

Ştātūs Cārdš

Status Name	Effect	To Lose
Accursed	Whenever you roll the die for any reason, ask any player what number he wants you to use (that player may consult the <i>Book of Tales</i> before he gives you a number).	<ol style="list-style-type: none"> After the player has given you a number, roll the die to determine if you lose the status. If the number you roll is more then one point away from the number that was give, you are no longer <i>Accursed</i>. If you gain <i>Blessed</i>, you lose this status.
Beast Form	<ol style="list-style-type: none"> You cannot choose Court on the Reaction Matrix; if you are ever forced to Court, you immediately get the <i>Scorned</i> status. You cannot gain or use the <i>Seduction</i> or <i>Appearance</i> skills while in Beast Form 	<ol style="list-style-type: none"> If you give a Wealth level to a player in your space who has <i>Magic</i>, you lose this status. If you receive this status again, nothing happens. You keep this status.
Beloved	Decide whether to accept or reject his/her love: <i>If you accept:</i> You receive 2 Destiny points and become <i>Married</i> . <i>If you refuse:</i> Roll one die and gain the following status: 1-2 = <i>Scorned</i> 3-4 = <i>Pursued</i> 5-6 = <i>Determined</i>	
Blessed	Whenever you roll the die for any reason, you may choose what number to use (you may, examine the <i>Book of Tales</i> before choosing a number). Does not affect Destiny Die.	<ol style="list-style-type: none"> After saying what number you will use, roll the die. If the number you roll is more then 1 point from the number you called, you lose this status. If you gain <i>Accursed</i>, you lose this status.
Crippled	<ol style="list-style-type: none"> Your movement is reduced by 1. You cannot gain or use the <i>Seduction</i> or <i>Appearance</i> skills. In any encounter you double all Story Point awards. 	If you gained <i>Blessed</i> or <i>Respected</i> , you lose this status.
Determined	Once per encounter, you may decide to reject the Award Paragraph you receive. If you do this, you must go back to the Reaction Matrix and choose a different reaction.	There is no special way to lose this status.
Diseased	<ol style="list-style-type: none"> Your movement is reduced by 1. If you pay 3 Destiny points while in the same space as another player, you may give him this status – but you keep it as well. 	If you give a Wealth level to a player in your space who has <i>Scholarship</i> , you lose this status.
Enslaved	Each turn, you designate another player to be your “master”. Any Destiny points or Treasures received during your turn go to him or her instead of you	You may “buy your freedom” if you gain a Wealth level while <i>Enslaved</i> . (You cannot use Wealth levels gained before you became <i>Enslaved</i>). You simply expend the new Wealth level (no other player gets it) and lose this status.
Ensorcelled	Each turn, another player of your choice decides where to move your piece.	At the end of your turn, you and the player who moved your piece roll 1 die each. If you roll higher, you lose this status. If you roll equal or less then the other player, you remain <i>Ensorcelled</i> .

Ştăţuş Cărdş

Status Name	Effect	To Lose
Envious	<ol style="list-style-type: none"> 1. You cannot win while <i>Envious</i>. 2. In any encounter in which Rob is a possible reaction, you must choose it. 	<ol style="list-style-type: none"> 1. You may pay 3 Destiny points to exchange this status for the <i>On Pilgrimage</i> status. 2. If you receive 2 Wealth levels or a Treasure in any one encounter, you lose this status.
Fated	Do not roll to determine who you will meet on an Encounter chart in the <i>Book of Tales</i> . Designate another player to decide. That player may consult the <i>Book of Tales</i> before choosing.	If you gain a combined total of 4 or more Destiny and/or Story points, you lose this status.
Grief Stricken	<ol style="list-style-type: none"> 1. While <i>Grief Stricken</i>, you may not use any Talent level skills during encounters; Master level skills may only be used at Talent level. 2. If you spend 2 Destiny points and have the <i>Storytelling</i> skills (regardless of level), you may make another player in your space <i>Grief Stricken</i> as well. 	<ol style="list-style-type: none"> 1. When your Story points total reaches 8 or more, you lose this status. 2. If you become <i>Grief Stricken</i> with 8 or more Story points, you must score 1 additional Story point to lose this status.
Imprisoned	You may not move while <i>Imprisoned</i> . Lose <i>Lost</i> if you have it. You do not have normal encounters while <i>Imprisoned</i> – instead, you always encounter a Jailer (who brings you food and water) using Reaction Matrix K. To determine the nature of the Jailer you encounter, roll one die: 1 = Friendly, 2 = Foolish, 3 = Ugly, 4 = Crafty, 5 = Mad, 6 = Wicked.	<ol style="list-style-type: none"> 1. The encounter with the Jailer will either continue your <i>Imprisoned</i> status or cause you to lose it. When your Story point reaches 10 or more, you lose this status. If you become <i>Imprisoned</i> with 10 or more Story points, you must score 1 additional Story point. 2. If you give a Wealth level to a player in your space who has <i>Beguiling</i> or <i>Stealth & Stealing</i>, you lose this status.
Insane	Each time you have an encounter, designate another player to choose your reaction on the Reaction Matrix.	You lose this status if you gain a skill from an encounter.
Lost	You may only move 1 space per turn. Each turn you follow the normal encounter procedure for the space you are in.	You make choose to not have a normal encounter on your turn, but rather a Badly Lost encounter on Matrix G, in which various encounter paragraphs will specifically state that you may lose the <i>Lost</i> status. Other encounters in the game will state that you lose <i>Lost</i> .
Love Struck	<p>On your next turn, instead of a normal encounter, roll 1 die:</p> <p>1-3: Encounter Beautiful Maiden / Handsome Soldier (Reaction Matrix L)</p> <p>4-6: Encounter Beautiful Princess / Handsome Prince (Reaction Matrix A)</p> <p><i>Note:</i> You <u>must</u> choose the Court option in this Encounter.</p>	<p>Immediately lose this status after your special encounter.</p> <p>If you are <i>Married</i>, you cannot gain <i>Love Struck</i>. Instead, you gain <i>Grief Stricken</i>.</p>

