

Tales of the Caravan

What is this game about?

This game is about you feeling like an ancient merchant going on an epic journey through many different lands, and facing many challenges to try and make a living in such an unforgiving world. You might set out to become the richest man alive, but soon you'll come to realise that mere survival is already an achievement.

What do I do in this game?

In this game, players will have to strategically buy and sell different goods at the most profitable values, based on the factors of supply and demand, and influenced by their traits and skills, and those of the Merchants they are buying from and selling to.

You'll have to hustle to find the better deals, or wait for a strategic moment to present itself.

You'll have to survive the harshness of the ancient world. Avoid and fend off raiders, avoid getting robbed in your sleep, or become the thief yourself and make some extra coin by stealing and raiding other people, gamble with your life and try to cross the great deserts, maybe even search for an oasis or an invaluable artifact lost in the sands and frozen in time.

You'll explore many different regions, cities, and cultures, and you'll interact with plenty of like-minded people with similar goals, but perhaps alternative means of completing them.

Manage your resources carefully. You have a finite supply of food for you and your caravan, money doesn't last forever, and you also need to pay your mercenaries, or their loyalties will shift.

Get to know and bond with your caravan's members, and journey with them across the marvelous, mysterious, and unforgiving world of the Ancient Near East.

Have a different story to tell every time.

How do I win this game?

Good Ending: You win by reaching X amount of money and returning to your original village to help improve your clan's life

Bad Ending: Accumulate exorbitant amounts of gold and keep it for yourself

Open Ended: Play as long as you want, and create your own stories. This is a game about experiencing a unique adventure and not necessarily about winning

We recommend players creating their own objectives based on the story they want to tell and the character they want to create, and that all players agree on a turn limit, or play indefinitely until anyone reaches their goal.

Components

- Merchant Deck
- Mercenary Band Deck
- Trait Deck (personalities and skills)
- Event Book
- Trade Good Deck
- Trade Good Tokens (or just write them on paper)
- Trust Tokens (or just write them on paper)
- Loyalty Tokens (or just write them on paper)
- Currency tokens (can use real currency)
- Food tokens
- Camel tokens
- Player pieces

Setup

- Players all start at an area of their choice in Yemen
- Players all choose a different clan
- Players choose two un-conflicting personality trait
(meaning if you choose the arrogant trait you can't then choose the humble trait for example)
- One Merchant card randomly placed on each city
- Five random Trade Good cards given to each Merchant
- A random Trade Good token is given to each Merchant
- These three items can be dealt face down and revealed for all players when a player reaches the city, or be revealed from the start depending on how the players want to play
- Players choose one Trade Good to bring
- Each player gets 3 cards of their chosen good
- Each player gets 20 food and 10 shekels
- Each player gets 1 camel (carry capacity of three goods)

Gameplay / What happens in a turn – A SUMMARY

- **Upkeep Phase**
 - Players decide if they want to spend food and how much
 - Players decide if they want to pay hired mercenaries and how much
- **Upkeep Events**
 - Refer to the Upkeep Events section for events that can trigger
 - Example: mercenaries rioting or characters starving
- **Movement Phase**
 - Players decide how many Movement Points to use (if any)
 - Players move one centimeter per MP used in any direction
- **Daytime Events**
 - Refer to the Daytime Events section for events that can trigger
 - Example: being raided or encounter travelers
- **Action Phase**
 - When in a city, players can trade items with Merchants, buy food at the Inn, and hire Mercenaries
 - Players can do any combination of these actions or none at all, but may only trade one Trade Good type per turn
- **Nighttime Events**
 - Refer to the Nighttime Events section for events that can trigger
 - Example: stealing something or being stolen something

All players take turns going through a phase one at a time. After all players have done something that phase, they move on to the next phase. After the last phase ends, the turn ends and restarts.

