NO SKILL: Roll 2 dice, add 1 for *Enduring Hardship*:

- 2-7 You become ill yourself. D1/Q:S/Diseased
- 8+ You manage to avoid the effects of the disease. D1/S1/Q:S

LUCK: You have never been sick a day in your life. D2/Q:S

534 The other's appearance is so horrible that you fear you cannot use him to carry the messages you need to send.

NO SKILL: You reluctantly look elsewhere. S1
ACTING & DISGUISE: You are able to conceal the other's worst features, and he successfully bears your messages. D1/S1/Q:S

535 The other's appearance is so appalling that others defer to you in fear that he is a demon.

NO SKILL: Your business dealings are enhanced. D1/S1/Q:S/You may place a Merchant Arrow pointing away from any box on the Merchant Display (this turn only)

MINOR, MAJOR MAGIC: You increase the demonic aspect of the other with lights and smoke. Your business dealings are greatly enhanced. D2/S2/W+1 (Max:Rich)/Q:S/You may place a Merchant Arrow pointing away from any box on the Merchant Display (this turn only)

FEMALE (Mandatory): A passing soldier spies you and your companion, and believes he is molesting you. He slays the other before you can explain, and you lose a valuable business partner. D1/S1/Grief-stricken

536 The other agrees to help you for a nominal fee.

NO SKILL: His fetid breath and warty appearance is too much for you to stand, and you seek for someone else to aid you. S1

ENDURING HARDSHIP, DETERMINED: You have a strong stomach, and the other's fetid breath and warty appearance do not bother you. He is a valuable aid. D2/Q:S/Piety

537 The twisted creature seems very happy for an opportunity to earn a few coppers, and gladly acts as bodyguard on your assignation with your loved one.

NO SKILL: When your lover got a look at him, he/she let out a yelp and barred the door! S1/D-1/Accursed

SEDUCTION: Your lover won't let anything interfere with a night of bliss. The hideous one waits outside. D2/S1/Beloved/Q:S

538 Suspicious of your motives, the other keeps raising his price.

NO SKILL: You are about to give up when the other accepts your last offer. W-1 (Min:Res.)/D1/Q:S/Choice of any skill (1 use)

BARGAINING: You convince the other to accept a lower price. D1/Q:S/Choice of skill (1 use)

539 The other agrees to assist you with your nefarious scheme.

NO SKILL: After the robbery is accomplished, he blackmails you for a larger cut of the loot. D1/Q:S/W+1 (Max:Res.)

BEGUILING, STEALTH & STEALING: There is no honor among thieves. You suspect the other plans a double-cross, so you do yours first. You arrange to have him arrested for the robbery, and you get clean away. D1/S2/W+2 (Max:Princely)/Q:S/Quick Thinking

540 After insisting on pre-payment, the wicked creature runs off without performing the service.

NO SKILL: You swear vengeance. D1/Envious

ACTING & DISGUISE: You disguise yourself, and the other, thinking you gone, comes out of hiding. You thrash him soundly. D2/S1/Determined

541 The other promises he will bring your love to your assignation. You pay him, and he gets lost on the way.

NO SKILL: Your love is most displeased, as are

you. You beat the other for incompetence. D-1/S1

WISDOM: You give the maladroit patient instructions and a second chance. The other is earnest and eager to please — this time he saves your lover from brigands, losing his own life in the process! You honor his memory D2/S2/Q:S/Piety/On Pilgrimage

542 The wretched creature makes several bizarre suggestions on how you should conduct your business.

NO SKILL: You follow them cautiously, and are surprised at how sound his advice was. D1/W+1 (Max:Respectable)/Evaluation

BARGAINING: You realize that the other has a sound (if unorthodox) business mind. Together you cook up schemes that bring great profits. D2/S1/W+2 (Max:Rich)/Q:S/Evaluation

QUICK THINKING (Mandatory): The other is obviously a fool. D-1/S1

543 When the other finishes his small robbery for you, you find his loyalty so touching that you cannot send him away.

NO SKILL: He is quite content to continue in service to you, putting his shady skills at your disposal. D1/S1/Stealth & Stealing/Q:S

LUCK: The other turns out to have been many things during his life — sea captain, explorer, advisor. Together you decide to seek a fabulous land he has heard of which lurks beneath the waves. D2/S2/Q:S/Choice of any one skill (Master level if you qualify)/Opportunity to enter Undersea Kingdom

544 The other is touchingly grateful to you for hiring him. Sadly he is very incompetent.

NO SKILL: You let him go the next day. No Award

ENDURING HARDSHIP: Remembering your own hard times, you keep the other on at your own expense. Your wisdom is proved: one day the other gives his life for you. D2/S2/Q:S/Respected/W-1 (Min:Respectable)

545 A vision of purity, obviously the lover of the one you are encountering, steps forward. "Pray, stay your hand! If you were acquainted with the conditions of our love, you would not judge so harshly."

NO SKILL: You are moved to sympathy, and let them go without interference. S1/Wisdom/Q:S

SEDUCTION (Mandatory if the vision is of the opposite sex from you): As you listen to the tale, all you can think of is your lust for the one's lover. You press your advances, and the one cries, "Fiend!" and begins striking you. When you wake they have gone — and so has your purse. D1/W-1 (Min:Poor)/Wounded (7 or less)/Piety

WISDOM: You know their love is doomed from the start. You tell a tale demonstrating this, and they consider your words. D2/S1/Storytelling/Q:S

546 You detain the miscreant until those concerned can arrive to take custody.

NO SKILL: They are most grateful for your assistance in the capture; they beg you to share their hospitality for the night. D1/S1/Respected (1 turn)/Q:S

BARGAINING, ACTING & DISGUISE: You lavishly portray the effort and risk you took to bring the rascal to justice. This brings you great profit. D1/S2/Beguiling/Q:S/W+1 (Max:Rich)

547 You step towards the evil-doer and raise your hand.

NO SKILL: Despite repeated blows, the other continues to spit curses without pause. You exhaust yourself, but make little impression on the other. D-1/S1

PIETY: You visit no physical chastisement on the other; instead you quote from the Prophet to illustrate the other's faults. The other is chastised beyond all reason and vows to take a holy pilgrimage if you will accompany him. D2/S2/Piety/Q:S/On Pilgrimage

548 Your victim turns on you with righteous fury. "How dare you presume to judge, you who know not the true state of affairs!" You learn that the other is suffering from a gross miscarriage of justice.

NO SKILL: You attempt to make amends for your error, but the soldiers of the wicked vizier arrive and take the other away. You are tossed a bag containing thirty pieces of gold. D-1/S1/Grief-stricken/W+1 (Max:Respectable)

ACTING & DISGUISE: Working quickly, you disguise him so the soldiers of the wicked vizier do not recognize him. Thus you atone for your hasty actions. D2/S2/Wisdom/Q:S

549 The other dodges your attack artfully.

NO SKILL: He avoids your grasp and disappears into the night, hooting scornfully at your ineptitude. D-1/S1

QUICK THINKING: The 'attack' the other anticipated was only a feint. The dodge carries him right into your arms; he shrieks with surprise when he realizes he has been outwitted. The authorities are most grateful. D1/S1/Respected (1 turn)/Q:S/W+1 (Max:Res.)

550 The wretch is fighting for his life. In his desperation he is a formidable opponent.

NO SKILL: He slashes you and escapes. D1/Wounded (7 or less)

WEAPON USE: He has no skill in disciplined fighting; after his initial onslaught you quickly overcome him. Your reputation is enhanced. D2/S1/Respected (6 or less)/Q:S

551 The other grovels as you thrash him, whining and pleading for mercy.

NO SKILL: You hesitate, and the other springs away, mocking you as he escapes. You furiously vow to catch him and bring him to justice. D1/Envious

BEGUILING: You judge that the other is a stranger to honesty, and clobber him solidly. An approving crowd gathers to watch the fun. D2/S1/Respected (7 or less)/Q:S

552 Many are outraged by the crimes of the wicked scoundrel.

NO SKILL: Together you run the evil-doer out of town. D1

ENDURING HARDSHIP (Mandatory): You are moved to compassion by memories of your own hard times, and you exhort the others to forgive and forget. Scandalized that you speak in defense of such an evil man, they run both of you out of town. D1/Scorned/Piety

553 Even as he is fighting for his life, the other tries to bargain for his freedom, promising you information which could lead to the fabled Jewelled Fortress.

NO SKILL: You are tempted – and duped. His offer was only a distraction to permit his escape. S1

SCHOLARSHIP: You suspect perfidy and question him closely about the Jewelled Fortress. After catching him in several falsehoods you feel doubly justified to continue thrashing him. D2/S1/Wisdom/Q:S

554 As might be expected from the quality of his weapons and the confidence of his demeanor, the other is a skilled swordsman.

NO SKILL: He humiliates you and spoils your clothes, not to mention extensive areas of your skin. D1/Scorned/Wounded (6 or less)

WEAPON USE: You barely manage to defend yourself. When it is told who you fought, your reputation is enhanced. D2/S2/Respected/Q:S

555 The one you encounter is obviously a holy man, guided by the will of Allah. He suggests you accompany him on his holy pilgrimage, for it will do your soul good. You accept, and the other becomes your companion for the journey. D2/S1/On Pilgrimage with Wisdom and Piety (Companion skills)

556 The fugitive begs you for sanctuary. He convinces you of his innocence, and you try to hide him from pursuing soldiers.

NO SKILL: Unfortunately he is discovered, and

you are punished for harboring a criminal. D1/Imprisoned

ACTING & DISGUISE: You disguise the one as a wretched hag and tell the soldiers she is your diseased mother; they quickly move on. The other promises to some day repay the kindness. Much later, the one returns – an honored vizier – and bestows upon you great gifts and honors. D2/S2/Robe of Honor/Trea*/Q:S

557 The other scoffs at your offer of assistance. "I doubt that one of your limited qualities has much to offer."

NO SKILL: You are too insulted to respond. S1

PIETY: "I can best aid you," you cry, "by showing you the folly of your pride and arrogance." You chasten him with apt verses. The other acknowledges your wisdom and begs you to be his counselor and tutor. D2/S1/Respected/Wisdom/Q:S

558 The other proposes a scheme in which you will act as a "shill" in a con game, pretending to win and loudly proclaiming the ease of gaining wealth, thus encouraging other suckers to wager.

NO SKILL: The scheme is successful and you are enriched, although you wonder of the virtue of your actions. D-1/S1/W+1 (Max: Respectable)/Q:S/Lose Wisdom

ACTING & DISGUISE: You play your part to perfection, and the profits are vast. Perhaps a life of crime is not so bad after all. D1/S1/Beguiling/W+2 (Max:Rich)/Q:S/Lose Wisdom

PIETY (Mandatory): Much against your better judgement you agree to the scheme. But when the sultan's soldiers come by you hang your head in shame, and you are both caught and punished. D2/S1/Imprisoned/Wisdom/Q:S

559 The other is on his way to rob the home of a wealthy merchant. He agrees to take you along as lookout.

NO SKILL: You bungle the job, and you are both caught. D1/Imprisoned

STEALTH & STEALING: The other is pleased with your work and suggests a lasting partnership. D1/S1/W+1 (Max:Rich)/Q:S

560 The other is on a shopping trip and takes you along as a porter.

NO SKILL: After a day of interesting encounters, the other takes you home, where you meet his three sisters and share many delightful tales. S1/Storytelling/Q:S

BARGAINING: You gain the other many good deals with your advice and shrewd bargaining. The other is so pleased that he makes you a partner in his enterprises. D1/Bargaining/W+1 (Max: Rich)/Q:S

STORYTELLING: You tell amusing tales to relieve the monotony of the trip. The other is well pleased and offers you the job for as long as you want it. D1/S1/Respected/W+1 (Max:Respectable)/Q:S

561 The other is in a great hurry and sweeps past you.

NO SKILL: "Get out of my way, fool! Can't you see I'm busy?" He is gone before you can utter a word. S1

DETERMINED, ENDURING HARDSHIP: You dash after the other and manage to keep up with him. He notes your determination and industry, and hires you as a worker. You learn much. D2/S1/W+1 (Max:Respectable)/Evaluation/Determined/Q:S

562 The other is on his way to a tournament, and invites you as his second.

NO SKILL: You find that the participants are far beyond your skill, and you learn little. D1/Weapon Use (1 use)/Q:S

WEAPON USE: Your mentor is injured by a bee, and you take his place in the next bout. To your surprise, you end up placing second in the tournament! D2/S2/Q:S/W+1 (Max: Respectable)/Weapon Use

563 Casting his eyes about anxiously, the other mutters, "Begone, fool. You know not what you meddle in. There are enemies about who would slit your gizzard!" Dumbfounded, you goggle at the other. Suddenly there are brutish ruffians surrounding you. They take you both and torture you for information you do not have. Roll two dice and add 1 each for *Enduring Hardship*, *Quick Thinking* and *Acting & Disguise*:

- 2-7 You break down in a blubbing heap at the first application of the white-hot iron. The ruffians beat you scornfully and toss you on a trash heap. D1/S1/Lost/Crippled/Lose *Enduring Hardship*

- 8-11 You convince them that you have the desired information and let them "torture it out of you." They release you both, not realizing they have received false information. D2/S1/Beguiling/Wounded (6 or less)

- 12+ You stoically endure all they have to offer. Impressed with your fortitude, they offer you a place in their band and access to important secrets. D2/S2/Q:S/*Enduring Hardship*/Opportunity to enter Caves of Al-Kolo-Ats

564 The other starts, whirls fearfully at the sound of your voice, hesitates, then strikes out at you.

NO SKILL: The blow catches you off guard and knocks you senseless. When you awaken, the other is gone; your mind is confused. S1/Insane (1 turn)

WEAPON USE, LUCK: You instinctively ward off the blow. The other bolts – but not until you get a look at his face. He is an old friend fallen on hard times. You pursue and remind him of your friendship. He tells you of his exploits. D2/S2/Storytelling/Q:S

565 The other begs you not to divulge his identity; in return, you will hear the tale of a young nobleman and his beautiful wife, forced to flee a covetous, evil vizier to maintain their love.

NO SKILL: You are weeping openly by the end of the tale. S1/Q:S/Grief-stricken

ACTING & DISGUISE: In return, you tell the other how you penetrated the disguise; with a bit of kohl and a new garment, the disguise is improved ten-fold. D2/S2/Q:S/Blessed (6 or less)

566 The other is curt, offended by your curiosity.

NO SKILL: "What call do you have to meddle in the affairs of others?" He strides away indignantly. S1

COURTLY GRACES, BEGUILING: You buy the other a drink to make amends, and to loosen his tongue. He is on a quest for the fabled Circle of Stones and has a map which will lead him to it. You are offered a place in the quest in exchange for your silence. D2/Opportunity to enter Stonehenge.

567 The other gloatingly tells of shocking infidelities.

NO SKILL: You remonstrate fiercely, but he only scoffs and mocks your naivete. D1/Scorned

PIETY: Your ears burn with the blasphemous denials of the Prophet's words. Inspired, you speak with passion of the goodness of Allah and the terrible vengeance of his judgement, illustrating with gruesome tales of the adulteror's fate. Duly chastened, the other resolves to lead a better life. D2/S1/Piety/Storytelling/Q:S

568 "Get away from me, you worm!" whispers the other. "You have no call to question me! Get away, or be thrashed!"

NO SKILL: The other stalks off indignantly. S1
BEGUILING: Stung by his harsh words, you play the toady, persuading the other to boast his wrongdoings. You take his confession to interested parties, who thank you for the information. D1/S1/W+1 (Max:Respectable)/Q:S/Acting & Disguise

569 The other pleasantly agrees to perform a service for you if part of the payment is in advance.

NO SKILL: You agree, but to your chagrin, the other pockets the payment and disappears. *D1/Wisdom*

WISDOM: You surmise the other's plan to cheat you, and you refuse the advance. The service is performed before payment (albeit sourly). *D1/Choice of skill (1 use)/Q:S/W-1 (Min:Respectable)*

570 You hire the other to perform a minor burglary.

NO SKILL: Unskillful, the other is caught and implicates you in the crime. *D1/Outlaw*

STORYTELLING: Before the mission, you tell the tale of the Loose-Lipped Cockerel Which Became a Capon. The point (and menace) implied in the tale is understood. Sure enough, the other is caught in the act, but keeps quiet; you go free. *D2/S1/Wisdom*

PIETY (Mandatory): The other is caught in the act, but refuses to implicate you. Overcome with remorse at the sacrifice, you come forward and confess. The sultan is impressed with your honesty and merciful in his sentence. *D2/S1/Imprisoned (7 or less)*

571 The other successfully completes a small burglary for you.

NO SKILL: As agreed, you split the take 50-50. *D1/W+1 (Max:Respectable)/Q:S*

EVALUATION, SCHOLARSHIP: Among the bizarre stolen artifacts, you notice an item suspected of having magical powers. Graciously you offer to include it in your share despite its obvious worthlessness. *D2/Trea*/Q:S*

572 The other is fleeing from the owner of a valuable item he has just stolen.

NO SKILL: You struggle for possession of the item. Fighting with the strength of desperation, the other overcomes you and takes flight again. *S1*

BEGUILING: You suggest that the item be left with you for safekeeping, presenting no evidence if caught. The other impulsively agrees and you have possession of the item. You will have to guard against his vengeance. *D2/S1/Trea*/Pursued/Q:S*

BARGAINING: Knowing the other is in a tight spot, you maneuver a favorable deal. *D1/S1/Trea*/W-1 (Min:Res.)/Q:S/Quick Thinking*

573 You can't catch the other, who runs past you out into the wilderness.

NO SKILL: You wonder what he was doing, then go about your business. *S1*

WILDERNESS LORE: Using little-known paths, you set up an ambush. Taken by surprise, the other is easily subdued. *D1/S1/W+1 (Max:Respectable)/Q:S*

574 The other is so preoccupied that he does not notice as you bump into him and take his purse.

NO SKILL: Unfortunately, it contains only a few coins. *D1/W+1 (Max: Poor)*

STEALTH & STEALING: An experienced operator like you knows the true valuables are often hidden elsewhere. While another provides distraction, you slit the one's robe to get at the hidden purse there. *D2/Stealth & Stealing/W+1 (Max:Rich)/Q:S*

575 Your victim is feigning preoccupation. As your hand falls upon the purse, he leaps on you and shouts for help.

NO SKILL: Others gather immediately and you are carted off for judgement. *D1/Imprisoned*

APPEARANCE: The other's nose is bent and his face warty; your countenance is like that of the full moon. The crowd naturally thinks you the victim; they cart him off for judgement. *D2/S1/Luck*

576 The other is on a pilgrimage as you deftly relieve him of his paltry possessions. Realizing the crime, he curses in terrible anguish, breaking a vow of silence, then collapses, heartbroken.

NO SKILL: To think that you have caused all this (569-589)

suffering for a few coins.... *D-1/S1/Grief-stricken/Lose Piety*

ACTING & DISGUISE: Quickly disguising yourself as a philanthropist, you return the coins. The other takes it as a sign of Allah's compassion and resumes his pilgrimage. *D2/S1/Piety/Q:S*

577 Reluctantly the other draws a scimitar to face your attack. "I have been trying to atone for my former sins of rage and homicide, but I cannot restrain myself."

NO SKILL: Begging forgiveness of Allah, the other proceeds artfully to cut you to ribbons. *D1/Wounded (6 or less)*

QUICK THINKING: Realizing you are no match for this swordsman, you quickly point out that you may have been sent by Allah to test his resolve. Having heard ironic tales of Allah's will, the other does not doubt and puts away the sword, allowing you to go on your way. *D2/S1/Beguiling*

578 You steal a small trinket from the other. Later, a soldier for the sultan spies it, and you are immediately arrested for adultery; the trinket once belonged to the sultan's first wife.

NO SKILL: Your protestations of innocence fall on deaf ears. *D1/Imprisoned*

PIETY: Many step forward to speak on your behalf, and finally the one you stole the trinket from steps forward and admits his adulterous liaison. The sultan apologizes to you for the near miscarriage of justice. *D1/S1/Luck/Respected/Q:S*

579 Among the possessions you have snatched, there is a love note from the wife of the vizier. *You may return it, use it as blackmail, or inform the Vizier:*

If you return it: the vizier's wife is very grateful and provides for your entertainment in return. *D1/Q:S/Seduction*

If you use it as blackmail: roll 1 die:

• 1-3 The vizier's wife arranges for your abduction. *D1/Imprisoned*

• 4+ You are paid for your nefarious scheme. *D-1/S1/W+1 (Max:Rich)*

If you inform the vizier: roll 2 dice and add 1 for *Piety:*

• 2-7 The vizier does not believe you and has you banished. *D1/Outlaw*

• 8+ The vizier is grateful for your aid and punishes his wife and her lover. *D2/S1/Q:S/Piety*

580 The family of the victim is in no hurry to pay ransom. The victim refuses to return to them even when released.

NO SKILL: You begin to feel that he shall never leave. *D1/Accursed*

LUCK: The other accidentally falls from a great height. At the funeral, you discover the parents are actually quite good and pious people. *D1/S1/Q:S*

WEAPON USE: You think of a way to rid yourself of the intruder; the other decides to return quickly to his family. *D2/S1/Luck*

581 Your victim promises to be a model captive if you will split the ransom.

NO SKILL: You refuse indignantly, but the victim contrives to escape, and then identifies you to the authorities. *D1/Outlaw*

WISDOM, STEALTH & STEALING: You know how difficult a contrary captive can be and agree to the terms. There is more than enough for both of you. *D1/S1/W+1 (Max: Rich)/Q:S*

582 The other is willing to make a bargain for his release.

NO SKILL: When you meet the relatives to receive the ransom, you find the sultan's guards waiting for you. *D1/Imprisoned*

BEGUILING: You contrive a plan to safeguard against the other's treachery. When you meet the relatives, the sultan's guards they have with them are no match for the ten ruffians you have hired. Using the other's treachery as an excuse, you raise the ransom tremendously. *D2/S1/W+2 (Max:Rich)/Outlaw/Quick Thinking/Q:S*

583 The other is easily taken with a little benj in the wine. While your captive, his weeping and carrying-on begin to fray your nerves. The ransom is slow in coming.

NO SKILL: Finally, you decide a little travel on a slave ship will lighten the other's spirits. Although the price is less than the ransom would have been, you are well rid of him. *D1/S1/W+1 (Max:Res.)*

ENDURING HARDSHIP: You ignore the pathetic behavior; in time the ransom is offered. *D2/S1/W+2 (Max:Rich)/Q:S*

584 The captive's lover hears your terms, begs for safe return, but pleads poverty.

NO SKILL (If lover is opposite sex from you): The lover's great beauty and passion touch your heart, and you release your captive without demanding ransom. Later you realize that you have fallen in love with your prisoner's lover! *D1/S1/Love-struck*

(If lover is same sex as you): Impressed by the passion they share, you release your captive without ransom. *D2/S1/Piety/Q:S*

SEDUCTION, APPEARANCE (If lover is opposite sex from you): Your victim's lover is so taken with you that you decide to run away together. Your former captive vows vengeance. *D2/S2/Q:S/Pursued/Beloved/Lose Piety*

585 The other is taken with surprising ease (a bit of benj in the wine does the trick every time). When awakened, the other complains bitterly, "I shall do anything to be returned to my love as quickly as possible."

NO SKILL: You try to hasten arrangements with victim's beloved because you take pity on them both. Unfortunately, in your haste, you are taken by the sultan's guard. *S1/Imprisoned*

QUICK THINKING or BARGAINING: You take the other up on his offer and exact a service of great value in exchange for expediting matters. *S1/Your choice of skill at Master level (1 use)*

586 "You obviously do not know with whom you are dealing," the other says, drawing his sword.

NO SKILL: The other was right! *D1/Wounded (6 or less)*

WEAPON USE: "Nor do you," you reply. Soon the other is at your mercy. Those that wish his return are most grateful to receive him alive. *D2/Weapon Use/W+1 (Max:Rich)*

587 The other appears to be an easy mark and is taken without struggle.

NO SKILL: Little did you realize that he was judging your wealth and vigilance! At the proper moment you find a blade at your throat; the other strips you and escapes with a sizable portion of your wealth. *D1/W-3 (Min:Penniless)*

STEALTH & STEALING: You keep a close eye on the other, seeing through his pretense of helplessness. You decide to take no chances; you keep him trussed until rid of him. *D2/S1/W+1 (Max: Res.)/Wisdom/Q:S*

588 The other laughs at you. "If you expect to receive a ransom for me, I'm sorry. None care about me, and, even if they did, I know no one that can afford a decent ransom."

NO SKILL: You release the other after finding the truth of his statement. *S1*

APPEARANCE, WISDOM: The other thanks you when released, but he has no place to go. He is struck with your countenance and cleverness and suggests a mutually profitable partnership. *D1/S1/Blessed with Quick Thinking (Companion skill)/Q:S*

589 The one goes with you meekly. "As well be your captive as suffer the hundreds of other fates I have been subjected to."

NO SKILL: The other's gloomy personality depresses you. You get rid of him quickly. *D1/Accursed (1 turn)*

ENDURING HARDSHIP: You have suffered so much and are sympathetic to the other's plight. You relate many tales of others less fortunate and make a lifelong and devoted friend. D2/S1/Storytelling/Wisdom/Q:S

590 Your captive is surly and uncooperative, and is worthless for ransom.

NO SKILL: You let him go without a word. No Award

WILDERNESS LORE: You speak briefly and find you share a love for the natural world. Finally, a secret comes out — the location of a fabulous valley full of diamonds. You resolve to adventure there together. D2/S1/Blessed with *Wilderness Lore* (Companion skill)/Opportunity to enter Valley of Diamonds.

591 "This clever man is well-learned, quick of wit, and commands a high price." He is worth *Scholarship* at Master (7 or less)/*Quick Thinking* at Master (7 or less)

NO SKILL: The asking price is W-2 (Min: Beggar). If you do not pay, No Award

BARGAINING, WISDOM: You make inquiries into the history of the slave: he is a chronic runaway. You use this to haggle down the price. W-1 (Min: Beggar). If you do not pay, No Award

592 The slave's business acumen is common knowledge, and many highborn people are competing. However, he is quite advanced in years. He is worth *Bargaining* at Master (7 or less)/*Evaluation* at Master (7 or less)

NO SKILL: The asking price is W-1, but you must be Rich or better to pay. If you do not pay, No Award

SULTAN, VIZIER, RESPECTED, ROBE OF HONOR: None dare bid against you, for fear of insulting one so highly placed. The slavemaster decides to cut his losses by giving the slave to you as a gift. You get the slave free.

593 This slave is highly touted for her quick wits. She is worth *Quick Thinking* and *Luck*.

NO SKILL: The price is W-1 (Min: Beggar). If you do not pay, No Award

WISDOM, FEMALE (Both Mandatory): You are not about to let some woman tell you what to do, and you decline to bid. No Award

594 The girl is marvelously attractive, and seems trustworthy. The price is very small (no wealth lost at all).

NO SKILL: You grab her up, but the next morning you wake to find her, and a substantial number of your possessions, gone. D1/W-1 (Min: Penniless)

BEGUILING: You are suspicious of such a good deal and keep a careful eye on her; you end up foiling three escape attempts without resorting to punishment. When she realizes what a good soul you are, she decides to remain in your employ. D1/S1/Wisdom/Q:S

595 The slave is quite a bargain (no wealth lost), and, as you walk away from the market, begins to shout, "Behold my new master — see what a fine person! Note his wealth and power!"

NO SKILL: Beggars and thieves cluster about you; this purchase may have been a mistake. D1/Accursed

COURTLY GRACES: You know quite well this is not proper behavior. You bash him on the head to point out his folly. Chastened, he becomes a fine servant. D2/Wisdom/Q:S

596 Because of his reputation, this slave costs you almost nothing. (Are you sure you want to do this? Oops! Too late!). As the slave is serving dinner that night, a funny gleam appears in his eyes and he attacks you with a serving knife. You are unarmed and get badly carved.

NO SKILL: The other is carted off. S1/Wounded (6 or less)

BARGAINING: You manage to sell the slave to

another who is as foolish as you once were. D1/S1/Q:S/W + 1 (Max: Poor)/Wounded (6 or less)

597 Though you were happy to get the slave for almost nothing, his changes of mood and unintelligible babbling are driving you crazy.

NO SKILL: You have to get rid of him. S1/Insane (1 turn)

MINOR MAGIC: You realize the slave is under an enchantment and, once free of the spell, the other becomes a loyal and grateful servant. D2/S1/Bargaining/Wisdom/Q:S

598 The slave was inexpensive, and, when you get home, you find out why. Lazy and shiftless, the slave eats like a horse and botches any task.

NO SKILL: How you wish you had not wasted your money! D1

WISDOM: The slave is treated as a child, responds to your training, and becomes a useful servant. D2/S1/Q:S/Blessed

599 You purchase a young urchin who seems useful enough. However, before you have even gotten out of the market your new slave has robbed a bystander — and been caught.

NO SKILL: Now you're both in trouble — not to mention the embarrassment in front of your friends. D-1/S1/Scorned/W-1 (Min: Poor)

COURTLY GRACES, RESPECTED: You soothe tempers with a few choice words (and a few coins), then turn to the slavemaster and demand return payment for selling such a wicked slave. Abashed, he returns the money; your reputation is restored. D2/S1/Beguiling/Respected

600 After your purchase you discover that the other reveals that he voluntarily accepted slavery to repay debts. He begs to be released for a refund of your purchase price plus a small profit.

NO SKILL: You agree, and find that the former slave is a terribly clever businessman. He has earned his price inside a month. You are sad to see him go. D1/S1/Blessed (6 or less)/Q:S

PIETY, WISDOM, RESPECTED: You are such a kind and just master that, once freed, he decides to remain with you as a friend and business partner. D2/S1/Bargaining/Evaluation/Blessed/Q:S

601 You have just purchased the slave and are leaving the market when soldiers stop you and bring you before the sultan. It develops that the slave belonged to the sultan and was a frequent runaway. You are dismissed without remuneration.

NO SKILL: Not wishing to insult the sultan, you leave. D1/W-1 (Min: Poor)

COURTLY GRACES: You politely point out how kind and generous reimbursement would be. The viziers of the court are silent, certain you will be struck down for insolence, but the sultan laughs and says, "I admire anyone with the courage to speak out for justice." He not only reimburses you but pays for your inconvenience. D2/S1/W + 1 (Max: Rich)/Respected/Q:S

602 The other rapidly whispers his predicament and begs you to hide him.

NO SKILL: Reluctantly you agree. D1/Blessed (6 or less)/Q:S

PIETY (Mandatory): You are indignant at such a thought, and you loudly denounce the other. All agree that you are righteous in your judgement. Privately, you are thought to be cruel and unfeeling. D2/Lose Wisdom/Scorned

603 You purchase the slave and all goes well for several weeks, despite the rumors of the slave's indiscretions. One day an outraged citizen appears at your door and demands punishment for crimes the slave has committed.

NO SKILL: This man's evidence is incontrovertible. You must turn your slave over for punishment. D1

BEGUILING: You have anticipated this moment, and have concocted an alibi which will definitely prove your slave's innocence. The outraged citizen is

convinced, and leaves mollified. You chastise your slave but are glad to retain him. D2/S1/Storytelling/Q:S

604 The slave is a bargain, and you quickly buy. However, when you have concluded your purchase, your new slave begs you to bid for the next slave as well — a beautiful maiden. He says they are in love and cannot bear to be parted. Unfortunately she is quite expensive.

NO SKILL: Reluctantly you purchase this slave as well. The happy couple serve you faithfully. W-1 (Min: Beggar)/D2/S1/Luck/Blessed

EVALUATION (Mandatory): You know that the price is too high and refuse to buy her. Your new slave is resentful and uncooperative. D1/Accursed
STORYTELLING, BARGAINING: You wait until the bidding is over and another has bought the maiden. You then present the tragic tale of the star-crossed lovers. Moved to tears by your emotional performance, the new owner frees the maiden. The happy couple serve you faithfully. D3/S2/Storytelling/Blessed/Q:S

605 The slave is bought at a good price, but seems moody and depressed.

NO SKILL: All in all, you are disappointed with your purchase. No Award

WISDOM, LOVE-STRUCK: You recognize his symptoms and inquire as to his problem, and he confesses his infatuation with a certain young lady. In return for his promise of diligent service, you offer to help him woo his lady. D2/S1/Blessed/Q:S

606 Your new slave seems cooperative enough at first, but he becomes increasingly strange and preoccupied.

NO SKILL: Within the week he has run away. S1

WEAPON USE (Mandatory): You catch him sneaking out one night and give him a beating he'll never forget. He is resentful, but no longer tries to escape. D1/Accursed (1 turn)

607 Clasp your hands you pray fervently for deliverance. Time passes. Darkness falls.

NO SKILL: Though your voice grows hoarse, you pray throughout the night. In the morning you are weak from hunger and thirst. D1/S1/Wounded (6 or less)/Lost

PIETY: You see a variously-hued snake slither by. Is it a sign from Allah? You begin following the serpent. Roll 1 die. Add 1 if your *Piety* is Master level:

- 1-3 Go to paragraph 89
- 4+ Go to paragraph 610

608 You devote your full attention to the prayer.

NO SKILL: While you are thus distracted, a fiendish creature pounces upon you. The beast wounds you, and the untended wounds trouble your prayers. S1/D1/Wounded/Lost/Lose *Piety*

SCHOLARSHIP (Mandatory): As you are praying a great beast approaches you. You know soft words will pacify a lion, so you speak soothingly to the beast. Apparently the creature is deaf, or not a lion, as it is not deterred from gnawing on you. You decide to pray elsewhere. D1/S1/Wounded/Lost/Lose *Appearance*

609 An angel speaks to you in a dream, showing you a perilous path that will lead you out of your predicament if you have the courage to take it. Roll 2 dice and add 1 each for *Enduring Hardship*, *Wilderness Lore*, *Luck*:

- 2-7 Go to paragraph 96
- 8-11 Go to paragraph 611
- 12+ You triumph over all that stands in your way. D2/S2/Choice of *Wilderness Lore*, *Enduring Hardship* or *Luck*/Lose *Lost*/Q:S/Free move to any Place of Power

610 The strange snake leads you on a tortuous path. You must risk great haste among sharp rocks to keep it in sight.

NO SKILL: Finally it disappears, and you despair — battered and exhausted — until you realize that you have arrived where you needed to go.

D2/S2/Wounded (7 or less)/Lose Lost/Q:S/Enduring Hardship

WISDOM (Mandatory): You suddenly realize that chasing snakes is not a good way to solve your problem. You give up and try to think of a more reasonable solution. S1/Lost

611 With faith in Allah's grace you journey onward, seeking a landmark or guide. You persevere through many great trials, but at last your body is exhausted.

NO SKILL: You collapse. S2/D2/Lost/Enduring Hardship.

PIETY, ENDURING HARDSHIP, DETERMINED (Mandatory): You will not give up! You continue by force of will (and faith) alone. When you are at last discovered by a wandering dervish, the light of reason has left your eyes. He vows to stay with you until you are well. S2/D2/Lose Lost/Insane with Piety (Companion skill)

612 You begin your journey.

NO SKILL: You wander aimlessly and come upon an ancient road, which you follow. Roll one die and add 1 if your D points are greater than 8:

- 1-3 Go to paragraph 614
- 4+ Go to paragraph 103

WILDERNESS LORE, SEAMANSHIP: You chart a course by the sun and stars, and guide yourself back to civilization. D1/S1/Lose Lost/Respected

613 You begin your travel and soon realize you are in unfamiliar lands; strange people flock about you.

NO SKILL: D1/Immediately encounter Strange Customs (Matrix H)

SCHOLARSHIP: From your wide reading you recognize the natives and are able to pinpoint your location. They are fascinated and eagerly coax you to tell stories of distant lands. D1/S2/Lose Lost/Respected/Storytelling

614 You journey on. A strange mist arises around you and grows deeper and deeper as you travel. The air becomes hot. Suddenly, a fearsome shape looms above you!

NO SKILL: You scream in fear, and mercifully your mind goes black. D2/Insane (7 or less)/Lost

MAJOR MAGIC: You speak a word of power; the shape dims. You journey on into a mystical land of adventure. S1/D2/Free move to Dusky Land with immediate encounter

615 As you sit waiting for a helpful traveller to pass, a group of drunken brigands come upon you.

NO SKILL: Suspecting you of spying on them, they torture you and leave you for dead. D1/S2/Crippled/Lost/W-1 (Min:Penniless)/Lose Appearance

ACTING & DISGUISE, OUTLAW: You tell them you are an outlaw, and they accept this but demand you undergo a test before they reveal their deepest secrets.

If you refuse the test: go to paragraph 104

If you accept a trial by combat: go to paragraph 1298

If you accept a trial by pain: go to paragraph 112

If you engage in a storytelling contest: go to paragraph 619

616 You sit and await whatever fate Allah has ordained for you.

NO SKILL: You are not pleased, but resigned, when your fate includes nearly starving to death, being attacked by animals and brigands, suffering from exposure in a terrible storm, and, finally, being discovered on the point of death by a band of wandering dervishes. The dervishes, however, are endlessly amazed by your tales. D1/S2/Wounded/Diseased/Storytelling

WILDERNESS LORE: You live comfortably off the land until one day you spy a group of travelling dervishes, who lead you back to civilization. They are endlessly fascinated by your tales of life in the wilderness. D2/S2/Respected/Storytelling

617 You sit and pray that nothing will come to harm you.

(611-632)

NO SKILL: Nothing does. You are still lost. Lost

LUCK: A travelling merchant comes by and leads you back to civilization. He is also willing to pay high wages for a porter! (Some are just born lucky). D1/S1/Lose Lost/W+1 (Max:Respectable)

618 You hear strange noises in the twilight gloom. Something is coming!

NO SKILL: You hide and see dark forms approaching. One of them sniffs the air, and they all flee. S1/D1/Lost

WILDERNESS LORE: You hide downwind and watch in amazement as strange, dark creatures gather and caper in the moonlight, amidst a sound like crystal spheres jostled in the wind. If you could tell the sultan of this, you would be richly rewarded! S2/D1/Lost/Place Destination marker with a Trea* counter in Baghdad; when you arrive there, you may claim the treasure

619 You sit around the fire and take turns telling tales.

NO SKILL: You quickly realize they are not impressed with you. They finally sneer and suggest that you not follow them or they will kill you. They disappear, leaving you no better off — but at least no worse off. S1/Lost/Storytelling

STORYTELLING: With each tale you tell, the mood improves. They approve of your wit and comment on your wisdom. You are accepted as a member of the band and entrusted with all their secrets. D2/S2/Stealth & Stealing/Opportunity to enter the Caves of Al-Kolo-Ats

620 You review your approach to this point, trying to remember where you got lost.

NO SKILL: When you are confident of your direction, you set out. D1/Lost (6 or less)

WILDERNESS LORE, SEAMANSHIP, SCHOLARSHIP: You wait until night and navigate by the stars. D2/Lost (7 or less)

621 You search your memory and examine your surroundings. You think you know the way to go, but you're not sure. *You may wait, or follow your hunch:*

If you wait: go to paragraph 623

If you follow your hunch: go to paragraph 1397

WISDOM (Mandatory): Go to paragraph 623

622 You ponder furiously, searching for a clue to your whereabouts. You look for a path; examine your possessions, and scan the horizon. Finally, as darkness falls, you admit you are completely lost.

NO SKILL: You are also demoralized and cannot think straight. You go to sleep. Perhaps you'll think better in the morning. S1/Lost

ENDURING HARDSHIP: You are sorely distressed, but you pull yourself together. Go to paragraph 620

623 You wisely choose to wait where you are rather than wander about randomly.

NO SKILL: No aid comes. D1/Lost/Lose Wisdom

LUCK: Just as you were doubting your own judgement, an old friend appears; he started searching when you were late for a meeting. D2/S1/Blessed/Lose Lost/Wisdom

DETERMINED (Mandatory): You scoff at your doubts, and venture on. Go to paragraph 1397

624 Your cries for help attract a curious beast which attacks you.

NO SKILL: A second cry brings a feral child who robs you. A third (less confident) cry brings a malevolent ogre who kicks you and chuckles. As you don't appear very entertaining, he leaves. You are discouraged. D1/S2/Crippled/Lost/W-1 (Min:Penniless)/Lose Luck

QUICK THINKING, WISDOM: You hide after this unfortunate encounter, avoiding several other unfriendly marauders. S1/D2/Wounded/Lost/Wisdom

625 In response to your cries, a wild-eyed dervish appears. He eagerly promises to lead you home,

however, there is definitely something odd about him, and you hesitate to trust him.

NO SKILL: *You may let him help you or refuse his aid:*

If you refuse his aid: go to paragraph 1396

If you trust him: go to 627

BEGUILING (Mandatory): Your familiarity with connivers warns you against this fellow and you revile him. Go to paragraph 1396

626 A group of elderly men with red turbans respond to your cries. They offer hospitality and an invitation to their dwelling — where they pounce upon you and throw you in a trunk! They are evil Magian fire-worshippers!

NO SKILL: Surely they plan to use you in one of their evil rites.... D2/S1/Lose Lost/Enslaved

PIETY, QUICK THINKING: On the way to the site of their evil rituals, they are stopped by a young soldier. You thrash about, and the soldier inspects the trunk; you are discovered and released! The unbelievers are unmasked and punished, and the Sultan is grateful for your help. D2/S2/Piety/Robe of Honor/Lose Lost

627 Roll 2 dice and add 1 each for *Seduction, Courtly Graces, Appearance, Piety:*

• 2-8 The "dervish" is really a robber who takes advantage of your gullibility. S1/Lost/W-1 (Min:Penniless)

• 9+ The dervish is indeed unbalanced but takes a liking to you. He does not lead you home, but to a mysterious ancient house, which he claims is haunted. "I believe that you are destined to break the haunt," he cries. S2/D2/Lose Lost/Free move to the Haunted House with immediate encounter

628 You plunge down the mountainside, offering fervent prayers of supplication to Allah, carried by waves of dust and rubble.

NO SKILL: Miraculously, when you reach bottom, you have survived unhurt. There is no strength or power save in Allah! D2/S2/Piety

LUCK (Mandatory): Deep in your heart you believe your own luck will serve you better than prayers. Thus, you are battered by many stones. S1/Wounded/Lose Piety

629 A huge boulder narrowly misses your head as the face of the mountain collapses.

NO SKILL: When the dust settles you are still alive (Allah be praised) but badly hurt and lost. S1/D1/Wounded/Lost

PIETY: You rise unhurt from a veritable tomb of rock. A nearby goat-herd witnessed your miraculous escape, and soon the tale is being told throughout the land. S2/D3/Respected/Luck

630 You sit placidly in the face of the onrushing chaos of stone. Has your faith blinded you to your responsibility for your own safety?

NO SKILL: You are frightfully injured, and when others hear your tale they wonder and mock your lack of wit. D1/Crippled

WISDOM, QUICK THINKING: You quickly realize that your chosen course will not avail you, and scramble out of the way just in time to avoid desperate injury. S1/D1/Wounded (7 or less)

631 Your feet are quickly swept out from under you and you are carried into the valley below.

NO SKILL: You are battered and dazed and pinned by debris. Worse, your cries attract small creatures which nibble on exposed parts of your body. S1/Wounded (6 or less)/Lose Quick Thinking

LUCK, PIETY, FATED: The plunge is severe, but when you regain consciousness you notice large gleaming objects lying near you. S2/D2/Crippled/Free move to Valley of Diamonds with immediate encounter

632 You cry for help, but none hear. You shout louder and louder. Suddenly, behind you is a rumble. You turn, and the mountainside appears to fall on you!

NO SKILL: You crawl away from the maelstrom, badly hurt. S1/D1/Crippled

LUCK, FATED, PIETY: When you awaken, you find yourself standing before a dark and mysterious opening in the mountainside. S1/D2/Crippled/Free move to Caves of Al-Kolo-Ats with immediate encounter

633 You run desperately, searching for refuge.

NO SKILL: The slide overtakes you and carries you down the mountain. D1/Crippled

WILDERNESS LORE, SCHOLARSHIP: You recall that it is best to go limp and let yourself be carried by a slide. Remarkably, this protects you from serious harm. S1/D2/Quick Thinking

634 Ducking and scrambling desperately, you avoid the bulk of the slide.

NO SKILL: However, at the end, you are too tired to react, and a large stone leaves its mark. D1/S1/Wounded (6 or less)

ENDURING HARDSHIP, DETERMINED: You are tiring...but strain yourself far beyond your limits. You collapse, exhausted and befuddled, but you have avoided injury. D2/S1/Enduring Hardship/Insane (1 turn)

635 You spy an overhang that may provide protection. You dash for it, tumbling into its refuge just as the slide reaches you.

NO SKILL: You sigh in relief; the overhang collapses on you. S1/Crippled

QUICK THINKING: Always alert, you hear a groaning — and realize the overhang is about to collapse! Commending your soul to Allah, you dash out just as it crumbles behind you. You turn to look — and the slide has passed. D2/S1/Luck

636 You huddle behind a large boulder, and the larger stones bounce harmlessly past.

NO SKILL: Several smaller stones batter your head until you are senseless. Wounded (6 or less)

WILDERNESS LORE: You carefully tuck your head and delicate extremities beneath you; when the slide passes, you are bruised and sore from the smaller stones, but you escape serious injury. D1/S1

637 While you are praying, there appears a man in strange garb, his face concealed in the folds of his robe. He speaks strangely. "At the source of this river is a marvelous edifice. Give me a gift and I will lead you there." *You may give him a gift or refuse.*

If you refuse: he hisses at you and vanishes before your eyes! S1

If you give him a gift: lose 1 treasure or wealth level (if you cannot, you must 'refuse'). Roll 2 dice and add 1 each for *Beguiling, Appearance, Seduction* (if opposite sex):

- 2-7 He accepts your gift, laughs hollowly, and vanishes before your eyes! S1/Envious
- 8+ He leads you along the proper branches until you come to the promised spot. D2/S1/Free move to the Jewelled Fortress with immediate encounter

638 You pray to Allah for guidance. Your attention is drawn to a single leaf floating down the river. Suddenly, a fish bursts from beneath the water and eats the leaf.

