NOT A RULES BOOK!

This Book contains over 2002 adventures for use with *Tales of the Arabian Nights.*
If you read this before playing, you will remove much of your enjoyment of playing the game.

Instead, read the rules of play in the other booklet.

Award code summary

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

S: Story Points (S1= gain one story point)

W: Wealth level. W+1 (Max: Rich) indicates gaining a single wealth level, but this can only increase your wealth to a maximum of Rich. W-1 (Min: Respectable) would indicate losing a wealth level, to a minimum of Respectable.

Treasure: You draw a treasure from the treasure deck. If a specific treasure is awarded, you either take it from a player who has it or search through the treasure deck for it. If taken from the deck, reshuffle the deck and place the deck face down.

Rewards: the awards given by a paragraph are written in this form:

[D1/S1/Storytelling/*Crippled*/**Treasure**]

—which indicates that you would receive one Destiny and one Story point plus the skill of Storytelling and the *Crippled* status, as well as a draw from the Treasure deck. Some awards indicate other effects which should be obvious. However, when told to lose a skill, that indicates a skill reduction of one level. If you have the skill at Talent level, you lose it; if you have the skill at Master level, you now have it at Talent level. If you don't have the skill, you lose nothing. You can lose a conditional skill to fulfill this requirement.

Other Notes:

1 Turn: Skills/Statuses gained in an award with the "1 turn" restriction are returned at the end of your next turn.

1 Use: Skills/Statuses gained in an award with the "1 use" restriction are returned when they are used once.

All Mandatory: All the listed skills/statuses/treasures in that paragraph follows the rules for "mandatory" (see rulebook).

Coastal Space: Any space with both land and sea routes leading to it.

Gap in Numbers: You may notice gaps in the paragraph numbers. Don't worry; you are not missing any paragraphs.

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 or trees at sea. This is intentional. The map spaces represent very large areas; cities are often surrounded by sand dunes, and uncharted islands are scattered across the sea.

Sexes: When reading an encounter paragraph, you may occasionally notice a female character referred to as "he" or "him." Fear not; the woman has not drunk from the marvelous Sex-Change Spring in mid-sentence. We have chosen to use the masculine pronoun as the generic pronoun instead of the less elegant "he/she."

A Glossary of Unfamiliar Creatures and Characters

Roc: A large bird. A *very* large bird. They feast on elephants.

Ghul and Ghuleh: Male and female ghouls—monsters in human form who eat human flesh, some of them are, or were, human themselves.

'Efreet, 'Efreeteh: Male and female genies, the People of the Flame. They are also know as djinn (djinnyah), or as marids ("demons") when particularly hostile to humans.

Dervish: A devout holy man, often a hermit, sometimes capable of miracles, sometimes insane.

Magian: Member of an evil sect which worships fire. It is often no sin to slay them.

Vizier: An advisor, usually the right-hand man of a Sultan.

A Glossary of Special Encounters

Ape Island: In this wretched place, fearsome apes live in the mountains at the center of the island. Every night, they invade the towns and villages of the island, wreaking havoc, slaying and eating anything they find. The populace live on small boats each night and only return to the city with the new dawn.

Barber: This incredibly garrulous old fellow can drive young men (and women) to the point of suicide, or murder, with a non-stop stream of chatter, never letting his victim get a word in edgewise. However, behind that mask of inanity lurks a sharp and learned mind, a warm heart, and great mystical secrets.

Crystal Palace: This legendary palace was built entirely of cut glass. Within it, the mad king kept his own children as prisoners, for he lived in fear of others trying to usurp his power.

Dendan: The dendan are the largest, most fearsome denizens of the ocean. They are quite capable of swallowing a ship and all its crew in a single gulp; even the merfolk fear the dendan. However, legend has it that the dendan cannot abide the voice of the Sons of Adam (humanity), and a shout or a single bite of human flesh can kill them instantly. From the bodies of the dendan can be rendered an oil of marvelous, magical properties.

Elephant: The elephant, one of the greatest beasts of the land, is hunted for the precious ivory in its tusks. Often, however, the crafty beast turns the hunter into the hunted.

Elephant's Graveyard: This legendary valley is where wounded and aged elephants go to die. In itself, this is not so remarkable—but consider the mountains of ivory which could be found there!

Islands of Camphor: The only daughter of the Sultan of the Islands of Camphor was the beautiful and learned Dunya. She was courted by many, but turned all suitors aside, explaining that Allah made it clear to her in a dream that all men were unworthy of her trust.

Lion: Lions are fearsome and intelligent beasts whom some say are capable of speech, and are known to respond well to music, kind words, and a pleasing countenance. Or so it is said by those who say such things.

Magnetic Mountain: The Magnetic Mountain is a terrible hazard to those whose travels bring them near it, for the lodestone heart of the mountain attracts metal with terrible force. Fables say that a hero wielding the magical Brass Bow can break the spell and make the land safe again.

Palace of 100 Closets: In these places—common in legend—there are a hundred rooms or closets, each locked. Guests to these places are given the keys to the locks and the admonition to never unlock the hundredth door. How could any person resist such a temptation?

Pavilion of the Black Giant: This horrible giant put men on spits and cooked them. The legendary hero Sindbad the Sailor is said to have defeated the giant by blinding him on his own spit, heated in the fire.

Pearl Diving: Near the coastlines and islands of the world are often found huge pearl beds, where daring and lucky divers can reap great riches—if they can survive the terrible perils that lurk beneath the waves.

Rhinoceros: Not much is known about these peculiar beasts. Travelers relate stories of large, tough, ill-tempered beasts with armor for skin and a lance on the nose. Few living people even claim to have actually seen one.

Serpent: Giant serpents are known to swallow men whole. Tiny serpents have been known to possess venom potent enough to fell a horse. All in all, serpents truly deserve their fearsome reputation.

Sex-Change Spring: The water of this spring flows from some land other than that of mortal man. Within its innocent depths lies a potent magic, capable of working a horrifying transformation on any Son of Adam or Daughter of Eve.

Valley of Dogs: This closed-in valley is rumored to be full of wild and vicious beasts, both canine and human.

Volcano: Volcanoes, capable of burying islands and cities in ash and lava at the whim of the Most High, are also haunted by evil Magian fire-worshipers, who are fond of throwing young sacrifices into the heart of the fire.

Warfleet: Large, armed fleets are not common, for they are liable to be devastated by but a single storm or passing dendan, but are occasionally sent by warring nations or used as merchant convoys. Sometimes, pirates of the distant coasts travel together in great number.

1

1 Rock Slide (F)
2 Rock Slide (F)
3 Bloodthirsty Brigands (I)
4 Lonely Prince (A)
5 Mystic Fire (F)
6 Minor Treasure (E)
7 Strange Artifact (E)
8 Terrible Storm (F)
9 Terrible Storm (F)
10 Ghostly Beast (J)
11 Ghostly Beast (J)
12 All-Powerful 'Efreet (M)

2

1 Disguised Beggar (C)
2 Disguised Maiden (L)
3 Greedy Captain (I)
4 Terrible Storm (F)
5 Malicious Merman (I)
6 Treacherous Shoals (F)
7 Fearful Captain (I)
8 Fearful Captain (I)
9 Crafty Wizard (O)
10 Beautiful Enchantress (O)
11 Huge Whirlpool (F)
12 Huge Whirlpool (F)

3

1 Greedy Ne'er-do-well (D)
2 Lovesick Maiden (L)
3 Bloodthirsty Brigands (I)
4 Destitute Prophet (A)
5 Sand Storm (F)
6 Hungry Creatures (J)
7 Egg of Roc (J)
8 Jeweled Trapdoor (E)
9 Dark River (F)
10 Cold Wizard (O)
11 Ancient City (E)
12 Ancient City (E)

4

1 Lost Merchant (L)
2 Wicked Hag (C)
3 Mad Slave (D)
4 Friendly Merman (I)
5 Mild Storm (F)
6 Malicious Merman (I)
7 Malicious Merman (I)
8 Fearful Captain (I)
9 Beautiful Shoals (F)
10 Treacherous Shoals (F)
11 Mad Captain (I)
12 Terrible Storm (F)

5

1 Talking Beast (J)
2 Friendly Hunchback (C)
3 Wealthy Ne'er-do-well (D)
4 Enchanted Maiden (L)
5 Sad Gooleh (I)
6 Hungry Gooleh (I)
7 Dark River (F)
8 Enchanted Beast (J)
9 Secret Trapdoor (E)
10 Mystic Fire (F)
11 Talking Beast (J)
12 Ancient City (E)

6

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

7

1 Destitute Merchant (L)
2 Armed Thief (D)
3 Mild Storm (F)
4 Rock Slide (F)
5 Sad Gooleh (I)
6 Bloodthirsty Brigands (I)
7 Secret Trapdoor (E)
8 Horrible Creatures (J)
9 Mysterious Trapdoor (E)
10 Magical Storm (F)
11 Ruined City (E)
12 Demonic 'Efreet (M)

8

1 Mild Storm (F)
2 Beautiful Shoals (F)
3 Beautiful Shoals (F)
4 Greedy Captain (I)
5 Greedy Captain (I)
6 Minor Treasure (E)
7 Huge Whirlpool (F)
8 Black Whirlpool (F)
9 Malicious Merman (I)
10 Mad Captain (I)
11 Friendly Merman (I)
12 Black Whirlpool (F)

9

1 Dying Hag (C)
2 Wealthy Merchant (L)
3 Multitudinous Brigands (I)
4 Sand Storm (F)
5 Unknown Beast (J)
6 Old Man (I)
7 Multitudinous Brigands (I)
8 Hungry Creatures (J)
9 Sand Storm (F)
10 Horrible Creatures (J)
11 Mighty Wizard (O)
12 Wonderful Artifact (E)

10

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

11

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

12

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

13

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

14

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

15

1 Blind Man (I)
2 Strange Customs (I)
3 Sand Storm (F)
4 Unknown Beast (J)
5 Hungry Gooleh (I)
6 Minor Treasure (E)
7 Talking Beast (J)
8 Talking Beast (J)
9 Enchanted Beast (J)
10 Bloodthirsty Enchantress (O)
11 Mighty Wizard (O)
12 Beautiful 'Efreeteh (M)

16

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

17

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

18

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

19

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

20

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

21

1 Diseased Hag (C)
2 Whirling Dervish (L)
3 Bloodthirsty Brigands (I)
4 Destitute Prince (A)
5 Hungry Gooleh (I)
6 Sand Storm (F)
7 Flying Creatures (J)
8 Mighty Enchantress (O)
9 Learned 'Efreet (M)
10 Mysterious Trapdoor (E)
11 Jeweled Trapdoor (E)
12 Wonderful Artifact (E)

22

1 Lovesick Ne'er-do-well (D)
2 Needy Thief (D)
3 Friendly Hag (C)
4 Strange Customs (I)
5 Beautiful Princess (A)
6 Wicked Vizier (I)
7 Guarded Treasure (E)
8 Guarded Treasure (E)
9 Crafty Wizard (O)
10 Beautiful Enchantress (O)
11 Angry 'Efreeteh (M)
12 Angry 'Efreeteh (M)

23

1 Toothless Hunchback (C)
2 Terrible Storm (F)
3 Lonely Prophet (A)
4 Vengeful Soldier (L)
5 Small Artifact (E)
6 Merry Brigands (I)
7 Hungry Gooleh (I)
8 Mysterious River (F)
9 Practical Joker Wizard (O)
10 Strange Artifact (E)
11 Ghostly Beast (J)
12 Fabulous Treasure (E)

24

1 Hideous Beggar (C)
2 Beautiful Maiden (L)
3 Blind Man (I)
4 Wise Sage (A)
5 House Fire (F)
6 Con Game (I)
7 Strange Customs (I)
8 Magical Storm (F)
9 Crafty Enchantress (O)
10 Wicked Vizier (I)
11 Secret Trapdoor (E)
12 Wonderful Artifact (E)

25

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

26

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

27

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

28

1 Impudent Hunchback (C)
2 Drunken Ne'er-do-well (D)
3 Old Man (I)
4 Wicked Dervish (L)
5 Mild Storm (F)
6 Small Artifact (E)
7 Greedy Captain (I)
8 Ruined City (E)
9 Magical Storm (F)
10 Mad Captain (I)
11 Malicious Merman (I)
12 Treacherous Shoals (F)

29

1 Cheating Merchant (L)
2 Cheating Merchant (L)
3 Unknown Beast (J)
4 Minor Treasure (E)
5 Minor Treasure (E)
6 Small Artifact (E)
7 Guarded Treasure (E)
8 Mad Enchantress (O)
9 Mad Enchantress (O)
10 Learned 'Efreeteh (M)
11 Noble 'Efreet (M)
12 Noble 'Efreet (M)

30

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

31

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

32

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

33

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

34

1 Ugly Hag (C)
2 Friendly Soldier (L)
3 Destitute Thief (D)
4 Beautiful Shoals (F)
5 Fearful Captain (I)
6 Strange Customs (I)
7 Strange Customs (I)
8 Mad Wizard (O)
9 Treacherous Shoals (F)
10 Mysterious River (F)
11 Horrible Creatures (J)
12 Fabulous Treasure (E)

35

1 Repentant Ne'er-do-well (D)
2 Lovesick Soldier (L)
3 Crafty Hag (C)
4 Merry Brigands (I)
5 Mild Storm (F)
6 Unknown Beast (J)
7 Unknown Beast (J)
8 Mysterious River (F)
9 Ghostly Beast (J)
10 Hungry Gooleh (I)
11 House Fire (F)
12 Mysterious Trapdoor (E)

36

1 Destitute Hag (C)
2 Enchanted Soldier (L)
3 Imprisoned Maiden (L)
4 Repentant Merchant (D)
5 Imprisoned Prince (A)
6 Minor Treasure (E)
7 Glittering Artifact (E)
8 Glittering Artifact (E)
9 Magical Storm (F)
10 Lovesick 'Efreeteh (M)
11 Trapped 'Efreet (M)
12 Angry 'Efreet (M)

37

1 Repentant Merchant (D)
2 Flying Creatures (J)
3 Dark River (F)
4 Ghostly Beast (J)
5 Hungry Creatures (J)
6 Dark Creatures (J)
7 Horrible Creatures (J)
8 Flying Creatures (J)
9 Egg of Roc (J)
10 Bumbling Wizard (B)
11 Evil Enchantress (B)
12 Noble 'Efreet (M)

38

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

39

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

40

1 Repentant Merchant (D)
2 Runaway Slave (D)
3 Wicked Beggar (C)
4 Greedy Thief (D)
5 Garrulous Dervish (L)
6 Fine Beast (J)
7 Dark River (F)
8 Horrible Creatures (J)
9 Demonic 'Efreeteh (M)
10 Secret Trapdoor (E)
11 Hidden City (E)
12 Wonderful Artifact (E)

41

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

42

1 Adulterous Ne'er-do-well (D)
2 Friendly Beggar (C)
3 Healer Sage (A)
4 Merry Brigands (I)
5 Mystic Fire (F)
6 Crafty Enchantress (O)
7 Mysterious River (F)
8 Glittering Artifact (E)
9 Jeweled Trapdoor (E)
10 Jeweled Trapdoor (E)
11 Bloodthirsty Brigands (I)
12 Wonderful Artifact (E)

43

1 Friendly Merman (I)
2 Friendly Merman (I)
3 Fearful Captain (I)
4 Treacherous Shoals (F)
5 Malicious Merman (I)
6 Mad Captain (I)
7 Black Whirlpool (F)
8 Greedy Captain (I)
9 Greedy Captain (I)
10 Friendly Merman (I)
11 Huge Whirlpool (F)
12 Black Whirlpool (F)

44

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

45

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

46

1 Lovesick Beggar (C)
2 Foolish Slave (D)
3 Lost Dervish (L)
4 False Prophet (A)
5 Mild Storm (F)
6 Con Game (I)
7 Wicked Vizier (I)
8 House Fire (F)
9 Bloodthirsty Brigands (I)
10 Horrible Creatures (J)
11 Jeweled Trapdoor (E)
12 Wonderful Artifact (E)

47

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

48

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

49

1 Fine Beast (J)
2 Enchanted Beast (J)
3 Sad Gooleh (I)
4 Talking Beast (J)
5 Hungry Creatures (J)
6 Egg of Roc (J)
7 Ancient City (E)
8 Hidden City (E)
9 Bloodthirsty Wizard (O)
10 Noble Enchantress (B)
11 Lovesick 'Efreeteh (M)
12 Kindly 'Efreet (M)

50

1 Drunken Slave (D)
2 Insane Beggar (C)
3 Garrulous Maiden (L)
4 Vengeful Sage (A)
5 Runaway Slave (D)
6 Merry Brigands (I)
7 Hungry Gooleh (I)
8 Unknown Beast (J)
9 Dark River (F)
10 Demonic 'Efreet (M)
11 Fabulous Treasure (E)
12 Guarded Treasure (E)

51

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

52

1 Lovesick Slave (D)
2 Foolish Maiden (L)
3 Insane Hag (C)
4 Vengeful Princess (A)
5 Rock Slide (F)
6 Ghostly Beast (J)
7 Dark River (F)
8 Bloodthirsty Brigands (I)
9 Secret Trapdoor (E)
10 Ruined City (E)
11 Magical Storm (F)
12 Wonderful Artifact (E)

53

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

54

1 Lovesick Hag (C)
2 Disguised Slave (D)
3 Sad Gooleh (I)
4 Dark Creatures (J)
5 Minor Treasure (E)
6 Horrible Creatures (J)
7 Small Artifact (E)
8 Ghostly Beast (J)
9 Flying Creatures (J)
10 Crafty Wizard (O)
11 Bloodthirsty Enchantress (O)
12 Trapped 'Efreet (M)

55

1 Wise Slave (D)
2 Lost Soldier (L)
3 Disguised Hunchback (C)
4 Mild Storm (F)
5 Wealthy Merchant (D)
6 Merry Brigands (I)
7 Dark River (F)
8 Sad Gooleh (I)
9 Strange Artifact (E)
10 Mysterious Trapdoor (E)
11 Ancient City (E)
12 Wonderful Artifact (E)

56

1 Toothless Hag (C)
2 Greedy Thief (D)
3 Old Man (I)
4 House Fire (F)
5 House Fire (F)
6 Garrulous Prince (A)
7 Strange Customs (I)
8 Practical Joker Enchantress (O)
9 Talking Beast (J)
10 Wicked Vizier (I)
11 Dark Creatures (J)
12 Fabulous Treasure (E)

57

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

58

1 Busy Slave (D)
2 Destitute Merchant (L)
3 Insane Beggar (C)
4 Healer Sage (A)
5 Lonely Maiden (L)
6 Merry Brigands (I)
7 Unknown Beast (J)
8 Flying Creatures (J)
9 Mysterious River (F)
10 Demonic 'Efreet (M)
11 Glittering Artifact (E)
12 Wonderful Artifact (E)

59

1 Mild Storm (F)
2 Flying Creatures (J)
3 Fine Beast (J)
4 Blind Man (I)
5 Hungry Creatures (J)
6 Ghostly Beast (J)
7 Dark Creatures (J)
8 Noble Wizard (B)
9 Mad Enchantress (O)
10 Lovesick 'Efreet (M)
11 Evil 'Efreeteh (M)
12 Learned 'Efreet (M)

60

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

61

1 Ugly Hag (C)
2 Skillful Thief (D)
3 Wealthy Merchant (L)
4 Enchanted Merchant (A)
5 Malicious Merman (I)
6 Malicious Merman (I)
7 Fearful Captain (I)
8 Treacherous Shoals (F)
9 Beautiful Enchantress (O)
10 Huge Whirlpool (F)
11 Hidden City (E)
12 Strange Artifact (E)

62

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

63

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

64

1 Heart-rending Hag (C)
2 Handsome Merchant (A)
3 Armed Ne'er-do-well (D)
4 Mild Storm (F)
5 Dark River (F)
6 Minor Treasure (E)
7 Hungry Gooleh (I)
8 Enchanted Beast (J)
9 Vengeful 'Efreet (M)
10 Horrible Creatures (J)
11 Bloodthirsty Wizard (O)
12 Strange Artifact (E)

65

1 Crafty Ne'er-do-well (D)
2 Minor Treasure (E)
3 Beautiful Princess (A)
4 Small Artifact (E)
5 Glittering Artifact (E)
6 Guarded Treasure (E)
7 Strange Artifact (E)
8 Strange Artifact (E)
9 Hidden Trapdoor (E)
10 Ancient City (E)
11 Angry 'Efreet (M)
12 Learned Wizard (B)

66

1 Adulterous Thief (D)
2 Mad Soldier (L)
3 Old Man (I)
4 Fearful Captain (I)
5 Beautiful Princess (A)
6 Greedy Captain (I)
7 Beautiful Shoals (F)
8 Minor Treasure (E)
9 Friendly Merman (I)
10 Malicious Merman (I)
11 Small Artifact (E)
12 Wonderful Artifact (E)

67

1 Drunken Thief (D)
2 Mild Storm (F)
3 Merry Brigands (I)
4 Hypnotic Beggar (C)
5 Adulterous Thief (D)
6 Puissant Soldier (L)
7 Hungry Gooleh (I)
8 Cold Enchantress (O)
9 Dark River (F)
10 Jeweled Trapdoor (E)
11 Hidden City (E)
12 Wonderful Artifact (E)

68

1 Happy Slave (D)
2 Crafty Beggar (C)
3 Mad Sage (A)
4 Mad Prophet (A)
5 Con Game (I)
6 Strange Customs (I)
7 Vengeful Prince (A)
8 Destitute Maiden (L)
9 Whirling Dervish (L)
10 All-powerful 'Efreeteh (M)
11 Lovesick 'Efreet (M)
12 Beautiful Enchantress (O)

69

1 Foolish Thief (D)
2 Wicked Beggar (C)
3 Lonely Maiden (L)
4 Mild Storm (F)
5 Wealthy Princess (A)
6 Mystic Fire (F)
7 Bloodthirsty Brigands (I)
8 Beautiful Maiden (L)
9 Mysterious River (F)
10 Ancient City (E)
11 Terrible Storm (F)
12 Wonderful Artifact (E)

70

1 Flying Creatures (J)
2 Bloodthirsty Brigands (I)
3 Unknown Beast (J)
4 Unknown Beast (J)
5 Dark Creatures (J)
6 Small Artifact (E)
7 Guarded Treasure (E)
8 Glittering Artifact (E)
9 Hidden City (E)
10 Ruined City (E)
11 Noble 'Efreet (M)
12 Powerful Wizard (B)

71

1 Destitute Hunchback (C)
2 Friendly Prophet (A)
3 Mad Ne'er-do-well (D)
4 Whirling Dervish (L)
5 House Fire (F)
6 Con Game (I)
7 Strange Customs (I)
8 Wicked Vizier (I)
9 Cold Enchantress (O)
10 Fine Beast (J)
11 Fine Beast (J)
12 Wonderful Artifact (E)

72

1 Impudent Hunchback (C)
2 Wicked Ne'er-do-well (D)
3 Handsome Soldier (L)
4 Lonely Prophet (A)
5 Mild Storm (F)
6 Mystic Fire (F)
7 Bloodthirsty Brigands (I)
8 Ghostly Beast (J)
9 Horrible Creatures (J)
10 Small Artifact (E)
11 Mighty Enchantress (O)
12 Magical Storm (F)

73

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

74

1 Needy Ne'er-do-well (D)
2 Powerful Slave (D)
3 Lovesick Maiden (L)
4 Mad Prophet (A)
5 Rock Slide (F)
6 Strange Customs (I)
7 Strange Customs (I)
8 Terrible Storm (F)
9 Magical Storm (F)
10 Magical Storm (F)
11 Bumbling Enchantress (B)
12 Enchanted Beast (J)

75

1 Mild Storm (F)
2 Blind Man (I)
3 Rock Slide (F)
4 Mysterious River (F)
5 Unknown Beast (J)
6 Strange Artifact (E)
7 Crafty Wizard (O)
8 Cold Enchantress (O)
9 Mysterious Trapdoor (E)
10 Enchanted Beast (J)
11 Ruined City (E)
12 Wonderful Artifact (E)

76

1 Drunken Ne'er-do-well (D)
2 Lost Prophet (A)
3 Dangerous Hag (C)
4 Powerful Dervish (L)
5 Mad Captain (I)
6 Bloodthirsty Enchantress (O)
7 Unknown Beast (J)
8 Demonic 'Efreeteh (M)
9 Beautiful Shoals (F)
10 Black Whirlpool (F)
11 Huge Whirlpool (F)
12 Wonderful Artifact (E)

77

1 Lovesick Soldier (L)
2 Lost Maiden (L)
3 Disguised Slave (D)
4 Egg of Roc (J)
5 Lost Prince (A)
6 Lonely Princess (A)
7 Ghostly Beast (J)
8 Evil Enchantress (B)
9 Flying Creatures (J)
10 Cold Wizard (O)
11 Fabulous Treasure (E)
12 Wonderful Treasure (E)

78

1 Armed Slave (D)
2 Mild Storm (F)
3 Puissant Soldier (L)
4 Merry Brigands (I)
5 Multitudinous Brigands (I)
6 Beautiful Enchantress (O)
7 Guarded Treasure (E)
8 Terrible Storm (F)
9 Magical Storm (F)
10 Friendly Merman (I)
11 Talking Beast (J)
12 Black Whirlpool (F)

79

1 Lonely Soldier (L)
2 Friendly Beggar (C)
3 Foolish Thief (D)
4 Garrulous Sage (A)
5 Kindly Merchant (B)
6 Egg of Roc (J)
7 Sand Storm (F)
8 Hungry Creatures (J)
9 Mysterious River (F)
10 Unknown Beast (J)
11 Secret Trapdoor (E)
12 Wonderful Artifact (E)

80

1 Mild Storm (F)
2 Wicked Vizier (I)
3 Mad Captain (I)
4 Friendly Merman (I)
5 Strange Customs (I)
6 Dark River (F)
7 Mad Enchantress (O)
8 Beautiful Shoals (F)
9 Mysterious Trapdoor (E)
10 Strange Artifact (E)
11 Ruined City (E)
12 Wonderful Artifact (E)

81

1 Old Man (I)
2 Wealthy Merchant (D)
3 Mild Storm (F)
4 Rock Slide (F)
5 Hungry Creatures (J)
6 Sad Gooleh (I)
7 Ghostly Beast (J)
8 Wise Sage (A)
9 Trapped 'Efreet (M)
10 Mad Wizard (O)
11 Practical Joker Enchantress (O)
12 All-powerful 'Efreeteh (M)

82

1 Destitute Thief (D)
2 Dying Beggar (C)
3 Mild Storm (F)
4 Handsome Prince (A)
5 Malicious Merman (I)
6 Greedy Captain (I)
7 Beautiful Shoals (F)
8 Mad Captain (I)
9 Huge Whirlpool (F)
10 Terrible Storm (F)
11 Ruined City (E)
12 Ruined City (E)

83

1 Toothless Hag (C)
2 Disguised Slave (D)
3 Blind Man (I)
4 Egg of Roc (J)
5 Foolish Prince (A)
6 Sad Gooleh (I)
7 Multitudinous Brigands (I)
8 Mystic Fire (F)
9 Enchanted Beast (J)
10 All-powerful 'Efreet (M)
11 Strange Artifact (E)
12 Hidden City (E)

84 (Matrix B)

1 Kindly
2 Bumbling
3 Needy
4 Needy
5 Disguised
6 Trapped
7 Mad
8 Mad
9 Evil
10 Vengeful
11 Doomed
12 Mighty

85 (Matrix A)

1 Lonely
2 Garrulous
3 Destitute
4 Foolish
5 Friendly
6 Imprisoned
7 Disguised
8 Mad
9 Vengeful
10 Wicked
11 Enchanted
12 Enchanted

86 (Matrix C)

1 Friendly
2 Friendly
3 Destitute
4 Impudent
5 Ugly
6 Disguised
7 Crafty
8 Dying
9 Possessed
10 Wicked
11 Dangerous
12 Powerful

87 (Matrix A)

1 Friendly
2 Foolish
3 Destitute
4 Handsome
5 Disguised
6 Wealthy
7 Imprisoned
8 Mad
9 Vengeful
10 Vengeful
11 Wicked
12 Powerful

88 (Matrix B)

1 Kindly
2 Needy
3 Bumbling
4 Bumbling
5 Lovesick
6 Disguised
7 Crafty
8 Vengeful
9 Evil
10 Powerful
11 Mighty
12 Mighty

90 (Matrix A)

1 Friendly
2 Foolish
3 Garrulous
4 Destitute
5 False
6 Disguised
7 Wise
8 Imprisoned
9 Enchanted
10 Wicked
11 Mad
12 Powerful

91 (Matrix C)

1 Toothless
2 Destitute
3 Dying
4 Diseased
5 Diseased
6 Enchanted
7 Crafty
8 Possessed
9 Hypnotic
10 Hideous
11 Insane
12 Dangerous

92 (Matrix D)

1 Happy
2 Foolish
3 Greedy
4 Drunken
5 Drunken
6 Disguised
7 Crafty
8 Crafty
9 Disguised
10 Armed
11 Mad
12 Wicked

93 (Matrix A)

1 Friendly
2 Foolish
3 Destitute
4 Lonely
5 Disguised
6 Wealthy
7 Vengeful
8 Wicked
9 Mad
10 Mad
11 Enchanted
12 Powerful

94 (Matrix M)

1 Kindly
2 Kindly
3 Trapped
4 Lovesick
5 Lovesick
6 Vengeful
7 Evil
8 Evil
9 Noble
10 Learned
11 Demonic
12 All-Powerful

95 (Matrix B)

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

97 (Matrix D)

1 Happy
2 Needy
3 Greedy
4 Foolish
5 Foolish
6 Lovesick
7 Disguised
8 Disguised
9 Crafty
10 Armed
11 Mad
12 Wicked

98 (Matrix A)

1 Friendly
2 Foolish
3 Destitute
4 False
5 Garrulous
6 Wise
7 Imprisoned
8 Vengeful
9 Mad
10 Mad
11 Doomsaying
12 Powerful

99 (Matrix A)

1 Friendly
2 Foolish
3 Destitute
4 Wise
5 Imprisoned
6 Healer
7 Healer
8 Healer
9 Vengeful
10 Mad
11 Wicked
12 Powerful

100 (Matrix C)

1 Impudent
2 Dying
3 Diseased
4 Crafty
5 Disguised
6 Wicked
7 Hypnotic
8 Hideous
9 Hideous
10 Enchanted
11 Dangerous
12 Powerful

101 (Matrix C)

1 Friendly
2 Impudent
3 Ugly
4 Destitute
5 Disguised
6 Drunken
7 Lovesick
8 Dying
9 Diseased
10 Heart-rending
11 Possessed
12 Insane

102 (Matrix A)

1 Friendly
2 Handsome
3 Lonely
4 Lovesick
5 Disguised
6 Imprisoned
7 Wealthy
8 Enchanted
9 Mad
10 Wicked
11 Wicked
12 Powerful

105 (Matrix C)

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

106 (Matrix D)

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

107 (Matrix D)

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

108 (Matrix D)

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

109 (Matrix A)

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

110 (Matrix A)

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

113 (Matrix A)

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

114 (Matrix B)

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

115 (Matrix B)

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

116 (Matrix M)

1 Kindly
2 Lovesick
3 Beautiful
4 Trapped
5 Vengeful
6 Evil
7 Evil
8 Noble
9 Noble
10 Learned
11 Demonic
12 All-Powerful

117 (Matrix B)

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

118 (Matrix M)

1 Kindly
2 Learned
3 Learned
4 Lovesick
5 Trapped
6 Trapped
7 Angry
8 Demonic
9 Evil
10 Vengeful
11 All-powerful
12 All-powerful

119 (Matrix M)

1 Lovesick
2 Lovesick
3 Trapped
4 Trapped
5 Angry
6 Kindly
7 Demonic
8 Vengeful
9 Evil
10 Noble
11 Noble
12 All-powerful

120 (Matrix M)

1 Angry
2 Lovesick
3 Trapped
4 Beautiful
5 Beautiful
6 Noble
7 Learned
8 Learned
9 Vengeful
10 Kindly
11 Evil
12 All-powerful

121 (Matrix M)

1 Kindly
2 Kindly
3 Beautiful
4 Noble
5 Noble
6 All-powerful
7 All-powerful
8 Vengeful
9 Lovesick
10 Evil
11 Demonic
12 Trapped

174

STONEHENGE

On a strange and distant island stands Stonehenge, mystic temple 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 marids.

You approach the circle of stone as a group of figures enter, cowled in black and chanting in a strange tongue. Armed guards before each entrance admit only the priests: gawkers and lookers-on are kept outside.

You may (Choose one and then roll the Destiny Die using the chart below):

Choice 1: Disguise yourself as a priest and enter the circle to spy upon the rites.

Choice 2: Knock out a guard and sneak into the ceremonial circle to destroy the infidels.

Choice 3: Remain outside to observe the infidel's ceremonies, so that you can describe them to your Sultan.

	Choice		
Die Roll	1	2	3
-	1271	1274	1277
Blank	1272	1275	1278
+	1273	1276	1279

175

CAVE OF WONDERS

This is the Cave of Wonders (also known as the Cave of Al-Kolo-Ats). 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, and you cannot easily break through.

You may (Choose one and then roll the Destiny Die using the chart below):

Choice 1: Use magical wisdom to gain entrance to the cave. Once inside, trust in your spells to protect you from whatever guardians may lurk within.

Choice 2: Seek another entrance to the cave. Rely on your sharp sword and wits to protect you.

Choice 3: Find a wizard and promise him a share of the treasure within for aiding you in entering the caves.

	Choice		
Die Roll	1	2	3
-	1280	1283	1286
Blank	1281	1284	1287
+	1282	1285	1288

176

HAUNTED HOUSE

This house is known to be haunted. Many have entered, but none who has entered has passed the night in safety—indeed, none has returned alive. The Sultan of this land has promised a great reward to the one who breaks the curse, and you have vowed to do so.

You enter the house at dusk, and the early evening passes peacefully. You are beginning to doubt the stories of the house when a voice calls out your name and asks, "What shall I do with it?"

You may (Choose one and then roll the Destiny Die using the chart below):

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 call 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. Say, "Just put it in the corner, thank you."

	Choice		
Die Roll	1	2	3
-	1289	1292	1295
Blank	1290	1293	1296
+	1291	1294	1297

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.

Night is falling as you come before the walls of the City. The gates are shut and locked.

You may (Choose one and then roll the Destiny Die using the chart below):

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.

	Choice		
Die Roll	1	2	3
-	1325	1328	1331
Blank	1326	1329	1332
+	1327	1330	1333

178

THE JEWELED FORTRESS

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

You have traveled far. Before you, amidst the cold, lonely wasteland, stands the fabulous fortress, its glory barely dimmed by the years of dust and rain.

You may (Choose one and then roll the Destiny Die using the chart below):

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. Tear the gems from the walls, then seek entrance to find any hidden treasure chambers.

	choice		
die roll	1	2	3
-	1334	1337	1340
blank	1335	1338	1341
+	1336	1339	1342

179

THE LAKE OF COLORS

Long ago you heard the story of a fisherman who freed an 'efreet from a bottle and in reward was granted four brightly-colored fish. The fisherman sold them to the Sultan to be cooked for his supper. As the fish were placed in a pan, they began to speak, telling of a far-off city, cursed and doomed.

You have come to a high mountain lake filled with huge fish of red, blue, yellow, and white. So many fish are there that the lake itself seems of many hues, and you stand on the shore of the lake, marveling. One of the fish breaks the surface, and says in a clear voice, "You are to be the one to save us!" Before you can respond, the fish is gone beneath the surface of the Lake of Colors.

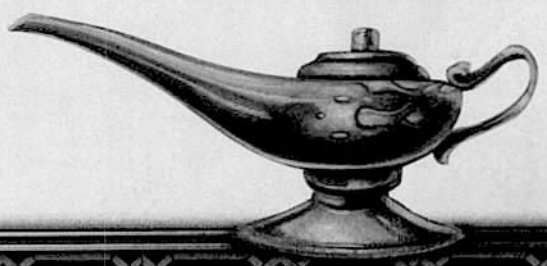
Along the far shore of the lake stands a grand city, like none you have ever before seen, and you go to it. The city is dark and forbidding: all the buildings are made of black basalt. From deep within one building you hear anguished moans; from another, a woman crying.

You may (Choose one and then roll the Destiny Die using the chart below):

choice 1: Investigate the sounds of moaning to see both what aid you can provide and what mysteries you can unravel.

choice 2: Investigate the sounds of crying—but move with stealth and caution. Observe and listen.

choice 3: Investigate, but stay away from the inhabitants. Try to riddle out the mystery without endangering yourself.



	choice		
die roll	1	2	3
-	1343	1346	1349
blank	1344	1347	1350
+	1345	1348	1351

180

THE VALLEY OF DIAMONDS

You know this place from tales of great antiquity. This valley 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 sunup, giant 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. There are legends of brave men who have walked the valley and lived, but you fear they are only legends.

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.

You may (Choose one and then roll the Destiny Die using the chart below):

choice 1: Sneak past the serpents, collect as many diamonds as possible, and sneak back the way you came.

choice 2: Grab whatever diamonds you can, then wait for an animal carcass to fall. Hide in the body until a roc brings you out and a merchant rescues you.

choice 3: Slay all the serpents that live in the valley, making it safe for men to walk. Perhaps Allah will grant you success in this.

	choice		
die roll	1	2	3
-	1352	1355	1358
blank	1353	1356	1359
+	1354	1357	1360

181

THE UNDERSEA KINGDOM

The Undersea Kingdom is a vast and varied empire of mermen (and mermaids) which 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 are treated as an honored guest by the Sea-Born, and many great sights are shown to you.

You may (Choose one and then roll the Destiny Die using the chart below):

choice 1: Drink deeply of the sights and marvels of the Undersea Kingdom.

choice 2: Learn as much as you can of the people of this remarkable land, so similar to and yet different from your own people.

choice 3: Gain the confidence of one of the Kings of this land and persuade him to conquer his neighbors.

	Choice		
Die Roll	1	2	3
-	1361	1364	1367
Blank	1362	1365	1368
+	1363	1366	1369

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THE DUSKY LAND

The Dusky Land is the dwelling place of the 'efreets and djinn; it is another plane of existence that few of the sons of Adam may visit. A land of mystical places and enchanted powers, there is no telling what you may find here.

You are wandering aimlessly through the white mists when you hear strange and terrifying sounds coming from beyond the next hill. Curious, you investigate.

You may (Choose one and then roll the Destiny Die using the chart below):

Choice 1: Go to the hill to investigate, but stay out of sight nor give away your presence in any way.

Choice 2: Advance over the hill with weapons drawn and a thousand words of power on your tongue. Make yourself known to the denizens of this land!

Choice 3: Summon an 'efreet to you by magical means and have him investigate and report to you of the events occurring beyond the hill.

	Choice		
Die Roll	1	2	3
-	1370	1373	1376
Blank	1371	1374	1377
+	1372	1375	1378

184

Your professions of respect impress your listener, and he stays to listen longer.

No Skill: You are told things that fill your heart with wonder. [S1]

Scholarship: By comparing his stories with other stories and legends you have heard, you discover an arduous and hazardous route to the fabled Jeweled Fortress. [D1/S1/Opportunity to enter the Jeweled 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 The Day Abu-Hasan Farted particularly funny). [D1/S2/W+1 (Max: Respectable)/ *Respected*]

185

He says, "Though there is little you can do for me, I nonetheless thank you for your kind and generous spirit."

No Skill: "I shall remember you if fortune ever smiles upon me once again." You depart, and long after, the other does you a great service. [D1/Courtly Graces/You may lose one status of your choice]

Piety: "Through your wise and pious words, 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 person and hasten to meet him. [D1/ *Respected* (1 use)/Have an immediate encounter with a Friendly Prince (Matrix A)]

186

"You fool," cries the other when you visit kindness upon him, "of what use to me is this?"

No Skill: He turns on his heel and storms away. Soon your humiliation is known to all. [D-1/S1/ *Scorned*]

Enduring Hardship: Despite the sting of his words, you persevere. You acquaint the other with your own misfortunes, and your methods for surviving them, thus lightening his burden and cheering his soul. [D1/S1]

Storytelling: Turning aside his harsh words, you tell him the tragic Tale of the Cuckolded 'Efreet. When you are finished, he says, "If such can befall even a mighty djinn, then our own misfortune is light." Your listener takes heart to endure his own trials. [D2/S1/Choice of Storytelling or Wisdom]

187

You speak to the other. Before you have finished a sentence, he cries, "Be silent!

No Skill: "Get away, worm!" The other seems enraged at your presumption and you make haste to be elsewhere. [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." You return to the dwelling of the other, and your lessons continue long into the night. [D1/Courtly Graces]

188

At your words, the other deeply sighs. "I thank you for your kind words. Ah, if things were but different."

No Skill: So saying, the other bids you farewell and departs. [S1]

Storytelling: You stay to converse longer with the other and discuss with him his plight. Your fresh evaluation of the other's situation makes clear an obvious solution and a happy conclusion. The other is most pleased by your actions and praises you before the Maker of All Things. [D1/S1/Choice of *Beloved* (if appropriate) or *Blessed*]

Enduring Hardship: Because of what you have suffered in the past, you greatly desire to bring the other out of his plight. Your dogged determination to relieve the suffering of the other brings a happy conclusion, and a small sum is your reward. However, he is unhappy with some of the things you must do along the way. [D2/S1/W+1 (Max: Poor)]

189

When you speak, the other cries out, "Quickly! The key hangs there on the wall! Release me before my jailer returns!"

No Skill: Alas, no sooner have you opened the door when the guard returns and cries the alarm. You are both easily captured. [D1/ *Imprisoned*]

Luck, One Hundred Keys: The jailer's errand keeps him busy, and you get the right key on the first try. The other rewards you handsomely for your assistance. [D1/S1/W+1 (Max: Rich)]

190

The imprisoned one is quite despairing, and your words do nothing to improve his condition. "You cannot help me, I fear."

NO SKILL: Taking him at his word, you depart. [D-1]

PIETY: You refuse to despair, saying, "If the One God wills your freedom, nothing can hold you." You discourse from the Koran and on the Sunnah, and your words from the Prophet show the imprisoned one his fate in a new light, and his spirits are lifted. You are now armed with new weapons against despair. [D1/Enduring Hardship]

191

The other eagerly accepts your profession of love, and suddenly you find yourself married—all in such haste you hardly know what has occurred. You soon realize your spouse is cruel and grasping with no place in his heart for any save himself.

NO SKILL: Allah has decreed your fate, and what the Most High wills, none can put aside. Next to your marriage, all other pains seem minor. [D1/Enduring Hardship/*Married*]

LUCK: Fortunately, and to your great relief, your spouse dies suddenly of a mysterious illness—only a short time after the ceremony. You profess great sorrow as you count up the estate. [D1/S1/W+1 (Max: Rich)]

FEMALE (mandatory): Your husband dies suddenly, shortly after the ceremony, freeing you from your travails. Unfortunately, the law decrees that wives do not inherit, and all his possessions go to his older brother. [D1/S1]

192

Your professions of love are met by ones equally strong, and soon you are deep in the planning of your wedding. The night before the ceremony, though, a faithful servant comes and tells you of the cruel jest that has been played upon you—the other intends to humiliate you before your family and the judges by denying the marriage.

NO SKILL: You denounce the faithless other to all around, and call the servant in testimony. You praise fortune for having delivered you from this sham. [D1]

SEDUCTION, ACTING AND DISGUISE: You go to your intended, and pretend not to know of his wicked plan. Instead, you lavish him with all the praise and flattery you can call to mind, shaming him for his deceit. Chastened by your devotion, he renounces his trickery and becomes in turn a devoted, loving spouse and a joy for your remaining days. [D1/S1/Appearance/*Married*]

193

Before you can act upon your decision, you find that the other is not the noble person you thought, but a wicked trickster.

NO SKILL: The false other calls his servants and has you imprisoned, that you may tell none of his deception. [D1/*Imprisoned*]

ENDURING HARDSHIP: The false other has you locked away, but your noble bearing and dignity in the face of adversity softens the heart of your hunchbacked jailer, and you are permitted to escape. As you flee, you learn that the false other has you declared an outlaw. [D1/S1/*Outlaw*]

BRASS TRUMPET (mandatory): As you approach the other, the Brass Trumpet sounds out a note of warning, the sound of which strikes the other with great force. While he recovers from the sound, you flee to safety. [D1/S1]

194

Although the other seems harmless, something deep within you tells you that he is dangerous! With a cry, you hurl yourself at him with your sword drawn.

NO SKILL: The other shrieks in dismay and flees, and is quickly lost to your sight. [S1]

WEAPON USE, BRASS TRUMPET (mandatory): Your quick thrust ends the other's life! Upon examination of his effects, you discover him to be an evil Magian fire-worshipper! You have been the instrument of Allah's will. [D1/S1/*Blessed*]

195

Your swift attack is met by a more swift and sure defense, and you are struck a hard blow to the head. When you arise, you are alone. [S1/*Wounded*]

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 considered without merit, and you are imprisoned, as is only right. [S1/*Imprisoned*]

COURTLY GRACES, ACTING AND DISGUISE: You vigorously defend your actions. Your impassioned and skillful rhetoric soon convinces the court 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. [D1/S2/W+1 (Max: Respectable)]

BRASS TRUMPET (mandatory): You vigorously defend your actions. Your impassioned and skillful rhetoric soon convinces the court that the other was an old enemy of yours who slew your parents and abducted your sister. You produce as further evidence the Brass Trumpet, which sounded when you approached the other, sure proof of his evil intent. You are let free. [D1/S2/Wisdom]

197

Upon hearing your kind words, the other makes you an offer of employment, which you accept.

NO SKILL: You are paid well, but soon your master is revealed as a wicked liar, and you are caught up in his punishment. You flee to avoid the death penalty. [D1/W+1 (Max: Respectable)/*Outlaw*]

BEGUILING: You are paid quite well, but soon your master is revealed as a wicked liar, and you are caught up in his punishment. 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: Respectable)]

BRASS TRUMPET (mandatory): As he counts money into your hands, the Brass Trumpet sounds, revealing him as a wicked liar. You cast the coins onto the ground and denounce him before the guards. Not all of his glib words can save him from punishment. [D2/S1/*Respected*]

198

You bow gracefully before the other.

NO SKILL: He takes advantage of your vulnerable position and attacks you. He beats you senseless, robs you, and leaves you for dead. [D1/W-1 (Min: Penniless)]

WEAPON USE: You happen to look up to see him drawing his sword to attack you. Forewarned by this stroke of luck, you easily parry his blow. Returning the attack upon him, you wound him in one swift stroke. He has not reckoned on your skill with arms and turns on his heels. You give chase, but he is swift of foot and evades you. [D1/S1]

BRASS TRUMPET (mandatory): The Brass Trumpet sounds out its clear note of warning, and the other hesitates in his attack. You draw your sword and defend yourself, driving the other away. [D2/S1]

199

The other cheerfully accepts your kind words and gifts.

NO SKILL: In hopes of garnering more favor, you add to the value of your gifts with additional items. Unfortunately, once these things are in his hands, the other forgets you instantly. [D1/W-1 (Min: Poor)]

STEALTH AND STEALING: When you realize that the other has no intention of acknowledging your gifts, you skillfully contrive to steal them back, and hasten away from the other. [D1/S1/Stealth and Stealing]

BRASS TRUMPET (mandatory): As your gifts change hands, the Brass Trumpet sounds, warning you of the greed of the other. You manufacture a pretext to take them back, and leave the vicinity quickly. [D1/S1/Quick Thinking]

200

The other asks your aid in arranging an audience for him with one of your friends, a very influential merchant of a nearby city.

NO SKILL: You do so willingly. The other turns out to be a false swindler who dupes and cheats the merchant and you are blamed for your poor judgment. [D1/*Scorned*]

ACTING AND DISGUISE, BRASS TRUMPET: A certain tone in the voice of the other makes clear to you that his intentions are far from honest and he intends to swindle your friend. You denounce him for his falseness and mark clearly in your mind the ways of the dishonest. [D2/Wisdom]

201

You try to get the other's attention to discuss a matter of some financial importance, but he seems distracted and rudely ignores your actions.

NO SKILL: You take umbrage at this rudeness, and stalk off in a huff. Only later do you realize that you have wasted an opportunity at great riches. [*Envious*]

COURTLY GRACES: You politely apologize for wasting the other's time and make ready to go on your way. At your kind words, the other snaps out of his reverie, and apologizes in turn. The other then proceeds to tell you his tale of woe, misery, and destitution. Your commiserations lighten his load, and in gratitude for your kindness, he journeys with you for many a day. [S2/*Blessed*]

202

The other says to you, "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 other begs you to assist in arranging a marriage to a wealthy noble who lives nearby.

NO SKILL: You have little ability along this line, and you express your regret that you cannot help before you go on your way. [S1]

COURTLY GRACES, BEGUILING: Your words in the right ears greatly facilitate the achievement of the other's desires, and you are rewarded for your assistance. [D1/W+1 (Max: Respectable)]

SEDUCTION, APPEARANCE:

If you are not Married: 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 a marvelous tale to be remembered by all. [D2/S1/*Married*]

If you are Married: You assist the other in all ways, including detailed instructions on the arts of beauty and love-making. Their marriage is consummated with joy, and is an example to all who would learn from it. The newlyweds make your good efforts known to all, and you are celebrated for your efforts. [D2/S1/*Respected*]

203

The other responds, "I desperately need your aid. I have little now to reward you, but if you can be patient, I promise you a valuable payment later."

Roll two dice, adding one each for Quick Thinking and Scholarship:

- 2–7: Although you wait for a thousand days, the other cannot make good his promise. [D1/W-1 (Min: Poor)]
- 8+: With your assistance and in the fullness of time, the other's fortunes turn, and he makes good his promise of repayment. You learn much from your acquaintance with him. [D1/W+1 (Max: Rich)/Choice of Bargaining and Evaluation or Scholarship]

204

The unfortunate other accepts your aid and thanks you.

NO SKILL: He praises you for your good heart, but because of his poor state, he cannot return your generosity. [D1]

LUCK, APPEARANCE: The fortunes of the other you aided improve dramatically, and you are remembered as one who was generous in time of need. Truly do the blessings of the Most High visit those who are kind to the needy! [D2/W+1 (Max: Respectable)/*Blessed* (1 turn)]

205

The other turns on you with rage gleaming in his eyes. He shouts, "You have the temerity to show pity to *me*?"

NO SKILL: He calls down a thousand curses upon you! [D1/*Accursed*]

STORYTELLING, ACTING AND DISGUISE: To turn aside his wrath, you relate the fable of The Dog Which Pitied Its Master, and this comforts his soul. So moved is he that he makes you his companion for the pleasure of your company. [D1/S1/Scholarship and Courtly Graces at Master level/*Blessed*]

206

Although the other is pleased by your attention, he must decline your kind offer. He tells you a tragic tale of the loss of his wealth and position due to the machinations of a wicked Vizier. Because of his wretched condition, he is bereft of hope and prospects, and his sorrow is contagious. [S1/*Grief Stricken*]

207

"Ah," cries the other, "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*]

LUCK: Your beloved is embroiled in a legal battle for recovery of the estate of his father, but by a stroke of great luck, the day after your betrothal, new evidence is found and the dispute is finally settled. You are married in wealthy bliss soon after, and reside on his estate on the outskirts of a great city nearby. [D2/S1/W+2 (Max: Rich)/ *Married*]

208

No sooner have you opened your mouth but words begin to pour from the other in an unstoppable torrent. "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 would be interesting, this verbal assault drives you mad. [S1/Enduring Hardship/ *Insane* (1 turn)]

ENDURING HARDSHIP, ACTING AND DISGUISE: You sit with a semblance of rapt attention throughout the interminable blathering. Your host is immensely pleased by your receptiveness, and when finally he is finished, he 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." You gladly take the gift as due payment for your suffering and go on your way. [D2/S2/Courtly Graces/ **Treasure**]

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. For this kindness, you 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 a small sum in exchange for remaining to enjoy the hospitality of your host.

You may accept or decline:

> *If you accept:* You agree to stay, but quickly realize that the other intends to keep you with him forever. [D1/S1/W+1 (Max: Respectable)/ *Enslaved*]
>
> *If you decline:* You say that you must be on your way. The other is offended and has his companions throw you in a dark dungeon-like cell. [D1/S2/ *Imprisoned*]

210

You soon discover that the other is desperate for conversation. Since you seem cooperative, you are held captive and forced to listen to his inane babbling for nights on end.

NO SKILL: You see little that you can do save suffer. [D1/Enduring Hardship/ *Imprisoned*]

STEALTH AND STEALING: You encourage the other to continue far into the night, pretending that you are fascinated with every word. Eventually, his chatter is so dull that he puts himself to sleep. You make your escape and help yourself to his purse as compensation for your suffering. [D1/S1/W+1 (Max: Poor)/Acting and Disguise]

211

You profess your love to the other in glowing phrases. Finally, the other says, "I'm sorry, but I'm not sure I wish to marry you. You talk too much." The other launches into a lengthy and exhausting argument with himself over your virtues and failings, and never allows you to speak a word in your own defense.

NO SKILL: Finally, he concludes that you would make a fine spouse, but 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/ *Accursed*/ *Insane*]

SEDUCTION: You realize that you have no desire to be wed to this chattering creature, so you wisely point out all your own flaws in great detail. The other refuses the marriage. [D2/Quick Thinking]

212

You succeed in spiriting away unseen with the other but soon wish you had failed. You are being driven mad by his incessant chatter.

NO SKILL: Eventually, in your delirium, you part from the other and go your separate ways. [D1/W+1 (Max: Respectable)/ *Insane*]

COURTLY GRACES: Realizing the impending loss of your sanity, you excuse yourself with great politeness 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.

NO SKILL: Your captive eats like a horse and talks without pause. This goes on for many weeks, as you stubbornly look for someone to take this person off your hands. [D1/Enduring Hardship/ *Accursed*]

APPEARANCE, SEDUCTION: Your captive is quite taken with you, and you discover to your amazement that he is most charming and delightful. The now meek-and-retiring character of your captive fills you with wonder. [D2/S1/ *Love Struck* (if appropriate and not *Married*)]

214

As you approach, 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*/ *Imprisoned*]

ENDURING HARDSHIP: Your punishment is difficult, but you learn well from it. [D2/Wisdom/Piety/Lose Stealth and Stealing/ *Wounded*]

215

You attack in darkness, but cannot overcome your victim before he cries out. You must flee. [*Grief Stricken* (1 turn)]

216

As the other draws near, you recognize him as one who hates you. Reconsidering your plans, 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. But in your heart you know you are not free of this ill shadow. [D1/*Pursued*]

PIETY: You recognize this as the will of Allah, and speak to the other, saying, "Fate has cast us together, so let us make the most of it." The other is struck by the wisdom of your words, and you become stalwart companions. The other is most wise and skillful and his company brings you great comfort. [D2/S1/Weapon Use/Wisdom/*Fated*]

BRASS TRUMPET (mandatory): The Brass Trumpet sounds whenever the other happens to come near. Soon you learn to avoid him with ease, and never again do you see him. [D1]

217

Despite your quick action, the other sends his servants to catch you.

NO SKILL: You cannot escape them. They catch you and throw you in a well, where they torment you for many days. [D1/S1/*Grief Stricken*/*Imprisoned*]

LUCK: You cannot escape them; they catch you and throw you in a well. Before long, you are left alone. A scorpion drops on your head. After you kill it, you wonder where it came from. Your search reveals a small crevice leading to a forgotten treasure room! Thanking the Most High for your good fortune, you loot the place and escape through a hidden trap-door. [D2/S2/W+2 (Max: Rich)/**Treasure**]

BRASS TRUMPET (mandatory): Whenever the servants draw near to you, the Brass Trumpet sounds forth its clear, clean tone. This calls the attention of a passing band of soldiers, who drive off your tormentors and free you. [D2/S1]

218

The other's sneering grin and whining voice drive you almost mad with fury. Taking leave of your senses, you attack him.

NO SKILL: The other falls instantly, and in minutes life has left him. You are overwhelmed by remorse for your rash deeds. [D1/*Grief Stricken*]

STORYTELLING: Scant inches from the other's throat, you recover yourself and realize that murder will gain you naught. You lower your sword and fall to the ground, praying for Allah's forgiveness. The other walks off, confused. [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: With cleverness and skill, 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)/**Treasure**]

220

Your words of love work wonderfully. 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*]

STORYTELLING: You learn from your mistake, though not in time to help yourself. You tell your story as a warning to others. [D2/W-3 (Min: Penniless)/Storytelling/*Married*]

221

You speak to the other in honeyed and poetic words. He thinks your actions are very amusing, but cannot fathom just what it is you want.

NO SKILL: You despair of ever making this dullard comprehend your intent, and depart to return to the company of intelligent folk. [Lose Scholarship]

SEDUCTION, APPEARANCE: Though he is confused by your words, your sincerity and affection are clear. The other is overwhelmed with affection for you, and profligate with gifts and other demonstrations of his feelings.

> *If the other is of the opposite sex and you are not Married:* The other throws himself at your feet, and cries that he will surely perish for love of you! You help him again to his feet, and find the weight of his body against yours most pleasing. [D1/W+1 (Max: Respectable)/*Beloved*]
>
> *Otherwise:* The other praises your many virtues to his friends. [D1/W+1 (Max: Respectable)/*Respected*]

222

"You?" cries the other. "You dare make advances to me? You do not show proper respect for one in my situation!" He calls out and you are quickly surrounded by his allies.

NO SKILL: You are overwhelmed and then imprisoned that you might learn some manners. [D1/Courtly Graces/*Imprisoned*]

WEAPON USE: With inspired swordplay you overcome the crowd and win your freedom, though you doubt you will be welcomed in these parts in the future. [D1/S1/Weapon Use/*Outlaw*]

223

Coming to the other in his home, you speak most kindly to him. "Ah, hmmm," he mutters, "very nice. Hmmm, yes. Your deference is of course proper... Hmmm. Oh, are you still here?"

NO SKILL: He snaps his fingers lazily, and calls out, "Show this one out." You are escorted to the door. [D1]

SEDUCTION: Seizing the opportunity, 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

You lavish him with praise. "Oh, how charming," cries the other. "Oh, my friends, 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 easy escape. [D1/Beguiling/*Imprisoned*]

STEALTH AND STEALING: You study the layout of the fool's abode; when the time is right you stuff your pockets with his belongings and make your escape through an unguarded window. [D2/S1/W+2 (Max: Princely)]

225

As you approach, he stops short. "Ah, yes," says the other, peering at you with eyes that have lost the gleam of intelligence. "Would like a purse full of gold?"

NO SKILL: You nod dumbly and receive the gold! Allah be praised! [D1/W+1 (Max: Rich)]

QUICK THINKING: Such an opportunity is not to be missed! Inspired, you pour on every ounce of your charm, and the other gives you almost his entire estate! [D2/S1/W+3 (Max: Princely)/**Treasure**]

226

With the help of several accomplices, you stage a little entertainment to trap your victim, 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: By asking the right questions of the right people, you discover that your victim is a numb-wit, all his substantial 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 heavily armed.

NO SKILL: You are easily caught and imprisoned for your attempted crime. [D1/*Imprisoned*]

ACTING AND DISGUISE: You were, of course, well-disguised, and were able to escape unharmed and unrecognized. [D1/S1/Quick Thinking]

228

The other you have chosen as your prey divines your intent and flees.

NO SKILL: He escapes easily, and you are left standing alone. [D1]

QUICK THINKING: As he runs away, you cunningly shout, "Thief, thief!" Well-intentioned bystanders help you overcome your victim. You carry him off, and he fetches a fine ransom. [D1/S1/W+1 (Max: Rich)]

229

Your victim stands his ground and defends himself valiantly. Nonetheless you overcome him. Unfortunately, he has nothing of value.

NO SKILL: Worse yet, he has recognized you and identifies you to the local authorities. You become a hunted criminal. [D1/*Outlaw*]

LUCK: Your victim does not recall your features and identifies another as his assailant. At first, you thank your luck, but then you discover that the innocent man is to hang. You cannot let an innocent 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. Even your victim is pleased by your repentance. [D3/S1/W+1 (Max: Respectable)/*Robe of Honor*/You may lose one status of your choice]

230

You greet the other kindly, disguising your attention. The other returns your greeting with a grace that surprises you.

NO SKILL: When you strike, the other is shocked by your abuse of his innocent gestures. Unhappily, he hands over his purse to you, but utters a powerful curse on your head. [D-1/W+1 (Max: Respectable)/*Accursed*]

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. Kindly, he introduces you to some of his influential friends. [D2/Gain any skill at Master level (1 use)]

231

Your crime is prevented and you are captured, but Allah is Compassionate and your judge is merciful.

NO SKILL: Your confinement is short and brings you closer to Allah. [D1/Piety]

STEALTH AND STEALING (mandatory): Your reputation weighs heavily against you, however, and you are charged with a severe punishment. [D1/W-1 (Min: Beggar)/Wisdom/*Imprisoned*]

232

The other sees your actions and 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 who accuses you. You are thrown in a cell. [D1/*Imprisoned*]

233

You eye the other with disapproval, noting that he also views you with suspicion.

NO SKILL: You go your separate ways, breathing sighs of relief. [D1]

LUCK: As you pass by, the other is attacked by a deranged hag. Impulsively you aid in subduing her. You strike up a conversation and to your great surprise you discover that the other knew your father well. Gladly he extends his hospitality and undertakes the smoothing of your road to destiny. [D2]

234

You unwittingly give offense to the other.

NO SKILL: The response he gives you is very cold and very brief. [D-1]

COURTLY GRACES, BARGAINING AND EVALUATION: You perceive what you have done, and immediately attempt to right the situation with fine words. Allah inspires compassion in him, and he is receptive to your requests. [D2]

235

You are embraced as a guest, and the other's friends are impressed at the honor shown you.

NO SKILL, MARRIED (mandatory): You are taken to the other's house and enjoy many nights of pleasurable company. [D1/S1/*Respected*]

APPEARANCE: The other's eldest child is of surpassing grace and exceptional beauty. You are smitten with each other, and your happiness is assured! [D1/S1/*Beloved*]

236

The other is quite taken by your humility and charm and converses with you for many an hour. "There is a legend I know," he says, "about a mysterious kingdom beneath the waves..."

NO SKILL: You find the tale delightful, but see no value in it. [S1]

SCHOLARSHIP, STORYTELLING: The tale he tells enables you to find this wondrous kingdom. [D1/S1/Opportunity to enter the Undersea Kingdom]

237

At your words, 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. Your story is already written." [*Fated*]

STORYTELLING: After a moment's pause, he 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/You may lose one status of your choice]

238

You speak words of love to the other. He is hesitant, saying, "My father would be furious if he saw me even talking to you!"

NO SKILL: You have no choice but to withdraw. [D1/Wisdom]

ACTING AND DISGUISE: You disguise yourself as a physician. The object of your affections feigns a distressing malady, and you are summoned to his bedside. The father's suspicions are allayed, and you spend a night in pleasant dalliance. [D2/S1/Seduction/*Beloved*]

239

You woo the other.

NO SKILL:

If the other is male: He flushes with pleasure, and, feeling as though his heart would burst, he embraces you. Then you discover that you are kissing without shame, and retire to a more private place. [D1/*Beloved*]

If the other is female: She raises her veil and makes signs at you with her eyes. You boldly embrace her, and she does not shy away; instead, she returns your embrace with fire, and whispers her love to you. [D1/*Beloved*]

LUCK, SEDUCTION: Joyfully, he desires you as intensely, and a quick marriage is performed. Your future happiness is assured. [D2/*Married*]

240

Despite an outward appearance of poverty, the other is secretly amazingly wealthy.

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 two dice, adding one each for Wisdom, Appearance, Courtly Graces, and 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, as represented by yourself, is so bad that you must rob for a living. The Sultan is impressed by your plea and your judgment is light. [D2/S1]

ACTING AND DISGUISE, BARGAINING AND EVALUATION: You study the actions of your intended victim, realizing that something seems out of place. You soon discover that the other is actually a disguised Vizier, and you 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 sword flashes in your face.

NO SKILL: Rising from the ground, the other calmly deals you a thousand blows. [D1/*Crippled*]

WEAPON USE: You dart back in surprise. Drawing your own sword you put up a desperate defense. Despite your skill, you are outclassed, and you escape at the earliest opportunity, suffering from many wounds. [D2/Weapon Use/*Wounded*]

242

You follow your victim to his home and rob him there.

NO SKILL: You make off with his purse, and escape into the night. [D1/W+2 (Max: Rich)/Stealth and Stealing]

BARGAINING AND EVALUATION, SCHOLARSHIP: Upon examining your ill-gained goods, you realize that among the otherwise ordinary objects is a most remarkable article. [D1/W+2 (Max: Rich)/Stealth and Stealing/**Treasure**]

243

The other seems cool and uninterested in your advances.

NO SKILL: "I'm sorry," he says. "It can never be." [D1]

SEDUCTION, APPEARANCE: You speak in impassioned words and make known your intentions. The other gazes into your eyes and with a quick move, he takes you in his arms and smothers you with kisses! Your reason is sundered, and you return his passion. Obviously you have made a big hit with your intended. [D2/S1/Appearance/*Beloved*]

244

You take the arm of the other and speak to him. "Oh please," he cries. "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]

STEALTH AND STEALING: You hold the other close to you and demand a ransom for concealing his 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: Before he can finish his thought, a horde of dark, ugly men appear, thrusting you aside and seizing the other. Your struggle in his defense is rewarded with a rain of blows, and you are left sprawled on the ground, never to see the other again. [D1/*Wounded*]

WEAPON USE, WILDERNESS LORE: A horde of dark, ugly men appears, trying to get at the other. You skillfully fend them off long enough for both of you to escape. The other is most grateful. [D2/S1/W+1 (Max: Respectable)/Courtly Graces (1 use)/*Determined*]

246

You chat briefly with the other, believing him to be a commoner. Later, you learn that your companion was the oldest child of the Sultan.

NO SKILL: Your tale of this meeting amazes all who hear it. [SI/Storytelling]

SCHOLARSHIP, SEDUCTION: Your companion was greatly impressed with your speech and wisdom, and you are invited to enjoy his hospitality. All at the banquet are moved by your dignity and insight. [D2/SI/Wisdom/*Respected*]

247

The other responses gracefully to your overtures. You spend many hours conversing 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. [DI/Wisdom]

SCHOLARSHIP: You impress your host with your profound thoughts, and he gives you a gift which, he says, will be most useful to one of your insight. [D2/Wisdom/**Treasure**]

248

Gathering your wits, you speak to the other.

NO SKILL: The other sneers at your words, saying, "You are obviously unused to discourse with those of culture. I will hold my displeasure this time, but do not come before me again without learning the behavior of courteous folk." [DI]

COURTLY GRACES: Delight fills the face of the other at your words. He says, "Your manners are impeccable and your speech exceedingly fair. Let me repay the pleasure I gain from your company with this small gift." [DI/W+1 (Max: Respectable)/Wisdom]

249

To your amazement, the other is eager to speak to you. "Come close and attend. I have heard a prophecy which concerns your future."

Roll two dice, adding two each for Quick Thinking, Wisdom, and Fated:

- 2–7: The prophecy is obscure, and the only meaning you take from it is that you are destined for a strange fate, though you cannot even say if it is kind or ill. [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. If you but say the word, there you will be taken." [D3/SI/Opportunity to enter any Place of Power]

250

He responds, "If you would truly honor me, there is a task I would have you perform, in a far land. If you are successful, I will reward you beyond your wildest dreams." [D2/SI/W+1 (Max: Rich)/Place two random **Treasures** under your Origin marker here. Have another player place your Destination marker anywhere on the board. If you reach your Destination marker and return to your origin, you receive both **Treasures**]

251

Your scheme proceeds well, until a sudden twist of fate robs you of success and precipitates you into the hands of the other's guards. They throw you in a cell to give you ample opportunity to repent your wicked ways. [DI/*Imprisoned*]

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: You reflect on his words and are filled with shame and revulsion at your past behavior. Abashed, you humbly beg to become his companion, that you might learn from his actions, and he graciously consents. [D2/Wisdom/*Grief Stricken* (1 turn)]

DETERMINED (mandatory): Your determination leaves you 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. [DI/*Pursued* (SOLDIER)/*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... [DI/W+1 (Max: Rich)/*Outlaw*]

ACTING AND DISGUISE: You conceal your identity during the abduction, that the other might not recognize you, and you make good your escape without difficulty. [D2/W+2 (Max: Rich)]

254

Despite the vigilance of those around him, you easily seize the other. You take him to another place to await delivery of his ransom, but realize that he works an evil charm on you.

NO SKILL: You cannot resist him and fall beneath his spell. [DI/Lose Wisdom/Lose Piety/*Ensorcelled*]

DETERMINED (mandatory): You are not so easily taken by simple trickery, but you feel your determination weakening.

You may release him, or persevere:

If you release him: You decide your captive is not worth the effort, and abandon him. [DI/Lose *Determined*]

If you attempt to persevere:

Roll two dice, adding one each for Appearance and Scholarship:

- 2–7: In the end, his evil is too strong. You fall under his influence. [DI/Beguiling/Lose Piety/*Ensorcelled*]
- 8+: You hold out against his hypnotic evil, and it is he who surrenders. He arranges to have his ransom paid. [D3/SI/W+2 (Max: Rich)]

BRASS TRUMPET (mandatory): As the other begins to work his evil magic upon you, the Brass Trumpet sounds, shattering him concentration. You seize the opportunity and flee into the night. [DI/SI]

255

The other leaps back from your attack, 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. [DI/*Wounded*]

WEAPON USE (mandatory): Although resistance is useless, your reliance on force of arms is deeply ingrained. You fight back, and the results are unfortunate, as the guards wound you severely before they manage

to disarm you. When you are finally subdued, the other orders you tortured and abandoned in the wilderness. [D1/*Wounded*/*Crippled*]

BRASS TRUMPET (mandatory): As the guards lay hands on you, the Brass Trumpet peals forth a tremendous blast. The guards and the other fall to the ground clasping their ears, and you flee to safety. [D1/S1]

256

You carefully plan your theft and enter his home while he is away. The house is cluttered with bric-a-brac. Unfortunately, all the valuables seem to be well-hidden.

NO SKILL:

Roll two dice, adding one each for Bargaining and Evaluation and Stealth and Stealing:

- 2–9: You grab some items and then run. They all turn out to be worthless. [D1]
- 10+: You help yourself to as much treasure as you can easily take. Most of it is worthless, but you discover that a lamp you have taken has some interesting properties. [D2/S1/**Magic Lamp**]

SCHOLARSHIP: You note a battered lamp of Chinese design. You call to mind the power of the Oriental sorcerers and their lamps, and you eagerly snatch it up and experiment. [D2/S1/**Magic Lamp**]

257

You are caught in the act, and brought before the Sultan for judgment. "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:

"Oh my Prince," you plead, "perhaps a gift to you will convince you of my generosity."

Roll one die adding one each for Courtly Graces and Acting and Disguise:

- 1–3: The Sultan is furious, crying, "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. [D1/S1]

If you accept your punishment:

You accept your punishment, and you are imprisoned for your offense. [D1/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*]

WEAPON USE: To your amazement, his skill is almost as great as yours! Never before have you been tested to this degree, but after a duel which lasts a night and a day, you triumph! Tales of your victory over this formidable opponent are told far and wide for years, and a wealthy man hires you as his personal bodyguard. [D2/S2/W+1 (Max: Rich)/Weapon Use/*Respected*]

259

Your victim screams for help as he nimbly avoids your blow. Guards rush to his cries, and they block your escape route.

NO SKILL: Desperately, you fight your way through them, and you flee, free but wounded. [D1/*Wounded*]

QUICK THINKING: Cleverly, 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]

260

As you stand to attack, the other whips out his sword, crying, "No mercy!" He skillfully presses his attack.

You may flee or stand and fight:

If you flee:

You flee, but not before the other wounds you. Word of your cowardice is in every ear by sunset. [D1/*Wounded*/*Scorned*]

If you stand:

Roll two dice, adding two each for Determined and Weapon Use:

- 2–8: You struggle bravely, but are overcome. The other covers you with cuts before leaving you to your fate. [D1/*Wounded*]
- 9+: Though you are badly outmatched by the skill of the other, you manage to hold off your opponent through sheer determination. Saluting your courage, he departs, bidding you to leave with your freedom. [D2/*Determined*]

261

As soon as the other comes into sight, he pins you with an icy glare, and demands to know why he should not slay you immediately. You begin babbling as one insane.

NO SKILL: "Very well," he laughs, "Your abject groveling has earned you your life. However, a beating never killed anyone." He has his guards flog you before a crowd, who believe you guilty of many great crimes. [D1/*Scorned*]

BEGUILING: You earn the contempt of the other, and he ignores you totally. The other's enemies enjoy a hearty laugh at his expense, however, for you cleverly wove tremendous insults into your feigned delirium [D1/Quick Thinking/Acting and Disguise]

262

The other is crazed and obviously obsessed with you. You find the other pitiful in ways, and repulsive in others. The other has tried a disguise to trick you. Thinking the other might have evil intentions, you try to avoid him.

NO SKILL: He sees you and jumps up in rage. "Ah-ha!" he shouts. "You are the one I have sought for many miles, through hardship and injustice. Prepare to yield your life for your crimes!" You take advantage of the other's long tirade to flee and disappear into the crowd. [D1]

LUCK: He sees you and catches up to you. In his fury, the other attacks hastily and stumbles at your feet. When he is at your mercy, you take this opportunity to rid yourself of his threats. At the same time, you hate to leave his purse unattended. [D2/W+1 (Max: Respectable)]

263

The other is crazed and obviously obsessed with you. You find the other pitiful in ways, and repulsive in others. The other has tried a disguise to trick you. Thinking the other might have evil intentions, you try to avoid him. You do escape, but the other cries out to you, "I will stab out at you in ways that you can not imagine!"

NO SKILL: You are soon stripped of your wealth and reputation by the backbiting and rumor-mongering of the other. [D1/W-2 (Min: Penniless)/ *Scorned*]

BEGUILING, ACTING AND DISGUISE: You decide to go on the offensive and, 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 are the ways of Allah!) become successful business partners with the other. [D1/S1/W+2 (Max: Respectable)/ Bargaining and Evaluation]

BRASS TRUMPET (mandatory): You try to escape but the other confronts you in a public place. The Brass Trumpet sounds its note of warning, making clear to all the evil intents of the other, and delivering you from all suspicion of wrong-doing. [D2/S1/ *Respected*]

264

The other is crazed and obviously obsessed with you. You find the other pitiful in ways, and repulsive in others. The other has tried a disguise to trick you. Thinking the other might have evil intentions, you try to avoid him. You are unable to avoid the other and he traps you in a conversation.

NO SKILL: Speaking to the other, you learn of his bitter and cruel heart, but (fortunately) his vengeance does not touch on your affairs. He was wronged by a woman, and as a result hates all women. You fear his bitter hatred and avoid further contact with him. [Enduring Hardship]

BARGAINING AND EVALUATION: Although you would prefer to avoid contact with this bitter person, you never let anything stand in the way of business. You consider yourself fortunate to avoid his wrath, and depart as soon as you have concluded your dealings. [D1/W+1 (Max: Rich)/ Luck]

265

The other says, "I have been seeking my brother for years. He has wronged me and reduced my mother to poverty, and I shall not rest until his perfidy is repaid. I would be most grateful for any aid."

Roll two dice, adding one each for Quick Thinking, Weapon Use, Courtly Graces, and Stealth and Stealing:

- 2–8: Would that you could, but 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, and becomes your trusted companion. [D2/S1/Choice of skill at Master level (1 use)/ *Beloved* (if appropriate)]

266

Your charming words penetrate the angry heart of the other. "Your passionate kindness has distracted me from my vengeance, which I see now to be but conceit and vanity. Thank you for your guidance. I would be honored if you would accept my thanks."

NO SKILL:

If you are the same sex as the other: The other gives you a bag of gold, which you take gladly before going on your way. [D1/W+1 (Max: Rich)/ Courtly Graces]

If you are the opposite sex from the other:

The gift is an evening of delights. You begin as the sun sets, and notice not the outside world until you are called out for morning prayers. Together you perform the wuzu-ablution and thank Allah for the joy you have shared. [D1/Seduction/ *Beloved* (if not *Married*)]

STORYTELLING: He produces a remarkable article. "One of your vast knowledge would surely find interest in this." The gift is an ancient text of great value. [D1/S1/Choice of Magic or **Book of Hidden Treasures**]

267

After you finish speaking, the other responds, "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 two dice, adding one each for Quick Thinking, Seduction, and Wisdom:

- 2–7: You lack the necessary skills to aid the other, and he goes on his way. [D1]
- 8+: With your help, the other brings a foul miscreant to his just end. The other is now free to spend time with you and learn of your charming personality. [D2/ *Beloved* (if appropriate)]

APPEARANCE: The other is so taken with you that he soon forgets vengeance and returns your attentions wholeheartedly.

If the other is of the same sex as you, or if you are Married: You and he spend many nights in pleasant discourse, and each grow wiser from the company of the other. [D2/Wisdom]

If the other is of opposite sex and is female: With the stain of vengeance cleared from her visage, she shines in beauty, and her kiss is sweeter than the wines of Greece. [D2/Seduction/ *Beloved*]

If the other is of opposite sex and is male: Now that hatred no longer furrows his brow, you see that he is handsome as a prince of Samarkand, and his touch is as strong as Damascus steel. [D2/ Seduction/ *Beloved*]

268

"I am captured by your charms, and 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 way. [D1]

DETERMINED (mandatory): You are so smitten with the other that you vow to aid in his vengeance. Your determination so impresses him that he agrees to let you journey with him.

If you are male: Her long legs and rounded belly bring you great joy as you travel together, but you learn that what you share is not love but passion, and you know you will part ways when justice is accomplished. [D2/S1/Stealth and Stealing/ *Under Geas*]

If you are female: His broad chest and strong arms bring you great joy as you travel together, but you learn that what you share is not love but passion, and you know you will part ways when justice is accomplished. [D2/S1/Stealth and Stealing/ *Under Geas*]

269

The other looks upon you for a moment before responding.

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." The other presents you to the Sultan, and, indeed, he is pleased by your wisdom. [D1/Courtly Graces/*Robe of Honor*/You may lose one status of your choice]

STEALTH AND STEALING (mandatory): He cries, "Your reputation precedes you, lout! Begone from my sight at once!" [*Scorned*]

270

Before you can finish a sentence, 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 (mandatory), **ACTING AND 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 in his household, and learn greatly from your patron. [D2/W+1 (Max: Rich)/Wisdom/*Respected*]

271

The other glares bitterly as you speak. "You seek only to gain profit at my expense, do you not?"

NO SKILL: The other waves his hand dismissively, and 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/Choice of *Beloved* (if appropriate) or *Respected*/You may lose one status of your choice]

BEGUILING (mandatory): Your confidence in your wit and tongue lead you to attempt to trick the other, when it is obvious that he is skeptical of your character. He is not fooled for an instant, and publicly humiliates you. [D1/Lose Beguiling/*Scorned*]

272

The other 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: To prove your sincerity, you give the other lessons in the amorous arts.

> *If you are of the opposite sex from the other and are not Married:* Your lesson does not cease until morning, and he does not tire of instruction. When you are finished, he cannot bear to be parted from your company. [D1/*Beloved*]
>
> *Otherwise:* You discourse long into the evening on the ways to bring satisfaction to one's lovers, and the other is most eager to continue his studies with another. Before you part, he promises to speak highly of you to all he meets. [D1/*Respected*]

273

You make a very favorable first 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 AND DISGUISE: You fall in with his play-acting, 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. Then he begs you to remain as his companion for a while, playing all nature of tricks and devices. [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..." He tells of his 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 his affairs.

NO SKILL: You are inspired to follow his example, both seizing upon good fortune and planning in advance against calamity. [D1/Wisdom]

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 dangers of seeking wealth and adventure. Your host is deeply impressed with your sagacity and humility, and by your skill at weaving a narrative. [D2/S2/Storytelling/*Robe of Honor*]

275

You discourse with the other for long hours, delighting him no end. "Your breeding and education are certainly superior. Everyone of my wealth and station should have such a one to advise him."

Roll two dice, adding one each for Wisdom, Bargaining and Evaluation, and 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, inspiring in others jealously of your success. One who had long courted the favor of the other swears to destroy you. [D2/W+1 (Max: Rich)/*Pursued* (PRINCE)]

276

When setting out to rob the wealthy, one must expect to encounter superior safeguards against such nefarious activities. The other is well-prepared for your attempt to rob him.

NO SKILL: Not only do you fail, but you are captured. The Sultan deems it fitting that you be enslaved to your intended victim. [D1/Lose Stealth and Stealing/*Enslaved*]

ACTING AND DISGUISE: Knowing the safeguards to be elaborate and powerful, you impersonate a servant sent to fetch an item for your imperious master. Your whining and pleading convince the guards, and you bear away a rich prize. [D2/**Treasure**]

277

In the private dwelling of the other, you come across a veritable treasure trove! As you enter, you hear a guard approaching.

NO SKILL: *You may flee at once, or tarry a moment longer to steal something:*

If you flee:

Your escape is successful, though you are empty-handed. [D1]

If you tarry:

Roll two dice, adding one each for Stealth and Stealing, Quick Thinking, and Scholarship:

- 2–6: You take too long to select the right item, and are easily captured and thrown into a dungeon. [D1/*Imprisoned*]
- 7–10: You make off with a valuable bauble. [D2/W+1 (Max: Rich)]
- 11+: You make off with an enchanted item. [D2/**Treasure**]

BARGAINING AND EVALUATION: You tarry long enough to discern among the treasures an item of great value and an item of fabled powers, and have time to take one of them before you flee. [D2/Choice of W+1 (Max: Princely) or **Treasure**]

278

The other is careful in his business, and you will need help to rob him. You fall in with a shrewd thief who will aid you.

NO SKILL: To your sorrow, you discover that the wealthy other has set a thief to catch a thief—your companion is in his employ. You accommodatingly stumble into the trap. The guards cackle with glee as they throw you in the dungeon. [D1/W-2 (Min: Poor)/*Imprisoned*]

SEDUCTION: Your own practice of deception 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. He is imprisoned, while you escape with the gold. [D2/S1/W+1 (Max: Respectable)/Quick Thinking]

279

If you had known that the powerful other 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 two dice, adding one each for Appearance, Acting and Disguise, and Wisdom:

- 2–7: Your request must have been too much; he explodes in rage at your presence, and calls down curses on your impertinent head. [D1/*Accursed*]
- 8+: To your great surprise, he grants your favor willingly! You take your boon and hurry off before you can arouse his wrath accidentally. [D2/S2/W+1 (Max: Rich)/You may lose one status of your choice]

COURTLY GRACES: Your tact and clever tongue lead you to make a reasonable request while avoiding the powerful other's wrath. Your request is granted graciously. [D2/S1/W+1 (Max: Respectable)/You may lose one status of your choice]

280

"Talk?!" the other cries out, "You wish to talk?! I'll have your tongue!" and he leaps toward you. You are easily defeated, beaten to a pulp, and left for dead. [D2/*Crippled*]

281

The other, being deeply troubled and unable to sleep, is in a terrible mood. You attempt a bargain but the other is no more interested in you than in an earthworm. "I am bored with you. I think that I will amuse myself by seeing how easy it will be to separate you from your limbs." You desperately reply, "If it is amusement that you wish... let me tell you a tale." The other relaxes a bit and finally says, "Perhaps you shall leave here intact. Let's hear this tale."

NO SKILL:

Roll two dice, adding one each for Acting and Disguise, Determined, and Enduring Hardship:

- 2–6: You are terrified; you cannot speak. The other has you dragged behind a horse, and as you lie bleeding on the road, you curse your fate for ever meeting him. [D1/Lose Luck/*Wounded*]
- 7+: Your tale strikes the other's fancy and he permits you to leave—unfulfilled but, as promised, intact. [D1/Storytelling]

STORYTELLING: Your terror inspires you to one of your finest performances, and the other gratefully grants your favor. [D2/S1/Storytelling/*Blessed*/You may lose one status of your choice]

SEDUCTION (if of opposite sex): You know the cause of many sleepless nights, for it is none other than the sickness of empty love. You take the other's hand in yours and caress the other's firm and tender arms, and lead him to a private place where you can administer the cure for longing. [D2/Choice of W+2 (Max: Rich) or *Beloved* (if appropriate)]

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 to the dungeon, you see three dogs (dressed in the finest robes) being led in. [D1/*Imprisoned*]

QUICK THINKING: You soon 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 him, calling upon reserves of rhetorical excess you had not known you possessed. You escape his madness at the first opportunity. [D2/Courtly Graces]

283

"Your words are most kind, but I must insist upon greater proof than mere chit-chat," says the other. "To prove your love, you must demonstrate the depth of your devotion. First, shave off your hair, then shave and paint your private parts red..."

NO SKILL, SEDUCTION (mandatory): So great is your love that you do not realize that you being made a fool... until you run naked into a barber shop and all the men laugh uproariously at you. [D1/S1/*Scorned*]

STORYTELLING: You are cautious in your affairs, and you do not wish to become involved with one who is obviously mad. However, your heart still yearns for the other, and your suffering is great. [D2/Enduring Hardship]

284

After hearing your protestations of love, the other says "Very lovely. Please come back tomorrow." This occurs for many days.

NO SKILL: You give up in disgust and leave the sight of this mad person. [D1]

DETERMINED (mandatory), **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*]

285

The other is elderly and somewhat confused. You offer to aid him to find the way home.

NO SKILL: You wander for a while but clearly you do not know where you are going. The elderly other sense this and thanks you for trying to help but he will try to get home himself. [D1]

WILDERNESS LORE, SCHOLARSHIP: Your knowledge allows you to easily locate the dwelling of the other. His relatives are grateful for your kindness, and reward you with a fine gift. [D2/W+1 (Max: Respectable)/Courtly Graces]

286

The other is a stranger, lost and alone, and he does not speak your language well.

NO SKILL: You cannot discover what he needs. [*Determined*]

SCHOLARSHIP: You speak the other's tongue fluently and are able to help him find his destination: the palace of the Sultan. The other is an honored guest of the prince, and you are gratefully welcomed in the palace. [D2/Piety/*Robe of Honor*]

287

The other is lost and at his wits' end. So eager is he to be on his way, 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!" Then he proceeds to thrash you soundly with his cudgel, and you count yourself fortunate to escape with only minor wounds. [D1]

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)]

288

The other is busy, but is fascinated with your conversation.

NO SKILL: Finally he forgets his other errand altogether, and you spend the day in pleasant discourse, swapping stories into the evening. [D1/Storytelling]

STORYTELLING, COURTLY GRACES: You are such a charming conversationalist that the other becomes your constant companion. You both profit from your friendship. [D2/S1/Choice of Piety or Wisdom]

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. There are none to hear his shouts for aid.

NO SKILL:

Roll two dice, adding one for Storytelling:

- 2–7: The ransom you demand is too high. The family of the victim cannot pay, and instead they hire assassins to hunt you down. You barely manage to escape with your life, and the assassin follows you as you flee. [D1/*Pursued* (SOLDIER)]
- 8+: Your ransom demands are reasonable, and the relatives pay with alacrity, happy to have their loved one returned. [D1/W+1 (Max: Respectable)]

BARGAINING AND EVALUATION: You carefully research the victim's fortune and charge the correct ransom. [D2/W+1 (Max: Respectable)/Wisdom]

292

The other 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: You are willing to try.

Roll two dice, adding one each for Acting and Disguise, Wilderness Lore, and Bargaining and Evaluation:

- 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 maiden—who immediately falls in love with you.

  If you are not Married: The attentions of the maiden, who clings to you like a vine to a tree, bring howls of laughter from those around, and you are the butt of jokes for months after. [D1/S1/Enduring Hardship/*Beloved*/*Scorned*]

  If you are Married: You quickly protest that you are already married, and the maiden gathers what little dignity she has and departs. [D1/S1]

APPEARANCE (mandatory): Your vanity makes the very thought of kissing an ape revolting to you. You beat the other and his ape (which gives you a nasty bite). Unfortunately, the wound heals slowly, and infects. [D1/*Wounded*/Roll 1 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*]

MAGIC: You recognize 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. "Possibly," he suggests, "one of your power might break the haunt." [D2/S2/Opportunity to enter the Haunted House]

294

The other 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. Upon consideration, you decide that the best course when dealing with magic is to leave it well alone. [D1/Wisdom]

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. You flee, and he gives chase. [D1/*Wounded*/*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 and enlightening, but you cannot help him. [S1]

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, and you do so. [D2/S1/Opportunity to enter the Dusky Land]

296

As you draw closer, you come to believe that the other is not who you had first thought. The other's features flow like water, their perfect beauty uncanny and unnatural. You are inflamed with passion by this beautiful one, and find yourself irresistibly drawn to make amorous advances, even overstepping the bounds of decency.

NO SKILL: The other recoils in horror, exclaiming, "Get away, foul worm! Oh, why must I be cursed this way?" These cruel words break the spell that drew you, tearing at your heart and fill it with sorrow. [D1/S1/*Grief Stricken*]

APPEARANCE: The other is smitten with your charms, and you spend together a night of unimaginable rapture. When you awake, the other has mysteriously disappeared, and none can tell the manner of his going. Memory of his scent and touch fill your mind, driving you to distraction. [D2/S1/*Ensorcelled*]

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 you 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 tales of your glamorous and romantic life, the other begs to accompany you on your travels, and proves to be of great assistance. [D2/Choice of Magic (1 use) or Appearance]

298

The other seems to be an easy target for your plans, but you soon discover that it was all a trap!

NO SKILL: Guards burst from concealment and you are caught. Fortunately, the Sultan is merciful. Although you are banished from the kingdom, you escape with your life. [D1/*Outlaw*]

STEALTH AND STEALING: Cannily, you had arranged a diversion to keep the guards busy elsewhere. The other is taken easily, and you receive a rich ransom. [D1/S1/W+1 (Max: Rich)]

299

When the other is in your custody, you conceive a great regard for him and feel remorse for your cruel act.

NO SKILL: You release him, and beg forgiveness, which he grants. [D2/*Love Struck* if opposite gender or Piety if same gender]

APPEARANCE: Your victim is at first repelled by your deed, but as your devotion and contrition become evident, you are forgiven. [D2/Lose Stealth and Stealing or Beguiling/Choice of *Beloved* (if appropriate) or *Respected*]

MARRIED (mandatory): As your devotion and contrition become evident, you are forgiven. [D2/Lose Stealth and Stealing or Beguiling/*Respected*]

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: "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*]

STORYTELLING: 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, learning much from his manners and impressing him with your wisdom. [D2/Courtly Graces/*Respected*]

302

When you make clear your respect for the other, he huffs, "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 two dice, adding two each for Determined and Bargaining and Evaluation:

- 2–7: You can think of no way to demonstrate your worth beyond what you have already done, and depart. [D1]

- 8+: You are persistent in demonstrating your good qualities. You finally bring a friend whose faults are manifest, that the other might compare you. The other finally agrees that you are superior, and spends much time with you to better learn of your good nature. [D2/Choice of *Beloved* (if appropriate) or *Respected*]

COURTLY GRACES, STORYTELLING, APPEARANCE: Your grace, wit, and charm set you clearly above the rest, and you win the affections of the other. [D2/If opposite sex, Seduction and *Beloved*; otherwise, Wisdom and *Respected*]

MARRIED (mandatory): You are persistent in demonstrating your good qualities. You tell of all you have done, and speak of the love you bear your spouse, and all the other proofs of your virtue. The other finally agrees that you are a person of great merit. [D2/*Respected*]

303

The other interrupts you, declaring "I have decided that you shall be married to my eldest child." He gets what he wants, regardless of the desires of others.

NO SKILL: *You can agree to the marriage, or refuse:*

If you refuse: The other vows vengeance for your insulting behavior. [D2/*Pursued*]

If you agree: You agree to the demands of the other and prepare to be wed.

Roll one die:

- 1–3: You view your impending wedding with trepidation, and with good cause. Your spouse is as overbearing and horrid as her parents. [D2/W+1 (Max: Respectable)/*Enslaved*/*Married*]
- 4+: Your marriage, while not the stuff of legend, is quite satisfying to you. [D2/W+1 (Max: Respectable)/*Married*]

LUCK: Despite an overbearing parent, your intended turns out to be a tender and loving soul with a face like the full moon! You praise Allah for your good fortune, for your marriage is pure bliss, and together you are a redoubtable combination. [D2/S1/W+1 (Max: Rich)/Quick Thinking/Bargaining and Evaluation/*Married*]

MARRIED (mandatory): You protest that you are already married, and after much difficulty, you convince the other that it would be sinful to abandon your spouse for no better reason than to marry his child. You go on your way, praising Allah for sparing you this fate. [D1/S1/Piety]

304

"I have a dreadful secret," the other confesses. "I am in love with another, but I am not of the Faithful, and her father opposes the marriage. Can you help me?"

NO SKILL: You recoil at such a thought, and consider giving the infidel a good thrashing! You make haste to be elsewhere. [D1/S1]

PIETY: Your carefully considered and pious words soften the heart of the other, turning him towards the True Faith. Once he has accepted the word of Allah, his new father-in-law has no objection to the match. All concerned are most grateful to you. [D2/S2/Piety/*Respected*]

305

The other confesses to a powerful loneliness and sits eagerly, drinking up the respect you show. Soon you must take your leave, and the other gives you a small gift. [D1/W+1 (Max: Respectable)]

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, and eventually you must depart. [D1]

SEDUCTION: You know just what the other needs and arrange for him a night of extravagant sexual adventure. He grants you a gift out of gratitude. [D2/W+1 (Max: Respectable)]

307

"Come," says the other. "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, and he bids you depart from him. [D1]

STORYTELLING, ACTING AND DISGUISE: 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, and gives you a bag of gold for your help. [D2/S2/W+1 (Max: Rich)]

308

To your words, the other responds, "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 parade 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*]

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 wisdom of the Prophet. [D2/S1/Choice of Piety or Wisdom]

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* (1 turn)]

COURTLY GRACES, 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/Seduction/*Blessed*]

310

You meet the other at the docks and your heart goes out to him. You profess your great desire to aid the other. When you view him 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."

NO SKILL:

If you are the same sex as the other or are Married: You persuade a friend to undertake the marriage in exchange for a mighty favor. [D1/ *Under Geas*]

Otherwise: You realize that you must be the one to do this thing. Your life is miserable for long after. [D1/ *Married*/ *Accursed*]

SEAMANSHIP: You propose to the other that you teach the other how to fish and be a fish monger. This will give him a trade and therefore respect amongst his neighbors. He agrees and you spend some weeks training him. [D2/ Bargaining and Evaluation]

BARGAINING AND EVALUATION: You consider approaching the other, but you wisely never bargain for goods without first inspecting them. In conversation with those around, you discover the other's terrible faults and steer clear. You count yourself fortunate for your restraint. [D1]

311

The other is wide-eyed with fright, and accepts your offer. "Oh please, hide me. I am pursued by men who would do me great harm." Before you can reply, you are both surrounded by ruffians.

NO SKILL: You are pummeled senseless, and the other is taken. [D1/ *Wounded*]

WEAPON USE: You dispatch one man with dazzling swordsmanship, and the others flee. The other thanks you profusely, and begs you to accompany him on the Hadj to Mecca. [D2/ Courtly Graces/ Scholarship/ *On Pilgrimage*]

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: Heeding his request, you go on your way, though not before tarrying a while to bring him cheer. [D1]

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)]

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 but you recognize the hand of fate in your trial. [D2/ Lose *Fated*/ *Grief Stricken*]

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!"

NO SKILL: You cannot help the other, and as he flees, you are deeply saddened. [D1/ *Grief Stricken*]

QUICK THINKING: You quickly conceive a plan to aid the other. 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]

314

The other vanishes without a word. [S-1]

315

You have gone overboard.

Roll one die, adding one each for Seamanship and Wilderness Lore:

- 1: You drift ashore, but Allah alone knows where. [*Lost*/ Move to any coastal space]
- 2: [Go to paragraph 1583]
- 3: [Go to paragraph 1584]
- 4: [Go to paragraph 1585]
- 5: [Go to paragraph 1586]
- 6+: Allah be praised! You find your way to shore and, by clever observation of the stars and signs, you know where you have come! [Move to any coastal space]

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*]

SCHOLARSHIP: You follow the old man's complicated instructions correctly, and suddenly the smoke changes color and an 'efreet of great power appears! "What mortal is so presumptuous as to summon me, the Lord of the Marids, right hand of Iblis?" Your power is not enough to prevent the 'efreet from carrying off the old man. However, his notes and censer remain behind, and you study them to learn a path to the fabled Dusky Land of the 'Efreeti. [D2/ S2/ **Eagle Censer**/ 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 with him to find the herbs he needs.

NO SKILL: You agree, and although the trek is long, it is not too difficult. [D1/ You may lose one status of your choice/ Have another player move you to any forest space]

WILDERNESS LORE: You know well the healing properties of plants. Anticipating the healer's needs, you possess the very herbs he names. He is delighted. [D2/ W+1 (Max: Rich) / 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 two dice, adding one each for Wilderness Lore, and Enduring Hardship:

- 2–7: You wait, but the sage is far too busy to get to you any time soon. [D1]
- 8+: You convince him to take you just as the sun is sinking in the west. [D1/ You may lose one status of your choice]

LUCK: The line of patients is unusually short, and you are healed quite soon. [D1/ Lose any statuses of your choice]

319

You tell the Sage that you are sure he can cure all your wounds. "Hmm," he responds. "Well, your case is certainly an unusual one. It will require extra payment."

NO SKILL: You grudgingly hand over the money. [D1/W-2 (Min: Respectable)/Lose any statuses of your choice]

WEAPON USE, STEALTH AND STEALING: You are infuriated at the other's attempt to gouge your wallet. Putting a dagger to his throat before he can move, you force him to graciously remit your fee completely. [D2/W+1 (Max: Respectable)/Lose any statuses of your choice]

320

"Hmmm." The other pauses to judge you. "I'm sorry," he says, "but what has happened has happened. You are beyond help."

NO SKILL: You accede to his judgment and go on your way. [D1]

DETERMINED (mandatory), **LUCK:** The other is dubious about his abilities to help you, but you persist in begging him and at last he tries—and succeeds, much to his own surprise! [D2/You may lose one status 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." You eagerly accept, and learn many things from him. [D1/Scholarship/You may lose one status of your choice]

SCHOLARSHIP: Recognizing in you a colleague of great talents that complement his own, the other proposes a partnership for your mutual benefit. [D2/S1/W+1 (Max: Respectable)/You may lose one status of your choice]

322

You bend one knee before the other, and speak of his greatness. "Yes, indeed," he cries, 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, for in his words is the ring of truth. [D1/*Fated*]

WEAPON USE (mandatory): You are so offended by his surly tone that you unthinkingly draw your sword; within seconds, you have mortally wounded him. Your victim has just enough breath to speak your doom, and in your sorrow, you vow to make a holy pilgrimage to cleanse yourself. [D2/S2/*Grief Stricken*/*On Pilgrimage*]

323

At your approach, the other cries out, "I am fated to be the instrument of your doom, foul one!" He attacks unerringly, as if Allah Himself guided his blows, while every thrust 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/Lose Weapon Use/*Wounded*/*Fated*]

LUCK: You swing wildly, and miraculously his sword shatters at the impact. "Ahem," he says. "Perhaps I have... ah... misread the signs. How can I atone for my error?" He presses coins into your hands, and bows and scrapes and invokes the blessings of the Merciful Lord, and you consider yourself lucky to have turned his wrath into generosity. [D2/S1/W+1 (Max: Respectable)/*Blessed*]

324

The bad tidings the other bears has built within you a boiling rage and you stride forward.

NO SKILL: Your first blow lands undefended; 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/Lose Weapon Use/*Grief Stricken*/*Fated*]

STORYTELLING: At the last moment you restrain yourself, and wisely accept the pronouncement of your fate instead of slaying the one who would bring you knowledge of it. The fate he describes sounds unpleasant, but you steel yourself to face it, for what Allah wills is for the best. [D2/S1/Enduring Hardship/*Fated*]

325

Before you can even move, 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, and the good fortune with which the Living God blesses His followers. [D2/S1/Piety/*Blessed*]

326

A crowd has gathered to listen to the other, who has promised to explain the cause of the hard economic times. His doubletalk has gone on for hours, and the crowd grows restless. You are made uneasy by his words, and head in another direction. As you make to leave, 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.

NO SKILL: The crowd moves toward you, and your protestations of innocence go unheard. Then they are upon you, and treat you savagely. [D1/*Crippled*]

BEGUILING, 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/Choice of Courtly Graces or Acting and Disguise]

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, APPEARANCE (mandatory): You successfully avoid hearing the pronouncement—in which you were mistakenly revealed as the only

child of the recently deceased Sultan. Thus does every person suffer who seeks to avoid his fate. [D2]

328

On your words, the other says, "If you would truly honor me, you would grant me your aid."

NO SKILL: The task the other asks of you is beyond your abilities; you cannot help, but the story of his doomed courtship is a powerful and memorable lesson. [S1]

COURTLY GRACES: The other is soon to be married to another of high station, but is lacking in knowledge of protocol. Your courtly skills help the other. In gratitude, the married couple bestow a wondrous gift upon you. [D1/S1/**Treasure**]

QUICK THINKING: With great cleverness, you weave a complex ruse to gain the other the thing he needs. Impressed and grateful, the other shares with you an arcane secret he learned many years ago. [D1/S1/You may lose one status of your choice]

329

The other says, "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. May it be of help." [D1/S1/Choice of skill (1 use)]

APPEARANCE: "I perish in ecstasy of love for you, for you are beautiful beyond words. Be parted from me nevermore." The other becomes your most devoted companion. [D1/ *Respected/ Beloved* (if not *Married*)]

330

"Please rise," says the other. "Your excessive gesturing is embarrassing and improper."

NO SKILL: Your humble entreaties are ignored, and you go on your way, embarrassed. [*Envious*]

STORYTELLING: "I do not wish to send away one of your obvious intelligence, but I have no time for you. Could you come back tomorrow?" [S1/You may spend D1 and return to the Reaction Matrix, choosing a new reaction for the encounter]

APPEARANCE: "...But you are quite intriguing," says the other, "I will forgive your impudence this time." [Courtly Graces]

331

To your entreaty, the other responds, "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]

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 Choice of skill/You may lose one status of your choice]

332

The other says, "This is well-done. I have arcane skills which I can teach you, but, in exchange, I require a proper gift."

NO SKILL: [D1/Lose one Wealth Level (Min: Beggar) or **Treasure** to gain Magic]

BARGAINING AND EVALUATION: Your shrewd bargaining completely befuddles the other, and you end up richer as well as wiser. [D1/S1/W+1 (Max: Respectable) / You may lose one status of your choice]

333

Your kind words please the other, and he says, "I wish to grant your wishes, but for my own reasons I must undertake a holy pilgrimage on foot, and I require a companion. Will you accompany me?"

You may decline or accept:

If you decline: The other walks slowly away, leaving you deeply dissatisfied with your lot. [*Envious*]

If you accept: The two of you head on to Mecca. [D1/*On Pilgrimage*]

334

The other bids you rise, and says, "There is no need for you to give me anything, for I am happy to assist you. I have much knowledge of ancient legends."

NO SKILL: The other gives you a mysterious magical item. [D1/**Treasure**]

SCHOLARSHIP, WILDERNESS LORE: The other, impressed with your knowledge of this world and others, tells you tales and gives you a map to a far-off place known only in legends. [D2/Opportunity to enter the Jeweled Fortress]

335

In response to your kind words, the other mumbles, "Yes, yes, I see... Hmmm. Well. I really don't know what to say. This is very puzzling."

NO SKILL: The other seems distracted, or inattentive, or addle-pated. You leave to seek someone more appropriate to your needs. [D1]

CARNELIAN IDOL (mandatory), **BEGUILING, SEDUCTION:** Seized of an evil impulse, you try to trick the other into aiding you, but he goes from absent-mindedness to white rage quite suddenly. Soon you are examining a dungeon. [S1/*Imprisoned*]

336

You approach the other 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. Fuming, he summons a lower djinn. "Take this fool anywhere; just get him out of my sight!"

NO SKILL: The djinn carries you to a faraway land. [D1/S1/Have another player move you to any space except a Place of Power]

STEALTH AND STEALING: The djinn carries you far away, but you smile, for in the confusion you stealthily pilfered an item of magical appearance. [D1/S1/**Treasure**/Have another player move you to any space except a Place of Power]

337

The other you have addressed laughs and he agrees to aid you. "Here is a little charm I picked up somewhere..." You are surprised as he mutters a powerful word. There is a loud *poof* and you feel... different.

NO SKILL: "Sorry," he murmurs. "I must study that enchantment further." [D1/S2/*Sex–Changed*]

MAGIC: You are changed to the opposite sex! Quickly, you undo the charm with a powerful spell of your own, and the other is abashed, saying, "That was not the enchantment I intended." You are not so

sure. Fearing your power, the other is effusive in his apologies, and presses gifts into your hands to dispel your wrath. [D2/S1/W+1 (Max: Respectable)/**Treasure**]

338

You humbly address the other. He responds, "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 AND 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 by your pose and gives you a gift. You are quite pleased with your trickery. [D1/S2/Choice of W+1 (Max: Rich) or **Treasure**/Beguiling]

339

The other ignores you as an elephant would a worm. [*Scorned*]

340

At your first word, the other cries, "I'll brook no interference from anyone! Bow down and worship me or I shall destroy you!"

NO SKILL: *You can worship him or refuse:*

If you worship him: When you bow down and worship him, he favors you with gifts, but you know that Allah does not approve. [D-1/W+1 (Max: Rich)/Lose Piety/**Treasure**]

If you refuse: You refuse. He strips you of all possessions and uses his influence to make you an outcast. [Piety/*Outlaw*/W=Beggar, but gain D1 for each level you lost]

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. [D1/S2/Quick Thinking]

341

You have heard that the other is fearsome figure in the realms of dark magic. You approach cautiously.

NO SKILL: "You dare even enter my presence?" he cries. Though his anger is terrible, 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." You are awarded high honor and a gift by the other. [D2/W+1 (Max: Princely)/*Blessed*]

342

The other sees your actions as an attempt to profit at his expense. Silencing you with a gesture, he cries, "Bear this one away from me immediately!" Skeletal guards with sharp scimitars appear from thin air and attack.

NO SKILL: You valiantly fight back, but are overwhelmed by the warriors. [S1/*Wounded*]

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 servant for a time." [D1/S1/Choice of skill at Master level (1 use)/*Enslaved*]

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/Enduring Hardship/*Crippled*]

APPEARANCE: The servant is taken by your beauty, for you remind him of his long-dead favorite cousin. He cannot harm you, but instead slays an antelope and brings its blood to his master. [D3/S1]

PURSUED (mandatory): The servant executes his task reluctantly, cutting deeply across your throat, and filling the jar with your blood. When he departs, you drift in and out of consciousness until the one who has for so long pursued you finds you with your life nearly gone.

Roll two dice, adding one each for Appearance and Respected:

- 2–7: Your enemy complains bitterly to thin air of this attempt by fate to thwart revenge. Then, shrugging philosophically, your enemy remarks, "Strange indeed are the ways of Allah. Goodbye, my wretched foe." Your end is mercifully brief, though painful. [Death]
- 8+: Your foe prepares to end your misery, then reconsiders. "To slay you now would be a mercy, and you are not deserving of such. I cannot have my revenge until you are well." To your surprise, your enemy stays with you until you have recovered somewhat from your wounds, cursing you the while. When he feels you are able to travel, he takes you to the nearest civilized area, leaving you with the warning that you will see your foe again when you are once more a fit recipient of revenge. After pronouncing this doom over you, your enemy rides off. [D2/S2/Enduring Hardship/*Accursed*/Have another player move you up to four spaces]

344

Your attempt to sweet-talk a favor out of the other is 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 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. [D2/S2/Quick Thinking]

345

"I'll grant your desire," the other says in response to your well-considered words.

NO SKILL: "In return for this gift, there's a task I would have you complete. To ensure that you fulfill your part of the bargain, perhaps an enchantment of the Far East might serve." [D2/W+1 (Max: Rich)/*Under Geas*]

APPEARANCE: "Your perfect form reminds me of the Eastern Willow," he proclaims. "It makes me yearn for the pleasures of the Orient. It is my honor to assist you." [D2/W+1 (Max: Rich)/*Respected*/You may lose one status of your choice]

346

The other is not pleased by your words. "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."

NO SKILL: You are given a choice of how to appease the other. You must think quickly to give him the best gift. [Choice of W-1 (Min: Poor) or Lose one **Treasure** or *Imprisoned*]

BEGUILING: Your listener hangs on your every word and sends you on with his protection. [D2/S1/*Blessed*]

SEAMANSHIP: You notice that the other has scale models of sailing ships as decorations. You tell him tales of your sailing adventures and he hangs on every word. He sends you on with the blessings of Allah. [S1/Courtly Graces]

347

The other, ignoring your words completely, seems very interested in your accouterments. "My, what a lovely bauble you have."

NO SKILL: The other waits for you to give him the item he so admires. [D1/Choice of W-1 (Min: Beggar) or Lose one **Treasure** or *Pursued*]

QUICK THINKING, BARGAINING AND 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. The other has pity on you for your misfortune. [D1/S1/Storytelling]

348

The other seems bored by your words and deeds. "Many come to me speaking fine words. What do you truly want?"

NO SKILL: Regrettably, his heart is closed to you. [*Scorned*]

STORYTELLING: Wisely realizing the chilly disposition of the other, you comment, "I merely wished to do you a kindness, but I see I am unwelcome." You leave without a backward glance. The other is amazed, calls you back, and gives you a wonderful gift. [D2/**Treasure**]

349

The other regards you speculatively.

NO SKILL: With contempt dripping from every syllable, he asks, "How could such a one as *you* aid *me*?" Those around hear his words and revile you. [D1/*Scorned*]

APPEARANCE: The other is struck by your great beauty and accepts your help. You deliver him from an unfortunate situation. [D2/S1/*Beloved* (if appropriate)]

BRASS TRUMPET (mandatory): The Brass Trumpet sounds a note of warning. You realize that the other bears you ill will, and you suddenly remember a pressing engagement elsewhere. [D1/S1]

350

The other says, "If you could aid me, I would be most grateful. I wish to visit my true love, the heir of a powerful king of my people. 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 AND DISGUISE: You make your host up as a feeble serving-woman, and the other gains access to the object of his romantic desire. The couple is pleased, and you are given a splendid gift. [D2/S1/Choice of W+1 (Max: Princely) or **Treasure**]

351

With sorrow in his voice, the other says, "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 child, and has you thrown in the dungeon. [D1/*Imprisoned*]

COURTLY GRACES, SEDUCTION: With skillful words, you get on the good side of certain nabobs and emirs of the Caliph, and are able through a cunning pretext to arrange the tryst. Your efforts are well-rewarded. [D1/S2/W+1 (Max: Rich)/Beguiling]

352

You encounter the other at the docks. You try to converse with him

NO SKILL: At your first words the other starts and flees from you. [S1]

SEAMANSHIP: You speak about the sea and sailing to the other, putting him at ease. You discover that he seeks a companion for a journey to the Holy City of Mecca. You accompany him and along the way you learn a few enchantments. [D1/S1/*On Pilgrimage*/You may lose one status of your choice]

353

"Well," the other says excitedly, "I can indeed use your aid. I have no need for 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*]

WEAPON USE: You defend yourself as he attacks you and tries to take your blood. He desists only after losing a large portion of his own. After he lies dead at your feet, you find some interesting items. [D1/S1/**Treasure**]

QUICK THINKING: You agree to give him what he seeks, but you casually mention that you have a serious and terrible sickness of the blood that may make yours less useful. The other leaves in haste, and you compliment yourself for your cleverness. [D1/S2/Beguiling]

354

The other says, "Indeed, I desperately need your aid. You must hide me from a powerful enemy to whom I seem to have given offense and who now seeks to slay me. If you are successful you will be rewarded."

NO SKILL: The villain—an enchanter of evil aspect—comes to town as predicted. Although you do your best, your companion is slain, and you nearly perish in their battle. [S1/*Crippled*]

STEALTH AND STEALING: You know many good hiding places and find sanctuary for your companion. Your underworld friends keep you informed until the foul sorcerer has left the area. [D1/S1/W+1 (Max: Rich)]

BRASS TRUMPET (mandatory): The Brass Trumpet sounds a note of warning as the other's enemy comes near, and you manage to hide the other well. When the enemy has departed, the other makes to you a gift. [D1/S1/W+1 (Max: Rich)]

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." You are surprised when he names a virtuous Vizier of wide renown—a man above reproach.

NO SKILL:

You may assist the other, or refuse:

If you assist him: The Vizier is easily delivered to his death, though he utters a terrible curse on all who acted against him. You are rewarded by the other's accomplices for your part in the foul undertaking. [D-1/S1/W+1 (Max: Princely)/Lose Piety/*Accursed*]

If you refuse: The other is furious when you refuse, robs from you much of your wealth, and vows your destruction. [D1/S1/W-3 (Min: Penniless)/Piety/*Pursued*]

ACTING AND DISGUISE, BRASS TRUMPET: You realize that the other is nothing but a wicked schemer. You pretend to assist the other but secretly warn the Vizier of his danger. You manage to trap him who sought your aid. The Vizier is most grateful and commends you to the Sultan. [D3/S2/W+1 (Max: Rich)/Beguiling/*Robe of Honor*]

356

Eagerly, the other accepts your offer of assistance, saying, "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, adding one each for Enduring Hardship and Acting and Disguise:

- 2–7: You burst out laughing before you can finish delivering your message, and the intended victim gives you a public thrashing before going 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 and Disguise]

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 can choose to aid him, or depart:

If you depart: You wisely refuse to cooperate with such insanity, and head on your way. [Wisdom]

If you assist him, roll two dice, adding one each for Wisdom and Scholarship:

- 2–7: You bumble the procedure, and a terrible curse strikes you! [D1/S1/*Sex–Changed*]
- 8+: You successfully retrieve the requested article from the caves, and your companion rewards you well. [D1/S2/W+1 (Max: Rich)]

QUICK THINKING: You have no trouble following his directions. You retrieve a treasure and manage to find a different exit, keeping the item you found. [D2/S2/*Pursued*/**Treasure**]

358

The other says, "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 this very place! You easily retrieve the item and earn the reward and the praise of the other. [D2/S1/W+1 (Max: Rich)/*Respected*]

359

"Ah, you may assist me in a difficult enchantment I am about to undertake!" The other hands you a scroll. "I have need to call forth a most powerful djinn. Read this aloud the moment he appears."

NO SKILL: You admit to the other that you know nothing of magic and cannot even read the scroll. You are sent away. [S1]

MAGIC: The djinn 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 djinn and order transportation to magical lands. [D3/S2/Move to the Dusky Land and have an immediate encounter]

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. You must eventually bid him farewell, to return to your own quest. Before you leave, he tells you a fascinating tale about your future. [D2/S1/*Fated*]

PIETY: You reply, "There is no strength or power but in Allah. If you are doomed, it is by His wise decree. And if there is no decree, you are not doomed." This cheers your companion, and he accompanies you, praising you to all you meet. [D3/S2/Enduring Hardship/*Respected*]

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 by skillful swordplay to win your way free, but your companion is left behind. [D2/*Grief Stricken*]

362

The other cuts short your words. "My own affairs call all my attention 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: When you offer to accompany him, he weeps with joy. The journey is arduous, but Allah has willed that you survive. [D2/S1/Opportunity to enter any Place of Power]

363

You see your intended victim enter a house, and 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 child of the owner of the house, preparing to elope with the other!

NO SKILL: With all this activity it would be far too dangerous to try anything here tonight! Praise Allah you were warned. What a stroke of luck! [D1/Luck]

ACTING AND 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

You enter the home of the other while he is occupied with a diversion you planned. While rooting through the possessions of your victim, you discover evidence that the other 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 and are declared an outlaw. You consider yourself fortunate to have escaped the guards alive. [D1/*Outlaw*]

STEALTH AND STEALING: Your escape route and diversions are so well planned that you can stay a few extra minutes and guarantee a little profit. [D2/S1/W+1 (Max: Respectable)]

365

You enter the dwelling of the other while he is away, but he returns 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/*Outlaw*/*Pursued*/**Treasure**]

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. You take a wondrous item and flee. [D2/S1/**Treasure**]

366

You fake a fire and the other 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 throw yourself on his mercy. He does not slay you, but makes you his servant. [D-1/*Enslaved*]

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. How lucky you are that you were standing close to the door when he returned! [D2/**Treasure**]

367

You trick the other into showing you 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, and there is no end to your pain. [D2/Choice of *Insane* or *Crippled*]

MAGIC: You recognize that a magical curse guards the other's possessions. You are able to turn aside the curse and pilfer a valuable item. [D2/S1/**Treasure**]

368

The other, lured away by a false seducer (hired by you), comes back just as you enter his treasure chamber.

NO SKILL: You try to slip out, but he catches you. "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 AND 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*]

WILDERNESS LORE: You perceive an evil aura about one of the treasures you stole. Suspecting a curse, you sell it to another for a substantial sum. [D2/S1/W+1 (Max: Rich)/Wisdom]

370

You accost the other, but he simply says, "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]

371

Your victim is caught in his bed, helpless. Although you feel pangs of guilt, you rob him anyway. [D-1/W+1 (Max: Respectable)/*Grief Stricken* (1 turn)]

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, for the curse lingers with you. [D1/S1/*Accursed*]

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 to do no more evil. [D1/S1]

373

You are caught in the act. Mercifully, the other spares your life.

NO SKILL: However, he has you banished from here 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.

If the other is of opposite sex and you are not Married: You are both smitten with love for each other, and retire to a private place to better become acquainted with each other's charms. [D2/SI/*Beloved*]

Otherwise: You become the other's faithful companion, and join him on his holy pilgrimage. [D2/SI/Wisdom/*On Pilgrimage*]

374

Your victim seems to be far away, and you glimpse treasure and strange artifacts among his 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—a whipping and imprisonment. You burn at the thought of the treasure you might have had. [DI/*Wounded* /*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. [D2/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! [DI/S2/W+3 (Max: Princely)]

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. The other is amazed at your honesty, and shares the wealth with you. [D3/S2/W+3 (Max: Princely)/Wisdom/*Blessed*]

376

The other was rich beyond your wildest dreams of avarice! You gaze in awe at the priceless treasures scattered about his home—then begin gathering them up.

NO SKILL: Only later do you discover that the "priceless treasures" are really worthless junk. [DI/Bargaining and Evaluation]

BARGAINING AND EVALUATION, STEALTH AND STEALING: Suddenly you recognize that these "priceless treasures" are really worthless junk. Obviously they are decoys, and a more careful search reveals the location of the real treasures. [DI/SI/W+2 (Max: Princely)/**Treasure**]

377

You espy the other at some distance and you hasten to go unseen, that you might carry out your plans. But when you turn around, the other is suddenly before you, enveloped in a shimmering light!

NO SKILL: In a trice, your arms sprout dense fur—and grow much shorter. A voice behind you says, "Well I think you look much better that way." [DI/*Beast Form*]

WILDERNESS LORE: You recognize the gathering enchantment, and back hurriedly away, muttering a counter-charm. You leave in wisdom and in haste. [D2/Wisdom]

378

The other is wise enough to see an experienced traveler trying to avoid him. As you pass, he lets you go on undisturbed. [Wisdom]

379

Though you attempt to leave the other a great distance from yourself, it is to no avail. 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 some dirty alley. [D2/SI/W-2 (Min: Poor)/Lose one **Treasure**]

BEGUILING: Your obsequious apology and clever flattery mollifies your dangerous persecutor. Acting with great mercy, he decides to relieve you of one of your possessions and let you go free. [D2/SI/Courtly Graces/Lose one **Treasure**]

380

The other 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 two dice, adding one each for Courtly Graces, Beguiling, and Appearance:

- 2–7: You are made his slave. [DI/*Enslaved*]
- 8+: The Mercy of God stays his hand, and he lets you off with a light beating. [DI]

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, his curses ringing in your ears. You know this 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. The other invokes powerful names and works a strange trick upon you...

NO SKILL: A large crowd mocks you as you appear before them in the form of a donkey. Even after your own form is returned to you, you are humiliated beyond words. [D-1/SI/*Scorned*]

COURTLY GRACES: You stand before a crowd of his friends transformed into a donkey, but your grace and bearing under pressure so impress them that you win their sympathy. The other undoes the curse and all acclaim you. [D2/SI/Enduring Hardship/*Respected*]

BRASS TRUMPET (mandatory): As he works his magics, the Brass Trumpet sounds, shattering his concentration. You take advantage of the confusion to flee. [DI/SI]

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/*Insane*]

WEAPON USE: You instinctively turn and lash out with your sword, catching him off guard. Wounded, he staggers back, and you take the opportunity to make good your escape. [D2/S1]

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 woes!" The ever-fickle crowd pursues you relentlessly.

NO SKILL: You are not treated gently by the crowd, who are convinced you are a sorcerer. [D1/*Crippled*]

BEGUILING, BRASS TRUMPET: You stop and shout back at the crowd, telling them of the evil of the other. Your charisma and oratory dissuade 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 other by. [Lose *Respected*]

PIETY: You pass the other by with a prayer. He thanks you for your blessing. [D1/Piety]

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 troubles this other might bring to 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/Wisdom/*Grief Stricken*]

386

You prudently keep your distance from the other, who smells most foully. You see the Sultan's guards approach on horseback.

NO SKILL: The other does not get out of the way in time, and you watch in horror as he is trampled 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 other in getting out of the way of the Sultan's entourage. [D3/Wisdom/Piety]

387

At your words, the other says, "I have no patience with such foolish offers! 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 oldest child of the Caliph's most respected Vizier, you doubt you can be of help.

NO SKILL: [S1]

LUCK: While walking 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 Sultan! 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*/You may lose one status of your choice]

389

The other is suffering unending torments brought on by sorcery. "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)]

390

The other 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 can pass by, or do as you have been asked:

If you pass by: You decide not to endanger yourself by aiding the other. As you pass him by, he pronounces an awful curse on you. [D1/*Accursed*]

If you release him:

Roll two dice, adding one for Bargaining and Evaluation and three for Magic:

- 2–7: Freed, he attacks you immediately, overwhelming you with his magics. [D1/*Ensorcelled*]
- 8–10: When free, he keeps his promise of a reward, but in as miserly a way as possible. [D2/S1/Choice of W+1 (Max: Rich) or **Treasure** or Any status]
- 11+: Once he is free, he keeps his word and bestows upon you wonderful gifts. [D3/S1/W+1 (Max: Princely)/You may lose one status of your choice/**Treasure**/Opportunity to enter any Place of Power]

391

As you speak, the other cries, "Oh woe, seek not to take advantage of me, I pray. Have mercy upon me!"

NO SKILL: You take pity on the other. When you have concluded your deal, you realize you have been horribly disadvantaged, but the other is of course nowhere to be found. [D1/W-1 (Min: Poor)/*Envious*]

BARGAINING AND EVALUATION, BEGUILING: You recognize sneaky business tactics when you see them, regardless of the source. Politely, but firmly, you get what you want. [D2/S1/W+1 (Max: Rich)/Bargaining and Evaluation]

392

"I am willing to assist you," says the other, "but a more generous offer from you would better reflect the service I am to provide, would it not?"

NO SKILL: You agree, and the other's services do not come cheaply.

If you cannot pay: [*Enslaved*]

Otherwise: [W-2 (Min: Penniless)/Choice of Magic or **Treasure**]

STORYTELLING: You know just how valuable the other's services will be to you, and explain this to him. Moved by your wise words, he is willing to settle for a lower price.

If you cannot pay: [Magic]

Otherwise: [W-1 (Min: Poor)/**Treasure**/You may lose one status of your choice]

393

"Why," says the other, sweetly. "I would be happy to do business with you. Come with me and we will talk business together."

NO SKILL: You do so. "Here," he says, "let me give you—this!" You hear a loud *poof*, and suddenly your mind is no longer completely your own. [D1/W-1 (Min: Poor)/*Ensorcelled*]

STEALTH AND STEALING: You are immediately suspicious of the other. Anticipating a betrayal, you seize an obviously enchanted item from the other before he can do you harm. The other refuses to cooperate with you, so you keep the item in recompense. [D1/S1/W+1 (Max: Respectable)/**Treasure**]

394

The other is interested in dealing with you. "I have an item I'm sure you'll be interested in." The other shows you an interesting looking bauble. You realize 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 it: The other throws it in the river. He thanks you for your assistance. [S1]

If you accept it: You take the item despite its curse. [D1/*Accursed*/**Treasure**]

395

To your business proposal, the other responds, "I fear I have nothing that you need."

NO SKILL: "And while I am in the habit of giving alms, I do not give great rewards to the merely grasping." With that, he departs. [*Envious*]

ENDURING HARDSHIP: You tell of your past sufferings in a clear and firm voice, and you touch the other's heart; he does what he can. [S1/W+1 (Max: Poor)/Storytelling]

396

"I shall do as you ask," says the other.

NO SKILL: You soon learn that this cooperative character has very little to offer you. [D1/W+1 (Max: Penniless)]

LUCK: It just so happens that this otherwise unprepossessing fellow has a few remarkable magic tricks he can show you. [D1]

397

The other is in rather difficult straits at the moment, but agrees to try to aid you when you convince him that you can help him in return.

NO SKILL: You make known your needs, and quickly find that there is little he can do. You leave him to his fate. [D-1]

ENDURING HARDSHIP: Your own memories of hardship lead you to question the other about his predicament. Your conversation brings you greater understanding and you decide to truly help the other, giving up your plans of trickery. [D1/S1/Piety]

398

Hoping to get something for nothing, you offer to help the other if he will aid you with his clear magical talents. He agrees. You soon find (to your dismay) that the other is growing old, and has forgotten most of his skills.

NO SKILL: So time-bedimmed are his abilities that he is of no help whatsoever. [S1]

SCHOLARSHIP, 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 Djinn. [D2/S2/Opportunity to enter the Dusky Land]

399

The other falls for your trick, and speaks to you from the bottom of the oubliette in which you have cruelly trapped him. "You are a fool to do thus. If I escape, you shall surely feel my wrath!"

Roll two dice, adding one for Luck:

- 2–7: The other escapes your trap and relentlessly chases you. [D1/*Pursued*]
- 8+: You assay a few spells you have never tried before, and are surprised when they work! You never hear from the other again. However, there is this dog which keeps trying to bite you... [D2/S1/Magic]

400

You cry out a word of danger to the other, and he falls upon his prat in startlement. He looks up at your laughter and cries, "Woe is me! Must you add to my misery by making a fool of me?"

NO SKILL: You turn away, savoring the grandness of your low jest. [D1]

ENDURING HARDSHIP: You are ashamed of your actions, and resolve to be more compassionate in your future dealings. You offer to perform a task for the other to help him regain his dignity. [D1/S1/Choice of Piety or Wisdom/*Under Geas*]

401

Your victim, not wishing to believe ill of you, falls for your lie that there is a djinn enslaved in this very magic lamp (an old brass thing you found somewhere) and is willing to pay you handsomely for it.

NO SKILL: Afterwards, you accidentally meet him again, and he swears vengeance upon you for the trick you have played. [D1/W+1 (Max: Rich)/Beguiling/*Pursued*]

BEGUILING: You further convince him that it would be very dangerous to release the djinn, but that the mere possession of the lamp will confer upon him great fortune. 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)]

402

You tell the other your tales, with the proper embellishments to ensure that your listener understands the righteousness of your destiny. 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.

> *If your wealth is Respectable or greater:* [D1/W-1 (Min: Poor)/Choice of skill (1 use)/You may lose one status of your choice]
>
> *Otherwise:* You cannot pay, and you leave. You were so certain that your words would sway him... [Bargaining and Evaluation]

BARGAINING AND EVALUATION: You are able to bargain him down to a price that does not significantly affect your pocketbook. [D1/S1/Gain any skill (1 use)/You may lose one status of your choice]

403

You weave a complex tale of your needs and destiny to sway him to your assistance. The other is willing to take up any cause for free.

NO SKILL: Kindly he offers to deliver you from any mortal menace. [D1/Lose *Pursued, Under Geas, Enslaved, Scorned,* and *Imprisoned*]

WEAPON USE, MAGIC: Greatly impressed with your skills and subtle learnings, he places his own skills at your service as a friend. [D1/Weapon Use/*Respected*]

404

The other is willing to join you as an aid and traveling companion for a while, but warns you that he has been dabbling in strange and eldritch mysteries of late, and danger might come your way. Talking further, you learn that he has drawn the anger of one of the People of the Flame. You are willing to brave the wrath of that angry 'efreet for the pleasure of the company of this stranger.

NO SKILL: He is delighted at your bravery, and you travel a ways with him. During your time together, he teaches you some small amount of magic. [D1/S1/*Pursued* ('EFREET)]

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. He teaches you all the secret ways he has mastered. [D2/S1/*Pursued* ('EFREET)/You may lose one status of your choice]

405

You attempt to cheat the other of a portion of his inheritance by claiming to be a long-lost relative, but he hears your words with suspicion.

NO SKILL: The other discovers the falsehood of your statements before it is too late for him, and vows vengeance upon you. [D1/*Pursued*]

BEGUILING: Fortunately, you come prepared with falsified documents to "prove" your claim, and the other is completely taken in. [D2/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, and when eventually you depart, it is with the blessing of the other and many wishes of a speedy return. [D1/S1/W+1 (Max: Respectable)]

STEALTH AND STEALING: You completely hoodwink the other, so that even when you help yourself to some of his more interesting possessions, he blesses you. [D2/S1/W+1 (Max: Respectable)/Beguiling/**Treasure**]

407

You convince the other into investing in non-existent shipments of spices from far lands, and your scheme seems likely to bring you much of his money. To your amazement, within a few days you discover that the false merchant you invented for your hoax really does exist, and the other makes a great profit.

NO SKILL: You hurry to invest your money. Quickly you 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 cunningly redouble your efforts in the hoax, inventing 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 and Disguise]

408

Your intended victim is not taken in for a minute. "You are nothing but a sharper," he says menacingly, and drives you off with harsh words. Your humiliation is evident for all to see. [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 blatant lies.

NO SKILL: You hastily abandon your scheme and get out while you can. [D1/Wisdom]

BEGUILING, ACTING AND DISGUISE: So confident are you in your own talents of deception that you carry through with your plans. When they fail, as they must with a victim 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 lies quickly, and denounces you to the Sultan as the shiftless sharper you are. The Sultan orders you imprisoned that you might learn the folly of wickedness. [D1/*Imprisoned*]

WISDOM: You wisely sense that the other does not believe you, so you change tactics before it is too late, cleverly transforming your lie into the beginning of a parable about aiding strangers. You then ask for his aid, which he grants. [D1/S1/Storytelling/Quick Thinking/You may lose one status of your choice]

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: The other, no fool, subtly tests your words and gleans out their falsehood, and vows that you shall suffer for your impudence. You feel the power of his words fill your brain, driving out all other thoughts... [D1/ *Ensorcelled*]

STORYTELLING, ENDURING HARDSHIP: The other sees through your rather transparent lie but admires your boldness and sees other virtues in you that would be valuable to him on his journey. He decides to take you along anyway and teaches you some small tricks of his art. [D2/S1/ Opportunity to enter the Jeweled 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

You discover that the other is quite suspicious of all strangers, and he seems to have a great grudge to bear against all.

NO SKILL: Without cause, he suspects you of having been sent by his enemies, and has you bound and beaten near unto death. [D1/ *Crippled*]

ACTING AND DISGUISE: You are able to alleviate his suspicions through a superb performance of hatred against those he himself hates. Completely taken in, he treats you like a member of the family. [D1/S1/ W+1 (Max: Rich)]

414

Your cunning design makes a fool of the other, and you prepare to extort a small amount in exchange for keeping silent about his humiliation.

NO SKILL: The other weeps openly and bemoans the cruelty of humanity while handing over the requested sum. [D1/W+1 (Max: Respectable)]

WISDOM: The other weeps openly and bemoans the cruelty of mankind, for this is but the longest in a dire series of humiliations for him. You hear words of truth in his cries.

> *If you are the same sex as the other or are Married:* You take note of the poetic nature of the other, and repent your earlier decision. Instead, you aid the other in regaining his lost reputation. Though the path to redemption is difficult, witnessing the bravery with which he bears his humiliation inspires you. [D2/ Enduring Hardship]
>
> *Otherwise:* You take note of the exquisite beauty of the other, and repent your earlier intention. Instead you soon find that you are desperately in love. [D2/S1/ *Love Struck*]

415

At your words, the other throws himself at your feet...

NO SKILL: ...and proclaims himself your good friend and faithful companion. [D1]

SEDUCTION, APPEARANCE: (if of opposite sex): ...and proclaims himself your devoted lover. [D2/ *Beloved*]

416

You are able to use arcane means to place the other completely at your mercy.

NO SKILL: The other wails and bemoans his fate, touching your heart, but not causing you to free him until he performs a small favor for you. [D1/ Beguiling]

APPEARANCE (if of opposite sex): The other is well pleased to be at your mercy, as you are comelier than any he has ever seen. In truth, he is your equal in beauty, and you embrace with fierce determination. [D2/ *Beloved*]

417

Your attempt to overcome the other is easily defeated.

NO SKILL: When the other has you at his mercy, you are beaten and tortured until he has satisfied his wicked desires. [D1/ *Crippled*]

WEAPON USE: You redouble your attack with great skill, but you quickly realize that you are facing your equal (or perhaps superior) and prudently withdraw. [D2/ Wisdom]

418

You come upon him and defeat him easily.

NO SKILL: As you are looting his body, a shadow looms over you. The one you defeated was a servant sent to test you. The master remains yet to be faced!

You may surrender to the master or fight:

> *If you surrender:* You bow down and ask how you can serve him, and he demands you take the place of the slain servant. [D1/W-1 (Min: Poor)/ *Enslaved*]
>
> *If you fight:* When the master comes, you draw your sword and face him.
>
> *Roll two dice, adding one each for Weapon Use and Luck:*
>
> - 2–8: The master is most powerful and skilled, and cruelly thrashes you, leaving you bleeding near to death. [D1/ Lose Appearance/ Lose Weapon Use/ *Crippled*]
> - 9+: Though the master is most skillful, you fend him off until a twist of fortune gains you a second's advantage. You seize the chance and flee. [D2/S2]

QUICK THINKING, ACTING AND DISGUISE: You realize that the other you have defeated is merely a servant sent to test you. You quickly don his robes and muffle your face. When the master comes, your 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 deal with you. Instead, he chants a quick spell and disappears in a puff of smoke, leaving behind a pile of his effects.

NO SKILL: You root through them and recover some gold coins among the vast pile of junk. [D1/S1/W+1 (Max: Respectable)]

SCHOLARSHIP, BARGAINING AND EVALUATION: While searching the pile, you discover a handful of gems and a remarkable item of great magical power among them. [D2/S1/W+1 (Max: Rich)/ **Treasure**]

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: In your attempt to discover his hiding place, you interrogate him for many hours, learning of his many wicked misdeeds. 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 alarmed start toward the northwest corner of the room reveals a hidden trapdoor and the treasure within. [D2/S1/**Treasure**]

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, forcing him to defend himself. He is no match for you, and after a fierce fight you subdue him. As ransom he offers you coin and knowledge, including the secrets of hidden lands and arcane powers. [D2/S1/W+1 (Max: Rich)/Opportunity to enter the Dusky Land]

422

As you move toward him, the other stares at you wild-eyed. "So we meet again!" he cries. "Now I shall pay you for your crimes!"

NO SKILL: "I learned this in the mountains lairs of the infidel sorcerers!" Before you can stop him, he gestures magically. There is a loud *poof* and suddenly you feel... different. [D1/S1/*Beast Form*]

COURTLY GRACES: Quickly you speak in your defense, and your soft voice and well-reasoned arguments convince the other that you are not the one he seeks. [D2/S2]

423

As you approach, the other gestures magically and you are lifted and hurled into an old well. "There you shall stay until I choose to release you! Perhaps I shall have my servants bring you a morsel of bread every now and then." The other laughs maniacally and leaves.

NO SKILL: True to his word, he does not let you starve, but it is a long while before you are freed. [S1/*Imprisoned*]

STEALTH AND 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 envelops his body, and a fierce wind springs up. "How shall your actions benefit you, fool?" booms a voice from the air.

NO SKILL:

You may approach the body or leave it alone:

If you leave it alone: You leave the body of your slain opponent on the ground. Instead, you free his horse and go your own way. [D1/S2]

If you approach the body:

You struggle towards the body of the slain other, though the fierce wind batters you.

Roll two dice, adding two for Magic:

- 2–7: The closer you get the more difficult the going. Finally everything goes black as something invades your very mind and drives out your own thoughts. [D2/*Ensorcelled*]
- 8+: You manage to push through the howling whirlwind and rescue the other's purse. You do not tarry, but make haste away from this accursed place. [D2/S2/W+1 (Max: Rich)]

SCHOLARSHIP, STORYTELLING: You are well aware that there are creatures that can strike the living even from beyond death, and you prudently decide to leave the body alone. As you set about freeing the other's horse, you note the magical design on its saddlebags. [D2/S1/**Magic Saddlebags**]

425

As you step forward there is a blinding flash of light. When you vision clears, your foe is gone, and before you stands a fierce lion, growling menacingly.

NO SKILL: You are badly mauled by its claws and teeth. A passing dervish discovers you and tends to your wounds until you can again walk. [D1/S1/*Crippled*]

WILDERNESS LORE: You have experience with lions, and you fall to the ground and lie motionless, feigning death. The beast quickly loses interest in you and wanders off. [D2/S2/Quick Thinking]

426

Casting aside his robes, the other brandishes a wicked sword. "Come, fool!" he cries. "This is the fate you have chosen—do not shy away from it!"

NO SKILL: The other is an expert swordsman and cuts you to ribbons, leaving you for dead. [D1/*Crippled*]

DETERMINED (mandatory), **WEAPON USE, ENDURING HARDSHIP:** Clearly, he is your superior, and you observe many clever tricks with the sword as he cuts you in a hundred places. However, your determination keeps you standing even though your blood flows like a mighty river. In respect for your courage, he spares your life and tends to your wounds. [D2/S2/Weapon Use/Enduring Hardship/*Wounded*]

427

You engage the other in battle, but immediately you realize that never before have you fought one of such consummate skill.

NO SKILL: Easily, he defeats you. The other orders you thrown in his dungeon and fed on bread and water. [D1/*Wounded*/*Imprisoned*]

COURTLY GRACES, ACTING AND DISGUISE: You surrender immediately and plead for mercy with excessive flattery of the other's prowess. The other's vanity is swollen and you are permitted to leave. [D1/S1/Beguiling]

428

Your attack is turned aside, and you are defeated by the other. With a cruel laugh, he reveals himself to be a fire-worshipping Magian! He binds you in ropes and carries you to the lip of a volcano, which is rumbling as though about to erupt.

NO SKILL: In you go—but at that very moment the volcano erupts, belching forth a blast of gas that bears you far away. Miraculously, you are only injured by your landing and not killed outright, although your belongings are scattered across the face of the world and you are left

without means to travel. [D4/S2/W-3 (Min: Penniless)/ *Wounded*/ *Lost*/ Lose all **Treasures**]

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 through the Mercy of the Most Holy God, you are spared. When the eruption is over, you see that you stand at the lip of a strangely glistening valley. [D3/S2/ Piety/ *Blessed*/ Move to the Valley of Diamonds and have an 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! Before your eyes, a hoard of enraged 'efreets appears!

NO SKILL: You flee in terror! What awful machinery of fate have you set in motion? You tell your tale to the next person you see, and he nods and tells you a most remarkable tale that he has heard, which eerily echoes your own life... [D2/S1/ *Fated*]

MAGIC, EAGLE CENSER: Through the use of your magical arts, 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 token of great power over all of the djinn, and the 'efreets have come to take it back. Instead, you order this djinn to bring it to you. [D2/S2/ **Protective Talisman**]

430

You come closer, and discover that the magical other is trapped within a glass cage of cunning design. "Free me!" he cries, "and I shall serve you faithfully!"

NO SKILL: The glass shatters before your sword blows, freeing the other. He repays your favor with treachery, blasting you with the power of his magic and hurling you far away. [D1/ Have another player move you to any space except a Place of Power]

WISDOM: You wisely suspect the other's insincerity and refuse to free him. Upon hearing this, he pronounces an awful curse upon you! [D2/ Wisdom/ *Accursed*]

431

The other looks at you searchingly.

NO SKILL: Despair fills his words as he cries, "So long have I suffered. Are you sent by my enemies to torture me? Begone!" [S1]

APPEARANCE: With longing in his voice, he says, "Your soul is as clear as a mountain stream, and your visage resembles that of the full moon."

> *If you are the same sex as the other or are Married:* "Please stay by me and comfort me in my hour of need." You spend a day and a night with him and trade tales to lighten his suffering. He is a most skilled weaver of fiction, and you learn many tales from him. When you depart, it is with his blessings before the Most High. [D2/ Storytelling/ *Blessed*]
>
> *Otherwise:* The other takes your hand and presses it against his breast and kisses each of your fingers. "Please stay with me and be my love until the end of my days." [D2/ Seduction/ *Beloved*]

432

The other is stricken with devotion for you, but his fate is in the hands of the Sultan, and nothing may be accomplished without his consent.

NO SKILL: You are unable to obtain an audience with the Sultan, and cannot complete your fate with the other. Black sorrow fills your heart as you go on your way. [D1/ *Grief Stricken*]

APPEARANCE (female only): You pretend to be a present for the Sultan and say that you come with a message. You are obviously quite beautiful and the Sultan's attendants believe you. You gain an audience with the Sultan and you are able to convince him that the other should be given clemency. To complete the ruse, however, you find that you now must remain a servant of the Sultan. [D1/S1/ Courtly Graces/ Bargaining and Evaluation/ *Enslaved*]

433

The other is willing to fulfill your desire.

NO SKILL: However, he can only be with you for a short time.

> *If the other is of the same sex:* But while he journeys with you, he will help however he can. [D1/ Choice of skill]
>
> *If the other is of the opposite sex:* But while he journeys with you, he will love you as best he can. [D1/ *Blessed*]

PIETY: After realizing your pious nature, the other abandons his previous plans and takes up with you.

> *If the other is of the same sex or you are Married:* The other becomes your permanent companion and helps you throughout your life, lending his knowledge and skill to your cause. [D2/ Choice of skill]
>
> *Otherwise:* The other marries you and proves to be a loyal and loving spouse, most enthusiastic and energetic in the many acts which make a happy union between man and woman. [D2/ *Married*]

434

The other tells you he has duties which must be performed.

NO SKILL: And he has no time for the likes of you. [*Scorned*]

SEDUCTION (if opposite sex), **APPEARANCE:** However, a bit of dalliance never hurt anyone. You spend a few hours of bliss. [D1/S1]

STORYTELLING (if same sex): However, he is always interested in a good tale, and you spend several hours swapping yarns. [S1/ Storytelling]

435

The other looks upon you haughtily and sniffs. "Your desire is amusing to me, but no more than that. I will not do what you ask—please go." Contemptuously, he throws you a handful of silver.

You may take the coins or leave them:

> *If you take them:* You take the coins from the ground, even knowing that it will reflect badly on you. [S1/W+1 (Max: Respectable)/ *Scorned*]
>
> *If you leave them:* The dignity that Allah grants His followers gives you the strength to pass the coins by. Others remark on your acts, and your reputation is enhanced. [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." [Lose *Respected*]

COURTLY GRACES (if same sex): You persist, and your words and poems convince the other that you are one of breeding and taste. You dine together and discourse on literary matters and court gossip. [D1/S1/ Scholarship/Courtly Graces]

SEDUCTION (if opposite sex) **, APPEARANCE:** But when the other turns to look at you, he is struck dumb with love and desire. You smile, and he drops to his knees and begs you never to take your beauty from him. You bid him rise while you consider his suit, for truly he is most attractive, with a countenance as bright as the summer stars and movements as graceful as an eagle in flight. [D1/S1/ *Beloved*]

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 other. [D1/S1]

SEDUCTION, APPEARANCE: Despite his curse, he cannot contain his love for you, and soon you find yourself in the most compromising of positions with him. The other's arcane lore complements your knowledge of the arts amorous, and you spend a day and a night seeking new knowledge in each other's company. Finally, with tears you go your separate ways, as you know must be. He showers you with blessing before you go. [D1/S2/ *Blessed*]

438

The other 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, APPEARANCE, COURTLY GRACES: Your amorous charms and genteel nature combine to make you a superior suitor. The other favors you. [D1/S1/ *Beloved*]

439

In reply, the other explains, "You have many obvious charms, and I do favor you, but I have vowed that my spouse must be my equal. Come, let us duel, that you may prove you are worthy of me."

NO SKILL: Although you do your best to honor this strange request, you are bested, and must go on your way unfulfilled. [D1/S1]

WEAPON USE (if facing a Soldier or Dervish): The other is of great skill in his own realm, but so are you—you are your opponent's equal, if not superior. After the duel he throws his arms about you and professes undying love. [D2/S2/ *Beloved*]

MAGIC (if facing a Wizard or Enchantress): The other is of great skill in his own realm, but so are you—you are your opponent's equal, if not superior. After the duel he throws his arms about you and professes undying love. [D2/S2/ *Beloved*]

440

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 AND DISGUISE: Realizing that this is what the other admires most, you brazenly stand up to him and act even more brashly than before. The other's heart is won! [D2/S2/ *Beloved*]

441

The other grins at your words. "I will not marry you, for you are far beneath me. But you will make a fine servant!" The other's bodyguards take you.

NO SKILL: Upon your word of honor, you are allowed to journey on, but your freedom is not yours. [D1/ *Enslaved*]

STEALTH AND STEALING: You take the first opportunity to make good your escape, knowing that your former master will pursue you to the ends of the Earth. [D2/S1/ *Pursued*]

442

The other harkens to your kind words, and responds with joy. He follows you around, going on and on about how he would forsake his vows and all his power for you. His pathetic aspect repels you—for if he would throw over so much for your lovely face, how much could you possibly trust his love?

NO SKILL: You publicly humiliate him to get him to leave you alone. Though he does so, your actions bring no glory to you, either. [S1/ *Scorned*/ Lose *Respected*]

BARGAINING AND EVALUATION: Rather than risk confronting him directly, you take an unconventional approach. You throw yourself on the ground beseech him to hear more about his holy vows, that you may learn from his piety. Surprised, he tells you, you beseech him for more, and more, and more. After a while, he cannot stand to answer any more of your questions and decides to leave you alone once and for all. [S1/ Enduring Hardship]

443

The other is willing to follow you without regard for recompense of any kind. You have found a true and devoted friend and a mentor in the mystic arts. [D1/S1]

444

The other is unwilling to journey with you, but invites you to come to his home for an evening's entertainment.

NO SKILL:

If you are of the opposite sex: You commit a tremendous gaffe and are asked to leave. [S1/ *Scorned*]

If you are of the same sex: You enjoy his hospitality for some time before going on your way. [D1/S2]

COURTLY GRACES, STORYTELLING: Your host finds you a marvelous guest, and travels with you for some time before returning home. [D2/ S2]

SEDUCTION (if opposite sex), **APPEARANCE:** The other sees you as a superior person, and the other is willing to perform a small favor in gratitude. [D2/ You may lose one status of your choice]

445

The other is most generous, offering to assist 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/ W-1 (Min: Beggar)/ Choice of skill (1 use)/ You may lose one status of your choice]

ACTING AND DISGUISE: You pretend to total penury, and the other renders his services for free out of mercy. [D1/S1/You may lose one status of your choice]

446

The other is suspicious of your motives, and questions you closely about what you wish him to do.

NO SKILL: Unsatisfied as to your virtue, he refuses to accompany you. [S1]

PIETY: Your virtue is unmistakable, and the other willingly assists you. [D1/S1/Choice of skill]

447

The other is suspicious of your motives, and questions you closely about what you wish him to do.

NO SKILL: After speaking with you, he is still dubious, but is willing to serve you a while for a fee.

If you cannot or will not pay: [Lose Bargaining and Evaluation]

Otherwise: [D1/W-1 (Min: Poor)/Choice of skill]

BEGUILING (mandatory): Your confidence in your devious tongue steers you wrong—your attempts to convince him simply make him more suspicious. Adamantly, he refuses to aid you. [S1]

448

The other drops his cloak aside, and the hideous sight of his true form and physical shape are revealed!

NO SKILL: You recoil in horror. The other casts a baleful glance at you and spits at your feet. [D-1/S1/*Scorned*]

DETERMINED (mandatory), **ENDURING HARDSHIP:** You are inured to horror, and have seen much worse in your time. Your calm gaze pleases the other. "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/You may lose one status of your choice]

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, though you know you will incur the hatred of his enemies as if they were your own. This marks the beginning of a profitable companionship. [D2/S1/W+1 (Max: Respectable)/Choice of skill/*Pursued* (WIZARD)]

450

The other boasts, "I am far too powerful and learned to be the hireling of such as you! Begone!"

NO SKILL: Casually he gestures, 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** (mandatory): Your charms and flattery convince 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

In response to your request, the other says gently, "I'll be happy to accept the fee you offer, but I must warn you. Sometimes things don't always go as I anticipate."

NO SKILL: You take your chances.

Roll two dice, adding one for Luck and two for Magic:

- 2–8: The other is incompetent and nearly destroys both of you. Your mind is ravaged by the things that he calls up. [D1/S1/W-1 (Min: Poor)/*Ensorcelled*]
- 9+: The other performs with perfect skill. You feel as fresh as a newborn. [D2/S1/W-1 (Min: Poor)/Lose any statuses of your choice]

WEALTH: POOR or less (mandatory): You are too poor to pay the fee the other demands, and you leave. [*Envious*]

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 assistance elsewhere. [S1/Wisdom]

MAGIC: You point out the minor flaws in the other's technique, and he eagerly engages you as a tutor in the ways of sorcerers. Happily, he is endowed with wealth, and you receive great recompense for your lessons. [D2/S1/W+2 (Max: Princely)/You may lose one status of your choice]

453

"I cannot help you," says the other, "for I am old and weak and not long for this world."

NO SKILL: But the other finds you a kind soul and bequeaths you a magical item in his possession. [D1/S1/**Treasure**]

WISDOM: You recognize his power and beg that he become your tutor. The other is eager to leave his knowledge to a younger person, and he teaches you many secrets, including the secret location of a remarkable place. [D2/S2/**Treasure**/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: You bow your head and say, "As the Master of All Creation wishes, so shall it be." The other recognizes you as one of great piety, and gives you lessons that you might prosper in your affairs. [D1/S1/Bargaining and Evaluation/You may lose one status of your choice]

455

You ask the other if he has any wisdom he might share. He responds, "Heh, if it's 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]

456

You talk with the other, and he responds, "Let me tell you how I came to be this way, that my life may be a warning to those that seek wisdom."

NO SKILL: You hear the tale, and indeed take its warnings well. [S1/Wisdom]

WISDOM: The tale strikes deep into your heart, and a long time after, in a moment of great danger, you recall his words and avoid misfortune. [D2/S1/Wisdom/*Blessed*]

457

The other you encounter is so old and decrepit that you can't make out what he says.

NO SKILL: [S1]

QUICK THINKING: You think to search about for one of the old one's companions, and find one that can translate his mumblings into sense. [D1/S1/Wisdom (1 use)]

458

He says, "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 his tale, and consider the request, but it is too dangerous. In fact, you may have spent too much time talking to the wretched other. [D1/*Diseased*]

ENDURING HARDSHIP: The other's tale is so compelling and piteous that it strikes a sad note in your heart, and you are moved to undertake 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. [D2/S2/W+2 (Max: Rich)/*Vizier*]

459

You gain no information from the hideous other.

NO SKILL: Days later, you notice that people shun you because of the contact you have had with him. [D1/Lose Seduction/*Scorned*]

LUCK: Fortunately, no one knows that you have spoken with him, and you come away with both your health and your reputation intact. [D1/S1]

460

You give the other a sound thrashing, then discover that in your rage you have killed your victim. The local authorities are most displeased and hurl you in a dungeon.

NO SKILL: [D1/S1/*Imprisoned*]

WISDOM, PIETY: You are most ashamed and regretful of your precipitous action, and vow to start a new life, forswearing violence. [D2/S2/Choice of Piety or Wisdom/Lose Weapon Use]

461

Your victim cries out, but none will come to his aid. You laugh as he flees in terror. [S1]

462

Your 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. [D1/S1/W-2 (Min: Penniless)/*Wounded*]

COURTLY GRACES, BEGUILING: As you continue the beating, you calmly point out to the crowd the crimes of the other. They join you in ministering justice. [D1/S2/Acting and Disguise]

BRASS TRUMPET (mandatory): As you continue to beat your victim, you calmly point out to the crowd the crimes of the other. The peals of the Brass Trumpet do much to persuade the crowd of the truth of your words, and they join you in ministering justice. [D1/S2/Piety]

463

The victim accepts his abuse with resignation.

NO SKILL: The crowd also approves. Afterwards you discover that the other absconded with your purse! [S1/W-1 (Min: Poor)]

BRASS TRUMPET: Your reasons for this are truly 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 further). The crowds mock you for your foolishness. [S1/*Scorned*]

BARGAINING AND EVALUATION, 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. [D1/S1/W+1 (Max: Rich)/Quick Thinking]

BRASS TRUMPET: You draw forth the Brass Trumpet, and its blast convinces the crowds that the other is truly wicked, and they turn away from the other. Justice is served. [D2/S1/Wisdom]

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 his yammering is driving you mad! [S1/*Insane*]

ENDURING HARDSHIP, BRASS TRUMPET: You have pity on the poor wretch, who is obviously demented rather than truly evil. You convince another to care for him out of charity. Your reputation is enhanced. [D2/S2/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. It is wondrous and remarkable, and you learn much from it. [S1/Storytelling]

LUCK: Most marvelous are the ways of Allah! This is your long lost cousin, stolen by Bedouins at birth! You embrace the other, vowing to shield him from harm. In turn, his bravery is a constant example to you. [D2/S2/Enduring Hardship/*Fated*]

467

As you administer your blows, 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/S1/Wisdom]

STORYTELLING: You sense a mighty tale here and beg to hear it. It is a strange one indeed—for the wretched one is the noble's former lover, cursed by a wicked enchanter to bear this form. You are weeping openly by the tale's end. [D1/S3/*Grief Stricken*]

468

Your intervention prevents the ugly other from pressing his perverse suit on a comely youth, who is very grateful to you.

If you are of the opposite sex or are Married: The comely youth insists you accept a small gift in gratitude. [D1/W+1 (Max: Respectable)]

If you are the same sex and are not Married: The grateful—and most lovely—youth takes both your hands in his, and leads you to a private place where you spend an evening in most pleasant play.

NO SKILL: The skills of the other are most remarkable, and you are exhausted by your love-play. When the morning comes, though, he is gone. [S1/Seduction]

APPEARANCE: When the dawn comes, you find love growing between you like wildflowers. [D2/S2/*Beloved*]

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 other, but he manages to elude you. [S1]

STEALTH AND STEALING: You craftily move closer and overhear the conversation. The ugly one is a servant of a man you know to be a rogue and peasant, and the other 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)]

470

To your amazement, you see the beggarly one enter the palace of the Prince of the Faithful. You hurry to inform the guards, who bring you before the Sultan himself. Immediately you recognize him 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*]

COURTLY GRACES: You spend an evening in pleasant discourse with him, and he 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*]

471

The other notices you following him, turns, and spits curses at you.

NO SKILL: The crowd jeers at your embarrassment. [S1/*Scorned*]

MAGIC: The other notices you following, turns, and spits curses at you. You note the subtle hand-gestures of an incantation, and with your own magic turn his enchantment aside. The other is revealed as a wicked enchanter, and the passers-by aid you in administering his punishment. [D2/S2/*Respected*]

472

The other 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!" Smoothly, he disappears into the gloom. [D-1/S1]

BEGUILING, STEALTH AND STEALING: The other wanders about for hours. You realize that the other has noticed you and is leading you on a merry chase. You seize him and, in righteous anger, administer unto him a sound beating for his impudence. You are the hand of Allah's will. [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 rewards you for your aid. [D1/S1/W+1 (Max: Respectable)]

STEALTH AND STEALING: You force him to share the take. Impressed with your skill, the other joins forces with you on many other robberies, and your partnership is profitable. [D1/S1/W+2 (Max: Rich)/Stealth and Stealing]

474

The other spies you following him and cries out in a guttural tongue. Instantly you are surrounded by evil-smelling ruffians.

NO SKILL: They beat you horribly and rob you, but by the grace of Allah you are not killed. [S1/W-2 (Min: Poor)/*Wounded*]

WEAPON USE: Swiftly you draw forth your sword and lay about you in all directions. 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]

475

You trail the other to a secret place where he meets with others of his kind to plot some sort of mischief.

NO SKILL: You are seen before you can overhear their plans! You flee, and one of their number chases after you. [D1/S1/*Pursued* (THIEF)]

ACTING AND DISGUISE: You disguise yourself as one of the band and enter the house to hear their conversation. You learn that they are hirelings of a wicked Vizier who have been ordered to kidnap the Sultan that their master might take his place! You warn the Sultan, and the whole band dance on the gallows before day's end. In gratitude, the Sultan offers you the place of the Vizier. [D2/S2/*Vizier*]

BRASS TRUMPET (mandatory): As you draw near, the Brass Trumpet sounds a cry of alarm. The rogues scatter, but the city guards, alerted

by the trumpet-blast, catch them easily. With your testimony, they are convicted of plotting terrible deeds, and are sorely punished. You are rewarded for your role. [D2/S2/W+1 (Max: Rich)/ *Robe of Honor*]

476

The other is beset by robbers! With surprising strength, he hurls the first of them to the ground—then the rest are upon him.

NO SKILL: Alone, he is no match for so many, and he is overwhelmed. After the ruffians are gone you tend to his wounds. As he recovers, he tells you he is a rich merchant traveling incognito, and the robbers have made off with a handful of valuable gems. [D-1/S2]

WEAPON USE: You cannot stand by and watch as the other is attacked, and you throw yourself into the fray! The other is a mighty fighter, and with your help the robbers are driven off. The one you save is a rich merchant in disguise, and he rewards you with a gem as large as a horse's eye! [D2/S2/W+1 (Max: Princely)]

477

The other responds well to the interest you show and invites you to his humble abode to meet his wise and aged grandmother.

