

PRINCES OF ARABIA

ALDO OJEDA CAMPOS



DIOS
CORNUDO

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Disclaimer English is not my first language. I wrote this game the best I could and hopefully there isn't any error, but I want to apologize in advance in case the gentle reader finds some little mistake.



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We are thieves, rulers of the streets. Ours is the world. We are the Princes of Arabia.

INTRODUCTION

Welcome to **Princes of Arabia**, a role-playing game where you will play along your friends as thieves in a fantastic version of ancient middle east, seeking for treasures, wondrous items and adventure in palaces, deserts and tombs.

This game was written for the *24 Hour RPG Movie Mashup Competition* hosted in 1KM1KT. The idea was to mix two movies and make a game out of it. I picked *Aladdin* and *Riders of the Lost Ark*. From this movies came the idea of tomb riders in Arabia, getting into trouble to find treasures protected by genies.

ARABIA

Princes of Arabia takes place in a mytical Arabia. A country full of wonders, where the land is bathed by golden sunlight. Fortified palaces rise proud in the middle of endless deserts, with enchanted oasis scattered all over. And populous cities reverberate with life and energy at the shore of crystalline rivers.

Magic rules over Arabia in subtle ways. Misteries and treasures, guarded by powerful genies, hide in ruins and nameless tombs left behind by lost civilizations. Hundreds of priceless jewels and magic items are waiting to be discovered.

THIEVES GUILD

Remember that tale of the forty thieves? These thief call themselves with the fancy name of Thieves Guild. In fact, they are but a bunch of disorginazed criminals. They gather regularly in a secret cave, but there isn't any treasures in there, they don't trust each to do that. The Guild is divided in small groups, who usually fight among them. Like the old saying goes, thief who steal a thief belongs to the Guild.

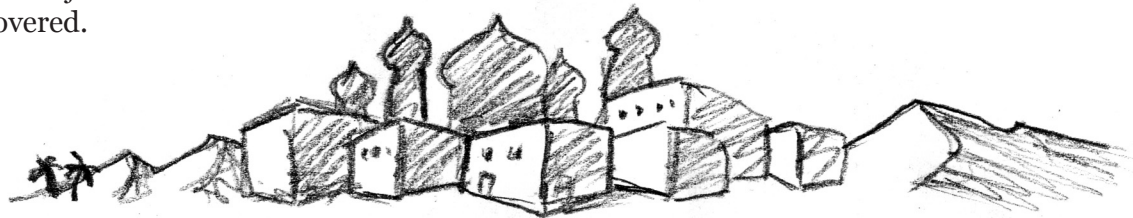
Enemies and allies – Members of the Thieves Guild have many enemies, sometimes they can count them as allies, but only sometimes.

Sultans and Emirs – The greedy governors of Arabia hire the Guild regularly. They always want the biggest jewels, no matter if they belong to another sultan or are hidden in the ruins of an old city.

Crusaders – Crusaders, I hate this guys. They come from far away and claim Arabia as theirs. The only thing they care is money, they pillage towns and attack innocent people.

Assassins Guild – The oldest enemies of the Thieves Guild is the dangerous Assassins Guild. Fanatic, usually high on hashish and very skillful in their profession.

Keeton of Harrington – This infidel priest is an eminent sage, respected even by the Guild. Collector of antiquities, he usually hires thieves to get whatever he desires.



CREATURES

Arabia is filled with terrible monsters; ferocious ghouls, enormous eagles and dangerous griffons. But among all the creatures of Allah, the genies are the most powerful. Magical in nature, they are mischievous and very unpredictable.

It appears that genies are related to the alchemical elements; so you have air genies, sulfur genies, mercury genies and so on. They can change their appearance to look like any animal or person. And the worst of all, they are usually guarding treasures.

PRINCES AND PRINCESSES

In order to play, you have to create a character. This character will be a member of the Thieves Guild and will enter into dangerous adventures to get treasures. You will have a character sheet, where all his characteristics will be covered.

PROFILE

First of all, think what kind of character you want to play. Why does he joined the Guild? How does he looks like? how does he behaves? What equipment and weapons does he have? Is he strong, charismatic or skillful? Once you have thought in this and other things, write them down in your character sheet and pick a name for your character.

