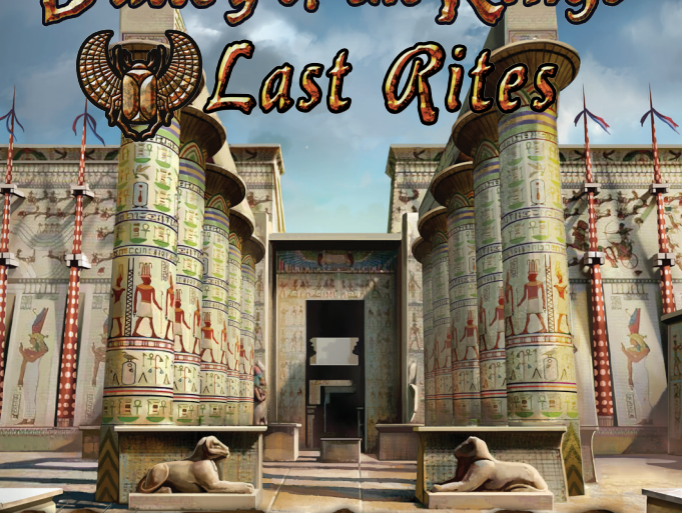


Tom Cleaver's

Valley of the Kings™ Last Rites



Card Supplement



Card Clarifications

The actions on the *Valley of the Kings: Last Rites* cards are intended to be self-explanatory. When questions arise, you may consult the detailed explanations below.

● **Architect** – *Count the cards in your discard pile; Architect is worth that much in gold for one purchase, OR If you have at least 7 cards in your deck, take a card.*

When you use the card for the alternate action, count the cards in your draw deck. Do not shuffle your discard pile into your draw deck.

● **Astrologer** – *Put Astrologer on top of an opponent's discard pile. Draw up to 3 cards.*

Select an opponent. Put Astrologer on top of that opponent's discard pile. Draw up to 3 cards. You may shuffle your discard pile if required to draw cards.

● **Brick Mason** – *Each player, starting with you, may entomb the top card of the boneyard or the top card of the stock.*

If there are not enough total cards available (boneyard plus stock) for all the players, you may not execute this action.

● **Carpenter** – *If Carpenter is the first card you play, execute the action of the card on top of your discard pile.*

If your discard pile is empty, you may not execute this action.

● **Draughtsman** – *Swap a set card in your hand with a card from the pyramid. Each opponent may put the top card of their discard pile into their hand.*

Set cards are any cards other than starters or uniques. The card you take goes into your hand. Opponents with empty discard piles do nothing.

● **Engineer** – *Sacrifice a starter card. Discard a set card. Take the 2 lowest-cost cards.*

Starter cards are Level I cards. Set cards are any cards other than starters or uniques. Take the 2 cards from anywhere in the pyramid and put them on top of your discard pile.

● **Glass Blower** – *Put a card from your hand on top of your discard pile. Draw up to 4 cards.*

The card from you hand goes onto your discard pile before you draw. You may shuffle your discard pile if required to draw cards.

● **Goldsmith** – *Sacrifice a set card from your hand. Entomb a card from the pyramid.*

Put a card from your hand, other than a starter or unique, on top of the boneyard. Take a card from anywhere in the pyramid and put it directly into your tomb.

● **High Priest of Ra** – *Entomb a card from your hand. Put the top card of your discard pile into your hand.*

If your discard pile is empty, you may not perform this action.

● **High Priestess of Bastet** – *Search the boneyard. Entomb the highest-cost card. Put the lowest-cost card on top of an opponent's discard pile. Return the rest of the cards, if any, to the boneyard in any order.*

There must be at least 2 cards in the boneyard to perform this action. In case of ties for cost, you choose.

● **Embalmer** – *Sacrifice a card in the pyramid or in your hand, OR Refill the pyramid.*

“Refill the pyramid” means to rebuild the pyramid, as is done at the end of a turn.

● **Kite** – Turn a card in the pyramid face down. It cannot be bought or taken so long as it is upside down, but it can be sacrificed. Turn it face up at the beginning of your turn.

The only way to remove an upside down card from the pyramid is by sacrifice. Using the Kite action counts as a change to the pyramid, avoiding the need for sacrificing a card in the pyramid at the end of the turn. Players may examine upside down cards.