NO SKILL: The grandmother is as wise as the other said, and she offers you much sound advice. [D1/S1/Choice of Wisdom or Storytelling]

APPEARANCE: The grandmother stares at you and intones, "You are most beautiful, and you have in your eyes the look of greatness. It is fortunate that you have come here." She tells you a remarkable tale. [D2/S1/ *Fated*]

478

The other is happy for your kindness and brings you to a place where friends meet to spin yarns.

NO SKILL: You spend a thoroughly enjoyable evening with the friends of the other. [S2]

STORYTELLING, ACTING AND DISGUISE: Your tales are the best of the evening. You are brought before the Sultan, who has been visiting the inn while disguised as a humble merchant! Pleased with your stories, he invites you to the palace. [D2/S2/Storytelling/ *Robe of Honor*]

479

The other takes note of you following him. He turns and speaks words in a harsh voice, then disappears in a cloud of foul smoke!

NO SKILL: You suspect that you have encountered an enchanter or 'efreet, and go on your way, marveling at the wonders of the world. [S1]

LUCK: Later that week you happen to spy the other wandering in a market. Knowing his magical powers, you approach him. [Have an immediate encounter with a Kindly 'Efreet (Matrix M)]

480

Before you can come close to the other, he 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 for your inaction. [D-1/S1/ *Grief Stricken*]

PIETY (mandatory): In a burst of mercy, you rush forward to his aid, but the ruffians are too strong for both of you, and you suffer for your pious act. [D2/S1/W-1 (Min: Poor)/Piety/ *Wounded*]

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. [D2/S1/W-2 (Min: Penniless)/ *Blessed*]

482

The other turns. Meeting your eyes, he invites you to accompany him for a fine meal at his dwelling, and you feel a strange compulsion to accept.

NO SKILL: You are lead 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 their demonic enchantments. [D1/ *Ensorcelled*]

SCHOLARSHIP: From your studies, 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]

BRASS TRUMPET (mandatory): The trumpet's blaring sound breaks the hold the stranger has on you and the other flees in fright. [S1]

483

The other turns and greets you with a soft and soothing voice. You feel your attention drifting.

NO SKILL: Soon you bow down before him, saying, "Hearkening and obedience, O my Master." [D1/ *Enslaved*]

MAGIC, BRASS TRUMPET: 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 his maps. [D2/S2/Acting and Disguise/Opportunity to enter the Cave of Wonders]

484

You are led to a desolate place. Suddenly, he turns to face you and grows enormously! The one you followed stands revealed as an 'efreet! [Have an immediate encounter with an All-Powerful 'Efreet (Matrix M)]

485

You watch and listen as the other speaks to himself—in two different voices! You realize he is possessed!

NO SKILL: You mumble a prayer to Allah—through Whom all things are possible—for his deliverance from this foul fate. [D1/Piety]

MAGIC: You know how to break the curse, though it is difficult. The other is revealed as a traveling merchant, penniless and lost far from home. You piously offer him hospitality and guidance. In gratitude, he offers you a gift. [D2/S2/Piety/**Treasure**]

486

You have chosen the other as a target and follow him across town. When you come to a deserted spot, the other turns and gestures at you.

NO SKILL: It's a trap! The other's accomplices beat and rob you. [D1/W-2 (Min: Penniless)/ *Wounded*]

STEALTH AND STEALING: You realize from long experience that the other intends to rob you, and you avoid the ambush. [D1/S1/Choice of Quick Thinking or Wisdom]

BRASS TRUMPET (mandatory): The warning note of the Brass Trumpet sounds, alerting you to the bandits hidden around you. When they hear the trumpet, they flee, leaving you safely alone. [D1/S1]

487

With surprising strength, he wrests your weapon from you.

NO SKILL: The other wounds you with it and makes his escape. [D1/*Wounded*]

QUICK THINKING: You cry out, "Help, I am being robbed!" Your ruse fools several passers-by, who "come to your aid" and subdue him. You thank them and quietly relieve the unconscious one of his purse. [D1/S1/W+1 (Max: Respectable)/Beguiling]

WEAPON USE (mandatory): You panic, draw a dagger, and slay him, but you were seen committing the crime, and are pursued by the local guards. [D1/*Outlaw*]

488

You succeed easily. 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, thrown in prison, and barred from the court. [D1/S1/*Imprisoned*/Lose Courtly Graces]

SCHOLARSHIP, COURTLY GRACES: You recognize upon one of the items the seal of the Sultan. You prudently deliver both the wealth and the thief to the Sultan, who rewards you handsomely. [D2/S2/W+1 (Max: Rich)/Wisdom]

489

You easily take the other's purse. Weeping, he begs you to return it, as he needs that money to woo a lover.

NO SKILL: You laugh at this feeble excuse and count the small wealth you have gained. [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. It seems his project is hopeless, though, for he is exceedingly ugly.

Roll one die, adding one for Appearance:

- 1–3: You do your best, but the other's suit fails. But what a tale! [D1/S2/Storytelling]
- 4+: You succeed!

  If you are not Married: Passion, like a plague, spreads from mouth to mouth, and you have spent too long in the company of the other—for you have fallen for a beauteous youth who is the lover's best friend! You do not cease from assisting the other, but press your court on his friend most ardently. [D2/S2/*Love Struck*]

  If you are Married: You know some tricks of beauty, and teach them to the other. With your determined assistance, he presses his suit, and to your amazement, his love is returned in kind! He blesses you for your aid, and you go on your way knowing you have done a great deed. [D2/S2/*Blessed*]

490

You knock down your victim and start rifling though his garments while the other weeps piteously.

NO SKILL: You become overcome with revulsion for your deed. You fall to your knees and vow to purify yourself. [D2/S1/Piety/*On Pilgrimage*]

STEALTH AND STEALING, BARGAINING AND EVALUATION: You pity your victim, but your heart is hardened against pity. [D1/W+1 (Max: Respectable)]

491

The pitiful other is an easy mark, but penniless. You vow to pick your victims with more care in the future. [D-1/Wisdom]

492

As you gaze at the your pathetic victim sitting in sorrow on the ground before you, 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: Amazingly, the wretch turns out to be the eldest child of the Sultan, traveling in disguise and fallen on very hard times! Your generous action has touched his heart, and he invites you to share the hospitality of his father's court. [D2/S2/W+1 (Max: Respectable)/*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. Annoyingly, 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! Insanity and misfortune are embodied in this prattling jackanapes! [D1/*Insane*/*Accursed*]

COURTLY GRACES: You gracefully extract yourself without harming the other's feelings. [D1/S1]

494

Your victim spends a lot of time muttering to himself. You make off with his purse, and he doesn't even notice. Unfortunately, the purse comes with more than just gold—you take ill soon after. [S1/W+1 (Max: Poor)/*Diseased*]

495

Your victim notices you trying to lift his purse. With giggles, he hands over the purse and a concealed pouch that you had not even noticed!

NO SKILL: As he wanders off jauntily, you wonder about his mental health. [S1/W+1 (Max: Poor)]

QUICK THINKING: Realizing that one should not let a good thing slip past too easily, you encourage the other to bring you to his dwelling, where you help yourself to most of his valuables. [S2/W+1 (Max: Respectable)]

496

As your hands fall upon the other's purse he turns and stares at you. You stare into his eyes, which 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, who smiles most brightly at you.

You can slay the maiden or refrain:

If you refrain: She smiles and gestures. You hear a loud *poof* and feel... changed. [D1/*Beast Form*]

If you slay the maiden: There is final transformation: before you stands a hairless ape, who bows and greets you with kind and generous words. [D2/S2/*Determined*/**Hairless Ape**]

497

You easily rob your victim. To your amazement, his pockets are filled with huge treasures! As you remove them, a bright glow envelops you.

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)]

MAGIC: You realize that all this is a dream brought on by the other's enchantments. 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 stranger. [D-1/S1]

BEGUILING: 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. [D1/S2/Acting and Disguise/**Magic Bead**]

SEDUCTION (If opposite sex), **APPEARANCE:** It is a simple matter to provide the other with a few hours of entertainment (no matter how unpleasant he is) and obtain the bead as a present. [D1/S1/**Magic Bead**]

499

The object of your benevolence takes your coin and says, "Come, let me buy you a drink!"

NO SKILL: You spend a joyful hour delighting in his many ribald tales. [S1/Storytelling]

LUCK: As you drink together the other tells you many tales. To your great surprise, the other is very knowledgeable, and his tales contain valuable knowledge you have been searching for on the location of a strange place. [D1/S1/Opportunity to enter the Haunted House]

500

You hand the wretch a few copper coins. The besotted other 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: Respect)]

PIETY: You attempt to enlighten the other with the words of the Koran about wine. The crowd nods at your words and wisdom. But years in the grips of intemperance has destroyed his civility. He makes vulgar suggestions about your mother and camels, and you righteously beat him nigh unto death. [D2/S1/*Respected*]

501

The deranged other grabs your coin gleefully, turns and stares at you for a moment, and then attacks you!

NO SKILL: He beats you senseless before you can react. [S1/W-1 (Min: Poor)]

WEAPON USE: You are not caught off guard. You subdue the other with the pommel of your sword, and demand an apology. Tearfully, he tells a tragic tale of love and betrayal that has brought him to his pitiful state. [D1/S2/*Grief Stricken*]

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." With shaking hands, he gives you an old, rusted sword, saying apologetically, "I have never wielded it."

NO SKILL: You thank him and wait until you are out of sight before you cast it away. [D1/S1/W-1 (Min: Respectable)/*Respected*]

SCHOLARSHIP: You feel a thrill of power when you grip the sword. [D2/S2/W-1 (Min: Poor)/**Thunderbolt Sword**]

503

A mere glance at the twisted visage causes you to recoil in horror and disgust. You gather yourself up and offer a polite apology for your shameful act to the other.

NO SKILL: Grudgingly he accepts your apology, and goes on his way. [S1]

COURTLY GRACES: The other is placated by your tremendous apology and tells you the story of how he was disfigured. When he was young, he was bitten by a poisonous serpent in the Valley of Diamonds. He warns you against assaying it yourself, but when you press him for more information, he tells you how to go there. [D2/S2/Opportunity to enter the 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 spirit. Let me teach you more of your power, and of the ways of sorcery." [D1/Magic]

WILDERNESS LORE: You recognize the other as a powerful mystic, disguising his power for reasons unknown to you. You make clear by signs that you, too, are an enchanter of great accomplishment, and he leads you aside and gives you a gift before moving on. [D2/S1/**Treasure**]

505

You intended to offer him a few coins, but the other looks so pitiful that you hear yourself offering him 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 as he eats like a famished hyena. [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]

506

The wretched other 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)]

WISDOM: Suspecting the other of duplicity, you ask to meet the children. Shamed, he 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: 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. [D1/S1]

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 to you a devoted companion for a time and teaches you some skills. [D1/Quick Thinking]

510

"Thank you for your charity," he says. "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—the other spoke truly about the dangers of this place. [S1/W-1 (Min: Poor)]

WISDOM: You wisely accept the offer, and the other guides you away from harm. [D1/S1]

511

You pass the wretched one by.

NO SKILL: The next day you hear that he has died. Remorse overwhelms you. [D-1/S1/*Grief Stricken*]

ENDURING HARDSHIP: The pitiful sight of the other nags at your conscience, and your sympathy is strongly aroused by his plight. 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 the Lake of Colors]

512

A noble woman sees you as you avoid the other. She steps forward and cries, "Shame! Return to him and give proper alms, oh miser!"

NO SKILL: She will not desist until you give charity to the wretched other. [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/Beguiling]

513

The other is desperate and will not desist from pestering you. When you bid him to depart, he utters a vile curse upon you.

NO SKILL: You shudder and turn to apologize to the other, but he has vanished. [D1/*Accursed*]

ENDURING HARDSHIP: You turn and soundly chastise the other for his rude conduct. You tell him of how you endure your own hardships, and he is sobered. [D1/S2/Storytelling]

514

As you walk away, the other 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, and finally drive him away. [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. In thanks, he makes you a gift of the item. [D2/S2/Piety/**Ebony Horse**]

515

After observing his acts of staggering rudeness, you pass the other 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]

SCHOLARSHIP: You are struck by his bizarre words and pause to investigate. The other touches your face, and you feel faint and woozy. [D1/*Ensorcelled*]

517

The bizarre behavior of the other causes you to give him wide berth. Suddenly he cries out in an unearthly voice and charges you, fists waving.

NO SKILL: After savagely battering you, he dashes past, howling like a beast. [D1/S1/*Wounded*]

MAGIC: You realize that the other suffers from an enchantment. You fetch an ewer of pure water, invoke powerful names over it, and sprinkle it upon the other. Straightaway, he comes to his senses and recalls that he is a merchant, ensorcelled by a wizard for his questionable trade practices. Grateful, he rewards you for your help. [D2/S2/W+1 (Max: Respectable)]

518

As you attempt to pass, the other grips your wrist and will not let go until you give him a gift. You cannot break from his grasp.

NO SKILL: Rather than have him cling to you for the rest of your life, you pay. [D1/S1/W-1 (Min: Poor)]

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 and 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 of the wicked one, perhaps—seem to be constantly tripping you up. Your plight brings great laughter to all who see it. [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 words 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 as the other begins a tale of woe as you have never heard before!

NO SKILL: Weeping uncontrollably, you give him all the coins you are carrying with you. [W-1 (Min: Respectable)/*Grief Stricken*]

ENDURING HARDSHIP: You have faced many tragedies in your own life, and the plight of the other does not move you. Out of the charity that is the duty of all the Faithful, you hand over a few coins and comment, "There is no power but in Allah." [D1/S1]

522

The other offers to give you some information in return for a coin.

NO SKILL: You pay. The information is interesting, but not very useful. [S1]

BARGAINING AND EVALUATION: The other is able to steer you toward several profitable business ventures. [D1/S1/W+1 (Max: Respectable)]

523

The other tells you of a merchant he knows who you will profit by approaching.

NO SKILL: You do so, and enter into dealings with that merchant. He swindles you without mercy. [D1/W-2 (Min: Penniless)/Wisdom]

BARGAINING AND EVALUATION: If the other is so wise in the ways of business, then why is he so poor? You find better advice elsewhere. [D2/S1/W+1 (Max: Rich)]

524

The other demands alms before he will tell you anything.

NO SKILL: Reluctantly, you give him a coin. As you suspected, his information is worthless. [W-1 (Min: Penniless)]

WISDOM: You suspect that his information would be of no value, and you wisely pass him by. [D1]

525

The other gives you a hot tip on where to pick up some cheap black market goods.

NO SKILL: It was a set-up! On the way to the meeting place bandits emerge from the shadows and rob you. [D1/W-2 (Min: Penniless)]

BARGAINING AND EVALUATION: You suspect that this other is setting you up. You pretend to listen to his instructions, but instead you follow him. In a hidden place, you see him meet with a rough looking man, and listen as they plan your ambush. You pounce on your "benefactor" and punish him soundly. [D2/S2/Choice of Quick Thinking or Acting and Disguise]

BRASS TRUMPET (mandatory): The Brass Trumpet sounds its warning note, and you decide to steer clear of the wicked one. [D1]

526

The other whispers to you of the love a young noble bears for you. The other says his patron begs you for a rendezvous, and you go to the place that he names. 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]

APPEARANCE, 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 creature of indeterminate sex gazes out at you with love. The shrill laughter of her neighbors rings out at you. [D1/*Scorned*]

BRASS TRUMPET: You realize that the messenger made a fool of you. You return to him and punish him for his impertinence. [D1/*Respected*]

527

You question the other.

NO SKILL: Had you chosen to give offense you could not have spoken more rudely. He cries indignantly, "How dare you speak to me that way?" Roughly he beats you about the head and shoulders, and 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, shrewd thinker, well-respected by the Prince of the Faithful. He finds your words pleasing, and judges you interesting enough to be introduced to the Sultan, who finds in you a person of great worth. Fortunate you are to have taken a deferential tone! [D2/S1/*Robe of Honor*/You may lose one status of your choice]

528

Your victim senses your foul intent and flees.

NO SKILL: You follow, but he disappears through a trapdoor so cunningly crafted that you cannot open it. [S1]

STEALTH AND STEALING: The other disappears through a cunningly concealed trapdoor, but you are able to find the hidden catch. You follow and discover his 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, but never again do you see him. [D1/*Wounded*]

WEAPON USE: You skillfully defend yourself and neither you nor he can gain any advantage. You withdraw by mutual consent. [D1/S1/Weapon Use]

QUICK THINKING: As you ward off his blows, you cry out, "Help, thief!" The other must flee as bystanders come to your aid. [D1/S2/Quick Thinking]

530

The other defends himself with ease from your attack.

NO SKILL: Cunningly, he pushes you into a vegetable-seller's stall and makes good his escape. [S1]

ACTING AND DISGUISE: You drop your sword and beg for mercy. Surprised, he lowers his sword. "I didn't know I was winning," he says. Taking advantage of his surprise, you leap on him and wrestle him to the ground. You cannot hold him, but he flees, leaving you clutching his purse and a bag containing small, hard cakes. [D2/S1/W+1 (Max: Respectable)/**Magic Cakes**]

531

The other falls quickly, not expecting your attack. You remove his purse and flee.

NO SKILL: When you are safely away, 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. To your great surprise, the other you have bested is a notorious outlaw, and the Sultan showers you with honors. Truly you are the favorite of all of Fortune's children! [D2/S2/*Robe of Honor*]

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 was an innocent beggar. You are wracked with remorse and pledge to undertake a pilgrimage to cleanse yourself. [D1/*On Pilgrimage*]

ACTING AND DISGUISE: As you prepare to remove his head from his shoulders, you see that the other is in disguise, and is not the one you are looking for. You realize that you should be sure of all the facts before you act. [D1/Wisdom]

533

You hire the other to perform a small service for you, though he seems to be unwell.

NO SKILL: *Roll two dice, adding one for Enduring Hardship:*

- 2–7: You become ill yourself. [D1/*Diseased*]
- 8+: You manage to avoid the effects of the disease. [D1/S1]

LUCK: You, by great luck, have never been sick a day in your life. Praise Allah for His mercy! [D2]

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 AND DISGUISE: You apply the arts of disguise to the other, and are able to conceal his worst features. He successfully bears your messages. [D1/S1]

535

The other's appearance is so appalling that others defer to you in fear that he is a demon. Because of their fear, people refrain from to treating you other than honestly.

NO SKILL: Your business dealings here are enhanced. [D1/S1/W+1 (Max: Rich)]

MAGIC: You increase the demonic aspect of the other with lights and smoke. Your business dealings here are greatly enhanced. [D2/S2/W+2 (Max: Rich)]

536

The other agrees to help you for a nominal fee.

NO SKILL: Unfortunately, his fetid breath and warty appearance is too much for you to stand, and you seek for someone else to aid you. [S1]

DETERMINED (mandatory), **ENDURING HARDSHIP:** You have a strong stomach, and the other's fetid breath and warty appearance do not bother you. He is a valuable aid. [D2/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 lover.

NO SKILL: When your lover gets a look at the other, he lets out a yelp and bars the door, hurling curses after you! [D-1/S1/*Accursed*]

MARRIED (mandatory), **SEDUCTION:** You know from experience that the hideous other would destroy any mood of romance you might create, so you bid him wait some distance from your trysting-place. You and your beloved enjoy an uninterrupted session of late-night merriment. [D2/S1/Choice of *Beloved* (if appropriate) or Seduction]

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. The services he renders are small, but valuable. [D1/W-1 (Min: Respectable)/Choice of 1 skill (1 use)]

BARGAINING AND EVALUATION: You skillfully convince the other to accept a much lower price. [D1/Choice of 1 skill (1 use)/You may lose one status of your choice]

539

The other agrees to assist in your nefarious scheme.

NO SKILL: After the robbery is accomplished, he blackmails you for a large cut of the loot. [D1/W+1 (Max: Respectable)]

STEALTH AND STEALING: There is no honor among thieves. You suspect the other plans to betray you, so you betray him first. You arrange to have him arrested for the robbery, and you get clean away. [D1/S2/W+2 (Max: Princely)/Quick Thinking]

540

After insisting on payment in advance, the wicked creature runs off without performing the service.

NO SKILL: You swear vengeance, and your heart is consumed by greed. [D1/*Envious*]

ACTING AND DISGUISE: You disguise yourself, and the other, thinking you gone, comes out of hiding. You thrash him soundly. [D2/S1/*Determined*]

BRASS TRUMPET (mandatory): The warning note of the Brass Trumpet gave you notice that the other plans a double-cross. Rather than a bag of gold, you cleverly gave him no money at all, but rather a bag of stones. You laugh and depart. [D2/S1/Quick Thinking]

541

The other promises he will bring your love to your assignation. You pay him, and he becomes 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 careful 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 vow to honor his memory with acts of faith. [D2/S2/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)/Bargaining and Evaluation]

BARGAINING AND EVALUATION: You realize that the other has a sound (if unorthodox) business mind. Together you cook up schemes that bring you great profits. [D2/S1/W+2 (Max: Rich)/Bargaining and Evaluation]

QUICK THINKING (mandatory): The other is obviously a fool. You turn on your heel and go. [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 and Stealing]

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/Choice of any 1 skill (Master level)/Opportunity to enter the Undersea Kingdom]

544

The other is touchingly grateful to you for hiring him. Sadly, he is very incompetent.

NO SKILL: You bid him to depart the next day. [Wisdom]

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. This example of the loyalty you inspire makes others treat you with respect. [D2/S2/W-1 (Min: Respectable)/*Respected*]

545

A vision of purity, obviously the lover of the other you have met, 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]

SEDUCTION (if same sex as the encounter) (mandatory), **APPEARANCE:** As you listen to the tale, all you can think of is your lust for the other's lover. You press your advances, and the other cries, "Fiend!" and begins striking you. When you wake they have gone—and so has your purse. You are consumed by guilt, and swear to attend more closely to the demands of virtue in the future. [D1/W-1 (Min: Poor)/Piety]

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, and they beg you to share their hospitality for the night. [D1/S1/*Respected* (1 turn)]

BARGAINING AND EVALUATION, ACTING AND DISGUISE: You lavishly portray the efforts and risk you took to bring the rascal to justice. This brings you great profit. [D1/S2 /W+1 (Max: Rich)/Beguiling]

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 him. [D-1/S1]

PIETY: You visit no physical chastisement on the other, instead quoting 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/*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/W+1 (Max: Respectable)/*Grief Stricken*]

ACTING AND 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]

549

The other dodges your attack artfully.

NO SKILL: Avoiding your grasp, he disappears into the night, hooting scornfully at your incompetence. [D-1/S1]

QUICK THINKING: The "attack" the other anticipated was only a feint, and his dodge carries him right into your arms. He shrieks with surprise when he realizes he has been outwitted. The authorities are most grateful and bring you praise for your role in capturing this villain. [D1/S1/W+1 (Max: Respectable)/ *Respected* (1 turn)]

550

The wretch is fighting for his life. In his desperation he is a most formidable opponent.

NO SKILL: Madly, he slashes you and escapes. [D1/ *Wounded*]

WEAPON USE: Though energetic, he has no skill in disciplined fighting. After his initial onslaught, your great skill quickly overcomes him. This victory enhances your reputation. [D2/S1/ *Respected*]

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, for you recognize him as one whose capture will bring a great reward. [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 and cheer you in your efforts. [D2/S1/ *Respected* (1 turn)]

552

As you attack the other, a crowd gathers, shouting encouragement. You discover from their cries that many are outraged by the crimes of the wicked scoundrel.

NO SKILL: Together you run the evil-doer out of town. [D1]

ENDURING HARDSHIP: You are moved to compassion by memories of your own hard times and the ridicule you have suffered, 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/Piety/ *Scorned*]

553

Even as he is fighting for his life, the other tries to bargain for his freedom, promising you information which could lead you to the fabled Jeweled Fortress.

NO SKILL: You are tempted—and duped. The offer was only a distraction to permit his escape. [S1]

SCHOLARSHIP: You suspect perfidy and question him closely about the Jeweled Fortress. After catching him in several falsehoods you feel doubly justified to continue thrashing him. [D2/S1/Wisdom]

554

As you step to the attack, you note the quality of his weapons and the confidence of his demeanor. He is a sublimely skilled swordsman.

NO SKILL: Your opponent humiliates you and spoils your clothes, and lays waste to extensive areas of your skin. [D1/ *Scorned*/ *Wounded*]

WEAPON USE: Despite your considerable skill, you barely manage to defend yourself, and finally you manage to escape unharmed. All who witnessed your battle are amazed at your ability, for none has fought this desert bandit before and survived. None think ill of you for retreating, and your reputation is enhanced. [D2/S2/ *Respected*]

555

The other you encounter is obviously a holy man, guided by the will of Allah. In conversation, 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/Wisdom/Piety/ *On Pilgrimage*]

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 jailed for harboring a criminal. [D1/ *Imprisoned*]

ACTING AND DISGUISE: You disguise the other as a wretched hag and tell the soldiers she is your diseased mother. They quickly move on. The other promises someday to repay the kindness. Soon, the other returns in his true identity as an honored Vizier and bestows upon you great gifts and honors. [D2/S2/ *Robe of Honor*/ **Treasure**]

557

The other scoffs at your offer of assistance, "I doubt that one of your limited qualities has much to offer me."

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 from the Koran. The other acknowledges your wisdom and begs you to be his counselor and tutor. [D2/S1/Wisdom/ *Respected*]

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 victims 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)/ Lose Piety]

ACTING AND 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)/Lose Piety]

559

The other is on his way to rob the home of a wealthy merchant. You volunteer to come along to act as lookout.

NO SKILL: You bungle the job, and you are both caught. [D1/ *Imprisoned*]

STEALTH AND STEALING: The other is pleased with your professionalism and suggests a lasting partnership. [D1/S1/W+1 (Max: Rich)]

560

The other asks you to aid him as a porter.

NO SKILL: He is a most remarkable companion. After a day of interesting encounters, he takes you home, where you meet his three sisters and share many delightful tales. [S1/Storytelling]

BARGAINING AND EVALUATION: You gain the other many good deals with your advice and shrewd bargaining. He is so pleased that he makes you a partner in his enterprises. [D1/W+1 (Max: Rich)/Bargaining and Evaluation]

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. You accept his payment, but know you must be on your way. [D1/S1/W+1 (Max: Respectable)/*Respected*]

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?" Before you can utter a word, he is gone. [S1]

DETERMINED (mandatory), **ENDURING HARDSHIP:** You dash after the other and manage to keep up with him. Impressed by your determination and industry, he hires you as a worker. You, in turn, are impressed with his wisdom, and agree to serve him for a short time. You learn much from him. [D2/S1/W+1 (Max: Respectable)/Bargaining and Evaluation/*Determined*]

562

The other is on his way to a tournament, and invites you as his second.

NO SKILL: The participants are far beyond your skill, and you learn only a little from watching them. [D1/Weapon Use (1 use)]

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/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, brutish ruffians surround you. They take you both and torture you for information you do not have.

Roll two dice, adding one each for Acting and Disguise, Enduring Hardship, and Quick Thinking:

- 2–7: You break down in a blubbering heap at the first application of the white-hot iron. The ruffians beat you scornfully and toss you on a trash heap. [D1/S1/Lose Enduring Hardship/*Crippled*]
- 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*]
- 12+: You stoically endure all they have to offer. Impressed with your fortitude, they offer you a place in their band and share with you their important secrets, including a wondrous magical place they know of. [D2/S2/Enduring Hardship/Opportunity to enter the Cave of Wonders]

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. [S1]

WEAPON USE, LUCK: You instinctively ward off the blow. The other bolts—but not until you get a look at his face. To your utter amazement, he is an old friend fallen on hard times! You pursue him and remind him of your friendship. You eat together, and he tells you of his exploits. [D2/S2/Storytelling]

565

The other begs you not to divulge his identity. In return, he tells you 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/*Grief Stricken*]

ACTING AND DISGUISE: In return, you tell the other how you penetrated his disguise. With a bit of kohl and a new garment, the disguise is improved ten-fold. He blesses you for your role in assisting the course of true love. [D2/S2/*Blessed*]

566

The other is curt, offended by your curiosity.

NO SKILL: "What call do you have to meddle in the affairs of others?" he asks, and strides away indignantly. [S1]

COURTLY GRACES: You buy the other a drink to make amends, and to loosen his tongue. You learn that 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 you of his shocking infidelities.

NO SKILL: You remonstrate fiercely, but he only scoffs and mocks your naiveté. All his friends join in the ridicule. [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 judgment, illustrating with gruesome tales of the adulterer's fate. Duly chastened, the other resolves to lead a better life. [D2/S1/Piety/Storytelling]

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 of his wrong-doings. You take his confession to interested parties, who reward you for the information. [D1/S1/W+1 (Max: Respectable)/Acting and 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. [S1/Wisdom]

WISDOM: You surmise the other plans to cheat you, and you wisely refuse the advance. With many sullen looks, the other finally agrees to perform the task you require, and you then deliver payment. [D1/W-1 (Min: Respectable)/Choice of any skill (1 use)]

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]

571

The other successfully completes a small burglary for you.

NO SKILL: As agreed, you split the take half-for-half. [D1/W+1 (Max: Respectable)]

BARGAINING AND EVALUATION, SCHOLARSHIP: Among the bizarre stolen artifacts, you notice an item you suspect of having magical powers. Graciously you offer to include it in your share despite its obvious worthlessness. [D2/**Treasure**]

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, that the other might have no implicating evidence if caught. The other impulsively agrees and gives you the item, with which you promptly abscond. You will have to guard against his vengeance. [D2/S1/*Pursued*/**Treasure**]

BARGAINING AND EVALUATION: Knowing the other is in a tight spot, you maneuver him into a deal favorable to you. He gives you the remarkable object for a bargain price to insure that you will not identify him to the guards. [D1/S1/W-1 (Min: Respectable)/Quick Thinking/**Treasure**]

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. You turn him over to the proper people, and receive a small reward. [D1/S1/W+1 (Max: Respectable)]

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 AND STEALING: An experienced operator like you knows the true valuables are often hidden elsewhere. While an accomplice provides a distraction, you slit the other's robe to get at the hidden purse there. [D2/W+1 (Max: Rich)/Stealth and Stealing]

575

You discover to your regret that your victim was only pretending to be occupied. 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 judgment. [D1/*Imprisoned*]

APPEARANCE: The other's nose is bent and his face warty, while your countenance is like that of the full moon. The crowd naturally thinks you the victim, and they cart him off for judgment. You make haste to be elsewhere before the truth is discovered. [D2/S1/Have another player move you one space in any direction]

576

As you deftly relieve him of his paltry possessions, you recognize that the other is on a pilgrimage. 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 suffering for a few coins... [D-1/S1/Lose Piety/*Grief Stricken*]

ACTING AND 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. You praise Allah for allowing you atonement for your crime. [D2/S1/Piety]

577

Reluctantly the other draws a sword 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*]

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 you 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, for the trinket once belonged to the Sultan's favorite wife.

NO SKILL: Your protestations of innocence fall on deaf ears, and you are cast into a dank and barren cell. [D1/*Imprisoned*]

PIETY: Many step forward to speak on your behalf as one of great piety and honesty, and finally the other from whom you stole the trinket steps forward and admits his adulterous liaison. The Sultan apologizes

to you for the near miscarriage of justice, and praises you as the instrument of fate who made clear the wrongdoing. [D1/S1/*Respected*]

579

Among the possessions you have snatched is a love note from the wife of the Vizier to someone who is *not* the Vizier.

You may return the letter to her, try to blackmail her with it, or bring the letter to the Vizier:

If you return it to her. The Vizier's wife is very grateful and provides for your entertainment in return. You learn much of the art of seduction from her and from the women of the Sultan's harem. [D1/Seduction]

If you attempt blackmail with the letter, roll one die:

- 1–3: Your scheme backfires. The Vizier's wife arranges for your abduction. You are kept far from the paths of civilized men. [D1/*Imprisoned*]
- 4–6: You are paid well for your nefarious scheme. [D-1/S1/W+1 (Max: Rich)]

If you bring the letter to the Vizier, roll two dice, adding one for Piety:

- 2–7: The Vizier does not believe you and has you banished for impugning the virtue of his wife. [D1/*Outlaw*]
- 8+: The Vizier is grateful for your aid and praises you for your virtue in bringing him the letter. "A lesser person might have sought to blackmail my wife with this." For their crimes, the wife and her lover are beheaded. [D2/S1/Piety]

580

The family of the victim is in no hurry to pay ransom. Even when payment comes, the victim refuses to return to them.

NO SKILL: You begin to feel that he shall never leave, and you suspect that you have made a dire mistake. [D1/*Accursed*]

LUCK: The other accidentally falls from a great height. At the funeral, you discover his parents are quite good and pious people. [D1/S1]

WEAPON USE: Your skill with the blade makes you think of a way to rid yourself of the intruder, and you discuss it openly in front of him. The other decides suddenly to return to his family. [D2/S1/Luck]

581

Your victim promises to be a model captive if you will split the ransom with him.

NO SKILL: You refuse indignantly, but the victim contrives to escape, and then identifies you to the authorities. [D1/*Outlaw*]

STEALTH AND STEALING: You know how difficult a contrary captive can be and agree to the bargain. There is more than enough for both of you. [D1/S1/W+1 (Max: Rich)]

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. They apprehend you easily, and under the threat of torture you reveal where you have hidden your captive. Finally, you are thrown in a prison cell. [D1/*Imprisoned*]

BEGUILING: You contrive a plan to safeguard against the other's treachery. When you meet the relatives, the 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, and the family has no choice but to pay. [D2/S1/W+2 (Max: Rich)/Quick Thinking/*Outlaw*]

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: Respectable)]

ENDURING HARDSHIP: You ignore the pathetic behavior of your captive, for you have suffered far worse than he. In time the ransom is delivered. [D2/S1/W+2 (Max: Rich)]

584

The captive's lover hears your terms, and begs for his safe return, but pleads poverty.

If you are of the same sex as the other and are not Married:

NO SKILL: 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*]

SEDUCTION, APPEARANCE: Your victim's lover expresses love for you, and likewise you are so taken with her graceful shape and clear voice that you decide to run away together. Your former captive vows vengeance. [D2/S2/Lose Piety/*Pursued/Beloved*]

Otherwise: Impressed by the passion they share, you release your captive without ransom. Surely Allah wills for their love to be! [D2/S1/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 the 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, BARGAINING AND EVALUATION: You take the other up on his offer and exact a service of great value in exchange for expediting the return of her love. [S1/Choice of any 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! He leaves you a bloody mess. [D1/*Wounded*]

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/W+1 (Max: Rich)/Weapon Use]

587

The other appears to be an easy mark and offers little struggle.

NO SKILL: Little did you realize that he was judging your wealth and vigilance! At a relaxed 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 AND STEALING: You keep a close eye on the other, seeing through his pretense of helplessness. You decide to take no chances, but instead keep him trussed until the ransom is delivered and you are rid of him. [D2/S1/W+1 (Max: Respectable)/Wisdom]

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: The other thanks you when released, but he has no place to go. Struck with your countenance and cleverness, he suggests a mutually profitable partnership. [D1/S1/W+2 (Max: Rich)]

589

The other 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, but find that his ill fortune lingers with you a while. [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 in your exchanged tales of misery you discover a common interest. The other becomes your lifelong and devoted friend. [D2/S1/Wisdom]

590

Your captive is surly and uncooperative and is worthless for ransom.

NO SKILL: You let him go without a word. [S1]

BARGAINING AND EVALUATION: You decide that he can be sold as a slave into the gladiatorial circuit. [W+1 (Max: Rich)]

WILDERNESS LORE: You speak briefly and find you share a love of the natural world. Finally, piecing together information each of you has, you discover a great secret—the location of a fabulous valley full of diamonds. You resolve to adventure there together. [D2/S1/Wilderness Lore/*Blessed*/Opportunity to enter the Valley of Diamonds]

591

The slavemaster says, "This clever man is very well-learned, extremely quick of wit, and commands a high price."

If you are at Wealth: Penniless or less, or choose not to buy the slave:

You decline to buy him at the price quoted. "You do not know what you are missing," says the slave master, and goes to the next client. [Bargaining and Evaluation]

Otherwise:

NO SKILL: The asking price is very high. You buy him. He is an excellent servant, with as sharp a mind as promised, although one morning you discover that he has run away. [W-2 (Min: Beggar)/Scholarship at Master level/Quick Thinking at Master level]

BARGAINING AND EVALUATION: You shrewdly make inquiries into the history of the slave, and discover that he is a chronic runaway. You use this to haggle down the price. He is an excellent servant, with as sharp a mind as promised, although he does eventually manage to run away despite your close watch. [W-1 (Min: Beggar)/Scholarship at Master level/Quick Thinking at Master level]

592

The slave's business acumen is common knowledge, and many highborn people are competing for him. However, he is quite advanced in years.

NO SKILL: The asking price is very moderate for a slave of his intelligence.

You may buy the slave for 1 wealth level if your wealth is Respectable or greater:

If you buy the slave: The slave's business acumen is excellent; eventually, he buys his own freedom, but not before helping you in your dealings. [W-1 (Min: Rich)/Bargaining and Evaluation at Master level]

Otherwise: The slave goes for a high price, and you later hear that he has increased his master's already formidable wealth. [Bargaining and Evaluation]

SULTAN, VIZIER, RESPECTED, ROBE OF HONOR (All mandatory): None dare bid against you, for fear of insulting one so highly placed. The slave master decides to cut his losses by giving the slave to you as a gift. You get the slave for free and learn much of the world of trade from his vast experience. Eventually, though, the Ender of Stories takes him to his grave. [Bargaining and Evaluation at Master level]

593

This slave is highly touted for her quick wits.

If your wealth is Beggar: Although you are sure she is worth every penny of her asking price, even that low sum is beyond your means. [*Envious*]

Otherwise:

NO SKILL: She is bright and has a remarkable degree of luck, and serves you loyally. Her good fortune is infectious. [W-1 (Min: Beggar)/Quick Thinking/Luck]

WISDOM (mandatory): You are not about to let some slave tell you what to do, and you decline to bid. [D1]

594

The girl is marvelously attractive, and seems trustworthy. The price is remarkably small.

NO SKILL: You gladly buy her, 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. Before long, you have foiled three escape attempts, although you never resort to cruelly punishing her. When she realizes what a good soul you are, she decides to remain in your household. [D1/S1/Wisdom]

BRASS TRUMPET (mandatory): The clear note of the Brass Trumpet warns you of her untrustworthy nature, and you decide it would be best to pass her by. [D1]

595

The slave is quite a bargain, and, as you walk away from the market, he 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, making it hard for you to pass. This purchase may have been a mistake. [D1/*Accursed*]

COURTLY GRACES, BRASS TRUMPET: 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]

596

Because of his reputation, this slave costs you almost nothing. As the slave is serving dinner that night, a wicked 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 and executed for his crimes. [S1/*Wounded*]

BARGAINING AND EVALUATION: You manage to sell the slave to another who is as foolish as you once were. [D1/S1/W+1 (Max: Poor)]

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, for already you can feel sanity slipping away. [S1/*Insane* (1 turn)]

MAGIC: You realize the slave is under an enchantment and, once you free him of the spell, he becomes a loyal and faithful servant. [D2/S1/Bargaining and Evaluation/Wisdom]

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: You wisely contrive to treat the slave like a child. He is shamed by the lessons, and resolves to become a useful servant. [D2/S1/*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. You pay a fine for your slave's misdeed, though no fee can remove your humiliation before your friends. [D-1/S1/W-1 (Min: Poor)/*Scorned*]

RESPECTED (mandatory), **COURTLY GRACES:** You soothe tempers with a few choice words (and a few coins), then turn to the slave master and demand return payment for selling such a wicked slave. Abashed, he returns the money, and your reputation is restored. [D2/S1/Beguiling/*Respected*]

600

After your purchase, the slave confesses to you that he voluntarily accepted slavery to repay his debts. He asks to be allowed to conduct his business affairs that he might buy back his own freedom. You agree, and find that the former slave is a terribly clever businessman, and earns his price inside a month.

NO SKILL: He praises your kindness before the Most High before he departs forever. [D1/S1/*Blessed*]

RESPECTED (mandatory): You are such a kind and just master that once freed, he decides to remain with you as friend and business partner. Surely Allah has smiled on you, to bring you such a friend! [D2/S1/Bargaining and Evaluation/*Blessed*]

601

You have just purchased the slave and are leaving the market when soldiers stop you and bring you before the Sultan. You are told that the slave belongs to the Sultan and is 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 your 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*]

602

The other whispers to you of the predicament he is in due to his misdeeds and asks you to hide him from the authorities who would punish him.

NO SKILL: Reluctantly you agree. To your great surprise, the mercy you show him brings him closer to the faith, and he swears to undertake the Hadj to Mecca, and praises you with every step. [D1/*Blessed*]

PIETY (mandatory): You are indignant at such a thought, and you loudly denounce the other. All agree publicly that you are righteous in your judgment. 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 persistent rumors which reach your ears of the slave's indiscretions. One day an outraged citizen appears at your door and demands that the slave be turned over for punishment for his crimes.

NO SKILL: The evidence is incontrovertible. You must turn your slave over for punishment. [D1]

BEGUILING: You have anticipated this moment, and have concocted an alibi both clever and well-told, 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]

604

The slave is a bargain, and you quickly buy him. 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 much more expensive.

NO SKILL: Reluctantly you purchase her as well. The happy couple serve you joyfully, and praise you for your kindness. In time, you realize how

fortunate you are to have such faithful servants. [D2/S1/W-2 (Min: Beggar)/Luck/*Blessed*]

BARGAINING AND EVALUATION, STORYTELLING: You wait until the bidding is over and another has bought the maiden. You then approach the man who has purchased the female slave, and in great detail and with many superlative expressions, you relate to him 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/*Blessed*]

605

You purchase the slave at a good price, but afterwards you find him to be moody and depressed.

NO SKILL: All in all, you are disappointed with your purchase. [D1]

WISDOM: 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 wisely offer to help him woo his lady. [D2/S1/*Blessed*]

606

Your new slave seems cooperative enough at first, but with each day he becomes increasingly distant and preoccupied.

NO SKILL: Within the week he runs away. [S1/W-1 (Min: Penniless)]

WEAPON USE, STEALTH AND STEALING (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. You hear him muttering curses under his breath. [D1/*Accursed* (1 turn)]

607

You lower yourself to the ground. Clasping 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*/*Lost*]

PIETY: As you pray, a variously-hued snake slithers by. Is it a sign from Allah? You follow it.

Roll one die, adding one for Piety:

- 1–3: [Go to paragraph 762]
- 4+: [Go to paragraph 610]

608

You devote your full attention to your prayers.

NO SKILL: While you are thus distracted, a fiendish creature pounces upon you. The beast wounds you, and the untended wounds trouble your prayers and the pain tempts you to utter blasphemies. [D1/S1/Lose Piety/*Wounded*/*Lost*]

SCHOLARSHIP: As you are praying a great beast approaches you. You know from your studies that soft words will pacify a lion, so you speak soothingly to the beast. Apparently the creature is either deaf or not a lion, as it is not deterred from gnawing on you. You decide to pray elsewhere and as luck would have it, you find a familiar landmark. [D1/S1/Lose Appearance/*Wounded*/Lose *Lost*]

WILDERNESS LORE: As you are praying you sense a creature nearby. Preparing yourself for the beast's attack, you unfurl your robe and as it jumps, you capture it in the folds of your clothing. The beast is frightened and you take pity on it. You let it go and it slowly moves away, but it looks back, as if wanting you to follow. You do, and soon the beast brings you to a familiar landmark where you can continue your journey. [S1/Lose *Lost*]

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 two dice, adding one each for Enduring Hardship and Wilderness Lore:

- 2–7: [Go to paragraph 763]
- 8–11: [Go to paragraph 611]
- 12+: You triumph over all that stands in your way, and soon you stand before a marvelous place. [D2/S2/Choice of Wilderness Lore or Enduring Hardship or Luck/Lose *Lost*/Move to any Place of Power and have an immediate encounter]

610

The strange snake leads you on a tortuous path. At great risk, you hasten among sharp rocks to keep it in sight.

NO SKILL: Finally it disappears, and you stand, battered and exhausted and near unto despair until you realize that you stand before a well-marked road. [D2/S2/Enduring Hardship/Lose *Lost*]

WISDOM: You realize that chasing snakes is not a good way to solve your problem. You wisely give up and try to think of a more reasonable solution to your predicament. [S1/*Lost*]

611

With faith in Allah's grace you journey onward, seeking a landmark or a guide. You persevere through many great trials, but at last your body is exhausted.

NO SKILL: You collapse to the ground, not even feeling the pain in your limbs. [D2/S2/Enduring Hardship/*Lost*]

DETERMINED (mandatory), **ENDURING HARDSHIP:** You will not give up! You continue by force of will (and faith) alone. When you are at last discovered by a passing dervish, the light of reason has left your eyes. He vows to stay with you, giving you comfort and aid until you are well. [D2/S2/Piety/Lose *Lost*/*Insane*]

612

You travel for many days, following a faint track into the wilderness. Eventually you lose track of him.

NO SKILL: In your aimless wanderings, you come upon an ancient road, which you follow.

Roll one die, adding two for Magic:

- 1–3: [Go to paragraph 614]
- 4+: The road ends before a mysterious edifice. [Go to paragraph 778]

WILDERNESS LORE, SEAMANSHIP: Skillfully you chart a course by the sun and stars, and guide yourself back to civilization. All who you tell your story to are amazed by your cleverness. [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/Lose *Lost*/Have an immediate encounter with Strange Customs (Matrix I)]

SCHOLARSHIP: From your wide reading you recognize the people and are able to pinpoint your location. They are fascinated and eagerly coax you to tell them stories of distant lands. You spend many a day with them, and learn their strange stories. [D1/S2/Lose *Lost*/*Respected*]

614

Though you know not where you are bound, you journey on. A strange mist rises around you, and it grows thicker and hotter as you go deeper into it. Suddenly, a fearsome shape looms above you!

NO SKILL: You scream in fear, and mercifully your mind goes black. When you awaken, strange voices fill your mind, and you know not where you are. [D2/*Insane*/*Lost*]

MAGIC: You speak a secret word, and before its power the shape vanishes like an extinguished candle. You journey on into a mystical land. [D2/S1/Lose *Lost*/Move to the Dusky Land and have an immediate encounter]

615

As you sit waiting for a helpful traveler to come across you, a group of drunken brigands comes upon you.

NO SKILL: Suspecting you of spying on them, they torture you, scarring your face and leaving you for dead. [D1/S2/W-1 (Min: Penniless)/Lose Appearance/*Crippled*/*Lost*]

OUTLAW (mandatory), **ACTING AND DISGUISE:** You tell them you are an outlaw, and they accept this, but demand you undergo a test before they reveal to you their deepest secrets.

You can refuse the test, or agree to a trial:

If you refuse the test:
[Go to paragraph 1093]

If you agree to undergo an ordeal before learning their secrets, choose among trial by combat, by pain, or by storytelling:

If you prepare for trial by combat:
[Go to paragraph 1298]

If you steel yourself for a trial by pain:
[Go to paragraph 1120]

If you agree to 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 starving near 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, and they aid you in your return to health and civilization. [D1/S2/*Wounded*/*Diseased*/Lose *Lost*]

WILDERNESS LORE: With your great skill, you live comfortably off the land until one day you spy a group of traveling dervishes, who lead you back to civilization. They are endlessly fascinated by your tales of life in the wilderness. [D2/S2/*Respected*/Lose *Lost*]

617

You sit and pray that nothing will come to harm you.

NO SKILL: Nothing does. However, you are still lost. [*Lost*]

LUCK: A traveling merchant comes by and leads you back to civilization. He is also willing to pay you high wages for acting as his porter! (Some are just born lucky.) [D1/S1/W+1 (Max: Respectable)/Lose *Lost*]

WILDERNESS LORE, SEAMANSHIP: As darkness falls and the night blazes with the brilliance of a starry sky, you realize that you don't need to sit and wait—Allah helps those who help themselves. You use the stars to find your way back to civilization. [S1/Lose *Lost*]

618

You hear strange noises in the twilight gloom. Something is coming!

NO SKILL: You hide and see dark forms approaching. One of them catches your scent on the air, and they all flee. [D1/S1/*Lost*]

WILDERNESS LORE: You know to hide downwind of the creatures that they might not catch your scent. You watch in amazement as strange, dark creatures gather and caper in the moonlight, amidst a sound like crystal spheres jostled in the wind. Truly the spectacle is most remarkable, and you study them closely. You know that the Caliph in Baghdad is one who collects tales of strange beasts, and could you but tell him of this, you would be richly rewarded! [D1/S2/*Lost*/Place your Destination marker in Baghdad; when you arrive there, draw a random **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 you are no worse off. [S1/*Lost*]

STORYTELLING: With each tale you tell, their 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, including the location of a most remarkable place of which they know. [D2/S2/Stealth and Stealing/Lose *Lost*/Opportunity to enter the Cave of Wonders]

620

You think that you were questioning someone, but now you find yourself confused—not aware of your surroundings. 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/Lose *Lost*]

WILDERNESS LORE, SEAMANSHIP, SCHOLARSHIP: You wait until night and navigate by the stars, and soon you are again in lands you recognize. [D2/Lose *Lost*]

621

You think that you were questioning someone, but now you find yourself confused—not aware of your surroundings. You search your memory and examine your surroundings. You think you know the way to go, but you are not sure.

NO SKILL: *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): "Hunches" are not enough to base actions upon. [Go to paragraph 623]

622

You ponder furiously, searching for a clue to your whereabouts. You are sure that you were questioning someone, but now you're alone. 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 will think better in the morning. [S1/ *Lost*]

ENDURING HARDSHIP: You are sorely distressed, but you pull yourself together. [Go to paragraph 620]

623

You know not where you are, and pause for a few minutes to consider what to do next.

NO SKILL: You choose to wait where you are rather than wander about without any hint of where you are. No aid comes. [D1/ Lose Wisdom/ *Lost*]

LUCK: You wisely choose to wait where you are rather than wander about without any hint of where you are. Just as you were doubting your own judgment, an old friend appears—he started searching for you when you were late. You praise your good fortune, and return with him to well-known areas. [D2/S1/ Wisdom/ *Blessed*/ Lose *Lost*]

DETERMINED (mandatory): You scoff at your doubts, and choose boldly to 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 fall screaming to the ground. When you do not get up again, he departs, disappointed that you have not provided him with more entertainment. Still, you decide to cry out again for what further woes can you suffer? A passing merchant finds you and takes you to civilization where he wishes you better fortune. [D1/S2/W-1 (Min: Penniless)/ *Crippled*/ Lose *Lost*]

QUICK THINKING: You wisely fall silent and hide yourself after this unfortunate encounter, and you avoid several other unfriendly marauders. [D2/S1/ Wisdom/ *Wounded*/ *Lost*]

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 his speech and manner, and you hesitate to trust him.

NO SKILL: *You may accept his aid, or refuse:*

If you refuse: [Go to paragraph 1396]

If you accept: [Go to paragraph 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 you their hospitality and invite you to their dwelling. When you arrive, 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, but for now they merely hold you captive. Perhaps with luck and diligence you can free yourself... [D2/S1/ Lose *Lost*/ *Imprisoned*]

QUICK THINKING: They take you out of the house. On the way to the site of their evil rituals, they are stopped by a young soldier. You thrash about, and upon hearing you the soldier inspects the trunk, discovering you and freeing you from bondage! The unbelievers are unmasked and punished, and the Sultan showers you with honors for your help in capturing these villains. [D2/S2/ Piety/ *Robe of Honor*/ Lose *Lost*]

627

You trust him, for are not dervishes the army of the One God? You follow where he leads.

Roll two dice, adding one each for Seduction, Courtly Graces, and Appearance:

- 2–8: The "dervish" is really a robber who takes advantage of your gullibility. [S1/W-1 (Min: Penniless)/ *Lost*]
- 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. "You are destined to break the haunting," he cries. [D2/S2/ Lose *Lost*/ Move to the Haunted House and have an immediate encounter]

628

You plunge down the mountainside, offering fervent prayers of supplication to Allah as you are carried away 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/ Lose Piety/ *Wounded*]

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. [D1/S1/ *Wounded*/ *Lost*]

PIETY: You rise unhurt from a veritable tomb of rock. A nearby goat-herd witnesses your escape, and soon the tale is being told throughout the land. You come to be known as the Favored of Allah. [D3/S2/ Luck/ *Respected*]

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 at your foolishness and mock your lack of wit. [D1/ *Crippled*]

QUICK THINKING: You quickly realize that your chosen course will not avail you, and wisely scramble out of the way just in time to avoid serious injury. [D1/S1]

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 the exposed parts of your body. [S1/Lose Quick Thinking/*Wounded*]

FATED (mandatory), **LUCK:** The plunge is severe and you are sorely wounded, but when you regain consciousness you notice large gleaming gems scattered across the ground around you. Truly, Allah moves in mysterious ways! [D2/S2/*Crippled*/Move to the Valley of Diamonds and have an immediate encounter]

632

You cry for help, but none hear. You shout louder and louder. Suddenly, behind you is a rumble. You turn, and it appears as if the entire mountainside falls towards you!

NO SKILL: When the rocks have settled, you crawl away, badly hurt. [D1/S1/*Crippled*]

FATED (mandatory), **LUCK:** When you awaken, you find yourself standing before a dark and mysterious opening in the mountainside. In such ways does Allah reveal His will. [D2/S1/*Crippled*/Move to the Cave of Wonders and have an 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 once learned that it is best to go limp and let yourself be carried by a rockslide. Remarkably, this protects you from serious harm. [D2/S1/Quick Thinking]

634

Ducking and scrambling desperately, you avoid the worst of the slide.

NO SKILL: However, the effort wears you down, and eventually you are too tired to dodge a very large stone, which leaves its mark. [D1/S1/*Wounded*]

DETERMINED (mandatory), **ENDURING HARDSHIP:** You are tiring... but strain yourself far beyond your limits. You collapse, exhausted and befuddled, but you have avoided injury. [D2/S1/Enduring Hardship]

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: As 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. Truly you must be one of Allah's most favored children! [D2/S1/Luck]

636

You huddle behind a large boulder and the largest stones bounce harmlessly past.

NO SKILL: However, smaller stones batter your head until you are senseless. [*Wounded*]

WILDERNESS LORE: You remember advice you once heard about how to survive a rock slide. 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 before you a man in strange garb, his face concealed in the folds of his robe. He says, in a voice that chills your blood in your veins, "At the source of this river is a marvelous edifice. Give me a gift and I will lead you there."

If you have a treasure or your wealth is Penniless or greater, you may give him a gift or refuse:

If you do not or cannot give him a gift: He hisses at you and vanishes before your eyes! [S1]

If you give him a gift, roll two dice, adding one for Beguiling and one each for Seduction and Appearance (if you are female):

- 2–7: He accepts your gift, laughs hollowly, and vanishes before your eyes! [S1/*Envious*/Choice of Lose one **Treasure** or W-1 (Min: Beggar)]
- 8+: He leads you along the proper branches until you come to the promised spot. [D2/S1/Choice of Lose one **Treasure** or W-1 (Min: Beggar)/Move to the Jeweled Fortress and have an immediate encounter]

638

You pray to Allah for guidance. Arising from prayer, 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: You have seen this before in your travels; 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/W-1 (Min: Respectable)/Have another player move you to any coastal or sea space]

639

You pray. No angels come, nor does any beast speak with you, nor do mysterious signs float by on the river, and no demon nor 'efreet appears to menace you. But the river is beautiful and its subtle grandeur does not escape your notice. When you are satisfied that you have learned all that Allah has to tell you here, you stand and proceed on your way. [Scholarship]

640

As you call out the name of Allah, the waters begin to bubble and froth, and soon steam rises from them.

NO SKILL: Alarmed, you cease your prayers and withdraw. [S1]

PIETY: 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/Have an immediate encounter with an All-Powerful 'Efreet (Matrix M)]

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! By your quick action, you have broken the ancient web of sorcery. [D2/S2/*Blessed*]

642

Dread fills you whenever you approach the river.

NO SKILL: Your sense of foreboding compels you to withdraw. [S1]

DETERMINED (mandatory): Your curiosity about things magical overcomes your caution, and you creep back into the river. [Go to paragraph 643]

643

As you pass by, 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/W-2 (Min: Beggar)/Lose *Blessed*/*Insane*/Lose all **Treasures**]

LUCK: As you run forward, you trip over a stone and knock yourself senseless. When you awake it is dark and the river is quiet. You flee in terror, and thank your good luck for your clumsy fall. [D2/S2/*Blessed*]

644

You sit patiently from a concealed blind and watch the river. Various objects float by, but nothing of note.

NO SKILL: After a time you rise and continue on your way. [Wilderness Lore]

WILDERNESS LORE: By the riverbank you spy a few rare herbs that you know to be of medicinal value and gather them up, saving them for such a time as you might need them. [D1/Lose *Wounded*/Enduring Hardship]

645

As daylight slowly fades, a hush falls over the river. From your safe vantage point, you can see a soft golden glow in the distance. As night advances, the glow fades.

You may stop for the night, or follow the river:

If you stop for the night: When you awaken, the glow is gone, nor is there any sign of it to be found. [S1]

If you follow the river: [S1/Go to paragraph 614]

646

After a while you see a barge being rowed slowly down river. The people on board are dressed in sumptuous fabric and splendid ornaments. The barge draws near the bank towards where you have set yourself up

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. [D1/S2/W+1 (Max: Respectable)]

VIZIER, RESPECTED, ROBE OF HONOR (All mandatory): On board you see a stranger disguised to resemble yourself! You meet this person and hear her tale of unrequited love for your close cousin; he has disguised himself as you to attract your attention and win your aid, for your good name can be of great help to him. You are instrumental in bringing the lovers together. [D3/S2]

647

As you lean closer to the water, you see a distorted reflection of the face of a person 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, and you clutch your hands to your chest. You discover that you are... different. [D1/S1/*Sex–Changed*]

SCHOLARSHIP: You recall the ancient legends of the spring which makes a man a woman, and a woman a man. You are terribly thirsty, but decide to wait for a safer opportunity. [D1]

648

The waters are cool and refreshing. You rise from them feeling rejuvenated.

NO SKILL: [S1/Lose *Wounded*/Lose *Diseased*/Lose *Crippled*/Lose *Insane*]

BLESSED (mandatory): These marvelous waters have magical powers! You drink deeply, and give thanks to the Most High for His benevolent miracles. [D1/S1/Enduring Hardship/Lose any statuses of your choice]

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. [D-1/S1/*Scorned*]

WILDERNESS LORE: From your travels, you recognize this odor as harmless minerals, and do not hesitate to drink your fill. You collect a few bottles to sell as "health elixir". [D1/W+1 (Max: Respectable)/Lose *Wounded*/Lose *Diseased*]

650

A thrill of dark longing comes over you as you near the waters. Eerie voices in your head coax you to drink deeply, promising that your wishes will 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, and you drink deeply from the waters. [D-2/*Accursed*/**Treasure**]

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/*Beast Form*]

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, to use its magic power elsewhere. [D2/S1]

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 two dice, adding one each for Fated and Luck:

- 2–7: The water seemed to flow uphill because the river is backing up from a major flood. You are carried by a torrent of water until the boat is flung to shore and smashed to splinters. [D1/S1/*Wounded*]
- 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 discernible city in the clouds. When you arrive, you find it is deserted. [D1/S2/Go to paragraph 1129]

653

Using the materials at hand, you build yourself a raft and journey down river. 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, and you are well-fed before you journey on. [D1/S1/W+1 (Max: Respectable)/*Respected*]

LUCK, WILDERNESS LORE, BARGAINING AND EVALUATION: You happen to have built your raft out of rare sandalwood, which is worth a fortune in this city. You sell it at great advantage. Everyone is eager to learn where you harvested such a valuable treasure, but you can't recall. Your hosts are much displeased, and one follows you to learn of your secret. [D1/S2/W+2 (Max: Princely)/*Pursued*]

654

You set out on the river in a small boat. Soon the current grows faster and the water becomes 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 landing. You wrestle the boat to shore and get a chance to cook your catch. Among the ordinary fish, there are four of unusual size and color, which you preserve in a container of water. [D2/S1/Enduring Hardship/**Colored Fish**]

655

You make a raft, and launch it, following the current. After a time you grow concerned that the meandering course of the river is bringing you further from rather than closer to your destination.

You may stay with the raft or abandon it:

If you abandon the raft: Truly, that is an act of wisdom. [D-1/S1/Wisdom]

If you stay on the raft, roll one die, adding one each for Fated and Determined:

- 1–3: The river plunges underground and moves via dark subterranean passages to your very destination! [D1/S1/Move to any space except 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, which 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 traveler. [D1/S1/W+1 (Max: Rich)]

657

At the sound of your voice the waters seethe and roil. With a burst of spray, a gooleh emerges! "Woe unto you for disturbing me at my bath!" she cries.

NO SKILL: You scrabble 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: 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. [D1/S1/Wilderness Lore (1 use)/Acting and Disguise/You may lose one status of your choice]

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 past, and think upon the many souls gone to Spoiler of Worldly Mansions. [S1/*Grief Stricken* (1 turn)]

WILDERNESS LORE: The beauty of the natural setting soothes your troubled soul, and you give praise to the Most High for His creation. [D1/S1/Lose *Insane*/Lose *Envious*/Lose *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: Timidly, you croak, "Me??" This does not impress him. The last thing you remember is a burst of light... [S1/*Ensorcelled*]

BEGUILING, PROTECTIVE TALISMAN: You abase yourself before the 'efreet, saying, "Most marvelous is the tale I hear (and scarcely can I credit it, 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/Quick Thinking/**Magic Lamp**]

ENSLAVED (mandatory): Your master, who has brought you to this place, replies, "It was this slave, who will serve you to the end of his days, in recompense for this outrage, O mightiest of 'efreeti." Your master pauses, in thought. "Since, however, this slave's temerity has brought

us together, perhaps we can discuss matters of mutual advantage..." You spend the rest of your days fetching and carrying for the 'efreet, performing the daily housekeeping of the lamp, and so on. Your captor's magical prowess makes it impossible to escape, making the rest of your drab life a tale that is of interest only to those who would learn from its mistakes, and when finally you are released from servitude, it is only by the Host of Graveyards. [Death]

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! [D1/W-1 (Min: Beggar)/ *Scorned*]

SEAMANSHIP: Even beauty may conceal great dangers. You prudently stop the boat at a safe distance from the shore. [D1/S1/Wilderness Lore]

661

Beautiful indeed is the sight before you!

NO SKILL: You offer thankful praise unto Allah for bringing you this uplifting vision. [D1/S1/Piety]

WILDERNESS LORE, SEAMANSHIP (All mandatory): You are so busy studying the surroundings that you fail to appreciate the beauty, and your thanks to Allah for His bounty are perfunctory. [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 discernible. Thus are you saddened, but your faith remains strong. [D1/S1/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*]

STORYTELLING: You embellish the account in later tellings, and your reputation as a storyteller and poet is augmented. [S2/ *Respected*]

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*]

ENDURING HARDSHIP: Your experience has taught you that we must move past all things on our way to destiny, and to 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 as the ship disintegrates around you. You are cast up on an isolated shoreline. [S1/W-1 (Min: Poor)/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, and he rewards you handsomely for your skill. [D1/S1/W+1 (Max: Respectable)/ *Robe of Honor*]

666

The ship is in great peril! You hesitate, searching the sea for a clue.

NO SKILL: Your delay brings disaster. The ship strikes the rocks and is all but sunk. [W-1 (Min: Poor)/ *Scorned*]

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/Seamanship/ *Respected*]

667

Your ship is caught in a strong current and heads 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, and the ship crashes into the rocks. All is lost! You wash up on a distant shore. [D-1/S1/W-2 (Min: Penniless)/Move to any coastal space]

DETERMINED (mandatory), **ENDURING HARDSHIP:** Though the situation is desperate, you retain your composure and act decisively. You fight the current with furled sail, and save the ship. [D2/S2/Seamanship]

SEAMANSHIP: Though the wind fights you, you navigate the ship safely within reach of an island. But it is not an island you have seen on any map. [Go to paragraph 1158]

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: 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/W-1 (Min: Penniless)/ *Lost*]

LUCK, SEAMANSHIP: Though you acknowledge that it is a miracle, you manage to bring the ship through without damage. Beyond the reef are mysterious islands you have heard of in legends... [D2/S1/Piety/Move to Stonehenge and have an 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. [D1/S1/Piety]

LUCK (mandatory): You breathe a sigh of relief. "Praise Allah!" 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 to no avail. Allah's will be done: the ship is wrecked. You realize that Allah, in His infinite wisdom, has ordained you for great suffering, and you accept your fate with resolution and courage. [D1/W-2 (Min: Beggar)/Enduring Hardship/Piety/*Fated*]

672

You raise your voice to Allah. To your pleasant surprise, in response a strange dervish in a small boat appears and promises to guide you through the shoals.

You may follow him or decline:

If you decline: [Go to paragraph 669]

If you follow him, roll one die adding one for Piety:

- 1–3: He leads you directly onto a sand bar! While you are helpless, a hidden pirate ship appears to plunder you. [Your Wealth becomes Beggar; gain D1 for each wealth level you 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 at their beauty.

NO SKILL: However, you remain mindful of the safety of the ship and crew, and sail cautiously through the shallows. [S1]

STORYTELLING: It is all too marvelous! You must get a closer look that you might tell others! [Go to paragraph 660]

674

The coral is radiant in subtle shades of warmth and intensity.

NO SKILL: You dreamily reflect that nothing so beautiful 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, for numerous rocks might have holed the ship. [D1/S1/*Respected*]

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 until landfall, and then orders you from his ship. [D-1/S1/Have another player move you to any coastal space]

COURTLY GRACES: Pointing out that no misfortune has yet befallen any on the ship for the "crime" of admiring Allah's handiwork, you convince the others of the value of your action with piquant verses. They join you in silent contemplation of the ocean's wonders, and the captain is abashed for his misdeeds. [D1/S2]

676

You must alter the ship's course to avoid dangers.

NO SKILL: This necessitates an annoying delay and a long detour. [D1/Have another player move you up to three spaces in any direction]

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 judgment. Several times you run aground and must wait for the rising tide. Worse yet, the bottom is scraped repeatedly, leaving the boat almost useless. [S1/W-1 (Min: Poor)/Lose Seamanship]

WISDOM: The delay is worth the safety of your passengers. You wisely begin the long search. [D1/Have another player move you up to three spaces in any direction]

678

To avoid the shoals you steer farther from your course. They seem to go on forever.

NO SKILL: When finally you sight land, you realize that you are far from your port of origin. [S1/Have another player move you to any coastal space]

FATED (mandatory), **LUCK:** You sail on and on, becoming thoroughly lost. But your fate is not to perish at sea, and finally you spy a distant island. [D1/S1/Move to Stonehenge and have an 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. You will choose your places of prayer more carefully in the future. [D1/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, and those within are saved. [D2/S1/Piety]

681

You kneel and pray quietly from a safe distance while others are rushing about. In time, the fire is brought under control and all are rescued.

NO SKILL: As for your actions? 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 AND 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 for your acts, and the Sultan showers you with honor! [D3/S1/*Robe of Honor*]

683

You have a tryst to keep with one of whom you have grown quite fond. You by-pass the conflagration to avoid being late. The object of your attentions, however, was at the scene and viewed your craven actions.

NO SKILL: Publicly, your paramour reviles you, calling you a coward and vowing never to see you again. [D-1/S1/*Grief Stricken* (1 turn)/*Scorned*]

SEDUCTION: You take your love to a private place and explain, with soft words and softer caresses, that your haste was caused by your overpowering love. Your explanation is accepted and you are most surely 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*]

WISDOM: You notice two men who laugh and point at the flames. Wisely, you move closer to them to hear their conversation. You discover they have set the fire, for the owner of the house was a business rival. Your evidence is brought to the Sultan's attention, and the culprits are punished. You are rewarded for your role in bringing justice. [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 wearing 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]

SCHOLARSHIP: You recognize the red turban, the sign of the evil fire-worshipping Magian! Why, the cur has probably set the fire himself! You set upon the heathen dog and beat him, then drag him before the Sultan, who showers you with honors for this deed. [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.

NO SKILL, STEALTH AND STEALING (mandatory): A gleam catches your eye. Among the ashes you find a valuable gem! [S1/W+1 (Max: Rich)]

COURTLY GRACES: You find a valuable gem in the ruins and piously return it to the grieving family. It was a treasured heirloom, and they are grateful for its return. They praise your selfless acts to all they meet. [D1/S1/Wisdom/*Respected*]

687

You hear a cry from inside the burning building! You struggle to enter the house amidst the smoke and flame.

NO SKILL: The heat is too great, and within the house you can neither see nor breathe. In fear you retreat, coughing from the smoke you inhaled. [D1]

DETERMINED (mandatory), **ENDURING HARDSHIP:** 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 you are male and not Married:* The scent of her perfume rises above the smoke, and you stroke her hair as you hold her in your arms. Your love grows as the flames die. [D2/S1/*Beloved*]
>
> *Otherwise:* She becomes a trusted companion. Her many skillful tales bring you great joy in the long nights. [D2/S1]

688

The blaze is fearsome but you dash to the rescue. You search the house but find no one. When you emerge, you are shocked to be accosted and accused of setting the fire!

NO SKILL: Although there is no proof, the Sultan has you sorely beaten as a warning to other arsonists. [D1/S1/Lose Luck/*Crippled*]

QUICK THINKING, LUCK: In a desperate gambit, you tell your accusers that you are the owner of the house! Fortunately, no one ever claims otherwise, and you are acquitted and inherit the remains of the house with its contents. [D1/S2/W+2 (Max: Respectable)/Beguiling]

689

Bravely you enter the house, but are immediately crushed by a falling beam.

NO SKILL: Someone pulls you free before the house collapses. Indeed, 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! What luck! "Save me!" you cry. "I hear and I obey, master," the 'efreet roars. He gathers you up (along with the urn) and deposits you safely outside. With a gesture, he heals your sorely wounded back, and before he departs, he teaches you many powerful secrets of the world beyond the natural. [D2/S2/Opportunity to enter any Place of Power]

690

Your frantic cries summon a panicked mob of onlookers. They mill around in confusion, arguing amongst themselves.

NO SKILL: As they argue about what to do, the house burns to the ground. [*Determined*]

RESPECTED (mandatory), **QUICK THINKING:** 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 of the house thankfully reward you. [D1/S1/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. You are humiliated before all the people of this place. [*Scorned*]

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*]

692

You shout for assistance, but no one responds.

You may wait or enter the burning house:

If you wait: As you watch helplessly, the house is quickly consumed by the flames. You are greatly upset by this spectacle. [D-1/*Grief Stricken*]

If you enter the house: [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*]

694

The rain caresses 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. [D1/S1]

WILDERNESS LORE: You recognize this storm as a sign of an unseasonable shift in weather. You inform the local people. Those who heed you profit, while those who do not, suffer poor harvests. [D1/S1/Wilderness Lore/*Respected*]

695

There is no shelter nearby. The rain begins as a gentle drizzle, but quickly turns to a downpour. It rains endlessly.

NO SKILL: Many of your possessions are waterlogged and are destroyed. [S1/W-1 (Min: Poor)]

STORYTELLING: When the rain ends, a beautiful rainbow appears. You recall the tale of a foreign traveler concerning treasures at the end of rainbows. You set out to test the truth of the story.

Roll two dice, adding one each for Luck and Enduring Hardship:

- 2–6: You find that a rainbow has no end. [D1]
- 7+: On a distant shore you find a hidden cache of gold. [D1/S2/W+2 (Max: Rich)/Luck/Have another player move you 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. You are soaked to the bone. [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 a tribe of rats want to use it too. As you share the perfect shelter with your furry friends, you suffer several wounds defending your possessions. Finally, in the fullness of time, the wounds fester. [S1/*Wounded* /*Diseased*]

WILDERNESS LORE: You recognize that your first choice of shelters is infested with rats, and seek elsewhere. Soon you relax and watch the storm from a safe and dry spot. [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.

NO SKILL, SEA SPACE (mandatory): You lie dazed while lightning and thunder crash about you. Finally you wander off, with the pain in your head a constant companion. [D1/S1/*Wounded*/*Insane*]

LUCK: You tripped on a handle to a door in the ground. Who would have expected a trapdoor here? You open the door and pitch headlong into a deep underground chamber. This second fall addles your wits, but you can't ignore the treasure heaped about you. [D2/S2/W+2 (Max: Princely)/*Insane*]

699

You are in the open when the main force of the storm strikes! A lightning bolt crashes down at you!

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*]

SEA SPACE (mandatory): It strikes the mast, setting the ship afire.

Roll one die:

- 1–3: The fire spreads below decks, and the ship is lost. [Go to paragraph 315]
- 4+: The downpour finally extinguishes the flame, though the ship is damaged and some of your cargo is lost. [D1/S2/W-1 (Min: Poor)]

700

You run for cover and cower in terror as thunder shatters the air and lightning illuminates the sky. The wind screams and batters your body like stones from a sling. 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*]

SEA SPACE (mandatory): The squall pitches your ship like a toy. The sail is torn away, and the boat heels until the rails dip under. Yet your ship does not capsize, though much cargo is lost, and in the morning the storm is past. You have come upon an unfamiliar shore. [D2/S1/W-I (Min: Poor)/Seamanship/Move to any coastal space of your choice]

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*]

DETERMINED (mandatory), **ENDURING HARDSHIP:** 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/Enduring Hardship/*Determined*]

702

You huddle in your meager shelter, murmuring to yourself in wonder at the fury of the gale, while at the same time praying for it to stop.. 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*]

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. [D1/S2/Enduring Hardship]

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, and you are left sick and shivering. [S1/*Diseased*]

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 turns away from harming you. [D2/Piety]

MAGIC: You begin to pray, but your pride tempts you to use your magic to bind this powerful being. How you regret your vanity when your incantations only call his attention to you. Howling with glee, he reaches out, and his magic works terrible damage upon you... [D2/S1/*Ensorcelled*/*Beast Form*]

705

The heavens above you are illuminated by flashing light, and 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/*Lost*/Have another player move you to any space except a Place of Power]

SEDUCTION: The djinni is most attractive! You use your charms to convince the mighty being to carry you to its home and tarry with you awhile. [D1/S1/Move to the Dusky Land and have an 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/*Beast Form*]

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 storm front approaches, you resolutely stand your ground, for 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 storm front is approaching rapidly. You lose your nerve and try to avoid it. However, your quick wits betray you, for you outsmart yourself and put yourself right in its path. Perhaps it was the will of Allah that you be drenched in its enchanted rains. As you shiver in the downpour, you feel something insidious invade your soul... [S1/*Ensorcelled*]

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're well-hidden. [S1]

STEALTH AND STEALING: After this unnatural display has subsided, your curiosity about strange phenomena draws you to where the storm seemed strongest; perhaps you will find something of value there. 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 go on your way:

If you go on: [S2]

If you pick it up, roll two dice, adding one if you have Magic and three if you have the Protective Talisman:

- 2–7: The object is an ancient focus of evil sorcery. When you touch it, you are suddenly surrounded by leering lower djinns who promise you everlasting torment for your rash action. They hound you as you flee. [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/**Treasure**]

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/Appearance/*Sex–Changed*]

MAGIC: You quickly murmur the words of an ancient charm against storms, and hope for the best. Fortunately, the storm passes away. [D1]

710

Strange black streamers radiate from a swirling vortex of smoke and flame. Every way you turn, it is there before you. 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*]

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 proven yourself. I place in your hands this great treasure for safekeeping." [D2/S1/**Celestial Planisphere**]

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. [D1/S1]

MAGIC, SCHOLARSHIP (All mandatory): 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 much from witnessing his grisly demise. [S1/Scholarship/*Accursed*/*Grief Stricken*]

712

A great cloud of silvery light bobs toward you. You see patterns of movement within it, but cannot make sense of them without drawing nearer.

NO SKILL: You are too prudent to do that, and you go on your way. [S1]

MAGIC: There is a spirit trapped within the cloud of light. You focus your arcane powers and manage to release it from captivity. The grateful 'efreet tells you of battling a wizard for possession of a magical item. He was victorious, but suffered the wizard's final curse, and 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/**Treasure**]

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 vault of heaven.

NO SKILL: Unfortunately, your ignorance of your peril permits you to fall victim to the malign influences at work, and you feel a black doom cover your soul. [D1/*Accursed*]

SCHOLARSHIP: You learn much from your observations, and are protected by your mystic knowledge from the effects of the storm. [D1/S1]

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: You see that the smoke is coming from a censer. [Go to paragraph 316]
- 4+: There stands before you 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 'efreet 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/*Beast Form*]

  PROTECTIVE TALISMAN (mandatory): You are protected by your faith and your skill 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. At another word, the waters of the lake rush forward and fill the hole in the earth. [D2/S2]

715

Your voice attracts a spirit residing within the cloud of sparkling light. The indistinct form leaps forward and engulfs you, then passes again into the cloud.

NO SKILL: You struggle but find that your will is not your own. You turn and follow the cloud wherever it will go. [D1/*Ensorcelled*]

ENDURING HARDSHIP: You struggle against the charms of the evil spirit. Your will prevails over the charm of the magical being 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 raving with madness. [D1/S1/*Insane*]

LUCK: Miraculously, your cry was heard by a passing 'efreeteh who takes pity on you and snatches you out of danger.

If you are female or Married: She teaches you a charm to protect you from such perils. [D2]

Otherwise: She is overcome with longing for you, and you drink in her enchanted beauty. She is long of limb and full of breast. The love of the People of the Fire is like that of mortals, but more exhausting, and when you are finished, she does not wish to be parted from you. [D2/*Beloved*]

717

A strange warm rain falls from a cloudless sky. The drops tingle and taste like spiced wine, and a pleasant sensation courses through your

body, causing you to cry out in joy. [D1/S1/Lose any statuses of your choice]

718

Great black drops of water plop down all around you.

NO SKILL: You stick out your tongue to catch a drop. It burns like fire! You cough and spit but cannot rid your mouth of the poisonous taste. [*Diseased*]

LUCK: You note a beast about to lap at a small pool of the fluid. The creature squeals in discomfort, and keels over like a stunned mule. You take this as a sign, and you are careful to shelter your mouth and eyes against the poison. [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/*Beast Form*]

WILDERNESS LORE: You have observed many apes near here, but you know they do not occur naturally in these parts. You make the obvious connection and do not drink from this enchanted fountain. [D1/S1/Wisdom]

720

The other eyes you with disapproval as you give him a wide berth.

NO SKILL: "You think that you can just pass a noble and powerful being such as I? You shall wish you did not insult me so." [S1/*Accursed*]

ACTING AND DISGUISE: The other thinks you must be a powerful wizard and avoids you as well. [Luck]

LUCK: The other calls to you by name, and you turn to face him. In his hands is a bag of gold. "I believe you dropped this, did you not?" You say that you did not, and the other is impressed with your honesty, and gives you a blessing before departing. [D2/*Blessed*]

721

Fingering a bauble around their neck, the other approaches you. "Will you assist me in a very lucrative adventure?"

NO SKILL: You pass by the other without another thought. [D1]

BARGAINING AND EVALUATION: As you pass by the other, you can't help looking at their bauble, trying to determine its value. Next thing you know, you awaken in an unfamiliar area, with a heavy purse lying next to you. Apparently, the adventure was very lucrative - too bad you don't know what kind of adventure it was. [D1/S1/W+1 (Max: Rich)/Have another player move you three spaces in any direction]

722

The other is most impressive, but also most foreboding, and you pass on by. [D1]

723

You are most interested by the other, but you feel that time is of the essence, and head on to your destination rather than tarry overly long here. [Courtly Graces]

724

Never have you seen such a one, nor ever again are you likely to, for you soon leave them behind as you journey on. [Bargaining and Evaluation]

725

You want nothing to do with the other and wisely pass by.

NO SKILL: You continue on your journeys for many days. [Wilderness Lore]

ACCURSED, FATED, OUTLAW, PURSUED [All mandatory]: The other spies you and calls attention to you. "That is the one! That is the one!" You try to escape but they are too cunning for you and you are cornered.

> **NO SKILL:** They beat and rob you before turning you in to the authorities for crimes you may or may not have committed. [*Imprisoned*/Lose *Outlaw* and *Pursued*]
>
> **WILDERNESS LORE:** You notice that your assailants are all plagued with a rash that has a hardly known cure. You offer to heal them if they let you go. They are amenable to this and after they see progress in their healing, they keep their word. [D2/S1/Quick Thinking]

726

As you kneel before the fire, 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 throw off the fatal call. Soon the voices fade and, when you open your eyes, the flames are gone. You feel that you have passed a great test. [D2/Enduring Hardship]

FATED, INSANE, BEGUILING [All mandatory]: The voices speak to you in a voice that drips cunning, and promises you the fulfillment of all your dreams and ambitions, if only you will submit yourself in worship to the flames. You resist the siren call as long as you can, then suddenly succumb and leap into the fire. The voices turn to cruel mockery and laughter as you burn in great pain and are finally consumed. [Death]

727

Blue, green, and violet flames surround you, but the flames cannot touch one who speaks the name of Allah.

NO SKILL: Soon the flames die away, leaving you unscathed. [D1/S1/Piety]

ACCURSED, ENVIOUS, 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/Lose Piety/*Wounded*/*Insane*]

728

Flames dance before your eyes, and you cannot tear yourself away. You are being absorbed into the weird, rhythmic flickering.

NO SKILL: You reach for the fire and you are trapped! A tongue of flame pierces your head, burning with the pain of a thousand deaths. You scream as you feel the flame wrap around your mind and take control. Dazed, you touch your temple, and discover that the flame has left no mark—yet you can feel it in your mind still, controlling your very self. [D1/ *Ensorcelled*]

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 hypnotizes 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, and your mind is no longer your own. [D-1/ *Ensorcelled*]

PROTECTIVE TALISMAN: The flames are most interesting but caution dictates that you observe them from a safe distance. You force yourself to withdraw, turning back only when you are far away. To your amazement, the flames have disappeared without a trace! [D1/S1/ *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. As you watch, the flames recede, revealing that they hid a remarkable treasure. [D2/S2/**Treasure**]

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 awhile, averting your eyes from the strange sight. Finally you gather enough courage to look up—and discover it has vanished! [S1]

STEALTH AND 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/ *Pursued* (WIZARD)/**Sparkling Spear**]

732

You find your path blocked by a bloom of fire. As you run for cover your ears are filled by a great cry of agony and despair.

NO SKILL: Your fear is too great—you dive into shelter and huddle, shivering in terror. The screams continue, and then finally fade into the distance, but their chilling cadences linger, chilling your soul. [D-1/S1/ *Grief Stricken* (1 turn)]

DETERMINED (mandatory), **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 creature! You grab the maiden, drive off the demon, and run for your life.

If you are female or Married: Praise Allah you acted with such speed, else she surely would have perished. She becomes your lifelong friend. [D2/S1/Quick Thinking]

Otherwise: Praise Allah you acted with such speed, else she surely would have perished. She clings to your heroic frame and gazes at you with love. You gaze down on her lovely frame, perfectly formed from eyes to ankles, and pull her close. [D1/S1/Quick Thinking/ *Beloved*]

733

You scream in terror as a gout of flame issues from the earth around you. Many people come to your aid at the sound of your cry. Before they arrive, the fire disappears as suddenly as it came, leaving no sign of its presence.

NO SKILL: The others disbelieve your story and think are crazy. [S1/ *Scorned*]

STORYTELLING: Your story is so vivid that the others believe you. They are filled with wonder and awe at the marvels of Allah's creation. [D1/S1]

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. Shaking his head, the 'efreet dissolves into a cloud of blue flame and disappears. The sight of his body being consumed by flame is more than you can bear to watch. [S1/ *Insane*]

QUICK THINKING: You quickly and bravely scold him for his rude behavior, causing him to wince in shame. "I'm terribly sorry. I mean no harm. Please take this as a token of my regret." He gestures and disappears, leaving an interesting item in his wake. [D1/S1/**Treasure**]

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**]

MAGIC: Amazed by his skill, you beg to be his apprentice in the mystic arts. After testing your wit and ability and finding you to be one of high quality, he accepts. [D1/Lose Piety]

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 can jettison all things metallic or trust in your abilities to sail on:

If you dump your metal: Once free of the magnetic pull, the ship sails away easily. Unfortunately, you lost a great deal of wealth, and the other passengers, disbelieving your story of a "magnetic island," consider you feeble-minded. [D1/S1/W-2 (Min: Poor)/ *Scorned*]

If you sail on, roll two dice, adding one for Seamanship:

- 2–7: You try to sail out of the whirlpool, but it is too powerful. The ship is wrecked, and you are cast up on a distant shore. [W-2 (Min: Beggar)/Have another player move you to any coastal space]
- 8+: You bravely fight against the whirlpool, and finally triumph! You succeed in saving the ship and all who are on it. The other passengers praise you for your supreme skill. [D2/S2/Seamanship/*Respected*]

737

You and the crew struggle to wrest the ship from the grasp of the whirlpool, but your ears are filled with a strange high song, calling you forward to your doom. You cannot resist their lure.

NO SKILL: The ship is sucked down into the vortex, and torn to splinters. As the prow strikes the rocks, the voices change to cruel laughter, and you are freed from their spell. You swim for your life. [D1/S1/W-2 (Min: Penniless)/Go to paragraph 315]

SCHOLARSHIP, STORYTELLING: You recognize the call of the sirens from the old tales. Plugging the ears of the crewmen, you bind yourself to the mast that you might hear the siren's song. The crew, protected from the song, brings the ship through safely. [D2/S2/Quick Thinking/*Respected*]

ENSORCELLED (mandatory): Alas, your magically befuddled state prevents you from recognizing the siren's calls for what they are. For a moment the two enchantments war, but the stress is too much for you. As the lure of the sweetly singing voices destroys your reason, the powerful enchantment gripping your mind erodes your wisdom, until finally both lose their hold on you, their battleground—your mind—forever vanished. [Death]

738

You prudently give the churning waters a wide berth, though it causes you a delay as you search for a safer course. [On your next turn, move as if your wealth were Beggar, then return to your normal movement speed]

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)/Go to paragraph 315]

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! With them, you easily guide the ship to a safer place. [D2/S1/Wisdom]

740

A merman appears and hails you. "Welcome, travelers. It appears you'll be joining me shortly."

NO SKILL: Chuckling merrily, he dives. You trade looks of puzzlement with the other passengers... until you hear the roar of the whirlpool at your bow, and all becomes clear. You cry out as the ship is drawn in and bursts upon the rocks, and you barely manage to swim to safety. [D1/S1/W-2 (Min: Beggar)/Have another player move you to 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 the whirlpool up ahead. Forewarned, you easily avoid the danger, and sail on. [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, and you float on a piece of driftwood. You float for some time when a merchant ship happens to spot you. You are taken onboard and asked to relate your tale.

NO SKILL: The story of your adventures and your near-death experience makes an impact with everyone. The merchants each give you a little money and the captain sets you down at the next port. [S2/W+1 (Max: Rich)/Move to any coastal space]

BARGAINING AND EVALUATION: The tale you tell also shows off your virtuousness and one of the merchants is taken by your words. He offers to hire you to help him sell his wares.

If you agree: you visit many wondrous ports and help the merchant not only sell his goods but sell them at great prices. When all the merchant's goods are sold, he repays you with a large bag of gold and wishes you all the blessings of Heaven. [D1/S1/W+2 (Max: Rich)/Move to any coastal space]

If you decline: The merchant blesses you, gives you some money and the captain lets you off at the next port. [S1/W+1 (Max: Respectable)]

SCHOLARSHIP: Inspired, you think to cry out for help in the tongue of the sea-people. A host of mermen appear to guide your boat out of danger, but they ask for a fee.

If your wealth is Poor or greater and you choose to pay them: You gladly pay their price, and they rescue your ship. [D2/S1/W-1 (Min: Poor)/Wisdom]

Otherwise: They are offended by your miserliness and abandon you on a small island. [D2/S1/Have another player move you to any island space]

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, slain by the sound of the human voice, just as the legend says, and with its death the waters grow calm. You swim out to the dendan, and cut it open with a knife to claim some of the oil-laden blubber within. Before you can claim more than a handful, the body sinks beneath the waves. [D2/S2/W+1 (Max: Rich)/**Dendan Oil**]

COURTLY GRACES (mandatory): You give your orders in a calm, quiet voice, for you are far too refined to shout. Little do you realize that the swirl of waters is caused by the fierce actions of a dendan, who would have been slain by a shout. The whirlpool grows great beneath your boat and sucks it down into the depths. [D1/S1/W-2 (Min: Poor)/Move to any coastal space]

743

You marvel at the sight of the black waters churned to a froth beneath the ship. You cast a bucket in the water and haul it up, and discover it to be full of tiny black fish.

NO SKILL: They are obviously the cause of the disturbance, and not very interesting. [Seamanship]

WILDERNESS LORE, SCHOLARSHIP: You recognize these as the favorite food of the dendan. From your studies, you know the dendan can be slain by the shout of men, so you raise a great cry. Soon, a huge shape floats to the surface. The dendan is taken aboard and rendered for fat and bone, and you take a fair share of the earnings of the sale of the corpse and a vial of its most marvelous oil. [D1/S1/W+1 (Max: Rich)/ **Dendan Oil**]

BEAST FORM (mandatory): Abruptly, a huge dark shape becomes apparent in the water, feeding on the tiny fishes. You recognize it as a dendan, the giant sea creature which is poisoned by human flesh and killed by the sound of the voice of a true human. You begin to call out loudly, but it appears that in your transformed state that whatever virtue your voice had is lost. The creature swings its mighty head against the side of your ship, starting leaks below decks and casting you over the side and into its gigantic maw. You are quickly devoured, but you may take comfort in the fact that, upon your demise, your body reverts to the form it had at your birth. With a gulletful of human flesh, the creature is poisoned, and rises belly-first to the surface. You cease to be, but are remembered long after for having rid the sea of a great menace. [Death]

744

You struggle to avoid the swirling waters of the whirlpool, but your ship is 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)/Luck/*Respected*]

SEAMANSHIP: You sail for the far side of the reef, using it as a shelter from the killing current. You smoothly guide the ship past the whirlpool and into safer water. [D2/S1/Seamanship/*Respected*]

745

You gape at the whirlpool, disbelieving what you see! 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: The ocean floor is crowded with the towers of a splendid city! You've heard tales of a kingdom beneath the ocean, so you gather your courage and jump overboard. [D2/S1/ Opportunity to enter the Undersea Kingdom]

746

The great whirlpool seems harmless enough, as long as you keep a respectful distance.

NO SKILL: You thought you had maintained a sufficient distance, but you were wrong. Your ship is sucked in, but to your amazement it is not destroyed! You emerge, shaken but alive, a much greater distance away than you had intended. Much of your cargo was washed overboard, but better that then your death... [D1/S1/W-2 (Min: Beggar)/Have another player move you to any coastal space]

SEAMANSHIP (mandatory): Your knowledge of the sea has led you astray, for to your great surprise the whirlpool chases after you and engulfs you! You emerge, with your ship badly damaged, a great distance away. [D1/S1/W-2 (Min: Beggar)/Have another player move you to any coastal space]

747

You start to steer clear of the whirlpool.

NO SKILL: The currents around this danger are unusual, and you know not which way to go. You make a lightning-fast decision, and, not coincidentally, the wrong one. The ship sinks, and you wash up on a distant shore. [D1/S1/W-2 (Min: Beggar)/Have another player move you to any coastal space]

SEAMANSHIP: You carefully and quickly judge the currents and, with a small prayer to Allah, steer hard to windward—and you save the ship! [D1/Quick Thinking/*Respected*]

748

You stand at the helm of the ship as it 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 berated by the other crewmen and shunned for your cowardice. [D-1/S1/W-1 (Min: Respectable)/*Scorned*]

WISDOM: Allah help you—you must make the decision! Praying for wisdom, you clench your teeth, 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*]

BEGUILING: The people mistake your paralysis for composure and confidence in a crisis, and you wisely do not correct them. [D1/S1/ Acting and Disguise/*Respected*]

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. You emerge in an 'efreet-haunted land.

NO SKILL: You slip gratefully into insanity, and when you return to wakefulness, you are again in the world of men. [D1/S1/*Insane*]

ENDURING HARDSHIP: Though stunned by shock and terror, you retain your sanity and look around you. [D2/S1/Piety/Move to the Dusky Land and have an immediate encounter]

751

You beseech Allah for deliverance from this peril.

NO SKILL: The passengers hear your hysterical performance and are terrified. The captain swears to dump you overboard if you act this way again, for he cannot risk having panic spread throughout his ship. [D-1/ S1/*Scorned*]

WISDOM: You wisely choose to pray quietly, that others might take example from your calm, and the ship survives the perilous encounter. [D1/S1/Piety]

752

Your ship is caught, and appears certain to descend into the dark funnel. You pray for guidance.

NO SKILL: As you kneel in prayer, you see rats abandoning the ship and swimming toward a distant island. You wisely decide to follow suit. [D1/S1/W-1 (Min: Poor)/Move to any island space of your choice]

FATED, ACCURSED (All mandatory): While you pause to pray, the ship is destroyed. You survive by clinging to a wooden tub. [Go to paragraph 315]

753

You beseech Allah for guidance as your ship is destroyed. While floating on a piece of driftwood, you reflect on this.

NO SKILL: Fate, you realize, is often unkind, and you are often unlucky. [S1/Move to any coastal space]

PIETY: Who can comprehend the works of Allah? A greater devotion might bring you wisdom. You resolve to journey to Mecca to bring yourself closer to the wisdom of the Lord of the Seen and the Unseen. As this resolve forms in your mind, the whirlpool disappears. Surely this is a sign of the Mercy of the One God! [D2/S1/Wisdom/*On Pilgrimage*]

754

The swirling sands suddenly resolve themselves into the shape of an 'efreet of commanding stature. "Allah help me," you whine.

Roll two dice, adding one each for Appearance, Fated, and Protective Talisman:

- 2–7: The 'efreet roars, "How dare you bring THAT name to this land!" He hurls you a great distance, and you land with a painful thump far from the roads you know. [D1/S1/*Wounded*/*Lost*]
- 8+: The djinn smiles and says, "Be of good cheer, for I am of the Believing Djinn, and your words are a comfort to me." You converse with the 'efreet for many an hour, and gain many insights into the nature of his people. [D2/S1/Piety]

755

The howling wind drives bits of sand into your eyes. You can hardly draw breath or speak.

NO SKILL: You choke on the driving sands. As darkness falls you still are buffeted by the sand. When dawn comes, you are amazed to discover that you still live, for your pains are too great for you to be in paradise, yet less than the torment of the damned. You struggle to your feet and discover that in the storm, you wandered far from your path, but what greets your eyes is a wondrous sight! [D1/Move to the City of Brass and have an immediate encounter]

WILDERNESS LORE: You realize that the gravest danger is from suffocating on the sand, and carefully cover your mouth and nose with cloth. You stumble on, and finally the storm passes. Lo! There is another unfortunate traveler half-buried in the sand. You pull him out, and he praises you to the One God for delivering him from certain death! [D1/Luck/*Blessed* (1 turn)]

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. You are battered and nearly killed by the storm, but you survive. [D1/*Crippled*]

ENDURING HARDSHIP: Your suffering and confusion are great, but you persevere, though you are battered by the storm. Finally, your cries are answered, and you are led to safety. What fortune that there was someone to hear your cries! [D2/S1/Luck/*Wounded*]

757

You stumble and collapse, half-conscious. The sand covers you until only your head is left above the surface. Finally the storm slackens, and worse becomes worst, for a band of desert nomads happen by and notice your predicament!

NO SKILL: They cheerfully taunt you... and leave you to free yourself as best you can. Finally you manage to crawl out of the sand, but thirst and exposure have left you weakened. [D1/S2/*Scorned* (1 turn)/*Wounded*]

BEGUILING: You convince them that you are the living head of an executed man. Awed by such a malignant will, they do your bidding, bringing you water to slake your thirst. You maintain the ruse for hours, until finally you order them to leave you. When they are finally gone, you free yourself from the sand. [D1/S2/Enduring Hardship/Acting and Disguise]

758

You wisely decide against traveling too fast or far.

NO SKILL: When the storm subsides, you discover you have not gone more than 5 feet! [S1/You may not move from this space next turn]

WILDERNESS LORE: Your desert experience permits you to travel 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]

LUCK: You stumble upon a handle protruding from the ground. Amazed, 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! You take shelter therein until the storm passes. [D2/S1/W+1 (Max: Rich)/Luck]

760

You search for shelter, but find none. Exhausted, you huddle beneath your robes. Eventually the wind dies, and you are unhurt—but where are you? [D1/*Lost*]

761

A companion once said that in a storm it was best to keep moving 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/Lose Enduring Hardship/*Wounded*]

WILDERNESS LORE: You realize that is nonsense. You take cover in the shelter of a tall dune and wait out the storm. [D1/Wisdom]

762

You follow it 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, lost and alone. But soon, a noise like muted thunder penetrates your self-inflicted pity. You crawl up a dune to see beyond and witness brilliantly-clad warriors, whose colors match the snake you followed. Surely, this is Allah's doing. You call out to the warriors, hands waving. The leader stops and approaches.

Roll two dice, adding one each for Piety and Wisdom.

- 2-7: The leader asks for the location of a particular city — but you have not heard of such a place and therefore you cannot help him. Still, the leader takes pity on your situation and brings you to the nearest civilized area, where you can continue your journey. [D1/S1/Lose *Lost*]
- 8+: The leader looks at you closely and exclaims he had a dream about you last night. Surely this is an omen! He puts you on his horse and takes you to the king whom they serve. The king invites you to eat with him as you relate your tales of adventure. Your tales astonish and excite the king and when you are finished he gives you a purse of one thousand gold and orders his vizier to give you a map to your destination. [D2/S2/W+1 (Max: Rich)/Lose *Lost*/]

WILDERNESS LORE: However, you recognize this area as a dry stream bed and follow it; soon you come to a small town, and ask of the natives directions to lands you know. [S1/Piety/Lose *Lost*]

763

You strive to follow the guidance of your dreams.

NO SKILL: Though you have neither the will nor the ability to succeed, Allah smiles upon diligence and resolution as well, and you feel He is well pleased with you. [D1/Luck (1 use)/Lose *Lost*]

PIETY: Despite the limits of your ability and endurance, Allah allows your efforts to succeed! You praise His generosity and promise to spend more time at your devotions. [D2/S1/Luck/Lose *Lost*]

764

The other is most interesting, and you learn much, but you continue on your way after only a brief time. [Scholarship]

765

The other eyes you as you pass, but doesn't seem to notice that you are trying to avoid him.

NO SKILL: You realize your fear of confrontation is not worthy of a child of Allah and you introduce yourself. The other is not impressed at your lack of social skills and makes the meeting brief. [S1/Lose Courtly Graces]

APPEARANCE: The other cannot stand idly by as someone as handsome as you walks by. The other calls out to you, but you continue on, unhearing. The other spits in your direction, cursing the lack of social skills in one so comely. [D-1/Lose Courtly Graces/*Accursed*]

766

The other spies you through the bars and cries out "There! There sulking away as though not seeing me! That is the one who forced me to befoul the Sultan's finest. There!" Guards rush at you and overpower you before you can unleash your sword or get away.

NO SKILL: The trial is speedy as the other weaves a tale that even you start to believe. [S1/Acting and Disguise/*Imprisoned*]

ACTING AND DISGUISE: "No, no," you cry out, "I snuck away because that cad is the worst sort of all sorts! He is a tale teller and will fool even the wisest with his words and I do not wish to be trapped by his tales!" The guards believe you and you get away as the other is beaten. [S1/Acting and Disguise]

767

The other sees you looking away and calls out to you. "Please help me! I am lost far from my home and you... you seem to know your way..."

NO SKILL: You are of little help to the other and he sinks into a deep melancholy. [D-1]

WILDERNESS LORE: By chance you do know of the place the other hails from. You describe a way home for the lost traveler and he praises you as a messenger from Allah. [D1]

768

The other sees you making to get away and mistakes you for their amour. There is nowhere but a sailing ship for you to escape to. You try to rush onboard stating you are a new sailor and not to allow anyone to follow you onboard.

Roll two dice, adding one each for Acting and Disguise, Seamanship, Appearance, and Bargaining and Evaluation:

- 2–5: The ship's guard roars with laughter, "Don't try to avoid your woes on this ship, whelp!" He hurls you down the plank and into the arms of your new love. [*Beloved*]
- 6+: The ship's guard smiles and says, "Hurry on whelp. You certainly won't be the last who's late this morning!" You convince the ship's mate that you're supposed to be on board while the ship's guard turns away your would-be lover. Having done such a fine job convincing them that you are part of the crew, you find that you can not leave. You set sail for parts unknown. [S2/Seamanship/Lose Courtly Graces]

769

You pass a slave auction. The other is a wealthy bidder. You wish nothing to do with the proceedings. As you pass the other calls out, "There! That one! I'll take that one for the same price as the first." The slave-seller's men grab you and start to drag you toward the other's chain of slaves. Your protests that you are not a slave go unheeded by the other's men.

NO SKILL: You are able to create a distraction by inciting the crowd with your protests. In the commotion you dash away and flee the area. [S1/*Pursued*]

WILDERNESS LORE: You notice that your assailants are all plagued with a rash that has a hardly known cure. You offer to heal them if they let you go. They are amenable to this and after they see progress in their healing, they keep their word. [D2/S1/Quick Thinking]

SEAMANSHIP: You notice that your assailants are all ex-sailors from a region you once sailed. You make quick friends with the men and they

let you sneak away while the other and the slave seller are distracted. [DI/SI/Acting and Disguise]

770

You duck onto another ship to avoid the fearful trader, Captain Aziz. Aziz notices you and cries out that your avoidance of his ship is a bad omen—that you have put a curse on his ship and that anything bad that happens on his voyage is your fault.

NO SKILL: Aziz's voice seems to carry supernaturally far as all in the port seem to immediately know what he said. You are not welcome on any ship that knows your name and the curse you bring. [Lose Seamanship/ *Scorned*]

SEAMANSHIP, COURTLY GRACES: You call back for all to hear and rebuff Aziz's claims. You are knowledgeable and well spoken on the matter and everyone can see that you are clearly not the cause of Aziz's troubles, past or future. [DI/Acting and Disguise]

771

The captain's greedy eye falls upon your possessions. "There, there!" he cries to the port guards, "He is a conscript who seeks to sneak away before we cast away. Bring him here to serve his sentence!"

NO SKILL: You are gathered up and delivered to the captain. The ship sails straight away and he puts you to work as a deck hand, taking your possessions and dropping you at a port when he tires of you. [SI/W-2 (Min: Penniless)/Seamanship/Move to any coastal space]

BARGAINING AND EVALUATION: You are gathered up and delivered to the captain. The ship sails straight away and he puts you to work as a deck hand and takes your possessions. You turn out to be such a skilled negotiator that the captain decides not to kill you—or let you go at the end of your supposed conscription. You become a shipping broker for the captain. [SI/W-2 (Min: Penniless)/Seamanship/ *Enslaved*]

772

An impending whirlpool seems too dangerous to examine. Captain Aziz says, "This must be the entrance to the Undersea Kingdom!" His greed causes him to order the ship be plunged into the whirlpool. You try to launch a dinghy to get away.

NO SKILL: The currents around this danger are unusual, and you know not which way to go. Your dingy sinks and you wash up on a distant shore. [SI/W-3 (Min: Penniless)/Have another player move you to any coastal space]

SEAMANSHIP: You do so with ease and you escape the whirlpool. Sailing for days on the ocean you learn how to survive and thrive on ocean creatures. [DI/SI/Wilderness Lore]

773

An impending whirlpool seems too dangerous to examine. You wisely look to avoid the maelstrom.

NO SKILL: The currents around this danger are unusual, and you know not which way to go. You make a lightning-fast decision, and not coincidentally, the wrong one. The ship sinks, and you wash up on a distant shore. [DI/SI/W-2 (Min: Beggar)/Have another player move you to any coastal space]

SEAMANSHIP: You do so with ease and you are praised for you skills. [*Respected*]

774

Things have gone horribly wrong. You think upon the stories of great sailors you've heard from the minstrels and try to emulate their skills to help the helmsman avoid a terrible whirlpool. The currents around this danger are unusual, and you know not which way to go. You call upon Allah to guide your hands.

Roll two dice, adding one each for Seamanship and Wilderness Lore:

- 2–7: You try to sail out of the whirlpool, but it is too powerful. The ship is wrecked, and you are cast up on a distant shore. [S2/ Have another player move you to any coastal space]
- 8+: You triumph against the whirlpool! You succeed in saving the ship and all who are on it. The Master of the Ship makes you captain [DI/S2/W+1 (Max: Rich)/Seamanship/Piety/ *Respected*]

775

The legend of giant oysters containing giant pearls is one told far and wide. This time you think the sailor telling you the tale is telling the truth. There is a ship that will be coming through a remote passage on their way into the harbor with a load of these pearls and you could help to waylay the ship and seize the treasure.

NO SKILL: The other ship is ready for your assault. It seemed to only be a fishing and diving vessel, but they were ready for an attack! As your ship goes down, you grab a plank and swim for the shore empty-handed. You have to live off of the land as you find your way back to the harbor. [SI/W-I (Min: Penniless)/ Wilderness Lore]

SEAMANSHIP: The others in your band are over-confident. You convince them that a ground assault in the narrow passage will be safer. When you sink the other ship you can dive for the treasure in the wreck. The others agree and luckily too, as the other ship , which seemed to only be a fishing and diving vessel, was ready for an attack. They are little match for you and you sink them from your encampment on the shore. [S2/W+2 (Max: Rich)/Seamanship]

776

The legend of giant oysters containing giant pearls is one told far and wide. This time you think the sailor telling you the tale is telling the truth. There is a ship that will be coming through a remote passage on their way into the harbor with a load of these pearls and you could help to waylay the ship and seize the treasure.

NO SKILL: The other sets you up as the patsy for the attack. When questions are asked about the missing ship back in the harbor, you are blamed and the other and his crew get away. [DI/SI/ *Imprisoned*]

QUICK THINKING: You overhear the other telling members of the crew that you are going to be the patsy for this job. You decide to double-cross them. As the other ship approaches the passage you secret away to signal them of the attack. The other ship is ready for your erstwhile allies and you help from your side to overtake the pirates. You are greatly rewarded by the owner of the diving ship. [D2/S2/W+2 (Max: Rich)/Acting and Disguise]

777

You are among many divers searching the depths of the water for rare treasures when a group of armed mermen appear. Armed with but a knife, you stab at the first opponent and slice through a second one. The mermen, not expecting such a defense, nor of losing two of their kind in the early moments of battle, retreat to their watery homes. You

are honored as a hero among the people of this area. [D1/Weapon Use/*Respected*]

778

This must be the Jeweled Fortress, spoken of in legends!

NO SKILL: Standing before it, you can see a road that will lead you back to settled lands. But the allure of the Fortress calls you, and you set to exploring this fabled castle. [D1/S1/Lose *Lost*/*Wounded* (1 Turn)/Move to the Jeweled Fortress and have an immediate encounter]

MAGIC: You turn to explore the Fortress, but your powerful mystic aura awakens the sleeping Guardian of the Fortress. You are suddenly embroiled in a mystical battle with a powerful foe!

Roll two dice, adding one for Master level Magic.

- 2-7: The Guardian is far more powerful than you, and seizes you. In a deep voice, it intones, "You may not enter!" You are hurled far away, and your thoughts are clouded. [D2/S1/Have another player move you within four spaces of the Jeweled Fortress]
- 8+: With powerful incantations, you subdue your foe, returning it to its slumber. You tear a powerful treasure off its finger and explore the fortress. [D2/S2/Magic/Lose *Lost*/**Seal Ring**/Move to the Jeweled Fortress and have an immediate encounter]

779

You have viewed many strange creatures in your travels but none so strange as this! You follow it and observe as long as you can.

NO SKILL: Later, your account of what you have seen is so vivid that your truthfulness cannot be doubted. You discover that many people have seen similar creatures, and you learn much from their tales. [S1/Wilderness Lore]

QUICK THINKING: You know a mere description of it will never convince anyone of what you have seen. You track and snare the creature. You are sure a wealthy man of your acquaintance will buy it for a sizable sum. [D1/S1/Have another player place your Destination marker on any city and select a random **Treasure**. If you arrive in the city, you receive that **Treasure**]

780

The beast is in poor health, and its dull eyes plead for your aid. You offer it food and water, but it retreats in fear each time you approach.

NO SKILL: You give up in despair, and are deeply saddened by the memory of this pitiful creature. [S1/*Grief Stricken*]

WILDERNESS LORE: You understand that death comes to all things, for 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 SKILL: You are beaten for your offense, although you feel you have committed no crime. [D1/*Wounded*]

COURTLY GRACES: You berate the guards for this injustice. Your righteous vehemence causes them to pause and reconsider your case. They release you with apologies. [D1/S1/Acting and Disguise]

782

The odd, man-shaped beast seems to be in pain and cannot walk. You offer it aid, and it crawls onto your shoulders. Once there, it refuses to let go!

NO SKILL: It rides you like a horse and mistreats you terribly. You must go where it bids you. [D1/S1/*Ensorcelled*]

LUCK, QUICK THINKING: After many days of this cruel treatment, you do not despair but instead seek comfort from your woes in wine. Upon witnessing this, the beast demands a drink. It gulps great quantities and is soon besotted. Happily, it falls from your shoulders in a stupor, and you make your escape. [D1/S1/Enduring Hardship]

GOLDEN BRIDLE: When it slumbers, you produce the Golden Bridle, and when it awakens, it is forced to do as you command. You are tempted to ride upon its shoulders to teach it the folly of ways, but you show it mercy. [D1/S1/Piety]

783

The beast kneels at the mention of Allah.

NO SKILL: When your prayers are finished, it nuzzles your hand. You marvel that even the beast of the wild are aware of the power of the One God, and you are confirmed in your faith. [D1/S1/Piety]

MAGIC (mandatory): You are stunned by the creature's intelligent action, and decide (incorrectly) that it is a human suffering under a foul 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 SKILL: It quickly outdistances you, and no one believes your wild tale. [S1]

WILDERNESS LORE: You easily 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 Sultan for his menagerie. [D1/S1/*Respected*]

785

You speak in a soft voice to the beast to entice it to come along with you. You praise Allah as the beast stares as if it understands and would speak. A noise startles it, and it bounds away.

NO SKILL: You seek to follow but lose its trail. Others scoff at your unlikely tale and offer no help. [S1]

MAGIC: This beast is ensorcelled! You call the beast back, and it kneels before you. You utter a magical word and sprinkle it with water, and the creature is transformed into a beautiful youth!

If you are not Married: Her gratitude is unrestrained. [D1/S2/*Beloved*]

Otherwise: The one you have freed praises you again and again to the Most High for removing the curse. [D1/S2/*Blessed*]

786

There is no one nearby to help you so you speak in a soft voice to the beast to entice it to come along with you. However, the beast seems wary of your approach. Suddenly, as you are speaking to it, it lunges at you.

NO SKILL: You scramble aside, but cannot evade its swift attack, and its claws rake your side. [S1/*Wounded*]

QUICK THINKING: You were wary of the creature and cleverly prepared an escape. Though startled, you manage to avoid injury. [D1/S1/Wilderness Lore]

GOLDEN BRIDLE: As it lunges, you present the Golden Bridle. As suddenly as it attacked, it falls quietly at your feet, and you harness it. It fetches quite a price from the emir of this land, who desires it for his menagerie. [D1/S2/W+1 (Max: Rich)]

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:

If you have a treasure or wealth greater than Poor, you may choose to give it a gift:

> *If you do:* You graciously give it a gift. It gladly takes your gift in its mouth and leads you to a secret entrance to a magical place. [D2/S1/Choice of Lose one **Treasure** or W-1 (Min: Poor)/Opportunity to enter any Place of Power]
>
> *If you do not:* When you refuse to give it a gift, it savagely attacks you. [D1/*Wounded*]
>
> *If you cannot:* You would give the miraculous beast a gift if you were not so destitute. It looks at you and gives a frighteningly human shrug as it walks away. [S1]

MAGIC: You break the enchantment and it is transformed into a wizened sorcerer, who grants you his aid in gratitude, telling you of the entrance to a wondrous locale. [D2/S1/Opportunity to enter any Place of Power]

GOLDEN BRIDLE: You command it by the power of the Golden Bridle to help you. It bows before you and leads you to a wondrous place. [D2/S1/Opportunity to enter any Place of Power]

788

The other's wealth is guarded, but his personal guards are puny. You scatter them and take him prisoner.

NO SKILL: Stubbornly, he swears to die rather than pay ransom. You cannot bring yourself to slay a defenseless man, and flee. He identifies you to the Sultan, who declares you an outlaw. [D1/*Outlaw*]

STORYTELLING: 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 and swears to tell no one of your identity. [D2/S1/W+2 (Max: Rich)]

789

The other is so well guarded that you despair of taking him by force.

NO SKILL: You abandon your plans and flee. [Lose *Respected*]

BARGAINING AND EVALUATION: You worm your way into his trust by pretending to be a merchant. Before long, he believes you to be a fast friend, and, in an unguarded moment, you find it easy to abduct him. Quickly his ransom is delivered. [D1/W+1 (Max: Rich)/Acting and Disguise]

790

The guards appear negligent, but it is a trap!

NO SKILL: They react instantly as you approach, overwhelming you and taking you prisoner. [D1/*Imprisoned*]

STEALTH AND STEALING: Experience teaches you suspicion, and you are careful. Easily you avoid the trap the other has laid, and you escape unidentified. [D1/S1/Quick Thinking]

791

The other is over-confident from years of success and comfort.

NO SKILL: Even an inexperienced trader can profit from this customer! [D1/W+1 (Max: Rich)]

MAGIC: You notice an ancient heirloom with magical powers among his goods.

> *If you have Wealth greater than Poor:* Though you pay a sizable sum, the best of the bargain is yours. [D1/S1/W-1 (Min: Poor)/**Treasure**]
>
> *Otherwise:* Unfortunately, even after extensive haggling, the price is still too high, and you must pass it by. [Bargaining and Evaluation]

792

The merchant seems quite interested in your possessions, and offers you a fair price.

You may accept or decline:

> *If you accept:* You agree to give him a valuable prize for his money. He smiles strangely and takes from you more than you expected, but rewards you handsomely before you go on your way. [You may trade skill levels or **Treasures** for one Wealth level apiece, no maximum]
>
> *If you decline:* You decide you are too attached to your belongings and go on your way. [Bargaining and Evaluation]

793

After trading with the wealthy merchant, you no longer wonder how he has become so wealthy.

NO SKILL: You trade your valuables for his most worthless goods. [D1/W-1 (Min: Penniless)]

BARGAINING AND EVALUATION: You hold your own in the sharp trading and manage to gain information about a commodity you are seeking. You use this information to good effect. [D1/W+1 (Max: Rich)]

794

The other challenges you to join in his energetic devotions.

NO SKILL: 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]

795

The other abruptly ceases his rituals, annoyed by your interruption.

NO SKILL: He is brusque and insists you leave him in peace. Your deep and heartfelt apologies convince him to be kind. He takes you under his wing and shares a greater understanding of Allah with you. [Piety]

COURTLY GRACES: Your humble politeness softens his irritations, and he aids you with information, telling you how to find a remarkable place. [D1/Opportunity to enter Stonehenge]

796

The dervish is lost in mystical communion. Try as you might, you cannot break his concentration. You go on your way in awe of his devotion. [Piety]

797

The other has no worldly possessions but shares freely of the knowledge he has gained through his travels.

NO SKILL: Moved and blessed by his wisdom and depth of experience, you resume your journey with renewed faith and energy. [D1/Choice of Wisdom or Piety]

STORYTELLING: You share several stories with the dervish. Pleased, he offers to accompany you for a while if you will continue to share your tales. [D1/S1/Piety/Wisdom/*Blessed*]

798

Absorbed in his devotions, the other is easily taken. You press him for his knowledge.

NO SKILL: He refuses to speak and cannot be intimidated, for he has no fear of this world and is sure in his faith in the Merciful God. [D2/Piety]

BEGUILING: He is unwise in the ways of the world, and easily tricked into revealing information. Before he realizes what he has done, he tells you of the route to a hidden place of great interest. When you have the information you seek, you hastily depart, his vow to avenge your trickery fading in the distance. [D1/*Pursued*/Have another player move you to any Place of Power and have an immediate encounter]

799

Your victim cries out and flees as you attack. Suddenly he is joined by others. You are outnumbered and have lost the advantage of surprise.

NO SKILL: Wisely, you withdraw. [S1/Wisdom]

DETERMINED (mandatory), **WEAPON USE** (All mandatory): In fury, you attack anyway. Though you kill and injure many, you are eventually overcome and taken captive. The Sultan sees no reason for leniency and has you whipped before he throws you in a cell. [D-1/S1/*Wounded*/*Imprisoned*]

800

Your victim flees, protesting and begging you not to hurt him. You withdraw before others are drawn to his cries. [Stealth and Stealing]

801

Your attack takes the other by surprise, but his strenuous acts of devotion and purity of faith have made him strong and determined. He defends himself very effectively.

NO SKILL: You realize his strength too late and cannot disengage. He batters you unconscious and walks away in contempt. [D1/*Wounded*]

QUICK THINKING: You have a sudden idea and you begin to whirl in place and chant clumsily. The dervish is taken in by your pretense and is fooled into thinking that what he thought was an attack was actually a peculiar and vigorous devotional ritual. Politely (but warily), he permits you to go on your way. [D1/Wisdom]

802

The soldier agrees to work for you. In the passing days, you notice him staring at you with great malice in his gaze.

NO SKILL: One morning soon after, you awaken to find yourself gagged and bound. "Now I shall have vengeance for what you did to my parents," he leers. Were you not gagged, you could tell him of his error, but he beats and robs you and leaves you to die. You free yourself with difficulty, and cannot find him to seek justice. [D1/W-2 (Min: Penniless)/*Wounded*]

STORYTELLING: One night you share your life story with him. When you are finished, he looks greatly puzzled and says, "You are not who I thought you were." He gives back your money and abruptly departs with no further explanation, but a great pity fills your heart for whomever it might be that he seeks. [D1/S2]

803

The soldier accepts your gold, pledging his services to you. However, he disappears one dark night.

NO SKILL, STEALTH AND STEALING (mandatory): Enraged, you pursue him, intent on punishing him for his treachery and greatly desiring the return of your gold, but never do you see him again. [D1/W-2 (Min: Poor)/*Envious*]

PIETY: You pray for him and leave word of your route before resuming your journey. Many days later he catches up with you and apologizes for his sudden departure, 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 (1 use at Master level)]

804

The soldier agrees to your terms, but is of little use to you. Finally you dismiss him, poorer and somewhat wiser. [D1/W-1 (Min: Respectable)]

805

The solder ignores you completely. He is intent on achieving revenge.

NO SKILL: You depart, hoping to find someone more interesting to speak to. [D1]

STORYTELLING: You patiently insist that the other listen to you as you tell him the Tale of the Vengeful Camel and What Befell Him. He considers your tale carefully, then praises you before the Merciful God for showing him the error of his ways. [D2/S1/*Blessed* (1 turn)]

806

As you humble yourself before him, he gazes closely upon your features and cries, "Aha! Aren't you the dog I have sworn to kill?"

NO SKILL: "This act of obeisance is meant to deceive me!" He wounds you severely before he discovers his mistake, and he flees into the night. [D1/*Wounded*/*Crippled* (1 turn)]

BEAST FORM (mandatory), **APPEARANCE:** As he raises his sword, he gets a much better look at you. Your distinctive form could not long be mistaken for another. Realizing his mistake, the other apologizes profusely, and tells you the story of his vengeance—it is quite an interesting tale, and you promise to tell it to others that they might avoid the mistakes he has made. [D1/S2]

807

You speak to the soldier, but he brushes aside your words. He growls, "The only thing I wish is the destruction of my enemy. Aid me and I will serve you."

NO SKILL: You will have no part of such things, and you go on your way. [D1]

WEAPON USE: You offer your sword in his cause, and, with your help, his righteous vengeance is achieved. All who hear of your brave deeds think highly of them. [D1/S1/Weapon Use/*Respected*]

808

The soldier is suspicious of you and constantly looks in all directions for hidden enemies. You note the fine make of his sword, and offer to buy it. At this, he howls, "I knew it! You have been sent by my enemies to rob my defenses!"

NO SKILL: He beats you soundly despite your protestations of innocence, and you flee from his madness. [D1/*Wounded*]

PIETY: Others come to your aid, protesting your innocence, for your virtue is well known. The soldier is chagrined by his error and offers you the service of his strong right arm for your protection to make up for the insult he has delivered. [D1/Weapon Use (1 use)]

809

The young man seems anxious to pay you a high price for an item you believe is worthless.

You can sell it to him or keep it to examine later:

If you sell it: You make a tidy profit. [D1/W+1 (Max: Rich)]

If you keep it, roll one die, adding one for Scholarship:

- 1–4: You suspect that is has value beyond what is obvious, and keep it. Later, you examine it but you find no evidence of special value. You should have let the fellow buy it. [Bargaining and Evaluation]
- 5+: You suspect that is has value beyond what is obvious, and keep it. You discover that it is a precious treasure! [D2/**Protective Talisman**]

810

As you approach, the other favors you with a withering look. Something about his grim visage frightens you, and you move hastily away. [S1]

811

As you try to steal the other's possessions, he returns and discovers you. He batters you and accuses you of many crimes.

NO SKILL: Fortunately he soon tires of administering justice and, with a final kick to your backside, he hastens away. [D1/*Wounded*]

BEGUILING: You protest your innocence with your most convincing voice, but this simply further enrages the young man. He generously devotes his time to chastising you, beating you harshly with many blows to your face and body. [D1/Lose Appearance/*Wounded*]

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 SKILL: Later, you hear that the jewelry once belonged to the soldier's dead sister, and that he has sworn to slay the one who stole it. [S1/*Pursued*]

BARGAINING AND EVALUATION: Such jewelry can be of no value but sentimental, and you have no wish to separate the soldier from those things which might bring him comfort. You sneak into his quarters and return it with an anonymous apology. [D1/Choice of Wisdom or Piety]

813

The soldier is traveling in your direction and agrees to accompany you. Soon after, you are waylaid by a troop of vengeful soldiers. Their leader points to your companion and asks you, "Do you travel with this man?"

NO SKILL: Fearful, you deny it. [Go to paragraph 1394]

LUCK, WEAPON USE: With not the slightest fear, you say that you do, and the band of thugs draw their swords and rush you. Your companion cries out in fury and hurls himself forward, his blade tracing complex patterns through the air, and you stand at his back and join the fray. Though the fight is desperate, you are victorious, as much by luck as by the skill of your blade. Your companion is grateful for your aid, and wishes to accompany you as your bodyguard. [D1/S1/Weapon Use (Master level)]

814

The soldier laughs in your face and observes that a man with his skill and renown would hardly serve one like you. He launches into a tirade about your worthlessness, full of degrading comments on manners of a most intimate nature.

NO SKILL: This public mockery shames you. [D1/*Scorned*]

COURTLY GRACES: You endure the soldier's coarse jests with dignity. In quiet tones, you express your disdain for his lack of manners and breeding, and conclude that no more can be expected from one of his low kind. Finally, in an explosion of insults, he departs. Others rush to you and praise you for your calm defense against the loathsome harangue, and they congratulate your courage in standing up to this bully. [D1/S1/*Respected*]

815

The other names a sobering high fee. Initially appalled, after a brief demonstration of his prowess you agree that his services would well be worth that sum.

NO SKILL:

If you have wealth greater than Poor, you may pay his price or decline:

If you cannot or will not pay his price: Although you are very impressed, you decline. He takes no offense, and looks for another patron to hire him. [D1/Bargaining and Evaluation]

If you pay the price: You agree to the exorbitant price, and the soldier becomes your bodyguard. [D1/W-3 (Min: Beggar)/Weapon Use (Master level)]

BARGAINING AND EVALUATION: Cleverly, you tell the other of the potential of your business enterprises, and convince him to accept a share of the profits as his fee. [D1/Weapon Use at Master level]

816

You observe the other as he boasts his exploits to an admiring crowd. As evening falls, you follow him to his quarters.

NO SKILL: You discover his sleeping-chamber, but his window is high and inaccessible, and you depart, frustrated. [Stealth and Stealing]

STEALTH AND STEALING, QUICK THINKING: You climb over the roof and into his room. He is sound asleep. You steal his purse and sword easily. Soon, you discover the sword is magical, the source of his power. [D2/S1/**Thunderbolt Sword**]

817

As you grab the great man's purse, your wrist is clamped in an iron grip. "Since Allah frowns upon those who abuse the foolish, I will not kill you," he says. "But do not attempt such a deed again." [D1/*Outlaw*]

818

The other 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 SKILL: Finally you collapse. He kicks dust on you, spits, and leads the crowd as they hurl rotted fruits at you. You flee, but your shame follows you. [D1/*Scorned*]

ACTING AND DISGUISE: You collapse to the ground as if you had fainted. When the other draws near, you grab his leg, toppling him to the ground. The crowd cheers your cleverness as you make good your escape. [D1/S1]

819

You don't have a chance against this other. You quickly realize your folly, throw down your weapon, and plead for mercy. He spits on you 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 other.

NO SKILL: He teases you with false hope—imagined openings, feigned fatigue—then, when he tires of the sport, he casually disarms you and humiliates you. He drags you before the Sultan for punishment, and the Prince of the Faithful orders you to serve the swordsman as his slave. [D-1/S1/*Enslaved*]

LUCK: Overconfident, he tries to lure you into careless attacks by feigning fatigue and dizziness—but he overacts. You catch him off-guard and are on him like a hound on a rat. You know you could never have defeated him without his foolish ploy, and you praise your good fortune as you hurry away from your unconscious foe. Your reputation grows to legend overnight, for few have defeated this fearless lion. [D2/S2/Weapon Use/*Respected*]

821

At your sweet words, he says, "I think of my lost lover ceaselessly but must put my heart aside and accept your kind offer."

NO SKILL: He is faithful and dutiful but cannot forget his true love. You know cannot find happiness in such a union, and sadly depart, never again to see him. [D1/*Grief Stricken*]

APPEARANCE, COURTLY GRACES: Your charm diverts the other's sorrow, and your prospects together are encouraging. [D1/*Beloved*]

822

At your words, he replies, "You are kind, but it can never be. I have a lover at sea, torn from me by cruel fate... and her cruel parents. If you love me, help me to join my lover."

NO SKILL, APPEARANCE (mandatory), **SEDUCTION** (mandatory): Stung by rejection but driven by pride you press your suit. The frustration and humiliation is too much to bear. Yet he does not waver from his devotion, and you must leave before the sorrow tears you apart. [S1/Choice of Lose Appearance or Lose Seduction/*Grief Stricken*]

QUICK THINKING: The challenge of aiding the other is appealing. You quickly concoct a scheme to bring the young lovers together, and so craftily you work that the parents never know they have been hoodwinked. The lovers praise you and make you the guest of their household for many days. [D2/S1/*Blessed*]

823

He says, "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 you withdraw. [D1]

824

Alone and distraught in an unfamiliar land, the other encourages your attentions.

NO SKILL: You soon regret ever having spoken to him, for homesickness brings nothing but unhappiness and bitterness to him. Though you part on unfriendly terms, you cannot put your lover from your heart. [D1/*Grief Stricken* (1 turn)]

WISDOM: You realize the other is unhappy and must return home. You are married, and he travels to his homeland to await you, to live ever after in happiness.

Roll one die to determine your new homeland and place your Origin marker in this new city: 1–2: Bilma; 3–4: Daybul; 5–6: Kiev. [D2/S2/*Married*]

825

The other tells you of his sorrow. "The shipwreck which I suffered has left me wretched. I cannot remember the land of my birth, and I am destitute of family, friends, and wealth."

NO SKILL: There is nothing you can do to aid the other, and you go your way. [S1]

WILDERNESS LORE, SEAMANSHIP: When the other describes the customs of his home, you recognize from his speech the land of Serendib. You offer to accompany him there... for appropriate consideration, of course. Gratefully, the other accepts. [D2/Place your Destination marker in Serendib and choose a random **Treasure** without looking at it. If you arrive at Serendib, you receive the **Treasure**]

826

As you propose a business deal to the other, he cries out, "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 cannot prove your honesty, and nothing comes of your offer but a tarnished reputation. [D1/*Scorned* (1 turn)]

COURTLY GRACES: Your reputation is without blemish, and those around verify your integrity. Seeing the truth, the other deals fairly with you. [D1/W+1 (Max: Princely)/Bargaining and Evaluation]

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. You both go away no richer. [S1]

SCHOLARSHIP: Through research you discover the other's destination is far through the barbarian lands of the north and west. Though difficult, the journey is possible for one of stout heart. You are well paid for your information, and the other offers to take you with him on his expedition. [D2/W+2 (Max: Rich)/Opportunity to enter Stonehenge]

828

The other quickly accepts your offer of employment.

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/Choice of Lose Quick Thinking or Lose Wisdom]

LUCK (mandatory): Though the other is most unprepossessing, you are used to following hunches, and you are perversely confident of this person's usefulness. You follow your hunch into deep trouble, and barely escape alive. [D-1/S1/W-1 (Min: Poor)/Lose Luck/Lose Wisdom]

829

You recognize the talents of the other. Further, you realize that, since he is lost, he is at your mercy, and his services may be had at a fraction of their true worth.

NO SKILL: You deduce his destination but conceal it to keep him dependent a while, for his services are quite valuable. [D1/W+1 (Max: Respectable)]

COURTLY GRACES: Honor commands you to reveal the other's destination, and you offer him your 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)/**Treasure**]

830

The other agrees to work for you. Over time you realize the other is talkative—very talkative—incessantly talkative! Finally, you conclude that you must dismiss him if you are ever to get anything done. [D1/Wisdom]

831

The other accepts your kind offer, but he is distracted by melancholy and cannot perform his required duties.

NO SKILL: You are forced to dismiss this useless companion. [D1]

PIETY: The other is deeply depressed, but your example of faith and resolution makes an impression on him. Over time, the other finds solace and performs admirably. [D2/Piety/Choice of Bargaining and Evaluation or Weapon Use]

832

Never before have you encountered so bitter and critical a soul. Never happy, always complaining, the other soon drives you to distraction.

NO SKILL: You regret your stupid decision to hire this wretch and, for your own sanity, dismiss him. When you do, he bitterly rails against and vilifies you with such anger that others believe that you have sorely wronged him. [S1/*Scorned*]

ENDURING HARDSHIP: The other is a skilled worker, so you tolerate his annoying personality, for you have undergone much worse than a complaining companion. As you praise his work, his disposition improves, and in the fullness of time you benefit greatly from his diligence. [D1/W+1 (Max: Respectable)/Choice of Bargaining and Evaluation or Scholarship]

833

He replies, "I am already spoken for. I am sorry."

NO SKILL, SEDUCTION (mandatory), **APPEARANCE** (mandatory): 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 older brother, who turns out be even more handsome and charming! [D1/S1/*Beloved*]

834

The other is virtuous and honorable and loves you deeply, but cannot abandon his aged mother.

NO SKILL: You depart with tears flowing down your face for the loss of the love of one so noble. [D1/*Grief Stricken*]

SEDUCTION, APPEARANCE: Your beauty and your skillfully woven protestations of love overwhelm him, and he surrenders himself to you. Blinded by passion, the other goes away with you. Your love is strong, but your lover is consumed with remorse. [D1/S1/Lose Wisdom/*Grief Stricken*/*Beloved*]

835

The other is smitten with you and swears to follow wherever you go. However, you later discover he is a member of the Sultan's bodyguard and has been arrested for desertion.

NO SKILL: He is imprisoned, and you are tragically separated. [D1/S1/*Grief Stricken*]

STORYTELLING: You go to the Sultan to plead for your lover. Your impassioned, skillful, and pious defense touches the Sultan's heart, and your wisdom is praised by all. Your lover is pardoned and joyfully rejoins you. [D2/S1/Courtly Graces/*Beloved*]

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 come away rather badly swindled. [S1/W-1 (Min: Respectable)]

BARGAINING AND EVALUATION: You are too experienced to make deals when you are confused. You make him repeat himself until you understand. [D1/W+1 (Max: Respectable)/Bargaining and Evaluation]

838

The other's ceaseless babbling drives you crazy. Finally, your patience fails, and you lose your temper.

NO SKILL: The other stalks away in a huff. No one profits from such unpleasantness. [Scholarship]

ENDURING HARDSHIP: 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)/Bargaining and 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 before you are bored unto death. [S1]

BEGUILING: You pretend great interest in his babblings, and he regards you as a friend and wise companion. You thereupon proceed to swindle him repeatedly. [D2/S1/W+2 (Max: Rich)]

840

The other 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 him or decline:*

If you decline: Brigands are indeed waiting for you. They beat you, rob you, and leave you for dead. [S1/W-2 (Min: Penniless)/*Wounded*]

If you accept: You pay his price and hope that he is as good as he says. [W-2 (Min: Poor)/Go to paragraph 1395]

WEAPON USE: When bargaining with the other, 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 accordingly. [D1/Go to paragraph 1395]

841

The other declines your offer, saying, "I'm sorry, but I have pressing business elsewhere."

NO SKILL: You accept the refusal and go on your way. [D1]

COURTLY GRACES: Out of courtesy, you promptly offer him your aid. Shamed by your generosity and grace, he reconsiders. You strike a mutually agreeable bargain. [D1/Choice of Weapon Use or Quick Thinking]

842

The other is careful and asks you for references.

NO SKILL: Nothing but good is to be heard about you, and the other is happy to serve you. You are quite satisfied with the services. [D1/Choice of Wilderness Lore or Bargaining and Evaluation]

STEALTH AND STEALING, SCORNED, OUTLAW (All mandatory): When he learns of your past, he says, "Your reputation is stained, and I cannot work for you." [D1]

843

This person has valuable skills and agrees that what you offer is a fair price, but he hesitates to leave his secure employment for a more adventurous life.

NO SKILL: Regretfully you must search for another person. [Bargaining and Evaluation]

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 skill (1 use)]

844

The other is cool to your proposals, and seems absorbed with other matters. You dedicate yourself to the costume arts for the next time you find yourself in such a position. [Choice of Appearance or Acting and Disguise]

845

The other is surprised at your interest in his belongings, for they are merely things he has gained here and there. He listens politely to your offer.

NO SKILL: You manage to strike a bargain for a few items, but the other senses the value of certain items and is reluctant to part with them. [D1/W+1 (Max: Respectable)]

LUCK, BARGAINING AND EVALUATION: You are most persuasive, and convince him to sell you a number of rare and interesting items. [D1/Choice of W+2 (Max: Rich) or **Treasure**]

846

He wears a splendid ring. You know you must own it or die—but he refuses to sell it.

NO SKILL: You are obsessed with the ring, and cannot rest until you have it. [D1/*Envious*]

BEGUILING: You contrive a story which presents the ring as an ancient heirloom of your family. Moved, the other surrenders it to you. [D2/W+1 (Max: Respectable)]

847

The other is desperate and needs money badly. This means that he has nothing to offer you but his services, for which you have no immediate need.

NO SKILL: You can't see paying money for something you don't need. [Bargaining and Evaluation]

PIETY: Something—perhaps sympathy for the unfortunate, which is the duty of all the Faithful—impels you to hire him anyway. Your impulse is

fortunate, for the other's skills come in handy. [D1/Choice of any skill (1 use)]

848

In trading with the other you obtain an item you believe to be 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 to a merchant to sell it, you discover it is a worthless fake. The merchant is kind to you, though, and teaches you to avoid such mistakes in the future. [D-1/S1/W-1 (Min: Penniless)/Bargaining and Evaluation]

BARGAINING AND EVALUATION: Careful scrutiny indicates the item's true worth, and you avoid an unwise purchase. You profit greatly from trading with him. [D1/W+1 (Max: Respectable)/Bargaining and Evaluation]

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: Respectable)]

COURTLY GRACES: You principles prevent you from cheating the poor soul and from making a profit. [D1/Piety]

850

You are swept up with passion for the other, and you spend an evening whiling away the hours in most intimate entertainment. Only when the other makes to leave do you learn of the other's spouse!

NO SKILL: Humiliated, you accept your unwise action and withdraw. [D1/*Grief Stricken* (1 turn)]

BEGUILING: You set a trap for the other and obtain indisputable evidence of his infidelity, then blackmail him with a threat to reveal all. [D1/S1/W+1 (Max: Rich)]

851

Believing you interested only in his wealth, he rejects your suit.

NO SKILL: You accept your fate and depart, knowing you have a good heart but not knowing how to prove it. [D1]

APPEARANCE: The next day, though, you meet him again. The beauty of your eyes and the grace of your form captivate him and he cannot be parted from you. He composes poems to you of the most surpassing loveliness, comparing your beauty to the light of the brightest stars. [D2/W+1 (Max: Rich)/*Beloved*]

852

The other is rich, well-figured and, you hope, fine material for marriage.

NO SKILL: However, the cheating that made him rich is the same that abuses your affections. Your misery is unbearable when you discover his infidelity, and sorrow fills your heart as you divorce him. [D1/*Grief Stricken*]

SEDUCTION, STEALTH AND STEALING: Only one with your flexible principles could keep such a person "honest." In fact, you are a fine pair of schemers. [D2/S1/Bargaining and Evaluation/Quick Thinking/*Married*]

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. You consider your errors carefully, and feel that you have learned much about commerce. [D1/W-1 (Min: Poor)/Bargaining and Evaluation]

BARGAINING AND EVALUATION: Your bargaining skills are equal to his, and you make a fair profit. [D1/W+1 (Max: Rich)]

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)/Bargaining and Evaluation]

BARGAINING AND EVALUATION: A second's examination convinces you that the other's wares are junk. You waste no time with weasels. [D1/S1/Bargaining and Evaluation]

855

"If you lend me the sum I need," says the other, "I have an investment that will return your money fivefold." You never see your coins again. [D1/W-1 (Min: Poor)/Wisdom]

856

He asks you to assist him in a swindle he is undertaking. You are to play the part of a foreign scholar, and verify the value of several false items he hopes to sell to a wealthy collector.

NO SKILL: You bungle the job by not knowing certain facts about the land you are supposed to be from. You and your conniving companion must flee for your lives. [S1/*Outlaw*]

SCHOLARSHIP, BARGAINING AND EVALUATION: Ironically, you recognize that one of the "false" items is of real value. You betray the swindler to the authorities and keep this piece. [D2/S1/*Respected*/**Treasure**]

857

The swindler scurries from you, squealing in terror. You pursue him but realize you are surrounded by the coward's bodyguards.

NO SKILL: Resistance would be futile. You are forced to surrender, and they throw you in a cell. [D1/*Imprisoned*]

WEAPON USE: You draw your weapon with a flourish. Daunted, the bodyguards step aside. You corner the cheating merchant and deal with him justly, to the approval of all. [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 your claim. You stalk off, fury and greed consuming your soul. [D1/*Envious*]

RESPECTED (mandatory), **COURTLY GRACES:** Your stainless reputation is above reproach, and the other merchants side with you. You take the

case before the Sultan, and he orders your monies restored and the swindler banished. [D1/S1/W+1 (Max: Respectable)]

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 most unpleasantly with you, beating you soundly and throwing you out into the alley behind the store. [D-1/S1/*Wounded*/*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. Unfortunately, the merchant discovers you with your arms full of his ill-gotten goods, and you flee.

NO SKILL: [D1/S1/W+1 (Max: Respectable)]

LUCK, SCHOLARSHIP: Later, you realize that among the items you snatched are several quite extraordinary gems. [D2/S1/W+1 (Max: Respectable)/**Ionian Gems**]

861

The house is unguarded. You marvel at your luck and begin to help yourself to the abundant wealth. Alas! It is 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 had the sense to never get caught."

NO SKILL: His bodyguards throw you in a cell to teach you a lesson. [D1/*Imprisoned*]

STORYTELLING, ACTING AND DISGUISE: You remind him of the circumstances that once drove him to theft and then plead your own desperate case. "There but for the grace of Allah go I," he acknowledges, and moved by the memory of his own youth, he sets you free. [D1/S1]

862

You do not wish to meet the other, and he does not press. You go your separate ways, but you work on your desirability nonetheless. [Appearance]

863

The other watches as you head away, and you feel yourself being stared at the whole time.

NO SKILL: You can't be bothered and continue walking. [D-1]

SEAMANSHIP: You decide to stop; you have not heard of the other causing trouble in this part of the world and a friendly greeting might secure relations with the other. The other proves to be friendly and talkative. Your knowledge of the oceans of the world impresses him and when it is time for the other to leave, you are given a great gift. [D1/S2/**Colored Fish**]

864

The other watches as you head away, and you feel yourself being stared at the whole time.

NO SKILL: You decide to stop but when you turn around the other is not there. [D1]

SCHOLARSHIP: You decide to stop and make contact; at least the meeting might enrich your knowledge of the other. After introducing yourself, the other proves to be friendly and talkative, and tells you many wondrous tales. [D1/S2]

SEAMANSHIP: You decide to stop; the other proves to be friendly and talkative. Your knowledge of the oceans of the world impresses him and before he leaves, you are told of a most wondrous place. [D2/S2/Opportunity to enter the Lake of Colors]

865

"Who are you to waste my time with trifles," says the other, "You are too lowly to truly honor me. I should punish you for wasting my time!"

NO SKILL: You think a hasty retreat is best and walk backwards from the other bowing a scraping all the way. You are ignored before you are even gone. You determine yourself to learn more of high stations before trying to honor another. [D1/Courtly Graces]

ACTING AND DISGUISE: "I am from the great college of enchanters," you reply, "and my manner is that of one who spends too much time with books, I'm afraid." The other is convinced and is honored to be noted by such a scholar as you claim to be. You dine and enjoy an evening of entertainment where you press your new-found position to more romantic ends. [S2/Seduction]

866

"Honor me, do you? If you truly with to honor me then you will help me with a little scheme I have." The other explains that you will be only temporarily turned into an ape so that you can sneak onto an evil Vizier's property and take back a stolen statue from his gardens. If you are caught, the groundsmen will think nothing of an animal in the garden and will simply shoo you away.

NO SKILL: You listen to the scheme and it seems quite reasonable to you. You go along with it only to find that there is nothing temporary about your condition. You cannot demand your share of the reward as no one will listen to one who has been seemingly so punished by Allah. [S1/*Beast Form*]

ACTING AND DISGUISE: You make a small alteration to the plan—you will wear an ape costume instead. You are indeed spotted by the groundsmen but they pay you no mind. They don't even shoo you away. Seeing you near the statue the groundsmen begin to talk about its value. When they leave you steal the statue and bring it back to the other, prepared to renegotiate now that you know the true value of the thing. [S1/Bargaining and Evaluation]

867

You honor the other from a quite hiding place. The other passes you by unnoticed. [D1]

868

The other turns briefly your way, but seems not to notice you.

NO SKILL: When you are sure it is safe, you emerge from hiding and journey onward. [S1]

SCHOLARSHIP: Truly you wish you were not so afraid as to hide because the study of this magnificent other might have yielded much wisdom. Still, even a brief glimpse of this worthy gives you much material to spin a fine tale. [S2]

869

Your hiding place is well-chosen, and you are not found by the other. Eventually, you come out and journey on. [S1]

870

You see the brigands from a distance, and hide yourself from them. They do not seem to see you, and when they are gone, you travel on. [D1]

871

You hide yourself to avoid being seen. The brigands are so involved in their merry-making that they do not notice you. [S1]

872

It is no challenge to avoid them, so deeply are they in their cups.

NO SKILL: Off you head to better places. [S1]

STEALTH AND STEALING: You cannot resist such an easy mark. You sneak into their camp as they lie snoring and make your escape with some bags of gold. [S1/W+1 (Max: Respectable)]

873

You follow the other into the wilderness. So intent are you on your prey that you don't notice where you're going. The other is a mere hermit and you decide to move on.

NO SKILL: You are lost in the forest but following the other you saw how he survived off the land. You do the same until you are in familiar territory. [S1/Wilderness Lore]

WILDERNESS LORE: You are not sure where you are but you know that you can live off of the forest until you figure it out. [S1]

874

The other boards a ship and you are not sure how you will be able to follow. Just as you are about to give up a sailor notices you. "Are you here to join the crew?" he asks.

NO SKILL: You say that you are but that you don't know anything about being a sailor. The other says that they are short crew members and that they will teach you along the way. You learn a trade and continue to spy on the other. The skill gained from the former proves handy, the results of the latter are fruitless. [Seamanship]

SEAMANSHIP: "Am I too late?" you ask. "No, says the other. The new captain is the one who is late." Thinking quickly and forgetting the one you follow you ask, "Have you ever met this new man?" "Not as yet," says the sailor." "Then perhaps you should be more careful who you are disrespectful around!" You clap the other upside the head and say, "I'm the new captain and was testing you! Now set for sail before I clap you again!" You procure the ship owner's orders from the first mate and work making a fine living as the captain for some months—until you are set to meet with the ship owner. You disappear in the night before your meeting. [D2/W+2 (Max: Rich)/Acting and Disguise]

875

You follow the other and travel on foot for many miles. You eventually say out loud that a steed would be most welcome. Then, there before you, a horse—and it wears no harness! You pray that this fine beast might 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, but her labor is difficult.

NO SKILL: Sadly, both are carried away by the will of Allah. [D1/W-1 (Min: Respectable)/*Grief Stricken*]

WILDERNESS LORE, SCHOLARSHIP: Thanks to your learning, 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 granting you this 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!" The colt is as valuable as its father. [D1/S1/W+1 (Max: Rich)/Piety]

878

The road ahead appears to be writhing and moving. To your horror, you realize it is covered with a mass of black snakes! They move with a purpose. In fact, they seem to be feeding.

You may turn back the way you came or try to discover upon what they feed:

If you turn away: You know to leave feeding snakes alone. [D1]

If you wish to see their meal: You attempt to knock aside the snakes. [Go to paragraph 1388]

879

As you travel through the countryside, a young man on a horse gallops frantically toward you. "Flee! They come!" he cries. Boldly, you decide to stand and challenge those who fill the horseman with terror. They are skeletal forms—gools perhaps, or some horrible dead creatures.

NO SKILL: 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)]

SCHOLARSHIP: These are no beasts, but rather the "Restless Dead"—infidels who died without realizing the True Faith. Fortunately, you know prayers and words to dispatch them. [D1/S2/Piety]

880

In your lodging, a strange voice whispers your name.

NO SKILL: 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, for there is no sign of wrongdoing nor indeed anything untoward. [D-1/S1/*Scorned* (1 turn)]

ENDURING HARDSHIP, GOLDEN BRIDLE: The peace you feel at the sound of the voices tells you they mean no harm. Wisely, you await the morning, and the crowing of the rooster drives the voices away. [D1/S1]

881

You stumble upon a Magian fire-worshipping ceremony. Strange creatures 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. Flaming dogs leap from the fire and overwhelm you. The Magians bind you, toss you into a smoldering coal-pit, and leave you for dead. Only Allah preserves your miserable life. [D1/S1/*Wounded*]

ENDURING HARDSHIP: In the name of Allah, you draw your sword and lay about mercilessly, though you are outnumbered. Your unceasing attack sends them howling and fleeing in all directions, and the strange fire-beasts scatter into the night. Your great deeds are reported to the Sultan, who showers you with honor. [D2/S2/*Robe of Honor*]

882

At night, before your eyes a dark shadow passes over the moon, bringing great fear to your heart, and a sword in your hand. Of a suddenness, a bird of solid black swoops toward you.

NO SKILL: Barely can you hear the sound of its wings over your cries, and you flee—head-first into a wall, knocking yourself senseless. When you become again conscious, the night and its fearsome magpie are long gone—as are your wits. [D1/*Insane* (1 turn)]

WEAPON USE: With a flash of moonlight off its polished steel, your sword finds the creature's eyes and it falls dead at your feet. You prudently head towards your lodging without further delay. [D1/S2/Weapon Use]

GOLDEN BRIDLE: With a quick thought, you bring forth the Golden Bridle. The bird submits to your will, and you ride it like a gentle pony to a distant and magical place. [D2/S1/Move to any Place of Power and have an immediate encounter]

883

By the will of Allah, a great crowd of small white birds has descended upon you. They do you no harm, but their unceasing cries and foul droppings threaten to drive you mad, nor do they fail to steal away many small belongings, tearing at your clothes and plucking your hair.

NO SKILL: You curse them with a thousand vile epithets, and flail at them with your fists and sword, but better you would be to have tried to drain the ocean with a spoon, for you never manage to hurt a one. Their foul dung coats you head to foot. Finally, in one moment, they lift and fly away, their cries sounding as mocking laughter. [D-1/S1/*Scorned* (1 turn)]

WILDERNESS LORE: You hold out food and make soft noises, and in this way you lure a bird close to you. Quickly you seize it by the neck, and wring the life from it. Its piteous cry serves as an effective communication to the other birds, who depart as quickly as a cutpurse who sees the Sultan's guards. [D1/S1]

884

Above you, in a tree, you spy a small flock of Red Cockerel—a most rare and valuable bird. Eagerly you give it chase, hoping to trap them.

NO SKILL: The birds dart from tree to tree until, wearied, you abandon the chase. [S1]

ENDURING HARDSHIP: You follow relentlessly, until (by the will of Allah!), one lands just within your reach. You seize it up and gently wrap it that you might carry it without harm. Later you sell it for a pretty sum. [D1/W+1 (Max: Rich)]

885

To your astonishment, a small bird settles on your shoulder and brightly chirps thrice. Then it flies but a short distance away and chirps again, and you realize that it wants you to follow. You journey by forgotten paths until you come to a tower. From a high window, a maiden with silken hair and eyes like running water calls to you in distress. However, a fierce demon, its four arms each holding a sword as long and wide as a horse, stands guarding the tower.

Roll two dice, adding one each for Stealth and Stealing and Weapon Use:

- 2–7: Though you try, you cannot pass the demon, and with sorrow in your heart, you leave the maiden to her captor. [D-1/S1]
- 8+: [Go to paragraph 1389]

886

As you are walking in leisure, the sky grows dark. Above you passes the greatest flock of birds ever you have seen! Intrigued, you resolve to follow them.

NO SKILL: After many hours, the flock passes from your sight, and you are no wiser to their nature than before. [S1]

DETERMINED (mandatory), **WILDERNESS LORE, SEAMANSHIP:** Long after they have vanished from sight, you still follow them, until after long traveling you come to a tiny island upon which the birds nest as densely as hairs in an old man's beard. Satisfied, you return to where you were. Later, you tell this story to a famous scholar, who marvels at your account and swears to aid you if ever he can assist you. [S1/Scholarship at Master level (1 use)]

887

From a short distance away, you hear an uncanny voice crying, "Free me! Free me!" Hurrying forward, you come across a shadowy djinn hovering over a slain body.

NO SKILL, SPARKLING SPEAR (mandatory): The 'efreet must have killed this man! In a rage, you draw your sword, and with but a blow, you easily slay it—to your great surprise. [D1/S1]

WISDOM: Something in the manner of the djinn makes you pause. Seeing you, the 'efreet at once exclaims, "By the will of Allah, free me! This man was a fearsome weaver of enchantments, brought down by his own evil! Take the ring from his finger and destroy it, that I might return to my own lands!" Clearly, this djinn is of the Believing Djinn, and you do as he asks. When the ring is destroyed, he showers you with gratitude, for the joys of the People of the Flame are as great as their wrath. He offers to take you with him as he returns to his home in the Dusky Land. [D1/S1/Opportunity to enter the Dusky Land]

888

You come across a most wretched and pitiable sight—a creature like unto a wax statue of a man held too close to a flame, and whose legs are transfixed in a pillar of basalt. Its eyes roll in agony, and your heart grows heavy with sympathy.

NO SKILL: However, you have no ability to aid this wretch, and you journey on. [S1]

PIETY: In a voice of woe, the creature tells how he joined with many other evil 'efreets in a shameful attack on a city of the Faithful. By

the wise learnings of a great sorcerer, they were defeated, and he was imprisoned in this form until someone should pray for his release. Moved by pity, you call out to the Merciful and Compassionate God, and the creature is freed! In gratitude, the 'efreet promises to perform a task for you if only you ever call his name. [D2/S1/Piety]

889

As you pass by a well, a strange and terrible voice calls from deep within it, "Oh, please lower a rope!" With great haste and no little fear, you do as the voice asks. When you draw the rope up, clinging to the end is a loathsome demon!

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, and know that the creature has set its wrath against you. [D1/*Accursed*]

DETERMINED (mandatory), **ENDURING HARDSHIP:** You do not flinch, but stoically lift the creature from the well. "Thank you," it croaks gratefully. "What boon may I give to my benefactor?" [D1/S1/Choice of W+1 (Max: Princely) or You may lose one status of your choice]

890

As you journey on your way, you see a most peculiar sight: a great snake, whose flesh is as clear as water and whose scales sparkle like cut diamonds, slithers across your path, pursued by a larger serpent, black and foul of form and scent.

NO SKILL: Fearful, you step back, and both snakes are gone from sight before you can blink. Could you have imagined the whole sight? [S1]

QUICK THINKING: With a cry, you grab a rock and hurl it at the black snake, crushing its skull. The other snake cries out in a joyful voice and melts into the form of a lustfully beautiful youth. Seizing you, the youngster says, "That vile enchanter stole my form from me and would have slain me had you not interceded! My heart melts in gratitude, and I will love and marry thee if thou desirest."

> *If you are not Married:* The sight sets your soul aflame, and you take the other's hand and lead on to a safer place. Praise Allah! [D2/S2/*Married*]
>
> *If you are:* Though this one's beauty sets your very soul aflame with desire, you think of your spouse who awaits you, and you decline. You lead on to safety, and all who hear of this marvel at your tale. [D2/S2]

891

As you journey, a voice both clear and strong address you thusly: "I beg your pardon, but could you direct me to civilization?" You turn, and are befuddled to see that the one who addressed you was a horse!

NO SKILL: You calculate the value of this miraculous creature and speak at great length to it, trying to connive some trick by which to lure the beast into following you. Alarmed at the tone of your voice, it runs off. [S1]

BEGUILING, GOLDEN BRIDLE: With careful and clever motions, you smoothly win its trust and entice it into a trap. You display this strange beast to all, for a fee, and you turn a fine profit, finally selling the beast to the Sultan for his menagerie. [D1/S1/W+1 (Max: Rich)]

892

An annoying insect buzzes around your head, and in the sound of its wings you hear a mocking laugh.

NO SKILL: You exhaust yourself trying to squash it. It stings you, then flies off, and you are sure you hear it cackling as it goes. [D1/*Diseased*]

STEALTH AND STEALING: With a smooth motion, you easily snatch the tiny creature from the air. "Eeeeee!" it squeaks. "Free me and you shall be rich!" You release it, and the strange creature is true to its word. [D1/S2/W+1 (Max: Rich)]

893

A beautiful snake, with scales like glass, slithers near. You gaze at it in wonder.

NO SKILL: It raises its head and stares back, and a deep tiredness suffuses your limbs. The snake towers above you and takes the form of a beautiful enchantress. You fall to the ground, now wearing the body of the marvelous snake. The mocking laugh of the enchantress fill your head you as you slither off. [D1/S1/*Beast Form*]

APPEARANCE: The snake speaks. "Truly, you are so fair and lovely that my heart is filled with joy. I cannot bring harm unto you. I am one versed in the magical arts, and for the solace your visage has brought me, I shall grant any favor you might ask." [D2/S1/Choice of **Treasure** or Opportunity to enter any Place of Power]

894

A high-pitched voice greets you by name. Turning, you discover a remarkable thing—a rodent that speaks!

NO SKILL: It offers to grant you a wish. You grab after it, but ho-ho! It flows like water and grows into an enraged 'efreet! "Oh, foolish, greedy mortal," he cries. You turn to run, but are too slow to evade him. A burst of his fury fills your mind... [D1/*Ensorcelled*]

SCHOLARSHIP, PROTECTIVE TALISMAN, GOLDEN BRIDLE: You greet it in the name of Allah. The beast trembles slightly, and you grow wary. Suspicious, and prudent, you take your leave as the creature calls ineffective curses after you. [D1/Choice of Wisdom or Piety]

895

You have come across a most horrid beast. You cry out, "By Allah, what a fetid stench, what an aura of evil, accompanies this oddity!" You cannot stay your hand against such a malign presence.

NO SKILL: You charge forward, sword in hand, but the very air around the foul creature is so poisonous that you must flee. Sorely injured, you withdraw. [D1/*Wounded*]

GOLDEN BRIDLE: You brandish the Golden Bridle, and the creature bows down before you. Holding your nose against the vile vapors it sends forth, you dispatch the foul creature. [D2/S1/Enduring Hardship]

896

You have cornered a small beast that you discovered gnawing on your belongings. You raise your weapon to deal it a death blow, but are transfixed as it turns its gaze upon you. Your limbs grow weary...

NO SKILL: You are as a statue, having no control over your actions. All that you do, is as the actions of a puppet. When feeling returns to your limbs, you sigh with relief. [D1/*Ensorcelled* (1 turn)]

LUCK, QUICK THINKING, GOLDEN BRIDLE: You quickly avert your eyes from its gaze, and the thing scampers off. You do not regret its departure. [D1/S1]

897

You come across a most beautiful beast, the likes of which you have never before seen. It seems not even slightly dangerous—and what a stunning pelt!

NO SKILL: A beautiful pelt it has, yes, but also sharp teeth, and long and fearsome claws. Fortunately, it seems to be good-natured, for you manage to escape from it with only a handful of wounds. [SI]

WILDERNESS LORE: You observe it for a number of minutes and carefully note its long teeth and claws. Rather than approaching it directly, you set a trap for it. By the grace of Allah, you capture it easily, and its pelt brings a fine price in the bazaar. [DI/SI/W+1 (Max: Rich)]

GOLDEN BRIDLE: When you bring forth the Golden Bridle, it bows down before you and allows you to mount it. It makes a fine steed. Soon after, you sell it to a wealthy man in exchange for many well-fed horses. [D2/SI/W+2 (Max: Rich)]

898

You have come across a strange beast. Although you approach it with careful steps and making calm sounds, when you draw near, it suddenly charges.

NO SKILL: You flee, but it catches you easily, knocking you to the ground. In terror, you await its terrible jaws... but it merely stands over you for a number of minutes, then moves peaceably away. [DI/SI/Luck]

WEAPON USE (mandatory): You stand your ground and draw your sword, slashing it across the forequarters. A cut so deep would, you are sure, have felled a lion—but the beast does not yield, and presses its attack with the force of a thunderstorm, relentless and savage... You barely survive the battle. [DI/SI/*Wounded*]

QUICK THINKING, GOLDEN BRIDLE: You drop to the ground, feigning death. Puzzled, the creature nuzzles at you, stands over you for a few minutes, and at last wanders away. [DI/SI/Quick Thinking]

899

You have come across a most interesting beast, and give it chase. However, it is fleet of foot, and you cannot keep up.

