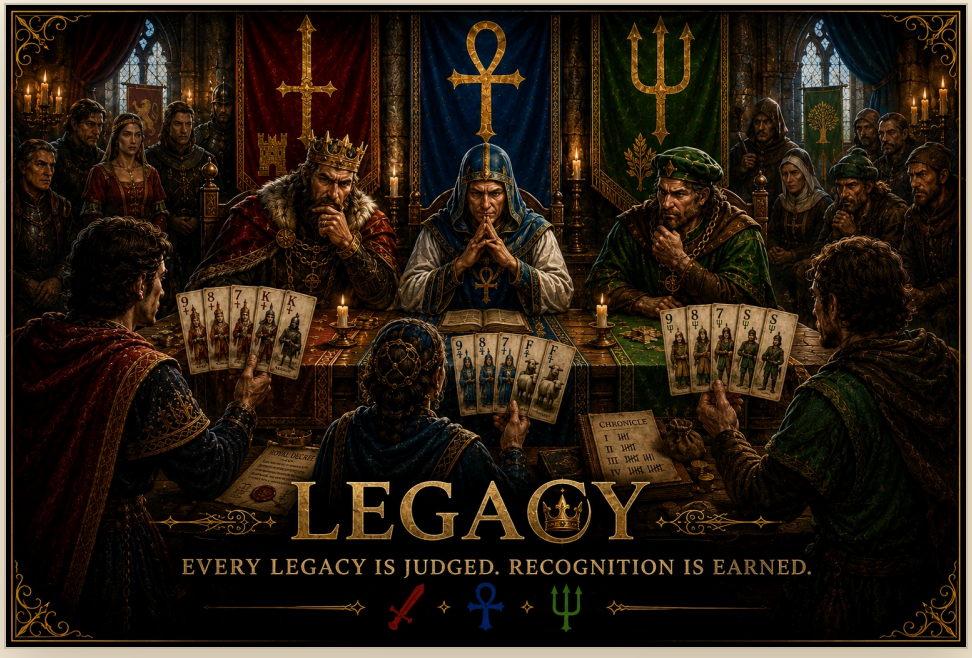


GOING MEDIEVAL · OFFICIAL RULEBOOK

Legacy

Build a Legacy worthy of remembrance.

Rules v1.3 · Core & Advanced

Objective

Be the first player to earn **Recognition** from all three Estates:

Noble House (Nobility)

Holy Order (Clergy)

Guild (Peasantry)

If several players complete all three in the same Chapter, the highest Prestige wins. If Prestige is tied, victory is shared.

PLAYERS	DECK	RULES
3–4 (2 as a teaching game)	One Going Medieval deck	Core, plus optional Advanced modules

1 The Deck & The Kingdom

One 54-card Going Medieval deck. Each Estate has 18 cards: 10 face cards (ranks 0–9) and 8 identical faceless cards.

ESTATE	9	8	7	6	5	4	3	2	1	0 · DESTINY	FACELESS
Nobility	Emperor	Empress	King	Queen	Duke	Marquis	Countess	Viscount	Baron	Page	Knight (K)
Clergy	Pope	Cardinal	Archbishop	Bishop	Abbess	Priest	Monk	Nun	Deacon	Sinner	Flock (F)
Peasantry	Bailiff	Reeve	Blacksmith	Miller	Carpenter	Baker	Mason	Weaver	Plowman	Beggar	Serf (S)

Terms

FATE DECK

The face-down draw pile. It sits in the Town Square at the center of the Kingdom.

KINGDOM

The three locations: Castle, Monastery and Village.

LOST TO TIME

A face-up, public area for removed cards; only a Kingdom Catastrophe returns them (used Destiny Cards stay out for the Chapter). Not a discard pile.

STEWARD

A token that rotates clockwise each Chapter; choose the first Steward any way you like. The player to the Steward's left goes first.

Structure of Play

- **Round:** every player takes one turn, starting with the player to the Steward's left.
- **Chapter:** Rounds continue until a Legacy is declared, then Final Reckoning.
- **Chronicle:** the whole game, several Chapters.

Chapter Setup

1. Shuffle all 54 cards to form the Fate Deck.
2. Deal five cards to each player.
3. Each player secretly keeps two cards and contributes the other three **face down** to the Kingdom Pool.
4. Each player draws three cards from the Fate Deck, returning to five.
5. Add cards from the Fate Deck until the Kingdom Pool holds twelve cards.
6. Shuffle the Kingdom Pool and deal it out: **Castle** four face up, **Monastery** four face down, **Village** four face up.

> Faceless or Destiny Cards dealt to the Castle (at setup or by a Catastrophe) stay and may be taken. During play, only face cards may be given to the Castle.



2 Taking Your Turn

Each turn has four steps, always in this order. Your hand returns to five cards after every step.

