










Legend

-  Monster Layer
-  Starting Location
-  Port/City
-  Path
-  Side Quest

Accomplishments

-  x5 = +1 Exp
-  x10 = +1 Exp
-  x20 = +1 Exp
-  x25 = Level up = +2HP
-  ! x2 = +1 Ability

Player Sheet

HP: Str: Def:
 Exp: Level up = +1 Character points, +1 HP
 Movement Reserve:

Weapon: _____
 Armor: _____
 Items: 1- _____ 2- _____ 3- _____
 Ability: _____

Ability Chart

Magic Enhancement (+1 Def for one battle) □□
 Fire Ball: +5 Dmg □
 Healing Spell: +4 HP □□
 Market (activates at ports only)
 Health Potion (+2 HP): □□□□ Leather Armor (+1 Def) □
 Blue Potion (removes status): □□ Short Sword (Str +1) □
 Weapon Parts □□

DMG = Str - Def. Int of 4 =

If Str=Def, DMG = 1

Condition = Compare your (Str+Def) with enemy. If less then apply when you hit/get hit

roll 1 or 2 or 3 for surprise attack.

* Roll one D6 die to see who attacks 1st (1 or 2: you attack 1st)

* Escape battle: Roll 7 or more













* Turn based combat.

* Movement Reserve can be spent to move. 1 movement = 1 Movement Reserve.

* If you roll on any die, you can fill the meter to gain 3x Movement Reserve.

* You can also gain Movement Reserve if you do not use all your movements in one turn.

* When leveling up, reset the Exp meter.

Movement Die		Action Die	
	Move up to 3 spaces	 	Point of Interest (POI)
	Move up to 2 spaces	  	Encounter
  	Move 1 space		No Action
	No movement		

Order of Play

(1) Move - (2) Resolve Action Die - (3) Resolve Path Specific Actions

Character Conditions











Poison = -1 Def (applies only after you get hit)






Bleed = -1 HP (applies only after you get hit)

Confuse = Your attacks will hit both you and enemy (applies only after you hit)



Point of Interest (POI)

Movement	Description
	Hunt Test Def+Str vs Action+Movement Die Success: Health potion x1. Fail: -1 Str
	Trap. Disarm: Spend 1 Movement reserve on roll  Success: Health potion x1 or Alchemy Ingredients Fail = -1 HP
	Trap. Disarm: Spend 2 Movement reserve on roll  Success: Health potionx1 or Weapon Parts Fail = -2 HP
	Ambush You are surrounded by enemies from all sides Test Str vs 1 die Success: Health potion x1 or Weapon Parts Fail = -1 HP
	Cursed Treasure Remove curse = 2 Movement Reserve on Roll  Success: Magical Fruit (adds +2 to any stat) Fail: -2HP
	Infestation Objective: Fight and Kill 1 Ghoul (lvl 1) + 1 Ghoul (lvl 1) Success: Magical Fruit (adds +2 to any stat) Fail: -4HP
	Cutlass Crafting Diagram Test: Str + Def must be 5 or more Success: Cutlass (+2 Str)

Movement	Description
	Poison Sword Crafting Diagram Craft Poison Sword (+3 Str and Roll 1 or 2 to poison enemy). using 2 Weapon parts. 1 Ghoul liver and any sword.
	Health Potion Crafting Diagram Use 1 Movement Reserve + Roll (1 or 2) Success: Health Potion Fail: -1 HP
	Health Potion Crafting Diagram Use 1 Movement Reserve + Roll (1 or 2) Success: Health Potion Fail: -1 HP
	Locked Chest: Test Str+ Movement Reserve vs 1 die Success: Choose an ability. Fail: -2 Movement Reserve
	Locked Door: Test 2 Str + 1 Movement Reserve Success: +1 Movement Reserve. Fail: -1 movement on your next turn

* POI correspond to the result on your movement die.

For instance, if you roll a 1 on your movement die you will then have the choice of Hunt or Health Potion Crafting Diagram.