<u>female names</u>	<u>male names</u>
Aisha	Ammar
Faizah	Bishr
Iman	Fariq
Malika	Mahdi
Nashita	Nasim
Tahira	Salah
<i>Pick one, roll a die or make one up!</i>	

ABILITIES

All characters have a set of skills, known as abilities. This characteristics cover a broad range of actions.

Thieve – How good the character is in his profession. Use this ability in any thievery action, like pick pockets, open locks and move silently.

Fight – This represents the character's ability to fight, with scimitars, his fists or whatever. Whenever violence is needed, use this ability.

Athletics – The overall physical prowess of your character. Use this ability to jump, run, swim, carry stuff and any other action that requires muscles.

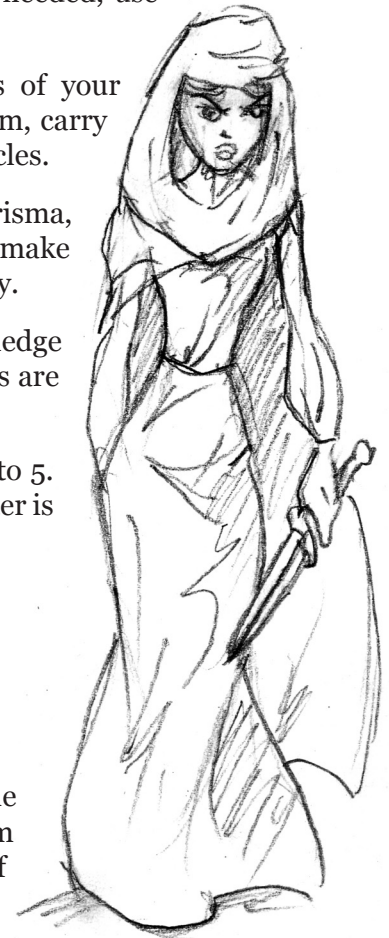
Social – This represents the character's charisma, presence and ease of talk. If you have to make through a situation by talking, use this ability.

Smarts – The intelligence, wits and knowledge of the character. Use this ability when brains are needed.

Each ability has a rating that can go from 1 to 5. This number represent how good the character is in that ability, as indicated below.

1	awful
2	bad
3	avarage
4	good
5	excellent

Asigning values Divide 12 points among the five abilities of your character and write them on your sheet. No ability can have a value of 0 or be higher than 5.



Wounds – Characters have seven wound slots. Whenever your character receives an injury, you must mark one slot. If all of your wound slots are marked by the end of your turn, your character dies.

□ □ □ □ □ □ □ Unmarked slots. This is a healthy character.

▣ ▣ ▣ ▣ ▣ ▣ ▣ Marked slots. This is a dead character.

PLAYING THE GAME

SCENES

As any movie, adventures in **Princes of Arabia** are divided in scenes. This scenes have challenges, like enemies and traps. Characters must overcome them in order to continue the story. These challenges receive a numeric value, according on how difficult they are. The bigger the challenge, the bigger the rating.

challenge	example
1	lazy guard
2	not so lazy guard, locked door
3	another thief
5	crusader, some tricky trap
8	big tiger, assassin
13	deadly trap
21	very angry genie

Challenges can be anything, like enemies, a merchant you must deal with or a princess you must appease, and can be solved in any creative ways the players could think of. There could also be many challenges in a single scene.

Example: The characters enter into a cave deep inside a dungeon. The chamber closes as soon as they enter and starts to fill with water (challenge 5), gigantic hungry snakes are slowly swimming to the characters (challenge 8).

ACTIONS

In any scene all players must take turns to make an action. The order doesn't matter very much, as long as everyone takes a turn. When all characters have made their actions, another round begins.