1. Optional Destiny
You may reveal and resolve one Destiny Card from your hand.

2. Kingdom Action
Choose one action below and resolve it.

3. Check Legacy
If your hand forms a valid Legacy, you may declare it. You are never required to.

4. End Turn
Play passes clockwise.

Kingdom Actions (choose one) · always give before you take

ACTION	GIVE FIRST	THEN TAKE
Draw from Fate	Draw the top card of the Fate Deck, then give one card from hand to any location (see placement)	
Castle	One face card from hand, face up to the Castle	One face-up Castle card (you may take your own back)
Monastery	One card from hand, face down to the Monastery	Secretly look at every Monastery card and keep one
Village	One faceless card from hand to Lost to Time	Any one face-up Village card

Placement Rules

- **Castle** takes face cards only, face up.
- **Monastery** takes any card, face down.
- **Village** takes any card, face up.
- Destiny Cards count as face cards.
- You can only visit a location if you can pay its price.
- After a Monastery action, return the other cards face down; the Monastery stays hidden from everyone else.

Each location's price is its restriction: the Castle is a place of influence (you must bring a face card to enter), the Monastery holds hidden knowledge (only you see what's inside), and the Village is a place of rumors where people go missing (a faceless card is Lost to Time as the cost of a visit).

Trading Day

After every two completed Rounds in a Chapter, **unless a Legacy has been declared**:

1. Shuffle the remaining Village cards into the Fate Deck.
2. Starting with the player to the Steward's left and going clockwise, each player draws one card from the Fate Deck and places one card from hand face up in the Village.

3 Destiny Cards

The three rank-0 cards (Page, Sinner, Beggar) can either be revealed for an effect or kept in hand as the bottom of a 0–1–2 run.

How a Destiny Card Resolves

1. At the start of your turn, reveal it.
2. Other players who want the effect perform its Social Rite.
3. You choose which participants, if any, receive the Kingdom Effect. You always receive it yourself.
4. Resolve the Kingdom Effect, beginning with you and going clockwise.
5. Place the Destiny Card in Lost to Time, draw one replacement card from the Fate Deck, and continue your turn.

Social Rites

Social Rites may be sincere, humorous or role-played. Keep them lighthearted and respectful. How generous or cutthroat to be is up to each table.

Kingdom Catastrophe

Your hand and any committed Legacy are never affected. When 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, and rebuild: Castle four face up, Monastery four face down, Village four face up. The rest form the new Fate Deck. Finish the interrupted draw (including a multi-card draw) and continue.

Page

NOBILITY

SOCIAL RITE

Offer the Page a compliment in the tradition of the Noble House.

KINGDOM EFFECT

Draw one card from the Fate Deck, then contribute one card from hand to a Kingdom location using the placement rules.

Sinner

CLERGY

SOCIAL RITE

Propose a minor sin: an action that sends exactly one card from a Kingdom location to Lost to Time.

KINGDOM EFFECT

Resolve your minor sin. A Monastery card is chosen at random without revealing the others.

Beggar

PEASANTRY

SOCIAL RITE

Beg the activating player for alms.

KINGDOM EFFECT

You may exchange one card from hand with one face-up Village card, ignoring the Village cost.

4 Building a Legacy

A Legacy is your entire five-card hand, in one of five shapes. Its Estate decides which Recognition it competes for.

RUN

Three face cards with consecutive ranks from one Estate, such as 4–5–6 Clergy. A Destiny Card is rank 0, so 0–1–2 is valid. Runs do not wrap (9–0–1 is not a run).

PAIR

Two identical faceless cards, so both from the same Estate. A mixed pair such as Flock + Serf is not valid.

MATCHING / OFF-SUIT PAIR

A matching pair is from the run's Estate. An off-suit pair is from a different Estate.

STANDARD LEGACY

A run plus a pair. Its Estate is the run's Estate.

ANONYMOUS LEGACY

Five identical faceless cards. Its Estate is the faceless cards' Estate.

> Every hand fits at most one category. A Destiny Card used in a Legacy is not activated.

Legacy Categories

RANK	CATEGORY	REQUIREMENT	EXAMPLE	PRESTIGE
1	**Exalted**	9–8–7 of any Estate + matching pair	Emperor–Empress–King + Knight–Knight	**5**
2	**Prosperous**	Any other run + matching pair	Queen–Duke–Marquis + Knight–Knight	**3**
3	**Borrowed**	9–8–7 of any Estate + off-suit pair	Pope–Cardinal–Archbishop + Serf–Serf	**2**
4	**Anonymous**	Five identical faceless cards	Serf × 5	**2**
5	**Humble**	Any other run + off-suit pair	Carpenter–Baker–Mason + Knight–Knight	**1**

5 Final Reckoning & Winning

When a player declares a Legacy, the current Round is completed, then all Legacies are revealed and judged Estate by Estate.