* Mark a successfully completed POI with check mark

* Mark a failed POI with x

Quest Log

Type	Description
Main Quest <input type="checkbox"/>	The Coronation (prologue) <i>In Baghdad, a celebration is taking place for the coronation of the Prince. But a rogue mage known as Reis places a curse on the prince. Sinbad is summoned by the Sultan to help find a cure.</i> Objective: Head to Baghdad
Main Quest <input type="checkbox"/>	Main Quest: The Coronation <i>Upon his arrival, the Sultan allows his trusted sorcerer to travel with Sinbad. Sinbad recalls the Greek Alchemist, Melanthius, who is familiar with curses.</i> Gain 1 Ability (see ability chart). Objective: Head to Port of Basra and follow the mage's trail. From there you may 1- (Optional) head to the Alchemist Lab or 2- Sail towards the Valley of Diamonds.
Side Quest <input type="checkbox"/>	The Alchemist Lab Activates when you reach port of Basra. <i>Sinbad and his crew along with the Sultan's sorcerer reach the Port of Basra in preparation for their voyage.</i> Objective: From the Port of Basra head north towards the Alchemist Lab.
Side Quest <input type="checkbox"/>	The Alchemist Lab 2 <i>Upon reaching the Alchemist Lab, Sinbad is ambushed by a wraith.</i> Objective: Defeat the wraith and rescue the Alchemist. Reward: Samum (+4 Dmg to enemy single use) and +1 Health Potion <i>The Alchemist informs Sinbad that only by defeating Reis he may be able to break the curse. You must hurry, the hermit says.</i> <i>The mage is preparing to unleash his monsters.</i> You may now travel to the Valley of Diamonds.
Main Quest <input type="checkbox"/>	The Valley of Diamonds. Activates when reaching the North or East port of Valley of Diamonds. <i>Upon reaching the port of the Valley of Death, Sinbad and his crew find that Reis has unleashed the Cyclops who in turn had destroy a near by village.</i> Objective: C- (Optional) Head to burned village and investigate or D- Head to the Cyclops lair and fight the beast.
Side Quest <input type="checkbox"/>	Burned Village Activates when reaching the Burned Village. <i>Upon arrival the Sultan's Sorcerer notices a foul curse placed on the land. Suddenly, Sinbad and his companions are surrounded by ghouls.</i> Objective: Fight the Burned Ghouls. Reward: Ghoul Liver.
Main Quest <input type="checkbox"/>	The Cyclops Activates when reaching the Monster Layer in Valley of Diamonds. Objective 1: Defeat the eyelops <i>Once the eyelops is defeated, Sinbad and his companions search the monster lair only to learn that the mage has travelled to Griffin Island to awaken the beast.</i> Objective 2: Travel to Griffin Island.
Side Quest <input type="checkbox"/>	Sunken Ship Activates when reaching the Griffin Island north port. Objective: Defeat Hydra. Reward: Pirate Loot (Choose one: Cutlass (+2 Str), Steel Armor (+2 Def))

Type	Description
Side Quest <input type="checkbox"/>	Missing miners Activates when reaching Mine City <i>Upon arrival an old woman approaches and asks Sinbad to help locate the missing miners.</i> Objective: Travel south to the Abandoned mines through the mines to discover the miner's fate.
Side Quest <input type="checkbox"/>	Missing miners 2 Activates when reaching the Abandoned Mines Objective 1: Fight Giant Serpent. Reward: Serpent Fang (Item: 2 DMG, used multiple times) <i>Sinbad learns the fate of the missing miners.</i> Objective 2: Travel to the monster lair to continue the story
Main Quest <input type="checkbox"/>	The Griffin Problem Activates when reaching the Monster Layer in Griffin Island. Objective: Defeat the Griffin <i>The Griffin is defeated but Reis is yet to be found. Sinbad sees a dying miner who informs him that the mage has travelled to Orangutan Island.</i> Objective: Travel to Orangutan Island.
Side Quest <input type="checkbox"/>	The Mysterious Old Man of the Sea Activates when reaching Orangutan Island. <i>As Sinbad asks the locals for clues as to the location of the mage, an old man approaches. Young man, I can tell you where the mage, the old man says. But you need to take me to the village. Sinbad agrees. The old man hops on Sinbad's shoulders.</i> Objective: Head to the Side Quest marker north to Impoverished Village.
Side Quest <input type="checkbox"/>	The Mysterious Old Man of The Sea 2 Activates when reaching the Side Quest marker <i>Upon arrival, Sinbad reaches the river and sees a hideous reflection in the river stream riding on his shoulders. He shakes off the monster.</i> Objective: Fight the Old Man of The Sea Monster. Reward: Armour pants (+1 Def to existing armour)
Main Quest <input type="checkbox"/>	Mage's Trail Activates when reaching the Monster Layer on Orangutan Island. Objective: Defeat the Mage <i>Sinbad finds the cure for the Prince and returns to Baghdad</i>



Encounters

1-Tiger Hornet

Lvl1: HP: 2 Str: 2 Def: 1

Lvl2: HP: 4 Str: 3 Def: 2 Poison

Lvl3: HP: 6 Str: 4 Def: 3 Poison

Win reward: Exp 2, 2, and 3 (for lvl1, lvl2, and lvl3)

2- Desert Abomination

Lvl1: HP: 2 Str: 2 Def: 1 Bleed

Lvl2: HP: 4 Str: 3 Def: 2 Bleed

Lvl3: HP: 6 Str: 4 Def: 3 Bleed

Win reward: Exp 2, 2, and 3 (for lvl1, lvl2, and lvl3)

3- Giant Spider

Lvl1: HP: 3 Str: 3 Def: 2 Poison

Lvl2: HP: 5 Str: 5 Def: 3 Poison

Lvl3: HP: 7 Str: 5 Def: 4 Poison

Win reward: Exp 2, 2, and 3 (for lvl1, lvl2, and lvl3)