NO SKILL: You take this as a sign of danger, and move on. S1/Piety

WILDERNESS LORE (Mandatory): You have seen this before: you are unimpressed. You set out on the river in a small boat, and a fish as big as a house grabs your boat in its teeth and swims away. You hang on in desperation, terrified of being eaten. The fish swims for a night and a day, then tosses your boat on a strange and unknown shore. D1/S2/Lost/W-1 (Min:Respectable)/Designate another player to place your counter in any sea space on the board

639 You pray. No angels come; no beast comes to speak with you; no mysterious signs float by on the river; no demon or 'efreet appears to menace you. When you are satisfied that Allah has nothing to tell you, you stand and proceed on your way. No Award

640 As you call out the name of Allah, the waters begin to bubble and froth; soon steam is rising from them.

NO SKILL: Alarmed, you cease your prayers and withdraw. S1

PIETY (Mandatory): Your faith must not waver! The waters are churning and roaring, mottled with various hues and issuing a foul stench. Suddenly from their depths emerges a huge 'efreet! "Be silent!" he roars. S1/Immediately encounter a Demonic 'Efreet (Matrix B)

641 You step away from the river... you must have gotten turned around, for there it is before you. You turn to leave...and another loop of the river blocks your path. No matter where you turn, the river is there!

NO SKILL: Go to paragraph 643

QUICK THINKING: You shut your eyes and leap forward — into the river. You land...on dry earth! When you open your eyes, the river is nowhere to be seen! You have broken the ancient web of sorcery. S2/D2/Blessed

642 Dread fills you whenever you approach the river.

NO SKILL: Your sense of foreboding compels you to withdraw. S1

DETERMINED, MINOR MAGIC (Mandatory): Your curiosity overcomes your caution, and you creep back to the river. Go to paragraph 643.

643 You hear soft, soothing voices calling to you. The water seems so peaceful...you step forward into its gentle embrace.

NO SKILL: When you awaken, you remember nothing of what has occurred — in fact, you remember nothing at all! D3/Insane/Lost/W-2 (Min:Beggar)/Lose all treasures/Lose Blessed

LUCK: As you run forward, you trip over a stone and knock yourself senseless. When you wake it is dark, and the river is quiet. You flee in terror. S2/D2/Blessed

644 You sit patiently and watch the river. Various objects float by but nothing worth mentioning to the sultan.

NO SKILL: After a time you rise and continue on your way. No Award

WILDERNESS LORE: You notice a few rare medicinal herbs growing by the riverbank and gather them up. D1/Enduring Hardship (1 use)

645 As daylight slowly fades, a hush falls. A soft golden glow can be seen in the distance. The glow fades. S1/If you wish to follow the river toward the soft golden glow, go to paragraph 614

646 After a while you see a barge being rowed slowly downriver. The people on board are dressed in sumptuous fabric and splendid ornaments. The barge draws near the bank.

NO SKILL: You are invited aboard for a night of revelry. You have a marvelous time and receive many presents. Near dawn, you are dropped on shore, and the mysterious barge disappears. S2/D1/W+1 (Max:Res.)/Lost

VIZIER, ROBE OF HONOR, RESPECTED: You look on board and see one disguised to resemble yourself! You meet this one and hear his tale of unrequited love for your own sister; he has disguised himself as you to attract your attention and win your aid. You are instrumental in bringing the lovers together. D3/S2

647 As you lean closer to the water, you see a distorted reflection of a face of a member of the opposite sex. You look behind you, but no one is there.

NO SKILL: You shrug, turn back, and drink your fill. Suddenly a strange sensation comes over you, you bring your hands to your chest. You notice that something is...different. D1/S1/Sex-Changed

SCHOLARSHIP, MINOR or MAJOR MAGIC: You recall the ancient legends of the sex-change spring. You are terribly thirsty, but decide to wait for a safer opportunity. D1/Wounded (1 turn)

648 The waters are cool and refreshing. You rise from them feeling rejuvenated.

NO SKILL: Lose Wounded, Diseased, Crippled, Insane statuses. S1

BLESSED, PIETY, MINOR or MAJOR MAGIC: These marvelous waters appear to have magical powers! Selectively lose any or all statuses of your choice. S1/D1/Enduring Hardship

649 You cautiously sniff the water before drinking, and it has a bitter, oily smell.

NO SKILL: Afraid of poisoning, you do not drink. When you tell others of the poison river, they laugh at your cowardice. S1/D-1/Scorned

WILDERNESS LORE: You recognize this odor as harmless mineral impurities, and do not hesitate to drink your fill and collect a few bottles to sell as "health elixir". D1/Lose Wounded, Diseased status/W+1 (Max:Respectable)

650 A thrill of dark longing comes over you as you near the waters. Eerie voices in your head coax you to drink your fill, promising that your wishes shall be fulfilled.

NO SKILL: At the last moment you close your eyes and resist the awful lure. Shivering in horror, you stagger away. D1/S1/Enduring Hardship

ENSORCELLED, ACCURSED, INSANE, BEGUILING (All Mandatory): Your dark side is drawn by the voices; you drink deeply from the waters. D-2/In basic game, move each other player to any space on the board. If using Skills vs. Other Players, you may, for no cost, use one of your skills against each other player regardless of their location.

651 The water smells bitter and unpleasant.

NO SKILL: It tastes that way, too. As you wipe your mouth, you notice that your arm is covered with dense red fur! D1/Beastform (6 or less)

WISDOM: You know better than to drink from such a stream. D1/S1

LUCK: Just as you are about to drink, a lizard crawls to the water's edge and laps at it. Before your eyes, it turns into a mouse, which squeaks piteously at you before scuttling away. You thank Allah for sending you this warning, and take a vial of the water away with you. D2/S1/Major Magic (1 use)

652 What a mystery! The river seems to flow uphill! A small boat is tethered to the bank — you climb in and cast yourself off. Roll 2 dice and add 1 each for *Fated, Luck*:

- 2-7 The water seemed to flow uphill because the river is backing up from a major flood. You are carried by an ever-increasing torrent of water until the boat is flung to shore and smashed to splinters. D1/S1/Wounded (7 or less)/Lost
- 8+ The water was indeed flowing uphill! It continues until you come to a great waterfall — an upside-down waterfall! You guide the boat up the falls towards a barely discernable city in the clouds. S2/D1/Go to paragraph 1129

653 Using the materials at hand, you build yourself a raft and journey downriver. At last you come to a city. You are greeted in wonder at the strange tales of your journey.

NO SKILL: They are lavish in their hospitality. S1/D1/Respected/W+1 (Max:Respectable)

LUCK, WILDERNESS LORE, EVALUATION: You built your raft out of rare sandalwood, which is worth a fortune in this city. Everyone is eager to learn where you harvested such a valuable treasure, but you can't recall. Your hosts are much displeased. S2/D1/W+2 (Max:Princely)/Pursued

654 You set out on the river in a small boat. Soon the current grows faster and the water rougher. You search for a place to land.

NO SKILL: The rock walls rise higher and the rapids grow more violent as you cling to the gunwales of the tiny craft. Finally, you are propelled over a great cataract which tosses you into the sea. Go to paragraph 315

WILDERNESS LORE, SEAMANSHIP: You are a master at managing small boats, and actually get in some fishing while looking for a suitable site. You

wrestle the boat to shore and get a chance to cook your catch — and what a catch! You have caught a number of strangely colored fish, which you preserve in a container of water. S1/D2/Enduring Hardship/Colored Fish (162)

655 You make a raft and launch it, following the current. After a time you grow concerned that the shifting course of the river is bringing you further rather than closer to your destination. *You may abandon the raft or continue.*

If you abandon the raft D-1/S1/Wisdom

If you continue roll 1 die, and add 1 each for Fated, Determined:

- 1-3 The river plunges underground and moves via dark subterranean passages to your very destination! S1/D1/Free move to any space other than a Place of Power
- 4+ Go to paragraph 614

656 No one replies to your call. As the sound of your cry carries across the river, the air shimmers. The river that never should have been there — vanishes!

NO SKILL: You marvel at the strange ways of Allah. S1

SCHOLARSHIP: You recall a legend of a vanishing river — and that this marvel portends the discovery of lost wealth. You search about and find a purse dropped by some unfortunate traveller. S1/D1/W+1 (Max:Rich)

657 At the sound of your voice the waters seethe and roil. With a burst of spray, a Goolah emerges! "Woe unto you for disturbing me at my bath!" she cries.

NO SKILL: You scramble away on all fours, howling and bereft of reason. Your miserable life is saved only by the timely intervention of the Sultan's hunting party. S1/Insane (1 turn)

QUICK THINKING, BEGUILING: You beg forgiveness and explain that you were trying to warn her of the approach of the sultan's hunting party. She thanks you and promises to repay the favor someday. S1/D1/Wilderness Lore (1 use)/Acting & Disguise

658 Your voice echoes eerily across the waters.

NO SKILL: As the echoes die, you reflect on the voices which called out here in ages passed, and think upon the many souls who have gone to the Spoiler of Worldly Mansions. S1/Grief-stricken (1 turn)

PIETY, WILDERNESS LORE: The beauty of the natural setting soothes your troubled soul. S1/D1/Lose any or all of: Insane, Love-struck, Envious, Grief-stricken

659 At your cry the surface of the water boils. Suddenly an enormous 'efreet bursts from the water. "Who summons me?" he roars.

NO SKILL: Your timid "Me?" does not impress him. The last thing you remember is a burst of light...S1/Ensnorcelled

BEGUILING: You abase yourself before the 'efreet, saying "Most marvelous is the tale I hear (and can scarcely credit, so incredible is it) that one of your size and power can fit into a tiny lamp..." Haughtily, but none too cleverly, the 'efreet demonstrates. D2/S1/Magic Lamp (146)/Quick Thinking

660 You draw nearer and nearer the shore, eager to appreciate the beauty at first hand, while crying out to the others to join you.

NO SKILL: Suddenly there is a terrible crack and the ship shudders to a halt. You have run aground! W-1 (Min:Beggar)/Scorned (6 or less)/D1

WISDOM, SEAMANSHIP: Even beauty may conceal great dangers. You prudently remain at a safe distance. D1/S1/Wilderness Lore

661 NO SKILL: You offer thankful praise unto Allah for bringing you this uplifting vision. S1/D1/Piety

WILDERNESS LORE, SCHOLARSHIP (Both Mandatory): You are so busy studying the surroun-

dings that you fail to appreciate the great beauty, and fail to thank Allah for this bounty. D-1/Lose Piety/Scholarship

662 As you piously thank Allah for the grace of this beautiful scene, a huge whale leaps into the reef and destroys it.

NO SKILL: Your heart is downcast and your faith in Allah's grace is shaken. S1/Lose Piety

WISDOM: You know Allah's designs are not always discernable; you are saddened but your faith remains strong. S1/D1/Piety

663 You give thanks and compose elegant verses in praise of Allah and this beautiful sight.

NO SKILL: The ship's company is filled with admiration for your wit and eloquence. S1/Respected (1 turn)

STORYTELLING: You embellish the account in later tellings; your reputation as a storyteller and poet is augmented. S2/Storytelling/Respected (7 or less)

664 You are transfixed by the glory of the vision, yet the ship must continue on its journey.

NO SKILL: As the shoals disappear from sight astern, your heart is filled with remorse, for your eyes may never feast on this sight again. S1/Grief-stricken (7 or less)

ENDURING HARDSHIP, WISDOM: You know that we must move past all things on our way to destiny, and be grateful — not downcast — for whatever bounty we receive along the way. D1/S1/Wisdom

665 You stare enraptured as the ship nears the shoals. Suddenly you realize that you are about to crash!

NO SKILL: You grab for your possessions but the ship disintegrates almost immediately. You are cast up on an isolated shoreline. W-1 (Min:Poor)/Lost/S1/Free move to any coastal space

QUICK THINKING, SEAMANSHIP: Using the tiller, you skillfully guide the ship through a narrow break in the reef. When you return to port, you learn the sultan was on board in disguise; you are rewarded for your skill. S1/D1/Robe of Honor/W+1 (Max:Res.)

666 The ship is in great peril! You hesitate, searching the sea for a clue.

NO SKILL: The delay is disastrous; the ship strikes the rocks and is all but sunk. W-1 (Min:Poor)/Scorned (6 or less)

WILDERNESS LORE, SEAMANSHIP: Noting the pattern of the currents, you steer for the strongest flow across the obstruction. The crew marvels at your skill. D1/S1/Respected (6 or less)/Seamanship

667 Your ship is caught in the current and heading toward the rocks. Should you fight the current or steer around the shoals? Should you furl the sail or use the wind?

NO SKILL: Your panic prevents you from making a decision; the ship crashes onto the rocks. All is lost! W-2 (Min:Penniless)/D-1/S1/Lost/Free move to any coastal space

DETERMINED, ENDURING HARDSHIP: Though the situation is desperate, you retain your composure and act decisively. You fight the current with furling sail, and save the ship. D2/S2/Seamanship

668 The ship's crew and passengers scream at you in fear, demanding that you steer clear immediately!

NO SKILL: You ignore them, biding your time, studying the currents. At the right moment you make your move; you shoot through the reef without harm. The others are ashamed of their panic. D1/Respected

COURTLY GRACES (Mandatory): You can't ignore their protests — it goes against your grain to offend others. You turn the wheel and promptly run aground! The ship floats free at high tide, but your reputation as a sailor is ruined. S1/Lose Seamanship/Scorned (1 turn)

669 The wind shifts and blows you right toward the reefs! Only superb seamanship or luck could save

you now!

NO SKILL: Unfortunately, you have neither. The ship is wrecked and you are cast upon a deserted shore. D1/S1/Lost/W-1 (Min:Penniless)

LUCK, SEAMANSHIP: Though you acknowledge that it is a miracle, you manage to bring the ship through without damage. Beyond the reef are the mysterious islands you hear of in legends....D2/S1/Piety/Free move to Stonehenge with immediate encounter.

670 Despite your best efforts the ship seems bound for destruction. At the last minute, a great section of reef crumbles and you sail through.

NO SKILL: You give thanks to Allah for your great good fortune. S1/D1/Piety

LUCK (Mandatory): You breathe a sigh of relief. "Phew," you think, "my luck and skill have pulled me through again." Instantly, your ship strikes a sandbar and sinks like a stone. D1/S1/W-2 (Min:Penniless)/Go to paragraph 315

671 You plead for Allah's protection, hoping for a sign or fortunate intervention; but Allah's will be done: the ship is wrecked. You realize that Allah, in his infinite wisdom, has ordained you for great suffering; you accept your fate with resolution and courage. D1/Fated/W-2 (Min:Beggar)/Enduring Hardship/Piety

672 A strange dervish in a small boat appears and promises to guide you through the shoals. *You may accept or reject his offer:*

If you reject the offer: go to paragraph 669
If you accept his aid: roll one die, and add 1 for Piety:

- 1-3 He leads you directly onto a sand bar! A hidden pirate ship appears to plunder you. Lose all Wealth levels; score D1 per level lost.
- 4+ Your trust is well founded. He leads you safely on your way. D2/S1/Wisdom

673 The brilliant colors of plant life, the bright hues of darting fish, the clear aquamarine beneath you — you are struck speechless with wonder.

NO SKILL: However, you remain mindful of the safety of the ship and crew, and sail cautiously through the shallows. S1

STORYTELLING (Mandatory): It is all too marvelous! You must get a closer look! Go to paragraph 660

674 The coral is radiant in subtle shades of warmth and intensity.

NO SKILL: You dreamily reflect that nothing so lovely could be dangerous.... Suddenly you realize your peril and desperately attempt to avoid disaster. S1/Go to paragraph 670

SEAMANSHIP: You immediately lower sails and send men in boats to sound ahead through danger spots. Your caution is well-founded; numerous rocks might have holed the ship. S1/D1/Respected (6 or less)

675 Despite strict orders from the captain, you steer more closely to the reefs in order to gaze at their beauty.

NO SKILL: The crew and passengers are outraged. The captain confines you to the brig. D-1/S1/Scorned (1 turn)

COURTLY GRACES: Pointing out that no misfortune has yet befallen, you convince the others of the value of your action with piquant verses. They join you in silent contemplation of the ocean's wonders. S2/D1/Storytelling

676 You must alter the ship's course to avoid dangers.

NO SKILL: This necessitates an annoying delay. D1/Designate another player to place your marker anywhere within three spaces of your current position

SEAMANSHIP: However, your knowledge of the winds and currents results in little or no delay. D1/S1

DETERMINED (Mandatory): You refuse to alter course, despite the obvious danger. Go to paragraph 669

677 The reef seems deep enough, and is so vast that you are reluctant to go around it.

NO SKILL: You sail on...and regret your judgement. Several times you run aground and must wait for the rising tide. Worse yet, the bottom is scraped repeatedly; the boat becomes almost useless. *S1/Lose Seamanship/W-1 (Min:Poor)*

WISDOM: The delay is worth the safety of your passengers. You begin the long search. *D1/Designate* another player to place your marker on any space within 3 of your current location

678 To avoid the shoals you steer farther from your course. They seem to go on forever.

NO SKILL: Suddenly you realize you are hopelessly lost! *S1/Lost/Free* move to any coastal space

FATED,LUCK: You sail on and on, becoming thoroughly lost. Finally you spy a distant island. *D1/S1/Free* move to Stonehenge with immediate encounter

679 You raise your eyes to heaven, asking for aid for those within. Suddenly you are drenched with cold water from a fireman's pot.

NO SKILL: You growl in anger at the one who has interrupted your devotion, and move away from the center of the activity. *D1/Lose Wisdom*

PIETY: You recognize this as a sign from Allah that you are to be the agent of rescue. Go to paragraph 688

680 The fire is roaring, the flames reaching for the sky. There is no man on earth who can save those within. You beg Allah to spare the lives trapped inside! Suddenly, the sky darkens and a great thundercloud appears. In seconds a drenching rain is falling, and the fire is quenched; those within are saved. *S1/D2/Piety*

681 You kneel and pray quietly while others are rushing about. In time, the fire is brought under control and all are rescued. As for your actions?

NO SKILL: Who knows but that they were not as important as the rest? *D1/S1*

APPEARANCE (Mandatory): The crowd noticed your fine clothes and remarkable appearance. They interpret your inaction as cowardice, and revile you. *S1/Scorned*

682 You withdraw to a nearby shack to avoid getting involved. No one notices you.

NO SKILL: In time, the fire is brought under control. When you hear that a child was killed in the fire, you are overcome with remorse for your cowardice. *D-1/Grief-stricken*

STEALTH & STEALING: You circle to the rear of the burning building to burglarize it under cover of the fire. Upstairs, you hear a child crying! You dash upstairs and grab her (casting a sorrowful eye at the valuables) and flee as the roof collapses. You are hailed as a hero! *D3/S1/Robe of Honor*

683 You have a tryst to keep with your beloved. You by-pass the conflagration to avoid being late. Your beloved, however, was at the scene and viewed your craven actions.

NO SKILL: Your lover publicly reviles you, calling you a coward and vowing never to see you again. *D-1/S1/Lose Beloved/Scorned*

SEDUCTION: You take your loved one to a private place and explain that your actions were caused by your overpowering love. Your explanation is accepted and you are forgiven. *D1/S1/Seduction/Beguiling*

684 You join the crowd of onlookers who chatter nervously as the house is consumed by flames.

NO SKILL: An old woman harangues the crowd: "Shame! Can you only stand about and gape!? Now is the time for the youthful to take action!" You are shamed. *Scorned (6 or less)*

WISDOM: You notice two men who laugh and point at the flames. Moving closer, you discover they have set the fire to profit from a rival merchant's destruction. Your evidence is brought to the sultan's

attention; the culprits are punished. *D2/S1/Robe of Honor*

685 You watch the fire, and suddenly, from a dark alley behind you, a voice whispers "Oh, most beautiful, is it not?" You see an old man with a red turban gazing at the fire with a mad gleam in his eye.

NO SKILL: You recoil in distaste and move quickly away from the lunatic. *S1*

PIETY, SCHOLARSHIP: You recognize the red turban, the sign of the evil fire-worshipping Magians! Why, the cur has probably set the fire himself! You set upon the heathen dog and beat him, then drag him before the sultan. *D2/S1/Piety/Robe of Honor*

686 You stand by, watching helplessly as the house burns to the ground. The family is sorely distressed — all they own is lost! Later, you return to search through the ashes.

STEALTH & STEALING (Mandatory), NO SKILL: A gleam catches your eye. A valuable gem! *S1/W+1 (Max:Rich)*

COURTLY GRACES, PIETY: You find a valuable gem in the ruins and return it to the grieving family. It was a treasured heirloom; they are grateful. *D1/S1/Respected (6 or less)/Wisdom*

687 You hear a cry from inside the burning building! You struggle to enter the house amidst smoke and flame.

NO SKILL: The heat is too great; you can neither see nor breathe. In fear you retreat. *D1/Wounded (7 or less)*

ENDURING HARDSHIP, DETERMINED: Ignoring your burns and the choking smoke, you fight your way inside, where you find a beautiful maiden trapped in a burning room. You rescue her and she is most grateful.

(If same sex) She becomes a trusted companion. *D2/S1/Storytelling (1 use)*

(If opposite sex) Your love grows as the flames die. *D2/S1/Beloved*

688 The blaze is fearsome but you dash to the rescue. You search but find no one. When you emerge from the house, you are shocked to be accosted and accused of setting the fire!

NO SKILL: Although there is no proof, the sultan has punishment administered as a warning to others. *S1/D1/Crippled/Lose Luck*

QUICK THINKING, LUCK: You tell your accusers that you are the owner of the house! As no one ever claims otherwise, you are acquitted and inherit the remains of the house with its contents. *D1/S2/W+2 (Max:Res.)/Beguiling*

689 Bravely you enter the house, but are immediately crushed by a falling beam.

NO SKILL: You are fortunate to survive. *D1/Crippled*

LUCK: Lying trapped, you notice a large urn. You reach for it, hoping to find water. When you touch it, there is a loud boom, and a great 'efreet appears before you! "Save me!" "I hear and obey, master," the 'efreet roars. He gathers you up (along with the urn) and deposits you safely outside. *S2/D2/Major Magic*

690 Your frantic cries summon a panicked mob of onlookers. They mill around in confusion, arguing amongst themselves.

NO SKILL: As they argue, the house burns to the ground. *No Award*

QUICK THINKING, RESPECTED: You quickly organize the neighbors and bystanders to fight the fire. With your leadership, the fire is extinguished and most of the possessions saved. The grateful owners thankfully reward you. *D1/S1/Respected (6 or less)/W+1 (Max:Respectable)*

691 As others bustle busily about, a man grabs you and shouts "Stop your foolish screaming! Everything's in hand here! Just get out of the way!"

NO SKILL: He shoves you amongst the keening women and children. *Scorned (6 or less)*

WEALTH POOR or less (Mandatory): The man

looks at your ragged clothes with suspicion. "Who are you and what are you doing here? Ho, I'll wager you set this fire! Summon the soldiers and let this worm be taken before the sultan!" The assembled mob enthusiastically administers vigilante justice as it delivers you to the authorities. *D1/S1/Wounded (6 or less)*

692 You shout for assistance, but no one responds. *You may enter the burning house or wait.*

If you wait: the house is quickly consumed by the flames. *D-1/Grief-stricken (6 or less)*

If you rush in: go to paragraph 689

693 The skies grow dark and rain begins falling. Suddenly, it grows cold. You are soaked clear through. In the morning you are sneezing and shivering. *D1/Diseased (7 or less)*

694 The rain carresses your upturned face. The gentle breeze carries sheets of mist before you like gossamer curtains.

NO SKILL: You feel refreshed and enriched by nature's beauty. *S1 or D1*

WILDERNESS LORE: You recognize this storm as a sign of an unseasonal shift in weather. You inform the locals; those who heed you profit, the others suffer poor harvests. *D1/S1/Respected/Wilderness Lore*

695 There is no shelter nearby. The rain begins as a gentle drizzle, but quickly turns to a downpour. It rains endlessly.

NO SKILL: Your possessions are damaged. *S1/W-1 (Min:Poor)*

STORYTELLING: When the rain ends, a beautiful rainbow appears. You recall the tale of a foreign traveller concerning treasures at the end of rainbows. You set out. Roll two dice, and add 1 each for *Luck, Enduring Hardship:*

• 2-7 You find that a rainbow has no end. *D1/Lost*

• 8+ On a distant shore you find a hidden cache of gold. *S2/D1/W+2 (Max:Rich)/Luck/Choose* another player to move your marker to any coastal space

696 You settle down in a convenient shelter to watch the storm. You give up the opportunity to enjoy nature's beauty in exchange for keeping dry, when you find that your shelter leaks. *D1*

697 You seek cover as soon as the first drops fall. Fortunately a perfect shelter is nearby.

NO SKILL: In fact, it is so perfect that the rats want to use it too. As you share the perfect shelter with your furry friends, you suffer several wounds defending your possessions. *S1/Wounded (7 or less)/Diseased*

WILDERNESS LORE: You recognize that your first choice of shelters is infested with rats, and seek elsewhere. *S1*

698 As you seek cover, the sky darkens and the wind drives raindrops into your face, obscuring your vision. You stumble, fall, and strike your head.

SEA SPACE (Mandatory), NO SKILL: You lie dazed while lightning and thunder crash about you. *S1/D1/Wounded (7 or less)/Insane (7 or less)*

LUCK: You tripped on a handle to a door in the ground. You open the door and pitch headlong into a deep underground chamber. This second fall adds to your wits, but you can't ignore the treasure heaped about you. *S2/D2/Insane/W+2 (Max: Princely)*

699 You are in the open when the main force of the storm strikes! A lightning bolt crashes down.

NO SKILL: You black out in a terrible surge of pain. When you regain consciousness, painful burns cover you and a powerful stench fills the air. *S2/Wounded (6 or less)*

SEA SPACE (Mandatory): It strikes the mast, setting the ship afire. Roll 1 die.

• 1-3 The fire spreads belowdecks, and the ship is lost. Go to paragraph 315

• 4+ The downpour finally extinguishes the flame. *S2/D1/W-1 (Min:Poor)*

700 You cower in terror as thunder shatters the air and lightning illuminates the sky. The wind screams and hail batters your body like sling stones. Never have you seen such a storm!

NO SKILL: Suddenly it is over, as quickly as it came. You sit in awe and ponder the power and caprice of Allah. **D1/S1/Wounded (7 or less)**

SEA SPACE (Mandatory): The squall pitches your ship like a toy. The sail is torn away; the boat heels until the rails dip under. In the morning the storm is over, and you have come upon an unfamiliar shore. **W-1 (Min:Poor)/D2/S1/Lost/Free move to any coastal space**

701 You pause for a moment to marvel at the power of the storm. Suddenly there is a crack and you are struck on the head by flying debris. Dazed, you collapse in a heap.

NO SKILL: When you awake, the storm has passed, but you shiver from cold and exposure. **S1/Insane (1 turn)/Diseased (6 or less)**

ENDURING HARDSHIP, DETERMINED: Your mind is fogged, but somehow you drag yourself out of the rain. By force of will you remain conscious and take precautions against chill. **D2/Determined/Enduring Hardship**

702 You huddle in your meager shelter, murmuring to yourself in wonder at the fury of the gale. Suddenly, outlined against the sheets of rain, you see a dark shape floating before you.

NO SKILL: It turns and stares at you; it is fearsome to behold! With a shudder of terror you collapse. **S1/Insane (7 or less)**

PIETY, SCHOLARSHIP: This is a Storm Hound, one of the types of marid. Your faith in Allah allows you to stare it in the eye without flinching, and the creature continues on its way. **S2/D1/Choice of Enduring Hardship or Storytelling**

703 The gale howls and debris is tossed about by the violent wind. Hailstones batter you and the dropping temperature chills your bones. Your prayers rise to heaven.

NO SKILL: More hailstones come down. **S1/Diseased (6 or less)**

PIETY: Your richness of faith allows you to withstand the physical assault. **D1/Enduring Hardship**

704 Swirling clouds of sparkling mist surround you! A dark, funnel-shaped cloud emerges, and from it steps a huge 'efreet, bellowing in rage as he destroys all within his reach.

NO SKILL: Desperately you fall to your knees and invoke the name of Solomon. To your great relief, the awful being is deterred from harming you. **D2/Piety**

MAJOR MAGIC (Mandatory): Your pride tempts you to bind this powerful being. How you regret your vanity when your incantations only call the 'efreet's attention to you. Howling with glee, he reaches out... **D2/S1/Ensnorcelled/Beastform**

705 The heavens above you are illuminated by flashing light. The air is rent by screaming winds! The 'efreets war amongst themselves in the sky above you! You pray for deliverance. Unfortunately, your prayers attract the interest of one of these magical beings, who swoops down, grabs you, and carries you off with a roar of laughter.

NO SKILL: You faint with fear and awake in a strange place. **S1/Free move to any space except a Place of Power/Lost**

SEDUCTION: The 'efreet is of the opposite sex. You use your charms to convince the mighty being to carry you to its home and tarry with you awhile. **D1/S1/Major Magic (1 use)/Free move to Dusky Land with immediate encounter**

706 The storm arrives with unnatural swiftness. There is a strange, golden sparkle in the air.

NO SKILL: Your tongue cleaves to your mouth and you cannot speak. As the storm passes over you, you feel...changed. You gasp in horror as you run your furry red hands over your furry red chest. **S1/Beastform**

PIETY: You are filled with serene confidence, and overcome your terror to invoke the Almighty with praise. The sparkling rain diverts from its course as it approaches you, passes, and leaves you unharmed. **D2/S1/Piety**

707 As the weirdly flashing stormfront approaches, you resolutely stand your ground (there is little else to do).

NO SKILL: Soon it becomes apparent that the storm will miss you. You sigh with relief. **D1/Determined**

QUICK THINKING (Mandatory): The stormfront is approaching rapidly. You lose your nerve and try to avoid it. However, you outsmart yourself this time and put yourself right in the path of the storm. (Perhaps it was the will of Allah....) **S1/Ensnorcelled**

708 The landscape is illuminated by weird flashes of light, and glowing forms swirl and tumble through the clouds.

NO SKILL: Whatever is taking place, you're glad you hid. **S1**

STEALTH & STEALING, MINOR or MAJOR MAGIC: After this unnatural display has subsided, you travel to where the storm seemed strongest. There you find an old man, dead, with a look of unspeakable horror on his face. In his hand is a strange object. *You may pick it up or continue on your way.*

If you continue on your way: S2

If you take the object: roll two dice.

• 2-7 The object is an ancient focus of evil sorcery. When you touch it, you are suddenly surrounded by leering lower jinns who promise you everlasting torment for your rash action. **D2/S1/Accursed**

• 8+ The object is one of the legendary magical treasures of ancient fable. You offer up a prayer for the old man's soul. **D1/S1/Trea***

709 You take shelter against the rain and wind, but it cannot protect you from the magical nature of the storm.

NO SKILL: Great glowing forms wreathed in flame appear in the air before you, and you whimper in terror. "What?" a powerful voice booms. "Another ugly mortal?" "Here," rumbles another voice, "I can fix that." There is a loud "poof" and you feel...changed. **S1/Sex-changed/Appearance**

MINOR or MAJOR MAGIC: You quickly murmur the words of an ancient counter-charm, and hope for the best. Fortunately, the storm passes. **D1/Minor Magic**

710 Strange black streamers radiate from a swirling vortex of smoke and flame. The menace seems to appear everywhere! Suddenly you are enveloped, and the deeds of your life are spread out before you.

NO SKILL: The welter of sounds and images is too much for your fear-frenzied mind to comprehend. **D1/Insane**

PIETY, WISDOM, ENDURING HARDSHIP: You look on them without flinching, and are illuminated. The swirling cloud resolves itself into a glowing 'efreet. "I am of the True Believers," he says, "and you have proved yourself. I place in your hands this great treasure for safekeeping." **S1/D2/Celestial Planisphere (160)**

711 You have heard tales of the tragic fates of those caught in such unnatural disturbances, and you flee as fast as you can. In the course of your flight, you spot a lone dervish lost in his devotions.

NO SKILL: You call his attention to the approaching conflagration, and he thankfully joins you. **S1/D1**

MINOR or MAJOR MAGIC, SCHOLARSHIP: Curiosity overcomes your impulse to warn the dervish; you remain at a distance to note the effects of the vortex on the holy man. You are appalled at the result, and stricken with remorse. However, you did learn valuable information.... **S1/Accursed/Grief-stricken/Scholarship**

712 A great cloud of silvery light is bobbing toward you. You see patterns of movement within, but cannot make sense of them without drawing nearer.

NO SKILL: You are too prudent to do that. **S1**

MAJOR MAGIC: There is a spirit trapped within the cloud of light. You focus your arcane powers and manage to set the being free. The grateful 'efreet tells of battling a wizard for possession of a magical item. He obtained the item but suffered the wizard's final curse; he was set drifting in the sphere of light. He is grateful to you for freeing him, and offers you the treasure he wrested from the wizard. **D2/S1/Trea***

713 Curious about the nature of such events, you observe the interplay of unearthly forces as objects are turned and tossed in the air and colorful lights illuminate the welkin.

NO SKILL: Unfortunately, your ignorance of your peril permits you to fall victim to the malign influences at work. **D1/Accursed**

MINOR MAGIC, SCHOLARSHIP: You learn much from your observations, and are protected by your knowledge of counter-charms. **D1/S1/Minor Magic**

714 A great cloud like a column of silvery smoke rises from over the horizon. It thickens as you draw near. Roll one die.

• 1-3 Go to paragraph 316

• 4+ There is an island in the middle of a large body of water. In the center of it there is a great rent in the earth from which a multitude of 'efreets rise in great turmoil and confusion. Suddenly one of the beings spies you and claps his hands with glee, pronouncing a spell in a strange tongue.

NO SKILL: You feel as though you have been struck by lightning. When you look down, you have the form of a great ape. **S2/Beastform**

PIETY, MAJOR MAGIC: You are protected from the effects of the 'efreet's curse. As for him, a few words from you and he is blasted back to the Dusky Land; the hole in the earth is swallowed up in water. **D2/S2/Major Magic**

715 Your voice attracts a spirit residing within the cloud of sparkling light. The indistinct form leaps forward and engulfs you, passing again into the cloud.

NO SKILL: You struggle but find that your will is not your own. You turn and follow the cloud. **D1/Ensnorcelled**

MINOR or MAJOR MAGIC, ENDURING HARDSHIP: You struggle. Your will prevails over the charm of the magical one and the cloud drifts away. **D2/S1/Determined**

716 A maelstrom of light suddenly springs up and envelops you. The din is so great and the light so bright you are deafened and dazzled. Your voice is lost in the tumult.

NO SKILL: When the storm has passed, you are still shouting and groping and stumbling — deaf, blind, and batty as a bedbug. **S1/D1/Crippled (7 or less)/Insane**

LUCK: Miraculously, your cry was heard by a passing 'efreet who takes pity on you and snatches you out of danger.

(If you are male) She is overcome with longing for you. **D2/Beloved**

(If you are female) She teaches you a charm to protect you from such perils. **D2/Minor Magic (1 use)**

717 A strange warm rain begins falling. The drops tingle and taste like spiced wine; a strange sensation courses through your body. **D1/S1/Lose any or all statuses (your choice)**

718 Great black drops of water plop down all around you. You stick out your tongue to catch a drop.

NO SKILL: It burns like fire! You cough and spit but cannot rid your mouth of the awful taste. **Diseased (6 or less)**

LUCK: You note a beast about to lap at a small pool of the fluid. The creature squeals in discom-

fort, and keels over like a stunned mule; you decide not to experiment, and swiftly take shelter. D1/S1/Wisdom

719 You have heard legends of those who drink from such enchanted waters and find themselves imbued with great sorcerous powers.

NO SKILL: Tempted, you chance a drink. You feel yourself transformed, but not as you'd hoped! In a reflective pool of water you see the features of a great ape! This is your reward for not trusting the guidance of Allah. D1/Beastform

WILDERNESS LORE: You have seen many apes near here, but know they do not occur naturally in these parts. You make the obvious connection and do not drink. S1/D1/Wisdom

720 No Award

721 No Award

722 No Award

723 No Award

724 No Award

725 No Award

726 A wreath of fire floating in mid-air appears before you. Strange voices echo in your ears, summoning you to the flames.

NO SKILL: You close your eyes and concentrate on your prayers to resist the fatal call. Soon the voices fade and, when you open your eyes, the flames are gone. You feel you have passed a great test. D2/Enduring Hardship

FATED, INSANE, BEGUILING (All Mandatory): The voices speak cunningly, promising all the things you desire. You only have to worship the flames. You are tempted and, in that moment, the flames rush forward to consume you. D1/Lose Piety/Wounded (6 or less)

727 Blue, green, and violet flames surround you, but the flames cannot touch one who speaks the name of Allah.

NO SKILL: The flames die away; you are unscathed. D1/S1/Piety

ACCURSED, ENVOIOUS, GRIEF-STRICKEN (All Mandatory): You struggle to focus your devotion, but terror weakens you. Your concentration falters and you are blasted by the uncanny flames. D1/S1/Wounded (7 or less)/Insane (6 or less)/Lose Piety

728 Flames dance before your eyes; you cannot tear yourself away. You are being absorbed into the weird, rhythmic flickering.

MINOR or MAJOR MAGIC (Mandatory), NO SKILL: You reach for the fire and you are trapped! D1/Enslaved

PIETY: The flame of your faith burns higher than the unholy flames of the mystical fire. You resist the enchantment and turn away. When you turn back, the flames are gone. D2/Piety

729 The unearthly fire fascinates and hypnotises you.

NO SKILL: The flames suddenly swirl and coalesce into the form of a mighty 'efreet. "Who dares come before me without permission!" he roars. One gesture and you are blasted by his malevolent power. D-1/Enslaved

WISDOM: The flames are quite interesting but caution dictates observation from a safe distance; you withdraw in haste. When you turn to look back, the flames have disappeared. S1/D1/Determined

730 Your gaze is riveted to the flickering flames that burn without fuel. Voices speak in your head, whispering laments that wrench your heart with sorrow.

NO SKILL: Overcome with grief, you stagger away. S1/Grief-stricken

ENDURING HARDSHIP: Your heart is heavy with melancholy, but you control your grief and stare resolutely into the flames, hoping for an insight into the nature of the enchantment. In time, the flames

recede. At the center you find a gleaming treasure. D2/S2/Trea*

731 Strange sparks like glowing snowflakes are drifting from the window of a small, isolated hut. Alarmed, you crouch down in the shelter of tall shrubs.

NO SKILL: You hide in fear for a while, then decide to approach the hut. When you look up — it has vanished! S1

STEALTH & STEALING: Though frightened, you approach the hut, moving silently through the brush. A wizened figure in colorful robes emerges. You take a chance, running through the door as the wizard steps away. Inside, resting near a forge, is a magically glowing spear. You snatch it and dash off into the darkness, the wizard's howls of rage echoing behind you. D1/S1/Sparkling Spear (147)/Pursued

732 You find your path blocked by a bloom of fire. As you run for cover there is a great cry of agony and despair.

NO SKILL: Your fear is too great — you dive into shelter and huddle, shivering in terror. D-1/S1/Grief-stricken (1 turn)

DETERMINED, ENDURING HARDSHIP, WEAPON USE: At the cry, you rush back to rescue whoever is in trouble. It is a fair maiden, caught in the embrace of a fiery being. You grab the maiden, and run for your life.

(If you are female) She becomes your lifelong friend. D2/S1/Quick Thinking

(If you are male) She clings to your heroic frame and gazes at you with love. D1/S1/Beloved/Enduring Hardship

733 You scream in terror as a gout of flame issues from the earth around you. Others come in response to your cry.

NO SKILL: When they arrive, the fire has disappeared without a trace; they disbelieve your story and think you are crazy. S1/Scorned

STORYTELLING: Your story is so vivid that the others believe you. They are filled with wonder and awe. D1/S1/Storytelling

734 A swirl of blue flame appears out of nowhere. At the sound of your terror-stricken cry, the cloud of fire forms into a small 'efreet, who apologizes profusely for frightening you.

NO SKILL: All you can do is stammer in terror; it reforms into a cloud of blue flame and disappears. S1/Insane (7 or less)

QUICK THINKING: You scold him for his rude behavior, causing him to wince in shame. "I'm terribly sorry. I meant no harm. Please take this as a token of my regret." He gestures and disappears, leaving an interesting item. S1/D1/Trea*

735 A bright ball of light bounces in front of you, then away, then close, then away. As you cry out in surprise, a strange old man hobbles into sight, calling "Imalzyar! Get back in your cage!" The ball of light seems to shrink, then moves off. The man apologizes for the shock his 'pet' has given you.

NO SKILL: He presents you with a small gift. S1/Copper Drum (157)

MINOR MAGIC: You beg to be his apprentice. After testing your wit and ability, he accepts. D1/Lose Piety/Major Magic

736 The whirlpool opens beneath the ship — there is no time to avoid it. At its center is a small gleaming tower of rock, wreathed in a clutter of metal. Could it be magnetic? You may dump all metal objects overboard, or try to sail free.

If you dump all metal objects: once free of the magnetic pull, the ship sails away easily. Unfortunately, you lost a great deal of wealth. D1/S1/W-2 (Min:Poor)/Scorned

If you try to sail out: roll two dice, and add 1 for Seamanship:

• 2-7 You fail, and the ship is wrecked. W-2 (Min:Beggard)/Lost/Select another player to put

you in any coastal space.

• 8+ You succeed in saving the ship and all the wealth. D2/S2/Respected

737 You and the crew struggle to wrest the ship from the grasp of the whirlpool, but the voices that sing in your ears call to you, and you cannot resist their lure.

NO SKILL: The ship is sucked down into the vortex, and you must swim for your life. D1/S1/W-2 (Min:Penniless)/Lost/Choose another player to place your marker in any coastal space

SCHOLARSHIP, STORYTELLING: You recognize the call of the sirens from the old tales. Plugging the ears of your crewmen, you bind yourself to the mast that you might hear the siren's song. The crew brings the ship through safely. D2/S2/Respected/Quick Thinking

738 You prudently give the churning waters a wide berth, though it causes you a delay as you search for a safer course. Place your Origin marker on your current wealth level and move your wealth marker to Beggar. You will move as a Beggar for your next turn, then return your wealth to its normal level.

739 A narrow passage between two rocks is difficult because of tricky currents. Once you enter the gap, you notice the terrible undercurrent pulling the ship to the rocks.

NO SKILL: You shout a command to change course, but the helmsman cannot hear you in the roar of the whirlpool. With a crash, the keel shatters on the rocks. W-2 (Min:Penniless)/Lost/Select another player to place your marker on any coastal space

SEAMANSHIP: The helmsman would never be able to hear your command to change course over the roar of the whirlpool below. Thank Allah you thought to call for signal flags! D2/S1/Wisdom

740 A merman appears and hails you. "Welcome travellers. It appears you'll be joining me shortly."

NO SKILL: Chuckling merrily, he dives. You look at each other in bemusement...until you hear the roar of the whirlpool at your bow. D1/S1/W-2 (Min:Beggard)/Lost/Choose another player to place your marker on any coastal space

COURTLY GRACES: Before the merman can slip away, you greet him courteously and ask him the significance of his jest. Your manners cause him to regret his uncouth joke, and he warns you of a whirlpool up ahead. D1/S1/Courtly Graces

741 Near dusk, you are startled by the roar of turbulent water. Rushing to the bow, you find a huge whirlpool opening up before you. You shout for help.

NO SKILL: There is no one nearby. Besides, there is precious little anyone could do to save you. Your ship is sucked in, ground up, and spat out like gristle. S1/W-2 (Min:Poor)/Choose another player to place your marker in any coastal space

SCHOLARSHIP: Your cries are in the tongue of the sea-people. A host of mermen appear to guide your boat out of danger. D2/S1/W-1 (Min:Poor) If you pay, Wisdom; otherwise, Lost

742 You and the crew rush forward to view the giant black whirlpool below your ship.

NO SKILL: You shout at the top of your lungs, directing the crew to trim sails and shift course. Suddenly, the waters shoot up before you in a great fountain! To the surface floats a huge dendan, apparently slain by the sound of the human voice, just as the legend suggests. D2/S2/Dendan Oil (148)/W + 1 (Max:Rich)

COURTLY GRACES (Mandatory): You give your orders in a calm, quiet voice. Little do you realize that the Dendan causing the swirl of waters would have been slain by a shout, but now he lurks beneath your boat and sucks it down into the depths. D1/S1/W-2 (Min:Poor)/Free move to any coastal space.

743 You marvel at the black waters churned to a froth beneath the ship. You cast a bucket in the water and haul it up. It is full of tiny black fish.

NO SKILL: They are obviously the cause of the disturbance, and not very interesting. No Award
WILDERNESS LORE, SCHOLARSHIP: You recognize these as the favorite food of the dendan; you know this creature can be slain by the shout of men, so you begin a great cry. Soon, a huge shape floats to the surface. S1/D1/Dendan Oil (148)/W+1 (Max:Rich)

744 You struggle to avoid the swirling waters of the whirlpool, but you are being sucked inexorably in. Suddenly you spy a rocky reef.