NO SKILL: You follow onward, drawn forward by the faint sounds it makes at it races away from you. Finally, even the sounds disappear. You decide to stop the pursuit. [DI]

WILDERNESS LORE: With craft, you track the creature to its lair. You approach carefully, but as you are about to seize it, it turns and leaps past you. You are stunned by the horror of its visage, and you faint. When you waken, it has disappeared; but where it stood you see a marvelous object. [DI/SI/*Insane* (1 turn)/**Treasure**]

GOLDEN BRIDLE: With the power of the Golden Bridle, you easily capture the creature. When you are better able to see it, you faint from its fearsome visage. When you wake, it has disappeared; but where it stood you see a marvelous object. [DI/SI/**Treasure**]

900

You pursue a most peculiar creature. A powerful obsession draws you on and on to exhaustion. Darkness sweeps before your eyes.

NO SKILL: When you wake you are dazed and unable to reason, alone in a strange land. [DI/*Insane*/Move to the Dusky Land and have an immediate encounter]

PROTECTIVE TALISMAN, GOLDEN BRIDLE: Before you succumb, you recognize the subtle enchantment the creature has woven and are able to partially deflect its influence. When you wake, you are fully wary and alert, though you are in a strange and magical land. [DI/Move to the Dusky Land and have an immediate encounter]

901

As you move toward the creature, it pauses and waits for you, beckoning you to follow.

NO SKILL: You struggle hard to keep up. Every time you fall behind, the creature pauses, staying just far enough ahead to evade you. To what purpose should you continue? Exhausted, you give up, knowing not what strange beast you have encountered. [SI]

DETERMINED (mandatory): You continue the chase far beyond the point of reason, driving your body to the point of exhaustion, but eventually the beast turns and allows you to approach. [Go to paragraph 1393]

MAGIC, GOLDEN BRIDLE: At last the creature turns and waits meekly for you. When you approach, it leads you forward to your destination. [DI/Go to paragraph 1393]

902

You caught only a glimpse of the creature from your hiding place but it was the most marvelous thing you have ever seen. You can do nothing but follow.

NO SKILL: The beauty of it drives all else from your mind. You will never rest until you have found it. [DI/*Under Geas*]

ENDURING HARDSHIP: Though it seems your heart will burst, you must turn aside and give up this obsession. Once you have done, you feel relieved of a great burden. Truly, it is the path of wisdom to recognize when a task is foolish. [D2/Wisdom]

GOLDEN BRIDLE: You produce the Golden Bridle, but the beast resists its power. Recognizing the beast's strength, you decide it would be best left alone. [DI/SI/Wisdom]

903

The strange beast seems an impossible combination of several animals. You examine it cautiously from afar as it snuffles about.

NO SKILL: It moves off swiftly, and before you can even react, it has disappeared from your view. What a strange and wondrous sight! [SI]

FATED (mandatory): It draws near to you, then stiffens in fear. Without warning it leaps at you, and overwhelms you. As its teeth sink into you, you feel your own body changing into an animal... [DI/*Beast Form*]

GOLDEN BRIDLE: You attempt to place the Golden Bridle on it, but it bolts into hiding. When you examine its tracks, you see it has the claws of lion, and you are relieved it ran away rather than attacking. [DI/SI]

MAGIC: You invoke the name of the Most High, and the names on the Seal of the Prophet Solomon, and the beast cries out in pain. It turns to flee, but before it can take three steps, it splits into half a dozen animals, each of which scatters to the winds. You are pleased to have freed them of their curse, and journey on. [D2/SI/*Blessed*]

904

As it grazes, the creature utters low sounds like the cries of lost souls. Despite your resolve, you fearfully keep your distance.

NO SKILL: There is little to be learned from such a remove. After a short time the beast starts in alarm, and is gone before you can follow. [S1]

MAGIC: By its signs, you know it to be a human in beast form. With a blessing and a magical sign, you remove the enchantment. With a twinkle, a distinguished man stands before you, offering his thanks. You converse with this him for many hours into the night, learning much from each other. [D1/S1/Scholarship]

905

From a distance, you examine the creature. As it seems harmless, you draw nearer. As you do, it turns to face you, and you stare into its eyes...

NO SKILL: You are captivated by the depths of its eyes, and your will flees like the night before the sun. [D1/*Ensorcelled*]

STORYTELLING, GOLDEN BRIDLE: Unpleasant tales of enchanted beasts come to your mind, and you swiftly avert your gaze. It departs, and you are glad to escape without harm. [D1/S1/Luck]

906

As you come to a clearing amidst a grove of trees, you see a small ape—singing a song! Such a strange beast could make you famous, but with no one around to help you, you are left to your own devices, so you step forward to introduce yourself.

NO SKILL: Without a word, the ape disappears into the trees. You shake yourself, wondering if your senses have deceived you. [D1/S1]

STORYTELLING: The song is one well-known to you from ancient works, and you start singing additional verses from memory and improvisation. When you finish your own song, the ape reveals himself to be an 'efreet visiting among mortals. He is most delighted for your company. He offers to join you as you go on your way, for it has been many a year since he last walked the world of men. [D2/S2/**Hairless Ape**]

907

As you travel, a horse with no rider draws near. "Hello, traveler," it says. "Can I aid you?"

You may ask the horse directions to the nearest city or ask it to accompany you:

If you ask for directions: The horse tells you, then strides away while you grope for further words. [S1/Lose *Lost*/Move to any city within four spaces if there is one]

If you ask the horse to travel with you, roll one die, adding one each for Beguiling and Storytelling and two for Golden Bridle:

- 1–3: [Go to paragraph 1390]
- 4+: The horse agrees. You find him to be a delightful and knowledgeable companion, with but one flaw: he refuses to speak in front of others, causing you no end of frustration; others think you to be struck mad. [D1/S1/Wisdom/*Insane*]

908

As you journey, you spy a poor man leading a scrawny mule, to which he talks vigorously. You can scarcely credit your ears when the mule answers him! Following at a distance, 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 can find no trace of it. Those around look at you in disbelief at your inquiries. This great prize has slipped through your fingers! [D1/*Envious*]

ACTING AND DISGUISE: You make subtle inquiries in the town, being careful not to reveal what you seek. One day soon, you come across them again, and present yourself to them as a wizard from a distant land. The mule is pleased to share his gift with you, and you gain many strange glimpses into the future. [D2/S1]

909

You happen to tread on the tail of a mangy cur. You expect it to bark, but are startled as it curses you in blasphemous epithets. A talking dog—and an infidel at that! Laughing at your surprise, the dog dashes between your legs, shouting imprecations and profaning the name of the Prophet!

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 distances. Finally, you rise to go on your way. What wonders Allah has created! [S1]

GOLDEN BRIDLE: Righteously angry, you give chase to the blasphemous cur, Allah in His wisdom guiding your footsteps. The beast darts every which way, but cannot escape you. Finally it darts into the path of a heavily laden cart, and is crushed. Thus is the justice of the Most High revealed! [D1/S2/Piety]

910

You see a crowd gathered around an old man, who displays a small ape. "See the ape that talks!" he cries, and the ape begins to sing a ribald song.

NO SKILL: "Allah, this is a perversion of nature!" So saying this, you cast the man aside, draw your weapon, and slay the demonic creature. As his soul flees him, the old man curses you bitterly in many and foul oaths. [D1/*Determined*/*Accursed*]

VIZIER [mandatory], **COURTLY GRACES:** You remonstrate with the man, decrying the ape as a perversion of Allah's order. Though he is reluctant to surrender the ape, from whom he has made many a penny, the man agrees to place the matter before the Sultan. The Sultan sees the wisdom of your argument and decides the matter in your favor. [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 dull and lifeless. With a prayer to Allah on your lips, you step forward with your sword to hand. As the serpent's gaze meets yours, though, you feel your will slipping away.

NO SKILL: You turn and walk away, your body no longer at your own command. [D1/*Ensorcelled*]

DETERMINED [mandatory], **ENDURING HARDSHIP:** Steeling your will against the magical blandishments of the serpent, you advance. Frightened, it slithers away, and the maiden breaks free of its evil spell.

If you are male and not Married: Casting shame aside, the girl smothers you with kisses and clings tightly to you, and refuses to be parted from you save only by death. [D1/S1/*Beloved*]

Otherwise: She produces from her robe a gem of great value. "It is all I can give you, and only a fraction of what you deserve for your brave deed." [D1/S1/W+2 (Max: Princely)]

912

While traveling at twilight you come upon a clearing in a patch of woods. You spy a campfire, and draw close. To your horror, a pack of black dogs circle it, chanting in the tongue of the evil Magian fire-worshippers.

NO SKILL: The beasts radiate evil as a flame radiates heat. Before their chants can overwhelm you, you flee blindly into the night, crying Allah's name, but the sound of their blasphemy echoes in your brain long after. [S1/ *Insane* (1 turn)]

PIETY: In the instant of your terror your prayers rise up to Allah. At the sound of your prayers, the fire blazes forth, consuming all the wood in an instant. When your eyes clear, a dozen men lie senseless in the clearing. You bind them and deliver them unto the Sultan, who dispenses to them justice and to you great honor. [D2/S1/ *Robe of Honor*]

913

At the sound of horsemen approaching, you cautiously take cover. From your place of concealment, you witness a troop of dark, shadowy cavalry passing, their faces obscured by a mist.

NO SKILL: You pray for safety, but the sound of your voice attracts the attention of the lead horseman. His followers gather around you, grinning—they are a tribe of evil Magian fire-worshippers! They strip you and brand your body with tattoos and shower curses on you before they ride off, laughing. [D1/ W-2 (Min: Poor)/ *Accursed*]

STEALTH AND STEALING: Composed and calm, you stay hidden as they ride to their hiding place. They are merely men—wicked fire-worshippers, but men. Your make haste to the Sultan, and he brings swift justice upon these evil unbelievers. [D1/S1/ *Respected* (1 turn)]

914

When you came to this area, the local villagers told you stories of the haunting creatures which dwelled by this river. Scoffing at danger, you agree to find the beasts and track them to their lair, but now you witness 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. Mercifully, you are not seen in your hiding place.

NO SKILL: You are so scared by what you have seen that you cannot follow through on your promise. You return to the nearby village to admit your failure. They mock you for your cowardice and lack of sense. [S1/ *Scorned* (1 turn)]

WILDERNESS LORE, ENDURING HARDSHIP, GOLDEN BRIDLE: You resolve to track these dark beings and observe them carefully. Though it is dangerous, you follow them to their lair, and make careful notes to assure that you can find your way back. You return to the village, and lead the grateful people to the lair, that they may rid themselves of these evil creatures. [D2/S1/ *Respected*]

915

In your journey, you come to a great lake, and hire a man to ferry you across. When you are but halfway across, see something odd a stone's throw away, and you tell the man to turn towards it that you might follow the ripples on the surface. Suddenly you feel an unholy presence beneath you, and 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, but eventually you come to your senses and return to shore. [D1/S1/Lose Enduring Hardship/ *Insane* (1 turn)]

ENDURING HARDSHIP: Putting down your horror, you seize the ferryman's pole, and guide the craft in pursuit of the man. You come to a small island on the verges of the lake, and watch, disgusted, as a band of gools emerge from the water dragging their hapless victim. Before they can turn to their unholy feast, you fall upon them and destroy them. [D2/S1/ Piety/ *Determined*]

916

As you journey along, you spy in the distance a dark road whose surface seems to ripple with a current. As you draw near, you realize that the road is covered by a mass of huge, writhing, black snakes. You turn to flee, but see that the snakes have surrounded you.

NO SKILL: You feel the sting of a viper's bite and commend your soul to Allah. Weakness fills your limbs, but by the mercy of the All-Powerful, you do not die. [D1/ *Wounded*]

QUICK THINKING: An idea occurs to you. You disrobe and wrap your garments round your legs. The serpents' teeth cannot penetrate the bulky swathing. You follow the snakes to a narrow valley. Up ahead you see something glinting in the sun... [D2/S1/Quick Thinking/Move to the Valley of Diamonds and have an immediate encounter]

917

On a dark and moonless night, a murmuring chant comes to your ears. You following the sound until you find its origin— a gathering of foul creatures, perhaps gools or Magians.

NO SKILL: You are too frightened to show yourself and there is no one to rescue you from this situation. You hide in the shadows and listen to their terrible words, which cling to your soul. [D1/Lose Piety/ *Accursed* (1 turn)]

DISEASED, CRIPPLED, CARNELIAN IDOL, WEALTH: POOR or less [All mandatory]: The evil ones sing praises to their false gods. Your fortunes lately have been harsh and unjust, and you are open to their seductive promises of power and wealth. You succumb, agreeing to set aside Allah. [D1/W+1 (Max: Rich)/Lose Piety/ *Accursed*/ Lose any statuses of your choice]

918

While climbing a steep precipice, you slip and fall. The fall leaves you weak, barely conscious, and your leg throbs beneath you. A shadowy figure approaches you as you lie in pain.

NO SKILL: You swoon. When you wake, you find you have been robbed. [D1/W-1 (Min: Poor)]

ENDURING HARDSHIP: Calming your swiftly beating heart, you ask the figure for aid. "There will be a price," he says in a hollow voice. Warily, you agree. In a flash of light he disappears, and you find you are well and whole again, though a whispering voice stays with you, telling you of the price you have yet to pay. [D1/S1/ *Under Geas*]

919

Rumors have come to you that a powerful wizard lives nearby. You investigate the wizard's home, but a ghostly guardian will not permit you to enter.

NO SKILL: You go away frustrated. [S1]

DETERMINED (mandatory), **COURTLY GRACES:** You refuse to leave without seeing the wizard. By kind words, flattery, and persistence, you convince the guardian to let you in. Inside, the wizard greets you cordially and is willing to teach you something of the arcane. He also makes you a generous present. [DI/SI/Magic/**Treasure**]

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, leaving you with only its memory. [SI]

SCHOLARSHIP, STORYTELLING: You have heard tales of the fondness many apparitions have for music. You sing to the ghost and it turns its ear your way. You beg its favor. It disappears, but you discover a gold coin in the road. It glows with the warmth of the ghost's favor. [DI/SI/*Blessed*]

921

Off the road, you see a mule mired in a mud hole. The poor beast is exhausted, and there is no sign of its master.

NO SKILL: You cannot reach it without becoming trapped yourself, and you leave rather than witness its death. [SI]

WILDERNESS LORE: You cover the surface of the mud with your cloak and stretch out... you can just reach its bridle. Speaking soft encouragement, you patiently coax the mule from the mud. Never will you have a more faithful and grateful beast. [DI/SI/*Blessed*]

GOLDEN BRIDLE: You throw the Golden Bridle to the mule, and it miraculously wraps itself around the mule's head! With the bridle in place, you can easily lead the mule to safety. Never will you have a more faithful and grateful beast. [DI/SI/*Blessed*]

922

You come across a fine horse harried by a pack of wild dogs. Its flanks heave with exertion and its eyes have the stare of panic.

NO SKILL: You yell and wave your arms, but the dogs do not stray from their vicious task. After finishing the horse, they eye you speculatively, and you wisely retreat. [SI]

COURTLY GRACES, GOLDEN BRIDLE: Such a fine horse only needs a skilled rider; 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. [DI/SI/W+1 (Max: Respectable)/*Blessed* (1 turn)]

923

While conversing 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 bring the dog to heel.

NO SKILL: Your plan, though well intended, is inadequate. The great beast injures several of the folk, and escapes easily. You are shamed for your failure. [*Scorned* (1 turn)]

QUICK THINKING: You ask the locals for a sheep to serve 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 an emir, who rewards you for returning his pet. [DI/W+1 (Max: Respectable)/Wilderness Lore]

GOLDEN BRIDLE: You wait until nightfall, when the dog comes; then you command it by the power of the Golden Bridle. The dog is captured without injury—which is fortunate, for the dog is the prize possession of an emir, who rewards you for returning his pet. [DI/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 by the beasts that tear at your throat. Suddenly the sun breaks over the horizon, and as suddenly the creatures disperse, leaving you to tend your wounds. [DI/Luck/*Wounded*]

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. [DI/SI/Weapon Use]

925

In this place, 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. You agree, both for the Sultan's sake and for the sake of the lion.

NO SKILL: You lead several soldiers and lay a trap for the beast. But the lion surprises and mauls you. To save your life, the soldiers are forced to slay the beast, and your plan is blamed for its destruction. [DI/*Scorned*/*Wounded*]

GOLDEN BRIDLE: You wisely 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. With your leadership, the lion is captured, carried far away, and released. The Sultan makes you his trusted advisor. [DI/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 wait to see who owns the trap:

If you free the dog: [Go to paragraph 1391]

If you hide and wait:

NO SKILL: The poachers arrive and catch you hiding. Mistaking you for a competing poacher, they beat you, tie you to a tree, and make their escape. The noble is displeased by your failure. [DI/*Scorned*/*Wounded*]

STEALTH AND STEALING: The poachers arrive. You follow them to their hideaway, then slip away and return with guards. The poachers are captured, and the noble is pleased by your cleverness. [DI/*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, that such magnificent beasts might not suffer, nor prey upon the cattle of the fields.

NO SKILL: The lions will not eat the meat you bring, and slowly die out. The prince is furious at your failure, and denounces you. [DI/*Scorned* (1 turn)]

WILDERNESS LORE: Knowing that lions will only eat freshly killed meat, you instruct the prince to tie old horses for the animals' consumption. The pride thrives, and the prince hails you as a friend to man and beast. [D2/S1/Wisdom/*Blessed*]

GOLDEN BRIDLE: The Golden Bridle allows you to command the eldest lion of the pride to come and eat the food that the prince provides. The lions soon learn the joy of domestication, and they thrive. [D2/S1/Wisdom/*Blessed*]

928

From high atop a tree, you look down on a pack of slavering canines clustered around its base. 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 a nearby river and wade across. The dogs do not feel you to be worth their effort to pursue. [D1/*Wounded*]

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/Piety/Lose Stealth and Stealing]

929

Something unnamable—a gruesome parody of a man—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*]

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. When daylight comes, it disappears in a trail of smoke, and you flee this place. [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: You await its approach, intoning your prayers. The beast—a great white tiger—approaches you curiously, batters you with his great paws like a cat with a field mouse, and then wanders silently off into the dark forest. [D1/Wisdom/*Wounded*]

WILDERNESS LORE, GOLDEN BRIDLE: You silently inch downwind so that it will not catch your scent, 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 power and subtlety as evidenced in such a magnificent beast. [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, gibbering and insane. [D2/*Insane*]

MAGIC, GOLDEN BRIDLE: You bring the ghost-horse under your control by magical means, and compel the spirit to take you where you wish. [D2/S1/Move to any space except a Place of Power]

932

From your place of hiding, you see a shimmering form hovering before you. Soon it 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. Following the beast, you learn 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]

DETERMINED (mandatory), **LUCK:** You approach the beast and soon are able to discern its rider—a great, dark, evil looking demon with fiery eyes. Prudently, you decide not to interfere with it but instead go someplace far away. [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 like none you have ever seen lumbers by, closely followed by a poor man in rags. "Please help me catch her," he cries. "My family will starve without our zebu!"

NO SKILL: The cow is very large and looks ill-tempered. You decide the poor man must depend on Allah for aid, and bid him the best of luck. [D-1]

QUICK THINKING, GOLDEN BRIDLE: You easily bring the great beast under control. The poor man is profuse in his thanks, and praises your spirit to the Most High. [D1/*Blessed* (1 turn)]

936

You see a poor man leading a fine mule. There is something strange about its appearance and you come closer to study it.

NO SKILL: The man eyes you suspiciously, and sensing your ill intent, immediately hurries into a crowd of locals. [D-1]

BEGUILING: You craftily slip the guide rope from the mule's head, placing it over yours, and follow along behind while an accomplice leads the mule away. Soon, the man turns and discovers you. You quickly explain that you were enchanted into the body of a mule, and have through the blessings of the Compassionate God changed back. The gullible man lets you free and you return to the mule and discover what

was so odd—she is gravid! A fertile mule will fetch a high price indeed! [D1/S1/W+1 (Max: Respectable)/Quick Thinking]

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 wildebeast!" A strange foreign man thanks you, takes the beast, and gives you a few coins in gratitude. [D1/W+1 (Max: Poor)]

QUICK THINKING, GOLDEN BRIDLE (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 wildebeast, eh?" and gives you a thorough thrashing. Now you are the lamed one! [D1/*Wounded*]

938

The other seems of interest to you. You are not comfortable with things going on. The other is loaded on a cart and taken to a ship with other dying people. You arrange to join the journey. The ship sails into the ocean and you gather along the way that the people are dying slaves to be dumped in the sea. Outraged you decide to act on their behalf. You pretend to suddenly become enraptured by the grace of Allah, giving a speech of compassion from where even you do not know. The others are convinced to take the slaves back to their homeland to die, rather than committing them to a watery grave. [D2/Acting and Disguise/Piety]

939

You are concerned as soldiers place the other on a cart and roll it away. You follow them and discern that the soldiers intend to dump the other in an early grave. Outraged, you step in.

NO SKILL: You buy the other from the cart handlers and act as the nurse. The other is thankful and spends your days together passing on his skills in wilderness lore. [D1/Wilderness Lore]

ACTING AND DISGUISE: You convince the cart handlers that the other is holy man who should be respected in his last days. They believe you and take him in, caring for him until he passes on to Allah. [D1/S1/*Blessed*]

940

While following a dying wretch you make a most wondrous discovery—the nest of a roc, the greatest of birds. Nothing else is of concern to you as you make plan to steal a fledgling. You truss the bird up securely but, as you are finishing the task, the mother appears. She clutches you in her great talons and bears you away on the wind. After sickening hours of flight, you are dropped. By the grace of Allah, some undergrowth breaks your fall and spares your life. [D1/S1/Have another player move you up to four spaces in any direction]

941

Most marvelous is this egg, like unto the great dome of a Sultan's palace. You realize that transporting such an object will be difficult.

NO SKILL: You pay locals to help you move the egg. You contrive ropes and pulleys to haul it, but the egg breaks loose on the steep slope. It shatters, injuring many of your workers, and suddenly you are most unwanted in these parts. [D1/W-1 (Min: Respectable)/*Outlaw*]

SCHOLARSHIP: In ancient texts, you learned of a device that will help you transport the egg. You engineer a horse-driven wheel to lift the egg onto a cart. Your clever devices permit you to safely ship the egg to civilization, where it causes quite a stir. [D1/S1/Quick Thinking/*Respected*]

942

The egg of a roc is vast, like a huge dome imbedded in the sand.

NO SKILL: The egg suddenly cracks open. A shell fragment 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, barely. [D1/Luck]

WEAPON USE: You gather a band of skilled adventurers and return to the egg. When the fledgling bursts from the egg, your men quickly slay it. With haste, you remove the carcass from the mountain. You sell the meat in market, for it is most tasty, and the spectacle of the great bones causes a stir in the court of the Sultan. [D1/S1/W+1(Max: Respectable)/*Respected*]

943

You have come to the nest of the greatest of birds, the roc: surely you praise Allah for His wondrous works. 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. A delightful story! [S1]

WILDERNESS LORE: You realize the egg is fake—could it be a lure for a real roc? As a roc approaches, you note soldiers hiding in the bushes.

You may wait in hiding or warn the roc away from the soldiers:

If you wait: Hundreds of men emerge from hiding and slay the glorious creature. What an ignominious death for such a noble creature! [D-1/S1]

If you warn the roc: [Go to paragraph 1392]

944

Before you is a roc egg, huge as a Sultan's palace. Far off in the sky you see a speck which might be the returning mother. You pray that it is not.

Roll two dice, adding one each for Piety and Wilderness Lore:

- 2–8: You are caught by the roc and carried a good distance before being dropped, sustaining grievous injuries. [D1/S1/*Crippled*]
- 9+: You elude the talons of the mother and escape. What an adventure! [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 swoops upon the first, and a terrific battle ensues. The beating of their wings is like the most furious of storms! You pray for safety!

NO SKILL: The force of the maelstrom soon overwhelms you! When you come to, you have been blown far away, and are well the worse for the experience. [D1/*Wounded*]

PIETY: There is no power but in Allah. Feathers and bits of shell fly all about you, but by your faith you are spared from harm. You take a piece of shell the size of a man's chest to corroborate your tale, and all are impressed by your bravery. [D2/S2/*Respected*]

946

In this place, the clouds never part, but the sky is always overcast. As you study the skies, a flock of birds, far above you, turn and vanish into the clouds. For one moment, the clouds part, revealing a shimmering city in the sky! Your heart burns to explore it.

NO SKILL: You can think of no way of ascending, and no one believes you. Your heart nearly bursts in desire for the vision you have been granted! [S1/*Envious*]

EBONY HORSE, FLYING CARPET, MAGIC LAMP: 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, but you are suffused with the grace of the Most High. [D3/*Blessed* (1 turn)]

947

You see a most remarkable creature—a beast with the head and wings of an eagle but the body of a lion! It swoops down on a nearby field, and seizes up a sheep before flying off. You give chase, eager to learn more of this strange vision.

NO SKILL: The creature sees you giving chase, and drops the sheep upon you. You limp back to the shepherd and tell him all you have seen. He thanks you for your help and dresses your cracked ribs before you depart. [D1/S1]

STEALTH AND STEALING: You follow the griffin but manage to stay out of its sight, and come at last to its aerie. The bones of hundreds of stolen sheep litter the ground. You wait until the creature slumbers and slay it, carrying its body back to the shepherds. They reward you handsomely for your brave deed. [D2/S2/W+2 (Max: Respectable)/*Respected*]

GOLDEN BRIDLE: You follow the griffin for many miles until it alights and settles down to slumber. You stealthily approach the creature and throw the Golden Bridle over its head. When it awakens, it is as docile as a gelding horse and you ride it into the sky. [D2/S2/Stealth and Stealing/Move to any space except a Place of Power]

948

You spy a beautiful bird and follow its flight until it alights in a nest high atop a tree, when you see that it holds in its mouth a shining gold necklace, which it drops in the nest before it flies off.

NO SKILL: You are seized by the desire to own the necklace, but the tree affords you no purchase to climb.

You may go away or chop down the tree:

> *If you leave:* You decide the necklace is not worth the bother and go on your way. However, the memory of it haunts you. [D1/S1/*Envious*]
>
> *If you chop the tree:* The tree falls right on top of the necklace: you have no way to recover it. A fitting lesson to stem the feeling of greed within you. [D1/Wisdom]

WILDERNESS LORE, SCHOLARSHIP: You recognize the bird as a Spotted Throatwarbler, a most subtle and dangerous beast, a favorite pet of djinns and marids. You hasten on in your journey before its master arrives. [D2/S1/Wisdom]

949

You see the other, a known criminal, tied to a tree—his captor nowhere to be seen. The other is about to get free of his bonds. Your only recourse is to attack! You cut at him but hit the tree instead. A low moan arises from... somewhere. Suddenly a huge 'efreet stands before you. "How dare you harm my home!" he cries.

NO SKILL: You tell the 'efreet that you merely sought to obtain the necklace. The 'efreet guffaws, then turns your axe into a pile of wood. Then... you feel yourself change. [D1/S1/*Beast Form*]

APPEARANCE, PROTECTIVE TALISMAN: The 'efreet's anger is softened by your pleasing words and countenance. [D1/S2/W+1 (Max: Respectable)]

INSANE (mandatory): You leap at the 'efreet with a cry, brandishing your axe. With ringing strokes you assail your foe, but succeed only in blunting the axe against his inhuman skin. Clucking in annoyance, the 'efreet flicks the weapon from your grip, and, taking you up in his palm-frond-sized hands, makes a hole in your body and frees your soul. [Death]

950

With scorn on your face you attack your hapless foe. Unwittingly, in your eagerness, you free them!

NO SKILL: The other flees from you, a cry on their lips. The other is adept at the ways of the wild and evades your pursuit. You must assuage your rage another day. [D-2]

WILDERNESS LORE: The other flees into the wilds, you hot on their trail. After a day's chase you corner the other in a lonely mountain pass. They are too exhausted to put up a fight and are easily slain. [D-1/W+1 (Max: Poor)]

951

The piteous sight of the other's condition moves you to anger. You start to question the other but then decide to beat him for good measure. [D1]

952

The other seems a drunkenly slug until you begin your questioning. You soon learn that the other carries a dowry that will not be spent—one of the betrothed has been taken by the all-merciful Allah. You know a few available and worthy partners to replace the one taken. You talk the other into allowing you to take over as match-maker for a share of the dowry.

NO SKILL: Luckily the families are amenable and you succeed in making a match. [D1/Bargaining and Evaluation]

BARGAINING AND EVALUATION: You find that the other is in the midst of a string of misfortunes and you are able to solve many of his problems. You make a good amount of money and lead several families to happiness. [D1/S1/W+1 (Max: Rich)/Seduction]

953

Despite your misgivings you decide to engage the other in conversation.

NO SKILL: The other's tale winds across black and desolate vistas. After a day and a night of ravings the other wanders away leaving you lost and hopelessly confused. [D1/S3/*Insane*]

ENDURING HARDSHIP: The other's tale of woe and despair blackens your heart. As the tale crawls to a fevered pitch, the other works into a frenzy of depression. You watch, horrified, as they leap to their doom into a deep gorge, leaving you stricken with grief. [S3/*Grief Stricken*]

954

The other regales you with tales of their dark visions.

NO SKILL: Long before the other is done with their tale you realize how much of your time has been wasted with nothing to show for it. [D1]

SCHOLARSHIP: From the depth of the other's story a pattern begins to emerge. From it you discover clues that lead to an ancient dark ruin. [D1/S2/Opportunity to enter the Haunted House]

955

With good humor you listen to the other's tale. It lasts long into the night. [S1]

956

A rowdy bunch of brigands pass you by without a backwards glance. Then, one of them turns and cries, "Come, friend, join our hunt..."

NO SKILL: You have no skill at such things and decline. The final brigand gives you a rude poke with the butt of his spear as they ride off, and the story of your humiliation spreads through the nearby lands. [*Scorned* (1 turn)]

WILDERNESS LORE: 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 and flee them. [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 help them or decline:

If you decline: The brigands harbor no hard feelings and go to find another to help in their prank. [D1]

If you agree to help them, roll two dice, adding one each for Stealth and Stealing, Beguiling, and Acting and Disguise, and subtracting one for Piety:

- 2–7: You play-act as a wounded traveler, but you are not convincing in your charade. The Vizier is suspicious, and his guards attack. You are taken captive. [D1/*Imprisoned*]
- 8+: By guile and quick wits, you trick the Vizier into a compromising position in front of many witnesses. The brigands are so pleased that they offer you a fine gift. [D1/S1/W+1 (Max: Respectable)]

958

You come upon a small group of men, crudely garbed but heavily armed. 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, and you hasten away from them. [S1]

WISDOM: You devise for them a series of tests which favor 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)]

959

You come upon an encampment of men who fit the description of brigands operating in these parts. You ask to meet with their chieftain to determine their intents. He greets you and offers wine.

NO SKILL, WEALTH: RICH or greater (mandatory): You drink deeply, not suspecting 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, instead pouring it subtly on the ground. Impressed with your wit and prudence, the robber chief asks you to join his band.

You may accept the invitation or decline:

If you accept: You join the brigands, knowing that this makes you outcast in the eyes of man and Allah, but your friends serve you well. [D1/S1/Stealth and Stealing/Lose Piety/*Outlaw*/Lose *Respected*]

If you decline: [Go to paragraph 1383]

960

A small party of grimy-looking men come upon you. "We are scouts for the nomad tribe of Bedouins," they say. When you ask to meet their chief, they laugh and escort you to his presence. "What would you have of me?" he asks.

You can ask for information or to join the bandit tribe:

If you ask for information: [Go to paragraph 1382]

If you ask to join the tribe: He accepts, but you will have to undergo a trial of combat, pain, or storytelling.

If you choose a trial by combat: [Go to paragraph 1298]

If you choose a trial by pain: [Go to paragraph 112]

If you choose a contest of storytelling: [Go to paragraph 619]

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 AND STEALING, ACTING AND 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, including the whereabouts of a marvelous city! [D2/S1/Opportunity to enter the City of Brass]

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. Unfortunately, they were innocent men, and you are punished for your folly. [D-1/S1/*Imprisoned*]

COURTLY GRACES: You recognize many 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, for haste is the enemy of prudence. [D1/Wisdom]

963

In your travels, 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 thief pierces you with a spear. So goes your revenge... [D1/*Wounded*]

WISDOM: Revenge is a dish best served cold. You bide your time and follow, waiting for your chance to destroy them. [D1/S1/*Determined*/Have an immediate second encounter with the brigands, choosing a different reaction]

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: As you follow, three of their party come upon you. To allay their suspicions, you pretend to be a traveling entertainer. They watch your performance, 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: Even as 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 learn much of the craft of thievery and a gain a few nice baubles, as well. [D1/S1/W+1 (Max: Respectable)/Stealth and Stealing]

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 one die, adding one for Stealth and Stealing:

- 1–3: You are caught by the Bedouins. They suspect your intent, and punish you gleefully, then abandon you to the fates. [D1/*Wounded*]
- 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 stand before a cliff wall. The leader cries, "Open ,sesame!" and a cave reveals itself. The group disappears inside. Later, you hear a muffled cry, and the cave again opens to let the bandits out. After they are out of sight, you use the magic words to gain entry.

NO SKILL: You load several baskets with their stolen wealth, but forget the words needed to exit the cave. When the bandits return, they catch you easily and sell you into slavery. [D2/*Enslaved*]

WISDOM: Carefully keeping in mind the words the brigands used to open the cave, you enter, grab much treasure, and make good your escape. [D2/S1/W+3 (Max: Princely)]

968

Following cries for help, you come upon a merchant caravan beset by blood-thirsty brigands. Soon the merchants will be overwhelmed.

You may choose to aid the caravan or wait and see what develops:

If you aid the caravan: You rush forward, sword flashing in the sun. [Go to paragraph 1385]

If you wait: The brigands make short work of the merchants. They strip the caravan and ride off. Truly Allah turns His face from you as you turned away from the helpless. [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 disappear into the distance. [D1]

WILDERNESS LORE: Wisely you follow at a distance, for their tracks are as clear as a scholar's handwriting on blank parchment, until you finally come to their encampment. Your attack is well-planned: one by one, they emerge from their camp to answer Nature's call, and you have no trouble subduing them. The booty is meager but fair pay for such light work. [D1/S1/W+1 (Max: Respectable)/Wisdom]

970

From atop a 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. You are quickly overwhelmed, bleeding from many painful cuts.

Roll two dice, adding one each for Weapon Use, Enduring Hardship, and Determined:

- 2–7: They leave you for dead. [D1/*Wounded*]
- 8+: 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 you as you make ready for sleep. Off into the forest you dash, praying to Allah for intervention.

NO SKILL: The Bedouins catch you easily. Your pleas for mercy fall on deaf ears, though they merely rob you, when easily they might have slain you. [D1/W-1 (Min: Poor)]

PIETY: One brigand is stung by a bee and rides away howling in pain; a second tumbles from his mount and knocks himself unconscious. The third and fourth get into a terrible argument: one flees and the other rides off in hot pursuit. Truly Allah's ways are subtle and great! [D2/S2/Piety]

972

To protect yourself from brigands in the area, you spend the night in a tree. 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. Praise Allah, they do not give pursuit! [D1/S1]

WILDERNESS LORE: You remain motionless, scarcely daring to breathe. The Bedouins bury part of their treasure and leave. When morning comes, you dig it up and leave with due speed. [D2/S1/W+2 (Max: Rich)]

973

Woe is you! 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/Lose Enduring Hardship/*Wounded*]

BEGUILING: 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, WEALTH: RICH or greater (mandatory): You cannot to bear to leave so much wealth behind. Your final stand is bold but short. The bandits take your goods, but spare your life. [D1/W-2 (Min: Poor)/*Wounded*]

WISDOM: Worldly wealth is not the worth the loss of your life. You flee. [D2/S1/W-2 (Min: Poor)]

975

As you bid him a fine good day, the crotchety old man asks if you have anything he might eat.

NO SKILL: You are taken aback by his effrontery, and politely decline to aid him. [D-1/S1]

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 child could make such a perfect confection! Truly, could it be thee?" Indeed, marvel of marvels, it is your long-lost father! Praise the miracles of the Most High! [D2/S2/Luck/*Blessed*]

976

As you talk, you notice the ancient one has many scars. You wonder deeply about their origin.

NO SKILL: You politely inquire as to their cause, and the old man walks quickly away, insulted by your crude manners. [*Scorned* (1 turn)]

WISDOM: You surreptitiously study them. They are whip scars: the sign of slave who has bought his freedom. Mindful of his dignity, you ignore them as you converse. [D1/Courtly Graces]

977

You come across a wise old Persian 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 knowledge. [D1/S1/Scholarship/**Book of Hidden Treasures**]

978

You come across an old man hawking even older lamps.

NO SKILL: You engage him in discussion and hear many details of his varied and entertaining life. [S1]

STORYTELLING (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 or that one. The man soon grows annoyed by your persistent questions, and calls a soldier to drive you off. What wonders have slipped through your fingers! [D1/*Envious*]

MAGIC: One of the lamps is warm to your touch—a warmth not of earthly fire! For a pittance you purchase a priceless object! [D2/S1/**Magic Lamp**]

979

The old man is doddering and infirm but his clothes speak of 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 this night, so you decide to try your luck elsewhere. [D1]

BEGUILING: You engage the man in conversation. He speaks at great length of a haunted house nearby. You convince him to lead you to this place, and when no one is around it is a simple matter to overcome and rob him. [D2/W+2 (Max: Respectable)/Opportunity to enter the Haunted House]

980

The old man's clothing betrays him as wealthy, and there is no one else about.

You may rob him or follow him:

If you follow him: [Go to paragraph 1381]

If you rob him:

NO SKILL: You leap forward, expecting little resistance. The old man whirls and utters a cry, and you are thrown back by magical forces. [D1/*Ensorcelled*]

MAGIC: As you move forward to rob the man, you espy a symbol on his turban which reveals him to be a sorcerer. You challenge the infidel, secure in your mastery of the arts arcane. He turns, a snarl on his misshapen face, as you unleash your most devastating magics upon him. A brief wind seems to stir his cloak as your spells strike him, and then he smiles and raises his hands, fingers crooked in gestures unfamiliar to you. You feel yourself dwindling and shrinking, each stage of the transformation a fresh agony, until you have become a pomegranate. The sorcerer gestures again, and you explode into a thousand pips, scattered about his feet. Some part of you is aware of your foe himself beginning to transform. At last he becomes a large chicken which pecks up each fragment of your being. As the last pip—the part with your soul—is eaten, you cease to be. [Death]

SCHOLARSHIP (mandatory): You recognize the symbol on his turban as denoting a powerful enchanter. You prepare your own counter-charms, grinning and looking forward to this contest of equals. When the smoke clears and the earth settles, you are

victorious, and you take from him a most valuable item. [D2/ **Treasure**]

981

In a lonely place you meet an old blind man. Desperate, you attack and rob him.

NO SKILL: Though you gain a few coins, your heart is heavy at the deed. [D-1/W+1 (Max: Poor)/Lose Piety/*Grief Stricken*]

OUTLAW, SCORNED, ACCURSED [All mandatory]: You are not moved by the plight of the weak, the pathetic, the doomed. You pocket his coins and do not look back. [D1/W+1 (Max: Poor)/Stealth and Stealing]

982

Several blind men hurry past. Something about their demeanor raises your suspicions, and you follow them. You come across them as they are about to split their loot from a clever theft. 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 to the Sultan. He divines that your intent was to rob them, making you a thief as well, and casts you into the dungeon. [D1/*Imprisoned*]

ACTING AND DISGUISE: You pretend to be blind too, and claim that all of you had a falling out. Suspicious, the Sultan orders you beaten, 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 furtively away. Intrigued, you follow them.

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*]

STEALTH AND STEALING: The blind men enter a cabin, and you eavesdrop upon them. To your surprise, they are thieves, dividing their take! You wait in a corner until they fall asleep, then help yourself to their plunder. [D1/W+1 (Max: Respectable)/Stealth and Stealing]

984

You approach a group of three blind faqirs, wise men who live through begging, who seek lodging. If you will help them, they will tell the amazing tales of how they were blinded.

You can help them or go on your way:

If you go on your way: You are uninterested in their tales. [D-1]

If you help them: You lead the mendicants to a place you know of nearby. [Go to paragraph 1386]

985

You spy a blind man making prophecies to the followers. He has a begging bowl before him.

You may choose to give him a coin or not:

If you give him a coin: [W-1 (Min: Beggar)/Go to paragraph 1387]

If you do not: The blind man points at you with trembling finger. "Yours shall be the fate of the niggardly! You are doomed!"

NO SKILL: You depart, troubled by his words. It comes to pass as it was prophesied. [D1/S1/*Fated*]

PIETY: You meekly bow your head. "If Allah so wills it, so shall it be." The blind man is abashed by your piety, and together you say many prayers. [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/W-1 (Min: Respectable)]

987

You stand by the side of a road, next to a blind man. Suddenly, a boy darts in front of a horse, whose careless rider does not see him. Heroically, you leap to the boy's rescue, and discover him to be the Vizier's only son! Thinking to honor the blind man, you tell the onlookers that the old man, not you, rescued the lad.

NO SKILL: Surprised, the blind man protests. The Vizier, bewildered by this strange testimony, takes you to the Sultan's court. Confusion reigns until the truth is properly straightened out. The incident becomes the subject of many tales, and you gain ironic fame for your act. [D1/S1]

BEGUILING: In a quick aside, you explain to the man that the Vizier's generosity would be wasted on one so fortunate as yourself. The blind man is grateful to you, and wishes you the long and fruitful life of Allah's blessed. [D2/S1/*Blessed*]

988

While bathing in a pool, you spy a pitiful blind man walking nearby. Your heart is heavy in sympathy for him. You pray to Allah that his sight may be restored. The man cries out in surprise—his sight is restored to him! The first thing he sees is your clothes, which he promptly steals.

NO SKILL: You marvel at Allah's mysterious ways. [S1/Piety]

PIETY: Shocked, you exclaim, "Would that Allah strike you blind again, ungrateful one!" Marvelously, this thing occurs; the man cries out again, drops your clothes, and clutches his eyes. Truly Allah knows the best for His followers! [D2/S1/Piety]

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: You give him a coin, and go on your way; for charity is one of the acts demanded of the Faithful. [D1]

If you pray, roll one die, adding one for Piety:

- 1–3: The blind man cries out in pain, "Your prayers will not fill my empty stomach!" You are shamed and disheartened. [D1/*Grief Stricken*]
- 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 if you were also so afflicted, you dog!" He swings wildly at you with his stick. Others snicker at you as you take your leave, the man's curses sounding in your ears. [*Scorned*]

COURTLY GRACES: Your observation is couched in polite and poetic verse. Those around you conclude you are a wise philosopher. [D1/S1/*Respected*]

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: You take his hand to ease his passage and tell tales of wonder of the gardens of paradise. His eyes fill with tears of gratitude and with his last words he bequeaths his possessions to you, his only friend 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 a scheme to make the old man believe in magic lamps. The scheme fails miserably, and he calls for the Sultan's guards. Quickly are you thrown into chains. [D1/*Imprisoned*]

BEGUILING: Posing as a genie, you easily separate the old man from a tidy sum. As you remove your makeup, you see your partner disappear in the crowd, with your share of the take. All that work for naught! [D1/S1/*Envious*]

993

A grinning ne'er-do-well asks you to lend a hand with a shell game. He tells you which shell the pea will be under so you can "guess" correctly. Onlookers will believe this game is easy and wager many coins on it.

NO SKILL: You perform your role 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 at the end of a stout stick. [D1/Lose Stealth and Stealing/*Wounded*]

ACTING AND DISGUISE: Eventually, the crowd tires of being swindled, and several angry men come for you. Your partner is caught and punished, but you were disguised, and with your clothing changed, none recognize you. You make a tidy profit. [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 stand before his stall, 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." [S1]

MAGIC: You use minor charms to make the lamps seem magical. So crafty are you that even the swindler is fooled. You convince him to buy back the lamps from the customers (who are friends of yours) at a huge markup. Thus do you make 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 thief moves off, you resolve to rob him and return the money.

NO SKILL: The scoundrel is a tough customer, but Allah aids your cause. You overcome him, gain back the coins, and return them to the old man. [D2/Piety/*Blessed*]

STEALTH AND STEALING: You catch the con-man by surprise and knock him out. When you hold the coins in your hand, however, your resolve to return the money dwindles, and you add them to your own purse, not mindful of the needs of the old man. [D-1/W+1 (Max: Respectable)/Lose Piety]

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 the passes are frauds. 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. Your empty pockets haunt you. [D1/W-1 (Min: Respectable)/*Envious*]

STEALTH AND STEALING: Knowing that the villain will be celebrating his crime, you search the taverns and bawdy-houses of the city. The search takes many hours, but you finally come upon the man. You pummel him senseless and recover your money. Truly Allah rewards those who stick to their tasks! [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]

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 object 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 chastise 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 have already given; it did not occur to you to demand a receipt. Although suspicious, he hesitates to contradict you, and you go on your way unmolested. [D1/ Choice of Beguiling or Courtly Graces]

1000

You notice that all of the people in this strange land, have only four fingers on their left hands, and you ask why. You are informed that it is the custom of these people to sever the little finger of all newborns. You must submit to this practice if you are to remain here

NO SKILL: *You may cut off your finger or depart:*

> *If you cut off your finger:* You submit to the custom. It is painful, but you gain rare and fascinating insights into a strange culture. [D1/ S1/ Scholarship/ *Wounded*]
>
> *If you depart:* You hastily leave rather than mutilate yourself. [Have another player move you one space in any direction]

COURTLY GRACES: Asking further, you determine that an king in ancient times who lacked this finger decreed that all his subjects should be blessed in the same way. You gain audience 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

In this strange land, you discover that it is illegal to eat dates from a leather bag. You are sentenced to execution by a grinning Vizier (the selfsame man who gave you the dates), with your worldly goods to be given to the state (that is, to the Vizier).

You may protest your innocence or try to assassinate the Vizier:

> *If you protest:* You plead your case before the Sultan, claiming ignorance rather than malicious intent. Your pleas fall upon deaf ears. However, your sentence is commuted to exile rather than death. [D1/ *Outlaw*]
>
> *If you attempt to slay the Vizier, roll one die, adding one each for Weapon Use and Stealth and Stealing:*
>
> - 1–3: You fail and are horribly wounded. However, you manage to escape. [D1/ S1/ Lose Weapon Use/ *Wounded*/ *Outlaw*]
> - 4+: You succeed! You discover that, by the strange laws of this place, your act makes you the new Vizier. [D2/ S1/ *Vizier*]

1002

You witness a most brutal scene: a grandee slays a peasant for a trivial offense. He is about to slay another when you intervene, asking what justice is served by such a harsh punishment

NO SKILL: Enraged, the aristocrat attacks you. You barely escape with your life. [D1/ *Wounded*]

WEAPON USE: Your attack is met skillfully; the noble you fight 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—by accepting his hospitality, you are committed to marry his child! You have no wish to marry an infidel, but an armed slave is tasked to insure your cooperation.

NO SKILL: Since you have no choice, you are married. [D1/ Lose Seduction/ *Married*/ *Grief Stricken*]

ACTING AND DISGUISE: When you are alone that day, you make yourself look diseased. Appalled, the merchant gladly allows you to leave. [D1/ S1]

MARRIED (mandatory): You explain that you are already married and cannot do as he asks. The merchant waxes greatly wroth at this, and casts you out of his house. Though you feel you have done no wrong, all the people of this land shun you for taking advantage of the merchant in this way. [D1/ *Scorned* (1 turn)]

1004

You are traveling in strange lands.

NO SKILL: Here, you have met and fallen in love with a wonderful person; her countenance glows like a pearl, and her kindness is as of the angels of Allah. You wish to marry, but one thing might stop you: in this land, when a person dies, the surviving spouse is buried alive with the corpse.

You may choose to marry or not:

> *If you do not:* You publicly denounce the foul custom. You are shunned by the people of this land. [S1/ *Scorned*]
>
> *If you agree to be Married:* [Go to paragraph 1005]

MARRIED (mandatory): Your most beloved spouse, the light of your life, has journeyed to be with you. [Go to paragraph 1005]

1005

In this land, you enjoy a happy life with your most wonderful spouse. After you marry, you learn of the custom in this land of burying the surviving spouse with the corpse in a huge pit. Less than a week later, your spouse dies of a sudden illness. [Lose *Married*]

You may accept your fate or attempt to flee:

> *If you attempt to flee, roll two dice, adding one each for Appearance, Stealth and Stealing, and Acting and Disguise:*
>
> - 2–7: You are caught. Enraged, the people punish you brutally before throwing you in the pit. [*Crippled*/ Go to paragraph 1006]
> - 8+: You flee with few possessions, but with your life intact. [S1/ W-1 (Min: Respectable)]
>
> *If you accept your fate:* Despite the injustice of the practice, you accept the ways of the people. [Go to paragraph 1006]

1006

In the land in which you travel, 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 burial pit. Soon your bread and water are gone. One day, light streams in as another couple is lowered into the pit.

NO SKILL: The surviving woman is unwilling to share her 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/W-3 (Min: Penniless)/ *Insane*]

DETERMINED (mandatory), **QUICK THINKING, 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/Move to the Valley of Diamonds and have an immediate encounter]

ACCURSED, INSANE, ENSORCELLED (All mandatory): You are not able to muster the wit necessary to reason with the new arrival, but you manage to conceal yourself in the darkness until she sinks into an exhausted sleep. You then stumble from hiding and slay her, feasting on her remains and the scraps of food she possessed. The new corpses last you until the glad day when another couple is interred. Eventually the nutritious diet and exercise restore your strength, and you are finally able to tear down a section of cavern wall and escape. You find that your new diet agrees with you, and soon take to waylaying travelers on lonely roads, and having them in for dinner. You are now of the tribe of gools and consequently no longer of interest to our story. [Death]

1007

The other is blind and has no interest to you in your journeys. You pass him by not noticing that he is a stricken prince, lost to his royal family, for whom a reward was offered. [D-1]

1008

The other is blind and his senses are heightened. "Where are you going young traveler?" he asks. You continue on your way hoping he thinks that you did not hear him. "Your selfish nature is shameful, young one. A curse on you!"

NO SKILL: Your body seizes up from a tight pain. The pain comes and goes as you travel making you think often of the promise of Allah's mercy. [S1/Piety/ *Ensorcelled*]

BARGAINING AND EVALUATION: You notice that the being has a rare garment of great value. "Wait," you say. "I do wish to help you." Thus saying, you tell the other of the value of his garment, of which he was previously unaware. He is impressed that you did not try to trick him out of it, and he gives you the blessings of Allah. [D1/S1/ *Blessed*]

1009

You hide yourself to avoid the other, and are not seen. You continue on your way. [D-1]

1010

You do not wish to meet the other, and absent yourself. When you are sure no one sees you, you emerge from your hiding place and go on. [D-1]

1011

You hear the other approaching, and you hurry off in another direction, heading toward a nearby forest.

NO SKILL: The other is hears you flee and charges after you. After a long chase, you come to a small town, and you are captured by several large men, who see your foaming mouth and wild eyes and assume you are one of the gools who have been preying on their town. No amount of explanation will convince them otherwise. [S1/ *Imprisoned*]

WILDERNESS LORE: The other is suspicious and charges after you. You use your knowledge of forests of this type to avoid the other with ease. [S1]

1012

While walking in the wilderness, you come upon a gooleh feasting on the long-dead body of an old man. She looks at you, licks her chops, bares her fangs; and realizing there is nothing you can do for her victim, you wisely run. [*Pursued* (GOOLEH)]

1013

You decide to pass the old man by, not knowing if he has a kind or evil intent. The old man notices your efforts to not notice him and cries out, "You insult your elders so, you impudent waif!" [*Scorned*]

1014

In your travels, you meet a man who is fleeing for his life! He tells you that a wicked Vizier is infatuated with his wife and has declared him an outlaw. You do not want to be involved and are about to go on your way when moments later he is taken by guards. You soon hear that he will die tomorrow at dawn unless you can do something.

You may approach the Vizier or try to free your friend by other means:

If you approach the Vizier: [Go to paragraph 1015]

If you try to rescue your friend: You try to help your new friend by whatever means you can.

NO SKILL: However, 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, and you feel the satisfaction of one who has done what is best. [D1/S2/ *Blessed*]

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.

NO SKILL, WEAPON USE (mandatory): You sneak into the Vizier's house and slay him to save your friend. But your friend is executed anyway, and you are sought as a criminal. [D1/ *Outlaw*]

BRASS TRUMPET: You wait in hiding, observing the Vizier, and discover that he is hiding evidence that will prove your friend's innocence.

You may steal the evidence or denounce the Vizier at the trial:

If you try to steal the evidence: [Go to paragraph 1016]

If you await 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—a magical alarm! The guards are alerted and you must flee. You do not get

a chance to return, for the trial comes soon after. [Go to paragraph 1399]

STEALTH AND STEALING: 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/SI/W+1 (Max: Rich)/ *Blessed*]

1017

A young prince gives you a gift. Later, you are summoned before the Vizier, who finds a pretext for confiscating the item, and banishes you. Vengeful, you return at night.

NO SKILL, STEALTH AND STEALING, ENVIOUS (mandatory): You find many treasures in his home and cannot resist taking some. You make a sound; the guards are on you like dogs on a hare. They beat you thoroughly before imprisoning you. [D1/SI/ *Wounded*/ *Imprisoned*]

PIETY: You know better than to touch the Vizier's treasures. Allah will guide you in your righteous deed. You escape with your gift. [D2/SI/ **Treasure**]

1018

The Vizier of this land has usurped power while the Sultan is away and has levied a terrible tax on the people.

NO SKILL: You hide from the tax collector, but a scheming citizen turns you in. You are jailed in addition to the tax. [W-3 (Min: Beggar)/ *Imprisoned*]

BARGAINING AND EVALUATION: When the tax-collector comes to you, you fast-talk him and pay only a few dinars. The tax collector is puzzled, but you leave town before he can figure out what has happened. [D1/ Beguiling]

1019

An impressive entourage comes down the street toward you. 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. Furious, he orders guards to hunt you relentlessly. [D1/ *Pursued* (SOLDIER)]

QUICK THINKING, ACTING AND DISGUISE: Guards chase you. You duck behind a corner and fold your turban to look like theirs. When the guards run by, you follow, pretending to be one of them until you can make good your escape. [D1/SI/ Acting and Disguise]

BRASS TRUMPET (mandatory): The Brass Trumpet warned you of the approach of the vain Vizier long before he could see you, and you make good your escape. [D2]

1020

As you are going about your business, a powerful Vizier comes upon you. You struggle to free yourself as he embraces you, crying, "You are dearer to me than my brother." He drapes his robe around your shoulders, ties his turban around your head, and bids you farewell. Confused, you watch him depart. Suddenly, men surround you crying, "Here is the Vizier!"

NO SKILL: They beat you mercilessly. Meanwhile, the wicked one escapes. You will not allow such to cozen up to you so easily in the future! [D1/ Quick Thinking/ *Wounded* (1 turn)]

BEAST FORM (mandatory), **APPEARANCE:** When they see your face, they realize you are not the Vizier. You describe the clothes the Vizier was wearing and make easy his capture, but you find it best to be far away before he returns. [D1/ *Respected* (1 turn)]

BRASS TRUMPET: You explain what has occurred, and they listen to your words; you produce the Brass Trumpet, and with its magic you find the Vizier where he hides. He is punished, and you are well rewarded for your virtue. [D2/SI/W+1 (Max: Rich)/Courtly Graces]

1021

By chance, you meet with a Vizier and give him the respect due his office. In turn, he asks your help to catch a notorious criminal. He proposes to bait a trap for him by executing his sister. You wonder about the morals of man who proposes such a scheme and consider walking away...

You may agree to the plan or refuse:

If you agree: Despite your misgivings, you agree to assist with the plan. [Go to paragraph 1022]

If you refuse:

NO SKILL: You refuse to slay a Muslimeh under any circumstances. The Vizier is furious and casts you into the dungeon. [D1/ *Imprisoned*]

WISDOM: You understand that the Vizier is an evil man who will not accept your refusal. You pretend to go along with the plot, but escape at the earliest opportunity to warn the "criminal". You both make your escape from this place, and the woman is spared. [D1/Piety]

1022

The Vizier tells you he needs your help. You readily ask what you do to aid one of such honor. He outlines an elaborate plan to capture a wanted criminal: You are to aid in the execution of a maiden—the criminal's sister—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 scene will bring the criminal to her side.

NO SKILL: You perform as you are required, and the plan works—the man is easily taken. Later you learn the man was no criminal, but the Vizier's elder brother, whom the Vizier schemed to murder with his own sister. Your heart is shattered. [D1/Lose Piety/ *Grief Stricken*]

ACTING AND DISGUISE: You cannot go through with this vile plan and instead arrange to simulate her murder. When the "criminal" appears, you accuse the Vizier of wickedness, crying, "If Allah agrees with me, this maiden shall live again!" She rises from the ground, the guards scurry in fear, and the evil Vizier flees for his life. [D2/SI/Quick Thinking]

BRASS TRUMPET (mandatory): As you bring up your sword, the Brass Trumpet sounds, proving to you and to all around that the Vizier is evil. You slay him instead, and the crowds cheer you for your bravery. [D2/ SI/ *Respected*]

1023

You ask to see the Vizier of this land, but your request is denied. [D1]

1024

A lavishly dressed man sits crying on the steps of a palace. Coming close, you see he is the Vizier. The Sultan is dying of a strange ailment, and the Vizier is rent with grief because if he cannot find a cure, he will be executed. He asks if you have medical knowledge.

NO SKILL: You attempt a cure. Through the grace of Allah, the Sultan recovers! In reward, he makes you Vizier! [D2/SI/*Vizier*]

SCHOLARSHIP (mandatory): You cure the Sultan with aromatic herbs. The Vizier, his gratitude forgotten, insinuates to the Sultan that such knowledge may be used for assassination as well. Afraid, the Sultan has you banished. [D2/*Outlaw*]

1025

You meet an unusual woman on the road and offer to accompany her. When she goes to "obey a call of nature," she tarries so long you go after her. You find her speaking to her children—a flock of gools! She tells them of the fleshy feast she will bring them.

NO SKILL: You make to leave unseen, but her voice seem to cast a spell upon you, and, against your will, you return. Luckily, a passing troop of soldiers scare her and her brood away, but your mind is still caught up in her spell. [DI/SI/*Ensorcelled*]

WILDERNESS LORE, SCHOLARSHIP: Acquainted with the sorcery of goolehs, you recognize your peril. Blocking your ears against her enchantments, you escape the moment you know her identity. [DI/SI]

ACCURSED (mandatory): At the sound of this you smother an exclamation and begin to make a quiet retreat. Some passing breeze seems to bring your smell to her, however, and she howls to her children to follow, then leaps after you. Fear lends wings to your feet, and you would have escaped but for your accursed luck. A stone in the path turns under your feet, and before you recover they are on you. The family of gools give you time to make peace with your God, and your display of piety, combined with your supreme tastiness, is so ennobling that the gooleh and her progeny decide to convert to Islam on the spot. Their profession of the True Faith is too late to help you as you warm their bellies, but they do take to assisting lone travelers in honor of your memory. [Death]

1026

You discover the sad woman to be a gooleh who 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 of you! You faint in horror. You wake maimed, but alive. [DI/SI/*Crippled*]

COURTLY GRACES: Concealing that you know her identity, you say you have an enemy whom you fear. She is moved by your plea, and suggests, "If you are a good Muslim, pray to Allah." Your prayers are eloquent, filled with remorse and the hope of God's mercy. The gooleh, in tears from your heartfelt prayers, renounces her evil nature and lets you leave. [D2/SI/Luck]

1027

You come across a wounded woman by the roadside. She says she was stabbed and left for dead by an evil soldier because she would not surrender her virtue. You offer to help her, and she responds, "If you could bring me some human flesh I will be grateful."

NO SKILL, WEAPON USE (mandatory): Repulsed, you slay the vile, helpless gooleh. Later, you suffer pangs of remorse for the cold-blooded murder. [DI/*Grief Stricken*]

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. When morning comes, she is well, and no longer does the craving for human flesh bend her mind. [DI/SI/Piety]

1028

A gooleh has trapped a man in the branches of a tree! "I am a True Believer," she says. "Yon infidel shall feed my hunger." "She lies! I am a Muslim!" the man wails.

NO SKILL: You cannot determine the truth and, mindful of the gooleh's fearsome claws, you continue on your way. [SI]

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. Grudgingly, she allows it; the man proclaims the faith, and you go off, leaving the gooleh hungry and frustrated. [DI/SI/Piety]

1029

The other sits weeping by the side of the road. You ask why she weeps. "I have just sworn to the True Faith, but I am a gool. All my life, I have eaten human flesh. Allah, in His Wisdom, forbids such things. What can I do?" You sit with her and puzzle the tests which Allah places before His faithful.

NO SKILL, APPEARANCE: As you ponder, the gooleh is overcome with hunger and takes a chunk out of you. Howling, you flee, her remorseful cries barely audible over her smacking lips. [DI/*Wounded*]

PIETY: You pray with her for a solution. Suddenly, a deer stumbles into the clearing and drops dead. To her surprise, the gooleh likes the flesh more than human! [DI/SI/Piety/*Blessed*]

BEAST FORM (mandatory): Abruptly, the details of your changed form penetrate her dim mind. "Why, you are no man, but a talking beast," she exclaims with delight, tearing off one of your limbs to sample. What she says next is difficult to understand because her mouth is full, but as she swallows she begins to cry, "Allah be praised, your flesh is every bit as tasty as a man's, yet surely Allah does not forbid the eating of a creature such as you!" You perish, knowing at least that you have been the instrument of Allah's will. [Death]

1030

While riding in the wilderness, you come upon a gooleh. She looks at you, licks her chops, bares fangs, and bars your way; behind you, another like her appears. "We bear you no malice, but we must eat," she says, grinning. "It is the way of goolehs to feed on men."

NO SKILL: You try to pray to Allah for deliverance but are frozen with terror. The goolehs fall upon you, slaying your mount and wounding you. In a terror-inspired frenzy, you escape. [DI/SI/W-1 (Min: Poor)/*Wounded*]

STORYTELLING: To distract them, you start telling stories. In each, a character cries out for deliverance and is saved as 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 before they can be struck dead. Laughing, you ride off. [DI/SI/Quick Thinking]

1031

You spy a gooleh singing to her children of the meal they will have when a fat human comes along. You have no wish to become this ogre's feast, but you fear discovery if you try to creep away. You notice a deer and frighten it with a stone. Mistaking the deer's noisy retreat for a human's footsteps, the gooleh follows. Praise Allah for sending one of His creatures to deliver you! [DI/SI/Piety]

1032

You meet an old man by the side of the road. He warns you 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]

1033

There have been reports of gools and goolehs in this area, and you are careful not to encounter them. Soon, however, the Sultan offers a substantial reward for their heads. In your travels you spy one of the fiendish flesh-eaters! You follow her silently, trying to find her hiding place that you might warn others away from it.

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*]

STEALTH AND STEALING: You follow silently and discover a whole family of them! You sneak away to report to the Sultan, who rewards you for your skill. [D1/S1/W+2 (Max: Rich)/*Blessed*]

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. [S1]

WILDERNESS LORE: Cannily, you dismount and follow on foot. In this manner, you steal up on her 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 rush to her defense, but the gooleh wounds the princess before falling to your sword. Alas, the princess's wound is on her face, and her good looks are marred. She hates you, blaming you for her injury, nor will she thank you for saving her life. [D1/S1/*Scorned*]

1036

While drinking at a spring, you hear something approaching. You hide. A gooleh emerges and stoops to drink. As you reach for your sword, you make a noise and the gooleh starts upright in fury.

NO SKILL: Numb with fear at the sight of this horrible creature, you freeze. It escapes, and you are ashamed for your cowardice. [D1/*Grief Stricken* (1 turn)]

DETERMINED (mandatory), **ENDURING HARDSHIP:** Despite the creature's awful demeanor, you draw your sword and slay the abomination, as Allah wills. [D1/S1/Piety]

1037

The ship you are on is foundering—split seams below decks are taking in water. The Captain suspects mermen are trying to destroy the ship. You lean over the rail and pray for Allah's deliverance.

NO SKILL: Allah allows the ship to sink, and you find yourself adrift at sea. [Go to paragraph 315]

APPEARANCE: A merman's head breaks the surface. "Allah be praised!" you cry. "Are you a Muslim?" the merman asks. At your affirmative, he begs forgiveness—he thought the ship belonged to infidels. The mermen repair the ship and invite you to visit their land. [D1/S1/Opportunity to enter the Undersea Kingdom]

1038

You sail through clear waters when a merman appears and calls, "You trespass in our seas! Be gone in one hour or we will destroy your ship." At his gesture, the wind dies. You cry out in Allah's name at this amazing display of evil sorcery!

NO SKILL: Fearing the power of the mermen, you all try to row the ship away in the allotted time, but can make very little progress in the still air. Gleefully the mermen destroy the ship. [Go to paragraph 315]

SEAMANSHIP: Despite the calm wind, you are able to get everyone working together to move the ship out of the area in time. [D1/S1]

1039

Your ship is suddenly assailed by mermen who board and try to kill all passengers.

You may pray for deliverance or head for the side of the ship:

If you try to escape: [Go to paragraph 1040]

If you pray for deliverance, roll two dice, adding one for Beguiling:

- 2–7: They are gracious—they content themselves with tossing you overboard rather than slaying you outright. [Go to paragraph 315]
- 8+: Allah hears your prayers. The hearts of the mermen are softened by your pleas, and they depart without harming any others. [D1/S1/Piety]

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 talk your way past him or fight him:

If you talk: [Go to paragraph 1041]

If you try to fight:

NO SKILL: You slip on the deck—right into his grip. He grins and hurts you only slightly before tossing you overboard. [D1/Go to paragraph 315]

QUICK THINKING: You grab and light a torch. The merman recoils in fear at the strange fire, and you make it easily to the rail, where another crewman welcomes you aboard a lifeboat. 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.

NO SKILL, BEGUILING (mandatory): You spin 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*/Go to paragraph 315]

APPEARANCE, COURTLY GRACES: You make polite apologies for the injustices your people have done to his people. Moved by your kind spirit and intelligence, he turns his back, permitting you to dive over the rail. [D1/S1/Quick Thinking/Go to paragraph 315]

1042

A band of merman has surrounded your ship and demanded a tribute for their king.

NO SKILL, BARGAINING AND EVALUATION (mandatory): You haggle with the mermen, but you quickly exhaust their patience; they sink the ship. [Go to paragraph 315]

SCHOLARSHIP: You express interest in their king, customs, and history, hinting that the poor reputation they have comes from poor information. They are flattered and invite you to visit (with a proper gift for the king, of course).

You may give them a gift or decline:

If you give them a gift: When you declare the gift you will give their king, they take you to their home. [Choice of W-1 (Min: Beggar) or Lose one **Treasure**/Move to the Undersea Kingdom and have an immediate encounter]

If you do not give them a gift: When you decline to give them a gift, 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.

NO SKILL: "Nothing important," he replies. Later that night, however, you awaken to find merman taking you captive. Duban drugged your food with benj and sold you into slavery! [D1/*Enslaved*]

OUTLAW (mandatory), **STEALTH AND STEALING:** 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 defeated, and Duban is executed. [D1/S1/*Blessed*]

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: Respectable)]

PIETY: You tell the merman that if he converts to the True Faith, 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**]

1045

While leaning over the rail you spy one of the merfolk. You engage him in conversation to learn what he might need.

NO SKILL: You spend several pleasant hours in conversation before he swims off in his own quests. . [D1/S1]

LUCK: Much to your surprise, his name is the same as yours! What a remarkable coincidence! A seahorse steed is summoned and you are taken to the Undersea Kingdom as his guest. [D1/S1/Move to the Undersea Kingdom and have an immediate encounter]

1046

Your ship has been menaced by the dendan in these waters. While watching for them, you spot a merman, who waves both arms in an unmistakable request for help. 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, casting you adrift. [Go to paragraph 315]

COURTLY GRACES: You convince Nur-al-Din to give you a few minutes. When you speak with the merman, you realize he is a Muslim! How fortunate you didn't harm him. He tells you how to avoid dendans, and your ship sails on unmolested. [D2/S1/Luck]

1047

The captain, Ghanim bin Ayyub, is deep in his cups one night when he confides that he would like to rob the wealthy passengers. You offer to help for part of the take.

NO SKILL: When Ghanim sobers up he regrets telling you his plan and has you tossed overboard. [Go to paragraph 315]

OUTLAW (mandatory), **STEALTH AND STEALING:** Ghanim 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/Lose *Respected*]

1048

The captain, Bukhayt, asks you for aid in liberating a passenger from his interesting baggage. You enter the man's cabin while Bukhayt keeps him occupied elsewhere.

NO SKILL: When you touch the package, you are paralyzed by a cunning magical trap. When the passenger returns, he scornfully pushes you overboard. [*Ensorcelled*/Go to paragraph 315]

MAGIC: The package is protected by a spell. You defeat the spell and keep the package, escaping immediately by lifeboat—for it is not wise to stay near an angry sorcerer. [D2/**Treasure**]

1049

You seek to do what is right for the captain of your ship, Kafur. As you speak to him, you notice that he seems far more interested in your fine possessions than in anything you actually say.

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 paragraph 315]

ACTING AND DISGUISE: You suspect Kafur of plotting to throw you overboard. You make yourself look like a fearsome djinn and, when the crewmen enter your cabin, leap forth. They return to Kafur and reveal you as a powerful sorcerer. The rest of the trip passes without incident. [D1/S1/Acting and 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 pretend to 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 AND STEALING: You sneak into Sharkkan's cabin and arrange an accident for him. 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 the passengers to give him a portion of their cargo. If you refuse, he will steer the ship onto a reef. You must fight back and take what is yours (and a little more, for your trouble)! You lead the passengers in mutiny against Zau and his henchmen, slaying them all.

NO SKILL: However, this leaves no one to sail the ship. You are wrecked. [Go to paragraph 315]

SEAMANSHIP: You take over the ship, and under your capable guidance, the voyage is completed. The ship's owner is very grateful. [D1/S1/W+1 (Max: Respectable)/ *Respected* (1 turn)]

1053

When you were far at sea, the captain and crew turn viciously on the passengers. You fight back, but are overwhelmed. The villains imprison all the passengers below decks and plan to keep your possessions and sell you as slaves. [D1/S1/W-2 (Min: Penniless)/ *Enslaved*]

1054

The captain is wringing his hands and looks very nervous. You ask him what is 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/Have another player move you to any coastal space]

SEAMANSHIP, SCHOLARSHIP: He trusts your judgment 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/Seamanship]

1055

The captain, Aziz, comes to you, 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, the ship looks like the back of a huge dendan. Rocs come, but do not bother you. Aziz is quite grateful. [D2/S1/ *Respected*]

1056

The captain suddenly begins wailing and beating his breast. A strange current has gripped the ship, sweeping it to Allah knows where.

NO SKILL, SEAMANSHIP (mandatory): You try unsuccessfully to change course or escape from the current. Soon you come to an unfamiliar shore. You thank Allah for sparing the ship from wreckage. [D1/ *Lost*/ Move to any coastal space]

PIETY: Allah has His designs for your ship. You pray, confident of the Mercy of the All-Compassionate and deferent to His Power. Sure enough, the lookout soon sights land. Lo, it is your destination! [D1/S1/ Piety/Move to any coastal space]

1057

On a calm day, a sudden wind springs up, against which the ship cannot turn. "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!" You pray to Allah for strength.

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]

MAGIC: The evil influence of magic is at work. A quickly spoken word of Power and the djinn flees, leaving the ship under your control. [D1]

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.

NO SKILL: Finally, you come upon an unknown shore, thanking Allah for sparing everyone's life. [D1/Move to any coastal space]

SEAMANSHIP: With a prayer to Allah, you take control of the ship yourself and come through the shoals with ease. When you arrive at your destination, the ship-owners offer you the captain's position. [D1/ Wilderness Lore/ **Magic Tunic**]

1059

The captain runs about the deck, screaming, "We are lost! Lost! Allah has forsaken us—we shall never see land again!" Truly he has lost his wits!

NO SKILL: All you can do is restrain him and pray for the return of his sanity. Without his help, however, how will you find your way? [D1/ *Lost*/ Move 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. The captain returns to his senses and guides you home. [D1/S1/Piety]

1060

You behold a most unsettling scene: in the midst of a normal conversation with a passenger, the captain draws his sword and runs the other through. Has he gone mad?

NO SKILL, WEAPON USE [mandatory]: You jump to the passenger's aid and slay the captain. The passenger hands you a bundle and then dies in your arms. [D-1/SI/**Carnelian Idol**]

SCHOLARSHIP: The passenger's turban is knocked awry, revealing beneath it 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/SI/**Carnelian Idol**]

1061

Dangerous shoals lie ahead. The captain wishes to sail around them, but you join the other passengers in mutiny against him, insisting the captain go through the shoals to keep his schedule. In fury, he refuses to go any further, even under the threat of a fierce beating

NO SKILL: Without his skills you must change routes, causing great delays. [DI/You may not move next turn]

SEAMANSHIP: You take control of the ship yourself and come through the shoals with ease. When you arrive at your destination, the ship-owners offer you the captain's position. [DI/W+I(Max: Rich)/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? You batter at the hatch to get him to come back to his duty, but fear that you do not have time to break through before disaster strikes.

NO SKILL, SEAMANSHIP [mandatory]: You try to save the ship but are a poor substitute for the captain. The wind drives you into uncharted shores. [DI/*Lost*/Move to any coastal space]

COURTLY GRACES, SCHOLARSHIP: You question the captain through the door and discover he fears that the passengers plot against him. You soothe him with flattery and coax him to face the crisis. [DI/SI]

1063

Your present course will carry you into unknown waters. The captain refuses to sail further.

NO SKILL, BEGUILING [mandatory]: Your attempts at persuasion are futile, even brandishing your sword does not help, and the captain besmirches your reputation. [DI/*Scorned*]

QUICK THINKING: You bet the captain he is not skilled enough to bring you through. He takes your bet, sails on, and is successful. You lose the bet, but get where you need to be. [DI/W-I (Min: Respectable)/Quick Thinking]

1064

You have come across an object which shimmers and glints like a precious stone. As you peer closer, you note with fascination its many hidden depths.

NO SKILL: You are mesmerized by the beauty of the object. Through a haze, you note a grinning sorcerer relieving you of your possessions. The haze stays with you long after he departs. [DI/W-2 (Min: Poor)/*Ensorcelled* (1 turn)]

PROTECTIVE TALISMAN: Closing your eyes, you pronounce a magical word, breaking the spell on the object, which is but a piece of cut glass. You slay the sorcerer who is hiding nearby and find a most interesting item on him. [DI/SI/**Treasure**]

1065

Inside a stone building you find a golden statue of a coiled serpent; its eyes glitter piercingly in the dim light. As you approach, you could swear it moves.

NO SKILL: You run in terror as the "statue" shatters the floor behind you with adamant fangs. [DI/SI]

WEAPON USE, BRASS BOW: You strike at the throat of the "statue" and purple gore streams from the wound. In death it reverts to lifeless gold and jewels. [D2/SI/W+2 (Max: Rich)]

1066

Ahead of you stands 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, and you sell it in a nearby bazaar for a fair sum. [DI/W+I (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. [DI/SI/**Brass Horseman**]

1067

An old man, hunched by the roadside, is selling a "magical" bead on a necklace for a great sum.

NO SKILL, BARGAINING AND EVALUATION [mandatory]: You can see the bead is worthless and ignore his offer. [D-I]

MAGIC: When you hold it in your hand, you feel its power. The price is a bargain! [D2/SI/W-I (Min: Poor)/**Magic Bead**]

1068

Your alert eye spies a small ring buried in the mud. When you clean it, there is a blinding flash of lightning, and an enormous marid stands before you! "You have disturbed my slumber!" he roars.

NO SKILL: You beg for mercy, but... Shazaam! You are a stubby donkey. Bleating, you wander off. [DI/*Beast Form*]

STORYTELLING, QUICK THINKING, PROTECTIVE TALISMAN: 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 flows back into the ring, which you handle with care. [D2/SI/Quick Thinking/**Seal Ring**]

SEAL RING [mandatory]: You quickly rub the Seal Ring you have carried for so long, and the Servant of the Ring rushes forth. Seeing your distress, the Servant engages the foul marid in mortal combat, and you run for cover as they strike at each other with swords made of lightning. Eventually, the Servant prevails, and the marid is slain. The servant returns to the Seal Ring to await your next command. [D2/S2/Storytelling]

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.

NO SKILL, STEALTH AND STEALING [mandatory]: If one eye sees this much, imagine what treasures two eyes will see! You eagerly rub kohl on

the other eye—but to your sorrow, you are struck blind! Without the magical sight, you cannot find the hidden treasures; double sorrow on your head! [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/W+5 (Max: Princely)/**Kohl Pot**]

1070

A small kohl pot lies nearby. You open the pot; within is a bright, yellow kohl. (Why would anyone wear such a color?)

NO SKILL, BARGAINING AND EVALUATION (mandatory): Perhaps it is magical! Eagerly you rub it on one eye. Nothing happens. Disappointed, you leave it. [S1]

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**]

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.

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!" You go, hungering after the power of the globe. [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**]

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, by some magic, are never empty of food! [D2/S1/**Magic Saddlebags**]

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 your touch. [D-1/S1]

SCHOLARSHIP: With the aid of knowledgeable friends you preserve the book's delicate pages. As you translate it, you realize the marvel you have discovered. [D2/S1/**Book of Hidden Treasures**]

1074

You have come upon the site of a recent battle. It is a gruesome sight; yet, amidst the carnage lies a gleaming spear, gripped by a grotesque, mutilated corpse!

NO SKILL: The dead man's stare is so unnerving you can't force yourself to touch the object. [D1/S1]

ENDURING HARDSHIP: 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**]

1075

As you travel, you spy a small statue, glistening 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*]

PROTECTIVE TALISMAN (mandatory): You resist the evil voices until you are master again of your own soul. The statue whispers to you in the night, but you are its master, not it yours. [D2/S1/**Carnelian Idol**]

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 soon you realize that you no longer care for anything other than wealth.

You may keep the coin or throw it away:

> *If you keep it:* Over time, your mind is warped by its power. [D-1/S1/W+6 (Max: Princely)/*Envious*/*Accursed*/ You may, at any point, choose to lose either or both of these statuses, but doing so requires reducing your wealth to Beggar]
>
> *If you throw it away:* You realize that you are surely damned if you keep it. With Allah as your guide, you throw the coin away and give all your goods to the poor to atone for your crimes. [D1/S2/W=Beggar)/Piety]

WISDOM: You know that such toys are seductive. You keep the coin but use its power sparingly. [D2/S1/Beguiling at Master level (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, warping you from human form. Your mind is equally warped by the greed you feel for the gems. [D2/*Envious*/*Beast Form*]

MAGIC: 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. The thought of them burns in you! [D1/*Envious*]

SEDUCTION (if you are male), **APPEARANCE:** You use your charms to get close to her and pilfer the gems in an unguarded moment. Quickly you make your escape. [D1/SI/Stealth and Stealing/**Ionian Gems**]

1079

A weird old man is selling sparkling trinkets at market. "For you, young one, they're free. Go ahead—take one."

NO SKILL: Delighted by its beauty, you take one. Soon you can think of nothing else but its beauty... [D1/*Ensorcelled*]

WISDOM: They are quite beguiling—so much so that you are 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.

NO SKILL: This man met his doom bearing the weapon, and since there are no other indications of what caused his death, you decide to leave it where it lies. [D2]

ENDURING HARDSHIP, WEAPON USE: You take the sword in hand and discover it renders you invisible! What a wondrous find! [D2/**Sword of Invisibility**]

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 attempt to steal the statue yourself or seek assistance:

If you seek assistance: [Go to paragraph 1082]

If you decide to steal the statue yourself:

NO SKILL: You sneak into the courtyard and mount the statue. Suddenly, it flies up, and you find it impossible to control. Finally, the horse drops to earth. [D1/SI/Have another player move you to any space except a Place of Power]

QUICK THINKING: You are very cautious when you mount the statue and quickly learn the guiding principles. Soon the marvelous device is yours! [D2/SI/**Ebony Horse**]

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 sage's yard.

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/SI/*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 you mount and fly off, leaving him hurling insults at the soles of your feet. [D2/SI/Quick Thinking/**Ebony Horse**]

WOUNDED, CRIPPLED (All mandatory): You and your companion examine the horse, discerning at length the mechanism of its use. Abruptly, the sage leaps into the saddle and begins to rise into the air. You leap for the flying statue, but manage to catch only the stirrup. You cling tightly, but your wounds keep you from using both hands, so the sage is able to kick you free before you are scarcely above the clouds. You fall a long way and have a great deal of time (more than you'd like) to examine your life and commit your soul unto Allah before you become the messy object of much speculation amidst the curious people below. [Death]

1083

Tales are told of a nearby valley full of fabulous diamonds. Because of its many perils, it is recommended that you hire helpers to obtain the diamonds.

You may seek help or go it alone:

If you seek help: [Go to paragraph 1084]

If you proceed 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. Unfortunately, vultures do not scare easily, and you are badly wounded before you fight clear. You will know next time to heed the advice of the more experienced. [D1/Wisdom/*Wounded*]

WISDOM: After consideration, you follow the local people's advice. [Go to paragraph 1084]

1084

You have been told of a nearby valley full of fabulous diamonds. You hire a band of seedy-looking men (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 that were rightly yours! [D1/SI/*Envious*/*Wounded*]

COURTLY GRACES: You tell the Sultan of your expedition, and offer half of the proceeds to him. He sends his most trusted guards to control your helpers. Your profits earn the Sultan's favor. [D2/SI/W+5 (Max: Fabulous)/*Robe of Honor*]

1085

You meet a merchant weeping because a wicked Vizier has stolen a tunic the merchant specially made for the Sultan. You resolve to help the innocent man.

You may seek help or try to help the man on your own:

If you seek help: You know that you will need help, and you know that only Ali Hassan, the greatest of all thieves, is equal to the task. [Go to paragraph 1086]

If you act alone:

NO SKILL: You attempt to steal the tunic yourself. However, your foolproof plan fools no one; you are imprisoned while the Vizier thinks of a suitably horrible punishment. [D1/*Imprisoned*]

STEALTH AND 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, and approach Ali Hassan, the legendary burglar, for the job. [D1/Go to paragraph 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 Hassan, the greatest of all thieves, is equal to the task.

NO SKILL: However, Ali Hassan will only take the job for an exorbitant fee.

If your wealth is Respectable or greater, you may pay the fee:

If you pay the fee: You pay Ali Hassan to take the job; he easily recovers the tunic. In gratitude, the merchant gives great gifts to you and Ali Hassan. [D2/SI/W-3 (Min: Beggar)]

If you cannot or will not pay the fee: You cannot bankrupt yourself to assist the merchant, and he cannot pay the fee himself. The tunic is never recovered. [SI]

SEDUCTION (if you are female), **BEGUILING, APPEARANCE:** You convince Ali Hassan to take the job as an artistic challenge; he easily recovers the tunic. In gratitude the merchant gives great gifts to you and Ali Hassan. [D2/SI]

1087

In the distance you espy a small object well out of your way. Perhaps it is just a trick of the light? You shake your head and continue toward your goal; when you look again, it is gone. [DI]

1088

The other is an interesting curiosity, but appears both harmless and useless. You pass by in your haste to arrive at your destination. [*Determined*]

1089

As you walk along, you see coming your way a most strikingly peculiar man. Despite the heat, he is clad in a thick woolen robe, and over his eyes is a mask; and around his neck is a shining necklace, from which emerges the sound of ten musicians playing, very poorly. You know bad magic when you see it, and make large the distance between you can meet. [SI]

1090

In the marketplace, you spot a marvelous globe, which catches the light of the sun and reflects it into a thousand spots. But when you come closer, you realize it is just a clay ball into which have been studded small shards of glass; you cannot think what use it might be, and you head on. [Bargaining and Evaluation]

1091

As you converse with a new acquaintance of the opposite sex, a merchant passes you in the other direction. He is fondling a shining object with many levers and gears. Your attention is caught only momentarily before you turn back to the one who rightly deserves it. [Seduction]

1092

A man strides down the street, bearing a sword which catches the light like a fine diamond. You step clear of him, but a young soldier, more brave than clever, challenges the man to a duel.

NO SKILL: The duel is over almost before it begins. Now you can say that you yourself have witnessed the power of the Thunderbolt Sword. [SI]

MAGIC: You recognize the power of the sword and intervene, persuading the soldier to put away his pride and apologize. He is initially furious, but soon realizes you have saved his life and thanks you greatly. [DI/SI]

1093

They allow you to travel with them, but keep you blindfolded at all times and treat you as a stranger.

NO SKILL: Soon, you attempt to escape, but fail—they were too suspicious. They offer you the chance to redeem yourself by performing a few robberies.

If you refuse: They beat you cruelly and leave you for dead. When you come to, you still have no idea where you are. [SI/DI/*Wounded*/*Lost*]

If you accept: You agree to help raid a wealthy merchant nearby. However, you are not skilled at the art of stealing, and you bungle the job; the merchant remembers your face and gives your description to the guards. [DI/*Outlaw*/Lose *Lost*]

STEALTH AND STEALING: Crafty and subtle as you are, you can easily escape at any time.

If you escape: You waste no time, and make good your escape. [SI/DI/Enduring Hardship/Lose *Lost*]

If you remain: Instead, you choose to remain with these outlaws for some time. Banditry serves you well, but is a sin in the eyes of Allah. [D-1/W+2 (Max: Rich)/Stealth and Stealing/Lose Piety/Lose *Lost*]

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 yourself or tell the farmer of your discovery:

If you keep it yourself: [Go to paragraph 1095]

If you share your discovery: You piously give the money to the farmer.

NO SKILL: He is delighted and thanks you, but does not offer to share. [DI/*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 takes your meaning and gives you half the silver. [DI/SI/W+1 (Max: Respectable)]

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/SI/W+2 (Max: Rich)]

PIETY (mandatory): You have a change of heart and return the chest to the farmer. He is delighted and thanks you; he needed the money to ransom a close relative who is being held by brigands. Allah be praised! [DI/*Respected*]

1096

In a dark corner of a small town, you discover a temple of evil Magian fire-worshippers. In the center of the temple stands an idol of great value.

You can steal the idol or alert the Sultan:

If you plan to steal the idol: You go to get help. [Go to paragraph 1097]

If you go to the Sultan: You inform the Sultan of your discovery.

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 idol, the Sultan forgets his promise and keeps the treasures he promised to you [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 receive your just reward. The idol is merely a statue; however, the cushion upon which is rested is a most wondrous bed, made of the skin of an enormous snake. [D2/Courtly Graces/**Snakeskin Bed**]

1097

You discover a temple of evil Magian Fire-worshippers. Inside is a fabulous idol, 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. You do not get the treasure you sought. [D1/*Envious*]

ACTING AND DISGUISE: You pass for a perfect Magian and gain access to the temple, where it is a simple matter to steal the idol. The idol is merely a statue; the cushion upon which is rested is a most wondrous bed, made of the skin of an enormous snake. [D2/S1/*Robe of Honor*/**Snakeskin Bed**]

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 so 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! You are thrown into prison, where you have time to contemplate your folly. [D-1/S1/Wisdom/*Imprisoned*]

STORYTELLING, QUICK THINKING: You spin a fanciful tale to the child, disguising 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 'efreeteh. "You dare disturb this beauty for your own selfish gains? It is just that I disturb your beauty!" At her words, your flesh flows like clay on a potter's wheel... [D1/*Beast Form*]

PROTECTIVE TALISMAN: The Protective Talisman grows hot in your hand, warning you that there is an 'efreet present! Wisely, you pass by the tree rather than risk the wrath of such a creature. [D1/S1]

1100

Far from any traveled roads, you come across a fascinating scene: behind a towering, grim 'efreet, you can make out a brass statue. 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 spots you and bellows fearsomely; you retreat in haste. [S1]

STEALTH AND 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**]

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, as you had hoped, she cannot shift her tremendous bulk quickly enough to stop you. You make off with several gems. [D1/S1/W+1 (Max: Rich)/Luck]

ENVIOUS (mandatory): You are more than willing to risk the creature for the treasures you see, but your shaking hands are unable to manage it. You snatch a gem away as the Roc snaps at you and misses, but the second gem you grab is unexpectedly large. You hesitate, and the bird snaps off your head with a single clack. Your head remains aware throughout an interminable trip through the Roc's digestive system, and you perceive many rare and valuable gems in its crop before you finally go on to your reward. [Death]

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 attempt the robbery yourself or seek help:

If you seek help: You hire a band of robbers to assist you. [Go to paragraph 1103]

If you attempt it yourself: You fail, and 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/*Ensorcelled*]

BEGUILING: The captain believes your protests of innocence and lets you go. You realize you will need help if you are to succeed in this robbery. [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 captive. In a series of bizarre rituals, your memory of all that has occurred is erased. [D1/*Ensorcelled*]

BRASS TRUMPET: Allah reveals a spy among the men you hired. You remove him; the others are strong in their faith and want to punish the infidels. You set out for the temple. [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. In the inner chambers of the temple, you discover a number of traps and hindrances set to foil burglars.

NO SKILL: Prudently, you abandon the project. [D-1/SI/Wisdom]

QUICK THINKING: The traps inside make you think. Do the priests disarm them every 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/SI/W+3 (Max: Princely)/Quick Thinking]

1105

In this land, 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, and you undertake a daring plan with assistance from some of the victims.

NO SKILL, ENVIOUS (mandatory), **WEALTH: POOR** or less (mandatory): The theft is relatively easy. However, greed fills your heart, and you decide to keep the diamond for yourself. [D-1/Lose Piety/*Pursued* (BEGGAR)/Choice of W+4 (Max: Princely) or **Giant Diamond**]

ENDURING HARDSHIP: The theft is an easy matter, and, deeply moved by the sufferings of others, you gladly give the diamond to local merchants to sell for alms. [D3/SI/Piety/*Respected*]

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 described. You perform the necessary spells, 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 your magical work, trapping him (and the lamp) within. Damn that child! The lamp should be yours! [D1/SI/*Envious*]

BEGUILING: The trusting youth hands up the lamp before you help him out of the pit. You then end the spell, trapping him inside. [D-1/SI/**Magic Lamp**]

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/SI/*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/SI/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. Within, you discover a marvelous device. Suddenly, Abdallah steps from out of thin air to stand before you.

NO SKILL, WEAPON USE (mandatory): In desperation you attack. Abdallah murmurs and gestures, and you find yourself on four legs braying like a donkey. [D1/*Beast Form*]

ACTING AND DISGUISE: You pose as a sage come to visit Abdallah. You comment on the amazing rumors that he can disappear into thin air. Flattered, Abdallah demonstrates. While he is gone, you run like mad. [D1/SI/**Celestial Planisphere**]

1109

A beggar tells you a tale of a nearby cave filled with marvels. Investigating, you find the cave where you were told. Deep inside is a jet black pool and at its center is a small island. On the island are two chests of gold.

NO SKILL: You cautiously probe the pool. Suddenly, a skeletal hand explodes from the inky waters and draws you down! Terrified, you struggle, barely managing to escape. You run screaming from the cave. [D1/*Insane* (1 turn)]

STEALTH AND 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. The chests are filled with gold and silver, and one also holds a most remarkable lance. [D2/SI/W+2 (Max: Rich)/**Sparkling Spear**]

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.

NO SKILL, WEALTH: POOR or less (mandatory): You rush forward, your heart consumed by greed. As you climb the dune, it collapses on you, burying you and toppling the chest down the far side. You hear the dervish laughing as you extricate yourself, but when you are free, he is long gone with all the goods. [D1/*Envious*]

WISDOM: The dervish would not have shown you this were it easy to take. You ignore his whispers, and fill your eyes with the beauty of the treasure. The dervish is furious, and eventually storms off. [D1/SI/Wisdom]

1111

An old, run-down house stands before you. The door is open and you spy within a fabulous treasure! The locals tell you the house is haunted—those who tried for the treasure met death.

NO SKILL: You don't dare to test the tales. [D1]

FATED (mandatory): You decide to see for yourself. As soon as you touch the treasure, a voice speaks your name. You call out, "Who asks for me?" An enormous 'efreet bows before you, saying "Take the treasure, for it is yours." [D2/SI/**Treasure**]

1112

The walls of this place 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 pass on or enter the city:

If you pass on: You decide that any city which has been deserted so long must be deserted for a reason, and move on. [SI]

If you enter the city: [Go to paragraph 1128]

1113

Through the streets of this 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 on the futility of human ambitions. [D1/S1/*Grief Stricken* (1 turn)]

WISDOM: This ancient city is an admonishment to man's pride. You return to civilization and tell others of what you saw; they are abashed and enlightened. [D1/S2/Storytelling]

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. You waste many a day here before moving on. [D-1/S1]

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 and go on your way. [S1]

DETERMINED (mandatory), **STEALTH AND STEALING:** 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, an alarmed shriek splits the air, 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]

DETERMINED (mandatory), **WILDERNESS LORE, WEAPON USE:** 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 SKILL: Soldiers of the city find you and bring you before their magistrate. He mentions the wisdom of Solomon; your comment that Solomon has been dead for thousands of years is greeted with disbelief. You are judged to be insane and are confined for your own protection. [D1/S2/*Imprisoned*]

STEALTH AND STEALING: You avoid being seen, and learn many things about this lost culture. [D1/S1/Storytelling]

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. Moans of fear escape your lips. 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. What wondrous and fearsome tales they tell among themselves! [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, marveling 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 world and another. You converse with a sage from another time and learn fabulous things. [D2/S2/Scholarship/Opportunity to enter any Place of Power]

INSANE (mandatory): Unencumbered by sanity, your intellect is able to embrace the paradoxes involved, and you realize the true nature of the misty city. In the blinding flash of inspiration which accompanies this realization, you understand that you will never be able to convey its meaning to your fellow mortals. You decide, therefore, to go and dwell in the city, and each day the city itself is more and more real, even as the world you left behind fades, until at last you have become one of the most respected citizens of the mirage kingdom. The concerns of the world become like unto a mere story, one you heard long ago and of which you cannot recall the details. [Death]

1120

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 you to your fate. You come face to face with the Despoiler of Mansions before you manage to free yourself. For days you drag yourself forward until you come to a camp of nomads. You collapse before explaining your presence. When you awaken, your pains are abated, though you are still battered and bruised. They know of the bandits in the area and treat you as best as they can. [D2/Enduring Hardship/*Crippled*/Lose *Lost*]

ENDURING HARDSHIP: You refuse to let these bandits see your suffering, and you sneer, laugh, and tell ribald jokes. Impressed with your fortitude, they take you into their band. [S1/D2/W+1 (Max: Respect.)/Lose *Lost*/Opportunity to enter the Cave of Wonders]

1122

You find wagon tracks where there should be few travelers. You follow the tracks and discover a long-abandoned city, and a band of grave-robbers carting off many of the city's treasures. After stuffing your own pockets, you rush off to hire helpers.

NO SKILL: When you return, you cannot find the tracks nor the city. [D1/W+1 (Max: Respectable)/*Envious* (1 turn)]

SCHOLARSHIP: Before you go, you carefully note important landmarks to guide you back. You return with an expedition to begin investigations into the wonders of this place, and the spectacular discoveries you uncover make you wealthy and well-known. [D1/W+2 (Max: Rich)/Scholarship/*Respected*]

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 natives of the region do resemble the city dwellers.

NO SKILL: You hire a local to act as a slaver, with you as his slave. Together, you enter the city. Your "companion" likes the society, and likes having you as his slave—he decides to stay here. You barely manage to escape, without any of the treasure you had hoped to obtain. [D1/S2/*Envious*]

ACTING AND DISGUISE: Modeling yourself on one of the strange natives, 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 the ruins of an ancient city. The caravan leader wishes to push ahead, but you want to stay and investigate.

NO SKILL: You ask that someone stay and aid you, but the others are afraid; the caravan leaves without you. You cannot undertake this task alone, and journey on, though the call of untold riches fills your ears. [D1/*Envious*]

APPEARANCE: Several in the caravan are devoted to your beauty, and agree to remain with you. Well-equipped for the challenges, you discover fabulous treasures. [D2/S1/W+3 (Max: Princely)/Wilderness Lore/Scholarship]

1125

You meet an old dervish living in the wilderness. After speaking with him, you travel on and discover the ruins of an ancient city! There is much writing on stone pedestals in a language that 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*]

WISDOM: You carefully copy some of the inscriptions and ask him what they mean. They are mostly blessed verses and familiar 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 SKILL: Your group is plagued by a series of accidents. Finally, the King orders you to leave the site "for your own safety." You go away empty-handed, certain that the King will not leave the ruins unmolested. [D-1/S1]

COURTLY GRACES: You seek an audience with the King to assure him that he will receive a most generous share of any discovery you make. Thus, all are happy and the expedition is 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 enticement of the riches, however, is too strong to resist, and you help yourself to what you can find. Even when you depart, though, the foul feeling lingers. [D1/W+2 (Max: Rich)/*Accursed*]

SCHOLARSHIP: On the walls are engraved many admonishments to those who dishonor the dead, warning that the Destroyer of Delights comes to us all. You copy the inscriptions rather than loot the city, and collect them into a book of verse. The beauty of your translation brings you great honor. [D2/S2/Wisdom/*Robe of Honor*]

1128

As you clear the sand from the gate of the city and enter, you feel a chill certainty that you are watched, though there is no sign of life. You step into a dark building...

NO SKILL: ...and emerge slack-jawed and staring, stumbling forward without knowledge or awareness of purpose. [D1/*Ensorcelled*]

MAGIC: ... and sense the potent sorcery protecting the city. With difficulty, you tear yourself away and forsake your search. [D2/Wisdom]

1129

Among the deserted dwellings are many 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/**Seal Ring**]

1130

Ape-like humans emerge from their dark refuges. They give you gifts and treat you to a meal. The main dish is meat of a most unusual and suspicious nature.

NO SKILL: To avoid offending them, you eat, but afterwards are quite ill. You learn a great deal from the ape-men, but the illness causes you no end of unhappiness. [D1/S2/Choice of Scholarship or Storytelling/*Diseased*]

WILDERNESS LORE: You know something of primitive peoples. You manage to 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

In the wild, far from the nearest civilization, you find a surprising set of human footprints leading off the established trail into a barren waste. Intrigued, you follow them and discover, hidden within a canyon, an entire city—a hidden colony of lepers. You come among them and ask if there is any help you can give to them.

NO SKILL: You give them gifts from your traveling supplies—leather goods and spices and paper. In gratitude, they teach you some of their secrets of living off the land. [D1/S1/Wilderness Lore]

WILDERNESS LORE: You recognize half-a-dozen edible plants that they could easily cultivate, to make their lives easier. In gratitude, they show you how they travel unnoticed to and from their city. [D1/S1/Acting and Disguise]

1132

You have come across an interesting discovery, but something tells you to turn your back on it and continue with your quest. [Wisdom]

1133

The wondrous mystery of your discovery does not attract you, and you go on your way rather than tarry longer. [SI]

1134

When you find the other, you decide not to explore further, but rather turn and go in another direction. [D-1]

1135

You know the other to be quite powerful. This does not discourage you, for the most powerful have the best treasure. You sneak into the other's chambers while he is away—ready to take whatever you find of interest. A servant finds you snooping and catches you by the clothes.

You may either attack him or plea for leniency:

If you attack:

NO SKILL: The servant is not ready for a fight. His authoritative demeanor does not withstand an actual encounter; he immediately cowers to the floor. Before you can press your advantage you hear guards approaching. You flee empty-handed. [SI]

WEAPON USE: You quickly turn on the servant and lock his arm behind him—your knife at his throat. "Please don't kill me! Please don't kill me!" he cries—apparently unschooled in the custom of being quiet when under a knife. You shove him down and grab the nearest thing as you rush out of the palace. [SI/**Treasure**]

If you plea for leniency:

NO SKILL: The servant boxes your ears and says as if to a two-year-old, "Now you've been very bad and you know it." You see that the servant is no match for you and decide to rise up against him. As you do you meet the hilt of a sword at the back of your head. [DI/*Imprisoned*]

BARGAINING AND EVALUATION: You make a case to the servant that he is unappreciated by his master—that he deserves more and should help you to steal some of his master's possessions. He gives the proposal serious thought—turning from you long enough for you knock him over the head with a brass statue... a very nice brass statue. [SI/W+2 (Max: Rich)/**Brass Horseman**]

1136

You are forced to bed down in an abandoned house for the night. As you prepare your bed, you find a particularly interesting trinket in the detritus and decide to be off with it. The trouble is, while the house was abandoned, you were not the only person to choose it as a shelter—and as you turn, the other looms before you.

You may either attack the other or plea for leniency:

If you attack:

NO SKILL: The other is a skilled swordsman and cuts you several times. You begin to wonder why he does not just finish you. You drop your sword and fall to your knees, ready to die. The other says, "Oh no—I will not kill you. I will let you live to repent your wrong-doings in the world. Now get out!" And he grabs you and tosses you out in the street, slamming the door behind you. [DI/*Wounded*]

WEAPON USE: The other is quite skillful and you each see that the fight is going to last some time. After a riposte he steps back and says, "Wait. We will destroy this house. I will make a bargain with you. I will let you go if you will stop fighting." Not sure that you would defeat him, you take your chance to escape. [SI]

If you plea for leniency:

NO SKILL: "Your kind should have their hands cut off—and sewn back on to be cut off again!" The other takes you by sword-point to the city guards. [DI/*Imprisoned*]

APPEARANCE: The other melts when looking deep into your eyes. He cannot harm one such as you. He cannot have you stealing from him either. He blindfolds you and has you taken deep into the woods—where, exactly, you do not know. [DI/SI/*Lost*]

1137

In the floor of the other's hovel you find a jeweled trapdoor beneath dusty floorboards. It is locked.

NO SKILL: The lock is beyond your ability to open. Sighing with longing, you leave. [SI]

STEALTH AND STEALING, ONE HUNDRED KEYS: You easily slip the lock and struggle along interminable passages in the dark. At last you come to an open space. You light a torch and behold a room full of treasure! [D2/SI/W+2 (Max: Princely)/*Determined*]

1138

While aiding a farmer plowing his fields, you stumble across a trapdoor.

You may tell the farmer of your discovery or explore it yourself:

If you tell the farmer: [Go to paragraph 1139]

If you open the door: It 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. [DI/*Wounded*]

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, adding one each for Weapon Use and Luck:

- 2–7: He wounds you, but you escape. This man may be a ghoul, and you waste no time in putting distance between yourself and him. [DI/*Wounded*]
- 8+: You slay him in a brief fight and report his crimes to the Sultan. You are bathed in honor for your good deeds. [DI/SI/*Robe of Honor*]

1140

Far away from anywhere else, you come across an old stone tower. You notice weird inscriptions and lines on one side. Close investigation reveals a trapdoor! However, you cannot open it.

NO SKILL: You are sure the inscription gives the clue, but cannot read it. You move on, unfulfilled. [S1]

SCHOLARSHIP: Careful study of the runes reveals how to open the door. You find an enchanter's chamber full of magic books and wonderful artifacts. [D1/**Treasure**]

1141

One night, as you lay in camp, you hear voices. You investigate and see several slaves approach a large rock and begin to sing. A trapdoor in the rock opens of its own accord, and the slaves go inside. When the it shuts, the singing stops.

NO SKILL: You prudently decide not to risk your life in further investigation. [D-1/S1/Wisdom]

ACTING AND DISGUISE: You cloak yourself like a slave and sing before the rock. The door opens, and you stride in boldly. Once inside, you overhear the slaves' plan to slay their masters! You escape and warn the locals, who capture and execute the ringleaders. They thank you greatly for your help. [D2/S1/*Respected*]

1142

A wealthy man invites you to his home. That night, you hear strange noises in his library. Investigating, you 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-worshipper! You cheerfully rob the infidel 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 descend or remove yourself from this place:

If you descend the stairs: [Go to paragraph 1144]

If you retreat: Coward that you are, you bolt up the stairs like a timid camel. Too late! Before you stands a horrible 'efreet brandishing a sword! "You have betrayed me with my woman," he roars.

NO SKILL: Despite your protests of innocence, he wounds you cruelly before casting you out. [D1/*Wounded*]

FEMALE (mandatory): You cry out, "How could I betray you, when I too am a woman?" He sheepishly admits the truth of this and lets you go. You do not stop running until night falls. [D1/S1/Quick Thinking]

1144

A hidden trapdoor leads you to a sumptuous apartment where sleeps a beautiful maiden. Gently you awaken her and learn her plight: enslaved by 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 a human," 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*]

DETERMINED (mandatory): You cannot stand by and see her suffer, and step forward. [D2/Go to paragraph 1145]

ENVIOUS, OUTLAW (All mandatory): You cannot sit by while this 'efreet slays her: she must be yours alone! You leap from hiding and attack the 'efreet with your sword.

Roll two dice, adding one for Magic:

- 2–8: Your end is brief, but interesting. The 'efreet eats your sword, then takes hold of your arms and legs and rends you limb from limb until your soul escapes your body and commends itself unto Allah. [Death]
- 9+: You slay the 'efreet, and a thunderclap demolishes the underground palace around you. You are scarcely able to escape with your life, and the maiden and the bounteous treasures all are lost, to your great sorrow. [D1/S2/*Grief Stricken*]

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.

NO SKILL: "Perhaps I shall take you captive," he says.

Roll one die, adding two each for Sparkling Spear and Protective Talisman:

- 1–3 : You cannot match powers with an 'efreet, and are quickly overwhelmed. [D1/*Enslaved*]
- 4+: With a remarkable effort of powerful magic, you slay him and liberate the woman—and do not hesitate to take his treasure as well. [D2/S2/W+2 (Max: Rich)/*Beloved* (if you are male and not *Married*)]

APPEARANCE: You quickly spin a tale of how your love for the maiden has brought you here, and how not miles, nor privation, nor the fear of death could keep you apart. Finally, you fling yourself at the maiden's feet, proclaiming that you would gladly serve a life of eternal torment to be together with the soul of your heart. The 'efreet cannot bear to slay you. "You have been faithful to me," he says to the maiden. "You deserve one such as this." The maiden bows deeply before the 'efreet, and arm in arm you flee the cavern. The scent of her hair is most enchanting as you come again into the open air, and you celebrate your victory together. [D2/S2/Appearance/*Beloved* (if you are male and not *Married*)]

1146

In the side of a hill, you discover a jeweled trapdoor. Cautiously you enter, and see within 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.

NO SKILL, WEALTH: POOR or less (mandatory): Your greed holds you prisoner. You do not leave until almost dead with hunger, and still you cannot remove the thoughts of the gold from your mind. [D-1/*Envious*]

WEALTH: PRINCELY or greater (mandatory): Treasure isn't worth starving over. You leave behind the treasure and walk out safely. [D1/Wisdom]

ONE HUNDRED KEYS: You think of your keys and wonder... Taking them out you try one of the keys. It works! You dash out with your loot. [W+3 (Max: Princely)]

1147

While traveling in the land of King Omar, you notice a trapdoor in the side of a jeweled statue. You curiously open it and enter. Following a long, dark corridor for hours, you see two individuals standing before the king's underground treasure-house.

NO SKILL: They must be Omar's guards—you dare not let yourself be seen. You prudently withdraw. [SI]

STEALTH AND STEALING: From their demeanor, you realize these 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. [DI/W+1 (Max: Respectable)]

1148

You found a small trapdoor in a jeweled statue. Behind it was a winding corridor, which you followed to King Omar's treasure vault. There you surprised two thieves!

NO SKILL: Before you can say a word, they jump you and knock you senseless. When you come to, King Omar's guards have imprisoned you for robbery. [DI/*Imprisoned*]

WEAPON USE: You approach them, sword drawn. With one glance at your threatening demeanor, they volunteer a three-way split of the goods, to which you readily agree. [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! A sparkle in the darkness draws your attention, and you find a trapdoor in the middle of a thicket! The door is decorated with cut glass and the handle is cast iron. You quickly open it to hide within. You suddenly realize the abandoned chamber within is filled with ants!

NO SKILL: You let out a shriek that would wake the dead. Traduced by yourself, you are captured. [DI/*Imprisoned*]

ENDURING HARDSHIP: Ants are better than prison or beheading, so you keep still. After the guards pass, you open the door. When you do—praise Allah!—the ants turn to gold! [D2/SI/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/SI]

STEALTH AND 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 from the trap. [D2/W+1 (Max: Rich)]

ENVIOUS (mandatory): You see no hint of danger, and the size of the diamond dispels all caution. When your grasping fingers reach the gem, a trapdoor opens below you and you fall into a pit. Your greed is such that you maintain your grip on the gem, and the other victims caught in the pit tear you limb from limb in their desire to attain it. [Death]

1151

While spending the night as a guest of a rich recluse, you are awakened by a menacing figure emerging from a hidden trapdoor.

You may shout a warning or watch and wait:

If you shout a warning: [Go to paragraph 1152]

If you watch and wait:

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. [DI/*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. [DI/SI/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, never to return. [DI/*Wounded*]

WEAPON USE: You strike the assassin's head from his body. Your host is most grateful. [D2/SI/W+1 (Max: Respectable)]

1153

You intended to rob the wicked Vizier Kafour, but his gates are well locked and guarded. Now, a greasy thief offers to sell you a secret way into the vaults.

NO SKILL: You agree, but his information leads through a trapdoor—into the arms of waiting guards! [DI/W-1 (Min: Poor)/*Imprisoned*]

BARGAINING AND EVALUATION: You refuse to pay until 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. You stuff your pockets quickly and make good your escape. [D2/W+1 (Max: Rich)]

1154

A violent storm washes the mud and sand off 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 judgment is poor. The man you choose loots the treasure chamber before you get there, leaving you holding nothing but air. [D-1/SI/*Envious*]

APPEARANCE, SEDUCTION: Your beauty and charm have won you many devoted admirers, and you choose one to whom you entrust your secret; together you lift the door and discover an ancient tomb, laden with gold. [DI/SI/W+2 (Max: Rich)/*Beloved* (if not *Married*)]

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! You leave the man to fetch a mule, but when you return, 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. [D3/SI/W+3 (Max: Princely)]

1156

On a stormy night, a strange, rickety house suddenly appears in an empty field. The Sultan employs you to investigate, but as you approach it, 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: You have no choice but to agree. Together you learn the secret of the house (a fascinating story of an enchanter who tried to hoodwink a djinn and ended up losing his house in a sandstorm), but the other fellow collects the reward. [S1]

BARGAINING AND EVALUATION: 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 fascinating tale of a foolish washerwoman granted three wishes), and you split the reward. [D1/S1/W+1 (Max: Respectable)]

1157

By the request of the Sultan, you are investigating a mysterious house which appeared in the middle of an open field. Alas, you fall into a secret trapdoor and are stuck! Later, another enters the house and offers to save you for the reward. You decline and begin looking for your own way out.

NO SKILL: You cannot find a exit. You languish for days, until the house vanishes once again, and (fortunately) you are left sitting in the open field. [D-1/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)/**Treasure**]

1158

On Ape Island, 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. The people are furious at you, and you wisely travel on. [D1/*Scorned*]

WILDERNESS LORE: You survey the scarecrows and feel an additional touch is needed. Ah! You tell the people to set fire to the dummies, and the apparitions blazing through the night succeed in scaring away the apes for good. [D2/S1/*Respected*]

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: Once this is done, indeed, the apes are no longer a problem. Now the lions and tigers are a problem. Your suggestion to import elephants is ignored, and you move on to solve other problems. [D-1/S1]

SCHOLARSHIP: At the last minute, you realize the just sight and smell of the great cats will be enough to scare the apes, and have them set out in vast cages on the beaches. The plan works, and you are showered with honors. [D2/S1/Wisdom/*Robe of Honor*]

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 practical use. [D-1/S1]

COURTLY GRACES: You add that shoes might 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. This brilliant combination nets you many honors. [D2/S1/Quick Thinking/*Robe of Honor*]

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: Even with this insight, you have no idea what to recommend, and depart by another route. [S1]

WISDOM: You propose that fire-pots be placed on the mountain and maintained by towns people. The apes are well satisfied and plague the town no more. [D2/S1/*Respected*]

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. You feel responsible for the deaths; others feel that way as well. [D-1/S1/*Scorned*/*Grief Stricken*]

WILDERNESS LORE, WEAPON USE: Since you are well-prepared, no one in the hunting party is injured, and the apes are decimated. They will pose no threat to the village this year—your plan worked! [D2/S1/*Respected*]

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 you permission.

NO SKILL: You have no choice but to comply with the Vizier's orders, and decide to go where your help will be better-appreciated. [S1]

DETERMINED (mandatory), **STEALTH AND STEALING:** You sneak into town and discover not apes but the Vizier's men are looting houses (though in the poor light it is hard to tell them apart). You reveal this to the prince and the Vizier is stoned to death; the grateful prince makes you the new Vizier. [D2/S1/*Vizier*]

1164

You are in a hurry to keep an assignation with your love, 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!

NO SKILL, WEAPON USE (mandatory): 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*/*Imprisoned*]

ENDURING HARDSHIP: You forebear to batter the old man, despite the provocation. Finally you bid him to leave, and hurry to catch your lover, unkempt as you are. [D2/S1/*Beloved* (if not *Married*)]

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/ *Insane* (1 turn)]

QUICK THINKING: You challenge him to demonstrate his powers by getting out of a locked trunk, and he agrees. Your friends carry the trunk to the river and toss it in while you hurry to meet your love. [D2/S1/Quick Thinking/ *Beloved* (if not *Married*)]

OUTLAW (mandatory): Finally at the end of your patience, you snatch up his razor and cut out his tongue. You regret your rash action, as he turns out to be an especial favorite of the Caliph. Your head is removed, and placed up on a pole as a warning to other impetuous travelers. [Death]

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 strike him and dash off into the street—but despite your blow, the man is right at your heels spouting advice.

NO SKILL: You become the laughing stock of the neighborhood. [D-1/ S1/ *Scorned*]

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, who invites the both of you to his palace for a banquet. [D2/S1/Luck/ *Respected*]

1167

No matter where you go, the old barber drives you mad with his incessant chatter. Finally you challenge him to a contest of magical spells—he must leave if he is the loser. At last you'll get peace!

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, which brings sorrow under your eaves. [*Grief Stricken*]

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]

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. You offer the old man a handful of coins to leave you alone but he swears to stay by you and give you advice on the proper conduct of the Faith. You weep. [D-1/ *Grief Stricken*]

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 his long lost brother! They leave together. Praise the One Lord! [D1/W-1 (Min: Respectable)/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 offer to pay him double if he finishes in the next few minutes when he admonishes you that the time for prayer 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/Storytelling]

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 fit to singe the ears of a dockworker.

NO SKILL: The old man properly chastises you, then resumes his rambling without missing a beat. You flee, screaming, and your hair never gets cut. [D-1]

SCHOLARSHIP: "By the beard of Al-Musif, let me alone!" you cry. Taken aback, the Barber quotes Al-Musif by heart, intoning passages you have never heard. Amazed, you converse enthusiastically with him all through the night—how could you have ever thought him a fool? He is truly among the most learned of men! [D2/Scholarship]

1171

Standing before the Crystal Palace, you stare in awe at its beauty. It appears untouched by time, and you wonder if the legends are true. One glance at the fearsome guards tells you that the king within is certainly capable of cruelty.

NO SKILL: Having feasted your eyes on the wondrous facade of the palace, you continue with your journey. [D1/S1]

DETERMINED (mandatory), **SCHOLARSHIP:** You must learn more, and you approach the palace. The guards bar your way, but you refuse to be denied. Suspecting you are an assassin, the guards deal cruelly with you, though you are still able to walk when they are finished. [D1/S1/ *Wounded*]

1172

You gaze adoringly on the shimmering palace before you—a vision of loveliness!

NO SKILL: You are drawn by the vision. Coming too close, you are enslaved by the Sultan's men. [D1/S1/ *Enslaved*]

WISDOM: Recognizing the danger of the Sultan's guard, you prudently observe the palace 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*]

ACTING AND DISGUISE: You study the guards' routine and manage to enter the palace in disguise. The marvels within are a feast for the eyes, the heart, and the mind. [D2/S2/Wisdom/ *Blessed*]

1174

As you approach the gates of the Crystal Palace, you note the grim, forbidding 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 their orders. They give you a tour of its splendors. [D1/ *Blessed* (1 turn)]

1175

You hear cries of distress from a person standing in the uppermost window. Looking up, you see her visage is like unto the sun upon water!

NO SKILL: You are turned aside by the guard at every attempt to enter, and never manage to enter the palace. [D-1/S1]

EBONY HORSE, FLYING CARPET: You fly over the walls of the palace and rescue the distressed one from such a vile plight.

> *If you are not Married:* The beauty of the one you have saved seems even greater as you hold tightly to each other in the air, and even when you are safely on the ground again, you remain in each other's arms for a long while. [D2/S2/ *Beloved*]
>
> *If you are Married:* The one you have rescued leads you across the lands to the palace of a powerful Sultan. He showers you with honors and gifts for rescuing his oldest child, and offers you the child's hand in marriage. You must decline, though, for the love of your spouse. [D2/S2/W+3 (Max: Rich)/ *Robe of Honor*]

1176

From within the palace come cries of distress, which draw you nearer.

NO SKILL: The guards are too numerous and vigilant for you. They repulse your 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*]

ACTING AND 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 in the costume of a donkey.

> *If you are not Married:* When you are far away, you remove the costume, and discover the beneficiary of your kindness to be of consummate beauty, and the costume is not the last of your clothing to be shed. [D2/S1/ *Beloved*]
>
> *If you are Married:* The person you have saved was unjustly imprisoned for the crimes of another. With your help, he manages to prove his innocence, and your wisdom and kindness are shown to all. [D2/S1/Wisdom/ *Respected*]

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/Have another player move you to any sea space]

ENDURING HARDSHIP: You endure the cold water until—miracle of God!—the merfolk do 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 have seen merfolk in this region and call out 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/Have another player move you to any sea space]

WILDERNESS LORE, SCHOLARSHIP: The sound of a human voice is said to stop the dendan; you cry out, and it dies. The merfolk arrive in time to save you and return you to your vessel. Before you return to the ship, you gather some oil from the beast. [D2/S1/**Dendan Oil**]

1179

As you sail the seas, you spy a group of merfolk. You steer their way and descend into the water to speak with them. 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 long after on strange shores. [D-1/Move to any coastal space]

APPEARANCE: One of the merfolk stays with you; seeing you struggle in the water, she supports you. You shout and slay the creature.

> *If you are not Married:* You do not return directly to the ship, though, but remain in the water in the arms of the Sea-Born who has saved you. Together, you explore the differences between her race and yours. When finally you do return to the ship, she comes aboard with you, professing her undying love. [D2/S1/ *Beloved*]
>
> *If you are Married:* You return to the ship in the company of the sea-dweller, and converse with her long into the night, discoursing on the differences between your peoples. When finally she departs, she grants you a gift. [D2/S1/**Dendan Oil**]

1180

You take a lifeboat and fish at some distance from your vessel. Suddenly a dendan appears, making for the ship. You have heard that the shout of a human can kill a dendan. You cry out to Allah and, if prayer doesn't work, you also draw your sword.

Roll two dice, adding one for Luck:

- 2–7: The dendan must not have heard you, for it is not slain. You are swallowed and finally spat up on a distant shore. You should have put more faith in your prayers than your sword. [D1/S1/Have another player move you to any coastal space]
- 8+: What luck! The dendan is slain by your cry. You are a hero, and manage to gather some of its oil. [D2/S1/ *Respected*/**Dendan Oil**]

1181

A mad scholar wants someone to swim around as bait so he can examine the dendan. He offers one dinar for the task. You pray for guidance.

NO SKILL: Not surprisingly, Allah does not wish you to risk your life for such a mad task. [S1]

BARGAINING AND EVALUATION: 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 one. You descend into the water. When a dendan appears, the scholar is rapturous with delight. [D1/S1/**Celestial Planisphere**]

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: 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 and escape the monster's grasp. [D1/S1/Luck/**Dendan Oil**]

1183

You meet another ship whose captain says he has found 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: You quickly deduce that 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 brings you to a band of brigands who rob you completely. [D-1/S1/W-2 (Min: Poor)]

WILDERNESS LORE: You quickly realize that your guide is not as skilled as he claimed; you know almost as much about the area as he does. However, he is not useless: by supplementing your knowledge with his, you manage to find an elephant. Truly it is a magnificent beast! [D1/S2]

1185

In your explorations, you discover an elephant carcass stripped of its tusks—the work of poachers! You fear that they will kill you if they find you here.

NO SKILL: You flee, but the poachers find you and, assuming you will reveal them to the prince, beat and confine you as incentive to keep your mouth shut. [D1/*Imprisoned*]

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 them and praises your good deeds. [D1/S1/*Respected*]

1186

While hunting elephants, you and your companion, Omar, are very fortunate; you gather many valuable tusks. However, Omar betrays you and moves to take all the tusks. Silently, you invoke Allah the Supreme, asking for justice.

NO SKILL: Alas, Omar still has you at his mercy. You are forced to give up the tusks which were rightfully yours. [D1/*Envious*]

PIETY: An elephant steps out of the forest at that moment and tramples the perfidious Omar. All praise the Merciful God! [D1/S1/Piety]

1187

You wish to hunting elephants, but you know it is not a job for a novice. You hire several locals as your guides. In the brush on your first day, your guides spot a huge one. You are chosen to make the first attack—a great honor. You pray that your spear might find its mark.

NO SKILL: Nervous, you jab at the great beast, but you miss the mark. The elephant is enraged, and rampages. Your weak nerve has endangered your friends. [D-1/*Scorned*]

WEAPON USE: You stand firm and deliver your attack with force and accuracy. The others congratulate you on your courage and skill. [D1/S1/Piety/*Respected*]

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 should have sought better trained helpers; you are fortunate to escape unharmed. [D-1/Wisdom]

WILDERNESS LORE: You travel from place to place seeking the right men, and when you finish you have found a group you can rely on. You seek the mighty elephant and conquer him with minimal risk. [D2/S2/W+1 (Max: Respectable)]

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. [D1/Go to paragraph 1190]

GOLDEN BRIDLE: In a burst of inspiration, you produce the Golden Bridle. The elephant bows down before its power, and you ride upon it in the manner of kings. [D2/S1/W+2 (Max: Princely)]

1190

You track a 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. The way down is treacherous, and you slip and fall. Your injuries are painful; only through determination do you manage to drag yourself out. [D-1/*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, a band of merchants find you in the forest, far from the Graveyard, walking in a daze. [D1/S1/*Insane*]

SCHOLARSHIP: You know the legends of a deadly guardian before the Graveyard; you prudently cease your search, and return to safer lands. [D1/Wisdom]

1192

Standing above the Elephant's Graveyard, 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, and return quickly to civilization. [D2/S1]

1193

You discover the Elephant's Graveyard. With its confines are true mountains of ivory, and you are dazzled by the wealth.. You cannot possibly carry all the tusks from the forest yourself. You return to notify the prince of this land.

NO SKILL: The prince is a good man, but his vizier is a scheming cur! In a trice, you are seized, borne away by the palace guards, and abandoned in the desert. [Go to paragraph 1202]

COURTLY GRACES: You know that the wicked vizier will council treachery; therefore, you choose to speak to the prince before an open audience, so that all may know that you are the one who discovered the treasure, and thus deserve a handsome reward. 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.

NO SKILL, WEALTH: POOR or less (mandatory): 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/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. When you return, you hope to bear away a princely treasure. [Go to paragraph 1195]

1195

You have learned the location of the 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, nearly bankrupting you. [D1/S1/W-2 (Min: Poor)/*Grief Stricken*]

WILDERNESS LORE: Your excellent reputation draws the finest men to the mission. When you emerge from the forest once again, you are a wealthy man. [D2/S1/W+3 (Max: Princely)/*Respected*]

ENVIOUS (mandatory): Slipping and stumbling in your greedy haste, you manage to reach the bottom of the valley with only a few injuries. Choosing only the choicest tusks, you soon collect a sizable pile of the priceless ivory, knowing that your fortune will be made forevermore. As darkness begins to fall, you reluctantly tear yourself from the pleasant task of gathering your pillage and start up the cliff-side toward freedom. Unfortunately, you selected too great a burden in your greed, and lose your grasp on the treacherous cliff. You fall, and your remains mingle with those of the elephants whom you sought to plunder. [Death]

1196

Prince 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. [S1]

ACTING AND DISGUISE, QUICK THINKING: Disguised as an old wise-woman, you converse with Dunya to learn from Dunya her thoughts. She tells you 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 praises you for your aid. He then asks your advice on making her see that men are not without virtue. [D1/S2/*Respected*/Go to paragraph 1197]

1197

Prince 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 failed 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. [S1]

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. Soon after, Prince Taj asks you to help him approach the Princess to press his suit. [D1/S1/Go to paragraph 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. You accompany the prince to palace of her father to aid in the negotiations for his marriage.

NO SKILL: The palace is too well guarded, and you can find no way to sneak the prince in. [D1]

COURTLY GRACES: You bribe the palace guards to allow your passage. When dawn comes, Dunya steps to the window. Seeing the prince, she is smitten with love. The prince is very grateful to you and promises you great honors. However, the affairs of the heart do not always flow with the smoothness of a gentle river. [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. You declare yourself their advocate and undertake to argue their case.

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 the trial, he is banished and returns to his father's palace. So great is his sorrow that it afflicts you, as well. [D-1/S1/*Grief Stricken*]

QUICK THINKING: You hurry to the prince's father, who arrives in haste with his armies. He proclaims Taj his son, the two kings confer, and a magnificent wedding is undertaken. In gratitude, the couple make you a Vizier over a small province. [D3/S2/*Vizier*/Go to paragraph 1200]

1200

You have aided Prince Taj el Malouk in winning his love, the Princess Dunya. The couple rewards you by making you their vizier. 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 to tend to the needs of your family, as is required of all good people. [D1/Piety/Lose *Vizier*]

BARGAINING AND EVALUATION, 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 beast, chilling you to the bone. You hesitate, and the lion strikes. Strangely it does not finish you off, but instead limps away. [D1/S1/*Wounded*]

WEAPON USE, GOLDEN BRIDLE: You realize the charge is a bluff and you lower your sword. The beast pauses, nods, then turns and stalks regally off. [D2/S1/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. You look for a place to make your stand.

NO SKILL: Drawing your sword, you turn to meet your doom. The lions approach, and one gazes at your sword. Finally, they turn and leave! You can truly count yourself among those favored by fortune! [D1/Luck]

ENDURING HARDSHIP: As the lions close on you, you find deep wells of energy and you force yourself to flee farther. Weakness overtakes you and all goes dark. When you awaken, the lions are nowhere around. [D1/S1]

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 praise Allah for His mercy. [D1]

QUICK THINKING: You charge up a huge dune, kicking sand behind you. This starts a small avalanche down onto the lions, killing several and scattering the rest. The pelts of the slain prove quite valuable. [D1/S1/W+1 (Max: Rich)/Luck]

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. To your amazement, you awaken unhurt but greatly shamed. [D-1/S1]

PIETY: "There is no power but in Allah," you pray 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 the true believer; in fact, they lead you to a place of wondrous beauty. [D2/S1/Opportunity to enter the Jeweled Fortress]

1205

You awake to see a mighty lion near you. Such beasts may be tamed by music or soft words. You begin to chant verses from the Koran while carefully watching the lion for its reactions.

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 to a most wondrous place. [D1/S1/Opportunity to enter the Lake of Colors]

1206

A lion limps toward you. Even injured, you know, it could slay you before you could act. Controlling your fear, you wait. It sits before you and reveals a paw containing a huge thorn.

NO SKILL, BARGAINING AND EVALUATION (mandatory): 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 conceals a fabulous treasure room! Truly good deeds are rewarded by Allah! [D1/S1/W+3 (Max: Princely)]

1207

You spot a lion, and decide to tame it in the manner you have heard described.

NO SKILL: You advance, talking and singing in a soothing voice. The lion looks at you fearfully, swipes you with its enormous claws, and runs off. [D1/Wounded (1 turn)]

APPEARANCE, STORYTELLING, GOLDEN BRIDLE: 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 profit beyond your dreams." [D2/S1/Opportunity to enter the Jeweled Fortress]

1208

You awaken to a most puzzling sight: all the metal objects in your caravan are moving by themselves toward a distant point.

NO SKILL: Suddenly, the metal flies toward a distant mountain. Your sword, belt, and coins carry you with them! You strike the mountain and fall unconscious. When you awaken, you struggle free from your garments and limp back to your camp, gather what remains, and move away from this strange land. [D1/S1/W-2 (Min: Poor)]

SCHOLARSHIP: You know a strong magnetic force is nearby and quickly shed all your metal objects. Thanking Allah, you move the caravan away

from this accursed area before you have lost all you own. [D2/S1/W-1 (Min: Respectable)/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, though you manage finally to free yourself. [S1/W-1 (Min: Poor)/*Wounded*]

STORYTELLING: You have heard tales of this mountain. You throw all of your metal belongings towards it, and 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, but you want to do so from a safe distance. Divesting yourself of all your metal possessions, you come only a little closer.

NO SKILL: You forgot your slippers! The tiny metal buckles mercilessly drag you forward, and you crash into the mountain side. [S1]

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. You pick your way amongst the bones and metal bits to accomplish a daring rescue. When you are safely away, you discover that your new companion is most attractive to the eye and comfortable in your arms. [D2/S1/Choice of Seduction or *Beloved* (if not *Married*)]

1211

The people of this land 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 to undertake this deed.

NO SKILL: You approach cautiously. Sadly (and painfully!), the keys of some unfortunate traveler strike you and knock you senseless. You abandon your heroics, but take the keys as you depart. [D1/**One Hundred Keys**]

BRASS BOW: [Go to paragraph 1213]

SCHOLARSHIP: After studying the legends of these people, you build yourself a fearsome bow made completely of brass. [**Brass Bow**/Go to paragraph 1213 and read the Brass Bow paragraph]

1212

Your love has disappeared while traveling 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. Fortunately, another is braver than you, and essays the rescue, but the story of your cowardice is in every ear. [D-1/S1/*Scorned*]

MAGIC: You cannot end the threat of the mountain forever, but you can rescue your beloved, which you do. [D2/S1/*Beloved* (if not *Married*)]

BRASS BOW: [Go to paragraph 1213]

INSANE (mandatory): You rush to the assistance of your loved one, unable to bear the sight of her stuck to the face of the mountain like a fly in amber. Alas, your concern, though well-founded, blinds you to the obvious, and soon, you too are trapped beside your beloved. You and she take many days to finally expire from thirst, mere inches from each other, but unable even to touch, so tightly are you both held by the accursed mountain. [Death]

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 (mandatory): He foretells success and gives you a thing of power. Armed with the great Brass Bow, you approach the mountain. [**Brass Bow**/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, drawn by the magnet, 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 destroyed it. Your heroism is hailed throughout the land, and you are showered with wealth recovered from the mountain. [D3/S1/W+2 (Max: Rich)/*Respected*/*Robe of Honor*]

1214

One evening, you enjoy the hospitality of a rich host. When he must leave for a while, he wishes you to stay and await him. "You may amuse yourself in my rooms," he says, "but don't open the one-hundredth door."

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 Magian fire-worshipper! You manage to escape their evil rituals but not before you are severely injured. [D1/S1/*Crippled*]

WEAPON USE: You cannot resist temptation, and open the one-hundredth door. Within are your host and his spouse, and a great meeting of evil Magian fire-worshippers! Taking them by surprise, you easily slay them all, an act most pleasing to the Most High! [D2/S1/Piety]

1215

In this magical place is a hall full of closets. You open the doors in turn: behind each is a treasure more fabulous 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 only remains at your feet. [D2/S2/**Treasure**]

1216

You enjoy the hospitality of one of surpassing loveliness. Your host says, "Remain here. I must depart a while, but shall soon return."

NO SKILL: The merchant returns, and you spend a pleasant afternoon in discourse. She speaks highly of you to her friends. [S1/*Respected*]

APPEARANCE: An old serving maid comes to you and says, "You are far too fair to die at the hands of one such as this." She brings you to a locked door. [Go to paragraph 1217 and read the One Hundred Keys paragraph]

1217

You enjoy the hospitality of a beautiful merchant. Suddenly, your host arises with excuses and asks you not to stir from the main room. After your host is gone, an old serving maid brings you to a locked door.

NO SKILL: "If you can open this, you will see a thing which will chill your heart." You cannot open it, and go back, puzzled. In the morning, you leave. [S1]

ONE HUNDRED KEYS: You open it and peek in. Your host is conversing with a handsome man—and 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.

> *If you are not Married:* When you feed your host a bit of the cake, it strips away the magic of the bird-people. Chastened, your host agrees to accept Allah as her and you as a spouse. You discover on your wedding bed that feathers have uses beyond flying. [D2/S2/ *Married*]
>
> *If you are Married:* When she bites into the cake, she cries out, and you bind her to your will. In exchange for her freedom, she teaches you many of the mystic secrets of her people. [D2/S2]

1218

You enjoy the hospitality of a rich host. He allows you the run of his palace, but warns you not to open 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. In weeks to come, the memory of the great treasure is not far from your mind. [S2/ *Envious*]

STEALTH AND 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, and you depart before you are discovered. [D1/S1/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. [D1/S1/W+2 (Max: Rich)/ **Magic Lamp**]

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 on your own, but warns against opening the one-hundredth closet door.

NO SKILL: You obey your host's wishes and are well rewarded. [D1/S1/W+1 (Max: Rich)]

STEALTH AND STEALING, BARGAINING AND EVALUATION: Each item is more valuable than the last. Therefore the one-hundredth item must be the best of all! You open the final door rashly, and an enslaved 'efreet leaps out and turns you into an ape. [S1/ *Beast Form*]

1220

In your travels, you have met with a foul fate! You and your companions are captured by a grotesque giant. Each day he impales, cooks, and eats one of your party. You rig together some weapons from sticks and stones and exhort those around you to attack the giant.

NO SKILL: The attack fails miserably—three of you are killed outright before the giant herds you into separate cages. You spend days trembling in terror. Finally, you are the only one left. The next day the giant does not return. After two more hungry days, you finally escape, gibbering into the night. [D1/S1/Enduring Hardship/ *Insane*]

WEAPON USE: The giant is fearsome, but you are many. Though many are slain, by your skill you lead the captives to triumph. [D2/S2/ *Determined*]

1221

What a predicament! You and your companions are 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 while the giant is trapped under the fallen canopy, you lead the captives to slay him with stones. [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 slay him and escape. [D1/S1/Acting and Disguise]

1222

As you wander through a wilderness, 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 spitted a sixth man and is cooking him over a fire. You attempt to sneak past, but the giant hears you. Maddened at the prospect of joining the others in the food pit, you slash out with your sword, but it as if you tried to fell a cypress with a feather. When your turn comes, the giant nibbles you, grunts scornfully, and tosses you in the garbage heap. You see a sparkling object in the midden which you take before fleeing. [D1/S1/ *Crippled*/ **Magic Bead**]

1223

You survey a strange and forbidding pavilion, noting a vast hoard of coins and treasure scattered among many dried and broken bones. Suddenly a hideous giant appears. You dash inside the pavilion to hide. The dust of the ancient place fills your nose and you pray to Allah to help you remain silent.

NO SKILL: Alas, you sneeze, alerting the giant. You flee in terror, but not before the evil beast's claws rend your flesh. [D1/S1/ *Wounded*]

PIETY: You suppress the urge to sneeze by reciting verses of the Koran. The giant soon sleeps; you grab an armload of treasure and make good your escape. [D1/S1/W+2 (Max: Rich)/Enduring Hardship]

1224

Far from civilization, your party stumbles across a pavilion built by a giant. You implore the others in the name of the Most High to turn and flee, but you are too late—the giant returns and finds you. As he comes near, you try to strike a bargain with the giant.

NO SKILL: Alas, the giant has no interest in what you might offer—with a roar, he attacks. When the battle is over, the giant is driven off, but at grievous cost. [D1/S1/ *Wounded*]

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. [D1/S2/Beguiling]

1225

In a distant place, a most grotesque scenario develops: 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." You pray to Allah for deliverance; your beloved is so impressed by your faith that she volunteers to sacrifice herself, but you reason with her that fate should decide.

NO SKILL: Leaving nothing to chance, 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 and your love 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/Luck/*Blessed*]

ACCURSED (mandatory): You three prisoners discuss further who should be sacrificed, but end up telling one another your lives' stories. When you awaken in the morning, you discover that the love of your life has taken up with your companion, and they have rendered you helpless while you slept. They give you to the giant, and you die with the satisfaction of watching your once-beloved and your erstwhile companion eyeing each other warily: you will be the giant's dinner today, but one of them will be lunch tomorrow, and neither will sleep tonight. [Death]

1226

Calamity and peril! 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: You do your best, and 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 can be the first to seduce a member of the opposite sex. He sets you in a pit with another of his captives, a most comely young person. You make clear by signs that your "target" should play at being seduced, and you fool the giant completely. As the females of his kind are even more vicious than the males, he concedes the contest and sets you both free. [D1/S1/Quick Thinking/Choice of *Beloved* or Acting and Disguise]

1227

You wish to try your luck at pearl-diving, 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 "guide" loudly 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: By a simple riddle, you determine 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. [D1/S1/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. Soon 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/Lose Courtly Graces/*Scorned*]

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... one of the race of merfolk, whose countenance is of surpassing beauty, collecting pearls from the oysters.

NO SKILL: You make signs that you would share the pearls with her, but she laughs and swims away. [D1/S1]

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/W+2 (Max: Rich)/Seduction/*Blessed*]

1230

You rent a small boat and row out. Other divers in the area row over to you.

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. [D1]

APPEARANCE: Your noble countenance cows them. They leave you in peace. [D1/Roll one die and gain 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, and you feel his death on your hands. [S1/*Grief Stricken*]

WILDERNESS LORE: Although he panics, you manage to save the diver. In gratitude, he gives you his haul of pearls. [D1/S1/W+2 (Max: Rich)/*Respected* (1 turn)]

1232

Toward evening, you spot an oyster, but a huge shark looms nearby.

Roll two dice, adding one each for Wilderness Lore, and Quick Thinking:

- 2–7: You cannot get past the shark—it is heading right at you! You swim desperately—and leap into the boat just as the jaws slam shut behind you. Praise Allah! [D1/S1/Choice of Luck or Piety]
- 8+: You use the blood of a small fish to draw the shark away from the oysters and reward yourself with many fine pearls. [D1/S1/W+3 (Max: Princely)/Quick Thinking]

1233

A strange beast approaches, bearing on its nose a gigantic horn resembling the tusk of the elephant.

NO SKILL: You attempt to slay it, but your arrows bounce off its iron-hard hide! However, your little pinpricks anger it. It charges, horn

lowered. Screaming in terror, you flee directly into a swamp. The beast is too clever to follow you into the diseased waters. [D1/*Diseased*]

SCHOLARSHIP, GOLDEN BRIDLE: You recognize the beast as a rhinoceros and remember tales of how, though gentle if unprovoked, when angered they can slay elephants. You wisely content yourself with gazing from a distance 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—it is a rhinoceros! These creatures can kill elephants! You would love to take it as a trophy, but you must be careful not to draw its attention before you can prepare a trap.

NO SKILL: Your retreat noisily, and the great beast heads towards you. You leap up a tree to safety, but not before the beast's horn has pinked you in the buttocks. [D1]

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; you slay both, taking the elephant's tusks for their ivory. [D2/S1/W+2 (Max: Rich)/Wilderness Lore]

1235

While sleeping beneath a tree, you dream of wild natives poking you in the ribs with spears. Suddenly you wake to find a huge rhinoceros prodding you curiously with his horn. You cannot decide whether to panic, slash out with your sword, or make your peace with the Most High.

NO SKILL: Your body decides for you: you faint from fear. When you awake, the rhino is walking slowly away. Were it a human, you would swear it was chuckling. [D-1/S1]

ENDURING HARDSHIP, QUICK THINKING: You pray for delivery, but the rhino charges you! You leap to your feet, shouting, and 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 becomes stuck! It is now a simple matter to dispatch the beast and sell its carcass. [D2/S2/W+2 (Max: Rich)/Piety]

1236

Woe is you—you have fallen afoul of a huge rhinoceros! As it gives chase through the trees, 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 without stopping. Although Allah preserves your life, you are badly hurt. [S1/*Crippled*]

SCHOLARSHIP, STORYTELLING, GOLDEN BRIDLE: Catching sight of the tiny eyes of the rhino brings to mind the story that the beast is nearly blind. You veer off, and the rhino runs right past you. [D1/S1/Quick Thinking]

1237

Hoping to view the semi-mythical rhinoceros, you climb a convenient tree and wait. Soon an elephant and a rhinoceros appear and square off for combat. Their conflict shakes the earth! You cry out to the Most High for deliverance!

NO SKILL: You are too terrified to flee. Suddenly both beasts roll over the tree, and you, leaving you barely alive. [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. Curious, you investigate this wondrous place. [Move to the Cave of Wonders and have an immediate encounter]

GOLDEN BRIDLE: You bring forth the Golden Bridle. Facing its power, the beasts' rage dissipates like mist, and they go their separate ways. [D1/S1]

1238

In this land, the Sultan owns a huge forest preserve. He seeks your help to study two things: Some people have reported that a strange beast, the rhinoceros, is present in the forest; and some trees have been stripped bare of their bark.

NO SKILL: You station yourself in the forest, and in time you catch sight of the rhino. Your report delights the Sultan, though the question of the bark goes unanswered. [S2/*Respected*]

WILDERNESS LORE: You quickly find the rhino and spend a full day observing it. 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 and delighted by your report. [D1/S2/Scholarship/*Respected*]

1239

High in the mountain crags you find a cave, from which comes a most foul stench. Peeking inside, you see a huge serpent sleeping in great coils, and behind it a sleeping maiden. Quietly you approach and prepare to behead the serpent.

NO SKILL: As you come near, the serpent awakes and bares its fangs, each as long as your sword. Outmatched, you flee. [S1]

WEAPON USE: With the speed of lightning, you strike. The serpent's head flies from its body, and the maiden runs sobbing to you.

> *If you are male and not Married:* You dry her tears with the edge of your garment, and speak to her in soft words to still her fear. But even when her tears are quieted she does not release you, and you stand long in the cave in each other's arms. [D2/S1/*Beloved*]
>
> *Otherwise:* You give her your arm and lead her from the cave and return her to her family in a nearby village. They shower you with praise, and spread far and wide the story of your triumph. [D2/S1/*Respected*]

1240

While descending a treacherous mountain trail, you spy a lone tree off the path. Its fruit glistens like gems! The ground around it is covered with serpents. Wishing to avoid their venom, you drive them off with your sword before coming closer to the tree.

NO SKILL: As you reach for the fruit, you feel the fangs of a dozen tiny serpents piercing your flesh—they were hiding in the tree as well! As blackness fills your eyes, a wizened old man appears and says, "I offer you the antidote for a small price." You agree and survive. [D1/S1/W-3 (Min: Beggar)/Lose one **Treasure**]

STEALTH AND STEALING: Wisely, you knock the fruit down with your sword and avoid the reach of the serpents in the tree itself. You collect a prince's ransom in jewels. [D2/S1/W+3 (Max: Princely)]

1241

On a worn mountain path, the earth sags beneath you, and you plunge into a shallow pit. The ground feels soft and warm beneath you, and suddenly you realize that you stand on a huge serpent! You drive your sword into it with less effect than a mosquito on a great stallion. You flee, the snake in hot pursuit.

NO SKILL: You manage to escape, but not without a bitter wound. [SI/*Wounded*]

QUICK THINKING: As you run, you see two boulders set close together and dart between them. The snake gets stuck between the boulders and you escape. [DI/SI/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? You pray to Allah to help you find a safe hiding space.

NO SKILL: You try sleeping in a tree, but before you even close your eyes, 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, and you fall from the serpent's mouth some distance away. Allah be praised, you are unhurt. [DI/Have another player move you up to four spaces in any direction]

WILDERNESS LORE: You gather wood, binding it over your feet, your head, and along your sides. The serpents regard you as an unpleasant mouthful and leave you unmolested. [DI/SI/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. Allah save you!

NO SKILL: You run screaming down the mountainside to safety. [D-1/SI]

ENDURING HARDSHIP: You still the terror in your heart 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! [SI/**Giant Diamond**]

1244

A huge serpent sleeps before you, basking in the sun. You admire this example of Allah's handiwork and move quietly away. Suddenly a shadow comes from above, and you see a huge roc descending on the serpent.

NO SKILL: You see the awesome sight of the roc grabbing and eating the huge serpent. What a story! [DI/SI]

QUICK THINKING: You give a shout and wake the snake, which avoids the roc. The snake moves toward a large cave, stops, looks back at you with a look of strange kindness, and slithers off. [DI/Opportunity to enter the Cave of Wonders]

1245

You stand before a crystal pool. Although you are quite thirsty, you are wary of strange water.

NO SKILL: You watch the pool for a while. You see an animal drink from it without harm, so you drink from it too. By the beard of the Prophet! You are changed! [SI/*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 from this accursed pool. [DI/Wisdom]

1246

A woman runs screaming into your camp. Her story is most marvelous: until she drank from the spring over the next dune, she was a man! Indeed, you find the crystal pool, which looks quite inviting, as you walk around it. However, if it changes your sex, it is best left alone.

NO SKILL: Still, you wonder what it's like to be a member of the opposite sex, and you drink. You fool! The spring only works once. [SI/*Sex–Changed*]

WISDOM: You ask the woman to take another drink. Alas, it seems the pool only works once, and you can discover no solution for her dilemma. [SI]

1247

In a narrow ravine is a spring. Subtle clues lead you to believe that this is the spring spoken of in tales, which can change a man's form to that of a woman. You have no wish drink from it, but you do wish to collect a sample of the water for magical use. You make your way carefully down the ravine.

NO SKILL, FATED (mandatory): Suddenly you slip and fall directly into the spring. Alas, your deductions were correct... [SI/*Sex–Changed*]

STEALTH AND STEALING: You avoid falling in the water and collect a bottle for future use. [DI]

1248

As you drink from the beautiful crystal-clear spring, you feel yourself... changing! From behind 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 the exorbitant price and drink the liquid down. Nothing happens! The "wizard" is gone before your lips have left the bottle, with your money lining his pockets. [SI/W-2 (Min: Poor)/*Sex–Changed*]

BEGUILING, BRASS TRUMPET: You read the falsehood in his eyes, so you grab him and force him to drink of the spring. "Fool!" she cries. "There is no antidote—drat!" Caught in the lie, she apologizes, and in shame gives you a gift. [DI/*Sex–Changed*/**Treasure**]

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, but nothing answers your pleas. [D-1/SI/*Sex–Changed*]

ENDURING HARDSHIP: You calmly accept what Allah has decreed for you. When others learn of your plight, they are impressed by your fortitude. [DI/SI/Choice of Enduring Hardship or Piety/*Sex–Changed*]

1250

To reach your destination, 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. Though you escape unharmed, your terror confounds your reason. [DI/ *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 and emerge unscathed. [DI/SI/Piety]

1251

Before you lies the dread Valley of Dogs. Concerned for your safety, you 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. They savage you, and most of your possessions are scattered to the four winds. [SI/W-2 (Min: Penniless)]

WILDERNESS LORE: You discover a hidden path through the upper part of the valley. You traverse the valley in safety. [DI/SI/Wisdom]

GOLDEN BRIDLE: When you feel ready, you enter the valley. Not one mile down the road you are attacked by vicious wild dogs. By the power of the Golden Bridle, you bring the fiercest dog under your control, and command him to lead the pack away from you. You pass through the Valley in peace. [DI/SI]

1252

You give special prayers up to Allah for a trip free of animals as you travel through the Valley of Dogs.

NO SKILL: Allah delivers you from the dogs, but not from highwaymen. [W-I (Min: Poor)]

PIETY: 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 save turns out to be a Sultan, who makes you his trusted advisor. [D2/SI/ *Vizier*]

1253

You ask Allah to grant you safety before you cross the Valley of Dogs. As you journey, you come to a wide river spanned by a rope bridge. You prepare to cross it when a band of highwaymen appears!

NO SKILL: They are upon you, and beat you before taking your money. [SI/W-2 (Min: Penniless)/ *Wounded*]

LUCK: As you dash onto the bridge, it collapses. You plunge into the water and are carried to safety after a long journey underground. You emerge into a lake of many hues. [DI/SI/Move to the Lake of Colors and have an 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 in the valley.

NO SKILL: The highwaymen and wild animals descend on you in packs. You are overwhelmed and end up in a ditch. [DI/ *Wounded*]

WEAPON USE: You meet each threat with the strength of Allah. Where you have passed through the valley, the evil has been scourged. [D2/SI/ Piety]

1255

You are being chased through the Valley of Dogs by a pack of wolves. You hear their snarling and feel their hot breath on your heels. They are almost on you, and you draw your sword...

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 before they slay you. [DI/ *Wounded*]

WILDERNESS LORE, GOLDEN BRIDLE: Suddenly you see a nearby river, and you dive in. The dogs, afraid of water, refuse to follow. [DI/SI/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.

NO SKILL: They take you up on your dare and, after overwhelming you, rob you. [SI/W-2 (Min: Penniless)]

DETERMINED (mandatory), **APPEARANCE:** Your grim visage and drawn weapon make them hesitate, and they decide to leave you alone. [DI/SI/ Appearance]

1257

Your ship is stopped by a large warfleet. The captain of the largest ship calls out, "We are pirates. We demand appropriate tribute or we will attack and sink your vessel."

NO SKILL: You have little choice but to comply with his demands. [SI/W-2 (Min: Poor)]

BARGAINING AND EVALUATION, ACTING AND DISGUISE: You present your situation in such a pathetic light that the pirate captain accepts a very small tribute. [DI/SI/W-I (Min: Respectable)/Beguiling]

1258

A large fleet bears down on your ship. You try to make out the markings on their ship, but cannot. Their captain calls out to your ship: "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 paragraph 315]

Otherwise: You take a chance and say that you are against Gaya.

Roll one die, adding one each for Luck and Scholarship:

- 1–3: Bad choice. They are from Gaya. They sink you and you barely make it to shore. [SI/W-2 (Min: Penniless)/Move to any coastal space]
- 4+: Good choice, for they are attacking Gaya. You convince them to take you along, and you share in the plunder of the city. [DI/W+2 (Max: Rich)]

1259

A large fleet appears on the horizon. You turn the ship to flee, but you are not sure you can outrun them. Their ships fly unfamiliar banners, and you know these are dangerous waters.

NO SKILL, SEAMANSHIP (mandatory): You throw some of your cargo overboard to lighten your load, calculating that escaping with half your goods is better than being captured with all of them. Your sailing skill

allows you to evade them, and soon you are again alone on the waves. [D1/Seamanship]

LUCK: You act on a hunch and sail towards them. Lo, they are no pirates, but a huge merchant fleet. You trade with them and make a large profit. [D1/W+2 (Max: Rich)]

1260

Your small ship races before a large warfleet. You know they will not hesitate to sink you. You pray for guidance from the Most High and watch them carefully for any sense of their direction, but soon you must decide whether to move to port or starboard.

NO SKILL: You cannot see any reason for a particular choice, so you randomly choose port. Alas! They also veer to port! Casually, on their way to some great contest, they sink you. [Go to paragraph 315]

PIETY: Allah guides you! A wind drives your ship to starboard, while the fleet veers to port. [D1/S1/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 to 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/Move to any coastal space]

QUICK THINKING: You set your sails on fire; seeing the flames, the fleet steers wide to avoid them. When they have passed, you douse the fires and use a spare set of sails to continue on your way. [D1/S1/Quick Thinking]

1262

A warfleet 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. Truly, no work of man can stand against the will of the Almighty! [D-1/S1]

MAGIC: With your prayers you include a powerful charm to speed their journey. You hear that the victory was a smashing one. [D2]

1263

You espy a plume of smoke rising from a nearby island. You sail closer to investigate.

NO SKILL: You expected to find the signal fire of shipwrecked sailors. Instead you find an erupting volcano! Your ship is hit by flaming rocks, and sunk. You drift to shore on floating pumice. [S1/Move to any coastal space]

WILDERNESS LORE: Before you come close, you discern that it is a volcano about to erupt, and steer clear. [D1/S1/Wisdom]

1264

Tales of "the mountain of fire" have drawn you to this island. You make your way to the top, and there you find a band of evil Magian fire-worshippers about to sacrifice a victim!

NO SKILL: There are too many of them for you to interfere. You flee in disgrace. [D-1/S1]

WEAPON USE: You rush out, sword brandished, and lay waste to the Magians. The young prince they were attempting to sacrifice joins in the fray, and together you slay them all.

If you are female and not Married: [D2/S1/W+2 (Max: Rich)/*Beloved*]

Otherwise: [D2/S1/W+2 (Max: Rich)]

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 and watch the waters around you carefully.

NO SKILL: Your boat is set afire and sunk. You drift and finally are cast up on an unknown coast. [D1/Move to any coastal space]

PIETY: All about you chunks of molten rock fall but none strikes you. Your boat sails through to the now-cooling volcano's island. You explore and find a strange cave in the mountain's side. [D1/Move to the Cave of Wonders and have an immediate encounter]

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: They must be Evil Magian fire-worshippers preparing to throw their sacrifice in the volcano's pit! Crying the name of the All-Powerful and All-Compassionate, you rush to the island. The Magians flee before your faith and you save their victim, a young prince who is quite grateful to you.

If you are female and not Married: [D2/S1/W+2 (Max: Rich)/*Beloved*]

Otherwise: [D2/S1/W+2 (Max: Rich)]

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, but you are too late to save her from being hurled in. With Allah on your side, you soon send the Magians after her, but your heart is heavy from your failure. [D1/S1/*Grief Stricken*]

PIETY: You pray that you might reach them in time. To your amazement, the volcano rumbles and shakes, tumbling the entire party of evil ones down to land at your feet. You slay them easily and free their victim, who is both unharmed and grateful.

If you are male and not Married: [D2/S1/Piety/*Beloved*]

Otherwise: [D2/S1/Piety]

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! You swim away before he can harm you too greatly. [D-1/S1]

WISDOM: You ask another diver about the man. Laughing, he says, "That one is blessed by Allah. He remains below three times as long as any of us." Great is the glory of the Most High! [D1/S2]

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. The guards waste no time in dispensing justice. [S1/ *Imprisoned*]

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 sole 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 put 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. What a horrid end for your partner! [D-1/S1/ *Grief Stricken*]

DETERMINED (mandatory), **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. In time, your partner returns with a handful of the finest pearls! [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.

NO SKILL: As you enter, his voice booms out, "There is an unbeliever here!" You are seized and beaten senseless. [D2/S2/ *Wounded*]

MAGIC: Within the circle is a terrible 'efreet. By arcane means, you shield your presence from him; 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/ **Protective Talisman**]

1272

You don the druid's cowl and pass the guards, but inside a master druid tests all who enter by a ritual 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 inner 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. [D4/S2/ Magic]

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." As a man, the druids turn to attack you.

NO SKILL: Before you can utter a word, their focused power blasts you senseless, leaving your mind a blank. [D1/S1/ *Ensorcelled*]

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/ Scholarship/ *Sultan*]

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 a uproar. You must flee, barely escaping with your life. [D2/S2/ Piety]

STEALTH AND STEALING: Taking advantage of the confusion, you snatch a hostage and pry from him many arcane secrets, including the place of hiding of a most marvelous artifact. [D3/S3/ Acting and Disguise/ **Golden Bridle**]

1275

Your tossed stone catches the guard in the temple, and he slumps unconscious. From the shadow of a great pillar you watch the druids incant. Soon a menacing presence forms in the circle's center. The high druid commands, "Destroy the Caliph, in Baghdad!"

NO SKILL: The hideous beast bows, then vanishes. You can do nothing to stop this abomination, and your failure is heavy on you. [D2/S2/ *Grief Stricken*]

PIETY: You cry out, "By the power of Allah, the True and Living God, I banish this demon!" The power of your prayer fills the arena! The beast quails, then vanishes. The druids scatter in fear, and you find a most remarkable object in the things they leave behind. [D4/S3/ Piety/ **Magic Saddlebags**]

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: Knowing the better part of valor, you flee from the horror they've summoned. [D2/S2/ Quick Thinking]

MAGIC: You step forward and utter a most terrible name. Before your might, the creature bows down, as is fitting. You bid it to slay any who do not surrender to the will of Allah. The druids swear their faith to the Most High, and form a new Muslim city here with you as its Sultan. In time, this becomes truly one of Allah's greatest cities! [D3/S3/ Courtly Graces/ *Sultan*/ **Treasure**]

1277

You climb a tree to observe the rituals. Suddenly, hornets are all about you, stinging fiercely.

NO SKILL: You leap down, your observations forgotten. Even in your pain, though, you have the sense to keep silent and are not discovered as you flee. [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**]

1278

Silent druids gather in the strange circle. You observe and record what you see...

NO SKILL: ...but your notes are incomplete, and your accounts are filled with gaps. Still, you have learned much. [D1/S2/Scholarship]

SCHOLARSHIP: ...and your detailed notes and vivid memory provide scholars with arcane lore and techniques for warding against demons. [D3/S3/Scholarship/**Protective Talisman**]

1279

From high atop a tree you watch the high druid, who brings forth a shining sphere. Gazing into it, he pronounces your Sultan's name. "That Prince of the Faithful 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, that they might not fall victim to these foul sorcerers. [D2/S2/Stealth and Stealing/*Grief Stricken*]

STEALTH AND STEALING: You seek the hiding place of the sphere. Snatching it up, you race for your city. [D2/S2/**Celestial Planisphere**/Place your Destination marker in Baghdad. When you arrive there, you may give yourself any status]

CELESTIAL PLANISPHERE: You produce the Celestial Planisphere from your pack, and gaze into it to see if the words spoken by the Druid are true. You behold the Sultan, as healthy as a newborn. You hear cries from within the stone circle and look up. The high priest of the druids lies dead on the ground, covered in shattered glass. Praise Allah, his own sphere has exploded, killing him instantly! Thanks to your magic, your Sultan is safe. [D3/S3/*Blessed*]

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!