Gameplay / What happens in a turn (in order)

- **Upkeep phase**
 - Players use up one food token per character/camel
 - Players may choose to not feed any combination of characters.
 - If at least one character hasn't eaten, subtract 2 from the number of movement points available
 - If all characters ate at least X extra food, add X (up to a maximum of 3) to the movement points available
 - If any character hasn't eaten in three turns, they die. If that character was the player, it's Game Over
 - If camels die, they drop their goods, but they can be picked up later (events for bandits finding the loots can happen)
 - Players also pay the upkeep costs of the mercenaries they have hired. Or, they can choose not to.
 - If a player pays only half of the mercenaries salary, his loyalty⁷ towards the player decreases by 2
 - If the player pays less than half of the mercenaries salary, his loyalty toward the player decreases by 5
- **Event phase (Upkeep)**
 - Certain events may fire if the player/camels haven't eaten
 - Events may also fire depending on the mercenary loyalty
 - Depending on the type/colour of the space where the player is situated, other events may also fire
- **Movement phase**
 - Players have 3 MP (movement points) by default
 - Players use MPs to move one space per MP, they choose how many MPs to use and may choose to not use any
 - Unused MPs can be stored. Every saved MP adds one extra MP for the next turn **only**

- **Event phase (Daytime)**
 - Depending on the type/colour of the space where the player is situated, refer to the event book to see what events are available and roll a die to see if the event fires
 - Ex: if the player is in a red tile, a raiding event may fire. Roll a die. If the result was bigger than three, the raiding event happens and the player then has to respond
 - There are also events that can fire depending on other factors

- **Action Phase**

- If players are in a city/village tile, they have certain actions that they can perform:
- They can go the market and trade goods¹, they can hire mercenaries², or they can choose to rest at an inn³
- If players are in the village where they started the game, they can resupply on food and their chosen good for half price
- If players are in range of other players/mercenary bands, they may choose to attack them

- **Event Phase (Nighttime)**

- Depending on the type/colour and traits of the space where the player is situated, refer to the event book to see what events are available and roll a die to see if the event fires
 - Ex: if the player is in a city and has the *deceitful trait*, he may choose to pickpocket or rob other citizens

All 6 phases = 1 turn; 1 turn = day

Start date: November 1st 600BC

All players take turns going through a phase. After all players have done something that phase, they move on to the next phase. After the last phase ends, the turn ends and restarts.

After X turns have passed, Global Events⁶ may fire. For example, after 10 turns have passed, the “Silk Road” event has a chance of happening.

Starting on the 11th round, the first player rolls two D6. If the result is bigger than X, the event happens. If the result is less than X, then decrease

1 to X and try again at the beginning of the next turn. Repeat this process until the event fires.

Trade Goods

- Copper
 - Global supply: 15
 - Global Demand: 30
- Grain
 - Global supply: 20
 - Global Demand: 20
- Ivory
 - Global supply: 15
 - Global Demand: 40
- Incense
 - Global supply: 10
 - Global Demand: 30
- Perfumes
 - Global supply: 10
 - Global Demand: 20
- Silk
 - Global supply: 5
 - Global Demand: 50
- Spices
 - Global supply: 15
 - Global Demand: 40
- Precious Stones
 - Global supply: 5
 - Global Demand: 50

Trade Stuff

Selling

The currency of this game is the shekel. The smallest unit of currency is one shekel.

Trading is always done directly to a merchant in the marketplace. Each City has a unique merchant card with unique traits. Additionally, each merchant has a trust⁴ value toward each player.

Value of goods is based on Supply/Demand. Each city has a certain supply and demand for each good. Every time a player sells a good to the city's merchant, that good goes to the city's supply. The more supply of a good the merchant has, the less he will pay for it, and vice versa. All merchants also have a one unique good that they see as more valuable than others, such as incense. This increases the merchant's demand value for that good by 3.

Demand value formula: $D = \text{Global Demand Value} - \text{Local Supply}$

The local supply value is how many Trade Good cards of that type that the merchant has.

The price formula: $P = D - \frac{\text{Global Supply}}{2}$, rounded down

The global supply value is how many trade good cards of that type are controlled by caravans (players).

Both the Demand and Price values can't go below 1.

After the de jure price has been obtained, the player chooses the price at which they will attempt to sell the good to the merchant for; the de facto price which can be any value.

To determine whether a sale will succeed, the player rolls two D6 dice. To succeed, the value obtained must be bigger than the Haggle Value (H).

At the de jure price, $R = 4$. For every 1 shekel above the de jure price, H increases by 2. For every 1 shekel below, x decreases by 1. The Haggle Value can be modified by certain skills and traits⁵. When bargaining, H always has to increase by at least one, regardless of skills.

Players have 3 chances to reroll this number. However, for every reroll, H increases by 2. Additionally, every reroll reduces the merchant's trust of the player by 1. If the roll succeeds on the first try, however, the merchant's trust of the player increases by 1. If the trust goes below 0, the merchant refuses to trade with the player for 10 turns.

Moreover, the player can choose to undersell the good. For each shekel below the de jure price, the player will gain 1 trust token.