NO SKILL: You run the ship aground. The repairs will be costly, but you have saved the ship. D1/S1/W-1 (Min:Poor)/Respected (7 or less)/Luck

SEAMANSHIP: Using the shielding power of the reef, you smoothly guide the ship past the whirlpool and into safer waters. D2/S1/Respected/Seamanship

745 You gaze at the whirlpool; incredibly, the funnel of dark water leads directly to the ocean bottom!

NO SKILL: Terror grips you as you feel the boat drawn down! You wrench at the tiller and manage to break free of the whirlpool's grip. D-1/S1

SCHOLARSHIP, STORYTELLING: You've heard tales of a kingdom beneath the ocean. You gather your courage and jump overboard. D2/S1/Opportunity to enter Undersea Kingdom

746 The great whirlpool seems harmless enough, as long as you keep a respectful distance.

SEAMANSHIP (Mandatory), NO SKILL: You are certainly far enough away.... D1/S1/W-2 (Min:Beggar)/Choose another player to move your marker to any coastal space.

WISDOM: Your refusal to approach was shrewd. The whirlpool suddenly grows larger; you barely escape. D1/Seamanship

747 You start to steer clear of the whirlpool.

NO SKILL: The currents are unusual; which way to go? You make a lightning-fast decision. The ship sinks. D1/S1/W-2 (Min:Beggar)/Choose another player to place your marker on any coastal space

SEAMANSHIP: You carefully judge the currents and, with a small prayer to Allah, steer hard to windward — and save the ship! D1/Respected (6 or less)/Quick Thinking

748 Your ship is drawn closer and closer to the maelstrom! "What are you waiting for?" screams a crewman.

NO SKILL: You are paralyzed with fear. The crewman grabs the tiller and saves the ship. You are dismissed from your post and shunned. D-1/S1/Scorned (7 or less)/W-1 (Min:Respectable)

WISDOM: Allah help you to make the correct decision! Clenching your teeth, you turn the tiller and...save the ship! D2/S1/Luck/Respected

749 You freeze in terror as the water churns below the ship. The crew and passengers shriek in terror. Fortunately, the disturbance abates.

NO SKILL: You are accused of cowardice. D-1/S1/Scorned (6 or less)

BEGUILING: The people mistake your paralysis for composure and confidence in a crisis; you do not correct them. S1/D1/Respected (6 or less)/Acting & Disguise

750 Evil-smelling steam rises from churning waters. You cry, "There is no strength or power save in Allah," but still your ship is sucked down, and you emerge in an 'efreet-haunted land.

NO SKILL: You slip gratefully into insanity. D1/S1/Insane

ENDURING HARDSHIP: Though stunned by shock and terror, you retain your sanity and look around you. D2/S1/Free move to Dusky Land with immediate encounter/Piety

751 You beseech Allah for deliverance.

NO SKILL: The passengers hear your hysterical performance and are terrified; the captain swears to dump you overboard if you act this way again. D-1/S1/Scorned

WISDOM: You pray quietly, and survive the (744-782)

perilous encounter. D1/S1/Piety

752 Your ship is caught in a whirlpool, and appears destined to descend into the dark funnel.

NO SKILL: Seeing rats abandoning ship and swimming toward a distant island, you wisely decide to follow suit. W-1 (Min:Poor)/S1/D1/Free move to any island

FATED, ACCURSED (Both Mandatory): Go to paragraph 315

753 You ask Allah for guidance as your ship is destroyed. While floating on a piece of driftwood, you reflect on this.

NO SKILL: Fate is unkind; and you are unlucky. S1/Free move to any coastal space

PIETY: Who can comprehend the works of Allah? A greater devotion might bring you wisdom. D2/S1/On Pilgrimage/Wisdom

754 The swirling sands suddenly resolve into the shape of an 'efreet of commanding stature. "Allah help me," you whine. Roll two dice, and add 1 each for Piety, Luck, Appearance, Fated:

- 2-7 The 'efreet roars, "How dare you bring THAT name to this land!?" He hurls you a great distance. S1/D1/Wounded (6 or less)/Lost

- 8+ The jinn smiles and says, "Be of good cheer, I am the Believing Jinn, and your words are a comfort to me." D2/S1/Piety/Minor Magic

755 The howling wind drives bits of sand into your eyes. You can hardly draw breath or speak.

NO SKILL: You begin to choke. As darkness falls you still are buffeted by the sand. D1/Crippled (7 or less)/Lost

WILDERNESS LORE, WISDOM: You seek shelter before trying out your lungs. And lo! Aid is at hand...a traveller appears to guide you. D1/Blessed (1 turn)/Luck

756 Your voice is dwarfed by the roar of the wind. Your throat is parched and your eyes blinded.

NO SKILL: You have exhausted yourself in futile cries for help. D1/Crippled/Lost

ENDURING HARDSHIP: Your suffering and confusion are great, but you persevere. Finally, your cries are answered. D2/S1/Wounded/Luck

757 You stumble and collapse, half-conscious. The sand covers you until only your head is left above. Worse yet, the storm slackens, and a band of desert nomads happen by and notice your predicament!

NO SKILL: They cheerfully taunt you...leaving you to free yourself as best you can. D1/S2/Scorned (1 turn)/Wounded (6 or less)

BEGUILING: You convince them that you are the living head of an executed man. Awed by such a malignant will, they keep their distance. D1/S2/Enduring Hardship/Acting & Disguise

758 You wisely decide against traveling too fast or far.

NO SKILL: When the storm subsides, you have not gone more than 5 feet! S1/Place your destination marker in the space you are in; you may not move next turn

WILDERNESS LORE: Your desert experience permits movement without risk or delay. D2/Wilderness Lore

759 Travel is impossible under such conditions. You must find shelter against the stinging sand.

NO SKILL: You crouch in the lee of a tall dune, and wait patiently for the storm to abate. D1/Lost

LUCK: You stumble upon a handle. You grip it, tug, and a small trapdoor opens before you. Inside, you find a small room, well-stocked with food, water...and jewels! A bandit hideaway! D2/S1/Luck/W+1 (Max:Rich)

760 You search for shelter, but find none. Exhausted, you huddle beneath your robes. Eventually the wind dies, but where are you? D1/Lost

761 A companion once said to keep moving in a storm so that you would not be buried in a drift.

NO SKILL: As you collapse, exhausted, too weak

to move, you reflect that the advice was not as good as you thought. D1/Crippled (6 or less)/Lost/Lose Enduring Hardship

WILDERNESS LORE, WISDOM: That is nonsense. You take cover in the shelter of a tall dune and wait out the storm. D1/Wisdom

762 No Award

763 No Award

764 No Award

765 No Award

766 No Award

767 No Award

768 No Award

769 No Award

770 No Award

771 No Award

772 No Award

773 No Award

774 No Award

775 No Award

776 No Award

777 When you pronounce your desire to end your relationship, your beloved weeps in distress.

NO SKILLS: Aspersions are cast and suspicions voiced. The pain of grief bites bitterly in your heart. S1/Grief-Stricken

ACTING & DISGUISE or SEDUCTION: You announce your intention to abandon your love, for the OTHER's happiness. Your lover is convinced, and your parting is amicable. S1/Acting and Disguise

778 Your beloved is saddened by your pronouncement, but acknowledges the firmness of your resolve.

NO SKILLS: The parting is painful, but you both accept what must be. S1

WISDOM, RESPECTED: The cooling of your passion shows you that your love will not flourish. You both have learned much, and part with good will and friendship. S1/D1/Blessed (6 or less)

779 You have viewed strange creatures in your travels but none so strange as this! You follow and observe as long as you can.

NO SKILLS: Later, your account is so vivid that your truthfulness cannot be doubted. S1/Storytelling or Wilderness Lore

QUICK THINKING: You track and snare the creature. A wealthy man buys it for a sizeable sum. S1/D1/Place your destination marker and a random treasure on a city space (another player's choice); when you arrive, you get the treasure

780 The beast is in poor health; its dull eyes plead for your aid. You offer it food and water, but it retreats in fear each time you approach.

NO SKILLS: You give up in despair, and are deeply saddened. S1/Grief-stricken

WILDERNESS LORE, WISDOM: Death comes to all things; it is Allah's way of insuring only the strong will survive. D1/Wisdom

781 The beast's foot is lodged in a trap. Moved by compassion, you free it. Just as you succeed, a voice cries, "Aha! A poacher!" Guards seize you.

NO SKILLS: You are punished, although you have committed no crime. D1/Wounded (6 or less)

PIETY, COURTLY GRACES: you berate the guards for this injustice. Your vehemence causes them to look at your fine clothes, hesitate, and release you with apologies. S1/D1/Acting & Disguise

782 The odd, man-shaped beast seems to be in pain and cannot walk. You offer it aid, and it crawls on to your shoulders. Once there, it refuses to let go!

NO SKILLS: It rides you like a horse and mistreats you terribly. D1/S1/Ensnorcelled

LUCK, QUICK THINKING: You seek comfort from your woes in wine; the beast demands a drink.

It gulps great quantities and is soon besotted. It falls from your shoulders in a stupor, and you make your escape. S1/D1/*Enduring Hardship*

783 The beast kneels at the mention of Allah.

NO SKILLS: When your prayers are finished, it nuzzles your hand. You marvel, and are confirmed in your faith. D1/S1/*Piety/Q:S*

MINOR MAGIC (Mandatory): You are stunned by the creature's intelligent action, and believe it is a human suffering enchantment. You spend fruitless hours trying to break the non-existent spell. S1

784 As you speak, the bizarre creature cocks its head as if curious, then turns and moves swiftly away.

NO SKILLS: It quickly outdistances you, and no one believes your wild tale. S1

WILDERNESS LORE: You track the beast to its lair and discover an entire family. You wait until the parents leave to forage, then sneak inside and steal a baby to bring to the sutlan. S1/D1/*Respected/Q:S*

785 The beast stares as if it understands and would speak. A noise startles it; it bounds away.

NO SKILLS: You seek to follow but lose its trail. Others scoff at your unlikely tale. S1

MINOR or MAJOR MAGIC: This beast is ensorcelled! You utter a series of counterspells, and the creature is transformed into a beautiful maiden! Her gratitude is unrestrained. S2/D1/*Blessed (if opposite sex, Beloved)/Q:S*

786 The beast seems wary of your approach. Suddenly, as you are speaking to it, it lunges at you.

NO SKILLS: You scramble aside, but cannot evade its swift attack. S1/*Wounded (6 or less)*

QUICK THINKING: You were wary of the creature and prepared an escape route. Though startled, you avoid injury. S1/D1/*Wilderness Lore*

787 As you speak, a menacing intelligence shines in the beast's eye. In the sand it clumsily writes, "Give me a gift, and I will aid you."

NO SKILL: You may pay the beast a treasure or wealth level, or refuse.

If you pay: the creature reveals the secret of entry into a Place of Power. S1/D2/*Lose 1 treasure or W-1 (Min:Poor)/Opportunity to enter a Place of Power of your choice/Q:S*

If you give nothing: it savagely attacks you. D1/*Wounded (6 or less)*

MAJOR MAGIC: You break the enchantment and it is transformed into a wizened sorcerer, who grants his aid in gratitude. S1/D2/*Opportunity to enter a Place of Power of your choice/Q:S*

788 His wealth is guarded, but his personal guards are puny. You scatter them and take him prisoner.

NO SKILLS: The fellow swears to die rather than pay ransom. D1/*Outlaw*

STORYTELLING, WISDOM: With aptly chosen parables you demonstrate how it is better to live poor than die rich. The added dramatic flourishes of your weapon drive home the message. Terrified, he pays the ransom. S1/D1/*W + 2 (Max:Rich)*

789 He is so well guarded that you despair of taking him by force.

NO SKILLS: You abandon your plans. No award.

BARGAINING, BEGUILING: You worm your way into his trust by pretending to be a merchant. He believes you to be a fast friend, and, in an unguarded moment, you find it easy to abduct him. D1/*W + 1 (Max:Res.)/Acting and Disguise*

790 NO SKILLS: The guards appear negligent, but it is a trap! They react instantly as you approach. D1/*Imprisoned*

STEALTH AND STEALING: Experience warns that things appear too easy; you avoid the trap, and escape unidentified. D1/S1/*Quick Thinking*

791 The other is over-confident from years of success and comfort.

NO SKILLS: Even an inexperienced trader can profit from this one! D1/*W + 1 (Max:Rich)*

MINOR MAGIC: You notice an ancient heirloom

with magical powers among his goods. Though you pay a sizable sum, the best of the bargain is yours. W-1 (Min:Poor)/If you cannot pay, No Award; Otherwise — D1/S1/*Trea*/Q:S*

792 The merchant seems quite interested in your possessions, and offers a fair price. You may trade skill levels or treasures for one Wealth level each.

793 After trading with the wealthy merchant, you no longer wonder how he has become so wealthy.

NO SKILLS: You trade your valuables for his most worthless goods. D1/*W-1 (Min: Penniless)*

BARGAINING, EVALUATION: You hold your own in the sharp trading and manage to gain information about a commodity you are seeking. D1/*The space you are in counts as having any one product you wish/Q:S*

794 The other challenges you to join in energetic devotions.

NO SKILLS: Exhausted after matching his pace, you collapse. Disgusted, he leaves. S1

ENDURING HARDSHIP: You keep pace with him and achieve a mystical sense of oneness with Allah. D1/*Enduring Hardship/Piety/Q:S*

795 The other abruptly ceases his rituals, annoyed by your interruption.

NO SKILLS: He is brusque and insists you leave him in peace. No Award

COURTLY GRACES: Your humble politeness softens his irritation, and he aids you with information. D1/*Opportunity to enter Stonehenge/Q:S*

796 The Dervish is lost in mystical communion; you cannot break his concentration. No Award

797 The other has no worldly possessions but shares freely knowledge gained through his travels.

NO SKILLS: Moved by his wisdom and depth of experience, you resume your journey with renewed faith and energy. D1/*Wisdom OR Piety/Lose any one status of your choosing/Q:S*

STORYTELLING: You share several stories. Pleased, he offers to accompany you if you will share your of tales. D1/S1/*Blessed with Piety, Wisdom, Enduring Hardship (Companion skills)/Q:S*

798 Absorbed in his devotions, the other is easily taken. You press him for his knowledge.

NO SKILLS: He refuses to speak and cannot be intimidated. No Award

BEGUILING: He is unwise in the ways of the world, and easily tricked into revealing information. D1/*Pursued/Opportunity to enter the Dusky Land*

799 Your victim cries out and flees as you attack him. Suddenly he is joined by others. You are outnumbered and have lost the advantage of surprise.

NO SKILLS: Wisely, you withdraw. S1/*Wisdom DETERMINED, WEAPON USE (Both Mandatory): In fury, you attack anyway. Though you kill and injure many, you are eventually overborne and taken captive. The sultan sees no reason for leniency. D-1/S1/Wounded (6 or less)/Imprisoned.*

800 Your victim flees, protesting and begging you not to hurt him. You withdraw before others are drawn to his cries. No Award

801 Your attack takes the other by surprise, but routine strenuous devotions have made him strong and determined. He defends himself very effectively.

NO SKILLS: You realize his strength but cannot disengage...you are quickly battered unconscious. D1/*Wounded (6 or less)*

QUICK THINKING: You begin to whirl and chant clumsily. Confused, the dervish supposes he has mistaken your devotions for attack, and politely (but warily) permits you to withdraw. D1/*Wisdom*

802 The soldier agrees to work for you. Occasionally, he seems to stare at you maliciously.

NO SKILL: You awaken gagged and bound. "Now I shall have vengeance for what you did to my parents," he leers. You cannot tell him of his error, being gagged. He beats and robs you. D1/*W-2 (Min: Penniless)/Wounded (6 or less)*

STORYTELLING: One night you share your life story with him. He gives you a puzzled look and says, "You are not who I thought you were." He gives back your money and abruptly departs. D1/S2

803 The soldier accepts your gold, pledging his allegiance. However, he disappears one dark night.

STEALTH AND STEALING (Mandatory), NO SKILLS: Enraged, you pursue him, intent on punishing him for his treachery. D1/*Envious.*

PIETY: You pray for him and leave word of your route before resuming your journey. Many days later he catches up and apologizes, explaining that he left to pursue an old enemy, whom he miraculously defeated... He was told you prayed for his safety and, moved by your faith, swears to serve you and repay your trust. D1/S1/*Piety/Weapon Use at Master (1 use)*

804 The soldier agrees to your terms, but is of little use to you. Finally you dismiss him, poorer, and somewhat wiser. D1

805 The soldier ignores you completely. He is intent on achieving revenge.

NO SKILLS: You hope to find someone more interesting to speak to. No Award

STORYTELLING, PIETY (Both Mandatory): You patiently insist that the other listen to you and tell him the tale of the Vengeful Camel. He considers your tale carefully, then thanks you for showing him the error of his ways. D2/S1/*Blessed (1 turn)/Q:S*

806 He peers suspiciously at you and cries, "Aha! Aren't you the dog I have sworn to kill?"

NO SKILLS: "This act of obeisance is meant to deceive me!" He wounds you severely before your identity is discovered. D1/*Wounded (6 or less)*

APPEARANCE: Your distinctive form could not long be mistaken for another. Realizing his mistake, the other apologizes profusely. The story of his vengeance is quite an interesting tale. D1/S2

807 "The only thing I wish is the destruction of my enemy. Aid me and I will serve you."

NO SKILL, PIETY (Mandatory): You will have no part of such things. D1

WEAPON USE: Your offer your sword and, with your help, his just vengeance is achieved. D1/S1/*Respected/Weapon Use/Q:S*

808 The soldier is suspicious and, when you offer to buy his fine sword, howls "I knew it! You have been sent by my enemies to rob my defenses!"

NO SKILLS: He beats you soundly despite your protestations of innocence. D1/*Wounded (7 or less)*

PIETY: Others come to your aid, protesting your innocence. The soldier is chagrined and begs you to call on him if you ever need of protection. D1/*Weapon Use (1 use)/Q:S*

809 The young man seems anxious to pay a high price for an item you believe is worthless. You may sell it or keep it:

If you sell it: D1/*W + 1 (Max:Rich).*

If you keep it: roll one die, and add 1 each for *Scholarship, Minor Magic:*

• 1-4 You find no evidence of special value. No Award

• 5+ It turns out to be a precious treasure! D2/*Protective Talisman (167)*

810 The other favors you with a withering look. Something about his grim visage frightens you; you move hastily away. S1

811 You are caught in the act; the furious soldier batters and accuses you of many crimes.

NO SKILLS: Fortunately he disdains to waste his time punishing you. D1/*Wounded (1 turn)*

BEGUILING (Mandatory): You protest your innocence, further enraging the young man. He generously devotes his time to chastising you. D1/*Wounded (6 or less)/Lose Appearance*

812 You snatch the soldier's purse and disappear before he can respond. Inside are a few coins and a worthless piece of children's jewelry.

NO SKILLS: Later, you hear that the jewelry once belonged to the soldier's dead sister; he has sworn to slay the one who stole it. *S1/Pursued*

EVALUATION, WISDOM: Such jewelry can be of no value but sentimental. You sneak into his quarters and return it with an anonymous apology. *D1/Wisdom or Piety*

813 The soldier is traveling in your direction and agrees to accompany you. You are waylaid by a troop of vengeful soldiers. The leader points to your companion and asks you, "Do you travel with this man?"

NO SKILL: Fearful, you deny it. Got to paragraph 1394

LUCK, WEAPON USE: Though the fight is desperate, you are victorious. Your companion is grateful, and wishes to accompany you as bodyguard. *D1/S1/Weapon Use at Master (6 or less)/Q:S*

814 The soldier laughs in your face and observes that a man with his skill and renown would hardly serve a man like you.

NO SKILL: This public mockery shames you. *D1/Scorned*

COURTLY GRACES: You endure the soldier's coarse jests, correct his manners and breeding, and conclude that no more can be expected from one of his kind. He is greatly disliked, and others take your part, congratulating your courage. *D1/S1/Respected*

815 The man asks a soberingly high fee. Initially appalled, you agree after a brief demonstration of his prowess.

NO SKILLS: If you cannot or will not pay, No Award; Otherwise the soldier becomes your bodyguard. *D1/W-3 (Min:Beggar)/Weapon Use at Master (6 or less)*

BARGAINING: You convince the soldier of the potential of your enterprise; he accepts a share of the profits as his fee. *D1/Weapon Use at Master (6 or less)/Q:S*

816 You observe the soldier as he boasts his exploits to an admiring crowd. As evening falls, you follow him to his quarters.

NO SKILLS: You discover his sleeping-chamber, but his window is high and inaccessible. No Award

STEALTH & STEALING, QUICK THINKING: You climb over the roof and into his room. He is sound asleep. You steal his purse and sword. Later, you discover the sword is magical, the source of his power. *D2/S1/Thunderbolt Sword (173)*

817 As you grab the great man's purse, your wrist is clamped in an iron grip. "Allah frowns upon abuse of the foolish; I will not kill you," he says. *D1/Outlaw*

818 Perhaps you are overconfident — you are in desperate straits. The man is far more skilled than you supposed. He toys with you, slashing your garments to shreds and tracing tiny wounds with his razor-sharp sword.

NO SKILLS: Finally you collapse. He kicks dust on you, spits, and leads the ridiculing crowd. *D1/Scorned (7 or less)/Wounded (6 or less)*

ACTING & DISGUISE: You feign a faint and, when the other draws near, grab his leg, toppling him to the ground. The crowd cheers. *D1/S1/Wounded (7 or less)*

819 You don't have a chance against this one. You quickly realize your folly, throw down your weapon, and plead for mercy. He spits and laughs. *D-1/Scorned*

820 He is the finest, cleverest, and least honorable swordsman in the land. Even a master might fall to this one.

NO SKILL: He teases you with false hope — imagined openings, feigned fatigue — then casually disarms and humiliates you. Before the sultan, a wicked vizier counsels that you serve the swordsman as slave. *D-1/S1/Enslaved*

LUCK: Overconfident, he feigns fatigue and dizziness — but overacts; you catch him off-guard and

are on him like a carpet. Your reputation grows to legend overnight; few have defeated this fearless lion. *D2/S2/Weapon Use/Respected*

821 "I think of my lost lover ceaselessly but must put my heart aside and accept your kind offer."

NO SKILL: This lover is faithful and dutiful but cannot forget the lost one. You cannot find happiness in such a union. *D1/Grief-stricken*

APPEARANCE, COURTLY GRACES: Your charm diverts the other's sorrow; the prospects for mutual affection are encouraging. *D1/Beloved*

822 "You are kind, but it can never be. I have a lover at sea, torn from me by cruel fate...and parents. If you love me, help me to join my lover."

APPEARANCE, SEDUCTION (Both Mandatory), NO SKILL: Stung by rejection but driven by pride you press your suit. The frustration and humiliation is too much to bear. *S1/Grief-stricken/Lose Appearance OR Seduction*

QUICK THINKING: The challenge of aiding the other is appealing. By playing the villain, you bring the lovers together with the parent's blessing. *D2/S1/Blessed*

823 "Your attentions are most unwelcome at this time, for my lover is dead and I wish only to be with my family and friends." You acknowledge the pain that causes such discourtesy and politely withdraw. *D1*

824 Alone and distraught in an unfamiliar land, the other encourages your attentions.

NO SKILL: Homesickness brings nothing but unhappiness; you part on unfriendly terms. However, you cannot put your lover from your heart. *D1/Love-struck*

WISDOM: You realize the other is unhappy and must return home. You accompany and live in happiness. Roll one die to determine the home of your loved one. 1-2: Bilma; 3-4: Daybul; 5-6: Kiev; place your marker there. *Married/D2/S1*

825 "The shipwreck has left me wretched. I cannot remember the land of my birth; I am destitute of family, friends, and wealth."

NO SKILL: There is nothing you can do to aid the other. *S1*

WILDERNESS LORE, SEAMANSHIP: When the other describes the customs of home, you recognize the place as Serendib. You offer to accompany the other to Serendib ... for appropriate consideration; the other gratefully accepts. *D2/Q:S/Place your destination marker and a random treasure in Serendib; when you reach Serendib, you get the treasure*

826 "You would take advantage of my desperate situation to drive a hard bargain? Pfah! I would never deal with such a dishonorable one."

NO SKILL: You can't prove your honor; nothing comes of your offer but a tarnished reputation. *D1/Scorned (1 turn)*

PIETY, COURTLY GRACES: Your reputation is without blemish, your friends verify your integrity. Seeing the truth, the other deals fairly with you. *D1/W+1 (Max:Princely)/Bargaining/Q:S*

827 The other seeks an enchanted site on a fabled island and would give a great deal to reach it.

NO SKILL: You've no notion of how to find this place, nor whether it even exists. *S1*

SCHOLARSHIP: Through research you discover the other's destination is Stonehenge. Though difficult, the journey is possible for a stout heart. You are well paid. *D2/W+2 (Max:Rich)/Opportunity to enter Stonehenge/Q:S*

828 The one quickly accepts your offer.

NO SKILL: As might be expected when you hire someone who doesn't know where he is, you are somewhat disappointed with the quality of his services. *D-1/S1/Lose Quick Thinking or Wisdom*

LUCK (Mandatory): Used to following hunches, you are perversely confident of this fellow's

usefulness. You follow your hunch into deep trouble. *D-1/S1/W-1 (Min:Poor)/Lose Luck and Wisdom*

829 You recognize the talents of the other and realize that, when lost, he is at your mercy; his services may be had at a fraction of their worth.

NO SKILL: You deduce his destination but conceal it to keep him dependent; his services are quite valuable. *D1/W+1 (Max:Res.)*

PIETY, COURTLY GRACES: Honor commands you to reveal the other's destination, and you offer aid in reaching it. Impressed, he reveals he is a powerful noble in his land and rewards you for your kindness. *D2/W+1 (Max:Rich)/Blessed (1 turn)/Q:S/Trea**

830 The other agrees to work for you. Over time you realize the other is talkative — very talkative — incessantly talkative. Finally, you conclude the other must be dismissed if you are to get anything done. *D1/Wisdom*

831 The other accepts your kind offer, but is distracted by melancholy and cannot perform the required duties.

NO SKILL: You are forced to dismiss this useless companion. *S1*

PIETY: The other is deeply depressed, but your example of faith and resolution makes an impression. Over time, the other finds comfort and performs admirably. *D2/Piety/Bargaining or Weapon Use (Either 7 or less)*

832 Never before have you encountered so bitter and critical a soul. Never happy, always complaining, the other soon drives you to distraction.

NO SKILLS: You regret your stupid decision to hire this wretch and, for your own sanity, dismiss him. He bitterly rails against and villifies you. *S1/Scorned*

ENDURING HARDSHIP: The other is a skilled worker, so you tolerate his annoying personality. His disposition improves as you praise his work; you benefit greatly from his diligence. *D1/W+1 (Max:Res.)/Evaluation or Scholarship (Either 6 or less)/Q:S*

833 "I am already spoken for. I am sorry."

SEDUCTION (Mandatory), NO SKILLS: Unaccustomed to rejection, you press your suit. Your shameful actions are discovered, and you are punished for adulterous conduct. *D1/Imprisoned*

COURTLY GRACES: Your charms are so captivating that you are offered an introduction to the other's sibling, who turns out to be even more handsome and charming! *D1/S1/Beloved/Q:S*

834 The one is virtuous and honorable, and loves you deeply, but cannot abandon the aged mother. **NO SKILL:** You must face your unhappy fate. *D1/Grief-stricken*

SEDUCTION, APPEARANCE: Blinded by passion, the other goes away with you. Your love is strong, but your lover is consumed with remorse. *D1/S1/Grief-stricken (6 or less)/Beloved/Lose Wisdom*

835 The other is smitten with you and swears to follow wherever you go. However, you later discover he is of the sultan's bodyguard and was arrested for desertion.

NO SKILL: He is imprisoned, and you are tragically separated. *D1/S1/Grief-stricken*

STORYTELLING, PIETY: You go to the sultan to plead for your lover. Your impassioned defense touches the sultan's heart; your wisdom is praised by all. Your soldier is pardoned. *D2/S1/Beloved/Courtly Graces*

836 Despite the other's incessant chatter, you take him on. In time you discover the folly of imprudent charity as you endure his yammering. *D1/Insane (1 turn)*

837 The other's words confuse you as you try to follow his obscure suggestions.

NO SKILL: You are confused and rather badly swindled. S1/W-1 (Min:Res.)

BARGAINING: You are too experienced to make deals when confused. You ask that the suggestions be repeated until you understand. D1/W+1 (Max:Res.)/Bargaining

838 The other's ceaseless babbling drives you crazy. Finally, your patience fails, and you lose your temper.

NO SKILL: No one profits from such unpleasanties. No Award

ENDURING HARDSHIP, WISDOM: You endure the idle chatter peaceably and politely. Finally, the other gets down to business and is quite sensible and reasonable. D1/W+1 (Max:Rich)/Evaluation

839 Bargaining with this jabbering magpie is endlessly frustrating. A stream of dull reminiscences — travels, family, and social triumphs — pour from him.

NO SKILL: You politely excuse yourself. No Award

BEGUILING: You pretend great interest in his babblings, and he regards you as a friend and wise fellow. You thereupon proceed to swindle him repeatedly. D2/S1/W+2 (Max:Rich)

840 The soldier is proud of his prowess and battle experience. He demands a high price, but to reach your destination you must travel through a very dangerous area.

NO SKILL: You may pay his price or not.

If you pay what he demands: W-2 (Min:Poor)/go to paragraph 1395

If you decide not to hire him: the brigands are indeed waiting for you; they beat, rob, and leave you for dead. S1/W-2 (Min:Penniless)/Wounded (6 or less)

WEAPON USE: When bargaining with the soldier, you propose to test his skills against your own. After a brief passage at arms, you gain the advantage, and his pride is somewhat deflated. He adjusts his price. D1/Go to paragraph 1395

841 The other declines. "I'm sorry, but I have pressing business elsewhere."

NO SKILL: You accept the refusal. No Award

COURTLY GRACES: You promptly offer your aid. Shamed by your generosity, he reconsiders. You strike a mutually agreeable bargain. D1/Weapon Use OR Quick Thinking (Either 6 or less)/Q:S

842 The one is careful and asks for references.

NO SKILL: Nothing but good is heard, and the one is happy to serve you. You are quite satisfied with the services. D1/Wilderness Lore OR Bargaining (Either 7 or less)/Q:S

STEALTH & STEALING, SCORNE, OUTLAW (Mandatory): "Your reputation is stained, I cannot work for you." No Award

843 This person has valuable skills and agrees in principle to a fair price, but hesitates to leave secure employment for a more adventurous life.

NO SKILL: Regretfully you must search for another person. No Award

STORYTELLING: Your animated tales of the exciting life you lead are so intriguing that the other is swayed and agrees to accompany you. D1/S1/Choice of any one skill (6 or less)

844 The other is cool to your proposals, and seems absorbed with other matters. No Award

845 Not realizing there was a market for the objects collected while traveling, the other is surprised at your interest, and listens politely.

NO SKILL: You manage to strike a bargain for a few items, but the other is reluctant to part with most of the real valuables. D1/W+1 (Max:Res.)

LUCK, BARGAINING: You are persuasive; the other agrees to sell a number of rare and interesting items. D1/Choice of W+2 (Max:Rich) or Treas

846 You spy a fine ring. You know you must own it or die — but the owner refuses to sell.

NO SKILL: You are obsessed with the ring, and cannot rest until you have it. D1/Envious

BEGUILING: You contrive a story revealing the ring as an ancient heirloom of your family. Moved, the other surrenders it to you. D2/W+1 (Max:Res.)/Q:S

847 The other is desperate and needs money badly. He has nothing to offer but services.

NO SKILL: You have no immediate use for the other's talents and can't see paying money for something you don't need. No Award

WISDOM, PIETY: There is no apparent reason for hiring the other, but something — perhaps sympathy — impels you to do so. Your impulse is fortunate, for the other's skills come in handy. D1/Select any one skill (1 use)

848 In trading with the other you obtain an item apparently of great value. It seems quite a bargain and promises to yield a great profit when sold.

NO SKILL: Alas, when you present the item for purchase, it is revealed as a worthless fake. D-1/S1/Evaluation

EVALUATION: Careful scrutiny indicates the item's true worth, and you avoid an unwise purchase. D1/Evaluation/W+1 (Max:Respectable)

849 The fool is trusting and eager to trade. He accepts junk in return for valuable goods.

NO SKILL: You make a substantial profit at his expense. D1/W+1 (Max:Res.)

PIETY, COURTLY GRACES, WISDOM: Your principles prevent you from cheating the poor soul and from making a profit. D1/Piety

850 He cheerfully takes his pleasure with you, then reveals he is already married.

NO SKILL: Humiliated, you accept your unwise action and withdraw. D1/Scorned (1 turn)

BEGUILING: You set a trap for the man and obtain clear evidence of his infidelity, then blackmail him with a threat to reveal all to his wife. D1/S1/W+1 (Max:Rich)

851 Believing you interested only in his wealth, he rejects your suit.

NO SKILL: You accept your fate. D1
APPEARANCE: Something captivates him and he cannot be parted from you. He lavishes gifts and attentions upon you. D2/Beloved/W+1 (Rich)

852 The other is rich, well-figured and, you hope, will make a fine husband.

NO SKILL: However, the cheating that made him rich is the same that abuses your affections. Your misery is unbearable when you discover infidelity. D1/Love-struck

SEDUCTION, STEALTH & STEALING, BEGUILING: Only one with your flexible principles could keep such a man "honest." In fact, you are a fine pair of schemers. D2/S1/Married with Bargaining and Quick Thinking (Companion skills)

853 You haggle for hours, and many coins and goods change hands.

NO SKILL: Later you examine your trades carefully and suspect that the other fellow got the best of the deals. After consideration, you realize you have a lot to learn about commerce. D1/W-1 (Min:Poor)/Bargaining

BARGAINING: Your bargaining skills are equal; you make a fair profit. D1/W+1 (Max:Rich)/Q:S

854 "Buy these wares!" hawks the other. "My family is terribly needy!"

NO SKILL: You buy the man's goods out of sympathy, only to discover too late their poor quality. You resolve to learn how better to judge the goods you purchase. D1/W-1 (Min:Poor)/Evaluation

EVALUATION: The other's wares are junk. Waste no time with weasels. D1/S1/Evaluation

855 "If you lend me a few hundred pieces of gold," says the other, "I have an investment that will return

your money fivefold." You never see your coins again. D1/W-2 (Min:Poor)/Wisdom

856 He suggests you play the part of a foreign scholar to verify the value of false items he hopes to sell to a wealthy collector.

NO SKILL: You bungle the job by not knowing facts about the land you are supposed to be from. You and your swindling companion must flee for your lives. S1/Outlaw

SCHOLARSHIP, EVALUATION: Ironically, one of the 'false' items is of real value. You betray the swindler and keep this piece. D2/S1/Respected (7 or less)/Magic Saddlebags (153)

857 The fat swindler scurries from you, squealing in terror. You pursue but realize you are surrounded by the coward's bodyguard.

NO SKILL: Resistance would be futile. You are forced to surrender. D1/Imprisoned (7 or less)

WEAPON USE: You draw your weapon with a flourish. Daunted, the bodyguards step aside. You corner the cheating merchant and deal with him justly. D1/S1/Respected (1 turn)

858 Infuriated by the dishonest merchant's refusal to deliver on time, you draw your scimitar and threaten the vermin. He howls and pleads his innocence.

NO SKILL: The other merchants take his side, forcing you to withdraw. D1/Envious

RESPECTED, COURTLY GRACES, PIETY: Your reputation above reproach, the other merchants side with you. The case is taken before the sultan, and the swindler is banished. D1/S1/W+1 (Max:Res.)

859 A merchant of this sort is accustomed to angry customers. When you threaten him, a concealed wire net drops on you. His bodyguards deal unpleasantly with you. D-1/S1/Wounded (7 or less)/Envious

860 Intent on revenge, you enter the merchant's house to claim compensation. Normally, the pig's dwelling is well-guarded, but luck — or Allah's justice — has made the guard sleepy. You discover a vast trove and grab what you can, but are interrupted by the merchant's return; you flee.

NO SKILL: D1/S1/W+1 (Max:Res.)

LUCK, SCHOLARSHIP: Later, you realize that among the items you snatched are several quite extraordinary gems. D2/S1/W+1 (Max:Res.)/Ionian Gems (154)

861 The house is unguarded. You marvel at your luck and begin to help yourself to the abundant wealth. Alas! A trap! The merchant and four armed men appear from hiding. "I've dealt with your kind before," he says. "In fact, I started my career as a robber. But I never got caught...."

NO SKILL: D1/Imprisoned (6 or less)

STORYTELLING, BEGUILING, ACTING & DISGUISE: You remind him of the circumstances that once drove him to theft and plead your own desperate case. "There but for the grace of Allah go I," he acknowledges, and sets you free. D1/S1/Storytelling

862 No Award

863 No Award

864 No Award

865 No Award

866 No Award

867 No Award

868 No Award

869 No Award

870 No Award

871 No Award

872 No Award

873 No Award

874 No Award

875 You have traveled on foot for many miles; a steed would be most welcome. Then, there before you, a horse — and it wears no harness! You pray that this fine beast be yours.

NO SKILL: Despite your prayers the horse wanders out of sight. S1

APPEARANCE: The creature seems drawn to you and responds comfortably to your touch. Your prayers have been answered. D1/Piety

876 Your most prized possession, a fine mare, is about to give birth; the labor is difficult.

NO SKILL: Sadly, both are carried away by the will of Allah. D1/Grief-stricken (7 or less)/W-1 (Min:Respectable)

WILDERNESS LORE, SCHOLARSHIP: You are able to save both beasts. The offspring reflects the finest qualities of its parents. D2/W+1 (Max:Rich)

877 Before you rides a prince on a horse of unsurpassed beauty, and you thank Allah for the sight. Suddenly, the prince stops and cries out, "This stallion has this very day become the father of twin colts. In celebration of the bounty of Allah, one shall be given away to..." (he throws a coin, which lands at your feet) "...you!" D1/S1/Piety/W+1 (Max:Rich)

878 The road ahead appears to be writhing and moving; it is covered with a mass of black snakes! They seem to be moving with a purpose. In fact, they seem to be feeding. *You may leave or try to find out what's going on:*

If you want to leave: D1

If you are curious enough to knock the snakes about to see what they are feasting on: go to paragraph 1388

879 As you ride through the countryside, a young man on a horse gallops frantically toward you. "Flee! They come!" he cries. Boldly, you decide to stand and view those who fill the horseman with terror.

NO SKILL: They are skeletal forms — gools perhaps — or some horrible dead creatures. Fear clouds your mind...you reel.... When you awaken you are battered, bruised, and most of your possessions are missing. D1/S1/W-2 (Min:Poor)/Lose all treasures.

MAJOR or MINOR MAGIC, SCHOLARSHIP: These are the "Restless Dead" — infidels who died without realizing the True Faith. Fortunately, you know how to dispatch them. D1/S2/Piety

880 In your lodging, a strange voices whispers your name.

NO SKILL, PIETY (Mandatory): Suspecting evil, you leap from bed, shouting and laying about with your sword. Others come to your aid but are irritated by your silly tale; there is no sign of wrongdoing. D-1/S1/Scorned (1 turn)

WISDOM, ENDURING HARDSHIP: The peace you feel tells you they mean no harm. D1/S1

881 You stumble upon a Magian fire-worshipping ceremony. Strange beings flicker in the flames. The Magians, in their red turbans, turn and gaze upon you.

NO SKILL: You draw your sword and attack but your trembling hand will not obey. You are bound, tossed into a smoldering fire, and left for dead. Only Allah preserves your miserable life. D1/S1/Wounded (6 or less)

PIETY, ENDURING HARDSHIP: In the name of Allah, you draw your sword and lay about mercilessly. They howl and flee in all directions. Your great deeds are reported to the sultan. D2/S2/Robe of Honor

882 It is night. A dark shadow passes over the moon, bringing great fear to your heart. A dark bird swoops down on you.

NO SKILL: The swish of wings passes near as you bolt headlong into an obstruction, knocking yourself senseless. D1/Insane (1 turn)

WEAPON USE: Your sword flashes brilliant in (875-897)

the moonlight and the creature falls dead at your feet. You prudently continue towards your lodging without further delay. D1/S2/Weapon Use

883 White birds make your life miserable with loud calls, foul droppings, and theft of small objects and food.

NO SKILL: Your curses are ignored, your attacks easily evaded, and you are persistently spattered with droppings. Their cries sound to you like mocking laughter. D-1/S1/Scorned (1 turn)

WILDERNESS LORE: By holding out food and making soft noises, you are able to grab a bird and wring its neck. Its piteous cry serves as an effective communication to the other birds, who recall pressing business elsewhere. D1/S1

884 Above you, in a tree, you spy a small flock of Red Cockerel — a very rare and valuable bird. Eagerly you give chase.

NO SKILL: You give up the chase at last; the birds stayed one step ahead of you. No Award

ENDURING HARDSHIP: You follow relentlessly. Finally, one lands just within reach; you snatch and put it in your pack. Later you sell it for a pretty sum. D1/W+1 (Max:Rich)

885 A small bird settles on your shoulder, gives three bright chirps, flutters a short distance away, and chirps again. You realize it wants you to follow. It leads you on a long journey, until, at last, you come to a tower. From the top, a maiden calls for rescue. Roll two dice and add 1 each for *Stealth & Stealing, Luck, Weapon Use:*

- 2-7 You cannot pass the fierce guardian at the gate so you abandon the quest. D-1/S1
- 8+ Go to 1389

886 Far above, a huge flock of birds heads south. Intrigued, you decide to follow.

NO SKILL: You travel for many miles without seeing anything of interest. No Award

DETERMINED, WILDERNESS LORE, SEAMANSHIP: You manage to mark and follow their heading. After a while you come to an island covered with the birds — a rare type, never seen in the vicinity. Later, when you report this sighting, a famous scholar is immensely grateful. S1/Scholarship at Master (1 use)

887 An echoing voice cries, "Free Me! Free me!" A shadowy jinn hovers over a dead body.

NO SKILL, SPARKLING SPEAR (Mandatory): The 'efreet must have killed this man! You attack and easily destroy it. D1/S1

WISDOM, MAJOR or MINOR MAGIC: The 'efreet sees you and cries, "Free me! The ring this man wears binds me! Take it from his finger and destroy it." He explains that the man was an evil wizard, undone by his own malevolent magical power. Once freed, he offers to take you directly to the Dusky Land. D1/S1/Free move to the Dusky Land (with immediate encounter)

888 Before you is a creature whose lower half is a pillar of basalt. Its eyes roll in agony; your heart is heavy with sympathy.

NO SKILL: You have no ability to aid this wretched creature. S1

PIETY: It tells how it joined with evil 'efreets in an attack on a sultan. Defeated, he was imprisoned until someone should pray for his release. You pray and the creature is free. In gratitude, the 'efreet promises to perform a task for you. D2/S1/Piety/Minor Magic at Master (1 use)

889 A strange voice calls from a well. "Oh, please lower a rope!" Trembling, you comply and draw the rope up; at the other end is a hideous demon face.

NO SKILL: You scream and bolt in terror, releasing the rope and dropping the creature back to the bottom. You hear his curse clearly as you flee. D1/Accursed (6 or less)

ENDURING HARDSHIP, DETERMINED: You stoically lift the creature from the well. "Thank you," it croaks. "Can I return your favor?" D1/S1/Beguiling (7 or less) /Take one wealth level from any other player or give any one status to one other player/Q:S

890 A glass-like snake slithers by you; it is pursued by a black, evil-smelling serpent. The snake shouts in a tiny but distinct voice, "Help!"

NO SKILL: Fearful, you hesitate. No Award
QUICK THINKING: You grab a rock, pursue, and smash the black serpent. The glassy snake disappears, replaced by a lustfully beautiful person! "Thank you for rescuing me! I will love and marry thee if thou desirest." Praise Allah! D2/S2/Married/Q:S

891 A horse turns and addresses you. "I beg your pardon, but could you direct me to civilization?"

NO SKILL: You calculate the value of this wonderful horse and try to trick it into coming with you. Alarmed at the tone of your voice, it departs. S1

BEGUILING: You smoothly win its trust and entice it into a pen. You display this strange beast here and make a fine profit until the sultan claims the creature. D1/S1/W+1 (Max:Rich)

892 An annoying insect buzzes around your head; you think it is laughing at you.

NO SKILL: You exhaust yourself trying to squash it. It stings you, then flies off, cackling squeakily. D1/Diseased (6 or less)

STEALTH AND STEALING: You snatch the tiny creature from the air. "Eecccc!" it squeaks. "Free me and you shall be rich!" D1/S2/W+1 (Max:Rich)

893 A beautiful glass-like snake slithers near. You gaze at it in wonder.

NO SKILL: It gazes back. You feel yourself growing smaller, as the snake turns into a beautiful enchantress. She thanks you as you slither off. D2/S1/Beastform

APPEARANCE: The snake speaks. "I cannot harm one so fair. Instead of cursing you with my form, I shall remain as I am and grant your wish. D1/S1/Opportunity to enter one Place of Power or Trea*

894 How remarkable — a rodent that grants wishes!

NO SKILL: You dash forward and grab it. Ho-ho! It flows and grows into an enraged 'efreet! "Oh, foolish, greedy mortal....," it cries. You turn to run, but are too slow.... D1/Ensnorcelled

SCHOLARSHIP: You recall that this beast has been extinct since the time of Solomon. Suspicious, and prudent, you leave the creature alone. D1/Wisdom

895 "By Allah, what a fetid stench, what an aura of evil, accompanies this bizarre beast!" You cannot stay your hand against such a malign presence.

