

Chronicle Summary

1. Vow an Oath

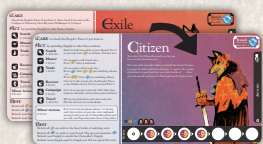
The winner choose the goal for the next game.

If you won with a Vision, you must choose the Oathkeeper goal matching your Vision.
If you won in any other way, choose any goal reference except the current one.



2. Offer Citizenship

If the winner is an Exile, flip all the Citizen boards to Exile, and they may offer Citizenship to any Exiles except those who just flipped.



Replace their warbands on map with winner's...



3. Clean Up Map

The winner can build or repair one edifice if they are the Chancellor or a Citizen. Each site can only hold one edifice, whether intact or ruined.

Build new edifice

Replace a denizen at site ruled by winner with an edifice of matching suit from the Archive.



Repair ruined edifice

Flip a ruin at any site ruled by winner.



At all sites except those ruled by the winner or with an intact edifice, discard denizens, return relics and sites to their decks, and return ruined edifices to the Archive.



Flip edifices to ruins at sites not ruled by the winner. Discard all denizens there. Return all the pawns, warbands, favor, and secrets to the box.



Push sites with no ruins toward the Cradle to fill up regions from top to bottom.

Push sites with ruins toward the Hinterland to fill from bottom to top.



Fill empty slots with facedown sites from the shuffled site deck.
Flip the top site in each region with no faceup sites.

4. Add Six Cards from Archive

Find the winner's most common suit of adviser—if tied, the winner chooses. Add three cards of that suit from the Archive to the world deck, then two of the next clockwise suit as shown below, then one.



5. Remove Six Cards to Dispossessed

Set aside all the Visions. Shuffle the discard piles and losers' advisers together, and put six random cards into the Dispossessed in the box.

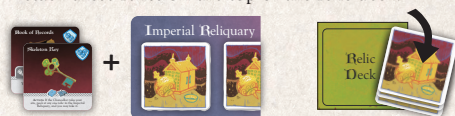


6. Clean Up Relics

Shuffle together the relic deck and losers' relics. Refill sites that have fewer relics than they need from the relic deck.



Shuffle together the winner's relics and Reliquary, and stack these relics on the top of the relic deck.



7. Return World to Box

Stack any cards at each site on it, then stack all the sites. When done, the first Cradle site should be at the top, and the last Hinterland site should be on the bottom.



8. Rebuild Deck

Collect all the denizens on the table, shuffle and split them. Shuffle in the Visions, then stack the piles to rebuild the deck.

