

EX LIBRIS

EXPANDED ARCHIVES



RULES OF PLAY

INTRODUCTION

*Welcome to one of our town's best kept secrets - the **Expanded Archives!** The contents of this room are meant only for the eyes of Grand Librarians. Residing within the walls and shelves are strange, oft-forgotten powerful Artifacts that are difficult to master, but will impress any Official Inspector!*

In addition to powerful Artifacts, you'll have the opportunity to hire trusty Special Assistants to send out into the village to find the most impressive tomes. These Assistants have powerful abilities that will aid your research and study inside the archives to outshine your competition.

Ex Libris: Expanded Archives adds:

- 5th Player Components
- 4 New Location Tiles
- 2 New Modules to enhance and add strategy to the **Ex Libris** base game. Each module may be included independently, or, when ready, both can be used in tandem.



☆ Job Faire

This module allows players to compete to attract their choice of Special Assistants. Each player can hire up to three, allowing for hundreds of combinations of play styles. OR add the new Special Assistant cards to the mix when playing Standard Mode for extra variety.



📖 Artifactorium

This module adds a new Artifact card type to the game. These ancient curiosities can be added to your bookshelf alongside your books, and provide new scoring opportunities and special benefits.

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NOTE: To owners of the original 2017 edition of **Ex Libris:** This expansion is fully compatible with both versions of **Ex Libris**, but there are some changes to note:

- **Diviner's Hut** - There is a new version of this location tile with updated text. This replaces the original tile.
- **♣ Solo Compatibility Icon** - These rules reference the position of the solo compatibility icon. On your core box location tiles, this icon is in the top left, below the location number.
- **Town Board** - In the new edition, the Town Board is replaced by 4 Scoring Reference Tiles with identical information. You can still use this board as normal, except when playing with 5 players, as noted in the setup rules.

COMPONENTS



18 Artifact Cards

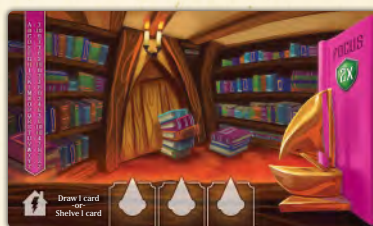
NOTE: If you have the 2023 version of *Ex Libris*, you will already have four of these. These duplicates will not be needed.



15 Special Assistant Cards



5 Location Tiles



1 Library Tile



3 Scoring Reference Tiles



3 Standard Assistants



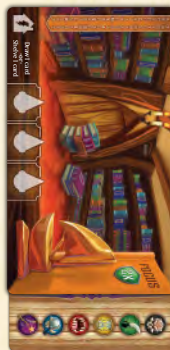
15 Special Assistants



1 Official Library Inspection Form v2

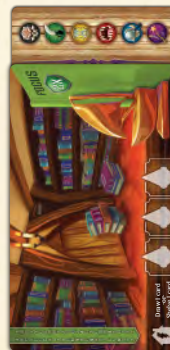


1 Location Reference



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EXAMPLE OF A FIVE-PLAYER SETUP WITH JOB FAIRE & ARTIFACTORIUM MODULES



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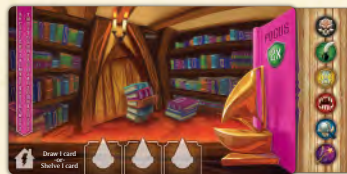


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SETUP

Prior to setting up the game, players must agree on which modules to use:

♣ If playing with **5 players**, follow all steps highlighted in yellow.

☆ If playing with the **Job Faire Module**, follow all steps highlighted in green.

📖 If playing with the **Artifactorium Module**, follow all steps highlighted in orange.

- 1 Place the **scoring reference tiles** in the center of the table in the following order from left to right: Alphabetical Order / Shelf Stability, Prominent Works, Banned Books, Categorical Variety / Library Focus. Set the **Official Library Inspection Form v2** and **Location References** nearby (not shown).

♣ If playing with 5 players, flip the three rightmost scoring reference tiles to their ♣ side.

