

# LOST RUINS OF ARNAK

**EXPEDITION LEADERS**

*Now the secrets will be revealed. Now  
the doors will be unlocked. For we have  
brought ourselves to Arnak, and our  
techniques are unlike those of any  
expedition that has come before.*

MÍN & ELWEN

# Using This Expansion

Welcome back to Arnak! In this expansion, you will find several different ways to increase the variety of tactics and discoveries in your Lost Ruins of Arnak game.

## Add These to Your Base Game

The components shown here should be **added to your base game immediately**. In addition to expanding your base game, they are needed to support the other parts of this expansion. Simply mix them in with the existing components.



18 items



5 level 1 sites



3 level 2 sites



12 artifacts



3 assistants



4 idols



5 guardians

## REPLACEMENTS

When playing with expedition leaders, replace the *Stone Key* artifact and the miner assistant with these new versions. The original versions can still be used with the base game, if you wish.



## NEW RESEARCH TRACKS

The new research board has two new research tracks. They can be used with or without the expedition leaders.



## MOON STAFF

The red moon staff variant is explained on page 22.

## SETUP NOTES

For the most part, setup is the same as usual.

You will now have **4 leftover idols**. You will need them if you are playing with the Lizard Temple. Otherwise, return them to the box.

You will now have **5 assistants per stack** on the supply board – except for the Snake Temple, which should have two stacks of 4 and one stack of 3, 4, or 5.



# Expedition Leaders

Expedition leaders give each player their own unique abilities. They can be used with or without the new research tracks. (But see the *Design Notes* on page 22.)



## CAPTAIN

1 archaeologist

## FALCONER

1 eagle tile



## BARONESS

## PROFESSOR

1 suitcase tile



## EXPLORER

3 snack tokens

## MYSTIC



6 random-role tokens



4 tent tiles

# Expedition Leaders



When playing with this part of the expansion, each player takes the role of an expedition leader with unique strategies and abilities for exploring Arnak.

Players can choose leaders according to any method you wish. If you want to assign leaders randomly, mix the random-role tokens face down and have each player draw one.



Some leaders are easy to play well. Others require a bit of experience before you discover how to use their full power. The list on the right is ordered with the **simpler leaders on top** and more challenging leaders at the bottom. For players new to Arnak, we recommend a leader from the top of the list.

**CAPTAIN** – A military man whose courage inspires his big team. He has 3 archaeologists.



**FALCONER** – A woman who knows the ways of the animal kingdom. She has an eagle she can send to retrieve useful trinkets.



**BARONESS** – A lover of the arts, but also a shrewd investor. She has many ways to get the items she will need for this expedition.



**PROFESSOR** – A researcher who studies the language and culture of lost civilizations. Academic contacts give him access to a wider range of artifacts.



**EXPLORER** – A loner who prefers to explore the island by herself. She is only one archaeologist, but she can visit multiple sites.



**MYSTIC** – The most mysterious leader of them all. He has many ways to gain and exile fear, which he can use to power arcane rituals.



## PLAYER SETUP

Each leader has their own board and cards that replace the player board and basic cards from the base game. Take the board and the starting cards that belong to your leader. You will also need 2 *Fear* cards, as usual.



Use the archaeologist figures and research tokens from the base game.



Your player board can be used with any of the four player colors from the base game. Choose a color and use the tent token in that color to mark your board. You can place your archaeologists on their tents, just as you did in the base game. These tokens can also be used to mark who has already passed this round – simply flip them over to the night side when you pass.



**PASS**

Certain expedition leaders have special setup rules which may include one or more of these additional components from this expansion:



Once your boards are set up, play order and starting resources are determined normally. Each expedition leader is explained in detail in its own section of the rulebook.

## BLUE IDOL SLOT EFFECTS



Expedition leaders have unique idol slot effects in addition to the five that were also available in the base game.



Your unique idol slot effect can be used only when you place the idol in a blue slot.

When playing with the expedition leaders, **you are not required to use idol slots in order**. So you can use a blue slot even before the normal slots are filled.



The five usual idol slot effects can be used with any of your idol slots, even the blue ones.



# The Captain

*They say I know how to get the most out of my team, but there's no secret to it. Once you get a reputation for treating people right, all the best people want to come work for you.*



## SETUP



You have 3 archaeologists. Take the gray archaeologist and use it just like any other archaeologist in your color.



