

Tom Cleaver's

# Valley of the Kings™



# Afterlife



Card Supplement



## Card Clarifications

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

● **Antechamber** – *Search your discard pile. Put a card from your discard pile into your hand.*

Go through your discard pile and select any card. Put that card into your hand. Once you have begun this action, you must complete it.

● **Apis Bull** – *Entomb a Level III card from your hand or discard pile.*

Search your hand and discard pile for Level III cards (cards with a III on the lower right). Choose one of them to entomb. Once you have begun this action by searching through your discard pile, you must complete it, if possible. If it can't be completed, return Apis Bull to your hand.

● **Axe** – *If you discard Axe as the result of an action, each opponent discards the highest cost card in their hand.*

When an action, either your own or someone else's, causes you to discard Axe, each opponent must expose their hand and discard their highest-cost card. In case of ties for highest cost, the opponent may choose. The normal discard at the end of the turn does not trigger Axe.

● **Bow** – *Take a set card that is not of the same set as any card in your tomb and entomb it.*

Examine the pyramid and your tomb. Select a set card from the pyramid that does not belong to the same set as any card in your tomb. Take the card from the pyramid and put it directly into your tomb. Example: You have no Jewelry in your tomb. A Bracelet is in the pyramid. Play Bow, take the Bracelet, and put it in your tomb. Uniques and starter cards are not set cards.

● **Box of Food** – *Sacrifice a card in your hand. Entomb a card with a lower cost.*

Take a card from your hand and put it in the boneyard. Take a card from your hand that is lower in cost than the one you sacrificed and put it in your tomb. You may not sacrifice a card unless you have a lower-cost card to entomb.

● **Bracelet** – *Discard 3 cards. Take a card from the base of the pyramid.*

Discard any 3 cards from your hand. Take a card from among the 3 at the base of the pyramid and put it on top of your discard pile.

● **Brain Hook** – *Reveal the top card of the stock. You may buy it for 2 less than its cost. If you don't, sacrifice it.*

Turn over the top card of the stock. You may choose to buy it for 2 less than its printed cost. If you don't buy it, sacrifice it by putting it on top of the boneyard.

● **Brooch** – *Entomb a card from the pyramid. Sacrifice a set card in your tomb.*

Take a card from the pyramid and put it directly into your tomb. Then sacrifice a set card in your tomb. Uniques and starter cards are not set cards.

● **Burial Ceremony** – *Entomb any number of starter cards.*

Select any number of starter cards from your hand. Put them into your tomb. Starter cards include Shabti, Urn, Box of Food, and Offering Table.

● **Burial Chamber** – *Put a card from your hand into an opponent's tomb. Entomb a card from your hand or discard pile.*

Choose an opponent and put a card from your hand into their tomb. Entomb a card from either your hand or discard pile.

● **Calcite Cup** – *Discard 4 cards. Take 2 cards.*

Discard any 4 cards from your hand. Take any 2 cards from the pyramid.

● **Dagger** – *If there are at least as many cards in the boneyard as there are players, each player, starting with you, takes the top card of the boneyard.*

If necessary, count the cards in the boneyard, but do the count in such a way that no one sees any card other than the top card. If there are enough cards for everyone, take the top card and put it in your discard pile. Each other player does the same, starting with the player to your left. Note that the other players may not refuse to take a card.

● **Goddess Maat** – *Sacrifice the top card of your discard pile. Take a card.*

Put the top card of your discard pile on top of the boneyard. Take a card from the pyramid and put it on top of your discard pile. If your discard pile is empty, you may not perform this action.

● **Goddess Nut** – *Select an opponent. That opponent may take the card with the lowest cost. You take the card with the highest cost.*

Select any opponent. That opponent may choose to take the lowest-cost card in the pyramid. In case of a tie for lowest cost, the opponent may choose among the tied cards. Regardless of whether the opponent chose to take a card, you take the highest-cost card in the pyramid. In case of a tie for highest cost, you may choose among the tied cards.

● **Grand Gallery** – *Discard any number of cards. Draw a number of cards equal to the amount you discarded.*

Discard any cards you choose. Draw an equal number. Example: You discard 3 cards, and then you draw 3 cards.

● **Harvest** – *Each opponent with an empty discard pile sacrifices a card or discards 2 cards.*

Each opponent who has no discard pile chooses whether to sacrifice a  
4 card from their hand or discard 2 cards.

● **Hounds and Jackals Game** – *Put a card in play into your hand.*

Take a card that you have already played this turn for its action or cash value and put it back into your hand. You may play the card you picked up again this turn.

● **Ibex Statue** – *Entomb the top card of the stock.*

Take the top card of the stock and put it directly into your tomb.

