

Abridged Tales of the Arabian Nights

DUMB LUCK: You may start with a random Treasure but at “Beggar” wealth.

TIME MARCHES ON: Before the first player’s turn (except the first turn of the game), advance the time of day marker. (2 *players*: advance half as often).

LIFE EXPERIENCE: Every time the time marker advances from “Night” to “Morning” all players with fewer than seven skills may either gain a new talent-level skill or gain mastery in an existing skill *that they used on a prior turn*.

CITY CARDS OF WONDER: Separate the City Encounter Cards from the rest of the Encounter deck. Select 10 City cards at random and shuffle these back into the Encounter Deck. Put the remaining City Cards back in the box.

When you draw a City Card, keep the card and have no encounter this turn.

- At the end of any turn you may roll a six-sided die to gain the corresponding reward from the city card and then permanently discard that card.
- If you end a turn in the city named on the card, you may select any reward you like on the city card and then permanently discard.

When you draw a “Terrain” Card (eg: Barber, Magnetic Mountain) always roll the +/- fate die to alter the printed encounter matrix number.

CITY APOTHECARIES: The following statuses can be removed in a city at the end of your turn by spending 1 Wealth Level or for free in Baghdad: *Beast Form, Diseased, Insane, Lost, Ensorcelled, Wounded*.

SWIFTER STATUSES: Same flavor, less reading. Requires extra dice ([suggested](#)).

Accursed: Add one status die to the card every time you gain this status. During an encounter, roll all of these dice and use the lowest result.

- 1 – 2 Don’t roll the fate die. The reader chooses the “least favorable” outcomes for you regardless of skills, including checking one paragraph above and below the matrix paragraph, and selecting the result of any narrative die rolls. Remove one status die.
- 3 – 5 Use your skills only at “Talent” level to select paragraphs.
- 6 As if you rolled a 5 but also remove one status die.

Lose this status at the end of turn when the card is empty or if you gain *Blessed*.

Blessed: Add one status die to the card every time you gain this status. During an encounter, roll all of these dice and use the highest result.

- 1 As if you rolled a 2 but also remove one status die.
- 2 - 4 Use every skill as if at “Master” level to select paragraphs. The reader informs you if you have choices but does not tell outcomes.
- 5 - 6 Don’t roll the fate die. The reader chooses the “most favorable” outcomes for you regardless of skills, including checking one paragraph above and below the matrix paragraph and selecting the result of any narrative die rolls. Remove one status die.

Lose this status at the end of turn when the card is empty or if you gain *Accursed*.

Crippled: Your land movement cannot exceed 2. Whenever you gain any Story points, gain an additional +S1. You cannot gain or use the SEDUCTION or APPEARANCE skills. Lose *Crippled* if you gain *Respected* or *Blessed*.

Determined: +1 Movement for both sea and land.

Diseased: You cannot win while *Diseased*. Add one status die to the status card every time you gain this status. When you move into a city location, roll all dice and use the lowest result. Lose *Diseased* at end of turn if the card is empty.

1-3 You are thrown out by the city guards. Move back one space, end your movement, and have an encounter there.

4-6 You gain entrance and continue moving, despite your disease.

When you are in the same space as another player you may do one:

- *Buy a Treatment:* If they have SCHOLARSHIP or COURTLY GRACES, pay that player one wealth level to remove a status die.
- *Be Contagious:* Give them the *Diseased* status by winning a die contest. Players with SCHOLARSHIP or QUICK THINKING add +3 for each skill. Reroll ties.

Fated: Add one status die to the card every time you gain this status. Roll these dice with every Encounter roll and total the results. When you gain any Destiny points, gain an additional +D1. Every time you use a “Master” skill, remove a status die. Lose *Fated* at the end of turn when the card is empty or if you gain *Married*.

Grief-Stricken: You cannot win while *Grief-Stricken*. Place half of your skill tokens (round up) on the card. While a token is on the card, the skill cannot be used. Remove one token at the end of your turn. Lose *Grief-Stricken* when the card is empty. When you are in the same space as another player you may do one:

- *Bribe a Friendly Ear:* If they have STORYTELLING or COURTLY GRACES, pay that player one wealth level to lose the *Grief-Stricken* status.
- *Spread Misery:* Give them the *Grief-Stricken* status by winning a die contest. Players with STORYTELLING or BEGUILING add +3 for each skill. Reroll ties.

Imprisoned: You cannot move or draw encounters. Roll one die instead.

- 1-3 Encounter a Jailer on Matrix K. Roll a die for the type of Jailer. 1: Friendly, 2: Foolish, 3: Ugly, 4: Crafty, 5: Mad, 6: Wicked.
- 4 Remain *Imprisoned* but gain one talent-level skill of your choice.
- 5 Jailbreak! Lose *Imprisoned* and gain *Outlaw*
- 6 Bad Captors! Lose *Imprisoned* and take a normal turn.

Respected: Add one status die to the card every time you gain this status. Once per turn roll these dice along with any regular die roll. You may substitute one status die result for a normal die. Lose one status die when you gain *Scorned, Envious, Beast Form, or Enslaved*. Lose *Respected* at end of turn when the card is empty.

Robe of Honor: Gain +1 Destiny, *Respected* and WISDOM.

You may lose any status at any time by discarding *Robe of Honor* and taking -3S.