1. **Declare.** Say "I claim my Legacy" and commit your five cards face down. **Your Legacy is locked:** until Final Reckoning you no longer take part in Destiny Social Rites or receive Kingdom Effects, and no Court Action can target you.
2. **Complete the Round.** Each player who has not yet taken a turn this Round takes one final turn and may declare. Players who already went this Round cannot.
3. **Reveal** all committed Legacies at once.
4. **Royal Judgment** for each Estate separately.
5. **Award** Prestige and Recognition, and record them.
6. **Next Chapter.** Return every card (hands, Kingdom, committed Legacies and Lost to Time) to the Fate Deck and shuffle. Prestige and Recognition carry over. The Steward passes clockwise.

> Waiting with a valid Legacy is a risk: if someone else declares after your turn in that Round, you cannot declare this Chapter.

Royal Judgment

Each Estate on its own; several players can earn different Estates in the same Chapter.

1. The higher category wins: compare category rank, not Prestige (Borrowed beats Anonymous).
2. If tied, the higher run wins (compare the top card). Face cards are unique, so this always settles it.
3. The winner earns that Estate's Recognition, unless they already hold it. In that case no one earns it this Chapter (a *block*).
4. A Legacy with no competition wins its Estate automatically.

Prestige

- A Legacy that earns new Recognition scores its category's Prestige.
- Any other committed Legacy scores 1 Prestige. This covers losing Royal Judgment, blocking and repeat Legacies.

Winning

At the end of a Chapter, a player holding all three Recognitions wins. If several do, the highest Prestige wins; if still tied, victory is shared.

6 Advanced Rules

Advanced adds one optional step to the Core turn and a Court Phase between Chapters. Groups pick which modules to use. If Core and Advanced ever disagree, Core is correct.

Ducats (always on with any module)

Whenever you gain Prestige, gain the same number of Ducats. Ducats are never lost between Chapters.

Court Purse

Before the Chronicle, the table picks how many Ducats each player starts with, and the allowance each player receives at the end of any Chapter in which they earned no new Recognition.

COURT	STARTING DUCATS	ALLOWANCE
Quiet Court	0	0
Lively Court (recommended)	3	1
Scheming Court	5	2
House rule	Table's choice	Table's choice

> The allowance goes only to players who fell behind that Chapter, so the Court works as a comeback tool.

Module Checklist

MODULE	WHEN	REQUIRES
Patronage	Your turn, in place of declaring a Legacy	—
Court Intrigue	Your turn (Court Action); others' turns (Counters)	—
Kingdom Authority	Unlocks Estate Counters	Court Intrigue
Shadows of the Court	Between Chapters	—
All In	Once per Chronicle, your turn	—

Advanced Turn

1. Optional Destiny (Core).
2. **Optional Court Action** (Court Intrigue only): pay Ducats to resolve one Court Action. Targets may pay for a Counter.
3. Kingdom Action (Core).
4. Check Legacy (Core), or reveal a Patronage instead.
5. End turn.

7 Patronage & All In

Patronage

A Patronage pays Prestige and Ducats immediately but never earns Recognition and never ends the Chapter.

- **When:** at the Check Legacy step, in place of declaring a Legacy. One Patronage or one Legacy per turn, never both.
- **Resolve:** reveal it, gain its Prestige and the same number of Ducats, shuffle the five cards into the Fate Deck, draw five new cards, and continue the Chapter.

PATRONAGE	REQUIREMENT (FIVE CARDS)	PRESTIGE	DUCATS
Minor Charter	Three cards of one rank + two cards of another rank (e.g. 7–7–7 + 8–8), or three cards of one rank + a faceless pair	**1**	**1**
Major Following	Five identical faceless cards	**2**	**2**

> Five identical faceless cards can be an Anonymous Legacy or a Major Following. Choose Anonymous to earn new Recognition; choose Major Following when you already hold that Estate.

All In

Once per Chronicle, a desperation play that counts as your Draw from Fate, in place of your Kingdom Action.

1. Spend all your Ducats (minimum 1).
2. Reveal that many cards from the Fate Deck, up to 10.
3. Add one to your hand, then contribute one card from hand using the placement rules.
4. Shuffle the rest back into the Fate Deck.

8 Court Intrigue & Kingdom Authority

On your turn you may pay Ducats for one Court Action. A targeted player may pay for its Counter; most Counters also need that Estate's Recognition.

Royal Protection: each player may start one hostile Court Action per turn and can be targeted by one per Round. Only Court Actions that name a player as their target count.

Envy of the Realm (from Chapter 2 on): a player leading second place by 5 or more Prestige loses Royal Protection and can be targeted any number of times, until the lead drops below 5.

