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.

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.

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.

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.