Buying

The player can also purchase goods from the merchant. The formulas for demand and price are similar, but have differences.

Demand value formula: $D = \text{Global Demand Value} - \text{Local Supply}$

In this case, the *local supply value* for the player is equal to how much of that good the player owns in his caravan.

The price formula: $P = D - \frac{\text{Global Supply}}{2} + \text{Profit Margin}$, rounded down.

In this case, the global supply value is how many good cards of that type are controlled by merchants. Additionally, all Merchants have a profit margin. The default value for this is 2, but can be affected by skills and traits.

However, again, the player can attempt to haggle. He may choose to ask for a lower price. Like earlier, this is done by rolling two D6. To succeed, the value obtained must be bigger than the Haggle Value, which is also 4 by default.

In this case, for each one shekel below the de facto price, H increases by two. Additionally, the player may choose to use trust tokens to decrease the Haggle Value. Each token used decreases H by 1.

There's also gonna be a bulk buying mechanic. This means that the more of one type of good that you buy, the cheaper it becomes. For every 5 trade goods of the same type that you purchase, their individual price decreases by 1 shekel. (just an example, these values will all be fine-tuned thru balance).

Moreover, the player can choose to pay **more** for the good than the *de jure* price. For every one shekel that the player pays extra, he will gain 1 trust token.

Finally, after a player has bought or sold anything to a merchant, he will have to wait for a cooldown before they can bargain with the same merchant. The cooldown is **5 turns** for buying/selling a **different good**, and **10 turns** for buying/selling the **same good**.

Food

Food is an exception, as it is not controlled by Supply/Demand. It has a fixed price (1 shekel for 10 food? Who knows).

To buy food, players will have to go to the Inn instead of the market.

However, this fixed price and supply can change either positively or negatively through *Global Events*⁶. Additionally, Innkeepers never buy food, unless an event changes this.

Inn

The Inn is where players can choose to rest, interact with other citizens, and, most importantly, where they can buy food. A player resting at an Inn can purchase a maximum of 30 food per turn. Inns have a stock of 30 food, which refills every turn. This means that if Player A, and B are in the same city and Player A has already bought 20 food, then Player B can only buy a maximum of 10. However, next turn if Player A buys no food, Player B is free to buy 30 food. Additionally, if Player A and B are both staying at the same Inn, they can choose, during either of their turns, to trade goods or food by any price accepted by both parties (or instead this could work just like the normal selling/buying mechanics).

The reason for this limited turn supply is threefold.

Firstly, it means that rich players can't abuse their wealth can buy 100 food from a single place in a single turn, forcing them to explore other cities and not camp.

Secondly, it makes the players more invested in the turn of other player's turns. Instead of being bored and checking your phone while your friends play, you'll have to check what they do, where they go, and what they buy. If Player C sees that Player B is very low on food and next to a city, Player C might try to get to the city first and buy all its food before Player B can get there.

Thirdly, this adds another layer of strategy. Like previously, even if Player C has a lot of food, he might choose to buy a full stock of food from an Inn simply to prevent another player from having it.

Player B could try to steal food from C using his Mercs, or Player C might choose to sell the food to Player B for a much higher price.

All these factors together mean that the actions of one single player affect the entire game and all other players have to adapt to them.

Also, I just an idea for a freshness/rot system. If you keep the same food token for too long, it can rot, which means it's either useless or you'd need more food than usual to feed a party member and camel.

Stables

The stables are where players can buy camels. Like food, the price is fixed, no haggling is allowed, and camel traders never buy camels.

Trust

Trust⁴ can be used to help persuade the merchant and get better deals (see above). Each trust token can be spent to lower the Haggle Value, the value required to make a successful deal, meaning they can be used to get better deals. However, if the player chooses to save the trust tokens instead of using them, once he reaches a certain amount of tokens, some positive events can fire. Note: trust tokens work on an individual level, not global. This means that tokens gained with Merchant A can't be used to bargain with Merchant B, vice versa.

Trust Token Milestones:

- **10**: If the player **spends** 10 tokens on one single deal, that decreases the Haggle Value by 15.
- **20**: Merchants now sell stolen/special items to players (**not spent**).
- **30**: If the player **spend** 30 tokens on one single deal, that decreases the Haggle Value by 50.
- **40**: All prices are cut in half (**not spent**).

Finally, there are Global Events⁶ that can influence trade either directly, by adding or removing trade goods from play (changing supply), or by creating more demand for certain trade goods; or indirectly, by changing the price of food, allowing merchants to buy food, increasing the frequency of raids, et cetera.