NO SKILL: You charge forward, sword in hand, but are hurled back by the foul creature's poison breath. Sorely injured, you withdraw. D1/Wounded (6 or less)

MINOR, MAJOR MAGIC: A magical cantrip protects you against the creature's breath, and you dispatch it. D2/S1/Minor Magic

896 The small beast is cornered. You raise your weapon to deal the death blow, but it turns its gaze upon you. Your limbs grow heavy....

NO SKILL: You are as a statue; you have no control over your actions. When feeling returns to your limbs, you sigh with relief. D1/Ensnorcelled (1 turn)

LUCK, QUICK THINKING: You avert your eyes just in time. The thing scampers off; you do not regret its departure. D1/S1

897 You've never seen a beast like this. It doesn't seem dangerous — and what a beautiful pelt!

NO SKILL: It is far more dangerous than you expected. S1/Wounded (6 or less)

WILDERNESS LORE: You suddenly recall what the beast is and approach with extreme caution. You are lucky to escape injury and avoid ruining the specimen. D1/S1/W+1 (Max:Rich)

898 The beast seems tense, alert, and, when you draw near, it suddenly charges.

NO SKILL: You flee, but it catches you, tossing you to the ground. In terror, you wait its terrible jaws...but it merely stands over you for several minutes then moves peaceably away. D1/S1/Luck/Wounded (1 turn)

WEAPON USE (Mandatory): You stand your ground and try to disable it with your first blow, but the beast is too quick, its attacks relentless and savage.... You barely survive the battle. D1/S1/Crippled (6 or less)

QUICK THINKING: You drop to the ground, motionless. Puzzled, the creature nuzzles at you, stands over you for a few minutes, and at last wanders away. D1/S1/Quick Thinking

899 You pursue but cannot keep up.

NO SKILL: You try desperately to keep up, drawn on by faint sounds ahead. Finally, the sounds disappear. You look around and wonder where you are. D1/Lost (7 or less)

WILDERNESS LORE: You track the creature to its lair. Suddenly, it turns to face you. You are stunned by the horror of its visage and faint. When you wake, it has disappeared; but where it stood you see a marvelous object. D1/S1/Trea*/Insane (1 turn)

900 A powerful obsession draws you on and on until exhausted. Darkness sweeps before your eyes.

NO SKILL: When you wake you are dazed and unable to reason. You look about and find yourself in a strange land. D1/Accursed/Immediate move to the Dusky Land with immediate encounter

MINOR or MAJOR MAGIC, PROTECTIVE TALISMAN: You recognize the subtle spell the creature has woven and are able partially to deflect its influence. When you wake, you are fully wary and alert. D1/Immediate move to the Dusky Land with immediate encounter

901 The creature seems to pause and wait for you, beckoning you to follow.

NO SKILL: It is hard to keep up; the creature stays just far enough ahead to evade you. To what purpose should you continue? You give up. S1

DETERMINED (Mandatory): You continue the chase far beyond the point of reason. Wounded (7 or less) and go to paragraph 1393

FEMALE, GOLDEN BRIDLE, MINOR MAGIC: At last the creature turns and waits meekly for you. When you approach, it turns and leads you forward to your destination. D1 and go to paragraph 1393

902 You caught only a glimpse of the creature but it was the most marvelous thing you have ever seen. You can do nothing but follow.

NO SKILL: You will never rest 'til you've found it. D1/Under Geas

ENDURING HARDSHIP: Though it seems your heart will burst, you must turn aside and give up this obsession. Once done, you feel relieved of a great burden. D2/Wisdom

903 The strange beast seems an impossible combination of several animals. You examine it cautiously as it snuffles about.

NO SKILL: It moves off swiftly. Suddenly, it has disappeared from sight. S1

MINOR MAGIC, FATED (Both Mandatory): It draws near to you, then stiffens. Without warning it leaps at you. One bite, and you feel yourself changing... D1/Beastform

904 The sounds the creature makes are wierd, unnerving. Fearful, you keep your distance.

NO SKILL: From a distance there is little to discern. After a time it starts, apparently alarmed by something, and is gone before you can respond. S1

MINOR or MAJOR MAGIC: By its signs, you know its a human in beast form. You remove the enchantment, and the grateful victim promises to serve you faithfully. D1/S1/Scholarship

905 You examine the creature carefully from a distance. It seems harmless so you draw nearer. As you approach, it turns, and you gaze into its eyes.

NO SKILL: You are taken by its hypnotic gaze. D1/Ensoiled

STORYTELLING, MINOR MAGIC: You have heard of the gaze of enchanted beasts and swiftly avert your eyes. It departs; you are glad to escape without harm. D1/S1/Luck

906 As you pass a clearing in a grove of trees, you see a small ape — singing a song!

NO SKILL: You watch fascinated as the ape finishes the tune and then disappears into the trees. You shake yourself, wondering if your senses have deceived you. D1/S1/Insane (1 turn)

STORYTELLING: You know the song well and join in, improvising witty verses. The ape is amused and reveals that he is an 'efreet visiting among mortals. He proposes to travel with you to see how men live. D2/S2/Hairless Ape (171)

907 As you travel, a horse with no rider draws near. "Hello, traveller," it says. "Can I aid you?" You may request one of the following:

Directions to a nearby city: S1/Lose Lost/Move immediately to any city within four spaces (If none within four spaces, remain where you are)

That the horse travel with you as a companion: Roll 1 die and add 1 each for *Beguiling*, *Storytelling*, *Golden Bridle*:

• 1-3: Go to paragraph 1390.

• 4+: The horse agrees. He refuses to speak in front of others, causing you no end of frustration. D1/S1/Insane with *Wisdom* (Companion skill)

908 You spy a poor man leading a scrawny mule. He seems to be talking to it — and it is answering him! You overhear it say, "... and the prince will surely die tomorrow." The next day the prince dies in an accident. You must find this prophetic mule!

NO SKILL: You return to where you first saw them, but find no trace. The locals look at you in disbelief when you inquire. D1/Envious

ACTING AND DISGUISE: You avoid revealing what you are searching. One day you see them again and pretend to be a wizard from a distant land. They share their secret with you, and you arrange a mutually profitable scheme. D2/S1/Major Magic (1 use)

909 You tread on the tail of a mangy cur and are startled as it curses you in blasphemous epithets. A talking dog — and an infidel at that! Laughing and mocking, the dog dashes between your legs.

NO SKILL: Infuriated, you chase it wildly, dashing headlong into a stone wall. You lie there, dazed, the dog's profane utterances receding in the distance. S1/Wounded (7 or less)

PIETY: Righteously angry, you give chase. Allah guides your footsteps. The beast cannot escape, and finally it darts into the path of a heavily-laden cart, and is instantly crushed. Thus are punished all infidels. D1/S2/Piety

910 An old man stands along the road with a small ape. A crowd has gathered. "See the ape that talks!" he cries, and the ape begins to sing.

NO SKILL, PIETY (Mandatory): Appalled at this perversion, you cast the man aside, draw your weapon, and slay the demonic creature. The old man curses you bitterly. D1/Determined/Accursed

WISDOM, VIZIER, COURTLY GRACES: You remonstrate with the man, decrying the perversion of Allah's order. Though reluctant to surrender his income, the man agrees to place the matter before the sultan. D1/S1/Courtly Graces

911 While resting in the countryside you overhear a conversation from a nearby grove. Curious, you creep closer and discover a beautiful maiden speaking with a dark serpent. Her voice is dull and lifeless. You step forward, weapon ready. The thing's gaze meets yours — you feel your will slipping away.

NO SKILL: You turn and walk away. D1/Insane
LOVESTUCK, DETERMINED, ENDURING

HARDSHIP: Thoughts of the maiden and Allah stiffen your will. You advance threateningly upon the snake; frightened, it slithers away, and the ensorcellment is broken. The grateful girl professes her gratitude. D1/S1/(If male) Beloved

912 While travelling at twilight you come upon a clearing in a patch of woods. You spy a campfire. Around which many black dogs chant in the tongue of the evil Magian fire-worshippers.

NO SKILL: A sense of immense evil power washes over you. The beasts turn as one and gaze in your direction. You flee blindly. S1/Insane (1 turn)

PIETY: In the instant of your terror your prayers rise up to Allah. The fire leaps for an instant, then dies. When your eyes clear, it is early morning. Many men lie senseless around the ashes of a fire. You bind and deliver them unto the sultan's justice. D2/S1/Robe of Honor

913 You hear the sounds of horsemen approaching and cautiously take cover. A troop of dark, shadowy cavalry passes, their faces obscured by a mist.

NO SKILL, PIETY (Mandatory): Your murmured prayers attract the attention of the lead horseman — an evil Magian fire-worshipper! His followers gather around you, grinning. When you awake, you find you have been stripped and tattooed. D1/Accursed/W-2 (Min:Poor)

WISDOM, STEALTH AND STEALING: You compose yourself and sit motionless. You see they are merely men — wicked fire-worshippers. Your report to the sultan brings swift justice upon these unbelievers. D1/S1/Respected (1 turn)

914 You scoffed at the claims that the area was haunted, but now you watch as black alligators emerge from the river and rise to their hind legs, their forms beginning to soften and shift. They can be nothing but deeply evil.

NO SKILL: You warn the local inhabitants. They told you the place was haunted...and you scoffed! S1/Scorned (1 turn)

WILDERNESS LORE, ENDURING HARDSHIP: You resolve to track these dark beings and observe them carefully. Your information allows the villagers to drive the evil ones away. D2/S1/Respected (7 or less)

915 You take a ferry across a huge body of water and feel an unholy presence beneath you. Suddenly, long black arms rise from the water and grasp the ferryman.

NO SKILL: You watch in fear as the man is carried beneath the surface. In shock, you drift helplessly on the lake, hopelessly lost. D1/S1/Grief-stricken (1 turn)/Lost/Lose *Enduring Hardship*

ENDURING HARDSHIP: You pole after the ferryman, trying to put down your horror. You eventually reach a small island; as the gools drag their hapless prey to his doom, you fall upon them and destroy them. D2/S1/Determined/Piety

916 You see a dark road whose surface moves of its own accord. As you draw near, you find the road is a mass of huge, writhing, black snakes. You turn to flee, but the snakes are everywhere.

NO SKILL: You feel the sting of a viper's bite and commend your soul to Allah. Weakness fills your limbs. D1/Wounded (6 or less)

QUICK THINKING: You disrobe and wrap your garments round and round your legs. The serpents' teeth cannot penetrate the bulky swathings. You follow the snakes to a narrow valley. Up ahead you see something glinting in the sun... D2/S1/Quick Thinking/Free Move to the Valley of Diamonds with immediate encounter

917 It is evening and the night is moonless. You are drawn to a murmuring chant — a gathering of fell creatures — perhaps gools or Magians.

NO SKILL: You are too frightened to show yourself but you vow to consider carefully what you have heard. D1/Accursed (1 turn)/Lose *Piety*

DISEASED, CRIPPLED, CARNELIAN IDOL,
(898-917)

WEALTH POOR OR LESS (Mandatory): Your fortunes lately have been harsh and unjust. You are open to the seductive promises of power and wealth. You succumb, agreeing to set aside Allah. D1/Lose any statuses of your choosing/ W + 1 (Max:Rich)/Accursed/Lose Piety

918 While climbing a steep precipice, you slip and fall. Your leg pains you greatly; you are weak, barely conscious. A shadowy figure approaches.

NO SKILL: You swoon. When you wake, you find you have been robbed. D1/Wounded (7 or less)/W-1 (Min: Poor)

ENDURING HARDSHIP: Calming your swiftly-beating heart, you ask for aid. "There will be a price," says a hollow voice. Warily you agree. In a flash of light the other disappears, and you find you are well and whole again... D1/S1/Under Geas

919 Rumors say a powerful wizard lives nearby.

NO SKILL: A ghostly guardian will not permit you to enter. S1

DETERMINED, BEGUILING, COURTLY GRACES: You refuse to leave without seeing the wizard. The guardian relents. Inside, the wizard greets you cordially and is willing to teach you something of the art. He also makes you a generous present. D1/S1/Minor Magic/Q:S/Magic Saddlebags (153)

920 While crossing an open field at nightfall, you see a ghostly horse.

NO SKILL: You call out, but the apparition doesn't pause. Soon it is out of sight. S1

SCHOLARSHIP, STORYTELLING: You have heard tales of these apparitions' fondness for music. You sing to the ghost and it listens; you beg its favor. It disappears, but you discover a gold coin in the road. D1/S1/Blessed (6 or less)

921 Off the road, near a great river, you see a mule mired in a mud hole. The poor beast seems exhausted, and there is no sign of its master.

NO SKILL: You cannot reach it without becoming trapped yourself. No Award

WILDERNESS LORE: You cover the surface of the mud with your cloak and stretch out...you can just reach the bridle. Speaking soft encouragement, you patiently coax the mule from the mud. Never will you have a more faithful and grateful beast. D1/Blessed (6 or less)

922 A fine horse is surrounded by a pack of wild dogs. Its flanks heave with exertion and its eyes have the stare of panic.

NO SKILL: Your yelling and waving arms makes no impression on the dogs. After finishing the horse, they eye you speculatively; you retreat. S1

COURTLY GRACES: Such a fine horse only needs the guidance of a skilled horseman: if properly guided, it is quite capable of defending itself. You dash forward and leap to the horse's back; with your encouragement, the horse gives the dogs more than they can handle. Your valor has won you a fine mount. D1/S1/W + 1 (Max:Respectable)/Blessed (1 turn)

923 While living with a local herdsman, you hear his tale of woe: a great mastiff has been attacking the herds and slaying many sheep. You offer to organize the local folk and eliminate this threat.

NO SKILL: Your plan is inadequate, a few folks are hurt, and the dog remains at large. Scorned (1 turn)

QUICK THINKING: You ask the locals for a sheep as bait. Then, with the aid of a clever old trapper, you contrive a net-trap. The dog is captured without injury — which is fortunate, for the dog is the prize possession of a noble. You are rewarded for returning the creature. D1/W + 1 (Max:Respectable)/Wilderness Lore

924 All night you have been pursued by a pack of ape-like creatures. As dawn nears, you realize you must make a stand before your strength is gone.

NO SKILL: You are quickly surrounded; they are (918-940)

tearing at your throat. Suddenly the sun breaks over the horizon, and the creatures disperse, leaving you to tend your wounds. D1/Luck/Wounded (7 or less)

WEAPON USE: You wound several of the creatures; the others retreat beyond your reach. As you wait for them, the sun breaks over the horizon. To your surprise, they abandon you and disappear into the underbrush. D1/S1/Weapon Use

925 The sultan's herds are plagued by a hungry lion. He proposes that you capture the noble beast that it may be displayed at his court.

NO SKILL: You set a trap, but the lion surprises and mauls you. They are forced to slay the beast, and your plan is blamed for the lion's destruction. D1/Scorned (7 or less)/Wounded (7 or less)

WISDOM: You observe to the sultan that protection of his herds is proper, but keeping one of Allah's most noble beasts in captivity is a sin of pride. The sultan is moved by your words. The lion is captured, carried far away, and released. You are made a trusted advisor. D1/W + 1 (Max:Respectable)/Vizier

926 A noble asks you to investigate reports of poachers in his forest. Along a path you find a wild dog caught in a trap. *You may free the dog, or hide to watch for poachers:*

If you free the dog: go to paragraph 1391.

If you hide and observe the trap:

NO SKILL: The poachers arrive and catch you. Mistaking you for a competing poacher, they beat you, tie you to a tree, and make their escape. The noble is displeased. D1/Scorned (6 or less)

STEALTH AND STEALING: The poachers arrive. You slip away unseen and return with guards. The poachers are captured; the noble is pleased. D1/Respected (1 turn)

927 A pride of lions is hidden in the vicinity. The prince is concerned that they are starving and directs you to bring food to them.

NO SKILL: The lions will not eat the meat you bring. The pride dwindles. D1/Scorned (1 turn)

WILDERNESS LORE: Knowing that lions will only eat freshly killed meat, you stock the area with live game which they hunt, kill, and eat. The pride thrives. D2/S1/Wisdom/Blessed (7 or less)

928 A pack of slavering canines clusters around the base of the tree. The branch you cling to creaks ominously. All night you pray.

NO SKILL: At midnight the bough shatters. Several dogs get a taste of you before you reach the river and wade across. D1/Wounded (6 or less)

LUCK: Just as the bough is breaking, an antelope darts by. Baying eagerly, the dogs take up the chase. You give thanks for your deliverance and pledge to live a virtuous life. D1/Lose Stealth & Stealing/Piety

929 A gruesome parody of man-form stalks out of the shadows, drooling and gurgling. You cry, "Allah preserve me!" It senses your presence, pauses, listens intently, then lumbers briskly toward you, licking its chops.

NO SKILL: You plunge headlong into the night, howling incoherently. D1/Insane (7 or less)

STORYTELLING: You noticed the hesitation when it heard your prayers; you instantly begin jabbering a stream of tales, prayers, and random verses. It listens, apparently rapt, distracted from its hunger. D1/S2/Quick Thinking

930 It is twilight. Through the forest you see a great ghostly form moving silently and sinuously toward you, eyes glittering in the faint light.

NO SKILL, PIETY (Mandatory): You await its approach, intoning your prayers. The great white tiger approaches you curiously, batters you with his great paws, and then wanders silently off into the dark forest. D1/Wounded (6 or less)/Wisdom

WILDERNESS LORE: You silently inch downwind, and the great white tiger does not notice you. Later, when your fear is gone, you marvel at its great beauty, and are moved to praise Allah's most noble and powerful creation. D2/S2/Piety

931 Terror grips your heart as the ghostly horse-form draws closer.

NO SKILL: Blackness overwhelms you, and you fall without a cry. You wake the next morning and gibber. D2/Insane (6 or less)

MAJOR MAGIC: You speak a spirit-binding charm, and the ghost-form halts. Now it is under your control. D2/S1/Free move to any space but a Place of Power.

932 From your safe place, you see a shimmering form hovering before you; it soon disappears into the undergrowth.

NO SKILL: You are none the wiser... but safe, at least. S1

SCHOLARSHIP, STORYTELLING: You have heard tales of 'efreet horses which lead travelers to great treasures. The tales are true! Lying nearby is a purse bulging with gold! D2/S1/W + 1 (Max:Rich)

933 You catch a glimpse of a beautiful horse. You cannot tell whether it is ridden, led, or running free.

NO SKILL: You follow cautiously. When you reach the spot where you last glimpsed it, there is no sign of it — no hoof marks nor any evidence of its existence. S1

LUCK or DETERMINED: You close with the beast and soon are able to discern its rider — a great, dark evil looking man-shape with fiery eyes. Prudently you decide not to interfere with it. S2/Wisdom

934 A rich vizier riding a noble horse canters past you. Your soul is moved by the beauty of the beast. Cautiously you follow — perhaps you can obtain the horse for your own.

NO SKILL: The vizier notices you, turns, tosses you a coin, then pats his sword meaningfully. You take his meaning — and his coin. D1/W + 1 (Max:Poor)

STEALTH AND STEALING: You stay out of sight until the vizier stops to rest. While he sleeps, you take the horse's bridle and lead him off. D1/W + 1 (Max:Rich)

935 A large cow lumbers by, closely followed by a poor man in rags. "Please help me catch her," he cries. "My family will starve without this beast."

NO SKILL: The cow is very large and looks ill-tempered. You decide the poor one must depend on Allah for aid. No Award

GOLDEN BRIDLE, QUICK THINKING: You easily bring the great beast under control. The poor one is profuse in his thanks. D1/Blessed (1 turn)

936 You see a poor man leading a fine mule.

NO SKILL: The man eyes you suspiciously, and, anticipating your actions, immediately hurries into a crowd of locals. No Award

BEGUILING: You slip the guide rope from the mule's head, place it over yours, and follow along behind. Later, when the man discovers you, you explain that you were enchanted into the body of a mule, and have just now changed back. The gullible man lets you free and you return to the mule and sell him for a good price. D1/S1/Quick Thinking/W + 1 (Max:Respectable)

937 The beast is large and strong — never have you seen such a creature. Your heart contracts with greed.

NO SKILL: As you have just about grasped the beast's rope, a voice comes from behind you, "Ah, you've found my wildebeest!" A strange foreign man thanks you, takes the beast, and gives you a few coins in gratitude. D1/W + 1 (Max:Poor)

GOLDEN BRIDLE, QUICK THINKING (Mandatory): You quickly wrap ropes around the creature's legs and hobble it. As you are leading it away, a huge infidel sees you and cries, "So! Stealing my wildebeest, eh?" and gives you a thorough thrashing. D1/Wounded (7 or less)

938 No Award

939 No Award

940 You plan to take a fledgling roc from its nest. You truss the bird up securely but, as you are

finishing the task, the mother roc appears. You are taken up in the great bird's talons and borne away on the wind. After some hours of flight you are dropped. Only the grace of Allah, and some undergrowth, breaks your fall and spares your life. D1/S1/Lost/Choose another player to place your marker within four spaces of your current position.

941 The egg resembles a huge dome. You realize that transporting such an object will be difficult.

NO SKILL: You pay locals to help you move the egg. Unfortunately, the egg breaks loose on the steep slope. The egg is shattered, some are injured, and you become an unwelcome personality. D1/W-1(Min:Respectable)/Outlaw

SCHOLARSHIP: You engineer a horse-driven wheel to lift the egg onto a cart. Your devices permit its safe shipping to civilization, where it causes quite a stir. D1/S1/Quick Thinking/Respected (7 or less)

942 The egg resembles a huge dome imbedded in the sand.

NO SKILL: The egg suddenly cracks open. A large piece of shell strikes your head, dazing you, and the young roc emerges. Just as it is about to eat you, the mother returns with food and it turns away. You escape. D1/Luck

WEAPON USE: You gather a band of skilled adventurers: when the fledgling bursts from the egg, it is quickly slain. You hastily remove the carcass, which is quite tasty, and the great bones cause a stir in the sultan's court. D1/S1/Respected (7 or less)

943 You remain motionless as you watch the egg.

NO SKILL: After a time a huge roc settles down upon it. Suddenly you are amazed to see a sultan and hundreds of men emerge from hiding and subdue the huge creature. S1

WILDERNESS LORE: You realize the egg is fake — a lure for a real roc? A roc approaches; you note soldiers hiding in the bushes. *You may watch in silence, or warn the roc:*

If you allow this noble creature to be captured or killed: D-1 and read the NO SKILL paragraph

If you warn the bird: Go to 1392

944 Before you is a roc egg, and far off in the sky you see a speck which might be the returning mother. Roll 2 dice and add 1 each for *Piety*, *Luck*, *Wilderness Lore*:

- 2-8: You are caught by the roc and carried a good distance before being dropped, receiving grievous injuries. S1/D1/Crippled

- 9+: You elude the talons of the mother and escape. D1/S2/Luck

945 A great roc egg sits in a nest on a small island. As you cower in fear, a colossal roc lands and begins pecking at the egg. Soon another roc arrives and a terrific battle ensues.

NO SKILL: The force of the maelstrom soon overwhelms you! D1/Wounded

PIETY: There is no power but in Allah. Feathers and bits of shell fly all about you, but you are unhurt. You take a piece of shell to corroborate your tale. D2/S2/Respected (6 or less)

946 No Award

947 No Award

948 No Award

949 No Award

950 No Award

951 No Award

952 No Award

953 No Award

954 No Award

955 No Award

956 A rowdy bunch of brigands pass you by without a backwards glance. Then, one of them turns and cries, "Come fellow, join our hunt..."

NO SKILL: You have no skill at such things and

decline. The final brigand gives you a rude poke with his weapon as the group rides off. Scorned (1 turn)

WILDERNESS LORE (Mandatory): You join in eagerly. After you have pointed out the correct path, you realize they are 'hunting' a man on horseback. You are chagrined to be involved in such dishonorable doings. D1/Grief-stricken (1 turn)

957 A group of merry brigands has met up with you. You are invited to take part in a plan to humiliate the wicked vizier who rides this way. *You may decline or accept the offer:*

If you decline: no hard feelings. No Award

If you agree, roll 2 dice and add 1 each for *Stealth & Stealing*, *Beguiling*, *Acting & Disguise*; subtract 1 for *Piety*:

- 2-7: You fail in your role as a wounded traveler. The vizier is suspicious, and his guards attack. You are taken captive. D1/Imprisoned

- 8+: You trick the vizier into a compromising position in front of many witnesses. The others are so pleased that they offer you a fine reward. D1/S2/W+1 (Max:Respectable)/Q:S

958 You come upon a small group of crudely garbed armed men. They are weeping openly. When questioned, they explain that their leader has been slain and they cannot decide how to choose a successor.

NO SKILL: It is none of your affair. No Award

WISDOM: You suggest a simple but clever test which favors those with strength, honor, wit, and manners. Impressed by your wisdom, the rough men give you a generous reward. D2/S1/W+1 (Max:Respectable)/Q:S

959 You come upon an encampment of men fitting the description of brigands operating hereabouts. Their chieftain greets you and offers wine.

RICH OR BETTER (Mandatory), NO SKILL: There was benj in your cup! When you wake, you find you have been robbed. D1/W-2 (Min:Poor)

BEGUILING: You make a show of drinking the wine, but do not touch your lips to it. Impressed with your wit and prudence, the robber chief asks you to join his band.

If you do: lose *Piety* and *Respected*/D1/S1/Outlaw with *Stealth & Stealing* at Master (Companion skill)/Q:S

If you decline: go to 1383

960 A small party of grimy-looking men come upon you. "We are scouts for the nomad tribe of Bedouins," they say.

NO SKILL: When you ask to meet their chief, they laugh and escort you to his presence. "What would you have of me?" he asks. *You may ask for information or to join the tribe:*

If you ask to join the tribe: he proposes a trial by one of the following:

Combat — go to 1398

Pain — go to 112

Storytelling — go to 619

If you ask for information: go to 1382

961 From a hill you spy a huge encampment of disreputable-looking men. Fearful that this might be a war party planning to invade your homeland, you resolve to sneak into their camp.

NO SKILL: You are quickly caught as a spy, then sold as a slave. D1/Enslaved

STEALTH & STEALING, ACTING & DISGUISE: You sneak into the camp, and listen to their rough conversation. Finding them harmless, you reveal yourself and talk freely with them, learning valuable information. D2/S1/Opportunity to enter the City of Brass/Q:S

962 Some distance off you spy a small party of raucous men drinking and carousing. They fit the descriptions of brigands operating in the area.

NO SKILL, WEAPON USE (Mandatory): Despite the fact that they are not harming anyone, you attack them boldly. Drunken and surprised, they fall easy prey. They were innocent men, and you are punished. D-1/S1/Imprisoned

COURTLY GRACES: You recognize certain signs of noble breeding in the demeanor of these men, and cautiously observe them further. Then, you get a look at one's face — it is a young friend of the prince! How fortunate you did not act in haste. D1/Wisdom

963 You met briefly with a band of brigands. When you asked to join them they laughed and cast you away. You follow them, vowing revenge.

NO SKILL: You strike when the brigands attack a small merchant caravan. It is a shrewd plan, but goes awry; a defender pierces you with a spear. So goes your revenge.... D1/Wounded (6 or less)

WISDOM: Revenge is a dish best served cold. You bide your time and follow, waiting for your chance to destroy them. D1/S1/Determined

964 A laughing band of men, obviously brigands, pass you in the woods. Determined to see what you can steal from them, you follow.

NO SKILL: You are caught, mocked, humiliated, and sold into slavery. D-1/S1/Enslaved

QUICK THINKING: Three scouts come upon you. You pretend to be a traveling entertainer. They view your entertainment, clap politely, then rob you. D1/W-1 (Min:Penniless)

965 While strolling along, you hear voices approaching. Soon a great party of besotted brigands pass your hiding place, obviously on the way to a drunken revel. You tag along, wishing to join the fun.

NO SKILL: Drunk as they are, the brigands notice you, pursue and capture you, and use you for sport. Scorned (1 turn)

ACTING AND DISGUISE, STEALTH AND STEALING: You knock one of them unconscious and take his robes and burnoose. Thus disguised, you enjoy an evening of feasting at their expense. You pick up a few useful professional tips and a few nice baubles, as well. D1/S1/Stealth & Stealing/W+1 (Max:Respectable)/Q:S

966 You come upon a huge tribe of nomad Bedouins — obviously brigands. In the distance, you spy a large caravan — obviously the Bedouins' target. You must warn the caravan! Roll 1 die and add 1 for *Stealth & Stealing*:

- 1-3 You are caught by the Bedouins. They suspect your intent, and punish you gleefully. D1/Wounded (6 or less)

- 4+ You circle around the Bedouins and warn the rich caravan in time. You are well rewarded for your effort. D1/S1/W+1 (Max:Rich)

967 You watch in amazement as a troop of evil-looking brigands stands before a cliff wall. The leader cries, "Open se-shama!" and a cave reveals itself. The group disappears inside. Later, you hear a muffled cry, the entrance opens, and the brigands ride forth. Using the magic words you gain entry.

NO SKILL: You help yourself to the wealth, but forget the words the brigands used to exit the cave. Trapped, you await the return of the brigands, who sell you into slavery. D2/Enslaved

WISDOM: Carefully memorizing the words the brigands used to enter and exit the cave, you enter, grab much treasure, and make good your escape. D2/S1/W+3 (Max:Princely)

968 Hearing cries for help, you ran to see a small merchant caravan beset by blood-thirsty brigands. Soon the merchants will be overwhelmed. *You may aid the merchants or wait to grab whatever the brigands leave:*

If you attack: go to 1385.

If you wait: the brigands make short work of the merchants. They strip the caravan and ride off. D1/Lose *Piety*

969 You spy a troop of Bedouin raiders loaded with loot. You pursue immediately, hoping to discourage them from further mischief.

NO SKILL: They lead you on a merry chase, then, contemptuously, they elude you. D1/Lost (1 turn)

WILDERNESS LORE: You follow their tracks, finally coming to their encampment. Your attack is

well-planned: you catch them one by one as they step out to answer Nature's call. The booty is meager but fair pay for such light work. D1/S1/W+1 (Max:Respectable)

970 From over the hill you see the approach of a band of Bedouin brigands. Realizing they will soon be here, you scurry for a good defensive position with a safe retreat. Soon they are upon you, slashing you from all sides. Roll 2 dice and add 1 for *Weapon Use*, *Enduring Hardship*, and *Determined*:

- 2-7: You bleed from many painful cuts. They leave you for dead. D1/Wounded (7 or less)
- 8+: Bleeding profusely from many cuts, you defiantly stand your ground and wait for their next onslaught. They stop, wheel, and stare at you, mouths agape at such courage. "Let him stand!" cries the leader. He salutes you and the pack moves off. D1/S1/*Weapon Use*/Respected (1 turn)

971 Vicious Bedouin raiders have come upon your camp. Off into the forest you dash, praying to Allah for his intervention.

NO SKILL: The Bedouins catch you easily. Your pleas for mercy fall on deaf ears, though they only rob you when they might have slain you. D1/W-1 (Min:Poor)

PIETY: One brigand is stung by a bee, a second tumbles and knocks himself unconscious. The third and fourth get into a terrible argument: one flees and the other rides off in hot pursuit. D2/S2/*Piety*

972 Because brigands are in the area, you spend the night in a tree. Later, in the dark, you hear the loud voices of Bedouins dividing loot — directly below your tree!

NO SKILL: The branch you are sitting on breaks; you tumble to the ground. They freeze in shock, and you dash away into the dark. They do not pursue, praise Allah. D1/S1

WILDERNESS LORE: You remain motionless, scarcely daring to breathe. The Bedouins bury part of their treasure and leave. Later, you dig it up and leave hastily. D2/S1/W+2 (Max:Rich)

973 Your camp is surrounded on all sides by evil Bedouin raiders. You fall to your knees to beg for mercy in the name of Allah.

NO SKILL: The Bedouins laugh at your pleas, shame you with foul acts, and leave you for dead. D2/Wounded (6 or less)/Lose *Enduring Hardship*

BEGUILING, FEMALE (Both Mandatory): You promise that they will not regret sparing you. They take you captive — but at least you are alive. D1/Enslaved

974 Your caravan is beset from all sides by nomad raiders. There is one chance to escape — but you cannot take your possessions with you.

NO SKILL, RICH or better (Mandatory): You cannot bear to leave so much wealth behind. Your final stand is bold but short. D1/Wounded (6 or less)/W-2 (Min:Poor)

WISDOM: Worldly wealth is not worth the loss of your life. You flee. D2/S1/W-2 (Min:Poor)/*Wisdom*

975 The crotchety old one asks if you have anything he might eat.

NO SKILL: You are offended by his effrontery, and politely decline to aid him. D-1/S1

PIETY, COURTLY GRACES: You give him the last of a pomegranate-and-rosewater confection you prepared with your own hands. After one bite, his eyes widen. "Only my son could make such a perfect confection! Truly, could it be thee?" Indeed, marvel of marvels, it is your long-lost father! D2/S2/*Blessed/Luck*

976 The ancient one has many scars, and you are curious about their origin.

NO SKILL: You politely inquire as to their cause, and the old man walks away, insulted by your crude manners. Scorned (1 turn)

WISDOM: You surreptitiously study them. They are whip scars: the sign of a slave who has bought (970-989)

his freedom. You politely ignore them as you converse with the old one. D1/*Courty Graces*

977 A wise old Persian is expounding to a small group. You join them, and, when the discussion is over, the man invites you to his dwelling.

NO SKILL: You accompany him and spend a pleasant evening. In the morning you go your separate ways. D1/S1

STORYTELLING: You amuse him so much that he makes a present to you — a book collection of incredible antiquity, full of marvelous ancient tales. D1/S1/*Scholarship*/Book of Hidden Treasure (166)

978 The old man is hawking old lamps.

NO SKILL: You engage in discussion and hear many details of his life. S1

SCHOLARSHIP (Mandatory): You have heard tales of magical lamps.... You pursue the old man, showering him with questions about his: when he last polished them, which is the oldest, where did he purchase this one. In time the man is annoyed by your persistent questions, and calls a soldier. D1/Envious

MINOR or MAJOR MAGIC: You detect an aura about one of the old lamps. For a pittance you purchase a priceless object. D2/S1/*Magic Lamp* (146)

979 The old man is doddering and infirm but his clothes bespeak great wealth. Only the presence of bystanders prevents you from robbing him.

NO SKILL: The old man spends many hours visiting equally aged friends. He will not be alone in the near future; you decide to try your luck elsewhere. No Award

BEGUILING: You engage the man in conversation; he tells you interesting details about a haunted manse nearby. You convince him to lead you to this place, where it is a simple matter to overcome and rob him. D2/W+2 (Max:Respectable)/Opportunity to enter the Haunted House

980 The old one is apparently wealthy, and there is no one else about. *You may rob him or continue following him:*

If you wish to rob him:

NO SKILL: You leap forward, expecting little resistance. The old man whirls, utters a cry, and you are thrown back by magical forces. D1/Ensnared

MINOR or MAJOR MAGIC: You recognize the symbol on his turban as denoting a powerful enchanter. You prepare your own countercharms, grinning and looking forward to this contest of equals. When you attack, you are victorious, and you gain an interesting item. D2/*Trea**

If you wish to continue following: go to 1381

981 In a lonely place you meet an old blind man. Desperate, you attack and rob him.

NO SKILL, PIETY (Mandatory): Though you gain a few coins, your heart is heavy at the deed. D-1/W+1 (Max:Poor)/Grief-stricken (7 or less)

ACCURSED, OUTLAW, SCORNE: You are not moved by the plight of the weak, the pathetic, the doomed.... D1/*Stealth and Stealing*/W+1 (Max:Poor)

982 Several suspicious-looking blind men hurry past. You follow and discover they are thieves, about to split their loot. Suddenly one cries, "Brothers, there is a stranger here!" They thrash about. The fracas is noticed, and the sultan's guards arrive.

NO SKILL: You explain your case. The sultan judges that your intent was to rob them, making you a thief as well. D1/Imprisoned

ACTING AND DISGUISE, BEGUILING: You pretend to be blind too, and claim that all of you had a falling out. Suspicious, the sultan beats you, whereupon you open your eyes. You suggest that he beat the others and they will open their eyes. He does so. When they do not open theirs, he judges that you are more honest than they and sets you free. D1/*Quick Thinking*

983 You spy several old blind men hurrying furiously away. Intrigued, you follow.

NO SKILL: One of them hears your footfalls and cries out to his companions. They set upon you. Only the fact that they are all blind saves your miserable life. D1/Wounded (6 or less)

STEALTH AND STEALING: They enter a cabin, and you eavesdrop. You discover they are thieves, dividing their take! You wait in a corner until they fall asleep, then help yourself to the plunder. D1/*Stealth & Stealing*/W+1 (Max:Respectable)

984 You approach a group of three blind mendicants (wise men) who are looking for lodgings. If you will help them find lodgings, they will tell the amazing tale of how they were blinded. *You may accept or reject the offer:*

If you refuse: you go on your way. No Award

If you agree: go to paragraph 1386.

985 You spy a blind man making prophecies to his followers. *You may pay or ask for a free prophecy:*

If you pay: W-1 (Min:Beggar)/Go to 1387

If you don't: the blind man points at you with trembling finger. "Yours shall be the fate of the niggardly! You are doomed!"

NO SKILL: It comes to pass as it was prophesied. D1/S1/*Fated*

PIETY: You meekly bow your head. "If Allah so will it, so shall it be so." The blind man is abashed by your piety, and hangs his head in shame. D1/S1/*Piety*

986 A blind man sits at a corner, asking for a penny in exchange for a story.

NO SKILL: To honor him, you lay down two pieces of gold. "I do not need your pity!" he cries. D1/Scorned (1 turn)

STORYTELLING: You lay down two pieces of gold and cry, "Here! I have a tale I will tell. If your tale is more marvelous than mine, the gold shall be yours." Whereupon you tell an amazing tale. He proceeds to better your tale, to your vast delight. D1/S2/*Storytelling*/W-1 (Min:Res.)

987 You and a blind man stand by the side of the road. You spy a boy about to be run down by a careless horseman; you heroically save the boy — who turns out to be the vizier's son. To honor the blind man, you claim that he rescued the lad.

NO SKILL: Surprised, the blind man protests. The vizier, bewildered by this strange testimony, takes you to the sultan's court; there is considerable confusion before the truth is properly straightened out. The anecdote becomes the subject of many tales, and you gain ironic fame for your act. D1/S1

BEGUILING: Explaining that the vizier's generosity would be wasted on one so fortunate as yourself, you quickly concoct a story. The blind man is grateful. D2/S1/*Blessed* (6 or less)

988 While bathing in a pool you spy a pitiful blind man. Your heart is heavy with sympathy. You pray to Allah that his sight may be restored.

NO SKILL: The man cries out in surprise! The first thing he sees is your clothes, which he steals. You marvel at Allah's mysterious ways. S1/*Piety*

PIETY: The man cries out in surprise! He can see! The first thing he sees are your clothes, which he steals. Shocked, you exclaim, "Would that Allah strike you blind again, ungrateful one!" Marvelously, this thing occurs; the other cries out again, drops your clothes, and clutches his eyes. "See?" says a voice. "I knew better than thou." D2/S1/*Piety/Wisdom*

989 A blind old man is asking for alms in the street. *You may give him a coin, or pray for him:*

If you give him a coin: D1.

If you pray for him: roll 1 die and add 1 for *Piety*:

- 1-3 "Of what use are your prayers?" the poor man weeps. You are shamed and disheartened. D1/Grief-stricken (7 or less)
- 4+ At that very moment the sultan appears, celebrating the marriage of his son. He gives the poor man a fistful of gold. The man is heartened,

and rests his faith thenceforward on the All Powerful One. D1/S1/Piety

990 You spy a blind old man and reflect aloud on your blessings.

NO SKILL: The old man hears your words and is understandably offended. "Yes, it would be too bad were you also afflicted, you dog!" He swings wildly at you with his stick. Others snicker at you. Scorned (7 or less)

COURTLY GRACES: Your observation is couched in polite and poetic verses — and the onlookers conclude you are a wise philosopher. S1/D1/Respected (1 turn)

991 In a desolate area you come upon a wretched old man, lying by the side of the road. He is at death's door.

NO SKILL: There is little you can do for him; you commend him to Allah's mercy. S1

STORYTELLING, PIETY: You take his hand to ease his passage and tell tales of the wonder of the next life. His eyes fill with tears of gratitude and his last words bequeath his possessions to you who befriended him in his last hour. D2/S1/W+2 (Max:Rich)/Piety

992 A greasy-looking brute asks you to help fleece a wealthy old man. You agree for a share of the profits.

NO SKILL: Your attempt to make the old man believe in magic lamps fail. He calls for the sultan's guards, and you are punished. D1/Imprisoned

BEGUILING: You take the old man for a tidy sum. As you remove the genie makeup, you see your partner disappear in the crowd, with your share of the take. D1/S1/Envious

993 A grinning ne'er-do-well asks you to lend a hand with a "guess-where-the-pea-is" game. He tells you which shell it will be under so you can "guess" correctly. The others will believe the game is easy and wager many coins.

NO SKILL: You perform well and make a tidy sum. However, a burly man who was taken for many coins tracks you down and teaches you charity and honesty. D1/Wounded (7 or less)/Lose *Stealth & Stealing*

ACTING AND DISGUISE: You make a tidy profit. Your partner is caught and punished, but you were disguised; none recognize you. D1/W+1 (Max:Respectable)

994 You spy a man selling worthless lamps at exorbitant prices under the pretext that they are magical. You plan to improve his scam and, perhaps, make a little profit for yourself.

NO SKILL: You pretend great interest in the lamps, encouraging much business. Later, when you explain how much help you have been to the fraud, he sneers and says, "You expect gratitude? Pfah! Get out of here." No Award

MINOR MAGIC: You use minor spells to make the lamps seem magical; even the seller is fooled. You rush out, buy back the lamps, return, and sell them to the fraud, making a profit while serving the interests of justice. D2/S1/W+1 (Max:Rich)

995 You witness a young ne'er-do-well cheat an old man at dice. As the young one moves off, you resolve to rob him and return the money.

NO SKILL: The young man is a tough customer, but Allah aids your cause. You overcome the other, gain the coins, and return them to the old man. D2/Piety/Blessed (7 or less)

STEALTH & STEALING (Mandatory): You catch the young con-man by surprise and knock him out. When you hold the coins in your hand, however, your resolve to return the money dwindles. D-1/Lose *Piety*/W+1 (Max:Res.)

996 As you enter the city, a greasy character offers you "night passes" for a fee. Without them, he explains, you may not travel after dark. You pay, but later learn it was a lie. You are determined to regain your money and punish the scoundrel.

NO SKILL: You wait near the gate, hoping to catch sight of the miscreant, but he does not appear. After a few days, pressing business forces you to yield. D1/Envious/W-1 (Min:Respectable)

WISDOM, STEALTH & STEALING: Knowing that the villain will be celebrating his crime, you search the inns of the city, and finally come upon the man. You pummel him senseless and recover your money. D1/S1/Determined

997 A group of men in a musty alley motion for you to join them. They seek your aid in a scheme to victimize an aged lamp seller. You recognize them for the curs they are.

NO SKILL: You try to warn the lamp seller. The swindlers divine your intent and knock you senseless before you can interfere. D1/Insane (1 turn)

WEAPON USE: Instantly laying about you with your weapon, you wound two and scatter the others. You caution the wounded about the inadvisability of cozening old men. D2/Quick Thinking/Piety

998 You see an emaciated man wagering on a dice game.

NO SKILL: Afraid of being cheated, you refuse to participate, though you become the subject of some good-natured jeering. D1/Scorned (1 turn)

PIETY: You give the man a coin, saying, "If you are in such need of money that you do this to your brothers, you are in greater need than I." The other man is shamed and abandons his game. D1/S1/Piety

999 In this far-off land, a man approaches, demanding a coin for the sultan's tribute. "It is the custom, foreigner," he explains.

NO SKILL: Suspecting a con game, you refuse to pay. Unfortunately, he is really a soldier of the sultan and calls other guards to chastize you for impertinence. D1/Imprisoned (1 turn)

SCHOLARSHIP: You recall such a practice in some countries and note the man's garb; he might be a sultan's guard. You politely explain that you already have given; it did not occur to you to demand a receipt. Although suspicious, he hesitates to contradict you. D1/Beguiling or *Courtly Graces*

1000 In this strange land, you are informed, it is customary to sever the little finger of the left hand. You must submit if you are to remain.

NO SKILL: You may submit or leave the city: If you leave: No Award/Move your marker one space out of the city

If you submit: It is painful, but you gain rare and fascinating insights into a strange culture. D1/S1/Crippled/Scholarship

COURTLY GRACES: You inquire about the origins of the custom. A former sultan missing this finger decreed that all subjects should be blessed in this way. You speak with the current sultan and convince him to establish a new tradition to enhance his own honor. Pleased with your wisdom, he makes you a trusted advisor. D2/S1/Vizier

1001 You are arrested for eating dates from a leather bag. You are sentenced to execution by a grinning vizier (who gave you the dates); with your property to be given to the state (i.e., to the vizier).