NOTE: If playing with an original copy of *Ex Libris* with one long Town Board, place the three new scoring tiles on this board, covering Prominent Works, Banned Books, Categorical Variety, and Library Focus, with their ♣ side up.

- 2 Give the **first player token** to the player who most recently acquired a book.
- 3 Gather the 15 Special Assistant cards as the Special Assistant deck.

♣ **NOTE:** Remove **The Witch** Special Assistant card if playing with 5 players.

NOTE: Remove **The Owl Collector** Special Assistant card if NOT playing with the Artifacts Module.

- 4 Each player takes a **library tile** in the color of their choice, and a number of **Standard Assistants** (shaped like gnomes) of the same color depending on their chosen game module(s).

If you are playing using Beginner Mode, each player takes three Standard Assistants.

If you are playing using Standard Mode, randomly deal each player one of the Special Assistant cards from the deck. Each player then takes its matching Special Assistant and two Standard Assistants that match their library tile color. (There will be one Standard Assistant of each color left over - these are used in Beginner, Job Faire Module, and Solo games only.)

☆ **If you are playing with the Job Faire Module**, each player takes three Standard Assistants, as in Beginner Mode.

- 5 Shuffle the six **category cards** and place one face up on the Prominent Works scoring reference tile, then one face up on the Banned Books scoring reference tile.

♣ **NOTE:** There are no Banned Books in a 5-player game, so only one category card will be dealt to the scoring reference tiles (on the Prominent Works tile).

- 6 Deal one of the remaining category cards face down to each player. This will be their library's focus. Keep your own category card secret by sliding the card underneath the right hand side of your library tile. (You may check your category card at any time.) Return any remaining category cards to the box without revealing them.
- 7 Shuffle the 152 **book cards** thoroughly and each player draws eight book cards to form their starting hand. Place the remaining book cards in two roughly equal stacks near the scoring tiles. These will be the deck.

- 8 Find the **location tile** labeled **Diviner's Hut** and place it face up below the scoring reference tiles.

☆ If playing with the Job Faire Module, find the **location tile** labeled **Job Faire** and place it face up to the right of the **Diviner's Hut**. Otherwise, return it to the box.



📖 If playing with the Artifactorium Module, find the **location tile** labeled **Artifactorium** and place it face up to the right of the **Diviner's Hut**. Otherwise, return it to the box.



- 9 Gather all the remaining 17 **location tiles** from the base game into a stack.

☆ If playing with the Job Faire Module, find the **location tile** labeled **Temp Agency** and add it to the stack. Otherwise, return it to the box.



📖 If playing with the Artifactorium Module, find the **location tile** labeled **Black Market** and add it to the stack. Otherwise, return it to the box.



Shuffle the stack and place it face down nearby.

- 10 ☆ When playing with the Job Faire Module, shuffle the **Special Assistant deck** portrait side up and place them to the left of the Job Faire location tile. Place the 15 **Special Assistants** on the table in a supply above the scoring reference tiles.

- 11 📖 When playing with the Artifactorium Module, shuffle all the **Artifact cards** and place them portrait side up to the left of the Artifactorium to form the Artifact deck.

EXPANSION BASICS

In *Ex Libris: Expanded Archives*, players will find new Locations, a new way to hire Special Assistants, and powerful Artifacts to add to their bookshelf for fantastical abilities and end of game scoring objectives.

The Job Faire and Artifactorium Modules both use an **Auction Location**. Placing Assistants works differently at these locations. Auction Locations have restrictions on how many Bidding Assistants can be placed there, but that 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.

JOB FAIRE MODULE



This module allows players to compete to attract their choice of Special Assistants. Each player can hire up to three at the Job Faire location tile, each with unique and powerful abilities, allowing for hundreds of combinations of play styles. Additionally, they can be hired for a single round at the Temp Agency location tile.

For the most part, Special Assistants function the same way as Standard Assistants, and any game text that refers to an "Assistant" applies to both types, unless otherwise stated.