Trade Routes

Goods are never static in one place, as trade is dynamic and always on the move, across borders and continents. For this reason, this game has a Trade Route mechanic. There are various trade routes (called roads in the game). One example is the Silk Road. The Silk Road is represented on the map by a lovely line eponymously labeled, and every city in that line is part of the Silk Road, with an arrow indication the flow of trade

For example, the Silk Road starts in the East and flows West. The Eastmost city in Silk Road is Babylon. Every X turns, the Silk Road Event happens, which moves in spices and textiles from Persia that came from India and China into Babylon. After that event has triggered, every X turns, the goods in question (in this case spices and textiles) will flow downstream. For example, the next city in the Silk Road trade route is Uz, so the goods from Babylon to Uz. After another X turns, the goods move from Uz to the next city in line, Palmyra. And so on until they reach the final city and leave the map. When they leave the map, the cycle restarts.

Goods don't have to be in a predefined trade route to flow, though. Merchants constantly trade between each other. Every X turns, a merchant that has a lot of a certain type of good will sell it to a merchant in a neighbouring city. The same laws of supply and demand apply, and the merchant buying has to pay the de jure price for that good, unless he has certain traits.

Mercenary Bands

Why Mercenaries?

So why would a player choose to spend his well-earned shekels on Mercs? They have several beneficial uses:

1. They protect the players from raiders.
 - If a raiding band attacks the player's caravan, Mercs will give their lives (in theory) to protect the player and defeat them
2. To raid other caravans
 - Players themselves can also choose to stalk other caravans and attempt to raid them for sweet loot
3. They look cool
 - Who doesn't like being flanked by armoured badass soldiers?

Hiring Mercenaries²

Mercenaries are hired from cities. If the player's piece is in a city, he has the option to view the Mercs available to him. To do this, he draws four cards from the Merc Deck. He can then choose to hire as many as he wants, or none. The unchosen Merc(s) go to the bottom of the Merc Deck and the chosen one(s) join his caravan. To hire the Mercs, a player must pay an upfront cost (paid when acquiring the Merc(s)) and an upkeep cost (paid at the start of each turn) ((maybe also food, we'll have to test this)).

Mercs have several stats and information on their character cards that make them unique and tell a lot about their personality:

Name: The name of the Merc leader

Unity Type: Light/heavy infantry, archers, light/heavy cavalry

Num. of soldiers per type: How much damage they can take

Costs: Their upfront and upkeep prices

Loyalty: Their starting loyalty. Changes depending on player actions and events

Traits: Mercs are people, and people have traits and skills. These influence anything from their combat abilities and tactics, what actions they will take outside of battle, what events can fire, and to what kind of

conversations they will have with the player (making the player's band feel closer and more personal, instead of just names with numbers)

Using Mercenaries

Now that we know what Mercs are for and how to get them, let's see how you can actually use them and what their effects on the game are!

1. Using Mercs as protection

- When the player is being attacked by raiders, the raider's unit size (amount of soldiers) is compared to the Merc band's
- Depending on the strength ratio, the unit types of the raiders, and the traits of both the player and the raider leader, several different actions can be taken (fighting back⁸, bargaining, routing, begging, et cetera)
- If the player has Mercs, their unit types/sizes and traits are added to the player's, allowing for more and better combat options
- Additionally, when the raiders do damage, it is dealt first to the Mercs, and only after they die (or rout) is it dealt to the player
- For the actual combat, refer to the Combat Section⁸

2. Using Mercs as raiders

- Same as 1, but on the offensive side

3. Prestige

- If you're followed by Mercs, that gives out a message to other raiders and caravans. It says you're powerful, wealthy, and dangerous. This increases your Prestige value⁹

Loyalty⁷: Loyalty is a measure of how loyal and trustful Mercs are toward players. This value affects:

- How long and how hard Mercs will fight by your side
- How likely they are to betray you in some way
- How long they will tolerate a salary cut

The base value depends on each Merc Band. However, there are milestones that can have certain effects or trigger certain events regardless

If the loyalty value is less than 0, then two D6 will be rolled at the beginning of each turn. If the result is below X, depending on the Merc's traits, they will either simply abandon the player, or kill them if they're a

frequent raider (Honest, honourable) or loot him and steal his money (Deceitful, cruel, vengeful). In this case, every 1 point of loyalty below 0 adds 2 to X. In other words, $x = \text{abs}(\text{Loyalty}) \times 2$

How to affect Merc Loyalty

As mentioned earlier, less pay = less loyalty, but there's other ways to lower, or increase, a Merc's loyalty.