Ştătuş Cărdş

Status Name	Effect	To Lose
Married	<ol style="list-style-type: none"> You gain 1 Story point when you get this status. The next city you enter (or the city you are now in) is where you make your home. Leave your Origin marker there. After you have an encounter in another city, you must return to your home before you may end your turn in any other cities. Each time you return home, you gain 1 Story point and you may roll 2 dice: 2 = Your marriage produces a child as ugly as a camel: you become <i>Grief Stricken</i> 3-7 = No effect 8-10 = A(nother) child! Gain 1 Destiny point 11-12 = A(nother) child whose visage resembles that of the full moon! Gain 2 Destiny points and become <i>Respected</i> 	
On Pilgrimage	<p>You cannot win the game while <i>On Pilgrimage</i></p>	<ol style="list-style-type: none"> Place your Destination marker in any city not within 3 spaces of Mecca. You must enter and have at least 1 encounter in that cit, then you must go to Mecca and have at least 1 encounter there. After that encounter, your pilgrimage is complete and you lose this status. If you successfully complete a pilgrimage, you gain D2/S1/<i>Piety</i> at 1 level higher then you now have it. Remove Destination marker.
Outlaw	<ol style="list-style-type: none"> Mark the city nearest to the space you are in with your Origins marker (If 2 or more cities are equidistant, choose one). If you have an encounter in that city, you automatically receive the <i>Imprisoned</i> status. If you get the <i>Outlaw</i> status a second time (anywhere on the board), at the end of that encounter, move your piece directly to the city with your Origins marker and become <i>Imprisoned</i>. 	<p>If you become <i>Imprisoned</i>, you lose the <i>Outlaw</i> status. Don't forget to remove your Origins marker.</p>
Pursued	<p>When you gain the <i>Pursued</i> status, you will be told the name of your pursuer. (If no name is given, it is the same as the being which you encountered that lead to becoming <i>Pursued</i>). On any subsequent turn, before you have an encounter, roll 1 die. On a roll of 1 or 2, instead of a regular encounter, you are found by your Pursuer. You encounter him/her on the Pursuing line of Matrix H.</p>	<p>Your encounter with the pursuer will inform you if you lose the <i>Pursued</i> status.</p>

Ştātūs Cārdš

Status Name	Effect	To Lose
Respected	In any encounter in which a die roll is involved, you may roll a second time for an Award Paragraph after it is read to you if you don't like the first result. The 2nd roll stand.	They is no special way to lose this status.
Robe of Honor	<ol style="list-style-type: none"> 1. Gain 1 Destiny point immediately. 2. You also become <i>Respected</i> and gain <i>Wisdom</i>. 	There is no special way to lose this status.
Scorned	<ol style="list-style-type: none"> 1. All Destiny points awarded after receiving this status are changed to Story points awards. 2. You may receive no new Wealth levels or skills 	You may trade this status for the <i>On Pilgrimage</i> status at the cost of 1 Destiny point. If you have no Destiny points, you immediately trade this status for <i>On Pilgrimage</i> .
Sex-Changed	Turn your Player token to the other side to indicate your new sex. You cannot win while <i>Sex-Changed</i> . (Don't forget to take your new sex into account when having encounters.)	If you receive this status again while <i>Sex-Changed</i> , you are back to your original sex and lose this status.
Sultan	<p><u>Special:</u> To become Sultan, you must have scored a combines total of 12 Destiny and Story points; otherwise, you receive the <i>Vizier</i> status instead.</p> <p><u>Effect:</u> 1. Once you are Sultan, your wealth automatically becomes Fabulous. 2. You can count each city as 1 space when moving, ignoring the terrain spaces in-between (unless you wish to end your move on one of those spaces).</p>	
Under Geas	<ol style="list-style-type: none"> 1. You cannot win the game while <i>Under Geas</i> 2. You must score 3 Destiny points to complete the Geas. 	You lose the status when you complete the Geas, or you may break the Geas at any time by losing 4 Destiny points.
Vizier	<ol style="list-style-type: none"> 1. Immediately receive D1/S1/<i>Courtly Graces/Wisdom</i> 2. Place your Origins marker in the city nearest to where you received your status (if 2 or more are equidistant, choose 1) 3. Each time you have an encounter in another city, you must return to your origin city before you may end your turn in another city. 4. If at any time you have <i>Piety</i> and <i>Scholarship</i> at Master level and have a total of 12 Destiny and Story points, you may trade the <i>Vizier</i> status for the <i>Sultan</i> status. 	
Wounded	Lose the use of the following skills, regardless of level, until you are no longer wounded: <i>Stealth & Stealing, Magic, Weapon Use, Seduction, Appearance</i> .	<ol style="list-style-type: none"> 1. Skip your next turn (to heal) and lose either 1 Destiny or 1 Story point. OR 2. If you give a Wealth level to a player in your space who has <i>Scholarship</i>, you lose this status