LEGACY · THE KINGDOM

GOING MEDIEVAL · KINGDOM LAYOUT MAT

CASTLE

Influence · 4 face up · face cards only

Visit: first give one face card, face up — then take one face-up Castle card.

MONASTERY

Knowledge · 4 face down · any card

Visit: first give one card face down — then privately look at all and keep one.

TOWN SQUARE

Fate · the Fate Deck

Draw from Fate: draw the top card, then place one card in any location.

VILLAGE

Rumor · 4 face up · any card

Visit: first send one faceless card to Lost to Time — then take one face-up card.

KINGDOM CATASTROPHE

Your hand and any committed Legacy are never affected.

When a card must be drawn and the Fate Deck is empty:
1. Gather the Castle, Monastery, Village and Lost to Time (used Destiny cards stay out).
2. Shuffle and rebuild: Castle 4 face up, Monastery 4 face down, Village 4 face up. Any card dealt to the Castle here is legal.
3. The rest form the new Fate Deck.
4. Finish the interrupted draw and continue.

LOST TO TIME

Out of play · public · face up

TRADING DAY

After every two completed Rounds — **never after a Legacy is declared**: shuffle the Village into the Fate Deck. Starting left of the Steward, each player draws one card and places one card face up in the Village.

LOST TO TIME

Cards here are out of play until a Kingdom Catastrophe. Used Destiny cards stay for the rest of the Chapter.

PLACEMENT

Castle: face cards only, face up. Monastery: any card, face down. Village: any card, face up. Destiny cards count as face cards.