## STARTING CARDS



## TRANSMISSION

This card's effect is one of the 3 free actions shown in the table:

- If you have no placed archaeologists, the card cannot be played for its effect.
- If you have 1 placed archaeologist, your only option is the .
- If you have 2 placed archaeologists, you choose either the  or the .
- If all 3 of your archaeologists are placed, any one of the three options is available to you.

## CALL ON A SPECIALIST



As your turn's main action, you may move one of your available archaeologists here to use the silver effect of one of the assistants available **on the supply board**.

This action can be used only once per round. The archaeologist remains on the space for the remainder of the round. It does not count as a placed archaeologist (not even for *Transmission*) and it cannot be moved by any action or effect. At the end of the round, it rejoins the other archaeologists as usual.

## HIDDEN FEAR

Like a *Fear* card, *Hidden Fear* cannot be played for an effect. However, it does have a special property: If you somehow manage to exile it, you will gain  (to your play area) and .



# The Falconer

*Come to me, come to me, come to me dear Farwing!  
Oh what have you brought me this time?*



## SETUP

Take the eagle token and place it on the eagle's starting space. (It will, however, move to the next space at the beginning of the first round.)

## STARTING CARDS



## ANIMAL BOND

*Animal Bond* has one of the three effects depicted in the table. Your choices are determined by the number of guardians you have overcome:

- If you have 0 guardians, you must choose the ⚙️.
- If you have 1 or 2 guardians, you may choose either the ⚙️ or ⓧ.
- If you have 3 or more guardians, you may choose any one of the three effects.

# Your Eagle

## FLIGHT

Your eagle starts on the starting space of your eagle track. The  symbol means you should advance your eagle along the track. This can be done in several ways:



It advances 1 space automatically at the beginning of each round, including round I.



Two of your starting cards have an effect to advance the eagle.



Your unique idol effect advances the eagle.



You may use a guardian's boon to advance the eagle instead of the effect printed on the guardian tile.

If the eagle is already on the final space of the track, advancing the eagle has no effect.

## TRACKING

When you draw 2, the guardian you did not choose goes to the bottom of the stack.

## RETURN

On your turn, you may use the effect of the eagle's current space or any previous space.

**Return the eagle to the starting space and then perform your chosen effect.**

The first two effects are free actions, and thus it may be possible to advance the eagle again and use it multiple times on the same turn.

The  and  effects can be performed only as the main action of your turn. They allow you to activate any discovered site (occupied or not) of the depicted level.

Note that the eagle does not return at the end of every round – it remains in flight until you use one of its effects.



*When you return the eagle from this space, you can choose any one of the first three effects.*



# The Baroness

*I'm not here on vacation. I'm here for Arnak's secrets. And I get what I want.*



## SETUP

Place coins as shown on the II, III, IV, and V spaces above the card row.



Start the game with *Special Delivery* in your hand. Shuffle your deck and draw 4 more cards for your starting hand of 5.

## STARTING CARDS



### RESOURCEFULNESS

*Resourcefulness* has one of the three effects depicted in the table. Your options depend on how many item cards are currently in your play area:

- If you have 0, you gain the .
- If you have 1 or 2, you choose the or the .
- If you have 3 or more, you choose any one of the three options.

## INCOME



The Baroness has regular income from her investments. At the beginning of rounds II, III, IV, and V, when you draw back to a full hand, you also gain the  you placed above the card row during setup.



### SPECIAL DELIVERY

This card has a different back to remind you that it will never be in your deck. When you shuffle your play area at the end of the round, this card goes in your hand – even if it was in exile! It will always be one of your 5 cards at the beginning of the round.

On your turn, you can play *Special Delivery* when you buy (or gain) an item. Instead of going to the bottom of your deck (or wherever the effect says the item should go) the item goes to your hand.

**Tip:** Don't overlook the fact that two of your starting cards have a  travel value.



# The Professor

*This glyph from the staff was interpreted as a prepositional “crossing between.” We have also found it on the hat, which would seem to undermine that interpretation, but what if ...*

## SETUP

Keep the **suitcase** token near your player board. During play, you will use it to hold tablet and compass tokens that can be used only for artifacts.



Draw the **top 3 artifacts** from the deck and place them face up near your player board. This is your **archive**.



Place tokens, as shown, on the II, III, IV, and V spaces above the card row.

## STARTING CARDS



## THE SUITCASE

The suitcase effects   indicate that the depicted token should be placed into your suitcase to differentiate it from tokens which can be used freely.

The  tokens in your suitcase can be used only to buy artifacts.

The  tokens in your suitcase can be used only to pay an artifact's play-from-hand  cost. (And they cannot be used in a  effect.)