1. Random events

- Random events can fire which add/subtract to the loyalty

2. Attacking caravans/raiding bands of travelers or villages

- Mercs love to fight and loot. However, they don't like fighting much stronger opponents and prefer easy victories. Thus:
- Winning battles adds loyalty depending on the loot obtained (1 loyalty point per 10 shekels looted?), and
- Losing battle subtracts loyalty depending on how much damage was taken (really no idea)
- This depends also on the Merc traits. If they are honourable, they'll prefer not to raid innocent people, vice versa if they're cruel/aggressive. Honourable Mercs may turn on players whom choose to raid frequently and kill him

3. Increasing pay

- Mercs love money. Each 5(?) shekels extra you pay as upkeep for Mercs increases their loyalty by 1
- If you overpay them for **three turns in a row**, the overpay becomes the new default salary. If you pay less than this salary, Mercs lose loyalty like normal
- After you **overpay** them, you need to wait another three turns before you can overpay them again

Loyalty Token Milestones:

- 5: If the player **spends** 5 tokens, they roll 2 D6 for a chance at getting a virtue/sin for three turns
- 10: Mercs fight harder
- 15: Mercs don't rout
- 20: Choose a permanent virtue

TRAITS

Starting Personality Traits:

- Deceitful (Opposite of Honest)
 - Every shekel above or below de jure price increases R by 1 instead of 2
 - Improved chances of fooling/robbing people
 - Adds 3 to a Merc's base loyalty if they're raiders
 - Build infamy⁹ faster
 - Every failed deal decreases trust by 2 instead of 1
 - Subtracts 3 from a Merc's base loyalty if they're honourable
- Honest (Opposite of Deceitful)
 - Every successful deal increases trust by 2 instead of 1
 - Adds 3 to a Merc's base loyalty if they're honourable
 - Build prestige⁹ faster
 - Merchants increase all de facto selling prices by 2 shekels
 - Higher chances of being fooled/robbed
 - Subtracts 3 from a Merc's base loyalty if they're deceitful/raiders
- Craven (Opposite of Brave)
 - Can rout from battle as soon as it starts
 - Much weaker in combat
 - Subtracts 3 from a Merc's base loyalty (6 if the Merc is brave)
- Brave (Opposite Craven)
 - Better combat ability
 - Adds 3 to a Merc's base loyalty
 - Build prestige faster
 - Can't retreat from a fight
 - Might charge recklessly in a fight

- Shy (Opposite of Gregarious)
 - Less chances of being ambushed/robbed
 - Build prestige/infamy slower
 - Trust milestones are slightly higher
 - Takes two successful deals to add 1 trust if the Merchant is gregarious
 - Gregarious (Opposite of Shy)
 - Increases the trust grained by 1
 - More dialogue options
 - Build prestige/infamy faster
 - Higher chances of attracting robbers/raiders
 - Cynical (Opposite of Zealous)
 - Much less chances of being scammed/robbed/fooled
 - Add 3 base trust with **raider** Mercs
 - Build infamy faster
 - Takes two successful deals to add 1 trust with zealous merchants
 - Subtract 3 base loyalty from zealous Mercs
 - Temple priests dislike you
 - Zealous (Opposite of Cynical)
 - Gain 2 trust per successful deal with Merchants of your religion (4 if they're also **zealous**)
 - Adds 3 base loyalty to a Merc of your religion (6 if they're also **zealous**)
 - Temple priests of your religion may give you bonuses
 - Build prestige faster
 - Takes 2 successful deals to add 1 trust with merchants of another religion (4 if they're also **zealous**)
 - Subtract 3 base loyalty from a Merc of another religion (6 if they're also **zealous**)
 - Temple priests of another religion will dislike you

- Paranoid (Opposite of Trusting)
 - Much less chances of being scammed/robbed/fooled/ambushed
 - Build infamy/prestige slower
 - Takes 2 successful deals to add 1 trust
 - Subtract 1 base loyalty from Mercs
 - Chance of becoming insane
- Trusting (Opposite of Paranoid)
 - Every **second** successful deal increases trust by 2 instead of 1
 - Gain 2 trust instead of 1 for each shekel you **oversell or underpay**
 - Adds 2 to a Merc's base loyalty
 - Much higher chances of being scammed/robbed/fooled/ambushed
 - Merchants increase all de facto selling prices and profit margins by 2 shekels