SPECIAL ASSISTANT CARD ANATOMY

Portrait Side

Resume Side



- 1 Name
- 2 Ability Timing Icon
- 3 Ability Keyword
- 4 Name
- 5 Ability Description
- 6 Solo Compatibility - If the  icon is present, the Assistant may be used in a solo game.
- 7 Special Rules

Special Assistants have an ability that is keyed to their token. Typically, it is activated when they are placed, though not always. The abilities of all Special Assistants are explained fully on their cards and in the Special Assistant Glossary (page 11).

TIMING ICONS

∞ **Ongoing** - These effects are continually active, allowing players to use them during specific actions in the game.

⚠ **Reaction** - These effects are triggered/activated when their ability condition is met. This could be when an opponent player visits a location with an Assistant, or when a book is shelved.

♣ **On Placement** - These effects are activated specifically when a player visits a location tile with this Assistant.

TIMING CONFLICTS & HOW TO RESOLVE THEM

If a timing conflict arises between the effects of locations and/or the abilities of one or more Special Assistants, the below order of operations should be followed to determine which takes priority:

1. The instant effect of a location tile

EXAMPLE: The effect of the Assistants Guild would allow an Assistant to visit an occupied Assistant space at the same location as the Snowman, including the Snowman's space.

2. The ⚠ “Reaction” ability of a previously placed Special Assistant

EXAMPLE 1: If the Goblin Sneak visits the same location as the Gelatinous Cube, the Gelatinous Cube's ⚠ “Reaction” ability triggers first, then the Goblin Sneak's ♣ “On Placement” ability.

EXAMPLE 2: The Ghost cannot visit the same Assistant space as the Snowman, because the Snowman's ⚠ “Reaction” ability takes precedence.

NOTE: When a conflict arises between more than two Special Assistants, the Assistant that has been at the location longest takes priority, then second longest, and so on.

ARTIFACTORIUM MODULE

This module adds a new card type to the game. These ancient curiosities can be added to your bookshelf alongside your books, and each provides either a new scoring opportunity or a new special ability. Artifact cards are fantastic items and/or magical relics that add the kind of visual interest to your bookshelf that will impress any Official Inspector with taste (and may even grant you all sorts of other benefits). They are acquired from either the Artifactorium or Black Market, and follow all the same shelving rules as book cards. In fact, any time an ability or effect allows you to shelve a book card you may instead shelve an Artifact card from your hand.

ARTIFACT CARD ANATOMY

Portrait Side

Ability Side



- 1 Name
- 2 Effect Timing - Either ∞ Ongoing or End of Game.
- 3 Artifact Effect
- 4 Solo Compatibility - If the ♣ icon is present, the Artifact may be used in a solo game.
- 5 Name

Artifact cards do not affect the alphabetical order of your book cards. They do not have to be shelved in order with your book cards, or other Artifacts for that matter. They are essentially ignored altogether during end game inspection, with the exception of the shelf stability bonus. Artifact cards contribute to your shelf stability bonus in the same way as book cards.

CHANGES TO ROUND

Below are the changes to the base game rules when using either the Job Faire or Artifactorium Modules or both.

I: CHANGES TO THE PREPARATION PHASE

★ When playing with the Job Faire Module, deal Special Assistant cards resume-side-up to the right of the Job Faire location tile: One card in a Solo or 2-player game, two cards in a 3- or 4-player game, and three cards in a 5-player game.

📖 When playing with the Artifactorium Module, deal Artifact cards face up to the right of the Artifactorium location tile: Two cards in a Solo or 2- or 3-player game and three cards in a 4- or 5-player game.

II: CHANGES TO THE PLACEMENT PHASE

None.

III: CHANGES TO THE RESOLUTION PHASE

★ Special Assistant cards that remain to the right of the Job Faire after its location is resolved are returned to the bottom of the Special Assistant deck in order, from right to left.

📖 Artifact cards that remain to the right of the Artifactorium after its location is resolved are returned to the bottom of the Artifact card deck in order, from right to left.

IV: CHANGES TO THE CLEANUP PHASE

📖 ★ When using the Job Faire and/or the Artifactorium modules, the number of cards in a player's bookshelf that triggers the Final Round is increased:

2 PLAYERS	3 PLAYERS	4 PLAYERS	5 PLAYERS
18 cards	16 cards	14 cards	12 cards

FINAL ROUND & SCORING CHANGES

Most of the changes for the scoring phase are part of the 5th player rules. However, if you are using the Artifactorium Module, during this phase you may also have the opportunity to score points for any shelved Artifacts.