NO SKILL: You may protest, or try to assassinate the vizier:

If you speak in your defense: go to 1380
If you try to kill the vizier: roll 1 die and add 1 each for *Stealth & Stealing*, *Weapon Use*:

- 1-3 You fail, and are horribly wounded. However, you manage to escape. D1/S1/Wounded (6 or less)/Outlaw/Lose *Weapon Use*
- 4+ You succeed and discover that, by law, your act makes you the new vizier! D2/S1/Vizier

1002 A member of the aristocracy slays a peasant for a trivial offense. He is about to slay another when you intervene.

NO SKILL: Enraged, the aristocrat attacks you. You barely escape. D1/Wounded (6 or less)

WEAPON USE: Your attack is met skillfully; the other is a master swordsman. However, the distraction

permits the peasant to escape. You escape immediately thereafter. D1/*Weapon Use*

1003 You spend the night with a rich local merchant, but are dismayed to learn of an obscure custom; you are expected to marry his child! You have no wish to marry an infidel in a far-off land, but an armed slave is assigned to insure cooperation.

NO SKILL: Since you have no choice, you are married. D1/Married/Grief-stricken/Lose *Seduction*

ACTING & DISGUISE: When alone, you make yourself look diseased. Appalled, the merchant gladly allows you to leave. D1/S1

1004 In a far-off land you have met and fallen in love with a wonderful member of the opposite sex. In this land, when a spouse dies, the other is buried alive with the corpse. You may refuse or agree to marriage:

If you refuse: S1/Scorned (6 or less)
If you go through with the marriage: go to 1005

1005 In a far-off land you have married a most wonderful member of the opposite sex. You live in bliss for less than a week when your spouse dies of a sudden cold. You are reminded of the custom of burying the surviving spouse with the corpse in a huge pit. You may try to escape or accept your doom:

If you escape: roll one die and add 1 each for *Beguiling*, *Acting & Disguise*, *Stealth & Stealing*:

- 2-7 You are caught. Enraged, the people punish you brutally before throwing you in the pit. Crippled/Go to 1006
- 8+: You flee with few possessions, but with life intact. D1/S1/Outlaw/W-1 (Min:Poor)

If you accept your doom: go to paragraph 1006.

1006 In a far-off land you have married, but your spouse has died. It is the custom to bury the surviving spouse with the corpse in a huge pit. With one loaf and a bottle of water you are lowered into the pit. Soon your bread and water are gone. One day light streams in as another is lowered into the pit.

PIETY (Mandatory), NO SKILL: The other is unwilling to share his food. You fall into a deep sleep like unto death. A grave robber draws you out of the pit and, taking you for dead, strips you. You barely manage to crawl away, dazed, and without memory of who you are. D1/S1/Insane/W-3 (Min:Penniless)

QUICK THINKING, DETERMINED, WEAPON USE: You leap forward and brain the infidel with a thighbone of the deceased. The bread and water keep you alive until the next person is lowered, who you likewise slay and plunder. This continues until you stumble upon a secret exit. At the end of an interminable crawl, you emerge into a fabulous valley where diamonds are strewn about like pebbles! D2/S1/Luck/Free move to the Valley of Diamonds with immediate encounter

1007 No Award

1008 No Award

1009 No Award

1010 No Award

1011 No Award

1012 No Award

1013 No Award

1014 A man is fleeing for his life! He tells you that a wicked vizier is infatuated with his wife and has declared him an outlaw. Moments later he is taken by guards and will die tomorrow at dawn unless you can do something. You may seek an audience with the vizier, or try to help him escape:

If you seek the vizier: go to paragraph 1015.
If you try to help your new friend escape:

NO SKILL: You are caught, and banished from the land. D1/Outlaw

WEAPON USE: You overpower the guards and rescue the man. He leaves to rescue his beloved. D1/S2/Blessed (6 or less)

1015 A convicted man told you that a wicked vizier planted false evidence in his house. "The vizier will take my beautiful wife tomorrow when I am executed," he mourns.

WEAPON USE (Mandatory), NO SKILL: You sneak into the vizier's house and slay him to save your friend. But he is executed anyway, and you are sought as a criminal. D1/Outlaw

WISDOM: You wait in hiding, observing the vizier, and discover evidence that will prove your friend's innocence. *You may try to steal the evidence, or testify at the trial.*

If you steal the evidence: go to paragraph 1016

If you go to the trial: go to paragraph 1399

1016 A wicked vizier robbed the sultan and planted booty in your friend's house to frame him. You have found some of the loot in the vizier's house.

NO SKILL: As you lay your hands on the items, a shrill wail arises. The guards are alerted and you must flee. Go to paragraph 1399

STEALTH & STEALING, MINOR or MAJOR MAGIC: At the trial, you describe the vizier's house, the plot, and where the loot may be found. Enraged, the sultan executes the vizier and promotes your friend. D2/S1/Blessed (6 or less)/W + 1 (Max:Rich)

1017 A young prince gives you a gift. Later, the vizier summons you, finds a pretext for confiscating the item, and banishes you. Vengeful, you return at night.

ENVIOUS, STEALTH & STEALING (Both Mandatory), NO SKILL: You find many treasures and cannot resist taking some. You make a sound; the guards are on you like dogs on a hare. D1/S1/Wounded (6 or less)/Imprisoned

PIETY, WISDOM: You know better than to touch the vizier's treasures; Allah will guide you in your righteous deed. You escape with your property. D2/S1/Yellow Kohl (156)

1018 The vizier has usurped power while the sultan is away and levied a terrible tax.

NO SKILL: You hide from the tax collector, but a jealous citizen turns you in. You are fined in addition to the tax. W-3 (Min:Beggar)/Imprisoned (6 or less).

BARGAINING: You are audited but fast-talk the tax collector; you pay only a few dinars. The tax collector is puzzled, but you leave town before he can figure out what happened. D1/Beguiling

1019 An impressive entourage comes down the street. It is the vizier, a man known to execute those who do not bow low when he passes. You decide to leave immediately.

NO SKILL: The vizier sees you leaving, is furious, and orders guards to hunt you relentlessly. D1/Pursued.

QUICK THINKING, ACTING & DISGUISE: You duck behind a corner and fold your turban to look like a guard's. When the guards run by, you follow, pretending to be one of them. D1/S1/Acting and Disguise

1020 For no apparent reason a powerful vizier befriends you, embraces you, and cries, "You are dearer to me than my brother." He dresses you in his clothes and bids you farewell.

NO SKILL: Confused, you set off. Suddenly, men surround you crying, "Here is the vizier!" and beat you mercilessly. Meanwhile, the wicked one escapes. D1/Wounded (1 turn)

APPEARANCE: You set off. Men suddenly surround you, crying "Kill the vizier!" But, when they see your face, they realize you are not the vizier. You describe your clothes and it is easy to apprehend the vizier. D1/Respected (1 turn)

1021 A vizier asks you to help catch a notorious criminal. The bait for the trap is the death of a maiden. You begin to wonder about a man who proposes such methods.... *You may go through with the plan, or back out:*

If you go through with the plan: go to paragraph 1022

If you refuse:

PIETY (Mandatory), NO SKILL: You refuse to slay a Musleme under any circumstances. The vizier is furious and casts you into the dungeon. D1/Imprisoned (6 or less)

WISDOM: The vizier is an evil man who will not accept refusal. You pretend to go along with the plot, escape at the earliest opportunity, and warn the "criminal". D1/Piety

1022 The vizier requested aid in capturing a criminal. You are to slay a maiden as bait for the trap. You are introduced to the maiden and given a sword. At the proper moment you are to cry out that she is faithless — and kill her. This will bring the criminal — her brother.

NO SKILL: You perform as expected; the man is easily taken. Later you learn the man was no criminal, but the vizier's elder brother. Your heart is shattered. D1/Grief-stricken (6 or less)/Lose Piety

BEGUILING, ACTING AND DISGUISE: You cannot go through with it. You arrange to simulate her murder. When the "criminal" appears, you accuse the vizier, crying, "If Allah agrees with me, this maiden shall live again!" She rises from the ground, the guards desert, and the evil vizier flees for his life. D2/S1/Quick Thinking

1023 You ask to see the vizier. Your request is denied. No Award

1024 A lavishly dressed man sits crying on the steps of a palace. The vizier, he must find a cure for the sultan, who lies dying inside, or be executed. He asks if you have medical knowledge.

NO SKILL: You attempt a cure. The sultan recovers and makes you vizier! D2/S1/Vizier

PIETY, SCHOLARSHIP (Both Mandatory): You cure the sultan with aromatic herbs. The jealous vizier suggests that such knowledge may be used for assassination as well. Afraid, the sultan has you banished. D2/Outlaw

1025 You meet an unusual maiden and offer to accompany her. When she goes to "obey a call of nature," she tarries so long you go after her. You discover she is a gooleh! She tells her young of the fleshy person she will bring them.

NO SKILL: You move slowly off, but her moans seem to cast a spell upon you, and, against your will, you return. Luckily, a passing troop of soldiers scare her away. D1/S1/Ensnared

WILDERNESS LORE, SCHOLARSHIP, MINOR or MAJOR MAGIC: Acquainted with goolehs, you recognize your peril and escape the moment you know her identity. D1/S1/Wisdom

1026 The sad princess turns out to be a gooleh and wants to feed you to her children. You are determined to talk your way out of this trouble.

NO SKILL: You beg for mercy, but her children have not eaten for days. She only wants a small piece....! You faint in horror. You wake maimed, but alive. D1/S1/Crippled

BEGUILING, PIETY, COURTLY GRACES: You don't reveal that you know her identity, but say you have an enemy whom you fear. "If you are a good Muslim, pray to Allah," she says. Your prayers are eloquent, filled with remorse. The gooleh admits her nature and lets you leave. D2/S1/Luck

1027 You attempt to help a wounded gooleh by the roadside. "I have been wounded by a cruel soldier. If you could bring me some human flesh I will be grateful."

WEAPON USE (Mandatory), NO SKILL: Repulsed, you slay the vile, helpless creature. Later, you suffer pangs of remorse for the cold-blooded murder. D1/Grief-stricken (7 or less)

SCHOLARSHIP: You will ease her pain, but will not provide flesh. Because of your kindness, she resolves to beseech Allah for deliverance from her unnatural condition. D1/S1/Piety

1028 A gooleh has trapped a man in the branches of a tree. "I am a True Believer," she says. "You infidel shall feed my hunger." "She lies! I am a Muslim!" the man wails.

NO SKILL: You cannot determine the truth and, considering the fearsome gooleh, continue on your way. S1

WISDOM, BRASS TRUMPET: You know your enemies! Indeed, the man in the tree is an infidel, but Allah is merciful. You convince the gooleh to spare the man if he accepts Allah. D1/S1/Piety

1029 A gooleh who has recently sworn to the True Faith weeps by the roadside. You ask why she weeps. "Because gools eat flesh — man flesh. Allah forbids such things. What can I do?" You sit and puzzle.

APPEARANCE (Mandatory), NO SKILL: As you ponder, the gooleh is overcome with hunger and takes a chunk out of you. Howling, you flee. D1/Wounded (7 or less)

PIETY: You pray with her for a solution. Suddenly, a deer stumbles into the clearing and drops dead. You prepare it, and, to her surprise, she likes it. D1/S1/Piety/Blessed (7 or less)

1030 While riding in the wilderness, you come upon a gooleh (a flesh-eating ogress!). She looks at you, licks her chops, and bars your way; behind you, another appears. "We bear no malice, but we must eat," she grins.

NO SKILL: You are frozen with terror. The goolehs fall upon you, slaying your horse and wounding you. In a terror-inspired frenzy, you escape. D1/S1/Wounded (7 or less)/W-1 (Min:Poor)

STORYTELLING: To distract them, you start telling stories. In each, a character prays for deliverance and is saved; lightning strikes the foe dead. Apprehensively, the goolehs glance repeatedly at the gathering storm clouds. Suddenly, you scream to Allah for deliverance. The goolehs flee in terror. D1/S1/Quick Thinking

1031 You spy a gooleh singing to her children of the meal they will have when a fat human comes along. You notice a deer and frighten it with a stone. Mistaking the deer's noisy retreat for footsteps, the gooleh follows. Praise Allah for sending one of his creatures to deliver you! D1/S1/Piety

1032 You meet an old man by the side of the road. He warns of a gooleh roaming the countryside and recommends taking the long route around.

NO SKILL: You take his advice, only to be waylaid and robbed from a hidden ambush. Was the old man an accomplice? D1/W-1 (Min:Poor)

WISDOM: The old man's eye is shifty and restless, and you distrust his words. You travel the normal route, and there is no gooleh. He must have been trying to trick you. D1/Wisdom

1033 There have been reports of gools and goolehs in this area, and the sultan has offered a substantial reward for their heads. In your travels you spy one of the fiendish flesh-eaters! You follow silently.

NO SKILL: The gooleh senses your presence and turns on you. There is no room to run. You are caught and badly injured, but a group of men drive the creature away. D1/Wounded (7 or less)

STEALTH & STEALING: You follow silently and discover a whole family of them! You sneak away to report to the sultan, who rewards you. D1/S1/Blessed (7 or less)/W + 2 (Max:Rich)

1034 While riding, you burst into a clearing, surprising a gooleh feeding on a victim. Startled, the wicked ogress flees.

NO SKILL: You pursue, but quickly lose her in the wilderness. No Award

WILDERNESS LORE: Cannily, you dismount and follow on foot. In this manner, you sneak up and end her evil life. D1/S1

1035 You hear screams and, when you arrive at the source, you see a gooleh carry off a beautiful princess. "I'll feed you to my hungry young ones!" she cackles. You attack. The gooleh wounds the

princess, then falls to your sword. Alas, the princess' wound is on her face, and her good looks are marred. She hates you, blaming you for her injury. D1/S1/Scorned (7 or less)

1036 While drinking at a spring, you hear something approaching. You hide. A gooleh appears and stoops to drink.

NO SKILL: Numb with fear at the sight of this horrible creature, you freeze. It escapes, and you are ashamed. D1/Grief-stricken (1 turn)

DETERMINED, ENDURING HARDSHIP: You draw your sword and slay the vile creature. D1/S1/Piety

1037 The ship you are on is foundering — crewmen report split seams below decks. The Captain suspects mermen are trying to destroy the ship. You lean over the rail and pray fervently for Allah's deliverance.

NO SKILL: You are adrift at sea. Go to paragraph 315

PIETY, APPEARANCE: A merman's head breaks the surface. "Allah be praised!" you cry. "Are you a Muslim?" the merman replies. At your affirmative, he begs forgiveness — he thought the ship belonged to infidels. They repair the ship and invite you to visit their land. D1/S1/Opportunity to enter Undersea Kingdom

1038 You sail through clear waters when a merman appears and calls, "You trespass! Be gone in one hour or we will destroy your ship." He gestures; the wind dies.

NO SKILL: You all try to row the ship away in the allotted time, but your prayers to Allah are unheeded; the ship is destroyed. Go to paragraph 315

MINOR or MAJOR MAGIC: You suspect a wind-reducing enchantment and prepare a counterspell. The merman is disappointed when a strong breeze comes up; you sail away. D1/S1/Minor Magic

1039 Your ship is suddenly assailed by mermen who board and try to kill all passengers. You may pray to Allah for deliverance, or jump overboard:

If you pray: the mermen surround you and discuss plans for your disposal. Roll 2 dice and add 1 each for Female, Beguiling, Piety

• 2-7 They are gracious — they content themselves with tossing you overboard. Go to 315

• 8+ Allah hears your prayers. The hearts of the mermen are softened by your pleas. D1/S1/Piety

If you jump overboard: go to 1040

1040 The ship is overrun by evil mermen. Prudently you head for the side, hoping to swim away. A powerful, confident merman blocks your way.... You may try to slip past him, or talk him into letting you go.

If you try to talk him into letting you go: go to paragraph 1041

If you try to slip past him:

NO SKILL: You slip on the deck — right into his grip. He grins and hurts you only slightly before tossing you overboard. D1/Wounded (6 or less)/Go to paragraph 315

QUICK THINKING: You grab and light a torch. The merman recoils in fear, and you make it easily to the rail, where another crewman welcomes you aboard a lifeboat and you escape. D1/S1/Luck

1041 Your ship is surrounded by mermen. You rush for the lifeboat, but your way is blocked by an evil-looking merman. You try to talk your way past him.

BEGUILING (Mandatory), NO SKILL: You tell a tale about your poor spouse and children. "Lies!" he cries, and takes a chop at you. Though wounded, you dive over the rail. D1/Wounded (6 or less)/Go to 315

APPEARANCE, COURTLY GRACES: The merman hears your polite apologies for the injustices your people have done to his people. He turns his back, permitting you to dive over the rail. D1/S1/Quick Thinking/Go to 315

1042 A band of mermen has surrounded your ship and demanded a ransom for their king.

BARGAINING (Mandatory), NO SKILL: You

haggle with the mermen, but you have nothing to bargain with; they sink the ship. Go to paragraph 315

BEGUILING, SCHOLARSHIP: You express interest in their king, customs, and history, hinting that the mermen's reputation comes from poor information. They are flattered and invite you to visit (with a proper gift for the king, of course). Lose 1 wealth level or one treasure for an Opportunity to enter the Undersea Kingdom. Otherwise, they sink you — go to paragraph 315

1043 A merman approaches the ship, asking to speak with the captain, Duban. They are alone together in his cabin for quite a while. Later, you cannot contain your curiosity and ask the merman what they were speaking of.

PIETY (Mandatory), NO SKILL: "Nothing important," he replies. Later that night, however, you awaken to find mermen taking you captive. Duban drugged your food with benj! D1/Enslaved

STEALTH & STEALING, OUTLAW: Suspecting a plot, you drop hints you'd like to be "in on the deal." The merman says, "Duban has sold the passengers as slaves." You warn the passengers, the mermen are prevented, and Duban is punished. D1/S1/Blessed (7 or less)

1044 The crew spots a wounded merman and brings him aboard; they intend selling him as a novelty slave. You speak with the merman and find he is an infidel.

NO SKILL: You see nothing wrong with their intention, and arrange to aid in the sale for a small percentage. D1/W+1 (Max:Res.)

PIETY: You tell the merman that if he converts, you will intercede on his behalf. The crew is disappointed, but persuaded by your plea. The grateful merman gives you a small, magical present. D2/S1/Dendan Oil (148)

1045 While leaning over the rail you spy a merperson. You engage in conversation.

NO SKILL: You learn a few things about mermen before he swims off. D1/S1

LUCK: Your names are the same! What a remarkable coincidence! A seahorse steed is summoned and you are taken to the Undersea Kingdom. D1/S1/Immediate Move to the Undersea Kingdom with immediate encounter

1046 Your ship has been menaced by the dendan in these waters. Later, you spot a merman. The captain, Nur al-Din, wants to kill him — "The filthy infidel!" You beg to speak with him first.

NO SKILL: Nur al-Din refuses, and kills the merman. Later a dendan shatters the ship; you are cast adrift. Go to paragraph 315

COURTLY GRACES: You convince Nur al-Din to give you a few minutes. When you speak with the merman, he is revealed as a Muslim! How fortunate you didn't harm him. He tells you how to avoid dendan. D2/S1/Luck

1047 The captain, Ghanim bin Ayyub, drinking one night, says he would like to rob the wealthy passengers. You offer to help for part of the take

RICH or greater (Mandatory), NO SKILL: When Ghanim sobers up he regrets telling you his plan and has you tossed overboard. Go to 315

BEGUILING, STEALTH & STEALING, OUTLAW: bin Ayyub knows he can trust your crooked character. Far out at sea, you rob the passengers and set them adrift in lifeboats. D-1/S1/W+2 (Max:Rich)/Lose Piety, Respected

1048 The captain, Bukhayt, asks you for aid in robbing a passenger of an interesting package. You enter the man's cabin while Bukhayt keeps him occupied elsewhere.

NO SKILL: When you touch the package, you are helpless; it is magically protected. When the passenger returns, he scornfully pushes you overboard. Ensorcelled/Go to paragraph 315

MINOR/MAJOR MAGIC: The package is protected by a spell. You defeat the spell and keep the package, escaping immediately by lifeboat. D2/Minor Magic/Trea*

1049 The captain, Kafur, has been eyeing some of your fine possessions.

NO SKILL: You give him some of them, which makes him covet the rest all the more. One night you awake with a hand clamped over your mouth; in seconds you are swimming for your life. W-2 (Min:Penniless)/Go to 315

ACTING & DISGUISE: You suspect Kafur of plotting to throw you overboard. You make yourself look like a fearsome jinn and, when the crewmen enter your cabin, leap forth. They return to Kafur and reveal you as a powerful sorcerer. D1/S1/Acting & Disguise

1050 The captain's greedy eye falls upon everyone's possessions. You determine to teach him a lesson. You begin to flatter and toady to him.

NO SKILL: He suspects your motives and keeps a careful eye on you. He robs several others but leaves you alone. D1

BEGUILING: He accepts you, and asks you to help rob the others. You agree. One night you rush to his cabin crying "Hurry, we are discovered! To the lifeboat!" In a daze, he stumbles into the lifeboat; you shove him adrift in the ocean (with ample provisions) and help yourself to his possessions. D1/S1/W+2 (Max:Rich)

1051 The captain of the ship, Sharkkan, obviously covets the possessions you have brought on board. Later you are told they have been damaged by rats and thrown overboard. You suspect thievery.

NO SKILL: Sharkkan catches you trying to steal them back. You are accused publicly and thrown overboard. D1/W-2 (Min:Penniless)/Go to paragraph 315

WEAPON USE, STEALTH & STEALING: You sneak into Sharkkan's cabin and arrange an accident. In the wake of his tragic death, you graciously offer to guide the ship to port. Among the late captain's effects are many of your "damaged" valuables. D2/S1/W+2 (Max:Rich)

1052 The captain, Zau al-Makan, has forced all passengers to give him a portion of their cargo. If you refuse, he will steer the ship onto a reef.

WEAPON USE (Mandatory), NO SKILL: You lead the passengers against Zau; he and his crewmen are slain. However, no one can sail the ship. You are wrecked. Go to paragraph 315

SEAMANSHIP: You take over the ship, and the voyage is completed. The owner is very grateful. D1/S1/Respected (1 turn)/W+1 (Max:Res.)

1053 At sea, the captain and crew have imprisoned all the passengers below decks. They plan to keep your possession and sell you as slaves. D1/S1/Enslaved/W-2 (Min:Penniless)

1054 The captain is wringing his hands and looks very nervous. You ask what's wrong.

NO SKILL: He replies that he misses his family and worries about them. However, when you wake in the morning and find the captain and crew gone, you suspect that he wasn't completely frank with you. The ship drifts aimlessly to an unknown shore. D1/Lost/Free move to any coastal space

SEAMANSHIP, SCHOLARSHIP: He trusts your judgement and reveals that the ship is irrevocably lost. However, you read the charts and the heavens to discover where you are. The voyage resumes normally, and the captain is very grateful. D1/Blessed (7 or less)/Seamanship

1055 The captain, Aziz, is sweating and wringing his hands. "I have heard tales," he says, "of rocs in this area that drop stones on passing ships. I fear for our lives."

NO SKILL: Indeed a roc passes and drops a huge stone on your ship, destroying it. D1/Go to paragraph 315

QUICK THINKING: You describe a ruse which may save you. He orders the crew to cover the ship with shiny black tarpaulin. From above, it looks like the back of a huge dendan. Rocs come, but do not

(1036-1055)

bother you. Aziz is quite grateful. **S1/D2/Wisdom/Respected** (7 or less)/Q:S

1056 The captain suddenly begins wailing and beating his breast. A current has gripped the ship, sweeping it to Allah knows where.

SEAMANSHIP (Mandatory), **NO SKILL**: You try unsuccessfully to change course or escape from the current. Soon you come to an unfamiliar shore. **D1/Lost/Free** move to any coastal space

PIETY: If Allah knows where, perhaps he knows best how to guide the ship. Your prayers are confident and praising of the All Powerful One and, sure enough, the lookout soon sights land. Lo, it is your destination! **D1/S1/Piety**

1057 Suddenly, the wind shifts and the ship refuses to respond. "An 'efreet has captured us," squeals the captain. "Before us is the Magnetic Mountain! I'll sink her myself rather than face the denizens of that land!"

NO SKILL: You try to stop the captain's mad rampage, but in seconds he has brought the mast crashing down through the deck. Water pours into the hold; she sinks immediately. Go to paragraph 315

MINOR or **MAJOR MAGIC**: The evil influence of magic is at work. A quick counterspell and the ship is under control. **D1/Minor Magic**

1058 The storm tosses the ship like a child's ball. Terror unhinges the captain who dashes screaming for the lifeboat. He goes overboard into the storm, and you are left without a captain. Finally, you come upon an unknown shore. **D1/Lost/Move** your piece to any coastal space

1059 "We are lost! Lost! Allah has forsaken us — we shall never see land again!" The captain has lost his wits!

NO SKILL: All you can do is restrain him. Without his help, however, how will you find your way? **D1/Lost/Move** your piece to any coastal space

PIETY: "Of course Allah has not forsaken us," you cry. At that moment a dove, clutching an olive branch, lights on the captain's shoulder. He returns to his senses and guides you home. **D1/S1/Piety/Q:S**

1060 In the midst of a normal conversation with a passenger, the captain draws his sword and runs the other through. Has he gone mad?!

WEAPON USE (Mandatory), **NO SKILL**: You jump to the passenger's aid and slay the captain. The other hands you a bundle then dies in your arms. **D-1/S1/Carnelian Idol** (144)

SCHOLARSHIP: The passenger's turban is knocked away, revealing the red turban of the evil Magian fire-worshippers! You rush to aid the captain, and the Magian is dispatched. You note a bundle and take it. **D2/S1/Carnelian Idol** (144)

1061 Dangerous shoals lie ahead. The captain wishes to sail around them, but angry passengers insist the captain go through the shoals and keep his schedule. In fury, he refuses to go any further.

NO SKILL: Without his skills you must change routes, causing great delays. **D1/Place** your destination marker in your current space; you may not move next turn

SEAMANSHIP: You take control of the ship yourself and come through the shoals with ease. The ship-owners offer you the captain's position. **D1/Seamanship**

1062 The winds howl, the seas are high, and the captain locks himself below decks. The ship drifts without a master. What causes him to act this way?

SEAMANSHIP (Mandatory), **NO SKILL**: You try to save the ship but are no match for the captain. You are driven onto uncharted shores. **D1/Lost/Move** your piece to any coastal space

COURTLY GRACES, **BEGUILING**, **SCHOLARSHIP**: You question the captain through the door and discover he fears a plot among the passengers. You soothe him with flattery and coax him to face the crisis. **D1/S1/Wisdom/Q:S**

1063 Your present course will carry you into (1056-1077)

unknown waters; the captain refuses to sail further.

BEGUILING (Mandatory), **NO SKILL**: Your attempts at persuasion are futile. **D1/Scorned** (7 or less)

QUICK THINKING: You bet the captain he is not skilled enough to bring you through. He takes your bet, sails on, and is successful. **D1/Quick Thinking/W-1** (Min:Res.)

1064 The object shimmers and glints like a precious stone. You are drawn to it.

NO SKILL: You are mesmerized. You casually note a grinning sorcerer relieving you of your possessions. **D1/W-2** (Min:Poor)/**Ensorcelled** (1 turn)

MINOR or **MAJOR MAGIC**, **PROTECTIVE TALISMAN**: Closing your eyes, you pronounce "Kaloor!" The spell is broken. You slay the sorcerer and find a most interesting item on him. **D1/S1/Trea***

1065 Inside a stone building is a golden statue of a coiled serpent; its eyes glitter piercingly in the dim light. As you approach, you could swear it moved.

NO SKILL: You run in terror as the "statue" shatters the floor behind you with its adamant fangs. **D1/S1**

BRASS BOW, **WEAPON USE**: You strike at the throat of the "statue" and purple gore streams from the wound. In death it reverts to inert gold and jewels. **D2/S1/W+2** (Max:Rich)

1066 Just ahead is a small brass statue of a horseman. As you draw near, it begins to revolve. When it stops, the horseman's spear points in a new direction.

NO SKILL: Its function is an enigma, but it is small enough to carry on horseback. **D1/W+1** (Max:Rich)

SCHOLARSHIP: Legend says the brass horse points the way to the lost City of Brass. You take the statue and begin your trek. **D1/S1/Brass Horseman** (152)

1067 An old man, hunched by the roadside, is selling a "magical" bead on a necklace for a great sum.

EVALUATION (Mandatory), **NO SKILL**: You can see the bead is worthless, and ignore his offer. **No Award**

MINOR or **MAJOR MAGIC**, **WISDOM**: When you hold it in your hand, you feel its power. The price is a bargain! **D2/S1/W-1** (Min:Poor)/**Magic Bead** (170)

1068 Your alert eye spies a small ring buried in the mud. You clean it, there is a blinding flash of lightning, and an enormous 'efreet stands before you! "You have disturbed my slumber!" he roars.

NO SKILL: You beg for mercy, but.....Shazaam! You are a stubby donkey. **D1/Beastform** (6 or less)

STORYTELLING, **QUICK THINKING**: You humbly beg pardon, and offer to tell a story as atonement. You tell the most boring tale in your repertoire, and the 'efreet's eyelids begin to droop. When sleep overcomes him, he is drawn back into the ring. **D2/S1/Quick Thinking/Seal Ring** (155)

1069 You spy a small pot containing strangely colored kohl (eye makeup). You dab a bit on one eye, and lo! The landscape is covered with treasures — treasures present always, but invisible without the kohl.

STEALTH & STEALING (Mandatory), **NO SKILL**: If one eye sees this much, imagine what treasures two will see! You eagerly rub kohl on the other eye; you are blinded! **D1/Crippled**

PIETY: These riches are greater than any mortal could wish. Although you might see more through the other eye, you refrain. **D2/S1/Kohl Pot** (161)/**Princely Wealth**

1070 A small kohl pot lies nearby. You open the pot; within is a bright yellow kohl. (Why would anyone wear such color?)

BARGAINING (Mandatory), **NO SKILL**: Perhaps it is magical! Eagerly you rub it on one eye. Nothing happens. Disappointed, you leave it. **S1**

MINOR or **MAJOR MAGIC**, **SCHOLARSHIP**:

You remember rumors about the uses of yellow kohl. Experiments confirm the theory! A small pinch turns worthless material to gold! **D2/Yellow Kohl** (156)

1071 An old man invites you into his hut to aid in translating a book. He goes off for a moment, and you spy a fascinating object — a spherical container full of flickering lights.

MINOR or **MAJOR MAGIC** (Mandatory), **NO SKILL**: As you gaze at it, an image of a strange, far-off city full of infidels appears. The old man returns and cries, "No!" There is a bright flash. "You've just destroyed that city, fool! Leave here at once!" **D1/Envious**

WISDOM: You admire it but refrain from touching. When the translation is finished, the old man is grateful and gives you a wonderful gift. **D2/S1/Celestial Planisphere** (160)

1072 You meet a weary traveler who seldom speaks. You sit and eat your lunches together in silence. What an amazing volume of food the man draws from his small saddlebags.

NO SKILL: You express interest in this wonderful miracle. The man leaps to his feet, spits, curses you as a scheming thief, and dashes off on his horse. **S1**

STEALTH AND STEALING: You carefully conceal your interest. When he goes to wash, you snatch the bags and ride off. Later, in a secure place, you experiment and find the bags are magical. **D2/S1/Magic Saddlebags** (153)

1073 In a dark, lonely building you have found an old, musty volume. The language is ancient and obscure.

NO SKILL: The pages are brittle; despite your care they crumble at the touch. **D-1/S1**

SCHOLARSHIP, **MINOR** or **MAJOR MAGIC**: With the aid of knowledgeable friends you preserve the book's delicate pages. As you translate, you realize the marvel you have discovered. **D2/S1/Book of Hidden Treasure** (166)

1074 You have come upon a scene of battle; a gruesome sight it is. Yet, amidst the carnage — a gleaming spear!

NO SKILL: A mutilated corpse grips the spear. The dead man's stare is so unnerving you can't force yourself to touch the object. **D1/S1**

ENDURING HARDSHIP, **WISDOM**: You have gazed upon the dead many times; they hold no special terror for you. As you grasp the spear, a horrible 'efreet appears. You defend yourself with the spear, and, with one blow, the 'efreet is slain! **D2/S1/Sparkling Spear** (147)

1075 A small statue glistens in the mud. You reach out and pick it up. Whispering voices fill your mind, making blasphemous suggestions.

NO SKILL: The suggestions become commands; your will is no longer your own. **D1/Ensorcelled**

BEGUILING, **PIETY**, **PROTECTIVE TALISMAN**: You resist the evil voices until you are master again of your own soul (perhaps). **D2/S1/Carnelian Idol** (144)

1076 An old junkseller gives you a pierced coin on a necklace for a good price. You polish it, watch it glitter, and find your mind drifting.... You snap to alertness and realize you have a hypnotic coin!

NO SKILL: You try out the coin on a rich rug seller. It works! You try it again and again. You grow wealthy but your mind is warped; you live only for wealth. **D-1/S1/Princely Wealth/Accursed** (**SPECIAL**: Place a status marker atop your wealth level. You may not lose the Accursed status IN ANY WAY EXCEPT by choice. If you choose to lose the Accursed status, your wealth level drops to Beggar immediately)

WISDOM: You know that such toys are seductive. You keep the coin but use its power sparingly. **D2/S1/Wisdom/Beguiling at Master** (1 use)

1077 In a shopkeeper's stall, you have discovered an intricately carved necklace. A lovely lady also has

her eye on the item and is willing to pay more.

NO SKILL: You wait until she is alone then try to rob her. She turns on you, and you are struck dumb by the force of her power. "Poor fool," she says. "These gems are potent, magical artifacts." She casually demonstrates on your body. **D2/Envious/Beastform (7 or less)**

MINOR or MAJOR MAGIC, PIETY: You sense the aura of the gems on the necklace as the lady takes and handles them, and you realize that she must be a powerful enchantress. Prudently you make yourself scarce. **D1/Wisdom**

1078 Your eyes fall upon a necklace with glittering gems, worn by a lovely maiden. You can scarcely reckon their value.

NO SKILL: You are overcome with desire for the gems but can find no way to get them. **D1/Envious**

SEDUCTION (Male only), APPEARANCE: You use your charms to get close to her and pilfer the gems in an unguarded moment. **D1/S1/Stealth & Stealing/Ionian Gems (154)**

1079 A weird old man is selling gem-like trinkets at market. "For you, young man, they're free. Go ahead — take one."

NO SKILL: You take one and become totally absorbed. Soon you can think of nothing else. **D1/Ensnorcelled**

WISDOM: They are quite beguiling — that's what makes you nervous. To be safe, you refuse the man's offer. **D1/Wisdom**

1080 In the night you hear a cry. Investigating, you stumble across a dead man. Near his hand, a marvelous sword glitters strangely.

WISDOM (Mandatory), NO SKILL: This man met his doom bearing the weapon, and since there are no other indications of what caused his death, the sword should not be touched. **No Award**

ENDURING HARDSHIP, WEAPON USE: You take the sword in hand and discover it renders you invisible! **D2/Sword of Invisibility (159)**

1081 In a small courtyard, you spy a splendid ebony horse. The master of the estate (an elderly sage) mounts the statue — and it rises into the air! Your heart is filled with greed. *You may hire help or steal it on your own.*

If you hire professional help: go to paragraph 1082
If you try to steal the statue on your own:

NO SKILL: You sneak into the courtyard and mount the statue. Suddenly, it flies up. Finally, the horse drops to the earth, and you find you are profoundly lost. **D1/S1/Lost/Choose another player to place you anywhere on the board**

QUICK THINKING: You are very cautious when you mount the statue and quickly learn the guiding principles. **D2/S1/Ebony Horse (164)**

1082 You see a sage mount an ebony horse-statue and rise into the air upon it. You covet the statue and find an arch rival of the sage, offering him good payment if he will help. Together you sneak into the courtyard.

NO SKILL: Your companion quickly discerns the flying mechanisms. Together you fly out of the courtyard. Suddenly, he pushes you off and flies away. You are fortunate; a rocky cliff breaks your fall. **D1/S1/Crippled**

BEGUILING: The gleam of treachery is in your hired sage's eye. You flatter him into teaching you the mechanisms of the horse; then mount and fly off. **D2/S1/Quick Thinking/Ebony Horse (164)**

1083 Tales are told of a valley full of fabulous diamonds. Because of the many perils, it is recommended that you hire helpers to obtain the diamonds. *You may hire helpers, or try on your own.*

If you hire others: go to paragraph 1084

If you try on your own:

NO SKILL: You toss a carcass into the valley. Giant vultures pick it up and return to the valley wall to feed. When you attack the vultures, you expect them to flee, leaving a diamond-studded carcass. Un-

fortunately, vultures do not scare easily. **D1/Wounded (6 or less)/Wisdom**

WISDOM: After consideration, you follow the local people's advice. Go to 1084

1084 You have been told of a valley full of fabulous diamonds. You hire seedy-looking natives (the best you can find in this region) to aid you.

NO SKILL: You throw a carcass into the valley. A giant vulture lifts the carcass back to the valley wall to feed. You drive the vulture away from the carcass, which has several diamonds sticking in it, but your companions thrash you and abscond with the diamonds. **D1/S1/Envious/Wounded (7 or less)**

COURTLY GRACES: You tell the sultan of your expedition, and offer half of the proceeds. He sends his most trusted guards to control your helpers. Your profits earn the sultan's favor. **D2/S1/Robe of Honor/Giant Diamond (168)**

1085 You find a tunic-merchant weeping because a wicked vizier has stolen a tunic specially made for the sultan. You offer to help him. *You may engage a master thief to aid you, or recover the item yourself.*

If you try to engage the master thief: go to 1086
If you try to recover the item yourself:

NO SKILL: Your foolproof plan fools no one; you are imprisoned while the vizier thinks of a suitably horrible punishment. **D1/Imprisoned**

STEALTH & STEALING: You enter the vizier's mansion and escape detection, but come nowhere near recovering the item. You know that only a master thief is equal to this task. **D1/Go to 1086**

1086 A distraught merchant has had a special tunic stolen by an evil vizier. You have offered to help him recover it. You know that only Ali-Hasan, the greatest of all thieves, is equal to the task.

NO SKILL: Ali-Hasan will only take the job for an exorbitant fee.

If you pay: W-3 and read below as though you had Beguiling

If you don't or can't pay: **No Award**

BEGUILING, FEMALE with SEDUCTION: You convince Ali-Hasan to take the job as an artistic challenge; he easily recovers the tunic. In gratitude the merchant makes new tunics for you and Ali. **D2/S1/Magic Tunic (151)**

1087 A man strides down the street, bearing a strangely gleaming sword. You avoid him, but a young soldier challenges the other to a duel.

NO SKILL: You see the awesome power of the Thunderbolt Sword. **S1**

WISDOM, MINOR or MAJOR MAGIC: You sense the power of the sword and intervene, persuading the soldier to put away his pride and apologize. He is furious, but soon realizes you have saved his life. **D2/S1/Blessed (7 or less)**

1088 In a small patch of woods at the edge of a city stands a stone obelisk, graven with strange symbols.

NO SKILL: You cannot read the symbols. **No Award**

SCHOLARSHIP: You know the language; the obelisk records the history of this city. You learn what you can and, when you return and report, your sultan is greatly impressed. **D1/S1/Scholarship/W + 1 (Max:Res.)**

1089 **No Award**

1090 **No Award**

1091 **No Award**

1092 **No Award**

1093 **No Award**

1094 While helping a poor farmer dig his fields, you come across a small chest. Opening it, you discover silver coins. *You may keep it for yourself or tell the farmer.*

If you keep it for yourself: go to paragraph 1095

If you tell the farmer about it:

NO SKILL: He is delighted and thanks you, but does not offer to share. **D1/Envious**

STORYTELLING: As he counts the silver, you tell the tale of a man who did not share bread with his family. The others were given food later, never shared with him, and he starved. The farmer gives you half the silver. **D1/S1/W + 1 (Max:Res.)**

1095 You discover a chest of silver in a farmer's field. You casually head elsewhere.

NO SKILL: The farmer doesn't notice, and you greedily examine your new-found treasure. **D-1/S1/W + 2 (Max:Rich)**

PIETY (Mandatory): You have a change of heart and return the chest to the farmer. Go to paragraph 1094 and read the **NO SKILL** section

1096 In a dark corner of a small town, you discover a temple of evil Magian Fire-worshippers. The central idol is the famed Snakeskin Bed. *You may try to steal the bed, or inform the local sultan.*

If you try to steal the bed: go to paragraph 1097
If you inform the local sultan:

NO SKILL: He is furious when he hears the news, and promises you great rewards. However, after his soldiers have destroyed the temple and taken the bed, the sultan forgets his promise. **D1/Envious**

COURTLY GRACES: You present the news so that many people hear that you were promised a reward. After his soldiers destroy the temple, you know how to extract the reward. **D2/Courtly Graces/Snakeskin Bed (145)**

1097 You discover a temple of evil Magian Fire-worshippers. Inside is the famed Snakeskin Bed, which you vow to obtain. You go to a former Magian, who, for a price, tells you their secrets.

NO SKILL: Your attempt to pass as a Magian fails, and you are attacked. Only the intervention of your friend saves your life. **D1/Envious**

ACTING & DISGUISE: You pass for a perfect Magian and gain access to the temple, where it is a simple matter to steal the bed. **D2/S1/Robe of Honor/Snakeskin Bed (145)**

1098 A lovely maiden wearing a beautiful ring is accompanied by a burly slave. You give a street-youth a coin to distract the slave that you might steal the ring.

NO SKILL: You snatch the ring. However, the slave stops you. Behind him is the child, gleefully clutching the two coins he received for betraying you! **D-1/S1/Wisdom/Imprisoned (6 or less)**

STORYTELLING, QUICK THINKING: A fanciful tale disguises the true reason you wish the child to distract the slave. In this manner you protect yourself from being betrayed, and obtain the ring. **D1/S1/W + 1 (Max:Respectable)**

1099 You find a beautiful gem buried in the trunk of a tree.

NO SKILL: You take the gem but immediately are confronted by a furious 'efreet. "You dare disturb this beauty for your own selfish gains? It is just that I disturb your own beauty!" **D1/Beastform (7 or less)**

WISDOM: You wonder at the beauty of the object, but refrain from disturbing it, since you are ignorant of its purpose and destiny. As you depart, a voice whispers, "Thank you." **D2/S1/Wisdom**

1100 A brass statue is barely visible behind a towering, grim 'efreet. You want to get a closer look, but your only chance is to sneak up behind the 'efreet and slip away without being noticed.

NO SKILL: Before you can get close, the 'efreet menaces you; you retreat in haste. **S1**

STEALTH & STEALING, LUCK: You manage to avoid the 'efreet. On close inspection, you realize that this is the brass horseman said to point to the fabled City of Brass. **D1/S1/Brass Horseman (152)**

1101 You come upon a roc's nest filled with splendid gems. The roc guards the nest vigilantly.

NO SKILL: You are daunted by the difficulty of the task. The treasure must go unexamined. **D-1/S1**

ENDURING HARDSHIP: You reckon the risks against the gains and resolve to chance it. You dash

for the nest and discover his tremendous bulk is slow to shift. You escape with several gems. D1/S1/Luck/W + 1 (Max:Rich)

1102 In a strange temple, a fabulous treasure is guarded by hundreds of priests. You yearn to own this treasure and teach the infidels a lesson. *You may hire others or attempt the theft on your own.*

If you wish to hire others: go to paragraph 1103

If you wish to try it alone: in the woods outside the temple, you are captured by guards.

NO SKILL: Disbelieving your protests of innocence, they bring you before a priest, who punishes you with mystic rituals. D1/Ensnared (1 turn)

BEGUILING: The captain believes you and lets you go. You realize you will need help. D1/Go to paragraph 1103

1103 You plan to rob an infidel temple, and begin hiring useful people.

NO SKILL: One of the men, a disguised infidel, betrays your plans; you are taken. In a series of bizarre rituals, you forget all that has transpired. D1/Ensnared (1 turn)

PIETY, BRASS TRUMPET: Allah reveals a spy among the men you hired. You remove him. Go to paragraph 1104

1104 You plan to plunder an infidel temple and have gathered a number of people you trust. You are ready to steal the fabulous treasure within.

NO SKILL: Once inside, you discover a number of traps and hindrances. Prudently, you abandon the project. S1/D-1/Wisdom

QUICK THINKING: The traps inside make you think. Do the priests disarm them each day? Why are they dust-covered, as though unused? You search the outer chamber and discover a secret panel — the fabulous treasure is 'concealed' in plain sight! D2/S1/Quick Thinking/W + 3 (Max:Princely)

1105 It is said that the foul vizier has a diamond he would ransom for all the rest of his treasure. He amasses such wealth by denying aid to needy people. Locals ask you to steal the diamond to ransom for food for the needy.

ENVIOUS, POOR or less (Both Mandatory), NO SKILL: The theft is relatively easy, but instead of turning over the diamond, you decide to keep it. D1/Lose Piety/Pursued/Giant Diamond (168)

ENDURING HARDSHIP: The theft is an easy matter, and, deeply moved by the sufferings of others, you gladly give the diamond to the merchants. D3/S1/Respected (7 or less)/Piety

1106 You find a scroll describing the process of obtaining a magical lamp; unfortunately, you need an accomplice. You find a cooperative youth and take him to the site. You perform the spell, and he enters the magical pit.

NO SKILL: When he returns, you demand the lamp before helping him out of the pit. Suspicious, he refuses. Frustrated, you cease the spell, trapping him (and the lamp) within. D1/S1/Envious

BEGUILING: The trusting youth hands up the lamp before you help him out of the pit. You then cease the spell, trapping him inside. D-1/S1/Magic Lamp (146).

1107 Around a chest of gems and coins is a sleeping serpent. Its girth is as an ancient tree trunk, and its jaws bristle with sword-length teeth.