- Stubborn (Opposite of Open-Minded)
 - When rerolling bargains, increase R by 1 instead of 2
 - Refuses to **sell** goods **below** de jure price
 - Refuses to **buy** goods **above** de jure price
- Open-Minded (Opposite of Stubborn/Zealous)
 - Gain 1 extra trust when you choose not to reroll deals
 - **No** trust/loyalty penalty with zealous character of any religion
 - Higher chances of being scammed/fooled

When traits take two deals to add one trust, treat that as if you added 0.5 trust. However, when calculating the Merchant's trust, round down. For example, if the player is Honest and Zealous and is dealing with a merchant of a different religion, add 1.5 for a successful deal, meaning you would gain one full trust token, and by the second deal with the same Merchant you would have 3 full trust tokens.

Merchant Personality Traits:

- Deceitful (Opposite of Honest)
 - Profit Margin increases by 2
 - When buying goods from a player, the de jure price decreases by 2
- Honest (Opposite of Deceitful)
 - Profit Margin decreases by 1
 - When buying goods from a player, the first increase in price doesn't increase R
- Greedy (Opposite of Honest)
 - Profit Margin increases by 2
 - For each shekel that you undersell and overpay, you gain 2 trust instead of 1
- Gregarious
 - Each successful deal adds 1 extra trust
- Cynical (Opposite of Zealous)
 - Profit Margin increases by 1
 - When buying goods from a player, the de jure price decreases by 1
 - If the player is zealous, add another 1 to the profit margin
- Zealous (Opposite of Cynical)
 - If the player is the same religion as the merchant, the R value when bargaining decreases by 2
 - Every two successful deals adds an extra trust token if the player is of the same religion
 - If the player is from a different religion, the R value when bargaining increases by an extra 1
- Stubborn (Opposite of Open-Minded)
 - When bargaining, R increases by 1
 - When rerolling bargains, increase R by 3 instead of 2
- Open-Minded (Opposite of Stubborn)
 - When bargaining, R decreases by 1
 - If the player is stubborn, R increases by 1

Mercenary Leader Personality Traits:

- Raider (Opposite of Honourable)
 - Lose loyalty faster if not raiding
 - Gain more loyalty when raiding
- Honourable (Opposite of Raider)
 - Lose loyalty slower
 - They abandon the player if they're forced to raid
- Brave
 - Don't rout from combat
 - Can charge recklessly
- Laconic (Opposite of Gregarious)
 - Unlikely to have conversations with the player
 - Don't build loyalty from conversations
- Gregarious (Opposite of Laconic)
 - More likely to have conversations with the player
 - Build loyalty from conversations faster
- Cynical (Opposite of Zealous)
 - Don't build loyalty from conversations
 - Each 5(?) shekels extra you pay as upkeep increases loyalty by 2 instead of 1
- Zealous (Opposite of Cynical)
 - If the player's religion is different, base loyalty decreases by 3
 - If it's the same, base loyalty decreases by 2
- Paranoid
 - Much less chances of being ambushed
 - Chance for him to go crazy
- Greedy (Opposite of Humble)
 - Each 5(?) shekels extra you pay as upkeep increases loyalty by 3 instead of 1
 - If the player overpays them, the new salary instantly becomes the default salary
- Humble (Opposite of Greedy)
 - Each 10(?) shekels extra you pay as upkeep increases loyalty by 1
 - Don't get used to being overpaid

EVENTS

Raiding

The ancient Near East, in particular Arabia, was a dangerous and lawless land, where your survival depend on your martial skill and how many allies you had. Many people chose a life to looting and taking the belonging of others in order to survive. With the growth of trade between cities and villages, so did the looting increase. Merchants had to be careful and wary at all times, and often had to restore to hiring armed bodyguards for protection.

Checking if you're being raided

During the Daytime Event Phase, there is a chance that player will be raided. To determine this, two D6 will be rolled. If the value is above R, the player is safe.

The default value of R is 1. R can never go below 1 regardless of skills.

Formula: $R = \frac{\# \text{ of Goods}}{2} + \frac{\text{wealth}}{10}$, rounded down.

If the roll is R or below, the player is raided and will have to draw a card from the raider deck and then battle them. The game goes into the combat phase, where plenty of other events may happen. If the player wins, he doesn't lose anything. However, if he loses, he loses half his trade goods and money (rounded up).