B2 BESTOW PROMINENT WORKS AWARDS

📖 In a 5-player game, first place earns 15 points, second place earns 10 points, third place earns 6 points, and fourth place earns 3 points. Ties are resolved as normal.

B3 ASSIGN BANNED BOOKS PENALTIES

📖 There are no Banned Books in a 5-player game!

B4 ASSESS CATEGORICAL VARIETY BONUSES

📖 In a 5-player game, you earn 4 points for every book in your bookshelf of the category which you have the fewest of.

B6 TABULATE ARTIFACT SCORING BONUSES

📖 Each player assesses any End of Game Artifact cards in their bookshelf that score points. Each player then tells the Inspector the sum total of all points earned.

NOTE: Any requirement that cards be "adjacent" means it must be "orthogonally adjacent", which is just a fancy way of saying that the cards are next to each other along an edge. Touching at the corners doesn't count!

SOLO MODE

Just like the *Expanded Archives* set-up, players may choose any of the following options for their solo experience. If you'd like to simply play Beginner or Standard Mode without the additional modules, please refer to the original rulebook for full solo instructions. For adding in the additional Modules, see below for updated instructions.

SOLO SETUP

1 Place the **scoring reference tiles** in the center of the table in the following order from left to right: Alphabetical Order / Shelf Stability, Prominent Works, Banned Books, Categorical Variety / Library Focus. Set the **Official Librarian License Application v2** and the **Location References** nearby.

2 Take a library tile in the color of your choice and three matching Standard Assistants.

3 ☆ If playing with the Job Faire Module, find the **location tile** labeled **Job Faire** and place it face up below the scoring reference tiles. Otherwise, return it to the box. Place a Standard Assistant token of any remaining color on the "0" bidding space. This space will be permanently blocked in solo play. This does not count as a Bidding Assistant.

📖 If playing with the Artifactorium Module, find the **location tile** labeled **Artifactorium** and place it face up below the scoring reference tiles. Otherwise, return it to the box. Place a Standard Assistant token of any remaining color on the "0" bidding space. This space will be permanently blocked in solo play. This does not count as a Bidding Assistant.

4 Gather all 10 **location tiles** from the base game with the solo-compatible icon in the bottom right corner of the tile. Leave the 8 solo-incompatible location tiles in the box: they are not used in the solo game.

☆ If playing with the Job Faire Module, find the **location tile** labeled **Temp Agency** and add it to the stack. Otherwise, return it to the box.

📖 If playing with the Artifactorium Module, find the **location tile** labeled **Black Market** and add it to the stack. Otherwise, return it to the box.

Shuffle the stack, then deal 6 face up underneath the scoring reference tiles. Place the remaining tiles in a face-down stack nearby.

5 Take the 10 solo-compatible Special Assistant cards as the Special Assistant deck, removing all that are solo-incompatible to the box.


NOTE: Remove **The Owl Collector** Special Assistant card if **NOT** playing with the Artifacts Module.

6 Shuffle the Special Assistant deck. Determine how you will use Special Assistants: in Standard Mode or using the Job Faire Module:

If using Standard Mode: Deal two from the deck, choose one of these two, then return all others to the box. Take the Special Assistant that matches the selected card and return the rest to the box.


☆ If playing with the Job Faire Module, take a fourth Standard Assistant token of any remaining color. Place the 15 Special Assistants on the table in a supply above the scoring reference cards.

Place the deck to the left of the Job Faire **location tile** to form the Special Assistant deck.