NO SKILL: Her perfume fills your nostrils and drives thought from your mind. Later you awaken outside the caves and cannot open them again. But the perfume still lingers in your memory, driving away other thoughts. [D2/S2/*Ensorcelled*]

BEGUILING: Ah, the woman is a trap! You quickly pass this room and find that many other chambers exist, containing what you seek. [D3/S3/Quick Thinking/Draw two **Treasures**]

1281

With the spell of opening the door slides aside. Within the cave 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 retreat outside the cave, and later discover that you cannot re-enter! Still, better to have forsaken the treasure than to have died in flame. [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* (1 turn)]

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: After much struggle, you free few, then, time grown short, you rush out with the jewels. The ones you abandoned call curses after you. [D2/S2/W+2 (Max: Princely)/*Accursed*]

ENDURING HARDSHIP: Forsaking your chance to escape, you free first one prisoner, then another, and direct them until all are freed. As the chains fall from the last, he cries "The curse is broken!" At that, the cave becomes a fabulous palace! "This kingdom is yours!" cries an elderly scholar. [D3/S3/W+3 (Max: Princely)/Magic/*Sultan*]

ENVIOUS (mandatory): Your decision is simple: you stuff your pockets with jewels of fabulous worth, then interrogate the prisoners as to the location of greater treasures, and, luckily, a mule-drawn cart. You load fistfuls of egg-sized pearls, rubies the size of peaches, and other booty onto the sturdy cart, forgetting the 'efreet's admonition until he looms before you. "Greedy Mortal, as are all your kind: I have come for you. You have overstayed your welcome, and so must now dwell here forever!" A hand the size of a saddle strikes you down and makes you fast next to the rest of the prisoners, as the 'efreet complains, "Each one of you that I add to my collection makes it less likely that some fool will stay to free you all! Each day the chances of your escape dwindle! Fools! Must I imprison every Son of Adam before I may quit my duty?" [Death]

1283

You discover a small door with strange words on it. At the sound of the spell, the door opens! A dark musty tunnel opens into 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. [D2/S2/Enduring Hardship]

STORYTELLING, QUICK THINKING: You bring to mind the tale of Alee of Cairo, who left behind him a trail of possessions to thread a maze. After a number of hours in the maze, you come to a vast treasure room! You fill your pockets, then follow your trail of clothing, paper, and food back to the entrance. [D3/S3/W+3 (Max: Princely)/Quick Thinking]

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 certain 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. [D2/S2/Wisdom]

WISDOM: You are not greedy, and something warns you that danger awaits the foolish. You collect a princely wealth in gems and depart. [D3/S3/W+3 (Max: Princely)/**Treasure**]

1285

You climb a rope up into the mist. There you find a peak with a tunnel carved into it and start down. Soon you stand before a man wearing a red helmet, who says, "You cannot pass until I have fallen."

NO SKILL: You cannot master him, for truly he is the most skilled swordsman you have ever seen; exhausted, you retreat. [D2/S2/Weapon Use]

WEAPON USE: Truly he is a skilled foe, but you are greater. When you conquer him he bows and conducts you through rooms filled with treasure. [D3/S2/W+2 (Max: Princely)/**Treasure**]

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 it forever." You enter and find a brass 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 with your lamp. [D2/S2/W+2 (Max: Rich)/Beguiling/*Envious*]

BEGUILING: You refuse, distrusting him. He grows furious and seals the hole above you. Idly, you rub the lamp. An 'efreet appears, saying, "At your service." You bid him free you from the cave, which he does, and then he returns to the lamp. [D3/S3/Luck/**Magic Lamp**]

MAGIC LAMP: Gladly you hand it to him, for you know it to be a false imitation of the true magic lamp. He cackles in delight and runs off, and you go your own way with the gems. [D2/S2/W+4 (Max: Princely)/Beguiling]

1287

You convince a local wizard to aid you. He calls on a multitude of spirits and powers, and the cave opens before you. "I must remain here," 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 SKILL: ...when 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. What a fool you were to allow your greed to so overwhelm your sense! [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)/Quick Thinking/**Treasure**]

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: With a single stroke, the guardian slays the wizard and leaps back within the cave, which seals behind him. You cannot enter! You bury the wizard but cannot escape your own guilty heart for leading him to this sad fate. [D1/S2/Weapon Use/*Grief Stricken*]

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 a Vizier, and soon you rule over a kingdom! [D4/S2/W+3 (Max: Princely)/*Sultan*/**Treasure**]

1289

You hide behind some musty bales. The voice calls twice more, but you remain silent. A shadow descends from the ceiling and stands revealed as a blood-thirsty 'efreet. "I know you are here," he roars. "Look at me." He begins to change!

NO SKILL: Your mind slips gratefully into insanity, nor do you remember escaping, but you find yourself alive some distance away. [D2/S2/Enduring Hardship/*Insane*]

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 and are accorded the honors of a hero. [D2/S3/*Respected*/*Robe of Honor*]

1290

You hide, but to no avail. 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 seize the opportunity to flee. [D1/S2/Quick Thinking]

APPEARANCE: He studies your face. "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 to you through me." A pile of gold appears at your feet, and the 'efreet is gone! [D3/S3/W+3 (Max: Princely)]

1291

Through the darkness of the house a shadowy presence looms nearer and nearer! Ah! It is only the Vizier! You reveal yourself, and he says, "I have come to seek aid in deposing the Sultan. Aid me, and you will be my Vizier." You consider what he has said.

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?" You are thrown in prison to contemplate the folly of your deeds. [D1/S2/Wisdom/*Imprisoned*]

WISDOM, PIETY: You flatly refuse and draw your sword. "Hold!" cries a second voice, and the Sultan himself steps forward. He explains, "A prophecy told me to adopt a worthy stranger as my true heir. This test confirms my thoughts—you are the one." A few weeks later he dies, and you become the new Sultan. [D3/S3/Courtly Graces/*Sultan*]

1292

As you cry out the name of Allah, a faint whisper comes to your ears: "You have destroyed me," it says. You settle down for the night.

NO SKILL: In the morning you emerge from the house a hero! [D2/S2/Piety]

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! Truly you are favored by fortune! [D3/S3/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 mind, and you run gibbering in terror. After the sights shown you by the spirits, nothing on earth will frighten you again! [D2/S2/Enduring Hardship/*Insane*]

ENDURING HARDSHIP, PROTECTIVE TALISMAN (mandatory): He gestures, and hideous visions fill your mind. But these are just illusion. Only Allah is powerful! The visions fade and the 'efreet disappears. The next day you emerge and are proclaimed a hero! [D3/S3/W+1 (Max: Rich)/Wisdom/*Robe of Honor*]

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 command. He howls—and vanishes.

NO SKILL: The next day you emerge a hero. [D2/S2/Acting and Disguise]

BARGAINING AND 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 into to the corner! You stammer a weak thanks. "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. Truly, you realize your manners are poor and resolve to improve them. [D2/S2/Courtly Graces]

PIETY: You ask, "And what may I do for this enchanter in return?" The 'efreet smiles. "My master is your father and wishes only to reward his long-lost child." You say a prayer of thanks to your father, and bid the 'efreet to go with the blessings of Allah. He smiles and departs. [D3/S3/W+3 (Max: Rich)/Luck/*Fated*]

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. [D2/S2/W+1 (Max: Rich)/Magic/*Fated*]

MAGIC: You demonstrate, and the 'efreet is jubilant! "My master was not wrong! All this gold is yours. Take it." [D3/S3/W+2 (Max: Princely)/Magic]

1297

You say, "Put it in the corner." 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 to he who possessed his name. It has been a long time."

NO SKILL: You thank him politely and leave with your gold and the rich tale of what has happened. [D2/S2/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! [D3/S3/*Sultan*]

1298

You face the best swordsman in the group.

NO SKILL: He slices you like a melon. Each stroke that he makes is counted aloud by his men and cheered, while your feeble ripostes are greeted with derisive hoots. Eventually, from overall blood-loss rather than any single great wound, you swoon, and recover just as the smallest child of the tribe administers the final blow—for you are not deemed worthy of their warriors. [Death]

WEAPON USE, ENDURING HARDSHIP: You hold your own (to everyone's surprise) until your opponent 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, and the bandits take you to their hiding place. [D1/S1/W+1 (Max: Respectable)/Lose *Lost*/Opportunity to enter the Cave of Wonders]

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: As 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, and help yourself to the small gems around its feet before going on. [D3/S3/W+1 (Max: Rich)/Piety]

1326

You come upon a huge collection of marble tablets bearing ancient writings. They form the testament of the king of this city proclaiming that pride is the downfall of Man.

NO SKILL: The last tablet was written at the king's deathbed. The sorrow of the words so overwhelms you that you briefly consider ending your own life, but eventually move on. [D2/S2/Enduring Hardship/*Grief Stricken*]

ENDURING HARDSHIP: You realize that true happiness can only be obtained through Allah. Others are enlightened by your words. [D3/S3/Piety/*Respected*/**Treasure**]

1327

The tablets were written by the great storyteller Omar-ibn-Hassan; the stories they tell are worth a fortune! You copy them eagerly.

NO SKILL: Your companion runs off with your manuscripts and takes credit for their discovery. [D2/S1/Stealth and Stealing]

STEALTH AND STEALING: Realizing their value, you guard the manuscripts carefully, and they bring you fame, wealth, and glory. [D3/S3/W+2 (Max: Rich)/Scholarship/*Robe of Honor*]

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 and heart-stricken to climb the ladder. [D2/S2/Wisdom/*Grief Stricken*]

WISDOM: You climb behind the other. When he reaches the top, he cries out and attempts to jump, babbling wildly about the visions of loveliness within. Recognizing the hand of magic guarding the city, you

explore elsewhere, and find a most marvelous item hidden a short way away! [D3/S3/Magic/**Treasure**]

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 a protective enchantment guards the city.

NO SKILL: You order the others to remain below while you enter. You discover the source of the spell and study it. When you return, your companions lie dead at the ladder's foot, drawn to their doom by the visions. [D2/S2/Magic/*Grief Stricken*]

MAGIC: You break the enchantment with one of your own. You and your men spend a week within the fabulous city, availing yourself of its great treasures. [D3/S3/W+3 (Max: Princely)/Scholarship/**Treasure**]

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. [D2/S2/Quick Thinking/*Insane*]

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, and with them the city long dead. You are exalted and elevated for your heroism. [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. She asks, "How dare you enter without knocking?"

NO SKILL: With a wave of her hand you are outside the city. The wall is repaired, and you depart, thankful that the sorceress did not do worse to you. [D2/S2]

SEDUCTION: "I did it only to find you, oh wondrous one!" you reply. She is a powerful enchantress, living in solitude; you lighten her days. [D2/S3/W+1 (Max: Rich)/*Blessed*/**Treasure**]

ENSORCELLED (mandatory): You find yourself impelled by the enchantment laid on your mind, and attack her immediately. The woman, a sorceress, responds by dousing you with a handful of water, and muttering, "Quit this form and take that of a dog!" You feel yourself changing, but quickly spring to the table and lap up some of the enchanted water from her silver basin. When she transforms herself into a serpent, you turn yourself into a mighty eagle, then spring upon her and throttle her with your claws. She becomes a huge lion, and with a thought you are an elephant, crushing her beneath your feet. The sorceress then takes on the form of a roc, and opens her tremendous beak to eat you whole, when you become a dendan, and overwhelm her by sheer size. Then she becomes a red flame and you become a blue flame and the two of you burn until, at the last, your ensorcellment is shattered and you cry out the name of Allah. Your flame burns like the sun and you destroy the enchantress. You return to your own form, badly burned and dying, but are comforted by the sight of the city around you returning to life, freed from her dread spell. [Death]

1332

You pray to Allah. The next morning, the gates are open and there are people within, speaking an ancient dialect. You have traveled 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 him great fame, you convince the wizard to return with you to the present. *Poof* You stand outside the abandoned city; but before your eyes the wizard ages one thousand years in a heartbeat and turns to dust. [D3/S3/Magic]

1333

Your prayers reveal a hidden entrance. Within the walls, you find people still live! They are few, and fearful, saying, "We will not open the gates until the Sultan promised by Allah appears."

NO SKILL: You are humbled by their faith and depart. [D2/S2/Piety]

APPEARANCE: They look closely at you and gasp. "This is the one!" They pull you before a statue, which verily is like to your image in a mirror! Bells peal, people dance in the street, and the gates burst open! [D3/S3/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, curse your miserable life. Others make mock of your verse. [D2/S1/Storytelling/*Scorned* (1 turn)]

STORYTELLING, COURTLY GRACES: Your poem is so wise and sad that the Sultan of this land adopts you as his own child. He re-reads the poem so many times that he dies of a broken heart, and you are made Sultan. [D3/S3/Wisdom/*Sultan*]

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 compared with the meanest achievement of Allah. You gaze a while longer, then leave. [D2/S2/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. [D2/S2/Piety]

PIETY: You resolve to spread what you have learned far and wide. [D3/S3/*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, full of lush forests, fruit trees and honeybees. You feel drowsy.

NO SKILL: You fall asleep; when you awaken, your body is older and withered! You have slept as for 20 years in a single night! [D2/S2/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. [D3/S3/W+1 (Max: Rich)/**Treasure**]

1338

You stride to the gate. Though a force bars your way, 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 obtain an audience, and are ignored as a raving madman. The people of the fortress throw you out, and when you look back, you see no signs of habitation. Let this serve as a lesson in manners. [D2/S2/Courtly Graces]

COURTLY GRACES, STORYTELLING: The Sultan seems oblivious to the devastation outside, so you tell him what has occurred in the passing centuries. He weeps at his own arrogance, thanks you for your wisdom, and gives you gifts. [D3/S3/W+1 (Max: Princely)/Wisdom/**Treasure**]

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. [D2/S2/W+1 (Max: Respectable)/Bargaining and Evaluation]

BARGAINING AND EVALUATION, STEALTH AND STEALING: You realize they are fakes. In your further investigation, however, you find pottery and stonework priceless in its antiquity. [D3/S2/W+3 (Max: Princely)/**Treasure**]

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. [D2/S2/*Wounded*]

WEAPON USE: Your sword flashes out and severs the beast in two. You then help yourself to the treasure. [D3/S3/W+3 (Max: Princely)/**Treasure**]

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 many days in misery until, with the passage of time, you observe the coming and going of the many rats that surround you. Finally, you realize you can follow them to the outside world. [D2/S2/W+1 (Max: Rich)/Quick Thinking]

QUICK THINKING: You hurl yourself to one side and avoid the trap. You then find the treasure and help yourself to it. [D3/S2/W+3 (Max: Princely)/**Treasure**]

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 and Stealing/*Wounded*]

STEALTH AND STEALING: Without even waking the beast, you slip away with the artifact and handfuls of the real gems which stud the inside of the fortress. [D3/S3/W+3 (Max: Princely)/*Determined*/**Treasure**]

1343

The moans come from a crippled prince. He tells you how his wife fell in love with a wicked slave. When he punished them, she turned his legs to stone and his people to fish. When the slave comes to feed the prince, you slay him and don his clothes. The woman returns.

NO SKILL: She recognizes the sham and blasts you with a spell. [D2/S2/*Ensorcelled*]

ACTING AND DISGUISE: You pretend to be the slave, and request of her that she free the prince and his people so his moans and curses won't trouble you. After she has done so, you leap forward and slay her, and the people shower you with praise. [D3/S3/W+2 (Max: Rich)/Magic/*Respected*]

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 to find and exact vengeance from her lover's murderer, she leaves the city forever. You can't help the prince. [D2/S2/Beguiling/*Pursued* (ENCHANTRESS)]

BEGUILING: From behind a curtain, you feign at being the slave's spirit. "I cannot attain salvation until you lift the curse." When she does, you leap out and slay her, breaking the enchantment. [D3/S3/W+2 (Max: Rich)/Quick Thinking/**Treasure**]

1345

Within, an evil enchantress is torturing a young prince. Acting quickly, 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: You study well the enchantress's books and equipment, but discover no way to lift the curse, and depart. [D2/S2/Magic]

MAGIC: Although the enchantress was subtle and powerful, you lift the curse with a spell of your own. The prince names you his successor. [D3/S3/Magic/*Sultan*]

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. Perhaps in the future you will be careful around one who boasts of being a torturer! [D2/S2/Wisdom/*Beast Form*]

WISDOM: In a nearby room you find a young man—her prisoner. He tells the tale of how the woman turned him to stone and his people to fish. You return to her chamber and slay the evil enchantress, lifting the spell. [D3/S3/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 make careful note of her words, but cannot stop her from transforming you. [D2/S2/Magic/*Beast Form*]

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. [D3/S3/W+2 (Max: Rich)/Magic/*Respected*]

1348

You see a woman and, posing as a slave, you follow her to a room where she begins beating a young prince whose lower half is made of stone. "Adulteress," the prince says. "You have betrayed and ensorcelled me and my people!"

NO SKILL: You slay the evil enchantress. However, with her death the spells cannot be reversed. [D2/S2/Acting and Disguise]

ACTING AND DISGUISE: You absent yourself and return, disguised as the woman's lover. You 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. [D3/S3/W+3 (Max: Rich)/Quick Thinking/*Sultan*]

1349

The city is silent, with no inhabitants to be found. In the lake are fish of yellow, red, blue and white (the colors of Jews, Magians, Christians, and Muslims of a typical city).

NO SKILL: The fish are as silent as fish anywhere. So much for that tale. [D2/S2]

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 restored, and lavish you with gifts. [D3/S3/W+2 (Max: Rich)/*Respected*/**Treasure**]

1350

The fish in the lake are red, white, yellow, and blue, the colors of the Magians, Muslims, Jews, and Christians of a typical city. The fish speak, and tell how their Queen was unfaithful to their King, and turned their people to fish. From behind you, a voice cries out, "And soon their fate shall be yours!" It is the Queen!

NO SKILL: Your attack is futile; she gestures, and you feel yourself changing. You make good your escape while she laughs at your plight. [D2/S2/*Beast Form*]

SEDUCTION, APPEARANCE: You flatter her fame and beauty... and slay her at first opportunity. As she dies, the fish become again the people of the city, who are most grateful for your aid! [D3/S3/W+1 (Max: Rich)/Beguiling/**Treasure**]

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 the prince and turned we who were his people into fish." You go to where the wounded slave lies and slay him, taking his place. The queen returns.

NO SKILL: You fool her for only a short time before she sees through your ruse. As she proclaims a spell, you feel yourself change. [D2/S2/Acting and Disguise/*Beast Form*]

ACTING AND DISGUISE: Feigning that your wounds have infected, you bid her lift her spells and use her powers instead to cure you. She reluctantly obeys. The instant the enchantment is lifted, your sword finds her throat; the prince and city dwellers honor you for your deeds. [D3/S3/W+2 (Max: Rich)/Quick Thinking/*Robe of Honor*]

1352

You fill your pockets with smaller gems, until finally you stand before a huge diamond; surrounding it are 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. You escape with your life, grateful for that. [D2/S2/W+2 (Max: Rich)]

STEALTH AND STEALING: Silently you sneak into its coils and get the diamond. [D3/S3/W+2 (Max: Fabulous)/**Giant Diamond**]

1353

You move cautiously through the sluggish serpents which bask 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. Desperately, you seize up a stick and fight the serpent until you can flee. 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. [D2/S2/Weapon Use/*Wounded*]

WEAPON USE: You slay the beast with one masterful stroke, and take the diamonds. [D3/S3/W+3 (Max: Princely)/**Giant Diamond**]

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 a healer, who manages to save your life, though at a price. Still, your diamonds will remain even when your leg has healed. [D2/S2/W+2 (Max: Rich)]

STEALTH AND STEALING: You stumble, but your cat-like reflexes prevent you from stepping on any poisonous snakes, and you escape the valley much wealthier. [D2/S3/W+3 (Max: Fabulous)/**Giant Diamond**]

CRIPPLED, ACCURSED (All mandatory): Alas, you slip and fall, and are stung by a serpent before you can arise. Painfully, you gain your feet and stagger toward a healer's dwelling. A pair of townspeople who pass by refuse to help you under the impression you are drunk, and you expire on the doctor's doorstep. The doctor, dismayed, attempts to dispose of your body in secret, thus beginning an entire chain of unlikely but memorable events, which you are alas not alive to observe. What a story they would make! [Death]

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 your rescue. Still, you count yourself fortunate for your plans to have gone even this well. [D2/S2/W+1 (Max: Rich)/Luck]

LUCK: Everything goes perfectly, and you descend from the mountain with ease; your diamonds command a fine price. [D2/S2/W+3 (Max: Fabulous)/**Giant Diamond**]

1356

You avoid all the snakes and collect many diamonds. However, you forgot the way back, and are forced to 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 in the valley. By dint of charm and fine speech, you manage to retain some small number of your gems, but they take the largest and finest of them. [D2/S2/W+1 (Max: Rich)/Courtly Graces]

APPEARANCE, STORYTELLING: The diamond hunters stare in wonder and listen with awe as you tell your tale. You are much honored. [D3/S3/W+3 (Max: Princely)/*Respected*]

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 the Sultans, lost years ago. The Sultan of this land greatly desires its return.

NO SKILL: It is taken from you with promises of lavish rewards. You spend many weeks attending the court of the Sultan, flattering his courtiers and bribing his grandees, but the reward never comes. [D2/S2/W+1 (Max: Rich)/Courtly Graces/*Envious*]

COURTLY GRACES: Your prestige assures you of proper treatment. When the old Sultan dies without an heir, the One who found the Gem is made Sultan. [D3/S3/W+3 (Max: Princely)/*Sultan*]

1358

You stride through the valley, slaying serpents at every turn. Your sword arm grows weak, for this is as tiring as scything wheat. At last you come to the greatest serpent you have ever seen.

NO SKILL: At your freshest, you might be able to take him on. But exhausted, you cannot defeat him, and must retreat. [D2/S2]

WEAPON USE: With a tremendous stroke you smite his head from his body. Then you collect diamonds at your leisure. [D3/S3/W+3 (Max: Princely)/Enduring Hardship]

1359

You stride boldly through the valley, slaying serpents left and right. Finally you face your greatest challenge—a serpent of immense size.

NO SKILL: No matter how much you hew him, he will not die. You retreat in failure, but, praise Allah! you are unhurt. [D2/S2/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. [D3/S3/W+3 (Max: Princely)/Piety]

1360

You stride through the valley, slaying serpents as you go. You rescue an old man from a great serpent. You learn that he is the Sultan of this land, thrown here by his wicked Vizier, who now rules in his stead. You agree to help the Sultan regain his kingdom.

NO SKILL: You confront the wicked Vizier outright, and his loyal guards chase you from the city. You vow to use greater caution and craft in your dealings in the future. [D2/S2/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 restored to power and you are named his heir. [D3/S3/Wisdom/*Sultan*]

1361

In the land under the sea, 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 all you have seen.

NO SKILL: You saw so much that your stories tumble out without sense or detail. Many who hear you are convinced that you are lying. In time, your own stories are repeated back to you by others who have claimed them as their own, and you learn from their tellings. [D2/S1/Storytelling]

STORYTELLING: You relate your experiences in the form of fabulous stories, 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 faithfully attend to your prayers, and some of the inhabitants ask you what you are doing. You explain the worship of Allah, piquing the interest of the Sultan of one of the largest undersea cities.

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. But there is no such failing as an overly great devotion to God the Highest! [D2/S2/Piety]

COURTLY GRACES: With pious and carefully chosen words, you convince him of the beauty of the Muslim way. He joins the faith, as does the entire population of the city he leads, and you are honored for your teaching. [D4/S3/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 world of land and the world beneath the waves. [D2/S2/*Robe of Honor*]

LUCK, APPEARANCE: You and he could be born of the same womb! Seizing the opportunity, 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 merman 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: Your fear causes your cry to stick in your throat. The merman scatter, and you are left alone beneath the waves. With much difficulty you make your way to a distant shore. [D1/S1/Move to any coastal space]

QUICK THINKING: You cry out, and the dendan dies, saving the merman and yourself. [D3/S3/Storytelling/*Respected*]

BEAST FORM (mandatory): You fly at the beast, shouting lustily at the top of your lungs. The dendan is not slain, but you are swallowed. As you die, you return to your true human form; human flesh is poisonous to the dendan, and it dies painfully. Many mermen witness the event, and tales are told to their children of the land-person who, though of surpassing ugliness, nobly sacrificed his life for those of the merfolk. [Death]

1365

The depths hold an interesting future for you.

If you are Married: [Go to paragraph 1398]

Otherwise: At one undersea palace you are made an honored guest; there you spy the wonderful oldest child of the Sultan. You are smitten, and she feels about you as you do for her. The Sultan is not averse to a marriage.

NO SKILL: To marry one of the Water-Breathers, you must remain in the Undersea Kingdom. You find this prospect uncomfortable, for you miss your homelands. You tearfully decline. [D2/S2/*Grief Stricken*]

ENDURING HARDSHIP: The king points out that you will have to make a home in the Undersea Kingdom, but no discomfort is too great to be with your beloved! Also, you know you will be free to travel the dry world after your marriage. [D3/S3/*Married* (place your Origin marker on Serendib)]

1366

You marvel at the majesty of even the smallest of the undersea kings, and seek to learn all you can of these people. Soon, you come to understand that the undersea kings are planning to invade the cities of the air-dwellers—your own people!

NO SKILL: The mermen suspect from your actions that you have learned the truth, and feed you the poisonous flesh of the Shira fish, which erases your memories of their plots. You return to the surface none the wiser. [D2/S2]

ACTING AND DISGUISE: You conceal what you have learned from your hosts, but soon ask to be returned to the land. There you warn the Sultan, who sends peace emissaries to the mermen. With you as an intermediary, a lasting peace is reached, and you are much praised. [D3/S3/Courtly Graces/*Robe of Honor*]

1367

The size and wealth of the undersea kingdoms gives them great military potential. You approach one of the Sultans with a proposal of war, and he is impressed with your well-considered ideas. You have many conferences with merman war-chieftains.

NO SKILL: A spy has warned the adjacent kingdom of your plans! The king abandons his plans, and lays the blame for their failure completely on you. You resolve to better learn the craft of secrecy in the future. [D2/S2/Stealth and Stealing/*Scorned*]

STEALTH AND STEALING: Through craft and guile, you arrange a cunning surprise attack. Sadly, the mermen are terrible warriors. The neighboring city is conquered, but your losses are heavy, and further plans of conquest are canceled. However, you do get a share of the plunder before you decide to return to dry land. [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. You discover that he had long coveted power, and gladly appoints you his warlord.

NO SKILL: You lead the attack, and are miserably defeated, for the tactics of undersea warfare are quite different from those you know. The troops you command are decimated, and you escape only through the grace of Allah. [D2/S2/Piety]

PIETY: As you practice the troops for the war, you soon realize that mermen have no talent as warriors. In a sudden insight, you realize that Allah means these kings to live in peace! You reveal your inspiration to the Sultan. Humbled by your piety, he accepts the True Faith. [D3/S3/Piety/*Respected*]

1369

Amazed at the wealth of the undersea kings, you encourage one of them to form his people into an army to conquer a neighboring city. After training them, you lead the conquering horde.

NO SKILL: For all of your time here, you have not mastered the strange weapons and tactics of the mermen. The battle is lost, and you manage to escape only by a clever ruse. [D2/S2/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 governorship of the conquered kingdom. [D3/S3/W+3 (Max: Princely)/*Sultan*]

1370

You climb the hill and peek over. You behold a wondrous sight—a magical war fought by armies of 'efreets. Bolts of deadly energy are hurled about, spells shouted above shrieks of agony.

NO SKILL: Suddenly a stray blast hits you and you lose consciousness. When you awaken, you are no longer in the Dusky Land. Fortunate you are to have even survived! [D2/S2/Luck/Magic]

LUCK: You watch the conclusion of the battle, but the victors do not tarry long. You are able to raid the field and recover some interesting artifacts to go with the many secrets you learned in the watching. [D3/S3/Magic/**Treasure**]

1371

You behold an amazing sight! Before you are hundreds of 'efreeti, 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, though you catch some of the words he uses. When the council breaks up, you go your way. [D2/S2/Magic]

SCHOLARSHIP: You are now armed with a potent weapon against 'efreets. [D3/S3/Magic/**Protective Talisman**]

1372

You watch in awe as a battle takes place below you. Bolts of magic are hurled back and forth. Weapons of great power wreak destruction, and the screams of the dying burn your ears.

NO SKILL: Later, you attempt to tell this tale to others, but words seem inadequate to capture the scene. Even your feeble attempts are met with great interest, but you know that the truth was much greater. [D2/S2/Storytelling]

STORYTELLING: In the lands of mankind, you tell the tale as you felt it, livening the telling with well-chosen anecdotes and parables. Yours is accounted among the greatest stories ever told, and the powerful come from leagues away to listen at your feet. [D3/S3/W+2 (Max: Rich)/*Robe of Honor*]

1373

As you crest the hill, startled 'efreeti 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. But you learned much from the duel, and will teach harsh lessons to any 'efreet who crosses you in the future. [D2/S2/Magic]

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 'efreets bow to you and establish you as their suzerain. [D4/S3/Magic/*Sultan*/**Treasure**]

ACCURSED, ENSORCELLED, INSANE (All mandatory): The 'efreet lashes out at you with a spell to destroy your mind and leave you a witless idiot. Your affliction weakens your concentration, and he devours your mind like an almond cake. You spend your remaining days as a plaything for 'efreet children, who are as cruel as human children but infinitely more dangerous. Mercifully, you are not a very sturdy toy, and when you wear out, your broken and battered (and barely recognizable) body is dropped back the world of humans, never more to function. [Death]

1374

You top the hill; below you see a vast magical battle taking place between two armies of 'efreeti. One side employs fell beasts, the others are noble in demeanor. You join in battle against the beast-riders.

NO SKILL: You attack and slay one minor marid before another blasts you with a powerful spell. You reel, and when you regain your senses, you are no longer in the Dusky Land. [D2/S2]

WEAPON USE: Your weapons rise and fall like scythes, and you call out commands to your chosen allies. Such is the might of your arms and the wisdom of your leadership that you turn the tide of battle. The victors lavish you with gifts. [D3/S3/W+2 (Max: Princely)/**Treasure**]

1375

You top the hill. Below you see a council of 'efreeti 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. [D2/S2]

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. You force them to submit to the will of the Most High and learn many of their secrets. [D3/S3/W+2 (Max: Rich)/Piety/Magic]

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. Pain overwhelms you, and the next thing you know, you are standing in the world of men. [D2/S2/Enduring Hardship]

ENDURING HARDSHIP: You wait all night and all the next day. Finally your servant returns. "Yonder was a mighty council," he says. "Many were the debates that were fought and the tales that were told." He tells you all that he learned, and you record the secrets close to your heart. [D3/S3/Magic/**Protective Talisman**]

1377

You conjure a small 'efreet and send him to scout over the hill. He vanishes for a moment and returns, saying, "A powerful lord of our people 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. Once inside, your servant stumbles upon a trap and cannot escape! You, being mortal, slip away easily, and do not return. [D2/S2/Stealth and Stealing]

STEALTH AND STEALING: You aid your companion in avoiding the traps laid for 'efreeti, and he helps you with those designed for humans. Together you rob the proud lord blind. [D3/S3/W+3 (Max: Fabulous)/**Treasure**]

1378

You use a minor spell of 'efreet summoning. A few moments later an 'efreeteh of superlative beauty 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. Your love abandons you to your madness. [D2/S2/Lose Quick Thinking/*Insane*]

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, and when you are returned to the world of men, you take her as your wife. Although you never regret the decision, you discover why men and djinn do not marry more often, for her passion is a raging bonfire, and many nights you are exhausted by her energy. [D3/S3/Magic/*Married* (place your Origin marker on Serendib)]

FEMALE, MARRIED (All mandatory): You explain the mission you wish performed. She does so flawlessly, reporting a great 'efreet council being held here. She tells you of much that occurred, and you learn many secrets of the People of the Fire. [D1/S3/Magic]

1379

You steel yourself against the visage of the other, sure in your resolve that attacking is the right thing to do.

NO SKILL: Ready for the attack you suddenly melt and cannot go through with it. The other senses your pause and uses the moment to escape—taking your heart. [D2/ *Ensorcelled*/ *Grief Stricken*]

DETERMINED (mandatory): Steadied for the fight you stave off any desire or compassion. The other is no match for you and you easily win the day. You seem to be the only person happy about this. [S1/ *Pursued*/ *Scorned*]

SEDUCTION: As you ready yourself to fight you see that a crowd gathers. The other's visage is such that the crowd begins to take sides against you. You see that the other is seducing the crowd and you begin to work to do the same. As this battle of wills progresses, neither of you win the crowd over. They disperse, leaving you to battle alone. The other flees trough the crowd and loses you. You've at least learned some tricks from the other. [S1/ Appearance]

1380

You seize the moment and press your offensive. To look at the other is difficult as you are almost consumed with pity and longing. Just as you make a thrust you stop yourself—almost uncontrollably. Millimeters from the other's neck, your blade rests with deadly potential.

NO SKILL: You drop your blade and ask forgiveness for your trespasses. The other suggests that you raise your plea to the heavens. You do so and the other takes that moment to grab your knife and plunge it into you. [D1/S1/ Piety/ *Wounded*]

WEAPON USE: You steel yourself and nick the other on both cheeks. "This will be a lesson to you. Don't trifle with the hearts of others." [D1/ S1/ Beguiling]

1381

You stealthily approach your victim, hoping to catch him unawares.

NO SKILL: Alas, he is more shrewd than you thought. 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 and for some time after. [S1/ *Ensorcelled* (1 turn)]

STEALTH AND STEALING: You remain unobserved. Just before you can strike, the man leaps in a lake, and emerges clutching a gleaming item. After he leaves, you jump in yourself, and find a cache of treasure and magical artifacts. You grab an armload and flee before you are discovered. [D1/S1/W+1 (Max: Rich)/ **Treasure**]

1382

"I'll tell you nothing!" he snaps.

NO SKILL: His guards escort you to an abandoned place, where they teach you the meaning of courtesy by beating you soundly. [D1/S1/ *Wounded*]

BEGUILING: Through clever distraction, you trick him into revealing the location of a fabulous fortress known only in rumors. [D1/S1/ Opportunity to enter the Jeweled Fortress]

SEDUCTION (if you are female), **APPEARANCE:** You bat your eyes and flirt with him, and use all the other wiles by which men allow themselves to be captured, and he reveals the location of a fabulous fortress known only in rumors. [D1/S1/Opportunity to enter the Jeweled Fortress]

1383

The robber chief does not seem to mind your refusal.

Roll one die, adding one for Wisdom:

- 1–3: As you leave the tent, you do not notice the two men who sneak up behind you and... well, fortunately, they leave you alive. [D1/W-2 (Min: Poor)/ *Wounded*]
- 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. [D1/S2/ Quick Thinking]

1384

Roll two dice, adding one each for Beguiling and Acting and Disguise; add one more for Seduction if you are female:

- 2–7: They see through your ruse. They mistreat you harshly before throwing you away. [S1/W-1 (Min: Poor)/ *Wounded*]
- 8+: You spin a fabulous tale of Bedouin parentage, fooling them completely. They split a portion of the loot with you. [D1/W+1 (Max: Respectable)/ Beguiling]

1385

Your efforts are too little.

NO SKILL: A sword stroke lays you low, and the grinning Bedouins leave you for dead. [D1/ *Wounded*]

WEAPON USE:

If you are female or Married: Your sword turns the tables. The Bedouins flee for their lives and the grateful merchant offers you a portion of his wealth. [D2/S2/W+2 (Max: Rich)/ Weapon Use]

Otherwise: Your sword turns the tables. The Bedouins flee for their lives and the grateful merchant offers you a portion of his wealth or his daughter's hand in marriage. She is fair as a sparkling stream, and you consider long your decision. [D2/S2/ Weapon Use/ Choice of W+2 (Max: Rich) or *Married*]

UNDER GEAS (mandatory): Alas, this detour from your quest has proven your undoing. As you attack the Bedouins, your mind is drawn irresistibly from the details of the battle around you, back to duty which was laid upon you. A grinning Bedouin takes advantage of this distraction to wound you mortally. You survive long enough to slay him and six of his brothers, before the fountain of blood drains your strength and you perish, calling the justice of Allah down on their heads as you fall to their cowardly knives. [Death]

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—the first by brigands, the second by a Sultan, and the last through greedy use of a magic kohl pot. He gives you the pot, with the admonishment not to use it on both eyes. They quickly walk away, leaving you lost. [D1/ S1/ *Lost*/ **Kohl Pot**]

1387

The man bites the coins, then pronounces that luck and good fortune shall follow you for many days. [D-1/S1/Luck]

1388

You tread on a viper! It bites you! As weakness fills your limbs, you try to remember the way to the healer.

NO SKILL: You make it, barely. [S1/ *Diseased*]

WOUNDED, CRIPPLED, DISEASED (All mandatory): The viper's bite proves too much for your already weakened constitution. You perish in a virulent fever, with visions of the best and worst of your life swimming in your head. [Death]

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?" Shamed, you flee. [D1/S1/ *Scorned* (1 turn)]

COURTLY GRACES, FEMALE (mandatory): You pay her your proper respects, and learn that she is a princess. She wishes to be escorted to her home, and promises you a rich reward for doing so. [D1/ Have another player place your Destination marker in any city. If you arrive in that city, you receive a random **Treasure**]

1390

The horse considers your request. "I'm afraid I cannot help you." After exchanging a few pleasantries, he leaves.

NO SKILL: What a strange day! [S1]

WILDERNESS LORE:

You follow his hoofprints into a strange and murky valley.

Roll one die, adding one each for Enduring Hardship and Determined:

- 1–3: Eventually, though, the road becomes too monstrous. You turn back in fear. [D1/S1]
- 4+: Persevering, you come to a strange, magical land. [Move to the Dusky Land and have an 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 at them. [D1]

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. [D1/S1/ *Respected*]

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 carted off to prison. [D1/ *Imprisoned*]

COURTLY GRACES: You explain the noble sentiments which guided your actions, and the Sultan, who set the trap, is not angry with you. [D1/S1/ Wisdom]

1393

Finally, 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, and your flesh runs like water poured into a new vessel. [S1/ *Beast Form*]

SCHOLARSHIP: With subtle and little-known treatments, you cure her ailment. Revived, she thanks you and offers you a magical gift. [D1/S1/ **Treasure**]

1394

The soldier 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*/ *Scorned*]

WEAPON USE (mandatory): "I've seen you fight! There can be no excuse for your behavior 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/W+1 (Max: Respectable)/ Wisdom]

1396

You square off and prepare.

Roll two dice, adding one each for Weapon Use, Courtly Graces, and 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! [D1/S1/ *Lost*/ **Treasure**]

1397

You have great faith in your own prowess, and confidently set out—in the wrong direction.

NO SKILL: You end up no closer to familiar land than before. [S1/ *Lost*]

LUCK: Your journey takes you to a strange place. [Go to paragraph 612]

MAGIC: Your journey takes you to a strange place. [Go to paragraph 614]

1398

At one undersea palace you are made an honored guest, and you dwell there for many a week. One day, you chance upon the eldest child of the Sultan, who weeps bitter tears. You inquire as to the nature of his sorrow. The cause, he reveals, is none other than love, for he has beheld a land-dweller who has captured his heart.

NO SKILL: You give him what words of consolation you can, but nothing you say betters his situation. Sorrow fills your heart in sympathy for him, but is dispelled by thoughts of your spouse and the joys that love has brought you. [D2/S2]

SEDUCTION: You teach him all the secret ways of the arts of love, and delight him with tales of your own marriage and the joys it has brought. Emboldened by your teaching, he boldly courts the one who has captured his heart, and soon they are wed. You are celebrated throughout the Land beneath the Sea for making this possible. [D3/S3/ *Robe of Honor*]

1399

You tell the Sultan what you have seen and heard.

NO SKILL: Alas, as you have no proof, your testimony is not believed. [D-1/S2]

BRASS TRUMPET: As further evidence, you bring forth the Brass Trumpet. When it sounds forth, the Vizier falls to his knees in pain, proving his wickedness. Your friend is released, and as the old Vizier is lead to the executioner's block, the Sultan appoints you his Vizier. [D2/S2/*Vizier*]

COURTLY GRACES: 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/Enduring Hardship/*Blessed*]

1400

The Sepulchre of Solomon

When death claimed the Prophet Solomon (a thousand blessings on his name!), a dozen djinn of the True Faith bore his body to a distant island in the ocean which surrounds the world, and there placed him upon a throne to await the final day.

You stand under darkened skies before the throne of Solomon, which none has seen in eighteen hundred years. His throne is crested by his seal, and upon his finger sits his legendary ring.

You may:

Choice 1: Take the ring from the finger of Solomon, to gain its powers for your own.

Choice 2: Kneel before the throne and pray to the greatness of the Most High for vouchsafing you this wondrous sight.

Choice 3: Read the names upon the seal, that you might learn the subtle powers contained therein.

	Choice		
Die Roll	1	2	3
-	1401	1404	1407
Blank	1402	1405	1408
+	1403	1406	1409

1401

As you reach for the ring, lightning strikes!

NO SKILL: You are struck deaf and blind by the flash. When you recover your sight, you are badly burnt, and somewhere far from the sea. [D-1/S2/*Crippled*/Have another player move you to any mountain space]

MAGIC: Your magic turns aside the bolt, and it harmlessly strikes the sea. You decide not to tempt fate, and depart. Still, you have beheld a wondrous sight. [D2/S2/Wisdom]

1402

As you reach for the ring, a dozen 'efreets, each with the brand of Solomon on their necks, appear around the island.

NO SKILL: They treat you most harshly for daring to attempt to steal from their lord and master, and when they are finished, they hurl you into the sea. [D1/S2/*Wounded*/Have another player move you to any sea space]

STEALTH AND STEALING (mandatory): They sense your evil intent, and treat you most harshly for your attempt to steal from their late master. When they are done, they hurl you a great distance away. [D-1/S1/*Wounded*/*Crippled* (1 turn)/Have another player move you to any sea space]

COURTLY GRACES: You converse with the djinn and praise them for their loyalty to their late master. They are most charmed by your graceful ways, and offer their services to you, though they will not allow you to take Solomon's ring. [D2/S2/Choice of W+3 (Max: Princely) or Magic or **Treasure**]

1403

The ring comes easily off the finger of the skeleton, and you hasten away to examine your prize.

NO SKILL: As you leave the island, the sound of a tempest fills your ears, and the waves rush forward to cover the tomb. The ring vanishes from your hands, drawn to its true owner under the sea. As the island sinks, you are caught in a giant wave which buffets you senseless. You awaken on a distant shore, with few of your possessions. [D1/S1/W-3 (Min: Beggar)/*Envious*/Have another player move you to any coastal space]

FATED (mandatory), **LUCK:** When you place the ring upon your finger, an enormous 'efreet appears. "I am your slave, O Solomon; what is your wish?" [D2/S3/W+3 (Max: Fabulous)/Magic/Move to any space except a Place of Power]

1404

Unfurling your prayer mat, you kneel before the throne, praising the Most High and His legendary servant.

NO SKILL: Nothing happens—the skies do not part, no wondrous beast confronts you, the skeleton does not speak. You depart, vaguely disappointed. [D1/S1]

ENDURING HARDSHIP: You pray for hours until you notice a trapdoor cunningly crafted in the ground before the throne. You open it, and within are all nature of riches! Truly, this is a gift from Allah! [D2/S2/W+3 (Max: Fabulous)/**Treasure**]

1405

As you pray, a djinn arises from the water, asking your business here.

NO SKILL: You say that you are paying honor to the greatest of Prophets (save only Mohammed), and he is most pleased by your response. You converse about the time of Solomon and learn many interesting things. [D2/S2/Scholarship/Storytelling]

PIETY: You praise Solomon, and compare him to Mohammed (a thousand blessings on his name). The djinn professes ignorance of Islam, and you educate him. He surrenders to the Faith immediately, and grants you a tremendous gift for your favor. [D3/S3/W+3 (Max: Fabulous)/Magic]

1406

As you pray before the throne, you feel the hand of Allah stirring the breeze.

NO SKILL: Before you realize what has happened, you are caught in a tempest! You and your ship are blown far away. [D1/S1/Have another player move you to any coastal space]

SEAMANSHIP: You realize that the wind is growing to a storm and return with haste to your ship. You ride before the tempest rapidly across the world. [D2/S2/Quick Thinking/Have another player move you to any coastal space]

1407

It is said that the names on the seal grant all nature of remarkable powers to those who understand them.

NO SKILL: When later you study the names you have transcribed, though, you realize that you are not one who can. [D1/S1]

SCHOLARSHIP: The names are most antique and wondrous, and you contemplate their meaning for many weeks before you understand them. With that understanding, though, worlds of possibility are opened to you. [D2/S2/Magic/Wisdom]

1408

As you copy the names, a djinn arises from the solid stone of the island and demands to know your business.

NO SKILL: You grovel before him, and apologize for trespassing on the island. He has mercy on you. Rather than flaying you, he merely beats you and drives you far away. [D1/S2/*Wounded*/Go to paragraph 315]

QUICK THINKING: You read aloud the names, and the djinn bows before you. "Truly, you are my master returned! Is this the Final Day?" You tell him it is not, and order him to robe you in finest garments and make ready your return to the lands of the Faithful. [D3/S3/W+3 (Max: Princely)/*Robe of Honor*]

1409

You read aloud the names on the ring. The skies and sea grow calm at the sound of the words.

NO SKILL: This is most powerful magic indeed! You read on until your mind is overwhelmed by the power of the names. [D2/S2/Magic/*Insane*]

WISDOM: As you speak, you feel the power of the names storming at the fortress of your mind. You read no further, content with the powers you have gained. [D3/S2/Magic/Seamanship]

1410

The other claims to have been the target of every scam that has ever been attempted in order to bilk him of his wealth and knowledge. You decide to take that as a challenge.

NO SKILL: Before you even make the first step, he is on to you. The guards quietly arrest you before you can even put your brilliant plan into action. [D1/*Imprisoned*]

STEALTH AND STEALING: Only the greatest of thieves could work through the other's cynicism and security. You take great pride in capturing one of the rarest of treasures from his workshop. [D1/**Treasure**]

1411

The other is known to be quite persuasive, having led many into ruin just by the craft of his words alone. You are resolute that you will best him at his own game of deceptions and win back some of the wealth he has gained.

NO SKILL: You drive a hard bargain with the other, creating an elaborate deal that you are convinced will lead to his ruin. Afterwards, you realize that you have bought piles of worthless trinkets. You have learned quite a lot of his technique in the process, however. [S1/W-1 (Min: Poor)/Bargaining and Evaluation]

BARGAINING AND EVALUATION: You manage to construct an elaborate trade involving future actions, deals with others you know, and other complex stipulations and come out far ahead of your mark. [You may trade up to 2 D, S, or W in exchange for an equal number of D, S, or W. You cannot exceed a Wealth of Princely in this way]

1412

The other seeks to trick you into surrendering your wealth to him. You feed on his ego about his intelligence to make a wager: if you can come up with a riddle he cannot solve, he will give you his wealth and leave. Otherwise, you will hand over yours.

NO SKILL: Your best attempts to construct a difficult riddle are easily answered, and you are forced to concede the wager. [W-1 (Min: Beggar)/Scholarship]

SCHOLARSHIP: By crafting an unanswerable question, you easily defeat the other. While he may be crafty, he is still a man of his word. [S1/W+1 (Max: Princely)]

1413

You approach the other to ask a favor while he examines a strange object. Somehow you manage to inadvertently give offense to him. "Idiot!" he thunders. Fuming, he summons a lesser djinn to him, and orders it, "Take this fool anywhere; just get him out of my sight!"

NO SKILL: The djinn carries you to lands unknown. [D1/S1/Have another player move you to any space except a Place of Power]

STEALTH AND STEALING: The djinn carries you away, but you smile, for in the other's fury, he failed to notice you pilfering the very object he was examining. [D1/S1/**Treasure**/Have another player move you to any space except a Place of Power]

1414

You have a trinket that the other may be able to assess for you. You decide to try your luck and ask for assistance. The other tells you that the trinket is of no value, but being a follower of Allah, the other offers to ease your load by taking the trinket off your hands for a small fee.

NO SKILL: You agree, happy to be rid of it at last. [D1]

BARGAINING AND EVALUATION: You negotiate on the small fee and find that the other becomes more and more anxious as you discuss the item. You begin to think that you're being had. You tell the other that you are going to have someone else appraise the item for you and the other stops you, admitting that you have a fine treasure and ups the offer.

You may either take the offer or refuse:

If you take the offer: [S1/W+2 (Max: Princely)]

If you refuse the offer: [D1/**Treasure**]

ACTING AND DISGUISE: You pretend to be ignorant of such things and pull the other into a conversation about trinkets. You flatter the other until he talks so much, that he gives away that the trinket you carry is actually valuable. The other does not even notice that he's given away this information as you part ways. [S1/**Treasure**]

1415

The other travels with a hairless ape. You question him about it. He places his arm around the ape and says, "My friend has been trapped in a beast's form by an evil enchanter, for no cause at all. Until someone kisses these ugly lips, my friend will remain a wretched beast."

NO SKILL: You are willing to try.

Roll two dice, adding one for Acting and Disguise:

- 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 ferocious 'efreet who bellows in rage at the one who has imprisoned him and goes to attack him. Unfortunately, the fiery blast of his departure burns you badly. The other gestures, and your wounds heal, but not completely. [D1/S1/Enduring Hardship/*Wounded*]

APPEARANCE (mandatory): The very thought of kissing an ape is revolting. You shun the other and his ape. The other starts to walk off, but the ape gives you a nasty bite before his "owner" leads him away. [D1/Roll one die; on a 1 or a 2, *Diseased*]

1416

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*]

MAGIC: You recognized that the other was driven mad by the enchantment, and bring him to sanity with a blessing. The other is grateful, and tells you of the strange place in which he first suffered the enchantment. "To one of your great powers, the City of Brass would be a land of great wonders; I will take you there, if you wish." [D2/S2/Opportunity to enter the City of Brass]

PROTECTIVE TALISMAN: When he is freed from the enchantment, he madly attacks you with powerful and subtle magics, but they are turned aside by the power of the Protective Talisman. Soon, the other returns to his senses, and gifts you for helping him. [D2/S1/**Treasure**]

1417

The other 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. Upon consideration, you decide that the best course when dealing with magic is to leave it well alone. [D1/Wisdom]

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. You flee, and he gives chase. [D1/*Wounded*/*Pursued*]

1418

The other notices you sneaking off, and immediately suspects you of evil intent. With but a small part of the secret knowledge he possesses, he roots you to the ground. "Why do you flee me, who bears you no ill will?"

NO SKILL: You fumble for words, which the other takes as a sign that you are dissembling. "So be it. Your crimes are manifest in your actions. Begone from this place and trouble honest citizens no more." You are hurled through the air and come down (safely) far away. [D1/Have another player move you to any space except a Place of Power]

COURTLY GRACES: You explain to him that you meant no offense, nor do you bear any person malice; rather, you could tell that he was most busy, and you wished to disturb him not at all. The other smiles at your kind words, and lets you go on your way. [D1/S1/Beguiling]

1419

The other eyes you with disapproval, and you give him a wide berth.

NO SKILL: You thank Allah that the other seems to have forgotten you quickly. [D1]

LUCK: The other calls to you by name and you turn to face him. In his hands is a bag of gold. "I believe you dropped this, did you not?" You say that you did not, and the other is impressed with your honesty, and gives you a blessing before departing. [D2/*Blessed*]

1420

As you try to absent yourself from the presence of the other, he misjudges your intent. Before you can explain, he sets a curse upon you.

NO SKILL: You are knocked to your feet and awaken feeling strange. [S1/*Ensorcelled*]

MAGIC: You avoid the curse with ease using your own excellent magics; you each withdraw, his curses ringing in your ears. You know this conflict is far from over. [D1/S1]

1421

You are awestruck.

NO SKILL: [Go to paragraph 380]

PROTECTIVE TALISMAN: The other is a powerful foe, and attacks you with equally powerful charms. However, they are turned aside by the blessings of the Protective Talisman. Eventually, the other tires of the attack and departs. You have learned many of his magical secrets, though. [D1/S2/Magic]

1422

Your shoulders tense and your eyes narrow.

NO SKILL: [Go to paragraph 381]

PROTECTIVE TALISMAN (mandatory): Though you tried to avoid the other, he tricked you into a snare. He makes a mystical pass, and the Protective Talisman glows in your pocket. Puzzled, the other departs, and you go on your way. [D1/S1]

1423

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/*Insane*/Lose one skill of your choice]

MAGIC: You instinctively turn and cry out a powerful name, catching him off guard. Stunned, he staggers back, and you take the opportunity to make good your escape. [D2/S1/Luck]

1424

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.

NO SKILL: You are not treated gently by the crowd, who are convinced you are a sorcerer. [D1/*Crippled*]

BEGUILING, BRASS TRUMPET: You stop and shout back at the crowd, telling them of the evil of the other. Your charisma and oratory dissuade them from harming you. In the confusion, you slip away. [D1/S2]

1425

You are able to use arcane means to place the other completely at your mercy.

NO SKILL: The other wails and bemoans his fate, touching your heart, but not causing you to free him until you exact a service from him. [D1/Beguiling/You may lose one status of your choice]

MAGIC: The other took note of the trap you set for him, and offers to teach you more of the ways of the world of enchantment if you will release him. You accept, and learn great secrets from him. [D2/Beguiling/You may lose one status of your choice]

1426

You are prepared for anything—you hope.

NO SKILL: [Go to paragraph 417]

PROTECTIVE TALISMAN: Your attempt to gain control over the other is easily defeated. In a panic, you draw forth the Protective Talisman, and cry out the names written thereupon. The other howls in anguish and flees before its power. [D1/S1/Magic]

1427

You come upon him and defeat him easily.

NO SKILL: As you are looting his body, a shadow looms over you. The one you defeated was a servant sent to test you. The master remains yet to be faced!

You may surrender to the master or fight:

If you surrender: You bow down and ask how you can serve him, and he demands you take the place of the slain servant. [D1/W-1 (Min: Poor)/*Enslaved*]

If you fight: When the master comes, you draw your sword and face him.

Roll two dice, adding one each for Weapon Use and Luck:

- 2–8: The master is most powerful and skilled, and cruelly thrashes you, leaving you bleeding near to death. [D1/Lose Appearance/Lose Weapon Use/*Crippled*]
- 9+: Though the master is most skillful, you fend him off until a twist of fortune gains you a second's advantage. You seize the chance and flee. [D2/S2/Luck]

QUICK THINKING, ACTING AND DISGUISE: You realize that the other you have defeated is merely a servant sent to test you. You quickly don his robes and muffle your face. When the master comes, your report that you have slain your foe, and actually receive a reward! [D2/S1/W+1 (Max: Respectable)/Beguiling]

1428

The other apparently chooses not to fight. Instead, he chants a quick spell and disappears in a puff of smoke, leaving behind a pile of his effects.

NO SKILL: You root through them and recover some pieces of gold among the vast pile of junk. [D1/S1/W+1 (Max: Respectable)]

SCHOLARSHIP, BARGAINING AND EVALUATION: While searching the pile, you discover a handful of gems and a remarkable item of great magical power. [D2/S1/W+1 (Max: Rich)/**Treasure**]

1429

Your victim puts up no resistance to your attack; your blows fall upon him like rain upon the ocean, with as much effect.

NO SKILL: Eventually, you desist from your attack, and the other takes his leave. You understand better the folly of your actions, and resolve to learn from this experience. [S1/Wisdom]

WISDOM: You realize the folly of your actions, and beg forgiveness of the other. Your humble words bring him great joy, and he departs after giving you a blessing. [D2/S1/*Blessed*]

1430

You move to attack, but the sadness reflected in the other's eyes stays your hand. Bowing your head in shame, you turn and go. [S1]

1431

A bead of sweat drips down your forehead.

NO SKILL: [Go to paragraph 422]

PROTECTIVE TALISMAN (mandatory): The other stares at you with wild eyes. "So, we meet again! Now you shall pay for your crimes!" He makes a magical pass, and the Protective Talisman glows warmly against your flesh as it turns aside the attack. The other stops, and says, "I must have been mistaken. You are not he who I thought you were." With that, he departs. [D2/S2]

1432

Your victim cries out, and calls down upon you a powerful curse before taking his leave from you.

NO SKILL: You suffer greatly, and regret your actions. [D1/*Accursed*]

ENDURING HARDSHIP: Your life is difficult thereafter, but you have learned your lesson well. [D2/Wisdom/Piety]

PROTECTIVE TALISMAN (mandatory): The power of the Protective Talisman turns aside the wrath of the other, but you are chastened. You consider long the offense you gave and learn from your mistakes. [D2/S1/Wisdom]

1433

Knowing your opponent practices the dark arts that oppose Allah and His will, you brandish your sword, and with a yell, attack.

NO SKILL: The dark arts are strong against an unschooled opponent. You are made to suffer greatly. [D1/*Crippled*]

MAGIC, SWORD OF INVISIBLITY: The other does not see the weapon before it strikes his dark heart. [D2/Piety]

1434

You see anger in the face of the other, and rather than suffer his wrath, 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 beg him to stop haunting you. The other looks surprised, and says he has no knowledge of you. "There is only one answer. I am drawn to those who are wretched and accursed; that must be your case. I will take note of you, and not see you again." [D1/*Accursed*]

FATED (mandatory): 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." The other is most amused by your words; you tell stories to each other long into the night, and when you part, you have gained great insight into the realms of the 'efreets. [D2/S1/Wisdom/Magic/Lose *Fated*]

1435

Your attack has only one effect: it draws the full attention of the other, and also his wrath. With a gesture, a powerful force grabs you and hurls you down a well.

NO SKILL: You struggle for many days to escape, and eventually a passer-by hears your cries and lowers to you a rope that you might climb out. You have suffered greatly in your captivity, though, and your heart is heavy, though you count yourself fortunate that you did not fare worse. [D1/S1/Lose Appearance/*Wounded*/*Grief Stricken*]

LUCK: A scorpion falls on your head. You quickly kill it, then wonder whence it came. Your search reveals a small crevice leading to a forgotten treasure room. What an astounding stroke of luck! You loot the place and escape through a hidden trap-door. [D2/S2/W+2 (Max: Rich)/**Treasure**]

1436

The haughty demeanor of the other, and his contempt for you, drive you to fury! You attack him, but he deflects your blows with ease.

NO SKILL: "Surely you must be mad to attack one of my power," he says. "Mad you are, and mad you shall remain." A howl fills your mind, driving sensible thought from you. [D1/*Insane*]

WISDOM: You soon come to your senses, and fall to your knees before the other, pleading for mercy. "I am not given to mercy," he begins, "but your repentance seems genuine. Go freely, and choose your opponents with more care." You scramble to your feet and are gone. [D1/S1/Luck]

1437

The other seizes your sword and breaks it like a twig. Next he reaches for your arm.

NO SKILL: It breaks as easily as your sword. Your screams of pain bring him great pleasure, and when you fall silent, gasping for breath, he departs. [D1/*Crippled*]

BEGUILING: You cry out a long string of gibberish, and the other pauses and asks you what you have said. Your lip curls in a sneer as you explain that you have just called down a powerful curse on his head, and even now his power is leaving him. You kindly offer to lift the curse if he pleases you. Amazingly, he agrees, and showers you with wealth! Truly do the poets say that the evil fear most the evil of others. [D2/W+3 (Max: Princely)/Quick Thinking/**Treasure**]

SPARKLING SPEAR: You lash out with the Spear, and the other disappears in a burst of flame. You have rid the world of a powerful force for evil. [D2/S1]

1438

As you approach, you see the other is deep in thought. He raises his hands, then drops them. "If it is to be, it is to be. And what will not, will never be." You think that you can profit if you fain to understand what the other is speaking of.

NO SKILL: As you struggle to think of something to say, the other departs. [D1/S1]

QUICK THINKING: You reply, "What will be, is what The Most High wills, and is it not His will that all determine their own fates?" Delighted by your perspicacity, the other showers you with gifts before moving on. [D2/S1/W+1 (Max: Rich)/**Treasure**]

1439

You prepare a little entertainment with some accomplices, and your scheme is successful. However, in spite of his great power, your victim professes to be unable to help you.

NO SKILL: Sadly, you let him go on his way. [D1]

COURTLY GRACES: You realize that your victim is sorely lacking in intelligence, and you interrogate him cleverly. Eventually, he remembers a huge pile of gold he once saw, and brings it to you, believing that you are an agent of the Caliph. [D2/W+2 (Max: Rich)/Acting and Disguise]

1440

Your victim may be a fool, but he is still one of the Djinn. He summons a host of stinging insects to bedevil you and departs.

NO SKILL: They swarm over your body, bringing you great torment. [D-1/*Accursed*]

PROTECTIVE TALISMAN (mandatory): Your magical charms turn the insects aside, and you go on your way, swearing to tread more cautiously around the Djinn in the future. [D1/Wisdom]

1443

You claim to be the descendant of the Prophet Solomon, who was granted dominion over all the Djinn. The other looks upon this claim with great skepticism.

NO SKILL: Testing the truth of your claim, he strikes you with a bolt of flame. You are badly burnt, and the other snorts with laughter before he departs. [D1/*Crippled*]

BEGUILING: You present your case so well that the other fears to test you, lest you bind him into a lamp or otherwise demonstrate your power. Instead he offers to assist you. [D2 /Choice of W+2 (Max: Princely) or Magic or **Treasure**/You may lose one status of your choice]

PROTECTIVE TALISMAN (mandatory): As a test of your claim, he calls down a terrible curse on your head. The Protective Talisman turns aside the blow, and he is convinced of your power; he grants you a great boon. [D2/**Treasure**]

1444

You realize that the other is trying to deceive you, and you attempt to turn the tables on him.

NO SKILL: Your effort fails, and the other is annoyed at you. A whispered incantation, a subtle gesture, and *poof*—you wag your tail and bark! [D1/S1/*Beast Form* (1 turn)]

QUICK THINKING: You so cleverly contrive to reverse the deception that the other is greatly amused, although he is the butt of your joke! He grants you a great boon, and tells all of your great skill. [D2/S2/Beguiling/*Respected*]

PROTECTIVE TALISMAN (mandatory): Your effort fails, and the other is annoyed at you. A whispered incantation, a subtle gesture, and *poof*—and nothing happens, for the power of the Protective Talisman turns aside his spell! The other is most impressed, and you converse long into the night. [D1/Magic]

1445

You convince the other to join you in a game of chance, fully expecting him to refuse. To your surprise, he accepts!

NO SKILL: You soon learn the dangers of dicing with those of great mystic depths. [D1/S1/W-2 (Min: Beggar)]

QUICK THINKING: When he asks you to name the game, you cleverly propose a game of chess, knowing that such a game allows no room for chance. You surprise yourself by winning easily, and he gives you a great prize. [D1/S2/Choice of W+1 (Max: Rich) or **Treasure**]

1446

The humble demeanor of your victim bolsters your confidence in an attempt to trick the other out of his wealth. However, your overconfidence betrays you and that humble demeanor disappears, replaced by one of anger and power. You are blasted with an unseen force and your body grows boils the size of eggs. [S-1/*Diseased*]

1447

You attempt to fool the other is met with smiles rather than anger. But the other is one of the Djinn and such actions on your part demand an answer. The other conjures slips of paper with writing on them and asks you to choose your boon.

NO SKILL: You cannot refuse.

Roll two dice, adding three for Luck:

- 2: "100 lashes, administered immediately." [*Crippled*/Go to paragraph 1479]
- 3-4: "10 lashes, administered immediately." [*Wounded*/Go to paragraph 1479]
- 5: "1 lash, administered immediately." [S1/Go to paragraph 1479]
- 6-8: "Gift of 10 gold." [W+1 (Max: Respectable)]
- 9-11: "Gift of 100 gold." [W+2 (Max: Rich)]
- 12+: "Gift of 1000 gold." [W+3 (Max: Princely)]

PROTECTIVE TALISMAN (mandatory): As you reach for the outstretched scraps, the talisman in your pocket flashes with heat. You let your hands fall lightly on each scrap in turn until the talisman falls cool. You read upon it: "Well-played." The other smiles and disappears, leaving behind a small bag of gold. [W+1 (Max: Respectable)]

1448

You try to fool the other into granting you a favor, feeling that he would not be likely to grant your request directly. You spin a complex lie which tells of the great benefit that will come to him if he aids you.

NO SKILL: Your lie is transparent, and he is not fooled for an instant. Instead, he punishes you severely for your duplicity. [D-1/*Wounded*]

PROTECTIVE TALISMAN (mandatory): You immediately sense that your lie is not convincing the other, and you change tactics; your lie becomes a parable of the rewards that await those who aid others. The other is moved by your words, and when you request his aid directly, it is granted. [D1/S1/Storytelling]

1449

You have heard much about the powers of the djinn, and you endeavor to fool the other into granting you a wish.

NO SKILL: The other is not given to kind feelings towards those who importune him, and dismisses you with a gesture. With each step you take away from him, you feel your mind slip away... [S1/*Ensorcelled*]

STORYTELLING: The other sees through your feeble attempts to trick him. However, he is not angered; your lie was amusing enough to distract him from his unhappy life that he imparts to you a bit of knowledge of strange and wondrous lands. [D2/S1/Opportunity to enter any Place of Power]

PROTECTIVE TALISMAN (mandatory): The other is not given to kind feelings towards those who importune him, and dismisses you with a gesture. You feel the Protective Talisman glow warm against your flesh, and know that only it has spared you from the wrath of the other. [D1/S1]

1450

Your attempts to trick the other fail completely, for he is so concerned with his own business that he pays you no attention at all. You suspect that if you press your case, his indifference will become wrath, and you head on your way. [S1]

1451

You discover that the other is quite suspicious of all strangers, and he seems to have a great grudge to bear against all.

NO SKILL: Without cause, he suspects you of having been sent by his enemies, and has you bound and beaten near unto death. [D1/*Crippled*]

ACTING AND DISGUISE: You are able to alleviate his suspicions through a superb performance of hatred against those he himself hates. Completely taken in, he treats you like a member of the family. [D1/S1/W+1 (Max: Rich)]

1452

At your words, the other says, "I have no patience with such foolish offers! Get out of my sight!" You do. [S1]

1453

The other is sick at heart, and tells you, "Despite the commandments of the Sultan of the Djinn, I have fallen in love with a mortal. I would do anything to be joined with her again."

NO SKILL: You are unable to think of a solution, and you pass on. [S1]

ACTING AND DISGUISE: You disguise the other as a mortal, and escort him on foot to the abode of his love, where he enjoys a final night of bliss in her arms before returning to the Dusky Land. Because he used none of his own powers to approach his love, the Sultan of the Djinn remains forever unaware of his transgression. The other showers you with gifts for your help. [D2/SI/W+2 (Max: Rich)/You may lose one status of your choice]

1454

The other is suffering from a broken heart. "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. [SI]

SCHOLARSHIP: You know not how to bring two lovers back together but you are able to prescribe a rare herb which will dull his senses and remove some of the pain he feels. The other is immensely grateful. [D2/SI/W+1 (Max: Rich)]

1455

You dare to approach the other despite his obvious heartache. Before you can finish a sentence, 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/SI]

DETERMINED (mandatory), **ACTING AND 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 in his household, and learn greatly from your patron. [D2/W+1 (Max: Rich)/Wisdom/*Respected*]

1456

The other glares in response to your words. "You seek only to gain profit at my expense, do you not?"

NO SKILL: The other will have no dealings with you; your conversation is seen by many, and your shame is great. [*Scorned*]

BEGUILING (mandatory): Your confidence in your wit and tongue lead you to attempt to trick the other, when it is obvious that he is skeptical of your character. You persist long after sense would have dictated you withdraw, and he publicly humiliates you for your false dealing. [DI/Lose Beguiling/*Scorned*]

1457

The other 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. [DI]

SEDUCTION: You give the other lessons in the amorous arts, which he finds most instructive and useful. [DI/*Respected*]

1458

On your words, the other says, "If you would truly honor me, you would grant me your aid in my pursuit of love."

NO SKILL: The task the other asks of you is beyond your abilities; you cannot help, but the story of his doomed courtship is a powerful and memorable lesson. [SI]

COURTLY GRACES: The other is soon to be married to another of high station, but is lacking in knowledge of protocol. Your courtly skills help the other. In gratitude, the married couple bestows a wondrous gift upon you. [DI/SI/**Treasure**]

QUICK THINKING: With great cleverness, you weave a complex ruse to gain the other the very thing he needs. Impressed and grateful, the other shares with you an arcane secret he learned many years ago. [DI/SI/Magic]

1459

"Please, it is not right that a mortal should bow before one of the People of the Flame. It is we who are your servants, as Solomon commands."

NO SKILL: "And so, master, I shall share a bit of knowledge with you." [DI/SI/Gain any one skill]

APPEARANCE: "Your visage is as sweet and joyous as the mysteries of the oceans of the moon. I would gladly grant you a great favor." [DI/Choice of W+1 (Max: Princely) or **Treasure** or Gain any one skill or Gain any one status except *Sultan*]

1460

"Please rise," says the other. "It is improper that you bow before me."

NO SKILL: "Nonetheless, I cannot help you." You stalk away, very unhappy and very jealous. [*Envious*]

WISDOM: You compose yourself and engage the 'efreet in conversation. After many hours of discussion on various subjects, the 'efreet bows before you. "It is rare to meet a mortal with your intelligence. I have enjoyed the discourse we have had. Please accept this token of my appreciation." The 'efreet touches your head lightly: you blink several times and find yourself alone... but your mind has gained a new understanding of the world about you. [SI/Scholarship]

1461

To your words, the other responds, "Solomon the Wise has commanded the Dusky People to help mortals whenever asked and I shall do as he has commanded. Therefore I shall give you knowledge which may be of aid to you in the future." [DI/Magic]

1462

"I always knew mortals were snivelers and should be stricken from this world."

NO SKILL: You raise your head in fear and cry out, "I did not mean to disturb you, O mighty one. Please accept a token of my esteem, so that I may part while still holding my unworthy life." [D-1/Choice of W-2 (Min: Beggar) or Lose one **Treasure**]

APPEARANCE: "However, for a mere mortal, the moonglow reflects beauteously from your face. I shall grant your request – but you will remain mine for all eternity!" [D2/SI/*Enslaved*]

1463

Your words fall on deaf ears: the other takes no notice of you.

NO SKILL: You are somewhat relieved to have been ignored. [DI]

INSANE (mandatory): Insulted by the snub, you unsheathe your sword and wave it in front of him. "Listen to me when I am speaking. I am not a lowly worm to be ignored—" The other cuts in, "A worm you may not be, but you are an animal just the same." With a dismissive gesture, the other disappears. You remain, yet are not the same. [D1/ *Beast Form*]

1464

A throaty laugh escapes from the other. "Your actions are most pleasing to me. I'll grant your desire."

NO SKILL: The other teaches you some of the ways of the world. [D1/ Scholarship]

SCHOLARSHIP, WISDOM: The other teaches you some of the ways of the world. Coupled with your present knowledge, you glean a lot more than are taught. [D2/ Opportunity to enter any Place of Power]

1465

The other seems pleased by your words and you are heartened to have made an impression. However, there is a harsh price to be paid for the knowledge you receive. [S1/ Wisdom/ *Under Geas*]

1466

"I cannot help you with your face to the ground. Please rise and state your business."

NO SKILL: You launch into a boring tale that has the other reaching into his pockets to give you a coin to be rid of you. [D1/ W+1 (Max: Poor)]

BEGUILING: Your words strike a chord with the other and when you are done, the other is eager to help. [D1/ S1/ Storytelling/ Magic]

1467

Your cunning design makes a fool of the other, and you prepare to extort a small amount in exchange for keeping silent about his humiliation. The other weeps openly and bemoans the cruelty of humanity.

NO SKILL: Still, he hands over the requested sum. [D1/ W+1 (Max: Respectable)]

WISDOM: This is but the longest in a dire series of humiliations for him. You hear words of truth in his cries.

> *If you are the same sex as the other or are Married:* You take note of the poetic nature of the other, and repent your earlier decision. Instead, you aid the other in regaining his lost reputation. Though the path to redemption is difficult, witnessing the bravery with which he bears his humiliation inspires you. [D2/ Enduring Hardship]
>
> *Otherwise:* You take note of the exquisite beauty of the other, and repent your earlier intention. Instead you soon find that you are desperately in love. [D2/ S1/ *Love Struck*]

1468

You make a fool of the other by your clever scheme, and are prepared to extort a great gift from him for your silence about his humiliation.

NO SKILL: The other grants the favor you ask, cursing the wiles of humanity. [D1/ W+2 (Max: Rich)]

WISDOM: You are moved at the sight of the other weeping, and you repent of your cruelty. [D2/ Piety]

1469

To your great surprise, the other throws himself at your feet!

NO SKILL, MARRIED (mandatory): He begs for the right to bring you an evening of joy, and magnanimously you accept. The other is inexhaustible in his passion, and when the morning arrives, you have not slept, and are sore tired from the encounter—not that you would have taken all the gold in Persia in exchange. [D1/ Luck]

APPEARANCE: He tells you of one he knows who will bring you great joy, and rushes to bring her to you. At the sight of you, she falls in a swoon, and you are likewise astounded by her beauty! The other departs, off to play match-maker with two others. [D2/ *Beloved*]

1470

Throwing caution to the wind you dive at the other with willful rage in your eyes. "In the name of the great and powerful Allah I shall smite you!"

NO SKILL: The other is too powerful for you and you fall at his feet. You are carried away and find yourself at the mouth of a strange and wondrous cave.

"Your mind is strong and your heart is pure," the other says. "I shall heal you of your wounds if you but travel into these caves and bring me just one thing that I require."

You weakly agree and suddenly your wounds are healed. You feel better than you have ever felt before.

"Go now," he says, "Go now and face your destiny. [D1/ S2/ Appearance/ Move to the Cave of Wonders and have an immediate encounter]

WEAPON USE: The other is quite skilled—but so are you. You fight for what seems like hours until you are both exhausted.

"You have bested me. None has before," says the other. "I will grant you one wish. Where in the known world would you most like to be right now?" [S2/ Move to any space, including a Place of Power, and have an immediate encounter]

APPEARANCE: The other is clearly going to best you in the fight. You look him in the eyes at one point in the contest and say, "Please make my end quick." The other is drawn into your eyes and can continue no longer. "You are the most beautiful creature I have ever seen." [D1/ *Beloved*]

1471

Before you can even draw your blade, your foe is upon you!

NO SKILL: You are thrashed within inches of your life. The tale of your foolishness resounds through the lands unto seven generations. [D-1/ S2/ Enduring Hardship/ *Crippled*/ *Scorned*]

ENDURING HARDSHIP: Blows rain upon you for a day, and a night. As your foe finally takes a pause they marvel at your ability to remain breathing. Satisfied that you have learned your lesson the other leaves you to lick your many, many wounds. [D1/ S1/ *Wounded*]

LUCK: The first blow of your foe sends you flying into the wet embrace of a rushing river that swiftly carries you away. Half-conscious, you feebly struggle against the currents, battered amongst rocks and tree limbs. Finally an errant branch catches your sleeve and deposits you on the bank. [D2/ S1/ *Lost*]

1472

As you draw your weapon to attack, the other raises an eyebrow in disbelief.

NO SKILL: When you awake the encounter has been beaten from easy memory, except for the dismissive laughter. [D-1/S-1/*Wounded*]

WEAPON USE: You barely manage to fend off the worst of your opponents blows before they become bored with you and dash you to the earth. [D-1/S1/*Crippled*]

QUICK THINKING: Before the pain of the blows becomes too bad, you toss your weapon away and raise your hands in supplication, thanking your foe for the lesson. Mercy wins the day. [D1/S1/*Wounded*]

1473

The other is caught off guard by the audacity of your attempt.

NO SKILL: However, your opponent almost instantly recovers their composure and leaves you with several scars to add to your tales. [D1/S2/*Crippled*]

WEAPON USE: You manage to hold your own for a few exchanges. Then, with an amazing display of skill, your weapon is swept aside. The other leaves you bleeding and beaten. During the beating you pick up a few tricks which may prove useful in future engagements. [D1/S1/Weapon Use/*Wounded*]

1474

The other sneers at your pretty words and dismisses you with a sweep of the left hand.

NO SKILL: You are left to ponder the meaning of the other's intricate dismissal. [D1]

SCHOLARSHIP: You interpret the inner meaning of the others swift discounting. Like fruit early in the season, you are not quite ripe for the other's tutelage. [D1/*Wisdom*]

BEGUILING: Not to be rebuked, you continue to poor out flowery words until the other is out of sight. [D1/S1]

1475

Falling to one knee, you bow your head and request a lesson from the other.

NO SKILL: The other graciously favors you with a brief lesson. [S1/*Wisdom*]

QUICK THINKING: The other is impressed by the speed with which you realized their value. They take you under their wing as a servant for a season, sharing wisdom late into the nights. [D1/*Wisdom*]

STORYTELLING: Amused, the other asks for tales to gather your measure. After a long night of tale telling the other takes you into their confidence and shares the deeper meaning of the very stories you have told. [D1/S3/*Wisdom*/Opportunity to enter any Place of Power]

1476

The other is impressed by your earnest plea and allows you to wait on them for a fortnight in exchange for nightly conversation.

NO SKILL: You run after the other's heels, waiting on their every wish. The days prove long, the nights longer. Although you are not able to discern much from the other's obscure words, you do leave with a tale to tell. [D1/S3/*Enduring Hardship*]

SCHOLARSHIP: You become the other's devoted scribe for the duration, recording their words for the sake of posterity. [D1/S3/*Wisdom*]

WISDOM: Every evening is spent in long discussion on the inner teachings of the great sages of old. You gain much from the time of your association. [D1/S2/*Wisdom*]

1477

The other swells at your kind words and leads you to a dark alley to converse further. There the other has more friends waiting to "discuss" matters with you.

NO SKILL: They satisfy themselves with merely robbing you blind. [S1/W-1 (Min: Poor)]

WEAPON USE: With flashing blade you beat your way clear of the ambush and barely escape pursuit. [D1/S2]

STEALTH AND STEALING: You capitulate to being roughly searched, but manage to conceal the bulk of your coins. During the treatment you even manage to palm a few extra from your would-be robbers. [D1/S1/W+1 (Max: Rich)]

1478

The other looks at you, a sneer on their face. "And who are you to speak to me so?"

NO SKILL: The other is not convinced by your complimentary words and leaves you swiftly. However, another witnesses your association and spreads the tale. [D-1/S1/*Scorned*]

ACTING AND DISGUISE: You manage to fool the other into thinking you travel in the same circles. You spend some nights at their side, and are left secretly craving the freedom they possess. [D1/S3/*Envious*]

1479

You cry at the misery you have suffered, proclaiming that you were tricked and no boon was to be had. The other offers you another pick.

If you choose to pick again:

Roll two dice, adding three for Luck:

- 2: The slip says, "You cannot cheat an honest man." When you look up, the djinn is gone, along with everything you own. [D1/S1/Wisdom/W=Beggar)]
- 3-7: "Gift of 10 gold." [W+1 (Max: Respectable)]
- 8-10: "Gift of 100 gold." [W+2 (Max: Rich)]
- 11: "Gift of 1000 gold." [W+3 (Max: Princely)]
- 12+: "A prince's ransom!" [W+3 (Max: Princely)/**Treasure**]

If you choose not to pick again:

The djinn transports you to the nearest city. [S1/Move to the nearest city (if two are equidistant, you may choose either of them)]

1480

As you grab for the other, they draw a blade, shouting, "You will serve to whet my appetite for revenge!"

NO SKILL: The other delivers a sound trouncing onto you and leaves, well warmed up for their next battle. [D1/S1/*Wounded*]

WEAPON USE: Your blade leaps into your hand. You leave the other to lick his wounds. You contact the target of their revenge to warn them, and for your trouble you are rewarded. [D1/S2/W+1 (Max: Rich)/ *Respected*]

1481

Determined to give the other time to cool their anger, you decide to offer to guide them through a "shortcut".

NO SKILL: After some hours of wandering, the other quits your company to make their own way. Your delay proves fruitful and the would-be victim of their vengeance is spared for another day. [D2/S1]

WILDERNESS LORE: Leading the other deep into the wilderness, you abandon them just before they become suspicious. You return to civilization well before they do and warn their intended victim, the beautiful daughter of a powerful merchant who rewards you handsomely. [D2/S1/W+1 (Max: Fabulous)]

1482

A torrent of compliments rolls from your lips. The other is temporarily distracted from their wrathful course.

NO SKILL: After a time the other takes their leave to pursue their revenge. Your delay proves enough for their victim to escape. The other vows revenge on you! [D2/S1/ *Pursued*]

SEDUCTION: Your words play through the other's mind, soothing their rage and giving them time to consider their course. The other lets go of their need for revenge, and instead directs their passion to pursuing another target: you! [D1/S1/ *Beloved*]

1483

The other turns their nose up at your unkempt appearance and turns to stride away with a laugh.

NO SKILL: You are left awkwardly on the road. [S1]

STEALTH AND STEALING: As they leave, you see in the alleys of the city that others are spying upon them with greedy eyes. You give warning, averting an ambush, and you are handsomely rewarded for you efforts. [D1/S2/W+1 (Max: Rich)]

1484

Intrigued, the other gives you the opportunity to assist them as their herald for an event at court.

NO SKILL: You attempt your best to flourish the introduction, but are returned only a few weary stares and yawns. The other thanks you, slides you some coin and sends you on your way. [D1/W+1 (Max: Poor)/ *Courtly Graces*]

COURTLY GRACES: For the day, you race about the city spending coins on attire suitable for the grand court. As the evening nears you practice your words assiduously. At the appointed time you make the formal introduction of the other. So moved is the court that the other is seated at the place of high honor. The evening is a great success for them, and they sing your praises for some time to come. [D2/S1/W-1 (Min: Poor)/ *Respected*]

1485

The other is looking for the remote burial place of an ancient ancestor.

NO SKILL: The most you can offer is to be a hand on their hopeless exhibition. [D1]

WILDERNESS LORE: As luck would have it, you are quite familiar with the location they seek. You are handsomely rewarded, and are invited to join them in their explorations. [D2/S1/W+1 (Max: Rich)/ Opportunity to enter the Sepulchre of Solomon]

1486

The other looks astounded by your audacity as you draw your weapon to attack. "Guards!"

NO SKILL: The other's well-paid and experienced personal guards move in swiftly. Within moments you are at their mercy, bruised and beaten. The other looks upon you contemptuously. "Today you live and I hope you have learned your lesson. Guards, take this would-be robber's purse as payment." You are left coinless and wounded. [D1/W-1 (Min: Penniless)/ *Wounded*]

QUICK THINKING: Realizing you have bitten off more than you can chew, you flee like the wind. You manage to lose the pursuing guards, and live to another day. The other reports your assault to the authorities. [D1/ *Outlaw*]

1487

Boldly you draw your weapon and step quickly past the other's stunned guards.

NO SKILL: You manage to strike your foe once before their guards rally to their aid. In the fierce battle that follows you give better than you get before fighting your way free. [D1/S2]

WEAPON USE: With a single swing of you blade you lay the other low. Too late, their guards respond. With their master dead they quickly lose heart before your flashing blade and flee. Those who live by the blade come to know your name. [D1/S2/ *Respected*]

1488

The other is too well-guarded to attack openly, so you bide your time like a hunter stalking his prey and await your opportunity.

NO SKILL: Your prey never strays far from safety. After some days they enter the palace of the Vizier, far beyond your reach. [D1]

LUCK: After hours of patient stalking you are rewarded as the other leaves their guard behind to visit a quiet garden. Seizing your opportunity you surprise the hapless victim, dispatch them, and are on your way before the alarm is sounded. [D1/S2/W+1 (Max: Rich)]

1489

The other sees through your trick almost immediately. "You are beneath my amusement, but perhaps my guards will enjoy toying with you. I give you twenty breaths head start." The other smiles and begins breathing slowly as you turn and flee.

NO SKILL: You are quickly caught, and overpowered by the other's laughing guards. They make good sport of thrashing you into a pulp. [D1/ *Crippled*]

WILDERNESS LORE: You make good use of your slim lead and race into the wilds. Living off the land, and a friend to all manner of beast, you lead the guard on a merry chase. After days of pursuit, while you grow fat off the land, they abandon their search. [D1/S2/ Enduring Hardship]

1490

You spin a tale to the other, suggesting that they should aid you in your quest.

Roll one die, adding one each for Beguiling and Storytelling.

- 1–3: The other is insulted by your waste of their time. "Like an animal, you would linger on my path as an obstruction. So shall you be!" [D1/S1/*Beast Form*]
- 4+: The other is convinced. They promise to make your way clear for one time only. [D1/S2/Storytelling/**One Hundred Keys** (1 use)]

1491

You catch the other's attention. Engaging them in conversation you seek out the plans they foster and the circles they travel in.

NO SKILL: The other reveals not much of themselves, but the wrestling match of words proves very educational. [D1/S2/Storytelling]

BEGUILING: With words as skilled as the thieves of legend you garner much from the other, and learn great details of their travels. [D1/S3/Opportunity to enter any Place of Power]

1492

Filled with bravado, you draw your blade and boldly demand payment from the other.

NO SKILL: The other's eyes go wide in disbelief. Seeing that you are serious, they order their guard to dispatch you, between guffaws. You barely manage to escape intact. [D2/S1/*Wounded*]

WEAPON USE: Seeing the surety of your grip, the other orders their guard to deal with you. With swift steel you strike down the other's guard and repeat your original demand. Amused at your brashness, the other offers you a trifle. [D1/S2/**Treasure**]

1493

Girding yourself, you draw steel and demand the other surrender their coins or their life. The other rolls their eyes and dismisses your threat with a wave of their hand and a word of potent magic.

NO SKILL: The spell warps your body and mind leaving you dazed and changed. The touch of magic leaves its mark upon you. [S2/*Beast Form*]

MAGIC: You counter the other's magic with your own potent spells. Intrigued, the other engages you in a duel of sorcery. Your battle is witnessed, and even though in the end you are defeated by a foe whose respect you have earned, the story of your might spreads. [D1/S3/*Respected*]

1494

Despite all common sense, lust for the other's wealth wins out. Half crazed by greed you assault the other, grasping for their treasures. Enraged, the other buffets you with mighty blows, dashing what little sense you had left from you. When you come to you are no longer sure where you are, or whom. [D1/*Insane*/*Wounded*]

1495

In matters of money, even a few meager coins can count. Seeing as how the other is so pathetic anyway, you decide he won't miss his purse.

NO SKILL: You shove the other easily down, rip the purse from his belt and stride away smiling. [D-1/W+1 (Max: Poor)]

STEALTH AND STEALING: With a deft swipe of your dagger you cut the sagging purse from the other's belt and are on your way leaving them none the wiser. [D-1/S1/W+1 (Max: Poor)]

LUCK: The other's purse feels light in your hand. Upon investigation you find no coins, but an ancient map. The other's loss is your key to adventure! [D1/S1/Opportunity to enter any Place of Power]

1496

Sometimes greed is the better part of valor. Disregarding the other's wretched condition you steel your heart and demand what coin they may have.

NO SKILL: With tears in their eyes, but resigned to their poor fate, the other hands you the last of their money. "I may be poorer than the dirt under Allah's feet, but you plainly are more troubled than I." The coins do not last nearly as long as the other's words. [D-2/Wisdom/*Grief Stricken*]

STEALTH AND STEALING: With ease you remove the other's purse and are gone before your victim takes note. The sad few coins in the purse do not even provide a single meal. The plight of the other cuts you deep. [D-1/*Grief Stricken*]

1497

Filled with bravado, and scoffing at the other's condition, you draw your weapon and attack.

NO SKILL: The other puts up a fight. Their desperation lends them strength and you are forced to flee. The fight is witnessed and tales of your villainy spread far. [D-1/*Scorned*]

WEAPON USE: The other's ferocity catches you off guard for a moment, but you recover and with sure strikes you quickly overcome your opponent. You stand, breathing hard over your slain foe. The fight is witnessed and tales of your lack of pity spread far and wide. [D-2/S1/*Scorned*]

1498

There is little the other can do to resist you. There is also little the other can offer you once bested. You leave unsure of your actions. [D-1/*Fated*]

1499

The other draws a sword from out of his bedrolls. "I was once the greatest sword master in all the world. No matter how destitute I become I could never sell my best sword. Now you will feel its bite!"

NO SKILL: You drop your sword and beg to be spared, saying that you too are destitute and that you only attacked him out of desperation. The other is touched by your tale and says, "You are still young. You could join an army. Let me teach you to fight and it will make me feel whole as well." [S1/Weapon Use/Quick Thinking]

WEAPON USE: The other circles you for a bit and then says, "You move like a warrior, but you will still be no match for me." He strikes and you battle as best you can. You eventually best him as he tires from malnutrition. As he falls to the ground you are beset with grief and decide to restore him back to health. He is grateful and teaches you all he knows. [D1/Weapon Use/Wilderness Lore]

1500

"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 his offer or decline:

If you decline: The other departs, leaving you in your prison. [D1]

If you accept: You accept the offer, and the two of you head on to Mecca. [D1/*On Pilgrimage*/Lose *Imprisoned*]

1501

"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/Enduring Hardship/*Insane*]

ENDURING HARDSHIP, ACTING AND DISGUISE: You sit with a semblance of rapt attention throughout the interminable blathering. Your host is immensely pleased by your receptiveness, and does you a great favor, saying, "I have been so lonely. You have done me a great honor by listening so long." Seeing your pure heart, the jailor releases you and you flee this place. [D2/S2/Courtly Graces/Lose *Imprisoned*]

1502

You plead for an audience. The jailor is happy to oblige as he has no one to speak to as well. Since you seem cooperative, you are forced to listen to inane babbling for nights on end.

NO SKILL: You see little that you can do save suffer. [D1/Enduring Hardship]

STEALTH AND STEALING: You encourage the other to continue far into the night, pretending that you are fascinated with every word. Eventually, 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 and Disguise/Lose *Imprisoned*]

1503

"Ah, yes," the other peers at you with eyes that have lost the gleam of intelligence. "Would you like to be freed?"

NO SKILL: You nod dumbly and walk out to freedom! Allah be praised! [D1/Lose *Imprisoned*]

QUICK THINKING: Such an opportunity is not to be missed! You pour on every ounce of your charm; the other gives you his purse as well! [D2/S1/W+1 (Max: Respectable)/Lose *Imprisoned*]

1504

"Ah, hmmm," mutters the other, "very nice. Hmmm, yes. Your deference is of course proper to one of my station... Hmmm."

NO SKILL: "Is there anything else you need? Farewell, then." Before you can respond, he is gone. [D1]

BEGUILING: You begin a line of ingenious, profuse and imaginative flattery. The other basks in your blandishments, then grants your request. [D1/Lose *Imprisoned*]

1505

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." [D1]

STORYTELLING: After a moment's pause, he asks if you have any talent at entertainment. Your tales delight him, and in payment, he frees you. [D1/S1/Lose *Imprisoned*]

1506

You find it distasteful to debase yourself to such a one, but you have no choice.

NO SKILL: Your feelings dilute the effectiveness of your words and the jailor ignores you. [S-1]

ACTING AND DISGUISE: You are able to overcome your feelings and create an effective plea for your release. [Lose *Imprisoned*]

1507

The jailor realizes your pleadings are mere words with no truth behind them and will have none of it. [D-1]

1508

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. [D1]

BEGUILING (mandatory): Your confidence in your wit and tongue lead you to attempt to trick the other, when it is obvious that he is skeptical of your character. He takes offense, and you are not fed for several days. [D1/Lose Beguiling]

1509

You plead for your release, but to your surprise, your jailor pleads for his own release! Madness! You don't understand what is going on but go along with it. Finally, you propose to switch places so that both of you get what you want. [Quick Thinking/Lose *Imprisoned*]

1510

The jailor covers his hears to shut you out. You then speak louder and in response he bangs on nearby metallic objects to drown you out. Both of you keep this up for hours, until exhaustion settles in. Eventually, the jailor flees, and the next day you are attended by a different man. [*Determined*]

1511

You try to soften the heart of your jailor with tales of familial woes. You plead to be with them or else their fate is doomed.

NO SKILL: Even the wicked have a soft spot and your tales remind him of his family and their troubles. [Lose *Imprisoned*]

BEGUILING: Your tales of woe are too perfect, even outlandish at times and the jailor recognizes what you are trying too hard to do. He turns a deaf ear to further pleadings. [S-1]

1512

Your pleadings and protestations only bring joy to your jailor, as he revels in the power he has over you. [S-1]

1513

The other confesses to a powerful loneliness and sits eagerly, drinking up the praise and respect you show. Soon he becomes convinced you have been imprisoned unjustly, and releases you. [D1/Lose *Imprisoned*]

1514

The other is busy, but is fascinated with your conversation.

NO SKILL: Finally he forgets his other errand altogether and you spend the day in pleasant discourse. He wishes he could free you, but alas he cannot. [D1/Storytelling]

STORYTELLING, COURTLY GRACES: You are such a charming conversationalist that the other becomes your constant companion. You both profit from your friendship. [D2/S1/Lose *Imprisoned*]

1515

"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. You seize the opportunity and free yourself. [D2/S2/Lose *Imprisoned*]

1516

The other listens restlessly to your words, sighs and says, "Oh, my days are so long and lonely. Can you do nothing to easy my ennui?"

NO SKILL: Nothing you do raises the spirits of your companion. [D1]

SEDUCTION, APPEARANCE: You know just what the other needs—a night of romance. You go with the jailor to another place, and when he sleeps, you escape. [D2/Lose *Imprisoned*]

1517

Your kind words inspire a sense of pride within your jailor. In his eyes, he feels he deserves better than what he has.

NO SKILL: He frees you with a large grin on his face. [Beguiling/Lose *Imprisoned*]

COURTLY GRACES: You overdo it with words reserved for nobles. In fact, you ignite a fierceness and belief in the jailor to attain a higher station. He demands that you be his herald and introduce him to the Sultan of this land. You tell him that custom requires you to appear alone... and offer a gift before an introduction is made. The jailor readily agrees and watches you prance off with dreams of riches, and women and slaves dancing in his mind. [Quick Thinking/Lose *Imprisoned*/**Treasure**]

1518

"There is a task I would have you perform. If you promise to undertake it, I will free you." [D2/S1/Lose *Imprisoned*/Choice of *Under Geas* or *Accursed*]

1519

The other asks your aid in arranging an audience for him with one of your friends, a very influential merchant of a nearby city.

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 judgment. [D1/*Scorned*/Lose *Imprisoned*]

ACTING AND DISGUISE, BEGUILING: Your experience with treacherous people alerts you that the other intends a swindle. You will not allow your friend to be victimized, and refuse to make the introduction, preferring to remain in prison. [D2/Wisdom]

1520

As soon as the other comes into sight, you launch into a stream of flattery. Unfortunately, he is far too clever to believe your lies, and whips you for your troubles. [D-1/S1/*Wounded*]

1521

Your words open up a font of unexpected emotion. "It's not easy," says the other, "to continually watch over a prisoner."

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]

STORYTELLING: Your skill as a storyteller is greatly appreciated. You soon realize that your captor does not intend to free you, though, so you refuse to tell more tales. Finally, he agrees to free you in exchange for your most wondrous story. [D1/S2/Lose *Imprisoned*]

1522

The other recognizes you, and speaks. "Attend well. I have heard a prophecy which concerns your future."

Roll two dice, adding two each for Luck and Fated:

- 2–7: The prophecy is obscure and unreadable. [D2/*Fated*]
- 8+: "Your fate is shrouded in mystery. Your destiny is not here, but elsewhere; I cannot allow you to remain captive." [D3/S1/Lose *Imprisoned*]

1523

The other sneers at your words.

NO SKILL: "You are obviously unused to discourse with civilized men. I will hold my displeasure this time, but do not speak to me again without learning the behavior of courteous folk." [D1]

COURTLY GRACES, ACTING AND DISGUISE: As you continue, the sneer vanishes. "Your manners are impeccable and your speech exceedingly fair. Let me repay the pleasure I gain from your company with your freedom, though I wish you were never to leave." [D1/Wisdom/Lose *Imprisoned*]

1524

At your words, the jailor responds with, "Yes, yes, I can never tire of your flattery. Perhaps I'll bring you an extra piece of bread."

NO SKILL: Try as you might, you cannot persuade him to give you your freedom...but your meals are better than they were before. [S1]

SEDUCTION (if you are female): "Hmm, how badly do you want your freedom?" His green-toothed leer nearly shrivels your plans, but you still manage to say, "I will do anything." With those words the jailor enters your prison... where you brain him with the rock you were holding behind you. [Lose *Imprisoned*]

APPEARANCE (if you are male): "Hmm, I have an unfortunate daughter who could do worse than marry you. If you promise to wed my daughter and care for her, I will free you." You feel you have no choice in the matter if your story is to continue in this world. [*Married*/Lose *Imprisoned*]

1525

The jailor accepts your flattery as a sponge accepts water, and he demands that you go on.

NO SKILL: You soon run out of praises to heap upon him, and he beats you for your insincere lies. [D1/S1/*Wounded*]

COURTLY GRACES, ACTING AND DISGUISE: You flatter him for hours, likening him to the greatest of Caliphs. You so impress him that he grants you your freedom on your promise that you will stay to flatter him longer. You agree, but once out of your prison, you make good your escape. [D1/Beguiling/Lose *Imprisoned*]

1526

The object of your benevolence takes your coins and says, "Drink with me!"

NO SKILL: You delight in his many ribald tales. [S1/W-1 (Min: Beggar)/Storytelling/Lose *Imprisoned*]

LUCK: As you drink together the other tells many tales, and you are almost sad to depart from his company. [D1/S2/Lose *Imprisoned*]

1527

You have nothing to offer your captor except your attention—you know this garrulous fellow craves an audience. However, the other's ceaseless babbling drives you crazy. Finally, your patience fails, and you lose your temper.

NO SKILL: No one profits from such unpleasantness. [S1]

ENDURING HARDSHIP: You endure the idle chatter peaceably and politely. Finally, the other thanks you for listening, and allows you to depart. [D1/Lose *Imprisoned*]

1528

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?" You ask for your freedom, and it is granted to you. [D1/Lose *Imprisoned*]

1529

Bargaining with this jabbering magpie is endlessly frustrating. A stream of dull reminiscences—travels, family, and social triumphs—pour from him.

NO SKILL: You wish you could escape, but cannot. His tales drive you past the brink of madness. [*Insane*]

BEGUILING: You pretend great interest in his babbling, and he regards you as a friend and wise fellow. You thereupon proceed to trick him into granting your freedom. [D2/S1/Lose *Imprisoned*]

1530

The other is himself in rather difficult straits at the moment, but is agreeable.

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. For this, he is most grateful. [D1/S1/Piety/Lose *Imprisoned*]

1531

The jailor's visage is so horrid it may be a weakness that can be exploited. You tell the jailor you are able to change his face if he so wishes and would gladly do it for the price of freedom.

NO SKILL: The jailor scoffs at your boast. "It is the will of Allah to give me the face I show the world and no man may change it." [D-1]

ACTING AND DISGUISE: The jailor is skeptical but you are able to apply powders and creams strategically to hide some of the twisted features. You give instructions to the jailor on how to maintain this look when you are free. The jailor is not confident enough to do this on his own, so he keeps you imprisoned and makes you apply your skills every day. You should have gotten his vow before helping him! [D1/Wisdom]

MAGIC: With but a few gestures, the twisted features of the jailor change and his appearance is more tolerable. The jailor releases you as agreed, more out of awe of your power. You leave quickly and make haste to put a lot of distance between the two of you for you know that your magic will not hold those features too much longer. [D1/S1/Lose *Imprisoned*]

1532

"Your aid is desperately needed. If my fortunes improve, I will grant your just reward."

Roll two dice, adding one each for Luck and Blessed:

- 2–7: Although you wait many weeks, you never again see that jailor. [D1/W-1 (Min: Poor)]
- 8+: The other's fortunes turn (with your help) and the promised reward appears. [D1/Lose *Imprisoned*]

1533

You tell the jailor, "I know of a great treasure hidden many miles from here. If you let me go, I will give you half of it."

NO SKILL: However, when you cannot back up your claim with any show of wealth, the jailor laughs and leaves you still in your cell. [D-1]

STORYTELLING: Knowing the effect of a good prop on an audience, you reach into a hidden fold in your robes and pull out a scrap of paper on which you have drawn, in ink mixed from tears and dirt, a complex map. The jailor is intrigued and agrees to accompany you to the hiding place. As soon as you are outside, you distract the guard and make good your escape. [S1/Lose *Imprisoned*]

1534

"I have no patience with such foolish offers!" cries the other. "Cease, or I shall beat you!" You cease. [S1]

1535

The other thanks you profusely, then scuttles off.

NO SKILL: You never hear from him again; instead, a new jailor comes to you the next day. [D1]

LUCK: Soon he returns; he has won a great fortune gambling with the stake you offered him, and he rewards you for your kindness. [D1/S1/Lose *Imprisoned*]

1536

The other is cool to your proposals, and seems absorbed with other matters. [D1]

1537

The other pleasantly agrees to free you if part of the payment is in advance.

NO SKILL: You agree, but to your chagrin, the other pockets the advance payment and disappears. [S1/Wisdom]

WISDOM: You deduce the other's plan to cheat you, and you refuse the advance. You insist upon your freedom first, and, grumbling, the jailor frees you. True to your word, you pay him. [D1/W-1 (Min: Respectable)/Lose *Imprisoned*]

BRASS TRUMPET (mandatory): The sounding of the Brass Trumpet warns you of the intent of the other to cheat you, and you refuse to give him the bribe. With a shrug, he wanders off, leaving you imprisoned. [Wisdom]

1538

"If you lend me a few hundred pieces of gold," says the other, "I will return soon and free you." You never see him again. [D1/W-2 (Min: Poor)/Wisdom]

1539

"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, SEDUCTION, ACTING AND DISGUISE: 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/Luck/Lose *Imprisoned*]

1540

"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 two dice, adding one each for Quick Thinking, Weapon Use, and Stealth and Stealing:

- 2–8: You are unable to aid the jailor. [D1]
- 9+: You convince the jailor to let you free to help him. You bring the wicked brother to justice by finding evidence of his crimes. The other is most grateful. [D2/S1/Lose *Imprisoned*]

1541

You spend many hours conversing with your companion about the foolish ways of man and the inscrutable ways of Allah.

NO SKILL: You learn a great deal from your jailor, and your suffering is lessened. [D1/Wisdom]

SCHOLARSHIP: You impress your host with your learning, and he becomes convinced your captivity is unjust. [D2/Wisdom/Lose *Imprisoned*]

1542

"Heh, if it's tales yer interested in... Well, I've those aplenty. Why, I recalls..."

NO SKILL: The ramblings are fabulous and imaginative, but not illuminating. [S1/Storytelling]

QUICK THINKING: Without realizing it, he tells you of the means to escape. When he is gone, you free yourself and depart. [D2/S1/Lose *Imprisoned*]

1543

You engage the jailor in conversation and casually mention the existence of an elixir that can change one's appearance. The jailor is intrigued and offers you freedom in exchange for the whereabouts of this wondrous drink.

NO SKILL: You are unable to convince him that you know where to find such a potion and he leaves you to rot. [D-1]

BEGUILING, BARGAINING AND EVALUATION: You give convincing information on where to find this elixir and the jailor lets you go. Fortunately, he is as foolish as he is ugly. [D1/Lose *Imprisoned*]

1544

Your words falter as you finally get a good look at your jailor. You turn away quickly, involuntarily: never have you seen one whose visage was would frighten small children and make women faint. The jailor begins to weep and walks away.

NO SKILL: You find no words to comfort the jailor as he disappears into the darkness. [D-1]

STEALTH AND STEALING, LUCK: As the jailor turns to go, you are able to grab the keys: the jailor's weeping prevents him from noticing the theft. When he is gone, you are free. [D1/Stealth and Stealing/Lose *Imprisoned*]

1545

You unwittingly give offense to the other.

NO SKILL: The response he gives you is very cold and very brief. [D-1]

COURTLY GRACES: You perceive what you have done, and immediately attempt to right the situation with fine words. Allah inspires compassion in him, and he grants your request. [D2/Lose *Imprisoned*]

1546

The other vanishes without a word. [D-1]

1547

"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 all the day but a tedious parade to a dark and restless night. Can you lighten my heart?"

NO SKILL: The other's despair is contagious, and leaves behind a deep sickness in your soul. [S1/*Grief Stricken*]

WISDOM, 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 wisdom of the Prophet, and repays your generous words with generous actions. [D2/S1/Lose *Imprisoned*]

1548

The other you encounter is so old and decrepit that you can't make out what is being said.

NO SKILL: [S1]

QUICK THINKING: You spend hours listening to him, and eventually come to understand his mumblings. You spend many hours in discourse with him, and finally he grants you your freedom. [D1/S1/Lose *Imprisoned*]

1549

You listen as the other speaks—in two different voices! You realize that the other is possessed by a marid!

NO SKILL: You mumble a prayer to Allah—through whom all things are possible—for his recovery. [D1/Piety]

MAGIC: You know how to break the curse. In gratitude, he gives you a gift and your freedom. [D2/S2/Piety/Lose *Imprisoned*/**Treasure**]

1550

"Be silent, you worm!" whispers the other. "You overstep yourself!"

NO SKILL: The other stalks off indignantly. [S1]

BEGUILING: Stung by his harsh words, you play the toady, persuading the other to boast of his wrong-doings. You convey his information secretly to the Sultan, and you are granted your freedom as a reward for turning over this rogue. [D1/S1/Acting and Disguise/Lose *Imprisoned*]

1551

The other, ignoring your words completely, begins to beat you.

NO SKILL: You cower in the corner, accepting your poor fate. [*Wounded*]

ENDURING HARDSHIP: You accept the beating without making a sound. The jailor is impressed with your fortitude and considers another use for you. [S1/*Under Geas*/Lose *Imprisoned*]

QUICK THINKING: While accepting the raining blows upon your body, you are able to reach for the keys, and lock the jailor in your prison while you set yourself free! [D1/*Wounded*/Lose *Imprisoned*]

1552

The jailor is inclined to believe your honesty, and you tell him that you have been wrongly imprisoned.

NO SKILL: Unfortunately, there is nothing he can do to help you. [D1]

QUICK THINKING: You convince him to release you on your word of honor as an honest soul. [D1/S1/Lose *Imprisoned*]

1553

You try to fool the other by pretending to be ill.

NO SKILL: You do your best but the jailor is not wholly convinced. Next time, you will do better—but most likely to a different jailor. [Acting and Disguise]

ACTING AND DISGUISE: Your performance is so convincing the jailor comes running into your prison to help. As he enters your prison, you escape, locking him inside. You feel sorry for the jailor, but your freedom is more important. [S1/Lose *Imprisoned*]

1554

You fool the other so completely that he frees you, 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: Poor)/Lose *Imprisoned*]

STEALTH AND 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: Respectable)/Lose *Imprisoned*/**Treasure**]

1555

The other throws himself at your feet...

NO SKILL: ...and proclaims himself your good friend and faithful companion. [D1/Luck/Lose *Imprisoned*]

APPEARANCE: ...and declares that it is unjust for one of your great beauty to languish in captivity. He frees you to bring joy to all the world. [D2/S1/Lose *Imprisoned*]

1556

You try to convince your jailor that you have been wrongly imprisoned by the Vizier, whom you imply is corrupt.

NO SKILL: The jailor is not inclined to believe you, and goes off. [S1]

ACTING AND DISGUISE: You flesh out your story with well-crafted lies about the offenses of the Vizier, and fool him completely. He lets you go free in the name of justice. [D2/Beguiling/Lose *Imprisoned*]

1557

The jailor is not fooled for an instant. "Would you like your rations halved for the rest of your stay?" he says. It appears another tactic must be used to win your freedom. [S1]

1558

The other is willing to free you, but his price is high.

NO SKILL: Despite your clever maneuverings, you must pay full price or remain in prison. [W-2 (Min: Beggar)/Lose *Imprisoned*]

BARGAINING AND EVALUATION: You are able to talk him down to a price that does not significantly affect your pocketbook. [D1/S1/Lose *Imprisoned*]

WEALTH: PENNILESS or less (mandatory): You cannot meet his price, and remain where you are. [D1]

1559

The other is clever as well as wicked, and sees through your trickery. However, he admires your spirit and offers to free you if you will help him in a scheme.

NO SKILL: You are suspicious of his plan, but agree to participate. He double-crosses you and makes off with a great treasure while you are caught and sent back into your prison. [D-1/ *Envious*]

WISDOM: You will have nothing to do with this wicked jailor, and he departs. [S1]

1560

You convince the jailor to come into your cell.

NO SKILL: He does, and you overcome him easily. When he is unconscious, you make good your escape. [Lose *Imprisoned*/ *Outlaw*]

ACCURSED, ENVIOUS (All mandatory): He senses something fierce in your voice, and stands just outside your cell. You seize him, drag him up against the bars, and wring his neck. Unfortunately, you find when you search his body that he had no key to your cell. Days pass, and, unable to bring yourself to eat your tormentor, you perish from hunger and thirst. [Death]

1561

You attack the jailor with a makeshift club as he brings you food. He is deeply saddened by your betrayal of his good nature.

NO SKILL: He easily disarms you and forces you back into the cell. You can tell that he greatly regrets having to have you whipped. [D-1/ *Wounded*]

WEAPON USE: Your attack is so overwhelming that you accidentally kill your jailor. If you had had a sword, perhaps it would have gone better... You flee before you are discovered. [D-1/S1/ *Grief Stricken*/ Lose *Imprisoned*/ *Outlaw*]

1562

You attack your jailor, hoping that surprise will carry the day, but he is prepared for your attack and defeats you easily.

NO SKILL: You are punished for your attack, but at least you are allowed to live. [D1]

STORYTELLING: You plead with your jailor, explaining to him why you should be freed. Your tale is so moving that mercy fills his heart, and he releases you from captivity. [D2/S1/ Lose *Imprisoned*]

1563

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 SKILL: Finally you collapse. He kicks dust on you, spits, and does not return to feed you for several days. [D1/ *Scorned*/ *Wounded*]

ACTING AND DISGUISE: You feign a faint and, when the other draws near, grab his leg, toppling him to the ground. You quickly make good your escape. [D1/S1/ Lose *Imprisoned*]

1564

You don't have a chance against this other. You quickly realize your folly, throw down your weapon, and plead for mercy. He spits and laughs. [D-1/ *Grief Stricken*]

1565

Your victim stands his ground and defends himself valiantly. Nonetheless you overcome him.

NO SKILL: You escape, but of course you are sought by the Sultan's guards for your crimes. [D1/ Lose *Imprisoned*/ *Outlaw*]

LUCK: After your escape, another person is captured, and despite his protests, is sentenced in your stead. The innocent one is to hang. You cannot let him 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/W+1 (Max: Respectable)/ Lose *Imprisoned*]

1566

Your victim turns and flees.

NO SKILL: You follow, but he disappears through a trapdoor so cunningly concealed that you cannot open it, and you remain trapped. [S1]

STEALTH AND STEALING: The other disappears through a cunningly concealed trapdoor, but you are able to find the hidden catch. You follow and discover your freedom! [D1/S2/ Lose *Imprisoned*]

1567

Your swift attack is met by a more swift and sure defense. You are struck senseless. [S1/ *Wounded*]

1568

The other dodges your attack artfully.

NO SKILL: Avoiding your grasp, he disappears, 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. You make good your escape with ease. [D1/S1/ Lose *Imprisoned*/ *Outlaw*]

1569

"You obviously do not know with whom you are dealing," the other says, drawing his sword.

NO SKILL: He was right! [D1/ *Wounded*]

WEAPON USE: "Nor do you," you reply. Soon the other is at your mercy. You make good your escape with ease. [D2/ Weapon Use/ Lose *Imprisoned*]

1570

The other whips out his sword. "No mercy!" he cries and skillfully presses his attack.

You may surrender or fight on:

If you surrender: When you surrender, the other cuts you repeatedly in punishment. [D1/ *Wounded*/ *Crippled* (1 turn)]

If you fight on, roll two dice, adding two each for Weapon Use and Determined:

- 2–8: You struggle bravely, but are overcome. [D1/ *Wounded*]
- 9+: You manage to hold off your opponent through sheer determination. Saluting your courage, he departs, bidding you to leave with your freedom. [D2/ *Determined*/ Lose *Imprisoned*]

1571

You attack your jailor as he brings you food. He fights back fiercely, and does not refrain from biting, gouging, and kicking.

NO SKILL: You do not stand a chance against this demon in human form, and beg for mercy. He beats you harshly before he leaves. [D1/ *Wounded*]

QUICK THINKING: You fight back without restraint, and defeat your foe by a crushing blow to his private parts. You seize his keys and flee. [D2/ S1/ Lose *Imprisoned*]

1572

You manage to escape from the cell, and flee. Word reaches you that the jailor has been punished severely for allowing you to escape.

NO SKILL: The jailor did you no harm, and you are saddened by this news. [D1/ Lose *Imprisoned*/ *Grief Stricken*]

PIETY: You return to the place where you were made captive, and help the jailor to escape. He is very grateful to you. [D1/ S1/ W+1 (Max: Respectable)/ Lose *Imprisoned*]

1573

Your jailor discovers you as you attempt to escape your prison.

NO SKILL: He shakes his head and draws his sword, and you return to your prison. [D1]

COURTLY GRACES, ACTING AND DISGUISE: You speak to the jailor with careful and impassioned words, and convince him that you have been imprisoned unjustly. Your words move him greatly, and he turns his back and allows you to escape. [D1/ S1/ Lose *Imprisoned*]

1574

When the jailor leaves, you examine your surroundings, and discover that he has left you a means of escape!

NO SKILL: You waste no time in freeing yourself, and soon you are on your way. [D1/ Lose *Imprisoned*]

WISDOM: Could the jailor have deliberately set you free? You wonder at the ways of Allah as you make good your escape. [D1/ S1/ Piety/ Lose *Imprisoned*]

1575

When the jailor is nowhere to be seen, you examine your cell.

NO SKILL: You can see no way out of your captivity. [D1]

STEALTH AND STEALING: After many hours of struggling, you manage to pick the lock and free yourself! You give thanks to the Most High as you absent yourself from the area. [D1/ S1/ Lose *Imprisoned*]

1576

You carefully examine your surroundings after the jailor leaves. You find a colony of ants living in the dirt walls of your cell.

NO SKILL: Unfortunately, you are much larger than an ant, and cannot make use of their tunnels to free yourself. [S1]

WILDERNESS LORE: You spend hours watching the ants, and realize that the colony is immense, and its tunnels are extensive. You strike the wall, and it collapses under your blows; soon, you have tunneled your way to freedom (though you have suffered some stings along the way). [D2/ S1/ *Wounded* (1 turn)/ Lose *Imprisoned*]

1577

After carefully examining your surroundings, you are convinced you see a way to escape, but it will not be easy.

NO SKILL: You make your bid for freedom, but you fail. Fortunately, your escape attempt goes unnoticed, and you are not punished. [D1]

ENDURING HARDSHIP: You throw yourself against the door to the cell for many hours each day, until finally it is so weakened that it breaks under your weight. Once free of your cell, your freedom is easily obtained. [D2/ S1/ *Determined*/ Lose *Imprisoned*]

1578

You manage to open the door to your cell, but you flee straight into the arms of your captor!

NO SKILL: You try to escape him, but soon you are back in prison again, with a beating to convince you not to try to escape again. [D1/ *Wounded* (1 turn)]

ACTING AND DISGUISE: You grab the jailor and scream in his face, "You have been found out! Flee! Flee for your life! I will hold them for as long as I can!" The jailor must have a guilty conscience, for he flees from you, and you casually head in the opposite direction. [D2/ S1/ Quick Thinking/ Lose *Imprisoned*]

1579

You discover that the cell door has been left unlocked! You step out, and are surprised by your jailor, who was waiting in ambush.

NO SKILL: He uses your "escape attempt" as an opportunity to have you severely beaten. [D-1/ *Crippled*]

QUICK THINKING: You seize him and hurl him into the cell, slamming it shut behind him. While he shouts curses after you, you make good your escape, and only many weeks later do you even wonder if anyone came to feed him... [D2/ S1/ Luck/ Lose *Imprisoned*]

1580

You wait. Time passes, and you grow thin in captivity. [D-1]

1581

You wait. Each day is a new experience in unpleasantness.

NO SKILL: Your suffering is not without its gains; you learn better how to deal with unpleasant circumstances. [D1/ Enduring Hardship]

ENDURING HARDSHIP: Your long experience with suffering allows you to pass the time without going mad. However, you are still in prison. [D2]

1582

You spend each day praying for your release.

NO SKILL: Allah hears your prayers; however, He does not answer them. [D1]

PIETY: You gain a greater understanding of the mysterious ways of the Most High, and with that knowledge, your mind and spirit are free. Your body, however, is still trapped. [S2]

1583

You drift on an empty barrel for many days before you finally come to a distant island.

NO SKILL: You have no idea where you are. [*Lost*/Have another player move you to any island space]

SCHOLARSHIP: You recognize this from traveler's tales as the land of the Druids, and set out to find their temple. [Move to Stonehenge and have an immediate encounter]

1584

You drift, alone and with no idea of your whereabouts, for many days before you realize you are caught in a current.

NO SKILL: You are swept rapidly far, far away from the place where you first sailed, and eventually come to a distant land. [D1/S1/Have another player move you to any coastal space]

MAGIC: You notice a shimmering light across the water, and invoke a powerful name; a dense fog arises over the water, and you realize you are far from the lands of mortal men. [Move to the Dusky Land and have an immediate encounter]

1585

You manage to cling to a piece of driftwood, and survive for many days by catching fish and eating them raw. Long after you have lost track of the days, you see an island in the distance, and guide yourself to it.

NO SKILL: The land is strange and unfamiliar, but at least you are again in the company of humans. [Have another player move you to any island space]

FATED (mandatory), **LUCK:** The island is exceptionally small, but you welcome any solid land after so long at sea. [Move to the Sepulchre of Solomon and have an immediate encounter]

1586

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. [D1/S1/W-1 (Min: Penniless)/Have another player move you to any coastal space]

DETERMINED, WEALTH: POOR or less (All mandatory unless you are *Crippled, Diseased* or *Insane*): 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. [D2/S1/Move to the Undersea Kingdom and have an immediate encounter]

CRIPPLED, DISEASED, INSANE (All mandatory): When they discover your affliction, they change their minds and make sport of you until you cease to provide amusement. They then set you adrift in an old barrel, and throw rocks and bottles at it until you sink. The last thing you hear, as you commend your soul unto Allah, is a particularly odious pirate wagering an insultingly small sum that you will fail to come up again. [Death]

1587

The other pins you with an icy stare as you grovel before him, and demands to know why he should not slay you immediately. You begin babbling incoherently.

NO SKILL: "Very well," he laughs. "Your abject groveling has earned you your life. However, a beating never killed anyone." [D1/*Wounded*/Lose *Pursued*/*Scorned*]

BEGUILING: You earn the contempt of the other, and he ignores you completely. However, his enemies enjoy a hearty laugh at his expense, for your babbling included many shrewd insults directed at your tormentor. [D1/Quick Thinking/Acting and Disguise/Lose *Pursued*]

1588

The other listens to your words, and says after, "Your impassioned words and charm have distracted me from my vengeance, which I now see to be nothing but conceit and vanity. Thank you for your guidance. Please accept this gift."

NO SKILL:

If you are the same sex as the Pursuer: The other bestows upon you a gift of some value. [D1/W+1 (Max: Rich)/Courtly Graces/Lose *Pursued*]

If you are of the opposite sex: The gift is an evening of delights. The other is most enthusiastic and skillful, and you rise to the occasion. [D1/Seduction/Lose *Pursued*]

SCHOLARSHIP: "One of your vast knowledge would surely find interest in this." He gives you an ancient text of great value. [D2/S1/Lose *Pursued*/**Book of Hidden Treasures**]

1589

The other is quite suspicious of your motives, and his animosity is not deflected by your careful words.

NO SKILL: While you speak, you are surrounded by servants of the other, and moving quickly they bind you and beat you. When they are done, they leave you alone and bleeding. [D1/*Crippled*/Lose *Pursued*]

ACTING AND DISGUISE: You are able to alleviate his hatred of you through a display of hatred against his other enemies. He is completely fooled by your sham, and treats you as a loyal friend. [D1/S1/W+1 (Max: Rich)/Lose *Pursued*]

BRASS TRUMPET (mandatory): The Brass Trumpet sounds while you converse with the other, and you realize that he is not dissuaded from his vengeance while you speak to him. You break away quickly and flee before he can bring you harm. [D1/Have another player move you one space in any direction]

1590

Your attempt to sweet-talk the other out of his anger is a pronounced failure. You then try to extricate yourself with fine words.

NO SKILL: He is enraged. "You seek to appease me with fawning? Very well, I will forgive you and reward you with a suitable task—cleaning out my stables!" [D1/*Enslaved*/Lose *Pursued*]

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 your meaning and allows you to leave unhindered. [D2/S2/Quick Thinking/Lose *Pursued*]

1591

You attempt to deal with the other to your benefit, but he grows ever more angry. Strong hands seize you from behind, and he says, "Nothing can save you from my wrath! My slave shall bear you out into the wilderness and slay you there, and bring me a jar of your blood as proof of the deed."

NO SKILL: The servant bears you away, and when you are far from other eyes, he gashes your throat and fills the jar with your blood. He leaves you for dead, but you are found by a passing dervish, who tends your wounds as best he can. [D2/S1/Enduring Hardship/*Crippled*/Lose *Pursued*]

APPEARANCE: The servant is so taken by your beauty that he cannot stand to harm you. He slays an animal and brings its blood to his master instead. [D3/S1/Luck/Lose *Pursued*]

1592

The other cries, "No mercy!" and attacks you as you speak.

You may flee or stand and fight:

If you flee: The other's attack hurts you, but you escape, knowing that you will see him again. [D1/*Wounded*/*Scorned*]

If you stand and fight, roll two dice, adding two each for Weapon Use and Determined:

- 2–8: You struggle bravely, but he wounds you badly and leaves you to die. [D1/*Crippled*/Lose *Pursued*]
- 9+: You manage to hold off your enemy through sheer determination. He salutes your courage and departs, bidding you to leave with your freedom. [D2/*Determined*/Lose *Pursued*]

1593

You stand before a djinni, fearsome in its wrath! Losing your senses, you attack!

NO SKILL: It is of no use: the other is just too powerful. But an opportunity arises and you make your escape, with the bellows of your enemy following you. [D2/*Wounded*/Have another player place you in any non-city, non-sea space]

WEAPON USE: You fight for hours, but finally you prevail and your opponent is slain! Tales of your victory over this formidable other are told far and wide, and a wealthy man hires you as his bodyguard. [D2/S2/W+1 (Max: Rich)/Weapon Use/*Respected*/Lose *Pursued*]

MAGIC, SPARKLING SPEAR: The 'efreet is taken aback by the ferocity of your attack. Blow after blow is deflected but the 'efreet is visibly weakening and finally begs for mercy. Since you are a kind mortal you grant it—but not without payment. [D2/Lose *Pursued*/**Treasure**]

1594

Your enemy screams at your attack. Lesser djinn come to his aid.

NO SKILL: A desperate defense wins you through, and you flee, free but wounded. [D1/*Wounded*]

QUICK THINKING: Once in a story you heard a name that would bind djinn to service. You cry it out, and the lesser djinn stagger before you. Their master shakes his head with sorrow. The other promises your freedom if you do not say that name again. You agree, but also question his motives. The other spins a tale of loneliness that touches your heart. You agree to stay with the other for a while and the other rejoices. The next few days become some of your fondest memories and when it is time to leave, you are given a precious gift. [D1/S1/W+3 (Max: Princely)/Magic/Lose *Pursued*/Move to any city space]

SPARKLING SPEAR: You defeat the servants easily and the demeanor of the master changes: he begs forgiveness for his transgression and grants you anything you wish. [D2/Choice of any 1 Skill/Lose *Pursued*]

MAGIC: The 'efreet laughs at your paltry attempt at magic: "You call that magic, mortal?! I shall show you magic!" An unseen hand grabs you and dashes you to the floor. When you regain consciousness you are wearing a servant's garb. Another slave puts a platter of food in your hands and directs you to your new master. As you present the food to him you trip, spilling everything onto him. The 'efreet bellows in rage and blasts you into a pile of ashes. [Death]

1595

The other stares at you with wild eyes. He chants a phrase in a strange tongue, and you are rooted to the spot! He gestures magically.

NO SKILL: There is a loud *poof* and suddenly you feel... different. "Now you shall bother me no more," the other says, and departs. [D1/S1/*Beast Form*/Lose *Pursued*]

COURTLY GRACES, ACTING AND DISGUISE: Your soft voice and well-reasoned arguments convince the other that his hatred of you is ill-founded, and he frees you from captivity. [D2/S2/Luck/Lose *Pursued*]

MAGIC: You cry out the names graven on the Seal Ring of the Prophet Solomon, and you are freed; then you turn his attack against him, and delight to see him turned into an ape, unable to speak. You drive the ape away, and never hear of him again. Word of your great victory spreads throughout the world and none bothers you in the future. [D2/S2/Lose *Pursued*]

1596

You are fore-warned that the other has come to this place, and you flee blindly before he can find you. [Have another player move you one space in any direction]

1597

"Aha," shouts the other, who catches you as you try to avoid him. "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, falling at your feet. He is at your mercy, and you take this opportunity to rid yourself of his annoying threats forever. [D2/W+1 (Max: Rich)/Lose *Pursued*]

1598

The other has sworn never to rest until you are destroyed. He pursues you without rest, and will be merciless in his revenge.

NO SKILL: When the other cannot find you easily, he spreads lies about your character, and you are soon shunned by all decent folk. Your wealth is stripped from you by those who believe ill of you, as well. Satisfied with his revenge, the other abandons his pursuit. [D-1/W-2 (Min: Poor)/*Scorned*/Lose *Pursued*]

BEGUILING, ACTING AND DISGUISE: In a disguise, you speak to the other, praising your character and virtue. He falls for your trick, and approaches you later in peace, making amends. [D1/S2/Acting and Disguise/Lose *Pursued*]

BRASS TRUMPET: However, the magic of the Brass Trumpet allows you to keep one step ahead of him, and never again do you run afoul of the other. [D1/Lose *Pursued*]

1599

You carefully steer clear of the other, but soon you hear his voice behind you, crying out your name.

NO SKILL: "So, you would hide from me, would you? Well, defend yourself!" Before you can raise your sword, he cuts you deeply, and you flee from him. [D1/*Wounded*]

STEALTH AND STEALING, BRASS TRUMPET: You quickly absent yourself from the area, moving with great haste, and manage to avoid the other for another day. [D1]

1600

Seeing as the 'efreet is an intelligent being, you hope that with reasonable words and an offer of your help you can turn away the anger of the other.

NO SKILL: The 'efreet ignores your words as if you were a worm and unleashes just the smallest part of his fury upon you. [S1/*Wounded*]

BEGUILING, PROTECTIVE TALISMAN: Your words penetrate the haze of hatred surrounding the 'efreet. He listens intently and finally he says, "I see that your intentions were not of a malicious nature and therefore I forgive you." The 'efreet vanishes in a cloud of smoke, leaving you unharmed. [D1/S1]

1601

Before the other, you realize that running away will not help you. Thus, you attempt another tactic and offer your services to him. The 'efreet ignores your words as if you were a worm and casts you away with a fierce blow. [S1/*Crippled*]

1602

Standing your ground, you offer your assistance to the other.

NO SKILL: "A mortal who dares to speak to one of the dusky race must be a complete stranger to fear—and to sense. I respect that and leave you be." [D1/S1]

STORYTELLING: "How can you be of aid to such a one as I?" the other demands to know. You weave a string of tales, some light-hearted and some quite dramatic: they are the stories of your own adventures. Time marches on and exhaustion thickens your tongue so that you must stop. Apprehensively, you look at the 'efreet, waiting for some reaction—and the 'efreet responds with delightful clapping. "Mortal, I have not been entertained so in a long while. Please accept this gift." He vanishes, leaving a shiny object in front of you. [D1/S1/**Treasure**]

1603

"You are trying to deceive me? Mortal, I am foremost of a race of deceivers and tricksters! However, your audacity amuses me and I will be less harsh on you than you deserve." [S1/*Wounded*]

1604

You attempt to deceive the 'efreet into believing you are not the one he seeks.

NO SKILL: It doesn't work and the 'efreet wreaks his vengeance. [S1/*Crippled*/Have another player move you to any city]

ACTING AND DISGUISE: Though you don different clothes and put on different manner, the 'efreet sees right through your performance. Still, it buys you a few extra steps, and when the lightning strikes, you are only hurt rather than killed. [S1/*Wounded*]

PROTECTIVE TALISMAN: The 'efreet swells in anger. "Are you trying to deceive me?" You smile and reply, "I don't have to," as you show him the magical artifact you have in your possession. The 'efreet's demeanor changes dramatically as he cowers and bows his head. "What is it you wish of me, master?" [D1/S1/Choice of **Seal Ring** or **Magic Lamp**]

1605

In the bustling bazaar you weave through people and tents until you believe you have lost your pursuer.

NO SKILL: You are proven wrong. Very wrong. [S1/*Crippled*]

ACTING AND DISGUISE: Even though you switched clothes while running through the bazaar, you are proven wrong: the 'efreet finds you! And he is not happy for the chase. He beats you, then strips you of your clothes and possessions. [S1/W- 6 (Min: Beggar)/*Crippled*]

PROTECTIVE TALISMAN: You stop in an alley to catch your breath, but the 'efreet is there, waiting for you. "Vengeance is mine!" he shouts. You fumble in your robes and pull out a magical artifact. The 'efreet snarls, then disappears in a cloud of foul-smelling smoke. [D1/S1]

1606

The other does not listen to your offers or enticements, but instead binds you hand and foot. Several of his servants carry you away for several days across the sands. One evening, while the other slumbers, you offer to pay the guard double what he is being paid to let you go.

NO SKILL: The guard agrees. It isn't until you've run from the site for an hour that you have no idea where you are or how to make your way back. [D1/W-1 (Min: Poor)/*Lost*]

WILDERNESS LORE: The guard agrees, taking your money and sending you on camel back into the desert. By the time the other realizes what has happened, you have used your superior knowledge of the landscape to elude him. [D2/W-1 (Min: Poor)]

1607

The other binds you in place with a gesture and accuses you of foul slights, misdeeds, and crimes. You deny any involvement, but you offer to prove your good faith by collecting treasures for him.

NO SKILL: Unfortunately, you cannot follow through on your promise. The other decides that taking your wealth from you will serve as punishment enough. [D1/W-2 (Min: Penniless)/Lose one **Treasure**]

SCHOLARSHIP: Though he does not trust you, he decides that your information is far too valuable to pass up. Through a combination of his funding and your knowledge, you are both able to come up with an agreeable deal. [D1/W+1 (Max: Princely)/**Treasure**]

PROTECTIVE TALISMAN (mandatory): As you speak, you can feel the other's magic slipping off you like water. As he ponders what you have

said, you reach into your pocket and produce the Talisman. The other recoils from it and is gone in a blink. [D1]

1608

The other is of terrible mien and fouler temper, and has accused you of terrible blasphemies against his people.

NO SKILL: You are unable to defend yourself against the charges, especially from such an august personage. You accept his judgment for your crimes. [D1/*Accursed*]

BARGAINING AND EVALUATION: You throw yourself on his mercy, saying that you know of no such blasphemy that you have committed, but will gladly help donate to the cause of spreading the word of Allah. In response to your open repentance, the other has no choice but to forgive you. [D1/*Respected*]

1609

The other is quite wretched and dismal. You steer clear of the other and tell all of your brief encounter. [S1]

1610

The other's passions have driven him to desperation, and seems to be looking to involve you with future escapades in some way. You try to avoid the situation but you keep being drawn in. Eventually you see an opportunity to trap the other and have justice brought down with a heavy hand.

NO SKILL: You go along and assist in the ill-founded plans of the other, all the while concealing that you are going to call out the charade at the right moment. Just when the stage is set and there is no escaping the evidence, you bring in the Sultan's soldiers to arrest them both. You are praised for stopping an infidel and are rewarded. [S1/W+1 (Max: Rich)/Acting and Disguise]

ACTING AND DISGUISE: You agree to help and through cleaver manipulations and disguises you arrange to be the one the other finds in the bed chamber. You are not alone, however, as you have also arranged for the Sultan's soldiers to be hiding in the shadows. The scoundrel is arrested and you are praised and rewarded. [W+1 (Max: Rich)/Seduction]

1611

You stumble upon the other in the shadows of the palace. You wish to have no part of their crazed romantic activities and quickly leave the area. Foul play is suspected the next day and a guard recalls you scurrying away from the scene. You are brought before the Sultan.

NO SKILL: You have no defense and are branded an adulterer. You are stripped of your titles and money and banished to the wastes. [S2/W-2 (Min: Penniless)/Wilderness Lore/Lose *Respected*/Lose *Robe of Honor*/Lose *Sultan*/Lose *Vizier*]

ACTING AND DISGUISE: You have no defense and are branded an adulterer. You are to be taken to the gallows to be hanged. In the night you pretend to be ill, using makeup to create blotches on your skin. None of the guards will touch you and rather than hang you, they banish you to the wastes. [S2/Wilderness Lore/Lose *Respected*/Lose *Robe of Honor*/Lose *Sultan*/Lose *Vizier*]

1612

You should be more careful whom you hire! Not just a cad, the other is a liar as well. Soldiers stop you and bring you both before the sultan. You are told that the other is a slave belonging to the Sultan and is a frequent runaway.

NO SKILL: You are dismissed and must find a new vassal. Not wishing to insult the sultan, you leave. [D1/S1]

BARGAINING AND EVALUATION: You politely note to the nabobs of the court that the slave is obviously of little value due to his endless running away. They are silent, certain you will be struck down for your insolence, but the sultan laughs and says, "Your words are true and wise. I shall sell you the slave and you can deal with him." You free that slave and arrange to take his sale out of the slave's salary if he works for you. Because of your kindness, the other reforms his ways and you have a loyal vassal for many years. [D2/S1/W-1 (Min: Poor)/Courtly Graces]

1613

The other tells you of his many trials as you travel. You listen and are astounded by the depths of his wantonness.

NO SKILL: You send him off to undertake the Hadj to Mecca as forgiveness, never expecting him to return. To your great surprise, he tracks you down after his pilgrimage and becomes your devoted vassal, praising you with every step. [D1/Piety/*Blessed*]

PIETY (mandatory): You decide that the other must make undertake the Hadj to Mecca. You decide that you must do the same and you travel together doing good works in the name of Allah. [D2/Wisdom/*On Pilgrimage*]

1614

You hire the other and all goes well for several weeks, despite persistent rumors which reach your ears of the other's indiscretions. One day an outraged citizen appears at your door and demands that your vassal be turned over for punishment for his crimes.

NO SKILL: The evidence is incontrovertible. You must turn your vassal over for punishment. [D1]

ACTING AND DISGUISE: You have anticipated this moment, and have concocted an alibi both clever and well-told which will definitely prove your vassal's innocence. The outraged citizen is convinced, and leaves mollified. You chastise your vassal but are glad to retain him. [D2/S1/Beguiling]

1615

You have a suspicion that the other is up to nefarious deeds. You decide to meet the other in the forest and teach the other a lesson or two.

NO SKILL: You do not know much about setting traps in the forest, but you do your best to get to know the forest nonetheless. The other sees your ambush long before you spring it on him and he easily avoids you. [S1/Wilderness Lore]

WILDERNESS LORE: You get to know the forest and prepare for a proper ambush. The stage is set for success, and you strike at just the right moment—the other not suspecting a thing. After beating the other for his misdeeds, you deliver the other to the Sultan's guards. [D1/S1/Acting and Disguise]

1616

Seeing the other brandishing a weapon you decide to show off your skills—and perhaps come away with some treasure. Bolstered by a recent success in combat, you feel like there is nothing and no one who can touch your skills with a blade.

NO SKILL: You were wrong. [S1/Weapon Use/*Wounded*]

WEAPON USE: You easily best the other—who happens to be the son of the Sultan. You barely escape the Sultan's soldiers. They set out for the chase. [S1/*Pursued* (SOLDIER)]

1617

Suspicious of the armed status of the other, you carefully watch to see what deeds are being carried out. You see that the other is a thief and has amassed quite a stash of loot. You decide to wait for the other in the forest and ambush the fiend to teach a lesson—and gain some treasure.

NO SKILL: The other is fast with the sword and skilled in the woods. There is no winning the fight and no pursuing when the other escapes. [S1/Wilderness Lore]

WILDERNESS LORE: You get to know the forest and prepare for a proper ambush. The stage is set for success, you strike at just the right moment—the other not suspecting a thing. Among his goods, you find a most remarkable item. [D1/S1/**Treasure**]

1618

Obviously a wealthy personage, the other would likely travel with a great quantity of treasures and fine things. You hatch a scheme. "Oh!" you say, "Such a grand and wondrous journey on the sea I could offer you. Gather your traveling companions and your wives (and your treasures—for expenses, of course) and meet me at my fine ship. I shall show you wonders you could never dream of!" The other looks suspiciously at you and asks you to tell him which side of a ship is starboard.

NO SKILL: You do not know and reply, "Do not quiz me! What an insult!" and storm off, determined to learn seamanship and try the scheme again someday. [Seamanship]

SEAMANSHIP: You easily answer this and all of his questions. He agrees to the trip and you hire a vessel to act as your ship. Once on board, you rob him and his companions, leaving them on an island to fend for themselves. [D1/W+2 (Max: Princely)/Acting and Disguise/**Treasure**]

1619

You happen upon a hunting party of a wealthy personage. Spying from the woods you see that one of his porters has wandered away from protection. You see your chance for a ransom and attack.

NO SKILL: You have no trouble sneaking up on the other, until you find yourself stuck in mud that begins slowly pulling you down. Quicksand! You cry out to the other to help you and he rescues you from nature's earthen trap. Grateful, you offer to help the other find the rest of the hunting party, and then head off on your way. [S1/Wilderness Lore]

STEALTH AND STEALING: You greet the other with sword brandished and capture the frightened being. You have scored a lucky break as the other's owner pays a fine ransom to have him restored. [S1/W+2 (Max: Rich)]

1620

Kidnapping is easy enough to accomplish when your target is caught unaware. The other is not of this group and is ready to draw on you and fight. Even with your great skill you are bested by the other and you are left penniless in the alley. [D1/W-3 (Min: Penniless)/Lose one **Treasure**]

1621

The room you are in is palatial, furnished with objects made from the finest materials and craftsmanship. However, your eyes are drawn only to the small statue resting on a golden pedestal. Who would miss such a small item amidst this grand room? You take the statue and hide it in the folds of your clothing. [D1/S1/**Carnelian Idol**]

1622

The object of your desire is embedded in a strange-looking bottle. You think you can sneak away with it with ease.

NO SKILL, ENVIOUS (mandatory): You pull on the item until it comes free with a loud "pop" and place it in the folds of your clothes. Suddenly, smoke issues forth from the bottle and forms into a large, angry 'efreet! He glowers at you and claps his hands. Next thing you know, you wake up far from your original location. [D1/S1/W=Beggar/*Lost*/Have another player move you at least four spaces away]

SCHOLARSHIP: Before you attempt anything, you see writing on the item—they are names of great power. You deem it wise to leave the object embedded in the bottle. [D2/S2]

1623

Amidst the jumble of artifacts on the merchant's table, your attention is drawn to a wonderful statue of a horseman.

NO SKILL: Try as you might to divert the merchant's attention, he watches you like a hawk. There will be no sneaking away with this prize. [S1]

STEALTH AND STEALING: You are engaged in conversation with the merchant when you "accidentally" drop your purse—which sounds like money when it hits the ground. The merchant immediately bends down to help pick up the purse and its contents and you take the momentary diversion to stash the artifact inside your clothes. When the purse is returned to you, you excuse yourself on the pretense of having lunch with the Vizier. [D1/S2/**Brass Horseman**]

1624

Only one being stands between you and the artifact of your desire. You quickly assess the other's skills and decide to rob him by trickery instead of main force, and you engage him in conversation.

NO SKILL: The other talks incessantly; you will be driven mad if you stay any longer. You forget the artifact and rudely excuse yourself. [D1/*Scorned*]

BEGUILING: You are able to get in an occasional word among the other's babbling, and your tales of your adventures eventually draw his full attention. You keep him enthralled long enough to secret the artifact on your person. With this accomplished, you apologize profusely for having to leave to a prior engagement. [D2/S1/**Seal Ring**]

1625

The other mocks you for even attempting such a thing. "I am a legend while in my own life! You think that you can master me? Then let us see what you are made of."

Roll two dice, adding one each for Magic and Enduring Hardship:

- 2–7: Determination and will are not enough to overcome this terrible challenge. Before the other leaves you to lie on the ground defeated, he grants you a glimpse of true horror. [SI/ *Insane*]
- 8+: After a long battle, you drain the last of the other's power. While you savor the victory, you never will be able to cleanse the memory of the battle from your mind. [Magic/ *Insane*]

1626

The other's evil visage and rasping voice lead you to believe that he is some kind of demon, and you offer to pay for his otherworldly powers in service to your journey. Your true aim is to steal any treasures he may have.

NO SKILL: The other follows along for a while, but proves to be a singularly useless and unimpressive villain—in fact, you begin to suspect you have misjudged the other completely. You go on your way in frustration. [SI]

WISDOM: After speaking to him for a while, you realize you were mistaken about him being a demon. The wretch before you simply labors under a curse and is no menace at all (and certainly of no use to you. You are able to free the poor wretch from his misfortune and return him to his life. [DI/ *Respected*]

1627

The other's features twist and contort until a being of blood, fire, and scale stands before you. His grim rumble of a laugh lasts what seems like an hour before he sets out the terms. He will serve you, but you must give him your soul in exchange.

NO SKILL: You shake hands on the deal with the creature. You watch as the creature turns into inky smoke and enters your nose and mouth. You hunch over in pain as your entire head feels as though it is on fire. You pass out from the pain only to awake a short time later, twisted and changed. [Magic/Weapon Use/ *Accursed*/ *Beast Form*/ Lose *Married*]

PIETY (mandatory): There is no way you could possibly accept such a deal, as it would be the greatest of affronts to Allah. You pray until the demon leaves, but feel tainted even by having attempted to hire such a beast and know that you must atone. [D2/ *On Pilgrimage*]

1628

The other lies in a precarious situation, dangling by one hand over the edge of a deep chasm. His only chance of survival is to be pulled up by you. You offer to help if the other will aid you in your journeys. The other refuses. You use your dagger to loose his remaining hand from the rock. He plunges downward, cursing you.

NO SKILL: You continue on your way, wasting no more time on thoughts of doomed fools. [DI]

WILDERNESS LORE: You find your way down the path and find the corpse of the person you surrendered to Allah. You remove his belongings before continuing on your journey. [SI/W+1 (Max: Respectable)/ Lose Piety]

1629

You met the other in the market and by subtle words encouraged them to go to a remote place, where you can get done what you need to do. However, the other got ahead of you and when you catch up, he is surrounded by a lions! If you do not act, he will surely be torn to shreds by their claws and fangs. You grab the biggest, heaviest rock that you can find and throw it at the lions. Unfortunately, you miss and strike the other in the head.

NO SKILL: The lions momentarily stop to try to find you, but quickly return to their meal. The gruesome scene is forever burned into your memory, as you can't help but wonder what would have happened if you had never come along and tried to help. [DI/SI/ *Grief Stricken*]

WILDERNESS LORE: You manage to attract the attention of the lions in the process, but stay hidden so that they pass on. When they have moved enough distance away, you jump down and recover the unconscious form. When he comes to, he thanks you profusely for saving his life... but can't seem to remember where the bruise on his head came from... [DI/Quick Thinking]

1630

The other who you seek yells for your help. He is sinking into a pile of quicksand. He has enough sense not to struggle and make his demise quicker. You instinct is to help, but then notice that the other is one who has exploited you and others in the past. You tell the other that if he swears before Allah to return all the wealth that he has obtained dishonestly, you will rescue him; and that if he does not agree, you will push him under and take his wealth to redistribute yourself.

NO SKILL: The other's words sound bitter and false. He curses your name as you push him under. You try to find his wealth, but it seems he has taken most of it with him to his sandy grave. [SI/W+1 (Max: Rich)]

WISDOM: The other agrees quickly, but you don't believe him. You place your foot on his back, and push slightly. Panicked, he says again that he will make sure, swearing to Allah. You believe him this time, and pull him out. True to his word, with you keeping a watchful eye, he returns all that he has dishonestly taken. [DI/ *Respected*]

1631

Over the course of your adventures, you have been stymied time and again by magic. When you meet the other, you see an opportunity to advance your knowledge of the arts mystical. You prostrate yourself before the other. He bids you stand. "I have been presented with a riddle subtle and terrific, and I will suffer greatly if I cannot tease out the solution. 'Whom did Allah create from a mother but no father, and whom from a father but no mother?'"

NO SKILL: You hem and haw, but to no avail. As the words "I do not know" fall from your lips, the other gestures sadly, and you find yourself standing on a mountaintop, shivering in the cold and angry at yourself. [SI/Enduring Hardship]

PIETY: You laugh at the simple riddle. "The first is Isa the Prophet, born of a virgin mother and no father; the second is Hawwa, the mother of all men, born from the flesh of Adama, the father of all men." Delight fills the face of the other, and because you have solved his problem, he agrees to teach you what you seek. It is hard going, but you persevere. [DI/Magic/ *Determined*]

1632

As you offer your greetings to the other, he falls to his knees before you! The other tells of their own many hardships, including a curse cast

by a jealous competitor. The curse can only be lifted by a blessing from one born outdoors under a new moon in midwinter.

NO SKILL: You beg for the other not to come along because of his curse. Alas, it seems that even this brief amount of time with him has rubbed off on you. [S1/ *Fated*]

LUCK: How can it be, but that you, yourself, were so born? You bless the other, and their curse is lifted—and you are blessed in return! [S1/ *Blessed*]

1633

As you kneel before the other, he begs you for assistance in saving his family from a gang of ruthless bandits. You follow him into the wilderness to the bandit's lair. Once arriving at the spot, it becomes clear that the other is in league with the bandits, and there was no family at all. This was simply a lure to get you into an ambush, taking advantage of your generous nature. You strike out at the other to make him pay.

NO SKILL: Though you are quick to gain revenge on the one who tricked you, the other bandits quickly work to incapacitate and rob you. [D1/ W-1 (Min: Penniless)]

WEAPON USE: After taking out the one who tricked you, you proceed to use your dazzling sword skills to make short work of the amateur robbers. They flee from your skilled swordsmanship, and you recover some of the monies they have taken from previous victims. [D1/ W+1 (Max: Rich)]

1634

You come to a city that is exceedingly poor. Lined up on every street are throngs of beggars who want some of your coin. Up ahead you see a humble looking other conjuring bits of food for some beggars. However, there is no way they can feed this many people alone, and you offer to help.

NO SKILL: Before you can do anything, a crowd of beggars begin to gather around you. You feel parts of your clothing being torn away and you know that if you stay, you will suffer serious injury. Lashing out in defense, you are able to escape the crowd, into the arms of the other. The other pushes you behind them to keep you out of harm's way. Soon, order is restored, but you realize this is not a burden you should take on and that you should leave the city. [D1]

SCHOLARSHIP: While you do what you can, during a respite, you take the other aside and explain to them that by aiding the beggars in this way, they will never learn to better themselves. These people must try to help themselves, you tell the other, rather than rely solely on the kindness of others. The other agrees with you and together you leave the city. [D1/S1]

1635

You come to a city that is exceedingly poor. Lined up on every street are throngs of beggars who want some of your coin. You find your way through, but before you arrive at your destination, the other catches you up and humbly beseeches you for help in feeding and housing these unfortunate people here. It is a task even beyond their ability.

NO SKILL: While you might be able to give some coins, it will not alleviate the problems this city faces. [D1]

MAGIC: You lend your talents to the other and together you are able to create shelters in a short amount of time. With the aid of djinns and other bound spirits, together you turn the wastelands around the city into farmland, which the people are eager to work. It is a temporary relief, but one that will be appreciated by all. [D1/ *Blessed*]

MAGIC SADDLEBAGS: You donate your treasure to the other and the people rejoice as bountiful food is made available to all. The other rewards you with treasure and knowledge. [D2/ Magic/ Lose **Magic Saddlebags/ Book of Hidden Secrets**]

1636

You offer your services to a mighty wizard who is looking for help in his journeys. To celebrate, he throws a party in your honor. During the course of the evening, you can't help but notice that you've attracted the attentions of his daughter.

NO SKILL: You spend your evening with the wizard's daughter, but in the morning find that she wants nothing to do with you, and you are sent away from the retinue. You swear that one day you will find her again and make her yours. [D1/ *Love Struck*]

SEDUCTION: The evening is spent with the warrior's daughter, much to the wizard's chagrin. In order to escape his disapproval, you run off together. Though you have missed out on great adventures, you have found true love instead. [D2/ *Beloved*]

1637

"I have obtained a map to one of the greatest treasures ever known," says the other. "I seek anyone who possesses great skill and knowledge to accompany me. Who's with me?" You volunteer yourself.

NO SKILL: "You, my friend, are not quite ready for a journey of this kind. I sense great potential in you, however. I will teach you a few tricks before I depart on my journey." [Gain any one skill you do not possess]

ANY 6 SKILLS: You are able to demonstrate a wide birth of skills. You are welcomed on the journey. [Immediately move to the closest Place of Power—if two are equidistant, choose which one to enter—and have an immediate encounter]

1638

A sorcerer seeks test subjects for his experiments. There is promise of great reward, but it will mean risking your body to an untested spell.

You may either assist the sorcerer or not:

You ignore the offer. You part ways and never see him again [S1]

If you wish to assist the sorcerer, roll one die, adding one for Magic:

- 1: The sorcerer's spell transforms you into a strange creature. [W+2 (Max: Rich)/ *Beast Form*]
- 2: The sorcerer's spell causes an unusual and unwelcome change in you. [W+2 (Max: Rich)/ *Sex-Changed*]
- 3: The sorcerer's spell causes your legs to warp unnaturally. [W+2 (Max: Rich)/ *Crippled*]
- 4: The sorcerer's spell causes you to become quite beautiful. [W+2 (Max: Rich)/ Appearance]
- 5: The sorcerer's spell grants you the ability to endure great pain and travel long distances. [W+2 (Max: Rich)/ Enduring Hardship]
- 6: The sorcerer's spell has no effect, but you learn a few things about magic along the way. [W+2 (Max: Rich)/ Magic]

1639

The other lives by himself in a massive tower in the wilderness. You seek him out, hoping to offer him your services in exchange for aid in your

quest. He greets you at the front, and invites you into his wondrous den of strange artifacts. He states that he has divined great things for you, and would be glad to help... for a price.

NO SKILL: You have nothing to offer him, and so he places a curse upon you to force you to fulfill your destiny. [D1/Magic/*Under Geas*]

ANY TREASURE: As a collector of magical objects, he is happy to take your treasure in exchange for knowledge. [D1/Magic/Lose a **Treasure** of your choice]

1640

The other rules a prosperous city, and has been known to provide patronage to those who he deems worthy. You are invited to an extravagant dinner party so that he may meet you and judge to see if he should lend his support behind you. One of the other dinner guests mentions to you in secret that the other insists on all his guests to show proper behavior at all times. Even the slightest faux pas could ruin your chances for aid.

NO SKILL: You try your best to remain polite, but you simply lack the proper training to pass for the upper echelons of society. After a particularly embarrassing incident wherein you greeted someone with the wrong hand, you are ejected from the city. [D1/S1]

COURTLY GRACES: You show your best side at all times, and be sure to observe all proper traditions and remain polite. The ruler is so impressed that he gives you riches with which to hire who you need to continue your journey. [D1/W+2 (Max: Princely)]

1641

When the other comes to town, you know he would be of value to you on your journey, and you feel you could be of great service to him as well. So you approach him about joining you. He tells you that he will not even converse anyone who he considers weak. You must prove your might to him.

NO SKILL: You challenge him to a feat of strength.

Choose another player. You and that player roll one die, and you add one for Weapon Use:

> *If you roll higher.* You defeat the other and learn some of their secrets. [D2/Magic]
>
> *If the other player rolls higher, or you tie.* You are defeated. [S1/*Wounded*]

SEAMANSHIP: You dive into the sea and swim for several hours while pulling a boat using a rope you grasp in your teeth. When you emerge, the other agrees to join up with you. He teaches you all that he knows about the arcane arts. [D2/Magic]

1642

The other has been confined by a fellow sorcerer to a small bottle that you happen to find sitting on the shelf of a merchant's stall. Answering your kind words, he calls upon you to be his savior. The bottle is impossible to break, but if you but pray as fervently as you can in front of him, the force of your faith can free him from his prison.

NO SKILL: You throw yourself to the ground to pray, but the shopkeeper hears you and chases you off. When you return to the shop later, the bottle is gone. [S1]

PIETY: You call out for the other to go free, if it be Allah's will. The bottle glows and hums with a soft light as cracks and seams form, before shattering across the room. The other expands to normal size, and uses his power to destroy the shop where he has languished for so long. For freeing him, he offers to deliver you to anywhere you chose. [D1/Move to any city of your choice]

1643

The other cries out for your assistance. He has been placed under a strange curse for disturbing the wildlife here. He is slowly being turned into a tree, starting with his legs becoming rooted to the ground. You beseech whatever spirit has done this to the other to free him, for he did not know he had committed any offense.

NO SKILL: Your fervent cries for help do no good against the curse. As the other's body finishes the transformation, he makes you swear that you will tell his family what has happened. [S2/*Under Geas*]

WILDERNESS LORE: After you grovel for a long time, the other's situation becomes more pressing. The transformation nears completion, changing all he is into plant-life from the neck down. Seeing no choice, you dig up the roots and heft him up. You carry him as far from the cursed grove as possible. Reaching the edge of the forest, the change begins to undo itself. However, you feel a tightening in your arms: the curse has transformed itself to you! You continue to flee the area and halt your transformation as well. Though the curse does not progress, parts of your body are as gnarled as roots. [D2/*Crippled*]

1644

The other is chained to a pillar in the wilderness. His face lights up as you bend down before him. "My friend, I have been bound here by a foul geomancer. Will you help free me?"

NO SKILL: You try to undo the chains, but before you realize it, many hours have slipped away. The geomancer returns and finds you, and with but a word he hurls you in a well. [S1/*Imprisoned*]

ACTING AND DISGUISE: You and the other switch clothes and wait for the geomancer to return. When he does, you cry out that you have bound this innocent in your place, and that the geomancer cannot harm you while he is bound. The geomancer immediately intones a strange phrase and the chains holding the wizard grab you—freeing the true wizard instead. Caught by surprise, the geomancer quickly falls before the wizard's power. [D1/W+2 (Max: Rich)/Magic]

1645

You come across the other struggling to escape from twisting vines that move on their own. He cries out once before getting dragged back into the floral mass, out of sight.

NO SKILL: You blindly strike at the vines, hoping to cut him free. Each blow cuts away some plant matter, but you cannot find the other again. [S2]

WEAPON USE: You cut into the vines, skillfully slicing away the mass while taking care not to touch the trapped other. After a few seconds of this, you reach in and pull him out. He takes a huge breath and praises your bravery and skill. He was a simple gardener whose plants were cursed while tending to them. Were it not for your actions, he surely would have been swallowed by the foliage. Though he has no wealth to reward you, he teaches you all that he knows about the woods. [S1/Wilderness Lore]

1646

A convicted criminal sits inside a glowing metal cage, taunting you. Though at first you try to ignore him, you find yourself becoming angrier and angrier at the taunts. You brandish your weapon, which does nothing to silence him.

NO SKILL: You try to strike at him through the cage, but he merely moves aside and insults you again. After a few strikes, you accidentally hit the lock, releasing him. He thanks you, then gestures and disappears into the air. The townspeople are not happy that you freed an evil sorcerer. [S1/ *Scorned*/ *Pursued* (SOLDIER)]

ENDURING HARDSHIP: Thinking better of it, you put away your weapon and move on. [D1/S1]

1647

The other sits inside a circle of rocks, arranged into a strange pattern. He laughs at you as you approach. "Only the bravest can free me from my prison. If you should succeed in striking me down, you will be rewarded with great riches. If you enter here and do not defeat me, you will take my place forever."

NO SKILL: The scenario seems like an obvious trap, so you move on. [S1]

QUICK THINKING: You turn your back on the other, making as if you refuse the offer. Then you spin around and throw your sword into the other's heart while remaining outside the circle. The other screams and shrivels into nothing, the rocks changing into various precious gemstones. You collect them and move on your way. [D1/W+2 (Max: Princely)]

1648

You offer the other a role in your traveling retinue, promising wealth and fame. The other snorts. "What could you possibly offer me that I do not already possess?"

NO SKILL: You offer all that you can afford. The other is impressed that you would give up all that you can in order to continue your quest. He gestures and conjures a chest full of valuables to aid you on your journeys. [D2/S2/W+2 (Max: Princely)]

WEALTH: PRINCELY OR ANY TREASURE (mandatory): You offer a generous wage, but with a gesture, the other makes all of your wealth and possessions dance in the air towards him. You are left with nothing. [D2/S3/W-6 (Min: Penniless)/ Lose all **Treasures**]

1649

You attempt to hire the other as a personal valet. The other looks you up and down, laughs loudly, and says, "Very well, but my services do not come cheaply."

NO SKILL: Weeks later you find that you are taking every piece of your new valet's advice and acting on it without thinking. You have become a slave to the other's whim. [D1/ *Ensorcelled*]

BEGUILING: You are able to refuse the offer, but become hopelessly jealous of the other's power. [S1/ *Envious*]

1650

A magician of great power lives in a vine-encrusted cavern. Though most avoid the place lest they risk the other's wrath, you dare the attempt, for the assistance of such a one would be a great aid to you.

NO SKILL: As you make your way through the cavern entrance, the vines surrounding the opening come alive, grabbing you tightly around the neck until consciousness flees you. When you awaken, the landscape has changed dramatically: apparently you were brought to another land. You are glad to be alive. [S1/ Have another player move you two spaces in any direction]

WILDERNESS LORE: The vines around the cavern entrance seem familiar to you: you recognize their ability to grab unsuspecting victims. Luckily you also realize that by moving silently you can pass by them unmolested. Your entrance impresses the magician dwelling within. He doesn't join you, but he bestows upon you an amazing gift. [D2/S2/ **Treasure**]

1651

You come to the calling of the other, who is a close advisor to the Sultan of this land. You are set to capture an elusive beast terrorizing the city.

