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DIVINER'S HUT

First, **draw** 1 book card from the deck for each of your placed Assistants.

Next, if activated by a Standard Assistant, **take** the first player token from the player who currently has it.

1A

JOB FAIRE



Auction Location: Bidding Assistants cannot exceed available Special Assistant cards.

First, the winning bidder **discards** cards equal to their bid space, then **returns** their Bidding Assistant to the supply.

Next, the winning bidder **takes** a Special Assistant card and **places** its Special Assistant on an available ⚡ location or home library space. They **activate** abilities and effects as normal.

Then, **repeat** for 2nd place, 3rd place, etc.

1B

ARTIFACTORIUM



Auction Location: Bidding Assistants cannot exceed available Artifact cards.

First, the winning bidder **discards** cards equal to their bid space.

Next, the winning bidder **takes** an Artifact card, then may **shelve** it or place it in their hand.

Then, **repeat** for the 2nd place, 3rd place, etc.

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TEMP AGENCY

Retrieve the Special Assistant that matches the top card of the Special Assistants deck. You may **place** it immediately, as though you control it. You maintain control of the Special Assistant for the rest of the round, unless another player visits this location.

Return the Special Assistant to the supply at the end of the Resolution Phase.

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BLACK MARKET

Take the top card of the Artifact card deck.

AUCTION LOCATION

Placing Assistants works differently at Auction Locations. They have restrictions on how many Bidding Assistants can be placed there, but it doesn't necessarily block a player from that location. This restriction is listed after "Auction Location:" on the tile. When placing an Assistant at an Auction Location, if this placement would exceed the restriction quantity, return the lowest Bidding Assistant to their player - it may be placed again on a subsequent turn this round. A bid on the highest available space cannot be outbid.