## BONUS RESOURCES



At the beginning of rounds II, III, IV, and V, when you draw back to a full hand, you take that round's  or  token from the board and add it to your suitcase. These tokens can only be used for artifacts, as described above.

## LINGUISTICS

*Linguistics* has one of the three effects depicted in the table. Your options depend on how many artifact cards are currently in your play area:

- If you have 0, you gain .
- If you have 1, you choose  or .
- If you have 2 or more, you choose any one of the three options.

**Any artifact card in your play area counts**, including one you bought this round or one that was spent from your hand for its travel value. (Artifacts in your archive, however, are not in your play area.)

## ARCHIVE

When you take the Buy an Artifact action (either as your main action or as part of an effect) you may buy from either the card row, as usual, or from your archive.



**The first time your archive is empty**, gain  to your suitcase and refill your archive with

3 new artifacts from the top of the deck. This is the only way your archive can ever be refilled; it can happen only once per game.



# The Explorer

*Alone? I don't see myself as exploring Arnak alone. I am simply ... in front.  
Very, very far in front.*



## SETUP



Use only one archaeologist figure.  
Leave the other in the box.



Take the 3 snack tokens. Place 2 on your board. Place the one with the compass on space III of the card row.

I

II

III

IV

V



## STARTING CARDS



### HIKE AND CARTOGRAPHY

Two card effects are paid for with a **snack token**. For example, if you play *Hike* and choose to activate a  site, you need to place an available snack token on the card (paying the token's cost, if any). This means that token cannot be used to reuse your archaeologist this round. The token remains in your play area even if the card is exiled. It returns to your board only at the end of the round.

## REUSING YOUR ARCHAEOLOGIST



You have only one archaeologist, but it can be used multiple times per round. If it's on your player board, you can send it to a site according to the usual rules. If your archaeologist is at a site, you can still Dig or Discover with it if you have at least one unused snack token.

When you reuse your archaeologist, take a snack token from your board, flip it over, and place it on the site you are leaving. Pay the cost shown on the token, if it has one:



Your archaeologist moves to its new site according to the usual rules, with the usual travel costs.

**You can never move your archaeologist to a site marked by a snack token.** This applies even to sites with spaces for two archaeologists and to “relocate” effects. Other players ignore your snack tokens – they don’t “occupy” sites or spaces.

**Tip:** If you use a snack token to leave a site with a guardian, you don’t gain fear.

### SCOUTING

When you draw 2, the site tile you did not choose goes to the bottom of the stack.



You start with only the first 2 snack tokens. The third one is available only in later rounds, beginning in round III.

You may use your tokens in any order. Once they have all been used, your archaeologist cannot be reused again this round. **Your snack tokens return to your player board at the end of the round.**

**Note:** You can use a snack token for any Dig or Discover action, whether it’s your main action or part of some other effect. You don’t use a snack token for effects that “return” or “relocate” a placed archaeologist.



# The Mystic

*Yes, of course my methods are unscientific. The culture of Arnak was a culture of religion, magic, and mysticism. When seeking to comprehend the mysteries of a vanished people, does it not make sense to approach them on their own terms?*



## USING YOUR FEAR

Because you have effects in your starting cards, you will have more opportunities to exile *Fear* than usual. Whenever you exile a *Fear* card (by any means) you place it in a special **ritual pile** that you keep on your board. These cards will not give you negative points at the end of the game, and they can be used for rituals.

**Note:** If the *Fear* deck runs out of cards, players get fear tiles instead of *Fear* cards. If you exile a fear tile, it counts as a *Fear* card for the purpose of rituals – place it on your ritual pile.

## RITUALS

Each of your unique starting cards can be exiled to perform a ritual. Your unique idol effect also includes the option to perform a ritual. Unlike all other idol effects, **performing the ritual counts as your main action for the turn.**

Choose one of the rituals depicted below the ritual pile. To pay its cost, remove 2, 3, or 4 *Fear* cards from the ritual pile and return them to the *Fear* deck.

Return 2 *Fear* to gain and .

Return 3 *Fear* to buy an artifact with a discount of 3 .

Return 4 *Fear* to overcome a guardian on a site you occupy without paying the cost.

## IDOL SLOTS

You have five idol slots instead of four. If you use a slot marked by , you gain a *Fear* card to your play area. If you choose an idol effect granting , such a *Fear* card may be immediately exiled. Don't forget that you are not required to use slots in order.



## WHISPERS FROM BEYOND

After you draw up to a full hand (including at the beginning of the game) add a *Fear* card from the *Fear* deck to your hand. (So you start each round with 6 cards.) If the *Fear* deck is empty, ignore this ability.