- 7  If playing with the Artifactorium Module, remove all solo-incompatible Artifact cards from the Artifact deck and return them to the box. Shuffle the remaining Artifact cards and place them to the left of the Artifactorium portrait side up to form the Artifact deck.
- 8 Shuffle the 6 category cards and place 1 face up on the Prominent Works scoring reference tile, then one face up on the Banned Books scoring reference tile.
- 9 Deal 1 category card **face up** to your Library Focus area.
- 10 Deal 1 category card **face down** to the Public Library's Focus area and another to the clue space above it on the **Official Librarian License Application v2**. Leave these cards face down for now. (Note: There will be 1 undealt category card left over. Return it to the box without revealing it.)
- 11 Shuffle the 152 book cards thoroughly, then draw 8 to form your starting hand. Place the remaining book cards in two or more manageable piles to form the book card deck.
- 12 Select a Difficulty Level from Beginner to Impossible (shown below, each corresponding to a specific number of book cards discarded each round). We recommend starting with the Beginner level until you are familiar with the differences in gameplay.


DIFFICULTY LEVEL	NUMBER OF BOOK CARDS DISCARDED EACH ROUND
Beginner	1
Easy	2
Challenging	3
Difficult	4
Very Difficult	5
Nigh Impossible	6
Impossible	7

SOLO GAME RULES CHANGES

-  ☆ If playing with either the Job Faire Module, the Artifactorium Module, or both, there will be six rounds instead of five.

I. THE PREPARATION PHASE

- ☆ When playing with the Job Faire Module, deal one Special Assistant card resume-side-up to the right of the Job Faire location tile.

-  When playing with the Artifactorium Module, deal two Artifact cards from the deck face up to the right of the Artifactorium location tile.


II. THE PLACEMENT PHASE


No changes.

III. THE RESOLUTION PHASE

- ☆ When playing with the Job Faire Module, if you replace a Special Assistant with another Special Assistant by using the Job Faire, return the bidding Special Assistant's card to the bottom of the deck, then return its Special Assistant to the supply.

If the Special Assistant was not taken from the Job Faire in the current round, discard the Special Assistant card to the Public Library - they have become volunteers and will add to its score at the end of the game.

-  When playing with the Artifactorium Module, discard all remaining Artifact cards at the Artifactorium to the Public Library - they have been donated and will add to its score at the end of the game.

-  ☆ Do not return the Standard Assistants blocking the "0" space on the Job Faire or Artifactorium. They will stay the entire game.

IV. THE CLEANUP PHASE

When playing with either the Job Faire or Artifactorium Module, there will be one more round than in the base game, 6 instead of 5. The starting round will have 7 locations, and the final round will have 2 locations.

1ST ROUND	2ND ROUND	3RD ROUND	4TH ROUND	5TH ROUND	6TH ROUND
7 locations	6 locations	5 locations	4 locations	3 locations	2 locations

When playing with both the Job Faire and Artifactorium Modules, the starting round will have 8 locations, and the final round will have 3 locations.

1ST ROUND	2ND ROUND	3RD ROUND	4TH ROUND	5TH ROUND	6TH ROUND
8 locations	7 locations	6 locations	5 locations	4 locations	3 locations

FINAL ROUND & SCORING

B6 CALCULATE VOLUNTEER SCORING BONUS

Every Special Assistant card that was discarded to the Public Library will earn it a number of points equal to the difficulty level chosen at the beginning of the game. So for an Easy level solo game, each volunteer Special Assistant card in the Public Library will earn it 2 points.

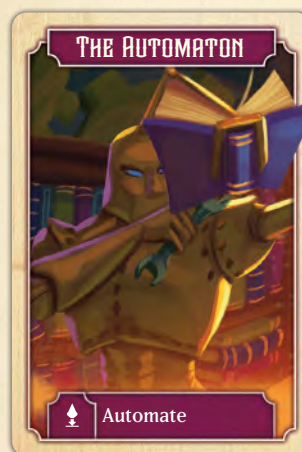
B7 TABULATE ARTIFACT SCORING BONUSES

Assess any Artifact cards in your bookshelf that score points at the end of the game, then enter the total of all such points earned.

The Public Library does not score points for Artifact cards in the same way. Instead, every Artifact card that was discarded to the Public Library will earn it a number of points equal to the difficulty level chosen at the beginning of the game. So for an Easy level solo game, each donated Artifact in the Public Library will earn it 2 points.

