

Preparation (you are at the Citadel)

- For this scenario, your groundshiver is level 3. Check the corresponding box on the *Community* page of the Citadel leaflet.
- Take the **101**, **102**, **103** and **104** cards. They represent the four actors accompanying you.
- Set all life point counters back to 0, then each character receives the following amount of life points, depending on player count: 45, 20, 12, 8.
- Each player shuffles their Action Deck and draws 2 cards from it to form their starting hand.
- Each player may **unblock** some or all of their cards with the keyword **COMPANION**. For each card unblocked this way, they lose 2 life points.
- **Return** all the “Hope reborn!”  cards that are **blocked**.
- Remember to look up your side quests, the cards in the World Map, and the effects of your built buildings.
- Put a **075** card into play. Each player places their figure onto it.

Place the bookmark here. You may save the game as long as the bookmark is here.
When the game invites you to read the EPILOGUE, read it after removing the bookmark.
Stop reading for now.

EPILOGUE

If you are at the Citadel, or if you do not have any “Objective” cards, circumstances have prevented you from meeting Plethor. You will learn nothing of the events to come:
Your adventure ends here.

Otherwise, if your combined  and  score is 10 or higher, read conclusion **A** on page 6. if not, read conclusion **B** on page 7.