NO SKILL: You are as unsuccessful as everyone else in tracking down the beast—but you are praised for your efforts none the less. [D1]

WILDERNESS LORE: You set traps that blend into the natural surroundings, and after only a few days—success! The Sultan rewards you as promised. [D1/W+3 (Max: Rich)/ *Robe of Honor*]

1652

Your efforts are noble, but there is little you can offer to someone of the other's bearing and station. [S1]

1653

The other ranks highly in a council of magicians but is very shy when dealing with people. Knowing there is a celebration tonight at the council's meeting hall, you offer to join the other as a companion.

NO SKILL: When the night is over the other thanks you profusely and confers a gift upon you. [S1/W+1 (Max: Rich)]

ACTING AND DISGUISE: The night is made more merry when you start performing various parables and then showing your skills with various musical instruments to the delight of the guests. The other is so pleased that at the end of the night, you are showered with gifts. [D1/S2/W+2 (Max: Princely)/ **Copper Drum**]

APPEARANCE: The other is the envy of all present. But one guest eyes the both of you coldly and after a moment's distraction, you are abducted by this scoundrel and transported to his lair. [Have an immediate encounter with an Angry 'Efreet (Matrix M)]

1654

The other approaches you late one night, lamenting his lost love. You have little patience for someone so blessed complaining about his failures in love. You strike him out of frustration.

NO SKILL: Everyone around you is aghast at your temper. You know when the other recovers he'll want to get back at you. You run. [*Pursued*]

APPEARANCE: The other is taken aback momentarily, but then smiles. "I see you have been in my predicament, and you're right, eventually I will find the one. Let me buy you a drink." [D1]

1655

You are approached by the most beautiful person you have ever seen. He entreats you to join him on a journey back to his hometown. That night in the middle of the desert you find the other on top of you with yellow glowing eyes. His body changes to that of a giant snake as it constricts around you.

NO SKILL: You struggle to get away, and in desperation, bite into the snake's body. While it recovers, you slink away into the desert, away from the beautiful terror. [S2/ *Lost*/ *Wounded*]

WEAPON USE: You cut deep into the snake's leathery hide, causing it to let out a shriek and disappear into the dark sands. [D1/S1/ *Lost*]

1656

You are approached with an offer: a foul sorcerer's lair has been found, but no one is brave enough to try to bring the other to justice. You are not afraid, so you take the job. You sneak in. Suddenly, a light fills the room and you find yourself face to face with the most beautiful person you have ever seen—the sorcerer.

NO SKILL: You find yourself stumbling numbly, awestruck by the beauty. He takes the opportunity to slip away into the night. [S1/ *Love Struck*]

SEDUCTION (if of opposite gender): Your glib yet intriguing tongue convinces him to stay. The two of you cannot help but be entranced with one another, and you tell him of your travels. You decide to escape that night together. [D1/ *Beloved*/ *Outlaw*]

1657

The other desires to sell you a large, leather-bound, ancient tome of mysteries. The other will not allow you to open the book, but you are impressed by the embossed leather cover, cracked with age. You haggle half the day for a lower price and the other eventually accepts half of the original offer.

NO SKILL: You purchase the book and the other disappears down a dark alley. You realize; too late; that the book is no more than an old accounting book, disguised as something more. The pages are blank. [S1]

BARGAINING AND EVALUATION: You become suspicious about the other's willingness to significantly reduce the price. Examining the book more carefully, you realize that it is actually a fake. [S2]

1658

A traveling shop has come to town, bringing with it all manner of exotic delights and fetishes. All the people of the town begin to spend their money with wild abandon, giving little thought to whether they can afford it or not.

NO SKILL: You purchase a variety of fineries, haggling down all the prices. The bazaar packs up in the dark of the night, and when morning comes, you find all the "treasures" were dross and driftwood, enchanted to seem wondrous. You have been tricked into spending nearly all your money. [S1/W-2 (Min: Penniless)/ Bargaining and Evaluation]

SCHOLARSHIP: You have read about this strange bazaar, where the mystical merchants utterly destroy a town by taking all of its wealth. You have also read that what they sell is mere trash, but they have such skill that it all appears to be treasures. Though it is hard to resist purchasing anything, you manage to set the bazaar aflame, ending the spell. [D2/S2]

1659

A beggar approaches you and asks for a coin. You are tired of giving away your hard-earned wealth to beggars. You offer him a job with you for which you will pay him a fair wage.

NO SKILL: The beggar seems quite amused at your offer and turns you down. He sounds quite well-spoken for a beggar and moves on to the next person. [S1]

ACTING AND DISGUISE: You recognize the beggar as a wizard in disguise. You ask him what he is doing in such a strange ruse. He explains that he wanted to test the generosity of those in the kingdom. He is amused that you would come up with such an offer. He invites you to try the disguise with him. [S1/ Bargaining and Evaluation]

1660

As you kneel before the other, you sense ill omens hanging about him. You fear that they may encompass you as well, and beg the other for forgiveness and to be spared.

NO SKILL: The other knows that his fate is coming and is going to face it with dignity. After accompanying you for a while, he is killed in a freak accident. Though you do not share his fate, you soon feel that an ill wind is blowing your way. [D2/ *Accursed*]

PIETY: You pray for his fate to be changed, but preferably at a safe distance. Though you never see him again, you feel as though you have made a difference and spared him his fate. [D1/ *Blessed*]

1661

You recognize the other from stories as a worker of dark magics, one who has been declared anathema to all civilized men. You fall to flattering him.

NO SKILL: Before he can respond, something dark on the far horizon catches his attention. He turns and flees before saying a word. [S1]

STEALTH AND STEALING: Mumbling and distracted, the other moves on, never noticing that you have lifted his purse—which contains wondrous things. [S1/ **Treasure**]

1662

Too late you realize that the elixir you both just drank is poisoned. You beg the other for an antidote, but she claims there is enough for only one of you.

NO SKILL: It seems she wanted her life to end but finally decides against your joining her—she gives the antidote to you before she expires. [D1]

BEGUILING: Your lamentations move the other deeply and rather than have you share her fate, she gives you the antidote, thus sealing her own fate. [D1/S1]

1663

Men who claim to work for the Vizier seek your assistance. In the deepest cellar of the Sultan's palace, they have found a fierce marid bound for centuries in a bottle of wine, and they have an elaborate plot to bring the marid out to them where they can command it as a drover does his flock. They need you to enter the palace disguised as a servant to retrieve the bottle—none will notice you. You agree to aid their plan to free the other.

NO SKILL: You attempt to infiltrate the palace, but are quickly found out. You try to save yourself by telling the guards that you were trying to save the Sultan's life from the evil wizards. They are rounded up and summarily beheaded. Because of your confession you are simply placed in jail—in a deep cellar under the palace. [*Imprisoned*]

ACTING AND DISGUISE, BEGUILING: You are able to infiltrate the Sultan's palace with no difficulty, your humble disguise and servile bearing deflecting all notice. You make haste to the hiding-place of the enchanted bottle. Within, the marid bubbles and burns like a wildfire and you realize that no man can be trusted with such a power. Then and there you open the bottle, crying out all the names of the Most High

as you declare to the evil spirit that it is free to return to its own lands but only if it never again ventures into the world of man. The marid snarls and sputters in rage beyond words, but bound by your command it fades from your sight like a sour dream. You leave the palace and then flee the town. [Magic/ *Pursued* (MAGIAN)/ Move one space in any direction]

1664

After many days lost in the wilderness, you are sorely relieved to come to a small town built around a lovely and ever-flowing spring. The people, however, are rude to the point of insult and fear haunts their every step. Comes the time for the noon prayer and you turn to the spire of the mosque, only to discover the cause of the townspeople's terror: a stream of fire arises from the tower and resolves into a vile demon! Seeing you, the evil one laughs and shouts, "Ah! Another one who still pays worship to the so-called God of Gods! Become my servant! Bow before me!"

NO SKILL: Quaking before the power of the evil one, you feel all choice leaving you. You offer your life and soul to the monster to do with as it will. [Lose Piety/ Magic/ *Ensorcelled*]

PIETY, PROTECTIVE TALISMAN: You fling out your left hand in contempt to the tempter. Raising your eyes to the sky, you cry out the Shahada and the Sura Al-Fatiha as proof of your faith and never do you quaver. The marid recoils as if stung by lightning, and says, "None before you has ever stood true to his creed! Truly, you have shown me that the Most High can conquer even the fear of death. I shower you with thanks for this lesson!" So saying, the monster frees the town from its spell and departs to contemplate your deeds. The townspeople in turn shower you with thanks for your assistance in freeing them from this monster. [D2/SI/W+1 (Max: Rich)/ *Robe of Honor*]

1665

In the distance, you see the high walls of an unfamiliar city. Approaching closer, you discover an army of monsters investing the town, denying passage to all to starve out the people within. You are seized by the army and brought before their commander, the most fearsome and dreadful djinn you could ever conceive, who demands to know why you should not be immediately given over to the cooking pits. Stammering, you say that where their force and bluster have failed to break the defenses of the city, you could succeed with finesse.

NO SKILL: After nightfall, you are clad in black and brought to the walls. One of the lesser djinn, who has arms as great as cedars, flings you over. You feel bones in your ankle break. But the guards are too busy watching the armies camped outside to notice you. Hobbling, you open the gates from the inside before any can stop you. Within seconds, the marid's army overruns the helpless city. As a reward, you are allowed to live with the horror you have wrought. [D-1/SI/ *Wounded/ Grief Stricken*]

WILDERNESS LORE: The town is fed by a river, which the sieging army is using as a latrine. You order a dozen of the strongest demons to divert the river from its channel to flow against the walls. As the earth supporting the walls quickly turns to mud, you order half a hundred forward to dig out the foundations. As the walls collapse you seize the opportunity to flee back the way you came with some of the baggage of the demon army. [D-1/S2/W+1 (Max: Rich)]

1666

The other is quite old and feeble—time ravages even the people of the Dusky Land. He is in sorrow because his human spouse has vanished. The other quizzes you about the habits of humanity, still a puzzle even after all these years among our kind.

NO SKILL: You answer all of the other's strange questions as best you can. In the end, the other's attention drifts elsewhere and you are alone again. Though you have lost some time on your journey, you are happy to have given some small comfort to such a one. [DI/SI]

BARGAINING AND EVALUATION: You agree to answer all the questions about humanity if the other will answer your question about the djinn. Gladly you spend many hours deep in conversation, and eventually something you say gives the other the key to finding the wayward spouse. The other vanishes, but not before saying a blessing on your behalf. [Magic/ *Blessed*]

1667

In a strange village, you are surprised to find one of the djinn sobbing on a street corner! The other explains that a human had bound him into service with a terrible spell, forcing him against his nature to perform deeds of great cruelty. You swear to break the spell.

NO SKILL: You hasten to find the evil-hearted sorcerer and berate him for forcing such a noble spirit into bondage. The wizard smiles and says, "I will gladly trade that one's freedom for yours!" Before you can respond, you find yourself bound. [DI/SI/ *Enslaved*]

COURTLY GRACES: You find the wizard, a minor prince of this land, and invite him to dine. Over a fine meal, you bring him to mind of how ignoble it is to oppress the less fortunate and how the mercy of the Most High extends even to the people of the fire. Ashamed, the other immediately releases his prisoner. [D2/SI]

1668

To repay a debt to one who freed him from a curse, the other is preparing a great feast for all those of this land who cannot afford to feed themselves. You offer your services to help.

NO SKILL: You spend many a long and demanding hour, guiding the other's efforts to assure that the needs of all are met. The smiling faces of the people fill your heart with glee, and you know that nothing will deter you from your journey from now on as long as you have this memory. [DI/ *Determined*]

MAGIC: Adding your arcane skills to those of the other, all goes much smoother and faster: yet it is nothing compared to the thanks you receive by feeding the hungry. [D2/S2]

1669

Through an amazing set of circumstances, the other has become quite attached to you, but unfortunately, is quite the ugliest creature in this or any world. After spending some effort to spurn his advances, you become fed up and lash out. You tell him to never return, or else you will be forced to take more dramatic measures.

NO SKILL, PROTECTIVE TALISMAN (mandatory): He sulks away, distraught. [SI]

APPEARANCE: The other swears that the only way to be free of the memory of your lovely form is to take it from you! A few words from the djinn and you stand before your own mirror image—and the other stands before his own! You scuttle away in fear. [*Beast Form*]

1670

You overhear two lovers talking hurriedly. They are clearly panicked and out of breath, having run as far as they could to be away from a jealous 'efreet who kept the younger of the two as a slave of love. As they debate where to go next, the very djinn appears before them!

NO SKILL: You scream in surprise and rush forward unthinking, drawing a blade. The djinn looks you over with bored contempt and dismisses you with a wave of the left hand. As blackness fills your mind, the djinn takes back his lover and flies away, leaving you and the heartbroken suitor otherwise unharmed. [SI / *Ensorcelled*]

PIETY, MAGIC, PROTECTIVE TALISMAN: You command the djinn to leave the couple alone, for the Most High has dictated that man and woman should join together with their own kind. The djinn is taken aback by the force of your words and eventually sees the sense of what you say and departs. The young couple tell all they meet of your bravery. [DI / *Respected*]

1671

You are approached by someone quite attractive, who unbidden, takes your arm and strolls aside you, speaking words of undying love. Before you can even speak, a mighty djinn appears before you and accuses you of having stolen his lover. "Arm yourself and prepare to die!" the other cries.

NO SKILL: Your head swimming, you draw a blade and take a stance. The djinn laughs at the sight of you, clearly outmatched, and has mercy—merely breaking your arm rather than your spine—before departing with his reluctant human prize. [DI / SI / *Wounded*]

QUICK THINKING, PROTECTIVE TALISMAN: Instead of drawing your blade, you pull the beautiful human close and smother her with kisses. The djinn grows wroth, but you say, "Never does the path of true love waver, even unto death! This is my beloved, and you cannot take her from me!" The djinn is amazed by your bravery and swears to leave you to your true heart. [DI / S2 / *Beloved*]

1672

Twisting sand storms conceal your path through the desert, and you become lost. Thirsty and sunburnt, you crawl over a dune and tumble into a lush oasis, filled with greenery, the air drenched with moisture. You hurry to the nearest stream and gulp down as much water as you can. You awaken a djinn sleeping in the water, and the other rears up, irate for his home being defiled. You offer him praises and gold as penance.

NO SKILL: The djinn cares not for your praises, and casts you out into the desert again. When you look around back, the oasis is nowhere to be seen. [SI / *Lost*]

WILDERNESS LORE, PROTECTIVE TALISMAN, SPARKLING SPEAR: The djinn is not amused, but allows you to slake your thirst before leaving his home. You wisely take as much water as you can before setting back off into the desert. [SI / W-1 (Min: Rich)]

1673

You hear cries and rush toward them. A crowd has gathered to where a fearsome djinn stands atop the great building, raving nonsense. The monster holds in each great hand a human child and roars with pleasure at their screams.

NO SKILL: You cry out an offer of jewels and riches to the monster if it will simply let the children go. Amused by your choice of words, the beast lets them go—to fall to their deaths. [*Grief Stricken*]

INSANE (mandatory), **WISDOM:** You cry out in the same kind of nonsense that the monster speaks and catch its attention. You climb up to the rooftop, and offer the djinn worthless junk in exchange for the children. He agrees and places the children safely beside you as you toss the trinkets into the air. With a flash of fire, the djinn is gone, and you are hailed as a hero. [*Robe of Honor*]

1674

The other has, for reasons known only to himself, hurled you into a deep well. He cackles from the top, insisting that he will finally have his revenge on you. You do not recognize him at all and think that he has you confused with someone else. You plead for your escape and offer everything you have if he'll just let you go.

NO SKILL: "You won't get off that easily!" he cries. He leaves you in the pit. It is several days before someone comes to your rescue, and you fall quite ill. [DI / *Diseased*]

BARGAINING AND EVALUATION, PROTECTIVE TALISMAN, SPARKLING SPEAR: You reiterate that you are not the one that he seeks, but if he lets you go, you'll help him find the one he is looking for and assist in his revenge. After considering the matter, the other gestures and you stand on firm ground again. Now to your task... [D2 / Enduring Hardship / *Under Geas*]

1675

In a strange corner of a strange town, you are amazed to discover one dressed in princely robes standing by a well. By his fire-red skin and clawed hands, you can plainly tell that he is not mortal, but one of the djinn! Seeing kindness in your face, he confesses to you that he has lost his memories of who and what and where he is. Can you assist him?

NO SKILL: You tell the other that he is clearly a djinn and that his kingdom is far away. Perhaps, you suggest, he could find a wizard who could guide him further. The other thanks you with a small gift. [DI / W+1 (Max: Rich)]

SCHOLARSHIP, MAGIC: You waste no time but immediately begin to tell the djinn all you know of the people of the smokeless fire. With each sentence, you can see recognition pass before the other's eyes until, finally, with a roar of delight, the djinn bursts into a spear of fire and ascends into the sky. You see now the way to follow to his homeland. [DI / SI / Magic / Opportunity to enter the Dusky Land]

1676

The other tells you that he is heading to an important party, filled with other nobles of his race. While the nobles share stories of adventure in their kingdoms, he never has anything to add. Perhaps you could tell him some of the secrets of the ways of the people of clay, that he might share them?

NO SKILL: While you don't have much in the way of stories to share, you are able to give him a few jokes to tell. [SI]

STORYTELLING: Feeling sorry for him, you tell him a few of your most exciting stories, and encourage him to memorize your delivery so as to impress the other party-goers. The other is so grateful that he teaches you about the ways of the people of the smokeless fire. [SI / Magic]

1677

A prince of the djinn walks among humans on important business of state. He seeks to capture a band of wicked djinn who are preying on mankind.

NO SKILL: Though you volunteer, you are not much help against the marids, and the prince is distracted by the need to repeatedly save your life. Afterwards, he thanks you and gives you a small reward, but it is clear that he is not impressed with you. [SI / W+1 (Max: Respectable)]

WEAPON SKILL: You volunteer your skill with the blade, and teach him many lessons not just of arms but of strategy and tactics. With your teachings filling his ears, he sees how to turn the monsters against each

other and conquer them one by one. As he goes off, he gives you a great reward. [D2/**Treasure**]

1678

As you wander the streets, you meet a great prince of the djinn who wanders to and fro across the face of the earth, wishing to know more about the hearts of mankind. As he asks you many questions about your life, you spy behind him a man clad in long robes who chants under his breath.

NO SKILL: You fumble for a warning, but are too late to stop the wizard from casting a magical net over the djinn. The noble, thinking you were part of the ambush, proclaims a terrible curse on you. [D1/*Accursed*]

QUICK THINKING, PROTECTIVE TALISMAN: You call out a warning to the prince, who turns and with a simple gesture reduces the would-be wizard to a pile of ash. "That tells me more than I wished to know about the children of Adam, alas." So saying, the prince departs with a kind word... [D1/*Blessed*]

1679

You see a traveling show that advertises as its main attraction a terrifying monster. Snooping around, you discover that the "monster" is nothing less than a mighty djinn, held captive by many strange emblems and powerful names carved on its cage. The pain evident in the djinn's face moves you to tears and you swear to free it.

NO SKILL: You sneak over to the cage, but are discovered. The players beat you mercilessly, but just as you lose consciousness, you break the boards on one side of the cage. When you come to, battered and bruised, the djinn is gone, as are all the players, and you have no idea where you are. [D1/S2/*Wounded*]

ENDURING HARDSHIP, WEAPON USE: You charge the cage and fend the handlers off long enough for the djinn to break its bonds. You gain a lesson in the powers of the djinn as you watch it make short work of its former captors. [D1/S1/Magic]

1680

In the wilderness, you come to the edge of a crater. Within, you see a djinn in the form of a bolt of lightning that has crashed to earth and become trapped. Writhing, it speaks in the booming voice of thunder its wish to return home to the skies, for it has fallen to earth before its time.

NO SKILL: You try grabbing it by the tail and hurling it into the sky, but in its struggles to escape instead of flowing up, it courses down through your body. You collapse to the ground, convulsing. [S2/*Crippled*]

SCHOLARSHIP, PROTECTIVE TALISMAN: You wait for a new storm to brew, and, taking up a metal pole while wielding thick leather gloves, you fling it back into the sky. As it travels upwards, it thanks you and says that one day it will strike near you in the moment you need it most. [S2/Choice of Luck or Quick Thinking]

1681

As you cross a stretch of empty desert, you come across a marvelous and horrid sight: a djinn bound in chains to the side of a cliff, a trickle of fresh water dripping across his forehead. Each drip sears his flesh like a brand but the demon does not cry out. Your own water skins are nearly empty. You ask the captive how it will reward you if you free it. The other says, "You can have all this water and more if you merely break these chains."

NO SKILL: That is too little, for you can freely gather water from the pool at the monster's bound feet. You fill your skins and ride off. Only later do you discover that the water was tainted by the other's magic. [D1/*Sex-Changed*]

STORYTELLING: Knowing the fate of those who bargain with devils, you reconsider. If the waters bring harm to such a creature, they must be blessed. You drink deeply of the water at the source and feel all your cares slip away. [D1/S1/Lose any status of your choice]

1682

The other hangs bound from pillars in a ruined temple to an ancient, false god. Clearly, whatever cruel master has done this wanted the other to suffer. He struggles upon seeing you, gesturing wildly to set him free. You say that you will cut him down, but he must reward you. The other nods his head in agreement.

NO SKILL: You cut the chains holding him. As the shackles fall a thousand voices call out from all around, "Who was bound here, was accursed for great crimes. Now you have taken the curse upon yourself!" [D-1/S1/*Accursed*]

BARGAINING AND EVALUATION: You realize from the other's silence that here are chains invisible as well as visible. Such a great power is not to be tampered with. You turn your attention away from the creature and discover scattered around the ruins of the temple several large gems. Far better this reward than to meddle in forces beyond your ken. [D1/W+2 (Max: Rich)/Wisdom]

1683

Far from the eyes of civilization, you hear of a wealthy man who stages horrifying shows for the public's amusement. You arrive in the secret location to find a djinn trapped in a magical circle and an audience throwing dung and eggs at it, each missile calling forth a bellow of rage. You cannot let this monstrosity stand, so you declare that if the djinn is freed from its torment, you will stand an hour in its place. The crowd, already bored of their entertainment, call for you to enter the circle.

NO SKILL: As soon as you enter the circle, you flee out the other side. The crowd chases you, hurling rocks and knives, many of which gash you horribly. But you soon evade your pursuers. [D1/S1/*Wounded*]

ENDURING HARDSHIP: You stand in the circle, ducking the worst of the missiles, letting no word escape your lips as the crowd taunts you. After the promised hour, you are released. [D2/*Determined*]

1684

You come across a scholar and the other deep in debate. They dispute whether Allah has one name, infinitely many, or whether such a question can even be answered within the bounds of the world. "Learned sages," you interrupt, "I have wisdom even you lack." They pause. You launch into a torrent of parlor tricks (starting with the ever popular "there's a coin behind your ear!") and simple jokes.

NO SKILL: You are met only by deep silence. The sages are not amused by your antics and go back to their debate. [S1]

ACTING AND DISGUISE: They are mightily amused by your show and invite you back to entertain for a greater crowd later. [S1/W+1 (Max: Respectable)]

1685

The other walks ahead of you through town and you follow, waiting to ensnare him in your schemes. The night sky is obscured by clouds,

and you suddenly realize you are lost amongst the dunes. Words and fragments of sentences come to you as if shouted from across a great distance—the true names of angels and the false names, pieces of alchemical formulas and mathematical proofs. You race after them, certain they will bring you to the other.

NO SKILL: You are deeply frustrated by the little bits you can hear. If only you could find their source—but dawn comes and find you no closer to wisdom, or to lands you know. [S1/*Lost*]

WILDERNESS LORE: You know that sounds carry strangely in the desert. Closing your eyes, you let your ears be your sole guide. Eventually, you come to the wizard, deep in conversation with a looming djinn. You drink deeply of their knowledge without them ever knowing of it. [S1/Magic]

1686

On a street corner, one great in learning stands and begs passer-bys for the truth. You offer him a riddle about truth: "There stand before you two djinn. One always tells the truth, and the other always lies. You have need of them to answer a question, but you can only ask them each one question, so you will need to figure out which one is which on the first question. What should you ask?"

NO SKILL: The other is baffled. He asks you what the answer is, and you reply that you do not know either, that's why you asked him. The crowd around you laughs and you go on your way. [S1]

WISDOM: The philosopher does not know the answer. "You should ask one what the other will say and realize that whatever answer you receive will be the opposite of the truth." The other is delighted by this riddle and talks with you long into the night. [S1/Scholarship]

1687

The other cackles at your offer. "You would intend to aid me? You are an insignificant grain of sand. What could you possibly offer me?"

NO SKILL: Try as you might, you can find nothing the other wants. In return for your presumption, the other curses you in a thousand tongues too harsh to hear. [D1/*Accursed*]

STORYTELLING: You have nothing to offer the other except all the stories that you have heard throughout your adventures. While the other is quite powerful, he often is bored, and forces you into his service to entertain him. [D2/*Enslaved*]

PROTECTIVE TALISMAN (mandatory): You can think of nothing that you might have that the other might want. Scowling, the other vanishes with a snap of his fingers. You feel the leaden tablet in your pocket smolder briefly, then cools. From what ill fate has it protected you this time? [D1]

1688

You come across a lost camel, which seems to have wandered far from its owner. It is very well groomed and finely equipped; you realize its owner must be quite wealthy. You mount it and begin to ride. Before even a minute has passed, a djinn appears before you. "Foolish mortal! Why have you stolen my camel?"

NO SKILL: You stammer an apology. You try say that you were planning on returning the camel to its owner, but you trip over your own words so badly that the djinn will hear none of it. He gestures, and suddenly you are far away. [S1/*Lost*/Have another player move you four spaces in any direction]

COURTLY GRACES, PROTECTIVE TALISMAN: Without pausing even a heartbeat, you dismount and kneel before the towering form. "Your most humble servant am I. I found your camel wandering, lost and wild in the world. I rode it to bring it back to you before it could fall into harm." The other ponders your words and then laughs. "I cannot tell if you are saying truth or lies, but your bravery does you great honor. Take the camel with my blessing." [S2/W+2 (Max: Rich)/Stealth and Stealing]

1689

The sea itself seems to be upset, churning and rising to abnormal levels. As you try to discern the patterns in the currents, a great djinn bursts out of the water before you, bellowing in rage. It wrestles with a dendan as vast as an entire island!

NO SKILL: You can see that the djinn is losing, and you order the sailors to fire flaming arrows into the monster. But the mighty struggle kicks up great waves which swamp your boat and send you overboard. You cast up on a far away island. [S2/Have another player move you to any island space]

SEAMANSHIP: Without hesitation, you cry out in your loudest voice. The lore of the sea has served you well—the very instant that the dendan hears your cry, it perishes. The djinn laughs in triumph and skates away across the ocean. You quickly set to rendering the body of the fallen monster. [D1/S1/W+2 (Max: Rich)/**Dendan Oil**]

1690

The other radiates power and might. You think your only chance is to seize the initiative and run him through before he can react.

NO SKILL: You draw your weapon and run at the other, hacking wildly at his gigantic form. A few seconds of attacking madly you realize that the other is not affected in the least by your strikes, and is simply waiting patiently for you to stop. You look up into his face, and he crushes you beneath his mighty foot before continuing on. [S2/*Wounded*]

QUICK THINKING: You charge the other! Though he towers above you, you run between his legs, call the blessings of Allah, and slash out while not ceasing to run. Behind you, you hear a cry of pain and a large "thud" of something collapsing to the ground. You do not, however, take the opportunity to look back. You keep on running and hope for the best. [S3]

PROTECTIVE TALISMAN, SPARKLING SPEAR: The magics you command are great, great enough to protect you from the worst of the foul marid's curses. Still, when you realize the might of the other, you find it the better part of valor to retreat rather than test the very limits of your magic. [S1]

1691

You have come face to face with an enormous foe who commands demonic magics and terrible strength. You have no chance to defeat him but cling instead to the hope that one good strike will disorient him enough so that you can make your escape. You aim low with your blow and pray for the best.

NO SKILL: You strike at the other, but it is but a scratch to him. He takes great delight in taking his time toying with you, eventually leaving you for dead. [S1/Enduring Hardship/*Crippled*]

LUCK, PROTECTIVE TALISMAN: You manage to strike the one spot in the marid's leg that makes it double over in pain, and you take the opportunity to run right on by. In the distance, the creature bellows your name, and you know it will return one day. [D3/*Pursued*]

SPARKLING SPEAR: You strike with the Sparkling Spear and, to your amazement, the creature withers in an instant to dust! Truly, the power of this item is great indeed! [D1/S1]

1692

A dread, three-headed, dozen-armed djinn stands before you. It is legendary, spoke of only in hushed tones as an unbeatable monster that has slain many men in their quest for glory.

NO SKILL: You prepare for battle, and engage the creature. It lashes out at you with a flurry of swords like strikes of lightning. You manage to deflect many of its attacks, but you cannot even manage a single counter-stroke. As you despair of surviving, your opponent trips on its own legs and you flee without a thought. You consider yourself fortunate to escape in a single piece. [S2/*Wounded*]

MAGIC: You see that conventional skill of arms will fail against the creature. You opt for a less subtle approach, conjuring a mighty wind to carry the demon off into the distance. You grab its treasure and flee before it returns. [D2/S2/**Treasure**]

PROTECTIVE TALISMAN, SPARKLING SPEAR: The fury of the creature is great, but the power of the ancient magic that you command is greater still! After an epic battle, you finally emerge triumphant! [D3/S1/**Treasure**]

1693

The other is amused by your efforts to misdirect him. "You have entertained me, mortal, but only briefly. What will you do next?"

NO SKILL: Other than the tricks you've already displayed, you have little else to entertain him with. You try a dance you learned as a small child, but he is not amused. Your brief diversion has spared your life, but he places a curse on you for your impudence. [D2/*Ensorcelled*]

STORYTELLING, PROTECTIVE TALISMAN: You have no more tricks to distract him, but you do have a number of stories to tell. You and the other fall to an evening of tales. He is enraptured for several hours before letting you go on your way. [D2]

1694

You have, through no fault of your own, attracted the attention of one of the mightiest of the djinn. Desperate to curry favor, you begin to spin an elaborate (and completely false) story of your quest to obtain enough wealth to pay for the dowry of your beloved, fair as moonlight and completely out of your reach.

NO SKILL: The other laughs at your tale of hardship. "If you are so vexed by your unfulfilled desire for the one you describe," says the other, "I shall remove the problem for you!" [S2/*Sex–Changed*]

APPEARANCE, PROTECTIVE TALISMAN: An odd smile flickers across the other's face. "I can grant you the dowry," says the other, "but you might find it hard to return to your beloved!" So saying, the other allows you a brief entry into the world beyond the world, whence you return with your arms full of gold and your memory filled with strange and unwelcome sights. [S2/W+3 (Max: Princely)/*Insane*]

1695

Following a map you obtained from a sorcerer, you have come by strange byways to the very palace of the Sultan of the Djinn! The other has everything anyone could ever want—wealth and power beyond mortal imagination. Though you are received with grace, you are not content, and you try to deceive those here into allowing you to take what you can carry. In your greed, you show that you are no more than a gnat to the other, and you are cast back whence you came

NO SKILL: Thoughts of what you had and let slip away consume your every moment. [D1/S1/*Envious*]

WISDOM: You realize that you were a fool; rather than chase after all that your hungers can encompass, far better to possess only the things you truly need. [D2/Piety]

1696

While you are exploring the veldt, you encounter an intrepid band of hunters. After breaking bread and sharing salt, you learn that they are seeking the mysterious elephant, and you convince them to allow you to join their group for a small fee.

NO SKILL: Though you are not a knowledgeable hunter, your keen senses prove valuable to the hunters when you are the first to spot their quarry. They agree to let you travel with them for a time. [D1/W+1 (Max: Respectable)/Wilderness Lore]

STORYTELLING: During the hunt, you entertain the band of hunters with tales of the mysterious Elephant's Graveyard. After a week, you finally see your elephant: an aged and wrinkled bull. The leader of the band decides to follow it to see if your tales are true.

Roll two dice:

- 2–9: If there is an Elephant's Graveyard, this bull didn't live long enough to find it. But at least you can retrieve the ivory without danger. [S1/W+1 (Max: Rich)]
- 10+ Following at a safe distance, you watch the sickly old bull stumble and fall over a cliff. Approaching the lip, you realize it is the Elephant's Graveyard! [Go to paragraph 1193]

1697

You are assisting a friend who is hiring helpers for an elephant hunt when, among the worker, you spy an old rival—one who stole the heart of your beloved. You swore you would get your revenge. You curtail your haggling over his wages before he can recognize you and set him up as the leader of the expedition.

NO SKILL: When the band attempts to capture the elephant, you get your revenge. Hunting elephants is dangerous, and no one would suspect that you pushed him on purpose... Now if only your guilt could be so easily discarded. [D-1]

ACTING AND DISGUISE: You send off the hunters and then don the most magnificent robes you own, and fashion a high turban with a magnificent fake gem. Satisfied that you look officious, you wait for your rival to return from the field. Presenting yourself as a Vizier of the local Sultan, you accuse him in the public square of poaching! To your delight, the local magistrate believes you, and your foe is imprisoned. You are rewarded with half the ivory he has "stolen." [D1/S1/W+1 (Max: Rich)/Beguiling]

1698

Having decided to try your fortune by hunting, you hire a band of sturdy-looking natives and head into the wilderness. The blessings of the Most High are with you, and after a few days you encounter a young elephant, just old enough to sport a fine pair of small tusks. Calculating quickly, you realize it would be a more valuable prize if captured alive than dead.

NO SKILL: You try to lure the magnificent creature into a hastily built cage, but it proves too strong and canny. Panicked, the elephant lashes out, smashing the wooden beams to bits before tossing your men about and fleeing into the night. Your favorite among the men was terribly wounded, and with heavy heart you are forced to end his noble life. [D-1/S1/*Grief Stricken*]

LUCK: One of the natives has experience with capturing elephants, and he shows you how to construct a complex hobble. You distract the animal, and at great risk to himself, the wise native dashes in and secures the creature's legs. You present your prize as a gift to the local Sultan, who is most delighted and impressed by your skill and generosity. [DI/SI/*Robe of Honor*]

1699

Following a rumor of a "Kingdom of Ivory," you enter the trackless savannah. You discover a village, with walls made from the tusks of elephants. What wealth the denizens must have!

NO SKILL: As soon as you approach the ivory-ringed village, you are seized by mighty warriors. You discover they are brutal infidels! As they prepare to sacrifice you to the elephant kept in the center of the village, an escape plan hatches in your mind. Slipping your bonds, you yank the elephant's rope free from a surprised cannibal and climb atop the beast. The elephant is so surprised by your sudden move, she tears free from her captors. Guiding her by the rope, you ride to freedom. [DI/SI/Luck]

STEALTH AND STEALING: Acting on some vague instinct, you decide not to approach the village openly, but instead, creep through the high grass. Thank Allah for the warning! You discover that the villagers practice human sacrifice and surely would have killed you! You quickly grab some loose shards of ivory and make your escape before you are noticed. [SI/W+1 (Max: Rich)/Quick Thinking]

1700

For the last two days you have been tracking this elephant, a magnificent bull with some of the finest tusks you have ever seen. You follow it to the edge of a mist-enshrouded forest. You are about to plunge into the shadowy undergrowth when your native guide stops you. "No, master, it is forbidden!"

NO SKILL: Shrugging off the simple superstitions of the savage, you seize your spear and disappear into the trees. You remember seeing great moving shapes in the darkness. You remember following the elephant to the edge of a great tumbled ruin. You even remember scaling the steps to what you believe was an ancient temple or shrine. Somehow you are glad that you cannot remember entering the ruin, or how you escaped the forest, your clothes torn and weapons lost. [SI/*Insane*]

SCHOLARSHIP: Heeding your guide's advice, you search the edge of the forest and discover a long abandoned marker stone. Cleaning off the encroaching vines, you realize that it shows the way to a long-lost place of untold riches! [DI/SI/Opportunity to enter the Valley of Diamonds]

1701

As you pass through this town, you are amazed to find a traveling show from deepest India! You hasten yourself to enter the largest of the tents and discover therein a pair of elephants trained to the harness like horses! To see those great creatures serving as the docile mount of a wrinkled old man, now that was something you never expected!

NO SKILL: The aged magician commands the elephant to kneel and carefully dismounts with the assistance of the animal's trunk. Approaching your camp, he accepts your offer of hot food and wine. He tells you the marvelous tale of how he came to befriend the brute and offers to teach you all the secrets of raising and caring for such animals. [S2/Scholarship]

MAGIC (mandatory): Surely this is a mighty magician, come to do you harm! Before he can open his mouth to speak, you let loose with your most powerful spells and charms. When the smoke clears, both man and elephant have vanished. You certainly have an interesting tale to tell! [SI]

COURTLY GRACES: You recognize the man as a wise and learned shaykh, and bowing before him you press your forehead to the ground in respect. He gingerly dismounts from the elephant and orders you to rise. Taking a seat by your fire, he enjoys your hospitality and tells you his tale. Recognizing the nobility within you, he explains that he is near the end of his life and has sought a worthy soul to entrust with his most precious possession. [DI/SI/**Copper Drum**]

1702

Having heard legends of the regal elephant, you head into the savannah in search of one. After many days of wandering, you spot one near some tall grass. Not wanting to disturb the creature, you hide in the waving blades of grass to watch as it bathes. You are alarmed to see a band of natives approaching the beast with spears and arrows.

NO SKILL: You leap up and let out a shout of warning. The magnificent elephant looks at you and finally notices the hunters. Bellowing, it charges, scattering the poachers. The noble animal looks at you with intelligent eyes that seem to thank you for your generosity. He kneels before you, allowing you to caress his forehead. [DI/SI/*Blessed*]

BARGAINING AND EVALUATION: Knowing the value of ivory, you decide to join the hunters uninvited. Angry for your intrusion at first, the primitives are impressed by your bravery and your fancy steel weapons. They offer you the finest parts of the carcass and your choice of its magnificent tusks. [DI/W+1 (Max: Princely)/Weapon Use]

1703

After hiding in your shelter from three days of terrible rains, you delighted to see the sun again. After saying a short prayer of thanks to the Lord of All Sunrises, you pack up your belongings and continue your journey. Just a few miles away, however, you discover a young elephant trapped in a deep mud hole, struggling to escape.

NO SKILL: You quickly realize that if you wait long enough, the unfortunate creature will succumb and you can harvest its tusks for their ivory without danger. You sit down to wait, and doze off. A loud trumpeting wakes you later: the elephant's mother has come to rescue it! Hastily you flee from the angry beast. Thus Allah rewards the selfish, you realize! [D-1/SI/Piety]

ENDURING HARDSHIP: "All of Allah's creatures are deserving of mercy," you say to yourself and seek some method to aid the elephant. Nearby you find a dead tree that looks sturdy. Taking out your axe, you cut enough of the tree to drop the trunk towards the mud hole. With the tree to aid him, the small elephant pulls free from the mire, salutes you, and makes to rejoin his herd. [DI/*Determined*]

1704

You can hear the tumult before you even enter the village. A "tamed" elephant has gone berserk and is on a rampage.

NO SKILL: Grabbing a firebrand, you set a wagon full of hay aflame. With the help of a couple of burly men, you push the cart of fire towards the elephant. Afraid of the burning cart, the elephant turns to flee out into the plain, posing no more threat to the villagers. [DI/Quick Thinking]

WEAPON USE: Grabbing up a long spear, you charge after the panicked animal. But what use is a wooden stick against two tons of elephant? First your weapon, then you, are hurled through the air with casual ease by the mighty beast. [SI/Wisdom/*Wounded*]

APPEARANCE: With your princely bearing and commanding features, you rally the villagers to deal with the dangerous animal. With a combination of ropes and spears, you trap the creature and the grateful

owner is able to calm it down. You are then generously rewarded. [DI/SI/W+1 (Max: Rich)]

1705

What you first believed to be two ships lashed together is actually a ship that has somehow discovered the floating remains of a dendan. You hail the other ship, and their captain offers to sell you a small supply of the precious oil.

NO SKILL: Once the two ships part ways, you realize that you have been taken by a charlatan! How could he have tricked you so effectively? This stuff is nothing more than olive oil! At least you learned a valuable lesson. [SI/W-1 (Min: Poor)/Beguiling]

ACTING AND DISGUISE: It takes a thief to catch one, and you are very skilled at pretending to be something you are not. Apparently, so is this captain. A closer examination reveals that the "dendan" is a clever decoy, and the oil a fake! You quickly excuse yourself and continue on your way. [SI]

1706

You wake to the sound of water rushing into your cabin. The ship has been attacked by the mighty dendan! Within minutes, the vessel has been shattered, and you find yourself clinging to an empty barrel. With the approaching dawn, you see a passing merchant ship. You wave and shout, hoping they will come to your rescue.

NO SKILL: The passing ship does not hear your calls. [Go to paragraph 315]

BARGAINING AND EVALUATION: The merchantman spies you and turns to come near, but the captain is a selfish man. He demands a reward to rescue you.

Do you pay the rogue?

> *If yes:* You are pulled aboard and delivered to your destination. [SI/W-2 (Min: Poor)]
>
> *If no:* He leaves you to the mercy of the sea. [Go to paragraph 315]

WEAPON USE: The ship comes near and you are dragged aboard, only to learn that the captain is a notorious pirate! He demands that you pay a ransom for your life, and you spit in his face. He swears an oath to kill you, but you hastily grab a knife from a nearby sailor and fight him to the death!

> *Roll two dice, adding one each for Blessed, Fated, and Weapon Use. Subtract one for Crippled or Wounded:*
>
> - 2–3: The captain's skill is legendary. After a long duel, you leave him wounded and bleeding, but he leaves you dead. [Death]
> - 4–10: The captain is a skilled swordsman, but not good enough to penetrate your defenses. After a long fight, you are both exhausted. The pirate is impressed by your bravery and skill, and invites you to join his crew. [DI/SI/W+1 (Max: Respectable)/Seamanship/*Outlaw*]
> - 11+: Your skill is far too great for the captain, and you easily dispatch him with a single thrust! The crew is unhappy that you have slain their beloved leader, but wary of your blade. They agree to deposit you on a nearby shore. [DI/SI]

1707

For the last few days, a persistent merman has followed your ship, demanding that you pay him a tribute of gold and gems or he will summon a mighty dendan to destroy your vessel.

NO SKILL: You refuse to pay him what he asks, and say a number of unpleasant things about his ancestors. With a furious flick of his tail, he vanishes and you think that's the end of it. An hour later, however, you see a disturbance in the water as an enormous dendan charges your ship! Helpless against the creature, your vessel is smashed to pieces, leaving you floundering in the water. [Go to paragraph 315]

COURTLY GRACES: You recognize that this is no ordinary merman, but one with knowledge of magic and the creatures of the sea. You wisely choose to honor him with gifts. [DI]

1708

Late at night, you stand alone on the deck when the water begins to churn and bubble beneath the ship. Nearly in a panic, you turn to and fro hoping to see some way to escape from whatever is rising from the deeps. Without warning, a gigantic dendan appears, its massive jaws ripping the ship apart. Your screams are drowned out by the sound of smashing timbers as you and most of the ship are swallowed whole! You find yourself deep in the bowels of the fish, but you are not alone! A wealthy merchant and his attractive daughter share your fate.

NO SKILL: You have no sense of time whilst resting in the dark and dismal entrails of the fish. Apparently, however, you were not to the fish's liking, as with a mighty heaving, you are deposited on some distant soil. But you learn many interesting tales from your fellow passengers before the fish is done with you. [SI/Storytelling/Have another player move you to any coastal space]

APPEARANCE: You spend many days in the great beast's gullet.

> *If you are not Married:* Your princely looks and cultured style quickly attract the attention of your fellow travelers, and you enjoy their company for many long hours. Over the many days you are trapped there, you grow close, then closer. Finally, the fish grows weary of carrying you along, expelling you on some distant shore. [DI/SI/Beloved/Have another player move you to any coastal space]
>
> *If you are Married:* When the dendan finally deposits you on some unknown shore, your newfound friends are delighted to help you on your way. [DI/SI/W+1 (Max: Rich)/*Lost*/Have another player move you to any coastal space]

1709

You see sunlight reflecting off of something in the water, and you decide to investigate. Lowering a dinghy, your sailors row you towards the glimmering object. When you get closer, you realize it is an enormous fish: a dendan!

NO SKILL: The sailors panic at the sight of the great beast and immediately turn the dinghy about to return to the ship. Despite your best efforts, you cannot arrest their fear. [SI]

STORYTELLING: Seeing the fear in the sailors' eyes, you know they are about to panic. But you remember the tales of great sailors who have faced these beasts before. You describe to them the weakness of the dendan, and how the simple voice of a human is enough to kill them. Reassured, they allow you to investigate the beautiful creature more closely. [DI/SI/Wilderness Lore]

1710

"Dendan!" The cry rang across the deck as one of the hands points out to sea. It is obvious that it is heading straight for your ship! In a panic, you dive overboard into the frothy water.

NO SKILL: You discover that you cannot swim faster than a dendan. As you struggle to escape, the giant fin of the beast grazes your side, and a crimson cloud of blood spreads into the water around you. [S1/*Wounded*]

MAGIC: No man can swim better than a fish. But you do remember a little enchantment that a mermaid taught you in your younger years that just might be enough to let you get away. [S1/Quick Thinking]

1711

As your vessel passes through a narrow strait, the lookout high above calls down, "A sail! I see a sail!" You turn toward the other ship, hoping to get some news. Your sharp eyes notice a disturbance in the water. To your shock you realize it is an enormous creature: a dendan! You watch aghast as the mighty fish attacks the other vessel, splintering the timbers and scattering the terrified sailors to the waves. As fast as it appeared, the creature vanishes beneath the waves, leaving debris and carnage in its wake.

NO SKILL: You order the captain to sail to the wreckage so you can rescue any survivors. Among the sailors you find a salty old man whose entire life has been the sea. For the remainder of your voyage, you happily listen to his tales of sailing and adventure. [S1/Seamanship]

LUCK: You decide to row a lifeboat over to the wreck to check for survivors. Sadly, you find no sailors still alive. But you do notice a watertight chest bobbing in the surf. Taking it aboard, you break open the lock and discover an aged and mildewed map. [D1/Opportunity to enter the Valley of Diamonds]

QUICK THINKING: As fast as you can, you order the sailors to the boats to gather everything they can find from the wreckage. Among the debris is many dinars worth of precious silks and textiles. Enough to fetch a tidy sum in your next port of call! [D1/W+1 (Max: Rich)]

1712

A very large merchant ship, heavy with cargo, crosses your path in the open water. Suddenly, it begins to change course, then change again. It takes you a moment to realize that she is struggling to escape from an approaching monster!

NO SKILL: You know that there is little you can do to help the merchantman from the frightening dendan. So you watch from a safe distance as the other vessel is hammered to pieces by the great fish. Yet you are on hand to rescue survivors and what cargo you can. [D1]

SEAMANSHIP: Your ship is much faster and nimble than the other vessel. If you pass between it and the dendan, you may distract it from the slower moving prey. Your ship may even be fast enough to reach the shallow water before the dendan reaches her.

You may attempt the rescue, or not.

If not: The other ship is destroyed by the dendan. You rescue the survivors, but you cannot avoid the muttering among your crew that a captain of your skill should have done more. [D1/*Scorned*]

If you attempt the rescue: roll one die, adding one for Quick Thinking:

- 1–3: Your stalwart vessel flies across the nose of the fish, but to your dismay a sudden drop of wind leaves you dead in the water! The dendan pounces on you, leaving your ship in pieces. Fortunately, the merchant ship is nearby to pick you up. [S1/W-1 (Min: Penniless)]
- 4+ With scarce inches to spare, you graze the side of the enormous fish and hurtle into the shallows where it cannot follow. As the creature sinks below the waves, you see the sailors of the other ship cheering your bravery. [D1/Quick Thinking/*Blessed*]

1713

In the distance, you spy a tiny island, little more than a pillar of rock. A man stands at the pinnacle waving a large, tattered flag. You decide to sail closer, to offer the man assistance. But as you approach, you sense something disturbing the water. The tiny finger of land is being guarded by not one but two of the mighty dendan!

NO SKILL: Certainly no ship could approach that land with the enormous fish about. You try to signal the man that there is nothing you can do to help, but an amazing thing happens. Seeing your ship, the man leaps into the water and begins swimming towards you. You are astounded that the dangerous dendan make no effort to stop him. A few minutes later, he is climbing the ropes onto your ship, thanking you for rescuing him before he died of thirst. [S1/Wisdom]

SEAMANSHIP (mandatory): Surely with your skill and the speed of your vessel you can reach the island without the dendan catching you! You order your men to put on more sail. They look at you as though mad, but obey. The ship leaps toward the island. But in the end, a ship is not a fish, and with a sickening crunch, the twin sea monsters attack your vessel. [D-1/Wisdom/Go to paragraph 315]

1714

Gazing upon the indescribable beauty of the glass palace, you are struck with wonder and awe that such a structure could be built. You immediately fall to your knees in prayer.

NO SKILL: The light of the sun shines through the walls of the crystal palace, dazzling you with a display of the glory of the Most High. Your soul is moved by the beauty, and you swear you will never forget the sight Allah has granted you. [D1/Piety]

APPEARANCE: The Palace Guards find you kneeling on the ground, in the sunlight that shines through the palace. They are struck by your image of devotion to Allah, and immediately join you in prayer. [D1/S1]

1715

So beautiful is the outside of the palace made of glass that you can only wonder at what marvels lie hidden within. But alas, the guards are many and watchful, and you cannot come even close to the palace walls. Dismayed, you sit and whisper a prayer to the All-Merciful.

NO SKILL: You notice the shadow of the palace on the ground, and the curiously filtered light of the late afternoon sun reveals something unusual about the palace. You realize it has a hidden entrance! Moving cautiously, you are able to slip into the palace unobserved. You will always remember the fabulous sights you find within! [D1/S1/Stealth and Stealing]

LUCK: During your prayers, you notice an opportunity while the guard is changed. As the guards are focused on ceremony, you seize the opportunity to creep unnoticed into the barracks. Once inside, you quickly don a uniform. You blend in with the guards so perfectly, no one questions you and you spend many joyous hours wandering the halls of the palace. [D1/S2/Acting and Disguise]

1716

You wandered perhaps a bit too close to the palace of glass, and find yourself cast into a crystal dungeon. The grim faces of the guards tell you that your fate is dire. Knowing that your fate is already in the hands of the Almighty, you resort to prayer.

Roll two dice, adding one each for Piety and Luck:

- 2: At dawn you are dragged into the courtyard. As you are forced to your knees, your executioner draws a sword of solid gold and prepares to strike off your head. In your final moments, the transcendent beauty of it all—palace, sword, even the graceful arc of blood from your neck—overwhelms you with bliss. [Death]
- 3–5: The cruel king has you broken upon the rack before sending you away. [*Crippled*]
- 6–10: The evil king orders his guards to beat you for your impudence. [*Wounded*]
- 11+: Late in the night, one of the tyrant's imprisoned children sneaks into your cell to help you escape. [D1/S2]

1717

Seeing the plight of the evil king's children held prisoner in the palace of crystal, you fly into an unreasoning rage. Throwing caution to the wind, you hurl yourself against the guards at the gate, and soon you are in a battle fit for the storybooks.

NO SKILL: The palace guards eventually overcome you. You are hurled into the dungeon to await your ultimate fate. [D1/*Imprisoned*]

STORYTELLING: After the guards handily defeat you, you are dragged before the cruel monarch. Asked to defend your actions, you weave such a moving tale that even his stony heart is softened. So great is his pity for you, he awards you with valuable presents before releasing you. [D1/S1/W+1 (Max: Respectable)]

1718

You know the evil king has imprisoned his children in his palace of crystal. There is only a pair of guards at the rear entrance of the palace. Surely they are no match for a mighty warrior like you. With a cry, you attack!

NO SKILL: To your surprise, the skill of the guards proves too much for you to handle. They quickly force you to retreat back into the safety of the woods, but not before you get a glance at the wondrous treasures within the palace! Surely such a cruel man does not deserve such wealth for himself! You are determined to see that he shares his wealth with someone more deserving: someone like you! [D1/S1/*Envious*]

WEAPON USE (mandatory): With a leaping attack, you quickly dispatch the pair of guards and make your way into the palace. Your determination to rescue the imprisoned children of this mad king, no matter who should stand in your way, is admirable, but you may have chosen a different tactic if you had known just how many guards the king had at his disposal. [D1/Weapon Use/*Outlaw*]

1719

After one or two failed attempts, you realize that there are too many guards and they are too skilled for you to overcome them by strength of arms alone. You're going to have to be more creative if you are ever going to see the inside of this palace.

NO SKILL: Cut crystal walls, you learn, are very sharp and painful to climb. Nonetheless, you press on, scaling the slippery walls to reach a balcony on the third floor. Hopefully no one saw you during your climb. Good thing you remembered to bring your sword with you! [D1/S1/Enduring Hardship]

STEALTH AND STEALING: Using your cunning, you find a part of the palace that cannot be seen by any guards. Using a rope and hook, you are able to sneak into the palace through an open window on the top floor. The wealth of this place is as fabulous as the palace itself! Surely such a wealthy man will not miss a golden item or two? [D1/S1/W+1 (Max: Respectable)]

1721

Gazing up at the enormous palace of cut crystal, you are shocked to see a young boy looking down at you from behind the golden bars of a gilded cage. Your heart reaches out to him, and you swear an oath that you will aid him in some way.

NO SKILL: Traveling to a nearby village, you hope to find someone who is familiar with the palace and grounds. You discover an old soothsayer, who cackles with uncontained glee when you tell him your tale. Casting a fistful of bones in the dirt, he grins a toothless grin and warns you of the dire consequences you will face if you try to enter the palace. Discouraged, you leave to seek another answer. [S1/*Fated*]

SEAMANSHIP: You remember a tale of a hermit who made his home on a nearby island, whose knowledge of the mystical arts was far beyond that of most men. Hiring a small boat, you make your way to the hermit's island and convince him to help you overcome the guards and rescue the boy.

Roll two dice, adding one each for Magic and Scholarship:

- 2–8: The hermit teaches you some little tricks, which you use to help you enter the palace. Once inside, you are able to convince the boy's servant to aid in his escape. [D1/S1/Seduction]
- 9+: The hermit accompanies you back to the Crystal Palace. Together you overthrow the guards and the evil king. The boy, you discover, was his oldest son, who now claims the throne and palace for his own! Grateful for your aid, he heaps awards and accolades upon you, and you become his most trusted advisor. [D1/S1/W+2 (Max: Princely)/*Vizier*]

1722

As you stand before the Crystal Palace, you shudder at the injustice meted on the children imprisoned therein. You bring to mind a neighboring Sultan , a ruler well-known for his sense of justice. You know that he would be offended to learn that children were being treated so cruelly. Traveling to his palace, you try to convince him to use his might and power to free the children.

NO SKILL: The Sultan is amused by your lack of political understanding. He explains that kings do not simply invade one another due to their unpleasant treatment of their subjects. Disappointed, you leave the court, but you learned some valuable lessons in statecraft. [D1/S1/Courtly Graces]

SCHOLARSHIP: A deep study of the family history of both monarchs reveals that they are, in fact, distantly related. You remind the sultan of an oath he took long ago to see to the welfare of all his relations, no matter how distant. Reluctantly, he sends an envoy to the Crystal Palace to demand the release of his cousins. [D1/S1]

1723

"The lights! The lights! Sweet, merciful Allah, spare me from the lights!" The reflection of the sun off the many faces of the Crystal Palace burn

into your eyes. Though you turn away from the bright lights quickly, it is too late to save your vision. Can no one help you?

NO SKILL: Unable to find any relief for condition, you stagger mindlessly into the wild, muttering and mumbling under your breath. [SI/ *Insane*]

ENDURING HARDSHIP: Blinded, you stumble away from the source of your discomfort. You are saved from a deadly fall into a nearby ravine by a young villager. After a few days, your vision slowly begins to return. To your surprise, the villager is really quite attractive, and has a very skilled bed-side manner. [DI/SI/Wilderness Lore/ *Love Struck*]

1724

Even paranoid kings leave their palaces from time to time. You follow the king and his guards as they go hunting one afternoon, hoping to learn more about the palace and its inhabitants.

NO SKILL: After trudging through the wilderness for hours, the group unexpectedly encounters a wild boar! The beast charges, slashing right and left with its razor-tipped tusks. The king's horse rears in terror, throwing him to the ground. Without hesitation, you leap into the clearing and pull the king to safety while his guards make short work of the creature. Grateful for your selfless act, the king rewards you with a few of his crystal trinkets. [DI/SI/W+1 (Max: Rich)/Quick Thinking]

WILDERNESS LORE: After traveling for some distance, the king and his party decide to rest near a small tree. Moments later, he leaps up, giving a shout of pain and alarm. He has been bitten by a dangerous snake! Fortunately, your knowledge of venom enables you to offer an antidote. Impressed by your skill, the king welcomes you into his palace for a feast. During your time within the palace, you spend many hours at study in his magnificent library! [DI/SI/Scholarship/ *Respected*]

1725

Boldly, you approach the Crystal Palace, determined to free the children imprisoned within. You ignore the sneers of the guards as long as you can; they are almost amused when they beat you and cast you into the dungeon.

NO SKILL: After languishing in the dungeon for a few days, you hear a sound behind one of the walls. Suddenly, one of the stones falls to the floor with a crash, revealing a tunnel! Within the tunnel you discover an old man, who had been trying to dig his way out. "Alas! I have dug in the wrong direction!" he moans in despair. He is quickly cheered, however, when he realizes that he will have company to while away the boring dungeon hours. [DI/SI/ *Imprisoned*]

QUICK THINKING: You struggle with the guards as you are dragged to your cell. Skillfully distracting one of the guards, you steal his keys while he's worried about you kicking him in the face. [DI/**One Hundred Keys**]

1726

You decide to watch the Crystal Palace for a couple of days, admiring the way the sunlight plays across its many glass faces. Late in the second afternoon, you see something long and slender snaking its way down the wall from one of the upper balconies. You are startled to realize that it is a rope!

NO SKILL: One of the cruel king's children begins climbing down the rope. A moment later, a guard appears on the balcony and shouts an alarm! Before the young man can reach the ground, a regiment of armed guards is waiting below to recapture him. They are too many to overcome, so you keep a safe distance. [SI]

WEAPON USE, BRASS BOW: You immediately realize that one of the princes is trying to escape from the palace. You take up your bow and watch as the young man struggles down the rope. When a guard appears in the balcony, you let fly your arrow, silencing his alarm. You rush over to help the boy, and together you make your escape:

> *If you also have* **SEAMANSHIP:** You and the prince escape to the sea. [DI/SI/Move to any coastal space]
>
> *If you also have* **WILDERNESS LORE:** You and the prince escape overland. [DI/SI/Move to any non-coastal, non-sea space]
>
> *If you have neither:* You aid the prince as long as you can, but you are unable to escape from the king's guards. The prince is taken back to the palace, and you are sent on your way. [DI/SI]

1727

Seeing that the poor villagers cannot hope to overcome the mighty apes, you say to the Prince, "We have no choice but to await the whim of Providence."

NO SKILL: The villagers are not impressed by your call for piety, and your prayers have no noticeable affect on the apes. You decide to leave the village before they grow impatient with you. [SI]

ENDURING HARDSHIP: Despite the villagers' lack of support, you set down to pray in the center of the village. That night, the apes return to hoot and holler around you. After many hours, they are impressed by your endurance and depart, leaving the village in peace. [DI/SI/Piety]

1728

"The Lord of All hears the plea of every heart," you tell the villagers. That night, they retreat into the mosque to pray for divine aid.

NO SKILL: To everyone's surprise, the apes are unwilling to attack the mosque, though they have no qualms about ravaging the rest of the village. At least the villagers won't have to sleep in their boats tomorrow. [DI]

LUCK: While exploring the mosque, you discover a most curious statue, carved in the likeness of an ape and made from some unknown stone. Presenting it to the apes that night, you learn that it was what they sought all along, and promise to leave the villagers in peace. The villagers throw a celebration in your honor and shower you with gifts. [DI/SI/W+1 (Max: Respectable)]

1729

After considering the villagers' plight for many hours, you realize that you have no answer. Your mind blank, you pray to Allah the Merciful for aid.

NO SKILL: Torrential rains flood the area around the village, forming a shallow lake. Being unable to swim, the apes cannot reach the villagers. The large supply of boats owned by the villagers allow them to travel the lake, and return to the safety of their village with ease. [DI/SI/ *Blessed*]

STEALTH AND STEALING: You realize that it is folly to stay in a village that is attacked by apes every night. Under cover of darkness, you acquire a small boat and make for a nearby island and freedom. [SI]

1730

Drawing a map of the village in the sand of the beach, you outline your plan to defend against the apes the next time they attack.

NO SKILL: Many villagers fall fighting the mighty apes in battle, but you are confident that they will not soon return to terrorize the villagers. [D1]

WILDERNESS LORE: As you examine the village and the surrounding countryside, you notice a perfect place to ambush the attacking apes. Attacking the apes from behind, your villager-warriors rout the dangerous beasts. The villagers praise you as their hero and savior! [D1/S1/*Respected*]

1731

As soon as the battle begins, you realize that it was a mistake to try to train villagers to defend themselves against the ferocious apes.

NO SKILL: The next morning you crawl off the battlefield, your head ringing from the nasty blow you suffered in the fight. [D-1/S1/*Wounded*]

APPEARANCE: You face off against the largest, most ill-tempered looking brute of the bunch, your weapon bared. So menacing is your confident stand, he backs down and retreats, afraid to face you. The rest of his band quickly follows as he flees into the forest. [D1/*Determined*]

WEAPON USE (mandatory): As the villagers begin to retreat, you step to the front and shout a challenge to the chieftain of the apes. Though you wound the beast terribly, he proves too strong, and you are knocked unconscious. When you awake, you learn that the villagers were inspired by your bravery and turned the tide of battle. [D2/S1/W+1 (Max: Respectable)/*Wounded*]

1732

The villagers would make poor warriors, you determine, but you remember a band of mercenaries you ran across a few days back.

NO SKILL: The Prince is insulted by your suggestion that he must hire mercenaries to support his personal guard. He decides to make a stand against the apes, but his men are quickly routed by the mighty creatures. Furious at his ill-fortune, the Prince banishes you from his island. [S1/Have another player move you one space in any direction]

COURTLY GRACES: "Your eminence, though your skill at arms is legendary, and your men brave, there is near here a band of fortune-seekers who could guard your flank in battle." You convince the Prince to allow you to hire the mercenaries for the coming battle, and the apes are forced to retreat from the field. [D1/S1/Weapon Use]

1733

To your amazement, the chieftain of the apes can speak!

NO SKILL: The ape chief is impressed by your bravery and willingness to negotiate on behalf of the villagers. He offers you a choice: Return to his mountain home and entertain him with tales of your homeland, or suffer the same fate as the villagers.

Do you agree or refuse?

> *If you agree:* You are forced to spend weeks telling tales and amusing the ape chief. [D1/Storytelling/*Imprisoned*]
>
> *If you refuse:* You are beaten and robbed by the ape chief's mate. [S1/W-2 (Min: Penniless)]

BARGAINING AND EVALUATION (mandatory): Though you are unable to convince the ape chief to stop attacking the villages, he is amused by your efforts and allows you to go free. [S1]

1734

Bravely, you agree to approach the apes and negotiate a settlement between them and the villagers. After tracking through the forest for hours, you find their encampment, and you are surprised to discover that by day they are normal human beings!

NO SKILL: You are captured by the ape-men. Fearing that you will reveal their secret, they force you to drink from the tainted well that cursed them all. [S1/*Beast Form*]

WILDERNESS LORE, STEALTH AND STEALING: Knowing the ape-men's secret, you melt back into the shadows of the woods and report your findings to the Prince. He heaps rewards upon you as he prepares to attack the ape-men in their weaker, human state. [D1/S1/W+1 (Max: Rich)/Quick Thinking]

1735

You remember hearing an ancient story from the days of Iskander about a kingdom of apes that was locked in war for generations with a race of enormous ants. Certain clues convince you that these must be the self-same apes! On hearing your tale, the Prince selects you to seek out the giant ants and offer them anything for their assistance against the apes.

NO SKILL: After many days of wandering, the ants remain elusive, but at least you have journeyed far away from the dangerous apes. Now, if only you knew where you were... [S2/Wilderness Lore/*Lost*]

SCHOLARSHIP: Instead, you ask the prince for access to his ample library. There, you find an original telling of the story: the giant ants used the flowers of a certain vine to keep the apes at bay, for their scent, while pleasant to men, was intolerable to the apes. By planting these vines around the village, they will be safe from the invaders, without resorting to dangerous violence. [D1/S1/Wisdom]

1736

You decide to investigate the apes yourself. Sneaking into their cave, you are shocked to see the great beasts prostrated before a beautiful woman. You listen as she directs the apes to attack the various villages on the island. Behind her are piles of wealth gathered by her simian subjects. By some witchery, she has beguiled the mighty apes! As you turn to escape, two of the simians seize you and you are dragged before the sorceress.

NO SKILL: With a haughty sneer, the woman describes her plan to expand her empire of brigandage to the rest of the world. But not to worry, she will see that you are kept comfortable as her personal slave. [D-1/S2/*Enslaved*]

SEDUCTION (if you are male): Turning on your charm, you worm your way into the beautiful woman's heart. Before long, you convince her to leave the villagers in peace. But perhaps your charm was too powerful... [D1/S1/W+1 (Max: Respectable)/*Beloved*]

ACTING AND DISGUISE (if you are female): Realizing that your life may hang in the balance, you heap praise on the sorceress and convince her that you should be allowed to join her. Your performance is perfect, convincing her to share her ill-gotten gains with you. [D1/S1/W+1 (Max: Rich)/Quick Thinking]

1737

Heading towards the center of the island, you stumble into a band of apes who quickly begin chasing you! Your breath comes in ragged gasps as you tumble down a forest slope, the loping beasts just a few feet

behind you. At the bottom of the hill, you splash into a quick-flowing river.

NO SKILL: The current drags you under as you struggle to gulp a breath of air. Some hours later, you awaken on the riverbank. Looking around, you see no sign of your pursuers, and you thank Allah for aiding your escape. [S1]

QUICK THINKING: You see a low-hanging branch stretching from the other side of the river. Calling upon every ounce of energy you have, you swim desperately towards it, grabbing hold at the last second before the current carries you away. Allah truly is generous! [D1/*Luck*]

1738

Sitting at the seashore, you contemplate the fate of the village. A grizzled old fisherman rows by in his small craft. Striking up a conversation, you learn of a hospitable island free of the apes. Armed with this knowledge, you go into the village to convince all there to load their belongings onto their small boats and relocate to the other island. The villages pool their money to hire the fisherman and his friends to take them there.

NO SKILL: The journey proves rough, as the small boats struggle in the ocean currents. Many days after your supplies run out, you arrive on the distant island, but not before some of the villagers succumb to sickness. [D1/S1/Seamanship/*Diseased*]

SEAMANSHIP, LUCK: As soon as the small boats leave sight of land, a powerful ocean current sweeps you along, depositing you and the villagers on a nearby island. Allah, the benevolent, has seen fit to guide you to a new Eden! [D1/S1/*Blessed*]

1739

At the Prince's behest, you travel from village to village, hoping to convince all of them to join together against the threat posed by the marauding apes.

NO SKILL: The vast majority of the villagers are paralyzed by fear, and refuse to come to the Prince's aid. But during your travel you hear many interesting tales of brave and resourceful individuals. [S2]

STORYTELLING: Your tales of bravery in the face of danger inspire the villagers to band together to overcome the challenge of the apes. Impressed by your ability to motivate the people, the Prince decides to make you his trusted advisor. [D1/S1/*Vizier*]

1740

You realize that there may be many different groups of apes. Maybe you can turn them against each other.

NO SKILL: You search much of the island, but can find only one ape city. Their city is too well guarded for you to approach it safely, so you return to the village. [S1]

BARGAINING AND EVALUATION: As you make your way towards the ape city, you are suddenly struck from behind! When you awake, you are brought before the ape king. Before he even speaks, you beg him for your life and offer him everything his heart desires. He spares your life in exchange for information about the villagers, who later curse your name as they are dragged into the ape city as slaves. But at least you aren't dead... [D-1/S1/*Accursed*]

1741

The Barber is out upon some errand when you arrive, so you decide to take a look around his magnificent shop. Within, you discover an incredible collection of bizarre and curious artifacts. Perhaps there is something that will aid you on your quest?

NO SKILL: When the Barber returns, you tell him your tale, and are rewarded with an incredibly long description of another traveler whose condition was quite similar except totally different in every way, which he details in maddening detail. It is well past midnight when you finally stumble out of the shop. Only later do you realize that one of the Barber's artifacts somehow made it into your hand. [D1/**Treasure**]

SCHOLARSHIP: To your delight and surprise, the Barber proves to be not only skilled in his art, but also very knowledgeable of many subjects. Long into the night, you and he discuss your quest, his collection of artifacts, and a variety of esoteric subjects. You learn many things, but one in particular captures your imagination. [D1/S1/Opportunity to enter the Sepulchre of Solomon]

1742

After enduring a painful tooth for many days, you finally decide to see a professional to ease your suffering. Almost instantly, his tender skill relieves you of your pain. It is like a veil is lifted from your eyes, and you can once gaze upon the world. You race around his shop simply picking up things and looking at them for the joy of seeing. And then, before you, is the barber's oldest child—the loveliest individual you have ever laid eyes on! Instantly, you feel your heart leap from your chest, and you know that it is lost forever!

If you are not Married: [D1/S1/*Love Struck*]

If you are Married: [D1/S1/*Grief Stricken*]

1743

This truly must be the most amazing barber ever! His skill with the razor is incredible, and his knowledge of all subjects makes you dizzy. You spend many days studying his technique, and listening to his fascinating tales.

NO SKILL: You are intrigued by the many talents of the old barber, and you discover that they have many uses when you finally take leave of your reluctant host. [D1/Acting and Disguise]

BARGAINING AND EVALUATION: It takes all of your skill and finesse to finally convince the talkative barber to allow you to leave. Though you are sure you will someday regret your promise to return and visit him again... [S1/Beguiling]

1744

It is said that Friday is the most auspicious day for cutting one's hair, so you seek out a Barber of some renown. Upon entering his shop you settle yourself upon his chair.

NO SKILL: Many hours later, you stagger out of the Barber's shop, your head spinning from the ceaseless banter of the old man. How could one man have so many brothers? [S2]

CRIPPLED, WOUNDED, DISEASED [All mandatory]: As soon as the Barber takes one look at you, he instantly diagnoses your malady! "By troth it 'tis good fortune indeed that brought you to my shop this day! For wouldst thou know but I am widely read in just such things, and a simple bleeding will surely be the thing thou needst!" [D1/S1/Lose *Crippled*, *Wounded*, and *Diseased*]

1745

You should have heeded the warnings you heard of this barber! It's been three days and you still haven't got your hair cut fully!

NO SKILL: Pushed beyond human endurance, you run headlong out of the barber's shop and into the street. Oh, if only you had heard the rumbling of the merchant's cart before it was too late! [SI/Wisdom/*Crippled*]

ENDURING HARDSHIP: It's been a week, but at last you are free of that troublesome barber! You have to admit, you did learn a great many things from the old man, and his skill with a razor is second to none... [SI/Appearance/Scholarship]

1746

Will this troublesome barber ever give you peace? You came here to get a little medical advice, but now he insists on telling you the sad tale of every brother he has! He's only on the third story, and he says he has seven brothers...

NO SKILL: To your amazement, the barber insists that you accompany him to visit the Sultan himself! He is, you discover, the court physician, where his many tales and broad knowledge often amuse the Sultan. You could learn a lot from this strange old man! [DI/SI/Courtly Graces]

STEALTH AND STEALING: Finally! Another customer has entered the store and the barber has turned his attention to the new arrival. Perhaps you can make your escape while he is distracted. [SI]

1747

All you wanted was a simple shave, and this man will not cease in his constant prattling! Even after you finally make your escape, he continues to follow you about the city, constantly offering his unwanted advice on all matters of business and romance! You must flee this place at once lest your mind be driven from you!

NO SKILL: You sign on with a caravan bound for Petra, but to your dismay and despair, you discover that the Barber, too, has taken this journey! You rend your garments in anguish and run screaming into the night. [SI/*Insane*]

SEAMANSHIP: A merchant friend of yours happens to be in the area, and you secure a ride upon his ship. As you pull away from the wharf, you are dismayed to see that the Barber has also come aboard! Well, at least you'll have plenty of time to get your hair cut during the voyage. [SI/Appearance]

1748

You must get away from this Barber! Does he never shut his infernal trap?

NO SKILL: Though you have journeyed many leagues, it seems that every town you visit, that demonic Barber is waiting for you! Will you never be free from him? [SI/*Pursued*]

WILDERNESS LORE: Taking note of the Barber's age and physique, you decide that your best chance of an escape lies far from civilization. Heading out into the wilderness, you finally feel safe when you have put many leagues between you. [SI/Have another player move you exactly four spaces in any direction]

1749

You summon the barber to help prepare you for your evening's visit with your beloved, but he will not stop talking long enough to actually cut your hair!

NO SKILL: With no help in sight, you are finally fed up, you physically strike the old man, only to discover that he has means to defend himself! Against your will, you find your feet taking a path of their own choosing. "Perhaps a long walk will teach you better manners, you get of a mongrel!" the barber shouts after you. [DI/*Ensorcelled*]

SEDUCTION: You realize that you will never be free from this curious old barber without help. Perhaps you can convince one of his servants to assist you, using your renowned charm and beauty. The servant agrees to take you to a secret place in the nearby forest to enjoy your company more fully. [SI/Wilderness Lore]

1750

"I'm so glad you came here today!" The Barber greets you. "I have been studying the portents and the stars and they have indicated that our fates are entwined!"

NO SKILL: Before he will cut even a single hair on your head, the Barber insists on showing you his charts and forecasts. It would seem that you were destined to help him resolve a certain dispute with a certain tailor in town. [DI/SI/*Fated*]

STORYTELLING: You carefully listen to the plight of the Barber, and it brings to mind a story you learned many years ago. You tell him the Tale of the Honest Beggar, and he realizes that the solution to his problem is the same! He rewards you with some suggestions that may help you with your estranged lover. [DI/SI/Seduction]

1751

You are cheerfully making your way through town when a stranger accosts you. "Please, for the love of Allah! You must help me escape his unceasing chatter!

NO SKILL: You hide the stranger in an empty basket, among those in a market stand, just as the Barber approaches to ask if you have seen his friend. While the Barber distracts you, the merchant begins to carry off his baskets, and you are forced to buy the one hiding the stranger before he is discovered. [DI/W-1 (Min: Poor)/Bargaining and Evaluation]

ACTING AND DISGUISE: You quickly look around the bazaar for any suitable disguise. "Quick, put this on!" You instruct the stranger, handing him a woman's dress and veil. You pretend to haggle with a merchant for the "slave woman" as the confused Barber passes by. [DI/SI/Quick Thinking]

1752

You are approached by a tailor, who tells you his sorry tale: he has been plagued, it appears, by a certain barber who has driven him half-mad with unceasing talk and bumbling attempts to aid him. He says that he will pay you anything if you will rid him of this troublesome barber.

NO SKILL: Despite your best efforts, you cannot dissuade the tailor from his murderous intentions. You follow him to the house of the barber, and are barely able to subdue him before he attacks the poor old man with his dagger. Although you keep the tailor from killing the barber, you also are implicated in the plot! [SI/Weapon Use/*Imprisoned*]

WEAPON USE: With the offer of such rewards, you cannot resist the temptation to rid the world of such a troublesome barber. You sneak into his house at night to do the dirty deed, but find that the tailor has beaten you to it! Alas, it is you that the watch discovers attempting to escape. [DI/SI/Stealth and Stealing/*Outlaw*]

1753

You learn that the Princess of the Islands of Camphor was sent dream visions from the Most High. Perhaps if you pray hard enough, you too will be sent wisdom in the form of dreams.

NO SKILL: After spending an entire day in prayer, you collapse into a deep sleep. During the night you are visited by powerful visions of future adventures. [D1/S1/Piety/*Fated*]

SCHOLARSHIP: Your sleep is filled with strange and curious nightmares. When you awake, you carefully write down all you have seen and share your notes with a local man of learning. Together, you determine that the dreams are really a guide to a distant and fantastic land. [D1/Opportunity to enter the Cave of Wonders]

1754

When you learn of the upcoming marriage of your friend to the princess Dunya, your heart overflows with joy. You compose a long and poetic prayer to Allah in praise of the young couple, the beauty of love, and the immeasurable generosity of a god that has chosen to grant them such happiness. The Sultan is so impressed by the passion and emotion in your prayers that he requests to use them at the wedding. You agree, and word of your skill with verse and rhyme spreads far and wide. [D1/Storytelling/*Respected*]

1755

Thank Allah that you were so near the Islands of Camphor when you fell so terribly ill! The healing uses of the camphor laurel are well known, and your good friend prince Taj el Mulouk has provided you with all you need for your recovery.

NO SKILL: Princess Dunya, the beautiful wife of prince Taj, is a favorite of Allah, gifted with dreams of prophecy. Every day during your illness, she comes into your chamber to pray for your speedy recovery. After a few days, you return from the brink of death, no doubt due to her generous intervention. [D1/S1/*Blessed*]

ENDURING HARDSHIP: Despite the prayers of princess Dunya, your illness extends many weeks. As your suffering grows deeper and deeper, your fevered mind is tormented by terrible dreams. When finally your fever breaks, you realize that the dreams were sent by the spirit of the late Sultan, and he has given you a task that you must complete. [D2/Piety/*Under Geas*]

1758

For days, your camps have been plagued by all manner of snakes. Two of your servants have already met their end due to poisonous snake bites, and the rest are getting predictably nervous. You remember a tale you heard as a child that claimed that the scent of camphor would keep all snakes at bay. Knowing that the famed Islands of Camphor are near, you decide to investigate any truth behind this legend.

NO SKILL: You reach the shore of the island and meet an old woman boiling the bark of a laurel tree. You ask her about the uses for camphor, and she happily teaches you how to prepare the bitter bark to extract the valuable mineral. [S1/Wilderness Lore]

BARGAINING AND EVALUATION: When you return from the Islands with a supply of snake-repellent, you find that a number of caravans have complained of snakes infesting their camps as well. You never expected a quick visit to the islands would prove so profitable! [D1/W+1 (Max: Rich)]

1759

During a visit to the palace of your dear friend, prince Taj el Mulouk, you find him depressed and distraught. His love for the princess Dunya has been thwarted by her prophetic dreams. You resolve to learn all you can about his situation that you might be able to help him.

NO SKILL: When you are done, you can see no way to aid your unhappy friend through all of the obstacles in his path. But his sorry tale may serve as a warning to others you come to know. [S1]

SCHOLARSHIP: Having made a study of dreams and prophecies, you listen intently as your friend describes every detail of the princess's dream. After consulting your astrological charts and certain almanacs of the ancient Greeks, you return to your friend with an alternate interpretation of the dream, one that you're certain would compel her to open her heart to your friend. [D1/S1/Seduction]

1760

This being your first visit to the Islands of Camphor, you decide to explore the famous laurel forests that lend the islands their name.

NO SKILL: While you are enjoying the beauty of the forests, you are fortunate enough to encounter the Sultan's own master gardener. You find him an amazing individual, very learned in many subjects. You spend many joyous days in his company, and finally depart with a much broader understanding of the cosmos. [D1/Scholarship]

WILDERNESS LORE: During your wanderings, you chance upon some interesting tracks. You follow them through difficult terrain for many hours before you finally spot a most magnificent gazelle. She is splendid in form, the finest you have ever seen. You stand mesmerized by the beauty of the creature for a moment before she notices you. You are struck by the sadness and intelligence you see in her eyes.

> *If you do not have Magic:* You cannot bring your heart to harm such a wondrous creature. You let her go and continue your wanderings. [D1/S1]
>
> *If you have Magic:* You realize that the gazelle is a human, somehow cursed with an animal form! Fortunately, you happen to have collected some medicinal herbs earlier in the day that can cure her condition! Holding out the herbs, she approached gingerly and eats from your hand. The spell is broken, and a beautiful youth is revealed! [D2/S2/*Beloved* (if you are not *Married*)]

1761

Knowing that your good friend, prince Taj el Mulouk, desires princess Dunya of the Islands of Camphor, you devise a plan to get them together. Surely, he can convince her to fall in love with such a kind and generous man!

NO SKILL: You and the prince sneak into the palace, past some eunuchs, and into the chambers of princess Dunya. When she discovers you, she is shocked and insulted that a man would sneak into her chambers uninvited! Their romance has been thwarted temporarily, but you learned a few things about sneaking into palaces. [S1/Stealth and Stealing]

SEDUCTION: Before you sneak into the palace, you give your friend a few good suggestions of how to woo a princess. Though she is, at first, ashamed to have a man sneak into her private chambers, once prince Taj expresses the depth of his passionate love, you watch her heart melt away. [D1/S1/Beguiling]

1762

Great news has reached you today! Your good friend prince Taj el Mulouk is marrying Dunya, the beautiful princess of the Islands of Camphor! You have been invited to attend the ceremony, in honor of your long friendship.

NO SKILL: No wedding has ever been filled with more beauty and romance! The feasting lasts for several days, and the happy couple shower their guests with gifts. [D1/S1/W+1 (Max: Respectable)]

ACTING AND DISGUISE: As the celebrations continue into the fourth day, curiosity gets the better of you and you decide to explore the palace. Borrowing the uniform of one of the guards, you start looking around at the magnificent treasures the Sultan has collected. As you turn a corner, you find yourself face-to-face with an intruder! [D1/S1/Go to paragraph 1947]

1763

It has long been rumored that the Sultan of the Islands of Camphor, being a favorite of the Caliph himself, has collected an astonishing assortment of curious and beautiful artifacts. Perhaps one of them is the treasure you have been seeking!

NO SKILL: You present yourself to the Sultan, hoping to convince him to aid you on your quest, but he is clearly distracted by the affairs of his household and barely has time to listen to your words. [S1]

STORYTELLING: You tell the Sultan the long and involved tale of your quest. By the time you finish your words, the entire court has fallen silent, enraptured by your magnificent tale. The concerns of his house forgotten, the Sultan offers to aid you in your quest in any way he can. [D1/W+1 (Max: Rich)/**Treasure**]

STEALTH AND STEALING: Under cover of night, you find a loose window sash and secretly enter the palace. Making your way to the treasure chamber, you marvel at the glistening wealth before you.

Roll two dice, adding one for Stealth and Stealing (two if at Master level):

- 2–8: How could you have known that the platinum parrot in the golden cage was magic? As soon as you touch one of the items in the treasury, it sings so loudly that the guards are upon you before you can react! [D-1/S1/*Imprisoned*]
- 9–11: You search the room completely, but do not find what you seek. You quietly depart, your presence never discovered. [S1/Wisdom]
- 12: There it is! The item you've been seeking! With all of this treasure, you're sure the Sultan won't miss one little item... [**Treasure**]

1764

A good friend, prince Taj el Mulouk, is lovesick beyond your ability to console. Yet you are determined to help him. He is forbidden from visiting the island of his beloved Dunya. But if you can convince the princess there to write him, you're sure he will be much happier.

If you are female:

NO SKILL: You make your way to the Islands of Camphor, and eventually earn an audience with the princess. You tell her of the prince's devotion and heartache. But she is unmoved by your entreaties, convinced by her dreams that men cannot be trusted. You regretfully seek another solution. [S1]

LUCK: You catch the princess in a generous mood. Though she is distrustful of men, she is intrigued by your loyalty for this prince that pines for a woman he has never met. She agrees to send him a message if you will stay with her for a while and tell you about this prince. [D1/S1/Courtly Graces]

If you are male:

NO SKILL: You travel to the Islands of Camphor to plead on behalf of your friend, the prince. Before you can speak with the princess, you must present your case to the Sultan. He is so impressed by the strength of your friendship, he agrees to allow the prince to visit the island himself. [D1/S1/Courtly Graces]

APPEARANCE at Master Level (mandatory): Curious about the visitor to the court, princess Dunya watches the proceedings from an overlooking balcony. At one glance of your exquisite features, she falls madly in love with you!

NO SKILL: *Do you choose to marry her and earn the scorn of your former friend?*

If yes: [S1/*Married*/*Scorned*/*Pursued* (PRINCE)]

If no: [S2/*Beloved*]

If you are already Married: You tell the princess that you are already sworn to another, but that she should open her heart to the entreaties of the prince, who you say is as wondrous as your own self. She agrees to give him a fair hearing, and you return to the prince to give him tips on his grooming and dress before he presses his case. [D1/S1/Courtly Graces]

1765

Even bold heroes like yourself can be laid low by sickness. As you pass near the Islands of Camphor, you fall prey to a nasty cough that will not let you rest. As you pray for health, you remember a lesson taught to you by a woodsman many years ago. The bark of the camphor laurel can be boiled to produce a vapor very beneficial to breathing. You wish to obtain some.

NO SKILL: Rumors of your illness spread through the islands like wildfire. Fearful that you may bear some manner of plague, the sultan orders you expelled from his lands before you can infect others. [D-1/Enduring Hardship/Have another player move you exactly two spaces in any direction]

SEAMANSHIP: From the deck, you instruct your fellow sailors where to land to best find the trees and retrieve the precious medicine without disturbing the sometimes hostile natives. [D1/*Respected*]

1766

Looking at your friend, prince Taj al Mulouk, you understand much of his problem winning the heart of the fair princess Dunya. Fortunately, you know a certain barber who can make any man the picture of physical perfection.

NO SKILL: You arrange a meeting between the prince and the barber. Together you transform the prince into a form far more pleasing to the eye, and far more worthy of the title "prince!" [S1/Appearance]

ACTING AND DISGUISE: The barber does a fine job, but you know that the clothes are just as important as the hygiene. You piece together a fabulous costume, befitting a man of his station. Now no maiden could resist him! [D1/S1]

1767

Fleeing from a hungry band of angry villagers, you see possible shelter in a pile of gray rocks towering over the grasslands. Perhaps you would have chosen a different path if you had known it was the den of a lion's pride!

NO SKILL: The cannibals give up the chase as soon as they see you approach the lion den, and with good reason! The lions do not take kindly to your intrusion. You are fortunate that Allah decided that a thunderstorm should drive the lions to seek cover before they finish you off. [S2/Piety/*Crippled*]

APPEARANCE: Though the cannibals thought you looked tasty, the lions seem to be impressed by your princely looks and bearing. They

keep to a respectful distance during all the hours you remain in their den, waiting for your pursuers to move on. [DI/SI]

1768

Passing near a particularly thick patch of tall grass, you notice something glimmering and reflecting the noonday sun. Your curiosity gets the better of you, and you decide to investigate. Unfortunately, this patch of grass is the lair of a deadly lion!

NO SKILL: The sleepy lion roars at you as soon as you set foot in the grass. As swiftly as your feet can carry you, you run in the other direction. Looking over your shoulder, you see that the lion has no interest in chasing you today. [SI]

LUCK: Fortune smiles upon you. The lion has recently fed on a sizeable ox, and is too engorged with meat to interfere with your investigation. [DI/SI/**Treasure**]

1769

You have been following a particularly healthy-looking deer deeper and deeper into the woods for many days. You break through the underbrush into a large clearing. You are amazed to discover that most of the clearing is dominated by an enormous marble pile, now tumbled and decayed with age. However, it is not so old that you cannot make out the forms of great stone lions decorating nearly every surface.

NO SKILL: Boldly, you climb the steps into the dark and mysterious ruin. Within the shadowed depths, you discover a massive gem, mounted in an alabaster pedestal. A pack of real lions languishes within, but makes no move to obstruct your passage. Grinning with anticipation, you take hold of the enormous gemstone. A shock runs through you and your teeth clatter as you are knocked backwards twenty feet. You should have known that such an easy find would be cursed! [SI/W+2 (Max: Rich)/ *Accursed*]

WISDOM: You know that such places rarely offer rewards equal to the risks. You decide to accept the warning signs and continue searching for your quarry. [DI]

1770

A dear friend of yours has been captured by a town of blood-thirsty infidels! Whilst sitting by the fire, trying to imagine a plan to rescue him, you become aware of a feeling of being watched. You spin and draw your sword, facing the intruder. To your surprise it is a great tangle-maned lion, staring down at you from a large rock. To your astonishment, the lion speaks, in tones regal and powerful: "Put your blade away, traveler. We have no conflict this night. We may be of aid to each other, though. Those who have taken your friend also hunt my kind. Together we both may be rid of them."

NO SKILL: The lion tells you of another tribe of natives, foes of the infidels who have sought their hidden village for many months. Armed with this information, you approach the friendly tribe and convince them to attack their enemies now. Their war party arrives at the savage village just in time to save your friend from the cookpot! [DI/SI/ Bargaining and Evaluation]

ACTING AND DISGUISE: The Lion instructs you to wrap about yourself one of the gazelle hides you have collected. Gently, the noble beast lifts your limp form in his jaws. Thus disguised, you attract no attention as the lion carries you near the infidels' camp. Thus you are able to catch them completely by surprise, and leaping into their midst with weapon drawn, you kill two of them before the rest flee into the night. [DI/SI/ Weapon Use]

1771

You are lost in the great savannah; three days have passed since last you ate, and your vision is starting to fade. You spy in the distance what looks to be a tent, and you race towards it, hoping that those within can deliver you from your plight! But as you come close, you realize it is no tent but instead a huge lion, sleeping after a midday repast. Most of the carcass sits near, as even the vultures fear to come too close to the king of the beasts!

NO SKILL: Driven to desperation by your hunger, you lunge forward to steal a morsel of meat. But the lion's instincts are too strong and he awakens at your approach! Forced to abandon your meal, it isn't long before lack of food steals your wits as well as your sense. [SI/ *Insane*]

STEALTH AND STEALING: Silent as a shadow, you ease your way across the ground. Not even breathing, you reach out with a razor-sharp knife and cut a haunch of meat free, a wary gaze always on the sleeping lion. Your prize secure, you retreat as cautiously as you approached, the king of beasts none the wiser. [DI/SI]

1772

A particularly bloodthirsty lion has been prowling the area, hunting both livestock and full-grown men. Knowing how dangerous these mighty killers can be, you decide you need to recruit some assistance.

NO SKILL: You manage to convince some locals to assist you, but when the lion appears, they melt into the grass like the morning dew. Cowards! You face the lion alone, but you are no match for his fangs and claws. Somehow you manage to survive, your pride bruised as badly as your body. [D-1/SI/ *Wounded*]

WEAPON USE, VIZIER (mandatory), **SULTAN** (mandatory): You gather a band of hardy souls. Under your steady leadership, they surround the dangerous lion with a bristling wall of spears. His pelt will no doubt make a fine ornament. [DI/SI/ *Robe of Honor*]

1773

Traveling through the waving grasses of the savannah, you see in the distance a small band of men perched upon a rocky outcropping. Drawing closer, you see that a pride of lions is pacing around the base of the rock, trapping the unfortunate fellows.

NO SKILL: You shout and holler, hoping to distract the lions from the men on the rocks. Some of them do take notice of you. You turn to run, hoping that there is enough distance between you and them to make good your escape. [DI/SI]

WILDERNESS LORE: You know that you could never outrun a lion, but you do think you can distract them. With a stout rope, you tie the carcass of a gazelle you hunted earlier in the day to your saddle. Kicking your horse to a canter, you drag the bloody meat through the midst of the lions. Incensed by the smell of food, the pride takes up the chase. Your fine mount is faster, and after running some distance you cut the carcass free. The lions seem satisfied by the offering, and you safely return to the cheering company on the rocks. [DI/SI/ *Respected*]

1774

As you sleep away your exhaustion, you are awoken by a heavy weight on your chest. You nearly panic when you see that it is the massive paw of a large lion. His eyes look deeply into yours as he sniffs at you.

NO SKILL: Remembering a tale of vanity of lions, you try to flatter the great creature. "Oh, Lion of the plain! Oh lord of beasts! Oh sire of kings! Surely one as unfortunate as myself is of no consequence to one

as blessed as thee!" The lion drinks in your kind words like a desert in a sudden shower, and he visibly relaxes. He lowers his mighty head to rest on your bosom, and soon begins to snore. It is many hours before sleep returns to you, but when you awake, the lion has gone. [DI/SI/Courtly Graces]

MAGIC: Something about the eyes of the creature arrests your attention. For long minutes you stare into each other's eyes before you realize that he is trying to communicate something to you. When he turns to leave, you follow, and are led to a nearby shrine, dedicated to some profane false god. The lion points to a stone hidden in a hole too small for its great paw. You grasp the stone, and your body is wracked with pain! "Fool!" you hear from above you. The lion has been transformed into the human shape of a vile Magian! "For years I have been trapped in a beast's flesh, waiting for one such as you to free me! Now you shall suffer as I have for your foolishness!" Looking down, you realize that now it is you who has taken the shape of a beast! [SI/*Beast Form*]

1775

Ah, the cruelty of small men! Somehow, this village of savages has captured a noble lion. Having lashed the pitiful creature to a wooden stake, they make sport of teasing and torturing him. How can you stand by and allow such a regal animal be mistreated thus?

NO SKILL: Pulling out your bow, you bend an arrow to your ear and take careful aim. The dart whistles through the air, slicing through the lion's tether. Suddenly free, the lion lashes out at the surprised savages. Now the tables have turned! [DI/*Blessed*]

BARGAINING AND EVALUATION: You quickly identify the "owner" of the great beast. After some haggling, you convince him to sell you the animal for a bag of ducats. You lead the lion out of the village and release it. To your surprise, he follows you. Soon you discover that you have a new loyal companion. [DI/SI/Wilderness Lore]

1776

Your gracious host has invited you to explore all but one of the one hundred rooms in his palace. You delight in examining room after room, quickly losing count of how many rooms you had reached. Finally you reach the most magnificent door in the palace. Is it the hundredth door?

NO SKILL: Not wanting to offend your generous host, you give a prayer of thanks for the wonders you have seen and give up your exploration of the palace. [DI/SI]

LUCK: You say a quick prayer to the One Most High, that this door not be the 100th. Turning the knob, you open the door and reveal a chamber most wondrous. [DI/Move to the Cave of Wonders and have an immediate encounter]

1777

You had to do it. Your host told you that you could open any door except the hundredth. But spurred by curiosity, you had to open the last door and free the imprisoned 'efreet, who even now is rampaging through the palace destroying everything.

NO SKILL: Against the might of the 'efreet, there is naught you can do but pray for forgiveness. You'll do that as soon as you get to a safer place. [SI/*Scorned*]

QUICK THINKING: Praying that Allah will protect you, you taunt the 'efreet until he chases you. Running into the forbidden room, you hide behind the door. The raging 'efreet charges into the chamber in search of you. With a laugh, you dive out of the room, pulling the door closed behind you. The walls shake with the protests of the re-imprisoned 'efreet. [DI/SI]

1778

You come across an empty palace with exactly one hundred rooms. You search room after room, looking for any sign of the inhabitants, but find none. Entering the last room, you find the long-dead remains of the wealthy Sultan who once owned the palace.

NO SKILL: You recognize that all wealth is fleeting, and of no value once you are dead. Thanking Allah for providing you with such a fine lesson, you continue on your way. [SI/Piety]

ENVIOUS, STEALTH AND STEALING (All mandatory): Seeing as the previous owner has no use for the valuables left here, you decide to help yourself to a few choice items. You say a quick prayer of thanks for this discovery, but you come to learn that there was a reason no one had stolen anything from this palatial mausoleum. [SI/W+2 (Max: Rich)/*Accursed*]

1779

A bird lands on your shoulder, grasping a tiny note in its beak. "I am in the Palace of 100 Closets. Help me!" The note reads. Someone is imprisoned and in need of your aid!

You arrive at the palace and demand to see the one who wrote the note. The confused owners agree to show you around the palace, opening the doors to 99 rooms. But they refuse to open the hundredth. Drawing your blade, you threaten their life and limb unless they open the final room. Reluctantly, they obey, and in the chamber beyond you find their daughter. She is so beautiful, that all who gaze upon her are enraptured and refuse to leave the palace! [DI/*Love Struck*]

1780

Something about your host sets you on edge. He's perfectly polite and pleasant, but you cannot shake this feeling that he is hiding something. That night you decide to explore his hundred-room palace. Finally, you reach the final door.

NO SKILL: Throwing open the door, you discover your host in the middle of a blasphemous Magian ritual! You draw your knife and rush forward, but He turns his evil gaze upon you. In a trice, you feel your soul shudder within your body as you lose control of your own actions! [SI/*Ensorcelled*]

ACTING AND DISGUISE: Peering through the doorway, you see your host conducting a Magian ritual. If you can get close enough, perhaps you can disrupt his vile sorcery. Luck is with you, as you find a discarded Magian robe nearby. Thus disguised, you are able to interrupt their spell by moving their arcane instruments at the right moment. [DI/SI/Stealth and Stealing]

1781

You should have known better than to trust your host. Something about the way he looked at you while you were eating set you on edge. But when he offered to show you the mysteries of the 100th room, your curiosity got the better of you.

NO SKILL: Your heart sinks as you hear the door slam shut behind you. You lunge for the door, but you are too late! [SI/*Imprisoned*]

WEAPON USE: Suspicious, you keep your hand on your weapon as your host leads you to the last room of the palace. When he ushers you in, you refuse, insisting that he enter instead. Seeing your confidence, he

obeys and you lock him in the small chamber! You learn that he has been trapping travelers here for years, extorting ransoms from their families. [DI/SI/W+1 (Max: Princely)]

1782

You find yourself in the mysterious Palace of 100 Closets. Your kind host has invited you to explore his home, and you are amazed at the wonders you encounter. But you find the hundredth door locked and cannot enter. You grow curious about what is hidden there, and you try to convince your host that no harm will come from allowing you just one little peek.

NO SKILL: Your host insists that some treasures are far too dangerous, and that they must be shielded from the eyes of all mortals. Despite offers, cajolery, and threats, your request is flatly denied. [SI]

SEDUCTION: Even the most resistant can be swayed when the right offer is made. Using all of your charms and wiles, you convince your host to allow you to pass the hundredth portal. To your wonder and amazement, beyond that last door is not another room, but a passageway to a far distant place. [DI/Move to the Jeweled Fortress and have an immediate encounter]

1783

You have heard many tales about the Palace of 100 Closets. Wild speculation centers around the contents of a mysterious hundredth room. When you visit the palace, the man living within is happy to show you the door to the hundredth room, but he explains that even he does not know what is within, as he cannot solve the complicated puzzle lock that keeps the door sealed. You offer to try your luck at defeating the lock. He, in turn, offers to share whatever treasures you may find in exchange for your assistance.

NO SKILL: Despite your best efforts, you cannot devise any method to bypass the clever lock. After a few days you are forced to accept defeat. Your host smiles sadly, but thanks you for your most enjoyable visit. [SI]

SCHOLARSHIP: Careful study and experimentation over many days finally reveals the secret of the lock. Summoning your host, you eagerly open the panel. Beyond you discover a collection of fabulous treasures. Your grateful host gives you the finest item within for your reward. [DI/**Treasure**]

1784

Having wandered lost in the mountains for days, you are grateful to find a fabulous palace. The owner of the palace is a kindly old man, who welcomes you and listens intently to your tale. He offers to assist you on one condition: while you are his guest, you must not enter the hundredth room!

Do you accept his bargain?

> *If yes:* After a week, the old man summons you into the courtyard. There you see a giant bird, fitted with a curious saddle and harness. Amazement battles with fear as you climb onto the curious mount, who takes you wherever you command. [SI/Move up to ten spaces in any direction]
>
> *If no:* Your selfish curiosity gets the better of you, and you cannot resist the lure of knowing what hides behind that forbidden panel. But as soon as you open the door, the entire palace vanishes around you like a folded tent! Now you are lost and without a kindly host to aid you! [SI/*Lost*]

1785

Hopelessly lost, you've wandered aimlessly for days. You have nearly given up hope of ever returning to civilization, when you see a glimmering palace on the next ridge. You thank Allah for showing you the right path, and proceed to the curious palace.

NO SKILL: You are greeted by Shaykh Nasr, the King of Birds and the sole occupant of the Palace. He listens to your unfortunate tale, and offers to help you as best he can. He summons a great rukh, and orders him to deliver you to your destination. How impressed will the people be when you arrive on the back of an enormous eagle! [DI/Move to any space except a Place of Power]

WILDERNESS LORE: You discover the master of the palace, Shaykh Nasr, tending to a bird wounded by a hunter's arrow. You tell him that you know of a healing herb if he can help you collect it. He does so, and the bird is soon healed and sent on its way. In exchange for your kindness, Nasr shares his knowledge of the birds of the world. [DI/SI/Scholarship]

1786

You are visiting the Palace of 100 Closets, said to have been built by Solomon himself. Your host has graciously given you leave to explore the entire palace while he sees to his business, on the one condition that you not enter the hundredth chamber. But your curiosity proves too great, and you foolishly enter the final room despite your promise. Alas, it proves to be a trap! Once you enter the room, you cannot exit! You cry out for help!

NO SKILL: By the time your host has returned, you have gone mad from thirst and hunger. Perhaps when you regain your senses you will have learned a valuable lesson. [SI/*Insane*]

ENDURING HARDSHIP: Though hunger tears at your belly, you overcome your trial. When your host releases you, he is most impressed by your fortitude. "I have been looking for one such as you to carry a message for me!" At least you are well paid for a messenger. [DI/SI/W+1 (Max: Respectable)]

1787

Who would have believed that a palace could be so large or complex? You are lost in the Palace of 100 Closets, and cannot find your way out. You have tried calling for your host, but the only answer is the echoes. You round a corner and you find a small impish-looking fellow seated on a divan. He looks up at you and says, "Lost?" You nod, and he points across the way to a door locked by a golden padlock. Surely this is the hundredth room, the very same you promised your host you would not enter!

Do you take the advice of the imp and open the forbidden door?

> *If yes:* As soon as you open the door, the entire palace vanishes and you find yourself standing in the midst of a barren plateau. [SI/Have another player move you exactly three spaces in any direction]
>
> *If no:* The imp's grin grows many times its previous size, then the rest of him grows into the form of your host! You have passed his test of honesty! [DI/SI/*Respected*]

1788

In the distance you see a great many birds circling. Exploring closer, you discover a great palace, and a kindly old man in communion with many birds from all over the world. The old man is none other than Shaykh Nasr, chosen by Solomon himself to be lord over all the creatures of the

air. Once per twelvemonth he summons a great Parliament of the Fowls that he might learn about the world.

NO SKILL: Ever kind and generous, Nasr permits you to sit and observe, and you learn many secrets of the world beyond your imagining. [D1/S1/Wilderness Lore]

COURTLY GRACES: As you sit in quiet observation, you notice a tumult amongst some of the assembled, while Nasr is involved with some important business with the hawks. You decide to investigate the tumult yourself, and see if you can settle the issue.

Roll two dice, adding one each for Quick Thinking, Wisdom, Scholarship, Fated, and Blessed, and two for Courtly Graces at Master level:

- 2–5: You make matters worse, and as a result you cause a conflict between the birds of the north and the south! [D-2/S1/Wisdom/*Scorned*]
- 6–12: You manage to settle the affair with only a few feathers ruffled. [D1/S1/Beguiling]
- 13+: You bring both sides around to your way of seeing. So fair and wise is your solution to their dilemma, word quickly spreads through the Parliament of your deeds. You shall forever more be a friend to all bird-kind. Each bird in attendance grants you a single feather to fashion a glorious robe. [D2/S1/Courtly Graces/*Robe of Honor*]

1789

"I seem to have lost my keys," the old man tells you when you ask to see the rest of his magnificent palace. "I must have left them in one of the rooms," he mutters. "I'm sure it's not the room with the golden door, though, so make sure you stay out of that room."

NO SKILL: Your search of the first 99 rooms is fruitless. Surely it wouldn't hurt to examine the last one too?

Do you open the golden door?

If yes: Within you find a magnificent garden. A swan-maiden is swimming in the pool, and you are entranced by her beauty! How can you win the heart of such a beauteous creature? [D1/S1/*Love Struck*]

If no: Your host finds you outside the door with his keys in hand. He sees that you have obeyed his wishes and he is impressed. He pays you handsomely for your help and honesty. [D1/W+2 (Max: Rich)]

ONE HUNDRED KEYS: Suspicious of what wondrous treasure he has hidden in that hundredth room, you take your keys and take a look for yourself. Within you find an incredible garden. A swan-maiden is splashing in the pool and is surprised when you arrive. She thanks you for freeing her from her imprisonment. [D1/S1/*Beloved*]

1790

As you approach the famed Palace of 100 Closets, you are surprised to discover a young prince named Janshah sobbing by the side of the road. After some effort, he tells you his tale of love and sorrow. It seems his beloved is trapped in a secret room that he cannot approach due to the frightening 'efreet guarding the door. If he could find some way to evade the guardian, he and his lover could be free.

NO SKILL: You are moved to tears by his tale of woe and longing. You agree to distract the guardian long enough for the prince to reach his love. Sadly, an 'efreet is a powerful being, and not amused at being tricked thusly. He takes out his ire on you when he discovers your ploy. [D1/S1/*Wounded*]

BARGAINING AND EVALUATION: You negotiate with the 'efreet on the prince's behalf. You agree to do the 'efreet's bidding for one month in exchange for passage for the prince. [D1/S1/*Under Geas*]

SPARKLING SPEAR, PROTECTIVE TALISMAN: You confront the 'efreet with your artifact of power. Afraid of your might, he shrinks from the door and allows the prince to pass. You force the 'efreet to pledge never to tell anyone of his passage, then you and the prince make your escape with his beloved. [D1/S1]

1791

On a sandy slope, you spy a great black and red pavilion. You are suspicious, so you decide to observe from a safe distance. After a few hours, you see a black giant approaching the pavilion. When he draws back the flap, you see a cage with men trapped inside. Now you know what that meat is on the spit outside the tent!

NO SKILL: Afraid that you might share their fate, you quickly retreat back into the forest. [S1]

WILDERNESS LORE: As you watch the black giant's movements, you devise a scheme to capture him so his prisoners might escape. The next day, when he enters the forest, he does not suspect your pit trap until he is stuck at the bottom of it! You free his captives, and together you slay the monster. [D1/Wisdom/*Respected*]

1792

Far from the nearest town or village, you encounter a man running for his life. He tells you of his harrowing escape from a vicious black giant who keeps men in his pavilion not far away. Every day at noon he cooks one of the unfortunate men and makes a meal of him. You decide to watch this giant and see if there is some way to rescue his prisoners.

NO SKILL: From what the man told you, the giant spends every morning out in the forest collecting herbs and spices for his meal. The next morning, while he is gone, you approach the pavilion.

Roll two dice, adding one for Stealth and Stealing:

- 2–6: The giant returns early! You try to fight him, but he is too mighty for you and you are forced to flee! [D-1/S1]
- 7+: You are able to open the crude cage and release the men inside before the giant returns. They thank you for your bravery and selflessness. [D1/S1/*Respected*]

SCHOLARSHIP: You see that some of the herbs the giant uses could easily be confused with a dangerous poison. You sneak into his tent and swap some of the poison for his herbs. After his next meal, he falls deathly ill, and the men in his cage are able to escape. [D1/S1/Stealth and Stealing]

1793

You had no idea what to expect when you found the large black pavilion. If you had known, you would certainly have stayed away! Now you are in a cage with several other men, waiting your turn to be eaten by a cannibal giant. For two terrible days, you observe his comings and goings, trying to devise a method of escape.

NO SKILL: You notice that there is a moment when the giant chooses his next victim that he has to open the cage. If everyone tries to escape at that moment, he should only be able to catch one of you.

Roll one die, adding one each for Fated and Blessed:

- 1: Unfortunately, you are the one that he catches. No doubt you make a tasty meal. [Death]

- 2+: Though you make it away, you will never forget the screams of the unfortunate one who was captured by the giant to make your escape possible. [D1/S1/*Grief Stricken*]

APPEARANCE (mandatory): The next morning, the giant looks into the cage. He decides that you are a good looking specimen. You struggle to escape from his grasp, biting his thumb deeply. He howls in pain, and throws you towards a nearby tree. Though hurt, you manage to vanish into the brush before he can catch you! [D1/S1/*Wounded*]

1794

Seeking shelter from a storm, you dash into the black and red pavilion. You instantly realize that you have made a mistake, as within you find a huge black giant and his cage full of men. You know you had better think fast if you don't want to be the cannibal's next meal.

NO SKILL: Acting like you have nothing to fear, you boldly take a seat opposite the giant and ask if he has enough food to share for a weary traveler. He is so shocked by your demeanor that he can barely speak. You berate him for his poor manners as a host, and announce that you will seek shelter from the storm elsewhere. By the time he recovers from his astonishment, you are long gone. [S1/Acting and Disguise]

BEGUILING, SEDUCTION: You take advantage of the giant's surprise to offer him an exchange. You convince him that you have some magic gems that will draw more men to his pavilion, but that they will work only as long as you live. The slow-witted fool agrees to allow you and the men in the cave to leave in exchange for your "magic" gems. [D1/S1/W-1 (Min: Poor)/Bargaining and Evaluation]

1795

Entering the strange black pavilion, you are amazed by the wealth and luxuries within. At the center sits a black-skinned giant, sipping at a bowl of wine. At his feet sit a number of wary, suspicious men. "Welcome!" the giant thunders. "We were hoping for another challenger. If you win, a share of my wealth will be yours. If you lose, well, even giants need to eat."

NO SKILL: The giant has chosen a test of riddles to see which of you will be released, and which will be his next meal. Many puzzles are solved before the giant is satisfied, and you are chosen the winner! True to his word, the giant rewards you and lets you go. [S1/W+1 (Max: Respectable)/Scholarship]

ACTING AND DISGUISE, COURTLY GRACES: The giant enjoys fine music, so it is to be a contest of singing and dancing! The other men, bitter and mean, are poor challengers compared to your skill. The giant is charmed and delighted by your talents. He is so enchanted that he refuses to let you go! Still, it is better to be a guest than a meal. [S1/W+1 (Max: Respectable)/Enduring Hardship/*Imprisoned*]

1796

You sneak into the strange pavilion, curious of what you might find. You discover a disturbing collection of torture devices. You turn to leave, and run directly into the legs of a great black giant! The giant takes great delight in testing his newest devices on you.

NO SKILL: Eventually, he grows bored by your screams and curses and casts you aside. [S1/*Crippled*]

DETERMINED (mandatory), **ENDURING HARDSHIP:** He has never encountered a subject as resilient and disciplined as you! He decides that his machines are defective, and smashes them in his fury. While he is thus distracted, you kick over the brazier filled with hot coals, setting the pavilion aflame and you are able to escape. But the giant's size works against him and he spends the last moments of his life entangled in the burning canvass of his tent! [D2/S1]

1797

You and a close companion have been captured by a hideous black giant who keeps you caged in his pavilion. It is clear that escape will be impossible, and the giant intends to eat you both tomorrow! You convince the giant that if he lets you leave for one night so you can say farewell to your beloved, you will return in the morning along with even more people to fatten his belly.

NO SKILL: Though you will forever hear the curses of your companion in your ears, at least you are free from the giant's table. You never return to see what fate befell your former friend. [S1/*Grief Stricken*]

WILDERNESS LORE: Using your unmatched knowledge of the area, you run to a nearby outpost of the Sultan's army. In hurried gasps, you tell the captain of the monstrosity planned by the dark-skinned giant. Outraged that such hideous crimes are being committed under his watch, he agrees to dispatch a company of soldiers. You pray to Allah that they arrive in time to rescue your friend! [D1/S1/Courtly Graces]

1798

While you were sleeping, a horrible black giant has seized you and carried you off to his pavilion, where he tells you that he intends to cook and eat you in the morning. Looking about, you realize that your only hope for escape lies with the giant's rather unpleasant looking offspring.

NO SKILL: You challenge the giant child to a test of strength. You claim that you can throw the child farther than he can throw you. You even offer to let him make the first toss. You are lucky that there was a deep river on the other side of the ridge, or else your landing would have been extremely painful. By the time you are able to reach the banks of the river, the black giant's pavilion is many miles behind you. Now if only you knew where you were... [D1/*Lost*]

BARGAINING AND EVALUATION: You secretly promise the giant child a tasty treat if it will help you make your escape. Though it is afraid of angering its father, the lure of a delicious sweet proves too strong to resist. After the cage is opened, you give the child some honey cakes you have been saving, and sneak away into the night. [S1/Seduction]

1799

The group of bandits are far too many to fight, and you've run out of places to run. Your last hope lies in whoever inhabits the great pavilion up ahead. You run toward it, calling for help. You certainly never expected an incredibly tall black-skinned giant to step out and eclipse the noonday sun!

NO SKILL: The giant is delighted that you have delivered so many fine meals directly to his door! He generously allows you to continue running away as he begins collecting brigands for his cookfire! You're not sure which foe you are more glad to leave behind you. [D1]

QUICK THINKING: You have heard tales of this cannibal giant; perhaps the brigands have as well. Turning on your heel, you wave to the onrushing warriors and challenge them to help you against the mighty giant. After a long and costly battle, the giant is finally vanquished and the brigands much reduced in number. Fortunately, there is enough wealth in the giant's tent to satisfy their lust for riches, and they are too weary from battle to complain when you make your exit. [D1/Weapon Use]

1800

Seeing the men trapped in his cage, doomed to be the dreadful giant's next meal, fills you with an uncontrollable rage. You decide that the giant must die for his sins.

NO SKILL: You notice a large boulder up the slope from the giant's pavilion. If you can get it rolling, it should crush the giant in his sleep. It takes a fair amount of digging and pushing, but you finally get it rolling. The boulder crashes into the pavilion with a resounding crash, sending men and debris flying. You assume the giant was slain, as you see no sign of him again. [D1/S1]

STEALTH AND STEALING: Late in the night, you creep into the tent, your movements more than covered by the sound of the giant's hideous snoring. His eyes flash open just in time to see your face as you deliver deadly retribution. One of the men you freed is a wealthy merchant, who gladly pays you a reward for his rescue. [D1/W+1 (Max: Respectable)]

WEAPON USE: You charge into the pavilion, scimitar in hand. You catch the monster by surprise, dealing a terrible blow to his leg. Despite the pain of his wound, the creature is mighty in battle, and in just a few moments you are left a bleeding wreck in the back of the tent. Fortunately, the cage was destroyed in the fight, and one of the freed men drags you with him when he makes his escape. [D2/S1/*Crippled*]

1801

You enter a large clearing, dominated by a large pavilion. You see an enormous black giant laboriously lashing a struggling captive to a spit, no doubt intended for the large fire.

NO SKILL: Being careful that the giant does not notice you, you sneak behind the pavilion and find a large barrel full of water. You push the barrel over, and the water flows into the fire, extinguishing it in a great cloud of smoke and ash! In the confusion that follows, you quickly free the young man and flee, leaving the pavilion far behind you. [D1/S1/Stealth and Stealing]

STORYTELLING: You call to the giant, offering to share with him a tale so wondrous it is unlike any he has ever heard before, if he agrees to release his prisoner. The giant agrees on the condition that if he dislikes your tale, you will take the man's place! When he finally stops laughing from the Tale of the Barber's Third Brother, he agrees to release both you and the other man. [D1/S1]

1802

The sounds of angry men can be heard over the next hill. When you go to investigate, you see a band of spearmen poking and prodding at an enormous black-skinned man trapped under a net.

Do you come to the aid of the unfortunate giant?

If yes: The warriors are surprised that anyone would come to the aid of the giant they had worked so hard to capture. The giant is also surprised, but not enough not to lash out in the confusion you created. Freed from the net, he quickly overwhelms the soldiers. He is grateful for your assistance, and gives you a pouch of gems. [D1/S1/W+1 (Max: Rich)]

If no: You watch as the soldiers bind the mighty giant. One of the spearmen tells you of the giant's cannibalistic ways, and you know you were right not to intervene. [D1/S1]

1803

The pearl beds here are renowned throughout the world for the size and quality of the pearls that can be found. You venture to try the art yourself. It proves more difficult than you expect, and soon, your lungs burning for air, you surge towards the surface. But as you rise, your foot is caught in the ragged coral! Fighting panic, you struggle to break free, the pain in your lungs growing greater every moment. When you cannot stand it any longer, your heart screams a prayer to the All-Merciful

NO SKILL: A moment later your vision fades. You awaken on the shore, with no memory of how you came to be there. [D1/Piety]

LUCK: With a mighty pull, you wrench your leg free and discover that it was not the coral, but the strap of a leather bag that had entrapped you. Pulling it to the surface, you realize that it is a saddlebag of exotic workmanship! Praise Allah! [D1/S1/**Magic Saddlebags**]

1804

A dear friend from your childhood has offered to show you the fine art of pearl diving. You stand safely on the shore as he disappears beneath the waves. You watch for a very long time, but there is no sign of your friend. You grow fearful for your bosom friend, and begin to pray to Allah that he will be safe.

NO SKILL: Suddenly, the water bubbles and your friend finally breaks through to the surface, barely conscious. Sadly, in his distress, he lost hold of the pearls he had collected. [S1]

SEAMANSHIP: Your friend needs help! Calling upon your experience as a sailor, you dive into the water, swimming as fast as you can. You find your friend floating limp in the water, and you hoist him to safety. Your sigh of relief turns into a shout of joy as he shares with you his collection of fresh pearls! [D1/S1/W+2 (Max: Respectable)]

1805

You decide to try your hand at pearl diving, hoping to make a small fortune. Holding your breath, you plunge to the bottom. But instead of finding a pearl bed, you find an ancient shipwreck! You try to get close enough to investigate, but a great shark immerges from the wreck!

NO SKILL: As soon as you see the shark, you swim for the safety of the shore. You barely reach an outcropping of rock as the shark snaps at your heels! You thank Allah for delivering you from a terrible fate. [S1/Seamanship]

WEAPON USE: All you have to defend yourself is your pearl knife. Against such a terrifying creature, you cannot imagine it will be enough, but you know you cannot out-swim the greatest hunter of the deep! As the beast approaches, you pray to the Most High for true aim and stab at its sensitive nose. Confused by the sudden pain and the smell of its own blood, the shark writhes about. You grab a loose amphora from the wreckage, and flee to the safety of shore. Inside the amphora you find an interesting bauble. [D1/S1/**Ionian Gems**]

1806

Walking along the shore, you discover a number of men in small boats. You realize that they are pearl divers! You decide you would like to attempt the dangerous feat, but you know that some training might just save your life.

NO SKILL: You approach a few of the divers, but they refuse to share their secrets with you. They offer to sell you some of their pearls, but you politely decline their offer. [S1]

BARGAINING AND EVALUATION: You find an old man repairing his ropes. He is too old to dive himself and seems delighted to have a healthy young assistant. He shows you the basic techniques, and before long you are pulling great oysters up from the bottom! [DI/W+1 (Max: Respectable)]

1807

You join some pearl divers, hoping to find some of the precious stones at the bottom of the sea. After a long dive, you emerge on the surface to discover that all the other divers have vanished. Instead, you see a company of the Sultan's soldiers! They seize you and accuse you of stealing from the Sultan's pearl bed!

NO SKILL: You beg the Vizier for mercy. In exchange for testimony against the other divers, and the payment of a stiff bribe, he agrees to release you. [D-1/W-1 (Min: Poor)/Bargaining and Evaluation]

COURTLY GRACES: With your understanding of ways of the nobility, you are able to construct an effective defense before the Sultan. The Vizier is embarrassed and humiliated by the ease with which you turn his arguments against him. The Sultan gives you gifts for your troubles, and sends you on your way. But the Vizier is determined to get his revenge! [DI/SI/W+1 (Max: Rich)/*Pursued*]

ACTING AND DISGUISE: You are able to convince the captain that you are actually a secret envoy of the Sultan, sent to discover those who were poaching on his pearl beds. By the time he realizes your trick, you have left the Sultan's lands along with a nice little bag full of precious pearls. [SI/W+2 (Max: Princely)]

1808

You learn that not all pearl divers are honest, hard-working men. Some of them are thieves! As you emerge from the water with a basket full of pearls, you feel the sharp prick of a knife in your back!

NO SKILL: You see no choice. The pearls are not worth your life. You surrender your hard-earned wealth, and the rogue vanishes before you can turn around. [SI]

STEALTH AND STEALING: Very carefully and stealthily, you draw your own knife while pretending to turn over the pearls. As soon as the thief grabs your pearl basket, you turn on him and attack! The knife fight is short and vicious, but you are victorious in the end. [DI/SI/W+2 (Max: Respectable)/*Wounded*]

1809

In a marketplace, you observe a strange little man charming a snake with a flute. You are almost entranced by the rhythmic movements and music of the snake charmer. You realize that this could be a very useful skill if you ever encounter a snake. After his performance, you approach him and try to convince him to teach you his secrets.

NO SKILL: The man listens to your offers but insists that he cannot teach you. Only members of his religious sect are permitted to know the art that he has demonstrated. Disappointed, you continue your journey. [SI]

BARGAINING AND EVALUATION: After much haggling, you convince the man to show you his methods. [SI/W-1 (Min: Poor)/Wilderness Lore]

1810

Resting near a secluded well, you are shocked to see a serpentine creature emerge from the water. At the tail of the snake is a human head! Once you get over your initial shock, you discover that it is capable of speech, and you begin to converse with the creature. You learn that it has become lost in a land far from home.

NO SKILL: Fearing that the beast means to devour you, you quickly agree to help as much as you can. You eventually learn that it has wandered from the Mughal lands far to the east, and you point out the direction it should travel. [SI]

STORYTELLING: You remember tales from your travels in the Mughal lands of such creatures, called Nāgah. In those lands it is said that they are intelligent and often generous when treated with respect. Bowing, you address the beast as if it were the Sultan himself. Flattered by such treatment, the Nāgah grants you a mystical boon as reward for your kindness and aid. [DI/SI/Courtly Graces/*Blessed*]

1811

A band of magicians has discovered the means to control the serpents in the area. You realize that you will have to make a deal with them if you are going to be able to leave with your skin intact.

NO SKILL: The magicians want to move on to wealthier areas, and they decide that you are just the person they need to make it possible. You agree to use your connections to set them up in the next kingdom. When you arrive in the next valley, you instead approach a respected vizier and warn him of the approaching cult. You are rewarded for your diligence. [DI/SI/W+1 (Max: Respectable)/Beguiling]

SEDUCTION: Perhaps you tried too hard to convince the cultists to spare your life. It seems that you have caught the eye of one of the magicians, and now you are forced into bondage! [SI/*Enslaved*]

1812

As you cross the spine of a ridge, you see something shining in the sun. You approach to investigate and discover a broad pit filled with snakes. In the center stands a small pile of rocks, upon which sits a red stone statue of a serpent with rubies for eyes. So large are the rubies that they reflect the rays of the sun from over a league away!

NO SKILL: You must have the statue for yourself! You run across the shallow pit, hoping to move fast enough to reach the stones unhurt. Without pausing, you grab the stone statue and continue running. But your feet slip on the slithering forms beneath you, and you feel numerous little bites on your legs and ankles. By the time you reach the far side, the venom of many snakes course through your blood. Three days later you are found, nearly paralyzed, by the side of the road. You have no idea what fate befell the statue. [SI/*Crippled*]

SCHOLARSHIP: You remember that snakes are cold blooded. If you wait until the coldest part of the night, they should be so sluggish that you can retrieve the statue without danger. Your wisdom proves true, and you easily retrieve the statue without disturbing the snakes. [DI/SI/**Carnelian Idol**]

1813

The pillars of the crumbling marble structure were carved in the image of great serpents. But rumors of great wealth within spur you to explore its shadowy depths. As you enter, you are startled by the sudden appearance of a beautiful woman, dressed in a long gray gown.

NO SKILL: You are entranced by the stately woman, who lures you deeper into the ancient ruin. As you sit together, drinking, you become aware of a serpentine form wrapping itself around you. Your eyes follow the curve of the snake's tail. To your horror, you realize that the woman is transforming into an enormous serpent! Your screams echo off the marble walls as you flee into the forest in blind panic. [SI/*Insane*]

COURTLY GRACES: With great respect, you treat the matronly woman as though she were an important official. She seems pleased with your manners and reveals that she is the last of a race of shape-shifting serpents! Your mind reels from her words. Before she allows you to depart, she grants you the gift of ancient scrolls of serpentine wisdom. [DI/SI/Scholarship]

1814

Against the advice of your native guide, you enter the serpent-haunted wood in pursuit of the treasures rumored to be within. If your guide had only told you how big the serpents were, you might have taken his advice. Now you find yourself facing a snake far larger than you could ever have imagined.

NO SKILL: The serpent is so long you cannot see both ends of it at once! You could never hope to vanquish a creature that could crush elephants in its coils. You have no choice but to flee from the forest empty-handed. [SI/Wisdom]

LUCK: Monsters the size of this serpent may be strong and powerful, but they don't move very quickly. You deftly avoid getting entangled in its coils and retrieve the lost treasures! [DI/W+1 (Max: Princely)/Stealth and Stealing]

1815

You stagger into the village, half-dead from the serpent venom burning in your veins. If you do not get some kind of help, you know that you will soon be dead.

NO SKILL: The only villager who offers to assist you is a twisted old crone. She agrees to provide you with an anti-venom if you agree to aid her with a certain task that she cannot do on her own. Reluctantly, you agree to her terms. After she has cured you, she describes what she needs you to do. [DI/SI/*Under Geas*]

VIZIER, SULTAN, RESPECTED (All mandatory): The people of the village rush to your aid. After three days, your fever breaks, and you are able to continue on your journey. [D-1/SI]

1816

You are traveling through a region that lately has been plagued by snakes of all sizes and types. The people would doubtless be grateful if you could find some way to rid them of this scourge.

NO SKILL: You remember passing by a caravan from the Islands of Camphor recently. The merchant tried to sell you some snake-repelling oil from that region. It costs you a fair amount of money, but you are able to purchase enough oil to aid the locals. [DI/SI/W-1 (Min: Poor)/Bargaining and Evaluation]

ENDURING HARDSHIP: You know of a certain guru who makes his home high on a rugged pinnacle of rock. He is said to have knowledge of all the creatures that crawl on their bellies. It is a difficult and arduous journey to the hermit's pillar, but you finally reach him. He obliges you to join him in a month-long fast before revealing his secret knowledge of keeping snakes at bay. [DI/SI/Wilderness Lore]

1817

Your traveling companion has been injured by a wild dog in the woods, and as you hasten to find help, you trip and fall down a hillside. When you reach the bottom of the slippery slope, you shake your head to clear your vision. You are about to rise when you realize that you are staring straight into the eyes of a deadly asp!

NO SKILL: This is a very dangerous snake, and very fast. You cannot run; your only hope is to lie very still and hope that it does not decide to strike. :

Roll two dice, adding one each for Enduring Hardship, Stealth and Stealing, and Wilderness Lore:

- 2–4: Unable to sit still long enough, you involuntarily jerk away, and the asp sinks its deadly fangs into your neck! As you lie there paralyzed, a passing merchant happens to find you and bring you to a healer before you die. Alas, the venom still left some effect of its poison. [Luck/*Crippled*]
- 5–9: You lie still so long that your muscles burn with pain. Finally the snake grows bored and slithers off. You breathe a sigh of relief. [DI/SI]
- 10+: Suddenly, you hear a beautiful voice singing behind you. The asp sways to the sound, entranced. Seeing your opportunity, your hand flashes out to grab the serpent and fling it away. You turn to view your savior, but she is nowhere to be found! [DI/SI/Quick Thinking]

APPEARANCE: You freeze in place, hoping that the asp will not strike. You hear motion behind you, and pray that it is not another serpent. To your amazement, you hear a woman singing in a clear, melodious voice. The snake is charmed by the music, and soon slithers over you towards the singer. Amazed, you turn to see your savior. Your eyes fall upon a most magnificent youth, truly an angel from heaven itself! [DI/SI/*Love Struck*]

1818

Lost in the woods, you hear a cry for help. When you investigate, you discover that the cry came from a young maiden. She has fallen into a den of vipers!

NO SKILL: Seizing up a firebrand, you leap into the pit to rescue the girl. Using the fire to hold the vipers at bay, you help the girl climb to freedom. As you follow her out, you feel a sharp pain in your heel! [DI/SI/*Diseased*]

SEAMANSHIP: Your knowledge of knots and ropes is very valuable in moments like this! You rapidly tie together some vines and cords from the nearby trees and brush. Securing the hastily constructed rope to a branch hanging over the pit, you leap over to where the girl awaits. You hoist her onto your back and yell for her to hold on tight while you climb to safety. You learn that she is the daughter of a local magistrate, who rewards you handsomely. [DI/SI/W+1 (Max: Respectable)/*Respected*]

1819

Leaning against a tree is a man feverish from poison. It is clear that he will soon expire if you do not aid him.

NO SKILL: Using your knife, you cut open the wound so you can suck the poison out before it kills the man. Treating him with some herbs in your bag, it takes two days before he is coherent enough to speak. He will eventually recover. In exchange for your unexpected aid, he offers to guide you to the location of a long-lost fortune. [DI/SI/Opportunity to enter the Lake of Colors]

MAGIC: You know that it is too late to save this man with simple medicine, so you use your mystical arts to save his life. When the devout dervish learns what you have done on his behalf, he curses you for corrupting his body with your black magic! [SI/Piety/*Accursed*]

1820

A giant serpent has made a home for itself in the heart of a small village, and has taken to feeding on the livestock. It strikes only at night, and the villagers cannot locate it during the day.

NO SKILL: You convince a number of the villagers to stand watch all night, so they can see the serpent. Alas! A young boy falls asleep at his post and is that night's victim! You are too distraught to be of any further aid to the villagers. [D-1/SI/*Grief Stricken*]

ACTING AND DISGUISE: Judging by the size of the discarded snake skin you find, even if the villagers could locate the serpent, it would be too much for them to handle. Dressing in your most magnificent robes, you approach a nearby fortress. The captain is fooled by your attitude and agrees to dispatch his soldiers as you command. You realize it is best for you to leave the area before he discovers your deception. [DI/SI]

1821

You broke your lover's heart, but what is that to you? You got what you wanted. Maybe you should have been suspicious when the servant gave you a gift from the jilted soul. But the water was clean and clear and just a little sweet. When the odd sensations fade, you realize that you are transformed!

NO SKILL: You are so mistreated by members of your former sex trying to coerce favors from you, you are reduced to tears. You vow before Allah that you will never again seduce another! [SI/Lose Seduction/*Sex–Changed*]

LUCK: In total despair, you are about to take your own life. A passing dervish interrupts your preparations. You tell him your sorry tale, and he agrees to pray with you for the mercy of the Most High. The next morning, you are returned to your normal form. You can't be sure if the effect wore off, or if it was a gift from Allah. [DI/SI/Lose *Sex–Changed*/Lose *Beast Form*]

1822

You have been put under a most terrible spell! Tricked by your cunning guide to drink from the mysterious spring, you have found your gender reversed. Now he intends to sell you into slavery!

NO SKILL: Your prayers for deliverance are answered, but in a form far from what you had hoped. A magician tells you that when your body is rebuilt after leaving this plane, it will return to its true form. Not realizing what he means by a plane, you accept his offer without thinking. Now you are in the strange and frightening land of the djinn! [DI/Lose *Sex–Changed*/Move to the Dusky Land and have an immediate encounter]

APPEARANCE: Despite your prayers for aid from the divine, you are auctioned off for a fine price. [SI/*Sex–Changed*/*Enslaved*]

1823

When the Sultan caught you in the arms of his daughter, he needed a way to punish you both. Being particularly cruel, he forces you to drink from a magical well that has the power to transform man to woman and woman to man!

NO SKILL: Expelled from his kingdom and shorn of your identity, you sink to your knees in supplication to the All-Merciful. When you rise, you see a vision of holy Mecca. You determine to make a pilgrimage. [DI/SI/*Sex–Changed*/*On Pilgrimage*—if you are still *Sex–Changed* when the pilgrimage is complete, lose *Sex–Changed*]

STORYTELLING: On the highway leaving the Sultan's kingdom, you tell your tale to all who will listen. A wise imam hears your tale and is moved to pray on your behalf. Under the holy man's guidance, you make generous gifts to the poor. Afterwards, you are still the wrong gender, but your soul feels much cleansed. [DI/SI/Piety/*Sex–Changed*]

1824

That ill-mannered brute of a hunchback tricked you! He swore that the water was safe to drink, but now you find that your gender has been reversed. How can you complete your quest in this condition?

NO SKILL: You are determined to give the hunchback the beating of his life, but you are unfamiliar with your new form and too clumsy to overcome him. He escapes your wrath... for now. [SI/*Sex–Changed*]

WEAPON USE (mandatory): Your new form might be unfamiliar and awkward, but you still know how to use a sword! The hunchback will regret his decision to trick you for all of the last three minutes of his life. Unfortunately, you are seen dispensing your justice, and soon find yourself in the Sultan's dungeons! [SI/*Sex–Changed*/*Imprisoned*]

1825

After that insult, you have no choice but to challenge your rival to a duel to the death. You are lead by your second to a secluded oasis. Your rival invites you to take a cooling drink before the battle so the fight will be fair.

NO SKILL: You drink deeply from the cool, sweet waters of the spring. To your amazement, your reflection in the water changes! Your gender has been reversed! You look to your treacherous rival to discover an identical transformation taking place. "You fool! The curse could not be lifted until I tricked another into drinking from the spring. Now I am free at last!" You see to it that the rogue dies free. [SI/Weapon Use/*Sex–Changed*]

QUICK THINKING: Distrustful of your foe, you refuse the offer and prepare for the duel. Seeing that the ploy was discovered, your rival drops down and begs you for your mercy, revealing the plan to trick you into drinking so you too would suffer a change of sex. Disgusted by the groveling, you leave the miserable wretch to suffer. [DI]

1826

The black magician stands on the small island in the middle of the shallow lake, his smug look setting your blood aboil. His unspeakable acts have earned the ire of the Sultan, and you intend to collect the reward. You order your men to attack, but when the first of them reaches the water, they all fall back in confusion. Those who merely touched the water of the accursed spring have been transformed into women!

NO SKILL: The soldiers will not stand before such vile sorcery. They refuse to attack, and quickly begin to desert. The evil magician laughs scornfully as you are forced to retreat. [SI]

SEAMANSHIP: If touching the water is the cause of the curse, then surely a boat will protect you from the dark magic. You seize a local fisherman's dinghy and cast off. When the magician realizes that you have seen through his ploy, he speaks some words that should not be understood, and vanishes from the island. Though you did not slay the sorcerer, the Sultan is pleased that you have chased him off and gives you half the reward. [DI/W+1 (Max: Rich)/Quick Thinking]

1827

While crossing the desert, a sandstorm robbed you of your water bag and you were forced to drink from the first spring you could find. Sadly for you, one of them was a mysterious spring which reverses the gender of all who drink its waters! You travel from village to village seeking a wise man who can cure you of your bizarre ailment. You finally find a magician who agrees to transform you back in exchange for a favor in a distant land.

Do you agree to his terms?

If no: He sends you on your way, still afflicted by the curse of the waters. [SI/ *Sex–Changed*]

If yes: The magician casts a spell upon you. You are returned to your normal form, but now you have no control over your own movements! [DI/ Lose *Sex–Changed*/ Lose *Beast Form*/ *Ensorcelled*]

1828

You have learned of a corrupt Vizier who uses a mysterious sex-changing spring to destroy his political rivals. The Sultan is too busy with his harem to pay attention to the actions of his advisor.

NO SKILL: After much wine, you convince one of the Vizier's own guards to loan you his uniform. Breaking into the Vizier's palace, you locate the magic spring and claim a small sample. Adding the enchanted water to the Vizier's wine, you are delighted when he suffers the same fate as so many of his rivals. No one would believe that the frail woman was actually the Vizier. [DI/ Stealth and Stealing]

COURTLY GRACES: You approach the court in an attempt to get an audience with the Sultan of this land. If you could meet with him, perhaps you could convince him of the Vizier's wicked nature. But the evil advisor catches wind of your plans, and before you can see the Sultan, he slips some enchanted water into your bath, and you find yourself his latest victim! [SI/ *Sex–Changed*]

1829

You knew you made a mistake as soon as the water of the mysterious spring had touched your lips. Now you have been transformed into the opposite gender! What price would you not pay to be rid of such a terrible curse?

NO SKILL: In a nearby village, a twisted old crone claims to have the solution to your problem. But the price she demands is painfully steep: she demands a Treasure or bags of gold.

Do you pay her price?

If you are at a Wealth level of Respectable or less or will not pay: She sends you on your way, still changed. [SI/ *Sex–Changed*]

If you have a Wealth level of Rich or greater and you wish to pay: Give her one of your Treasures (return it to the deck). If you have no Treasures, then you give her gold. After handing over payment, she feeds you bitter herbs and speaks curious words you would not dare try to repeat. You are furious when you discover that she has merely swapped one curse for another! [SI/ Choice of **Lose Treasure** or W-3 (Min: Penniless)/ Lose *Sex–Changed*/ *Beast Form*]

BARGAINING AND EVALUATION: You encounter a traveling peddler who offers to sell you a magical talisman that will cure you of your curse. You eagerly pay the charlatan. He is long gone before you discover that the totem has no effect on your altered gender, but it may still be valuable in its own right. [DI/ W-2 (Min: Poor)/ *Sex–Changed*/ **Protective Talisman**]

1830

Half-dead from thirst, you did not notice anything strange about the oasis you stumbled into. But as soon as you drink the sweet, cold water, you feel a feverish chill. When the tingling fades, you find that your gender has been changed! You hasten to a cousin's home in a nearby village and implore their assistance.

NO SKILL: They provide you with clothes suitable to your new condition and help you create a new identity. A couple weeks of this and you've learned more about the opposite sex than you ever hoped to. This inside information could prove very useful if you ever recover. [SI/ Seduction/ *Sex–Changed*]

ACTING AND DISGUISE: It takes a lot of work, but with makeup and props you are able to alter your external appearance and mask your voice enough to convince most people that you are still as you were. You manage to keep up the façade long enough for the magical effect to fade. In the meantime, you have learned to take much greater care of your appearance. [SI/ Appearance/ Lose *Sex–Changed*]

1831

You are traveling with your beloved to visit her parents when you stop at a small desert oasis. She wishes to wash the dust of the trail away with a quick dip in the cool waters of the spring. Minutes later, a young man with familiar features stands before you, tears streaming from his eyes. The love of your life has just been transformed into a man!

NO SKILL: Your heart cannot bear the pain you see in your beloved's eyes. You also bathe in the waters of the sex-changing spring so that you will both share the curse until a cure can be found. [SI/ *Sex–Changed*]

ENDURING HARDSHIP: A traveling imam happens to visit the oasis later that night. Upon hearing your tale, he tells you of a cure, but one which is rather difficult to achieve. You must forego all other drink for an entire month, instead drinking nothing but the water of the cursed pool. To your amazement, the cure works. [DI/ SI/ Lose *Sex–Changed*]

1832

Half-dead from thirst, you approach the spring with caution. The foul water in the last oasis led to the death of two of your companions. You fear the worst. Carefully examining the water, you see no sign that it will cause you harm. Finally, you dare to drink. To your shock and dismay, you discover that it is the sex-changing spring of legend!

NO SKILL: You remember a tale of someone who had suffered a similar fate. It was said that prayer at a particular shrine in a far distant land would remove the terrifying curse. You decide to try it for yourself. [DI/ SI/ *Sex–Changed*/ Have another player move you to any city space]

APPEARANCE: As you kneel by the pool, tears streaming from your eyes, you feel a gentle hand upon your brow. A magnificent girl, made entirely of water, stands before you. It is the spirit of the spring! Though mute, she communicates to you her regret for having inflicted such a fate upon you. She agrees to free you if you will spend a week in her company. After the week passes, you are returned to your natural form, but your heart is heavy as you turn to leave. [DI/ Lose *Sex–Changed*/ *Love Struck*]

1833

What cruel fate! Your heart was stolen by the radiant figure you encountered in the square, but you would learn that little is as it seemed to be. For your newly beloved was in fact the victim of a wicked magic: a sex-change spring!

NO SKILL: The contradiction of falling in love with one who is actually the same sex as you weighs heavily on your soul. [SI/ *Grief Stricken*]

SCHOLARSHIP: Though you know that there is no romance in your future together, your love for this victim of fortune drives you to locate a cure. After much research in dusty tomes of forgotten lore, you uncover the secret you seek—that the spring is not one of changing sex, but of removing curses, and the one you love was actually born in the body you see now! She must have been cursed as a very young child! [DI/SI/Magic/ *Beloved*]

1834

You and your companions camp near the edge of an oasis. While you are attending the camels, the others go to the spring to slake their thirsts. When you hear cries of panic, you rush into the lush oasis to discover that they have all been transformed by the sex-changing spring!

NO SKILL: One of your companions, now a learned old woman, tells you of a possible cure. It will take you some time to locate the rare and valuable herb, but you swear to your friends that you will do it. [DI/ Scholarship/ *Under Geas*]

WILDERNESS LORE: You're in luck! The most learned member of your party knows of a certain herb that can reverse the terrible curse, and your experience in the wild has taught you well were to locate the valuable plant. It is the work of but a day and you have collected ample supplies to reverse the magic. [SI/Luck]

1835

When you drank the cool, sweet water of the spring, you never imagined that it would change your gender! But truly there is no might and majesty save with Allah, for if you had not been thus altered, you would never have been able to assist your childhood friend. The cruel Vizier of this land who had imprisoned him would have recognized you immediately, but now you seem a completely different person!

NO SKILL: Though you cannot convince the Vizier to release your friend, your altered form does enable to you learn certain secrets of the court that would embarrass the sultan if they should become known to the public. Thus blackmailed, the Sultan has no choice but to release your friend. You both quickly leave the kingdom before he changes his mind. [DI/SI/ *Sex–Changed*/ Have another player move you exactly two spaces in any direction]

SEDUCTION: Though it raises bile in your throat, you realize that you are now in a perfect position to convince the Vizier to release your friend. You are careful to allow him nothing but promises, and you flee as soon as your friend is free. Best you never return to that kingdom. [DI/ *Sex–Changed*/ *Outlaw*]

1836

Legends of the mysterious rhinoceros have intrigued you for some time. You decide you must see this fabulous creature for yourself. You decide that the best way to find one is by hiring a guide, and you set about negotiating a good price with a friendly native.

NO SKILL: The guide takes your money and leads you out into the wilderness. Two days later you wake up to discover that the guide has disappeared, leaving you in alone in the wild! [SI/ *Lost*]

ENDURING HARDSHIP: Your guide leads you deep into the wild, pushing you at a hectic pace. You struggle to keep up. But a week later, you are finally rewarded with a glimpse of the incredible animal, calmly feeding on the grasses of the veldt. Money well spent! [SI/Wilderness Lore]

1837

During your wanderings, you come across a group of men hunting the mythical rhinoceros. You are intrigued by the tales you have heard of this strange animal, and wish to join them on their hunt.

NO SKILL: The men agree to let you accompany them after you offer to provide supplies for the journey. You are delighted when they find the animal's tracks a few days later. The creature proves to be exceptionally strong and dangerous, and it takes all of your skill and ability, along with that of your companions, to finally fell the mighty beast. [DI/SI/W-1 (Min: Penniless)/Weapon Use]

STORYTELLING: The men are impressed by your tales of hunting and exploration and decide that you would be a valuable addition to their expedition. But though you tell a convincing tale, your knowledge in the field proves to be far less than they anticipated. Though they come to mock you, their derision proves to be a valuable incentive to learn as much as you can in the field. [SI/Wilderness Lore/ *Scorned*]

1838

You find a band of men who have killed an enormous rhinoceros. You examine the remains, finding particularly intriguing the creature's bizarre horn.

NO SKILL: One of the older hunters tells you a fascinating tale about the rhino and its horn. Far to the east, he says, doctors use the powder of the horn to ease fevers and treat the "falling sickness." You trade him a handful of coins for a sample of the horn in case you find a use for it in the future. [SI/Scholarship]

BARGAINING AND EVALUATION: You realize that the rarity of the rhino may make its horn as valuable as the ivory tusks of elephants. After a bit of haggling, you convince the hunters to let you take the horn. [DI/ W+1 (Max: Rich)]

1839

According to the local villagers, there is a stretch of river nearby where the fabled rhinoceros can often be found drinking and bathing. Intrigued by the tales you have heard about this animal, you decide to investigate.

NO SKILL: You approach the river bank but slip and splash noisily into the water. The rhino is startled by your noise and immediately charges you! Fortunately for you, the animal has poor eyesight, and after knocking you unconscious apparently cannot find you to inflict any more damage. [SI/ *Wounded*]

STEALTH AND STEALING: Cautiously, you approach the mysterious animal. You have heard that it has acute hearing but poor vision. Apparently, the tales are true, as you are able to approach close enough to touch its thick, leathery hide unnoticed. You praise the Creator that can design such fascinating creatures, and thank Him for giving you an opportunity to see one yourself. [DI/SI/ *Blessed*]

1840

Responding to a plaintive sound in the brush, you discover a small rhinoceros cub, apparently lost. You realize that it would make a fabulous gift for the local Sultan. You attempt to capture it.

Roll two dice, adding one each for Wilderness Lore, Stealth and Stealing, and Quick Thinking:

- 2–5: As you approach the cub with a net, you hear a thundering sound behind you. It is the small animal's mother! You quickly

decide that an angry mother is too dangerous and let the cub go. [SI/Wisdom]

- 6–9: The cub puts up a fight, biting your arm when you try to force it into the net. The wound gets red with infection, and you soon find that you are running a high fever. [SI/*Diseased*]
- 10+: You manage to corral the little rhino into the net without serious injury. The Sultan is astounded by the incredible gift you have given him, and raises you to a position of honor in his court. [DI/SI/Courtly Graces/*Vizier*]

1841

Somehow you have angered a rhinoceros, and now it is charging toward you! You flee in terror, desperate to find some shelter. Up ahead, you see a tumbled pile of marble and granite. It's some kind of ruin!

NO SKILL: You dive into the shadows of the rocks just as the massive animal thunders past. You wait in the darkness for a few hours until you are sure the rhino has moved on before sneaking away quietly. [SI/Stealth and Stealing]

LUCK: You hide from the rhino in the interior of the ruin. While you are waiting for the curious animal to move on, your curiosity drives you to search the pile. Under a loose slate stone, you find a hidden chamber. Inside you find some time-dried bones clutching a shining object. [DI/SI/**Treasure**]

1842

You have decided to investigate the rumors you have heard of a fantastic creature known for its armored hide and a weapon for a snout. You know that you need a reliable guide if you are going to find the mythical creature.

NO SKILL: The natives look at you with scorn and derision. They refuse to help you look for the rhinoceros. Angry at their poor treatment, you set out on your own. Before long you track down the rhino on your own. After watching the magnificent creature for an entire day, you return to civilization with a new tale to tell. [SI/*Determined*]

APPEARANCE (mandatory): The guide looks at you and decides that you would be useful on a rhino hunt. He leads you into the wilderness and asks you to call to the rhino with loud noises. You oblige, not realizing that your true role is rhino bait! At the last moment of the great creature's charge, you dive to the side while it rushes past you. Your treacherous guide is not as fast on his feet as you. His scream of terror tells you what his final fate was meant to be. [DI/SI]

1843

A rampaging rhino has trapped you in the branches of a large tree. After nearly an hour clinging to a branch, you see some travelers in the distance. Desperately you wave at them for help.

NO SKILL: The travelers are frightened by the size of the creature at the base of the tree. They quickly head the other direction, leaving you to your fate. You spend the next night and day in the shelter of the tree, until the animal finally leaves you in peace. [SI/Enduring Hardship]

SEDUCTION: You can see that the travelers are intimidated by the beast. You realize that you need to promise them something valuable if you are going to convince them to help you. Sadly, you left your valuables in town when you went out to seek the rhino. Perhaps you can think of something else that might interest them... [SI/Beguiling]

1844

In the middle of the night, you are awoken by the smell of burning grass. You realize that a wildfire has engulfed your camp! Coughing on the smoke, panic begins to seize your heart as you can see no route of escape. You call out for anyone to help you. Suddenly through the choking smoke, you see a massive beast approaching!

NO SKILL: To your amazement, the massive rhino begins stamping out the fire with his enormous feet. What wonders the world possesses! Surely the being that created such a world is truly magnificent! You are humbled to live in such a creation! [DI/SI/Piety]

SCHOLARSHIP: Between the fire and the charging rhino, you decide to take your chances with the flames. Plunging into the fire, you emerge from the far side, lightly singed but safe. [DI/SI/Luck]

1845

You hear a scream of terror from the other side of the brush. You run to investigate and see a woman running with a child in her arms. Behind her you see a frightening sight: a rhino charging straight towards her!

NO SKILL: You remember hearing that the rhino has poor eyesight but magnificent hearing. You hope that you might be able to distract the beast by making loud noises. Yelling at the woman to be quiet, you shout and holler and throw rocks towards the charging rhino. The confused beast is fooled by your noise, and charges towards you instead. Fortunately, you are able to dive into a shallow ravine and the half-blind animal continues charging into the plain. [DI/SI]

WEAPON USE: Drawing your bow, you fire an arrow towards the rampaging beast. It glances off the creature's armored hide, barely scratching the surface. Apparently, the unexpected pain is enough to distract it from its course, and the woman escapes while the puzzled creature tries to locate the cause of the pain. [SI/Quick Thinking]

1846

You find a crippled huntsman leaning against a tree. He tells you of his encounter with a ferocious rhinoceros. Though he is no longer able to hunt, he is determined to get his revenge on the creature that left him crippled. He has devised a trap for the animal, but he needs someone to lure it in.

NO SKILL: You try to lure the great beast into the trap with noises and gestures, but it seems too cunning to fall for your ruse. Frustrated by your failure, you return to the huntsman, but he has succumbed to his wounds. [SI/*Grief Stricken*]

ACTING AND DISGUISE: You discover that the rhino is too crafty to be lured directly into the trap. You are brought to mind of tales of the animosity between rhinos and elephants. You hastily construct a mock elephant, and, imitating its noises, you enrage the rhino. As it charges you, you leap across the trap pit, into which the rhino tumbles with a sickening sound. The dying huntsman thanks you with a map to his greatest discovery. [DI/SI/Opportunity to enter the Valley of Diamonds]

1847

The youngest son of the Sultan asks you to help him hunt the most dangerous creature in the kingdom: the spear-nosed rhinoceros. Before you depart, the Sultan warns you that whatever fate befalls his son will befall you as well.

NO SKILL: Despite your efforts, you and the prince are unable to locate any rhinos in the area. Disappointed, but safe, you return to the palace. [SI]

WILDERNESS LORE (mandatory): With your superior tracking skills, you easily find one of the mysterious rhinos. Despite your warnings, the prince attacks the beast.

Roll two dice:

- 2: To your dismay, the prince is trampled to death. You flee the kingdom in fear for your life. [D-1/S1/*Outlaw*/*Pursued* (SOLDIER)]
- 3–4: The prince is not a skilled hunter, and you are barely able to save him from the dangerous animal. The Sultan is furious about the wounds the prince endured, and claps you in irons for your negligence. [D-1/*Enslaved*]
- 5–9: Despite the prince's bumbling, you manage to drive the creature off before it harms him. But he is furious that you allowed his quarry to escape, and the Sultan orders you expelled from the kingdom. [S1/Have another player move you exactly two spaces in any direction]
- 10+: You and the prince together are able to capture the animal, and he proudly returns it to the palace, where it is added to the Sultan's menagerie. The Sultan is pleased and rewards you with generous gifts. [D1/S1/W+2 (Max: Rich)]

1848

You are awakened from a sound sleep by the Sultan's guards, who bind your hands and drag you through the city to an expansive cell with dozens of other sleepy and distraught strangers, who all have no notion why they have been taken. After a time, a guard arrives to announce that the sultan's son has been murdered, and the Vizier has denounced all outsiders as traitorous dogs. Each person will be tortured in turn to reveal the guilty party. Several wretches fall to the ground in horror; others rail against the injustice. You kneel and raise your arms to the heavens: "Allah, Who is all wise and compassionate to the true believers, take notice of our plight and deliver us from this wicked Vizier's grasp."

NO SKILL: Your pleas have no more effect than the raging, the begging, or the sobbing of the others. You are taken in turn and the coals are applied to your limbs. The pain is terrible and unhinges your mind. [D1/*Insane*]

PIETY: Your passion and grace are overwhelming. The others join your cry as they kneel down besides you. The guards are disturbed, and cease removing prisoners to the torture chambers. In time, the Vizier arrives, screaming at the guards for their dereliction of duty. His face is red and his manner nearly incoherent. When he sees you at the center of the blessed throng, his mind snaps. "Kill them, kill them all!" he shrieks. Suddenly, he collapses, life fled from him body. Taking this as Allah's work, the guards release the prisoners. [D2/S1/Luck]

1849

The Sultan's jeweled crown has been stolen! The Vizier advises the sultan that it must have been done by someone with great skill, for the crown was secured in a locked and guarded vault. He recommends that all foreigners of renown be imprisoned and tried, torturing them if necessary. The Sultan agrees.

If you have no more than S4 or D4: You kneel before the Vizier, begging for your life. Luckily, you are considered too insignificant to be imprisoned. You are simply banished from the city. [S1/*Outlaw*]

If you have S5+ or D5+: The Sultan's soldiers, along with the Vizier, seek you out and seize you. Your pleading does not help at all and you will be tried as a thief. While in prison, a robed figure visits. "I am here to aid you," she whispers. "I have evidence that the Vizier is behind the theft. It is not my place to challenge him, for I am his betrothed. You must act in my place at your trial. Listen closely." She details the damning knowledge, and names several who will corroborate the Vizier's guilt.

NO SKILL: You presentation at trial is poorly delivered, and even more poorly received. By accusing the Vizier, you place yourself in far worse position. [D1/*Imprisoned*]

SCHOLARSHIP, COURTLY GRACES: Through erudite reasoning and cultured staging, you present a defense both well-executed and convincing. The evidence against the Vizier is truly damning, and the Sultan's anger toward the disloyal servant is severe. He rescinds the promise of his daughter to the Vizier and orders him executed. The daughter—none other than your prison visitor!—steps forward and confesses herself the source of your information. The Sultan sees the bond between the two of you and recommends that you stay with her. You are not so foolish as to refuse. [D1/S1/*Married* (or *Robe of Honor* if already *Married* or female)/*Vizier*]

1850

Whispers start to circulate that the sultan is insane. He appears at random in various places, making odd demands, issuing contradictory orders, condemning innocents to death, and sending soldiers into the desert after phantoms. At other times, he conducts business as usual and seems the sane, blessed ruler who is so beloved by the masses. You are unfortunate enough to witness one of his violent appearances. As you scamper into hiding, you notice a strange glow about the Sultan's neck. In a trice, you realize the Sultan has been usurped by his own conniving Vizier by means of an enchantment! You bravely step forward, attracting the ruler's attention with a loud prayer. "Allah, your work is betrayed and deceived. You will is thwarted and must be restored. I call upon you to aid me in this task."

NO SKILL: The Vizier laughs maniacally and orders his guard to beat you senseless for your disrespect. As you succumb to the pain, he loudly proclaims that Allah has forsaken you and any who challenge his actions. [D1/*Wounded*/*Fated*]

MAGIC: As the Sultan approaches you in a rage, by a simple charm you cast off his spell of disguise, revealing to all the Vizier! He has been impersonating the Sultan to sow discord and weaken his rule. The wicked man seeks to break the love of the people for their ruler and stage a coup. Guided by Allah, you have revealed that plot and brought the wicked one to his doom. The Sultan gratefully awards you the Vizier's library, where you find several tomes of magical lore. [D2/S1/Magic]

1851

The other has salvaged many fine goods from shipwrecks and is looking for a business partner to help him sell the goods among the surface people. The other is certainly cunning, but you feel as though your skills could make the other's endeavors that much more successful. You agree to an alliance with him. The other gives you a few crates of fine pottery to sell.

NO SKILL: You do sell the fine pottery very quickly. However, the other berates you for not getting a higher price, and does no further business with you. [S1/W+1 (Max: Rich)/Bargaining and Evaluation]

BARGAINING AND EVALUATION: A distinctive pattern on the plates and lamps leads you to investigate their origin. You soon come to realize that the merman has, himself, caused many of the wrecks he has "salvaged." You arrange for the other to come to the surface on the pretense of making a large sale, but when he arrives, he is greeted by a veritable army of the merchants he has robbed. The merchants reward you handsomely for your honesty. [D1/S1/W+2 (Max: Rich)/*Respected*]

1852

Despite his attitude and business practices, the other has a successful trade business—selling undersea wonders to locals. You think that you can expand his business outside of the local region. There are but a few routes to the rich, if less cultured, nations of the west, and you know of good ways to use them.

NO SKILL: You arrange with the other to create trade arrangements. Business is good. [DI/W+1 (Max: Princely)/Bargaining and Evaluation]

BARGAINING AND EVALUATION: The other sees the wisdom of your plans and agrees to do business with you, teaching the business of trade by sea as well. [DI/W+2 (Max: Princely)/Seamanship]

1853

The other's trade business is failing; though the goods of his people are wondrous, his skills with "landlubbers" are atrocious. You think that perhaps you can help.

NO SKILL: It is of no use; the other is stubborn, his hatred of the surface people so deep that he cannot hide it. You abandon the other, mourning the loss of potential profit from the business relationship. [DI]

COURTLY GRACES, BEGUILING: You are able to help the other's skill in dealing with other people, though you know that it is a facade: he is not fond of surface people and it is hard for him to be nice to them. You are able to make some profit from the relationship, but soon his anger strains your relationship and you decide to leave him before someone does something regrettable. [DI/W+3 (Max: Princely)/Bargaining and Evaluation]

1854

Your attempt at a fair exchange of services and goods was never to be as the other has different plans for you. He unsheathes a very large scimitar and attacks!

NO SKILL: Unprepared for such an assault, you are barely able to defend yourself. After a few strokes, he draws blood, and this seems to satisfy him. "I have upheld my faith and now have no need to continue." He departs, and you are relieved, if mystified. [DI]

WEAPON USE, LUCK: You meet his blade with your own. The crash of noise brings bystanders, including some guards. The other quickly departs and you are hailed a hero, for the other, having taken leave of his senses, has been menacing innocents for the past month. [D2]

1855

You attempt to deal with the other to your benefit, but he grows ever more angry. "Why should I not take everything?" he says, pointing a scimitar in your face. You are in no position to argue. [DI/W-1 (Min: Penniless)]

1856

The other cries to the heavens and attacks you as you speak.

You may flee or stand your ground:

If you flee: The other's attack hurts you, but you escape, knowing that you will see him again. [DI/*Wounded*/*Pursued*]

If you stand your ground: You kneel on the ground and offer a prayer to Allah. The conviction in your voice is such that the other wavers, then soon joins you. [D2/Piety]

1857

Something about the other's sinister gaze makes your blood boil, so you begin lashing him with your horse crop.