Each of the Mystic's 4 starting cards has an **"Exile this card to "** effect. This is not a free action. Note that the  applies only when you are playing the card for that effect, not when you exile it by some other means. You cannot use the  effect if your ritual pile does not have enough *Fear* cards to pay for a ritual.

## STARTING CARDS

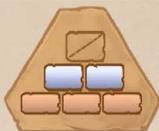


# New Research Tracks

To play with one of the new research tracks, simply overlay it on the research track on either side of the original board. We recommend using the Snake Temple side because its sites have more interesting travel costs.

When researching the Monkey Temple or the Lizard Temple, you can find interesting items of Arnak lore even before you reach the end of the path – it is possible to research for a temple tile instead of advancing along the track if your magnifying glass is close enough to the temple.

If your magnifying glass is one row below the temple, you can use a Research action to buy a silver 6-point or bronze 2-point tile instead of advancing along the track. The tile's cost is the same as it would be in the temple row.



If you are two rows below the temple, you can buy a tile, as described above, but only bronze 2-point tiles are available.



Note that the gold 11-point tiles are available only from the temple row.



Some advances on the research track have travel costs in addition to token costs. Pay these travel costs in the usual way.



# Monkey Temple

*Lying beside the path we found a mysterious artifact, recently unearthed. Tiny muddy handprints told the story – the monkeys think they are archaeologists, too!*

## BONUS TILES

- All research bonus tiles are secret, placed in face-down stacks like the one usually found only in the temple row. A player reaching the space looks through the tiles, chooses one, and returns the rest face down. Each stack has one tile per player, but it is possible to get a second tile from the same stack if any are left when your notebook reaches that space.

## THE ARTIFACT

- This space needs a random face-up artifact card that costs exactly . Shuffle the artifact deck and draw cards until you find one with this cost. Place it face up on the space, then shuffle any other cards you drew back into the deck.
-   At the artifact's row, your magnifying glass must move up through the space on the left, with the artifact, and your notebook must move through the spaces on the right. It can move to these spaces even while your magnifying glass is still at the artifact.
- When your magnifying glass reaches the artifact space, you may activate the artifact (without paying its  cost).
- Treat the artifact as though it were printed on the board. No player can buy it, move it, or replace it.

## OTHER MONKEY BUSINESS



As your magnifying glass reward for this row, you may use the silver side of one assistant available on the supply board. If you do, move the assistant to the bottom of its stack (unless it's the only assistant left in that stack).



For this reward, either take a new silver assistant or upgrade one of your silver assistants to gold and refresh it. You are limited to 2 assistants, so if you already have 2, you must choose the upgrade option.



This notebook reward allows you to activate any discovered level  site (occupied or not).



This notebook reward allows you to refresh two assistants. You cannot use it to refresh one assistant twice.

# Lizard Temple

*Having struggled halfway up the mountain, we found our way blocked by a fearsome guardian! Just when we thought we had found a way past, the ground began to shake.*

## SETUP

- After setting out idols, shuffle the 4 remaining idols into a face-down stack and place it beside the  row.
- After shuffling the guardian tiles, place one unknown guardian face down on this space.

## THE GUARDIAN

The guardian is revealed as soon as any player's magnifying glass reaches that row. **No player's token may advance beyond the guardian until someone has overcome it.**

The guardian can be overcome as though players' research tokens were archaeologist figures at the guardian's site. For example, as your main action, you can pay the cost to overcome the guardian if your magnifying glass has reached that row. But the alternative ways to overcome a guardian also apply: *Revolver* or *War Club* will work as long as you have a research token there. *Bear Trap* will work as long as no other player has reached that row yet (but it won't work before the guardian has been revealed). However, effects that move a guardian cannot be used to move a guardian to or from the research track.

At the end of the round, **if the guardian has not been overcome, you receive 1 Fear for each research token** you have on the guardian's space.



## VOLCANIC ERUPTION!



For this notebook reward, activate any **unoccupied** level site. Then the volcano erupts and destroys it! Return the site tile – and any guardian on it – to the box. Turn up the top tile of the leftover idols stack and place it face up where the site was. It is now possible to Discover a New Site again at that location.

Note that if there are no unoccupied sites, this has no effect.

## OTHER ADVENTURES



When your magnifying glass reaches this row, you immediately gain 2 *Fear* cards to your play area.



For this magnifying glass reward, you choose either a coin or a compass.