COURT ACTION · 2 DUCATS	EFFECT	COUNTER	COST	REQUIRES
Send a Spy	Target an opponent; they shuffle their hand face down and you randomly look at two cards, then return them.	Attentive Guards: the spy learns nothing.	1	—
Close the Gates	Until the start of your next turn, only you may take face cards from the Castle. Others may still contribute.	Rally the Banner: ends Close the Gates; gain 1 Prestige.	2	Noble House
Minor Schism	Secretly look at the Monastery and choose half (rounded down) to stay; shuffle the rest into the Fate Deck and refill the Monastery to four, face down. Your hand does not change.	Faithful Example: prevents the Schism; gain 1 Prestige.	2	Holy Order
Village Festival	Until the start of your next turn, every other player must attend the Festival: their Kingdom Action must be a Village action, or a Draw from Fate that contributes to the Village.	Guild Duty ("I have to work"): you alone are exempt and act normally; no Prestige.	1	Guild

> **Kingdom Authority:** a player's Recognitions are shown with tokens (Noble House, Holy Order, Guild). They have no effect except unlocking that Estate's Counters.

Counter Timing

COUNTER	KIND	WHO CAN PLAY IT	WHEN
Attentive Guards	Prevent	The Spy's target only	When Send a Spy is announced, before any cards are seen
Faithful Example	Prevent	Any player with Holy Order	When Minor Schism is announced, before anything happens
Rally the Banner	End	Any player with Noble House	Any time while the Gates are closed, usually on their own turn
Guild Duty	Exempt self	Any player with Guild	On their own turn, before their Kingdom Action

9 Shadows of the Court

Between Chapters, each player may secretly buy one Shadow Action. They resolve in a fixed order around the dealing of new hands.

> Prestige and Ducats were already awarded at Final Reckoning. Do not award them again here.

1. Resolve Envy of the Realm.
2. Each player secretly chooses one Shadow Action (or none) and pays for it.
3. Reveal all choices at once. Targets may pay for Counters.
4. Resolve in the order shown at right. Duplicate Shadow Actions resolve in turn order, starting left of the previous Chapter's Steward (that Steward goes last). Only the first Bribe the Steward takes effect; later Bribes are refunded.

Bribe the Steward 5 Ducats Choose who is Steward for the next Chapter. This overrides the normal rotation.

Loose Lips 3 Ducats Choose an opponent. The first time in the next Chapter that they gain hidden information or privately look at hidden cards, that information becomes public.
Counter, *Sworn Counselor* (2): reveal instead one card from your hand or one face-down Monastery card; if triggered by a Fate Deck draw, keep the drawn card secret and reveal one card from hand or the Monastery instead.

Deal new hands
Chapter Setup steps 1–2.

Lords' Alliance 5 Ducats each Two willing players look at each other's hands, negotiate, and exchange up to two cards.

Wardship 5 Ducats Secretly look at an opponent's hand and exchange one chosen card.
Counter, *Guardian's Oath* (3): the target secretly picks one card from their own hand, the Wardship player picks one of theirs, and those two are exchanged; the target's hand is never revealed.

Finish Chapter Setup
Steps 3–6.

10 Quick Reference

Core Turn

1. Optional Destiny
2. Kingdom Action
3. Check Legacy
4. End Turn

Kingdom Actions give first

- **Fate:** draw 1, place 1
- **Castle:** give 1 face card, then take 1
- **Monastery:** give 1 face down, look, keep 1
- **Village:** faceless card to Lost to Time, then take 1

Trading Day

After every 2 Rounds (never after a declaration): Village into Fate Deck; from the Steward's left, each draws 1, places 1 in the Village.

Catastrophe

Fate Deck empty when drawing: rebuild the Kingdom. Hands are safe.

Legacies

Exalted	9–8–7 (any Estate) + matching pair	**5**
Prosperous	Run + matching pair	**3**
Borrowed	9–8–7 (any Estate) + off-suit pair	**2**
Anonymous	5 identical faceless	**2**
Humble	Run + off-suit pair	**1**

No new Recognition: 1 Prestige.

Royal Judgment

Per Estate: higher category (Borrowed beats Anonymous), then higher run. A winner who already holds the Estate blocks it.

Destiny Cards

- **Page:** compliment · draw 1, place 1
- **Sinner:** minor sin · 1 Kingdom card to Lost to Time
- **Beggar:** beg · swap 1 with the Village

Advanced Costs

- Court Actions: 2 Ducats
- Counters: 1–2 Ducats (Guardian's Oath 3)
- Loose Lips 3 · Bribe, Alliance, Wardship 5
- Envy of the Realm: lead of 5+ Prestige

Winning

Hold Noble House, Holy Order and Guild at the end of a Chapter.

> **Official · Open Playtest.** These rules are complete and ready to play. Tell us what you find, and share your house rules in the LOG Tavern at ludicoathgames.com. House rules are welcome at every table.