NO SKILL: Who knew what muscles were hidden beneath those rags? In the flash of an eye, the other has stripped your crop from your hands, and it's you getting the beating! [SI/*Wounded*]

WILDERNESS LORE: The strength and speed of the other surprises you, but you remember an encounter you once had with a surly gorilla. Using the same tactics, you escape the other unhurt. [DI/Quick Thinking]

1858

The disgusting creature dared to touch your fine robes! Certainly a good beating will teach him his place!

NO SKILL: You land blow after blow on the sniveling form, but somehow it reaches out to touch your bare skin. You feel... different. [SI/*Accursed*]

BARGAINING AND EVALUATION: As you are about to deliver a fine beating, you realize that the rags worn by the other were once fine silks! Your heart turns to mercy and, after long conversations you learn of the miserable other's unfortunate fate. [DI/SI/Wisdom]

SEAMANSHIP: As you begin to vent your anger on the other, you recognize him as a wanted pirate! Seizing him by the neck, you deliver him to the magistrate for the reward. [DI/SI/W+1 (Max: Respectable)]

1859

Such rubbish litters the street. A sound beating should get the other to move along.

NO SKILL: The powerful other doesn't seem to like being beaten. He decides to show you why. The crowd seems most amused by the sudden turn of events. [D-1/SI/*Scorned*]

LUCK: The other proves far too strong for you, and takes hold of your rod as if to beat you in return. Fortune smiles on you, however, as a troop of the Sultan's guards happen along in time to save you from a severe thrashing. [DI/SI]

1860

The other appears far too dangerous to risk a simple mugging, but you think you might be quick enough to grab his purse without him noticing.

NO SKILL: You wait until the other is distracted by a passing maiden. Quick as a viper, your hand snaps out and you take hold of the purse. The other never knew you'd been there! [DI/W+1 (Max: Poor)/Stealth and Stealing]

SEDUCTION (mandatory): As you reach for the other's purse, his hand whips out to grab your wrist. Seeing murder in his eyes, you offer whatever he asks for your release. He is swayed by your offers, but afterwards you feel somehow unclean. [D-1/*Diseased*]

SEAMANSHIP: You had planned to steal his purse, but you realize that he is sitting across the horn of a narwhal! The Sea-Unicorn's horn is extremely valuable as a cure for many ailments. When the other is distracted by a passing maiden, you secret the horn away. [DI/SI/Your choice: Either W+1 (Max: Princely) OR lose all *Accursed*, *Beast Form*, *Diseased*, *Ensorcelled*, *Insane*, or *Sex-Changed* statuses]

1861

You will need help if you are going to overcome the menacing other. You recruit a couple of rowdies in a nearby tavern.

NO SKILL: The other sees you approach and decides that the odds are against him. Before you can react, he flees into a darkened alley. Your "allies" lose heart at sight of the darkness, and you are left empty-handed. [SI]

WILDERNESS LORE: Dangerous prey like the other requires caution. Using tactics you learned when hunting tigers, you instruct your allies well. The other is surrounded and quickly overcome. [SI/W+1 (Max: Respectable)]

1862

The other is treated with fear and superstition by the locals, so you know that no one will come to his aid when you rob him.

NO SKILL: As soon as you make your move, you realize why the locals fear this one—he is an awe-inspiring and terrible magician! [D-1/SI/Wisdom/*Beast Form*]

SCHOLARSHIP: You recognize certain arcane symbols on the clothes of the other. You will need protective magics to rob this one!

If you have Magic: You cast a protective spell and turn the other's curses against him. His magical equipment—mere beads and baubles—sell quite well. [DI/SI/W+1 (Max: Rich)]

If not: You decide it's best to let this one go. [SI]

1863

You wait for the other to step into a dark alley. Stepping in behind him, you bring a heavy earthen jar onto his head. Grabbing his sack, you flee into the twisted streets of the town.

NO SKILL: Finally safe, you empty the sack to find a collection of worthless junk. Cursing your luck, you seek more profitable prey. [SI]

SEAMANSHIP: You pour out your take. Most of it has no value, but your heart leaps when you recognize a coded chart! You're not sure, but you think it shows the route to the mysterious Undersea Kingdom! [DI/SI/Opportunity to enter the Undersea Kingdom]

1864

You look around to make sure nobody is watching. When the opportunity appears, you grab your quarry's basket and vanish into the twisting alleys.

NO SKILL: You find a few trinkets worth selling. [SI/W+1 (Max: Poor)/Stealth and Stealing]

BARGAINING AND EVALUATION: You discover that the other had many trinkets in high demand at a nearby village. A few hours later, you've traded your way to a tidy little profit. [DI/W+2 (Max: Rich)]

SCHOLARSHIP: You pick through the wretched belongings of the other. At first you think that there is nothing of value, but hidden among the refuse is a wondrous item! [DI/SI/**Treasure**]

1865

You're certain that the time is right to strike, but as soon as you knock the other out, a patrol of guardsmen appear!

NO SKILL: You are immediately arrested for theft. Perhaps a cold night in the dungeon will teach you better! [SI/*Imprisoned*]

APPEARANCE (mandatory): When the guards come to arrest you, they are shocked to find that you look exactly like their prince! Worried that you might use your appearance against him, he immediately banishes you from the kingdom. [SI/*Outlaw*]

SEDUCTION: The guards arrest you for your crime. During your trip to the dungeons, the captain becomes so enamored with your charms, he decides to take you home instead! [DI/SI/*Beloved*]

1866

How dare that odorous wretch attempt to use hypnotic powers on you! You will teach him a lesson he'll never forget!

NO SKILL: Once you start the beating, many victims of the other come to join you. It seems he has been misusing his powers for some time! [DI/SI]

STEALTH AND STEALING: As you rain blows down on the other, you suddenly realize that his powers could be very useful. Staying your hand, you apologize for your anger and convince him to help you relieve some of the locals of their heavy purses. [DI/W+2 (Max: Rich)/Beguiling]

1867

You raise your hand to strike the other, when he looks deeply into your eyes.

NO SKILL: You completely forget what you intended to do. Feeling somewhat foolish, you stammer an apology and wander off, confused. [SI]

SEAMANSHIP: You realize that the other is trying to use a hypnotic power on you, not unlike that of the dreaded sirens! You remember a tale of sailors blocking their ears against the siren's song, so perhaps the same strategy will work here. You tightly close your eyes, and feel the other's hold on your mind vanish. It's hard to thrash someone with your eyes closed, but you manage. [DI/SI/Luck]

1868

Heedless of the warnings you were given, you strike the other a mighty blow with your truncheon.

NO SKILL: The other glares angrily into your eyes. In a moment you drop your club and stand motionless. Despite your desire, your feet take on a mind of their own! [SI/*Ensorcelled*]

BARGAINING AND EVALUATION: The other has some kind of hypnotic control over the crowd! As soon as you lay hands on him, they turn on you as if in a trance. Against such hopeless odds, you are forced to plead for your life. The other agrees to accept a service in exchange for sparing you. [D-1/SI/*Under Geas*]

1869

When you learned that the other was the leader of a vile Magian cult, you knew that swift action would be needed. When you learned that he also had powers of hypnosis, you knew that it would be dangerous indeed.

NO SKILL: Trusting to Allah to protect you, you proceed directly to the Magian's lair, weapon in hand. Somehow, you never actually reach it. You don't know how you came to be in this wilderness, but you'd best find a way out of it. [SI/Wilderness Lore/*Lost*]

SCHOLARSHIP: You know that hypnotists must be able to look into your eyes in order to mesmerize you. You protect yourself with a cleverly designed mask. When you attack the Magian, his powers cannot prevent his execution. [DI/SI/Quick Thinking]

SEAMANSHIP: You will have to be careful to approach the Magian unseen, or he will use his powers against you. Fortunately, he lives near a large lake, so you can reach him by boat undetected! Caught by surprise, the other is quickly overcome by your strength of arms. There is no might or glory but in Allah! [DI/SI/*Blessed*]

1870

The other tricked you with his mind powers and made a fool of you in public. Such an insult cannot be allowed to stand. You resolve to get your revenge.

NO SKILL: Now that you know what the other is capable of, you are prepared to deal with his dark powers. You lay in ambush outside his lair, waiting for your opportunity to strike. When he arrives, you catch him by surprise, dispatching him and his two guards with ease! [DI/SI/Weapon Use]

SEDUCTION: You know that you cannot face the mesmeric powers of the other, but perhaps you can convince some locals to provide a distraction. Using your wiles and promises of future entertainments, you charm a group of bravos. Outnumbered and alone, the other cannot entrance them all, and you are able to sneak up behind him and strike. [DI/Stealth and Stealing]

1871

As soon as the other looks you in the eye, you draw your weapon and attack. You don't even know why.

NO SKILL: You are promptly arrested for murder and sentenced to hang. As you are lead to the gallows, you see the other in the crowd, grinning an evil grin! You see now that he is a magician, and has plotted to destroy you. But Allah does not allow such evils to pass, and the rope breaks when you are hanged. You choke out that this occurrence is proof of your innocence. [DI/SI/Piety/*Crippled*]

WILDERNESS LORE: You remember learning how to deal with dangerous cobra snakes. They also have mesmeric powers like the other is using on you. Like the cobra, the only way to be sure is to strike off his head. As soon as relieve the other of his skull, his spell on the local populace is broken. When he realizes what you have saved him from, the Sultan selects you to be his trusted advisor. [D2/*Vizier*]

1872

You find the other sitting in a corner, rocking back and forth and muttering in tongues. You try to make out some of what he is saying.

NO SKILL: Whatever he is saying, you don't think it's a real language. But his voice is soothing and you soon doze off, to a sleep filled with vivid dreams that make fascinating tales. [SI]

MAGIC (mandatory): You understand just enough of what he is saying to know that they should never have been said! The Invisible City! The empty sands! Your mind reels as his rambling reveals hidden secrets none were meant to know. [DI/*Insane*]

SEAMANSHIP: You discover that the other's speech changes rapidly from one language to another. Eventually, you recognize in the babble the tongue of long-lost Atlantis! You realize a moment too late that he is casting a powerful magic spell. The world spins around you. [DI/Move to the Undersea Kingdom and have an immediate encounter]

1873

The other was once a renowned explorer, but something he saw in some distant land has permanently unhinged his mind. You hope that you can break through his haze to get information to help your travels.

NO SKILL: In a brief moment of lucidity, the other manages to answer one of your questions. [SI]

WILDERNESS LORE: Between his rambling and an occasional question you can puzzle out an answer for, you discover what he found that broke his mind. You resolve to steer clear of that area. [DI/*Blessed* (1 turn)]

1874

You stop to ask for directions to the next town, but clearly the one you are asking is quite mad.

NO SKILL: You try to make out what the other is saying, but his madness just leaves you more confused. [DI/*Lost*]

BARGAINING AND EVALUATION: Just when you start to make sense from the ramblings of the other, his keeper comes to collect him. You are so interested in what the other has to say, that you pay a bribe to continue the conversation a little while longer. [DI/SI/W-1 (Min: Respectable)/Scholarship]

1875

You are desperate for some assistance with some manual labor, but you can find no aid save for the other. Reluctantly, you agree to pay him some coins for his efforts.

NO SKILL: With only a small amount of correction, the other proves adequate for your needs. Praise Allah, you should learn to be less judging of others! [DI/Piety]

WILDERNESS LORE: You discover that controlling the other is really no different from handling most beasts of burden. You find the other eager to please, and with his aid the profit from your ventures is greater than you expected. [SI/W+1 (Max: Rich)]

SEAMANSHIP: After observing the other for a few hours, you realize that you have seen this kind of madness before. Sailors too long at sea have shown similar derangements. Armed with this knowledge, you are able to treat his madness. In his gratitude, he offers to join you on your quest. [DI/SI/You may lose one status of your choice]

1876

The man you hired for this job proves to be out of his mind. At the worst possible moment, the insanity of the other overcomes him, and he begins shouting and waving his arms.

NO SKILL: The other draws the attention of the Vizier's guards, who promptly throw him into a cell. They throw you in too, just for being near the mad one. [*Imprisoned*]

SEDUCTION: The other's insane shouting leads the Vizier's men to arrest you both. You are dragged before him for questioning. You have heard disturbing stories of the unusual tastes of the corrupt Vizier, and with seductive words you convince him that the other is the perfect outlet for those tastes. For your aid, the Vizier releases you. [SI/Courtly Graces]

ACTING AND DISGUISE: You imitate the other so exactly that the guards believe you are both mad. Rather than risk their own minds, they deposit you outside the town walls with orders never to be seen here again. [DI/*Outlaw*/Move one space in any direction]

1877

You have a clever idea that requires the assistance of a known madman. You are lucky enough to find one. You unleash the other on the locals, and use your clever wit to convince some of them that his madness is contagious.

NO SKILL: Fortunately for the locals, you can also offer a surefire cure... [SI/W+1 (Max: Rich)/Bargaining and Evaluation]

BARGAINING AND EVALUATION: One of the "victims" of the other's "illness" is none other than the Sultan himself! Once you have convinced him that you have "cured" him, he begins to trust you as no other! [DI/SI/*Vizier*]

1878

Behind that cheerful face there must be a plot to ruin you! Just to be safe, you begin beating the other.

NO SKILL: After a sound thrashing, the other is much less friendly. So are the townsfolk who saw your actions. [SI/*Scorned*]

WILDERNESS LORE: Your hunter's instincts notice the shifting eyes of the other as you lay hands upon him. He is working with somebody! Turning around, you see his partner slinking away and you give chase. When you catch him, you find that he is a wanted thief, and you turn him in for the reward. [DI/W+1 (Max: Respectable)/Quick Thinking]

1879

The simple-minded other insists on following you everywhere you go. It's beginning to interfere with your plans! You're going to have to frighten him off before everything is ruined.

NO SKILL: You cuff the other soundly upon the head. He whimpers and looks at you with tears welling in his eyes. Your heart melts with regret for your callous action, but painful choices must be made. [D-1/SI]

SEAMANSHIP, ENDURING HARDSHIP: Your years at sea have taught you the importance of discipline, and the hardest duty of all is correcting an errant crewman. As humanely as you can, you beat the wretch, but only enough to send him on his way. [DI/*Determined*]

1880

When someone is as miserable as you are, the last thing you want to see is some overly happy fool forcing his company upon you. In a fit of ire, you lash out at the other.

NO SKILL: The severe beating you unleash upon the other has the desired effect. Now both of you are miserable. [SI]

SEDUCTION: As soon as you begin beating the other about the head, you regret your decision to act so cruelly. This simple creature has done nothing to deserve your anger. Almost immediately, you change to kindness. The other is so grateful, he agrees to show you a secret!

> *If you have Stealth and Stealing:* The other leads you to a thieves' den. While they sleep, you sneak in and claim their latest prize for yourself. [DI/SI/**Treasure**]
>
> *If you do not:* The other shows you a den of thieves. You report them to the Vizier, who rewards you handsomely. [DI/SI/W+2 (Max: Rich)]

1881

Clearly, the other is part of some scheme against you, otherwise he would not be so friendly. If you slay him, he'll never scheme against you again!

NO SKILL: As soon as you set upon the other, his friends come to his aid. You take a few severe blows before you are able to make good your escape, but you have learned much about fighting many at once. [DI/Weapon Use/*Wounded*]

SEAMANSHIP: You assail the other with your blade, but he expected such and was ready with his defense. As you duel, the rest of his gang surrounds you. Your only hope of escape is to clamber up a nearby pole. Fortunately, your experience on sailing ships has honed such acrobatic skills, and you rapidly ascend to the safety of the rooftops. [DI/SI]

1882

Even one more insult from the other would be far beyond what any man should be expected to endure. They may be meant in jest, but your pride has been stung too many times. Pushed to the limit, you challenge the other to a duel.

NO SKILL: It's a good thing you got the other drunk before you started the fight! His skill with a weapon is much greater than yours. Fortunately, his good humor saves you from a death, but it will be some time before you wield a blade again. [D-1/SI/*Crippled*]

WEAPON USE (mandatory): The besotted fool practically throws himself on your blade. Your quest for revenge has lead to murder! You flee the town, but word of your misdeeds has reached the Sultan, who demands your head for slaying a favored jester of his. [D-1/SI/*Pursued* (SOLDIER)]

BARGAINING AND EVALUATION: You quickly realize your error, as you cannot hope to overcome the other in fair combat. Before it goes too far, you throw yourself upon the ground and beg for his mercy. The other helps you up with good humor, and leads you to the saloon for another drink. [DI/SI]

1883

It has taken you days to earn the other's trust. Now his guard is down and you are ready to strike.

NO SKILL: Catching the other by surprise, you easily dispatch him with your blade. At last the blood debt is paid. [DI]

ACTING AND DISGUISE: There would be little use in revenge if you end up with the other's tribe hunting you. Far better to make it look like somebody else was responsible—somebody else you have reason to despise... [DI/SI]

1884

Though the other is hopelessly drunk, you hope that he can be relied on for a simple task.

NO SKILL: Somehow the other delivered a completely different message than you intended! Now you have accidentally insulted an important merchant, and your once-profitable deal has turned sour. [SI/W-1 (Min: Respectable)]

STORYTELLING: You tell the other grand and dire tales of the horrible fates meted out by the Most High for those whose drunkenness prevented their destined work. Swallowing hard, the other swears to deliver your message to your merchant friend. [DI/Bargaining and Evaluation]

BARGAINING AND EVALUATION: Though the drunken fool you hired delivers the wrong message, your superior negotiation skills enable to you mend your damaged relationship with the merchants of the town. [DI/SI]

1885

You are told by many in town that only the other has the knowledge and skill to guide you through the dreaded Ravine of Tears. Reluctantly, you pay his price, hoping that he'll be sober before you reach your destination.

NO SKILL: No sooner do you enter the Ravine than your drunken guide falls from his horse and breaks his skull. Now you are on your own. [SI/ *Lost*]

WILDERNESS LORE: Long before you reach the Ravine, you realize that your guide's drunkenness makes him worthless to you. You decide to find your own route. [DI/Have another player move you exactly two spaces in any direction]

ENDURING HARDSHIP: You know that your only hope of success is to force the drunk to get sober. You pour out all of his wine, and listen to his cries and threats for four days. Finally, he thanks you for ridding him of his demons, and he shows you the right path. [DI/SI/Wilderness Lore]

1886

As soon as you approach the other, he immediately turns on you and attacks in a drunken rage!

NO SKILL: You do not wish to harm the poor drunk, so you trip him up and make a hasty retreat. You'll have to find another lackey to hire. [SI]

WEAPON USE (mandatory): Before you can think, your weapon is in your hand, the other's blood dripping on the ground. "Murder!" you hear someone yell. You'd best flee before you end up warming some dungeon. [D-1/SI/ *Outlaw*]

SEAMANSHIP: Your years on sailing ships have taught you a few tricks for dealing with drunken crewmen. In a flash you have subdued the other. Once he has sobered up, he eagerly offers to work for you. [DI/ Gain one skill of your choice]

1887

The wretched scoundrel deserves no mercy, whatever his condition may be! You ruthlessly batter the other.

NO SKILL: Considering his poor health, perhaps you should have been more cautious. You accidentally slay the other and are overcome with remorse. [D-1/SI/ *Grief Stricken*]

STEALTH AND STEALING: While the other crawls towards safety, you notice he dropped his purse. Considering he is near-death, you are certain he won't need it. [SI/W+1 (Max: Poor)]

SEDUCTION: The other's child comes running out to aid his aged parent, begging you to be merciful. The beauty of the young one entrances you. Your demeanor changes from angry shouts to honeyed words in an instant. [DI/ *Love Struck*]

1888

Convinced that the other is playing a trick on you, you decide to give him the last beating of his nearly ended life.

NO SKILL: You have hastened the demise of the favorite plaything of a nearby sorceress. She is not amused, but decides that you will make a fine replacement. [DI/SI/ *Ensorcelled*]

WILDERNESS LORE: You realize at the last moment that your victim is not faking his injuries, and you desperately try to save him. Fortunately, a nearby sage with knowledge of the healing arts comes to your aid. Under his skilled hands, the other is saved. [DI/Scholarship]

1889

You are enraged by the other, who has ruined your robes with his filthy hands, and you begin to beat him mercilessly.

NO SKILL: You did not realize how fragile the other was. After only a few blows, he lies dead at your feet. Unable to explain your actions, you are cast into the Sultan's dungeons. [SI/ *Imprisoned*]

QUICK THINKING: The wretch was near-dead already; you have merely ended his misery. But others may not see it that way. Quickly, you slip your purse into the dead hand of the other. Shouting "Thief!" you continue beating him until the guard appears. They believe your story without hesitation. [SI/Acting and Disguise]

SEAMANSHIP: Having once served as boatswain, you know how to deliver lashes without causing permanent damage. Though the other's days are numbered, it is not your hand that will bring about the hour of his demise. [DI/SI]

1890

Allah is merciful with those who show mercy, you have heard, so when you encounter the other, you are inclined to offer alms.

NO SKILL: "It is too late for one such as me, but on behalf of my children, I thank you." Your heart and soul are warmed by the gratitude of the unfortunate other. [DI/ *Blessed*]

SEAMANSHIP: You remember from your voyages an island with miraculous healing springs. Perhaps those waters could aid the other? You arrange passage for the other on a trustworthy ship. Word of your generosity quickly spreads. [DI/SI/W-1 (Min. Respectable)/ *Respected*]

1891

You find the other bleeding by the road. Some ruthless adventurer has beaten him nearly to death. You know that he cannot be saved, but perhaps you can make him comfortable.

NO SKILL: You buy the other all that he needs to be comfortable for his last few days. When you return to visit him, you discover that he has disappeared! The clever charlatan has made off with your money! [SI/W-2 (Min: Poor)]

SEDUCTION: To your amazement, the other was married to a beautiful and wealthy noblewoman! You decide to try to impress the widow with your charms. After comforting her for her loss, she generously rewards your kindness. [DI/W+1 (Max: Rich)]

1892

The other lay in a ditch, too ill to survive. You sit and comfort him until he passes. You learn that he was a wealthy merchant before his illness cost him his health and his fortune. His greatest wish would be to see his business flourish one last time before he dies.

NO SKILL: You conclude that it wasn't only illness that cost the other his fortune. His business is nothing but a way to lose money. You try to cut your losses. [SI/W-2 (Min. Poor)]

BARGAINING AND EVALUATION: The other has very unusual business ideas, but you see the potential in it. You are sad that he didn't live long enough to see it, but his heirs will be well cared-for. [DI/SI/W+I (Max: Princely)]

1893

Surely it is mercy to end the misery of a wretch like the other. He soon would have died even if you hadn't hastened the end with your blade.

NO SKILL: The townsfolk don't seem to agree with you. They accuse you of murder. Rather than rot in the Sultan's dungeons, you flee into the countryside. [SI/Have another player move you one space in any direction]

BARGAINING AND EVALUATION: The Sultan dislikes your callous execution. Though you are unable to justify your act to him, you are able to negotiate enough compensation to avoid the dungeon. [SI/W-I (Min: Penniless)]

APPEARANCE: The locals are aghast at your actions. But to their minds someone with your angelic features could not truly be guilty of murder. Though they avoid you, no one seeks to punish you. [DI/Beguiling]

1894

Hidden deep within the other's skull is the secret that you require. You must get it before he dies, taking the knowledge with him! Taking up your truncheon, you attack him in a dark doorway.

NO SKILL: How can you intimidate one who is so near death? The other takes his secrets to the grave. [S-I]

SEAMANSHIP: Already weak, there is little the other can do to resist you. As he lies dying, you make out a few raspy words. You recognize the whispered names from your days as a sailor! With that information, you should have no trouble finding what you seek. [DI/SI/Scholarship]

1895

You recognize the other as a former partner who betrayed you and left you to die in the wilderness. Though he is now near death, you will not wait for the justice you deserve.

NO SKILL: You attack the other at his home. Though you slay him, the crowd is angered by your actions. The beating you receive is a small price to pay for satisfaction. [DI/SI/*Wounded*]

WILDERNESS LORE: By luck, the other's eyesight has faded and he does not recognize you. You devise a perfect revenge. You convince him to come with you, and you lead him to a secluded area far from town. Now he knows what it is to be left to die! [DI/SI]

1896

What better accomplice than one who is already near death? With promises of a miraculous cure for the other's condition, you convince him to help you relieve a certain corrupt Vizier of a family heirloom.

NO SKILL: The other has little skill for such things, and the alarm is soon raised. When the guards are done with him, there is no one to testify against you and you escape unscathed. [SI]

STEALTH AND STEALING: You instruct the other carefully on what he should do, and he proves capable of following your directions. In exchange for a bottle of snake oil, he hands you the heirloom. [DI/Beguiling/**Treasure**]

SEDUCTION: The other is somewhat clumsy, so you need to provide a distraction. The guards are easily swayed by your attentions and the other completes the theft. [DI/SI/**Treasure**]

1897

You have heard of an old sailor, near to death, who has traveled in the regions you are seeking. You hope to hire him.

NO SKILL: You convince the other to join you on your voyage despite his failing health. Unfortunately, even a few miles on the road proves too much for him. You build a fine cairn to mark his passing. [SI]

SEAMANSHIP: You don't think the other could survive the trials of a sea voyage in his condition, so you agree to buy all of his old charts and maps. [DI/W-I (Min: Poor)/Seamanship]

1898

If you had known that the other was so near to death, you would not have hired him to deliver such an important message. Now he has expired in the street, and your sensitive letter may fall into the wrong hands.

NO SKILL: There is no chance to recover your letter before it is found by the guards. Better to make an escape now before they come looking for you. [DI/Have another player move you one space in any direction]

BARGAINING AND EVALUATION: You approach the guards as they stand around the other. You offer to deal with his remains in exchange for whatever valuables you may find on him. They look at his meager rags and decide that he has nothing they would want, so they agree. You dump the body and retrieve your letter. [DI/SI]

1899

The proud and haughty must, on occasion, be taught humility lest their power should lead them astray. You decide to take that duty on yourself.

NO SKILL: Unfortunately, the proud and haughty also tend to attract the weak-willed. You are unable to overcome the other's guardians, and are forced to retreat. [SI/*Wounded*]

WILDERNESS LORE: You choose a fine location to catch the other by surprise. Leaping from the shadows, you unleash a flurry of blows upon the other. Though you would have preferred to make an example in public, at least this one knows that all power save Allah's is limited. [DI]

1900

You strike the other a blow across the cheek. With a baleful glare, he looks at you and spits out a curse.

NO SKILL: You might suffer for it, but if someone is going to curse you, you're not going to let them off with just one little tap. You follow through with a sound beating before continuing on your way. [SI/*Accursed*]

BARGAINING AND EVALUATION: You regret your rash action and fear for the consequences of the curse. You ask the other how you might make amends. He is moved by your apology and agrees to share with you some insights from his astrology. [DI/Wisdom/*Fated*]

1901

Beating the other mercilessly, you barely notice when the guards arrive to arrest you. It seems that the other is a favorite of the Sultan!

NO SKILL: You plead your case before the court, but the Sultan does not believe you. He orders you cast into his dungeons. [SI/ *Imprisoned*]

SEAMANSHIP: The Sultan learns of your skills as a sailor. He has need of such a man as you. He agrees to spare your life in exchange for delivering a message across a particularly dangerous sea.

Do you agree to his offer?

If you agree: roll two dice, adding one for Seamanship at Master level:

- 2–5: Your skills are not up to the task. The ship is sunk. [Go to paragraph 315]
- 6–11: You deliver the Sultan's message. The recipient is pleased. [DI/Courtly Graces]
- 12+: You arrive with the message swiftly. The recipient is delighted with the news, and bestows great honors upon you for your skill and bravery. [DI/SI/ *Robe of Honor*]

If you do not agree: [SI/ *Imprisoned*]

1902

"O most esteemed one, please accept this gift." You present the other with fine viands and tokens of friendship, hoping that he might use his power and influence to aid you in your cause.

NO SKILL: The other enjoys making you grovel for a bit, and finally agrees to give you the aid you require. [DI/W-I (Min. Poor)/ You may lose one status of your choice]

SEAMANSHIP: Among your gifts are some goods you collected from far distant shores during your travels. The other is delighted and impressed by the unique trinkets and requests that you tell him tales of your journey. After a long night of conversation, he agrees to help you with your quest. [DI/SI/Storytelling/ You may lose one status of your choice]

1903

"What use have I for such petty baubles!" The other mocks your offered gift.

NO SKILL: You are embarrassed by the other's rejection, and meekly make your way out of town. [DI/ *Envious*]

SEDUCTION: "Perhaps I can interest you in a different kind of bauble." The other finds your offer far more tempting and agreeable. [SI/ *Beloved*]

BARGAINING AND EVALUATION: "Clearly, esteemed one, you have not fully examined these items, for if you had you would see..." With your skill of salesmanship, you convince the other that your gifts are of great value. The other grants you gifts of actual worth in exchange. [DI/ **Treasure**]

1904

The other is delighted by your generous gift. He invites you to his home for the evening.

NO SKILL: You enjoy a fine and restful evening in the other's company. He welcomes you to explore his fine collection of art and literature. You find a number of intriguing volumes, and he insists that you keep them. [DI/W+I (Max: Rich)/Scholarship]

LUCK: The other introduces you to his wife, and you realize that she is your long-lost cousin! You never expected to see her again. You happily tell each other your tales and journeys, and she tells you of the dreams she has been having, dreams she believes are prophesies of your future. The other is pleased to discover your relation and insists on giving you every possible assistance with your quest. [D2/W+I (Max: Princely)/ *Fated*]

1905

Those who carry such illness shouldn't go forth in public! You beat the other for his recklessness.

NO SKILL: The locals are relieved that you were brave enough to chase the other off. The townsfolk view you as a hero. [DI/ *Respected*]

SEAMANSHIP, WILDERNESS LORE: As you vent your anger on the unfortunate other, you realize that he merely suffers from scurvy and presents no danger to others. Feeling remorse for your cruel actions, you offer to aid the other for his pains. [DI/W-I (Min: Respectable)/ Piety]

1906

After the sickly other bothers you for hours, you decide that the only way to be rid of him is a sound beating.

NO SKILL: You feel much better after flogging the other. Unfortunately, you spent too much time too close to him. Soon, you find that you bear the same affliction. [SI/ *Diseased*]

BARGAINING AND EVALUATION: You know better than to get too close to a sickly wretch like this, so you hire someone to do the deed for you. His technique is impressive, and you learn a few useful tricks yourself. [DI/Weapon Use]

1907

Though your intent was to protect the town from the dangers of disease, the crowd of onlookers is repulsed by your poor treatment of the unfortunate other.

NO SKILL: Your loss of status in the eyes of the public makes your business dealings very unprofitable. [D-I/W-I (Min: Poor)/ *Scorned*]

ACTING AND DISGUISE: In order to do your business in town, you are forced to change your identity. [SI]

1908

No one will risk illness to come to the aid of a diseased wretch like this other.

NO SKILL: Carefully covering your face, you boldly approach the sickly other and seize his begging bowl full of coins. [W+I (Max: Poor)]

BARGAINING AND EVALUATION: Why use violence to rob the other when his disease-addled brain makes him a perfect mark for a simple swindle? You trick the other into paying you his hard-won coins in exchange for a jar of fine snake oil. [SI/W+I (Max: Respectable)/ Beguiling]

1909

You lure the ill-fated other to the wharf, where you know you will have ample opportunity to rob him.

NO SKILL: Unfortunately, you aren't the only thief working the docks tonight. Before you can strike your mark, a blow to the back of your head leaves you unconscious. [SI/W-I (Min: Penniless)]

SEAMANSHIP: To prevent him from turning witness against you, you lure the sickly other onto a ship you know to be leaving with the tide.

Once you stow him aboard securely, you take his purse and make your way back to shore. [SI/W+1 (Max: Poor)]

1910

Even though the locals dislike having sickly vagabonds darkening their streets, they may take offense to a cold-hearted theft. But a few words with the local magistrate and those bearers of disease soon find themselves cast outside the city walls.

NO SKILL: Away from the protection of the townsfolk, the ill and sickly are easy targets for thieves. You take a bit more than your fair share. [SI/W+1 (Max: Rich)]

WILDERNESS LORE: Once the helpless sick are cast aside, another plague descends upon them: a plague of thieves. But you have better plans. When the thieves make their way into the wilderness, they find you waiting in ambush to relieve them of their guilty earnings! [DI/SI/W+2 (Max: Rich)]

1911

The unsightly view of the sickly other has plagued you for some days. You must be rid of the taunting visage before you take leave of your senses! However, the other wretched denizens of the Beggar's Quarter rise up to defend their own.

NO SKILL: It is hopeless—they are too many and they force you to withdraw. Finally, the memory of horror is more than you can bear. You flee the town, leaving your wits behind you. [D-1/*Insane*]

SEDUCTION: When it is clear that there are too many wretches for you to overcome on your own, you approach the captain of the Sultan's men to aid you in your task. He finds your charms irresistible, and before long the haunting face of the other is taken far from you. [SI/Enduring Hardship]

1912

You recognize the other as one who wronged you previously. You determine to extract your full revenge.

NO SKILL: Without significant preparations, you attack the other, leaving him dead on the cobblestones. But your brazen attack did not go unnoticed, and soon his relatives drag you before the Sultan. As punishment, you are ordered to serve the other's family until his debts are paid. [SI/*Enslaved*]

SEAMANSHIP: You remember that the other belongs to a powerful family in these parts. Fortunately, a sea captain you aided some time back has recently arrived in port and agrees to help you escape their wrath. Immediately before the ship sails, you slay the villain and make good your escape by sea. [DI/SI/Bargaining and Evaluation/*Pursued* (PRINCE)]

1913

The village cannot survive with all the sick who cluster about the square and frighten passersby. You identify the other as their leader, and resolve to attack him.

NO SKILL: None stand up against your furious assault, and the town is soon free from the plague-ridden rebel. But it may be sometime before you feel well again... [DI/SI/*Diseased*]

WILDERNESS LORE: Each night, the plagued withdraw from the city to a haven in the wilderness not far away. Once you locate them there, it is easy to attack the other when he is in the vulnerable passage between town and refuge. [DI/SI/Stealth and Stealing]

1914

The haughty attitude of the other forces you to teach him some manners at the end of your stout oaken rod.

NO SKILL: You give the other a sound beating. You feel much better. [SI]

SEDUCTION: Your first blow knocks the other's turban askew, and you recognize him as a wealthy and powerful merchant! No doubt he is hiding from his enemies and would be delighted to have some friendly company! [DI/Courtly Graces]

BARGAINING AND EVALUATION: As you beat the other, you realize that it is a disguised merchant! You offer to help him with his schemes and earn a healthy share of the profits. [DI/W+2 (Max: Rich)]

1915

The mysterious other has been following you all day. Growing concerned, you turn on him as the sun dips low in the horizon.

NO SKILL: As you begin beating the other, he calls for help. To your amazement, the beggars in the square are revealed as bodyguards! For assaulting the prince, you find yourself cast into the dungeons. [SI/*Imprisoned*]

WILDERNESS LORE: As you turn, arm raised to strike, you notice something odd about the other. Though you think of him as prey, you see in him the movements of a hunter. Your instincts stay your hand and you withdraw, wondering just who you spared today. [DI/SI/Wisdom]

1916

Furious for your losses at the gambling table, you are in no mood to be accosted by the other. You unleash a terrible beating on the other.

NO SKILL: Having satisfied your anger, you make a hasty exit before the Sultan's men find your victim. [DI]

SEAMANSHIP: After a few blows, you suddenly recognize the other. He is a wanted pirate captain! Delighted at the opportunity, you not only finish beating him soundly but then turn him over to the Sultan's men for a reward! [DI/SI/W+1 (Max: Princely)]

1917

You can tell that there is more than meets the eye with the other. You decide to give him some coins from your purse to gauge his response.

NO SKILL: The other grins at you and thanks you profusely. Only later do you realize that he also stole your purse! [D-1/W-2 (Min: Poor)]

SEDUCTION: You are skilled enough to know when someone is playing you for advantage. Once again, your instincts are correct. The other is a common thief! Catching him red-handed, you turn him in for a reward. [DI/W+1 (Max: Respectable)]

1918

You heart is filled with pity at the plight of the other. You desire to do him a kindness by sharing your hard-earned wealth.

NO SKILL: As soon as your coins hit the cup, the other rises up and reveals himself as a devoted dervish! He explains his long search for a generous soul with whom he can share his long-gathered wisdom. [DI/SI/W-1 (Min: Respectable)/Piety/Opportunity to enter the Sepulchre of Solomon]

BARGAINING AND EVALUATION: You try to negotiate with the other, when he reveals that is actually a dervish in search of an honest man.

Your desire for wealth has disappointed the holy man, who vanishes in a puff of dusty wind. He leaves behind only his disguise [D-1/S1/Acting and Disguise]

1919

Once you realize that the other is not actually a beggar, but rather a merchant in disguise, you are happy to discuss business.

NO SKILL: Though the other has no news to assist you, he is pleased by your information. You learn some useful ideas to improve your presentation, though. [S1/Appearance]

SEAMANSHIP: The other tells you some very interesting things about some trade routes you are familiar with. Together, you develop a very profitable scheme. [D1/W+1 (Max: Rich)]

COURTLY GRACES: The disguised merchant is a close friend of a distant Sultan, who has made enemies with the local king. You agree to speak to the king on behalf of the merchant. He is so grateful that he makes you his full partner. [D1/S1/W+2 (Max: Princely)]

1920

What kind of cruel-hearted knave would rob a destitute wretch like this? The other has nothing of value. [D-1]

1921

The penniless other seems to have nothing worth stealing. Desperate, you resolve to take even his last pitiful rags.

NO SKILL: A passer-by catches you in this vile act. Quickly, rumors of your cruelty spread throughout town. [D-1/S-1/*Scorned*]

SEAMANSHIP: As you strip the unfortunate other, you discover a series of strange tattoos on his body. You realize that he has traveled here from distant Cathay! You decide to befriend him, and in gratitude he tells you many tales of his distant home. [D1/S1/Storytelling]

1922

The other has nothing to steal save the rags on his back.

NO SKILL: That night, you are falsely accused and forced to evade the Sultan's men. You discover that the other's rags make a convincing disguise. [D1/Acting and Disguise]

SEDUCTION: When you grab the other's only item of value, a silken turban, you realize you have uncovered a young noble in disguise! You charm the youngster with your wiles and earn an invitation to the palace. [D1/S1/Courtly Graces]

1923

The other has been charged with stealing bread, which he claims he took to feed his family. The Sultan has chosen you to deliver his punishment.

NO SKILL: Though your heart isn't in it, you render to the other twelve lashes, knowing that there is no justice save with Allah. [S1/Piety]

SEAMANSHIP: You remember a time when your ship captain had you flogged for a crime you did not commit. The boatswain gave you a certain root to grasp in your teeth, which dulled the pain. You slip this root to the other before your ministrations. In gratitude, he teaches you some valuable secrets once the punishment is complete. [D1/Storytelling]

1924

With a heavy heart, you do what must be done. This sorrowful wretch will never learn except at the end of a sound beating.

NO SKILL: The anguished cries of the other are more than you can bear. You leave the beating half-done to wallow in your own sorrows. [S1/*Grief Stricken*]

WILDERNESS LORE, ENDURING HARDSHIP: Nature teaches a hard lesson, and you must be willing to do the same. Despite the pleas from the other, you deliver the well-deserved beating with as much mercy as nature allows. [D1/*Determined*]

BARGAINING AND EVALUATION: You just can't bring yourself to do it. You have no choice but to hire a hunchback to finish the beating for you. To your disgust, the hunchback enjoys the task, so you find that you need to teach him a lesson as well. [D1/S1/Wisdom]

1925

The deceitful slob has been telling false tales of sorrow to extract coins from honest folk. You know just the right punishment for such behavior! Your enthusiastic beating soon draws a crowd, who cheer you for having the courage to do what they could not do themselves.

NO SKILL: The townsfolk treat you well for your actions. [D1/S1]

COURTLY GRACES: Word of your just actions reaches the ear of the Sultan, who showers you with honors. [D1/*Robe of Honor*]

1926

The other laughs mockingly when you offer him alms. "Can you not see that I have no use for your pity?" He continues to laugh as he turns his back to you.

NO SKILL: The locals are attracted by the other's laughter and soon they join in mocking you. [S1/*Scorned*]

LUCK: The other turns and bumps into a short-tempered magician, who transforms him into an ape! Thus is mockery repaid with mockery! [D1/S1]

1927

You notice a mysterious glimmer in the eye of the other as you hand him a few coins. There may be more to this one than you first thought.

NO SKILL: You shrug off your intuition and continue on your way. Only later do you discover that you gave him your purse, and you don't remember why. [D1/W-2 (Min: Penniless)]

SEDUCTION (mandatory): You find yourself strangely attracted to the other, though you cannot be sure why. You return to visit him later in the day, hoping to find yourself drawn into a torrid affair. When your senses return, you discover that he has cast a charm upon you! [D-1/S2/*Ensorcelled*]

SCHOLARSHIP: This must be some kind of magician in disguise! You quickly avert your gaze before he can charm you with his magic. [D1/S1/Quick Thinking]

1928

You approach the town center just in time to see some ruffians toss the other into the fountain. To your astonishment, he floats just above the water, never getting wet!

NO SKILL: The other is clearly ensorcelled. Lest he turn his ire upon you, best you give him a generous donation. A few coins ought to suffice. [SI/W-1 (Min: Poor)]

SEAMANSHIP: You aid the other back onto dry land. He thanks you by telling you his tale. Cursed by the King of Atlantis, he can never touch water. You have heard tale of similar curses during your days at sea, and you know a way to lift it. [DI/SI/Storytelling]

1929

Since you arrived in this place, you have heard strange rumors surrounding the other. You have come to believe that he has some kind of mystical powers.

NO SKILL: You approach the other for aid. He looks at you deeply and declares that there is a shadow over your soul that must be cleansed before you can achieve your destiny. [DI/SI/*On Pilgrimage*]

STORYTELLING: The other is moved by your tale of woe. He agrees to help you, but you must first retrieve a rare bird for him. [DI/*Under Geas*/You may lose one status of your choice]

WILDERNESS LORE: The other offers to help you on your quest if you can locate for him a tail feather from a rare bird. You know of a nest of this creature not far from here. You retrieve the feather. The other chants unspeakable words and the feather transforms into an enormous rukh! Before you can speak, the rukh grabs you and flies you far across the world before depositing you safely in a strange place. [DI/SI/Move to the Jeweled Fortress and have an immediate encounter]

1930

You have observed the other for a few days, and you are certain that he has unnatural powers. You believe those powers can help you attain your goal.

NO SKILL: The other must have some kind of mystic ability. Every time you approach him, you suddenly find yourself on a hill outside town! You are not deterred, and finally the other agrees to hear your tale. [DI/SI/*Determined*]

SEAMANSHIP: You finally have an opportunity to tell your story to the other. He listens carefully, and tells you that he knows exactly where you need to be. You blink and find yourself on the deck of a ship! [DI/Move to any sea space]

1931

In need of an assistant, you seek to employ someone worthy. Your search brings you to the other, who upon seeing you points and begins to speak gibberish.

NO SKILL: You are frightened by the undecipherable words of the other, and worry that it may turn the townsfolk against you. You make a hasty retreat. [SI]

SCHOLARSHIP: You recognize the signs of an enchantment upon the other. Quickly and carefully, you lead the other to a sacred dervish, who agrees to aid him. [DI/SI]

1932

You are moved to generosity by the sorry tale of the other's unrequited love for a beautiful noblewoman.

NO SKILL: It is sad that the other is so hideous. None could love such a creature. At least your coins will comfort him somewhat. [SI/W-1 (Min: Respectable)]

SEDUCTION: The idea of helping the other woo the noblewoman intrigues and amuses you. You offer to assist him with your skills and talents. His gratitude is worthy of the epics. [DI/SI/Acting and Disguise]

BARGAINING AND EVALUATION: You may not know the secrets to unlock the noblewoman's heart, but you do know how to shower her with gifts. You assist the other in procuring the finest tokens with which to woo his love. [DI/W-2 (Min. Poor)/Seduction]

1933

After a late night of heavy drinking, you find yourself in the company of the other. He tells you his tale of woe.

NO SKILL: One of such horrendous visage could never earn the love of a chaste maiden. Though you cannot help the other, at least you can pay for his drinks. [SI]

SEAMANSHIP: As you listen to the other's tale, you are reminded of a legend you heard while sailing between the Pillars of Hercules. It is said that an island there has a spring, and whoever drinks of its waters will fall instantly in love with the first person they see. The other thanks you for your tale, and leaves immediately, no doubt bound for the island of legend! Would that you could be just as determined! [DI/Enduring Hardship]

1934

You encounter the other weeping by the roadside. You offer to share some of your wealth to aid with his troubles, but he spurns your offers! "It is my heart that makes me weep, not my purse!"

NO SKILL: The other cannot be consoled by your words. The harder you try to help, the stronger his refusals become. Finally, he bellows a curse at you and departs. [D-1/SI/*Accursed*]

WISDOM: You know that it is the soul of folly to meddle in affairs of the heart. You wish the other well and continue your journey. [DI/SI]

1935

At first, you think that the other is simply mad, talking to himself in different voices. But you realize that he has become possessed by some spirit. You hope that he will leave you alone if you pay him some gold.

NO SKILL: The other slaps your hand away, sending the coins flying, then shouts blasphemies in your face. You are too stunned to react as the other presses a single finger against your forehead, then runs gibbering off into the darkness. [SI/*Accursed*]

WILDERNESS LORE: The other behaves like dangerous animal, so you treat him like one. Very cautiously, you place the coins on the ground from a safe distance, then retreat. To your amazement, the other approaches the coins, sniffs them, and proceeds to eat them one at a time. [DI/SI]

1936

You go to perform your pious duty, giving alms to the unfortunates. But the other seems to behave oddly. Some strange aura seems to surround him.

NO SKILL: In your haste to be far away from the bizarre other, you give him many more coins than you intend. [DI/W-1 (Min: Respectable)]

STORYTELLING: Surely these are the self-same signs of possession by a foul marid! As quickly as you can, you find a devout dervish and lead him to the other. The dervish commends you for your actions. [DI/SI/Wisdom]

1937

Ah, if only you had been more careful! You thought the other merely crazy, but now you realize he is actually possessed by a demonic shayatin!

NO SKILL: Your last memory is of the other uttering some dark curse. You have no memory of what happens next or how you came to be where you are now. [SI/Have another player move you to any space except a Place of Power]

SEDUCTION: Falling to your knees before the other and speaking in a soft voice, you praise the demon for his power and beauty. You entice the spirit into your embrace. With its guard down, you plunge your dagger into the heart of the other! The shayatin screams in agony as the host dies before he can escape. [DI/SI/Quick Thinking]

1938

The man at the inn told you that the other could be trusted, so you hired him. But you have since learned that the other is possessed by an evil spirit!

NO SKILL: The evil spirit conducts a series of crimes and arranges for the blame to fall on you! Your reputation in this town is ruined. [SI/*Scorned*]

BARGAINING AND EVALUATION: You make a deal with the spirit possessing the other. In exchange for releasing him, you allow the spirit to control your actions for a time. [DI/*Ensorcelled*]

1939

Hiring someone who has been possessed by the spirit of an 'efreet does have some advantages.

NO SKILL: The enormous strength of the other allows him to carry extremely large loads. Together you make a fine profit. [SI/W+1 (Max: Rich)]

WILDERNESS LORE: With the superhuman powers of the other you are able to travel through areas normally impassable. With your knowledge of the region, you can deliver goods twice as fast as any other merchant. You quickly amass a large fortune, but a few days later, the other disappears without a trace. [DI/W+2 (Max: Princely)]

SEDUCTION: You have heard legends of the lands of the 'efreet, and you are determined to see them for yourself. Using your charms, you entice the spirit into showing you the way. [SI/Move to the Dusky Land and have an immediate encounter]

1940

You have learned of a certain someone who has fallen prey to a vile spirit. You resolve to help him. To earn the trust of the possessing force, you pretend to hire the other.

NO SKILL: Despite your best efforts, you cannot trick the spirit to free the unfortunate other. Laughing evilly, the spirit forces the other to kill himself before your very eyes! [SI/*Grief Stricken*]

SEAMANSHIP: You know that many such spirits cannot abide running water. It takes some trickery, but you are able to get the other aboard a boat and out onto the water. Unable to escape the vessel, the spirit rampages around the boat before finally releasing the other and disappearing into the night. [DI/SI/Acting and Disguise]

1941

It is well known that many guards are, at some level, corrupt. Perhaps you can find a guard at the Crystal Palace who will allow you to pass in exchange for some small token?

NO SKILL: Your clumsy efforts at bribery are met with snorts of derision by the guards. Without ceremony, you are dragged away from the palace and cast into the muddy road. [SI/*Scorned*]

BARGAINING AND EVALUATION: With a clever gleam in your eye, you approach a lone guard and strike up a conversation. Once you have his trust, you learn of his desire to court a certain young maiden from the nearby village. In exchange for a suitable courting gift, he agrees to look the other way as you sneak into the palace. [DI/SI]

1942

You learn that the palace is overseen by a twin brother and sister, trusted by the king yet wary of each other. Perhaps if you could win one of them over to your cause, you could take advantage of their mutual distrust to gain access.

NO SKILL: Taking great effort to make yourself appear genuine, you approach first the brother, then the sister. You quickly learn, however, that their loyalty to their king is too strong for you to turn them against him. [SI]

SEDUCTION: Using your wiles and charms, you are able to convince one of the twins to confide in you. The work is difficult, as they have very high standards and are very loyal to their king. But you finally achieve your goal and enter the Crystal Palace by the side of your new companion. [DI/SI/Appearance]

1943

While you sit outside the palace marveling at its beauty and the irony of such a beautiful place being ruled by such a fearsome tyrant, you notice a rotund merchant approaching, perched on a tiny donkey.

NO SKILL: You strike up a conversation with the jovial merchant, complimenting him on his beautiful robes and silken fez. He agrees to bring you along on his visit to the Crystal Palace while he offers his wares to the king within. Inside the palace your eyes are greeted by wonders beyond your imagining. But the most remarkable thing is what you hear come to pass between the merchant and the king. Why, so skilled is the merchant's tongue that if he were selling bags of desert sand, you'd be first in line to buy them at any price! [DI/Bargaining and Evaluation]

COURTLY GRACES: You convince the merchant to allow you to accompany him when he visits the Crystal Palace. Once inside, your etiquette and wit impress both the merchant and the wretched king. You are able to negotiate a deal between them, for which you are well rewarded by both parties. [DI/SI/W+2 (Max: Rich)]

1944

You have learned that your good friend, the prince Taj el Mulouk, has been expelled from the Islands of Camphor by the jealous Sultan when he learned of his daughter's love for the prince. You cannot bear to see your friend suffer away from his beloved, so you devise a scheme to reunite them.

NO SKILL: Sailing to the island, you are met by the Sultan's fleet, which is determined to block you from landing. You launch a bold attack, but the prince's small crew is no match for such a large fleet. You are forced to retreat. [SI]

SEAMANSHIP: The Sultan of the Islands of Camphor defends his realm with a mighty fleet, and you know that the prince does not own the loyalty of enough men to fight them face-to-face. But, you know of a hidden (but dangerous!) passage to an undefended part of the island. It takes all of your skill as a sailor, but you and your friend land safely near the palace. [DI/SI/Seamanship]

1945

While you are attending a wedding celebration on the Islands of Camphor, you stumble upon a plot to assassinate the Sultan!

NO SKILL: You raise a cry of alarm when you discover the intruders. Knowing that their numbers are too great for you alone to fight, you trick them into chasing you through the palace. There are so many rooms and passageways that you quickly confuse and disorient the would-be assassins, and the palace guards quickly respond to your alarm. [D2/Quick Thinking]

WEAPON USE at Talent level: With a shout and a challenge, you whip out your scimitar and plunge into the mass of intruders. You fell two of the rogues before their numbers overwhelm you, and a blow to the back of your head drops a black curtain over the world. You hope that the clamor of battle was enough to warn the Sultan. [DI/SI/*Wounded*]

WEAPON USE at Master level, **DETERMINED** (All mandatory): You calmly draw the curved blade of your bejeweled scimitar, a recent gift from the Sultan, and cast your dark gaze on the intruders. Unnerved by your steady resolve, they attack you reluctantly. Though you are nicked and cut with many minor wounds, you quickly dispatch half of the thugs, and the rest flee in terror from your whirling blade. When he learns of your bravery and skill, the Sultan rewards you most handsomely. [D2/SI/W+1 (Max: Princely)/**Thunderbolt Sword**]

1946

Distraught by his love-sick heart, your dear friend prince Taj el Mulouk devises a mad plan to seize the focus of his desires, the beautiful princess Dunya, by force. Before you know what has happened, you find yourself at your friend's side, sword in hand, facing the menacing soldiers of the Islands of Camphor.

NO SKILL: Clearly, two swordsmen stand no chance against so many, but the madness of your friend infects you as well, and together you launch an attack that poets will remember for ages. Though the outcome is never in doubt, the obvious insanity of the maneuver somehow earns you both an unexpected clemency. [SI/Weapon Use/*Insane*]

WISDOM: You take one look at the assembly army before you, and you know that your friend's life will be forfeit if you attack. Whispering a prayer for forgiveness, you step behind your good friend, and bringing the pommel of your blade down upon his head, render him unconscious. You hope that when he awakes, he will see the wisdom of your action and find it in his heart to forgive you. [DI/SI]

1947

The gibbering sounds made by the naked primitives who captured you might be a language, but it is unlike any you have ever heard. You pray to the All-Merciful that you have not fallen into the hands of cannibals.

NO SKILL: It appears that the natives do not intend to eat you, but the fate they have in mind is still unpleasant. You are carried to the edge of a deep pit filled with the bones from generations of dead elephants! The natives toss you into the pit and leave you for dead. Fortunately, the elephant remains soften your fall, and you are not hurt too badly to escape. [SI/*Wounded*]

APPEARANCE: You can only guess that your grace and royal bearing have convinced the natives that you are some kind of deity. You are carried to the edge of the fabled Elephant's Graveyard. There you are placed upon a handcrafted throne, and jewelry made from fine ivory is place about your neck. You humor the natives for a while, then pretend to get angry. They scatter like frightened rabbits, and you happily take their ivory with you. [DI/SI/W+1 (Max: Rich)/Acting and Disguise]

1948

When you unexpectedly discover the wondrous Graveyard of the Elephants, you are overwhelmed, and immediately drop to your knees to praise Allah for his generosity.

NO SKILL: There is so much ivory here that you could never hope to carry more than a small portion of it. Gathering what you can, you make your way back to civilization. [SI/W+1 (Max: Princely)]

BLESSED (mandatory), **ENDURING HARDSHIP:** You realize that it was the will of Allah that you find this trove of ivory. Would He not also aid you in returning to the city with a small portion of the wealth? Building a make-shift sled, you drag along as much ivory as you can. For many arduous days you cross the jungle, but the Ever-Generous guides your steps and protects you from dangers. [DI/SI/W+3 (Max: Princely)/Piety]

1949

Sitting in the middle of a vast field of elephant bones, you bow your head in prayer to the Most High. After a lengthy meditation, you realize that this too is part of Allah's grand plan. If all of this ivory had been meant for men to own, then the Graveyard would not be so deep in the jungle! With some regret, you turn your back on the wealth of this place and return to the world of men. As you go, your heart grows lighter and lighter. You feel a devotion to Allah stronger than you have ever felt before. [Piety/*Blessed*]

1950

Following the tattered old map you found, you reach the edge of what can only be the Elephant's Graveyard! But you look up to see another band of explorers who arrived at the same time! You will not share this wealth with anyone!

NO SKILL: You charge across the field of bones to attack the others. But the treacherous earth turns your ankle, and you are badly hurt by falling on the sharp bones. You watch in helpless fury as the other explorers load up on ivory. They are stealing your bones! [D-1/*Wounded*/*Envious*]

WEAPON USE: You leap into the midst of the other explorers as they begin to collect the precious ivory. Not expecting such a violent reception, they are quickly scattered or killed. Looking down, you realize what your greed has done! In shame you flee from the area, hoping that none of the survivors recognize you. [D-1/SI/*Grief Stricken*]

1951

You've been following a band of explorers for days now, hoping that they would indeed lead you to the Elephant's Graveyard. It seems that your patience has been rewarded! You wait until night, then attack their camp!

NO SKILL: It is easy enough to overcome men asleep in their camp, but you are careless and some of them escape. Though enriched by your ill-gotten gains, you know that you will not be welcome long in this Sultan's domain. [SI/W+2 (Max: Rich)/*Outlaw*]

LUCK: You count yourself twice blessed when you examine the men in the camp and realize that they are a band of wanted men! The Sultan

may reward you for bringing justice to such evil-doers! [DI/SI/W+2 (Max: Rich)]

1952

It took you weeks to decipher the hidden messages of the poems and locate the amazing Elephant's Graveyard. But the poet never mentioned a cult of elephant-worshipping infidels! With a powerful battle-cry, you attack!

Roll two dice, adding two for Weapon Use or four if you have it at Master level:

- 2–6: The cultists are not unskilled in combat. Though you reduce many of their numbers, they soon overpower you. Were it not for the good fortune of a passing force of the Sultan's men, you would no doubt be dead. [DI/SI/*Crippled*]
- 7–11: You battle long into the afternoon. It seems that each time you send one infidel to his final punishment two more take his place. As fatigue begins to weigh your limbs, you know that you must retreat. [DI/SI/Weapon Use]
- 12+: Surely there is no might nor glory but in Allah! As the sun sinks into the horizon, you look about you at your fallen foes. The wealth you claim this day was truly earned. [DI/SI/W+3 (Max: Respectable)]

1953

You were delighted when you stumbled onto the fabled Elephant's Graveyard. Now that bit of good fortune just might save your life. The brigands who surround you are not impressed by the few trinkets you carry. They demand something more.

NO SKILL: You convince them to let you lead them to the Elephant's Graveyard. Once there, you take advantage of their distraction to slip away. Odds are they will turn on each other as they try to determine what to do with so much wealth! [DI/SI]

BEGUILING, SEDUCTION: Using all of your wits and cleverness, you turn the bandits against their leader with your tales of the magnificent wealth of the Elephant's Graveyard. Now you won't only have a fortune in ivory, but you'll have bearers to help you carry it! [DI/SI/W+3 (Max: Princely)]

1954

You overhear a drunkard claim to have discovered the mythical Elephant's Graveyard. No one else believes his tale, but to your ear it has a ring of truth to it. You decide to buy him another drink.

NO SKILL: After spending the bulk of the day plying the old man with liquor, you finally convince him to tell you the location of the Graveyard. But when you try to follow his directions, spilled out with drunken certainty and equally drunken accuracy, you find yourself somewhere in the middle of the wilderness. Only Allah can find you! [SI/*Lost*]

BARGAINING AND EVALUATION: You quickly determine that if the old man did truly discover such a miraculous find, he has no idea where it is any more. You cut your losses and continue on your way. [DI/Wisdom]

1955

Having learned the location of the fabled Elephant's Graveyard, you approach the Sultan. Without his permission, you cannot hope to retrieve the valuable ivory.

NO SKILL: The Sultan has too many concerns to aid you in your endeavors, and you get the feeling that he does not believe your tale. However, he does agree to allow you to retrieve the ivory from his lands in exchange for half of what you find. You hire some men to help you, and return a week later with a good supply of the beautiful material. True to his word, the Sultan allows you half of the ivory. [DI/SI/W+1 (Max: Rich)/Courtly Graces]

LUCK: The Sultan's only son is entranced by your story of danger and great wealth. He begs his father to allow him to lead an expedition to the Elephant's Graveyard. Reluctantly, the Sultan agrees. Protected by the prince's own bodyguard and retinue, you have little difficulty traveling to the Graveyard and back with a wagonload of precious ivory. [DI/SI/W+3 (Max: Rich)]

1956

It takes you a few minutes to realize what you have found. It is nothing less than the fabled Elephant's Graveyard! You are about to rejoice for your luck when you realize that you are not alone. One of the sons of the Sultan is making his way through the bones. You approach him, and discover that he is leading an expedition in the jungle and is trying to decide the best way to transport a portion of this magnificent ivory back to the palace.

NO SKILL: You offer to assist the young prince as another bearer, and he gladly accepts. For many days, you and the others carry heavy ivory tusks through the jungle. When you arrive, the prince pays you a small reward for your kindness. [SI/W+1 (Max: Respectable)/Enduring Hardship]

STORYTELLING: You describe to the prince tales you have heard of local tribes transporting enormous quantities of goods through the jungle along their secret paths. Acting on your advice, he hires some local guides to ease the journey back to the palace. The Sultan is impressed when he hears the prince describe your assistance and decides that you could be a trustworthy advisor. [DI/SI/*Vizier*]

1957

You are traveling along a rugged jungle path when you hear a cry for help. Investigating the call, you find yourself standing at the edge of a steep cliff. At the bottom is the wondrous Elephant's Graveyard! Looking down, you see a man trapped at the bottom of the cliff. He tried to pull far too many tusks up the wall behind him, and when he fell he broke his leg. In his helpless condition, he could not prevent you from simply taking the ivory and leaving him for dead.

Do you help the man out of the Elephant's Graveyard?

> *If you help the man:* It takes you the rest of the day to find a safe way down and a gentle way to out of the pit. In the end, you are too exhausted to retrieve the ivory. You awake the next morning to find both man and ivory gone, but there is a mysterious item left on the bedroll the man had slept in. [DI/SI/**Treasure**]
>
> *If you do not help:* You ignore the pleas and cries of the crippled man as you painstakingly remove the ivory from the pit. The last you hear from the man as you walk away is "Allah rewards the generous." Once you get the ivory into the light, you discover that it is in reality worthless bone. You feel as though you have failed some kind of test. [D-1/SI/*Accursed*]

1958

An ancient and sickly elephant crosses your path. Clearly, it has reached its allotted hour. You realize that it is trying to reach the Elephant's Graveyard, but it doesn't look as though it has the strength to reach

that final resting ground. It seems a tragedy that this noble creature may not be able to achieve the final goal of its life, and you resolve to aid it in any way you can.

NO SKILL: As you follow the elephant from a comfortable distance, you see the hungry eyes of scavengers watching from the shadows. Taking up your bow, you eye the path suspiciously. When a hyena creeps out of the brush, you let fly an arrow. From the sounds of the fighting, you have provided ample distraction. You continue to protect the elephant from the beasts that would harass it until it finally lies to rest among the bones of its ancestors. [D1/S1/Piety]

WILDERNESS LORE: You approach the aged creature. With soothing words and a gentle touch, you earn its trust. You guide it along the safest paths you can find, easing its passage that it might lay among its ancestors. Your soul feels warmed by your act of kindness towards the noble creature. [D1/S1/*Blessed*]

ENVIOUS (mandatory): You follow the dying elephant for a ways, but your selfish greed overcomes you. Drawing your spear, you slay the unfortunate creature and take its tusks for yourself. The vengeful spirits of the Elephant's Graveyard rise up and torment you for your terrible act. [D-1/S1/W+1 (Max: Rich)/*Accursed*]

1959

Surely only a fool would dare to attack such an enormous fleet of warships! Yet, foolish or not, when you learn that the fleet intends to destroy your beloved city, you attack.

NO SKILL: Outnumbered a hundredfold, your small vessel has no hope of victory. You can only hope that your interference has delayed them long enough for the city to prepare its defenses. [D1/S1/Go to paragraph 315]

SEAMANSHIP: Small ships such as yours have a huge advantage over the large war vessels of this fleet: mobility. Using your speed and mobility, you sow confusion among the fleet and cause many to collide. You pray that you have damaged their fleet enough to save your city. [D1/S1]

1960

A battle between one little ship and a mighty warfleet can only end one way, but you have a scheme to even the odds. Sailing directly towards the flagship under a flag of truce, you challenge the enemy admiral to a duel!

NO SKILL: The treacherous admiral mocks you, and has your ship seized and you clamped in irons and tossed below. You can see that his dishonorable actions cost him the respect of the crew. Before long, they secretly free you and set you ashore. [S1/Have another player move you to any coastal space]

COURTLY GRACES: Though the admiral would treat you dishonorably, you speak with such eloquence and style that his own captains force him to accept your challenge.

Roll two dice, adding two if you have Weapon Use:

- 2–7: The admiral defeats you in fair combat. You have earned his respect, however, so he sets you ashore to tend your wounds. [D1/S1/*Wounded*/Have another player move you to any coastal space]
- 8+: After a long and tense struggle, you force the admiral to yield. In exchange for his life, he agrees to turn his fleet back. [D2/S1/Weapon Use]

1961

With tales of great warriors ringing in your mind, you turn to attack the enormous warfleet. Ramming the opposing flagship, you leap aboard hoping to slay the enemy admiral and throw the fleet into confusion.

NO SKILL: Once they overcome their initial surprise, the sailors overwhelm you with sheer numbers and toss you overboard before you can do any significant damage. [S1/Go to paragraph 315]

WEAPON USE, QUICK THINKING: You manage to hold the enemy sailors at bay long enough to reach the lower decks. Once there, fortune favors you when you discover a storage hold filled with flammable oils! Setting fire to the oil, you flee the doomed ship. As you watch the flaming husk sink below the waves, you rejoice in the generosity of Allah for granting you victory this day. [D1/S1/Piety]

1962

You approach a large fleet of ships. Your vessel is surrounded and boarded. The admiral of the fleet demands that you join them in their raid on an enemy city.

NO SKILL: You see no alternative but to join the fleet. Three days later, a massive storm strikes, and the fleet is scattered. Breathing a prayer of thanks to almighty Allah for his aid, you sail away before the fleet can regroup. [D1/S1]

SCHOLARSHIP: You impress the admiral with your knowledge and understanding of warfare. For many long hours, he listens as you describe methods and tactics for the attack. He follows your advice.

Roll one die:

- 1–3: The defenders are too strong. Even with your input, the invasion is repulsed. [D-1/S1]
- 4+: Your strategy makes the difference between victory and defeat. The Admiral is pleased and gives you the first choice of the plunder. [D1/**Treasure**]

1963

You discover a large fleet of ships during the darkness of night. You realize that they are pirates! If they discover you, you will certainly be robbed and murdered.

NO SKILL: You hide your ship among the others in the fleet, hoping for a chance to sneak away. It is many days before you make good your escape, and now you have no idea where you are. [S1/*Lost*]

STEALTH AND STEALING: Under cover of darkness, you sneak onto the pirate captain's ship and make off with his charts and logs. Before the loss is discovered, you turn your ship about and sail the other way. You can only imagine the confusion when the pirates learn that their captain has no idea which way to sail! [D1/S1]

1964

When one kingdom sends out a warfleet, others usually follow suit. You realize that the safest place to be is in one of these enormous fleets. You decide to follow along as far as you can.

NO SKILL: You count yourself lucky to have chosen such a large fleet to join. Two other warfleets collide with yours, and though you are forced to defend yourself, you have no doubt that you would have fared much worse had you been on your own. [S1]

FATED (mandatory), **LUCK:** The fleet you join is attacked again and again. During the third attack, your ship is sundered by a ram attack, and you

find yourself sinking into the frothy waves. Certain that death has come to claim you, you are shocked as you flail for breath to hear mermaids singing each to each! [DI/Move to the Undersea Kingdom and have an immediate encounter]

1965

Many seaside villages have reported sightings and attacks from a large pirate fleet. There are far too many ships in the fleet to attack on your own, so you need to find a powerful prince who can stand up to the pirate captains.

NO SKILL: None of the nobles you visit seem concerned. Secure on land, they do not fear the ravages of the pirates. They may feel different when the warfleet reaches their shores! [SI]

STORYTELLING: You present the plight of the villagers with such eloquence and style that every prince you address promises to aid in the defeat of these rampaging pirates. When you see the size of the fleet sent to destroy the renegades, you have no doubt in the eventual triumph of justice. [DI/Courtly Graces]

1966

You have learned that a large warfleet is planning to attack your beloved city. You alone could never hope to disrupt such a mighty invasion, but you think you know a magician who could.

NO SKILL: The magician is annoyed by your demands, for he cannot be bothered by such worldly concerns. To get rid of your interference, he casts a spell on you. [SI/*Ensorcelled*]

BARGAINING AND EVALUATION: At first, the magician wants nothing to do with you or your concerns. But when you describe the gratitude that the Sultan will have for the one who saves the city, a gleam of desire shines in his eye. He agrees to summon a storm that will scatter the invading fleet. [DI/Seduction]

1967

After the pirates robbed you, you were happy to see the Sultan's large warfleet.

NO SKILL: The admiral is enraged to learn that pirates are operating so close to the city. You guide him to the place where you were attacked, and before long the fleet has located the scoundrels. Seeing that their position is hopeless, the pirates surrender. Your goods are returned to you, along with a little extra as a reward for your efforts. [DI/W+1 (Max: Respectable)]

APPEARANCE: When the admiral sees your delicate features and attractive looks, he decides that you probably never earned the soft life the pirates took from you. He is unimpressed by your tale and orders you removed from his sight. [SI/W-2 (Min: Poor)/*Scorned*]

1968

You see a massive fleet of warships on the horizon. You know that you could never hope to fight so many, so you turn about and head for the nearest port.

NO SKILL: It appears that the warfleet is planning to attack the port that you have chosen. You won't be able to reach them in time to warn them, so you decide that flight is a better option. [SI]

SEAMANSHIP: You arrive in port just a few hours in front of the approaching fleet. Though there is little time, the Sultan is grateful for your warning and prepares his best defenses. Without the benefit of surprise, the warfleet is forced to withdraw. The Sultan rewards you with a hundred pieces of gold when the battle is over. [DI/SI/W+1 (Max: Rich)]

1969

Attempting to pass through a busy channel, you find yourself trapped between two massive warfleets. You realize that escape is impossible, for there is craggy shore to the left and the right. You decide that your best chance for survival is to offer your services to one of the two fleets and hope for victory. Praise be to Allah, it is the Caliph's own fleet you have joined!

NO SKILL: Sadly, your small vessel is no match for the mighty ships that clash this day, and it is quickly smashed by the rams of the rebellious prince's fleet. But no one can resist the might of the Caliph, and by the end of the day the rebels are sunk or in flight. Saving you from drowning, the admiral offers to compensate you for your loss. [DI/SI/Wisdom]

SEAMANSHIP: A small vessel like yours benefits from a very shallow draft, while the massive warships of the rebel fleet must sit very low in the water to sustain their weight. Using this fact to your advantage, you lure a number of rebel ships into the shallows near the shore, leaving them stranded and helpless as the Caliph's ships press their advantage. [DI/SI/Seamanship]

1970

What you first believed to be a massive warfleet, on closer inspection reveals itself to be a convoy of merchant ships. Clearly, they are from foreign parts, for if they knew this area as well as you, they would never risk such heavy ships on the shifting sandbars and reefs that you have learned so well.

NO SKILL: You approach the merchantmen to warn them of the dangers ahead, but they spurn your offer. Rarely is such sinful pride rewarded so directly. Shortly after you depart, the lead vessel losses its bottom on an unseen reef. Thus does Allah humble the haughty! [SI/Piety]

WISDOM: You realize that foreign merchants will not trust you, fearing that you might lead them into a trap for pirates. But you are unwilling to abandon them to their fate. By pretending to run aground on a sandbar, you are able to coax the foreigners into deeper water and the safety of the main channel. Though they will never know of their debt to you, you know that the All-Merciful always rewards the generous. [DI/SI/*Blessed*]

1971

For days you have encountered the ruins of village after village, the people missing, the houses burned. Your only clue you find is a charred piece of wood with the word "Magian" carved into it. Ahead you see a column of smoke. Perhaps this island is where the Magians have been taking their victims?

NO SKILL: The island is a volcano! No doubt the Magians are hurling their innocent victims into the fiery core. You go ashore to discover dozens of islanders trapped in cages near the shore. You free the people and flee before the Magians return. [DI/SI]

STEALTH AND STEALING: You land on the shore of the volcano and find the Magian camp. After freeing their prisoners, you prepare an ambush for the evil cultists' return. The next morning, the vile fire-worshippers come back to a most unfriendly welcome! [DI/SI/Weapon Use]

1972

Rumors of pirates have been reaching your ears for some weeks as you make your way through the various islands of this region. Such scallywags cannot be allowed to disrupt the sea lanes, so you take it upon yourself to hunt them down. You finally discover their haven on the slopes of a volcanic island. As you approach the island, smoke begins pouring forth from its highest peak! The volcano is about to erupt!

NO SKILL: You know that you must escape the burning ash. Sadly, you see that the pirates have made the same discovery, and you are forced to let them escape. [SI/Seamanship]

SEAMANSHIP: You know that the pirates will probably try to escape from the eruption, and you realize that you have a chance to stop them! In order to escape, the pirates must pass through a narrow strait. If you can block that strait long enough, they will be unable to reach safety in time. But if you wait too long, your ship will be caught in the conflagration!

Roll two dice, adding two for Seamanship:

- 2–4: Fiery rocks begin to rain from the heavens, splattering your deck and setting your sails ablaze! Your boldness has cost you dearly. [SI/W-3 (Min: Beggar)/Go to paragraph 315]
- 5–9: The flaming debris from the eruption falls too close for comfort. You are forced to retreat too soon, and the pirates make their escape. [DI/SI/Wisdom]
- 10+: The fighting is fierce, but you manage to delay the pirates long enough to hamper their flight. Though your ship is singed, and a couple of the reavers slipped past you, your boldness and determination accomplished much this day. [DI/SI/*Determined*]

1973

According to legend, volcanoes are a rich source of precious gems, and when you see a small volcanic island, you land to take a look around. Soon, though, you hear rumblings in the rocks that makes you fear the volcano may explode. When you return to your ship, you see that a band of red-turbaned Magians has seized it! You're going to have to fight in order to escape the island!

NO SKILL: You charge the Magians, sword in hand. Smiting foes left and right, you send some of the vile cultists to their doom, but their numbers prove too great. When you wake, you find yourself in the brig of your own ship! [DI/*Imprisoned*]

WEAPON USE: Shouting prayers to the Most High that your arm might be strong enough to destroy the infidels, you leap into the midst of your foes. The battle is long and fierce, but in the end you are victorious! Truly there is no might but in Allah! [DI/SI/Piety]

1974

You have heard stories of volcanoes from your early childhood, but you have never had an opportunity to see one, and you wish to see this wonder firsthand. You are in a small port when you overhear a sailor telling a tale of escaping from an erupting volcano and try to convince him to take you there.

NO SKILL: The sailor tells you at great length of the horrors he has seen, which leave him too frightened to risk sailing close enough to see it again. Nothing you say convinces him to go. [SI]

BARGAINING AND EVALUATION: It takes a healthy amount of gold to convince the frightened sailor to guide you to the volcanic island. The magnificent beauty of the island alone is worth it. What you learn from the voyage is doubly so. [DI/Wilderness Lore]

1975

The middle of a volcanic eruption may not be the best time to negotiate a deal, but desperate men will often pay much when their situation is dire.

NO SKILL: The terrified scholar agrees to give you everything he has of value if you will just get him off the island before it explodes. You suppose you should feel guilty for taking advantage of the young man, but you are impressed by the gift he has given you. [D-1/**Treasure**]

PIETY (mandatory): In the end, you don't have the heart to add to the suffering of these unfortunate people. You agree to take them on board for free and barely escape the flaming island safely. [D2]

1976

Traveling by merchant ship isn't always comfortable, but usually it is safe. So when you notice a smoking mountain atop an island directly in the path of the ship's heading, you immediately approach the captain to warn him away from it.

NO SKILL: The lure of profit is too much for this captain to ignore. Despite the dangers, he intends to sail as close to the volcano as possible. You are finally able to convince him to take a safer course, but only when you agree to cover his lost profits. [SI/W-1 (Min: Penniless)]

COURTLY GRACES: By appealing to the captain's pride through flowery words and courtly phrases, you are able to convince him to take a somewhat safer route. To ease his loses, you also agree to help him negotiate with the merchants at his final destination. [DI/Bargaining and Evaluation]

1977

Despite the dangers, you approach the smoking cone of the volcanic island. Once ashore, you discover a deep cave and decide to explore it.

NO SKILL: The heat of the cave gets stronger the deeper you go. Soon you find yourself inside the mountain's core, roiling lava far below you. You study the inner workings of the volcano for as long as you dare, then reluctantly turn to leave. [SI/Scholarship]

LUCK: The walls of the cave are studded with precious gems! You pry a few loose, but the ominous rumbling of the volcano convinces you that you shouldn't tarry long. [DI/W+1 (Max: Respectable)]

1978

You find yourself trapped on a volcanic island, and the earth is starting to rumble! Having little other option, you decide to explore and find a large cave. Inside the cave you find a giant efreet, sheathed in fire and shackled in chains of gold!

NO SKILL: You hope that the eruption will end if the efreet is freed, so you shatter the chains. In hindsight, you shouldn't have expected gratitude from such a creature! Now it is you who is in chains. [SI/Enduring Hardship/*Enslaved*]

BEGUILING, SEDUCTION: You know that efreet cannot be trusted, so you force him to agree to a deal in exchange for his freedom before you sever his chains. Fortunately, he is true to his word and delivers you from the island once you have released him. [DI/SI/Move up to three spaces in any direction]

1979

Heedless of the danger, you climb to the edge of the volcanic caldera and are surprised to discover a band of men in red turbans. You had heard that vile Magians sacrifice their innocent victims in volcanoes just like this one, and this proves it!

NO SKILL: Before you can approach close enough to stop them, they hurl their victim into the flames. Most of the Magians escape your wrath, but at least a few join their sacrifice in the fires below. [DI]

ACTING AND DISGUISE: You are fortunate enough to find some Magian robes discarded by the side of the path. Donning them quickly, you call to your "brothers" to wait for you. When you are in their midst, it is easy to catch them by surprise and make them the sacrifice for the volcanic flames! [DI/SI/Quick Thinking]

1980

Sailing through an area of open sea, you are surprised when you run aground unexpectedly. As your ship careens, the waters around you bubble and boil. You have struck an underwater volcano! As you struggle to free your vessel, your lookout spies a distant sail.

NO SKILL: You manage to signal the other ship, which moves in to help you free your vessel. Fortunately, you clear the sandbar before the new island grows any higher. [SI/Luck]

ACCURSED [mandatory]: The other vessel approaches to aid you, but runs aground on the rapidly rising island! Soon both vessels are trapped! The other captain blames you for his misfortune. [D-1/*Scorned*]

ENDURING HARDSHIP: The other vessel refuses to risk approaching you, so you are forced to free yourself. As you work, the island rises slowly from the sea, forcing you to struggle even harder. But Allah smiles even on those who suffer: the rising island reveals an enormous emerald! [DI/SI/W+1 (Max: Rich)]

1981

The rumbling volcano has panicked the people of this quiet seaside village. You know of no way to stop a volcano, so you have to find some way to help them evacuate the area.

NO SKILL: While the villagers pack their precious belongings, you search the wharf for any captain willing to take them on board. As you approach the last ship, you near despair, but the generous captain agrees to help. [DI/SI]

QUICK THINKING: Seeing the ships leaving the quay as quickly as they can, you realize there may be another way to help the villagers. You quickly locate a caravanserai, and convince the merchants there to take the villagers with them. The friendly merchant even agrees to hire you on as a caravan guard! [DI/SI/W+1 (Max: Respectable)/Move up to two spaces in any direction]

1982

You have learned of the existence of a Magian cult operating from a nearby dormant volcano. According to tales you have heard, they plan to awaken the volcano by making blasphemous human sacrifices.

NO SKILL: You approach the Vizier, but he refuses to act on your information. When the volcano later erupts, he knows that you could blame him for not acting on your wise advice, so he has you cast into the dungeons. [SI/*Imprisoned*]

STORYTELLING: You approach the court openly and tell all present of what you have learned, reminding them of many tales of those who did not heed honest warnings. They nod at your wisdom, and the Sultan commands his army to patrol the volcano. [DI/SI/Courtly Graces]

1983

You are sailing around a volcanic island at a safe distance when you see some figures on the shore, waving for help.

NO SKILL: You approach as near as you dare so the castaways can swim out to meet you. One of them is a poet, and his gratitude for your bravery inspires him to write an epic poem about you. [DI/SI/*Respected*]

SEAMANSHIP: Your skill and daring are enough to bring your ship nearly to the shore. With the help of your boats, you rescue the people and most of their belongings, before the falling ash of the volcano forces you to withdraw. In return for your kindness, they reward you generously. [DI/SI/W+2 (Max: Respectable)]

1984

For days, the volcano has rumbled and complained. The locals have turned to a Magian cult, who promises to quiet the restless mountain with a sacrifice.

NO SKILL: Trusting to your faith and arms, you agree to go with the cultists as their sacrifice. As their captive, you obediently approach the flames of the volcano, but at the last moment, you spring to attack! Though you are badly wounded during your escape, you are content that Allah is pleased with your choice, as the volcano soon goes silent again. [DI/SI/*Wounded*/*Blessed*]

APPEARANCE: Bravely, you stand before the people of the village to warn them of the dangers they will face by working with the vile cultists. The simple folk cannot bring themselves to doubt one with such princely airs and demeanor, and under your leadership they turn on the Magians. Perhaps it is coincidence that the volcano soon grows quiet. Then again, maybe the Magians have some power over fire after all... [DI/SI/*Respected*]

1985

Out of curiosity, more than anything else, you have decided to explore the bowl of a mighty volcano. You see that you are not the only one, as a pair of figures can be seen across the fiery core. Suddenly, you see one of the figures slip, barely catching himself before he tumbles into the inferno.

NO SKILL: There isn't time to run around the entire volcano to reach the man, so you try your luck with some of the tunnels you find. By the time you find a suitable passageway, all that you can do is console the dead man's friend. [SI]

WILDERNESS LORE: You race around the caldera as fast as you can, the heat pulling sweat from you in rivers. There is no possibility to reach the dangling figure from above, but you know that volcanoes are often filled with passages and tunnels. Allah is with you this day, as you quickly find such a tunnel, and arrive just in time to catch the young man as his grip is failing! [DI/SI]

1986

You are approaching the fabled "Valley of Dogs," a place known to be the home of wild beasts and wilder men. You see a seasoned fellow sitting near a pillar of rock near the entrance to the valley. He warns, "You do not want to enter without a guide!"

NO SKILL: You don't think the fellow looks particularly trustworthy. Better to take your chances. It turns out that you made a good choice,

as you encounter the same fellow with a band of robbers halfway through the valley. Not that your wisdom will save you from paying them... [SI/W-2 (Min: Respectable)]

BARGAINING AND EVALUATION: While you don't trust this "guide," you decide you might as well pay him now. At least if bandits do attack, they won't get as much from you. But you are surprised when the guide delivers you to the far side of the valley in safety. [DI]

1987

A pack of wild dogs blocks your path as you make your way across the Valley of Dogs. They are too many for your lone sword to handle, so you have to find a way to distract them while you make your escape. Perhaps there's something they want to eat even more than you?

NO SKILL: You try backing up along the path, to buy some time, but alas! More of the pack has snuck up behind you while you were focused on the group in front. Now you're in a very bad position. You are lucky that some passing animal distracts them before they finish you off. [SI/*Crippled*]

QUICK THINKING: You still have some meat from a gazelle you killed shortly before entering the valley. It's rather dry, but it might be enough to attract their attention. You toss the haunch over the side of the path, and the starving beasts fall to fighting over it, leaving you in peace. [DI/SI]

1988

You tried to cross the Valley of Dogs as quickly as you could so you would not encounter the ruthless beasts that live there. But you were so intent on the dogs, you walked right into a band of bandits who now block your path and demand your wealth!

NO SKILL: They are too many for you to resist. You pay them your gold, and they allow you to pass. [SI/W-2 (Min: Poor)]

BEGUILING, SEDUCTION: You convince the bandits that you don't carry any valuables worth stealing, and that you passed an overloaded merchant not far back on the trail. They rush past you towards the promise of even greater wealth. [DI/Bargaining and Evaluation]

COURTLY GRACES: Your high words and manners simply enrage the bandits. In addition to taking your money, they give you a sound beating. [SI/W-2 (Min: Penniless)/*Wounded*]

1989

Standing at the edge of the notorious Valley of Dogs, you realize that you cannot hope to cross it fast enough to evade the roving bands of wild men and beasts that have made their home there. You decide that you need to find some reliable men to travel with you.

NO SKILL: So notorious is this lawless place that you cannot even find mercenaries brave enough to accompany you. You have no choice but to go the long way around the valley. [SI/Enduring Hardship/Have another player move you up to three spaces in any direction]

SEDUCTION: With a little work, you convince a local captain that he should send his soldiers to protect you while you cross the valley. But the easily frightened swordsmen prove to be no match for the bandits of the valley. At least they are enough distraction for you to get away. [DI/Stealth and Stealing]

1990

At the last village before you reach the Valley of Dogs, you have a chance to speak with a kindly old innkeeper. He warns you about the dangers of the Valley.

NO SKILL: Though he is too old to guide you himself, the innkeeper does know of a secret path that should get you across safely. You are happy to give him a small gift in exchange for the information. [DI/W-I (Min: Poor)/Wilderness Lore]

SCHOLARSHIP: As the innkeeper describes the secret pathway, you realize that it's not only a safe way to cross the Valley of Dogs, but it's actually the way to a legendary lost wonder! You thank him for his kindness and hurry on your way. [DI/SI/Opportunity to enter the Sepulchre of Solomon]

1991

Making your way across the dreaded Valley of Dogs, you encounter a man dressed in tatters and furs. You call out to a fellow traveler, hoping he can help you in this dangerous land—but without a word he attacks you madly and you are forced to slay him in your defense.

NO SKILL: You thank Allah for sending you a warning and proceed with doubled caution. You are able to avoid two other bands of such wild men before you reach the far side of the valley. [DI/SI]

ACTING AND DISGUISE: Investigating the man closely, you realize that this is one of the ruthless bandits you were warned about. You disguise yourself in the man's garments. Your ploy proves effective, as you bypass one group of rogues easily. But the second band you meet is far more curious, and you are forced to fight for your life. Allah lends strength to your arm, and you leave the field of battle littered with the bodies of evil men. [DI/SI/Weapon Use]

1992

Thankful that luck has been with you as you cross the Valley of Dogs, you almost choose to ignore the scream of fear you hear. But how can stand by when another is in such danger? You see some bandits pushing around a pretty youngster. What you guess to be her father lies unconscious on the ground. If you catch them by surprise, you may be able to defeat them.

NO SKILL: As you creep forwards, your foot crushes a branch. The sound seems to echo off the valley walls for an eternity. Immediately, the bandits give you chase. You lead them as far from the others as you can before you lose them. You hope the girl was able to escape. [DI/SI]

STEALTH AND STEALING: As quiet as a gazelle, you creep through the underbrush until you are close enough to a bandit that you could touch him with an outstretched hand. When they are all distracted by the youth's cries, you explode from the bushes and attack! In moments, the bandits lie at your feet. You can see in the youth's eyes that she has more than a mere "thank you" on her mind. [DI/SI/*Beloved*]

1993

You hear the howling of the wolf pack long before you see it. They have a quarry. You move as subtly as you can and come to a clearing where you see a band of travelers surrounded by wolf pack near as great as an army!

NO SKILL: Knowing you would fall victim to the wolves, you turn away and search for another path out of the valley. You eventually find one, but when you finally reach level ground again, you don't really know where you are. [SI/*Lost*]

WILDERNESS LORE: You cannot fight this wolf pack—but wolves will flee from fire. Taking a moment to gather some dry brush, you race back and set hurling flaming brands among the wolves, causing them to scatter. The travelers are revealed to be a band of ascetics who were seeking a suitable soul to care for a rare and valuable artifact. [DI/SI/Luck/**Treasure**]

FATED (mandatory): You start to head away when you are overwhelmed by guilt: you would be abandoning another to their fate. You plunge into the clearing. You do your best, but they are too many for you to handle. Fortunately, the travelers come to your aid in time to save your life. [DI/*Crippled*/Lose *Fated*]

1994

At the urging of the local people, you have chosen to try to find a safer path through the Valley of Dogs. The way is strenuous and full of dangers. It takes all of your strength and resilience to reach the far side.

NO SKILL: Exhausted by your endeavors, you collapse on the edge of the valley. You pushed yourself much too hard, and now you must pay the price. [DI/Enduring Hardship/*Diseased*]

ENDURING HARDSHIP: Bands of hungry wolves, gangs of wolf-like men, marshes and heavy brush. All this and more you have overcome. What challenges will the world throw your way next? Whatever they are, you stand ready for them! [DI/SI/*Determined*]

1995

A lovely but brazen maiden offers fertility charms in the market place. You recognize the liquid as nothing more than wine. You bow to her, and politely offer her a fine robe, explaining that it will make her appear more chaste and improve her chances of making a sale.

NO SKILL: She is offended by your assumption that she is wanton. She tells anyone who will listen that you have maligned her virtue and caused her distress. [DI/*Scorned*]

PIETY: Pleased by your offer and impressed by your reasoning, she takes the cloak and dons it. She repays your generosity with a portion of her brisk sales. [SI/W+1 (Max: Poor)/Beguiling]

1996

In a renowned tea house, you encounter a well-dressed merchant boasting of his new trade route and the monies it will pay those who invest with him. However, you suspect he is lying—you know the route he describes passes through an area overrun with mermen. You respectfully join the conversation, presenting yourself as an enthusiastic investor.

NO SKILL: No one is impressed by your inclusion in the circle of listeners. The merchant quickly tires of your presence and excuses himself. [DI]

COURTLY GRACES: Because of your fine bearing and eloquent conversation, the listeners come to believe that an incognito noble is highly interested in the merchant's proposition, which is wiser than it originally seemed. Money flows in and the merchant invites you to his home. [DI/Acting and Disguise/*Respected*]

1997

Low on supplies, you approach a merchant, offering to barter some of your possessions. A pair of passing guardsmen notice your legitimate discussions but accuse you of attempting to defraud the merchant and immediately impose a hefty fine. You notice a familiarity between the officers and the merchant. You are not the first to fall into this trap.

NO SKILL: You accept the soldiers' pronouncement, pay the fine, and humbly ask the merchant's forgiveness. Clearly pleased by your capitulation, he embraces you and declares you forgiven. [DI/SI/W–1 (Min: Poor)]

QUICK THINKING, LUCK: Despite your anger, you praise the guardsmen's perceptiveness and offer some council. Your politeness and respectfulness allows you engage the three cohorts in an extended discussion on the finer points of the law of fraud. During that time, two other soldiers happen by and you ask their opinion on the subject. Fortunately, these newcomers were not part of the deception and quickly declare you innocent. [D2/SI/*Wisdom*]

1998

You are drawn in by a street game offered by a quick-tongued and quick-fingered young man. He offers to double any bet if the watcher can guess which cup hides the pebble. His motions are swift and confusing, and his amusing patter serves to distract. You carefully study his movement for an hour. Confident you know his patterns, you approach.

NO SKILL: You guess wrong and then compound the error by attempting to recoup your losses. [SI/W–1 (Min: Penniless)]

ACTING AND DISGUISE: You notice several tells that the young man possesses and are not distracted by his wit. He gets angry and challenges you to continue playing. In the end, you walk away with a large sum of coins. [DI/SI/W+1 (Max: Rich)]

1999

You happen into an inn where three dark-cloaked strangers are huddled in a corner. You sit nearby and surreptitiously listen in. They are discussing a scheme to separate a noble from his purse by offering a horse enchanted to look healthy when it is not. When they depart, you follow at a safe distance. When they arrive at meeting place with the animal, you quickly make your way to the noble's side. You explain the true intent of the thieves.

NO SKILL: The noble joins the strangers in condemning you for interfering in business that does not concern you. [DI/*Scorned*]

MAGIC: With a snap of your fingers, you dispel the glamour on the beast and reveal it a crippled old nag. The noble charges the thieves with fraud and invites you to his home for an extended visit. [D2/SI/Courtly Graces]

2000

You see an old man and a young boy arguing animatedly over "the fools' gold." Intrigued, you eavesdrop and discover they are stealing from visitors. The old man distracts the mark by asking for aid, while the young boy slits their pouch. You shadow the pair for the entire day while you formulate a plan.

NO SKILL: Mid-way through the day, the boy notices you. The two thieves lead you into an ambush, where you are knocked senseless. [DI/*Wounded*]

STEALTH AND STEALING: The pair beds down in a ruined area, far from the crowds. During the night, you help yourself to their ill-gotten gains. You discover a most valuable item among their petty earnings. [DI/SI/**Treasure**]

2001

A hirsute man loudly hawks his miraculous hair-growth ointment to all passers-by of bald pate. Curious, you approach and ask about the ointment's ingredients. The man claims it is an ancient family recipe, responsible for his full head of lush hair, and will not describe it further. You suspect a deception.

NO SKILL: You continue to pester the man with questions until he tires of your antics and packs up his vials. [D1/ *Determined*]

SCHOLARSHIP: Your erudite inquiries show the man that you are knowledgeable about the various properties of herbs and concoctions. During your disquisition, a crowd gathers. His inability to answer even simple queries about the subject convince the audience that he is a fraudster. Impressed, the gathering showers you with praise. One comely member, checks aglow with rapture, seeks your company. [D2/S1/ *Beloved*]

2002

As you rest from the rigors of travel, a richly dressed prince and his entourage pass by. Noting the dust on your clothes, he knows you to be a traveler. He draws a weathered map from an ivory tube, explaining that he recently purchased this from an honest-seeming barker, but now he wonders if he was duped. He wishes to know if you can authenticate the map. You ask him a handful of questions about its provenance and then study it for several minutes.

NO SKILL: Convinced that it is a fake, you lamely attempt to point out deficiencies in the map, but are unable to make your case. The prince and his cohort soon quit themselves of you. [S1/ *Envious*]

WILDERNESS LORE: At least a portion of the map relates to areas you have visited. Other sections cannot be true given what you know about the natural world. Your explanation of the flaws is reasoned and complete, yet you convey your doubts with suitable discretion to avoid embarrassment on the part of the prince. He rewards you with a bauble he had been carrying, and the map itself which holds some worthwhile information. [D2/S1/Wilderness Lore/**Treasure**]

2003

Having heard rumors of a fabled Jeweled Fortress, you seek more information about the subject. You are directed to an old man perched on a high stool in a room filled with books. Looking up from his tome, he listens to your questions but slowly shakes his head. The information you seek will not come cheaply, and it is difficult for "common" people to understand.

You may pay the scholar (as long as your Wealth is Poor or greater) and listen to his ramblings, or you may leave well enough alone.

If you depart: You hang your head in sorrow as you leave the scholar's home. You notice a trinket lying in the road, covered in mud. Fetching it, you rub vigorously and it turns out to be a plain golden ring. Today has not been completely wasted! [W+1 (Max: Poor)]

If you pay: The old man invites you back the next day. Upon your return, he launches into a lengthy and convoluted recital, referencing obscure passages and cryptic legends.

NO SKILL: You are quickly befuddled by the wizened one's exposition, as he intended. Convinced that your denseness is the cause of your puzzlement, you stagger from the house and drown your sorrows in a local tavern. [S1/W–1 (Min: Penniless)/ *Grief Stricken*]

ENDURING HARDSHIP: The old one takes far too long to get to any particular point, and he speaks quickly and with odd phrasing. You come to understand that he is trying to perplex more than elucidate. Still, there are nuggets of good information among the flotsam he spouts. You stoically follow his presentation, guiding him out of the channels of fraud into true knowledge whenever you can. After a number of hours, you feel you have gotten what you asked for, and far more than the codger intended. [D1/S2/W–1 (Min: Penniless)/Opportunity to enter the Jeweled Fortress]

2004

An unpleasant fellow, with two soldiers at his side, approaches you as you travel down a public road. He claims to be a tax collector, notes your possessions, and imposes a surcharge for your use of the passage. You notice that the soldier's gear is mismatched and tarnished. Suspecting a scam, you loudly proclaim your faith in Allah, and seek his blessing in easing your way through life. You attract a crowd with your pious entreaties.

NO SKILL: You present a pathetic and embarrassing sight. The crowd is amused. The ringleader raps you sharply on the head with his cudgel, and snatches some of your belongings. [D1/W–1 (Min: Penniless)]

APPEARANCE: Your endearing visage and pious manner passionately conveys your plight, and the crowd takes up your call. In the hubbub, the strong men skulk out of sight. [D2/S1/Quick Thinking]

2005

A gathering of raucous citizens surrounds a colorfully robed and turbaned man and a crippled old woman. He is performing an elaborate ritual in an attempt to cure her of her afflictions. He has mesmerized the crowd with his words, his gestures, and a heady incense. Further at the back, you are unaffected. You also remember seeing the old wretch earlier that day, walking about on both, apparently very sound, legs. You push forward, calling on Allah to end this sham before anyone is falsely separated from his coins.

NO SKILL: Your interruption breaks the trance spun by the performer. Annoyed, the crowd find your sanctimonious urgings and off-putting manner a poor substitute for the old man's enchanting air. They jeer you until you depart. [S1/ *Scorned*]

MAGIC: You note the foolishness of the would-be magician's rituals, and stomp out the burning incense. You finish with a flashy spell that sends the old woman sprawling, revealing the strap holding her leg under her wraps. The crowd beats both man and woman alike. [D1/S2/Beguiling/ *Respected*]

2006

You join a crowd watching a young man as he draws patterned cards from a face-down pile. He becomes increasingly flushed when an oily entertainer guesses the image on the face of that card over and over again. When the young man's coin purse is empty, he accuses the performer of cheating him. The card sharp takes offense and daggers are drawn. You step forward, beseeching the pair to trust in Allah and seek his judgment.

NO SKILL: The two turn on you, resenting your interference. Still, by expending their derision and passion on you, their anger with each other cools and they depart without further incident. [D2]

PIETY: You deliver a bold and insightful prayer to Allah, weaving in observations about the two men and how greater faith would aid them. The combatants are touched, forget their dispute, and bow down with you. The slick operator reveals the trick behind his perfect guessing, and offers to return the dupe his coins. The fleeced one comes to appreciate

the skill behind the scam, and urges the entertainer to keep half the monies. The crowd is uplifted by this resolution. [D2/S2/Luck/*Blessed*]

2007

Someone stokes your fire during the night and disturbs your rest. A well-dressed, apparently cultured gooleh bids you a fine evening. Thinking quickly, you engage the gooleh in conversation, praising her sharp fangs and pale flesh. She calmly describes her malign intentions and seems to take some delight in the horrors she will inflict upon you.

NO SKILL: Your bile rises as panic takes control. Dashing off into the night upon terror-strengthened legs, you escape. The monster's braying laugh echoes in your ears for days. [S2/W–1 (Min: Penniless)/*Grief Stricken*]

BARGAINING AND EVALUATION, QUICK THINKING: Despite the provocation, you remain calm. Amused by your self-control, the fiend allows herself to be drawn into an extended discussion. In time, you explain while that you would be honored to be consumed by one so sophisticated, the esteemed gooleh would be better served by visiting a group of much plumper, and no-doubt much more tender infidels who can be found nearby. Thanking you for your pleasantness and recommendation, the monster departs. [D2/S1/Beguiling]

2008

A ravenous gooleh, frothing at the mouth, springs from the shadows and moves toward you. Her green-tinged, misshapen arms reach for your throat, and you can smell her rancid breath. You kneel down, casting your sword aside, and offer yourself to her hunger. "If Allah sees fit to take me into His kingdom now so that you may sustain yourself, so be it."

NO SKILL, WEAPON USE (mandatory): You cannot bring yourself to stand by and be eaten. You dive for your discarded sword and fight for your life! Your sudden resistance surprises the beast, and she lopes away to find easier prey. [D2]

APPEARANCE, SEDUCTION: The fiend's desire is tempered by your willingness to abide by Allah's will. But her hunger cannot be contained. She mercifully knocks you out so you won't feel the pain, and only gnaws on you for a short while before departing. [D2/S2/Piety/Lose Appearance/*Wounded*]

2009

You awaken one night to find a group of horrid goolehs closing in about you. You gaze over their numbers and understand you cannot run from your fate tonight. Rising to your knees, you cast your gaze to the heavens, and exclaim, "Allah, praise be to you! The wonders of your creation are manifest for all to see, and I thank you for granting me such a singular sight!"

NO SKILL: The pack is unimpressed by your words. They fall upon and your shrieks fill the night. After a time, they leave you, barely alive and bleeding heavily. Moments later, a healer appears, drawn by your screams. Over the next several weeks, he nurses you back to health, but he requires a task from you in return. [D2/*Under Geas*]

PIETY: The deadly horde is taken aback by the strength of your faith. A few are so moved that they clamor that you be left alone. Others are not so forgiving and sharp words are exchanged. One monster strikes another, and the pack dissolves into a massive skirmish. When several gooleh fall to claw and fang, the rest consume them in their frenzy. Sated, the survivors skulk off into the night. [D2/S1/Luck/*Fated*]

2010

As you travel one day, you hear a tearing, gnashing sound. You move quietly around some obstacles and spy two gooleh devouring a poor herdsman. In their hunger, the gooleh have dropped their belongings, including a leather satchel. No doubt it was stolen from another victim. You cannot help the youth, but you can exact some retribution.

NO SKILL: As you attempt to snatch the pack, one of the gooleh hears you. The two spring up and bellow at you. You back away fearfully. The gooleh are unwilling to leave their meal so you are able to escape. [S1]

STEALTH AND STEALING: You stealthily remove the satchel from the area, and find a valuable treasure buried at the bottom. When you arrive at a nearby town, you report the shepherd's demise to authorities. [D1/S1/**Magic Bead**]

2011

You are sneaking around the site of a recent battle in a small town between two mighty kingdoms, looking for loot, when you hear a horrid keening from a decrepit building nearby. Moving closer, you see a gooleh and her three children consuming the remains of what appears to be a soldier. The tears in their eyes do not seem to slack their appetites. You circle the house, looking for the guardsman's weapons. You find a heavy spear, on it impaled yet another gool child.

NO SKILL: Revolted by this situation, you grab the spear and rush to the nearest army tent. The guards dispatch the beast and her spawn, claiming all the credit for themselves. [S1]

ACTING AND DISGUISE: You prop the dead creature up on the weapon, and push it through a crumbled wall. With a guttural wail, you accuse the family of dishonoring "your" memory. Ashamed, the monsters flee. [D1/S1/Quick Thinking]

2012

You happen upon a camp of a flesh-eating ogre and ogress. The two are huddled in their ragged cloaks and seem distraught. More curious than fearful, you approach to eavesdrop on their conversation. They bemoan a debilitating hunger that has left them despairing and weak. Sprinting through their camp, you snatch several of their belongings and rush off into the countryside. Your daring enrages the desolate fiends, and they give chase.

NO SKILL: You stay ahead of the beasts, but just barely. After a long and tiring hike, you duck into the next settlement you reach. It is clear that the gool and gooleh know where you are hiding. [D1/*Pursued*]

WILDERNESS LORE: In the end, your mastery of terrain leaves the beasts thrashing futilely in your wake. You learn a thing or two about evasion and caution during the long chase. [D1/S1/Stealth and Stealing]

2013

A beggar offers to show you a wondrous sight for a few coins. You agree and are lead to decrepit building. A moaning figure gently rocks before a small campfire, head in hands. A freshly bloodied corpse lies nearby. You ask what is so wondrous about this grotesquery. The beggar says quietly "Watch." After a moment, the figure pushes back her hood and raises her head to the heavens, revealing the visage of a gooleh, tears streaming down her checks. "I cannot abide by my nature, but what can I do? I must eat," she exclaims to no one. The beggar nudges you and points to the bulging sack at the gooleh's side. Noting her evident fatigue, you creep to the upper reaches of the building and begin playing softly on an oud.

Roll two dice, adding one each for Beguiling, Courtly Graces, and Storytelling:

- 2–7 The gooleh immediately notices you. Displeased by your music, she moves off, taking her bag with her. [S1]
- 8+ The tired beast drifts off to sleep, lulled by your soft, hypnotic droning. You push yourself to continue, waiting until she is fully asleep. You make off with her bag without difficulty, finding a valuable item inside. [D1/S2/Enduring Hardship/**Treasure**]

2014

You pause during your travels to aid a stricken beggar. As you pull back her hood to ask what ails her, you discover that she is a gooleh. You swallow your disgust and question her. She tells you she has learned a bit of magic and has used it to allow her to ignore her hunger. She is dying of starvation, but will do nothing about it.

NO SKILL: You understand the monster's motivations and approve. Even so, the magic wears off and she dies in agony. [S1]

STORYTELLING: Taken by the beast's self-sacrifice, you attempt to ease her passage into Allah's graces by recounting some melancholy but engaging tales. Gratified, she teaches you something about magic so that you can recast the spell that keeps her in stupor. She dies at peace. [D1/S1/Magic]

2015

With a roar, a salivating gooleh lopes out of the darkness toward you. Holding up your hands, you back away, asking why the monster has picked you to eat, and if there is no way you can convince her to leave you be.

NO SKILL: The gooleh is unimpressed with your attempts at conversation. She takes several bites from your flesh and, sated, moves off. [D1/*Wounded*]

BEGUILING, SEDUCTION: The monster pauses, staggered by your presence. You questions lead to conversation and several hours of discussion. You learn much about how she survives in the wild. In the end, her hunger cannot be contained and she prepares to feast on you. By that time, she is weakened, however, and you dispatch her with your sword. [D2/S1/Weapon Use]

2016

A family of starving monsters, lead by a powerful gooleh, surrounds your camp. "Although it is against Allah's law, we cannot contain our desires, and you must be sacrificed to sustain us." Noting her air of civilization, you question their intentions and ask for a few moments to present an alternative.

NO SKILL: At her command, the pack listens to your entreaties. Your proposal is met with indifference, but the gooleh appreciates the attempt to address their needs. She halts the group before they consume you entirely. [D1/*Crippled*]

SCHOLARSHIP: You detail a secluded valley that you've heard about, far from any soldier's patrols. This vale is bountiful in water and animals, including a rare deer whose flesh tastes just like human. You suggest that the family journey to this place and live free from sin and danger. The gooleh is moved and commends your wisdom and knowledge. [D2/S1/Wilderness Lore]

2017

A heavily robed beggar staggers against you, his stench offending your nostrils. He clutches at your arm with gray-skinned hands. As you push him away, his hood falls off and you see the horrid visage of a young gool. "Please sir, I've lost my mother and I must eat. Won't you help me?"

NO SKILL: Aghast, you draw your sword. You panic the crowd. In the confusion, the scared youngster slips away. You cannot catch him. [S1]

WEAPON USE: Your lightning draw staggers the beast, and you quickly dispatch him. The crowd is impressed with your skill and your willingness to do what had to be done. [D1/S1/Piety/*Respected* (1 turn)]

2018

You are surprised when a melancholy gooleh drags herself from a copse of woods and begs you to give yourself to her hunger. She seems so dispirited and pathetic that you cannot help but laugh. You draw your sword.

NO SKILL: The beast has more resources than you thought. You are able to hold off her attacks, but she is relentless. Once she slashes you a couple times with her grime-encrusted claws, you decide this game is not for you. You run. [D1/*Diseased*]

DETERMINED (mandatory), **ENDURING HARDSHIP:** The fight is more serious than you guessed. The gooleh keeps coming despite your best efforts. In the end, it becomes a battle of endurance, but you outlast her and run her through. [D2/S1/Weapon Use]

2019

As you travel, you hear a mournful sound from over the next rise. Moving carefully, you see a wretched gooleh sobbing into her hands. A boy, dead and half-eaten, lies before her. Despite your fatigue and debilitations, you confront the beast, raging against her murder.

NO SKILL: So ashamed is she at her deeds that she runs off into the brush. [D1/*Determined*]

CRIPPLED, WOUNDED (All mandatory): Noting your condition as well as your passion, the monster's sorrow is magnified. "I am not fit to live," she cries, "Allah take me now!" She seizes a nearby dagger and plunges it through her heart. [D1/S2/*Determined*]

2020

A shuffling sound disturbs your rest. You depart your campsite carefully, heading toward the noise. You discover a band of gools and gooleh, moving dissolutely through the night. They are weary and melancholy. It is apparent that they have not fed for some time. Having heard that the area was suffering from depredations by flesh-eaters in the area, you decide to follow to see where they are heading.

NO SKILL: Fearful that you will be caught and consumed, you give the pack too much of a lead. You lose their trail in the darkness. [S1]

WILDERNESS LORE: So astute are you in the wild that you return to your camp, pack your belongings, and still catch up with the monsters, tailing them for miles without their knowledge. They wind through difficult terrain and finally arrive at a large camp filled with their ilk. You hurry silently to the nearest town, returning with a troop of soldiers to slaughter the abominations. [D2/S1/Piety]

2021

You hear screams of fear. Moving toward the sound, you see a powerful flesh-eating ogress has cornered a young woman. She pleads for mercy, but the gooleh grimly attacks and devours her. Paralyzed with fear, you can do nothing but watch this horrid sight. Curiously, the gooleh appears dejected by her deeds. She drops to her knees and calls out in a guttural voice. "Allah, I do as is commanded by my nature. If you are

displeased with my actions, I ask that you smite me down." She waits for a few moments, but nothing happens. She moves off consumed by her thoughts. You follow, vowing to exact Allah's retribution.

NO SKILL: After a short while, the monster notices you. Disgusted with your hesitancy before, you stride forward, claiming Allah guides your actions. She scorns your mission, beats you soundly, and torments you for days before leaving you to die. [D1/*Insane*]

STEALTH AND STEALING: You flit like a shadow after the beast, silent as the grave. After several hours, she drops to the ground and quickly falls into a deep sleep. You stealthily approach and slit her throat with your dagger. [D2/S1/Enduring Hardship]

2022

Wandering through a town market, you notice a cloaked figure moving swiftly, head bowed. As the creature pulls its hood lower, you spy a gnarled, gray-skinned hand. It's a gooleh! You follow, noting that the monster seems to be searching for something or someone. In time, she finds a group of resting city watchmen, separated from the throngs by a cart stacked high with rugs. She accosts the guards, and they leap back, drawing their weapons.

NO SKILL: The gooleh appears to be trying to explain something to the soldiers but they will have no part of it. They stab her again and again with their spears. [S1]

WISDOM: Something about the gooleh's manner intrigues you. Stepping between the spearmen and the monster, you hold up your arms. "Let her speak! Clearly she is distraught at something. So disturbed is she that she would converse with enemies superior in numbers and armaments. I, for one, am curious as to her motives." The guards pause enough to her the gooleh's tale of woe. Her mate was killed by the scouts of a bandit army, sent to test this town's defenses. She seeks revenge and urges the watchmen to report the incursion. So warned, the town mobilizes and strikes down the outlaws. The gooleh escapes in the turmoil. The town headman stages an elaborate ceremony in your honor. [D2/S1/*Robe of Honor*]

2023

A crippled old man struggles with his burden. You pause to shoulder a large sack, easing his load. "The Almighty One inspires me to aid you, my friend," you say. "Let us walk to the mosque and pray to He Above All in gratitude."

NO SKILL: Offended by your interference, the old man shrieks that he is being robbed. A crowd gathers and harsh words are spoken. You panic and rush to escape. The old man and others provide the town guard with your description. [D1/*Outlaw*]

PIETY: The ancient one is pleased by your manner and actions. "As Allah wishes, the mosque is indeed my destination," he explains. When you arrive, he gifts you with a sack of coins. [D2/W+1 (Max: Rich)/*Blessed*]

2024

A distinguished old merchant has heard of your deeds and prowess. He invites you to his home for a meal. When you arrive you find a gathering of important members of the local community. Conversation is lively and cultured, and you participate as best you can. Later in the evening, you suggest, "Let us all bow down to Allah, who has given us such bounty and good company."

NO SKILL: Your attempts at wit during the course of the evening have been halting and uninformed. The manner of your suggestion conveys a sense of contempt for those around you. The group follows your lead (how can they refuse tribute to the Almighty One?) but they resent your implication. [D1/*Scorned*]

WISDOM: The crowd is well pleased by your wisdom during the evening's lengthy conversations. Taken by the manner and appropriateness of your suggestion, they readily accept it as a fitting culmination to an enchanting gathering. [D2/S1/Courtly Graces]

2025

You are enjoying a sweet cup of Turkish coffee in a busy local restaurant. All seats are occupied excepting only the one other at your table, and an elderly man dressed in scholar's robs asks if he might impose on your reflections. You welcome the sage, and attempt to engage him in conversation. Anxious to hear of his studies, you say "I pray to Allah that we might become better acquainted."

NO SKILL: You persistent questions and overbearing piety soon wear on the old man. He excuses himself and hurries out of the establishment. [D1]

APPEARANCE, SEDUCTION: You pass a pleasant afternoon in the old man's company. He is clearly taken with your appearance, grace, and manners. He has learned much over the years and is happy to teach one so endearing as you. [D1/S2/Scholarship]

2026

You are accosted by the other, who asks for alms.

NO SKILL: You give the other some money with the condition that they spend it wisely. You even follow them to make sure, but soon you are led to an abode of many unfortunates and the smell emanating from the area is overwhelming. Better, you decide, to simply have given away the money than to follow further. [S1/W-1 (Min: Poor)]

SCHOLARSHIP, LUCK: There is something about the other that bothers you, yet you give some money and get a toothless smile as reward. The other hobbles away, but your instinct compels you to follow—and you end up in front of an opulent estate, where slaves come out and remove the decrepit clothing from the figure and replace them with rich robes. Rather than get angry, you laugh to yourself: certainly it was worth a few coins to learn from a true master. [S1/W-1 (Min: Poor)/Acting and Disguise]

2027

You see the other suspiciously steal away from a gathering crowd into a dark alleyway. You follow, assured of the other's guilt of some mischief.

NO SKILL: The alley leads into several more alleys, and after a few turns, you are lost. Up ahead, you see a warm glow coming from a loud building. Therein, you see many denizens of all classes, but not the one you followed. You discreetly spend a few coins to obtain directions back to the center of town. [S1/W-1 (Min: Poor)]

LUCK: You are able to follow the other without being seen. Soon you are led to a broken down hovel—this must be the other's lair! You make note of the location, ready to bring guards for justice, when you hear children's voices. Peering through a crack in the wall, you see the other removing food from their robe and give it to a pack of children, who smile and laugh with joy at the bounty. Not all are fortunate under Allah's watchful eye. You leave a small donation before you depart. [D1/W-1 (Min: Poor)/Piety/You may discard a **Treasure** to gain Piety at Master level]

2028

You have followed a decrepit figure through sand and brush and see him halt at the edge of a large copse of trees. When the figure waves his hand and calls out a nonsensical word, the trees part to reveal an old city, with streets paved in gold. As you gaze at the marvel, you suddenly realize you are alone.

NO SKILL: Quickly the trees come together, blocking your view—and your entrance. Unfortunately, you cannot remember the word to open the doorway and you depart, haunted by visions of wealth unattainable. [SI/ *Envious*]

SCHOLARSHIP: The trees soon come together, but your sharp mind, used to reading ancient script, has grabbed hold of the word used to part the trees. You now have access to a trove of treasure and knowledge. [DI/W+3 (Max: Princely)/Wisdom]

2029

A strange outcropping of rock catches your attention. You investigate and notice strange symbols on one of the stones. As you run your fingers along them, the stones underneath part, revealing a paved walkway descending into the earth.

Do you dare enter?

If no: Fearing the unknown, you depart. [S-1]

If yes: Courageously, you make your way down. The stones come together above you, shutting out the light you are familiar with, but the walkway has its own illumination. On either side of the path you see ancient buildings. One such building has activity: light, laughter, people! Men and women in strange garb make merriment, and something compels you to join them.

NO SKILL: However, you resist the call to revelry. The next thing you know, you are in the hands of guards who take you to the sultan. He wants the robe you are wearing, the one with encrusted jewels and he offers anything from his treasury. Unsure of what is going on, you do not refuse; and you end up very happy indeed. [D2/Search through the Treasure deck and take any one **Treasure**]

FATED (mandatory): You join them without a second thought. Soon all memories of your past life fade away like wisps of smoke slowly rising in the air. Nothing is left of your old life but the ash of a previous existence, replaced by this moment, this eternally locked moment among these new people. [Death]

2030

An oasis provides you a much-needed respite from your travels. As you drink from the cool, clear pool, a glint of metal attracts your eye. You reach into the water and grab what appears to be a ring. With a loud "pop," the water drains away, revealing a sandy door. You look around then open the door . . . and you find yourself alone, on the streets of an ancient city. There is no landmark here familiar to you. You are truly lost. [*Lost*/Have another player move you to any land space/Have an immediate encounter with Hidden City (Matrix E), choosing a reaction other than "Open"]

2031

In confidence, a man tells you that he knows of a household of secret heathens. He plans to rob them and needs an accomplice. You agree. While searching the house, you come to a locked room. He opens it and you discover a mysterious trapdoor, bedecked in jewels. As you move to open it to see what's inside, he pauses. "Why go further, my friend? Let us take what we have already and go."

NO SKILL: Blinded by greed, you ignore his advice and open the door. Descending to the cellar, you find a pack of gools. You flee with nothing to show for your efforts. [DI/ *Envious*]

WISDOM: You see the value in his suggestion, and understand more than he intends. Carefully removing the door itself, you bear it out into the night. It fetches a tidy sum from a merchant who asks few questions. [DI/SI/W+1 (Max: Rich)]

2032

A beguiling merchant sells you a map to a secret treasure cache. You find the location deep in a cave, but the way is barred by a trapdoor made of a mysterious metal and topped by a large gem. You attempt to raise the door, but nothing you try succeeds. Frustrated, you pry the gem from the door in an attempt to salvage something from the trip.

NO SKILL: The gem turns out to be cut glass, worth only a few coins. The money you paid for the map is utterly lost. [SI/W–1 (Min: Penniless)]

STORYTELLING: You have the gem appraised and it turns out to be worth little. Still, it is impressive looking and it inspires you. In each village that you visit for the next month, you spin a more and more elaborate tale about what that trapdoor hid, and what the gem meant. At the culmination of the story, you display the remarkable bauble to great applause. [DI/SI/Storytelling]

2033

You overhear two merchants whisper about the horde they have accumulated and how they buried it near an oasis in the desert. You are familiar with this area and you decide to wander out that way. You find a massive rock in the location that appears to have been moved recently. Although the stone is massive, you push against it, calling out Allah's name. Mysteriously, the rock moves revealing a trapdoor in the ground. Raising it, you are nearly overcome by the stench that drifts up from the opening. As you back away, you notice that the inside of the trapdoor contains an enormous jewel. What a prize that would be!

NO SKILL: You are frustrated in your efforts to separate the jewel from the door, and too frightened to explore further. You march back to town defeated. [SI]

STEALTH AND STEALING: Although the passage way is too daunting to explore, you turn your efforts toward securing the jewel. The casing resists your best tools, but the hinges prove more yielding. You drag the entire door back to town, and sell it to a wealthy thief. Let him devise how to separate the gem and door if he will. [DI/SI/W+1 (Max: Rich)/Quick Thinking]

2034

After many days of travel, you visit the local bathhouse, anxious for the peace and cleanliness it brings. The town is not a wealthy one, and the public baths are crude and ill-attended. So great is your need that you ignore the décor and dip into the warm waters. Luxuriating, you drift off to sleep. When you awaken, you find yourself alone. Calling out, no one appears. Worse, the attendants have taken your clothes and your belongings. You wander the halls for a while, but the stillness is absolute. The very last room is behind a locked door. Angered, you beat on it until it smashes open. You find a jeweled tile trapdoor in the floor. Mysterious glyphs cover the surface.

NO SKILL: The door perplexes you and helps your situation not one iota. You are forced into the street to buy clothing. Your nakedness is shameful. [SI/W–1 (Min: Penniless)/*Scorned*]

SCHOLARSHIP: With time, you piece together the secret of the glyphs. When pushed in the proper order, with the proper timing and the proper chanting, the jewels unlock the door. Inside you find several scrolls covered in the same glyphs—and a map. [D2/SI/Magic/Opportunity to enter the City of Brass]

2035

You have been captured by brigands! The vile slavers toss you and a number of other poor innocents into the lower reaches of a cavernous complex far from civilization. Overconfident, your oafish jailor succumbs to drink and loses consciousness. You rally the other prisoners and attempt an escape. The bulk of the bandits are closer to the surface so your only route is deeper into the caves. In time, you reach a dead end, and the running boots of the alerted slavers begin to echo closer! You foot sounds hollowly on the floor. Scrambling madly, you and the others dig in the dirt, and discover a large trapdoor, held closed by a jeweled clasp. You open it to find food, weapons, and treasure... but no escape.

NO SKILL: You and your companions surrender to the slavers. [DI/*Enslaved*]

QUICK THINKING: Propping the old wooden door open with barrels of foodstuffs, you hand out weapons. On your orders, the prisoners take up defensive positions behind the cover of the raised trapdoor. So fortified, you fight off the initial assault. The bandits also realize they can't starve you out because you have plentiful provisions. A day later, they fall to fighting among themselves. In a week, you are free to return to your travels. [D2/SI/Weapon Use]

2036

Exploring the ruins of an ancient city, half buried in sand, you discover the subfloors of a building still intact. Pushing through the gloom, dust, and debris, you find a large circular chamber, its ceiling, walls, and floor covered in arcane symbols. A palpable fear seems to emanate from the room. Swallowing your panic, you step inside. The symbols on the floor fade to reveal a trapdoor, edged in gems and worked with silver. Power runs through the place, if only there was a way to use this might.

NO SKILL: Despite your pokes and prodding, the trapdoor cannot be budged. The glyphs are similarly useless. [SI]

MAGIC: Your sensitivity to magic alerts you to the lines of force tied to the symbols on the walls. After a few hours of study, you discern what positions you must take about the room and what words of power must be whispered. You perform the ceremony flawlessly and the door yawns open. Inside are numerous magical tomes and an item of great value. [D2/SI/Magic/**Treasure**]

2037

You purchase a tarnished belt buckle from a disreputable merchant for a pittance. As you clean it, you discover that it is gold, plated in a base metal. You carefully chip away at the coating to reveal the minor treasure beneath. You don the item, pleased with new appearance.

NO SKILL: Although the golden buckle is fine, it cannot make up for your physical shortcomings. [DI]

APPEARANCE, SEDUCTION: Your attractiveness is enhanced by this shiny bauble. You soon encounter a potential mate. [D2/*Love Struck*]

2038

A secret admirer sends you a package. It is an ivory mask, trimmed in silver. This is a valuable gift indeed! Determined to find your benefactor, you don the mask and attend the next day's masquerade celebration. You pass a pleasant several hours in conversation and revelry, until a servant approaches and asks you to join the one who gave you the mask in an antechamber. Pleased by your cleverness, you follow. Your admirer, unfortunately, turns out to staggeringly ugly.

NO SKILL: You flee in horror and disappointment. [DI/*Grief Stricken*]

ACTING AND DISGUISE: As you donned your mask, you adopted a different voice and set of mannerisms. You claim that you bought the mask from an adventurer who needed money for his travels. The other is saddened at what he believes is a mistaken identity and bids you good night. [D2/SI/Quick Thinking]

2039

On your travels, you come upon the wreckage of a caravan. The guards have been slain, the wagons looted, and the leader of the merchants lies wounded and senseless. When you tend to him, he awakens and blesses your arrival. He tells you of a secret compartment in the bottom of the smallest wagon. Therein rests a fur robe—his most valuable possession. He promises you a reward if you carry him and it to the next city. Midway through the journey, burdened by the portly merchant and wearing his heavy belonging, you question the wisdom of your agreement.

NO SKILL: The sojourn is too difficult. In time, the merchant must choose between himself and his robe. The garment is abandoned, and your reward lessened for it. [SI/W+1 (Max: Poor)]

ENDURING HARDSHIP: You struggle through magnificently. Safely arriving at the next city with both the man and his prized object, you are hailed by his family as a hero. You are feted, praised, and sent on your way much wealthier. [D2/SI/W+1 (Max: Rich)/**Treasure**]

2040

Fishing to supplement your meager stores, you hook a small iron box. Eagerly opening it, you find a small sack of coins and a sparkling crystal amulet that pulses with an inner light.

You may take the coins, the amulet, or both.

If you take only the coins: A wise man knows to leave the things of magic to themselves. [DI/W+1 (Max: Respectable)/Wisdom]

If you take only the amulet, or both: The coins are all well and good, but the real prize here is the amulet. With trembling fingers, you raise it over your head and drop it upon your neck and shoulders. A sudden crash sounds, and an angry Jinn appears. "You dare disturb my rest, mortal! You shall be punished."

NO SKILL: The magical being seizes you and you both disappear in a puff of acrid smoke. [DI/*Ensorcelled*]

WEAPON USE: Although the Jinn is more powerful that you in the magical arts, your prowess with the sword wins you the day. The entity grants you one wish. [DI/SI/*Blessed*]

2041

Wandering the bazaar, you are accosted by a merchant who shows you a remarkable wooden box. With several deft motions, he shows you how to open it, and then lock it shut. Enchanted with the craftsmanship, you are determined to have it.

Roll two dice and add one each for Bargaining and Evaluation, Beguiling, and Appearance:

- 2–8: You cannot come to an agreement with the merchant. You leave sorely disappointed. [D1/*Envious*]
- 9+: You swiftly conclude your business with the merchant and carry your new-found treasure away. You waste no time manipulating the box as he showed you. As you expected, it is empty—the box itself is your treasure. Still, the inner dimensions seem odd to you.

You can leave it be, or use a dagger to pry at the bottom:

If you leave it be: The box gives you great pleasure for several years, but you always wonder what it truly contains. [S1]

If you pry at it: You are more forceful than you wished, and shatter the item in your clumsy attempts. You disappointment is tempered, however, when a small rolled map falls from the secret compartment you opened.

NO SKILL: The map is strange and indecipherable. It is worthless to you, and you can get only a few coins by selling it. [S1]

WILDERNESS LORE: The map shows a number of different places that you have visited, or that you have always wished to visit. Better yet, it shows a number of hidden routes to these places, making travel swift and safe. [D1/Opportunity to enter the Sepulchre of Solomon]

2042

After many days of travel through the desert, you come to a lovely oasis. The vegetation is lush, the waters clear and cool. As you bend to drink, you spy a silver chest below the surface. After slaking your thirst, you succumb to your curiosity and retrieve the shiny box. When you open it, a cloud of purple vapor rises, coalescing into a vague human form. "Ah dearest savior, I have waited so many years for you to attend me." The smoke solidifies into a beauteous being—the one you have longed for these many years.

NO SKILL: Although you do all in your power to please the other, your efforts are halting and insecure. After one night of frustration, the dreamlike being departs. [D1/*Grief Stricken*]

SEDUCTION: You give the object of your desire great pleasure, and receive that ecstasy doubled in return. In the morning, the other is gone but you have been transformed by your bliss. [D2/S1/Appearance]

2043

As you cross a great desert, you become lost. One evening, as the sun sets, it leaves a burning pyre on the horizon. With nowhere else to go, you approach it. A mighty marid is encased in the fire. In a booming voice, he asks that you free him by using the remainder of your water on the flames.

You can do so, or leave the being to his prison:

If you walk back into the desert: A few days later, you arrive at a settlement. You tell your tale, but few believe you. [S1]

If you douse the flames: The grateful efreet gifts you with a magical ring. "Put it on and it will take you any place your heart desires." You slip the ring over your finger, and a dozen doors appear in the sand. The marid vanishes, leaving behind an echoing laughter.

NO SKILL: You pick a door at random and enter. It takes you home to Baghdad. [D1/Move to Baghdad]

LUCK: You consider all the places you would like to visit, envision one of them, and step through a door. It takes you to a fine home there. The slaves bow down to you as their new master. [D2/W+2 (Max: Rich)/Move to any city space]

MAGIC: Studying the ring and the glowing portals, you understand a great deal about the magic inherent in them. Confident in your power, you step through the least of the doors, arriving in the fabled City of Brass. [D2/**Seal Ring**/Move to the City of Brass and have an immediate encounter]

2044

As a result of your daring, and the evidence you uncover, a wicked Vizier is revealed and beheaded. The Sultan grants you a choice of one item from the Vizier's possessions. When you arrive at the Vizier's palace, an old slave thanks you profusely for delivering the household from bondage to the evil man. As he washes your feet, he whispers that among the treasures to be found in this place, the greatest is a portal to an enchanted kingdom. You question him further and he shows you a beaten brass lamp. It appears worthless compared to the gold and jewels that fill the palace.

You can take the lamp or something that appears much more valuable:

If you take something else: The treasure you choose is indeed worth much, but it carries a taint from the wicked Vizier. [D1/W+1 (Max: Rich)/*Accursed*]

If you take the lamp: Taking the old slave at his word, you accept the lamp. He shows you the gestures necessary to open the door to the kingdom, but warns that those who inhabit that place are cultured. They expect the same from their guests.

NO SKILL: You wander the kingdom and see many wondrous sights. Your interactions with the residents, however, are lacking. To teach you better manners, they set a task before you. [S1/*Under Geas*]

COURTLY GRACES: The kingdom is all the old slave described. The buildings are glorious, the streets are paved in gold, and the denizens are fascinating. Your grace and manners please them, and they reward you with enchanted good fortune. [D1/S1/Luck]

MAGIC: You study the lamp for a time and learn a great deal about the enchantments placed on it. Fearful that your manners will displease the residents, however, you barter the item to the new Vizier. This brings you great favor with him. [D2/W+1 (Max: Rich) /Magic/*Respected*]

2045

Last night, you had the most wondrous dream. In it, you chased an enchanting being, the sum of all your earthly desires. You glided through a glorious garden, with brilliant flowers entwined about the trees and running along the ground. Multicolored birds flew and sang cheerful songs. After a breathtaking pursuit, you caught your love in a pleasant meadow. As you bent to give the other a kiss, you found yourself holding a strangely glowing tiara. A voice sounded, "Come to me, my love. Use the crown." When you awoke, you found a beaten tin headpiece among your things. Thinking of the dream, you wonder if it could be the tiara.

NO SKILL: Donning the item, you are transported to the beauteous garden. There you find your love waiting for you. You are not skilled or experienced enough to give pleasure, however. The landscape dissolved and you are left bereft. [D1/*Accursed*]

SEDUCTION: You place the item on your brow and the world around you transforms. You re-enact your chase and capture. When you kiss your love, it is but the first of many. Your night of bliss is extraordinary. You awaken to find the headband gone. In the days that come, however, you notice you now possess an easy way with people. [D1/S1/Beguiling]

MAGIC: You recognize the power inherent in the meager item. You bring the headpiece to the Sultan and explain the pleasure it can grant to those of sufficient skill. He is greatly pleased by your knowledge, ability, and fealty. He names you Vizier. [D2/S1/*Vizier*]

2046

The leader of the brigands gives a snort and pokes your chest hard with one ring-covered finger. "What could a wretch like you possibly do to aid the likes of us?"

NO SKILL: You admit you have no prior experience in the world of brigandry, but offer to help in any way you can. The leader puts you in charge of cleaning up after all their camels. [S1/Enduring Hardship/*Enslaved*]

WISDOM: You offer to devise a brilliant scheme for the brigands' next raid—in exchange for your freedom, and just a bit of gold. [D1/S1/W+1 (Max: Rich)/Bargaining and Evaluation]

2047

The brigands encircle you, scimitars drawn, teeth bared, eyes afire. One steps forward, points his blade at you and says, "Give me one good reason I should spare your life."

NO SKILL: You offer to serve the brigands on their next raid, with no expectation of compensation beyond your freedom. The leader agrees, and true to his word, returns you to your travels when the job is done... but by then, you are a wanted man. [D1/*Outlaw*]

BEGUILING: You convince the brigand leader that you are capable of providing an effective distraction as a prelude to a successful raid. When the time comes to perform your task, however, you simply make good your escape into the night, leaving the brigands to face the merchant's guards unprepared. [D2/S2/Quick Thinking]

2048

The leader of the brigands sizes you up a moment before bringing the point of his scimitar to rest beneath your chin. "Prove that you know your way around a blade," he says, "And you just might be of use to me."

NO SKILL:

You can duel with him or refuse:

> *If you duel with him:* You are no match for the brigand leader's skill with a scimitar, but you fight with courage and his men are entertained. The brigands leave you alive, but bereft of all possessions, naturally. [S2/Reduce your Wealth to Beggar, but gain D1 for each level lost in this way]
>
> *If you refuse:* One of the brigands tosses a scimitar at your feet. "Let it lie, if you like," says the leader, "But armed or not, you will fight me!" You are no match for his prowess, and he leaves you not only bereft of all possessions, but bloodied for your cowardice, as well. [D1/S1/W=Beggar)/*Wounded*]

WEAPON USE: To the surprise of all assembled, you manage to duel the brigand leader to a draw. He allows you to assist him on his next raid, which earns you not only a fair portion of the spoils, but a bounty on your head, as well. [D2/S2/W+1 (Max: Rich)/*Outlaw*]

2049

The gang of brigands parts before the confident stride of its leader, who emerges from among his cohort to face you. He says nothing, but simply stands and stares expectantly.

NO SKILL: Unsure as to how best to honor the brigand, you decide to offer a deep bow with a great flourish of the arm for added effect. This offends the criminal leader greatly, and he responds by severing the offending arm with his scimitar and replacing it with a tin hook. He then returns your bow and takes his leave. [D1/S2/Wisdom/*Crippled*]

SCHOLARSHIP: You recognize this particular band of brutes from your studies, and seem to recall that the gang responds favorably to protracted displays of groveling. You throw yourself at the brigand leader's feet, and one protracted display of groveling later, you are returned to your travels unharmed, and with a purseful of silver to show for your timely humility! [S1/W+1 (Max: Poor)/Acting and Disguise]

2050

As you draw near, you find the brigands enmeshed in a bitter dispute over which brigand's legacy is greatest; whose blade is fastest, whose name strikes the greatest fear into the hearts of the wealthy and corrupt. Viewing your timely arrival as a sign of Fate, the brigands immediately demand that you settle the matter.

NO SKILL: In order for you to know who is greatest, you reason, you must witness each brigand's prowess first-hand. You make them spend the evening engaged in trials of speed, swordsmanship, and savagery, all designed to set brigand against brigand. When the last of the trials concludes, you render your verdict—which immediately enrages all those who felt they should win but did not. The brigands chase you from their camp, cursing your name and shouting threats of violent revenge. [S2/Bargaining and Evaluation/*Pursued*]

STORYTELLING: Pulling out your parchment and your quills, you offer to immortalize the story of the entire gang's many, thrilling exploits. You spend the evening hearing testimonials around a fire, and come morning, the brigands leave you to the business of transforming their deeds into the stuff of legend. [D1/S1/W+1 (Max: Rich)/Storytelling]

2051

The brigand leader informs you that there are only two ways for an outsider to prove his honor to the gang: One must either marry a relative of one of the brigands, or else best one of the brigands in unarmed combat.

You can marry or you can fight:

> *If you marry:* With a deep bow (which conceals an even deeper sigh), you consent to take one of the brigand's relatives for a spouse. Only when the would-be spouse is brought forward do you see the error of your ways, for this individual is truly the ugliest person you have ever laid eyes on! Allah, be merciful! [D2/S1/Enduring Hardship/*Married*]
>
> *If you fight:* The fight is long and exhausting, but in the end it is you who stands tall. The brigand leader praises your valor and happily informs you of a tradition among his tribe: One who bests a tribe member in unarmed combat must take one of that fallen member's unwed relatives for a spouse. [D1/S2/Enduring Hardship/*Married*]

2052

You spy the band of brigands standing in a semi-circle, an array of stones laid out before them. With a wooden stick in hand, one slashing his own arm to bring forth blood, with which he draws elaborate patterns on the stones. You step forward and ask what this strange ritual is supposed to accomplish.

NO SKILL: The gang responds to your intrusion by robbing you, beating you, and leaving you for dead. [S2/*Wounded*/Reduce your Wealth to Beggar, but gain D1 for each level lost in this way]

PIETY: Further, you implore the brigands to think of their faiths! Allah cannot look upon them kindly for using foul magics to plan their crimes! Surprisingly, a few of the brigands take your lesson and flee at once; with them gone, the remaining brigands see no choice but to disband. Allah be praised! [D2/S1/Luck]

2053

While sailing on board a fishing vessel, a gang of brigands emerges from the cargo hold. The brigands quickly take over the ship, but at a high cost to the crew. With the ship secured the brigands bring you before their leader, who grants you a single question.

NO SKILL: You ask if he will spare your life, and he responds by tossing you overboard. It takes you hours to reach land, but at least you're alive. [D1/S1/Wisdom]

SEAMANSHIP: You ask if he has need of another crew member, knowing full well that he does. He agrees to spare your life, and even pay you a small sum, in exchange for helping him man his stolen ship. [D1/S2/W+1 (Max: Rich)/Bargaining and Evaluation]

2054

While traveling through an arid wasteland you encounter a band of desperate brigands. They seem low on supplies and begin eyeing your saddlebags intently.

NO SKILL: You ask the brigands if they wish to buy some of your water, but brigands will be brigands, and they respond by just robbing you and leaving you for dead. [S2/Reduce your Wealth to Beggar, but gain D1 for each level lost in this way]

WILDERNESS LORE: Sensing what's to come, you ask the brigands if they will consider an alternative to robbing you and leaving you for dead: You offer to show them the way out of the wasteland, by way of an oasis where they may refill their water skins, in exchange for your life (and a modest sum, of course). [D1/S1/W+1 (Max: Respectable)]

2055

While walking around the Sultan's fair port, you spy a brigand that you recognize as a member of the Cleanfoot Gang, a group of petty thieves obsessed with cleanliness. You wait until the thug enters a crowd, and then move up to walk behind him. At the same time as you reach for his purse, you unleash a massive bout of coughing. Disgusted, the thief runs away, ignorant of his loss.

NO SKILL: A nice haul for such a simple trick! [S1/W+1 (Max: Respectable)/Stealth and Stealing]

ACTING AND DISGUISE: You follow the thug back to the Cleanfoot Gang's hideout. Once you know the location, you disguise yourself to appear as a diseased leper and wait for most of the gang to leave. You then enter the hideout and throw yourself bodily onto the gang's loot, causing the remaining brigands to run screaming from the place. [S1/W+2 (Max: Rich)]

2056

While traveling through a ravine off the beaten path you come upon a gang of brigands huddled around a pile of gold and jewels, the spoils of a recent raid.

NO SKILL: You try to set up an elaborate distraction that would leave the camp empty, but the brigand leader spots the ruse at the last second and catches you trying to make off with the loot. For your temerity, the leader personally removes your thieving hand before robbing you and sending you on your way. [S1/*Crippled*/Reduce your Wealth to Beggar, but gain D1 for each level lost in this way]

MAGIC: Donning a gravely serious look, you approach the brigands, arms outstretched, hands gesticulating. "Behold the Mystic Veil of Umm-Kalzoun!" you intone. "Criminals, your final hour is at hand!" Out of "thin air" you pull a line of veils tied end to end, each one a different color of the rainbow. The brigands take one look at the "magic veil," drop their swords, and run for the hills—leaving the loot behind. [S1/W+2 (Max: Rich)/Acting and Disguise]

2057

While traveling at night you gain the crest of a hill and discover a brigand camp in the valley below. Most of the gang is asleep, leaving only two guards quietly tending a fire.

NO SKILL: When the time is right, you throw a stone to get one of the guards to move away from the camp. You then move in on the other one and knock him senseless before he can raise the alarm. Trying to take more loot than you can carry causes the first guard to return before you've made good your escape, and he wakes the entire gang to action. You manage to get away, but now they're out for blood! [S1/W+2 (Max: Rich)/*Pursued*]

QUICK THINKING: At the edge of the camp you spy what looks like a barrel... It is lamp oil! Your mind racing, you circle around to the far side of the valley and sneak up to the camp's perimeter. With a long branch you tip the barrel over, right into the fire! The resulting conflagration sets the camp ablaze, and in the chaos you escape with the loot. [D1/S1/W+2 (Max: Rich)]

2058

"You wish to pay honor to us? In our world, the only honor is dishonor. If you are not of our people, then away with you!"

NO SKILL:

You can pretend to be a fierce outlaw from another land, or you can apologize and head on your way.

> *If you pretend*: [Go to paragraph 1384]
>
> *If you head on your way*: True to their word, they let you go—in a manner. They mistreat you severely before tossing you away. [D1/S1/W-2 (Min: Poor)/*Wounded*]

WEAPON USE: "Oh, so?" you cry, pulling your sword. The confidence in your mien impresses them, and they laugh. "This one is no criminal, but he has a sting!" With that, they turn and go. [D1/S1/*Determined*]

OUTLAW (mandatory): Proudly you declare the misdeeds that constitute your criminal past. (You cannot resist embellishing, but they are too impressed to notice.) They accept you as one of their own and invite you to ride with them for a while. [S1/Stealth and Stealing]

2059

You come across a band of brigands engaged in raucous celebration of a recent raid. The wine flows steady and the sounds of their merriment echo across the valley floor. Why the celebration, friends?" you inquire. The brigands tell you of their brazen daylight raid on a corrupt merchant who, through unconscionable usury, had drained the poor of both their dignity and their earnings.

NO SKILL: "Although you do not generally drink alcohol, you raise a mug and toast the honor of their deeds. [D2/S1/Bargaining and Evaluation]

COURTLY GRACES: Moved by their conviction, you offer to represent the gang as emissary to the common folk, to spread the word of the brigands' heroic deeds in your travels. The gang honors you with a toast and with recitation of an oath of acceptance and respect. [D2/S2/*Respected*]

2060

You spy a band of brigands camped around a roaring fire. You walk forward boldly and offer greetings to them, praising them for their obvious joyful spirit. "Entertain us!" the leader laughs, "and we shall share with you a portion of our spoils!"

NO SKILL: You don't consider yourself an entertainer by any means, but you do know a handful of jokes, which you recount for the brigand leader and his men over mugs of wine. After an especially bad joke, the leader throws up his hands. "All right, all right!" he says. "We give up! Take the money! Just stop telling jokes!" [S1/W+1 (Max: Rich)]

STORYTELLING: You honor the brigands' request by regaling them with tales of the Djinn Caliph and his nine hundred anthropophagic steeds. They shower you with thanks for the great jest. [D1/S2/W+1 (Max: Rich)]

2061

The brigands stagger to and fro, their numerous empty mugs and wineskins strewn haphazardly about the scene. One is on his knees, making nauseating wretching sounds.

NO SKILL: "Tsk, tsk," you say, wagging a finger at the drunken men. "I pray you see the error of your ways... come morning." The ones who can still ambulate rise and chase you away from their camp, waving swords and spitting curses at your back as you flee. [S1]

PIETY: "For shame!" you shout. "The Koran warns us, 'Approach not prayers with a mind befogged.' Steal to survive, if you must, but you insult the Most High by this wanton intoxication!" Suddenly sobered, the brigands thank you for reminding them of their faith, and politely ask that you join them in prayer. [D1/S1/Luck]

2062

Having spent the evening carousing with a group of men, you are shocked to see them up and girding for battle come morning. It soon becomes apparent that these men were actually brigands all along, and that they are now preparing to launch a raid! Before they leave, the brigand leader asks if you'll pronounce a blessing upon him and his men.

NO SKILL: You recite a quick verse or two from the Koran, hoping that your derogation of faith will go unnoticed. It does not. [D1/Lose Piety]

SCHOLARSHIP: You lay out an elaborate and articulate theological explanation for how you cannot technically bless the brigands' efforts without jeopardizing your relationship with Allah, but it all sounds like a blessing to the brigands, so they are just as pleased. [D1/S1/Quick Thinking]

2063

While carousing with a band of brigands one evening, it slowly dawns on you that they plan to engage in a raid on a passing merchant caravan the following morning.

NO SKILL: You spend the bulk of the night in prayer, forgoing sleep in the hope that Allah will hear your plea. You pray for the brigands to see the error of their ways, but come morning they ride off to raid the caravan just the same. [S1/Piety]

WISDOM: Once you realize what the brigands are planning, you decide to keep them up talking, plying them with more and more wine throughout the night. Most are so drunk by the time they fall asleep, the gang as a whole is terribly late to rise the next morning. As a result, the brigands miss their chance to intercept the merchant caravan. Without ever lifting a finger, you have thwarted the brigands' raid! [D1/S2/Beguiling]

2064

You pass through a small village that is preparing for a large festival. The locals relate how tradition demands that an outsider don a veil to play the part of a sex-changing imp in the festival's play, and they offer to pay you for your trouble if you will but humor them.

NO SKILL: Wanting to be accommodating, you agree to wear the costume. But after the play is ended, you remove it to find that you have truly transformed into the opposite sex! True to their word, the villagers pay you for your "trouble" and send you on your way. [S2/W+1 (Max: Rich)/Wisdom/*Sex–Changed*]

SCHOLARSHIP: Having read about this particular village, you know the stories of the lone traveler who "enters as man but leaves as woman." You bow humbly before the village elders, saying, "Regrettably, I must decline. You see, I was born in this selfsame village, so I cannot possibly be the 'outsider' you seek." [D1/S1/Quick Thinking]

2065

You find occasion to return to the same village where you had once saved the locals from a band of marauding brigands. They are obviously working hard together on some task, and you immediately fall in among them to help. When you at the center of the village, you see they are erecting a statue.

NO SKILL: When you help lift the statue's head into place, you are shocked to see your own face staring back! The statue is dedicated to you! [D2/S1/Appearance/*Beloved*]

PIETY: Shaking your head somberly, you clear your throat and admonish them. "Lay not your faith upon false idols, brothers and sisters," you implore. "There are other, better ways to honor your heroes and loved ones." The townsfolk are saddened but moved by your words, so they decide to abandon the statue in favor of a simple memorial stone. [S1]

2066

On the way to a distant city you encounter an old man walking on the road. His gait is slow and his back bent from the heavy burden he carries. As you are headed in the same direction, you offer assistance. He is surprised.

NO SKILL: You offer to take the old man's burden and strap it to your horse. "Why would you do that for me?" asks the man. "Because," you reply, "It is the right thing to do." [D1/S1]

WISDOM: You offer to trade places with the old man, so that he rides atop the horse and you walk. "Why would you do that for me?" asks the man. "Because," you reply, "It is the right thing to do... and the wise way to do it." [D2/S1/Bargaining and Evaluation]

2067

You stop at a roadside fruit vendor who fears that Allah has frowned upon her crop, due to its uncharacteristic appearance this season. You convince the vendor that you can say a blessing over her crop that will insure Allah's favor.

NO SKILL: You continue, "All it will take is a sample of each fruit to be blessed." She freely gives you one of each fruit she has to sell, but your ruse plagues you with guilt thereafter. [S1/Lose Piety]

WILDERNESS LORE: As you start to pray, you take a closer look at the fruit and begin to laugh. When the vendor looks to you for an explanation, you happily relate to her that the unusual coloration is merely a function of the weather patterns in the off-season, and that her crop is just fine. She thanks you profusely and bestows a blessing upon you. [D1/S1/*Blessed*]

2068

The caravan you are traveling with stops for the night alongside another caravan, one filled with travelers from the East. They build a large communal fire and invite everyone to make merry.

NO SKILL: Having heard the stories of ways of this people, you pray to Allah to guide and protect your caravan-mates from the temptations and excesses of the evening. You forget to include yourself in the prayer, however, and you wake the next morning with a terrible headache and substantially fewer coins. [D1/S1/W-1 (Min: Penniless)]

LUCK: The travelers need supplies and your caravan needs funds, so you pray to Allah for good fortune and partake in their games of chance. To the surprise of all assembled, you actually win more than you lose! [D1/S1/W+1 (Max: Respectable)]

2069

While playing host to an Egyptian family, their children pull out wooden figures and begin playing a game they call "Jackals and Hounds." One of the locals sees the children and screams, "Idolatry!" Within minutes, an increasingly angry mob is amassing... You pray to Allah for a swift and peaceful resolution, and implore the crowd to disperse.

NO SKILL: No harm comes to the family, but they are asked to leave and their game pieces are destroyed. [S1]

WEAPON USE: When the crowd remains, you draw your scimitar and stand side-by-side with your Egyptian friend. After a tense moment, the mob one by one finds pressing business elsewhere. [D1/S1/Piety]

2070

Out in the desert one night, you find yourself sharing a camp fire with another lone traveler. The man tells you that it is customary in his tribe for two travelers to tell one another stories until they both fall asleep.

NO SKILL: You agree to indulge the stranger's custom, and dig deep into your repertoire of tales in order to insure that he falls asleep long before you do. Once he's sound asleep, you filch his coins and quietly take your leave of the camp. [S1/W+1 (Max: Respectable)]

STORYTELLING: You tell the stranger a terrifying tale of how this very region of desert is haunted by a vengeful spirit that visits travelers in their sleep and scares them to death. By the time you're done, the stranger is practically begging you to tell him how to appease or avoid this vengeful spirit. And you're more than happy to oblige... for a price. [D1/S2/W+1 (Max: Rich)/*Beguiling*]

2071

While you travel with a tribal caravan, an ugly inter-family dispute erupts. Before long, a duel is soon in the offing. One of the two duelists, however, is very sickly. Tribal law allows an outsider to step in as a champion for one of the two sides.

NO SKILL: "I will champion his cause," you say. "But if I am to risk my life for another's honor, I must be compensated." The family gathers together a fair sum to pay you. Then, with that money in hand, you bribe the other fellow to throw the fight to you. Unfortunately, in his attempt to make the fight convincing, he runs his sword through your leg before conceding. [S1/W+1 (Max: Respectable)/*Wounded*]

BARGAINING AND EVALUATION: Where others see a threat, you see an opportunity. When handed your blade, you refuse it. "Today, we mend the wounds of the spirit not by making wounds of the flesh, but by speaking as men." You arrange a series of payments between the two families to recompense each for the many offenses they feel they have suffered; they are so grateful they don't notice that you have skimmed nearly a third of the money for yourself. [D2/S2/W+2 (Max: Rich)/*Respected*]

2072

Hiking your way across a lonely mountain pass, you are surprised to come upon a woman and her daughter, both leaning out over a yawning precipice. When you ask what brings them here, the mother tells you that they must climb down to the nest of the Roc, a giant bird of myth and legend, and steal one of its eggs, for only the yolk of a Roc egg can heal the young girl of the illness which she says is consuming her from the inside out.

NO SKILL: Believing the hand of Fate to be at work in your life, you eagerly volunteer to help the woman acquire the precious egg. You climb down the cliff face and are nearly blown off by the harsh winds, but manage to snatch the egg and make off with it before the mother Roc returns. The woman and her daughter praise your name. [D1/S1/Stealth and Stealing]

SCHOLARSHIP: You nod as the woman explains her daughter's condition, but when she is done you tell her there is an alternative to stealing the egg of the legendary giant bird. "Your daughter has a disease," you inform her, "Not a curse. If you'll but help me gather a few herbs, I can make a poultice that will cure her just as well as a dose of magic egg yolk. I promise." And true to your word, the woman's daughter makes a full recovery! [D2/S1/*Robe of Honor*]

2073

Having stowed away on board a merchant vessel, you hear the sound of the captain's feet as he makes his way from cabin to cabin.

NO SKILL: You remain where you are, ducked inside an empty wine barrel, in the hopes of evading discovery. The ship is too small to hide forever, however. Eventually the captain finds you, strips you of your belongings and forces you to serve as his cabin boy. [D2/S1/W-5 (Min: Beggar)/*Enslaved*]

ACTING AND DISGUISE: Realizing that there is really nowhere to hide on board a ship at sea, you decide to take a different approach. You

disguise yourself as an unwashed deck hand. Although the captain doesn't recognize you, he sees nothing to take from you and thus keeps you on board as a crewman until the ship arrives at port. [D1/S1/Seamanship]

2074

While walking along the docks one day, you spy a familiar ship sitting in the harbor: It belongs to Captain Hussein, a corsair you once set up to take the fall for a robbery you committed! As you look on, you see the captain himself disembark from the ship! You turn heel and run back to the room you've been renting, intent on packing your things and leaving town at once.

NO SKILL: Hussein's men are waiting for you when you arrive, and they rob you and beat you within an inch of your life. Looks like the innkeeper sold you out! [D2/S1/W=Beggar/*Wounded*]

LUCK: You arrive just in time to witness Hussein's men dragging some other poor soul from the inn. This fortuitous case of mistaken identity provides you the time you need to make good your escape! [D1/S1/Stealth and Stealing]

2075

You beat the captain fair and square, there's no doubt about it, but that doesn't stop him from trying to get back the money that you won from him! You know from the moment you leave the tavern that the captain's men are following you.

NO SKILL: Having prepared your escape route ahead of time, you lead his men on a wild goose chase all over town, eventually walking them into a blind alley that ends at a dirt-covered wall. The day, like the money, is yours! [D1/S1/W+1 (Max: Rich)]

QUICK THINKING: You know the town like the back of your hand, and are thus able to lead the captain's men right into a patrol of guards, who promptly give them a sound thrashing. [D1/S1/W+1 (Max: Rich)/Luck]

2076

The captain beat you soundly at dice, taking all of your money in the process, but you are convinced that he cheated in order to do it.

NO SKILL: You try to follow the captain away from the tavern, in the hopes of catching him alone and getting your money back, but he spots you along the way and sends three of his men to teach you a lesson. [S1/W=Beggar/*Wounded*]

STEALTH AND STEALING: Once out of the vicinity, you take up position across from the tavern and wait for the captain to stagger out. You follow along the rooftops, shadowing his progress on the street. Before he reaches his ship, he stops to relieve himself against a wall, and that's when you strike, taking all your money back—and then some! [D1/S2/W+1 (Max: Rich)]

2077

The captain's men spread out, splitting into teams of two in their search for the gold.

NO SKILL: You pick a pair at random and follow them to their destination, but it turns out to be nothing more than a dead end. Whoever has the gold, it isn't you. [S1]

BARGAINING AND EVALUATION: You catch sight of a scroll of parchment in the captain's hand... a map! From the way his men are searching, you can discern the most likely site of the gold, and using a little brain power, you reach it before the captain! [D1/W+2 (Max: Rich)]

2078

Having watched this so-called captain fleece family after family out of their lives' earnings, you decide that someone must put a stop to it. And that "someone" is you.

NO SKILL: You wait until dark before trying to sneak into the captain's stateroom, but you are caught, robbed, and thrown overboard. Still, news of your deeds reaches the captain's victims and they exalt your name loudly in the streets. [D2/S1/W–1 (Min: Penniless)/*Beloved*]

WEAPON USE: You wait for the perfect moment to strike, and when you do, the captain reveals himself for the coward he is. You best him with a blade and take back all the money he stole, becoming a folk hero in the process! [D2/S1/W+2 (Max: Rich)/*Beloved*]

2079

The captain pulls you aside and whispers, "If you steal from the other passengers, I'll make sure someone else takes the blame. Then we split the profits down the middle."

NO SKILL: You're torn. On the one hand it certainly sounds like a good deal (assuming the captain doesn't betray you), and you're afraid of what might happen if you refuse. On the other hand, you have no desire to steal from other poor passengers. You pray to Allah for guidance, and within moments you feel certain that you must refuse. [D2/S1/Piety]

BEGUILING: You silently pray for guidance and Allah grants you a most subtle idea. You agree to the captain's offer, but once you've stolen the valuables, you plant them in the captain's stateroom. Upon their discovery, the passengers mutiny and the captain is thrown overboard, leaving the ship to the far more honorable first mate. [D1/S1/Stealth and Stealing]

2080

An hour into the trip the captain decides to charge his passengers half again as much as initially agreed upon. You loudly beseech the captain, in the name of Allah the Merciful, to reconsider and not to overcharge those who are already in need.

NO SKILL: He refuses, then retires to his stateroom while you kneel down to pray for Allah to show him the error of his ways. An hour later the passengers mutiny and throw the captain overboard. Allah has spoken! [D2]

SCHOLARSHIP: Shamed by your display, the captain launches into an explanation, citing phony excuses about rising costs. When he is done you systematically dismantle every one of his arguments, countering every false fact with a true one. By the time you're through the captain has little choice but to abandon the surcharge demand, and you are celebrated as a hero among the passengers. [D2/S2/Bargaining and Evaluation/*Beloved*]

2081

While praying at the mosque you overhear a ship's captain discussing his plans to rob one of his wealthy passengers, throw the man overboard and report his death as an accident.

NO SKILL: You pray to Allah for guidance, but no message of clarity arrives to guide your hand. You take the matter before the local authorities, but they tell you that your word regarding another's intent to commit a crime is not in itself proof of guilt. [S1]

SEAMANSHIP: Seeing the hand of Fate in these events, you take it upon yourself to gain passage on the captain's ship by posing as a crew member. Once on board you thwart the captain's plan to rob the

wealthy passenger, and in return the passenger gives you his eternal thanks... and a substantial reward! [D2/S1/W+2 (Max: Rich)]

2082

While sailing on board a ship one of the passengers relates to you his suspicion that the captain intends to over-crowd the passenger cabins in order to maximize profits. Concerned about the dangers posed by packing people together like sticks in a bundle, you ask the captain directly if the rumors are true.

NO SKILL: He denies them, but you aren't so sure. Whatever he may have intended, he keeps his word and takes on no new passengers. [D1]

BARGAINING AND EVALUATION: When he confirms that they are, you decide to play mediator between the passengers and the captain. Eventually, you talk him into agreeing not to take on any new passengers in exchange for a bit of compensation, which you pay gladly, and the other passengers honor your efforts on their behalf. [D1/S1/W–1 (Min: Poor)/ *Respected*]

2083

You are dragged from sleep in the middle of the night and brought before the captain. He demands that you tell him where to find the gold. Not having the slightest idea what the man is talking about, you simply ask him. "Don't play dumb!" he roars, and orders his men to dangle you off the side of the boat.

NO SKILL: He asks again about the gold. "I don't know," you reply, and the captain responds by giving the signal for his men to drop you in the water. [D1/S1/Go to paragraph 315]

STORYTELLING: You realize that protesting your ignorance or innocence is probably futile. Instead, you spin an elaborate tale about stolen gold, hidden where no one would ever find it. You offer to take the captain to it, but in truth you lead him right into a swindle and rob him blind! [D1/S2/W+2 (Max: Rich)]

2084

It took an hour of waiting just to gain audience with the captain, and you had to pay for the privilege, but finally you are sitting face to face with the man. "Where is the Golden Cup of the Twice-Blind Caliph?" you ask. "I must have it!" The captain slowly unwraps his turban, and there it is—the Golden Cup—resting upon his very head the whole time!