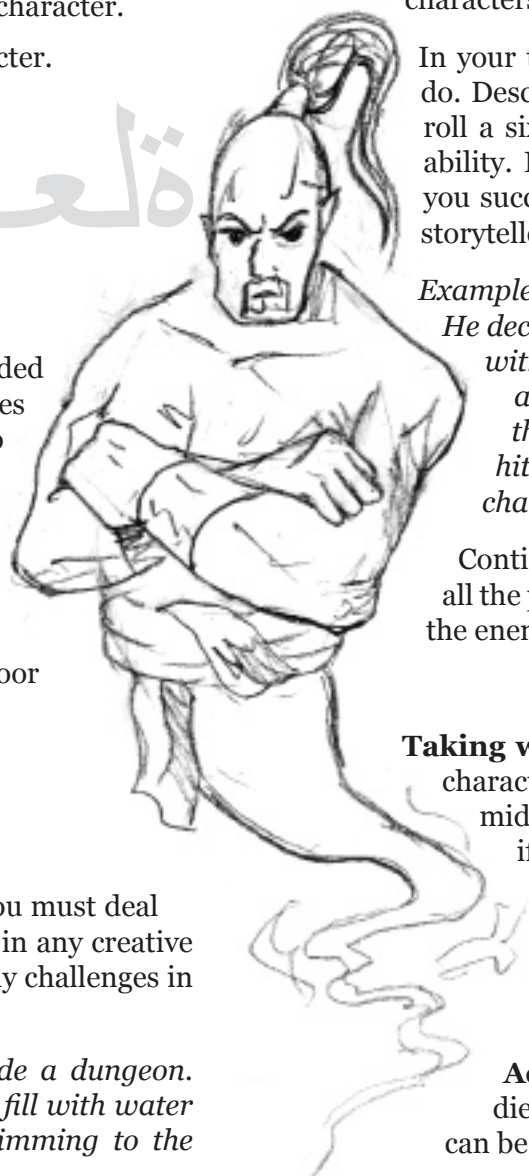
In your turn you must decide what does your character do. Describe the action, choose the most proper ability, roll a six-sided die and add the rating of the indicated ability. If the result is equal or higher than **seven** (7), you succeed and 1 point of challenge is eliminated. The storyteller then tells you what happens.

Example: Is the turn of Hugo and his character Hassan. He decides to attack one of the gigantic hungry snakes with a deadly stockade to the head. He rolls a die and add his value of Fight, the result is higher than 7, so the storyteller describe that Hassan hits the snake in the eye and eliminates 1 point on challenge.

Continue like this until all challenges come to 0, when all the problems in the scene are successfully solved and the enemies are defeated.

Taking wounds – Whenever you roll 1 on a die, if your character is on a dangerous scene (for example, in the middle of a room full of razors or in a fight, but not if he is trying to seduce a princess) he takes an injury and you must mark one of his wound slots. If all the wound slots are marked by the end of your turn, then your character dies.

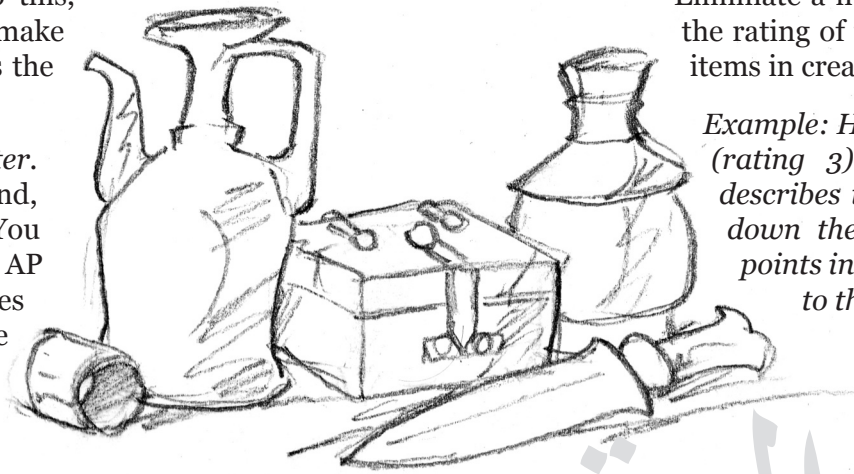
Adventure Points – Whenever you roll 6 on a die, you win an Adventure Point (or AP) This points can be spent in the following ways.