Mercenary Events

Mercenary Loyalty

Mercenary's may lose or gain loyalty depending on plenty of factors, but usually they tend to stick with people who pay them well. Fail to give them their salary on time, and they will be increasingly hostile towards you, and if it becomes a regular occurrence, they will likely part ways. They can either do so honourable, and simply leave, or they might chose to take their overdue payments by force, depending on their personality traits.

Checking if you'll be deserted

During the **Daytime Event Phase**, there is a chance that mercenary bands will desert the player. To determine this, two D6 will be rolled. If the value is above R, the mercenaries will stay loyal. Otherwise, they'll abandon the player.

Formula: $R = L \times 2$, where L is equal to every Loyalty point below 0.

For example, if a Merc Band has -5 loyalty, L will be 5, and therefore R will be 10.

If the roll is R or below, then the player will be abandoned, and depending on the Mercenary Band's traits, they will either leave simply leave the player or loot him.

Peaceful Desertion

If the Mercenary is **Honourable** or **Humble**, he will simply leave the player without looting or causing harm.

Looting Desertion

Otherwise, there's a chance that the player will be looted by his own former protectors. The chance for this happening depends on their traits.

Formula: $R = 2 + t$, where T is a number based on the Merc traits, and is 0 by default.

T values:

- Raider: add 5 to T
- Cynical: add 3 to T
- Paranoid: add 2 to T
- Greedy: add 5 to T

For example, if the Mercenary is a Raider and Cynical, T becomes 8, and therefore R becomes 10, so the player would need to roll above a 10 to be safe. If the Mercenary is Brave and Laconic, then T remains 0 and R is 2.

Mercenary Conversations

Mercenaries will be part of the player's caravan, and since they'll have to spend a lot of time journeying together, they might try to get to know each other better. This can be done through conversations. Conversations can trigger during the **Daytime Event Phase**.

Requirements: the Mercs must have been employed by the player for three turns and they must have loyalty **above 0**, and (if the event has already fired once) it has been **3 turns** since the last Conversation Event happened.

Trigger: If the requirements are met, the player **rolls two D6**. If the roll is **above R**, which is **6 by default**, the event triggers. If the Merc is **Laconic**, R increases by 3; if the Merc is **Gregarious**, R decreases by 3.

Conversation Not Triggered

If the event failed to trigger, nothing happens and it can be attempted again next turn

Conversation Triggered

If the event was successful, the player will now have a conversation with the Mercenary. [This will be done later] Depending on the dialogue options the player chooses, different outcomes may happen.

Desert Events

Desert Attrition

Travelling in the intense heart of the desert on the burning sand while the sun's rays fall upon you like fireballs is much more exhausting and demanding than a country road or a mountain trail. Water is consumed more rapidly as dehydration is a constant possible cause of death.

There is a chance that when moving, the player will have to consume **50% extra food**, rounded up. This triggers during the **Daytime Event Phase**.

Requirements: The player must be in a desert region and must have travelled any distance.

Trigger: Roll 2 D6. If the roll is **below 6**, the event triggers and the player will be forced to consume an amount of food **equal to half the number of character in his caravan**, rounded up.

For example, if a player's caravan consists of him and three camels (four characters), he will have to eat and extra 2 food if this event fires.

If the player doesn't have enough food to pay the extra cost, he'll have to choose one character to die. If the player is the last character standing, see [Running Out of Food](#).

Getting Lost

Navigating the great deserts is just like navigating in the open seas, with the sea substituted for sand. Getting lost in the sheer vastness of it isn't surprising from inexperienced travelers who aren't well-versed in the art of reading the stars to find one's bearing, and few veterans have gotten there without making mistakes along the way.

There is a chance that before moving, the players will get lost and move in an undesired direction. This triggers during the **Upkeep Event Phase**.

Requirements: The player must be in a desert region, must not have found an *oasis* the previous turn, and must have eaten.

Trigger: Roll 2 D6. If the roll is **below 3**, the event triggers and the player will be restricted to only 1MP, regardless of how much food he used up.

Finding an Oasis

Travelling in a desolate desert is a huge gamble, as there are dangerous hiding behind every dune and risks have to be made constantly. However, there are tales, legends, of actual pleasant surprises. Miracles, even. An oasis is one such thing from these rumours. A beautiful, green, and fertile place to rest, with a natural water source to refill canteens, contrasted against a vast canvas of arid emptiness.

There is a chance that when moving, the player will find an *Oasis*. This triggers during the **Daytime Event Phase**.