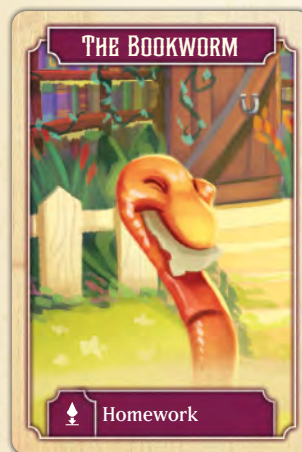
SPECIAL ASSISTANT GLOSSARY (A-Z)

THE AUTOMATON



Automate ♣ On Placement - When the Automaton visits a location or your library and at least one of your other Assistants are present, **prior to activating any effects**, you may **automate**. Perform one home action for each of your Assistants present at the location, including the Automaton.

THE BOOKWORM



Homework ♣ On Placement - When the Bookworm visits a home action space, you may do **homework**: perform both home actions. Afterward, you may discard a card (from your hand or bookshelf) to do **homework** one additional time.

THE FIRE IMP



Burn Books ♣ On Placement - When the Fire Imp visits a location with one or more book cards in its card area, **prior to activating any effects**, you may **burn books**. Discard any number of book cards from the location to perform the same number of home actions. Neither home action may be performed more than twice in this way.

THE FRIENDLY FROG



Gift ⚠️ **Reaction** - If an opposing Assistant visits the same location as the Friendly Frog, prior to activating any effects or abilities, they may give the Friendly Frog a **gift**: a card (from their hand or bookshelf). If they do, they may perform both home actions. You may **shelve** the **gift**.

THE GELATINOUS CUBE



Absorb ⚠️ **Reaction** - If an opponent's Assistant visits the same location as the Gelatinous Cube, **prior to activating any effects or abilities**, it **absorbs**. The opponent must either:

- A. Give you 1 random card from their hand (you may **shelve** it) -or-
- B. Allow you to perform **both** home actions.

THE GHOST



Possess ⚡️ **On Placement** - The Ghost may **possess** opposing Assistants. You may place the Ghost on Assistant spaces that are occupied by opposing Assistants at locations with ⚡️ instant effects; the two Assistants share the space. When it does, prior to activating any effects or abilities, **draw** one book card from the deck if the Ghost **possesses** a Standard Assistant or you may **shelve** a card if it **possesses** a Special Assistant.

THE GOBLIN SNEAK



Pickpocket ⚡️ **On Placement** - When the Goblin Sneak visits the same location as one or more opposing Assistants, prior to activating any effects, you may attempt to **pickpocket**. Choose an opponent present at the location and name a category. The chosen opponent must give you a book card containing at least one book of that category from their hand, if able, or show you a hand containing none. Repeat

this process for each opponent present at the Goblin Sneak's location. Any book cards acquired this way may be shelved.

THE MUMMY



Entomb ∞ **Ongoing** - When the Mummy shelves a card, you may **entomb** it: place it either directly on top of, or directly underneath, a previously-shelved card in your bookshelf. The bottom card of the stack is flipped face down and any icons on it no longer count during scoring. You may never have more than 1 card **entombed** under each card in your bookshelf.

End of Game: **Entombed** cards in your bookshelf are worth 2 points each. Add the total to your Shelf Stability Bonuses (B2). **Entombed** cards do not contribute to the end game card count trigger.

Note: If the top card of an entombed stack is discarded for any reason, the card remaining underneath is no longer considered entombed, but stays flipped face down.

THE OWL COLLECTOR



Haggle ∞ Ongoing - If the Owl Collector is present at the Artfactorium when it resolves, it **haggles**. Discard 1 fewer card when paying for Artifact cards. At the end of the game, earn 2 points for each Artifact card in your shelf and add it to your Artifact Scoring Bonuses (B6).

Only for use with the
 Artfactorium Module.

THE SASQUATCH



Relax ⚡ On Placement - When the Sasquatch visits a location where no other Assistants are present it **relaxes** and performs a home action instead of the normal location action.

Flee ⚠ Reaction - If an opposing Assistant visits the same location as the Sasquatch, before they activate any effects or abilities, the Sasquatch may **flee**. Retrieve it - it may be placed again on a subsequent turn this round.