- *To unmark one wound slot.* To do this, you must spend 1 AP on your turn and make no other action (your character just finds the inner strength to keep adventuring).

- *To take damage for another character.* Let's think you have a very wounded friend, and he is about to receive the final blow. You can take the hit instead by spending 1 AP and describing what your character does (example, screaming "nooooo!" while jumping over him).

- *To use a magic item.* For more on this, keep reading.



Eliminate a number of challenge points equal to the rating of the item. Make sure you use magic items in creative and surprising ways!

Example: Hassan uses the 'cloak of invisibility' (rating 3). The player spends 1 AP and describes that while invisible, Hassan knock down the guard. The player eliminates 3 points in a single turn and now he can enter to the treasure room.

MAGIC ITEMS

Ancient tombs and ruins are filled with magic items. Player characters might find them in their adventures as rewards. Magic items have ratings from 2 to 5, this indicates how powerful the item is.

To determine the value of a magic item, the storyteller must roll a die. The result is the magic item's rating. If 1 or 6 is rolled, roll again.

Examples of magic items:

- Flying carpet
- Oil lamp
- Boots of Adroitness
- Singing sword
- Elixir of Strength
- Cloak of invisibility
- Magic beans
- Wand of Iblis

Using magic items – To use a magic item, you must spend 1 AP. Describe how does it work and what does your character do with it.

STORYTELLING

Just as *Scheherazade*, one player will be the storyteller. She will tell the story, but in this story, the players will be the protagonists. As a storyteller, you will have to describe the scenes and impersonate any enemy or characters the players find on their journey.

MAKING ADVENTURES

To make an adventure, you have to think in a few things. The first of all is the **goal** of the adventure. What does the characters must do to succeed in the mission? Some example goals are:

- Recover the golden necklace found in some ruins.
- Rescue the daughter of the sultan from the hands of the crusaders.
- Protect the caravan along its route.
- Kill the sultan, so that the vizier can climb to the throne.
- Find the traitor in the court who is selling secrets to the enemy.
- Defeat the Assassins Guild once and for all.

PRINCES OF ARABIA

Now that you know the end of the road, think in the challenges and risks the characters may find along the way. Which places they will visit and what characters or enemies they will meet?

CREATING SCENES

As in movies or theater, a scene starts when the characters enters into a new location or something abruptly changes, like the introduction of a new set of characters (namely, the enemies).

Create evocative and vivid scenes, think in two or three adjectives that could describe the overall feeling of the place and the challenges. But don't fill them with details, let the players do that for you. Is there a curtain to climb over? Yes, roll a die. Is there a chair I could throw to the enemy? Yes, roll a die. Is there a hidden door? roll a die to find out!

Not all scenes have challenges, some scenes are just for rest, talk with other characters, find out a clue or heal injuries.

MAKING CHALLENGES

The challenge rating is an abstract thing and can represent anything. If the players are having trouble with the challenges, decrease ratings a little bit without sacrificing the suspense. A bunch of soldiers could have a challenge rating of 13 or 8.

You can keep challenge ratings hidden, so the players won't know which one is the most important.

DESCRIBING CONSEQUENCES

Every action has a reaction, always describe what happens after the character makes his move. If the character wasn't successful, maybe it was because he didn't hit the target. And what happens if he was successful? The enemy could be weakened. Make sure this descriptions are exiting and funny.

AWARDING ITEMS

Magic items are powerful awards, don't give them very often, one per adventure might be enough. It doesn't matter who is carrying the item, any character could use it. Remember that magic items can be used in any possible way, if the players want to use the flying carpet to grab enemies and then drop them, that sounds like fun, as well as throwing knives from above or fly with the princess to impress her.

As players continue adventuring, they will get more and more magic items, make bigger challenges so they don't resolve them very easily with them!



PRINCES OF ARABIA

PLAYER _____ CHARACTER _____

PROFILE	ABILITIES
	THIEVE <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	FIGHT <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	ATHLETICS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	SOCIAL <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
SMARTS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
WOUNDS	
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ADVENTURE POINTS	

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ADVENTURE POINTS	