LEGACY · PLAYER AID

GOING MEDIEVAL · RULES V1.3 · CORE

YOUR TURN

Your hand returns to five cards after every step.

1. **Optional Destiny** — reveal and resolve one Destiny card.
2. **Kingdom Action** — choose exactly one (below).
3. **Check Legacy** — if your hand is a valid Legacy, you may declare.
4. **End Turn** — play passes clockwise.

KINGDOM ACTIONS · ALWAYS GIVE BEFORE YOU TAKE

Action	Give first	Then take
Draw from Fate	Draw the top card, then place one card in any location (legal placement).	
Castle	One face card, face up	One face-up Castle card
Monastery	One card, face down	Look privately at all; keep one
Village	One faceless card to Lost to Time	One face-up Village card

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

BUILDING A LEGACY (YOUR WHOLE HAND)

Run: three consecutive face cards of one Estate (0–1–2 is valid; runs never wrap).
Pair: two identical faceless cards. **Matching** pair = same Estate as the run.

Category	Requirement	Prestige
Exalted	9–8–7 + matching pair	**5**
Prosperous	Any other run + matching pair	**3**
Borrowed	9–8–7 + off-suit pair	**2**
Anonymous	Five identical faceless cards	**2**
Humble	Any other run + off-suit pair	**1**

The run's Estate (or the faceless cards' Estate for Anonymous) is the Recognition it competes for. A Destiny card used in a Legacy is not activated.

LEGACY · PLAYER AID

GOING MEDIEVAL · RULES V1.3 · CORE

DECLARING & FINAL RECKONING

1. Say **"I claim my Legacy"** and place your five cards face down. **Your Legacy is now locked**: no Destiny Rites or Kingdom Effects for you until Final Reckoning.
2. Finish the Round: only players who haven't gone yet take a final turn (and may declare).
3. Reveal all Legacies together.
4. **Royal Judgment**, each Estate separately: higher category wins; if tied, the higher top card of the run wins. No rival = automatic win.
5. The winner earns that Estate's Recognition — unless they already hold it (a **block**: no one earns it this Chapter).

Prestige: new Recognition scores its category's Prestige. Any other Legacy (lost, blocked, repeat) scores 1.

DESTINY CARDS (RANK 0)

Reveal at the start of your turn. Others may perform the Social Rite; you choose who receives the effect (you always do). Resolve clockwise from you, then the card goes to Lost to Time and you draw a replacement.

Page	Rite: a compliment. Effect: draw 1, then place 1 card in a legal location.
Sinner	Rite: propose a minor sin. Effect: send exactly one Kingdom card to Lost to Time (a Monastery card is chosen at random).
Beggar	Rite: beg for alms. Effect: you may swap one hand card with one face-up Village card, ignoring the Village cost.

KEEPING THE KINGDOM MOVING

Trading Day — after every two completed Rounds (never after a declaration): shuffle the Village into the Fate Deck; starting left of the Steward, each player draws 1 and places 1 face up in the Village.

Kingdom Catastrophe — your hand and committed Legacies are never affected. If a card must be drawn and the Fate Deck is empty, gather the Castle, Monastery, Village and Lost to Time (used Destiny cards stay out), shuffle, rebuild 4 / 4 / 4, the rest is the Fate Deck; finish the draw.

WINNING

At the end of a Chapter, hold **Noble House** + **Holy Order** + **Guild** to win. Several players? Highest Prestige wins; still tied, victory is shared.