NO SKILL: There is no way to reach the treasure without scrambling over the serpent; to wake it is certain death. D-1/S1/Envious (1 turn)

WILDERNESS LORE: You notice a massive bulge in the serpent's body and, knowing that snakes sleep soundly after meals, you scramble over the serpent, fill your pockets with valuables, and escape without injury. D1/S1/W + 2 (Max:Rich)

1108 Rumors of fabulous wealth draw you to the tower of Abdallah, the famed astrologer. You find the tower deserted and unguarded, and discover a marvelous device. Suddenly, Abdallah stands before you, seemingly from out of thin air.

(1102-1122)

WEAPON USE (Mandatory), NO SKILL: In desperation you attack. Abdallah murmurs, gestures, and you find yourself on four legs braying like... a donkey. D1/Beastform (7 or less)

ACTING & DISGUISE, BEGUILING: You pose as a sage come to visit Abdallah. You comment on amazing rumors that he can disappear into thin air. Flattered, Abdallah demonstrates; you run like mad. D1/S1/Celestial Planisphere (160)

1109 You discover the cave as the beggar said you would. Deep inside is the jet black pool and the island in its center. On the island are two chests of gold; between them is a tall, dazzlingly bright lance.

NO SKILL: You cautiously probe the pool. Suddenly, a skeletal hand explodes from the inky waters and draws you down! Terrified, you struggle, manage to escape, and run screaming from the cave. D1/Insane (1 turn)

STEALTH & STEALING: A guardian must lurk in the pool — so you rig ropes from the cave roof and swing to the island and back without touching the water. D2/S1/W + 2 (Max:Rich)/Sparkling Spear (147)

1110 A dervish promises you 'great wealth' if you accompany him. He leads you to a hidden oasis and points to a large dune. There, at the top, is a fabulous array of jewels, gold, and gems. "It could be yours," he whispers.

POOR or less (Mandatory), NO SKILL: You rush forward, your heart consumed by greed. As your outstretched hands touch the dune, it collapses on you. You hear the dervish chuckle, "Thanks for your help." D1/Envious

WISDOM: The dervish would not have shown you this were it easy to take. You ignore his whispers, and fill your mind with the beauty of the treasure. The dervish is furious. D1/S1/Wisdom

1111 An old, run-down house stands before you. The door is open and you spy a fabulous treasure! The locals tell you the house is haunted; those who tried for the treasure met death.

NO SKILL: You don't wish to test the tales. No Award

PIETY, FATED: You decide to try. As soon as you touch the treasure, a voice speaks your name. You call out, "Who asks for me?" and an enormous 'efreet bows before you, saying "Take the treasure, for it is yours." D2/S1/Trea"

1112 The walls are shaped and inscribed with precision and artistry. The features are so crisp they might have been carved yesterday, but the dunes heaped at the gate indicate none have passed this way in years. *You may avoid entering, or attempt to go inside.*

If you avoid entering the gates: S1

If you attempt to enter: go to paragraph 1128

1113 Through the streets of the deserted city, howling winds drive swirling sands against you. Skeletons lie shrouded in decaying cloth.

NO SKILL: Your heart contracts with melancholy as you reflect on those gone to dust, and the futility of human ambitions. S1/D1/Grief-stricken (1 turn)

WISDOM, PIETY: This ancient city is an admonishment to man's pride. You return to civilization and tell others what you saw; they are abashed and enlightened. D1/S2/Storytelling/Wisdom

1114 You are excited to discover the gold-topped tower rising above the deserted city.

NO SKILL: Once inside, the narrow streets and towering walls obscure your vision; you cannot find the tower. D-1/S1

MINOR or MAJOR MAGIC: You realize the tower's location is magically concealed. You use your skills to locate the spell itself. When you find the spell, you find the tower, decorated with sheets of gold. D2/S1/W + 3 (Max:Princely)

1115 You circle the great walls of the city but find only one gate; it will not open. The walls are too smooth and tall to climb.

NO SKILL: You discover no entrance to the city. No Award

STEALTH & STEALING, DETERMINED: The walls present an almost insurmountable obstacle, but you refuse to accept defeat. At last you reach the top. Go to paragraph 1113

1116 You catch a faint odor of cooking fires and scorched flesh as you approach the hillside dotted with dark, cave-like openings. Suddenly your presence causes an alarm, and dark figures scurry into the caves.

NO SKILL: You are sure you have been seen, and are alone and unable to defend yourself. Regretfully you withdraw. D-1/S1

WEAPON USE, DETERMINED, WILDERNESS LORE: Confident you can outwit or outfight whatever you encounter, you decide to enter the settlement. D1/Go to paragraph 1130

1117 You come to an ancient road, overgrown with weeds and grass. Curious, you follow it to the walls of an ancient city. Though the walls are crumbling in places, you see activity within.

NO SKILLS: Scouts find you and bring you before their magistrate. He mentions the wisdom of Solomon; your comment that Solomon has been dead for hundreds of years is greeted with disbelief. You are judged insane. D1/S2/Imprisoned

STEALTH & STEALING: You avoid being seen, and learn many things about this lost culture. D1/S1/Scholarship

1118 You discover old ruins in a secluded spot and explore them for relics. Suddenly a group of gools appear; you deem it wise to avoid them.

NO SKILL: Their conversation reveals they are mightily hungry for human flesh. You moan, they discover your hiding place, and you flee in terror. D1/Insane (1 turn)

ENDURING HARDSHIP: You do not flinch from their smell or the grotesqueries of their conversation; they pass you by in ignorance. D1/S1/Storytelling

1119 The sun makes you dizzy from heat, so you go to a grove of trees for shade. Behind the trees a misty city shimmers. Thinking it a mirage, you wander its streets, marvelling that the people cannot see you.

NO SKILL: Later, when recounting this experience, your audience is impressed. S1/Storytelling

WISDOM: You realize it is real — a city caught between your plane and another. You converse with a sage from another time and learn fabulous things. D2/S2/Scholarship/Opportunity to enter a Place of Power of your choice.

1120 Riding into a valley, you hear drums. Curious, you investigate and find the towering spires of a city. Atop a spire, men in robes are executing men in chains. The slaves appear to be Muslims!

NO SKILL: You ride away in haste, not wishing to be captured and executed. D-1/S1

PIETY: You gain access to the city, find where the Muslim prisoners are held and free many of them. You search out the slavers and slay them, reestablishing righteous order. D2/S2/Respected (6 or less)/Robe of Honor/Piety

1121 Certain signs tell you that the ruins of a lost city are in the area. You hurry back to civilization. A scholar is quite interested in your tale, and offers his aid as payment. S1/Scholarship (1 use)

1122 You find wagon tracks where there should be few travellers. You follow the tracks to discover a long-abandoned city. The wagon belongs to looters carting off gold and jewels. You rush off to hire helpers.

NO SKILLS: When you return, you cannot find the tracks or the city. D1/W + 1 (Max:Res.)/Grief-stricken (6 or less)

SCHOLARSHIP: You prepare a map and gather an expedition to begin investigations into the wonders

of this place. D1/Respected/W + 2 (Max:Rich)/Scholarship

1123 You have come across a city long hidden from the rest of the world; the inhabitants are hostile to outsiders. They do not resemble your people, but the local inhabitants of the region *do* resemble the citydwellers.

NO SKILL: You hire a local to act as a slaver, with you his slave. Together, you enter the city. Your 'companion' likes the society (and having you as his slave) and decides to stay. You barely manage to escape. D1/S2/Envious

ACTING & DISGUISE: Using a helper as a model, you devise an effective disguise. Together, you enter the lost city and make many fascinating discoveries. D1/S2/Scholarship

1124 Your group has come upon ruins of an ancient city. The caravan leader wishes to push ahead, but you want to stay and investigate.

FEMALE (Mandatory), NO SKILL: You ask that someone stay and aid you, but the others are afraid; the caravan leaves without you. The difficulties cannot be overcome by a single person. D1/Envious

APPEARANCE: Several in the caravan are your loyal followers and agree to remain. Well-equipped for the challenges, you discover fabulous treasures. D2/S1/W + 3 (Max:Princely)/Wilderness Lore, Scholarship (7 or less)

1125 You meet an old dervish living in the wilderness. After speaking with him, you travel on and discover ruins of an ancient city! There is much writing on stone pedestals in a language you cannot read. Perhaps the old man can help.

NO SKILL: You bring him a chunk of rock with samples of the writing. "Desecrator!" he screams. Brandishing a scimitar, he deals you several cruel wounds before you escape. D1/Wounded (7 or less)

WISDOM: You carefully copy some of the inscriptions and ask him what they mean. They are mostly verses and sayings, but one passage reveals the route to a city of great repute. D1/S1/Opportunity to enter the City of Brass

1126 Near the city of King Shehyal, the ruins of a city from Solomon's time are discovered. You join in the investigation and search the ruins. Among your companions are agents of King Shehyal.

NO SKILLS: Your group is plagued by a series of accidents. Finally, the king orders you to leave the site. D-1/S1

COURTLY GRACES: You recognize the King's men as tax collectors, and assure him of a large portion of the wealth. Thus, all are happy and the expedition a success. D1/W + 1 (Max:Rich)

1127 Before you is a magnificent city with towering spires, exquisite ornamentation, and enduring craftsmanship. Not a soul has viewed this scene for centuries.

NO SKILL: You feel a slight uneasiness, a sense of a disapproving presence. The distraction of the riches, however, is too strong to resist. D1/W + 2 (Max:Rich)/Accursed (6 or less)

WISDOM, PIETY, SCHOLARSHIP: You read the inscribed walls — admonishments to those who dishonor the dead, warning that the Destroyer of Delights comes to us all. You copy the inscriptions. D2/S2/Robe of Honor/Wisdom

1128 As you clear the sand from the gate and enter, you feel a chill certainty that you are watched. There is no sign of life. You step into a dark room...

NO SKILL: ...and emerge slack-jawed and staring, stumbling forward without knowledge or awareness of purpose. D1/Ensnared

MINOR or MAJOR MAGIC: You immediately sense a spell over the city. With difficulty, you tear yourself away and forsake your search. D2/Wisdom

1129 Among the deserted dwellings are a number of objects that might interest a scholar.

NO SKILL: You collect them and, when you

return to civilization, recount the circumstances of their discovery to a group of scholars. They are profusely thankful for your efforts. D1/S1/Scholarship

LUCK: As you are cleaning a ring and examining it, a towering 'efreet suddenly appears before you. "You ask, and I obey," he says. D2/S2/Gold Seal Ring (155)

1130 Ape-like humans emerge from their dark refuges. They give you gifts and treat you to a meal with meat of suspicious nature.

NO SKILL: To avoid offending them, you eat, but afterwards are quite ill. You learn a great deal, but the illness causes discomfort. D1/S2/Scholarship or Storytelling/Diseased (6 or less)

WILDERNESS LORE: You know something of primitive peoples. You avoid eating the strange meat without giving offense, and learn of a place of mystery from the ape-like folk. D1/S2/Scholarship/Opportunity to Enter the Lake of Colors

1131 While travelling through an area rumored to have eternal clouds, you witness a rare event. For one moment, the clouds part, revealing a shimmering city in the sky! Your heart burns to explore it.

NO SKILL: No one believes you, and you can think of no way of ascending. S1/Envious

EBONY HORSE, MAGIC CARPET or LAMP, MINOR or MAJOR MAGIC: Through magic you fly to the strange city. So wondrous is the experience that you cannot recall the details of your visit when you return. D3/Blessed (1 turn)

1132 No Award

1133 No Award

1134 No Award

1135 No Award

1136 No Award

1137 In the floor of an abandoned hut you find a jewelled trapdoor beneath dusty floorboards. It is locked.

NO SKILL: The lock is beyond your capacity. Sighing with longing, you leave. No Award

STEALTH & STEALING, ONE HUNDRED KEYS: You open the door and struggle along interminable passages in the dark. At last you come to an open space. You light a torch, and lo, a room full of treasure! D2/S1/W + 2 (Max:Princely)/Determined

1138 You have stumbled across a trapdoor while aiding a farmer plowing his fields. *You may tell him what you have found, or investigate on your own:*

If you tell him: go to paragraph 1139

If you investigate on your own: you open the door, which creaks loudly. The farmer immediately comes running, bearing a club. You catch a glimpse of several corpses in the hidden vault before he is upon you, trying to add you to his collection. Wounded, you flee. D1/Wounded (7 or less)

1139 You tell a farmer you have found a trapdoor in his field. He asks you to investigate; you open the door. You glimpse many corpses, then hear the swish of a club behind you! Roll two dice and add 1 each for *Weapon Use, Luck:*

• 2-7 He wounds you, but you escape. This man may be a gool. D1/Wounded (7 or less)

• 8+ You slay him and report to the sultan. D1/S1/Robe of Honor

1140 You notice weird inscriptions and lines in the side of an old stone tower. Close investigation reveals a trapdoor! You cannot open it.

NO SKILLS: You are sure the inscription gives the clue, but cannot read it. S1

SCHOLARSHIP: The runes reveal how to open the door. You find an enchanter's chamber full of magic books and wonderful artifacts. D1/Major Magic/Trea*

1141 One night, camped near a city, you hear singing. You investigate and see several slaves approach a large rock and begin to sing. A trapdoor opens,

and the slaves go inside. When the door shuts, the singing stops.

NO SKILL, WISDOM (Mandatory): You prudently decide not to risk your life in further investigation. D-1/Wisdom/S1

ACTING & DISGUISE: You cloak yourself like a slave and sing to the rock. The rock opens, and you stride in boldly — you overhear the slaves' plan to slay their masters! You escape and warn the locals. D2/S1/Respected (6 or less)

1142 A wealthy man invites you to his home. That night, you hear noises in his library; you investigate and find a locked trapdoor. It must lead to his treasure chamber! You carefully open the trapdoor; you find fabulous gems — and the red turban of the evil Magian fire-worshippers! You cheerfully rob him blind. D1/S1/W + 2 (Max:Rich)

1143 You discover a trapdoor in the sand. Curious (but fearful), you open it and find a stairway. At the bottom, a beautiful maiden sleeps amidst a sumptuously decorated apartment. *You may wake the maiden or leave:*

If you wish to wake her: go to 1144

If you wish to be a coward and leave: You bolt up the stairs like a timid camel. You hear a shout; before you is a horrible 'efreet brandishing a sword! "You have betrayed me with my woman," he roars.

NO SKILL: Despite your protests, he wounds you cruelly. D1/Wounded (6 or less)

FEMALE (Mandatory): "How could I betray you, when I too am a woman!" you cry. He sheepishly admits the truth of this and lets you go. D1/S1/Quick Thinking

1144 A trapdoor leads you to a sumptuous apartment where sleeps a beautiful maiden. Gently you awaken her. A slave of a powerful 'efreet, she dares not leave. Suddenly, dishes begin to rattle — "Hide!" she cries. With a bang, a horrible-looking 'efreet with a terrible sword appears. "I smell the presence of another," he roars. He advances on the maiden. "You have betrayed me!"

NO SKILL: You watch in horror as he slays her with his sword, then vanishes. D-1/Grief-stricken (6 or less)

DETERMINED, WISDOM: You cannot stand by and see her suffer. You confront the 'efreet. D2/Go to 1145

1145 In a secret chamber you have discovered a beautiful maiden, the slave of a wicked 'efreet. Suddenly she cries for you to hide, and the 'efreet appears. "I smell the presence of another," he roars. "You have betrayed me!" You confront the 'efreet.

FEMALE (Mandatory), NO SKILL: "Perhaps I shall take you captive," he says. Roll one die and add 1 for *Minor Magic*, 2 each for *Major Magic*, *Sparkling Spear:*

• 1-3 You cannot match powers with an 'efreet. D1/Enslaved

• 4+ You slay him and get his treasure. D2/S2/Beloved (if male)/W + 2 (Max:Rich)

APPEARANCE, BEGUILING: He cannot bear to slay you. "You have been faithful to me," he says to the maiden. "You deserve one such as he." D2/S2/Beloved/Appearance

1146 In the side of a hill, you discover a jewelled trapdoor. You enter cautiously; there before you is a fabulous treasure! You greedily pick up the treasure, and the door slams shut. Surprised, you drop your spoils — and the door opens. It seems you may gaze at the treasure but cannot steal it.

POOR or less (Mandatory), NO SKILL: Your greed holds you prisoner. You do not leave until almost dead with hunger. D-1/Envious/Wounded (1 turn)

PIETY, PRINCELY WEALTH: Treasure isn't worth starving over. You leave. D1/Wisdom

1147 In the land of King Omar, you notice a trapdoor in the side of a jewelled statue. You curiously open it and enter. Following a long, dark corridor

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for hours, you see two individuals standing before the king's underground treasure-house.

NO SKILLS: They must be Omar's guards — you dare not let yourself be seen. You prudently withdraw. S1

STEALTH & STEALING: The two are thieves of the local guild. They must have tunneled into King Omar's treasure vault. They continue collecting treasure for a while, then leave. You manage to obtain a few small items before the guards come for inspection. D1/W+1 (Max:Res.)

1148 You found a small trapdoor in a jeweled statue and followed a winding corridor to King Omar's treasure vault, where you surprised two thieves.

PIETY (Mandatory), NO SKILL: Before you can say a word, they jump you and knock you senseless. When you come to, King Omar's guard have imprisoned you for robbery. D1/Imprisoned (6 or less)

WEAPON USE: You approach them holding your sword; because of your menacing demeanor, they agree to a three-way split. D2/W+2 (Max:Rich)

1149 You are pursued by the king's guards. They are closing fast — you must find a place to hide! Lo, a trapdoor in the middle of a thicket! You quickly open the door and hide within. You suddenly realize the chamber is filled with ants!

NO SKILL: You let out a shriek that would wake the dead. You are captured. D1/Imprisoned (7 or less)

ENDURING HARDSHIP: Ants are better than prison; you keep still. After the guards pass, you open the door; Praise Allah! — the ants turn to gold! D2/S1/W+2 (Max:Rich)

1150 A muffled cry attracts your attention to a bare patch of ground where you find a beautiful diamond! Fearing some devilment, you examine it carefully.

NO SKILL: There is no sign of danger; you touch it, a trapdoor opens beneath you, and you fall in a well with several others. After a cold and miserable day, a mad prophet lets you all out, saying, "Beware avarice!". D-1/S1

STEALTH & STEALING: A fine wire leads from the diamond to a cleverly concealed latch — there is a trapdoor beneath your feet! You take the diamond and free several less cautious than you. D2/W+1 (Max:Rich)/Respected (7 or less)

1151 While spending the night as a guest of a rich recluse, you are awakened when a menacing figure emerges from a hidden trapdoor. *You may shout a warning, or wait and watch:*

If you shout a warning: go to 1152

If you wait and watch:

NO SKILL: The figure moves toward the master bedroom. Petrified, you do nothing. Soon the figure returns to the trapdoor and disappears; in the morning you are arrested for the murder of your host. D1/Imprisoned

QUICK THINKING: As the figure moves to your host's room, you slam shut the trapdoor behind him and attack. With no escape, he surrenders and is revealed as an assassin. The owner of the house is most grateful. D1/S1/W+1 (Max:Respectable)

1152 While sleeping in the house of a rich recluse, you see a shadowy figure emerge from a trapdoor and move menacingly toward your host's room. You shout a warning and the figure leaps at you.

NO SKILL: He wounds you severely before disappearing through the trapdoor. D1/Wounded (7 or less)

WEAPON USE: You strike the assassin's head from his body. Your host is most grateful. D2/S1/W+1 (Max:Res.)

1153 You intended to rob the wicked vizier Kafour, but his gates are well locked and guarded. Now, a greasy thief offers to sell a secret way into the vaults.

NO SKILLS: You agree, but his information leads through a trapdoor — into the arms of waiting guards! D1/Imprisoned/W-1 (Min:Poor)

BARGAINING, WISDOM: You refuse to pay un-

til after the robbery. He decides to go with you, and leads you through a trapdoor into a maze of corridors leading to the treasure vault! "We have two minutes before the guard comes," he hisses. D2/W+1 (Max:Rich)

1154 A violent storm reveals a huge, jewel-studded trapdoor. You try to lift it, but it is too heavy. You need a trustworthy soul to help you.

NO SKILL: Sadly, your judgement is poor. The man you choose loots the treasure chamber before you get there. S1/D-1/Envious

APPEARANCE, SEDUCTION: You entrust your secret to one of your many admirers; together you lift the door and discover an ancient tomb, laden with gold. D1/S1/W+2 (Max:Rich)/Beloved

1155 A large door, guarding a secret treasure chamber, stands before you. The key to opening it is contained in the arcane writings covering the door, so you brought a wise man who reads the ancient language. You kept him blindfolded, so that he would not learn the chamber's location.

NO SKILL: The old one opens the door, revealing a huge chamber filled with gold! Returning with mules, you find that the old man counted his footsteps, retraced his route, and emptied the chamber. Envious

STORYTELLING, COURTLY GRACES, QUICK THINKING: Not only did you blindfold him, but you chattered constantly while walking so that he could not memorize the route. You make a fortune! D2/S1/W+3 (Max:Princely)

1156 A strange, rickety house appears in an open field. The sultan employs you to investigate, but you step on a trapdoor and fall headlong into a dark chamber. Later, you hear footsteps and call for help. "I will aid you," says the other, "but the reward shall be mine!"

NO SKILL: Together you learn the secret of the house (an enchanter's spell gone awry). He collects the reward. S1

BARGAINING: You hold out for a cut of the reward, observing that your aid will improve his chances of survival. Together, you discover the secret of the house (a magician's spell gone awry) and split the reward. D1/S1/W+1 (Max:Res.)

1157 While investigating (for the sultan) a mysterious house which appeared in the middle of an open field, you fall into a secret trapdoor. Later another enters the house and offers to save you for the reward. You decline and begin looking for a way out.

NO SKILL: You cannot find an exit. You languish for days, until the house vanishes once again, and you are left sitting in the empty field. D-1/Wounded (1 turn)/S1

ENDURING HARDSHIP: You search diligently. Finally, you find a concealed latch! You open another secret door and find your way to a chamber filled with magical items and treasure (as well as a way out!) You help yourself, and leave the other to his measly reward. D2/S1/W+2 (Max:Rich)/Trea*

1158 You devise a scheme to aid the city dwellers: during the day they will build giant "scarecrows" and, at dusk, put them at the edges of the city to scare the apes away...

NO SKILL: Much gold and time is spent constructing the dummies, but alas, the apes are not frightened. They destroy the scarecrows and continue their rampage. D1/Scorned (7 or less)

WILDERNESS LORE: You feel an additional touch is needed. Ah! You tell the people to set fire to the dummies, and the blazing forms succeed. D2/S1/Respected (6 or less)

1159 You bring a plan to the prince, calling for lions and tigers to be imported to the island. When all is prepared, the predators are to be let loose to battle the apes.

NO SKILL: This is done and, indeed, the apes are no longer a problem. Now the lions and tigers are a problem. Your suggestion to import elephants is ignored. D-1/Scorned (6 or less)/S1

SCHOLARSHIP: You realize the sight and smell of the great cats will be enough; you have them caged. The plan works. D2/S1/Robe of Honor/Wisdom 1160 You suggest placing itching powder in the streets to deter the ape hordes.

NO SKILL: Since most of the citizens are too poor to afford shoes, your plan is of little use. D-1/S1

COURTLY GRACES: You add that shoes be provided for the poor. The prince suggests that YOU pay for them. You observe that money can be raised by selling boats formerly used to escape the apes. D2/S1/Robe of Honor/Quick Thinking

1161 You want to view the apes to study the problem. You discover why the apes come down: at night the mountains are extremely cold.

NO SKILL: What can be done? No Award

WISDOM: You propose that fire-pots be placed on the mountain and maintained by townspeople. The apes are well satisfied and plague the town no more. D2/S1/Respected (7 or less)

1162 You suggest great hunts to reduce the ape population.

NO SKILL: The first hunting group is caught on the mountain at night and is decimated by the apes. The plan is abandoned. D-1/S1/Scorned (7 or less)/Grief-stricken (7 or less)

WILDERNESS LORE, WEAPON USE: Since you are well-prepared, no one in the hunting party is injured, and the apes are reduced. D2/S1/Respected (7 or less)

1163 You wish to remain in the city at night to observe the hordes of apes that plague it, but the prince's vizier denies permission.

NO SKILL: You have no choice but to comply with the vizier's orders. No Award

DETERMINED, STEALTH & STEALING: You sneak into town and discover the vizier's men looting houses. You reveal this to the prince and the vizier is punished; the grateful prince makes you the new vizier. D2/S1/Vizier

1164 You are in a hurry to keep an assignation with a lover, but must first have your hair cut. You engage an old barber who studies the stars to see if the time is propitious. He refuses to cut your hair!

WEAPON USE (Mandatory), NO SKILL: After heated argument, you go wild and nearly chop him to ribbons. The prince's guards drag you off, and you miss your tryst. D2/Grief-stricken (1 turn)/Imprisoned (7 or less)

ENDURING HARDSHIP: You forebear to batter the old man, despite the provocation. Finally you force him to leave, and hurry to catch your lover. D2/S1/Beloved

1165 You call a barber to cut your hair before you meet your love. The barber, who calls himself The Silent, proceeds to vaunt his knowledge of alchemy, astrology, white magic, grammar, rhetoric, arithmetic, and the Traditions of the Prophet. He somehow omits to cut your hair.

NO SKILL: You chase him all about, but the old coot is surprisingly spry; you manage to fall and break a leg. Needless to say, you miss your rendezvous with your love. D-1/S1/Insane (1 turn)

QUICK THINKING: You challenge him to demonstrate his powers by getting out of a locked trunk, and he agrees. Your servants carry the trunk to the river and toss it in while you hurry to meet your love. D2/S1/Quick Thinking/Beloved

1166 You engage a barber. In five hours he cuts only half your hair, and he will not stop giving you the benefit of his wisdom. Finally you dash off into the street with the old barber right at your heels spouting advice.

NO SKILL: You become the laughing stock of the neighborhood. D-1/S1/Scorned (7 or less)

COURTLY GRACES: You stop and engage him in conversation, hoping to reveal him as a fool. Oddly, he turns out to be intelligent and well-versed. Your conversation is noticed by the sultan. D2/S1/Luck/Respected

1167 The old barber has been driving you mad with his incessant chatter. Finally you challenge him to a contest of magical spells — he must leave if he is the loser.

NO SKILL: Unfortunately, the old barber's boasts are not exaggerated — he is a master of magic. You are forced to continue listening to him. Grief-stricken (7 or less)

MINOR or MAJOR MAGIC: You win the contest, but he is quite good. You change your mind and decide to keep him with you as a teacher. D2/Minor or Major Magic

1168 You beg Allah for deliverance from this chattering old man — in return you vow to observe your devotions and to be charitable to all.

NO SKILL: Allah must feel you are in need of a trial. The old man swears to stay by you and give advice. You weep. D-1/Grief-stricken (7 or less)

LUCK: A beggar comes by. You take this as a test from the Supreme One and fill his cup with coins. The Barber speaks to the beggar, and discovers him to be a long lost brother! They leave together. D1/W-1 (Min:Res.)/Piety

1169 The Barber has been chattering for hours, and has hardly cut a hair. You are already late for a rendezvous with your lover and are about to kick him into the street when he admonishes you that prayer time is almost here.

NO SKILL: You grudgingly permit him to stay through the prayer time, then boot him out. D1

PIETY: You are impressed with his piety, and see that behind the blather is a wise and devout man. You invite him to be your companion. D2/Scholarship, Minor and Major Magic, Storytelling at Master Level (7 or less)

1170 You have listened to the old man go on and on about this and that and he hasn't even started cutting your hair. Finally your patience runs out and you let loose a blistering oath.

NO SKILL: The old man properly chastizes you, then starts back up without missing a beat. D-1

SCHOLARSHIP: You say, "By the beard of Al-Musif!" He then quotes Al-Musif by heart, intoning passages you have never heard. Amazed, you converse enthusiastically. D2/Scholarship

1171 You stare in awe at the glimmering view before you. It appears untouched by time, and you wonder if the legends are true.

NO SKILL: Having feasted your eyes on the wondrous sight, you continue with your journey. D1/S1

SCHOLARSHIP, DETERMINED (Both Mandatory): You approach. The sultan's guards bar your way, but you refuse to be denied. Suspecting you are an assassin, the guards deal cruelly with you. D1/S1/Wounded (7 or less)

1172 You gaze adoringly on the shimmering vision before you.

NO SKILL: You are drawn by the vision. Coming too close, you are enslaved by the sultan's agents. D1/S1/Enslaved

WISDOM: Recognizing the danger of the sultan's guard, you observe from afar. D1/S1/Wisdom

1173 The outside of the palace is so splendid that you yearn to view the wonders inside.

NO SKILL: The guards catch you trying to enter the palace. They beat and send you away with a warning. D1/S1/Wounded (1 turn)

ACTING & DISGUISE: You study the guard's routine and manage to enter in disguise. The marvels within are a feast for the eyes, the heart, and the mind. D2/S2/Wisdom/Blessed (7 or less)

1174 As you approach the gates of the Crystal Palace, you note the grim, forboding guards. You despair of entering to view its wonders, but must try.

NO SKILL: As you expected, the guards turn you away. Grief-stricken (1 turn)

PIETY: Your earnest and devout entreaties move the guards to compromise orders and give you a tour of its splendors. D1/Blessed (1 turn)

1175 You hear cries of distress from a person of divine comeliness standing in the uppermost window.

NO SKILL: You are turned aside by the guard at every attempt to enter. D-1/S1

MINOR or MAJOR MAGIC, EBONY HORSE, MAGIC CARPET: You fly over the walls of the palace and rescue the distressed one. You both fall immediately and deeply in love. D2/S2/Beloved

1176 You are drawn to the palace by cries of distress.

NO SKILL: The guards are too numerous and vigilant for you. They repulse every attempt to enter the palace and, at last, become impatient with you, giving you a beating and a warning not to bother them again. D-1/Wounded (1 turn)

ACTING & DISGUISE: You observe those who go through the gates and impersonate them. The guards do not pierce your deception. Once inside, you find the one in distress; together you escape disguised as a donkey. D2/S1/Beloved

1177 A passing dendan rocks your ship so badly that you are swept over the side. You are desperate with fear, and call out, hoping the merfolk will hear.

NO SKILL: You panic, swallowing so much water you can't even cry for help; you grasp a bit of flotsam and drift with it until you are picked up by another ship. D1/Choose another player to place your marker on any water space

ENDURING HARDSHIP: You endure the cold water until the merfolk arrive and convey you back to the ship. D1/S1/Luck

1178 A passing dendan rocks your ship so badly that you are tossed overboard; you recall having seen merfolk in this region and attempt to call to them.

NO SKILL: Unfortunately the dendan finds you first. You are swallowed, living in the creature's inner cupboards until, at last, you are spat up on a distant shore. D1/Lost/Choose another player to place your marker on any coastal space

WILDERNESS LORE, SCHOLARSHIP: A shout is said to stop the dendan; you cry out, and it dies. The merfolk arrive in time to save and return you to your vessel, but not before you gather some oil from the beast. D2/S1/Dendan Oil (148)

1179 You spy a group of merfolk, steer toward them, and descend into the water to speak. Suddenly a great dendan comes upon you, and the merfolk flee.

NO SKILL: You shout to kill the dendan, but are so buffeted by waves that you cannot manage it. You are swallowed, imprisoned in the creature's insides, and tossed up on a strange shore. D-1/Place your marker on any coastal space/Lost

APPEARANCE: One of the merfolk stays; seeing you struggle in the water, your companion supports you. You shout and slay the creature. You are borne back to the ship by your adoring companion. D2/S1/Love Struck/Dendan Oil (148)

1180 You take a lifeboat and fish at some distance from your vessel. Suddenly a dendan appears, making for the ship. If you shout you may kill it, or attract its attention. *You may shout or remain silent.*

If you do not shout: the ship is attacked and sunk. Your lifeboat drifts and, eventually, is wrecked. D-1/S1/Go to paragraph 315

If you do shout: roll two dice and add 1 for Luck, 2 for Piety:

- 2-7 It is not slain. You are swallowed, and finally spat up on a distant shore. D1/S1/Place your marker on any coastal space

- 8+ The dendan is slain by your cry. You are a hero, and manage to gather some of the oil. D2/S1/Respected (7 or less)/Dendan Oil (148)

1181 A mad scholar wants someone to swim around as bait so he can observe a dendan. He offers one dinar.

NO SKILL: Not surprisingly, he gets no takers. No Award

BARGAINING: You reason with him. The scholar is so eager for a sight of the dendan that he

agrees to give you a marvelous magical device as payment, if he gets to see a dendan. When a dendan appears, the scholar is rapturous with delight. D1/S1/Celestial Planisphere (160)

1182 While far out to sea, you spy a dead dendan floating on the surface. Lots are drawn, and you are chosen to go collect the oil of the creature. You row out to the carcass, praying fervently.

NO SKILL: While you are carving the carcass, a giant squid rises from the deep and enfolds you in its tentacles. You are dragged down and barely manage to struggle free. Go to paragraph 315

LUCK, PIETY: As you carve, a flying fish smacks you in the face. Startled, you look up — into the eye of a giant squid, its tentacles reaching for you. You dash for the boat. D1/S1/Luck/Dendan Oil (148)

1183 You meet another ship whose captain says he has a dead dendan and is willing to sell the magic oil.

NO SKILL: You cheerfully pay the price but soon discover you were cheated. W-1 (Min:Poor)

WILDERNESS LORE, SCHOLARSHIP: The creature he is selling is NOT a dendan. You punish the infidel for his perfidy. D1/S1

1184 You have come to view that creature of legend — the elephant. You engage a guide who promises you a glimpse of this marvelous creature.

NO SKILL: Your guide turns out to be a fraud. He loses you both. Lost

WILDERNESS LORE: You know almost as much about the area as he does. However, he is not useless; with skillful questioning and guidance, he provides the necessary information that permits you to see the magnificent elephant. D1/S2

1185 You discover a carcass stripped of its tusks, and fear that the poachers will kill you if they find you here.

NO SKILL: The poachers return and find you and, assuming you will reveal them to the prince, beat and confine you as incentive to keep your mouth shut. D1/Imprisoned (7 or less)

QUICK THINKING: The poachers return but you scramble into a tall tree to avoid them. When they have gone, you report immediately to the prince. He captures and punishes them. D1/S1/Respected (7 or less)

1186 While hunting elephants, you and your companion, Hassan, are very fortunate; you gather many valuable tusks. However, your companion betrays you, deciding to take all the tusks.

NO SKILL: You are at Hassan's mercy. You are forced to give up the tusks. D1/Envious

PIETY: Silently, you invoke Allah the Supreme, asking for justice. An elephant steps out of the forest at that moment and tramples the perfidious Hassan. D1/S1/Piety

1187 You are hunting elephants, and a huge one is sighted. As an honor, you are chosen to make the first attack.

NO SKILL: Nervous, your first jab misses its mark. The elephant is enraged; the entire hunting party is in terrible danger. You are proven a man of weak nerve in front of friends. D-1/Scorned (6 or less)

WEAPON USE: You stand firm and deliver the first attack with force and accuracy. The others congratulate you. D1/S2/Respected (7 or less)

PIETY: You graciously decline, explaining that you cannot raise your hand against so noble a beast. The others, impressed with your piety, honor you by sparing the creature. D2/S1/Respected (6 or less)

1188 You wish to hunt elephants, but know you will need aid in such an endeavor.

NO SKILL: You hire a number of willing individuals. However, when you come upon an elephant, your companions scatter in terror, and you realize you need better trained helpers; you are fortunate to escape. D-1/Wisdom

WILDERNESS LORE: You travel from place to

place seeking the right men, and when you finish you have a group you can rely on. You seek the mighty elephant and conquer him with minimal risk. D2/S2/Respected (6 or less)/W + 1 (Min:Res.)

1189 You are alone in the forest when you are suddenly confronted by a rogue elephant. It charges...

NO SKILL: You set your spear, but in your terror your aim is not true, and the animal is only wounded. Again and again it attacks, and if it did not abruptly lose interest and walk away, you would be dead. D1/S1/Crippled

LUCK: You stand firm and hope for the best. Fortunately your puny spear wounds the creature mortally; it withdraws. You pursue, and it leads you to the fabled Elephant's Graveyard. D1/Go to paragraph 1190

1190 You track the wounded elephant, hoping to find the fabled Elephant's Graveyard. Indeed, the trail leads to a great cliff — down below you see the carcass of the wounded animal, and the bones and tusks of generations.

NO SKILL: You are overcome with greed and scramble down. It is treacherous, and you slip and fall. Your injuries are painful; only through determination do you manage to drag yourself out. D-1/Wounded (7 or less)/Determined

WISDOM: Even if you could get down safely, you could never bear out anything of value. You're content observing this marvel, and returning to tell of it. D1/S2/Storytelling

1191 You follow a wounded elephant, hoping to discover the Elephant's Graveyard. You come upon another one, apparently mortally wounded, blocking your path.

NO SKILL: You try to slip past, but the elephant is a guardian. It rises and charges nimbly. Later you are found in the forest, far from the Graveyard, walking in a daze. D1/S1/Insane (7 or less)

SCHOLARSHIP: You know the legends of deadly guardian elephants; you prudently cease your search for the Graveyard. D1/Wisdom

1192 You marvel at the heaps of bones and tusks spread out before you. Suddenly, you are grasped from behind! A great bull elephant has rolled you in his trunk and is bearing you off through the forest.

NO SKILL: You are carried for hours. You become dizzy, disoriented, and lose all sense of direction; finally you lose consciousness. When you awake, you have no idea where you are. D1/Lost

QUICK THINKING: You play dead. After you have been limp and motionless for a while, the elephant drops you and moves off silently into the forest. Fortunately you have been able to maintain your sense of direction. D2/S1

1193 You discover the Elephant's Graveyard and are astounded at the wealth of ivory before you. You cannot possibly carry the tusks from the forest yourself. You return notify the prince.

NO SKILL: You are seized, borne away by the prince's guards, and abandoned in the desert. Go to paragraph 1202

COURTLY GRACES, BEGUILING: You know that the wicked vizier will counsel treachery; therefore, you insist that the prince broadcast publicly his intent to reward you. The return expedition is a success. D1/S1/W + 2 (Max:Rich)

1194 You stumble across the Elephant's Graveyard. There is a fortune in ivory there, but you can scarcely carry a single tusk.

POOR or less (Mandatory), NO SKILL: You abandon your other possessions to carry a tusk. Alas, while crossing a river, the tusk is lost. Without gear or provisions, you return home. D1/Grief-stricken (7 or less)/W-2 (Min:Beggar)

WISDOM: Your chances of making it back with even one tusk are very poor. You resign yourself to returning later with an expedition. Go to paragraph 1195

1195 You have learned the location of the (1189-1208)

Elephant's Graveyard and are assembling an expedition to go there and bear away a fortune.

NO SKILL: In the end the journey proves too perilous and exhausting. Many die, others desert, and those who stay do so only out of greed. The expedition ends in disaster. D1/S1/Grief-stricken (6 or less)/W-2 (Min:Poor)

WILDERNESS LORE: Your excellent reputation draws the finest men. When you emerge from the forest once again, you are a wealthy man. D2/S1/W + 3 (Max:Princely)/Respected (7 or less)

1196 Taj el Mulouk has fallen in love with Dunya, the daughter of the King of the Camphor Islands, but Dunya spurns his love poems, for she is said to be averse to men.

NO SKILL: You cannot discover the reason for Dunya's dislike of men, and cannot aid the young prince. No Award

ACTING & DISGUISE, QUICK THINKING: You pose as an old wise woman and learn from Dunya of her dream: "A male dove caught by a fowler's net was aided by a female, but when the female was caught, the male dove did not help. This shows the worthlessness of males." You report this to the prince, and he is grateful for your aid. D1/S2/Respected (7 or less)/Go to paragraph 1197

1197 Taj el Mulouk has learned that his intended love, Princess Dunya, distrusts men on account of a dream she has had. In the dream a male dove fails to rescue a female dove from a fowler's net.

NO SKILL: You have no idea how to disabuse the woman of her odd notions, and you can't help the prince. No Award

STORYTELLING: You suggest a solution, which the prince turns into a verse: the male dove did not come, for he was slain by a hawk while struggling to return to his love. Dunya reads the verse and is deeply moved. D1/S1/Go to 1198

1198 Prince Taj el Mulouk hopes that Dunya, Princess of the Camphor Isles, has turned aside from her unreasoning hatred of men. He wishes to stand before her that he might cause her to love him.

NO SKILL: The palace is too well guarded, and you can find no way to sneak the prince in. No Award

COURTLY GRACES, BEGUILING: You bribe the palace guards. When dawn comes, and she steps to the window, she sees the prince, and is smitten with love. The prince is very grateful to you. D2/S2/Robe of Honor/Go to paragraph 1199

1199 Prince Taj el Mulouk has secretly entered the palace of the King of the Camphor Isles to profess his love to Princess Dunya. The two lovers are discovered by the king, and the headsman is summoned.

NO SKILL: The sultan believes Prince Taj is a commoner, and Taj (wishing Dunya to love him as a man) will not declare his noble birth. After a trial and judgement, he is banished. D-1/S1/Grief-stricken (6 or less)

QUICK THINKING: You hurry to the prince's father, who arrives in haste with his armies. There is a noble meeting and a magnificent wedding. In gratitude, the couple make you a vizier over a small province. D3/S2/Vizier/Go to 1200

1200 You have aided Prince Taj el Malouk in winning his love, the Princess Dunya. The couple rewards you with a viziership. In the midst of your reign, you receive news that your mother is suffering terribly in your native lands.

NO SKILL: You ask Prince Taj to rule your kingdom for a while, but he is far too busy; you must abdicate your position. D1/Lose Vizier/Piety

BARGAINING, COURTLY GRACES: You offer Prince Taj and his lady a cut of the taxes if they will govern your kingdom while you are away. They accept, and you are able to rescue your aged mother from abject poverty. D2/S1/Vizier

1201 Never before have you encountered the fearsome lion! With a roar it charges you.

NO SKILL: As you score a deep wound, an almost human wail comes from the great beast, chilling you to the bone. You hesitate, and the lion strikes. Strangely it does not finish you off, but instead limps away. S1/D1/Wounded (6 or less)

WEAPON USE: You realize the charge is a bluff and lower your sword. The beast pauses, nods, then turns and stalks regally off. S1/D2/Wisdom

1202 A pride of lions approaches across the sands. Fearful for your life, you run. Each time you look back, the lions are gaining.

NO SKILL: You look for a place to make your stand. Drawing your sword, you turn to meet your doom. The lions approach, and one gazes at your sword. Finally, they turn and leave! D1/Luck

ENDURING HARDSHIP: You force yourself to flee farther. Weakness overtakes you and all goes dark. S1/D1/Wounded (6 or less)

1203 You are fleeing from a pride of hungry lions: your only hope lies in the power of Allah.

NO SKILL: Wishing to sell your life dearly, you turn and attack the lions. They knock you down, but as one is about to slay you, an antelope bounds by, distracting the pride. You thank Allah. D1

QUICK THINKING: You charge up a huge dune, kicking sand behind you. This starts a small avalanche down onto the lions. The pelts are quite valuable. S1/D1/Luck/W + 1 (Max:Rich)

1204 You camp one night in the desert, and wake up surrounded by lions. There is no escape.

NO SKILL: The lions smell your fear. Several take swipes at you; you pass out. D-1/S1

PIETY: "There is no power but in Allah," you speak, as you calmly wait your doom. But as you say the name of Allah, all of the lions bow! These beasts are no threat to a true believer; in fact, they lead you to a place of wondrous beauty. D2/S1/Opportunity to enter the Jewelled Fortress

1205 You awake to see a mighty lion near you. Such beasts may be tamed by music or soft words.

NO SKILL: Your raucous voice merely enrages the beast. You grovel and cry out the name of Allah. The lion leaves. D-1

COURTLY GRACES, STORYTELLING: Your pleasing voice lulls the creature. It sits and says, "What brings you here? Ah, you seek adventure, do you?" It gives you directions. D1/S1/Opportunity to enter the Lake of Colors

1206 A lion advances; it appears to be limping. Controlling your fear, you wait. It sits before you and shows a paw containing a huge thorn.

BARGAINING (Mandatory), NO SKILL: You say, "What shall you do for me if I aid you?" With a terrifying roar, the incensed lion limps away. S1

SCHOLARSHIP: You remove the thorn. The lion digs in the sand at your feet and reveals a small trapdoor which leads to a fabulous treasure room! D1/S1/W + 3 (Max:Princely)

1207 You spot a lion, and decide to tame it as you have heard described.

NO SKILL: You advance, talking and singing in a soothing manner. The lion looks at you fearfully, takes a swipe and runs. D1/Wounded (7 or less)

APPEARANCE, STORYTELLING: You calm the great beast, and it sits at your feet. It looks at you and speaks! "If you are stout-hearted, I can show you profit beyond your dreams." D2/S1/Free Move to the Jewelled Fortress with immediate encounter

1208 Metal objects in your caravan are moving by themselves toward a distant point.

NO SKILL: Suddenly, all of the metal begins flying toward a distant mountain. Your sword, belt, and coins carry you with them! You strike a huge mountain and fall unconscious. D1/S1/W-2 (Min:Poor)

SCHOLARSHIP: You know a strong magnetic force is nearby and quickly shed all metal. Thanking Allah, you move the caravan away from this accursed area. D2/S1/W-1 (Min:Res.)/Quick Thinking

1209 Something odd is happening to your possessions: they are being drawn towards a distant mountain!

NO SKILL: The force grows; you are dragged forward by your sword and coins! You smash into the mountainside and are grievously injured. S1/W-1 (Min:Poor)/Wounded (7 or less)

STORYTELLING: You have heard tales of this mountain. You shed all metal; your companions follow suit. You manage to save a large portion of the caravan. D2/S1/Respected

1210 You wish to see for yourself the fabulous mountain that draws metal. Divesting yourself of all your metal possessions, you approach carefully.