NO SKILL: It costs you everything you have, but the Cup is yours at last! [D2/S1/W-5 (Min: Beggar)/Magic]

WEAPON USE: "You do not have enough gold to buy this," he says. "But... if you best me in a duel, I will simply give it to you. Free of charge." You fight with inspiration, and emerge victorious, but when the captain hands you the cup his masculine features shimmer and flow into those of the opposite sex...as do yours! [D1/S2/Magic/ *Sex–Changed*]

2085

You are interested in setting to sea. The talk in town is that the other was once the most skilled captain in all the seas of the world. However, on his last voyage, far beyond the Spice Isles, he lost his course and lost his entire crew, returning alone a full five years after he left, terrified of the sea. You shake your head at his loss and go to find another captain. [S1]

2086

It is said that the captain Tariq has heard a prophecy that one of your name will be his doom, and he has set his men to finding you. They spread out, splitting into teams of two in their search for you. The net is tightening fast and time is running out!

NO SKILL: You pick out what looks to be the weakest pair of men and wait for the right moment. Getting the drop on them, you knock them both out and make good your escape. [D1/S1]

BARGAINING AND EVALUATION: With no time to spare, you tear off a scrap of your clothing and leave it on an outstretched branch. Then you retrace your steps backwards and head off in another direction. As you hoped, the captain's men pass right by! [D1/S2/Quick Thinking]

2087

The other, it is said, is a great captain, but when you observe him, he is a bundle of superstitions and terrors. He double- and triple-checks ropes, taps every barrel with a hammer, and is in all ways a very portrait of uncertainty and upset. Perhaps you should find another ship to sail on?

NO SKILL: When the other notices you moving on, he laughs a nervous, bitter laugh and calls out to you. "The sea claims its costs from all who venture on it. I pay by my caution. You cannot fail to pay just by choosing another ship!" [*Accursed*]

BARGAINING AND EVALUATION: The other might be superstitious, but you can see that there is much sense in the things he does. You carefully note his practices and encourage those on your ship to take heed. [D1/Seamanship]

2088

Captain Tariq has recently arrived in this town, and the word in every ear is that he has been seized by madness. He sleeps outside in the day, is awake at night and never outdoors, and he falls to the ground barking like a dog. You determine to investigate this and take every opportunity to follow him.

NO SKILL: The poor man does indeed seem to be completely around the bend. A few days later, his ship sails off and you do not hear of him again. [S1]

WISDOM: You realize that Tariq is feigning madness—his barks are actually a code to his crew, who are hurrying around the town gathering contraband to smuggle onto the ship while all eyes on their "mad" captain. You reveal the plot to the emir and are rewarded for your keen insight. [D1/S1/W+1 (Max: Rich)/ *Respected*]

2089

"Come with me... if you dare!" cries the captain. Holding his blade clenched between his teeth, he grabs a dangling rope and swings acrobatically to the neighboring boat. As you watch, he lands gracefully, brandishes his blade and leaps howling into the fray!

NO SKILL: This sort of thing is really not your specialty. You are, however, more than happy to help from just where you are. You grab a bow and lay down fire for the fearless captain and his motley band of corsairs. [D1/S1/Weapon Use]

SEAMANSHIP: "Allah," you shout, grasping the rope in both hands, "In my time of need, lend me your strength and courage... and if it's not too much trouble, your mercy!" You swing valiantly over the water and crash onto the other ship, drawing your blade at once and fighting at your captain's side until the day is won. [D2/S1/Luck]

2090

An old friend stumbles into your tent, panting and holding his sides with both hands. "You must hurry," he says at last, "The captain's on his way to kidnap your sister!" Immediately you both race after the villain.

NO SKILL: With the head start he had on you, the captain reaches her before you arrive. It costs you most everything you have to buy her back, but you pay the ransom gladly. You'll have justice soon enough! [SI/W–2 (Min: Penniless)]

WILDERNESS LORE: You quickly realize the captain is sticking to the coast road. Fortunately for you, you know a short cut! You arrive with moments to spare, spiriting your sister away on the back of your horse and leaving nothing but a note on the door for the captain to find: "Better luck next time, captain!" [DI/SI/Wisdom]

2091

The crew of sea-dogs parts before the confident stride of its captain, who emerges from among his men to face you. He says nothing, but when he sees you he stares at you with a look of horror.

NO SKILL: Unsure as to how best to honor the captain, you decide to offer a deep bow, with a great flourish of the arm for added effect. While you are bowed down, the captain responds by slashing out at your arm and fleeing with a deafening screech. [SI/Wisdom/*Wounded*]

SCHOLARSHIP: You recognize this particular crew of criminals from your studies, and seem to recall that their lot reacts favorably to protracted displays of groveling. One protracted display of groveling later, the captain is mollified and you are sent on your way with a purse full of gold to show for your timely humility. [SI/W+I (Max: Poor)/Acting and Disguise]

2092

You are dragged before the captain and asked to sit. He glances about constantly, as if being followed. "Life is a riddle," he says with a desperate menace. "There is one riddle in particular which haunts my every hour: What walks on four legs in the morning," the captain asks, "On two legs at noon and three legs at night?"

NO SKILL: Your eyes light up with giddy recollection. "A man!" you cry. "The answer is 'a man!" The captain gasps with certainty at your wisdom. [DI/SI]

STORYTELLING: You know this one from the ancient stories of the Greeks and tell the captain calmly, "A man." Then you further explain the full story of the ancient king Oedipus and how he defeated the riddling Sphinx. The fear and madness visibly flee from him as he listens, and when you are done, he is barely the same man. He showers you with gifts for your wisdom. [DI/SI/W+2 (Max: Rich)]

2093

You have been found out! You were taking liberties with the captain's oldest child, and the captain finally found out about it. Both you and your paramour are summoned to his presence. "I have many enemies who will take advantage of any dishonor on my reputation. I will not stand by as my family honor is besmirched," the captain spits.

NO SKILL: "You must either leave at once, never to return, or fight me for the wrong you have done my family." Wanting only to honor the man, you agree to take your leave. When you return home, however, you find the captain's eldest waiting there for you. He ran away just to be with you, and verily is his father right wroth! [D2/SI/*Pursued*]

BARGAINING AND EVALUATION: You apologize profusely, and before he can respond, you offer to make it right. "How?" he demands to know. "Simple," you reply. "I shall make an honest couple of us." He is still upset, but one look into his child's hopeful eyes melts his cold heart, and he consents. [D2/SI/*Married*]

2094

The beach is approaching too fast and you question the wisdom of the captain. The captain does not respond and you see the blank look of his eyes as they stare unblinkingly toward the approaching island.

NO SKILL: You yell for everyone to brace themselves—just as a reef tears the hull open like a cracked nut. [DI/Have an immediate encounter on Ape Island (Matrix N)]

SEAMANSHIP: You push the captain aside and turn the wheel hard to starboard. This action saves the ship and the lives of the crew. All hail you as their new captain and you bring everyone safely home. [D2/*Respected*]

2095

After months of searching you finally pin down the mad captain's location. When you find him, he is drinking alone in the back of a dingy tavern.

NO SKILL: "I heard it was the Six-Pointed Star of Wonder that drove you mad," you whisper, leaning in. "Is that true?" The captain's lip quivers and his brow furrows. "You'll not speak of such things in my presence!" he spits. "Do you hear me? Never!" [SI]

BEGUILING: Under the pretext of looking for a good sailor to help navigate an especially treacherous stretch of seaway, you engage the mad captain in conversation. After a few mugs of wine you steer the conversation in the direction of antiquities, and from there to talk of the infamous Six-Pointed Star of Wonder. Although the captain refuses to take part in any expedition involving the recovery thereof, he does agree to sell you an old map, but he implores you not to make use of it! [DI/SI/W–I (Min: Penniless)/*Determined*]

2096

While riding your horse by the shore one night, you smell smoke on the wind and see a dim orange glow on the horizon. Riding on, you soon realize that the source of the glow is a boat anchored just past the breakers. It's engulfed in flames! Then a figure appears on the beach. "What happened?" you ask. "Mutiny!" he croaks, coughing up sea water.

NO SKILL: [SI]

BARGAINING AND EVALUATION: You notice that a jetty juts out to very near where the ship is moored, and you ride your horse down to the end of it. Pulling a length of rope off your saddle bags, you fashion a lifeline and help pull the survivors up from the water to safety. The captain calls you "an angel of Allah's mercy" and praises you. [DI/SI/*Blessed*]

2097

The Six-Pointed Star of Wonder is a jewel which is rumored to drive its owner mad. You disbelieve the legend until one day you find a rough sea-captain wearing the very Star—and wearing also the clear signs of madness. Because of his affliction, he is an easy mark and you make off with the gem from under his very eyes.

NO SKILL: Although all the signs were there in front of you, you somehow thought that you would escape the curse of the Star. Sadly, no.

The taint remains even after you have resold the gem. [SI/W+1 (Max: Rich)/ *Insane*]

SCHOLARSHIP: The selfsame stories which lead you to seek the gem also told you of the proper rituals, prayers, and deeds to remove the curse. Not only do you avoid madness, you free all those who have suffered the curse from bearing the gem; they sing your praises. [DI/W+2 (Max: Rich)/ *Respected*]

2098

After years of searching for the Six-Pointed Star of Wonder, you finally track its location to the mad captain who, according to legend, first recovered it from its dusty resting place.

NO SKILL: Under the pretext of looking for a good sailor to help navigate an especially treacherous stretch of seaway, you engage the mad captain in conversation. You continue to ply him with wine until, finally, he passes out under the table, leaving you free to sneak into his quarters and pilfer the artifact for yourself. Unfortunately, the rumors about the Star being cursed are true, thus making you now the curse's bearer! [SI/ *Accursed*]

WISDOM: Under the pretext of looking for a good sailor to help navigate an especially treacherous stretch of seaway, you engage the mad captain in conversation. Over the course of the evening, it becomes clear to you that the captain was just as sane before acquiring the relic as he is insane now. "It's cursed," he mewls. "No good can come of it." And although you've spent years in search of it, and are finally at the threshold of acquiring it, something in the mad captain's words rings true. With a clear conscience you feel you can finally abandon your need to acquire the Star. [D2/SI/Bargaining and Evaluation]

2099

While traveling along an open road, you espy an old man, dressed in captain garbs, digging on the side of the road. Lying next to him are two fat purses. As you stare, he catches sight of you. "Don't ye be thinking of stealing my treasure!"

NO SKILL: You are too shocked to respond and quickly hurry away. [SI]

STEALTH AND STEALING, QUICK THINKING: You tell him you wouldn't dream of it—that you were just making note of the place in which it was buried that you might make a map for him. The captain is grateful for your aid. When he is done, he takes your hastily drawn map and departs. You wait patiently then dig up the treasure for yourself. [DI/S2/W+2 (Max: Rich)]

2100

Riding hard to escape from brigands, you are ill-prepared for the sudden force that tears you from the saddle. Like the hand of an invisible giant, this great force hurls you through the air to slam into the cliffs of a mysterious mountain. The force of the Magnetic Mountain is too great for you to break free. In despair, you pray to almighty Allah for deliverance.

NO SKILL: Through deductive reasoning, you realize that it is the metal you carry that is attracted to the mountain. With great effort, you divest yourself of your metal possessions, and finally you free yourself. [SI/W-1 (Min: Poor)]

FATED, BLESSED (All mandatory): Hours later, as thirst begins to rob you of your sense, an old hermit approaches you. He tells you a tale of the rewards reserved for the greedy, and tells you that like the virtuous man you must rid yourself of corrupting wealth in order to survive. With his aid, you cast aside your metal possessions and are freed. [SI/Piety]

2101

Tales have reached your ear of a magical mountain that endangers all who venture near it. Yet the only safe pass through these mountains will take you directly past it, and the food in your caravan must reach the far side before those who live beyond succumb to the deep famine there. But you can find no one learned enough to tell you the way to pass in safety. For three days you pray for Allah to show you the way. Finally, you collapse from exhaustion.

NO SKILL: Your chief drover wakes you in the early morning. A returning caravan from the lands beyond the Magnetic Mountain has reached your camp. The leader of the other caravan is happy to tell you the route he has found. It is much longer, but easily traveled in safety. [SI]

PIETY: In your exhaustion, you dream of wandering a desert in search of water. Finally, you collapse in a shallow bowl. Beneath you, water bubbles to the surface. When you awake, you realize that the place in your dream is the same as one you passed just this morning. You go to that place and dig, finding to your amazement a magnificent bow made of finest brass. [DI/**Brass Bow**/Go to paragraph 1213]

2102

You hear the scream before you see the maiden hurled through the air by some invisible force. She strikes the cliff face with a sickening sound, and hangs there unconscious. Something holds her suspended. Truly this is some magic beyond the understanding of mortals. Unrolling a prayer mat, you kneel and beg the Lord of All Mountains to show you how to rescue this unfortunate girl. While you are deep in prayer, you realize that this is the Magnetic Mountain of legend. All forms of metal are attracted to the mountain, save brass.

NO SKILL: Looking at the young woman, you realize that the ornate golden belt and collar she wears have pulled her to the mountain and trapped her there. Moving with great caution, you carefully remove her metal items. When she regains consciousness, she thanks you for saving her life and explains that she is the daughter of the sultan who rules this land, who no doubt will reward you richly. [DI/SI/W+1 (Max: Respectable)/Move immediately to the nearest city. If two are equidistant, choose one.]

APPEARANCE, SEDUCTION: Your prayers clear your mind and you see what you must do to save the youth. If you remove the metal jewelry she is wearing, she will be free of the mountain. You do so, and when she wakes, she gazes into your eyes. "Are you an angel?" she asks. [DI/SI/ *Beloved* (if you are not *Married*)/ *Blessed* (if you are *Married*)]

2103

It is said that magnets have tremendous magical power to guide you on your journeys. If only you can uncover its secrets, you have no doubt that so powerful a magnet as the one in this mountain can guide you to someplace fantastic. You find a hermit's hovel halfway up the mountain.

NO SKILL: The hermit has no interest in your desire for worldly wealth. He spurns your offers and refuses to answer your entreaties. Frustrated by his refusals, you strike him a blow on the cheek. In return, he casts an evil eye upon you, and you find your movements are no longer under your own control! [SI/ *Ensorcelled*]

SEDUCTION: Though the hermit has no interest in wealth, you suspect that an appeal to his baser instincts may avail you better. To your surprise, this dervish resists all of your wiles, keeping his secrets safely locked in his mind. [SI]

ENDURING HARDSHIP: For over a week you squat outside. If he will not tell you the secrets of the mountain, you will neither leave him in peace. Finally, impressed by your discipline, he agrees to help you

with the mysteries of the mountain. [DI/SI/Bargaining and Evaluation/Opportunity to enter the City of Brass]

2104

Despite the warnings from the locals, you now find yourself stuck to the side of the Magnetic Mountain. Surely you will starve to death if you cannot convince some passerby to assist you.

NO SKILL: Your calls for help and pleading avail you not the least. All who come within range of your voice are too afraid of sharing your fate to venture any closer. Somehow, after Allah alone knows how long, you manage to free yourself. But it seems you left your sanity crushed against that wall of stone. [DI/*Insane*]

BARGAINING AND EVALUATION: After too many refusals to count, a brave young man finally comes near you. He asks what reward you will give him for assisting you in your escape. You finally negotiate a price he is willing to accept. Between him, you, and the pair of oxen he was leading, you are free.

Do you pay the young man the fee you promised?

> *If yes*: Give him one Treasure of your choice, if you have one. If not, then W-3 (Min: Penniless). Word of your honesty and generosity spreads far and wide. [DI/SI/*Respected*]
>
> *If no (you have no Treasure and your wealth is Beggar)*: You discover to your dismay that this young man is well-versed in the dark arts. When you refuse to pay him, he spits a curse before continuing on his way. [SI/*Accursed*]

2105

As you follow the twisting mountain path, you are suddenly grasped by a giant invisible hand and smashed against a nearby cliff face. Once your head clears, you find yourself pinned to the wall by an invisible force. Looking around, you see a magician holding a bejeweled scepter. "With this, I alone can control the forces of the Magnetic Mountain!"

NO SKILL: In exchange for your freedom, you agree to show the mad magician where you have secreted all of your wealth. True to his word, he waves the scepter and you are released from your bondage. You show him your hidden cache, and cackling he takes your money and vanishes in a puff of smoke. [SI/W-3 (Min: Penniless)]

QUICK THINKING: "Surely you think me a fool!" You retort to the magician. "Everyone knows that no one can control the Magnetic Mountain." He proves his claim by stopping the flow of magnetism from the mountain. In the very instant you are released, you attack him. In the struggle, the scepter falls from his grasp, vanishing into a nearby chasm. The magician dives after it, and you see neither ever again. [DI/SI/Beguiling]

2106

Surely a Magnetic Mountain would make a fine place to hide from the soldiers of the Sultan. After all, they could not bring their weapons close enough to attack you!

NO SKILL: Even without weapons, a hundred men can easily overpower you. Now you will have to explain how you came to be in the secret garden with his daughter (or son)... [SI/Seduction/*Beloved* (if you are not *Married*) *Imprisoned* (if you are *Married*)]

LUCK: Somehow, the sultan and his men do not know of the magic in this mountain. You stand between them and the cliff, warning them that you will use your mighty magic against them if they do not leave you be. When they approach, you wave your hands and grin as their weapons are pulled from their hands to fly towards the cliff wall behind you! In a panic, the soldiers turn and run, leaving the sultan alone. He promises a terrible fate if you ever come near his daughter (or son) again, before turning on his heel to depart. [DI/SI/Acting and Disguise/*Outlaw*]

2107

For years travelers in this region have told tales of the mysterious Magnetic Mountain. Rumors of the source of its magnetic powers abound. You decide to investigate it for yourself. After setting aside all metal objects in your possession, you set out to explore the mountainside.

NO SKILL: After two days of fruitless searching, you give up and return to the village, no wiser than when you left. Your time in the magnetic fields was not without benefit, however, as your companions comment on how healthy you look upon your return. [SI/Lose *Crippled*/Lose *Wounded*/Lose *Diseased*]

STORYTELLING: As you wander the mountainside, you encounter a mysterious young man who insists that you join him for a drink. The two of you tell each other tales long into the night. When the dawn arrives, your companion mysteriously fades from view. You realize that the source of the magnetic power is a ghost! If you can find the site of their haunting, perhaps you can lift the curse. [DI/W-1 (Min: Poor)/Move to the Haunted House and have an immediate encounter]

2108

After carefully removing every piece of metal you own, you set out to explore the Magnetic Mountain. You discover a cave entrance, which leads into a series of underground tunnels. The air grows hotter and hotter as you advance deeper under the earth.

NO SKILL: You enter a large chamber. In the center stands a brass cauldron. Secured to the cauldron by brass chains is a fiery red 'efreet! [SI/Have an immediate encounter with a Trapped 'Efreet (Matrix M)]

MAGIC (mandatory): As you explore, you see magical symbols etched in the walls. They look like symbols used by King Solomon to imprison the 'efreeti! It is no surprise to you when you find the central chamber, and indeed discover a chained efreet. Thinking you can control the creature with your magic, you break the brass chains that have it trapped. [DI/Go to paragraph 1416]

2109

In this land, you have heard amazing stories of a Magnetic Mountain not far from where you have camped. Such a curiosity must be investigated! But you also have heard of the dangers of this strange place, and before you dare come close, you ask all whom you meet for advice and assistance in approaching it. After sifting all the stories, you set aside every metal object you own and walk towards the mountain.

NO SKILL: The base of the cliff is littered with the bones of unfortunate travelers who were not warned in time, and a fortune in metal goods can be seen deeply imbedded in the cliff wall. You thank Allah, the Merciful, for sending you a warning before you continue on your way. [SI/Storytelling]

SEAMANSHIP: You have heard sailors from China describe a magnetic device for telling direction. You believe that the curious rocks of this Magnetic Mountain would be perfect for such a device. You carefully approach the mountain, and using a stone hammer you chip away a small sliver of the magnetic rock. With the help of two strong horses, you pull the tiny chip of stone away from the mountain, and use it to build your own compass to aid in your sailing. [DI/SI/Seamanship]

2110

The people living near the Magnetic Mountain have long suffered from its ill-effects. You would aid them if you could, but you know that it is beyond your knowledge. You have heard of a certain magician, though, who may be able to help.

NO SKILL: You journey to the home of the reclusive magician, deep in the wilderness. He is impatient for you to leave, so he presses a jar of oil into your hands and sends you on your way. It is the oil of the Skordon plant. To your amazement, metal items coated in the oil are unaffected by the Mountain! [D1/Wilderness Lore]

COURTLY GRACES: The eccentric magician refuses to see you when you arrive at his tower. Refusing to be rejected, you stand at his gate and lavish praise upon him as though he were the Caliph himself! Amused by your flattery, he descends from his tower and hands you a magnificent artifact, then sends you on your way. [D1/**Treasure**]

2111

Your caravan slowly winds its way through the mountain pass. Without warning, the rider in the lead is pulled from his mount, as though by a giant invisible hand! Smashed into a nearby cliff, he is crushed instantly! Another life is lost to the dreaded Magnetic Mountain.

NO SKILL: Clearly, a different route must be found. You volunteer to find a local guide to assist the caravan. But you quickly become lost in the maze of canyons and valleys and cannot find your way back! [S1/*Lost*]

WILDERNESS LORE: It takes you some time, but you locate a nearby village. A boy there offers to show you a safe path around the mountain for a single dinar. You gratefully accept his deal. [D1/S1]

2112

As you make your way through the mountains, you hear ahead of you a call for help. Rounding the bend, you see before you a plump merchant, apparently pressed against the cliff edge by some invisible force. "Help me!" he cries, "I will reward you well!"

NO SKILL: You realize that this is one of the mysterious Magnetic Mountains that cause so many travelers distress. From a safe distance, you call to the merchant and instruct him that he must cast aside his possessions in order to be free. To your surprise, he refuses. Shaking your head, you leave the greedy man to his fate. [S1/Wisdom]

WILDERNESS LORE: You remember a wise old man who told you of these Magnetic Mountains. He claimed that the oil of the Skordon plant can counteract these powerful invisible forces. By luck, you happen to have a supply on hand. You quickly crush the pungent cloves into oil and pour the oil over the merchant. To his glee, he is free of the magnetic forces, and eagerly presses a bag of gold coins into your hands. [D1/W+1 (Max: Princely)]

2113

A powerful magician has established domination over the area. Secure in his stronghold atop the Magnetic Mountain, no armed man can challenge him and his black magics are more than enough to defeat any unarmed adventurer. Enraged by the injustice of his rule, you offer to help the enslaved populace.

NO SKILL: Emboldened by your resolve, you climb the mountain to confront the sorcerer. But like so many before you, his magics are too great for you, and you soon find yourself enslaved as well! [D-1/S1/*Enslaved*]

ACTING AND DISGUISE, STEALTH AND STEALING: You overwhelm one of the thugs the magician employs to terrorize the peasants. Disguised in his garments you easily enter the magician's stronghold. That night, you sneak into his chambers while he is communing with dark spirits. You steal away with his brass ring and bell, the source of his mysterious magnetic powers. Without their protection, the magician is helpless when you lead the people against him. [D1/S1/*Sultan*]

BRASS BOW: Without fear or hesitation, you take a stand at the base of the mysterious mountain. The magician looks down at you with an evil grin until he sees you raise your bow of brass. Fear twists his features as you pull arrow to your ear and let fly. Enhanced by the magic of the bow, and drawn by the magnetic power of the mountain, the arrow flies unerringly the full league between you and the magician, striking him in the eye! The magic broken, the mountain collapses in a shower of shattered stone and lost wealth. The grateful people give you your pick of the treasure. [D1/S1/W+3 (Max: Princely)/**Treasure**]

2114

A band of brigands have been raiding caravans near the infamous Magnetic Mountain. The Sultan's soldiers are helpless to react, as whenever they draw near, their own weapons are stripped from their hands and pulled by the mighty magic of the Mountain.

NO SKILL: After long hours of study, you are able to learn the brigands' secret. The magical forces of the Magnetic Mountain do not affect the sun-colored metal brass. Working with the Sultan's craftsmen, you manufacture enough brass weapons to equip one hundred men, and lead them to capture the brigands. [D1/S1/Scholarship]

WEAPON USE: After some trial and error, you find the very edge of the Mountain's magnetic effect. Then you wait for the brigands to appear. On seeing them, you stand and draw your bow. The steel tips of your arrows gain tremendous speed and power as they are drawn to the mountain, by passing through the bodies of the cruel bandits! The Sultan rewards you well for ridding his kingdom of such evil men. [D1/W+1 (Max: Princely)]

2115

The other is an easy target but when you realize he is also blind, you reconsider your plan. Surely this man has suffered enough. [S1]

2116

No one is around as the old man slowly approaches. You feel confident that your plan will succeed.

NO SKILL: You realize the old man is blind and you reconsider your plan. Surely this man has suffered enough. [D1]

PIETY: You are moved by the sight of the aged man, who also appears blind. You reconsider you plan. Surely he has suffered enough in this life. You stop him and ask if he needs help. He declines, but blesses you for your kindness. [D1/S1/*Blessed* (1 turn)]

2117

The old man who swindled your family out of its money is also blind. This will be an easy task.

NO SKILL: You beat the man, all the while explaining who you are and what he had done to your family, but few believe your self-justification. [S1/Lose Piety/Lose *Respected*]

ACTING AND DISGUISE: You realize that the old man is faking blindness—that is how he had swindled your family out of its fortune.

You thrash him soundly, unmasking his deceit. The gathering audience approves. [D1/S2]

2118

You spy a man extorting a merchant. You follow him as he extorts other merchants until he arrives at an abandoned warehouse. There, guards approach the man and you smile to see such an evildoer get his just desserts, but the smile vanishes as the guards bow low before him. The wretch stands revealed as the Vizier! You are unable to do anything against such odds. [S2]

2119

You spy a man extorting merchants and resolve to do something about it.

NO SKILL: You follow him for a while before he suddenly turns to you. "Who do you think you follow, whelp?!" He calls for nearby guards, who reveal to you that he is the Vizier! They do not let you ponder long your foolishness for following such an esteemed personage as they beat you cruelly. [D1/*Wounded*]

WEAPON USE: You boldly approach the wicked one to have him pay for his crimes—but suddenly guards appear about his person! He is the Vizier! And though your weapon skill is beyond their abilities, they overwhelm you and bring you to the Sultan. The Sultan hears your side of the story but esteems the Vizier so highly he laughs you out of court and banishes you from his land. [D1/S1/*Scorned*/*Outlaw*]

WISDOM: You follow the man to a warehouse where his guards await and reveal him to be the Vizier. You decide to gather evidence of his transgressions rather than confront him out in the open. The merchants readily agree to act as witnesses against the wicked Vizier and with their testimony and other evidence, the Sultan orders the Vizier beheaded and appoints you in his place. [D2/S2/*Vizier*]

2120

It's an open secret that this Vizier does as he pleases. He is the Sultan's favorite and none have been able to open his eyes to see the truth.

NO SKILL: You follow the Vizier as he goes on his wicked errands and realize there is, indeed, nothing you can do to change the Sultan's mind. [S1]

ACTING AND DISGUISE: Having followed the Vizier for several days you know his habits. With the help of some merchants, you invite the Sultan for a special showing of rare jewels at a merchant's tent. You convince the Sultan to arrive in disguise as a merchant to avoid unwanted attention from the bazaar patrons. Soon, the Vizier arrives, having heard from your agents of rare jewels being shown today. He tries to extort the jewels from the merchant the money from all of the other merchants present. The Sultan reveals himself and orders his guards, also disguised, to behead the Vizier. [D1/S3/*Vizier*]

2121

The other is shocked at the violence directed at him and jumps back into a nearby body of water, deftly avoiding you. [D-1]

2122

"Why do you draw blade against one who has not harmed you?" says the other as you are about to strike him. His words shame you and you beg his forgiveness. [S1/Piety]

2123

You charge, weapon drawn, and the other is slain. Others of his kind have witnessed this insensible action.

NO SKILL: You instantly regret your action and ask the merfolk what amends can be made. They tell you to await an answer as they discuss. You sit and wait for a day... then two days... then a third. You wait until you nearly collapse from hunger. Finally, the others arrive and seeing you in your state of near death say that amends have been made. [D2/Wilderness Lore]

INSANE [mandatory]: You strike down all the merfolk you find in the area, even though not a one has caused or wished you harm. In response, an army of merfolk arise out of the water and start slaughtering all land-dwellers the find. Then you are spotted. "There is the murderer of our prince!" You are surrounded by merfolk who pierce, spear, and slice you to pieces. As your life flows out of your body from hundreds of wounds, your wits return to you and you feel that this death, alas, is well-deserved. [Death]

2124

The other asks you to teach him of your people. You take him to an abandoned building and rob him. You tell him he should be more careful who he approaches next time. [S1/W+1 (Max: Respectable)]

2125

You see the other showing a gem merchant some wondrous jewels from the ocean.

NO SKILL: You wait for the merchant to finish the transaction and leave. You stop the other and inform him that the merchant he dealt with is a known thief and that his money is fake. You offer to exchange the fake money with real money and deal with the merchant as he deserves. The other scoffs at your words, citing many years of dealing with the same merchant. You quickly depart before anything untoward happens to you. [S1/Lose Acting and Disguise]

BARGAINING AND EVALUATION: You tell the other that his jewels are worth far more than the merchant is offering and convince him to come see you for a better price. He does so very soon after, but the price you give him is a knock on the head and a quick escape with his gems. [S2/W+2 (Max: Respectable)/Lose Piety]

2126

The other is on his way to sell gems found in the sea to a merchant. Your plan is to replace his gems with fakes ones you have made.

NO SKILL: You bump into the merman and make the exchange. A short distance later you look at your loot but you find only dust inside the pouch and laughter in the air. [D1]

STEALTH AND STEALING: You notice as you "accidentally" bump into the other that he has a decoy bag—probably filled with sand. You quickly find his real bag and grab it instead, with your victim none the wiser. [D1/S1/W+2 (Max: Respectable)]

2127

A group of ruffians are ruthlessly beating an old man and laughing while they do so. You think to ask them why.

NO SKILL: The leader, standing away from the pack, looks approachable, and you direct your question to him. The leader answers by drawing his sword. You wisely move away. [D-1/S1]

WEAPON USE: You fear that by questioning the actions of the ruffians it will be too late for the old man, so you draw your sword and attack. The ruffians are startled by your bravado and run away. The old man thanks you profusely for saving his life and gives you a gift. [D1/S1/**Treasure**]

2128

A scruffy but hearty band of men sit around a campfire, wolfing down food. You approach to ask them for directions, but decide the better of it as their hands move toward their weapons. [S1]

2129

A gang of evil-looking men surround you and demand your money, laughing and taunting you. You ask them why they wish to target you, who have done them no harm.

NO SKILL: They keep laughing while rob you and ride off. [S1/W-1 (Min: Penniless)]

STORYTELLING, PIETY: They refuse to answer, so you change tactics. You relate to them the tale of an innocent who is beaten by a gang of men. In the story, the gang suddenly runs afoul of terrible luck. The telling of the tale, and your obvious devotion to the All Powerful, stays their hands and changes their minds. They let you go in peace. [D2/S1]

2130

You are staying with a wealthy merchant. After a sumptuous meal you are escorted to your room. The bed is wondrously soft and full. But the real treasure of the room is a huge, standing armoire. The wood is intricately carved and the latch is worked silver. You open the door to see whirling mists beyond. Something compels you forward: trusting your fate to Allah, you step inside.

NO SKILL: You find yourself in an enchanted jungle. The monkeys and birds sound their calls, which seem to worm their way into your mind. You stumble back, falling out of the strange world—but you bring some of its strangeness with you. [D1/*Beast Form*]

PIETY: Allah hears your call and protects you as you wander an enchanted jungle. Strange birds and animals frolic around you. An enormous bear appears and speaks with you at length about the place and its features. After an exceedingly pleasant stay, the bear escorts you back to the mist and into your room. [D1/S2/Wilderness Lore]

2131

It has been a hot and wearying road, and your travels have been difficult. As you wander the dusty city streets, you long for companionship, love, and passion. A colorful banner catches your eye—a lovely fortune teller beckons to you. You enter her shop and explain your desires. She holds a heart-shaped pendant before you, and explains that donning it will transport you to a fantastic palace. The residents can give you all you need. You give her a sack of coins for the pendant.

NO SKILL: You arrive in the palace as promised. There you find countless beauteous and strange residents who welcome you. Soon, you return to the world, but your mind is no longer your own [D1/*Ensorcelled*]

BEGUILING: Placing the pendant around your neck, the world dissolves around you. Your feet touch down in the gardens of a glorious palace. Enchanting and beautiful denizens frolic among the paths and chambers. They take an immediate liking to you, and show you passion as you have never seen. [D1/S2/Seduction]

2132

Hired to help a wealthy merchant move his furniture to another, larger, home, you come upon a framed glass mirror in an empty room. As you pick it up your hand slips, but to your amazement instead of crashing into the glass, your hand passes through it!

NO SKILL: Where you were expecting pain, now it is curiosity. You pass your whole body through the glass and stand in a large room, filled with furniture, tapestries, urns, and other large objects to decorate a home. Nothing here is appears singularly valuable and you are glad you don't have to move these pieces a part of your job. [D1]

SCHOLARSHIP: Withdrawing your hand, you study the symbols that decorate the frame of the mirror. Deciphering them, you touch one of interest and then pass through the glass. [D1/Have another player move you to any Place of Power and have an immediate encounter]

2133

A ruined building rises from the sand before you. Exploring the area, you find the extensive ruins of a lost city. Emboldened by thoughts of lost treasure, you dig through the debris. Unfortunately, all you find are clay tablets carved with strange symbols.

NO SKILL: Frustrated, you smash the tablets and continue on your way. [D1]

SCHOLARSHIP: Although you can't make them out completely, you recognize several of the symbols from your studies of ancient texts. You gather as many of the tablets as you can find and carry them back to town. A wealthy sage learns of your discovery and invites you to show them at the Sultan's court. [D2/Courtly Graces]

2134

Traveling at night to avoid a gang of bandits active in the area you spy a silver glow on the horizon. Moving closer, you find a mystical ruined city bathed in a moonlight that appears to emanate from runes carved in stones. At first you seek treasures, but when none can be found, you decide to bring one of the glowing symbols back to civilization.

NO SKILL: Every rune you can reach is embedded in a massive stone. You are unable to find any you can take. [S1]

LUCK: Although most every symbol you see is part of a building or etched on immense stones, you luck into a smallish boulder that has been inscribed. Chiseling it from the surrounding dirt, you heft it onto your back. Upon your arrival at the next city, sages and scholars flock to your side to study your discovery. [D1/S1/Scholarship]

2135

The local slaves spread rumors of a nearby haunted ruin. Though others scoff at their tales, you are determined to explore them. You find a ruined city half buried in sand, the buildings toppled and pitted. Greedy for lost treasure, you spend the day wandering the ruins. That night, mournful shades appear, performing common tasks as if they were still living. While they re-enact their former lives, they sing a dirge. The sound places a heavy burden on your soul, and you are dispirited.

NO SKILL: You soon quit the unhappy place, convinced that whatever treasures exist are unattainable. [D1/*Accursed*]

ENDURING HARDSHIP: Calling upon all your courage and resolve, you spend several nights in the city studying the ghosts. At one point during the night, all the ghosts pause in their labors to turn their faces to one part of the city. In that location, you find an odd blue stone that emanates an un-holiness. You strike it with your axe and break it into a

million pieces. A light fills the place and the ghosts fade, smiling at last. [D2/SI/*Blessed*]

2136

You discover the ruins of a lost city in the desert. You are too cautious to explore the ruins more closely, but you are convinced that you saw the reflection of gold among the aged buildings. This knowledge will no doubt be valuable to someone.

NO SKILL: Few are willing to listen to your story, and none believe you. [SI]

STEALTH AND STEALING: When the sages and scholars in the nearby city doubt your descriptions you decide to visit with the city's renowned Beggar King. Your ability to recognize which of the beggars are part of the King's shadowy network allows you to track down his location. Intrigued by your story, he sends you back out with ten of his strongest men. So fortified, you enter the city, find several golden plates, and return with them. [DI/SI/W+1 (Max: Rich)]

2137

You have found a ruined city in the desert. It is a fascinating place with great pillars and massive chambers inscribed with esoteric symbols and artifacts aplenty. No doubt great knowledge can be found there but it would require a veritable army of sages to dig it out. Perhaps the Vizier will hear you out and devote the resources to such an endeavor.

NO SKILL: Your rough manner undermines your cause. The Vizier will not even meet with you, much less act as you request. [SI]

COURTLY GRACES: By observing the proper etiquette and conveying the necessary gifts, you move from one functionary to another, describing your find in wondrous terms. At last, you dine with the Vizier, who is enraptured by your descriptions and impassioned by your thirst for knowledge. He will fund an expedition to the ruins, and he places you in command. [DI/SI/Scholarship]

2138

Grateful for your kindness, a sage tells you an old family story. He describes an ancient ruined city paved in gold far off in the wilderness. Although many have wondered about this city, his ancestors actually visited it. Since then, the family has recited an intricate poem detailing the path to this city. The words have not been entirely preserved over the years, however, and none can decipher the landmarks mentioned, or the route indicated. It is sad that such wealth is lost.

NO SKILL: You thank the old man for his story, but can make no sense of the poem he recites. Truly the gold is lost to the ages. [SI]

WILDERNESS LORE: You work carefully through the poem with the sage, weighing the words and phrases against your intimate knowledge of the wilderness. In time, you discover subtle clues that you recognize. Much more study is needed, but you have opened the old man's eyes to certain possibilities. He is exceedingly grateful and rewards you by conveying some of his extensive knowledge. [D2/SI/Scholarship]

2139

A storyteller describes an odd ruined city in the mountains south from the city. The entire place is surrounded by a glowing wall of light that bars entry. The barrier is said to repel any who attempt to cross it. This is a tragedy, as the streets of the city shine with gold, and the building are bedecked with emeralds. You are determined to open this barrier and secure such great wealth. You travel into the mountains, find the wondrous city, and step up to the illuminated barrier.

NO SKILL: The light burns your body and staggers your mind. You fall back from its painful radiance. You look down at your body and it is indeed changed. [DI/*Beast Form*]

ENDURING HARDSHIP: The passage through the luminosity is excruciatingly painful, and seems to last an eternity. Your endurance and resilience carries you through and, after a time, you emerge on the other side. Unfortunately, as you examine it closer, the city is more show than reality. The gold streets turn out to be an odd play of light on bright sand; the jewels are polished glass. Not all that can be seen should be believed. [DI/SI/Wisdom]

2140

You learn of a ruined city far off in the desert. None have explored this ancient place because a high stone wall surrounds it. The wall, unlike the city, seems impervious to the years. But an enormous set of iron portals breaks the wall. You set your will and your back against them and push them open. You begin to wander the streets, marveling at the odd buildings and the aged monuments. Before you've gone two blocks, you are hopelessly lost. The broken walls and pitted streets seem to change position as soon as you turn a corner.

NO SKILL: You traipse the city streets until you drop from exhaustion. You dream of an ancient people who faced a great hardship. With one voice, they beg a favor of you. [DI/*Under Geas*]

WISDOM: In time, you notice patterns in the movement of the roads and walls. You push on, ignoring your fatigue, piecing together the hints as they appear about you. In the end, you find yourself at an enormous open plaza in the center of the city. A throne stands intact, its cushions pristine. You rest on that throne and fall asleep. When you awake, you are in a wondrous place. [D2/SI/Enduring Hardship/Move to any Place of Power and have an immediate encounter]

2141

You are being chased by gools intent on slaking their thirst with your blood. Frantically searching for somewhere to make a stand, you top a rise and see a ruined city spread before you. Running among the crumbling buildings, you notice a pair of strangely preserved wooden doors. Perhaps this is a place to hide! You open one of the doors and step through, emerging in an entirely different section of the city. There two other wooden doors await you. Pausing to catch your breath, you hear a chime. A gool steps through the doorway after you. You push through one of the other doors and again find yourself transported to another area within the ruins. Another two doors present themselves.

Roll two dice, adding one each for Quick Thinking, Scholarship, and Wisdom:

- 2–8: You rush blindly around the city, unable to make sense of the doorway transport. In time, you arrive at the edge of the ruins. You flee back into the wilderness, leaving the gools far behind. [SI]
- 9+: You carefully note your surroundings each time you open a door. In time, you discern a pattern. You understand how to move about the city quickly.

  NO SKILL: As you push through door after door, you finally escape the gools. Exploring paths you have not tried before, you come to a single silver door. Behind it is a treasure trove of mystical tomes, and one last wooden door. You spend countless hours with the books, learning great magics. When you are done, you open the last door and find yourself back in the world of men. [DI/SI/Magic/Move to any city and have an immediate encounter]

  WEAPON USE: Your superior knowledge of the doors allows you to escape the gools, but your honor and piety demands more. These monsters must be destroyed. You

return to the areas where the gools hunt. When their hunger drives them to separate, you lay traps and ambush the isolated beasts. Your prowess soon ends their lives. In this way, you rid the place of the horrors. [D1/S1/Stealth and Stealing]

2142

As sand from a fierce sandstorm overwhelms you, you blindly seek shelter and by luck you find something. When the storm is over you realize you are in a strange, old city.

NO SKILL: There is no one around. The eerie silence is unnerving and you decide to leave—but not before taking souvenirs as proof of your visit. [D1/S1/W+1 (Max: Respectable)]

BARGAINING AND EVALUATION: There is no one around as you explore. You notice that the materials used on the buildings are of a kind you are not familiar with. From a nearby building you chip off a chunk as large as your head and leave the city. [D2/S2/W+2 (Max: Princely)]

2143

A road to an unknown, gleaming city is seen in the distance. You take the road towards it but after many hours of weary travel you appear no closer to it. This must be some fantastical mirage and you abandon the trip. [S1/Enduring Hardship]

2144

A road to an unknown, a gleaming city is revealed before you. You take the road towards it, but on the way an 'efreet appears and glowers at you "What is your purpose on this road?"

NO SKILL: You fall back before the 'efreet and turn and flee. For whatever reason, he lets you go. [S1]

MAGIC, PROTECTIVE TALISMAN: Your power is obvious to the 'efreet who cowers before you. He tells you the city is a fake, made to lure travelers for the 'efreet's entertainment. Seeing as your time is valuable, he hopes that a token of his esteem for you will protect him from retribution. [D1/S1/**Treasure**]

2145

You have heard of an ancient city filled with riches in this area. After many days of searching, however, all you have found are a few old ruined walls. Fragments of statues speak of great stone guardians, now useless. However, you create a map based on them that you sell to passing strangers. [D1/W+1 (Max: Penniless)]

2146

You have heard of an ancient city filled with riches in this area. After many days of searching, however, all you have found are a few old ruined walls. The prince of this land takes an interest in your explorations and sends his guards to "assist" you.

NO SKILL: You quickly get the message that any treasure you might find will not stay in your hands, and if you fail to find any, you will not walk away free. You try to make your escape, but you are not quick enough. [S1/*Imprisoned*]

WILDERNESS LORE: With your knowledge of the forests and deserts, you fill in the details of a map and make it appear very genuine. Your skill impresses the prince, who asks you to teach others how to make such maps, which will be of use in his military adventures. [S2/W+2 (Max: Respectable)]

2147

You have heard of an ancient city filled with riches in this area. After many days of searching, however, all you have found are a few old ruined walls. However, you create a map based on them that you sell to passing strangers. Incredibly, one such stranger returns days later, in a caravan with a hundred camels and a thousands guards, laden with bags of gold and jewels. He thanks you profusely for the map that led him to the treasure. He rewards you for your help. [S1/W+1 (Max: Rich)]

2148

There is so much treasure here that you could not possibly carry it on your own. So you use some of that money to buy camels to carry the hoard back home. On the way to the treasure, you are attacked by brigands, who steal all your camels. Taking some more of that money, you buy more camels; but these are eaten by an angry 'efreet. You grab some more money and buy another pack of camels, which are promptly carried away by a pair of rocs. Frustrated, you content yourself with what you can carry on your person. [D1/S1/W+1 (Max: Respectable)]

2149

There is so much treasure here that you could not possibly carry it on your own. You buy camels to carry the hoard back home.

NO SKILL: You immediately use your newfound wealth to purchase a nice house and furnish it with much style. You eat the finest foods and throw magnificent parties for friends and family. You are blissfully unaware how quickly your treasure diminishes with your new extravagant lifestyle. [S1/W+3 (Max: Princely)/On your next turn you do not move (but you do have an encounter). After the encounter, you become Poor]

WISDOM: You use your new-found wealth wisely, spending prudently and intelligently, and thus have enough money to live a life of comfort. [S2/W+3 (Max: Princely)]

2150

There is so much treasure that you could not possibly carry it on your own. So you buy camels to carry the hoard back home. The person who sold you the camels becomes curious and decides to follow you.

NO SKILL: You are unaware that you are being followed by the one who sold you the camels. He sees where your treasure is hidden and makes plans on it. Unfortunately for you, you did not buy enough camels to carry the whole hoard, so you need to make a second trip. When you come back, the remaining treasure is gone. [S1/W+2 (Max: Rich)]

WILDERNESS LORE: You are aware that you are being followed by the camel-seller. You easily lose him in the wilds and make your way unseen to your treasure hoard. [S2/W+3 (Max: Princely)/Wilderness Lore]

2151

The crisp, cool waters provide a needed respite from your travels. You drink deeply and reflect on your journey thus far. [D1/S1]

2152

Enjoying the refreshment of a pool provided by Allah, you slowly lose yourself in the surroundings.

NO SKILL: You are ambushed! The crew attacks you from behind, leaving you badly wounded and nearly penniless. [S3/W-2 (Min: Penniless)/ *Crippled*/Lose one **Treasure**]

QUICK THINKING: Your reflexes alert you to a nearly group of thieves. You catch them off guard and they flee into the distance, hastily dropping treasure and money. [D1/S1/W+1 (Max: Respectable)/**Treasure**]

2153

As you imbibe the fresh waters, you hear a deafening sound grow in intensity.

NO SKILL: The tsunami catches you completely off guard. You barely manage to find a suitable shelter. When you emerge, your surroundings are wholly different. [S1/Enduring Hardship/*Lost*/Have another player move you up to three spaces in any direction]

WILDERNESS LORE: You immediately recognize the sound of a tsunami. Your quick knowledge of the surroundings contributes to your survival. [D2/S1/Wilderness Lore]

2154

The scene brings you to your knees with its stark beauty. You hide yourself to avoid becoming enraptured, rather than praise Allah. [D-1/ Lose Piety]

2155

While walking through nature at its height of beauty, a second sense urges you to seek refuge quickly.

NO SKILL: Your fears have gotten the best of you. [S1]

LUCK: Your instincts serve you well. Choosing to stop and admire the scene may have saved your life. One of your companions was not so fortunate and falls victims to a hungry tiger. [D1/S1]

2156

Having heard rumors of bandits at this site, you choose to watch from the shadows. The rumors prove true, and you see the thugs attack an unsuspecting traveler.

You may help him, join in the attack, or stay away:

If you help him: The man you help is a Vizier. He rewards you handsomely and praises your courage. [D2/S1/W+2 (Max: Rich)/ *Respected*/**Sword of Invisibility**]

If you join the attack: The victim curses you as he dies, and then the bandits turn on you. [D3/S1/W-1 (Min: Penniless)/*Wounded*/ *Accursed*]

If you stay away: The screams of the man haunt you for a thousand days and a day. [S1/*Grief Stricken*]

2157

A powerful black whirlpool opens in the sea directly ahead of your ship. With no time for action, the vessel is quickly pulled underneath the sea. To your amazement (and obvious confusion), you awake, although you know not how long you were asleep. When you regain your bearings, you realize you are on the shores of a large lake filled with fish of many colors. [D1/S4/Move to the Lake of Colors and have an immediate encounter]

2158

Believing that this strange black whirlpool ahead of you is not entirely natural, you choose to continue on your journey.

NO SKILL: As you are not a complete fool, you maintain a safe enough distance. The waters calm as quickly as they had become agitated. [S1]

PURSUED (mandatory): You have fallen directly into your foe's cunning trap. A wise alliance with the mermen has brought you to your rather painful fate. [S2/*Imprisoned*/*Crippled*]

2159

A powerful black whirlpool opens in the sea directly ahead of your ship. Having no time to waste, you choose to head forward through imminent danger.

NO SKILL: The captain throws you in a makeshift brig for putting the ship at great peril. [D1/S1/*Determined*/*Imprisoned*]

SEAMANSHIP:

Roll two dice, adding one each for Seamanship and Luck:

- 3–6: Your skills are no match for nature. The ship is torn to shreds. You are the only one spared. [S2/Lose all levels of Seamanship/ *Grief Stricken*/Have another player move you to any coastal space]
- 7+: Your skills are unmatched. You deftly traverse the currents. [D1/S1/Seamanship]

2160

From the fore of your craft, you see, arising slowly from the rough water ahead, a tentacle. It moves with a strange intelligence, stopping to "look" both to the left and right. You motion your fellows to silence, for you are sure that any noise will alert the creature of your presence. Soon, the tentacle retreats back into the water and you quietly hasten from the area. [S1/Seamanship]

2161

After being informed of the treacherous waters, you choose to dock at a nearby uninhabited island until scouting parties inform you the danger has passed. [S1/You may not move next turn but you draw an encounter card]

2162

Emerging from below to view the dangerous waters from the deck, the sight takes you aback more than you expected, and you choose to retreat to safety. [D-1]

2163

Your sense of self-preservation kicks in as the ship draws closer to the danger. You desperately plead with the captain to sail around it, but your cries fall on deaf ears. The crew mocks you as you retreat down below. [D-1/*Scorned*]

2164

Upon seeing the blaze, you decide you have no desire to help those in need. Instead, you choose to partake of some spirits at a nearby inn. On the way, you bump into a man hurriedly pushing through the crowd, knocking him over. As he falls, lamp oil and a used torch fall from

his bulky clothing, revealing him as the perpetrator. After the flames are extinguished you are praised as a hero, as the criminal swears his revenge. [D3/S3/ *Respected*/ *Pursued* (NE'ER-DO-WELL)]

2165

Parched from your travels and oblivious to the chaos around you, you pick up one of the buckets of water being used to quell the blaze, and drink heavily. Fortunately for you, you are unnoticed by the crowd or they may have ridiculed your selfish behavior. Unfortunately, however, the water was not safe to drink. [D2/S1/ *Diseased*]

2166

As you watch the chaos unfold, you go to take a drink from your canteen.

NO SKILL: You find it has been stolen, along with a pouch of gold. [S1/W-1 (Min: Penniless)]

STEALTH AND STEALING: After refreshing yourself, you find this is no better time than the present to relieve some of the onlookers of their valuables. A short time later finds you wealthier than before. [D1/S1/W+1 (Max: Rich)]

2167

Having heard the chatter among the locals of a magical storm of colored rains from heaven, you choose to see them for yourself and add another tale to your collection of stories. The sounds of beautiful music draw you closer. Your eyes are filled with dazzling colors, and the scent of your favorite meal completes the illusion drawing you closer. You spend untold months—years—in a state of bliss before returning to port, to find only mere minutes had passed. [D2/S3]

2168

The ominous storm clouds approach. Oddly, nary can a thunderclap be heard, nor can a flash of lightning be seen. The rain lasts for but a few short minutes. As the sun shines on the ship's deck, the rain droplets begin to shine with great intensity and seem to solidify rather than evaporate.

Do you pick one up?

If no: They disappear in an instant. [S1]

If yes: It is a gift from Allah! These are no mere raindrops, but indeed are magical gemstones! [D2/S1/**Ionian Gems**]

2169

Drawing closer to the brightly colored lightning strikes, a tiny magical being appears on the end of your nose and points frantically to something behind you. You turn to look and see nothing there. You turn back around and the storm, and indeed, the pixie are gone.

NO SKILL: You return back to port, hoping a good night's sleep will cure your befuddled mind. [D1/S1]

PIETY (mandatory): Puzzled, you begin to wonder why the Only God has brought you to this place. You decide you must find out. [D2/S2/ *On Pilgrimage*]

2170

Hearing the growing rumble of a particularly angry storm, you hastily seek shelter.

Roll two dice, adding one each for Wilderness Lore and Quick Thinking:

- 2–7: Your makeshift shelter was no match for a force of nature. You crawl out of the debris alive, but with no idea where you are. [D1/S1/ *Lost*]
- 8+: You are alive. You have learned much about how to survive such a storm and can pass that knowledge on to others. [D1/S2/ Scholarship]

2171

There is no "avoiding" a storm of this magnitude. Your failure to take decisive action results in the death of those around you, while you escape unscathed. Let this be a lesson from Allah for the rest of your days. [D1/S1/ Lose Quick Thinking/ *Grief Stricken*]

2172

The townspeople rush past you in a sort of organized chaos. You try to get the attention of anybody you can, but you are obviously infinitely less important than whatever it is from which they run. Turning around, you see a black and terrifying storm destroying all in its path, and you choose not to delay any further. After the storm passes you see the fate of those who dallied too long, and vow never to dally again, lest you share the same fate. [D3/S1/ *Determined*]

2173

Your cries are drowned out by the pounding hailstones. They increase in size as they pummel your body.

NO SKILL: You continue wailing in self-pity. The storm leaves you horridly battered. [D1/S1/ *Crippled*]

ENDURING HARDSHIP: Knowing that Allah continually tests his followers, you raise your cries to the heavens, professing your love for your God. Soon the storm passes, and you are more at ease than you have ever been. [D2/S2/ Piety]

2174

The swirling winds seem to laugh at you mockingly as you wail and gnash your teeth at your misfortune. You see a figure approaching you from the direction of the storm. It gets closer and you see it is a man on a flying carpet. He stretches his hand out to you offering escape.

Do you take his hand?

No: The storm soon passes over you, and the serene desert sky soon returns. [D1/S1]

Yes: He offers to take you anywhere you wish. After he takes you to your destination, he offers you the carpet, saying "Seems you could use this more than me." With that, he vanishes. [D1/S1/**Flying Carpet**/ Move to any space]

2175

As you continue you to cry out in defiance of nature, a bolt of lightning strikes no more than ten feet in front of you. In its wake, a man stands with a spear drawn. He bellows to you, "Prove your worth," and moves quickly to attack you.

Roll two dice, adding one each for Weapon Use and Quick Thinking:

- 2–6: You crumple to the ground as he slices into your leg in a flash, then disappears. [D1/S1/*Wounded*]
- 7+: As though the other were as slow as a turtle, you sidestep the attack and disarm your foe in a single fluid motion, holding the spear at his back. He says "Your skills have won you this day." With that, he disappears, leaving the spear in your hands. [D2/S2/**Sparkling Spear**]

2176

After hearing of the disaster from those who witnessed it, you chose to go view it for yourself. While sifting through the rubble, you catch sight of something shining at the corner of your eye.

NO SKILL: It was nothing. You beseech Allah to bless the souls that died here. [D1/S1]

STEALTH AND STEALING: You find a few pieces of gold clutched in the hands of one of the deceased. [D1/S1/W+1 (Max: Respectable)]

2177

After news of the destruction rolled in, you chose to join up with a search party and look for survivors.

NO SKILL: You don't personally find any survivors, but the Sultan recognizes and thanks you for your services. [D2/S1/*Respected*]

WILDERNESS LORE: Though you've been so many places, you're not sure why this strange land seems so familiar. Suddenly, you hear a cry nearby. You rush to the area it came from and it grows louder. Now the voice sounds familiar as well. Digging through the destruction, you uncover the source of the cries. It is a long lost friend from your childhood, who throws their arms around you and swears to never let you go again. [D3/S2/*Beloved*]

2178

While investigating the area, you step on an area of earth weakened by the damage and fall into a sudden hole. The danger passes while you are safe in the hole. When it is over, thankfully, another traveler in the area hears your cries for help, and brings you aid. You escape unharmed. [D1/S1]

2179

You taste the waters to help discover the source of this unexpected phenomenon. There is an unmistakable taste of ash, which convinces you to hasten away from here. [S1/Have another player move you one space in any direction]

2180

Something tickles the back of your throat. Without thinking, you scoop up some water to wash out your mouth.

NO SKILL: The water here is foul and you spit it out. [S1]

MAGIC: As you bring the water to your mouth, you discern a mystic taint, and you fling it away from you. A nearby shipmate drinks deep and no more than half a minute later, he writhes in agony on the deck as a poison wracks his body. It seems you were not to meet your fate today. [D2/S2/*Fated*]

2181

You drink a small handful of the water and immediately fall unconscious! Fortunately, your friends hasten you to safety. Hours later, you bolt upright, startled to find yourself in your bed, haunted by the memory of powerful dreams—dreams that you remember for years after. [S1/Storytelling]

2182

The heat from the blaze seems to grow in intensity the longer you watch the flames dance. Even though you know the fire to not be real, it becomes too much for you to handle and must refresh yourself. [S1]

2183

Watching the flames dance across the deck, you reach for a drink. However, an enraged companion strips the last of your water from you and pours it on the fires in a feeble attempt to put them out. Now you are both thirsty and angry. In a fit of rage, you throw the man into the fire. After his death, the weight of your actions fall on your shoulders, and you outlaw yourself from the kingdom. [D2/S2/*Outlaw*]

2184

While canvassing the situation you reach for a drink. To your shock, your canteen is filled with an odd liquid, and all goes black... [S1/*Ensorcelled*]

2185

You run as fast as you can to avoid the battering force of the other. Before long, you come to a sheltered dell around a clear stream. Exhausted, you fall into the water and drink deeply of the water.

NO SKILL: The water is deeply refreshing. You wait out the other in relative peace before moving on. [S1]

COURTLY GRACES: This is the finest water you have ever tasted! Princes and nabobs would pay a fortune for knowledge of such a spring, and you hasten to the nearest court to sell your discovery. [D1/S1/W+3 (Max: Rich)]

2186

You seek shelter from the terrible events, and hole up in a small cave in a sheer rock wall. Hours later, you emerge, desperately thirsty, but you lost all your water in your scramble for safety. A kind traveler sees your misfortune and offers you some of his.

Do you accept the water?

No: The traveler moves on, wishing you well. [D1]

Yes: You quickly pass out, intoxicated beyond recognition. You come to in chains and looking at a contract you have no memory of signing, enslaving you to the traveler. [D2/S1/*Enslaved*]

2187

Returning to a nearby city after enduring the natural disaster, you are overwhelmed by the townspeople rushing toward you. One of them is shouting, "That's him, that's him! He is the one I saw performing the magic with accursed water and caused the disaster." The Sultan demands an explanation.

NO SKILL: You stammer and stutter your way through a story not even a drunkard would believe. The Sultan has you stripped of all wealth and imprisoned. [D2/S2/W=Beggar]/ *Imprisoned*]

STORYTELLING, COURTLY GRACES: With grace and respect, you explain to the Sultan it could not possibly have been you. You go on to regale him with stories of your travels. He is most impressed with your tales, and finds you innocent. [D2/S2]

2188

The storm is worse than you realized and you can go no further until it passes. [You may not move next turn but you will draw an encounter card]

2189

Your camel is irritated by the falling drops of rain, but you push it forward. Soon, the drops get fatter, heavier, and though you continue to push the camel, it becomes very agitated. Finally, a deluge drops down on the both of you and the camel throws you off its back and runs away. You realize that animals have an innate sense of weather patterns and you should have paid more attention. [S1/Wilderness Lore]

2190

Your horse covers many miles before it is forced to slow down when the storm intensifies.

NO SKILL: You realize you must find shelter or risk harming the both of you. You see some overhanging rocks nearby and you know they will do nicely. [D1]

LUCK: You spy a caravan and make for it. The merchant and his servants watch you nervously as you approach.

> **NO SKILL:** Not noticing their agitation, you ask for shelter from the storm. Relieved, they honor your request. [D1/S1]
>
> **WEAPON USE:** You ask for shelter from the storm. They eye your sword and ask if you would act as their guard until they reach their destination, for they have been plagued by bandits along the way. [D1/S1/W+1 (Max: Rich)]

2191

The scene before you is so marvelous that you cannot believe your eyes. You choose to go forward, even after all others turn away in fear of the flames. [D1/S1/Piety]

2192

Strange and otherworldly, the scene before you is captivating and frightening at the same time. Undaunted, you travel on. Stopping now would not make a fitting end to your stories. [D1/S1/Wilderness Lore]

2193

The crackling of the flames sounds like the cries of women and children, and the air becomes as cold as the desert night. Shaken, you press forward, hoping that was the last horror of the desert you have to face for now. [D1/S1/Enduring Hardship]

2194

Before you can even draw your blade, your foe is upon you!

NO SKILL: You are thrashed within inches of your life. The tale of your foolishness resounds through the lands unto seven generations. [D-1/S2/Enduring Hardship/ *Crippled*/ *Scorned*]

ENDURING HARDSHIP: Blows rain upon you for a day and a night. As your foe finally takes a pause they marvel at your ability to remain breathing. Satisfied that you have learned your lesson the other leaves you to lick your many, many wounds. [D1/S1/ *Wounded*]

LUCK: The first blow of your foe sends you flying into the wet embrace of a rushing river that swiftly carries you away. Half-conscious, you feebly struggle against the currents, batter amongst rocks and tree limbs. Finally an errant branch catches your sleeve and deposits you on the bank. [D2/S1/ *Lost*]

2195

As you draw your weapon to attack, the other raises an eyebrow in disbelief.

NO SKILL: When you awake, the encounter has been beaten from your memory, except for the dismissive laughter. [D-1/S-1/ *Wounded*/ *Lost*]

WEAPON USE: You barely manage to fend off the worst of your opponent's blows before they become bored with you and dash you to the earth. [D-1/S1/ *Crippled*]

QUICK THINKING: Before the pain of the blows becomes too great, you toss your weapon away and raise your hands in supplication, thanking your foe for the lesson. Mercy wins the day. [D-1/S1/ *Wounded*]

2196

The other is caught off guard by the audacity of your attempt.

NO SKILL: However, your opponent almost instantly recovers their composure and leaves you with several scars to add to your tales. [D1/S2/ *Crippled*]

WEAPON USE: You manage to hold your own for a few exchanges. Then, with an amazing display of skill, your weapon is swept aside. The other leaves you bleeding and beaten. During the beating you pick up a few tricks which may prove useful in future engagements. [D1/S1/Weapon Use/ *Wounded*]

2197

The other sneers at your pretty words and dismisses you with a sweep of the left hand.

NO SKILL: You are left to ponder the meaning of the other's intricate dismissal. [D1]

SCHOLARSHIP: You interpret the inner meaning of the others swift discounting. Like fruit early in the season, you are not quite ripe for the other's tutelage. [D1/Wisdom]

BEGUILING: Not to be rebuked, you continue to poor out flowery words. You eventually convince the other that you are not a charlatan, and the other decides to share with you the things in which he finds the most revelry with you. [S2/Acting and Disguise]

2198

Falling to one knee you bow your head and request a lesson from the other.

NO SKILL: The other graciously favors you with a brief lesson. [S1/Wisdom]

QUICK THINKING: The other is impressed by the speed with which you realized their value. They take you under their wing as a servant for a season, sharing wisdom late into the nights. [D1/Wisdom]

STORYTELLING: Amused, the other asks for tales to gather your measure. After a long night of tale telling the other takes you into their confidence and shares the deeper meaning of the very stories you have told. [D1/S3/Wisdom/Opportunity to enter any Place of Power]

2199

The other is impressed by your earnest plea and allows you to wait on them for a fortnight in exchange for nightly conversation.

NO SKILL: You run after the other's heels, waiting on their every wish. The days prove long, the nights longer. Although you are not able to discern much from the other's obscure words, you do leave with a tale to tell. [D1/S3/Enduring Hardship]

SCHOLARSHIP: You become the other's devoted scribe for the duration, recording their words for the sake of posterity. [D1/S3/Wisdom]

WISDOM: Every evening is spent in long discussion on the inner teachings of the great sages of old. You gain much from the time of your association. [D1/S2/Wisdom]

2200

The other swells at your kind words and offers and leads you to a dark alley to converse further. There, the other has more friends waiting to "discuss" matters with you.

NO SKILL: They satisfy themselves with merely robbing you blind. [S1/W-1 (Min: Penniless)]

WEAPON USE: With flashing blade, you beat your way clear of the ambush and barely escape pursuit. [D1/S2]

STEALTH AND STEALING: You acquiesce to being roughly searched but manage to conceal the bulk of your coins. During the treatment you even manage to palm a few extra from your would-be robbers. [D1/S1/W+1 (Max: Rich)]

2201

The other looks at you, a sneer on their face. "And who are you to speak to me so? I don't need your wares or your assistance."

NO SKILL: The other is not convinced by your complimentary words and leaves you swiftly. However, another witnesses your humiliation and spreads the tale throughout town. [D-1/S1/*Scorned*]

ACTING AND DISGUISE: You manage to fool the other into thinking you travel in the same circles. After spending a few nights at their side you realize the other is not possessed of all their faculties. Not to waste any more time dealing with this person, one night you slip away into the dark, thanking Allah for your wits. [D1/S2]

2202

You woo the other with silvered words, offering aid and good deals.

NO SKILL: The other rewards you with a coin before dismissing you to be on with their own story. [D1/W+1 (Max: Poor)]

BEGUILING: They take you into their confidence and after a short time show you a secret map that has come into their possession. [D1/S1/Opportunity to enter the Cave of Wonders]

2203

Your detailed schemes always seem to end badly, so when an opportunity presents itself, you follow your instincts. With a quick blow, you knock out your victim and then drag him to an empty home nearby.

NO SKILL: All seems well until the members of the household return. You are able to escape, but your face has been seen by many. [S1/*Outlaw*]

LUCK: The house belongs to a merchant who is away on business. This allows you to conduct the ransom negotiations without interference, bringing you a nice profit. [W+2 (Max: Rich)]

2204

You are unable to penetrate the wall of guards surrounding your intended victim. The only person that seems to have personal access to the other is an old woman, the other's personal soothsayer. The other, always in fear of losing his fortune, needs his future foretold constantly, as a way of reassurance.

NO SKILL: It's an interesting bit of information but not one you can make use of. [S1]

ACTING AND DISGUISE: This gives you an idea. You follow the old woman for a week, studying her mannerisms. One evening you knock her out, then dress in her clothes and make yourself up to look like her. When you go to see the other, you tell him that he will find a hidden fortune at a place near the city, but only if he goes there alone at dusk. The other follows your "prophecy," and you are there waiting for him. [W+3 (Max: Princely)/Enduring Hardship/*Determined*]

2205

The riches of the other's household motivates you to plan a kidnapping.

NO SKILL: It turns out to be an easy matter to abduct the other—but getting money for the other is another matter. The other tells you that you have accomplished what members of the household wished for. This angers you and together you plot to abscond with the household riches using the other's knowledge of secret ways into the house. [D1/W+3 (Max: Rich)]

WISDOM, ACTING AND DISGUISE: The deed is done, but what's this? You notice some mannerisms on your victim not seen before. You discover him to be an imposter, a decoy—a double! You will not receive any money today and must quickly leave the city. [Enduring Hardship/*Outlaw*]

DETERMINED (mandatory), **LUCK:** The other turns out to have a gambling problem so your plan will now be less risky. You are able to get into the graces of people he gambles with and with a few hours, you have taken a fortune from him! [W+4 (Max: Princely)/Quick Thinking]

SEDUCTION (if opposite sex): Why kidnap when you can seduce? You work your way into the other's favor. Soon you are married and share in the other's wealth and want for nothing. [S1/W+3 (Max: Rich)/*Married*]

2206

The wicked Vizier of this land has ordered the other to be displayed publicly in a cage, that all might witness his power. As you walk by this prison, the other tries to whisper to you, but you do not wish to gain the Vizier's disfavor. You continue walking, ignoring the pleading whispers. [D1]

2207

A string of slaves walk toward the market to be sold. One among the slaves stands out for his dignified bearing. You consider investigating the story behind that one's enslavement, but decide instead to leave well enough alone. [S1]

2208

After finishing some unsavory business with a jailor to fulfill an old debt, you pass by a dungeon door wherefrom thin, pale hands protrude. You consider inquiring about the prisoner, but the gloomy interior of the dungeon is bringing you to sorrow, and instead you hasten to be outside. [D-1]

2209

As you pass through dense woods, you discover that all around you are the remains of a vast, ruined city, deserted long ago. Now, nowhere do you find two stones that still stand atop each other, until in a small clearing you find a stone obelisk, graven with strange symbols.

NO SKILL: You cannot read the symbols, and depart unsatisfied. [S1]

SCHOLARSHIP: The language is ancient, but known to you. You learn what you can and when you come to the nearest town, you make sure that word of your discovery is made known to the prince of this region. [D1/S1]

2210

Certain signs tell you that the ruins of a lost city are in the area. Although you do not wish to explore them yourself, when you come again to civilization, you seek out a scholar you know. He is quite interested in your tale and hastens off to find out more of your marvelous discovery. [S1]

2211

As you ride along a high hillside, you see through the canopy of a forest below you unmistakable signs of a once-proud city now in ruins. You are in amazement, but you can see no way to get down into the valley unless you were to sprout wings. With a sigh, you head onward to your destination. Perhaps this is the closest you were ever intended to come to it? [S1/Lose *Fated*]

2212

Despite their reduced circumstances, the other sees through your trick almost immediately. "You are beneath my amusement, but perhaps my guards will enjoy toying with you." The other smiles and calls out for those who guard him in prison. You turn and flee.

NO SKILL: You are quickly caught and overpowered by the laughing guards. They make good sport of thrashing you into a pulp. [D1/*Crippled*]

WILDERNESS LORE: You make good use of your slim lead and race into the wilds. Living off the land, a friend to all manner of beast, you lead the guard on a merry chase. After days of pursuit, while you grow fat off the land, they abandon their search. [D1/S2/Enduring Hardship]

2213

You spin a tale to the other, suggesting that they should aid you in their own kidnapping!

Roll one die, adding one each for Luck, Beguiling, and Storytelling:

- 1–3: The other is insulted by your attempt to fool them. The other will not help you free them from one prison only to be put into another! [D1/S1]
- 4+: The other is convinced and surprises you greatly. He already has a key to open his shackles! [D1/S2/Storytelling/**One Hundred Keys**]

2214

While his captor is away, you catch the other's attention. Engaging them in conversation you seek to learn the plans they foster and the circles they travel in. You decide that this prisoner would bring in a hefty ransom.

NO SKILL: You unbind and rebind the other, whisking him away to question further. The other reveals very little, but the wrestling match of words proves very educational. You eventually release him, for no one ever offers any reward. [D1/S2/Storytelling]

BEGUILING: You are successful in your kidnapping but no one ever claims him. You eventually let him go, but not before he has enriched you with many stories of his travels. [D1/S3/Opportunity to enter any Place of Power]

2215

Filled with bravado, you draw your blade and boldly demand payment from the other.

NO SKILL: The other's eyes go wide in disbelief. You are robbing someone who is in chains? The other laughs heartily, wounding your pride. [D2/S1/*Grief Stricken*]

WEAPON USE: Seeing the surety of your grip, the other cries out for the guards to deal with you. With swift steel you strike down the guards and repeat your original demand. Amazed that you knew he had something hidden from his captors, he pulls it out from inside his robes for you. [D1/S2/**Treasure**]

2216

Girding yourself, you draw steel and demand the other surrender their coins or their life. With an exaggerated roll of his eyes, the other dismisses your threat. You can't seriously be robbing someone in chains!

NO SKILL: To your amazement, the captor is schooled in the ways of magic. You feel his incantation warp your body and mind, leaving you dazed and changed. The touch of magic leaves its mark upon you. [S2/Magic/*Beast Form*]

MAGIC: You sense immediately that the other has some small amount of magical abilities. You counter the other's magic with your own potent spells. The other convinces you that you should free him that you both might engage in a test of wills—a duel of sorcery. Your battle is witnessed, and even though in the end you are defeated by a foe whose respect you have earned, the story of your might spreads. [D1/S2/*Respected*]

2217

Despite all common sense, lust for the other's wealth compels you to rob him. Half-crazed by greed you assault the other, grasping for what you hope will be treasures.

NO SKILL: Enraged, the other buffets you with a mighty blow of their chains, dashing what little sense you had left from you. When you come to, you are no longer sure where you are, or even who. [*Lost*/*Wounded*]

ENDURING HARDSHIP: You awake sometime after the other cuffs you into a daze. The number of days you lay on the side of the road refuses to come to you. You wander the land until your senses return. [*Insane*/*Lost*]

2218

In the home of a distant cousin, you come across the other. Not wishing to transgress on your family hospitality, you resolve to ask about it in the morning. But when morning comes, there is no sign of the door, nor do any of your kin know whereof you speak. What a puzzle! [S1]

2219

You came by chance to stand before this door. There is no marking on it to indicate what is beneath it, but nor is there anyone in sight to stop you from opening it. As you place your hand on the pull, you pray for guidance... and cannot bring yourself to open it. You head on your way, wondering what Allah has in store for you next. [Piety]

2220

In this fierce land, you cannot imagine anything good which could be sealed behind such a barrier. You give a wide berth to the other, and head on your way. [D1]

2221

With scorn on your face, you attack your hapless foe.

NO SKILL: They flee from you, a cry on their lips. The other is adept at the ways of the wild and evades your pursuit. You must assuage your rage another day. [D-2]

WILDERNESS LORE: The other flees into the wilds, you hot on their trail. After a day's chase you corner the other in a lonely mountain pass. They are too exhausted to put up a fight and are easily slain. [D-1/W+1 (Max: Poor)]

2222

The other's hapless condition moves you to anger.

NO SKILL: You berate them mercilessly, hoping to shame them into respecting themselves more. The silence of the other leaves you with the hope that they may have heard you. Sometime later your paths cross again. By virtue of hard work and determination, the other has come back to an honorable position, and they heap rewards upon you for your help. [D2/S2/W+1 (Max: Rich)]

SCHOLARSHIP: You cuff them repeatedly while berating them for the condition they have gotten themselves into. The weight of your words strikes truer than your blows and they break into a tumult of tears and swear to heed your words. A crowd observes your treatment of the other, and spread the tale of the wisdom of your words. [D2/S1/*Respected*]

2223

Sensing your strength, you draw your weapon and attack.

NO SKILL: The other fights with the power of ten men. You are desperate to force your opponent into a corner. The fight gathers a crowd and with luck, the other trips over one of the spectators. You press the advantage. [S2/Weapon Use]

WEAPON USE: The other's strength catches you off guard, but your skills triumph. As you stand over your slain foe, you realize that you have gained great skill. [D1/Weapon Use]

2224

Despite your misgivings you decide to engage the other in conversation.

NO SKILL: The other's tale winds across black and desolate vistas. After a day and a night of raving the other wanders away, leaving you lost and hopelessly confused. [D1/S2/*Insane*]

ENDURING HARDSHIP: The other's tale of woe and despair blackens your heart. As the tale crawls to a fevered pitch, the other works into a frenzy of depression. You watch, horrified, as they leap to their doom into a deep gorge, leaving you stricken. [S2/*Grief Stricken*]

2225

The other regales you with tales of their dark visions.

NO SKILL: Long before the other is done with their tale you realize how much of your time has been wasted with nothing to show for it. [D1]

SCHOLARSHIP: From the depth of the other's story a pattern begins to emerge. From it you discover clues that lead to an ancient dark ruin. [D1/S2/Opportunity to enter the Haunted House]

2226

With good humor you listen to the other's tale. It lasts long into the night.

NO SKILL: As the light of dawn cracks over the horizon, the other finally slumps to peaceful rest and you are able to quietly escape. The other's tale, though filled with gloom, contains a few useful gems for your next tale-telling. [S1/Storytelling]

SCHOLARSHIP: Although the tale is long and painful, the other's woes and terrible prophecies reveal the source of their gloom and its place of origin. [S2/Opportunity to enter the Haunted House]

2227

Seeing in the other great wisdom beneath their prophecies of catastrophe, you strive to court their favor.

NO SKILL: You spend time in discourse with the other, and listen to long rants on the oncoming doom of the world. In between the tales of inevitable destruction, and undeniable horror, you manage to pry free some gems of wisdom. [S1/Scholarship]

WISDOM: The tumult of gloom that continuously pours from the other abounds with bits and pieces of a moral tale worthy of the ages. After the long hours of ranting are concluded, you go off to ponder your fate and you are strangely left with uplifted spirit. [D2/S1/*Determined*]

2228

Despite the other's terrible predictions, and seemingly tireless enthusiasm to espouse them, you see in them something worthy of audience.

NO SKILL: Amidst the other's rants and predictions, there is mention of a holy hermit and the location of his cave. Curious to see what kind of holy man might lead to such an outlook, you set your sight on visiting the man. [D1/*On Pilgrimage*]

ENDURING HARDSHIP: Encouraged by your attention, the other hounds your steps for days on end. In order to not subject random strangers to the other's gloom, you head into the wilderness. In short order the hardships prove too much for the other and they beg you to lead them back to civilization. You are rewarded by a strained half-smile and unenthusiastic "thank you," when you part ways. [D2/S1]

2229

Despite common sense, you decide that the other has some wisdom to offer behind their doom-heavy words. The other is grateful for the attention and decides to accompany you. They loudly proclaim catastrophe to you and anyone who is unlucky enough to cross your path. You are scorned until you can be rid of the other. [D1/*Scorned*]

2230

The relentless tale of the other's many piteous turns dulls your better judgment.

NO SKILL: You cannot take the other's condition as is and decide the proper cure is riches, and you press your purse on the other and flee. When you cross paths again a few weeks later, nothing has changed—your generous endowment was quickly frittered away. [D2/W-2 (Min: Poor)]

LUCK: Despite the obvious path of the other's life, you decide to try to relieve their condition. But the other seems not able to change their station in life and has soon spent the whole of your generous offer. Luckily you are able to gamble on a risky local caravan, and soon recoup most of your losses. [D2/W-1 (Min: Poor)]

2231

The other's wretched condition cannot help but stir you to compassion.

NO SKILL: Your offer of conversation is ignored but your offer of coin is gratefully accepted by the other. However, from the greed in their eyes, and the way they snatch the coins before hurrying off lets you know they will not have their new wealth for long. The lesson is not lost on you. [D2/S1/W-1 (Min: Rich)]

RESPECTED (mandatory): Your caring for the other is observed. The witnesses are moved by your example, and rush to aid the other as well. With very few coins leaving your purse, the other is restored to a respectable status. [D2/S1/*Respected*]

2232

You cannot help but be moved by the other's tale of the woes that lead them to their current situation.

NO SKILL: The other is stirred by your compassion and swears by Allah that they will not squander your kindness. [D1/Piety]

WISDOM: Truly it is said, "Alms now are a meal now, but true wisdom is a meal forever." The other heeds your wise words and follows your guidance. In short order their situation is put to rights and they are once again on the road to self-sufficiency. For the rest of their days they vow to assist you where they may. [D2/*Blessed*]

2233

People are aghast that you would attack such a fair being. A crowd gathers to subdue you.

NO SKILL: You are grabbed and beaten. [D1/W-2 (Min: Poor)/*Wounded*]

BEGUILING: Before they can enact any revenge on you, you make an impassioned speech about how beauty of the heart is the only true beauty. The crowd is pacified and lets you go. [D1/S1/Quick Thinking]

STORYTELLING: You quickly tell the crowd that the other has used beauty to beguile you and should be punished. You are so convincing that the crowd carries the other off to the beating you should have received. Pondering your actions brings you no comfort. [S1/*Grief Stricken*]

2234

You draw your weapon and advance—no pause in the face of such beauty.

NO SKILL: Before you can strike you are dumbstruck by the other's visage. You drop your weapon and beg to be forgiven. The other recommends that you take up a journey of forgiveness. [D1/*On Pilgrimage*]

APPEARANCE: You have no soft spot for the Beautiful—you know what can truly lie in their hearts. The other is easily defeated. [S1]

2235

Caught by surprise, the other stumbles to get away. You give chase, easily catching the other, and the deed is quickly done. Gazing upon your hapless victim, you are overtaken with sadness. [D1/*Grief Stricken*]

2236

Despite the other's haughty nature, you cannot help but dote on them. After sometime of waiting on the other hand and foot, you overhear your love joking with their friends about your slavishness and what a fool you are.

NO SKILL: In shame you leave and travel far away to nurse your broken heart. [D1/*Grief Stricken*]

LUCK: The other continues by confessing their star-struck love to another. Deciding to take the hint you abandon your chosen post, but not before divulging the other's pathetic infatuation to the object of their desire. You leave them despondent and they occasionally make attempts at revenge on you. [D1/S2/*Pursued*]

2237

Stricken by the other's beauty, you rush to offer your services. However, the other's life is a constant whirl of parties, admirers, and courtiers.

NO SKILL: You spend some days in their orbit, but are never able to get more than a generous smile and friendly glance. Soon you take your leave, having learned something of the ways of polite society. [S1/Courtly Graces]

COURTLY GRACES: With adroit diplomacy, and silver tongue you help to smooth their way for a time. From the experience you garner their favor and a host of useful connections. [D1/S2/W+1 (Max: Princely)]

2238

You gallantly offer your services to the other, in the hopes of basking in their beauty for a while longer.

NO SKILL: The other makes good use of your talents for sometime before graciously releasing you from your bonds of the heart. The parting is bittersweet, but righteous. You set back out on your adventures with a renewed sense of purpose. [D1/S1/Enduring Hardship]

SEDUCTION: In a fortnight the other has completely surrendered to your charming graces. Early the next season you find yourself in wedded bliss. [D1/S2/*Married*]

2239

Enraged by the other's aggressive begging, you decide to press them into service.

NO SKILL: You endure the other's terrible service for a short time before waking one morning to find them gone, along with several of your coins. [W-1 (Min: Poor)]

QUICK THINKING: The other begrudgingly does your bidding for a time. Not one to be lulled into absent-mindedness, you keep one eye always on the other. You catch them one night trying to slip coins from your purse. With a sound beating you chase them off. [S1]

2240

The other may appear to be a wretch, but their worn appearance does not stop you from recognizing them as a member of a well-to-do family. You take the other into your care, against their protests. You notify the other's family, and offer to return them for a modest reward.

NO SKILL: Your efforts are met with cold reception, and the family takes the case to the local emir. You are taken into custody for your troubles. [S1/*Imprisoned*]

COURTLY GRACES: Your well-worded letter to the other's family, pleading the case of the other's condition adroitly, is equally well-received. The family gratefully takes the other back, rewarding you for your troubles. [D1/S1/W+1 (Max: Respectable]

2241

Determined to teach the other how to reform their ways, you press them into your service and take them into your tutelage.

NO SKILL: The other serves you and takes your advice, but begrudgingly. After some weeks you release them after receiving their promise to reform their ways. [D1/S1]

SCHOLARSHIP: While holding the other to your service, you do your best to show by example the possibilities of a well-lead life. When the other is finally able to stand on their own feet, they depart to establish their own place in the world. Their example renews your own vigor. [D2/S1/*Determined*]

2242

With a sly wink to the other, you lean forward and whisper that you can be of aid to the other.

NO SKILL: The other becomes enraged that you have endangered their disguise. You find yourself swiftly on the losing end of a severe beating. [*Wounded*]

ENDURING HARDSHIP: The other is gravely insulted that you would so readily ruin their disguise. You find yourself swiftly on the grim end of a sound beating. But you've had a great deal worse. [S1]

2243

Assuming the other must have a sly plan afoot, you openly beg to be let in on the deal.

NO SKILL: You fail to impress the other and they swiftly leave to be about their mysterious work abandoning you to ponder. [S2]

SEAMANSHIP: As luck would have it, the other is in desperate need of an incognito journey to a distant island kingdom to woo the favors of a forbidden love, and for this trip they will reward you handsomely. The journey takes you to strange lands indeed. [D1/S2/W+1 (Max: Rich)/Opportunity to enter any Place of Power]

2244

Seeing the effort the other has gone to, you assume there must be riches to be had. Desperate for coin you implore the other to allow you to aid them for a modest share.

NO SKILL: The other silences you with a hard stare. Quickly looking about to find if you have undone the disguise, the other grabs you firmly by the arm and drags you to a hidden location. They let you in on their plan in all its intricacies and too they tell of the enormous reward awaiting at its completion. Your part is to observe one of the side gates of a local merchant's compound. It takes a full day, and most of a night before you realize you have been sent on a wild goose chase while the other carries out whatever their real work was. [S2]

ACTING AND DISGUISE: The other whisks you to a hidden location to speak with you unheard. After learning the plan, you list the many ways in which you could be of use. The other settles on disguising you to play the part of an advisor during their complicated plot to wrest gold from a local merchant.

Roll one die, adding one each for Beguiling, Quick Thinking, and Courtly Graces.

- 1: The merchant has been alerted to your plot. Barely have you entered the compound when the gates swing shut behind you and a host of guards rush to greet you. [D-1/S1/*Imprisoned*]
- 2-3: The merchant is highly suspicious of the whole situation, having been warned that something may be afoot. With quick tongue, you craft an offer of obtaining proof of the other's veracity. The merchant allows you to leave to fetch the evidence. You flee the region, never looking back. The other manages to extricate themselves as well and vows vengeance. [S2/*Pursued*]
- 4-6: You play your part well enough, but the merchant is highly suspicious. As an alarmed look from the other, you weave an excuse for delaying the dealings for another day. Under the watchful scowl of the merchant, you and the other escape to scheme another day. The other is grateful for your intervention. They reward you and remember you fondly till their dying day. [D1/S2/W+1 (Max: Rich)/*Respected*]
- 7-8: The merchant is taken in by the plot, cautiously. They are not caught as much as the other would have liked. With quick words you smooth the conversation, and the plot succeeds. The merchant is soon substantially poorer, while you enjoy your portion of the fleecing. [D1/S2/W+2 (Max: Princely)]
- 9: The merchant is pulled into the plan, hook, line, and sinker. While the other deals with the elaborate preparations of the false caravan the merchant is being hooked into backing, you manage to slip away and dig through the compound's storehouse. You find many loose coins and treasures, and a very interesting map. [S2/

W+2 (Max: Princely)/**Treasure**/Opportunity to enter the Valley of Diamonds]

2245

You realize the other is not as they seem. Seeing a chance for rewards, you decide to hold the other and force them to reveal themselves and their purpose for the disguise.

NO SKILL: The other refuses steadfastly to reveal their secret, but to buy your compliance they offer you some small coin. [SI/W+2 (Max: Respectable)]

MAGIC: Despite the other's refusal to reveal themselves, your command of magical forces peels the disguise away from your sight. The other bargains mightily for you to hold your tongue. You leave the encounter very well-rewarded indeed. [DI/SI/W+2 (Max: Princely)/**Giant Diamond**]

2246

The other's disguise fails to fool you.

NO SKILL: You snatch the other away to a remote locale, and rip away their disguise. Once their true identity is revealed you demand coins to keep your tongue still about their secret. [DI/W+1 (Max: Rich)]

OUTLAW (mandatory): Acting swiftly when opportunity arises, you seize the other. With your underworld connections you are able to deliver them into the hands of another scoundrel more versed in the particulars of the fine art of kidnapping. In exchange, you are let in for a generous cut of the reward. [S2/W+2 (Max: Princely)]

2247

You see through the other's disguise and decide to hold them for reward. But the other is not acting alone.

NO SKILL: Their guard, disguised as a fruit vendor, takes objection to your audacity and soundly beats you before the other moves on about their business. [D-1/*Wounded*]

WEAPON USE: With your blade in hand, you manage to fight your way free and escape. [SI]

2248

You decide to engage the other in conversation, trying to soothe their seemingly endless worries and woes.

NO SKILL: The other's circular tale of self-evident doom and destruction bewilders you with its intricacies. You leave the encounter horribly confused. [DI/*Insane*]

WISDOM: It quickly becomes obvious that the other's derangement is deep beyond recovery. Your discretion wins out, and you sadly leave them to their ravings. [DI/SI]

2249

Your better nature moves you to wish to be of use to the other as they relentlessly spew their dark words. When the local guard comes to shoo the other away, you accompany the other to be sure they are safe for the night. The other lives in a mean hut on the outskirts of the city under the foulest of conditions.

NO SKILL: The night passes roughly, with no sleep for you. As you leave the other the next day, you find yourself feeling less and less healthy. [DI/*Diseased*]

ENDURING HARDSHIP: You watch over the other through the night. Their sleeping words prove more eloquent than their waking rants. Amongst the tumble of tales you learn the directions to a faraway place. [D2/S2/Opportunity to enter Stonehenge]

2250

The other grips your arm and clings, desperately spewing a tale of woe. The speed of their chatter sets your mind to whirl, and before you know what you have done you have committed yourself to aiding them. You sit with the other into the long night as they exhaust themselves with their long gloomy tale. Despite the passion of their woe-filled story, and regardless of repeated patient prompting from you, the other never seems to get around to telling you what exactly what they want you to do to aid them.

NO SKILL: As the sun sets and the night hours grow long, the other slowly sinks into an exhausted slumber, a smile on their lips from having had a captive audience for so long. You quietly take your leave, the vast tract of the other's tale echoing through your skull. [S2/Storytelling]

STORYTELLING: Finally, after a long monstrous yawn, the tale ends as the other collapses into deep slumber. With your voluminous knowledge of the world's tales you are able piece out valuable clues from their rant, even though their infectious gloom refuses to leave you. [S2/Storytelling/*Grief Stricken*/Opportunity to enter any Place of Power]

2251

Despite the other's lunatic ranting of woe and doom, they seem to have collected quite a few coins in their alms bowl. Retreating to watch the other, you wait until the sun has dropped below the line of the horizon before you make your move.

NO SKILL: Boldly, you dash for the alms bowl, and are off before the other can stop you. Their hoarse cries attract the attention of the local guard, and you are chased out of the area and into the hills. [SI/W+1 (Max: Rich)]

STEALTH AND STEALING: You bide your time, and when the other goes to retrieve some water you nonchalantly saunter by and sweep the overflowing bowl into your robes when no one is looking. [W+1 (Max: Rich)]

2252

The other's relentless raving drives you into a rage. You draw your blade and demand to be paid for the waste of your time.

NO SKILL: The other puts up a struggle. Your skirmish draws the attention of the local guard. The struggle leaves you the worse for the wear, but you manage to escape being imprisoned for your assault. [D-1/*Wounded*]

WEAPON USE: The other puts up a struggle, but they fall before your swift blade in short order. You leave with your purse slightly larger. [SI/W+1 (Max: Rich)]

2253

Angered by the other's incessant ranting, you decide that you deserve compensation for the time they are taking from you. Pulling free your blade, you demand payment. The other has no coins on their person. Enraged, you abduct them and look for someone to ransom them back. Unfortunately, you can find no one willing to buy the wretch's freedom.

NO SKILL: All you get for your trouble is an endless tirade of depressing banter from the other. Finally, defeated by the unceasing worthlessness of the other, you take your leave. [D-1/ *Grief Stricken*]

ACTING AND DISGUISE: Fortunately, the other looks enough like a child of one of the local merchant families that, with the application of a crafty disguise, you might be able to fool them as long as the wretch remains gagged. You arrange for an exchange of the wretch for a hefty sack of coins. When the swap is made you manage to be far enough away to escape when the gag is removed and the ruse revealed. [S1/W+1 (Max: Princely)/ *Pursued*]

2254

You recognize the other as a member of a well-to-do merchant family from a town not many days' travel away. You send a message to the family to gauge their interest in the wayward other. The family replies with an urgent plea for a safe return, and you see coins at the end of this venture. However, when you approach the other they are vehemently opposed to returning home. You decide to take matters into your own hands.

NO SKILL: The other resists you wildly, breaking away from you and escaping into a passing crowd, never to be seen in the area again. When you inform the family they are disappointed but still grateful just to know that the other is alive. [D2/S1/W+1 (Max: Rich)]

STEALTH AND STEALING: The other flees at your approach. But their knowledge of the local area, and the best places to hide, cannot match yours. You are able to easily follow their trail until they lay exhausted on the road side. In short order you deliver them to their overjoyed family and reap a rich reward. [D2/S2/W+1 (Max: Princely)/ *Respected*]

2255

The other is a favorite of the prince of this region and has announced his plans to travel abroad. Soon after the other leaves, you pose as a messenger from the other's party and claim that the other has been abducted!

NO SKILL: The prince sees though your deception and has you beaten and locked up. [S1/ *Imprisoned*]

ACTING AND DISGUISE: You thoroughly convince the prince and he arranges for the ransom to be paid. [W+3 (Max: Princely)]

2256

You recognize the other as a member of a well-to-do merchant family. Speaking for a short time you find that the other is not likely to be someone the family would want back. You decide instead to rob the other.

NO SKILL: The other resists you but is no match for you. You take the other's money and leave. [S1/W+1 (Max: Rich)]

COURTLY GRACES: You convince the other that you are of nobility and that you have been robbed. The other is taken by your story and gives you most of the coins in his purse. [S1/W+2 (Max: Princely)/ Acting and Disguise]

2257

In the hopes of receiving the enchanted other's favor, you throw yourself at their feet and plead for a boon.

Roll one die, adding one each for Beguiling, Courtly Graces, Quick Thinking, Seduction, and Storytelling:

- 1-4: The other waves you away dismissively and curses you for your impertinence. [*Accursed*]
- 5-8: The other is unmoved by your plea and ignores you. [D1]
- 9+: The other is greatly moved by your eloquent pleas. You are rewarded with a rare artifact and the secret to getting to a faraway place. [D2/S3/**Treasure**/Opportunity to enter any Place of Power]

2258

Your forehead touches the floor as you beg for a boon from the other. The other lifts you up. "Beg not of me, for I can do nothing in my present condition. Rather, I need to beg of you."

NO SKILL: Alas, it's a situation you can do nothing about and you stammer an apology before moving away. [S1]

MAGIC: You recognize the enchantment placed on the other and try to break it.

Roll one die, adding one each for Wisdom and Scholarship:

- 1: The being who placed this enchantment is far stronger than you—so much so that now you are engulfed in its magic! [*Ensorcelled*]
- 2: The enchantment is too strong and the pain on the other's face at your failure strikes you to the core. [D1/ *Grief Stricken*]
- 3-5: You lift the enchantment! The other rejoices, then grants your boon. [D1/W+2 (Max: Princely)/**Treasure**]
- 6+: Not only do you destroy the enchantment, you are able to trace it back to its origin, a location steeped in magic and wonder. [D1/W+2 (Max: Princely)/Opportunity to enter any Place of Power]

2259

The alleyway you are strolling through suddenly becomes dark. Then a great gout of flame strikes in front of you; within, you see a human figure. You bow down, pleading for your life to be spared. "Please help me," moans the figure within.

NO SKILL: There is nothing you can do: so soon as the flames appeared, now they disappear and light once again enters the alleyway. But your heart remains darkened, heavy with sorrow for the poor trapped soul. [S2/ *Grief Stricken*]

PROTECTIVE TALISMAN, SPARKLING SPEAR: Instinctively, you thrust the artifact into the flame and with a great whoosh of air the flame blows out, taking your treasure with it. Standing there is the other, who brings you to his estate and rewards you generously. [D1/S1/W+3 (Max: Princely)/**Treasure**/Lose choice of **Protective Talisman or Sparkling Spear**]

FATED, ENDURING HARDSHIP (All mandatory): Your immediate reaction is to jump into the flame to offer more assistance. Then, a concussive noise causes you to lose consciousness. When you awaken, you are alone and no longer in the land of Men. [D2/Move to the Dusky Land and have an immediate encounter]

2260

You approach the other stealthily and swipe a fist full of coins from their purse.

NO SKILL: The other's enchantment rubs off on you with your close proximity. [S1/W+1 (Max: Rich)/ *Beast Form*]

MAGIC: As you grab for the coins you can feel the other's curse reaching out to entangle you.

Roll one die, adding one for Magic.

- 1-3: The curse takes hold, but you manage to limit its duration. [D-1/S1/W+1 (Max: Rich)/ *Beast Form* (1 turn)]
- 4-6: You fight off the magic and hastily go on your way. [S1/W+1 (Max: Princely)]
- 7+: With your mastery of sorcery you invert the purpose of the curse, blessing yourself with a small amount of luck. [D2/S1/W+1 (Max: Rich)/ Luck]

2261

The other may be enchanted, but that makes their riches no less attractive.

NO SKILL: The other notices your clumsy attempt to rob them of their coins. They utter a curse, powered by the enchantment wrapping them. You feel its effects grab hold as you run away with their coin purse in your hand. [D1/W+1 (Max: Rich)/ *Accursed*]

STEALTH AND STEALING: You swipe the other's purse without them being any the wiser. Later, when you are safely carrying the ill-gotten gains, you realize that some of the other's enchantment has rubbed off on the purse. [D1/S2/W+2 (Max: Princely)/ *Ensorcelled*]

2262

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, for the curse lingers with you. [D1/S1/ *Accursed*]

MAGIC: Your magical skills are the equal of those of your opponent. You easily defeat his curse. [D2/W+2 (Max: Respectable)]

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 to do no more evil. [D1/S1]

2263

The other's fervor is unsettling—so unsettling that he turns over several carts in the market. You decide to do something about it.

NO SKILL: You try to get the other to slow down—just a bit—to get him to arrange some kind of settlement with the merchants. As he just will not listen, you and the merchants decide that a different course must be pursued, and the other is taken to the square and beaten. [S1]

BARGAINING AND EVALUATION: You arrange with the merchants for the other to repair their carts and help them deliver goods. This arrangement works out well as the other applies his busy nature to a productive cause. [D1/Wisdom]

2264

A chatterbox is never desirable—but certainly not on a long voyage. You sail and sail with this busybody and not a one of the crew is happy about it. All are of agreement that he must be punished.

NO SKILL: You recommend that he walk the plank, and all readily concur. Yet in the morning he's at the breakfast table again—still gabbing continually. Apparently he's a good swimmer. [S1/Seamanship]

SEAMANSHIP: He is put in the crow's nest for the rest of the voyage, through storm and blistering heat. He tries to strike up conversations with the seagulls, but they soon abandon him as well. He eventually learns his lesson. [S1/ *Respected*]

2265

The other is too much to keep up with and amazes you with his constant energy and tenacity. You realize, however, that he is not fulfilling his duties, but is building an elaborate scheme to murder his master. You seek to stop him, that he might be justly punished.

NO SKILL: Alas, the slave's owner is not interested in hearing your baseless accusations against his favored servant. Soon after, you hear that the master was strangled in his sleep by an unknown assailant. [S1/ *Grief Stricken*]

WISDOM: By careful observation you develop irrefutable proof of the plans before you confront his master. The slave is executed and your great deed is praised by all who hear of it. [D1/S1/ *Respected*]

2266

The other wishes you to have pity on him, for in his current state he is truly in ruins. You can tell that something is amiss with the other, but you're not sure what.

NO SKILL: You decide that you must help and give him some coin to ease his strife. You later find that he was a charlatan—his false leg was a fake! You take the sham leg and beat him with it! Unfortunately, your coin has long been spent. [S1/W-1 (Min: Poor)/ Acting and Disguise]

ACTING AND DISGUISE: As you prepare to give the other some coin to easy his troubles, you notice that his false leg is a fake! You expose him as fraud and he is punished to the full extent of the law. [D1/ *Respected*]

2267

A traveling prince has come into the town you visit, demanding to be treated according to his stature. The townspeople oblige but something about the prince strikes you as odd. The other is obviously disguised, and you seek to reveal his charade before any one is harmed.

NO SKILL: Questioning him over dinner leads nowhere; but while you eat, you notice that he never does anything without watching the others first. He does not know proper table etiquette! You conspire to have him be the first to sample the monkey brains when they are brought to the table. When he begins to eat before the host is served, the murmurs trigger a cascade of discoveries. [S1/Courtly Graces]

COURTLY GRACES: The more you speak with the other, the more it is clear that he is only a servant of some sort. By a clever line of questioning, you easily reveal him to be a charlatan. The townspeople deal with him swiftly for his ruse. [D1/Acting and Disguise]

2268

You are invited to a marriage of a friend and the eldest child of a potentate of a far land of which you have never heard. You are sure the betrothed is an imposter—and you swear to undo her disguise and bring her to humiliation.

NO SKILL: You spend all of your time trying to figure it out. This makes your friend quite distressed, and you are asked to leave. But you will not stop searching for the truth in this, no matter what. [*Fated*]

APPEARANCE, SEDUCTION: At the wedding, you are dressed in your finest and turn many eyes—particularly the one betrothed to your friend! "You are quite the important person, aren't you," the other says.

"Perhaps you can take me away from this wretch?" You are aghast and expose the other to your friend immediately. Despite the good you have done, the taint of the scandal sticks to you. [D2/ *Scorned*]

2269

After you have finished beating the other, he appears to be calmed somewhat. You later discover him using your punishment to earn pity from the Vizier.

NO SKILL: You go before the Vizier to plead your case but he feels that you have been rather too harsh on this mad being. [S1/ *Imprisoned*]

BARGAINING AND EVALUATION: You recognize the shrewdness of the other in turning adversity to advantage. You go to the Vizier and plead that the other is certainly not as mad as he seems, given how clearly he is turning his beating to his advantage. The Vizier sees your point and throws the other in the stocks. [D1/S1/Quick Thinking]

2270

When you finished administering your punishment, your victim eagerly follows you, wishing to be of service to you.

NO SKILL: You cannot shake him and his constant ravings drive you from sanity! [D1/ *Insane*]

ENDURING HARDSHIP: You have pity on the poor wretch, who is obviously demented rather than truly evil. You take the other under your wing, and through much patience and understanding, you bring him back to just enough sensibility to again be part of society. [D2/S2/ Scholarship/ *Respected*]

2271

"It matters little how you try to punish me!" the other cries. "I have been through far worse than your torments in my time!"

NO SKILL: You listen to his tale of woe and are dumbstruck by the magnitude of suffering revealed. You give the wretch some coin to ease his pain and depart him a changed being. [D1/S1/Storytelling]

STORYTELLING: The other's tale is vast and wondrous—but it does not add up, even for the ravings of a madman. The more you listen, the more you realize that he is retelling stories of old, casting himself as the protagonists (changing just enough that any but the learned would not notice). You trip him up during his tale revealing him as a mountebank of notorious reputation. You turn him in to the Vizier and are rewarded. [S2/W+1 (Max: Rich)]

2272

The other has managed to seat himself at the center of a vast web of criminal mischief, and you cannot stand by while he prospers. You swear justice will be done.

NO SKILL: Unfortunately, the powerful are called powerful for a reason. You are unable to get past the other's layers of hangers-on and are forced to give up on your hopes. Perhaps a more indirect approach would have worked? [S1/Courtly Graces]

STEALTH AND STEALING: You cannot get close to the other within the town, but you know him to be an avid gambler. You make sure he hears of a game you are running, and, with the help of friends of your own, you fleece him like a newborn lamb, so cleverly that he doesn't even suspect the game was rigged. [D1/W+1 (Max: Rich)]

2273

With a baleful glare, the other looks at you and spits out a curse. "You presume to punish me, little one? ME?!"

NO SKILL: Try as you may, you cannot get the upper hand on the other. Now you are faced with a curse and your will is not strong enough to withstand it. [S1/ *Accursed*]

BARGAINING AND EVALUATION: You regret your rash action, and fear for the consequences of the curse. You hold out your hands, palms up, hoping to slow the others actions. He slows and gives you a suspicious eye. You explain that you were wrong to accuse him, apologizing profusely. He agrees to share some insights from his life with you as you clearly need instruction in the ways of the world. [D1/Wisdom/ *Fated*]

2274

Your soliloquy in the town square about the evils of the other comes so powerfully from within you that you barely notice as when the guards arrive to arrest you. It seems that the other is a favorite of the Vizier!

NO SKILL: You plead your case before the court, but the Vizier does not believe you. He orders you cast into his dungeons. [S1/ *Imprisoned*]

SEAMANSHIP: The Vizier learns of your skills as a sailor. He has need of such a man as you. He agrees to spare your life in exchange for delivering a message across a particularly dangerous sea. [D1/Courtly Graces]

2275

You discover to your regret that the other was only pretending to be occupied. As you close in to strike a blow for justice, the other turns on you, quickly producing a blade.

NO SKILL: You are not ready for this and he runs you through. He would have killed you but the city guard happens by and he flees. [D1/ *Wounded*]

APPEARANCE, SEDUCTION: The other stops short at your visage. He does not believe someone so fine would be thinking to do him harm. You agree saying that you were thought that he was an old friend and you wanted to surprise him. You part without further incident. [D2/ Luck]

2276

You decide that the best way to punish the other is to relieve him of his paltry possessions. As you work to do so, you recognize that the other is a holy person.

NO SKILL: You are thrown into remorse over what you have done and decide to go on a holy journey to cleanse yourself. [D-1/S1/Lose Piety/ *Grief Stricken/ On Pilgrimage*]

ACTING AND 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. You praise Allah for allowing you atonement for your crime. [D1/S1/Piety]

2277

Reluctantly, the other draws a sword and faces you. "I have been trying to avoid any further bloodshed in my life, but you leave me no choice."

NO SKILL: Begging the forgiveness of Allah, the other proceeds to thrash you soundly. [D1/ *Wounded*]

WEAPON USE: He is quite a skilled swordsman and he does get past your defenses a few times. You end up the better, taking him down in the end. This is more punishment than you intended, but Allah is still served. [D1/S1/Enduring Hardship]

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. The other does not doubt you and puts away the sword, allowing you to go on your way. [D1/S1/Beguiling]

2278

The offensive one cries out and others rush to see what is the cause of the cries.

NO SKILL: The other's beguiling ways are most convincing, and the crowd does not listen to your pleas regarding his evilness. They beat you and do not hesitate to rob you as well. [D2/S1/W-2 (Min: Penniless)/Beguiling/*Wounded*]

COURTLY GRACES, BEGUILING: As you continue the beating, you calmly point out to the crowd the crimes of the other. They join you in ministering justice. [D1/S2/Acting and Disguise]

2279

The other does not resist your punishment. He sees the error of his ways and accepts all that will come to him.

NO SKILL: You are awed by the other's holiness. You ask him to teach you of Allah's wonders. He agrees, if you will give alms. [D2/W-1 (Min: Poor)/Piety]

PIETY: You are seen by all as a messenger from Allah. All approve of your justice. [D1/S1/*Respected*]

2280

After you have finished beating the other, he appears humbled.

NO SKILL: You leave him to meditate on his deeds, not realizing that he would follow and rob you in your sleep. [S1/W-2 (Min: Penniless)]

COURTLY GRACES: His humility reminds you of something. Giving it some thought, you realize that he is a holy man who has lost his way. You offer to help him make a pilgrimage to cleanse his soul. [D2/S2/W-1 (Min: Poor)/Wisdom/*On Pilgrimage*]

2281

You decide that the rich are best punished by making them poor. You decide to frame the other in an elaborate plot to overthrow the Sultan. But your plan is found out and the Sultan decides to punish you both. You share a dungeon cell together. [D1/S1/W-3 (Min: Penniless)/Bargaining and Evaluation/*Imprisoned*]

2282

The other is wealthy beyond your dreams. There seems to be no way to punish him for his deeds. You cannot get past his guards, and you cannot muster the connections to discredit him. You decide that your only hope is to wait in the woods to try to catch him hunting.

NO SKILL: You wait for weeks and finally decide to give up on the endeavor. [S1/Enduring Hardship]

ENDURING HARDSHIP: You wait for weeks but the other never seems to actually go hunting. Your time is still well-spent as you get to know the area quite well. [D1/Wilderness Lore]

2283

The other is planning to transfer many fine vases from one of his villas to another. You think that it would be a grand punishment to destroy his finery.

NO SKILL: You arrange for a livestock stampede as the other's wagons pass a farm. The horses are spooked and the cart is overturned in the ruckus, destroying the vases. You can't help but to gloat. Unfortunately, your information was wrong: the other was giving the vases to the Sultan as a gift. The Sultan punishes you soundly for your vandalism. [D1/*Enslaved*]

BARGAINING AND EVALUATION: You plan to meet the other's cart in the woods and have hired thugs overturn the shipment. On consideration, you make another twist in your plan and instead threaten the other with the action unless he gifts the vases to the Sultan in both your names. He relents and the Sultan is most pleased with the gesture. [S1/*Vizier*]

2284

Your attempt to punish other is easily thwarted.

NO SKILL: When the other has you at his mercy, you are beaten and tortured until he has satisfied his wicked desires. [D1/S1/Beguiling/*Crippled*]

WEAPON USE: The other has the best of you with words, but you are sure to get the best of him with the blade. You attack with great skill, but you quickly realize that you are facing your equal (or perhaps superior) and you quickly withdraw. [D1/Wisdom]

2285

You decide that the best punishment that you can deliver is to send the other to his grave.

NO SKILL: As you are looting his body, a shadow looms over you. The one you defeated has a loyal companion who is prepared to take revenge! He has caught you unaware and you are at his mercy. [D1/W-3 (Min: Penniless)/*Enslaved*]

ACTING AND DISGUISE: You realize that the other you have defeated has a companion who is surely going to seek revenge. You quickly don the other's robes and muffle your face. When the companion comes, you pretend to be his friend and report that though you have slain your foe, you are afraid that he was a leper and now you are infected. The companion collects food, money, and a cart and horse for you to travel to a leper colony. You bid him a fine farewell as you depart with your booty. [S2/W+2 (Max: Respectable)/Acting and Disguise]

2286

The other apparently chooses not to face you. He instead disappears into a maze of buildings, leaving you with nothing but your righteous anger. [D2]

2287

The other is looking to bring fine carpets from Persia and Arabia to the rich, if less cultured, nations to the west. The other is certainly cunning, but you feel as though your skills could make the other's endeavors that much more successful.

NO SKILL: You suggest an alliance—one where you can help to gather buyers. The other decides to try you out and you do make a few sales. It

is not enough for the other to wish a permanent partnership, however. [S1/W+1 (Max: Rich)/Bargaining and Evaluation]

BARGAINING AND EVALUATION: You use some contacts that you've gathered in your travels to make some sales before you even talk to the other. Bringing him some business right from the start is most impressive, and he agrees to partner with you and you have a successful run of it. [D1/S1/W+2 (Max: Rich)/*Respected*]

2288

The other has a failing carpet-selling business. You think that you can expand his business outside of his local region. There are but a few routes to the rich, if less cultured, nations of the west, and you know of good ways to use them.

NO SKILL: You arrange with the other to create trade arrangements. Business is good. [D1/W+1 (Max: Princely)/Bargaining and Evaluation]

BARGAINING AND EVALUATION: The other sees the wisdom of your plans and agrees to do business with you, teaching the business of trade by sea as well. [D1/W+2 (Max: Princely)/Seamanship]

2289

The other's carpet-selling business is failing, though his carpets are wondrous. You think that perhaps you can help.

NO SKILL: There are only a few captains who can truly be trusted to deliver cargo in a safe and profitable manner. One of them owes you a favor. You call in on the favor to do a delivery run cheaply, making the other a great deal of coin. Your share is considerable, but with no more favors, you decide that it's best to get out now—much to the chagrin of your partner. [D1/W+2 (Max: Princely)/*Pursued*]

SEAMANSHIP: You are able to devise a plan to save many days in shipping time—making the endeavor far more profitable. Your new partner is pleased. [D1/W+3 (Max: Princely)/Bargaining and Evaluation]

2290

You hope that this other might use his wealth and influence to aid you, but for now, you will present yourself as one wishing to help him.

NO SKILL: The other enjoys making you grovel for a bit and lets you assist him in some of his dealings. He shortly discovers that your true end is to take advantage of his good position. Righteous or not in your process, the other is still taken aback by this and dismisses you. [D1/W+1 (Max: Rich)/*Fated*]

SEAMANSHIP: As you speak, you tell the other of your many travels across the oceans. The other is delighted and impressed by your adventures. He demands that you tell tales of your journeys and after an evening of sharing tales, he agrees to assist you with some portion of the monies under his command. [D1/S1/W+2 (Max: Rich)/Storytelling]

2291

The other mocks your offered assistance. "What use have I for such an inexperienced boob?"

NO SKILL: You are embarrassed to be rejected by one of such low standing and meekly make your way out of town. [D1/*Scorned*]

SEDUCTION: "Perhaps I have not made clear all of the ways that I can be of assistance," you say. The other finds your offer far more tempting and agreeable. [S1/*Beloved*]

BARGAINING AND EVALUATION: "Clearly, sir, you are not in need of any help from anyone. That said, you are also not so foolish as to fail to see how you can take advantage of another. Let me make my offer and take the risk of losing to your skills." With your consummate ability you convince the other that your advice is of great value. The other takes your advice and your rewards for service are fine indeed. [D1/W+1 (Max: Rich)/**Treasure**]

2292

The other is delighted by your generous offer. He invites you to his home for the evening meal.

NO SKILL: You enjoy a wondrous evening in his home. Your host welcomes you to explore the fine collection of art and literature in his stewardship. You find a number of intriguing volumes, and your host makes of them a fine gift. [D1/Scholarship/**Treasure**]

LUCK: The other introduces you to his wife, and you realize that she is your cousin! You never hoped to see her again. You happily tell each other your tales and journeys and as you are a relation, the other is pleased to share with you his wisdom from his many journeys. [D2/Wilderness Lore/*Fated*]

2293

The other laughs when you offer him your aid. "You are nothing but a beggar in my eyes, little one!" He continues to laugh as he turns his back to you.

NO SKILL: Others around are attracted by the other's laughter, and soon they join in mocking you. [S1/*Scorned*]

WILDERNESS LORE: The other turns and bumps a short-tempered magician, who transforms him into an ape! Your experience in the jungles has shown you the herbs needed to reverse this spell. You make the concoction for the ape and when turned human again, he showers you with gifts and apologies. [D2/S2/Beguiling/**Treasure**]

2294

You notice a mysterious glimmer in the eye of the other as you offer your assistance. There may be more to this being than meets the eye.

NO SKILL: You shrug off your intuition and continue with your conversation. Suddenly you awaken to discover that summer has ended and winter begun! You're not sure where you are, but you are sure that you need to find some clothes fast! [D2/S1/W-4 (Min: Penniless)/Wilderness Lore/Have another player move you to any land space]

SEDUCTION: You find yourself strangely attracted to the other, though you cannot be sure why. When your senses return, you discover that he has cast a charm upon you! [D-1/S2/*Ensorcelled*]

SCHOLARSHIP: You realize that this is a magician in disguise! You quickly avert your gaze before he can charm you with his magic. [D1/S1/Quick Thinking]

2295

You have no doubt that the other is wealthy, though you do have some doubts as to how or why. You think that the best way to learn his secrets is to offer to be of service to him.

NO SKILL: After a time you find that the other is clearly ensorcelled. Lest he turn his ire upon you, best you give of yourself generously. When the opportunity shows itself, you sneak off with the knowledge you've gained, but little else. [D1/S1/W-2 (Min: Poor)/Magic/Wilderness Lore]

SEAMANSHIP: You aid the other gaining luxury passage to the East. He thanks you by telling you his tale. Cursed by the Sultan's evil Vizier, even with his great wealth the other can never travel back to his home in the depths of the sea. You comfort the other and he tells you of the sea's secrets. [D1/S1/Storytelling/Opportunity to enter the Undersea Kingdom]

2296

You find the other sitting on a stone in a river, rocking back and forth and muttering in a strange language. You try to make out some of what he is saying.

NO SKILL: Whatever he is saying, you don't think it's a real language. Soon you feel woozy. You try to get out some questions but you just begin to mutter. For a fleeting moment you realize that you are muttering in the same strange tongue as the other, then all goes black. [D1/Magic/*Ensorcelled*/*Insane*]

MAGIC: You understand enough of what he is saying to know that you need to flee immediately! Before you can escape, your mind ceases as hidden secrets you were not meant to know are revealed to you! [D2/*Insane*]

2297

The other was once a renowned explorer, but something he saw in some distant land has permanently unhinged his mind. You try to lead him down the path of sanity just long enough to gain some insight into the distant lands he's traveled.

NO SKILL: You have no luck in learning anything about distant lands, but the other's tales do inspire you greatly. [S2/Storytelling/*Determined*]

WILDERNESS LORE: From time to time the other utters a phrase or two that make sense. After days of speaking with the mad bring, you piece together enough to discover the path to an ancient wonder. [D1/Opportunity to enter any Place of Power]

2298

You stop to ask for directions to the next town, but clearly the one you are asking is quite mad.

NO SKILL: You are sure that the other has some kind of secret to share. No one gets this mad without some great happening in his past. You query him further and further until you are quite spent. [D1]

SCHOLARSHIP: Just when you start to make sense from the ramblings of the other, his keeper comes to collect him. He calls the other by a nickname—one that you recognize from legends of ancient places. You use this information to press further and in a moment of lucidity, the other gives you just enough information that you can piece together the puzzle. [D2/Opportunity to enter any Place of Power]

2299

"You are trying to deceive me? Mortal, I am foremost of a race of deceivers and tricksters! However, your audacity amuses me and I will be less harsh on you than you deserve." [S1/*Wounded*]

2300

You attempt to deceive the 'efreet into believing you are not the one he seeks.

NO SKILL: It doesn't work and the 'efreet wreaks his vengeance. [S1/*Crippled*/Have another player move you to any city]

ACTING AND DISGUISE: Though you don different clothes and put on different manner, the 'efreet sees right through your performance. Still, it buys you a few extra steps, and when the lightning strikes, you are only hurt rather than killed. [S1/*Wounded*]

PROTECTIVE TALISMAN: The 'efreet swells in anger. "Are you trying to deceive me?" You smile and reply, "I don't have to," as you show him the magical artifact you have in your possession. The 'efreet's demeanor changes dramatically as he cowers and bows his head. "What is it you wish of me, master?" [D1/S1/Choice of **Seal Ring** or **Magic Lamp**]

2301

In the bustling bazaar you weave through people and tents until you believe you have lost your pursuer.

NO SKILL: You are proven wrong. Very wrong. [S1/*Crippled*]

ACTING AND DISGUISE: Even though you switched clothes while running through the bazaar, you are proven wrong: the 'efreet finds you! And he is not happy for the chase. He beats you, then strips you of your clothes and possessions. [S1/W- 6 (Min: Beggar)/*Crippled*]

PROTECTIVE TALISMAN: You stop in an alley to catch your breath, but the 'efreet is there, waiting for you. "Vengeance is mine!" he shouts. You fumble in your robes and pull out a magical artifact. The 'efreet snarls, then disappears in a cloud of foul-smelling smoke. [D1/S1]

2302

You have decided to take a voyage and one evening you see the other wailing while tossing something over the side of the boat. You are concerned that the other is tossing items of the passenger's overboard. You attack!

NO SKILL, WEAPON USE (mandatory): The other cries out and says that he is tossing the remains of his crushed sculpture collection. A rival came and smashed it in his absence. Touched by the tale you cease your attack and offer the other some money to start his collection again. [D1/W-2 (Min: Poor)]

SEAMANSHIP: The other cries out and says that he is tossing the remains of his crushed sculpture collection. A rival came and smashed it in his absence. Looking at the bits of sculpture you recognize some of it from your journeys. You tell the other of a spot where he can fish some up from where a ship sank not too long ago. The other thanks you profusely. [D1/*Respected*]

2303

You have decided to take a voyage and see the other drifting in a small boat. The other seems to be wailing while tossing something over the side of the boat. You are suspicious of the other and think there must be foul play involved.

NO SKILL: You try to convince the captain of your vessel to aid you in attacking the other's small craft. The captain offers you a dinghy of your own to go after the other. You take him up on the offer but you are unable to navigate the dinghy to the other's boat. You drift for a few days before another ship picks you up. [S1/Seamanship/*Envious*/*Wounded*/Have another player move you to any coastal space]

SEAMANSHIP (mandatory): You convince the captain to turn his vessel upon the other. The other turns out to have stolen from a friend and has decided that he cannot profit thusly. He further cannot tell his friend, and is therefore tossing the treasures into the waters. You are able to save some of the items and bring the other to justice. There is a fine, yet tearful reward. [D1/S1/W+2 (Max: Princely)/**Treasure**]

2304

One evening, on a voyage, you see the other, a known scoundrel, threatening a fellow passenger. You spring into action, attacking the other. Alas, too soon you discover that the other was acting righteously—his "victim" was a far worse villain.

NO SKILL, WEAPON USE (mandatory): Your quick and decisive blows slew the other before the truth could come out. You are thrown into the brig for the remainder of the voyage. [D1/Quick Thinking/Have another player move you to any coastal space]

SEAMANSHIP: Despite the rocking of the ship, your blows were carefully aimed and delivered, allowing you to fell the other without permanent harm. As you discover the truth, you work with the other to apprehend the thief. You offer to pay for the other's treatments. [D1/S1/W-1 (Min: Poor)/Quick Thinking]

2305

You choose to take a voyage and meet the other aboard. You soon decide that the other is an infidel and must be dealt with. Unfortunately the other has many followers aboard and you are easily subdued and tossed over.

NO SKILL: You wash up on shore, unsure of who you are. [D1/W-2 (Min: Penniless)/*Insane*/*Wounded*/Have another player move you to any coastal space]

SEAMANSHIP: You are deft enough at swimming that you can reach the dinghy dragged by the ship. You cut the tether and row to the shore. [S1/Luck/ Have another player move you to any coastal space]

2306

Listening to the other you find him quite wise...until you realize that he is planning a grand swindle for which you will be blamed! You take no time for questions—you attack!

NO SKILL: The other is surprisingly agile and tosses you into a nearby river. You cannot swim and soon you feel that you are going to drown. Before you lose consciousness, hands begin to grab you and draw you down to the bottom of the sea. [D1/Seamanship/Weapon Use/Move to the Undersea Kingdom and have an immediate encounter]

WEAPON USE: The other is surprising agile and almost bests you. But your experience allows you to get the upper hand at the last moment and toss the other into the nearby river. You declare what you have done to all who gather to watch the struggle, and at your words they suggest that you keep the other's possessions. [S1/**Treasure**]

2307

The other speaks of interesting things from far-off places. You note before it's too late that you and the others listening are being lulled by a spell. You attack!

NO SKILL: You beat the other soundly and the listeners hail your insight. [D1/Seduction/*Respected*]

WEAPON USE: The other grabs a basket and swings it at you. You experience comes into play as you avoid the blow and take the makeshift weapon from the other. With a single strike you render the other harmless. Now you must deal with the other's followers.

NO SKILL: You are beaten and thrown into an alley. Apparently they continued to be under the other's spell. [D1/*Envious*/*Scorned*]

APPEARANCE: You stun the others with your visage long enough to explain that they are under a spell. Enough of the others shake it off to save you from a horrible fate. [D2/Seduction]

2308

Something strikes you that the other seems like a good target for ransom. You begin to plot a kidnapping.

NO SKILL: Disguised as a holy man, you set a trap for the other. Your disguise helps you to gain the other's trust enough for you to get the drop on him. Unfortunately, you were wrong about the other's worth. You discover that his crafter nature tricked you. The joke was on both of you in the end. You release the other in the woods and disappear yourself, never to return to this area without a new disguise. [S1/Acting and Disguise]

WILDERNESS LORE: You disguise yourself as a being of the woods and lure the other into your trust...That's what you think, anyway. You find that you are the one who is captured, only to be let loose again when the other discovers that you're not really a magical being of the woods. [D1/Appearance/Acting and Disguise]

SEAMANSHIP: You discover that the other is bound for a sea journey and you decide that this is when you shall strike. You take the other by surprise before he boards and you assume his identity for the voyage, abandoning your plan to kidnap him. The trick is on you as the other is wanted and you are the one who is jailed. [D2/Stealth and Stealing/*Imprisoned*]

2309

You decide to take a voyage and encounter the other on the ship. He seems a good candidate for a kidnapping.

NO SKILL: Try as you might, you cannot trick the other into showing a weakness. Your attempts are unsuccessful. [Acting and Disguise/Stealth and Stealing]

SEAMANSHIP: You know that the other will have to attend to a certain area of the ship at some point—a secluded area. You wait there for the other near the end of the voyage and waylay him. The other is not missed as you cart him off the vessel in a trunk. The ransom is small, but worth your efforts. [S1/W+1 (Max: Rich)]

2310

You decide to take a voyage where you meet the other. The other seams a good candidate for a kidnapping.

NO SKILL: You try to lure the other into a secluded area of the ship. Your attempts fail. [D1/Seduction]

SEAMANSHIP: You lull the other into a false sense of security with tales of sailing and boat craft. You do not notice that the whole time, the other has slowly been plying you with drink after drink. You awaken after the ship has docked to find your purse gone. [S1/W-2 (Min: Penniless)/Seduction]

2311

Hired to retrieve a man from a gang of bandits, your new employer told you where and when to best find your target. So that very night you creep up to the gang's campfire, where you see a person sitting: the person who hired you!

NO SKILL: You freeze in confusion as the man turns to you and smiles. You then find a scimitar across your throat: the trap they set has closed

upon you. Fortunately, they are so amused by their own skill that they let you off easily. [D-1/S-1/W-2 (Min: Poor)]

STEALTH AND STEALING: It would have been a perfect trap—if you hadn't recognized the person hiring you as himself a renowned thief. Your "target" smiles, expecting the trap to close shut right about now, but the thug who he expected to come up behind you was waylaid by a pit you dug out earlier. You casually saunter forward toward the thief, his smile vanishing. [D1/S2/W+2 (Max: Respectable)/Stealth and Stealing]

2312

Your pockets were picked by an expert and you have lost not a few bits of gold. Fortunately, you know of a thief who owes you a favor and could help you recover your stolen money. Unfortunately, your acquaintance is imprisoned and will be publicly executed the next day.

NO SKILL: He is too heavily guarded for you to reach him by force, nor have you coin enough to bribe the guards. [W-1 (Min: Poor)]

STEALTH AND STEALING, BEGUILING: Through sneaking in the dark corners and fast talking in the open light, you are able to meet with the thief in his cell and tell your tale. He agrees to help if you save him from his fate. At the next dawn, a distraction you engineered allows you to ride by on a swift horse and lift the thief up into your saddle, his guards still confused and clueless. He repays you as promised, helping you to recover your stolen property. [D2/S1]

2313

You are asked to rescue a man who is caught up in some intrigue. However, soon after, you see that same man helping bandits steal from a merchant. You do not care to help a thief and therefore abandon the mission. [D1/S1]

2314

The slave is purchasing food for his master's dinner, going about from merchant to merchant, checking the quality of the food and haggling prices. He pays you not the slightest attention. [S1]

2315

You realize it is folly to importune a slave belonging to another in the middle of his work. [D1]

2316

The slave is running from merchant to merchant, trying to complete the tasks set to him by his master. He has no time to discuss business with you—if he is late, he will suffer a rude beating. If you truly want his services, you will need to purchase him from his master.

Do you wish to purchase him, and do you have a Wealth level of at least Rich?

If you do not want to purchase this slave or have Wealth less than Rich: You thank him and go on your way. [D1]

If you do want to purchase this slave: You go to his master's home and ask to purchase the slave. The man asks for a lot of money, far more than the slave is worth.

NO SKILL: You realize it is not worth the time or effort to pursue and you go about your way. [D1]

BEGUILING: You are able to haggle with the owner and bring down the price to a fair amount. The slave proves incredibly able and even teaches you a few things. [D1/S1/W-1 (Min: Poor)/Bargaining and Evaluation]

2317

Seeing as the 'efreet is an intelligent being, perhaps reasoning will resolve this situation.

NO SKILL: The 'efreet ignores your words as if you were a worm and proceeds to exact his vengeance. [S1/*Crippled*]

BEGUILING, PROTECTIVE TALISMAN: Your words penetrate the haze of hatred surrounding the 'efreet. He listens intently and finally he says, "I see that your intentions were not of a malicious nature and therefore I forgive you." The 'efreet vanishes in a cloud of smoke, leaving you unharmed. [D1/S1]

2318

Believing that running away will not help you, you attempt another tactic—that of trying to talk with your enemy. The 'efreet ignores your words as if you were a worm and proceeds to exact his vengeance. [S1/*Crippled*]

2319

You think it can't hurt to talk to this imposing enemy.

NO SKILL: "A mortal who dares to speak to one of the Dusky race must be a complete stranger to fear. I respect that and leave you be." [D1/S1]

STORYTELLING: You begin with a short, amusing tale and the 'efreet laughs. Encouraged by this reaction, you begin to weave a string of tales, some light-hearted and some quite dramatic: they are the stories of your own adventures. Time marches on and exhaustion thickens your tongue so that you must stop. Apprehensively, you look at the 'efreet, waiting for some reaction—and the 'efreet responds with delightful clapping. "Mortal, I have not been entertained so in a long while. Please accept this gift." He vanishes, leaving a wondrous object in front of you. [D1/S1/**Treasure**]

2320

"And what paltry sum can you offer to make it worth my while?"

NO SKILL: You realize no matter what sum you offer the other will still refuse. [S1]

BEGUILING: You tell him that while you can't offer anything up front for his services, you will give up the first instance of wealth gained. Your words are convincing enough for the other to agree to your deal. [D1/Magic/The next time you gain Wealth from an award, it is immediately given away as per your deal]

2321

The other is known to possess great power.

NO SKILL: "Before I agree to help you, you must do one thing for me. Go to the Sultan's palace and tell him you have a message from me." The next day you go to the Sultan's palace and are given an immediate audience upon mentioning the other by name. The Sultan claps his hands in delight and guards grab your arms. "We are finally able to mete out justice for the transgressions of your friend." No matter what you say to the contrary, you are beaten in front of a large audience. [S1/*Wounded/Scorned*]

BRASS TRUMPET (mandatory): The trumpet lets out a warning of impending deceit. The other is so startled by the noise, he runs, dropping a purse full of gold. [D1/W+1 (Max: Rich)]

2322

The other is known to possess knowledge of the deepest secrets.

NO SKILL: Unfortunately, the other also knows that you cannot afford his services.

ACTING AND DISGUISE, COURTLY GRACES: You put on noble airs and begin to state your business.

If your Wealth is Respectable or lower: After a short time with you, the other figures out your true state of being and departs from your company. [D1]

If your Wealth is Rich or greater: Your performance excites his greed and he eagerly helps fulfill your quest. [D2/S1/W-1 (Min: Respectable)/**Treasure**]

2323

When the robed other passes by, you bump into him, your hand darting into his robes. As you try to remove your hand, you realize it is stuck in a thick liquid, like watered honey. "Aha! You've been snared by my ingenious anti-pickpocket device. Now you shall pay for your transgression." The other tries to cast a spell, but the substance holding you causes the both of you to be entangled in an awkward position.

NO SKILL: Passersby laugh at the spectacle of the "two-headed" fool. [*Scorned*]

STORYTELLING, ACTING AND DISGUISE: You make the best of the situation and begin performing a dumb-show for the people passing by. Some even throw coins for your performance, which, alas, you must share with your "partner." Still, you manage to turn a small profit before you can extricate your hand and flee. [S1/W+1 (Max: Poor)/Choice of Storytelling or Acting and Disguise]

2324

The other is carrying a bubbling potion in a decorated pottery jar. As he comes near, he trips on his robes and falls. As you go to help him up, you espy a bulging purse at his waist.

NO SKILL: You try to relieve the other of his belongings, but you are caught. "Fool! How dare you?" He draws himself up to call down a great curse on you, but as he raises his hands, he slips again on the liquid. You quickly make your escape before he can regain his feet. [S1/Quick Thinking]

STEALTH AND STEALING: You deftly remove the purse as you lift the other off the ground. The other thanks you profusely and offers a reward, but as he reaches for where the purse once dwelled, you stay his hand. "No reward is necessary for aiding a fellow True Believer." [S2/W+2 (Max: Respectable)]

2325

The old other is struggling with a huge rock. You can't understand the reason behind their action but you see an opportunity. . . .

NO SKILL: The other is startled by your approach and drops the rock on your foot. You hop around hurling expletives, while the other wanders off, muttering "Ah, so that's what happens when you lift more than you can carry." [D1/Wounded]

STEALTH AND STEALING: You approach silently, but still the old one is startled and drops the rock. You wince in anticipation of the impact, but it never comes: the rock is floating in the air. "You thought I was going to drop this rock on your foot, did you not? Well, only a skilled wielder of magic like myself can. . . ." With that, the rock falls on your foot. "Whoops." The other skulks away, leaving you howling in pain. [*Wounded*]

2326

The other is profuse in his thanks. "Thank you for testing my new potion. It shall increase your strength tenfold!"

NO SKILL: You eagerly accept a draught of the fabricated liquid. Immediately, you notice your muscles knot tighter, and you indeed feel much stronger. You go to look at yourself in a nearby mirror and see an ape staring back at you. "That was not supposed to happen," says the other. [S1/*Beast Form*]

MAGIC: From your studies in the arcane arts you notice the color of the liquid appears wrong. You pretend to drink the potion and then put on a display of strength. The other is delighted at the efficacy of his potion and happily hops back to his workshop. [D1/Acting and Disguise]

2327

"A spell is a complicated thing," the other says. "And it's so hard to get test subjects." Before you can respond, the other chants a quick phrase in a harsh language you can't understand.

NO SKILL: In a trice, a great djinn appears before you! The other is even more surprised than you. The djinn grabs you and whisks you away to a land beyond men. [D1/Move to the Dusky Land and have an immediate encounter]

SCHOLARSHIP: You recognize that the words are in an ancient form of the tongue of the Fire-Worshipping Magians. No good can possibly come from allowing the other to complete his invocation. You stop the other and rescind your offer of help. [S1]

PURSUED (mandatory): Before the other even finishes his words, you are greeted by a harsh cry from behind you both. Turning, you discover your most hated enemy stands there, puzzled how he came to this place. "That wasn't supposed to happen," the other says. [D1/Have an immediate encounter with your Pursuer on the Pursuing line of Matrix H]

2328

A strange denizen of the sea invites you to celebrate with him the rising tide. Standing just off the shore in inches of water you face the horizon, letting water drain between your fingers. You give a prayer to the Most High for gifting you this moment of beauty. [S1/Piety]

2329

A merman invites you to participate in his people's tradition of celebrating the rising tide with prayer.

NO SKILL: You don't want to insult you new friend so you join him in prayer. [D1]

PIETY: You do not want to insult your friend, but you tell him that your faith cannot allow you to do such a thing. However, you would be willing to teach him the prayers to the One God, and the merman accepts this teaching graciously. [D2/Piety]

2330

To your amazement, a merman invites you under the waters to dine with his family. At the dinner table, before you can eat, everyone holds hands and prays for the food on the table. Then you join the merfolk as they dance around the table—three times to the left, then three times to the right. You don't understand what is going on, but you have worked up such an appetite so that when the prayers are done you are eager to eat. [D1/S1]

2331

While the treasure is tempting, its guards are too imposing for you to try anything, so you move on. [D-1]

2332

As you walk by you feel the eyes of the guards upon you. [S1]

2333

The treasure, though small, is breathtaking, as breathtaking as the guards are fierce. You take a step closer and the guards narrow their eyes, and you turn away.

NO SKILL: As each step carries you further from the treasure, it grows larger in your mind, in your imagination surpassing all else you have seen. For days, the idea of going back to the treasure gnaws at you, and when finally you return, it is gone. [D1/*Envious*]

WEAPON USE: You finger your sword absentmindedly as you walk by. The guards snort derisively at you, "Look, he's thinking to make off with the treasure." The guards laugh.

Do you walk away or do you draw your sword?

If you walk away: You will not be forced to what you don't want to do. [D1]

If you draw your sword: Their laughter insults you and you take up their challenge. Your dazzling display of swordsmanship leaves many wounds upon the guards. However, you do not take the now-unguarded treasure, as a final rebuff to their derision. [D1/S1]

2334

You have come to a town where the people practice layer upon layer of ritual. Before you can enter, you are asked to do many strange things. After half a day of questions and songs and recitations, finally, you are asked to remove your clothes and be bathed in a nearby shallow pool.

You may change your mind or continue.

If you change your mind: You've done what they have asked up until this point but you feel this last custom is ridiculous—all this just to enter a small village. Only so much will you endure before you walk away. [S1]

If you continue: You have done other things they have required of you and while this last one seems unreasonable, you do not wish to insult them. You agree, but before you remove any clothing, the villagers shout, "Thank Allah!" and suddenly the village and its people are transformed into a city and people of splendor. You are told that they were under a curse and they required to have a stranger agree to following all their ridiculous customs in order to free themselves of this enchantment. They reward you handsomely for your perseverance. [D2/S1/W+2 (Max: Princely)/Enduring Hardship/*Blessed*]

2335

As you sail, you come across the captain looking out in the water. Suddenly, he pales at some distant sight and throws up his hands in some sort of intricate warding gesture. You think it could not hurt to copy him and note the gesture for the future. [S1]

2336

A dendan passes by the ship, causing a panic among the crew. The captain begins to chant and gesture strangely, and quickly the rest of the crew begins to do the selfsame thing.

NO SKILL: You can only assume this has something to do with the dendan and the safety of the ship, so you join the chant as well. Your ship sails along unharmed. [S1]

SCHOLARSHIP: You begin to chant along with the others but then realize the ridiculousness of the situation. Only a shout from a human will protect them against a dendan, not this peculiar ritual. One of the crew sees your refusal to join in, and when the captain learns, he orders you bound and thrown into the cargo hold. In the very moment that your wrists are tied, the dendan attacks the ship, shattering it. [Go to paragraph 2340]

2337

The captain asks you to join him in his cabin. You follow him inside, whereupon immediately he admits he fears a mutiny is brewing. He wants to know if he can count on your loyalty. While he talks, your eyes scan the cabin and its treasures from past raids.

NO SKILL: Unfortunately, you are swept up in the mutiny when it happens and the new captain does not give you an opportunity to visit his cabin. [S1]

STEALTH AND STEALING: While the mutiny takes place, you are able to sneak into the cabin, take some choice items, then return to the deck before anyone notices you are missing. [D1/S1/W+1 (Max: Rich)]

BARGAINING AND EVALUATION: While the mutiny takes place, you are able to sneak into the cabin, and take the one item that really caught your attention earlier. [D1/S1/**Treasure**]

2338

The captain's paranoia seems to increase every day, and every day he sits in his cabin, most likely protecting his hoard.

NO SKILL: In a rare moment when he is of the captain's absence from the cabin, you sneak in and grab some items. Later, the captain calls all hands on deck and declares that someone has stolen from him and produces page upon page of tightly written manifests to prove his case. He declares the ship will not enter port until the culprit is found. The crew has had enough, mutinies, and throws the captain overboard. You have gotten away cleanly but feel very sad at the loss of the captain. [D1/W+2 (Max: Rich)/*Grief Stricken*]

LUCK: While the captain goes on some rounds, you attempt to sneak into his cabin. However, someone is there before you! Lest you get caught, you overpower the villain from behind, just as the captain returns suddenly. He sees that you have stopped a thief and rewards you generously, as well as making you his first mate. [D2/S1/W+3 (Max: Rich)/Quick Thinking]

2339

The captain, a superstitious man, believes that if ever he loses the golden feather in his hair, the ship will be lost. You don't believe that, and the feather would make a nice addition to your coffers. One night, as the captain sleeps, you steal the feather, but after only a few steps out of the room, the ship begins to list wildly. Screams break out above you and your only thought now is to return the feather. You open to the door to the cabin to see the captain standing there. He plucks the feather from your hands and dons it: the ship calms immediately. "Sometimes I have to remind my crew that I am not crazy." He returns to his bunk and goes back to sleep. From that point on, you strive to be the best sailor possible. [D1/S1/Seamanship]

2340

Your ship has been destroyed by a dendan! You hold on to some floating jetsam as the water froths about you. You are trying to shout, but water keeps entering your mouth. Suddenly, a merman appears next to you and bids you to follow him underwater.

NO SKILL: Your situation compels you to follow, even though you don't know how you will survive. The merman puts some strange oil on you and pushes you underwater. You're scared at first but then you realize you can move and breathe underwater as if on land. With renewed confidence, you follow the merman to his abode where you are treated like family. After a few days of generous hospitality, the merman brings you back to the dry land... along with some gifts. [D2/S2/Luck/**Dendan Oil**]

SEAMANSHIP: You are grateful for the assistance, but you explain that your skills lie on the surface of the water, not underneath. You ask to be taken to dry land to await a proper rescue. [S1]

2341

While you are fishing, you see a merman's head break the surface. Immediately you fall to friendly conversation. After a few hours of discourse, the merman invites you to his world. You agree and are shown such wondrous sights as few surfacemen have ever seen. [Move to the Undersea Kingdom and have an immediate encounter]

2342

While you are fishing, you see a merman's head break the surface. "What are you doing?" he asks. He finds it hard to believe you can catch fish from above the surface of the water. He bids you to follow him, promising you a huge catch. Although you have to surface every minute or so, following his techniques you catch so many fish, you end up selling most of them to the market. [D1/W+1 (Max: Poor)]

2343

The other emanates such power—and such malice—that you make sure your paths do not cross. [D1]

2344

The other approaches you. "I am looking for subjects for my studies. Are you interested?"

NO SKILL: You feign muteness, shake your head "no," and continue on your journey. [D1]

MAGIC: At first you refuse, but then curiosity and the thirst for knowledge gets the better of you. You agree to help the other and in return, you are taught many things. [S1/Magic]

2345

The other glares at you as you try very hard not to meet her gaze. Soon, she has passed and you discover you have been holding your breath in fear. [S1]

2346

You espy a merman, unprovoked, attack an innocent victim then flee into the water. You follow the merman back to his surface lair and make note of the location so that you can direct the city guards here without fail. [D1/Quick Thinking]

2347

A merman walks the quay of this town, apparently a familiar sight here. One second he is standing quietly among some merchants and the next, fickle as the tides of the sea, he is raining blows in all directions. When he is done, he calmly walks away.

NO SKILL: You were not confident enough to confront the merman during his state of rage, but you follow him to see where he flees. Unfortunately, he dives into a nearby body of water and disappears. [S1]

WEAPON USE: Drawing your sword, you attack. The merman runs and you chase after him, cornering him at the docks. Unfortunately, you forgot the nature of the one you follow and he dives into the water, lost to your sight. [D1]

DENDAN OIL: The merman dives into a nearby body of water. Quickly, you apply the Dendan Oil to your body and dive in after him. You surprise him and are able to bring him back to the surface into the arms of waiting guards. The merchants thank you and reward you for your efforts. [D1/W+2 (Max: Rich)/Lose **Dendan Oil**]

2348

You witness an infidel dweller of the oceans administering a harsh beating to a beggar. You are too afraid to help, but after the deed is done, you follow the culprit to its lair and note the location, and then bring an armed mob to seize and punish the merman for all his foul deeds. [D1]

2349

You carefully avoid being drawn in by the dazzling looks and sad eyes of the other. They are obviously in a story of which you want no part. [S-1]

2350

It's very hard not to react to the attentions of the other, but you steel yourself and walk away. [S1]

2351

Although you are showered with gifts and attention, you don't want to be a part of the other's world.

NO SKILL: Your graceless refusal of their attentions insults the other greatly. The other summons guards to teach you a lesson. [S1/*Wounded*]

COURTLY GRACES: In words that would satisfy even a sultan, you convey to the other your desire to be left alone. So charmed, the other agrees—if you would but accept a single gift from them. [S1/**Treasure**]

APPEARANCE (if the opposite sex from the other): No matter how hard you try to convince the other you wish no part of them, they cling to you, devote themselves to you. At some point you are able to escape from their presence but you know you will see them again. [*Beloved*]

2352

While walking through the busy marketplace, you are approached by a veiled woman. She gives you a purse of gold and begs you to buy her at the slave market. Sure enough, when you arrive there, she is up for auction—and the bidding escalates quickly. You look into the purse—there are easily a hundred gold coins here, a fortune for a slave! You easily outbid everyone, including a scowling man in rich robes. The slave says quietly, "Thank you for saving me from that monster. He had me sold as a slave only to buy me to make it legal. My father will reward you handsomely—but you must watch your back as you have acquired a powerful enemy." [S1/W+3 (Max: Princely)/*Pursued* (MERCHANT)]

2353

The slave market is busy, buzzing with sounds of selling and buying. Then, a new slave, hooded, appears, ready to be auctioned. Everything goes silent—no noise whatsoever is heard. You look around at all the entranced faces, then catch the eyes of the slave. A will not your own compels you to shout "One gold coin!" "Sold!"—and with that sound returns to the marketplace. Suddenly the slave appears besides you, revealing himself to be a wizard. He tells you he was cursed to be sold into slavery. Luckily, he perceived you as having a kind soul and had enough power left to him to choose you over the others to buy him. He returns your gold coin—and a small purse full of more like it—as a reward, then bids you farewell. [S2/W+2 (Max: Rich)]

2354

You are in the market for a slave to help you in your travels. However, the choices available are few and expensive. You turn to leave and standing in front of you is a toothless, pock-marked man, holding the arm of a veiled woman. "I have what you need and it will not cost you much."

NO SKILL: You give some gold to them and lead your acquisition away. You don't get too far when you are confronted by the guards, accusing you of abduction. You say you bought the slave legitimately, but one of the guards was at the auction and doesn't recall this slave being auctioned. The veiled woman affirms this by revealing herself to be an old hag—none would ever buy her as a slave. You are arrested, a victim of a con. [W-1 (Min: Penniless)/*Imprisoned*]

WISDOM, SCHOLARSHIP: While slave masters are not known to be good and decent people, you do know that there are rules for selling slaves, and approaching a buyer like this is against standards and practices. You hold onto your money and depart in haste. [Choice of Wisdom or Scholarship]

2355

The other offers you a "position" in his work for a handsome fee. Afterwards, because of what you have witnessed and done, you are haunted by black thoughts and dizziness. [W+1 (Max: Respectable)/Lose one skill of your choice]

2356

You almost regret accepting the offer to help the other, but afterwards, you feel better than you have in years. [W+1 (Max: Respectable)/Gain one skill of your choice that you do not possess]

2357

The other says, "I have need of freshly deceased bodies to continue my work. I shall pay you fifty pieces of gold for each body you bring me."

NO SKILL: You don't mind helping especially since coin is involved, but soon the grisly work catches up to you. You offer humble apologies and ask to depart. [W+1 (Max: Respectable]

PIETY: The idea of desecrating deceased bodies is appalling to your faith. However, under the pretense of agreeing to help the other, you get word to the sultan about the other's activities and an ambush is set up whereby the other is arrested. The sultan rewards you generously. [S1/W+4 (Max: Princely]

2358

You stumble upon the other about to cast a spell on a young maiden. Without further thought, you unsheathe your blade and charge forward.

NO SKILL: Your strike fells the other. Instead of gratitude, the maiden, showers you with blows and curses. "It has taken me years to find someone who could lift the enchantment I'm under! Now I must suffer even longer." Her words sadden you—perhaps next time you will be less rash with your actions. [S1/*Grief Stricken*/*Accursed*]

MAGIC: You are unsure what the other plans to do so you react quickly by displaying your power, casting the other to the floor. The maiden turns to you. "Idiot! I was finally going to be rid of the curse I'm under but you have ruined my chance. I curse you in the name of Allah!" With those words you feel your body warp and melt. [*Beast Form*]

2359

The other divines your intention but remains steadfast. "Do what you feel you must do." At these words you are shamed and ask for forgiveness. [Piety]

2360

You have been treated poorly in the past by those who practice the Arts, and though the other has a good reputation, you nevertheless find yourself driven to violence.

NO SKILL: Your blows reduce the other to a bloody mess. You stare at your weapon with awe—truly, steel is mightier than magic! But when you look back toward your victim, there is nothing there save a small scrap of parchment. When you pick it up, immediately it disappears in a flash. You shrug, and continue on your way, stumbling every few steps, though you know not why. [*Accursed*]

PIETY: Before you do something regrettable, your faith calms your breast. It matters not what methods are used to spread kindness and gentility to others, but those that do so should be honored, not hated. You bring yourself to smile in appreciation of the other's deeds before you head on your way. [D1/Wisdom]

2361

Your offer of aid brings a laugh of contempt from the other, and you are turned into a donkey. "That is the only way you could be of use to me!" [*Beast Form*]

2362

You offer the other your respectful greetings, and ask whether you may be of any assistance. The other looks you up and down and says, "Indeed, I could use your help. There is one who owes me a large sum of money. I would like you to retrieve it for me."

NO SKILL: You follow the directions on finding this person and when you do, you accost them roughly, demanding money. "You dare soil my robes with your beggar hands? Guards, arrest this vagrant!" The other took you for a fool and rightly so: next time, you will get more detail about someone you are supposed to approach so that you don't run blindly into another Vizier. [D1/Wisdom/*Imprisoned*]

SCHOLARSHIP, WISDOM: You immediately recognize the "debtor" as the Vizier of this land, and realize the other has tried to make a fool of you. You turn the tables by telling the Vizier that the other is spreading false and vicious rumors about him. The Vizier has the other arrested and you are rewarded for your loyalty. [D2/W+1 (Max: Respectable)/*Robe of Honor*]

2363

You offer your services to the other, who offers a nice purse as payment. After performing your service you are given only the purse. "I did say your payment would be a nice purse. And I happen to think that is a very nice purse." You leave, prepared for the next time you have to deal with those who wield the Dark Arts. [Wisdom]

2364

You have something of interest to the other, who wishes to purchase it from you.

NO SKILL: You accept the payment of one gold coin. The other puts it in your hand, but before you can close your fist, the coin is gone! You call the other back to explain the situation. With raised eyebrow, the other warily puts another coin in your hand. You make a fist but when you open it again, you discover the coin is gone! Frustrated, you turn, but the other laughs and says, "You have been a good sport. Come, let me pay you for the entertainment you have provided me. And in your hand a purse of gold is placed. [W+1 (Max: Respectable)]

BARGAINING AND EVALUATION: You haggle for a higher price, but the other becomes angry. "Come now, you are wasting my time. Let us trade or let us part." You declare a fair price but then the other balks. "First you thought your item was worth much more and now you have come down so far in value, I cannot believe this item is worth anything." And with that he departs, leaving you in a confused state. [SI]

2365

Realizing the nature of the one you have met, you spin a fantastical yarn of deceptions and trickery, of the pompous humiliated and the quick-witted triumphant. The other laughs and rewards you for the entertainment. [Storytelling]

2366

Drawing your weapon, you leap at the other with a proud battle cry.

NO SKILL: The other raises a hand, and your weapon wrenches itself from your hand. Another gesture, and it attacks you as though it were wielded by an invisible djinn. [*Wounded*]

WEAPON USE: The other gestures and your sword transforms into a snake! Without hesitation, you strike the other with the reptile and it bites the other. Instead of a quick death, the other lies writhing on the floor, slowly dying, as the serpent's poison courses through their body. [D1/Quick Thinking]

2367

The other laughs at your impertinence and with an offhanded gesture, transforms your sword into a snake! You fling it from you in horror, and take to your heels. [D-1]

2368

Your weapon moves like the lightning from a spring storm, and the other is taken by surprise.

NO SKILL: Your blade encounters nothing but empty air; the other has disappeared like morning mist, leaving only the echoes of their laughter. [SI]

WISDOM: At the last moment, you think better of attacking a wielder of magic with weapons of mere steel. So you decide to put on a show of skill by fighting an invisible foe to the delight of the other. In praise of your skill, you are given a small gift. [Weapon Use/**Magic Bead**]

2369

The other laughs with delight at the thought that one such as you would dare to trick one such as they. "Take my blessing as a reward for amusing me," the others says before turning away, still chuckling. [*Blessed*]

2370

You launch into a prepared speech, thinking yourself more clever than a tree full of monkeys.

NO SKILL: But suddenly your voice is muffled—for your mouth has disappeared like a healed wound. "Be careful," says the other, "of whom you would seek to deceive." Your mouth returns, but you keep it closed, and leave. [Wisdom]

APPEARANCE: Your story and your handsome face cannot fail to succeed, you think—but suddenly you find that you stink, and your whole body is covered with boils. "Do not presume to trick a trickster," says the other with a laugh. [D1/Lose Appearance]

2371

You give a performance that would convince a Sultan.

NO SKILL: But suddenly you realize the tables have been turned upon you. Instead of tricking the other into believing your virtue, you are boasting of the most heinous crimes before a crowd of onlookers. You escape before you can be arrested, but you are a wanted, self-confessed criminal. [*Outlaw*]

BEGUILING: The other listens to your tale gravely, but at the end turns an indulgent smile upon you, as a parent smiles upon a precocious child. "That was well told, but you still have much to learn." You spend some time with the other learning to craft tales more convincingly by magical means. [Magic]

2372

You hire the other in order to intimidate one that who oppressed you in the past.

NO SKILL: As you conclude the deal, the other turns you into a giant, black djinn that you might confront your tormentor. Unfortunately, your voice does not match your stature and the words you speak instill laughter instead of fear. Perhaps you will learn to manipulate your voice to augment your disguise. [D1/Acting and Disguise/*Scorned*]

BARGAINING AND EVALUATION: As you congratulate yourself on getting the services of the other for a mere pittance, you soon regret your decision as the other displays no skills whatsoever, and he makes a fool of you in front of your oppressor. As you turn to confront the other, you see his double at a merchant's stall! You stride over to the stall and demand to know what is going on. "You didn't expect to hire me personally for the amount you offered, did you? I put a glamour on my slave to portray me in my stead." You are made an even bigger fool and to a larger audience. [S1/*Scorned*]

2373

Approaching the other warily, you inquire whether their services might be available for hire.

NO SKILL: "Not for the likes of you!" Before you can make any answer, the other disappears, leaving only their laughter echoing behind. [D1]

PIETY: "Your faith will serve you better than I can," they reply, taking you by surprise. "I had thought to play some harmful trick on you, but I see that you deserve better." You part ways, no better off but no worse. [D2]

2374

You see the other make a fool of a merchant and think twice about asking them to join you. [S1]

2375

The other's voice booms in your ear. "What is your life worth?" Caught off-guard, you know not what to say: you never expected to be bargaining for your life this day.

NO SKILL: You start babbling, then pleading for your life to be spared.

> *If your Wealth is Respectable or greater:* You offer gold, jewels, slaves—but nothing interests the other. Soon, he shakes his head. "You are completely beneath my consideration." So saying this, the other vanishes in a dark cloud of smoke. [D-1]
>
> *If your Wealth is Poor or less:* Saddened, you say you have nothing to offer. The other shakes his head. "You have more to offer than material goods. Allah created men for a higher purpose in life than to just wallow in material things. Your potential is greater than all the wealth in a Sultan's treasury." The other departs in a cloud of smoke, leaving you to ponder his words carefully. [D1/Wisdom]

PIETY: "My life," you begin, "has the same value as all of Allah's creatures." The other, surprised at the strength of your faith, bows low and departs. [D2]

2376

The other casts a baleful eye towards you and freezes you in place. Fearing these may be your last moments, you plead for a respite to take care of important family business. You promise to return after visiting your home. The other's face looks perplexed. "The one I seek has no family. You may go on your way with my apologies." With that the other departs, leaving you holding a wondrous object. [Luck/**Treasure**]

2377

You approach on bended knee, showing the utmost respect to the other. You plead for an audience, requesting to use their talents for some small gain. The other responds with complete revulsion, "I have no desire to delve further into your miserable life. I leave you to your own devices." [S1]

2378

A friend of yours cites a tale of treachery and thievery: while he was pearl diving, a merman attacked him and stole the pearls he had gathered. You immediately draw your sword and vow to find this merman and take back what was stolen.

NO SKILL: You search the shore for a long time but the merman never appears. [S1]

ENDURING HARDSHIP: You perch atop some rocks, staring out into the water for hours, and are finally rewarded with the appearance of the merman. The merman leaves a sack on the sand then dives back into the water. You seize the sack and retreat to your perch. Within are more pearls, gems and jewels than ever your friend could have gathered—taking this sack will be payment in full for the merman's crime. [S1/W+2 (Max: Rich)]

2379

By providence, you stumble upon the lair of a merman bandit who has been causing much trouble in this area, far from the sea. He is asleep and it would be a simple matter to steal his ill-gained goods, and then perhaps bring round the guards here to collect a bounty.

NO SKILL: You decide that you have done enough to help and head on your way. Your venture is modestly profitable. [S1/W+2 (Max: Respectable)]

PIETY: However, the still, clear voice of your faith stops you. Instead of robbing him, you awaken him and question him about his actions. Soon you learn that it is the land people who have victimized him! All that you see in his cave are his own goods, stolen back from the people who took advantage of a stranger. You ask to escort him back to the sea, many miles away. When you arrive at a distant harbor city, he sheds his disguise and underneath you see he is dressed in princely robes! "You had every opportunity to turn on me," he says with a smile, "But you chose not to. There is a place in my court for one such as you." [D2/W+3 (Max: Princely)/*Vizier*]

2380

A string of robberies have been plaguing the area, and luckily, you spot the culprit—a merman!—depositing his ill-gotten goods in a nearby lake. Patiently, you sit watching until he re-emerges from the water and heads off. Then you dive in, carrying as much as you can from his makeshift home.

NO SKILL: You return some of the treasure to the victims, but keep the bulk of it for yourself. [W+2 (Max: Respectable)/*Determined*]

DENDAN OIL: You return all the treasure to their respective owners, and are even left with something for yourself. The people applaud your actions. [D1/W+2 (Max: Rich)/*Respected*]

2381

The other's deplorable attitude ignites your anger and you draw your sword. The eyes of the other widen as he sputters out apologies and a promise to change for the better. [SI]

2382

The other approaches, begging for alms. You hit the scoundrel for his impertinence, but his friends see this and beat you. [SI/*Wounded*]

2383

The other, hearing of your exploits, wishes to join you on your adventures. He follows you everywhere, disrupting your business, and finally you have had enough.

NO SKILL: You cuff him across the face, sending him sprawling to the ground. Those around you jeer your violence towards this wretch. [SI/*Scorned*]

WEAPON USE: You deftly cut his robes with your scimitar. "When you learn to master a sword like this, then you may join me!" The other bows graciously, happy for a purpose in life. [DI]

2384

The unkempt dress of the other as he approaches makes you wary enough to draw your sword. The other asks a small boon of you but you answer with the flat of your blade. "Is this how you treat a fellow Muslim? May Allah rain down upon you a thousand curses!" The power in the other's voice has you looking up in anticipation of this rain—and while nothing strikes you at the moment, the next few days see you plagued with ill luck. [DI/*Accursed*]

2385

The other comes to you as one in need and says that one of your skills can certainly be of great assistance. You are eager to help on in distress. With haste the other leads you out of town . . . to a burial-ground. "Grab up a shovel—I need three fresh bodies for my experiments!"

NO SKILL: You cry out in revulsion at the monstrosity you have been asked to perform. The other looks surprised and, with a sad shake of the head, says, "I thought I had found a true partner in my great work. Be gone with you." With that, you are . . . somewhere else. [SI/Have another player move you to any space except a Place of Power]

QUICK THINKING: You stifle a cry of revulsion and pick up a shovel as you were told. When the other turns away from you, you strike them with every scrap of force you can summon, and split their head like a melon. Thus always to those who would blaspheme the dead! [DI/Piety]

2386

"When you have pierced the veil of the natural world as I have, such mundane appetites as you have hold no meaning for me. Begone!" [SI]

2387

"You must have a life outside these books and scrolls," you tell the other. "Everything I need in life is in these books!" is the response you get.