● **Jeweler** – Take the top 2 cards of the boneyard.

There must be at least 2 cards in the boneyard to perform this action. The cards you take go into your discard pile.

● **Leather Worker** – Reveal a card from your hand. Each opponent must discard a card with an equal or higher cost, or reveal a hand containing only lower cost cards.

● **Medjay** – Discard Medjay to prevent an opponent's action from affecting you, OR Sacrifice Medjay. Discard 4 cards. Take a card.

Medjay can be used during an opponent's turn to cancel the part of an opponent's action that applies to you. Effects on the opponent and other players remain. The opponent's card remains in play even if Medjay completely cancels the opponent's action. For example, if the opponent plays Plasterer, and selects you, you may discard Medjay and totally cancel the opponent's action.

The card you reveal goes back into your hand; it is not discarded.

● **Merchant** – Until the end of the turn, all cards can be bought for half price (rounded up).

For example, the Priest of Thoth, with a cost of 5, can be purchased for 3 gold.

● **Overseer** – Entomb a card from your discard pile. Take the lowest cost card in the pyramid.

If your discard pile is empty or if there are no cards in the pyramid,

4 you may not execute this action.

● **Plasterer** – *Select an opponent. That opponent selects a number of cards from the pyramid equal to the number of players. Put one of these cards on top of each player's discard pile.*

There must be at least as many selectable cards in the pyramid as there are players; otherwise this action cannot be done. The opponent may not select cards that are turned upside down. After the opponent selects the cards, you do the card distribution.

● **Potter** – *Play the action of the card at the top of the pyramid.*

If the pyramid has no card at the apex (the very top row of the pyramid), this action cannot be played.

● **Priest of Anubis** – *Each player, including you, with an empty discard pile puts a card from their tomb on top of their discard pile.*

This action only affects players with empty discard piles. These players must create discard piles by taking cards from their tombs.

● **Priest of Horus** – *Discard any number of cards. For each discarded card, repeat the first action you executed this turn.*

For example, your first play is to execute the action of the Priest of Anubis. You then play Priest of Horus and discard 3 cards. The action of Priest of Anubis takes effect 3 more times.

● **Priest of Osiris** – *If any opponent has more cards entombed than you do, entomb a card from your hand or discard pile.*

If more than one opponent has more cards entombed than you do, you still get to entomb only one card.

● **Priest of Sobek** – *Discard a card. Take the top card of the boneyard if it costs equal or less than the discarded card.*

To determine the acceptable cost, use the cost of the discarded card, not the cost of Priest of Sobek.

● **Priest of Thoth** – *Put the top card of your deck on top of an opponent's discard pile. Take a card from the middle row of the pyramid.*

If you have no draw deck, you may not execute this action. You may not look at the top card of your draw deck before deciding whether to play Priest of Thoth (no peeking). You choose who gets the card after you look at it. If the pyramid has no middle row, you may not execute this action.

● **Priestess of Hathor** – *Count the cards in your deck. For each 3 cards (round down), draw a card.*

For example, if you had 8 cards in your draw deck, you would draw 2 cards.

● **Priestess of Maat** – *If the top card of the boneyard is a starter card, entomb it. You may immediately repeat this action once.*

You may not examine the boneyard before executing this action.

● **Priestess of Nut** – *Sacrifice a card in your tomb. Entomb a card from your hand. You may immediately repeat this action once.*

If you have no cards in your tomb, you may not execute this action.

● **Priestess of Sekhmet** – *Each player may draw up to 3 cards, without shuffling their discard pile to create a new deck.*

A player with an empty draw deck does not get any cards.

● **Scribe** – *Discard any number of cards. For each discarded card, entomb a card from your hand.*

For example, you discard 2 cards and entomb the remaining 2 cards from your hand.

● **Sculptor** – *Put the highest cost card from your discard pile into your hand.*

You may not examine your discard pile before executing this action.

● **Stone Mason** – *Reveal a set card from your hand. Put it on top of the stock. Take a card.*

Put the card you reveal on top of the stock, not on top of your own draw deck.

● **Tomb Painter** – *Entomb the top 2 cards of your discard pile.*

There must be at least 2 cards in your discard pile, or you can't execute this action.

● **Weaver** – *Discard a card. Entomb a card of lower cost.*

The card you entomb must be of a lower cost than your discard.