NO SKILL: You forgot your slippers! The tiny metal buckles mercilessly drag you forward, and you crash into the mountainside. S1/Wounded (6 or less)

WISDOM: The mountain is fascinating. However, as you gaze about, you hear a faint cry for help! A beautiful youth is stuck to the mountainside. Picking your way among the bones and metal bits, you rescue him/her. D2/S1/Beloved

1211 The people seek a hero to end the threat of the magnetic mountain. It is said that if the giant brass bell at its top were destroyed, the mountain would lose its power. You volunteer.

NO SKILL: You approach cautiously. Sadly (and painfully!), the keys of some unfortunate traveller strike you and knock you senseless. D1/Wounded (6 or less)/One Hundred Keys (163)

BRASS BOW: Go to 1213 and read 'BRASS BOW'

SCHOLARSHIP: You build yourself the Brass Bow (165). Go to 1213

1212 Your love has disappeared while travelling near the dreaded magnetic mountain. You set out to the rescue.

NO SKILL: Your loved one is pinned to the mountainside. You cannot approach or you may become trapped yourself. D-1/S1/Scorned (6 or less)

BRASS BOW: Go to 1213 and read BRASS BOW

MAJOR or MINOR MAGIC: You cannot end the threat of the mountain forever, but you can rescue your beloved, which you do. S1/D2/Beloved

1213 The horrible tales of the magnetic mountain impel you to challenge its menace. You go to a local astrologer for advice.

NO SKILL: He foretells disaster. You must give up your ambition. D1

FATED, PIETY: He foretells success and gives you a thing of power. Armed with the Brass Bow (165), you approach the mountain. Read the BRASS BOW paragraph below.

BRASS BOW: You approach the mountain until you feel the faintest of tugs. Then, you carefully aim and fire. The arrow describes a straight and true course to the giant bell atop the mountain; with a tremendous crash the mountain crumbles, as though Allah's fist had destroyed it. Your heroism is hailed throughout the land. D3/S1/Respected/Robe of Honor/W + 2 (Max:Rich)

1214 You enjoy the hospitality of a rich host. He must leave for a while, but wishes you to stay and await him. "You may amuse yourself in my hundred rooms," he says, "but don't open the one-hundredth door."

WISDOM (Mandatory), NO SKILL: You obey the wishes of your host. That night you are awakened by a hand over your mouth. You see the turban of the evil Magian fire-worshipper! D1/S1/Crippled

WEAPON USE: You cannot resist temptation, and open the one-hundredth door. Within are your host and hostess, and a great meeting of evil Magian fire-worshippers! You slay them all. D2/S1/Piety

1215 In this magical palace is a hall full of closets. You open the doors in turn: behind each is a treasure more marvellous than the last! When you reach the one-hundredth door, you cannot imagine what lies beyond. You open it; inside is a huge 'efreet, who roars out, "I have been imprisoned by my children,

and my possessions taken! Now I want them back!" He gestures and all is gone, including the palace. One item remains at your feet. D2/S2/Trea*

1216 You enjoy the hospitality of a comely maiden. She says, "Remain here. I must depart a while, but shall soon return."

FEMALE (Mandatory), NO SKILL: The maiden returns, and you spend a pleasant afternoon in discourse. S1/Respected (7 or less)

APPEARANCE: An old serving maid comes to you and says, "You are far too fair to die at her hands." She brings you to a locked door. Go to 1217 and read the 100 KEYS paragraph.

1217 You enjoy the hospitality of a beautiful maiden when she excuses herself and asks you not to stir from the main room. After she is gone, an old serving maid brings you to a locked door.

FEMALE (Mandatory), NO SKILL: "If you can open this, you will see a thing which will chill your heart." You cannot open it, and go back. S1

ONE HUNDRED KEYS: You open it and peek in.... Your hostess is conversing with a handsome man — both have wings! You know that the bird-people become bound to land if they eat seed mixed with sand; you rush to the old woman and have her prepare a seed-cake with sand. When you feed your hostess a bit of the cake, she loses her magic powers, and she agrees to accept Allah and you. D2/S2/Married

1218 You are put up by a rich host. He allows you the run of his palace, but warns you not to enter the one-hundredth closet.

NO SKILL: You open the first ten closets. Each contains fascinating artifacts. Reluctant to rob your host, you content yourself with gazing. S2/Envious

STEALTH & STEALING: You force the locks on ninety-nine of the one hundred closets. Each contains wealth more fabulous than the last. In the ninety-ninth closet is enough to make you rich. S1/D1/W + 2 (Max:Rich)

ONE HUNDRED KEYS: You open each closet in turn and happily take the enormous wealth revealed within. In the one-hundredth is...a lamp. S1/D1/Magic Lamp (146)/W + 2 (Max:Rich)

1219 Your rich host must leave for a few hours. He has been showing you his one-hundred closets full of rare items. He begs you to continue the tour, but warns against opening the one-hundredth closet.

NO SKILL: You obey your host's wishes and are well rewarded. S1/D1/W + 1 (Max:Rich)

STEALTH & STEALING, EVALUATION (Both mandatory): Each item is more valuable than the last. Therefore the one-hundredth item must be the best of all! You open the final door — an enslaved 'efreet leaps out and turns you into an ape. S1/Beastform

1220 You and your companions are captured by a grotesque giant. Each day he puts one of you on a spit and cooks him. You tremble with terror.

NO SKILL: Finally, you are the only one left. Then one day the giant does not return. After two hungry days, you escape. S1/D1/Insane (7 or less)/Enduring Hardship

WEAPON USE: You exhort your fellows to the attack. The giant is fearsome, but you are many. S2/D2/Determined

1221 You and your companions have been captured by a hideous giant who, each day, takes one of your group and cooks him on a spit.

NO SKILL: Despairing, you commend your souls to Allah. That night, a huge thunderstorm begins. Lightning strikes the giant's pavilion, and you escape under cover of the storm. D1/Piety

QUICK THINKING: You and your companions make a great show of drinking wine from your bottles. The giant snatches them up and drinks them all down in seconds. While he is in a drunken stupor, you escape. S1/D1/Acting & Disguise

1222 You hear a faint cry for help. Coming nearer, you see a large black pavilion. Within is a horrible giant, and five men in a large cage; the giant has spit-

ted a sixth man and is cooking him over a fire. At night you sneak to the pavilion to rescue the men, but are captured. When your turn comes, the giant nibbles you, grunts scornfully, and tosses you in the garbage heap. You see a sparkling object which you take before fleeing. D1/S1/Crippled/Magic Bead (170)

1223 You survey a strange and forbidding pavilion, viewing many bones and a pile of coins and treasure. Suddenly a hideous giant appears. You dash inside the pavilion to hide.

NO SKILL: The dust of the ancient place fills your nose. You sneeze, alerting the giant. You flee in terror, but not before the evil beast's teeth rend your flesh. S1/D1/Wounded (6 or else)

PIETY: The pavilion is dusty; you suppress the urge to sneeze by reciting verses of the Koran. The giant soon sleeps; you grab some treasure and escape. S1/D1/W + 2 (Max:Rich)/Enduring Hardship

1224 Your party is confronted by a hideous giant. You are numerous, but he is huge. Stalemate.

NO SKILL: The giant roars and attacks. When it is over, the giant is driven off, but at grievous cost. D1/S1/Wounded (6 or less)

STORYTELLING: You suggest a contest of the fabulous, and the giant (no more eager than you to die) agrees. His story is good, but your tale of the Thief and the Foolish Donkey-Herder sends him into gales of laughter. He lets you go. S2/D1/Beguiling

1225 You, your beloved, and a companion have been captured by a hideous giant. "I will eat one of you tomorrow," he grunts. "You decide which."

NO SKILL: During the night your companion knocks you out and ties you up. The next morning, he gives your beloved to the giant! Even the giant is disgusted by your companion's perfidy; he lets you go and eats the coward. D1/Blessed

LUCK: You draw lots to determine who shall be sacrificed. Your companion loses. You and your beloved are set free. D1/S1/Beloved/Luck

1226 You have been captured by a horrible giant. "I cook you tomorrow," he grunts. You offer gold service, entertainment — he is not interested. Finally you offer to best him in a contest. "If you do that," he says, "I shall free you."

NO SKILL: Though he defeats you in every contest, he is so amused by your antics that he decides to keep you as a pet. S1/Enslaved

SEDUCTION: You declare a contest to see who is the first to seduce a member of the opposite sex. You easily capture the heart of another of his captives; as the females of his kind are even more vicious than the males, he concedes the contest and sets you both free. D1/S1/Beloved/Quick Thinking

1227 You wish to try your luck, but you require a guide and diving companion. You select a fellow, but another warns you against the first and suggests himself instead. The first warns against the second.

NO SKILL: You cannot decide. Rather than make the wrong choice, you simply give up on the idea of diving. D-1/S1

BEGUILING: You can tell which is the more trustworthy. With his aid and guidance, you are able to snatch three beautiful black pearls from the jaws of the giant oysters. S1/D1/W + 3 (Max:Rich)

1228 The ocean is beautiful, and below are the giant oysters which contain the pearls. You put your hand in one — it shuts! You are trapped.

NO SKILL: Your only hope is to crawl inside the oyster. Later it is swallowed by a gigantic fish, and the fish is caught by fishermen. When they cut you from the oyster, there is much laughter at your expense. D1/S2/Scorned/Lose Courtly Graces

ENDURING HARDSHIP: You grimly hold your breath until you are rescued. You also grimly hold on to a handful of pearls. D1/W + 3 (Max:Rich)

1229 You dive into the warm water. Suddenly, by the pearl-bed, you see...a mermaid of surpassing beauty collecting pearls from the oysters.

FEMALE (Mandatory), NO SKILL: You make signs that you would share the pearls with her, but she laughs and swims away. S1/D1

SEDUCTION: You swim to the bottom, then pretend to be stuck in the ooze. After extricating you from the muck, she whisks you off to her dwelling for a night and a day. When you leave, she gives you the pearls as a gift. D1/S2/Seduction/W + 2 (Max:Rich)/Blessed (7 or less)

1230 You rent a small boat and row out. Other divers in the area row over to you.

FEMALE (Mandatory), NO SKILL: Their faces are menacing. "You are not allowed in this area without permission from the sultan," they say. As you have no such thing, you row politely away. No Award

APPEARANCE: Your noble countenance cowers them. They leave you in peace. D1/Roll 1 die and collect that many Wealth levels (Max:Princely)

1231 While watching the activity over the pearl beds, you notice one swimmer struggling in the water. Suddenly he goes down. You dive in after him.

NO SKILL: You grab him and try to haul him to the surface, but he panics and drags you under as well. You barely break free. He is not so fortunate. S1/Grief-stricken (7 or less)

WILDERNESS LORE: You save the diver despite his panic. In gratitude, he gives you his haul of pearls. D1/S1/Respected (1 turn)/W + 2 (Max:Rich)

1232 Toward evening, you spot an oyster, but a huge shark is nearby. Roll 2 dice and add 1 each for *Wilderness Lore*, *Luck*, *Quick Thinking*:

- 2-7 You cannot get past the shark — it's heading right at you! You swim desperately — and just leap into the boat as the jaws slam shut behind you. Praise Allah! S1/D1/Luck or Piety
- 8+ You use a small fish's blood to draw the shark away from the oysters. S1/D1/Quick Thinking/W + 3 (Max:Princely)

1233 A strange beast approaches; it has a gigantic horn on its nose resembling the tusk of the elephant.

NO SKILL: Your arrows bounce off! Its hide is like iron, and your little pinpricks anger it. It charges, horn lowered. Screaming in terror, you plunge into a swamp. D1/Diseased (7 or less)

SCHOLARSHIP: You recognize the beast as a rhinoceros and remember tales of how they slay elephants. You wisely content yourself with gazing at one of Allah's greatest wonders. D2/S2/Piety

1234 A strange beast moves amongst the trees. It has tiny eyes and a huge horn on its nose — a rhinoceros! These creatures can kill elephants!

NO SKILL: Your retreat is quite noisy; the great beast towards you. You leap up a tree, but not before the beast's horn has pinked you in the buttocks. D1/Wounded (7 or less)

WILDERNESS LORE: You quietly trail the beast. Your patience is rewarded a few hours later when the rhino battles an elephant. With the elephant impaled on its horn, the rhino is defenseless. D2/S1/Wilderness Lore/W + 2 (Max:Rich)

1235 While sleeping beneath a tree, you dream of wild natives poking you in the ribs with spears. Suddenly you wake, and a huge rhinoceros is prodding you curiously with his horn.

NO SKILL: You pass out from fear. When you awake, the rhino is moving away. D-1/S1

PIETY, QUICK THINKING: You pray fervently but he charges! You leap to your feet, shouting; with a graceful jump you swing into the branches of the tree. Moving too fast to stop, the rhinoceros slams his horn into the tree — and can't withdraw it! It is now a simple matter to dispatch the beast. S2/D2/W + 2 (Max:Rich)/Piety

1236 As you are chased through the trees by a huge rhinoceros, you beg Allah to save your miserable life. You look back at the great beast chasing you.

NO SKILL: You stumble, and the rhino runs right over you. Although Allah preserves your life, you are badly hurt. S1/Crippled

SCHOLARSHIP, STORYTELLING: The tiny eyes of the rhino remind you that the beast is nearly blind. You veer off, and the rhino runs right past you. S1/D1/Quick Thinking

1237 Hoping to view the semi-mythical rhinoceros, you climb a convenient tree and wait. Soon an elephant and a rhinoceros appear; the two square off for combat. Their conflict shakes the earth!

NO SKILL: You are too terrified to flee. Suddenly both beasts roll over the tree (and you). D1/Crippled

LUCK: You leap away just as the combatants uproot your tree. They roll away and down a hill. Your attention is drawn to the roots of the tree, which have ripped up the earth and exposed a dark cave mouth. Free Move to Caves of Al-Kolo-Ats with immediate encounter/D1

1238 A sultan owning a huge forest preserve asks you to study it. He is interested in two things: reports on the rhinoceros, and why the trees have been stripped of their bark.

NO SKILL: In time you glimpse the rhino. Your report delights the sultan. S2/Respected (6 or less)

WILDERNESS LORE: You observe the rhino all day. You notice that his skin seems to itch him quite abominably. Finally, you see the rhino rubbing against a tree, stripping its bark. The sultan is enlightened. S2/D1/Respected/Scholarship

1239 In the mountain crags you find a cave. Inside the air grows foul; as you peek around a corner, you see a huge serpent sleeping in great coils. Across the room is a maiden.

NO SKILL: You call out quietly, but the serpent awakens. Outmatched, you flee. S1

WEAPON USE: Moving quietly forward you prepare your weapon, then strike. The serpent's head flies from its body, and the maiden runs sobbing to you. D2/S1/Respected or Beloved (if opposite sex)

1240 While descending a treacherous mountain trail, you spy a lone tree off the path. Its fruit glistens like gems!

NO SKILL: You don't notice the tiny serpents until one bites you. As blackness fills your eyes, a wizened old man appears and says, "I offer you the antidote for a small price." W-3 (Min:Beggar)/Lose 1 Treasure/S1/D1

STEALTH & STEALING: The way between the road and the tree is crawling with poisonous serpents, so you approach carefully. You reach the tree safely and collect a prince's ransom in jewels. D2/S1/W + 3 (Max:Princely)

1241 While travelling a worn mountain path, the earth sags beneath you, and you plunge into a shallow pit. The ground feels odd; you realize that you sit on a huge serpent! You flee, the snake in hot pursuit.

NO SKILL: You manage to escape, but not without a bitter wound. S1/Wounded (6 or less)

PIETY, QUICK THINKING: Ahead you see two boulders set close together; you dart between them. The snake gets stuck between the boulders and you escape. S1/D1/Luck

1242 You must sleep soon, but along this mountain trail are many large serpents which could swallow you in one bite! What to do?

NO SKILL: You try sleeping in a tree. During the night a serpent plucks you from the branches. As he is about to eat you, a gigantic roc swoops down and carries both of you off. D1/Lost

WILDERNESS LORE: You gather wood, bind it over your feet, your head, and along your sides. The serpents regard you as an unpleasant mouthful. D1/S1/Quick Thinking

1243 In the high mountains you see many signs of large serpents. As the sun sets, you see two huge glittering eyes staring at you from off the path.

NO SKILL: You run screaming down the mountainside. D-1/S1

ENDURING HARDSHIP: You still your terror

with prayer and look more closely: they glitter more like jewels than eyes. Approaching cautiously, you realize that they are huge diamonds embedded in a large serpent statue! Giant Diamond (168)/S1

1244 A huge serpent sleeps, basking in the sun. You admire this example of Allah's handiwork and move quietly away. Suddenly a shadow comes from above; a huge roc bears down on the serpent.

NO SKILL: You see the awesome sight of the roc grabbing and eating the huge serpent. S1/D1

QUICK THINKING: You give a shout and wake the snake, which avoids the roc. The snake moves toward a large cave, stops, looks at you, and leaves. Opportunity to enter Caves of Al-Kolo-Ats/D1

1245 You stand before a crystal pool. Although quite thirsty, you are wary of strange water.

NO SKILL: You watch the pool for a while. You see an animal drink from it, so you drink too. S1/Sex-Changed.

WILDERNESS LORE: You wait and see if animals drink from it; they do. However, the male fox has become a female fox! You avoid drinking. D1/Wisdom

1246 A woman runs screaming into your camp. She explains: she used to be a man until she drank from the spring over the next dune. Indeed, you find a crystal pool which looks quite inviting.

NO SKILL: You want to find out what it's like to be a member of the opposite sex, so you drink. Unfortunately, the spring only works one way. S1/Sex-Changed.

WISDOM: You take no precipitous action, and can discover no solution. S1

1247 In a narrow ravine is a spring which may be the fabled sex-change spring. You wish to collect a sample for magical use.

NO SKILL, FATED: You make your way carefully down the ravine, then suddenly slip and fall directly into the spring. S1/Sex-Changed.

STEALTH & STEALING: You avoid falling in the water and collect a bottle for future use. D1/Major Magic (1 use)

1248 As you drink from the beautiful crystal-clear spring, you feel yourself... changing! From behind you you hear a chuckle. An old wizard holds a bottle and says, "So, trapped by the spring, eh? I have the antidote here..."

NO SKILL: You pay and drink the liquid down. Nothing happens! S1/Sex-changed

BEGUILING: You read the falsehood in his eyes, so you grab him and force him to drink. "Fool!" she cries. "There is no antidote — drat!" Caught in the lie, she apologizes and gives you a gift. D1/Sex-Changed/Trea*

1249 You drink from a clear pool in the desert, and feel a strange change coming over you. You have changed sex! Frantically you drink again, but this does not reverse the effects.

NO SKILL: You howl and cry and tear your hair. D-1/S1/Sex-changed

ENDURING HARDSHIP, PIETY: You calmly accept what Allah has decreed for you. Others are impressed by your fortitude. D1/S1/Sex-changed/Enduring Hardship or Piety

1250 To reach the next city, you must pass through the dread Valley of Dogs. You tighten your belt and enter the valley.

NO SKILL: At night, howls and gibbering laughter follow you constantly. Your terror confounds your reason. D1/Insane

ENDURING HARDSHIP: Although the trail is plagued by howls of wild animals, and occasional laughter or screams from other sources, you take comfort in the peace of Allah. D1/S1/Piety

1251 Tales of the dread Valley of Dogs cause you to spend a day scouting the beginning of the trail.

NO SKILL: When you feel ready, you enter the valley. Not one mile down the road you are attacked by vicious wild dogs, and most of your posses-

sions are scattered to the four winds. S1/W-2 (Min:Penniless)

WILDERNESS LORE: You discover a hidden path through the upper part of the valley. You traverse the valley in safety. D1/S1/Wisdom

1252 You give special prayers up to Allah for a safe trip through the dread Valley of Dogs.

NO SKILL: You are waylaid by highwaymen. W-1 (Min:Poor)

PIETY: People come for miles to observe your devotion. During your journey you spy highwaymen waylaying a wealthy man. You rush to his aid, and Allah lends strength to your arm. The man you saved turns out to be a sultan, who makes you a trusted advisor. D2/S1/Vizier

1253 You ask Allah to grant you safety before you cross the Valley of Dogs. As you journey, you spy a wide river spanned by a rope bridge. You near the bridge when a band of highwaymen appears!

NO SKILL: They are upon you, and beat you before taking your money. S1/W-2 (Min:Penniless)/Wounded (7 or less)

LUCK: As you dash onto the bridge, it collapses. You plunge into the water and are carried below ground. You emerge into a lake of many hues. D1/S1/Free move to Lake of Colors with immediate encounter

1254 You declare a holy battle against the evil that lurks in the Valley of Dogs. With prayers on your lips and sword in hand, you go forth into the valley.

NO SKILL: The highwaymen and wild animals descend on you in packs. You are overwhelmed and end up in a ditch. D1/Wounded (6 or less)

PIETY (Mandatory): Your prayers were a little too powerful. You meet no evil at all. D1

WEAPON USE: You meet each threat with the strength of Allah. Where you have passed through the valley, the evil has been scourged. D2/S1/Piety

1255 You are being chased through the Valley of Dogs by a pack of beasts. You hear the snarling, and feel the hot breath on your heels.

NO SKILL, WEAPON USE (Mandatory): You turn and face them bravely, slaying many before they drag you down. A hunting horn causes them to flee just in time. D1/Wounded (6 or less)

WILDERNESS LORE: You make for the river and dive in. The dogs, afraid of the water, refuse to follow. S1/D1/Quick Thinking

1256 While hurrying through the Valley of Dogs, you are set upon by highwaymen. You draw your weapon and dare them to attack.

FEMALE (Mandatory), NO SKILL: They take you up on your dare and, after defeating you, rob you. S1/W-2 (Min:Penniless)

APPEARANCE, DETERMINED: Your grim visage and drawn weapon make them hesitate, and they decide to leave you alone. D1/S1/Appearance

1257 Your ship is stopped by a large warfleet. "We are pirates. We demand tribute of 5 bales of goods. Pay, or we attack and sink your vessel."

NO SKILL: You have little choice. S1/W-2 (Min:Poor)

BARGAINING, ACTING AND DISGUISE: You present your situation in such a pathetic light that the pirate captain accepts 1 bale and 1 slave instead. S1/D1/Beguiling/W-1 (Min:Respectable)

1258 A large fleet bears down on your ship. Their captain speaks: "We are on a mission of war! What is your allegiance to the city of Gaya?"

If you are Sultan of, Vizier of, or Married in Gaya: you proudly announce your allegiance to Gaya. The attackers sink you. Go to 315.

Otherwise: you take a chance and say that you are against Gaya. Roll 1 die and add 1 each for Luck, Scholarship:

- 1-3 Bad choice. They are from Gaya. They sink you and you barely make it to shore. S1/W-2 (Min:Penniless)/Free move to any coastal space
- 4+ Good choice. They are attacking Gaya. You

convince them to take you along, and you receive some of the plunder. D1/W+2 (Max:Rich)

1259 A large fleet appears on the horizon. You wisely flee, but you are not sure you can outrun them.

SEAMANSHIP (Mandatory), NO SKILL: Your sailing skill allows you to succeed. D1/Seamanship

LUCK: You hope they are not pirates, and wait for them. It is a huge merchant fleet. You are able to trade, and you make large profit. D1/W+2 (Max:Rich)

1260 Your small ship is chased by a large warfleet. You know they will not hesitate to sink you. You must quickly choose whether to move to port or starboard.

NO SKILL: You cannot see any reason for a particular choice, so you randomly choose port. Too bad! They also veer to port! Casually, on their way to some great contest, they sink you. Go to 315

PIETY: You pray to Allah to guide you. A wind drives your ship to starboard; the fleet veers to port. S1/D1/Luck

1261 A huge fleet bears down on you. The mere fact that you are in their way guarantees you will be sunk. You beg Allah to aid you.

NO SKILL: There is no strength or power but in Allah! After your ship is sunk, he aids you to reach shore alive. D1/Free move to any coastal space

QUICK THINKING: You set your sails on fire; the fleet gives you a wide berth. After they leave, you control the fire and use a spare set of sails to continue on your way. D1/S1/Quick Thinking

1262 A warfleet from your native land passes on the way to some great conquest. You ask Allah to grant them speed and strength.

NO SKILL: You hear later that the fleet was destroyed by a freak storm. D-1/S1

MAJOR MAGIC: You add a small spell to your prayers. You hear that the victory was a smashing one. D2

1263 Smoke rises from a nearby island. You sail closer to investigate.

NO SKILL: You expected shipwrecked sailors and a signal fire. Instead you find a volcano, and it seems to be erupting! Your ship is hit by flaming lava, and sunk. You drift to shore on floating pumice. S1/Free move to any coastal space

WILDERNESS LORE: You recognize a volcano about to erupt, and steer clear. S1/D1/Wisdom

1264 You wish to see the mountain of fire that many travellers tell about. You make your way to the top. There you find a band of evil Magian fire-worshippers about to sacrifice a victim.

NO SKILL: There are many of them. You flee. D-1/S1/Grief-stricken (7 or less)

WEAPON USE: You rush out, sword brandished, and lay waste to the Magians. The young prince they were attempting to sacrifice joins you in the fray, and together you slay them all. D2/S1/W+2 (Max:Rich)/(If female) Beloved

1265 The water all about you begins to boil. Suddenly a mountain looms out of the water ahead of you, spewing fire and ash. You pray to Allah.

NO SKILL: Your boat is set afire and sunk. You drift and finally are cast up on an unknown coast. Lost/Free move to coastal space/D1

PIETY: All about you chunks of molten rock falls but none strikes you. Your boat sails through to the now-cooling volcano's island. You explore and find a strange cave. Free move to Caves of Al-Kolo-Ats with immediate encounter/D1

1266 From a distance, you see a volcano. Looking closely, you see men climbing up its side!

NO SKILL: Why would anyone do such a dangerous thing? You pray for them before sailing on your way. D1/S1

SCHOLARSHIP, STORYTELLING: Evil Magian fire-worshippers throw their sacrifices in volcanos! You rush to the island and save their victim, a young prince, who is quite grateful.

D2/S1/W+2 (Max:Rich)/(If female) Beloved

1267 You have landed and are surveying the volcano. Suddenly you hear a woman's cry. Far up you see a band of red-turbaned Magian fire-worshippers carrying a maiden.

NO SKILL: You give chase anyway. She is hurled in, but with Allah on your side, you soon send the Magians after her. D1/S1/Grief-stricken

PIETY: You pray that you might reach them in time. The volcano begins to rumble and shake. The entire party of evil ones slides down the mountain-side to land at your feet. D2/S1/Piety/(If male) Beloved

1268 You are over the pearl beds of Heragaya, watching the divers as they leap again and again into the waters. You notice one particular diver leap in with a beautiful dive; however, he does not come up for a very long time.

NO SKILL: Suspecting trouble, you dive down to rescue him. For some reason, he draws a dagger and tries to attack you! D-1/S1/Wounded (7 or less)

WISDOM: You ask another diver. He laughs. "The man is blessed by Allah. He remains below three times as long as any of us." S2/D1

1269 A man asks your aid in his pearl-diving endeavors. He offers you a small percentage of the take to sit in his boat and hold the rope.

NO SKILL: You agree. Presently some soldiers row up, and claim you have stolen the boat from the sultan. "I am just holding this rope for a man," you claim, but when you draw up the rope, no one is there. S1/Imprisoned (7 or less)

BEGUILING: After a few moments, you tie the rope to the boat and slip into the water — he is swimming away with all the pearls! You clout him on the head with some coral and take your share of the loot. D1/S1/W+2 (Max:Rich)

1270 A young pearl diver asks your help and promises to split his take fairly with you. Your duty is to warn the diver of danger.

NO SKILL: You sit in the boat for hours, and the sun and the lapping of the waves puts you to sleep. You awaken with a start and see a huge shark! You tug on the rope and pull it in. All you find is the severed end of the rope. D-1/S1/Grief-stricken

DETERMINED, PIETY, ENDURING HARDSHIP: Although the job is dull, and sleep tugs at your eyes, you remain awake with the aid of Allah and the force of your will. D1/S1/W+2 (Max:Rich)

1271 You mimic the priest's chants and march bravely past the guards. Within the circle the druids have summoned forth a mighty 'efreet. His voice booms out, "There is an unbeliever here!"

NO SKILL: You are seized and beaten senseless. D2/S2/Wounded (6 or less)/Minor Magic

MINOR or MAJOR MAGIC: You shield your presence; the 'efreet is deceived, and the ceremonies continue. The druids summon forth 'efreet after 'efreet, and you attend closely as the master druid speaks the word of command over each. D3/S3/Piety/Major Magic/Protective Talisman (167)

1272 You don the druid's cowl and pass the guards, but inside a master druid administers the test of pain.

NO SKILL: You pass out from the pain, and awaken far from that place, in familiar lands. D1/S1/Enduring Hardship

ENDURING HARDSHIP: You bear the pain manfully and pass to the center circle, where the High Druid begins a sacred chant. A presence forms in the center, and a mighty 'efreet appears and schools you all in arcane matters. If D less than 7, put D to 7/S2/Major Magic at Master/Golden Bridle (150)

1273 You march solemnly with the others into the circle where you join a ring of druids and begin a low humming chant. The high druid intones, "One here is not of us, but against us."

NO SKILL: Their focused power blasts you senseless, your mind a blank. D1/S1/Ensnared

PIETY: With Allah's aid you stand unshaken

before their magical assault. The druids gasp. "How can you resist our power?" "With Allah's blessing," you reply, throwing aside your cowl. Awed, the druids beg you to teach them the ways of Allah. You form a city here and become its sultan. D2/S2/Sultan/Scholarship

1274 You overpower the guard and find shelter in the shadow of a great stone. The druids begin a chant and an evil emanates from the presence forming before you. Desperate, you attack the High Druid, slaying him.

NO SKILL: This throws the druids into an uproar. You are quickly pointed out and must flee, barely escaping with your life. S2/D2/Piety

STEALTH & STEALING: Taking advantage of the confusion, you snatch a hostage and pry from him many arcane secrets. D3/S3/Acting & Disguise/Golden Bridle (150)

1275 Your tossed stone catches the guard in the temple, and he slumps unconscious. From the shadow of a great stone you watch the druids incant. Soon a menacing presence forms in the circle's center.

NO SKILL: The high druid commands, "Destroy the Sultan of Baghdad!" The hideous beast bows, then vanishes. S2/D2/Grief-stricken

PIETY: The power of your prayers fills the arena! "Allah, banish this demon!" The beast quails, then vanishes! D4/S3/Piety/Magic Saddlebags (153)

1276 You slip past a napping guard. Within the ring of stones is a ring of druids, and within that ring an eldritch creature. Suddenly, the High Druid clutches his chest and collapses. The other druids scream in fear, for they no longer have the monster under control.

NO SKILL: You flee from the horror they've summoned. S2/D2/Quick Thinking

MAJOR MAGIC: Your voice rings out. The creature bows to your word of command. You bid it slay any who do not take up the way of Allah. The druids swear faith in Allah, and a new Muslim city is formed here, with you as its sultan. D3/S3/Sultan/Courtly Graces/Golden Bridle (150)

1277 You climb a tree to observe the rituals. Suddenly, hornets are all about you, stinging fiercely.

NO SKILL: You leap down with a howl, your observations forgotten. D2/S1/Enduring Hardship

ENDURING HARDSHIP: You endure their stings that you might continue your observations, which reveal the means of protection from druidic sorcery. D3/S2/Scholarship/Protective Talisman (167)

1278 Silent druids gather in the strange circle. You observe and record what you see...

NO SKILL: ...but your notes are incomplete, and memory cannot fill the gaps. D1/S2/Scholarship

SCHOLARSHIP: ...and your detailed notes and vivid memory provide scholars with arcane lore and warding against demons. D3/S3/Scholarship/Protective Talisman (167)

1279 From a tree you view the high druid, who brings forth a shining sphere, gazes into it, and pronounces your sultan's name. "That one is now dead," he says. "We shall go to his city, and make it ours. Only the power of this sphere could stop us, and it shall be hidden where none can find it."

NO SKILL: You set off at once to warn your people. D2/S2/Stealth & Stealing/Grief-stricken

STEALTH & STEALING: You seek the hiding place of the sphere. You snatch it and race for your city. D2/S2/Celestial Planisphere (160)/Place destination marker and status marker in a city chosen by another player. When you arrive there, you may give yourself any status (Sultan seems appropriate).

1280 The incantations you learned work! The door slides aside. Within, the cave floor is paved with gold, and diamonds glitter from the walls! Ahead is a room full of gems. Upon a couch the most beautiful woman sits, with a face to rival the full moon!

MALE (Mandatory), NO SKILL: Her perfume (1274-1293)

fills your nostrils. Suddenly, you pass out. Later you awake outside the caves and cannot open them again.

D2/S2/Love-struck/Beguiling

BEGUILING: Ah, the woman is a trap! You pass this room; other rooms contain what you seek. D3/S3/Trea* x 2/Quick Thinking

1281 With the spell of opening the door slides aside. Within is a huge pit of flame. A tall tree in the center bears jewels instead of fruit.

NO SKILL: You string a rope across the pit and the tree in the center, but as you go hand-over-hand the rope sags, and the flames singe you. You must go back. D2/S2/Quick Thinking

QUICK THINKING: You swath yourself in water-soaked rags and reach the tree. You are blistered but console yourself with your great wealth. D3/S2/W + 3 (Max:Princely)/Wounded (7 or less)

1282 The cave wall slides aside, revealing a huge black 'efreet. "You may only stay within for half an hour," he intones, "and bring 1000 dinars out for me." You find the jewel room, but you also find a room where 100 people are chained to a wall! "Free us," they cry. Time is short. Free the people? Or gather jewels to appease the 'efreet?

NO SKILL: You free a few, then rush out with the jewels. The ones you abandoned call curses after you. S2/D2/W + 2 (Max:Princely)/Accursed

PIETY, ENDURING HARDSHIP: Forsaking your chance to escape, you unlock all the manacles. "The curse is broken!" cries one, and the cave becomes a fabulous palace! "This kingdom is yours!" cries an elderly scholar. D3/S3/W + 3 (Max:Princely)/Major Magic/Sultan

1283 You discover a small door with strange words on it. You pronounce the words; the door opens! A dark musty tunnel opens onto a vast maze.

NO SKILL: When you finally come to the treasure room you are completely lost. Stumbling about, you faint from hunger and thirst. You awaken outside the caves. S2/D2/Quick Thinking

STORYTELLING, QUICK THINKING: In the tale of Alee of Cairo, he left a trail of possessions to thread a maze. Leaving bits of clothing, paper, and food, you come to a vast treasure room! You fill your pockets, then follow your trail back to the entrance. D3/S3/Quick Thinking/W + 3 (Max:Princely)

1284 You scramble through a tiny opening which leads to the caves themselves. Room after room is filled with yet more fabulous treasures, yet you feel the NEXT room contains the most fabulous treasure of all.

NO SKILL: Stepping over the threshold, a huge 'efreet confronts you! "Greedy, greedy," he mutters. Arcane power fills the room and you are outside again. S2/D2/Wisdom

WISDOM: You are not greedy; you collect a princely wealth in gems and leave. S3/D3/W + 3 (Max:Princely)/Brass Bow (165)

1285 You climb a rope up into the mist. There you find a peak with a tunnel carved into it and start down. But, standing before you, a man wearing a red helmet says, "you cannot pass until I have fallen."

NO SKILL: You cannot master him; exhausted, you retreat. S2/D2/Weapon Use

WEAPON USE: When you conquer him, he bows and conducts you through rooms filled with treasure. D3/S2/W + 2 (Max:Princely)/Trea*

1286 The wizard agrees to your proposition. At the cave he enacts a powerful spell. The ground opens and you enter. "Hurry," he cries, "I cannot hold forever." You enter and find a brass lamp and a great tree full of gems. You take the lamp, fill your pockets with gems, and return to the wizard. "Pass me up the lamp," he says.

NO SKILL: You do, and he runs off. When you emerge, he is gone. S2/D2/Envious/Beguiling

BEGUILING: You refuse, distrusting him. He grows furious and seals the hole above you. Idly,

you rub the lamp. An 'efreet appears. "At your service." Magic Lamp (146)/S3/D3/Luck

1287 You convince a local wizard to aid you. He incants, and the cave opens before you. "I must remain," he says. "Go fetch what you can." You climb down and are dazzled by the wealth you find. You greedily begin to gather treasure...

NO SKILLS: ...suddenly you recall the old wizard and rush back; the ground is closed! You were too long! The only other exit is so narrow that you must abandon the riches to escape. D2/S2/Wisdom

WISDOM: ...and rush back to the hole in time. The wizard takes one item and lets you keep the rest. D3/S2/W + 2 (Max:Princely)/Trea*/Quick Thinking

1288 A wizard consents to aid you for a share of the profits. His magic opens the caves, but from inside a huge man with a scimitar rushes forward!

NO SKILL: The berserker slays the wizard and leaps back within the cave, which seals behind him. You cannot enter! S2/D1/Grief-stricken/Weapon Use

WEAPON USE: You leap forward and cut the man down. Within is enough wealth and magic to make you a king! The wizard agrees to aid you in exchange for a position as vizier. S2/D4/Sultan/W + 3 (Max:Princely)/Trea*

1289 You hide behind some musty bales. The voice repeats twice more, but you remain silent. A shadow descends from the ceiling — a bloodthirsty 'efreet. "I know you're here," he roars. "Look at me." He begins to change!

NO SKILL: Your mind slips gratefully into insanity. S2/D2/Insane/Enduring Hardship

ENDURING HARDSHIP: You endure the horror with thoughts of Allah and the immortal paradise awaiting you. The 'efreet gives up in disgust and vanishes. You emerge the next day a hero. S3/D2/Respected/Robe of Honor

1290 You hide. A shadow descends from the ceiling, and before you stands a deadly-looking 'efreet!

NO SKILL: His hands close about your throat. You choke out, "Allah preserve me!" He stumbles back, and you flee. S2/D1/Quick Thinking

APPEARANCE: He stops and peers. "Are you not he whom I have named?" You admit who you are and he smiles. "Your father was a powerful enchanter. He bequeathed this money (a pile of gold appears!) to you through me." S3/D3/W + 3 (Max:Princely)/Wisdom

1291 Through the darkness a shadowy presence looms nearer and nearer! Ah! It is only the vizier! You reveal yourself, and he says, "I have come to seek your aid in deposing the sultan. Aid me, and you will be my vizier."

NO SKILL: You agree — and suddenly the sultan's guards are all around you! The sultan himself steps forward! "False one!" he cries. "Is this how you would repay me?" S2/D1/Imprisoned/Wisdom

WISDOM, PIETY: You flatly refuse and draw your sword. "Hold!" The sultan himself steps forward. "A prophecy told me to adopt a worthy stranger. This test confirms it; you are the one," he says. A few weeks later he dies; you become the new sultan. S3/D3/Sultan/Courtly Graces

1292 You cry out the name of Allah and hear a faint whisper: "You have destroyed me," it says. You settle down for the night.

NO SKILL: In the morning you emerge from the house a hero! S2/D2/Luck

LUCK: During the night you investigate sounds of a mouse scratching near the fireplace. You knock on the fireplace wall, and a cascade of gold and jewels pours down the chimney! S3/D3/W + 3 (Max:Princely)

1293 You call out the name of Allah. With a shrill cry, an 'efreet appears before you. "You shall pay for that," he sneers.

NO SKILL: He gestures. Phantoms invade your

and you run gibbering in terror. S2/D2/In-
come (6 or less)/Enduring Hardship

ENDURING HARDSHIP: He gestures, and
visions fill your mind. But these are just il-
lusions. Only Allah is powerful! The visions fade, and
the 'efreet disappears. The next day you emerge a
hero! S3/D3/Robe of Honor/Wisdom/W+1
(Max:Rich)

1294 With a puff of smoke, a surly 'efreet stands
before you. "Who are you?" he roars. You reply,
"Do you not recognize Abu Ali-ibn-Hessad? The
greatest wizard in the land?" The 'efreet shrinks back
fearfully. "Begone, in the name of Allah," you com-
mand. He howls — and vanishes.

NO SKILL: The next day, you emerge a hero. D2/
S2/Acting & Disguise

EVALUATION, COURTLY GRACES: You
emerge from the house a hero. Your stature entitles
you to a reward, and you ask for the house. Weeks
later, you knock down a wall and discover a fortune
in gold. D3/S2/W+3 (Max:Princely)/Luck/Acting
and Disguise

1295 A cascade of gold pours from the ceiling in-
to the corner! You stammer a "thank you." "You're
welcome," replies a handsome young 'efreet, floating
down from the ceiling, "for a powerful magician
left this gold for you."

NO SKILL: You scoop up the money, and start
to leave. "Dolt!" He cries. "Have you no
gratitude?" He waves, and the gold disappears.
"Why do you not offer to repay this magician?"
he asks, and disappears. D2/S2/Piety

PIETY: "And what may I do for this enchanter
in return?" The 'efreet smiles. "My master is your
father and wishes only a visit from his child." You
collect the gold and go to visit your long-lost father.
D3/S3/Luck/Fated/W+3 (Max:Rich)

1296 A cascade of gold falls into the corner. A
young 'efreet appears, addressing you by name. He
says, "This wealth was left to you a century ago by
a powerful enchanter who foresaw in you a great
magician. Can you perform any spells?"

NO SKILL: You admit that you cannot. The
'efreet gives you a fistful of gold. "Use this for your
education," he says. S2/D2/Fated/Minor
Magic/W+1 (Max:Rich)

MINOR or MAJOR MAGIC: You demonstrate,
and the 'efreet is jubilant! "My master was not
wrong! All the gold is yours. Take it." D3/S3/Ma-
jor Magic/W+2 (Max:Princely)

1297 Nothing happens. You realize your folly and
add, "...Please." Instantly gold cascades from the
ceiling! A menacing 'efreet follows. "My master had
your name," he explains, "and he left this wealth
for one who possessed his name. It has been a long
wait."

NO SKILL: You thank him politely and leave with
your gold. S2/D2/W+2 (Max:Princely)/Storytelling

STORYTELLING: You thank him for his vigil
and ask if he would hear the latest tales. Hours later,
he sighs and says, "For a century I have spoken with
no other; your gift has been far more valuable than
mine. Let me make amends." He gestures... and you
sit on a throne in a palace! You are the sultan of
the city! S3/D3/Sultan

1298 You face the best swordsman in the group.
NO SKILL: He slices you like a melon.
S1/D1/Wounded (6 or less)

WEAPON USE: You hold your own (to
everyone's surprise), until the other disarms you. He
lunges for your throat — and stops, a hair away from
plunging his sword into your neck. Then he drops
his sword and embraces you. You have proven
yourself. D1/S1/Lose Lost/W+1 (Max:Respec-
table)/Opportunity to enter the Caves of Al-Kolo-Ats

1299 Wounded — You have been wounded in battle,
or through an accident of fate.

EFFECT: Lose the use of the following skills,
regardless of level (place the skill chits under the
status chit): *Stealth and Stealing, Major Magic,*

Weapon Use, Seduction, Appearance.

Instead of having a normal encounter in any turn,
you may pay one Wealth level and encounter a Healer
Sage (Reaction Matrix A).

TO LOSE: If you give a Wealth level to a player
in your space who has *Scholarship*, you lose this
status.