NO SKILL: There is no reason to pursue your desire further. [DI]

WISDOM: You reply, "Can you eat these books?" The other looks up and smiles. "Some functions these books cannot provide. Let us away for a while then." And "a while" turns out to be a joyous night and a day. [DI/Seduction]

2388

The other is too absorbed in his studies to listen to you.

NO SKILL: You cannot dissuade the other to spend time on you. [SI]

ANY TREASURE: On a hunch, you pull out from your robes a wondrous artifact which ignites the curiosity of the other. "I must study this item," the other says. You promise to let him have it if only he will spend some time with you on frivolous, but human matters. [DI/SI/Seduction/Lose one **Treasure** of your choice]

2389

You resolve to fool the other into assisting you, but you immediately sense nothing behind their eyes. Nothing you will say or do could produce anything of value to you. [S-I]

2390

You are told that your victim has lost their wits but not their wealth. So you don the skin of an animal and beg for aid in regaining human form. The other takes you into their workshop, where you take note of valuable objects.

NO SKILL: The other talks about the procedures involved in turning you back to normal and has you undergo excruciating trials, made to drink the foulest-tasting liquids, and to do rather inappropriate things with strange tools. Finally, the other laughs, loud and long. "I have never once been so entertained as I have been this day. I'm sorry to have made you the scapegoat, but you should not believe everything you are told." You have learned a valuable lesson. [DI/Wisdom]

ACTING AND DISGUISE: Your actions so perfectly mimic the animal you are pretending to be that the other is quite eager to help you return to normal. When they are done with their work, you leave with more than you came in. [DI/Stealth and Stealing/**Treasure**]

2391

You try to fool the other into granting you a favor, feeling that he would not be likely to grant your request directly. You spin a complex lie which tells of the great benefit that will come to him if he aids you.

NO SKILL: Your lie is transparent, and he is not fooled for an instant. Instead, he punishes you severely for your duplicity. [D-I/*Wounded*]

STORYTELLING, PROTECTIVE TALISMAN (mandatory): You immediately sense that your lie is not convincing the other, and you change tactics; your lie becomes a parable of the rewards that await those who aid others. The other is moved by your words, and when you request his aid directly, it is granted. [DI/SI/Piety]

2392

The other is quite fetching and agrees to your kind offer of help. The other, it seems, is plagued by a former lover, and though the other could easily turn the other into a frog, out of the love they once shared he would rather dissuade her attentions more gently.

NO SKILL: You seek out the former lover and convince her that if she continues to importune the other, she will find herself living in a pond.

The lover clearly receives the message, and the other gives you a small gift for your troubles. [S1/W+2 (Max: Rich)]

ACTING AND DISGUISE: You show the other how to make himself appear to be suffering from a horrible, disfiguring disease. The other then goes to his former love, who flees in disgust, never to return. For your trouble, the other gives you a token of his esteem. [D1/**Treasure**]

2393

Though the other is great in the ways of magic, he readily admits to being a novice in the arts of love. He has deeply offended his beloved, and wishes your assistance in re-winning her heart. You know just the trick—flowers and a full moon, which will show the other to the greatest romantic advantage.

NO SKILL: You rush into town and appeal to sympathies of a dozen florists, putting together a bouquet of such beauty that even a statue's heart would melt. The other thanks you and rushes off to the late-night rendezvous. The next morning he informs you that he is now betrothed to the King's daughter, and he showers you with rewards. [S1/W+2 (Max: Rich)/Seduction]

STEALTH AND STEALING: You move quietly through the marketplace, gathering flowers while no-one notices.. You bring them to the other, who thanks you and runs off quickly. You can only hope the situation works out for him. [S1]

2394

You agree to assist a magician in a complex ritual to be performed that night beneath the open sky outside the town. When you arrive, there are several other assistants, including a drummer. The other arrives and instructs you all in the parts you will play. When the drumming begins, the other throws aside his robes and stands nude before the sky! The drummer is so distracted by the sight that he falls silent.

NO SKILL: You grab up the drum, but you cannot keep the complex beat of the other's chant. The spell fails and the other leaves in fury. [S1]

COURTLY GRACES, ACTING AND DISGUISE: You easily pick up the beat, and the ritual is completed with no further interruptions. When it is done, the other rewards you handsomely. [D1/S1/**Treasure**]

2395

The bearing of the other bespeaks a higher station. "My father, the King of the People of the Smokeless Flame, is about to go to war with the Sultan of this land. With your kind demeanor, you could argue the case for your people and stop the impending bloodshed. Will you help?"

NO SKILL: Even the thought of approaching such a great and terrible figure is more than you are able to handle. You shake your head sadly and walk away. [D-1]

COURTLY GRACES: With your experience in the worlds of palace intrigue, you hit upon a stratagem that you are sure will work. You gain an audience with the Sultan and through wise words you are able to create a treaty that benefits both parties. You are hailed as a hero. [D2/S1/*Robe of Honor*/**Treasure**]

2396

You round a corner in the road you walk and see before you a cave, blocked by great stones. Sitting on the largest of the stones is one draped in fine clothing that bespeaks great wealth. "My brother, a prince among my kind, is trapped in that cave. Only a mortal can open it. I miss him so much—can you help?" The sadness in the other's voice convinces you to assist.

NO SKILL: So you aid in removing the rock from the cave's entrance. No sooner than the deed is done do the prince and his conniving sibling push you into the cave and seal it up! You have learned a valuable lesson in trust. [You do not move next turn but you will draw an encounter card]

SCHOLARSHIP, WISDOM: However, as you come closer, you notice words of power carved into the rock: this is not a normal imprisonment and the prisoner must be very powerful indeed. You feign a strained back and start hobbling away. The other hastens your retreat with a bolt of lightning, but cannot pursue you past the rock that is a prison to them both. [D1/S2]

2397

You espy a bottle on the ground. As you approach, a voice booms out: "Free me from this bottle and I'll grant your every desire, for I am a prince among my people and my power is infinite."

NO SKILL: You retort, "If your power were truly infinite, you would not need my help!" And thus saying, you continue on your journey. [D1/S1]

ENVIOUS (mandatory): Thinking that all you desire might finally be granted to you, you hasten to perform this simple task. As you open the bottle, smoke issues forth. Laughter booms from within the cloud. "Foolish mortals, will you never understand the price for helping one of the mighty 'efreet?" The smoke covers your head and you pass out. When you awaken, you are not where you were. [S1/Have another player move you three spaces in any direction]

2398

You smile at the sight before you, the other trapped in a strange device. Although they plead for your help, claiming their entrapment was by their own hands, you feel it is better to leave well enough alone—though it will make for an amusing tale during your travels. [S1]

2399

The other seems to have trapped himself in a cocoon of sparkling lights. You beat a hasty retreat lest you become a victim of their ineptness. [D-1]

2400

A laughing crowd draws your curiosity. However, you can't make your way through the throng of people so you decide to move along, certain you will hear all about it later. Sure enough, you do: an amusing tale of how the other, when trying to show off their power, stumbled on a stone and became trapping in a strange device. You are sure to tell this tale on your travels. [S1]

2401

A strange sight encompasses your vision—a huge 'efreet, bound hand and foot into a great stone cliff. Writing before the imprisoned creature reads, "A penitent man may free this djinn—but your faith must be strong." The sorrow of the 'efreet moves you to aid the poor soul.

NO SKILL: You kneel and prostrate yourself, praying to the Most High for the djinn to be freed. Yet nothing happens. The 'efreet's eyes light with thanks for your attempt, and you strive to pray more at other times to strengthen your faith. [D1/Piety]

PIETY: You get on your knees and pray and beg, calling on the infinite virtues of the Most High. A loud crack, akin to thunder, echoes throughout the area—and the 'efreet is freed. He bows low to you. "I have been captive here for one hundred years and a day. Thank you, mortal, for my freedom." And with that, he disappears, leaving a wondrous object in his place. [D2/**Treasure**]

2402

A huge 'efreet stands before you suddenly and you immediately fall to your knees to beg for your life to be spared. After a long silence, you dare to look up and you see that the 'efreet is held fast by sparkling bands of power. Rather than pity, you are emboldened to taunt and jab at the helpless creature. Your words and blows do nothing and when the 'efreet makes even the slightest shift in position, fear grabs hold of you. Better to leave now with some dignity. [D1]

2403

Before the house of a wealthy merchant's house, a fearsome 'efreet stands guard. You plead not to be harmed. "I have no wish to harm you. But I am bound by love and promise to remain here, until such time as I successfully defend this home from an enemy." The other looks at you more closely. "You can help me and I, in turn, can make your business within a success." The plan requires you to attack the 'efreet in an effort to enter the abode without due introduction.

NO SKILL: You comply, stabbing at the creature with your sword. A simple gesture turns your weapon into dust: then a clap of thunder shakes the abode. "I am free!" The 'efreet disappears into the house for a moment and then returns, carrying a screaming youth. "Now you are mine to love forever," you hear the 'efreet say before flying away. The merchant comes out wailing in anguish at the abduction of his child. You leave before the merchant notices you, but word of your foolishness still travels around. [*Scorned*]

BARGAINING AND EVALUATION: There is something not right about the whole idea. Your hesitation proves fruitful as just then, the merchant appears. "Ah, I see you have met my slave. Formerly he plagued my home in an attempt to abduct my daughter for a lover, but by cunning I have bound him here to watch over the place instead. He makes for a good guard against outside thieves and scoundrels." Moving inside, you conclude your business to your great profit. [S1/W+3 (Max: Rich)]

2404

You come across an attractive person beating a dog, who lovingly accepts the harsh treatment. You grab a passerby to ask why no one is stopping this and learn that the dog is actually an 'efreet who fell in love with the horrid person. To show its love agreed to transform into a dog, in which form he remains trapped, suffering such treatment as you have witnessed.

NO SKILL: Despite the 'efreet's willingness, no one should suffer so. You pick up a stick and threaten the person with it—but the dog comes to her defense. You fend it off with the stick, but the dog proves very strong and you are made to retreat. [D1/Enduring Hardship]

MAGIC: You cannot let this suffering go on. With some water, and chanted words of power, you are able to restore the other to its former self. Instead of taking revenge on the person, the 'efreet again declares undying love—which the human paramour snubs, storms away. The other turns to you with glaring eyes, and with a gesture, sends you sprawling on the ground. "Interfere not in matters of the heart!" He, too, storms away, in the other direction. [S1/*Scorned*]

2405

Love is stronger than faith and might, as the sight before you proves: a huge 'efreet being lorded over by a tiny human. In fact, the 'efreet seems to have no will of its own—is it ensorcelled? You wait for the creature to be separated from its lover (or master!) and when the opportunity arises, you slap him hard. Nothing. You beat the creature about the chest and head, but nothing changes. Finally, you give up, unsure of what it is that compels the 'efreet to maintain its loyalty to its human love. [D1/S1]

2406

Your eyes sting from gazing upon the otherworldly beauty in front of you. You fall to your knees and bow low, forehead touching the floor. Then, with carefully chosen words, plead for the 'efreeteh to allow herself to be seen by other mortals. She is deeply moved by your speech and manner.

NO SKILL: She grabs your chin and lifts your head up and bestows a burning kiss upon your forehead. Your face is suffused with a glow that stays with you for many weeks. [D1/Appearance]

PROTECTIVE TALISMAN (mandatory): You lift your head up and she approaches you—but she stops, an unseen force preventing her from coming any closer. A look of sadness passes across her face; then she throws you a kiss and disappears. [D1]

2407

You throw yourself before the 'efreeteh, babbling apologies for gazing upon her beauty. Disgusted by this display, she leaves your presence. You should have controlled your reactions more and will strive to learn from this error. [D-1/Courtly Graces]

2408

The ethereal beauty and haunting whispers of the 'efreeteh fill your head with promises of pleasure and power and you beg to be with her.

NO SKILL: The 'efreeteh has no interest in you and disappears in a rather dramatic fashion. [D1]

PIETY: Your faith in Allah is too strong and you know the promises the 'efreeteh presents are all false and come with a steep price. You hurl words of power and faith at the other; she screams then shrinks into a point of light before disappearing with nary a sound. [D1/Wisdom]

INSANE (mandatory): You feel your will slipping away. You become her slave, doing her bidding, fulfilling every whim, until the end of your days, which are longer than fated, extended by the power of your fiery master. [Death]

2409

The eerie beauty of the other holds false promises: it will spell doom to succumb to her wiles. You feel your will slipping away, so you summon yourself to anger and launch a fierce attack.

NO SKILL: Shocked and surprised by your response, the other disappears in a fiery flash. [D2]

SPARKLING SPEAR: You thrust with the spear, exploding the other in a shower of fire, which consumes the spear. Thunder and lightning follow in quick succession and in the place where the 'efreeteh stood lies a curious object. [D2/Lose **Sparkling Spear/Thunderbolt Sword**]

2410

As you gaze takes upon the otherworldly beauty of the other, your mind becomes possessed and a will not your own drives you to attack. "I only sought to love a mortal," the other says in sorrow before disappearing. You are sure a doom has been averted today. [SI/Piety]

2411

Nothing truly good happens to mortals who deal with the People of the Flame, so you seek to avoid the presence of the other, who seems to be fascinated by you. But you soon find out that avoiding such a creature is no easy task, so you hope a show of force will make your intentions clear.

NO SKILL: The other laughs at your gesture and with a wave of contempt, sends you hurtling miles away. You land on thick, soft brush: but at least you are alive, and now, apparently free from the attentions of the other. [SI/Have another player move you to any forest space]

WEAPON USE, PROTECTIVE TALISMAN, SPARKLING SPEAR: The other's contemptuous laughter at your gesture is cut short as your weapon strikes deep, causing showers of sparks to explode at the point of impact. Slowly, the other fades away. [D2]

2412

Nothing truly good happens to mortals who deal with the People of the Flame, so you avert the creature. [D-1]

2413

The otherworldly beauty of the 'efreeteh is too much for your mortal eyes to bear and you seek to be elsewhere lest your heart betrays your will. [S-1]

2414

Sitting on a large rock before you is a woman of amazing beauty, crying. You approach and ask how you can be of service. The woman turns to face you and you are immediately struck by the fact that she is not mortal. Yet, you stand by your offer, though you are a bit frightened. The 'efreeteh tells a tale of her lost love, taken by an evil sultan to be executed for being in love with a non-mortal.

NO SKILL: You don't have the slightest notion on how to deal with a noble personage, evil or not. With many apologies you rescind your offer and go about your way. [SI]

COURTLY GRACES: You are confident that you can help, but you need her help in looking the part: rich robes, platters full of gold and jewels, a large retinue. With such accoutrements, you not only gain an audience with the sultan but are able to free the 'efreeteh's love. As a reward, she leaves behind all of the gifts she created. [SI/W+5 (Max: Princely)]

2415

In the middle of nowhere, a being of great beauty appears before you. She says she needs your help and points to a small entrance in a cluster of stones. You are sure these rocks were not present seconds ago, and you suspect some mischief.

MALE (mandatory): You agree to aid on one condition ; that you delay no more than an hour as you have pressing business. Once inside her home, she stands revealed as a beautiful 'efreeteh. She has watched you for many months and has fallen in love with you. The next hour is spent in bliss, your wishes all coming true. When exactly one hour has passed, she points to her door. You say you can stay longer, but she has to honor her word. Nothing you say changes her mind and you leave, though your heart remains behind. [DI/SI/Seduction]

FEMALE (mandatory): The woman assures you it will be worth your while: you tell her your "while" is worth a lot. Once inside the woman reveals herself to one of the People of the Flame and tells you she is in love with your cousin. She promises you a rich reward if you could but introduce her. This seems such a small matter and you so agree. The other fills your purses with gold and jewels as advance payment and you promise to fulfill your end of the deal. [W+4 (Max: Princely)]

2416

A beautiful woman appears before you. "Come, mortal, I need your aid in saving your people!" Before you can draw another breath, you stand with the fiery beauty in the middle of an auditorium, filled with an audience of all manner of djinn. You are here to plead the case for the continued survival of human race!

NO SKILL: Your skills are not up to task at all and don't know why you were chosen. But with the fate of all men in your hands, you blather your way to a stay in the destruction by 100 years. [DI/Courtly Graces]

BARGAINING AND EVALUATION, COURTLY GRACES: You weave words as skillfully as the greatest of Persia's artisans weave their tapestries. The audience is delighted, and the 'efreeteh announces their verdict: that the People of the Clay shall be allowed to live. "I knew I chose wisely," whispers the 'efreeteh. With that, you find yourself back where you started, wondering out loud if you just had a waking dream. [D3]

PIETY: You know not what to say, so you kneel in prayer to Allah, begging for the human race to be spared. The gathered djinn nod approvingly and the 'efreeteh turns to you. "You have shown us that faith is still strong among your kind, which proves that humanity is worthy of life." The djinn bow in respect—and you find yourself back where you started. [D2/SI/Piety]

2417

From the other, you learn that you have an admirer among the People of the Flame. You will have to be careful to extricate yourself from this situation.

NO SKILL: You hire a slave to play at being your spouse. Unfortunately, the slave doesn't perform well, but seeing the length to which you will go to avoid this relationship, the djinn leave you alone. [SI]

ACTING AND DISGUISE: You purchase an elixir from an apothecary that will bring a pall of death about you. You seek out the love-stricken other and promptly die in front of them. Your performance is so convincing the other wails to the sky. As hot tears burn your chest, you feel yourself picked up, and flown in the air! You strive to keep your deception as the wind whips past you. Finally, you are laid to rest on cold stone. The other kisses your forehead and leaves. When you dare to stir, you find yourself in a tomb. [Move to the Sepulchre of Solomon and have an immediate encounter]

2418

Wails of anguish catch your attention and upon following the lovelorn sounds, you find yourself face to face with a striking, but unearthly figure. You are taken aback, but the other makes no threatening gesture. Instead, in tones soft as a whisper, yet clear in your mind, the other tell a tale of their lost love. Seeing an opportunity, you tell them of a human slave of such surpassing beauty and talent that by comparison any lost love could be forgotten. The other brightens at the prospect and asks

what is needed. You respond that such a slave of marketable talents will cost a great sum—plus a commission. You take the money into town and spend a small portion of it on a beggar, along with some clothes and cleaning supplies. You direct them to their new lover, while you purchase a horse and leave town at speed. [W+3: (Max: Rich)/ Acting and Disguise/ Lose *Respected*/ Next turn, instead of drawing an encounter card, encounter a Vengeful 'Efreet (Matrix M)]

2419

Upon hearing the other's tale of unrequited love, you sense an opportunity: you assure the other of your ability to reunite lovers for a small fee. The other pays you and listens to your instructions; to wait outside a certain home at a certain time. What you didn't say was that it is the home of a powerful wizard: let the two battle of them it out. At your khan, outside the city, you count your money while laughing at the prospect of what will happen when the two beings, when suddenly, your moneys melts away in your hands. It appears that someone else has gotten the last laugh. [S1/ W-2 (Min: Poor)]

2420

You are most interested by your discovery, but you feel that time is of the essence, and head on to your destination rather than tarry overly long here. [Courtly Graces]

2421

As you approach the other, you call it to the attention of all those around you. They, too, are struck by its aspect, and recommend as one that you give it a wide berth. [D1]

2422

Something about the other makes you deeply uneasy, and you decide that it is better not to come too close. This takes you far off your route, but in the end, you feel safer for it. [Have another player move you two spaces in any direction]

2423

At night, your camp is overcome by an enormous cloud of screeching, flapping bats. Fearing for your life, and unable to find cover, you dive to the ground and pray for deliverance.

NO SKILL: After being buffeted about for what feels like forever, the cloud of bats disappears as mysteriously as it arrived. Much of your camp has been destroyed, but at least you are alive. [S1/ W-1 (Min: Respectable)]

PIETY (mandatory): Confident that Allah would never let one as devout as you come to harm, you stand up among the bats, ignoring their many bites and cuts. You survive, but some of the bites are very slow to heal. [S1/ *Diseased*]

2424

As you ride across the plain, you see a dark cloud of winged creatures turn and dive towards a lone wildebeest. To your shock and horror, the unfortunate animal is overcome almost instantly, reduced to no more than stripped bones. Your heart stops as the cloud turns and heads straight for you!

You know that you have no hope to survive without the aid of Allah, so you drop to your knees and begin to pray fervently.

Roll one die, adding one for Piety:

- 1–2: The creatures attack you viciously, tearing at your hands and face. To your amazement, they let you live, but the damage will take a long time to heal. [S1/ Lose Appearance/ *Wounded*]
- 3+: Praise be to Allah, for he is merciful! At the last moment before the creatures strike, they notice another wildebeest in the distance. Apparently, they prefer wildebeest to human meat. [D1/ Piety]

2425

You see a cloud of locusts scouring the plain like the plague called by the prophet Musa against the Pharaoh. You know that you cannot hope to live if they catch you, so you turn your horse and ride as hard as you can the other way. As you ride, you pray for protection from the Most High.

NO SKILL: Your horse proves too slow for the task, and the leaping insects begin to land on you. Luck is with you, however, and you and horse tumble into a fast-running river. You do not know where you are when you finally return to the shore, but at least it is far from the locusts. [D1/ Luck/ *Lost*]

QUICK THINKING: Your prayers are answered in a most unexpected way. You catch sight of sheltered cave near the road. Driving your mount into the darkness, you hastily cover the entrance with your blanket. Trapped within, you have no choice but to explore the cave, and discover that it is much more than it appears. [S1/ Move to the Cave of Wonders and have an immediate encounter]

2426

Never before have you seen such a magnificent animal. Not wanting to spook the creature, you decide to watch it for a while from a safe hiding place.

NO SKILL: You enjoy a pleasant afternoon watching the beautiful beast. [S1]

ACTING AND DISGUISE: Binding the tall grass around you, and carefully masking your scent, you are able to lure the creature closer. Near enough to touch it, you are amazed by the glory of Allah that has been expressed in this noble animal. [D1/ Scholarship/ *Blessed*]

2427

Your host spent the entire evening telling you unbelievable tales of the fine horses in his stable. In the morning, you resolve to see the beasts for yourself.

NO SKILL: Your host tells the truth! You doubt that even the Caliph owns animals as wondrous as these. [S2]

STEALTH AND STEALING: Surely a mount such as one of these would make your travels much easier. You need only convince the stable hand to let you take one out for a ride... [S1/ W+1 (Max: Rich)/ *Outlaw*/ Move three spaces in any direction]

2428

The villagers' tales of an animal so beautiful no huntsman can harm her have intrigued you. You are determined to remain here until you see the beast for yourself.

NO SKILL: Despite your best efforts, the animal evades you. Tired and frustrated, you journey onward. [S-1/ Lose *Determined*]

STORYTELLING: By repeating the tales you heard in the village at every farm and lodge you discover, you eventually find the home of the creature. You are struck with amazement at the beauty of the beast, and leave greatly humbled by your encounter. [DI/SI/Scholarship]

2429

Though their appearance is hideous, something about the twisted creatures draws your attention and you cannot bear to look away. You find yourself examining them for many hours.

NO SKILL: After watching the ugly brutes for quite some time, you begin to see patterns in their behavior that remind you of the actions of other animals and even of men. A serious study of these troglodytes could prove very enlightening. [SI/Scholarship]

WISDOM: You gradually realize that the horrible creatures are also watching you! Lest their interest grow too strong, you make a hasty retreat to the safety of the road. [DI/SI]

2430

When the townsfolk told you their tale of the awful creatures that roam the streets at night, you knew you had to see them for yourself. Secure in your third-story apartment, you watch the street below through the narrowest crack in the shutters.

NO SKILL: If only you had been wise enough to douse your lamp! The shambling forms spied your light, and to your amazement and terror quickly scramble up the walls of the house to seize you! Now you find yourself one of their number, stumbling along in the dark, seeking victims of your own. [D-1/SI/*Accursed*]

APPEARANCE, SEDUCTION: The twisted forms have discovered you, attacking your house with heavy blows! Terrified, you fling open the shutters to attempt an escape. When you are revealed in all your beauty, they cease their attacks. Soon a crowd has gathered below you, and in the light of the dawn you can see that the monsters are only men, suffering under some terrible spell. You can only hope that the sultan's viziers can discover a cure. [DI/SI/Beguiling]

2431

At first, you dismissed the hushed tales of a haunted well near the village. But you heard it said so many times that you decide that you must investigate it for yourself. Hiding a safe distance away, you watch the well with great curiosity.

NO SKILL: You discover that it is no ghost that haunts this well, but some horrific monster half-man and half-snake! You have no choice but to warn the villagers away from the well and send word to the sultan of this hideous beast. [SI/Stealth and Stealing]

SCHOLARSHIP: You are amazed to realize that the creature haunting the well is in reality a noble Nāgah, far from its home in the lands of the Mughals. They are attracted to deep water and often make their homes in wells or pools. You approach the creature, and convince him to move to a more remote location, that the villagers might no longer trouble him in his hermitage. [DI/SI/Courtly Graces]

2432

During a visit to a small lake-shore village, you discover that the fishermen are afraid to gather their catch. It seems some dark and sinister creature has made its home in the brackish waters.

NO SKILL: After many long days and sleepless nights, you finally glimpse the black form of a sinuous lake beast. It is clearly too big for you to handle, but you think it makes a compelling tale. [SI]

SEAMANSHIP: Using wooden pylons driven deep in the lakebed, you stretch nets across the narrowest part of the lake. Two days later, a black serpentine creature is ensnared! Rescued from their trials, the villagers reward you with their most valuable possession. [DI/SI/**Colored Fish**]

2433

For three nights you have pursued a beast so black you can see it only when you are not looking directly at it. You resolve to capture the creature that you might learn more about it.

NO SKILL: You lure the beast into a secluded canyon from which there is no exit. But when you reach the end, the creature has vanished! Shaken by your brush with the supernatural, you hastily flee. [SI/Wilderness Lore]

LUCK, WILDERNESS LORE: You trick the beast by not pursuing it, luring it closer and closer to your fire. When it lures too close, you leap upon it and bind it with your rope! It is like a cat with shimmering black fur, and such a curious creature will surely fetch a fine price to a collector. [DI/SI/W+1 (Max: Rich)]

2434

Every time you try to sleep, you are awoken by the baying of some enormous dog. Twice you glimpse the mighty black animal. Perhaps if you snare him, he would make an effective guardian.

NO SKILL, WILDERNESS LORE (mandatory): You set careful snares and traps, but somehow the animal evades them with ease. Frustrated and half-crazed for lack of sleep, you stumble away into the wilderness. [SI/Enduring Hardship/Have another player move you to any land space]

MAGIC: Recognizing the supernatural nature of the creature, you know that even the most elaborate traps will do nothing. Using a special charm you learned in your travels, you bind the creature with ancient words of power. After a few days, he becomes your loyal companion, protecting you as you sleep and vanishing during the day. [DI/Luck]

2435

The villagers tell you their tale of woe: how night after night, swarms of terrifying bats emerge from their hidden caves to prey upon men and livestock. Disease and injury threaten to destroy the entire village. If you can somehow trap the beasts in their caves, the villagers would be saved.

NO SKILL: Bats come out only at night, so perhaps you can confuse them with light. You instruct the villagers to build great fires near the caves. Alas! The smoke and light of the fires serves only to drive the bats into a frenzy, redoubling their attacks. The villagers chase you off. [D-1/SI/*Scorned*]

SEAMANSHIP: It occurs to you that you could cover the cave entrances with fishing nets, which the bats would be unable to escape. Purchasing nets from a nearby fishing village proves an easy task, and after a few nights, all of the caves are blocked. The villagers hail your clever solution. [DI/*Respected*]

2436

As soon as you enter the quiet glade, you feel your breath taken away. The beauty that surrounds you is truly a testament to the glory of the All-Merciful! Clouds of colored butterflies surround you. You wish you could share the beauty with others.

NO SKILL: You try most carefully to capture a precious few, but alas the delicate creatures either avoid you or do not survive your clumsy efforts. Though you cannot share the experience, your soul feels warmed for your opportunity to see such wonder first hand. [S2]

WISDOM: Realizing that great care would be required, you contrive to bait the creatures into a large jar you carry. Placing flowers within, you coax many inside and seal it loosely. When you present the wondrous creatures to the emir, he is impressed by your care and generosity, and he praises you for all to hear. [D1/*Robe of Honor*]

2437

Never before have you seen such a creature as the one flying about the crest of a nearby mountain. Surely the Sultan would be pleased to add such a fabulous creature to his menagerie!

NO SKILL: You decide to lure the creature to the ground by staking some livestock where it will be easy to find. The winged creature soon swoops down to take the poor animal but cannot tear it free from the ropes. Casting a net about it, you soon capture the beast, to the delight and amusement of the sultan. [S1/Quick Thinking]

APPEARANCE: The beast is attracted to the lure you set out, but at the last moment it gazes upon you and forgets the tasty meal you have set out. Landing at your feet, it rests its head on your knee, entranced by your beauty. Acting on impulse, you climb onto the creatures back, and it happily flies you many leagues. [D1/S1/Move up to five spaces in any direction]

2438

With a shudder you awaken in the night to see the dim hazy outline of a great horse passing through your camp. You realize that you can see right through the beast!

NO SKILL: You try to rope the horse, but your line passes through it without meeting any resistance. Terrified, you burrow deeper into your blankets and pray for morning to come. [S1]

WILDERNESS LORE: Watching the animal, you see that it does not touch the ground or leave any tracks. It is a ghost! You cannot capture such a beast by mortal means. [S1]

MAGIC: You realize quickly that this is no mortal creature, but a specter! You essay an enchantment to capture it.

Roll two dice, adding two for Magic at Master level:

- 2–10: The shimmering image vanishes before you can complete your spell. [S1]
- 11+: You chant the forbidden words of binding, and the beast is surrounded by a blue light. Quickly, you unravel the history of the ghost, and realize that it was the mount of a great sultan who was slain near here. The ghost leads you to the lost cairn, from which you recover a long-lost treasure. [D1/**Treasure**]

2439

For days, the villagers have been terrorized by a spectral visitor in the night. You believe it is some kind of hoax and resolve to capture those responsible.

NO SKILL: You watch for many nights, but the specter doesn't appear. Perhaps you have scared it off. [S1/*Determined*]

ENDURING HARDSHIP: You spend many nights in cold discomfort, watching the village carefully. Finally, the specter appears! You follow the mysterious figure back to its lair and discover there a troupe of burglars who have been using costumes to frighten the villagers and mask their own nefarious activities. When you tell the villagers of the trick, they quickly band together to bring the burglars to justice. [D1/S1/*Respected*]

2440

Across the stream, you see a shadowy horse, but you cannot make out the rider. Something about the beast draws your curiosity, and you try to catch it before it disappears into the night.

NO SKILL: Try as you might, you cannot catch the shadowy form, which rides with greater speed than any living thing. You realize that you are chasing a phantom and had best give up before it steals your soul. [S1]

SCHOLARSHIP: You realize that you are chasing a phantom, and you cannot hope to catch it. Rather, you must lie in wait where it will appear the following night. You prepare yourself, and spring into action when the phantom next appears!

> *If you have Stealth and Stealing:* You catch the phantom unawares and capture it in a large glass bottle! Now you can force the phantom spirit to teach you its secrets. [D1/S1/Magic]
>
> *If not:* The phantom notices you long before you can leap for it. To your shock, it turns on you and leaps into your body. Now you find that you cannot control your own limbs! [S1/*Ensorcelled*]

2441

That Allah could allow such hideous beasts to profane the earth, you cannot understand. But you know that you cannot allow them to roam free and threaten the lives of innocent people any longer.

NO SKILL: You attempt to lure the creatures into a trap, but they prove to be much faster than you imagined! Before the townsfolk can come to aid you, they have beaten you terribly. Your wounds will recover, but will your pride? [D-1/S1/*Scorned*]

BEGUILING: You convince some of the townsfolk to act as bait to lure the beasts into your trap. The creatures are much faster than you imagined, and you feel some guilt at the terrible fate that two of the townsfolk suffer, but now the creatures are safely locked away in cages. [D1/S1/Quick Thinking]

2442

The Sultan has offered an enormous reward for any who can capture the strange creature that has attacked his flocks unceasingly for few weeks. Eager to add his gems to your collection, you set out in search of the horrific beast you have heard so many tales about.

NO SKILL: You know that you cannot harm the creature, so you devise a plan to lure it into a trap. Though it is hideous and ugly, you believe that it will be attracted to something beautiful. Unfortunately, the beautiful thing it is attracted to is you! [S1/W+1 (Max: Rich)/Seduction]

STEALTH AND STEALING: While the beast is distracted by the lure of the flock, you creep up behind it. Catching it unawares, you strike him with a cudgel. Dragging the unconscious form before the sultan, you are amazed to learn that it is his own brother, enchanted by an evil sorceress! [D1/S1/W+2 (Max: Rich)]

2443

A horrific creature, with long gangly arms and a twisted visage, attacked your camp. Curiously, it did not harm you or steal anything of value. Only a few mundane cooking utensils are found to be missing. You wonder what strange creature would steal pots but not the food next to it. Intrigued, you track the beast to a ruined tower. It should be easy to trap it inside.

NO SKILL: As you try to block the entrance, the creature panics and attacks you! Unable to defend yourself, you are soon knocked unconscious. You awaken later with a terrible headache, with the creature nowhere to be seen. [S1]

STORYTELLING: You realize that the ruins are the tower of a great wizard. You have heard tales of his experiments gone terribly wrong. If you can trap him, perhaps you can force him to reveal his secrets!

If you have Beguiling: You trick the former wizard into attacking you by blocking the entrance to the tower, and he does not suspect that a hidden net is waiting for him outside. Once snared, he is eager to trade his knowledge for his freedom. [D1/Magic]

If not: The former wizard is easily tricked into your net, but you discover that he has more than talons to protect his secrets when he casts a terrible curse on you! [S2/*Beast Form*]

2444

Traveling through the plains, you are amazed to hear a thunderous cracking sound. Approaching, you realize that an enormous rukh is hatching from an egg the size of a palace! You know that the ravenous beast will surely eat all the livestock from the nearby village, so you draw your weapon and attack while it is vulnerable.

NO SKILL: Though you are brave, and your arm mighty, you are no match for the terrible fury of the baby rukh. Thank Allah it finds you too small a morsel and flies away without eating you. Alas, the locals blame you for the loss of their flocks. [S1/*Scorned*]

WEAPON USE: It is fortunate that you still carry the hunting spear given to you by your princely friend, for without a weapon that long, you could not hope to prevail against such an enormous being. Though the spear is shattered, you manage to pierce the monster's heart. [D1/S1/Luck]

2445

You are amazed to realize that the shining white dome you thought would be shelter from the rain is actually the enormous shell of a rukh egg!

NO SKILL: Eggs are waterproof, you realize, and taking up a great stone, you hammer your way into the great egg. You find not only shelter, but an ample supply of surprisingly tasty meat! [S1]

ENDURING HARDSHIP: You cannot bring yourself to harm the magnificent egg or the creature within. Instead, you shelter in the shadow of the egg. When the rain stops, you are blessed with watching the return of the most magnificent bird you have ever laid eyes upon. [D1/S2/Scholarship]

2446

You have found the nest of a terrible rukh, the largest bird in all the world! These beasts have been known to devour entire herds in a single day. You know that you cannot let the eggs hatch, or the people of the valley below will be devastated by the ravenous creatures. But you had best hurry before their mother returns to the nest!

Roll two dice, adding one each for Luck, Wilderness Lore, and Fated. Subtract one if you are Accursed:

- 1–2: As you lift your axe to strike the first egg, you are lifted up into the air by the returning rukh. At least you can rest knowing that you were a tasty, if brief, repast for such a magnificent creature... [Death]
- 3–8: The rukh returns to the nest while you are in the middle of your grisly work! Enraged, she attacks you, but you escape her talons by hiding among the stones. [D1/S1/Wisdom]
- 9+: Luck is with you! You complete your task and escape without seeing any sign of the mother rukh. In return for your bravery, the people of the valley shower you with honors. [D1/S1/*Robe of Honor*]

2447

The sight of such a vain and self-absorbed man on such a noble steed drives you to violence. You decide to take it from him by force.

Roll two dice:

- 2–7: He may be a gilded popinjay, but you cannot deny his skills. The rider proves too much for you, and you are forced to flee. [D-1/Weapon Use]
- 8–12: With a daring stroke, you wound the self-important louse, and claim the horse for your own. If only you had known that he was the son of an emir... [S1/W+1 (Max: Respectable)/*Outlaw*]

2448

The creature may be the finest animal you have ever seen, but you cannot allow it to continue to harass the herds of the local shepherds. You prepare to rid them of the dangerous beast.

NO SKILL: The creature is too dangerous to approach directly. You will have to stalk it with stealth and cunning. Careful to remain downwind, you are able to attack it with your bow. [D1/Stealth and Stealing]

ENDURING HARDSHIP: You discover the favored hunting grounds of the beast. Using yourself as bait, you wait long hours into the night for it to appear. You feign sleep when it arrives, and you wait for it to creep into reach before you launch your attack. [D1/Acting and Disguise]

2449

There is something about the animal that causes you to fly into a rage. Perhaps it is just too perfect?

NO SKILL: You assail the beast, but it you cannot find a weakness in its defense. Exhausted, you collapse. Do you imagine that it winks at you as it turns to leave? [S1]

WEAPON USE: Your suspicions are confirmed when you back the creature into a corner. With a puff of fiery smoke, the beast transforms before your eyes into a fearsome djinn! "Spare me, oh master!" he cries, and offers you a wondrous reward. [D1/S1/Choice of **Treasure** or You may lose up to two statuses of your choice]

2450

You see a merchant transporting an enormous egg in a wagon. You realize that he has found a rukh's egg! You decide to follow him from a safe distance.

NO SKILL: You are not much surprised to see the egg's mother swoop down and scatter the caravan, claiming her egg again. At least you can find some valuables among the wreckage left behind. [S1/W+1 (Max: Respectable)]

QUICK THINKING: When you see the mother rukh appear on the horizon, you run to the merchant to warn him. Wisely, he abandons the egg and makes a hasty escape. He rewards you for saving his life. [D1/W+2 (Max: Rich)]

2451

Making your way up the treacherous mountain path, you are shocked to hear a thunderous roar from above you. Fearing an avalanche, you leap aside as a monstrous egg rolls past you!

NO SKILL: Curious to see what happens, you follow the egg down the mountainside to find it smashed on the rocks. Perhaps the remains of the shell will fetch some coins at market. [S1/W+1 (Max: Respectable)]

STEALTH AND STEALING: You remember tales of the rukh, the largest birds in the world, and the gems they often build their nests with. Knowing that the egg must have come from a nest, you creep up the mountainside. Distressed by the missing egg, the mother rukh takes little notice as you grab a bagful of shining rubies and make your escape. [S1/W+2 (Max: Princely)]

2452

You are intrigued by the shards of enormous eggshells you stumble upon during your journey. What kind of magnificent creature could have come from within? Following the trail of broken shells, you are amazed to find a blind rukh hatchling! You quickly bind the creature, and present it the Sultan as a gift. The Sultan is astounded by your generosity and demands that you remain in his court for a time. [D1/S1/Courtly Graces]

2453

Making your way along a narrow mountain path, you see a half-starved horse struggling along the path. Despite its poor condition, you can see from its fine saddle and harness that the horse belongs to someone of wealth and power. Such beasts are loyal beyond measure.

NO SKILL: You follow the horse, hoping that it will lead you to its master. But the creature is weak and begins to stumble. You quickly offer the poor beast a bag of oats, which it greedily devours. Unfortunately, it seems that the noble animal has chosen you as a new master, and shows no interest in leading you any further. [S1/W+1 (Max: Respectable)]

WILDERNESS LORE: You carefully approach the beast, and offer it a handful of grain. Giving it just enough to keep going, you coax it into guiding you to its master, whom you find starving and unconscious near the path. You revive the young emir, who is eager to reward you. [D1/S1/W+1 (Max: Rich)/**Treasure**]

2454

You wake from a deep slumber to find a small animal digging into your supplies, the poor beast's ribs clearly visible. Your sudden movement startles the creature, and it takes off, dragging your purse along behind it! You charge after the miserable creature, shouting.

NO SKILL: the creature reaches is burrow before you can catch it. You console yourself to the fact that it won't find your coins particularly tasty. [S1/W-1 (Min: Poor)]

QUICK THINKING: It's clear that you won't be able to catch the creature. Grabbing up a rock, you throw it after the little beast. You miss, but the impact startles it enough to let go of your purse. [S1]

2455

Hunger gnaws your belly, and you can see that the animals here suffer the same as you. Out of arrows, you are forced to follow a gangly antelope, hoping that it will collapse before you do.

Roll one die, adding two each for Enduring Hardship and Determined:

- 1–3: Your hunger overcomes you. You collapse in to the dust. Sometime later, you wake, with no recollection of where you are or how you came to be there. [S1/Have another player move you to any land space]
- 4+: Your endurance proves greater than your prey. Though the meat is tough, it is enough to keep you going until you reach the next town. [D1/Wilderness Lore]

2456

Following the sounds of struggle, you emerge into the clearing to see a great cat locked in life-or-death battle with a larger animal. Without hesitation, you leap into the fray.

NO SKILL: As soon as you land among the beasts, both turn on you, ravaging your body and tearing your flesh. [S1/*Crippled*]

SCHOLARSHIP, STORYTELLING: You remember a tale of beasts such as these and know what you must do. Drawing your bow, you fire an arrow, slaying the smaller creature instantly. The larger beast looks at you with great yellow eyes for a moment before slinking away into the trees. Taking the panther's pelt, you predict a profitable day in the market. [S1/W+1 (Max: Respectable)/Quick Thinking]

2457

In the middle of some nameless village, you come across some villagers mercilessly beating a dark misshapen creature. Though their victim is a twisted parody of a human, your heart goes out to him, and you feel you must intervene.

NO SKILL: Striking out with your cudgel, you scatter the timid villagers. To your amazement, when you turn to help the unfortunate creature, it has transformed into a shimmering being of light! "You have aided me when none other would. May Allah guide your steps from this day forward!" [D1/S1/*Blessed*]

BARGAINING AND EVALUATION: After you chase away the villagers, you discover that you have rescued a mighty spirit! Knowing of their powers, you demand riches for your reward. "A good deed well done should be its own reward!" The spirit declares. Your greed is returned with justice as your gold is turned to dust. [D-1/S2/W-2 (Min: Poor)]

2458

Wandering through the woods without direction, you find a clearing. There you discover a black-furred creature, ensnared in some huntsman's trap! Unable to bear such suffering, you attempt to free the creature.

NO SKILL: The huntsman appears just as you release the animal. He demands compensation for stealing his prey. You graciously offer him a reward. Softened by your kindness, he offers to guide you on your way. [S1/W-1 (Min: Respectable)/Wilderness Lore]

APPEARANCE: You free the creature from the trap and release it. But for days afterwards it follows you, entranced by your kindness and beauty. You learn much of the art of stalking by watching the soundless passage of the creature. [D1/S1/Stealth and Stealing]

2459

You have stumbled across the nest of a mighty rukh, the lone egg gleaming in the sun. But you are not alone: a band of robbers approaches, intent on stealing the egg. How can you allow such a noble creature to be enslaved by such ruffians?

NO SKILL: You stand upon the egg, your blade in hand. The robbers laugh as they overwhelm you, leaving you battered in the now empty nest [SI/Weapon Use/*Wounded*]

ACTING AND DISGUISE: You could not hope to overcome the robbers with violence, so you choose trickery. Disguising yourself as one of their band, you whisper lies in their ears. Before long, you are able to turn them on each other! [DI/SI/Beguiling]

2460

In the dark of night, your soul quivers to the sound of mysterious chanting. Steeling your resolve, you approach the sound to discover a circle of evil Magian fire-worshippers, surrounding the egg of an enormous rukh!

NO SKILL: You cower in the darkness, fearful for your life and praying for the All-Mighty to aid you. Perhaps it was in answer to your prayers that the mother of the egg arrived in time, sending the Magians fleeing for their lives! [DI/SI/Piety]

QUICK THINKING: You have heard that such dark rituals must be completed very carefully. Even a slight interruption can make the spell turn on the casters. At what seems a crucial moment, you fling your water bag into their fire, scattering the coals and dousing the flame! You may never know what happened in the confusion and darkness that follows, but when dawn arrives, the egg is gone and the Magians lie quiet on the ground. [DI/SI/Magic]

2461

Rounding a bend in the path, you are surprised to find an enormous egg, surrounded by a band of curious villagers who seem intent on harming the egg.

NO SKILL: You realize that the villagers could not dispatch such an egg without aid. You offer to help them. No sooner do you prepare to strike the egg then you regret your rash decision. With thunderous wings, the egg's mother appears! You are lucky to escape with your life. [SI/*Wounded*]

WISDOM: You know that the villagers will only bring down the wrath of the egg's mother upon them. You tell them a tale of others who dared threaten the young of these mighty birds, and they are convinced to leave it well enough alone. [DI/Storytelling]

2462

For most of the morning, you have been watching the mass of black, taloned birds hanging over the road ahead. From time to time, some would dive to the earth below, before returning to the milling cloud. As you draw closer, you see that they are worrying a strange creature, half-woman, half-lion, with wings, that lies wounded on the ground, barely able to crawl. You ride forward to help the wounded beast.

NO SKILL: Shouting and howling, you spur your mount and swing your sword above your head, hoping to chase off the blood-thirsty creatures. They scatter at your efforts. However, as you ride past the creature on the ground, it swipes out with its fierce claws, killing your horse in a single stroke. One should not expect gratitude from a monster! [D-I/SI/*Grief Stricken*]

STORYTELLING: As you come closer, you recognize the creature on the ground as a sphinx from legend! You pause to light a torch and ride into the midst of the "birds," swinging the torch about like a censer and dispersing them. You keep your distance from the monster until you have exacted a promise from it to share with you the treasure of its centuries of preying on travelers. [DI/SI/W+1 (Max: Princely)]

2463

The twisted hunchback lunges at the poor nightingale, forcing it roughly into an overcrowded cage with many more of its kind. Their mournful cries break your heart and you are determined that they be free. But the mean hunchback refuses to release them, even when you offer him great riches!

NO SKILL, WEAPON USE (mandatory): Angered by his rudeness, you strike the hunchback a vicious blow, sending him staggering. While he is stunned, you quickly free the beautiful birds and they make their escape. [DI]

MAGIC: You see that only one punishment would be adequate for such a foul brute. Incanting terrible words, you transform the hunchback into a bird just like those he has snared. Forcing him into the cage, you look for a suitable owner to sell him to. [DI/SI/Bargaining and Evaluation/Lose Piety]

2464

You arrive at the palace of your distant kinsman. To your amazement, you find the halls abandoned, his servants all fled. You finally find your relative sitting uneasily in his chamber, muttering about a curse of wings that assails his palace night after night. You resolve to lend your aid in whatever way you can. That night, you watch from a place of concealment. You discover the cause of your friend's misfortune, as a cloud of black birds enters the palace and transforms into a woman.

NO SKILL, APPEARANCE (mandatory): Before she can approach your cousin, you seize her. She gazes into your eyes, and you are lost at once. Succumbing to her charms, you satisfy her every request. In the morning, she is gone, but so too it seems is the curse that hung over your cousin. [DI/Seduction/*Love Struck*]

MAGIC: You recognize that the ghost—for that what she is—is cursed to haunt this place. But with just a few words, you unravel the curse and free her; all that remains is a black feather. [DI/S2]

2465

The first thing you hear is the screams. Some terrible thing thrashes in the water—its wet, dripping tentacles lashing out at the men and horses struggling upon the bridge. Without hesitation, you leap to their aid, and with your sword you distract the beast long enough for the others to make good their escape.

NO SKILL: Surely the only aid that can be given to such an abomination is death! You organize the others and take turns throwing stones at the beast until it is dead. [DI/SI]

SEAMANSHIP: At a glance you know the nature of this beast—it is a sea-creature somehow trapped here when the river was swollen by floods in the spring. . With the assistance of the others, you rig together a harness and use it to haul the creature past the shallows to where it can return to its pelagic lair. [DI/SI/W+1 (Max: Rich)/Wisdom]

2466

The visage of the other is almost too much to bear. It's all you can do not to run away screaming—but the screams of the others nearby keep you rooted in place.

NO SKILL: You remain rooted there until it is too late to be useful. You resolve never to hesitate like that in the future. [D2/*Determined*]

DETERMINED (mandatory): As though you have leaden boots on your feet, you slowly and deliberately step forward, reaching out to the other victims until you touch skin. The spell is broken and suddenly you move

like a flash of lightning, grabbing up people and getting them to safety. [D2/S2/Enduring Hardship]

2467

Upon closer examination, you realize the "creature" was—is—a man! An affliction this horrible needs your help and protection. You offer to see if the other's condition can be attended to by physicians.

NO SKILL: The other says that many have tried and failed. The more you talk to the other the more you see of his condition. You recognize the boils from your travels. He is truly lost. You suggest a pilgrimage to Mecca to make his peace with Allah, and you offer to join him to make sure that he gets there. He is most grateful and sings your praises to one and all. [D2/Piety/Wilderness Lore/*Respected*]

ENDURING HARDSHIP: You know the other to be wrong in his dismal thoughts. You have had his exact condition! It was very painful but you know a remedy—equally painful but unfailingly effective. [D2/Scholarship/*Respected*]

2468

You are awoken from your sleep by the sound of a rukh flying overhead. Leaping onto your horse, you set out to follow it, and it leads you to its nest and its lone egg. You have heard tales of these dangerous creatures destroying flocks and herds, so you rush to the Sultan to warn him of the danger. He dispatches his army to deal with the beast before the egg can hatch. Impressed by your wisdom, he makes you his trusted advisor. [D1/S1/*Vizier*]

2469

If you could only find a way to transport it, the enormous rukh egg would make you a very wealthy man. You approach the nearby village to recruit help.

NO SKILL: As soon as they see the great egg, the greedy villagers turn on you! You have no choice but to watch them take the precious egg for themselves. [D-1/S1]

BEGUILING: You see the eyes of the villagers expand with greed as they view the egg for the first time. Seeing the danger, you threaten them with terrible curses should they betray you. Convinced you are a powerful wizard, they meekly obey your commands. [D1/Bargaining and Evaluation]

2470

You located the nest of a mighty rukh, and found a lone egg within. You know that the Sultan will reward you handsomely for it. You approach the local captain of the Sultan's troops for assistance transporting the egg. But the treacherous worm has you arrested!

NO SKILL: You are cast into the captain's dungeon while he takes all the credit for your discovery. [S1/*Imprisoned*]

SEDUCTION and **FEMALE:** You use all of your charms and wiles to convince the captain to share the rewards with you. So swayed is he by your seductive ways, he is ill-prepared when you tell the Sultan the truth of his greedy betrayal. The Sultan has him cast in irons and appoints you to the now-vacant position. [D1/S1/W+1 (Max: Rich)]

2471

The land is quiet as you ride through the fields, choked with the remains of slain livestock. The animals seem to have been drained of all blood by some terrible creature. You are right to worry about your own horses, as a great beast with leathery wings descends from the sky.

NO SKILL: You have no choice but to flee. Sadly, your horse is too slow to flee the talons of the wyvern, and you find yourself on foot long before you reach the safety of the town. You are forced to purchase new supplies before you can continue your quest. [S1/W-1 (Min: Respectable)]

COURTLY GRACES: Raising a banner gifted to you by the local emir, you ride hard for the walls of the town. Seeing the banner and fearing for their prince, the guardsmen rush out to aid you and chase off the beast. [D1/Acting and Disguise]

2472

You happen upon the largest flock of birds you could ever imagine—but these are no ordinary birds. Filled with wonder, you pursue them, hoping to find one who can tell you their secret.

NO SKILL: You wander for days before the birds fly too far away for you to follow any further. Who will believe such a strange tale? [S1]

PIETY: You are amazed to find Shaykh Nasr surrounded by the great flock of birds! He tells you that you have found the great Parliament of the Birds, and invites you to explore his palace while he attends to the needs of the birds. [Have an immediate encounter in the Palace of 100 Closets (Matrix N)]

2473

You must have been cursed by some malicious spirit, for every time you try to eat, a flying creature of some kind steals the food from your very mouth! If you cannot find a way to be rid of these terrible beasts, you will surely starve. You have heard of a wise woman who makes her home in a forest near here, and you seek out her help.

Roll two dice:

- 2–4: She refuses to help you, leaving you to wander the wilderness until your hunger drives you mad. [Enduring Hardship/*Insane*]
- 5–8: She agrees to help you, but at a cost. [S1/*Under Geas*]
- 9+: She takes one look at you and immediately offers her aid. She tells you that dark forces seek to block your destiny. [D1/*Fated*/Lose *Accursed*]

2474

You were searching some ruins for a cache of precious gems, only to find them guarded by a dangerous and powerful serpent-like creature! You remember seeing a snake charmer in a small village a few days back. Perhaps you can convince him to share the secrets of his craft so you can avoid the terrible beast.

NO SKILL: The snake charmer tells you that his secrets can only be shared with members of his religious sect. You realize that he is part of a Magian cult! You report him to the vizier, who rewards you for your diligence. Sadly, it is worth much less than the gems you hoped to recover. [D1/S1/W+1 (Max: Respectable)]

BARGAINING AND EVALUATION: The man refuses to share his secrets, but in exchange for a promise of half the gems, he agrees to help you. The snake creature is enthralled by his rhythmic music and movements, and you easily collect the prize. [S1/W+2 (Max: Rich)]

2475

Some creatures are simply too horrific to face alone. Having found one such beast, you know that you must find other people to aid you against it.

NO SKILL: Lesser men abound and cannot be made to stand against their fear for any price. You learn that this is the only kind of men who make their homes in this town. [SI]

COURTLY GRACES: Though you may not inspire the bravery of cowardly townsfolk, you do know the words that will motivate the captain of the guard. You soon find yourself beside him at the front of the column, confidently pursuing the trail of the monster. [DI/SI]

2476

With a single swipe of its mighty claw, the beast knocks you from your mount before you are even aware of it. Too shaken to fight, you stagger to your feet and flee towards the town.

Roll two dice, adding one each for Luck, Enduring Hardship, Blessed, and Fated:

- 2: Your feet fail you and the shapeless form leaps onto your back. The last thing you hear is a curious warbling sound—a sound ripped from your own throat! [Death]
- 3–7: You tumble down the hillside, the beast right behind, cutting and tearing at you with its great talons. Eventually, it gives up the pursuit, and you thank Allah for his mercy. [SI/Piety/*Wounded*]
- 8+: With a burst of strength from deep within, you put some distance between you and the creature before you tumble to the ground. Thankfully, you are close enough to the walls of the nearby town for the guards to see you, and their arrows chase the beast away. [DI]

2477

You have finally found your way again after wandering in the mountains for many days. Somehow, you have attracted the attention of a hunting cat. It is a great creature, with enormous fangs that curve like scimitars. You can hear its hungry growls in the night, but so far it hasn't been brave enough to approach you. But your own hunger has weakened you, and you cannot hope to fight it off alone.

NO SKILL: It is too late. You stagger down the mountain, but the hungry beast draws near. Your only hope is to find a camp, but the cat leaps before you do, and darkness washes over you. You come to some time later, your wounds bound in thick bandages, and the smiling face of a woodsman gazing down upon you. [SI/*Wounded*]

LUCK: You pick your way carefully down the mountain, hoping that the column of smoke you see belongs to a woodsman's hovel or camp. You stagger into the clearing barely conscious. You hear the growls of the beast as a burly woodsman approaches you. It seems the terrible beast will go hungry for another day. [SI/Wilderness Lore]

2478

You awake in the middle of the night to the sound of a small animal digging through your belongings. It appears to be a small cat, hungry and lost, with many minor injuries. You know little about animals, so you take the small creature to seek more knowledgeable help.

NO SKILL: You find a small cottage where an old woman keeps many such cats. She thanks you for helping save her lost kitten, and asks if there is any way she can reward you for your kindness. [SI/You may lose one status of your choice]

APPEARANCE: You find an ugly hag of a woman who offers to help the kitten in exchange for the tiniest reward: a single heartfelt kiss. After a long pause, you agree to her terms, and lean in, eyes closed. To your amazement, her kiss is passionate and pleasant, and when you open your eyes, she is revealed to be a beautiful young maiden. "Thank you for breaking the curse," she exclaims before leaping into your arms for another embrace. [DI/SI/*Beloved*]

2479

The terrible flood has finally ended, and the land is a washed out plain of mud and mire. You begin looking for survivors when you hear a mournful whimpering from beneath an overturned wagon. You dig beneath it to discover a half-starved and half-drowned hunting hound. You share the last of your food with the ragged animal, hoping that it won't take too long to find help.

NO SKILL: With the dog to help you, you soon find some waterlogged food supplies. It takes a few days, but you finally leave the flooded plain behind and continue on your journey. [DI/Enduring Hardship]

LUCK: As you and your new companion wander the water-blasted landscape, you are surprised to see a column of horsemen approaching you. At the head rides none other than the Sultan himself! He is delighted to see you, but even more delighted to see the dog. For rescuing his most prized hound, he awards you with the highest of honors. [DI/SI/*Robe of Honor*]

2480

As you are sitting in a seaside tavern, you look up to see the other, accompanied a grizzled old sailor. The other slides onto the bench next to you. "My friend," he says, "how would you like a job?" You notice the old sailor appears to be hiding something behind his back. You reach for your sword and gesture for the "recruiter" to find himself another mark; you have no desire to wake up on a ship way out at sea.

NO SKILL: The other scoffs at you, and before you can react, the thug swings quickly. The next thing you know, the ground beneath you sways and only the smell of salt fills your nostrils. You are told that your service will last one year, so you had best learn fast. [DI/Seamanship/*Under Geas*]

WEAPON USE: You flash your sword towards his face and he stumbles backward. The others in the tavern, most of whom are his crewmates, rise to defend their companion. You fight bravely, and your foresight may have saved you from years aboard a ship. Now if only you could find a place to recover from the beating. [DI/SI/Quick Thinking/*Wounded*]

2481

Traveling along a lonely road, you come to a fork. One side leads into a dank jungle, the other into a scorching desert. Standing in the middle of the road is a scrawny other. "Bwah hah ha!" he says, "You will never guess. One way leads to certain doom, the other to uncertain riches." You leap forward, grabbing the annoying one by the throat, "Tell me or you won't live to learn of my choice!" The other coughs and looks you in the eye, "Now now, that isn't how the game is played. But since you are so keen, I will give you a hint: In one the water is low, in one the water is high, but in neither comes the water of Allah."

Roll two dice, adding one each for Scholarship, Wilderness Lore, and Wisdom:

- 2–5: You strike the infuriating wretch. Immediately, two large men appear from the shadows. You fight them well, but are robbed of all you own. [W–3 (Min: Penniless)]

- 6–8: Water high is where you can use it. You head off into the jungle. It is humid, true, but the lack of trails and the inability to see makes it hard to navigate. [D1/ *Lost*]
- 9–10: Water low must be the desert. Surely water kept safely out of the sun can always be found. You head off into the desert, anxious to find your reward. [D1/ Wilderness Lore]
- 11+: If the water of Allah is not in the desert, and not in the jungle, where could it be? You head straight, ignoring both paths. Soon you find a crystal pool, in which lay many treasures. Touching none, you continue on your way. [D2/S1/ *Blessed*]

2482

You are sitting on a cushion, enjoying your evening meal, when you are approached by a young couple, who join you. When their mate is distracted elsewhere, one of them coos softly in your ear, whispering erotic words. You are deeply offended, pushing the salacious one to the floor.

NO SKILL: You huff self-righteously, "I'll have nothing to do with you." The couple skulks off and you notice your purse is missing. [S1/W–I (Min: Penniless)]

SEDUCTION: Shocked and dismayed at your lack of decorum, you offer many apologies and much recompense. You suggest a good meal and pleasant conversation. The other eyes you cautiously for a moment, then smiles and accepts. [D1/S1/ *Beloved*]

2483

Accused of stealing, you are brought to a jail and tossed in a cell near another prisoner. To your amazement, the other turns out to be a former traveling companion. The other explains that the guards here often hold people on false charges, seeking to extract money from their kin. The two of you plot an escape: you will hurl objects at each other, and when the jailors intervene, you seize the keys and break for freedom. You face off, shouting and hurling loose stones and bricks.

NO SKILL: The guards do not fall for your ruse. They simply gather to watch the show. [S1/ *Imprisoned*]

ACTING AND DISGUISE: The two of you clash mightily; your display is impressive and seems to shake the very walls of the jail. After a short time, the guards enter the cell to separate you and your former companion. At that moment, the two of you leap upon the guards, surprising and disarming them, and then make good your escape. When you are safe, the other offers to teach you what he has learned since you last parted. [S2/Stealth and Stealing]

2484

You watch a cold-blooded murderer taken away by the local magistrate, the blood of your favorite cousin still on her hands. You are filled with rage and can barely contain the urge to kill the woman who has made your cousin's wife a widow and his children fatherless. You will make her pay for her crimes.

NO SKILL, WEAPON USE (mandatory): Late that night, you head over to the jail. You pretend to stagger and offer the guard your wine skin. "I can drink no more," you explain. The jailor gladly consumes the wine and falls asleep. You wake the prisoner and, once she recognizes you, you drive your sword into her chest. [D1/Acting and Disguise/Lose Piety]

STEALTH AND STEALING: As darkness falls, you creep quietly into the jail. For long hours, you move slowly and carefully, hiding in impossible positions, barely breathing. In time, you reach the murderer's cell and make your presence known. Although she is at your mercy, you cannot bring yourself to kill her. However, you make sure she knows you could have. [S1/Enduring Hardship/ *Blessed*/ *Grief Stricken*]

2485

On a cold, dry night, you lie under a palm near an old oasis. In the light of your dying fire, you see a woman dressed in the armor of the ancient Greeks. She is surrounded by a circle of illuminated sigils. As you approach in wonder, she tells you a tale: "Deep in the mountains to the south laired a horrible monster with a hundred tails and a dozen tooth-filled heads. My Amazons and I sought to slay it, but it was controlled by a foul sorcerer. We triumphed over both monster and master, but with his dying breath, the wizard cursed us. Each night when the moon is fullest, I appear in this circle in the site of my former home. I cannot be free until I am bested in battle. Will you challenge me?"

NO SKILL: Wracked with pity, you draw your sword and raise it above your head to honor of your foe. The fight is fierce, but you cannot match the woman warrior's years of experience. [S2/ *Crippled*]

MAGIC: You shake your head, "What if there is another way?" Hope lights on her face. In time, you are able to break the magic of the sigils, freeing the valiant woman. As she steps from the circle, time catches up and she crumbles to dust. Only a brilliant sword remains to mark her passage, the last of her line. [D2/**Thunderbolt Sword**]

2486

As you sit under a palm passing a hot day, you are joined by another, who begins a sad tale of loss. Spouse, children, parents, friends, relations—all have perished or, for one reason or another, have departed. At first, you are sympathetic, but in time, the other's litany becomes tiresome. It seems the other does nothing about what fate has decreed except complain. You lean over and strike the other—perhaps that will inspire action!

NO SKILL: Taken aback, the other recoils. "Why did you do that?" With nothing more to say, you shake your head and walk away. [D1]

SCHOLARSHIP: The other leaps up, dagger at the ready. You speak harshly, "Sit down, shut up, and listen!" The force of your action and words compels the other. You explain that companionship, while always desired, is unnecessary for a seeker of knowledge. Reading, research, drafting—these are all worthy endeavors that are best completed alone with no distractions. As you talk, the other's eyes brighten as new possibilities come to light. [D1/S1/Beguiling]

2487

As you approach an oasis, deep in the desert, you hear a most beautiful, haunting song. Drawing closer, you spy a beautiful youth singing by the water. The other's song tells of lost love, unrequited love, and the despair of frustrated dreams. Yet something is odd. You notice the pool at her feet is nearly filled with human bones. Panic grips you but still you cannot help but move closer. Drawing your sword, you prepare to strike.

NO SKILL: Summoning all your will, you bring your weapon to bear against this haunting figure. Your blow is feeble and faulting. The enchantress smiles, showing razor sharp teeth and serpent tongue of an accursed marid! You are lucky to escape with only a handful of deep bites. [S1/ *Wounded*]

MAGIC: Realizing that you are under a spell, you whisper words of great power. This allows your blow to strike true, despite your shaking hand and muddled mind. The figure shrieks, showing vicious teeth and a pointed tongue. After it flees into the desert, you discover a most interesting item just below the surface of the pool. [D1/S1/**Treasure**]

2488

You speak with another of shared experiences: struggling to survive, learning hard lessons, and seeing many strange and wondrous things. The other expresses a loneliness birthed by the road that you find matched in your own soul. You ask what compels the other to keep traveling. It seems that the local prince was hoarding so much gold that the village was starving. The other snuck in to the prince's palace, stole some of the gold, distributed much of it to the neighbors, and fled into the hills. Returning after many years, the other had found that home was no longer familiar. Recognizing the story as one involving your own cousin, who had been executed for accepting some of the stolen gold, you are incensed. You draw your weapon to exact retribution.

NO SKILL: The other sighs, saddened by your response. The fight is long, but ultimately inconclusive. The traveler departs, never to see home again. [S1]

WEAPON USE: The other is an accomplished swordfighter, and the battle is a long one. As the fight continues, you feel the full weight of the other's melancholy, and you cannot help but marvel at the traveler's grace and manners. When you bring the defeated other before the prince, you plead for leniency, explaining of the other's regrets, experiences, and nobility. The prince is touched by your deeds and is merciful in judgment. [D1/S1/Courtly Graces]

2489

One moment, you were on a short trip across a large body of water. The next, you are clinging to a plank with little but your sword and a box of hard tack. You spy a small boat off in the distance. Unfortunately, the person in that boat is worse off than you, and demands that you share what little food you have. You refuse, and a desperate fight ensues. As you are both sun-scorched and malnourished, the fight does not last long.

NO SKILL, WEAPON USE (mandatory): Refusing to be bested, you push the other into the water. As the body sinks beneath the surface, your conscience cries out in regret. By the time you are rescued by a passing vessel, you are inconsolable. [D1/*Grief Stricken*]

LUCK: When you recover, you decide to share your food. The other offers to alternate rowing with you. You set off, unsure of the direction, but filled with new resolve. In time, you happen across a vessel and are rescued. [D2/S1/Enduring Hardship]

2490

Your caravan is stopped for the night in a particularly desolate place. You awake to the sounds of someone rooting through your possessions. Grabbing your blade, you accost a dirty and thin wretch, quickly subduing and tying the other to your cart. The desperate one cries, "Please spare me! I have been wandering the desert for days in search of food."

NO SKILL: You thunder, "I am not interested in your tales. Nothing excuses theft!" You drive the hungry one off. [D1]

WILDERNESS LORE: Although ill-inclined to grant mercy, your heart softens a bit. You refuse to part with any food, but you do explain how to extract water from certain desert plants and further, which other plants are nourishing despite their foul taste. The other grovels in gratitude, and in thanks tells you a tale of some ruins a short distance away. Come the daylight, you go there and find an ancient treasure. [D2/S1/**Treasure**]

2491

While enjoying the library of a local scholar, you hear frustrated and loud sighs. Unable to concentrate with this distraction, you confront the rude person. The other stands before you, holding a clutch of scrolls and looking confused. You demand to know what is wrong and the other tells you of their desire to become a greater scholar, and also of his lack of ideas of how to begin or what to study.

NO SKILL: You admonish the youth, explaining that not all wisdom comes from books. The other sets off to explore the world. You hear later that the journey was not a successful one. [D1]

PIETY: You scold the youth; there is one great path that precedes all other knowledge of the universe. You take the scrolls from his hands and guide him to a copy of the Koran. The other blesses you and begins to study. [D2/*Blessed*]

2492

While visiting an inn, you end up in conversation with a group of fellow travelers, sharing tales of some of your adventurers. When you are ready to depart, the other stands up abruptly and bars your path. "You have been overly familiar with the one I love, and are drawing her into a path of corruption and immorality!" Not wishing to be bothered with this lovesick fool, you cuff him soundly, sending him sprawling.

NO SKILL: As the patrons drag the unfortunate one out into the street, the innkeeper apologizes profusely but asks you to go before there is further trouble. [S1]

ACTING AND DISGUISE: You draw your sword and stand over the humbled other. You tell him that if he wishes to fight, perhaps he should focus his energies at something more useful than fleeting affections. Instead of jealous fits and poorly executed attacks, he should devote himself to service to the needy. Inspired, he gathers his things and leaves that night. The innkeeper will have no further trouble from him. [D1/S1/Storytelling]

2493

Walking your horse along a path by some water, you are beset by the other, raving about a missing love whom he apparently thinks you have abducted. With a flash of your blade, you quickly disarm him. He bursts into tears and tells you of his betrothed, who was taken by a traveler just like yourself several days ago. He is desperate to discover her fate.

NO SKILL: You berate him, calling him a fool and a criminal. He renews his attack and you wound him severely. As you travel on, you regret your rash action. [D1/Lose Quick Thinking]

ENDURING HARDSHIP, WILDERNESS LORE: You feel pity for the other, for you have felt such loss in your heart before. You send several days searching the local area. Although the terrain is harsh and inhospitable, you find some tracks leading to a nearby village. There you pick up the trail of the one who took the man's love. Grateful, the other tells you of his courtship and how he plans to greet his love when he finds her. [D1/S1/Seduction]

2494

You are approached by one who is determined to win the love of another. The other says, "My beloved's family does not approve, but I believe the fates guide us. I know that you are one who believes that love conquers all, and I have taken it onto myself to sell your livestock to pay for a generous dowry to sway her parents." Enraged, you strike the other. Then you go to reclaim your goods.

NO SKILL: You have limited success, alas—the family has already spent most of what they received. [D-1/W-2 (Min: Poor)]

BARGAINING AND EVALUATION: Despite your actions, the other's affection only deepens. You are astounded by the love they show and you wonder how you could ever have stood in their way. You work out a plan whereby the other will work for you after the marriage to repay the dowry, and all hail you for your kindness. [D2/SI/*Respected*]

2495

You meet another in a busy market street. You begin to converse, and you learn that the other is of noble birth but has been cast out of the ancestral home for being too talkative (imagine that!). You learn of the other's hopes and dreams, neighbors and friends, principles and concerns. You cannot get a word in edgewise. Finally you decide that if you are ever to be rid of this friendly but talkative pest, you must help.

NO SKILL: You finally cut the garrulous one off. You explain that actions are needed now, not words. The other thanks you mightily but then launches into another tale. You realize this is a hopeless cause, and turn your back on the other. [DI/SI]

COURTLY GRACES: You decide that what this young person needs is lessons in self-restraint. You teach the other that the best approach for a noble is laconic. Over time, and after countless interruptions, the youth begins to understand. The two of you return to the ancestral home and the family is delighted in the change in their scion. The family bestows on you a royal mark. [SI/*Robe of Honor*]

2496

Traveling down a busy road, you come across the other wailing inconsolably over the body of a dying dog. As you offer comfort, the other begins to babble about how the dog was a loyal servant, how it was a true friend, and how a callous cart driver ran the dog over and did not stop. You promise to help.

NO SKILL: You dash off to find a healer, but the crotchety old man will have nothing to do with a common animal. Your pleas are ignored. [SI]

WILDERNESS LORE: Taking certain plant stems from your pouch, you make a poultice and press it into the wound. This stops the bleeding and aids against infection. You realize this is only a temporary solution, however, and send the other for a kindly healer you know as you tend the dog. When the old woman arrives, she is impressed with your knowledge and quick action. You offer to teach her your remedy in exchange for her care of the dog. She agrees, and in mere days the animal is healthy and happy again. [DI/Bargaining and Evaluation]

2497

As you sit comfortably in the shade of a large palm, a young other joins you. The other is so forlorn, you cannot help but ask what ails the other. After a tentative pause, a tale comes gushing forth. The story involves long, tedious descriptions, vague and uninteresting characters in vague and uninteresting situations, and seemingly very little point. Unwilling to drive the person away, you continue to listen, offering only small comments here and there.

NO SKILL: Your mind drifts off. In the fullness of time, the other comes to a conclusion, and stands. "Thank you, stranger, for listening to my tale. It was good to get it off my chest." You nod numbly as the other walks off. [DI]

WISDOM: After a time, you realize the other simply needs someone to listen to them. After a few hours, the tale comes to an end. You provide some advice taken from your experiences and offer words of encouragement. The other's face brightens. The now contented one departs, wishing you the blessings of the Most High for all days. [DI/*Blessed* (1 use)]

2498

Perhaps it was the promise of reward, or perhaps just the need for adventure. Whatever the case, when a holy man asked you to meet him to find a great treasure, you agreed readily. You were somewhat surprised to find yourself among a dozen other adventurers, seeking the glory or riches such a prize offered. In the end, it was more a race than a hunt. It came down to following the others when you were lost and trying to lose them when you knew the way.

Roll two dice, adding one each for Luck, Magic, and Scholarship:

- 2–4: In your haste, you improperly translated a section of text on the map. Had you done it correctly, you would have been forewarned of the curse awaiting you. [DI/*Beast Form*]
- 5–8: You spend more time following than leading, and in the end you arrive safely . . . just as another adventurer claims the lamp. [SI]
- 9–11: You are able to keep a mere step ahead of the others and arrive at the cave. You find that the lamp is not the only thing hiding here! You take the lamp to the dervish and keep the rest. [SI/Choice of W+2 (Max: Princely) or **Treasure**]
- 12+: You are so accomplished that you arrive at the lamp's hiding place a full day before any others. You decide that the lamp could serve you well in your exploits and surely you can do as great deeds with it as any other could! [DI/SI/**Magic Lamp**]

2499

Hearing of your adventures, a dervish seeks your aid. This other's nephew, the child of his only sister has been abducted by pirates. Stirred by this tragic tale, you head out immediately to retrieve the child. You track the sea-dogs and discover that they have forced the noble personage to be a common servant, cleaning decks and dancing for their pleasure!

NO SKILL: On retrospect, entering into combat with a hundred armed pirates was not your wisest course of action. You barely make it out alive. [SI/*Wounded*]

ACTING AND DISGUISE: You outfit yourself as a pirate and stride boldly on board. None think to challenge you as you lead the heir away. On the way home, the rescued one becomes infatuated with you. [DI/SI/*Beloved*]

2500

The local magistrate demands volunteers to pursue one he describes as a foul thief and murderer. However, you know the other by reputation to be a holy man. You join the mission to find out what is behind the magistrate's actions.

NO SKILL: Your team wanders for days in the desert, never finding any trace of the other. You are relieved to have not proven him a thief, at least. [SI]

WILDERNESS LORE, STEALTH AND STEALING: You know all of the hiding places within two days' walk of this town, and set out on your own, soon finding the holy man. He explains to you that he has witnessed the magistrate himself orchestrating a series of vile crimes. By secret roads you bring the dervish into the court of the prince of this

land, and on his testimony the magistrate is beheaded. You are praised for your role in bringing justice. [D1/ *Robe of Honor*]

2501

Walking along a lonely road, you hear a strange sound. You discover a soldier making screeching noises. The other claims to be able to speak with birds. A good friend—a hawk—is lost and will not answer to his call. Astounded by the other's claim, you vow to help. You search high and low and discover a small camp. Two bandits are laughing, and beside them in a wooden cage sits a very agitated bird! You walk up boldly and sit down next to them. They draw their weapons, but you assure them you mean them no harm.

NO SKILL: Despite your pleasant air and easy manner, the two criminals remain suspicious. They never let down their guard, and soon take their leave. The soldier will have to find another friend to speak with. [S1]

ACTING AND DISGUISE, BEGUILING, STORYTELLING: You calmly tell them that you are out looking for a bird, one cursed by a powerful witch. It seems anyone who possesses this bird will be turned into one himself at the first light of dawn. The two men look at you nervously, and then at the bird next to them. One of them leans over and quickly releases the bird, which immediately flies to freedom. You tell the men they were very wise and stay the evening, drinking and laughing with them. [D1/S1/Quick Thinking]

2502

You are nursed back to health by an accomplished chirurgeon after an ill-fated adventure. Although very talented in medicine, the other is poor at administration. When healing supplies run low, no one in the city can replenish them. The other, who works with the chirurgeon as a guard, asks that you lead a caravan to a certain city and return with new goods. You agree, pleased to help in any way you can. When you arrive, many weeks later, at the far city, you find that the merchant has greatly increased his prices and the gold you were sent with is insufficient.

You can supplement the caravan's coffers with your own wealth or not:

If you sacrifice a level of Wealth: The other is so impressed with your generosity that he offers to take you as his student of the medical arts. [D1/S1/W–1 (Min: Poor)/Scholarship]

If you do not sacrifice a level of Wealth: You return with what you can afford, but the other suspects you of embezzlement. [D1/ *Scorned*]

2503

When impressing members of the fairer sex, a sharp wit and easy speech are enormous assets, and a strong back is not always helpful. You watch as the biggest man you have ever seen stumbles and stammers over a young maiden collecting water from a well. He stutters many times, and once almost knocks over her water jug! You approach the strong one, saying, "My friend, you seem to be distressed. Do you wish to court this lovely maiden?" He nods dumbly. You take him to the market and show him many gifts that will win the young maiden's heart. He does not understand. Finally, you decide to show him what to do. You whisper in his ear as he writes bad poetry, sings like a camel in heat, and delivers gifts so heavy that two normal grown men could not lift them.

NO SKILL, APPEARANCE (mandatory): You spend the next few days with the clumsy oaf, and others begin to notice you. Unfortunately, the fair maiden is one of them. [S1/ *Envious* (if you are male) or *Scorned* (if you are female)]

WISDOM: The girl comes to appreciate the large one, but cannot find it in her heart to love him. You, on the other hand, learn quite a bit about courting. [D1/S1/Seduction]

2504

A wealthy merchant asks that you retrieve a prized racehorse, stolen from his home by bandits. Angered by the loss of such a magnificent beast, you head out directly, without even negotiating a price for your service. You follow the horse's tracks and find that they are joined by a number of others. In the end, you discover a band of horse thieves with a sizeable herd. The bandits are celebrating their work, contemplating the newfound wealth that will soon be theirs.

NO SKILL: Unwilling to take on so many armed ruffians, and unsure what else to do, you sit down to keep watch. Alas, your intentions are better than your determination; you fall asleep and the bandits ride away before you can act. [S1]

STEALTH AND STEALING: You sneak your way to the side of the horse you have been sent to retrieve. There, you raise a horrible clamor, spooking the horses around you. As they scatter in all directions, you leap upon the merchant's horse and ride off, crouching low in the saddle. The bandits are distracted trying to round up their stolen animals and you escape back to town. [D1/S1/Quick Thinking]

2505

A messenger comes from a far off village, asking you to visit a great merchant there to discuss a business proposition: the merchant has had difficulty securing a tutor for his son, and would like you to serve in that capacity. You travel to the village to accept the task, although you protest that another would be better suited.

NO SKILL: Sadly, your humble assessment was correct. In a short time, you are dismissed from service. [S1]

SCHOLARSHIP: The boy proves to be a good student and you a wise teacher. The merchant is greatly pleased. Better yet, the merchant's library turns out to be extraordinary and you are given the run of it. [D1/S1/Scholarship/ *Respected*]

2506

While traveling by ship, you hear a loud crash and the sounds of shouting on the deck. The owner of the vessel, a wealthy merchant, thrusts a scimitar into your hands as marauding pirates swarm over the sides of the ship.

NO SKILL: You fight as bravely as you can, but soon you and the merchant are overcome and thrown into the sea. [S1/W–2 (Min: Penniless)]

WEAPON USE: You are the whirlwind and lay about you with abandon. With you leading the counterattack, the crew drives the pirates from the ship. For the remainder of the journey, you are treated as a prince and given the run of the ship. [D1/S1/Seamanship]

2507

On the way to the Holy City, you happen along a traveling band of mendicant dervishes. They have been sorely pressed by monsters, bandits, and the desert. You offer to aid them, protecting them from anything that might wish to interrupt their devotions.

NO SKILL: You keep the holy ones safe, but not without cost. [D1/ *Wounded*]

ACTING AND DISGUISE, APPEARANCE, QUICK THINKING: Through bluff, distraction, and histrionics, you dissuade any who approach from harming the dervishes. The holy ones bless you and honor you. [D2/ *Blessed* (1 use)/ *Robe of Honor*]

2508

The Sultan's son has gone missing and a reward is offered for any information on his whereabouts. You devote yourself to the task, and, by luck, discover the errant royal among an order of Sufi dervishes who engage in frenetic meditation in the nearby hills. He has found his place in the world, and wishes to remain. Touched by his devotion, you promise to speak on his behalf at his father's court.

NO SKILL: You are sincere but fail to sway the Sultan, who tosses you in jail for bringing him news he so despises. [D1/*Imprisoned*]

BEGUILING: You speak long and eloquently about the grace of Allah and the path the Great One lays before each of his children. "Perhaps the Most High feels that your son requires some time in divine communion in order to become a better ruler. Who are we to challenge or question His august plan?" The Sultan is moved by your devotion and presentation and agrees to allow his son some time to follow his heart before returning to his duty. [D1/S1/Piety]

2509

Travel makes for strange bedfellows, and one night you find yourself in the camp of a band of wandering dervishes. After dinner, their leader approaches you and asks if you will join them in their divine dance. He explains that adding another will aid in the balance of their ceremony. You accept, dancing and whirling along with them into the wee hours of the night.

Roll two dice, adding one each for Enduring Hardship, Piety, and Wisdom:

- 2–5: You stumble through the rituals, straining your back and souring your mood. You make a mess of the devotion. [D1/*Scorned*]
- 6–8: You perform admirably but cannot honestly say that you are deeply moved. [S1]
- 9–11: For a brief moment your mind lifts you from your body and you feel as if you could touch the divine. [D1/*Blessed* (1 use)]
- 12+: Affirmation is truly the guidebook for the soul. [D1/S1/Piety]

2510

In a particularly desolate spot along the road, you see a figure lying prone in the hot sun. Cautiously, you approach, prodding the wretch with your walking stick. When the unfortunate does not respond, you rifle through the tattered robes, finding a few greasy coins. [D1]

2511

Sitting on the shore of a beautiful lake, you espy a gold-embossed, ivory-bound codex of the Koran floating in the water. You look left and right and, seeing no one, place the beautiful book in your sack. You quickly gather your things. As you walk away, you hear shouts of "Thief!" from behind you—an obviously poor man is approaching!

NO SKILL: Ashamed, you return the book to the other. He admonishes you, explaining that he is on pilgrimage, and plans to place this exquisite book in the sacred dome at Mecca. [D1/*Accursed*]

QUICK THINKING: As the man gets closer, you throw yourself at his feet. "I had feared the book's true owner had come to ill end and I was desperate to return it to the mosque. But praise Allah that you are alive!" The red-faced man apologizes for his mistake, and offers you his only remaining possession as a reward. [S2/Lose Piety/**Copper Drum**]

2512

Sand burns your feet as you stumble through the merciless desert. By providence, a rickety shack appears in the shade of several large rocks. Using your last vestiges of strength, you push your way inside. There you find a threadbare cot, a broken chair, and a wobbly table. A fine bottle of wine sits on the table. You accept this oddity with little more than a passing thought, gulp down the excellent vintage, and slump exhausted on the cot.

NO SKILL: You awake to find a large man looming over you, bearing a stick in one hand and almost superhuman rage on his face. You have consumed his last treasure, leaving him with nothing to barter for food. He beats you soundly, calling upon the wrath of Allah to teach you a lesson in right and wrong. [S1/*Wounded*]

STEALTH AND STEALING: You awake just moments before the old wooden door swings open, and you quickly hide under the bed. You see the large feet of an obviously powerful man move to the table. A scream of rage sounds, dissolving into wretched sobs of despair. As he cries, you stealthily exit the shack and sprint off into the wilderness. [D2/Stealth and Stealing]

2513

Jailed unjustly, you are finally released. As you depart, you pass a particularly dank and smelly cell. A shape huddled in the darkness crawls forward, squinting into the light. "I beg you. Pay for my freedom, and I will reward you with a treasure map." The guards push you along, saying "Ignore that poisoning hussy." You cannot forget the other's words, however. You must get your hands on that map.

NO SKILL: You return to the jail and claim that a prisoner stole a map from you. You point to the other as the culprit. The guards search but find nothing. The maiden cackles at your frustration. [D1/*Envious*]

BEGUILING: You sneak into the jail, bribing the guards to let you pass. Outside the maiden's cell, you whisper heart-felt promises that you will return once you have the money. In the process, you trick her into revealing the map's hiding place. You retrieve it and find the treasure. You travel on, putting your promise to the woman out of your mind. [D1/W+2 (Max: Rich)]

2514

Through a series of misfortunes involving a princess, ten missing crates of fine silks, a pirate, and an unusually eloquent parrot, you are thrown in an oubliette. To your amazement, you are not alone there—the other, too, is therein captive. The guards drop some bread for you the first day, and then leave longer and longer between visits. In time, you learn that the other captor is hoarding his food. You steal over to her side of the pit while she sleeps and uncover a hidden rock. You steal the bread and gorge yourself. The next morning, the other is removed to be executed. You are ashamed, ruing your choice to steal when you would soon have had the provisions to yourself anyway. [D1/*Imprisoned*]

2515

Wounded by a group of bandits, you escaped into the wilderness. Stumbling into a town, you desperately seek a healer. You are told that the local herbalist might be able to help you, but she has been imprisoned by the magistrate for failing to cure a noble's impotence. You set off from the healer's home, intending to take what you need to survive.

Roll two dice, adding one each for Enduring Hardship, Stealth and Stealing, and Wilderness Lore:

- 2–5: Caught! Guards watch the herbalist's home. You join the good doctor in jail, where, thankfully, she does tend to your wounds. [SI / *Imprisoned* / Lose *Wounded*]
- 6–10: Surprise! At the healer's home, you find not only the medicines you need, but also a silver vial filled with a strange purple balm. Believing it to be a magical salve, you rub it onto your body in the hopes of an instant cure. Indeed, you are cured by the unguent. You are also turned to the opposite sex. This reminds you that those versed in the arts of healing often are versed in the arts of magic as well. [DI / *Sex-Changed* / Lose *Wounded*]
- 11+: Success! You steal away into the night with salves and medicines. You also take a golden vial filled with a strange yellow powder with you. Experimenting with the herbs and lotions, you quickly heal your wounds and find that you have happened upon a wondrous item. [DI / Wilderness Lore / Lose *Wounded*/**Yellow Kohl**]

2516

The other has fallen into hard times because of a streak of ruinous luck. You offer to take over some of his interests—for a share of some of the profit, of course—so that he can concentrate on others. Perhaps together you can each rescue some part of his business.

NO SKILL: You are not up to even some of the task—whatever value was left in what you were given is gone now, along with some money of your own. [SI / W-1 (Min: Respectable)]

BARGAINING AND EVALUATION: You excel at the tasks you are assigned, making money and connections for yourself and your new partner. He decides to teach you all he knows about the world and more. [W+2 (Max: Wealthy) / Scholarship / *Respected*]

2517

You spy a small, tattered tent at the mouth of a desolate canyon. Hoping to gain some information about the area, you approach the other who lives therein, a once-wealthy merchant who has fallen on very hard times. "I have passed many times through this valley in my travels, and would be willing to guide you through if you would buy shares in my latest endeavor." You study the wilderness as you weigh your offer.

NO SKILL: The canyon does not appear daunting. You claim you are fine on your own, and ignoring him, you set off into the cursed passage. You travel for days until, dying of thirst and your mind almost gone, you reach the end. [DI / *Insane*]

WILDERNESS LORE: The area appears unnatural and you decide not to attempt passage alone. Noting the poor health of the other, you offer, instead of investment, to carry the other's goods across the canyon if he acts as a guide. Surprised, the other accepts. Because of the other's intimate knowledge of the area, before you even know it you are both across the canyon. [DI / Bargaining and Evaluation]

2518

You are bowed in evening prayer when a shadow passes over you. A figure stands over you, sandals worn, robes torn and stained. He tells you that the place is cursed and that you risk grave harm by remaining. He offers to lend you a charm that will protect you while you pray, but he is desperately hungry and needs food. Unsure of the wretch's claims, you offer only a crust of bread. He demands more.

NO SKILL: You refuse and send him away. Still, you are shaken. You rush through your prayers and depart as quickly as possible. As the night wears on, you are restless, feeling as if you had neglected your duty. [DI]

ACTING AND DISGUISE: You look at the man in righteous indignation. "A man must show proper respect to Allah, and aid in such an endeavor should not be withheld," you caution. You demand that the old man bow down and pray with you, so you both may benefit from the charm's effect. Intimidated, he takes the bread you offer and complies. [DI / SI / Piety]

2519

You have found inside a remote mountain a strange cave lit from within by glowing moss, illuminating a crystal pool. Standing between you and the pool is a stranger, dressed in a loose silk mask embroidered in gold and silver with strange symbols. "You have invaded my cave. Come to steal my treasures. You shall never leave to tell others what you have found!" Thinking quickly, you offer a bargain. If you succeed at a test of the other's choice, you will be shown the way out. If you fail, whatever fate awaits you is well-deserved. The stranger dances in place. "Ah yes, a riddle then?" You nod in confirmation. "What is earth when carried, fire when lit, air when all is said and done, but becomes useless in water?"

NO SKILL: You think for a moment, and then grin. "I believe you refer to wood." The other cackles maniacally, "Wrong!" and disappears in a puff of smoke. [SI]

WISDOM: After almost an hour, you address the other, "I believe you refer to the only substance that is normally dry like sand, becomes a ball of flame when lit, and merely smokes when consumed. Water can ruin it... for it is this new creation from the East. Gunpowder." The other nods appreciably, and shows you the way out, granting you one item from his trove before you go. [D2 / SI / **Treasure**]

2520

You are approached on the street by an ancient beggar who smells vaguely of camels and old dates. The scruffy one waves a piece of parchment and says, "What would you do for infinite treasure? Would you give me your Koran for such a prize?" You hand over your book and watch as the vagrant stuffs it into a sack and walks away, whistling.

NO SKILL: You should have known better than to trade your piety for wealth. You wander for days looking for a single landmark on the map, but to no avail. By the time you get back to the village, you are dirty and starving yourself. [SI / *Scorned*]

PIETY: You follow the directions on the map carefully, tracing the arcane scribbles to a cave hidden under the sand. Inside, you find not only treasures and wonders, but also the beggar. The other claims to be seeking a trusting and pious soul. Handing you back your Koran, the ancient one also offers you a most remarkable object. [S2 / **Treasure**]

2521

While you are watering your horse at a small village well, a man dressed in fine robes demands to know your name. He claims to be the local magistrate and accuses you of stealing water from the Sultan's personal well. Apologizing, you beg for forgiveness. The man laughs heartily and asks why you should be spared. You offer to pay for the water you have taken, so it would not be stealing. Eyes averted and thoroughly frightened, you do not notice his grooming does not match his finery.

NO SKILL: Pulling out your most valued object, you see the man's eyes light up. You reluctantly hand over your prize. During the next few days, you begin to wonder and ask about the magistrate. The only response is: "What magistrate?" [SI / Lose one **Treasure** or W-2 (Min: Poor)]

BARGAINING AND EVALUATION: You sift through your many treasures and come across an old ring that you intended to sell at first chance. You pull it out of your bag, treating it as if it was made of spun silver,

and extend it carefully upward so as to catch the sun. "This," you say with a touch of awe in your voice, "belonged to a great and powerful sheik. It is said that in the right hands, this ring can raise the dead." The magistrate takes the ring, saying, "That will do. You may go." [D1/S1/Quick Thinking]

2522

Exploring the lower reaches of an ancient tomb, you find a robust youth sitting on a glowing sarcophagus in the center of an otherwise bare room. The youth smiles cheerily, "Greetings, fair stranger!" The youth claims to have discovered an enchanted item (patting the sarcophagus) that preserves vigor, at the cost of free will. "I've been here untold years and would be grateful for your help escaping the curse." The youth reaches out a hand and asks that you take it and promises you a sparkling bauble for your help. You agree, and reach out.

NO SKILL: The moment you touch his hand, you find yourself on the sarcophagus, and the youth in your place. Shrugging nonchalantly, the youth apologizes for the deceit and wanders off. [S1/*Ensorcelled*]

MAGIC: Just before you touch the hand, you notice certain symbolic carvings on the sarcophagus. You withdraw, and cast some protective wards about yourself. You then grab the proffered hand and pull the youth away. Stunned by these events, the grateful person stammers thanks. "Please, take this. It is a small price to pay for my freedom." [D1/S2/**Treasure**]

2523

As you lay on your bedroll, you are surprised to feel something moving inside your tent! Leaping to your feet, you see a slender hand retreat from under the gently moving flap. You run outside and grab the other with a handful of your gold! The young one breaks down crying, explaining that an uncontrollable urge to steal possesses him. Struck by an idea, you propose a way to put that curse to good use: in exchange for a service, you will not turn the thief over to the authorities. The other agrees.

NO SKILL: You take the young one to a nearby village. The local tax collector is an evil man, draining the people of their hard-earned monies and leaving them to starve. You suggest that the other return some of the taxes to the people, starting with you. Unfortunately, the other is caught and executed. [D1/*Grief Stricken*]

SEDUCTION: Smiling coyly, you indicate that a local prince refuses to pay you for a service you recently provided. You had returned a magical treasure to him and he had merely laughed and sent you on your way. You describe the treasure to the thief and ask for its return. The other, entranced by your beauty, heads off to do your bidding. Success! You gain the item and a willing partner. [D1/*Beloved*/**Treasure**]

2524

Exploring some ruins, you lose your way among the winding passages. You find yourself in a painted chamber, images of a glorious young man and woman on the walls. They appear to be trapped in an endless void, surrounded by 'efreet. All this is fascinating, but it hardly frees you from your current situation. You call to the heavens, promising all your worldly wealth for an escape from the lonely rooms. Suddenly, the handsome couple appears before you, asking if you meant what you said. You reassure them that you will keep your bargain.

NO SKILL: They lead you to an exit and you leap through, seeking to avoid payment. You find yourself alone on a dune, far off in the desert. [S1/*Ensorcelled*]

WISDOM: You follow the couple to an exit and offer up your treasures. You realize it would be foolhardy to attempt to cheat them. They take only a bit of your wealth and bless you. [D1/W–1 (Min: Poor)/*Blessed*]

PIETY: When the couple leads you to an exit, you fall to your knees and praise Allah. Your heartfelt words dissolve the bonds holding them in place. Grateful, they refuse to take your belongings and instead award you with a treasure. [D1/S2/**Treasure**]

2525

Cresting a hill far from any town or village, you see the other sitting on a stone. The other has been lost for many days, and wonders if you can help. The other can offer only the stories of their adventures as repayment. You sit and listen.

NO SKILL: The other's tales are wondrous and strange. They are more than adequate to compensate you for your help guiding him back to civilization. [S1/Storytelling]

SCHOLARSHIP: The stories told are so compelling, you must write them down and fill an entire volume with them. You realize that the tales are more than just stories; they are accounts of the other's life. You decide to seek out some of the wonders the ancient one described. You vow to share any treasures that you find with the raconteur. [S2/Draw two **Treasures;** keep one, discard one]

2526

You encounter a young man sitting forlorn in front of his home, a sad bouquet of old flowers dangling in his hand. Sitting down beside him and ask, "So friend, who is she?" He tells you that the daughter of a local tanner has rebuffed his advances, even though her father approves of him. She loves another, the son of the magistrate. You offer this advice: "My friend, if you wish to win her heart you cannot do so with sad gifts and a sad face. You must fight for her love!" He cries out, "Of course! I must FIGHT for her love!"

NO SKILL: He runs off. Sadly, his skill is no match for that of the magistrate's son. He returns home rejected, wounded, and angry at you. [D1/*Scorned*]

SEDUCTION: You smile, "No, my friend, the trick is subtlety. You must woo your love with all the arts of romance. Show her that you are sensitive and caring but strong and protective." You teach him about the fine art of courting a woman. The next morning he returns home and smiles. "Thanks to you, my friend, we are set to be married, and I wish to reward you for your help." [D1/S1/W+1 (Max: Princely)]

2527

Crossing the burning sands, you find that your water skin has sprung a leak. Your survival is at stake. Fortunately, you come across an old shack, barely standing.. The other dwells within, exiled by sorrow from their homeland many leagues away. The other will give you water, but claims to have no need for money; instead, he asks that you deliver a letter to his estranged brother.

NO SKILL: When you arrive at the brother's home, he accepts the letter but reads it reluctantly. The other has been gone for many years, and this newly delivered expression of regret is insufficient to make up for the years of neglect. The sibling will die alone and unloved. [S1]

BEGUILING: The brother rejects the letter, unmoved by the regrets expressed in it. You plead on the other's behalf, describing the wretched existence and the sincere love the other holds in his heart. The brother rethinks his harsh feelings and sets out to reunite with his sibling. [D1/S1/*Blessed*]

2528

The other has a remarkable collection of swords, one of which you desire greatly. After much haggling, you cannot agree on a price—until finally the other issues a challenge: defeat him in combat and the weapon you seek will be yours as a gift.

NO SKILL: You accept the challenge and, to no one's surprise, the other beats you easily. "You are not worthy of such a fine weapon—I suggest you pick up a stick." That said, the other turn his back on you. [*Scorned*]

WEAPON USE: You accept the challenge and the duel begins. In a matter of seconds, you realize that never before have you seen such display of skill and confidence. Even though you hold your own, you know you cannot hope win. Drawing back, you place your sword on the ground and compliment the other profusely on his skill. To your astonishment, the other hands you the sword you sought. "The blade is a tool not of the arm but of the heart, and of the mind. You are wise enough to know when the battle is lost; this will help you when the battle can still be won." [DI/Weapon Use]

2529

The other will accept nothing less and asks nothing more than the time required to master his teachings. It will be a long and tortuous process, but the reward will be well worth it.

Do you accept his terms?

No: You continue on your way. [SI]

Yes: You remain for many weeks learning all you can from this master. [Remain in this space for the next turn, drawing no encounter card. At the end of that turn, gain both Weapon Use and Enduring Hardship]

2530

Above all else, the other craves knowledge, but do you have what he needs?

NO SKILL: Unfortunately, you don't. The other is disappointed, but he is willing to teach his skills but offers an outrageous sum.

Do you wish to spend three wealth levels?

Yes: The other is an excellent teacher. [W-3 (Min: Penniless)/Weapon Use]

No, or you do not have Wealth of Rich or greater: You respectfully decline his terms, and he goes on his way. [SI]

STORYTELLING, SCHOLARSHIP: You immediately begin to discourse on the skies, and the earth, and the sea, and all the things therein and thereupon, their comings and goings and their beginnings and ends. The other drinks in your stories like a traveler long stranded in the desert upon finding a deep, cool spring. He shares with you stories from his own long, adventurous life. [DI/SI/Storytelling]

2531

The other seems flattered by your reaction and invites you to join in a meal beside the campfire. You laugh together, trading stories long into the night, and when you awake the next morning, you find your purse missing. Also missing are your camel, sword, and most of your personal possessions.

NO SKILL: You stumble to the nearest village, a bedroll all you have to your name. You find charity at a local home, but soon you must continue on. [SI/W–4 (Min: Penniless)]

WILDERNESS LORE: Tracking a person through the desert is so much easier when they are burdened with more than they can carry. You catch up to the traitor and ask for your belongings back in exchange for some of the water you have with you. They readily agree and beg your forgiveness. [DI/Piety]

STEALTH AND STEALING: Giving chase, you find the thief the next night sitting by a fire, eating your food and reading your personal letters! Come the morrow, though, they find themselves stripped of not only all your goods, but their own meager possessions as well! [DI/SI/W+1 (Max: Respectable]

2532

Traveling one night, you hear the distant sounds of someone screaming. As you rush to investigate, you crest a dune and see four men surrounding a young woman. You draw your sword and shout, hoping to scare them off. Instead they turn and grin at you, the woman included. It was a trap! From all around come more bandits. They take you to their leader, whom you immediately recognize as a successful merchant from a nearby city. Thinking on your feet, you play to his famous ego, telling him how impressed you are to meet him.

NO SKILL: He laughs at you and quickly relieves you of your belongings. However, he does decide that you may join his band for awhile, to prove how much you worship him. [DI/SI/Stealth and Stealing/*Outlaw*]

STORYTELLING: He takes a liking to you. He tells you that the drab life of a merchant has paled, and he has decided to add spice to his life with nefarious deeds. You encourage him, saying that with his skills and acumen, he could become a legendary bandit. He decides that perhaps you may serve his reputation more as a tale-weaver than a victim, and he hires you to tell his stories far and wide. He warns you that unless he is properly famous, he will consider the bargain forfeit. [S2/*Under Geas*]

2533

As you walk through a large, bustling village, trying to sell your wares, you are grabbed by a meaty, sand-scarred hand. That hand is attached to a large man, who has at least three friends behind him. Confused, you are dragged in front of a local merchant, a slovenly, brutal man. "So this is the famed traveler of whom I have heard so much about? Well, we have rules here and you need a license to sell merchandise in this town. What have you to say for yourself?"

NO SKILL: You begin to stammer and stutter, then bow down in abject apology. After a few moments of this, the merchant leans back. "I don't think he will cause us any more trouble. Remove him from my sight!" The thug who brought you here now tosses you ignobly into the dusty street. [DI/SI/Luck]

COURTLY GRACES: You bow down in a show of respect and play to the man's ego. He shakes his head in disbelief, "So you think you can sway me with sweet words and hollow praise? Well, let's see if a few months working in the mines doesn't whittle your tongue!" [DI/Enduring Hardship/*Imprisoned*]

2534

The burning sun hammers against your skin as you cross the desert. You come across a small oasis and are enchanted by the clear waters. Just as you are about to drink, the other comes into view and says, "This pool is cursed. My caravan stopped here months ago for refreshment and I am the only survivor."

NO SKILL: Respectful, but disbelieving, you say, "I am grateful for your service, but surely you are mistaken. The waters look harmless." You drink

deeply and move along. Over the next few days, however, you become more and more paranoid. [D1/*Insane*]

WILDERNESS LORE: You pause and notice that the pool is surrounded by a rare herb that brings delusion and madness! The roots of the purple-flowered plant reach deep into the watery pool. You bow down to the merchant and praise his service, offering some of your scant supply of clean water. He accepts gratefully. Now that you have pointed it out, he recognizes the herb, and knows a fistful of it will bring a great price in the nearest town. [D1/W+2 (Max: Rich)]

PIETY: You respect this wretch's sense of duty to others. "Praise Allah for your service." You kneel down to pray, then offer the man a drink from your own nearly empty water skin. When you rise to leave, he reaches into her robes and produces a strange powder. "It comes from the plant that poisons the water. Use it wisely," he says. [D2/**Yellow Kohl**]

2535

You are wakened in the middle of the cool night by a sound outside of your tent! Someone is moving around your camp. You draw your scimitar, step out, and accost the stranger. A young man stands there, proud despite his ragged and emaciated appearance. He demands sustenance and a place to rest. You spy an air of nobility about him, and decide to honor his request. After a meal, the man reveals that he is a merchant from a highborn family but has lost his entourage and his way. If you lead him to a nearby settlement, he will reward you.

Roll two dice, adding one each for Acting and Disguise, Appearance, and Beguiling. Add two for Courtly Graces:

- 2–4: The merchant is appalled by your crass behavior as you travel together. He decides that you are not fit for polite company. Perhaps a few years in the mines will teach you manners! [S1/*Imprisoned*]
- 5–10: You pass a pleasant several days together as you travel. At the next town, he proves true to his word and rewards your aid. [D1/S1/W+1 (Max: Rich)]
- 10+: The merchant is enchanted by you. Upon reaching civilization, he lauds your grace and bearing. He offers you fine accommodations and shows you his excellent library. You are free to stay and study for as long as you wish. [D1/S1/Scholarship/*Respected*]

2536

As you relax under a tall palm on a particularly warm afternoon, the other approaches you in the shimmering heat. He is obviously thirsty and hungry, and you have plenty of figs and water in your pack. You offer him some, and he draws up short. "Have I fallen so far that I must accept charity? No! Instead, I ask that you consider this an investment."

NO SKILL: You smile and give the man a large handful of figs and as much water as he can drink. "The well-being of all men is the greatest investment," you say, and go on your way. [D1/Piety]

BARGAINING AND EVALUATION: You are impressed by the man's bearing even in a hard situation and talk further. Before the day is out, you are business partners—and he is every bit as good as your first impression lead you to believe. [D1/W+3 (Max: Rich)]

2537

Looking up at an abandoned temple, you see a crazy man jumping up and down on the slippery dome. You call to him, warning him of the danger. Although panting and clearly exhausted, he does not stop. He claims that Allah wishes him to dance, so dance he will.

NO SKILL: A wise man does not come between another man and Allah. You move on with nothing but a strange tale to tell. [D1/S1]

ENDURING HARDSHIP: You can think of nothing that will convince this fool to cease, so you climb up and dance with him. Maybe Allah will gaze upon the two of you and have pity on this poor restless man. After three days and nights, Allah returns the man's senses and he is freed of his affliction. [D2/*Blessed*]

2538

While you shop in the bazaar, a dark and mysterious vendor offers you a magical flute for a princely sum. You reach for your purse, the other comes over and smacks your hand harshly. "Do not buy such junk! That scrap is no more magical than the corns on my toe!" The merchant shakes his head, "Pay that one no mind—madness claimed him long ago." But there is something in the other's words that makes you believe it.

NO SKILL: The vendor curses at you and gathers up his blanket of goods in one fell swoop. The other laughs and says, "Good choice, my lad. If you want something magical, this will serve well." [S1/**Copper Drum**]

SCHOLARSHIP: You look more closely at the instrument, and find it is indeed a cleverly made forgery. The vendor bows deeply, "I can see you are a learned man, I should not have tried to pass off a copy." He produces a shiny bauble from a hidden pouch. "Perhaps something genuine might interest you?" You glance at the other, who nods approvingly. You haggle for a moment, and walk away with your newfound treasure. [D1/Bargaining and Evaluation/**Treasure**]

2539

Late at night, you arrive in a small village. As you make your way through the dark streets, you notice a young couple hastily climbing out of a window. The man implores you, "Please sir, we are young lovers whose families have betrothed us to others. If you call out we will be caught and forced to marry ones we do not love." These two are foolish to ignore the wishes of their elders, but who can fault true love? They depart, but you are soon confronted by two armed men who demand to know if you have seen their children.

NO SKILL: You stammer for a moment, then feign ignorance. Something in your manner reveals more than you intended, though, and the men hurry off in the same direction as the couple. [D1/*Fated*]

WISDOM: You distract the two with a tale of two lovers, destined to be forever separated. The prince, given a fine wife, grew old with many strong sons but remained unhappy even unto his death. The tale of the princess was sadder still, for the loss of her love rendered her barren. Her line died out and their house fell into chaos. The men, entranced by your story, listen for half the night. In the end, they return home, vowing to consider their children's wishes. [S2/Storytelling]

2540

When you saw the kindly one sitting on a cushion at the inn, you were intrigued. "Might I accompany you during your evening meal?" In conversation, you learn that the other's children are greedy and were planning to take over the world. The other mentions magical artifacts, the service of a dozen jinn and 'efreet, an army of children warriors, and something called a "Derobulator." The only way to prevent this horrible future is to make sure that the other's considerable wealth is kept out of the hands of the children. The comely one suggests that the two of you marry, so that you would control the fortune. You decide to aid this poor suffering mad one.

NO SKILL: You marry. The children see this as a corrupt ploy to gain wealth on your part. Soon the entire region knows of your money-grubbing deception. [D1/W+1 (Max: Rich)/ *Scorned*]

BEGUILING: Luckily, you were blessed with more than your share of charm. Despite their misgivings, the other's children cannot help but like you, and you them. When the sad day arrives that the other passes on, you donate the money to the local mosque, and receive a blessing in return. [D2/S1/ *Blessed*]

MARRIED (mandatory): You tell the other of your dear spouse, awaiting you at home, and instead connive together with the other a most wondrous scheme that will show the children the folly of all those who crave power more than love. In the end, the children are chastened and rededicate their energies to the benefit of their family and all around them. [D1/S1/ *Blessed*]

2541

You have loved another for many years but are too ashamed to admit it. One day, you find that your love has been ensorcelled by a magician. You vow to break the enchantment so you can finally express your true feelings.

NO SKILL: You arrive at your love's home and proclaim your devotion. You denounce the magician as an evil manipulator. Your love laughs at you, and you walk away with nothing but a curse to mark your folly. [S1/ *Accursed*]

MAGIC: You follow the magician and your love, studying their interactions. You discern a flaw in the magician's spell. With further research, you discern the proper counter-incantations and slowly break down the enchantment. When your beloved is free of the mental duress, you appear, explain your actions, and confess your love, which is immediately returned tenfold. [D1/S1/ *Married*]

2542

While visiting a relation who is suffering in a home for the sick, you became smitten with another patient. The administrator tells you, "Many years ago this one came to the town, speaking of a lost treasure deep in the desert that was guarded by a horrific beast. The beast, it seems, took a part of this one's soul. You are the first to have inquired about the mad one. Perhaps you could help find a cure." You agree, and sit down to get to know the other. In time, you hear the complete story and come to have true feelings for this poor unfortunate.

NO SKILL: In the end, the madness is complete and there is nothing you can do. Despite your affection, you must leave to live your life. [D1]

SCHOLARSHIP: Speaking with the other methodically, you begin to understand that whatever happened out there, it must be cured out there. You convince the administrator to allow you to take the other to confront whatever caused such distress. Once outside, the other leads you on a fantastic adventure involving trapped tombs, a monster with six arms, and a glorious treasure. The other is indeed cured and you are enriched. [D1/S2/ *Beloved*/ **Treasure**]

2543

The Sultan's court is full of many wondrous things—foods from all corners of the known world and experiences that would impress even the most jaded of adventurers. None of this, however, compares to the emerald-eyed beauty you saw dancing among a band of holy dervishes visiting the court. Over the next days, you could not get this one out of your mind.

NO SKILL: You ask around every temple and mosque in the area, but to no avail. No one seems to know of this wondrous creature who danced among the ascetics. [D1/ *Love Struck*]

ACTING AND DISGUISE: Realizing that no one would tell you where to find the object of your affection if you were to ask directly, you masquerade as a member of the order and join their rituals. Soon you find the one you seek and you profess your love. The other is moved, and teaches you to achieve ecstasy in movement. [D1/S1/Piety]

2544

Watching the Sultan, you see something is amiss. Usually a kind and mirthful man who cares so deeply for his people, he acts distant and distracted. . By subtle questions, you learn that his favorite child has left the city to join a band of dervishes in a life of ascetic contemplation. Wanting to deliver the Sultan from his heartache, you head off to find this wayward child. When you see the youth, dancing among the holy ones, you are entranced. You must tell the other how you feel.

NO SKILL: You are insufficiently holy, pleasing to the eye, or interesting. Your advances are rebuffed. [S1]

SEDUCTION: You please the other and your pleasure is returned in abundance. Now, you must decide how to inform the Sultan. . . . [D1/S1/ Beguiling/ *Beloved*]

2545

Falling in with a band of dervishes, you come to know and respect them. Their holiness and lack of material desire is refreshing. Among them is one other who draws your eye. You are smitten.

NO SKILL: Although kind, the other does not return your affections. [D1]

STORYTELLING: As you get to know the other, you spin tales of your adventures. You speak of strange events, lessons learned, friends made and lost. Throughout, you note the humbling and uplifting presence of Allah in all that transpired. The other, and indeed all the dervishes, are enraptured by your stories. [D1/S1/Piety]

2546

You are approached by a dark stranger bearing the royal sigil of the prince of this land. It seems that the prince's favorite wine-merchant has been kidnapped and taken to an old mosque hidden in the mountains. The stranger asks that you retrieve him. When you arrive at the distant valley, you find the merchant sitting among a dozen holy men. . Seeing your bewilderment, the other tells you that he fled his old vocation to follow Allah's calling.

NO SKILL: You have promised the prince that you will bring the man back. When he refuses to come along, you toss a sack over his head. He has responsibilities, and you do not have the right to forgive him of them. [S2/Lose Piety]

BEGUILING: You make the man an offer. In exchange for his return with you, you will act as advocate for his religious calling. He reluctantly follows you, but when you arrive, he is immediately locked away for betraying the prince's service. A courier hands you your reward and thanks you for your assistance. [D1/S1/W+2 (Max: Rich)]

2547

Traveling through a small, poor village, you hear children moaning and crying. In a rundown shack you discover a mother whose three children are dying of some unknown disease. You seek out the local seller of

herbs and medicines, who is as poor as the other villagers. He informs you that the mother is an adulteress and it would not be proper to assist one such as her. You beg Allah for forgiveness and knock the old man him unconscious and carry him and his wares to the hut. There, you explain that you he will care for the children.

NO SKILL: Angered, he begins to work, applying salves and boiling teas. You wait here a few days to see if the cures work, and they do! The healer comes to you later and apologizes for his selfish behavior. [D1]

MAGIC: Watching him, you realize the old man aids his herbal remedies with magic. You quietly whisper, "If your magic harms these children, my judgment will be swift." The other sighs and continues to work, but his gestures change slightly. Soon the children are bright and alert! The merchant curses you, "I hope you live a thousand months, and not one brings you even a faint joy!" [D1/S1/Magic/*Accursed*]

2548

While traveling a lonely desert road, you come across the ruins of a caravan which has been destroyed by bandits. In the wreckage, you find only one survivor, an old trader in tattered robes. His legs are shattered, and it is clear he is dying. "I spent everything I have to win this bauble," he says, showing you a great ring. "But now I will die before bringing it to my mother. I would have you bring her to me." You realize that he will not likely survive long enough for you to complete a round trip, so, despite his protests, you haul him up onto your mount and ride to the nearest town. When you arrive, you quickly find the mother's house.

NO SKILL: As you reach the house, the old woman come running out. She leans in close to her son and they whisper for a moment before he passes. She turns and spits at you, "Curse you for moving him. You have killed my son!" [D1/*Accursed*]

LUCK: The young man brightens at the sight of his mother. "Mother, I have brought you a present!" He places something in her hand and then breathes his last. She tosses the object in the dirt. "I do not need this horrid prize! I warned you not to seek such blasphemous things!" You pick up the object and place it deftly into your pack. [S1/**Seal Ring**]

2549

You take advantage of a cool, clear night to cross the otherwise inhospitable desert. Up ahead, you see the light of a campfire and the raucous sounds of men drinking. Sneaking closer, you see five bandits laughing and drinking and tormenting a thin youth. Although the youth wears threadbare clothes and is coated in dirt, you recognize the child of a local sheik. You decide you cannot leave this wretch to such a fate.

NO SKILL: You wait until the youth is out of earshot of the men and make your presence known. Surprised, the youth yelps. The bandits investigate and you flee. They catch and thrash you. [S1/*Wounded*]

WEAPON USE: Drawing your weapon, you charge the drunken men and scatter them. You seize the youth and run off into the night. When you pause, the young one explains, "I am sorry, sir, but I must return. I have been chosen by Allah to help these criminals to see the error of their ways." With that, the youth walks back toward the camp. [S2]

STEALTH AND STEALING: You slip into the camp undetected and slide your hand over the young one's mouth. Lifting the tormented one from the ground, you dash off into the night. You escape but hear shouts of anger, vowing to chase you to the ends of the earth. Grateful for your actions, the pious one teaches you the art of disguise. [D1/S1/Acting and Disguise/*Pursued*]

2550

While walking in a small market, you notice the other. Something in the other's behavior catches your attention and you realize the other is not what he seems, but is a villain in disguise. You sneak up close to the other, holding your sword to his back, and draw him down a dark alleyway. He smiles and pushes open his cloak, revealing leather armor and a pair of daggers. You look up and see several large men in the alley.

NO SKILL: "You played your part perfectly," she mocks. "I am continually amazed by the stupidity of would-be kidnappers." The men hold you as she relieves you of your belongings. [D1/W–2 (Min: Poor)]

QUICK THINKING: You spring aside and spin your sword through a series of complex motions. Your movements are flawless and impressive. One of the men pales, "We have bearded a sword master. Let us flee before he carves us like baked sheep." After they depart, you inform the local magistrate of the scam and are rewarded. [S1/W+1 (Max: Respectable)]

2551

When you arrive in this small town, the only thing on all lips is the reward being offered for the capture of a notorious criminal known to be in this area. You have seen one who matches the description among a band of ruffians camping in a ravine as you came here. You head off and are fortunate to find the men still there. In time, the one you seek wanders into a small copse to relieve himself in privacy. Sneaking up, you place your sword to the back of his neck, saying, "Come with me quietly." As you lead him away, he explains that he is not, in fact, a bandit, but is the other, disguised for his own purposes.

NO SKILL: You decide to let the local magistrates sort truth from fiction here, and deliver your captive for the reward. [D1/W+1 (Max: Respectable)]

ACTING AND DISGUISE: You recognize the skill of the disguise, and ask the other his story. The bandits, it transpires, slaughtered the other's entire family in a raid. The other swore justice and infiltrated the band. By cunning means, he eliminated all their leaders, leaving only the weak and foolish; the "reward" was his own plan, to secure his role in the group. You are impressed by the audacity of the other's plan and assist the other in completing his plan. [D2/S1/Stealth and Stealing]

2552

Visiting a relative's home, you are surprised when a troop of soldiers burst in and arrest the homeowner for murder! You console the family and plead before the local magistrate, but to no avail. On the day of execution, you infiltrate the guards while the family causes a distraction. Spiriting the other away, you both flee into the desert.

NO SKILL: The desert is a harsh place. You are unable to keep your relative alive during the long trek. You have done the family little good. [D1/*Pursued* (SOLDIER)]

ENDURING HARDSHIP, WILDERNESS LORE: The two of you do not stop until you are far into the hills east of your village. Although life is hard, you both survive. In time, your relative, who is a scholar, explains that if certain books can be secured from the family's home, you may be able to clear her name. You sneak into town and find the volumes. Later, you both appear before the magistrate and cite an obscure law that allows a person with family who performs a pilgrimage to Mecca to offer a goat to stave off punishment for a crime. In this way, your relative is freed. You, however, are guilty of helping a prisoner to escape. You flee back into the desert. [D1/S1/Stealth and Stealing/*Outlaw*]

2553

It was a magnificent device, brass and slender. Through one end, you could see the far end of the market up close, as if by magic. As you handled the tube, sun flashed on its polished surface. This startled a nearby horse, which bolted, pulling its loaded cart behind it. The cart tore away from the harness and slammed into the soft mud wall of the jail. The wall came crashing down, and from inside streamed more than a dozen prisoners! You walked off casually, hoping no one had seen the cause of the commotion. Later, one of the prisoners cornered you in an alley. She threatens to report your actions if you did not help her escape the town. "Look over there!" you yell, then knock the woman unconscious and sling her over your horse.

NO SKILL: You carry the woman back to the jail, dumping her in a nearby alley. Then you quickly leave town. [S1]

BEGUILING: You return the unconscious woman to the jail, explaining that you—a coincidental witness to the accident—caught this woman trying to escape. You warn them you have struck her quite hard on the head, so she may be delirious when she awakens. You caution the guards not to believe any of the nonsense she spouts. You claim a modest reward from the guards and head off on your way. [D1/W+1 (Max: Respectable)/Quick Thinking]

2554

Sitting in a local inn, you overhear the most amazing tale! A man has captured a beast marked by Allah. It is rumored that the beast was once human, a woman who found the lost treasure of the Sultans, and was transformed into animal form as punishment. The beast is imprisoned at a local sheik's manor, as scholars attempt to lift the curse and discover the location of the treasure. Without a moment's hesitation, you travel to the sheik's house. You scale the wall and steal into the courtyard. You find the beast trapped in a magical cage with a golden lock. Hushing the whining beast, you pick the lock and open the cage door. Suddenly the lock itself begins to scream!

NO SKILL: You toss your rope over the animal's neck and drag it away as the guards approach. In the struggle it bites you. Around the bite, your skin begins to grow a thick pelt. . . . [S1/*Beast Form*]

BARGAINING AND EVALUATION: You quickly realize that even if you did manage to drag this huge beast off in time, you have no way of removing the curse. This lock, however, might just fetch a pretty penny. Muffling it in your cloak, you depart. As soon as it quiets, you sell it. [D1/W+1 (Max: Rich)/Stealth and Stealing]

2555

The one you have been pursuing for months is quite fetching. Finally, he relents and promises you his heart, but warns you that her brother, a greatly respected holy man, has sworn never to let his youngest sibling marry without his permission, and his standards are so high that none shall ever meet them. Your lover tells you where to find the other, and you head out to threaten him.

NO SKILL: You find the holy man easily, taking him to a secluded alleyway, and a blade to his throat makes him agree to bless whomever his sibling loves. After you return to tell your lover the great news, you find him in the arms of another! You were played like a fish on the line. [S2/*Grief Stricken*]

SEDUCTION: "There is no need to dispose of your former lover," you tell him. "Your love will protect us forever." You sweep her into your arms and kiss her deeply. [D1/*Beloved*]

2556

Riding into a valley, you hear drums coming from nearby. Curious, you investigate and see a town. Atop a high building, men in red robes and turbans are executing men in chains. By their garb, you realize they are a band of dervishes. They refuse to cry out in terror! Gathering your strength, you race up the tower and grab the oldest of the dervishes and leap off to a nearby rooftop. The dervish quickly explains how the Magians came and ensorcelled the townsfolk, while you look for a way to the ground.

NO SKILL: The only way down is a drop five times the height of a man, which would surely kill the aged dervish. The other insists on staying behind. "Go and bring us freedom; I will die with my fellows." You return days later with a band of soldiers, and find no survivors in the town. [D1/S1/*Grief Stricken*]

QUICK THINKING: Directly below you there is the roof of a slave barracks. With the help of the dervish, you free the two dozen men within and arm them with shovels and axes and charge the tower. With each guard your mob brings down, you gain a sword, and soon you overwhelm all the Magians and free the town. [D2/S2/Piety/*Respected*/*Robe of Honor*]

2557

You have encouraged the people of the town to hold a feast in the honor of the other and made sure that you are seated near him. Unnoticed, you put *benj* in his drink, and when he passes out, you remark that you are a physician and will see to his well-being. You whisk him away to a private abode before anyone becomes suspicious.

NO SKILL: The other is held in such high regard that you are easily able to ransom him for a substantial sum. You must leave immediately with your ill-gotten gains. [W+2 (Max: Rich)/*Outlaw*]

BEGUILING, COURTLY GRACES, SCHOLARSHIP: You appear before the townspeople and are able to convince them that the other has died. You even display the other's body, the pallor of death on his skin a ruse of your devising. You say that with your secret knowledge, you can save the other even from death, and by secretly administering an antidote to the benj, the other rises from his "deathbed"! You are showered with gifts by the grateful people of the town, who truly believed he had died. [S1/W+2 (Max: Rich)/*Respected*]

2558

You have come up with a scheme to make the object of your affections: you will feign a duel with a renowned soldier who is passing through town, to make yourself look heroic. You approach the other, but he wants no part of your plan. Infuriated, you slip a little benj in his drink and, when he starts to fade, you pick him up and lead him to the town square. You whisper, "Make it look good and there's double the coin in it for you."

NO SKILL, ACCURSED (mandatory): Even drugged, the other is far your superior. With but a single blow, he sends you reeling across the town square. He turns on his heel and staggers off, leaving you in shame. [S1/*Scorned*]

WEAPON USE, MAGIC: The other leaps to the attack, and you are hard-pressed to keep up. If you had not drugged him, he probably would have defeated you! In the end, you knock him to the ground. There can be no glory in such a victory, though. [D-1/Lose *Respected*]

2559

Somewhere in the Sultan's royal library lays the answer to a riddle you found scrawled on the back of an otherwise inscrutable map. The question is, how do you get in? You sit outside the building for days, careful not to be seen, studying the place. There is a soldier standing guard outside—if you can but remove that threat, you would have an easy time of it. You learn the soldier's daily routine and soon it becomes child's play to isolate and abduct the target. Later on, as you take his place, you confront the Royal Librarian. Under threat, the librarian uses magical keys to gain entrance to the library, and even aids your research. Lost in your work, you fail to notice as the librarian illuminates a number of lamps. The Sultan's guards cannot help but notice the "closed" library ablaze with light.

NO SKILL: You escape, barely, but lose the map and your research. [D1/ *Outlaw*]

ACTING AND DISGUISE: You bind and gag the librarian, and shove him in a back room. You don his robes, arrange your hair just so, and dim a number of lamps. When the guards arrive, you stay in the shadows and wave them off dismissively. In a rough voice, you claim that the Sultan has demanded that you perform important research. The soldiers leave you to your work. You depart swiftly before they return. You learn no secrets but neither are you jailed . . . or worse. [D1/S1/Quick Thinking]

2560

Through a series of misadventures, you fall into the debt of a pirate captain. He comes to you and demands that you convince a famed swordfighter to join his ship's crew. The warrior will not be easy to convince, and you cannot hope to win through force of arms. The pirate recommends you resort to abduction, but has little more advice to offer. He chuckles as you depart. You despair of completing this task, but you dare not risk the pirate's wrath. You locate the weapon master and plot your approach.

NO SKILL: You speak with the fighter, telling the truth and pleading for understanding. You appeal to the other's sense of adventure. The swordfighter scoffs at you, slashes your arm for your temerity, and sends you packing. [S1/ *Wounded*]

ENDURING HARDSHIP: It is clear you cannot take the warrior by force, so instead you rely on guile. You "happen" upon the fighter and offer to buy drinks in exchange for stories. Through sheer intestinal fortitude, you are able to keep your head when the other drops unconscious. You drag his limp body to the pirate ship and settle your debt. [D1/S1/ Wisdom]

2561

When you broke into the merchant's house, you believed no one to be home. After all, the daughter of the household was getting married at the other end of town. Who would miss that? Well, it turns out her brother would. He was against the marriage and refused to sit through the farce! You were midway through cleaning out the jewelry case when you heard from behind you, "You'll pay for your crimes, villain." Ducking quickly, you avoid the man's attack. Striking out, you knock him senseless. You bundle him up with the loot and ride away.

NO SKILL: You dump the man in a ditch on the way out of town. You cannot bring yourself to kill him, even though his testimony will mark you as a wanted man. [D1/W+1 (Max: Respectable)/ *Outlaw*]

WISDOM: As you ride away, you notice a slave caravan preparing to leave town. It costs you a portion of your loot, but when it leaves, it takes with it one more enslaved soul. None will be giving your description to the local magistrate. [D2/ Bargaining and Evaluation]

2562

A hated rival, and a well-respected warrior, has just been appointed a city magistrate. You are certain that this man will use his newfound power to have you arrested and jailed. Before that can happen, you sneak into his home and abduct him. You ride out into the wilderness, intending to leave the miserable one to his fate.

NO SKILL: In your haste to humble your rival, you failed to pack enough supplies or note your route. You get lost and must rely on your rival to lead you back to civilization. Not only are your plans ruined, you are now in your rival's debt. [D1/ *Envious*]

WILDERNESS LORE: You make your way through the barren landscape, hiding your trail and losing the pursuit. You laugh heartily as you ride off, your rival tied to a dead tree. [D2/Enduring Hardship]

2563

Honor demands you accept the challenge of a duel from a hardened soldier. You best the man but still he refuses to allow the matter to drop. He vows revenge and starts spreading rumors about your family and tastes in bed partners. You search him out, knock him senseless, and drag him to a hidden room.

NO SKILL: You beat him until he agrees to retract the vicious statements. You let him go, but he simply tells all of your actions, causing your reputation further harm. [D1/ *Scorned*]

ACTING AND DISGUISE: You don the guise of a magistrate and bring the man to the docks. You claim to have an order sentencing the man to a long sea voyage. You launch into a litany of the man's many crimes and by the time you are done, the ship captain tosses him in the hold. It will be a long time before the dog sees the light of day. [D1/S1/Storytelling]

2564

You spend all day looking for a fresh camel, as your current one has taken ill. The only man who sells them in town seems hesitant, and after a long day of unsuccessful haggling you retire to a smoke-filled inn, where you gradually doze off. Traveling all these nights, however, has trained you to remain aware of your surroundings, and your hand shoots out before you fully wake to grab the wrist of a woman reaching for your coin purse. Your eyes open and follow the slender arm up to the dirty but beautiful face of the young bandit. "Allah does not seem to support your chosen profession. But there is something I can use you for."

NO SKILL: Realizing that neither wealth nor piety will inspire the local herdsman to sell you a camel, you send the thief to beguile the hard man into giving one to you. The thief proves better as a negotiator, and the next morning you ride off on a fresh mount. [S1/ *Determined*]

STEALTH AND STEALING: You take the young thief along with you when you go to commandeer a mount for the next leg of your journey. You teach her a few skills and she travels with you for some time learning your trade. Eventually you release her, and hear nothing from her for many nights. Then one night a messenger arrives for you, carrying a strange package. The note is from your apprentice: "Dear Master, I wish to repay you for all you taught me. I found this bauble that I believe will better fit your pocket than it will mine." [D1/ **One Hundred Keys**]

2565

Walking through a dusty village, a woman's voice berates someone about their lack of a profession, and the other yelps in protest as she is tossed into the street to land at your feet in an ignoble heap. Dejected,

she looks up at you and Allah inspires you to take pity. Extending your hand, you say gently, "If you would like a job, perhaps I can provide. It may not be a profession your mother imagined, but it might serve you well." With nowhere to go, the other nods compliantly.

NO SKILL: Everyone needs a good camel handler, and the other proves to be better than average. For the next leg of your travel, your camel never seems to tire or become irate. [D1/Enduring Hardship]

QUICK THINKING: You swing the other onto your camel and begin to ride to the local inn, where they are to act as your valet. Behind you, the sounds of shouting make it clear that others might want to speak to your new charge. It turns out that leaving the village was construed by the constabulary as fleeing, as the young woman was a con artist whose previous professions had led her to hide in her mother's home. As you spur your mount out of town, you think, "This is what I get for acting hastily, but maybe they can teach me a few tricks for my troubles." [S1/Beguiling/*Pursued* (SOLDIER)]

2566

As you lay under a shady date tree, you see two people approaching through the noon haze. One of them is a beautiful young woman, and her interlocutor is , a badly scarred hulk of a man with one missing eye and a noticeable limp. The woman insists that taking care of oneself is the most important thing one can do to live a good life; the other argues that experience and risk make a good life. As they pass, they see you sitting and approach you for your opinion on the subject. You offer them a task to prove whose method is the most effective. Paying them a gold coin each, you tell them of a cave that you had come to investigate nearby in which was said to be a great treasure guarded by an enchantress. Whose methods work to gain you her secret treasure, you judge to be the most beneficial.

Roll two dice, adding one for Storytelling:

- 2–3: They do not buy your story, and consider you a fool for wasting their time. [D1/*Scorned*]
- 4–7: The scarred man returns, holding a valuable treasure glittering in the sunlight. He presents it to you, and you declare him the winner of the contest. [D1/S1/**Treasure**]
- 8–11: The beautiful woman returns, telling you that the story was just a myth. A lonely old herbalist lives in that cave, who was more than happy to have the company of such a nice person. You declare the maiden the winner and visit the herbalist yourself; she turns out to be a skilled healer. [D2/You may lose one status of your choice]
- 12+: You wait the entire day and neither finds their way to your lonely tree. As you are about to go investigate, a stunningly beautiful woman appears as if out of a mirage. "You sent your servants to steal from me, and now you shall join them in their fate!" Before you have a chance to react, you find yourself bound by a magical chain and then sold to the next passing traveler [S1/*Enslaved*]

2567

You are approached by a well-dressed man, who boldly sits next to you and tells you a tale of a treasure stolen from him by pirates. Indeed it is a sad tale, but your mind turns to the other treasures these pirates might possess. You ask the man to draw you a map of the last-known location of the pirates and pay him handsomely for it. When you return home with the map and begin plans for your voyage, you find the markings nearly incomprehensible.

NO SKILL: After a month of struggling to make sense of the information on the map, you realize you have wasted your time—and money! [S1/W–1 (Min: Poor)]

SEAMANSHIP: Your knowledge of the seas allows you to decipher the oddly scrawled map and fills in some information that was intentionally left out to cheat you. When you arrive at the location indicated, the pirates are gone, but their booty remains for the taking. [D2/S1/W+2 (Max: Princely)/**Treasure**]

2568

You encounter a gaudily dressed little man with a slick air. Flamboyantly, he describes himself as a merchant, raconteur, and entertainer. He seeks to accompany you and asks only a pittance in return. Intrigued by his dress and demeanor, you agree. During your travels, he lifts your spirits with his stories, jests, and distractions. Your favorite is an odd game using black chips etched with strange symbols. After a couple sessions, he offers to add spice to the game by wagering on the outcome. Challenged, you accept.

NO SKILL: The enticing game captivates you. After several days, you find you have lost all of your gold. The diminutive rake packs his bags and wanders off. [W–1 (Min: Poor)/Wisdom]

LUCK, WISDOM: After several games, you begin to see patterns and become more accomplished. In time, through luck or great focus, you notice certain telltale signs on the backs of the chips. The little man is hustling you. You grow angry and accuse him. In response, he laughs and nods. He returns your gold and offers a glowing ring as recompense. [S2/**Seal Ring**]

2569

Your mount falls ill and can no longer carry you. At the next village, an old man with wooden teeth offers to transport you on his wagon for a modest fee, which you accept. During your travels, the man tells you a sad tale. He claims to have once been a wealthy trader beset by bandits, who stole all but his meager wagon and broken-down horse. Indeed, the transport proves less reliable than you hoped. At various points along the way, the wagon breaks or the horse stalls. Each time, he pitifully requests additional sums to buy food or make repairs.

NO SKILL: You warm to the old codger and accede to each request in turn. Feeling good for your act of charity, you do not notice the fine clothing hidden under his cloak, or the bulging sacks in the bed of the wagon. [D1/W–1 (Min: Poor)]

BARGAINING AND EVALUATION: "Life is pitiless, old man," you explain. "I myself have recently lost a fine mount. I will pay what we agreed upon, and no more." The codger continues to whine, but you notice that, after each "breakdown," the horse starts up or the wagon continues on even though you have passed him no more money. At the next town, you purchase a camel and gladly rid yourself of this cheat. [S1/Wisdom]

2570

During your travels, you have accumulated several belongings. Struggling to carry them, you are approached by a ragged other who offers to help for a few coins. Grateful for the aid, you fail to notice the other's smooth skin and healthy limbs do not match his otherwise destitute air.

NO SKILL: The other follows you with several of your larger bags. As you pause to enter a shop, he sprints off and is lost in the crowd. [S1/W–1 (Min: Penniless)]

WISDOM: As you hand over your belongings, you notice the other's hands are insufficiently rough for a day laborer. You arrange your movement about the city to follow a patrol of watchmen. When the

disguised thief makes his move, you are ready and shout for the guards. They apprehend the trickster and inform you a reward has been offered for this man. [D2/W+1 (Max: Rich)]

2571

Walking into a small village, you find it oddly quiet and empty. Certainly, the shopkeeper appears to have a kind smile, the innkeeper a thin woman, and the stable boy industrious. Still, you realize that you never see more than one person at a time. You grab the next person you see—an old woman selling figs from a street blanket—and she turns out to be a nondescript young man in disguise. He explains that he betrayed the village to an evil Vizier, who rounded up the inhabitants for vile magical experiments. Instead of payment, the man has been cursed to act out the roles of all the dead villagers. Over time, he has developed a great facility with disguises. Amazed by his skills, you offer to pay him to teach you.

NO SKILL: The young man is willing but cannot ignore the curse long enough to teach you. [SI]

MAGIC: Whispering a long incantation, and performing several gestures, you dispel the magic binding him. Overjoyed, he agrees to accompany you, putting his skills to use in your adventures. [D2/SI/Acting and Disguise]

2572

You happen upon a young other beside a lonely oasis. Offering the other a gold coin for his services, you ask that he guide you to the nearest village. He agrees and leads you off into the desert. Hours pass, and your young guide walks and walks. Finally, you can take no more and you ask, "How much longer to the village, my friend?" The other turns and smiles a wry grin, "Village?" The rogue explains that he has taken you into the Desert of Death. He might be able to guide you back out again, but it will cost much more than a couple coins.

NO SKILL: With little recourse, you agree. [SI/W–2 (Min: Penniless)]

WILDERNESS LORE: You shake your head. "I believe I can retrace our steps. You'll get no satisfaction from me." When you finally arrive at a settlement, you inform the local magistrate of the man's trickery, and he promises to warn local travelers of the fraud. [DI/SI/Wisdom]

2573

Walking along the road, you notice an indolent other lounging by a tree. Barely moving, the youth tells a sad tale. "I am terribly lazy and refused to work to support my family. An old crone happened by and cursed me. I must tell my story to all who pass. I cannot truly live again until someone pays me to perform a task. Do you have a few coins to spare for some service, carrying your satchels, or fetching some water? I beg you."

NO SKILL: Taking pity on the poor wretch, you drop a few coins in the dirt and say, "Fetch me some water." The youth bounds up and does so. [DI]

SEAMANSHIP: You know just the thing to cure this soul of any lingering laziness. You are aware of house's master who requires able-bodied helpers. You offer a single coin and tell the youth to report to the house. Arriving with him, the master lauds your aid and offers you a "finder's fee." [SI/W+1 (Max: Respectable)]

2574

The other, it is said, suffers under a curse for having tampered in the affairs of the 'efreet. If anyone gives the other even a single coin, he must tell you of your future. You cannot resist. The other takes your coin and looks into your eyes to see what is written there.

NO SKILL: The other smiles and says, "You will have a long and happy life." You are pleased to know that, but you cannot help but feel that it would have been nice to learn more details. [DI/Luck]

LUCK: The other smiles and says, "Truly the Most High has showered you with favor. I cannot say more, but know that what you attempt, you will accomplish. [DI/SI/*Blessed*]

FATED (mandatory): The other shrieks at what he sees and flees into the night. That, you are sure, cannot be good. [DI/*Grief Stricken*]

2575

Studying in the library, you find a tale of an enchantress who lives in a cave by the sea. This sorceress apparently had the ability to twist men's wills according to her whims. The tale was told by someone named Nawfal the Unfortunate. Greedy to know more, and possibly gain this power for yourself, you seek out Nawfal. Finding the ancient one, you offer coins in exchange for a more complete story. Nawfal cannot refuse; the wicked one's curse requires a lengthy recital. You learn a crucial bit of information: the location of the enchantress. Before you set off, you review a number of texts for wards against enchantment.

NO SKILL: With dreams of convincing princes to surrender their treasure or ifrits to give up their magics, you accost the sorceress. Alas, she but waves a hand and all your protections shatter, bringing you under her spell as well. [DI/*Ensorcelled*]

SCHOLARSHIP: Forewarned is forearmed. The vile hag cannot pierce your wards and is defenseless before your weapons. She grudgingly teaches you many powerful secrets. [D2/Magic/*Blessed* (1 use)]

2576

You have heard the sorry story of a maiden of this town who is being held hostage against the surrender of her brother, a ruthless bandit leader. Her plight moves you deeply, and you approach the magistrate to allow her to work for you instead of rotting in a dungeon; her wages can go to pay the families of her brother's victims. Moved by your compassion, he agrees.

NO SKILL: Within a week, the maiden has escaped and fled to her brother. You are sentenced to serve in her place. [DI/*Imprisoned*]

STEALTH AND STEALING: You easily note the maiden testing the limits of her bounds. A week after you take her, she escapes, and you follow her directly to her brother's hiding place. During the night, you help yourself to his ill-gained goods, and then for good measure leave a knife in his chest before you move on to another town. [DI/SI/W+3 (Max: Rich)]

2577

You have been cast into prison on a false charge of poaching one of the prince's sheep. While awaiting you chance to prove your innocence, you find that you can speak easily with the prisoner in the next room, and you learn that she is accused of sorcery. You ask her why she does not use her skills to free herself, and she explains that she can only use her magic to help others, and only for a price. You talk with her long through the night.

NO SKILL: In the morning, when the jailer comes, you tell him that you are willing to testify all that you have heard from the witch in exchange for your own freedom. He takes you to the magistrate, who records

your statement and lets you go free. The witch sends her own greetings after you, though. [D1/*Accursed*]

COURTLY GRACES: After a few minutes of further conversation, you realize that she is quite sincere in her beliefs, and by subtle means you lead her to reveal many of her secrets. Finally, when you are convinced that she really knows whereof she speaks, you toss her a small pearl from your shoes. "Here is your payment." With that, she says a few words and you are standing, free, outside the town. [D1/S1/Magic]

2578

Thrown in jail for a crime you didn't commit, you find yourself in a squalid pit. In time, you dig out an iron bar and bend it to form a hook. A young woman, also captive here, finds some buried rope. The two of you agree to pool your treasures and make an escape together.

NO SKILL: The plan goes off without a hitch. You escape into the wilderness. It proves so inhospitable that you must return to town, where you are hunted by the law. [D1/*Outlaw*]

WILDERNESS LORE: Escaping into the wilderness, you use your talents to survive. Your fellow escapee is not so knowledgeable and, although you do your best, you cannot save her. She perishes in the harsh desert. You hope Allah will forgive you for your failing. [D1/S1/Piety/*Grief Stricken*]

2579

News of the arrest of the other—your cousin—disturbs you greatly—he is accused of murdering a passing dervish. You return home as fast as your camel will carry you. When you arrive, you find your cousin beyond comprehension, gibbering about sorcerers, 'efreet in human skin, and the curse of a thousand buried treasures. You recall a local mad one who has the reputation for speaking in tongues. You attend the other and offer fair payment to speak to your cousin. The words that pass between the two make no sense to you. Still, when they are done the mad one tells you that your cousin murdered an evil sorcerer and that he has been ensorcelled.

NO SKILL: You explain the story to the magistrate, but he is unmoved. Only a significant bribe will return your cousin to his family. [S1/W–I (Min: Poor)]

BARGAINING AND EVALUATION: Armed with this tale, you plead your cousin's case to the local magistrate. Through hard bargaining and reasoned argument, you are able to convince the official your cousin did no wrong. The magistrate brings in a magician who frees your cousin of his affliction. [D1/S1/Beguiling]

2580

You hear rumors of one in a nearby town who has learned to speak the language of the birds. You visit his home and find it filled with hundreds of birds, the air rank and the calls a near-deafening din. The other speaks in a mad screech that is barely recognizable as human speech. The other wants you to go out and find a long-lost treasure of which, he says, the birds have often spoken, and offers to split with you equally anything you recover.

NO SKILL: You agree. The other gives you a falcon to serve you as a guide and watcher. You and your new companion set off into the desert with vague directions and a growing sense of unease. After many weeks, the falcon leaves you and does not return. [S1/*Lost*]

COURTLY GRACES: You recognize, even through the screeching, that the other is a former courtier. You treat the other's requests with the proper etiquette. The other takes a liking to you and agrees to accompany you on the trip. At various crucial legs of the journey, he calls birds from sky, bearing maps, provisions, or a needed tool. With such help, you are ultimately successful. [D1/S2/**Treasure**]

2581

You seek to punish a hated rival, and you have met the other, who will make the perfect instrument of your revenge. The other appears to pass on madness to any who spends too long nearby. . For a simple payment— a dozen fruits, a half gallon of flower-water, and a single stuffed eel—the other will sit outside your rival's home and gibber for days on end. Soon your victim will be gnawing at his fingernails and pulling out his hair.

NO SKILL: Unfortunately, there was a flaw to your carefully laid plan: the mad are by their very nature unpredictable. Instead of remaining in one place, the mad one wanders the neighborhood, infecting all encountered. Word circulates that you are responsible for this blight. [D1/*Scorned*]

ACTING AND DISGUISE: The trick, you realize, with any mad person is to keep a close eye out. You spend your days following the mad one in various guises. A gesture here, a guiding voice there, and the insane one remains in place, driving your rival mad with seemingly random chicken attacks, wines spilled on his best robes, and howling dogs outside of every window of every room in which he tries to sleep. You also learn a thing or two about discipline and commitment. The time you spend near the mad one, however, also drives you insane. [D1/S1/Enduring Hardship/*Insane*]

2582

You hire the other to accompany you on your journeys. The other is devout, but more importantly is skilled with arms and accomplished in magic. In a short time, you enjoy many triumphs and become close friends. While exploring a strange paper hut that appeared in the desert, you are beset by massive wasps. You escape with a treasure, but as you turn to congratulate your friend, you find the other has been stung.

NO SKILL: There is little you can do. You watch your friend struggle for breath and die slowly in your arms. The treasure is wondrous indeed, but was it worth it? [S1/*Grief Stricken*/**Treasure**]

STEALTH AND STEALING, WILDERNESS LORE: You realize that if your friend is to survive, you must secure an antidote to the wasp's venom. You creep back into the paper house and retrieve some of the strange jelly that collected in pockets around the hive. Carefully you work your way back out and administer it just in time. [D1/S1/**Treasure**]

2583

Traveling through a small village, you find yourself quickly surrounded by ragged children begging for handouts. You dig into your purse to find a few small coins, when you are approached by a group of dervishes. The leader says, "Allah blesses those who practice charity." You feel you understand his hint, and give the alms to the dervishes instead.

NO SKILL: The leader is amused. "No man, no matter how holy he may claim to be, has greater claim to charity than a hungry child." The dervishes hand your coins directly to the children, who race off in every direction. [D1/Piety]

WISDOM: You say, "I know that you have foresworn all luxuries, but you know this land and its people far better than I do. Please guide my gifts to those who are most in need." The leader is very pleased by your gesture, and gives half the coins to the children around. "The rest," he says, "will go to the sick and the elderly, in your name." [D2/*Blessed*]

2584

While out walking, you are accosted by a quick youth in shabby clothes, who swings an ornate scimitar. He has heard of your exploits and challenges you to a duel. You you're your eyes about, and see some distance away a giant of a man, clad in the robe of a dervish, swirling a sword around his head and chanting prayers. You rush to the dervish.

NO SKILL: You say, "I will give a sack of gold if you fight in my stead." The giant shakes his head. "With the sword, I invoke the One God. It would be sacrilege to turn it against a man for vanity or gold." You slink back to the youth, who shows you no mercy. Your reputation and confidence suffers. [D1/*Envious*]

QUICK THINKING: You say, "That youth has blasphemed against the One God, cursed the name of the Prophet, and sworn to worship fire demons in the ruins of our mosque! Help me defeat him!" The giant narrows his eyes and strides to the attack. While the youth is distracted, you sneak behind him and brain him with a rock. Examining his sword, you find it is most wondrous [D1/S1/**Thunderbolt Sword**]

2585

You must send some money to your family as soon as possible or they will lose their home. You know of one in this town who has his fingers in a great many ventures; his associates in your home town can get money to loved ones far faster than you can travel the distance yourself. All the other asks in return is that you enter the home of the other's greatest rival and steal a book of accounts from him. You agree to do so that very night.

NO SKILL: You are caught sneaking into the rival's home. The anger of the other at your failure is fearsome indeed. [S1/*Accursed*]

STEALTH AND STEALING: The task is simplicity itself for one of your skill. Not only do you secure the book for the other but when you creep back into his house, you spy him sitting on a wondrous carpet. The other speaks a special word and the rug lifts him into the air! The next night, after you have delivered the book, you return unseen and avail yourself of the carpet. [D1/**Flying Carpet**]

2586

Wandering the city bazaar, you see a small crowd gathered around a burly palace guard. He announces that the prince is seeking guards for his next caravan to the holy city. You think this would be a perfect opportunity to travel in style with an entourage, but since you are a stranger in this city you will need a representative to bring you to the prince. You approach a wealthy other to be that representative.

NO SKILL: The other scoffs at your attempt and brushes you away. [S1]

BEGUILING: Your words intrigue the other and convince him to act as your representative. You are hired by the prince. You also learn a few things on how to speak to royalty. [D1/S1/Courtly Graces]

2587

You wish the other to join with you in a venture that will make you both rich. The other regards you coldly, then orders brings forth a slave. He points cruelly at her, saying "One does not become as wealthy as I have by scrupling at unpleasant tasks. This slave has been disobedient and lazy. Slay her for me, and I shall know you have the steel to be my partner."

NO SKILL: *You can agree or not:*

If you agree: You do as the other asks, and he is delighted. At last he has found an equal in his ruthless ways! [D-1/S1/W+2 (Max: Princely)/Lose Piety]

If you do not: You refuse to do this evil deed, and the other has you beaten as a weakling and a coward before casting you out. Then he spreads lies and calumny about you, that all might despise you, though you know in your heart that you have done as Allah wills. [D2/Piety/*Wounded*/*Scorned*]

QUICK THINKING, STEALTH AND STEALING: The beauty of intended victim captivates your reason, so you gather the slave up and leap out a window. Your happiness is a tale told long after. [D2/S2/choice of Seduction or *Married*]

2588

A wealthy merchant asks you to track down a wandering order of dervishes. The man is dying and wishes the holy ones to bless him before he passes. He promises suitable payment for their devotions and for your aid.

NO SKILL: The leader of the dervishes refuses your request. The blessings of the order are not for sale. [S1]

BEGUILING, BARGAINING AND EVALUATION: Knowing that a direct offer of payment would simply insult the holy ones, you attempt a different approach. You indicate that the group can secure a generous offer to a nearby mosque if they can find the grace in their hearts to pray over a dying man. Surely, Allah would approve of such devotion. The dervishes accept. [D1/W+1 (Max: Rich)/*Blessed* (1 use)]

2589

A noble has called for all the surrounding villages to come for the wedding of his daughter! For such a grand occasion, he charges you with securing a holy blessing for the couple. You seek out the most devout in the area, a group of mystical Sufi dervishes. Unsure of what will tempt them to comply, you approach to make your request. The leader of the dervishes refuses to entertain your request until you have been properly purified. You attend every service, dancing and whirling until you are out of breath.

NO SKILL: You tire quickly and gain no enlightenment. Still, the holy ones agree to attend and bless the union, but only on the condition that you undertake the next pilgrimage with them. You agree. [D1/*On Pilgrimage*]

ENDURING HARDSHIP: As you fight through your exhaustion, your devotion increases. Soon you find yourself very much attracted to this strange devotion. During the wedding, you refuse your seat at the noble's table and instead sit and dance with your newfound friends. [D1/S1/Piety]

2590

After a great adventure, you secure a treasure map. According to the notes on the parchment, the entryway to the valuables is guarded by a magical ward. Only a holy man in the throes of religious fervor may enter. Seeking among a group of dervishes, you find one who will teach you the proper dance to achieve purity. In return, he asks only one thing: That you abandon any material wealth and devote yourself to the ways of Allah.

NO SKILL: Such a bargain gains you nothing. You might gain great treasure but could not enjoy it. [S1]

QUICK THINKING, WISDOM: You accept. You will have to rid yourself of all your gold, but no doubt the magical treasures to be found in the

cave will serve you well as you embark on a new life devoted to Allah. [D2/W-4 (Min: Penniless)/Piety/Draw two **Treasures**]

2591

Something does not sit right, for the other is too beautiful for such a desolate place. You lash out at the other, drawing your scimitar as you shout. The other falls to the ground, the illusion of beauty replaced by the visage of an ugly hag.

NO SKILL: You slay the unholy wretch. [D2/S1/Piety]

MAGIC: Opportunity knocks, and you answer. The ability to change one's visage may prove useful. You trade the wretch's life for the knowledge. [D1/S1/Acting and Disguise]

2592

The other smiles at you, and you stand transfixed. You are barely able to mutter out a prayer to Allah, but He hears you and allows you to pull your weapon. The other laughs, and slowly fades into nothingness, a mere illusion.

NO SKILL: At the next town you enter you tell your tale, but the townsfolk laugh at you with incredulity: you cannot even buy water here, let alone get help on your quest. [D1/*Insane*/*Scorned*]

STORYTELLING: When you arrive at a nearby town you regale the local inn with your tales of danger and magic. You speak late into the night, and your meals and provisions are more than covered by the tips you receive. [D1/S1/W+1 (Max: Respectable)]

2593

You pause for the night at a local inn, exhausted from your long travels and grateful to be out of the wind. The food is good and the room is awash in beautiful young women. However, you notice throughout the evening that men come and go, staying in back rooms and not eating. After seeing some of the women escort a couple of men into hidden rooms, you realize that you have stumbled into a pagan brothel! You try to leave casually, but one of the women—half a head taller than you and as fierce as one of the Amazons of legend—stands before you demanding payment.

NO SKILL: You turn as if to go back in, and then with a burst of speed you shove past the woman and flee as quickly as your limbs will carry you. [D1/Quick Thinking]

QUICK THINKING, PIETY: With surprising speed, you knock down the guard and grab a large sack sitting by her feet. Once safely away, you discover it is full of the ill-gotten gains of the brothel and donate it to a local mosque. [S2/Piety]

2594

In the distance you see a lone figure stumbling up the road. You rush to help what turns out to be a beautiful young woman in torn rags. She tells you she was on her way to bring a rare gift to her young husband-to-be as a dowry when she was beset by bandits. If only there was something you could do...

NO SKILL: You offer her a few coins, but she turns them away. What are a few coins to winning the heart of her handsome partner? [S1]

STEALTH AND STEALING: You have an idea. You tell the young woman to go to the nearest inn and wait until nightfall for you to come. She is confused but in no state to argue. You follow the young woman's tracks back to where she was attacked and from there follow the bandits' horse tracks back to their cave. Sneaking inside, you find the gift the woman described and return with it to the inn. The bride is nowhere to be found, and the innkeeper doesn't recognize your description. You decide to hang onto the item until you find her again. [S1/**Treasure**]

WEAPON USE: You track down the bandits and challenge their giant of a leader. His first swing snaps your scimitar in twain, and the second nearly does the same to your neck! He beats you down and locks you in a cage, hoping for a hefty ransom. [D1/*Imprisoned*]

2595

Traveling along the road your caravan is set upon by a large lizard. It grabs you and you lose consciousness. When you awaken, you find yourself in a dank cave. As your eyes slowly adjust to the darkness, you see a woman sitting there, also badly hurt. Nearby, a nest of tiny legless lizards hiss and cry for food. Suddenly, the giant monster reappears and begins to move towards the other. "This is no way for someone of such beauty to die, so I must give myself first." You throw yourself between you and the unfortunate other, ready for your fate.

NO SKILL: Just as you brace for the gnashing of the beast's terrible jaws, there is the sound of clanking metal as guards from your caravan come to rescue you. The beast, startled by the noise, runs to safety. [S1]

PIETY: Your peaceful countenance stills the fire in the beast's eyes. Your faith and sacrifice bless you, and the beast steps aside to let you and the beautiful maiden leave. The maiden, a daughter of the local noble, awards you greatly [D1/S1/W+2 (Max: Rich)/Piety]

2596

Trying to rest under a large tree, you find yourself uncomfortable in the glaring midday sun. You toss and turn, finally pulling at a large rock on which to place your head. It clanks as you pull it from the rocky soil, and you discover it is not a rock at all, but a rusty copper box! Inside are a letter addressed to a woman and a signet ring made of gold and rubies. The letter inspires your pity, and you set off to deliver it to the intended recipient. At a nearby town, you find an attractive young man on his knees in front of a chaste and pious woman, who is obviously annoyed. You smile and walk up to the pair, handing her the box. "I believe this is yours?"

NO SKILL: The woman is relieved and thanks you profusely. You are offered some of her dowry. You politely refuse, as they will need it for their wedding. [S2/Wisdom]

COURTLY GRACES: The young woman thanks you and tells you that such a kind gesture must be repaid. She invites you to dinner that night, with her father, the Sultan. He treats you with great hospitality, and at the end of the night, gifts you with the gold and ruby ring. He says you may show it to anyone you meet within his lands, and they will show you similar kindness. [D2/S1/W+2 (Max: Princely)/*Robe of Honor*]

2597

Your heart leaps when you first see the wondrous creature. You decide you must have it for your own. But how can you capture such a fine animal alone?

NO SKILL: You can convince no one to aid you in your attempt to enslave the creature. Greed eats at your heart. [D-1/S1/*Envious*]

BARGAINING AND EVALUATION: It costs you dearly, but you are able to hire a band to help you capture the animal. When you do, you discover that having is not nearly so great a joy as wanting. [D1/S1/W-2 (Min: Poor)/Wisdom]

2598

You are amazed by the fine steed you see outside the stables of the emir. You wonder how you might acquire such a mount for yourself and seek help from a local merchant friend.

NO SKILL: The merchant tells you that you could not hope to purchase the horse, for it belongs to a distant cousin of the emir who is due any day to reclaim it. Together, you make a plan to disguise yourself as the emir's cousin and trick the emir into giving you the horse. [S1/W+1 (Max: Rich)/Acting and Disguise]

PIETY (mandatory): When your friend tells you the story of the owner of the horse, you realize that you cannot with clear conscience steal such a wondrous beast. You leave empty-handed but with a warm heart. [D1]

2599

You chance upon a fine steed, mired in a pit of mud. Despite your best efforts, you cannot free the animal without aid. You pray to the Most Merciful that you can return in time.

NO SKILL: Fortunately, you encounter a ferryman nearby. With his knowledge of ropes and tack, you are able to free the animal together. [D1/Seamanship]

MAGIC: After searching in vain for an hour for anyone to aid you, it is clear that you will not have enough time. Rather than let the creature die, you risk summoning a tiny djinn to help you. He is impressed by your generosity, and declares that henceforth your nobility of spirit shall be clear for all to see. [D1/S1/Appearance]

2600

Praise unto Allah, Who alone is without error, for allowing His worthless servants to complete this manuscript!

NO SKILL: You throw yourself down a well. It's a long way down. [D-1/S1/*Wounded*]

DETERMINED (mandatory), **ENDURING HARDSHIP:** You decide that the original well wasn't big enough, so you dig and dig until it has doubled its original size. Only then do you hurl yourself down into it. [D1/S1/*Fated*]

PIETY: It is said that the carpet-weavers of Persia deliberately introduce a flaw into every carpet, for only the Most High can make a thing that is perfect. Truly, in this regard if in no other, Allah is most pleased with this Book of Tales—but He throws you down a well for good measure. [D1/S1/*Humility*]

ENSLAVED (mandatory): You are thrown down a well. The water in the well is brown, not blue. [D-1/S-1/*Grief Stricken*]

SULTAN (mandatory): Eric has Anthony, Kevin, and Zev hurled down a well. It is clear than cannibalism cannot be far behind. [D2/S2/*Insane*]

STORYTELLING: You understand that repetition is the key to humor. However, The Reader has heard this one before, and throws you down a well. [D1/S-1/*Scorned*]