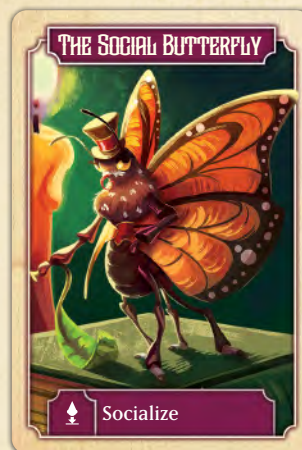
THE SNOWMAN



Snowball ⚡ On Placement - When the Snowman visits a location with an ⚡ instant effect and one or more empty Assistant spaces remaining (after his placement) he **snowballs**. Prior to activating any effects, draw book cards equal to the number of empty spaces. (Disregard a space if it is not available at the current player count.)

Freeze ⚠ Reaction - As long as the Snowman is present at a location with an ⚡ instant effect, it freezes it - no more Assistants may visit its location.

THE SOCIAL BUTTERFLY



Socialize ⚡ On Placement - When the Social Butterfly visits the same location as any other Assistants, it **socializes**. Prior to activating any effects, you may **draw** a book card for every Standard Assistant present and **shelve** 1 card from your hand for every other Special Assistant present.

THE TRASH GOLEM



Recycle ∞ Ongoing - If the Trash Golem is present at a location during step 2 of the Resolution Phase, you may **recycle**. Choose one book card that would be discarded from each resolving location and either **take** it or **shelve** it. Continue this process until the Trash Golem's location itself is resolved.

THE WITCH



Transmogrify ∞ Ongoing - Any time the Witch acquires a book card containing at least 1 Banned Book, you may **transmogrify**. Reveal 1 book card from the deck. You may **take** either the original book card or the revealed book card, then **shelve** the other face down. If multiple book cards containing a Banned Book are acquired at the same time, perform this ability one book card at a time.

Not for use in 5-player games.

THE WIZARD

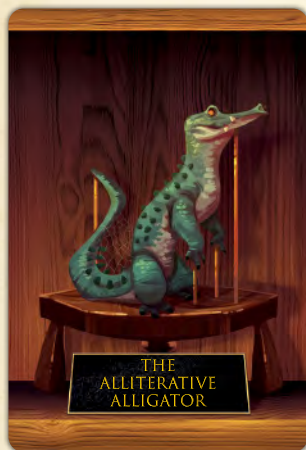


Levitate ∞ Ongoing - When the Wizard shelves a card, you may **levitate**. Choose a direction (up, down, left, or right) then shift any number of cards in your bookshelf that direction by one space. You must **shelve** the new card directly adjacent to a shifted card, in the newly created empty space. Your bookshelf may disconnect temporarily, so long as it follows all shelving rules after the new card is added.

ARTIFACT GLOSSARY (A-Z)

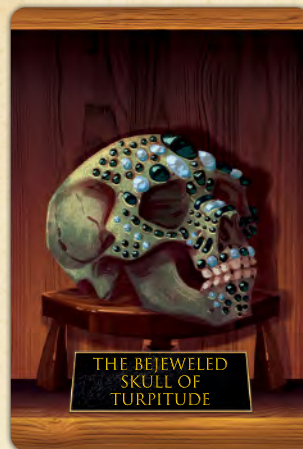
📖 Artifact cards are used only when playing with the Artificorium Module.


THE ALLITERATIVE ALLIGATOR



∞ Ongoing: Once per turn, when you **shelve** a book card, you may **shelve** one additional book card of the same letter from your hand.

THE BEJWELED SKULL OF TURPITUDE



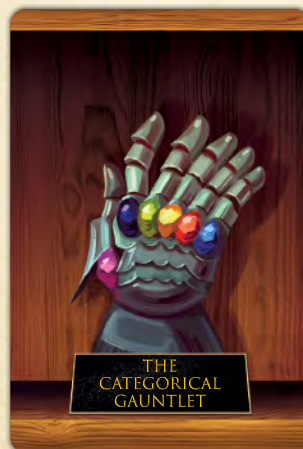
End of Game: Score 1 point for each  Corrupted Codices book on book cards adjacent to this Artifact.