1300 DERVISH +1 to the die roll for each addi-
tional Quest card in the current quest.

SPECIAL: *Piety*: +1 Tal/+2 Mas

FOUND IN: Su-Chou/desert (black number)

1-3 You give up magic. Lose *Minor Magic*/Q:X

4-5 You blaspheme him! Lose *Piety*/Q:X

6 You undergo ritual torture. Crippled/Q:S

7 You give up wealth. Lose treasure/Q:S

8+ You join him. On Pilgrimage/Q:S

1301 SLAVE +1 to the die roll for each additional
Quest card in the current quest.

SPECIAL: Automatic +1

FOUND IN: Lhasa or desert adjacent to Timbuktu

1-3 You hear his tale. Grief-stricken/Q:X

4-5 You buy his freedom. W-1 (Min:Poor)/Q:X

6 He is busy. Try again next turn.

7 You pretend to be a slave. Enslaved/Q:S

8+ He is a good swordsman. *Weapon Use*/Q:S

1302 BRIGANDS +1 to the die roll for each ad-
ditional Quest card in the current quest.

SPECIAL: *Stealth & Stealing*: +1 Tal/+2 Mas

FOUND IN: Balts or any island

1-3 You are tortured. Lose *Quick Thinking*/Q:X

4-5 They raid a leper colony. Diseased/Q:X

6 They rob you. Lose 1 treasure/Q:S

7 You join them. Outlaw/Q:S

8+ You learn the trade. *Stealth & Stealing*/Q:S

1303 MAIDEN +1 to the die roll for each addi-
tional Quest card in the current quest.

SPECIAL: *Beguiling*: +1 Tal/+2 Mas

FOUND IN: Alexandria or Serendib

1-3 You give a great gift. Lose 1 treasure/Q:X

4-5 She is a tease. Envious/Q:X

6 She is a tease. Envious/Q:S

7 You spend on presents. W-1 (Min:Beggard)/Q:S

8+ You learn much from her. *Seduction*/Q:S

1304 CAPTAIN +1 to the die roll for each addi-
tional Quest card in the current quest.

SPECIAL: *Seamanship*: +1 Tal/+2 Mas

FOUND IN: Basra or sea space with black number

1-3 You are cashiered. Lose *Seamanship*/Q:X

4-5 Your voyage is doomed. Lost/Q:X

6 Your voyage is long and arduous. Lost/Q:S

7 You must buy passage. W-1 (Min:Res.)/Q:S

8+ He teaches of the sea. *Seamanship*/Q:S

1305 NE'ER-DO-WELL +1 to the die roll for each
additional Quest card in the current quest.

SPECIAL: *Quick Thinking*: +1 Tal/+2 Mas

FOUND IN: Basra or Tripoli

1-3 You join his crowd. Lose *Courtly Graces*/Q:X

4-5 You join a con game. Imprisoned/Q:X

6 You buy friendship. Lose 1 treasure/Q:S

7 You get drunk. Insane (7 or less)/Q:S

8+ You swap tall tales. *Storytelling*/Q:S

1306 THIEF +1 to the die roll for each additional
Quest card in the current quest.

SPECIAL: *Stealth & Stealing*: +1 Tal/+2 Mas

FOUND IN: Baghdad or mountain (black
number)

1-3 You are robbed. Lose 1 treasure/Q:X

4-5 You are implicated. Outlaw/Q:X

6 You buy your way in. W-1 (Min:Beggard)/Q:S

7 You pretend to be a crook. Imprisoned/Q:S

8+ You learn. *Stealth & Stealing*/Q:S

1307 BEAST +1 to the die roll for each additional
Quest card in the current quest.

SPECIAL: *Wilderness Lore*: +1 Tal/+2 Mas

FOUND IN: Forest (black number)

1-3 You slay an ancient beast. Accursed/Q:X

4-5 You follow the Questing Beast. Under Geas/Q:X

6 You kill it through sheer luck. Scorned/Q:S

7 You kill a sultan's prize buck. Outlaw/Q:S

8+ You learn much. *Wilderness Lore*/Q:S

1308 WIZARD +1 to the die roll for each addi-
tional Quest card in the current quest.

SPECIAL: *Minor Magic*: +1; *Major Magic*: +2

FOUND IN: Lhasa/Mountain (black number) in
Africa

1-3 You are under a spell. Ensorcelled/Q:X

4-5 You are under a spell. Sex-changed/Q:X

6 You serve as his familiar. Beast-form/Q:S

7 You give him magic. Lose 1 treasure/Q:S

8+ He teaches you. *Minor Magic*/Q:S

1309 ENCHANTRESS +1 to the die roll for each
additional Quest card in the current quest.

SPECIAL: *Minor Magic*: +1; *Major Magic*: +2

FOUND IN: Shiraz/island (black number).

1-3 Your attributes are taken. Lose *Seduction*/Q:X

4-5 You are put under a spell. Ensorcelled/Q:X

6 You are given a quest. Under Geas/Q:S

7 You give in to vile black magic. D-1/Q:S

8+ She gives you a lucky charm. Blessed/Q:S

1310 'EFREETEH +1 to the die roll for each ad-
ditional Quest card in the current quest.

SPECIAL: *Minor Magic*: +1; *Major Magic*: +2

FOUND IN: Tana/mountain (black number) next
to Adrianople.

1-3 Your nose grows if you lie. Lose *Beguiling*/Q:X

4-5 You are cursed. Insane/Q:X

6 You are amazed at her beauty! Envious/Q:S

7 You give presents. W-1 (Min:Beggard)

8+ Your friendship is returned. Blessed/Q:S

1311 MAN +1 to the die roll for each additional
Quest card in the current quest.

SPECIAL: +2 if Female

FOUND IN: Damascus or Zarandj

1-3 You buy rounds of wine. W-1 (Min:Beggard)/Q:X

4-5 You are led on a merry chase. Lost/Q:X

6 You compromise your principles. Scorned/Q:S

7 You buy rounds of wine. W-1 (Min:Beggard)/Q:S

8+ You perform a great service. Respected/Q:S

1312 MERMAN +1 to the die roll for each addi-
tional Quest card in the current quest.

SPECIAL: *Wilderness Lore*: +1 Tal/+2 Mas

FOUND IN: Any sea space with a black number

1-3 You engage in a fruitless search. Lost/Q:X

4-5 You steal a ship. Outlaw/Q:X

6 You find mermen but lose yourself. Lost/Q:S

7 You find the edges of the world. Fated/Q:S

8+ You speak to dolphins. *Seamanship*/Q:S

1313 GOOLEH +1 to the die roll for each addi-
tional Quest card in the current quest.

SPECIAL: *Appearance*: +1 Tal/+2 Mas

FOUND IN: Any desert space.

1-3 You are attacked. Wounded (6 or less)/Q:X

4-5 The gooleh pronounces a curse. Accursed/Q:X

6 You buy favor. W-1 (Min:Beggard)/Q:S

7 You live amongst corpses. Diseased/Q:S

8+ You bring her to Muslimism. *Piety*/Q:S

1314 VIZIER +1 to the die roll for each additional
Quest card in the current quest.

SPECIAL: *Courtly Graces*: +1 Tal/+2 Mas

FOUND IN: Hamadan or Cordoba

1-3 You feel inadequate. Lose *Wisdom*/Q:X

4-5 You insult the vizier. Imprisoned/Q:X

6 You buy presents. W-1 (Min:Beggard)/Q:S

7 You give a present. Lose 1 treasure/Q:S

8+ You are adopted. Vizier/Q:S

1315 'EFREET +1 to the die roll for each addi-
tional Quest card in the current quest.

SPECIAL: *Minor Magic*: +1; *Major Magic*: +2

FOUND IN: Tana/island adjacent to Stonehenge.

1-3 You are put under a spell. Sex-Changed/Q:X

4-5 You are put under a spell. Ensorcelled/Q:X

6 You are put under a spell. Beast-form/Q:S

7 You act in a cowardly manner. D-2/Q:S

8+ You learn. *Minor Magic*/Q:S

1316 PRINCE +1 to the die roll for each addi-
tional Quest card in the current quest.

SPECIAL: *Courtly Graces*: +1 Tal/+2 Mas

FOUND IN: Daybul or Kiev

- 1-3 You insult the prince. *Outlaw/Q:X*
 4-5 You insult the prince. *Imprisoned/Q:X*
 6 You give up theft. *Lose Stealth & Stealing/Q:S*
 7 You pay a great tribute. *Lose 1 treasure/Q:S*
 8+ You are granted favor. *Robe of Honor/Q:S*
1317 SAGE +1 to the die roll for each additional Quest card in the current quest.

SPECIAL: *Scholarship*: +1 Tal/+2 Mas

FOUND IN: Mountain adjacent to Samarkand or in Africa.

- 1-3 You are proved a fool. *Lose Wisdom/Q:X*
 4-5 You save him from villagers. *Crippled/Q:X*
 6 Your fortunes are foretold. *Fated/Q:S*
 7 You must pay his fee. *W-1 (Min:Beggar)/Q:S*
 8+ He joins you. *Wisdom/Q:S*

1318 BEGGAR +1 to the die roll for each additional Quest card in the current quest.

SPECIAL: *Quick Thinking*: +1 Tal/+2 Mas

FOUND IN: Antioch or Zaila

- 1-3 You are beguiled. *Lose Wisdom/Q:X*
 4-5 You live in filth. *Diseased/Q:X*
 6 You suffer his bad luck. *Accursed/Q:S*
 7 You give alms. *W-1 (Min:Beggar)/Q:S*
 8+ He gives you some lessons. *Evaluation/Q:S*

1319 SOLDIER +1 to the die roll for each additional Quest card in the current quest.

SPECIAL: *Weapon Use*: +1 Tal/+2 Mas

FOUND IN: Leon or P'an-P'an

- 1-3 He is a master. *Lose Weapon Use/Q:X*
 4-5 You are taken prisoner. *Enslaved/Q:X*
 6 You are involved in a duel. *Wounded/Q:S*
 7 You are proved a coward. *D-2/Q:S*
 8+ You learn many tricks. *Weapon Use/Q:S*

1320 MERCHANT +1 to the die roll for each additional Quest card in the current quest.

SPECIAL: *Bargaining*: +1 Tal/+2 Mas

FOUND IN: Tiflis or island adjacent to P'an-P'an

- 1-3 You make a bad deal. *Lose 1 treasure/Q:X*
 4-5 You make a foolish offer. *Scorned/Q:X*
 6 You lose in a deal. *W-1 (Min:Beggar)/Q:S*
 7 You lose in a deal. *W-1 (Min:Beggar)/Q:S*
 8+ You learn. *Bargaining/Q:S*

1321 HUNCHBACK +1 to the die roll for each additional Quest card in the current quest.

SPECIAL: *Enduring Hardship*: +1

FOUND IN: Alexandria or Bulgars

- 1-3 You are robbed. *W-2 (Min:Beggar)/Q:X*
 4-5 You aid in a robbery. *Pursued/Q:X*
 6 You give alms. *W-1 (Min:Beggar)/Q:S*
 7 You are sneered at. *Scorned/Q:S*
 8+ He joins you. *Quick Thinking/Q:S*

1322 HAG +1 to the die roll for each additional Quest card in the current quest.

SPECIAL: *Seduction*: +1

FOUND IN: Any forest in the civilized area.

- 1-3 She is ugly! *Lose Enduring Hardship/Q:X*
 4-5 She knows magic. *Enslaved/Q:X*
 6 You treat her with disrespect. *D-2/Q:S*
 7 You agree to do her service. *Enslaved/Q:S*
 8+ She teaches you witchery. *Minor Magic/Q:S*

1323 PROPHET +1 to the die roll for each additional Quest card in the current quest.

SPECIAL: *Piety*: +1

FOUND IN: Makka/mountain (black number)

- 1-3 You don't wish to know your fate. *Insane/Q:X*
 4-5 Your doom is foretold. *Accursed/Q:X*
 6 Your destiny is obscure. *D-2/Q:S*
 7 You join him. *On Pilgrimage/Q:S*
 8+ You learn from him. *Wisdom/Q:S*

1324 PRINCESS +1 to the die roll for each additional Quest card in the current quest.

SPECIAL: *Courtly Graces*: +1 Tal/+2 Mas

FOUND IN: Gaya or Rome

- 1-3 Your lies are detected. *Lose Beguiling/Q:X*
 4-5 You cannot believe your eyes! *Envious/Q:X*
 6 You are shown a coward. *D-2/Q:S*
 7 You give a present. *Lose 1 treasure/Q:S*
 8+ You gain a beautiful present. *Trea*/Q:S*

(1317-1338)

1325 You come upon a living statue, its upper half a fearsome 'efreet; its lower, a pillar of basalt. "I led an army against Solomon," it says. "Solomon triumphed and imprisoned me. I have been here two-thousand years."

NO SKILL: You step forward to free the creature. Its evil invades your mind. When you awaken, a voice says, "Seek not to undo what your lord hath wrought." *D2/S2/Wisdom*

WISDOM: Two-thousand years is as a few days to such a being. "What Allah hath wrought, let no man undo," you reply. *D3/S3/Piety/W+1 (Max:Rich)/Trea**

1326 You come upon a huge collection of marble tablets bearing ancient writings. Each is a king's testament that pride is the downfall of Man.

NO SKILL: The last tablet was written at the king's deathbed. You are so overcome with grief that you try to end your own life. *D2/S2/Enduring Hardship/Grief-stricken*

ENDURING HARDSHIP: You realize that true happiness can only be attained through Allah. Others are enlightened by your words. *D3/S3/Piety/Respected/Trea**

1327 The tablets were written by the great storyteller Omar-ibn-Hassan; these manuscripts are worth a fortune! You copy them eagerly.

NO SKILL: Your companion runs off with the manuscripts and takes credit for the discovery. *D2/S1/Stealth & Stealing/Grief-stricken (1 turn)*

STEALTH & STEALING: Realizing their value, you guard the manuscripts carefully. *D3/S3/Scholarship/Robe of Honor/W+2 (Max:Rich)*

1328 You build a ladder to scale the high walls, and one of your men begs to be allowed the honor of ascending first.

NO SKILL: He reaches the top, cries out, and leaps off the wall — to his death! You are too frightened to climb the ladder. *S2/D2/Wisdom/Grief-stricken*

WISDOM: You climb behind the other. When he reaches the top, he cries out and attempts to jump, babbling wildly about visions of loveliness. Recognizing a guardian spell, you leave. *S3/D3/Minor Magic/Trea**

1329 You order ladders built. A man climbs to the top of the walls, cries out, and leaps to his death. Climbing the ladder, you see visions of delights within the city; you realize it is a protective spell.

NO SKILL: You order the others to remain below while you enter the city. When you return, your companions lie dead at the ladder's foot, drawn to their doom by the visions. *S2/D2/Minor Magic/Carnelian Idol (144)/Grief-stricken*

MAJOR or MINOR MAGIC: You break the spell with one of your own. You and your men spend a week within the fabulous city. *S3/D3/Trea*/W+3 (Max:Princely)/Scholarship*

1330 You build ladders and enter the city. Inside are many statues, and a hideous ogre, who sits with his eyes closed. Suddenly he opens them, and one by one, all of your men are turned to stone.

NO SKILL: You run screaming out of the city before you meet his terrible gaze. *S2/D2/Insane (6 or less)/Quick Thinking*

WEAPON USE: Quicker than thought itself, you fire a single arrow into the ogre's eye. As he dies, the statues come back to life. You are honored for saving the city. *D3/S3/Weapon Use/Sultan*

1331 You pray to Allah for an entrance, and an earthquake brings down one wall of the city. While exploring a palace, you hear, "Who comes?" and see the most beautiful woman you have ever met.

FEMALE (Mandatory), NO SKILL: She says, "How dare you enter without knocking?" With a wave of her hand you are outside the city. The wall is repaired. *S2/D2*

SEDUCTION: "How dare you enter without knocking?" she asks. "I did it only to find you, oh wondrous one!" you reply. She is a powerful en-

chantress, living in solitude; you lighten her days. *S3/D2/Trea*/W+1 (Max:Rich)/Blessed*

1332 You pray to Allah. The next morning, the gates are open and there are people, speaking an ancient dialect; you have travelled into the past! You ask a wizard for aid, but he says there is much danger in tampering with time.

NO SKILL: He summons a powerful 'efreet to return you. *Poof* You find yourself outside the abandoned city — and without your memory. *D3/Insane (1 turn)*

BEGUILING: Promising great fame, you convince the wizard to return with you to the present. *Poof* You stand outside the abandoned city; before your eyes the wizard ages one-thousand years and turns to dust. *D3/S3/Major Magic*

1333 Your prayers reveal a hidden entrance. Within, there are people! They are few, and fearful. "We will not open the gates until the sultan promised by Allah appears."

NO SKILL: You are humbled by their faith. *S2/D2/Piety*

APPEARANCE: They look closely at you and gasps. "This is the one!" They pull you before a statue; your face is an exact duplicate! Bells peal, people dance in the street, and the gates burst open! *S3/D3/W+2 (Max:Princely)/Sultan*

1334 You gaze in rapture at the jewel-encrusted battlements, then at the dusty and crumbled walls. As you look upon the mighty handiwork of man, laid low by Allah, you resolve to capture this moment in a poem.

NO SKILL: You cannot find the proper words, and curse your miserable life. *S1/D2/Storytelling/Scorned (1 turn)*

STORYTELLING, COURTLY GRACES: Your poem is so wise and sad that the sultan adopts you as his son. He re-reads the poem so many times that he dies of a broken heart, and you are made sultan. *S3/D3/Sultan/Wisdom*

1335 Though you gaze in awe at the mighty battlements and jewel-encrusted walls of the fort, you know that the mightiest achievement of man is as that of a flea when compared with the meanest achievement of Allah. You gaze a while longer, then leave. *S2/D2/Scholarship*

1336 Though you note the graceful architecture, the masterful design, and the jewels a-glitter in the sun, you realize that Allah created the men who built the palace, the jewels, and the sun.

NO SKILL: You have learned a great lesson. *S2/D2/Piety*

PIETY: You resolve to spread what you have learned far and wide. *S3/D3/On Pilgrimage*

1337 The gates are barred, but come crashing down at your touch. You enter, breathing a prayer to Allah. The inside of the fortress is like paradise — lush forests, fruit trees and honeybees. You feel drowsy.

NO SKILL: You fall asleep; when you awaken, your body is old and infirm! You have slept for 20 years! *S2/D2/Enduring Hardship/Lose Appearance*

ENDURING HARDSHIP: As you begin to fall asleep, you realize that you are being trapped by a powerful spell! Summoning all of your will, you leap to your feet, grab a few interesting artifacts, and escape. *S3/D3/Trea* x 2*

1338 You stride to the gate. A force bars your way, and you shout, "Open in the name of Allah!" The barrier is removed. You walk in, and lo! The streets are bustling with people! You request an audience with the sultan.

NO SKILL: You are unable to gain an audience, and are ignored as a raving madman. They throw you out, and when you look back, you see no signs of habitation. *S2/D2/Courtly Graces*

COURTLY GRACES, STORYTELLING: The sultan seems oblivious to the devastation outside, so you tell him what has befallen. He weeps, thanks you for your news, and gives you gifts. *S3/D3/Wisdom/W+1 (Max:Princely)/Trea**

1339 You stride boldly through the gate, and find ruins and skeletons within, all covered with a layer of dust. You come upon a shop which sold jewels; they are spilling out into the dust.

NO SKILL: You collect them, as well as many other valuables. You discover later that most of the items are worthless. S2/D2/W + 1 (Max:Res.)/Evaluation

EVALUATION, STEALTH & STEALING: You realize they are fakes. In your further investigation, however, you find pottery and stonework priceless in its antiquity. S2/D3/W + 3 (Max:Princely)/Trea*

1340 You discover that the gems in the wall are valueless. You then enter the fortress itself and find a vast treasure chamber. At the door to the chamber is a huge serpent!

NO SKILL: The beast's head flashes forward, and his fangs sink deeply. You feel poison course through you, and flee. You grow delirious, and when you finally awaken, the fortress is gone. S2/D2/Wounded (6 or less)/Weapon Use

WEAPON USE: Your sword flashes out and severs the beast in two. You then help yourself to the treasure. S3/D3/W + 3 (Max:Princely)/Trea*

1341 When you have collected many gems from the walls, you enter the fortress itself, and finally find stairs to the treasure room. As you walk down, you hear a click.

NO SKILL: You fall through a trap door into a stinking hole. You endure in misery until a rat shows you the way out. D2/S2/Quick Thinking/W + 1 (Max:Rich)

QUICK THINKING: You hurl yourself to one side and avoid the trap. You then find the treasure and help yourself. S2/D3/W + 3 (Max:Princely)/Trea*

1342 You are prying loose a huge gem when it falls out, tripping a secret wire which opens a door into the fort. You go inside and find a fabulous artifact guarded by a sleeping serpent!

NO SKILL: Your clumsy approach wakes him, and you are wounded before you can flee. D2/S2/Stealth & Stealing/Wounded (6 or less)

STEALTH & STEALING: Without even waking the beast, you slip away with the artifact. S3/D3/W + 3 (Max:Princely)/Trea*/Determined

1343 You find a crippled prince who tells you how his wife fell in love with a wicked slave. When he punished them, she turned him to stone and his people to fish. You slay the slave and don his clothes. The woman returns.

NO SKILL: She recognizes the sham and blasts you with a spell. D2/S2/Acting & Disguise/Ensnorcelled

ACTING & DISGUISE: You pretend to be the slave, and order her to free the prince and his people so his curses won't trouble you. She does so and you slay her. S3/D3/Respected/W + 2 (Max:Rich)/Minor Magic

1344 You find a young prince whose unfaithful wife, an evil enchantress, turned his lower half to stone and transformed his people into fish. You slay the wife's lover, a wicked slave, but the woman returns, and you hide.

NO SKILL: Vowing vengeance on her lover's murderer, she leaves the city forever. You can't help the prince. S2/D2/Beguiling/Pursued

BEGUILING: From behind a curtain, you pretend to be the slave's spirit. "I cannot attain salvation until you lift your curse." She does, and you leap out and slay her, breaking the enchantment. S3/D3/Quick Thinking/W + 2 (Max:Rich)/Trea*

1345 An evil enchantress is torturing a young prince. You slay the enchantress. The prince thanks you, and explains that she was his unfaithful wife who turned him to stone and his people into fish. Now he fears the spell shall never be lifted.

NO SKILL: There is nothing you can do. S2/D2/Minor Magic

MAJOR MAGIC: You lift the curse with a spell

of your own. The prince names you his successor. S3/D3/Sultan/Major Magic

1346 You spy on a woman crying over a wounded man. "Every day I torture the prince who did this to you," she sobs.

NO SKILL: She goes to whip a man in another room. You stop her and demand to know his crime. She mutters a spell; you feel yourself changing. S2/D2/Beast-form/Wisdom

WISDOM: In another room you find a young man — her prisoner. He tells of how she turned him to stone and his people into fish. You return to her chamber and slay the evil enchantress, lifting the spell. S3/D3/Quick Thinking/Respected

1347 You find a young prince whose lower half has been turned to stone. He tells you that an evil enchantress holds him prisoner for wounding her lover. Suddenly she is there, muttering...

NO SKILL: You feel yourself changing. S2/D2/Beastform/Minor Magic

MAJOR MAGIC: You counter her spell, and the battle is on. She becomes a giant eagle, so you become an ember and burn her feathers away. As she dies, the spell fails and the prince regains his humanity. S3/D3/Major Magic/Respected/W + 2 (Max:Rich)

1348 You see a woman and follow her to a room where she begins beating a young prince whose lower half is made of stone. "Adulteress," he says. "You betrayed and ensorcelled me and my people!"

NO SKILL: You slay the evil enchantress. However, with her death the spells cannot be reversed. S2/D2/Acting & Disguise

ACTING & DISGUISE: You disguise yourself as the woman's lover and beg her to remove her spells, as the laments of the ensorcelled ones keep you awake. She does this, whereupon you leap up and slay her. The prince makes you his heir. S3/D3/Sultan/Quick Thinking/W + 3 (Max:Rich)

1349 No inhabitants can be found. In the lake are fish of yellow, red, blue and white (the colors of Jews, Moslems, Christians and Magians of a typical city).

NO SKILL: The fish don't talk. So much for that tale. S2/D2/Minor Magic

MINOR or MAJOR MAGIC: You conjure the fish to speak. "Our Queen (they say) was unfaithful to our King. When he punished her, she cast a spell, turning us into fish. In yon palace she weeps for her lost lover." You find her there, mad with grief. You end her misery with a sword, and the people are re-transformed. S3/D3/Respected/W + 2 (Max:Rich)/Trea*

1350 The fish in the lake are red, white, yellow and blue, the colors of the Jews, Christians, Moslems, and Magians of a typical city. The fish speak, and tell how their Queen was unfaithful to their King, and turned his people to fish. A voice speaks. "And soon their fate shall be yours." It is the Queen!

NO SKILL: Your attack is futile; she gestures, and you feel yourself changing. S2/D2/Beastform/Seduction

SEDUCTION: You flatter her fame and beauty... and slay her at first opportunity. As she dies, the fish become the people of the city! S3/D3/W + 1 (Max:Rich)/Trea*/Beguiling

1351 A fish leaps from the lake. "Seek my master in the city," it says. You find a young prince whose lower half is stone. His Queen betrayed him, and after he wounded her lover she laid a spell on him and turned his people into fish. You go to where the wounded slave lies and slay him, taking his place. The queen returns.

NO SKILL: She is not fooled and mutters a spell. You feel yourself change. S2/D2/Beastform/Acting & Disguise

ACTING & DISGUISE: You bid her lift her spells and use her powers to cure you. She eagerly obeys. When it is done, you slay her; the prince and city-dwellers honor you. S3/D3/Robe of Honor/W + 2 (Max:Rich)/Quick Thinking

1352 You see a huge diamond surrounded by the coils of a gigantic, sleeping serpent.

NO SKILL: Your attempt to take it fails when the snake wakes and gives you a few gentle squeezes. S2/D2/W + 2 (Max:Rich)/Wounded (6 or less)

STEALTH & STEALING: Silently you sneak in to its coils and get the diamond. Giant Diamond (168)/W + 2 (Max:Fabulous)/D3/S3

1353 You move cautiously through the sluggish serpents, basking in the noon sun. Finally you come upon a great viper guarding a fortune in diamonds.

NO SKILL: You try to slay it, but it eats your sword. You must walk back but, exhausted from your exertions, you step on a snake and are bitten. You make it to a healer in time. S2/D2/Wounded (6 or less)/Weapon Use

WEAPON USE: You slay the beast with one stroke, and take the diamonds. S3/D3/W + 3 (Max:Princely)/Giant Diamond (168)

1354 You collect many diamonds, but it was a long day, and you are tired on the way back.

NO SKILL: You stumble and tread on a serpent, which bites you. You draw on your last bit of energy to run to the healer. Some of your profits are lost. S2/D2/Wounded (6 or less)/W + 2 (Max:Rich)

STEALTH & STEALING: You stumble, but your cat-like reflexes prevent you from stepping on any poisonous snakes. S3/D2/Giant Diamonds (168)/W + 3 (Max:Fabulous)

1355 You enter the valley, avoiding vipers at every step. You collect many diamonds, then wait for the carcasses to fall. Finally a large sheep is thrown into the valley, and you climb aboard. A roc swoops down and carries you off.

NO SKILL: The roc leaves you on a ledge beyond the reach of the hunters. You get their attention by throwing diamonds, few of which you recover after rescue. S2/D2/W + 1 (Max:Rich)/Luck

LUCK: Everything goes perfectly; your diamonds command a fine price. S2/D2/Giant Diamonds (168)/W + 3 (Max:Fabulous)

1356 You avoid all snakes and collect many diamonds. You forget the way back, so you wait for a carcass to fall. One lands right at your feet; you grab on and are carried up.

NO SKILL: The diamond hunters grow surly and demand rent on their transportation, or they will throw you back into the valley. S2/D2/Courtly Graces/W + 1 (Max:Rich)

APPEARANCE, STORYTELLING: The diamond hunters stare in wonder and listen with awe as you tell your tale. You are much honored. D3/S3/Respected/W + 3 (Max:Princely)

1357 You avoid the serpents and gather many diamonds. Then you find a fabulous green gem. Content with your haul, you wait for a carcass, which you ride up. You display the gem, and the onlookers gasp. This is the Gem of Sultans, lost years ago. The sultan greatly desires its return.

NO SKILL: It is taken from you with promises of lavish rewards, which never come. D2/S2/Courtly Graces/Envious/W + 1 (Max:Rich)

COURTLY GRACES: Your prestige assures you of proper treatment. When the old sultan dies heirless, the Man who Found the Gem is made sultan. S3/D3/Sultan/W + 3 (Max:Princely)

1358 You stride through the valley, slaying serpents at every turn. Your sword arm grows weak as though you were scything wheat. At last you come to the greatest serpent you have ever seen.

NO SKILL: You cannot defeat him, and must retreat. S2/D2/Weapon Use

WEAPON USE: With a tremendous stroke you smite his head from his body. Then you collect diamonds at your leisure. S3/D3/Weapon Use/W + 3 (Max:Princely)

1359 You stride boldly through the valley, slaying as you go. Finally you face your greatest challenge — a serpent of immense size.

(1339-1359)

NO SKILL: No matter how much you hew him, he will not die. You retreat in failure. S2/D2/*Piety*
PIETY: You call upon Allah, and a huge roc comes and bears the serpent away. You finish your task and are hailed as a hero. S3/D3/*Piety/W + 3* (Max:Princely)

1360 You stride through the valley, slaying serpents as you go. You rescue an old man from a great serpent. This man, former sultan of this kingdom, was thrown here by his wicked vizier, who now rules. You agree to help him regain his kingdom.

NO SKILL: You confront the wicked vizier, and his guards chase you from the city. S2/D2/*Beguiling*
QUICK THINKING, BEGUILING: You powder the sultan's body and hide him in the vizier's bedroom. The vizier sees a "ghost" and dies of fright. The old sultan is hailed, and you become his heir. D3/S3/*Wisdom/Sultan*

1361 You see vast cities, great wealth, and huge palaces. Finally, a year and a day later, your tour is complete. You go back to the upper world and tell people what you have seen.

NO SKILL: It has been such a long time that your memories are foggy. Your lack of details convince your listeners that you are lying. S1/D2/*Storytelling*

STORYTELLING: You make it seem like a fabulous story, and gain much fame for being a great tale-teller. Only you know that your journey actually took place. D3/S3/*Seamanship*

1362 You travel for a year and a day. During it all you worship faithfully; some of the inhabitants ask you what you are doing. You explain about the worship of Allah, piquing the interest of a local sultan.

NO SKILL: You are rather fanatical in explaining the Muslim faith, and manage to insult him. He orders you taken back to the upper world. S2/D2/*Beguiling*

COURTLY GRACES: You convince him of the beauty of the Muslim way, and he joins the faith, as does the entire population the city he leads! S3/D4/*Piety/Robe of Honor*

1363 You view many marvels and mysteries. One day you are brought before a great king who wishes to visit the upper world.

NO SKILL: You offer to be his guide and he gratefully accepts. Much honor is yours, both in the lower and upper worlds. S2/D2/*Robe of Honor*

LUCK, APPEARANCE: You and he could be twin brothers! He asks you to take his place as sultan until he returns, gives you the royal robes (to hide your lack of a tail), and swims off. D3/S3/*Sultan*

1364 The mermen marvel that you have no tail. You are surrounded by curious onlookers when one merman shouts "Dendan!" You know that the cry of a true human can slay the dendan instantly.

NO SKILL: You are petrified, and hesitate. The mermen scatter, and you are left alone beneath the waves. With much difficulty you make your way to a shore. Free move to any coastal space/S1/D1/*Lost/Quick Thinking*

QUICK THINKING: You cry out, and the Dendan dies, saving the mermen and yourself. D3/S3/*Respected/Storytelling*

1365 At one undersea palace you are made an honored guest; there you spy the wonderful offspring of the sultan. The other feels about you as you do for her/him, and the sultan is not adverse to a marriage.

NO SKILL: You are asked to remain in the undersea kingdom, but you find it uncomfortable, and miss your homelands. You tearfully decline. S2/D2/*Grief-stricken/Enduring Hardship*

ENDURING HARDSHIP: The king points out that you will have to remain in the undersea kingdom, but no discomfort is too great to be with your beloved! S3/D3/*Married* (Your home city is Serendib)

1366 You marvel at the majesty of even the smallest of the undersea kings, and beg for information. You

discover that the undersea kings are planning to invade coastal cities!

NO SKILL: The mermen suspect from your actions that you have learned the truth, and feed you the poisonous flesh of the Shiira fish, which erases memory. You return to the surface. S2/D2/*Insane* (6 or less)/*Acting & Disguise*

ACTING & DISGUISE: You conceal your knowledge and ask to be returned; there you warn the coastal sultans, who send peace emissaries to the mermen. With you as an intermediary, peace is reached. S3/D3/*Robe of Honor/Courtly Graces*

1367 The size and wealth of the undersea kingdoms gives them great military potential. You approach one of the sultans, who is impressed with your well-considered ideas. You have many conferences with the mermen war-chieftans.

NO SKILL: A spy has warned the adjacent kingdom of your plans! The king abandons his plans. S2/D2/*Stealth & Stealing/Scorned*

STEALTH & STEALING: The king agrees to a surprise attack. Sadly, the mermen are terrible warriors. The neighbor is conquered, but losses are heavy, and further plans are cancelled. You get a share of the booty. D3/S2/*W + 2* (Max:Princely)

1368 You marvel at the wealth and power of the sea kingdoms, and speak to the local sultan of the riches he could possess if he attacked his neighbors. His eyes gleam, and he agrees.

NO SKILL: You lead the attack, and are miserably defeated (tactics underwater are quite different from those you know). D2/S2/*Piety*

PIETY: You soon realize that mermen have no talent as warriors; the light dawns: Allah means these kings to live in peace! You reveal your inspiration to the sultan; humbled, he accepts the true faith. D3/S3/*Respected/Piety*

1369 Amazed at the wealth of the undersea kings, you encourage one of them to form his men into an army and conquer a neighbor. After training, you lead the conquering horde.

NO SKILL: You have not mastered the strange weapons and tactics of the mermen. The battle is lost, and you just manage to escape. S2/D2/*Quick Thinking*

QUICK THINKING: By committing the sawfish and the seahorse-cavalry at the right moment, you win the day. The grateful sultan gives you the conquered kingdom as a co-rulership. S3/D3/*Sultan/W + 3* (Max:Princely)

1370 You climb to the top and peek over. There you behold a wondrous sight — a magical war, being fought by armies of 'efreet. Bolts of energy are hurled about, spells and shrieks of agony uttered.

NO SKILL: Suddenly a stray bolt hits you and you lose consciousness. When you awaken, you are no longer in the dusky land. D2/S2/*Luck/Minor Magic*

LUCK: You watch the conclusion of the battle, but the victors do not stay long. You are able to pick the field, and recover some interesting artifacts. D3/S3/*Trea*/Minor Magic*

1371 You behold an amazing sight! Before you are hundreds of 'efreet, taking part in some sort of council. One 'efreet describes the use of a warding-spell of great effectiveness.

NO SKILL: He recites the spell in another language. Later the council breaks up, and you go your way. S2/D2/*Minor Magic*

MINOR or MAJOR MAGIC, SCHOLARSHIP: You hear and understand the spell. You are now armed with a potent weapon against 'efreet. S3/D3/*Major Magic/Protective Talisman* (167)

1372 You watch in awe as a battle takes place below you. Bolts of magic are hurled back and forth. Weapons of great power are wielded, and the screams of the dying are gruesome to hear.

NO SKILL: Later, you attempt to tell this tale to others, but words fail you utterly. Your listeners are not impressed. S2/D2/*Storytelling*

STORYTELLING: Later, you tell the tale as you felt it, and it is accounted among the greatest ever told. D3/S3/*Robe of Honor/W + 2* (Max:Rich)

1373 As you crest the hill, startled 'efreet stare up at you; there are hundreds of them in some sort of council. You shout, "Who here is leader!" An enormous 'efreet rises; you challenge him to a duel of magics.

NO SKILL: Of course, he blasts you right out of the dusky land. S2/D2/*Major Magic*

MAJOR MAGIC: You battle for three days, and at the end you cover him with fire while crying the name of Allah. He shrieks and disappears forever. The other 'efreet bow to you. S3/D4/*Sultan/Major Magic/Trea**

1374 You top the hill; below you see a vast magical battle taking place between two armies of 'efreet. One side employs fell beasts, the others are noble in demeanor.

NO SKILL: You attack and slay one minor marid before another blasts you with a powerful spell. D2/S2/*Weapon Use*

WEAPON USE, MAJOR MAGIC: Your weapons rise and fall like scythes. Such is the might of your arms that you turn the tide of battle. Much later, the victorious ones honor you. S3/D3/*W + 2* (Max:Princely)/*Trea**

1375 You top the hill. Below you see a council of 'efreet numbering in the hundreds. They ask who you are, and you meekly reply that you are a great and powerful wizard. They laugh uproariously and advance menacingly.

NO SKILL: Your most powerful spells are as child's play to these great beings. They force you back, and you must flee. S2/D2/*Piety*

PIETY: When you find your magics ineffective, you call down the wrath of Allah upon these evil beings. At the name they cover their ears and howl in agony. S3/D3/*Piety/Protective Talisman* (167)/*W + 2* (Max:Rich)

1376 You summon a small 'efreet to do your bidding. You instruct him to scout over the top of the hill. He disappears and is gone for a long time.

NO SKILL: Impatient, you creep to the top of the hill. There you see a huge, evil-looking 'efreet holding your servant captive. When he sees you, the evil one blasts you with a magic bolt. S2/D2/*Enduring Hardship*

ENDURING HARDSHIP: You wait all night and all next day. Finally your servant returns. "It was a mighty council," he says. "They spoke for a long time." He tells you what he learned. S3/D3/*Major Magic/Protective Talisman* (167)

1377 You conjure a small 'efreet and send him to scout over the hill. He vanishes for a moment and returns, saying, "A powerful 'efreet-lord is building a huge temple to himself, and stocking it with rich treasure!"

NO SKILL: With your servant's spells and your cunning you enter the building. A trap is sprung from which your 'efreet cannot escape! You, being mortal, slip away easily. S2/D2/*Stealth & Stealing*

STEALTH & STEALING: You carefully avoid the non-magical traps, and your companion warns you of the others. Together you rob the proud lord blind. S3/D3/*Trea*/W + 3* (Max:Fabulous)

1378 You use a minor spell of 'efreet summoning. A few moments later a beautiful 'efreet appears! She asks shyly, "Why have you summoned me?"

NO SKILL: You speak with love-struck lips, and she returns your love. She takes you with her to the world of men — but you are driven mad by the magical crossing, and are never quite the same. S2/D2/*Insane/Lose Quick Thinking*

ENDURING HARDSHIP: You speak with love-struck lips, and she returns your love. She takes you on the rigorous crossing to the world of men. S3/D3/*Married with Major Magic* (Companion Skill) (Your home city is Serendib)

FEMALE (Mandatory) You explain the mission you wish performed. She does so flawlessly, reporting a great 'efreet council being held near here. S1/D1/Minor Magic

1379 You steadily cut at the tree, but with each stroke a low moan arises from... somewhere. Suddenly a huge 'efreet stands before you. "How dare you harm my home!" he cries.

NO SKILL: You explain the woodcutter's plight. The 'efreet guffaws, then turns the cutter into a pile of wood. Then... S1/D1/Beast-form

APPEARANCE, BEGUILING: The 'efreet's anger is softened by your pleasing words and countenance. S2/D1/W+1 (Max:Res.)

1380 Your pleas fall upon deaf ears. However, your sentence is commuted to exile rather than death. D1/Outlaw

1381 You stealthily follow the old one.

NO SKILL: He notices you and mutters a few words. You find yourself rooted to the spot for as long as it takes for him to escape. S1/Ensnared (1 turn)

STEALTH & STEALING: You remain unobserved. The man leaps in a lake, and emerges clutching a gleaming 'tem. After he leaves, you jump in yourself, and find a cache of treasure and magical artifacts. S1/D1/W+1 (Max:Rich)/Trea*

1382 **NO SKILL:** "I'll tell you nothing!" he snaps. His guards escort you to an abandoned place, where they teach you the meaning of courtesy by beating you soundly S1/D1/Wounded (6 or less)

SEDUCTION (Female only), BEGUILING: Through clever distraction, you trick him into revealing the location of a fabulous fortress known only in rumors. S1/D1/Opportunity to enter Jewelled Fortress

The robber chief does not seem to mind your refusal. Roll one die and add 1 for *Wisdom*:

- 1-3 As you leave the tent, you do not notice the two men who sneak up behind you and.... D1/W-2 (Min:Poor)/Wounded (7 or less)
- 4+ Wary of treachery, you offer to show the robber chief something you have left with your horse. Intrigued, he follows. When you reach your horse, you leap astride and ride off before they can react. S2/D1/Quick Thinking

1384 Roll two dice and add one each for *Seduction* (If female), *Beguiling*, *Acting & Disguise*:

- 2-7 They see through your ruse. They mistreat you harshly before hurling you away. S1/Wounded (6 or less)/W-1 (Min:Poor)
- 8+ They fall for your tale of Bedouin parentage, and split a portion of the loot with you. D1/Beguiling/W+1 (Max:Respectable)

1385 **NO SKILLS:** Your efforts are too little. A sword stroke lays you low, and the grinning Bedouins leave you for dead. D1/Wounded (6 or less)

WEAPON USE: Your sword turns the tables. The Bedouins flee for their lives and the grateful mer-

chant offers you a portion of his wealth, or (male only) his daughter's hand in marriage. D2/S1/Weapon Use/Married or W+2 (Max:Rich)

1386 You thought you knew the route, but things have changed since last you passed this way. Soon you are all lost. The mendicants don't seem to mind, and take the opportunity to explain how they were blinded — one by brigands, one by a sultan, and one through greedy use of a magic kohl pot. He gives you the pot, with the admonishment not to use it on both eyes. Then they quickly walk away, leaving you lost. Lost/D1/S1/Kohl Pot (161)

1387 The man bites the coins, then pronounces that luck and good fortune shall follow you for many days. *Luck* (6 or less)/D-1/S1

1388 You tread on a viper! It bites you! As weakness fills your limbs, you try to remember the way to the healer. S1/Diseased

1389 Through stealth and might of arms, you win your way into the tower and the maiden's chamber.

NO SKILL: You rush forward and take her in your arms. "I am a princess!" she cries. "How dare you?" D1/S1/Scorned (1 turn)

FEMALE, COURTLY GRACES: You pay her your respects, and learn that she is a princess. She wishes to be escorted to her home, and promises a rich reward. D1/Choose another player to name a city; place your destination marker and a random treasure there; when you arrive, you get the treasure

1390 The horse considers. "I'm afraid I cannot help you." After exchanging a few pleasantries, he leaves.

NO SKILL: S1

WILDERNESS LORE: You follow his hoofprints into a strange and murky valley. Roll 1 die and add 1 each for *Enduring Hardship*, *Determined*:

- 1-3 You turn back in fear. S1/D1
- 4+ Free move to the Dusky Land with immediate encounter

1391 You free the dog before hiding.

NO SKILL: You hear the approach of the poachers, but they pass the empty trap by, and you do not get a clear look. No Award

BEGUILING: You arrange the trap as though something were in it. When the poachers investigate, you get a good look at them before they realize there is nothing there. Your information results in their capture. S1/D1/Respected (7 or less)

1392 You dash out, yelling and waving your arms. The bird wheels away and disappears.

NO SKILL: The sultan is furious about your interference. He has you carried off to prison. D1/Imprisoned

COURTLY GRACES, PIETY: You explain the noble sentiments which guided your actions, and the sultan is not angry with you S1/D1/*Wisdom*

1393 The creature stamps impatiently at the door to a hovel. Within, you find a withered crone who is quite ill.

NO SKILL: There is little you can do for her. As

you leave, you hear her muttering strange words. S1/Beast-form

SCHOLARSHIP, MAJOR MAGIC: You cure her ailment. Revived, she thanks you and offers you a magical gift. S1/D1/Trea*

1394 The one you hired easily defeats his foe. Then he asks, "Why did you deny knowing me?"

NO SKILL: You have no good explanation other than cowardice, so he exacts a small retribution. D1/S1/Wounded (1 turn)/Scorned (1 turn)

QUICK THINKING: You explain that you felt you would only hinder him. Obviously you were right. S1/D1/Weapon Use (6 or less)

WEAPON USE (Mandatory): "I've seen you fight! There can be no excuse save cowardice!" He leaves you in a huff. D-1/S1/Scorned (1 turn)

1395 You are soon beset by brigands, and your hired sword does his work. D1/*Wisdom*/W+1 (Max:Respectable)

1396 Roll 2 dice and add 1 each for *Weapon Use*, *Courty Graces*, *Appearance*:

- 2-6 Enraged by your impolite refusal, he attacks. Soon you lie groaning in the dust. S1/Wounded/Lost
- 7+ He accepts your refusal without comment, but hands you something wrapped in cloth before he goes. Within is a marvelous treasure! S1/D1/Trea*/Lost

1397 You have great faith in your own prowess, and confidently set out — in the wrong direction.

NO SKILL: S1/Lost

LUCK: Your journey takes you to a strange place. Go to 612

MAJOR MAGIC: Your journey takes you to a strange place. Go to 614

1398 No Award

1399 **FEMALE (Mandatory), NO SKILL:** You tell the sultan what you have seen and heard, but your testimony is not believed, as you have no proof. D-1/S2

COURTLY GRACES: You tell the sultan what you have seen; you plead your case so well that he orders the vizier's house searched. When the guards find part of the stolen loot, the vizier confesses his crime, and your friend is released. D2/S2/Blessed with *Enduring Hardship* (Companion skill)

1400 Praise be to Allah for allowing this worthless one to complete these miserable paragraphs!

NO SKILL: You hurl yourself down a well. D2/S3/Q:A

WISDOM: You hurl Doug, Ken, Jeff and Eric down a well. D3/S5/Sultan/Blessed/Luck/Scholarship/W+3 (Max:Pauper)/Q:S

BELOVED, MARRIED (Mandatory): Your spouse/loved one hurls you down a well for spending all your evenings working on this project. D2/Blessed

PIETY: There is no power but in Allah! He hurls you down a well.

A Few Words and Warnings

Statuses: In the Standard Game you may have only one Status at a time. In paragraphs where more than one status is listed, you gain the *last one only*. Example: if you receive an award listing 'Wounded/Sultan,' you get Sultan. If Wounded were listed second, you would receive that status.

If you already have a status and gain another, you lose the previous one and gain the new one.

See the Multiple Status Game for instructions on playing that variant.

Map Scale: Due to the very large scale of the map (and the lack of accurate map-making in the days of *The Arabian Nights*), you may occasionally encounter sand dunes in a City space or trees in a Sea space. This is intentional: uncertainty is part of the fun. After all, these spaces represent

very large areas; cities are sometimes surrounded by sand dunes, and uncharted islands are often found in oceans.

Sexes: A female may occasionally be referred to as 'he'. This person has not undergone a sex-change — we are substituting the male pronoun for the less desirable 'he/she'.

Rules Corrections

The Tripoli Fate card has an encounter with a 'Slave (H)'; this should read 'Slave (107).'

The movement rule (rules booklet, page 3) and the example following it may seem contradictory. The example is correct:

If you have a sea rate of 4 and a land rate of 3, you may move a maximum of 4 spaces, no more than 3 of which may be by land.



West End Games, Inc.
251 West 30th St.
New York, NY 10001