You pay the idol cost with one of your idols that is **not in a slot**. Put the idol in the box.

## Notes on Specific Cards

### HAND LENS



For example, if your magnifying glass has advanced 5 rows, you get to choose any two of the three options (but you can't choose the same one twice). If you choose to draw a card, you are allowed to look at it before making your second choice. On the Monkey Temple, the artifact space counts as only 1 row.

### CAMERA



The level sites are in 2 rows of 4. If you already have an archaeologist on a level site, the *Camera* gives you access to a discovered site on any of the 4 spaces in that horizontal row. You can even choose the site with your archaeologist.

### ARMY BELT



You are allowed to choose and resolve the options in any order. For example, if you choose to draw a card, you can look at it before deciding on your second choice.

### FIRST AID KIT



"Look at" means the same thing as "draw up to" in the original game. We have changed the wording to make it more clear that this is not like . You cannot play free actions (especially not or ) until you have finished dealing with the cards you are looking at.

### LANDING NET



*Landing Net* applies to all items you buy (or gain) for the remainder of the round. The effect continues to apply even if *Landing Net* is exiled. (And the effect does not apply if *Landing Net* was not played for its effect.)

### ROD OF DIVISION



If you pay the cost, the card you discard can then be exiled with the effect.



## Red Moon Staff Variant

To see more items and artifacts during the course of the game, your group can agree to play with the red moon staff variant. At the end of the round, **the red moon staff exiles the 2 items and 2 artifacts closest to it** before moving to mark the new round.

**At the end of round I:**



**At the end of round II, exile 4 cards:**



## Solo Game

### NEW IDOLS

Your rival's first   idol is worth 3 points, just as all the other idols are, even though it is not illustrated on your rival's board.

### LIZARD TEMPLE

When the rival expedition's magnifying glass is on the space with the temple guardian, the following rules apply:

- They do not reveal the guardian. (They know what it is, but they don't tell you.) The guardian is revealed only when you reach that space yourself.
- If they take the Overcome a Guardian action, they ignore all guardians on sites and defeat the temple guardian (whether you have revealed it or not).
- If they take the Research action, they simply advance as though the guardian were not there.

## Design Notes

One of the joys of playing with the new leaders is exploring their new powers. Of course, we also gave them some interesting limitations, but even so, you will find that you can do more during the game if your expedition has a leader. For this reason, we designed the new research tracks to be a bit more arduous.

This means that if your leaders are researching their way toward the Bird Temple or the Snake Temple, you will find the game somewhat easier than normal. You'll have a better chance of moving high up the research track. And conversely, if you use the Monkey Temple or Lizard Temple without the new leaders, the top row will be harder to reach.

Most of our testing was done with the new temples, but we hope you'll explore them all!

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### KEEP EXPLORING

The world of Arnak is vast  
and there's still much more  
to discover.



[www.cge.as/explore-arnak](http://www.cge.as/explore-arnak)

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## NEW ICONS USED IN THIS EXPANSION

-  You may choose any guardian you have overcome whose boon has already been used. Flip it face up to make its boon usable again.
-  Choose one of the unused guardians you have overcome and flip it face down without gaining its boon.
-  Activate any  site.
-  Activate any discovered level  site.
-  Activate any discovered level  site.
-  Use the effect of any face-up idol on the board
-  Use the effect on the silver side of one assistant available on the supply board.
-  Use the effect on the gold side of one assistant available on the supply board.
-  Use the effect on the silver side of one assistant available on the supply board. Then place it on the bottom of its stack.
-  Choose one: Gain either  or .
-  This idol effect is not a free action.
-  Activate any **unoccupied** level  site. Remove it from the game. Turn up the top tile of the leftover idols stack and place it where the site was. It is now possible to Discover a New Site there.
-  Either take a new silver assistant or upgrade one of your silver assistants to gold. (You cannot take more than two assistants.)
-  Refresh two assistants. You cannot refresh the same assistant twice.

### GENERAL NOTES

Free actions are generally legal between the parts of an effect.

-   If the card you draw has a free action, you can play it before exiling it.
-   Free actions are legal after you draw, but **you must not leave yourself unable to pay the cost.**

### DON'T FORGET!

- If you ever run out of *Fear* cards, you gain fear tiles  instead.
- If an effect generates a travel value that you cannot use immediately, you may still use it at any time before the end of your turn.
- If the item or artifact decks ever run out of cards, they remain empty. The cards are not reshuffled.
- If you play a card effect that lasts the entire round, it will last the entire round even if the card is on the Monkey Temple's research track or in exile.

