

# THE ARTISANS OF NAQALA

## New Tribe



### ARTISANS - Purple Meeples

Place all the Purple Meeples you just collected in front of you and take a matching number of Item Markers from the pile. Choose one of them, keep it face down before you, and discard the others face up. Each Item will be worth some VPs at Game End, except for Magic Items that have a special effect.

At the end of the game, each Artisan gives you 3 VPs if no other player has more Artisans than you; otherwise you score only 2 VPs per Artisan.

Artisans can also be spent in the Workshops during the game to acquire more Items.

## Items

### Precious Items

These Items have no particular effect. Each of them is worth some VPs that you will reveal and score at the end of the game.



### Magic Items

Magic Items are unique. A Magic Item can be played at any time during your turn (even right after you took it) and it is discarded once played. You cannot play more than one Magic Item per turn.



#### The Burning Scimitar

Remove two Meeples of any color(s) from a Tile of your choice. If you completely empty a new Tile out of ALL its Meeples, and if it is not already owned by an opponent, you immediately gain control of that Tile: place one of your Camels on it to show your ownership.



#### The Fabulous Lamp

Take a Djinn among the available ones, or reveal and take the first Djinn of the Djinn deck.



#### The Enchanting Flute

Select a Tile. You can move up to 5 meeples of any color(s), from any adjacent Tile(s), onto this Tile. This does not allow you to take control of these Tiles.



#### The Flying Carpet

When performing the "Move Meeples" phase, you may drop the last Meeple on any Tile of the board (except the one where you dropped the second to last Meeple).

You must still respect the **Last Meeple Same Color** rule. The Flying Carpet also allows to ignore Mountains.



#### The Rebirth Ring

Choose one Item in the discard pile (Precious or Magic) and keep it.



#### The Tempest Talisman

Move any one of your Camels to any other Tile without a Camel.



#### The Horn of Plenty

Refill the row of Resource cards to 9 cards, then re-organize these cards in the order of your choice.



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## New Tile Actions



### WORKSHOP

Pay either 1 Artisan OR 2 Fakirs to take the first Item of the Item pile.



### SPECIALIZED MARKET

Pay 4 Gold Coins and pick any Resource card of your choice from the row of Resource cards. As always, do not replace it until the end of the round!



### CHASM

The Chasm is a forbidden, impassable Tile. There can never be any Meeple on it, neither during setup, nor during gameplay.

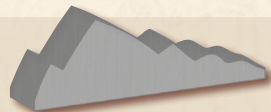
## Tile Control with a Tent



When you take control of a Tile, you can place a Camel on it (as usual), but you can instead choose to place your Tent on it.

At the end of the game, your Tent scores the VPs on this tile + 1 VP per each surrounding Red valued tile, including the Tile where it stands, if it is also Red valued.

## Mountains



Mountains are impassable: each time Meeples are moved on the board, they cannot pass from one Tile to another if there is a Mountain between the Tiles.

*Note: Mountains only affects Meeple movement. They are ignored when calculating the range of an Assassin action or counting the surrounding Blue valued tiles (Builders) or Red valued tiles (Tents).*

## New Djinn's



### BOAZ (new version)

Your Elders, Viziers and Artisans are protected from Assassins.



### GEB

At game end, each of your Precious Items is worth 3 extra VPs.



### KANDICHA (new version)

Each time your Assassins kill a:

- Merchant - draw the first Resource card from the row of Resources
- Builder - take the GCs that Builder would have taken
- Artisan - place it in front of you and take the first Item from the Item pile
- Vizier or Elder - place it in front of you instead of killing it



### PTAH

At game end, each of your Artisans is worth 2 extra VPs.