

Merchants of Araby™

Card and Rules Clarifications







DAILY MAGIC™
GAMES

RULES CLARIFICATIONS:





- “Draw **1**” means that you draw one card from the top of the deck. You can’t draw cards from the draft line without a special ability, like Trickster or Foresight.
- The draft area refills immediately whenever a card effect depletes it, like Trickster or Foresight.
- Note that Caravan Master, Scout, and Mercenary allow you to affect caravans without anyone’s permission.
- Remember that cards can’t be used during caravan resolution unless they specifically name bandits or pay outs.
- No one can play or task cards between turns.
- You can’t play a merchant, ally, or virtue when it is not your turn, even with the active player’s permission. (You could, however, give that card to the active player for them to play, and they could give you the effect.) Allies can be tasked out of turn, so Sensei, Courtesan, and Foreign Prince create exceptions to this rule.
- You can’t task an ally unless its ability is valid. So a Benefactor can’t refresh nothing (or an ally that isn’t tasked) just to trigger your Overseer (and your Overseer can’t be tasked unless one of your other allies tasks.)
- In a 2-player game, during setup, each player gets 2 random Merchant Persona cards.

ALLY CARDS

ARCHIVIST • Costs  .  : Pay  to draw  into your hand.




AUCTIONEER • Costs  .  : Receive  when the Caravan that resolved this turn had more of your camels on it than each .

BANDIT PRINCE • Costs  .  : Receive  when a Bandit removes a Camel from a Caravan.

BENEFACTOR • Costs  .  : Receive  when your Camels on a Caravan Pay out less than the Camels of each .

Benefactor can be tasked when a caravan with some of your camels on it resolves and the sum of coins earned by your camels is smaller than the sum of coins earned by camels of every other player present on that caravan.





BROKER • Costs  .  : Refresh 1 .

CARAVAN MASTER • Costs  .  : Pay  to move one of your Camels from one Caravan to another.

COURTESAN • Costs  .  : Spend 1 of any Product to play an .

EAGER STUDENT • Costs  .  : Draw  from the bottom of the discard pile when a  is played.

FOREIGN PRINCE • Costs  .  : Spend 1 of any Product to play a .

FORTUNE TELLER • Costs  .  : Draw , then return  to the bottom of the deck.

The card you return with Fortune Teller comes from your hand.



GUARD CAPTAIN • Costs  .  : Pay  to an , then remove a Camel belonging to that  from any Caravan.

IMPORTER • Costs  .  : Produce any Product to Invest in an  Caravan.

Importer can produce a product of any type, but that product can only be used to place a camel on a caravan that belongs to a player other than the player who tasked Importer to produce it.

INFORMANT • Costs  .  : Draw  from the bottom of the discard pile when a  is played.

JUNK DEALER • Costs  .  : Discard to receive .

MERCENARY • Costs  .  : When a Bandit attacks a Camel, immediately move that Camel to any open space on that same Caravan.


MONEY CHANGER • Costs  .  : You Receive  when an  receives  or more.

MONEY LENDER • Costs  .  : Receive  when you play a  or .

OVERSEER • Costs  .  : Receive  when you  another .

PIOUS SCHOLAR • Costs  .  : When you play a  pay 1  to duplicate the effect.

Pious Scholar effectively lets you play a copy of virtue but with a cost of a jewel. You can make new choices with the copy.




SCOUT • Costs  . When a Bandit attacks a Camel, immediately move that Camel to any open space on any other Caravan.

SECRETARY • Costs  .  : Refresh an .

SENSEI • Costs  .  : Discard  to play a .

SORCERESS • Costs  .  : Change 1 Product to any other Product.

Sorceress can't stop an opponent from using a product for its intended purpose.

STREET URCHIN • Costs  .  : Produce 1 Product of the type shown on the top  of the discard pile.

Coins aren't products, and so Street Urchin can't produce coins and does nothing when a djinn is the top card of the discard pile.



TRAVELING TEACHER • Costs  .  : Receive  when you contribute a product that helps an  to play a  .

Traveling Teacher also triggers if you discard a card to reduce the cost for an opponent to play a card. Any use of Traveling Teacher involves a negotiation, and requires consent from the opponent you're helping.



TRICKSTER • Costs  .  : When drawing  , you may take them from the draft area or from the top of the deck.



Trickster can be used both when drawing cards due to an effect, and when drafting cards at the end of the turn. Each time you task it, you can take cards from the draft line or the top of the deck during a single instance of drafting or drawing one or more cards. If a player tasks it to affect their end- of- turn draft, they still refresh it.


VIZIER • Costs  .  : Pay  to resolve an  Caravan on your turn.



DJINN CARDS


BOUNTIFUL FABRICS • Costs  . Produce a  .

BOUNTIFUL JEWELS • Costs  . Produce a  .

BOUNTIFUL MAGICS • Costs  . Produce a  .

BOUNTIFUL SPICES • Costs . Produce a .

BENEFACTION • An  receives , then you draw .

INFLUENCE • You may invest 1 Product in an  Caravan without permission.

INVIGORATION • Costs . Refresh 1  or .

REJUVINATION • Costs . Draw . Keep  and give  to an .

The card you give via Rejuvenation must be one of the three you drew.

VIRTUE CARDS

ASSOCIATION • Costs . Receive  per  in your Entourage.

COMMUNITY • Costs . Receive  per  with more  than you.

COOPERATION • Costs . Receive  and choose an  to receive .

COURTESY • Costs . Give an  an  from your Entourage, then receive .

DEFERENCE • Costs . Give  from your hand to an , then receive .



DILIGENCE • Costs 📖 . Receive ③ if your Entourage includes at least 2 🏠 and 2 👤 .

FORESIGHT • Costs 🌿 . Take 1 from the draft area.

FRUGALITY • Costs 📖 . Receive ② per 👤 with 5 or more in hand.

GENEROSITY • Costs 🌿 . 🔄 an 👤 in any Entourage for your benefit.



Generosity can only task an ally that isn't already tasked for the turn/round.





HOSPITALITY · Costs  . Draw  to your hand, then give  to an .




When you play Hospitality, draw two cards, then give 2 cards of your choice from your hand to an opponent.

HUMILITY · Costs  . Receive  per  with more  than you.

JOY · Costs  . All players receive  for each  in hand.

PERSISTENCE · Costs  . Receive  for each active Caravan card with at least 1 of your Camels on it.



POVERTY · Costs  . Each player with the smallest Entourage receives .

PRAISE · Costs  . All players receive  per  in their Entourage.

PREPAREDNESS · Costs  . Receive  if your entourage can produce  +  +  + .





PROSPERITY · Costs  . Play  at no cost.

Prosperity lets you play a card from your hand without paying that card's cost.

SACRIFICE · Costs  . Sell 1 of your Camels to receive , then remove that camel from the game.





SHARING · Costs  .  a  in any Entourage for your benefit.

MERCHANT CARDS

FABRICS MERCHANT • Costs  and .  to produce a .

JEWELS MERCHANT • Costs  and .  to produce a .

MAGICS MERCHANT • Costs  and .  to produce a .

SPICES MERCHANT • Costs  and .  to produce a .





The background of the top half of the image features a dramatic confrontation between two phoenixes. On the left, a fiery phoenix with orange and red plumage and glowing eyes is shown in profile, breathing fire. On the right, a frost phoenix with icy blue and white feathers and glowing eyes is shown in profile, breathing a stream of white frost. The background is a swirling mix of fire and ice, with a large, glowing blue orb on the left and a dark, starry space-like area on the right.

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