4- Ghouls

Lvl1: HP: 4 Str: 4 Def: 3 Poison

Lvl2: HP: 5 Str: 4 Def: 4 Confusion

Lvl3: HP: 6 Str: 5 Def: 4 Bleed

Win reward: Exp 2, 2, and 3 (for lvl1, lvl2, and lvl3)

5- Tiger Hornet & Giant Spider

Lvl1: HP: 5 Str: 4 Def: 3 Poison

Lvl2: HP: 6 Str: 4 Def: 4 Confusion

Lvl3: HP: 7 Str: 5 Def: 4 Bleed

Win reward: Exp 2, 2, and 3 (for lvl1, lvl2, and lvl3)

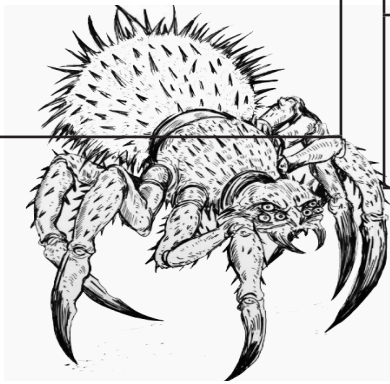
6- Giant Vulture

Lvl1: HP: 5 Str: 4 Def: 3

Lvl2: HP: 6 Str: 4 Def: 4 Confusion

Lvl3: HP: 7 Str: 5 Def: 4 Bleed

Win reward: Exp 2, 2, and 3 (for lvl1, lvl2, and lvl3)



Boss Monster

1-Wraith

Lvl1: HP: 5 Str: 3 Def: 1 Confusion: Roll 1 on 2

Win reward: Exp 3

2-Burned Ghouls

Lvl1: HP: 5 Str: 4 Def: 2 Bleed: Roll 1 on 2

Win reward: Exp 3

3-Cyclops

Lvl1: HP: 6 Str: 4 Def: 3 Bleed: Roll 1 on 2

Win reward: Exp 3

4-Hydra

Lvl1: HP: 6 Str: 5 Def: 3 Bleed: Roll 1 on 2 on 3

Win reward: Exp 3

5-Giant Serpent

Lvl1: HP: 6 Str: 5 Def: 3 Poison: Roll 1 on 2 on 3

Win reward: Exp 3

6-Gniffin

Lvl1: HP: 8 Str: 5 Def: 3

Win reward: Exp 3

7-Old Man of The Sea Monster

Lvl1: HP: 8 Str: 5 Def: 4

Win reward: Exp 3

8-Reis

Lvl1: HP: 10 Str: 8 Def: 5 Bleed: Roll 1 on 2 on 3

Sinbad: The Roll & Write Voyage

1 player, 30-60 min, 8+

Object

Defeat the rogue mage.

Components

3x A4 Sheet

2x D6 Dice (different colour preferred, white for movement, red for actions)

1x Pen or pencil

Setup

1- Place the A4 sheets in front of you

2- Write down your starting stats as follows; HP= 7, Strength= 2, Def=1, Movement Reserve = 2

Now you're ready to adventure!

Gameplay

1- Read your quest log and follow the objectives.

2- Roll the dice. Resolve the movement die first, the action die second, and the path specific actions(side quest, market, boss battles) last. 2-

3- Move marking an (X) symbol on the white (path) circles.

3- You must complete all the main quests on your quest log to finish the game.

Encounters , Market, and Points of Interest

1- Conflict: if you encounter an enemy, you must first roll a die to determine the order of turns. If you roll 1 or 2 you will start first otherwise the enemy will start first. DMG is inflicted on enemy when Your Str is > or = enemy's Def. The same applies when DMG is taken.

* Some enemies have Special attacks such as poison or bleed. These attacks will apply to you once you get hit and your (Str+Def) is less than the enemy's.

Mark (X) to indicate that you defeated an enemy. Your enemy encounters starts from the top lvl 1. monster all the way to 6- Giant Vulture - lvl 1.




* After you defeat all the monsters, you must go through them again. This time starting from lvl 2 and so on. To increase the difficulty, you may assign a dice number to each monster and use the die to randomise your encounters.

2- Market: This will activate only when you reach a port. Once reached, you can buy as much items as you can carry. You may discard an item from you inventory if you need space for a new item

3- Points of Interest (POI): If you roll a POI on the action die, compare the number on your movement die to the POI list and choose only one POI challenge. Once you have successfully completed one, mark it with a check mark. If you fail, you will mark it with an X mark.

* Once a POI is completed or failed you may not try to attempt it again.

4- Accomplishments:

 x5 = +1 Exp <input type="checkbox"/>	Gain +1 Exp from 5 movements. Can only be achieved once. Mark with X when completed.
 x25 = level up = +2HP	Once you level up, you will gain 2 HP instead of 1.
 x2 = +1 Ability <input type="checkbox"/>	Once you completed 2 side quests you may gain +1 ability.