Requirements: The player must be in a desert region and must have travelled any distance.

Trigger: Roll 2 D6. If the roll is **12**, the event triggers and the player will have found an *Oasis*.

Oasis Found

After finding an *Oasis* the player can rest there and refill their canteens with fresh water. This grants the player **20** food.

Finding an Artifact

There are many things hidden in the desert. Vast amounts of people lose their lives in the desert, along with whatever possessions they may have carried. The arid and windless nature of the great desert means that their corpses and items may be covered by sand, but they're never fully buried and consumed by the sands. Travelling gambling with their lives to cross the desert may stumbled upon the body of someone from hundreds of years ago, along with their loot. Sometimes, you may find long rotten and dried food and a few shekels. Other times, however you may find a relic from ages past.

There is a chance that when moving, the player will find an Artifact. This triggers during the **Daytime Event Phase**.

Requirements: The player must be in a desert region and must have travelled any distance.

Trigger: Roll 2 D6. If the roll is **12**, the event triggers and the player will have found an Artifact.

Artifact Found

After finding an Artifact the player draws a random card from the Artifact Deck.

Encounters with Strangers

It's a big world, full of people just like you. You're far from being the only person journeying through the known trails, and meeting others is common. Be they fellow merchants seeking coin, young and brave men seeking an adventure, or simply dervishes and poor people trying to find a better place.

There is a chance that when moving, the player will encounter other characters. This triggers during the Daytime Event Phase.

Requirements: The player must not be in a desert region (can be stationary inside a city)

Trigger: Roll 2 D6. If the roll is **above 8**, the player will encounter someone.

If the roll was successful, the player will again roll 2 D6 to determine who it is that the player encountered.

People to Encounter:

- 1 – 4: Dervish [give donations/seek advice]
- 5 – 6: Adventurer [ask for information]
- 7 – 8: Merchant Caravan [trade goods]
- 9 – 10: Mercenaries [hire for a cheaper price]
- 11: Prophet [?]
- 12: King [?]

[the actual encounter will be written later]

Inn Events

Stealing

Cities may have guards patrolling the streets during the day, but the night isn't that safe, especially behind closed doors. Things might go missing, and people might never find them or know who took them.

If the player is **neither Honest nor Zealous**, he has the chance to try and pickpocket someone.

Requirements: The player must be inside a city and must be **neither Honest nor Zealous**

Trigger: Roll 2 D6. If the player is **Deceitful**, add 2 to the roll; if the player is **Cynical**, add 1 to the roll.

Roll Consequences:

- 1 – 4: Critical Failure
- 5 – 6: Failure
- 7 – 8: Neutral
- 9 – 11: Success
- 12: Critical Success

Critical Failure

You didn't manage to steal anything and alerted the guards, and you'll have to escape the city. Roll 2 D6 to see if you escape successfully or are caught. If the roll is **6 or below**, you'll be caught, otherwise you escape successfully.

Failure

You didn't manage to steal anything, but at least nobody saw you, and you're free to stay in the city.

Neutral

You managed to steal something, however you were spotted and will have to run. Roll a D6 to see how much loot you stole. The amount of money you get is equal to the roll. Then roll 2 D6 to see if you escape successfully or are caught. If the roll is **6 or below**, you'll be caught, otherwise you escape successfully.

Success

You managed to steal something without being caught, and are free to stay in the city. Roll a D6 to see how much loot you stole. The amount of money you get is equal to the roll.

Critical Success

You managed to steal a significant amount and are free to stay in the city. Roll 2 D6 to see how much loot you stole. The amount of money you get is equal to the sum of both rolls.

Stealing From you

This goes both ways, however. Other people aren't oblivious to the increased ease with which they can take other people's things at night, and there is a chance that you'll be their target.

Requirements: The player must be inside a city.

Trigger: Roll 2 D6. If the roll is **2**, the player will be looted. If the player is **Gregarious**, subtract 2 from the roll; if the player is **Deceitful**, add 1 to the roll.

Successful Looting

If the Stealing From You event triggered, roll a D6. The amount of shekels you lose is equal to the roll.

REVIONS FOR LATER

Check the Global Demand Values.

Update the selling price

Change the events so that only one dice needs to be thrown, based on the current event sheet. Event sheets depend on the area that the player is in (desert, road, city)

Update traits

Do village merchants

Do merchant sheet

Do player sheet

Create counters for camels and food and starvation and stuff

Create raiders