BJUILDNIR, AUTOMAGICAL HAMMER



∞ Ongoing: Once per turn, when you **perform** a home action, you may also **shelve** a card from your hand.

THE CATEGORICAL GAUNTLET



End of Game: Score 6 points for each set of six categories of books on book cards adjacent to this Artifact.

THE CLOCKWORK AUTOSHELVER



∞ **Ongoing:** Any time you may *shelve* a card, you may first *discard* a card from your bookshelf and *shelve* the new card in its place. If you do, *draw* 1 book card for each card that is adjacent to the newly shelved card.

THE FOUL VOWEL TOWEL



End of Game: Score 1 point for every vowel book card (A, E, I, O, U and Y) in your bookshelf.

THE DRAWER OF RUINED RUNEOGRAPHY



End of Game: Score 1 point for every two different letters on book cards in your bookshelf.

THE HUNGRY VOID OF NOTHINGNESS



End of Game: Score 2 points for every face-down card adjacent to this Artifact.

THE FORBIDDEN MASK OF FORESIGHT



∞ **Ongoing:** Each time you *shelve* a book card following this Artifact in alphabetical order, you may *draw* a book card from the deck. Each time you *shelve* a book card preceding this Artifact in alphabetical order, you must *discard* a card (from your bookshelf or hand).

A LITTLE PLACE LIKE HOME



∞ **Ongoing:** Any time one of your placed Assistants is *returned* to you, you may *perform* both home actions.

THE MAGNIFICENT MAGNIFIERS



∞ **Ongoing:** One time on every player's turn during the Placement Phase, if you would **draw** one or more book cards, **draw** one additional book card.

PANDORKA'S BLOCKS



End of Game: Score 1 point for each 🐙 Monster Manuals book on book cards adjacent to this Artifact.

THE MYSTICAL CRYSTAL SEE-ALL BALL



∞ **Ongoing:** Each time you visit the Diviner's Hut, tuck one book card from the deck behind this card.

End of Game: Score 2 points for every card beneath this one.

THE PHOENIX FEATHER QUILL



End of Game: Score 1 point for each 🦅 Fantastical Fictions book on book cards adjacent to this Artifact.

THE NECROMONKEY'S PAW



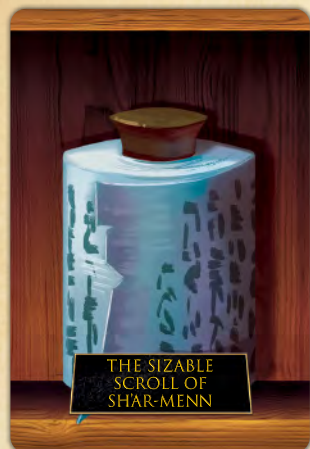
∞ **Ongoing:** One time on every player's turn during the Placement Phase, after you **shelve** a book card, you may choose either "before" or "after", then **draw** a book card from the deck. If the drawn book card matches your choice alphabetically, you may immediately **shelve** it. If you chose wrong, **discard** the newly-drawn book card, then each of your opponents may **perform** a home action.

THE SANDS OF OUR FATHERS



End of Game: Score 1 point for each 🕒 Historic Volumes book on book cards adjacent to this Artifact.

THE SIZABLE SCROLL OF SH'AR-MENN



End of Game: Score 1 point for each 📖 Reference Texts book on book cards adjacent to this Artifact.

VESSEL OF WAND STORAGE



End of Game: Score 1 point for each 📖 Spells & Potions book on book cards adjacent to this Artifact.



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EX LIBRIS



ICON GUIDE

-  Expanded Archives expansion icon
-  Usable in Solo Play
-  Location Preparation Instructions




CATEGORIES

-  Corrupted Codices
-  Fantastical Fictions
-  Historical Volumes
-  Monster Manuals
-  Reference Texts
-  Spells & Potions




LOCATION EFFECT TYPES

-  Instant Effect Location
-  Delayed Effect Location

TIMING

-  Ongoing
-  Reaction
-  On Placement

EXPANSION MODULES

-  5 Player Module
-  Job Faire Module
-  Artifactorium Module