● **Judgment** – *Set aside a card from your hand and take the top card of the boneyard. Repeat this as often as desired. Then sacrifice the set-aside cards.*

You may not examine the boneyard at any time during this action. Set aside any card in your hand. Take the top card of the boneyard and put it on top of your discard pile. As long as you have cards to set aside, you may repeat this action as often as you wish. When you choose to stop, sacrifice all the set-aside cards in any order you choose.

● **Khopesh** – *Discard a set card. Take a card.*

Discard a set card. Take any card from the pyramid and put it on top of your discard pile. Uniques and starter cards are not set cards.

● **Linen Bandages** – *Entomb a card. Each opponent with at least one card in their draw deck may draw a card.*

Entomb a card from your hand. Each opponent may choose to draw a card, so long as that opponent has a deck to draw from. Opponents may not shuffle their discard piles to create draw decks.

● **Mirror Case** – *Take a card. Put Mirror Case into the pyramid as though you were rebuilding the pyramid.*

Take any card from the pyramid and put it on top of your discard pile. The pyramid then crumbles in the usual way. Put Mirror Case into the top of the pyramid and allow it to crumble down. Tyet Amulet may not be used to repeat the action of Mirror Case.

● **Necklace** – *Entomb the top card of your deck. If it's a starter card you may entomb a second card from the top of your deck.*

If you have no draw deck, you may shuffle your discard pile to create one. Turn over the top card of your deck. Entomb the card. If the card was a starter card, you may repeat the action. If you choose to repeat it, you must entomb the card you expose. This action is not recursive, that is, you may not repeat it again.

● **Offering Chapel** – *Each player may entomb the top card of their discard pile.*

Each player who has a discard pile may choose to entomb the top card from their discard pile.

● **Offering Table** – *When an opponent's action would cause you to discard or sacrifice, reveal Offering Table to prevent the action from affecting you.*

This card is used when it is an opponent's turn. If you are required to sacrifice a card from your hand or discard a card from your hand, show Offering Table and do not discard or sacrifice. Offering Table does not protect against any other kind of opponent action.

● **Pesesh-kef** – *Take a card selected by the player to your left.*

The player to your left selects a card in the pyramid. Take it and put it on top of your discard pile.

● **Ring** – *The next card you play this turn has double gold value.*

After playing Ring, lay out another card from your hand. It has double gold value for the purpose of buying a card. Example: If the second card was Brooch (gold value 2), it would have a gold value of 4. The cash value of Ring is not added to the result.

● **Senet Game** – *Draw a card. Put Senet Game on top of an opponent's discard pile. That opponent puts a set card on top of your discard pile, or reveals a hand with no set cards.*

Draw a card. Then choose an opponent. Put Senet Game on top of that opponent's discard pile. That opponent must then put a set card from their hand on top of your discard pile. If the opponent has no set cards, they must expose their hand to prove it. Uniques and starter cards are not set cards. Tyet Amulet may not be used to repeat the action of Senet Game.

● **Serdab** – *Set aside any number of cards from your hand. When you draw a new hand, add these set-aside cards to your hand.*

Take any number of cards from your hand and place them face down. Continue with your turn. When you are finished, draw your usual 5-card hand and add the set-aside cards to that hand.

● **Shabti** – *Swap 2 cards in the pyramid, OR sacrifice a card in the pyramid.*

Choose one of these two actions:

- Exchange the positions of 2 cards in the pyramid. You may not exchange positions with an empty space.
- Take a card from the pyramid and put it in the boneyard. This triggers crumbling of the pyramid, as described in Crumbling Pyramid.

Note that Shabti can be used to shorten the game (by sacrificing cards in the pyramid) or extending the game (by swapping cards in the pyramid to avoid sacrificing when no changes have been made to the pyramid).

● **Sling** – *When an opponent entombs a card, discard Sling and entomb a card costing 3 or less.*

When an opponent entombs a card, either during your turn or an opponent's turn, you may immediately discard Sling and entomb a card with a cost of 3 or less.

● **Spear** – *If the top card of the boneyard costs 5 or less, entomb it.*

If the top card of the boneyard costs 5 or less, play Spear, take the card from the boneyard, and put it directly into your tomb.

● **Sphinx** – *Put the next card you take or buy this turn into your hand.*

After you play Sphinx, the next card you take or buy this turn goes into your hand instead of your discard pile.

● **Urn** – *Put the top card of your discard pile on top of your deck.*

Take the top card from your discard pile and put it face down on top of your deck.

● **Victory** – *Entomb a card in play.*

Entomb a card that you have already played this turn for its action or cash value. Victory cannot be used to entomb itself.