

THE PIONEER

A

The area you must reach is quite far from the Citadel. You will need to use your skills to build the lightstream.

GOAL

OBJECTIVE: Create a lightstream connecting the land in K6 with the Citadel using a maximum of 3 actions.

AT COMPLETION: Reveal B, discard.



THE PIONEER

B

You cannot allow the shadows to stop your research.

EFFECT: You gain 5 Lux, 5 movement points and 3 actions. As long as this card is in play, after each time you perform an action, the shadows move 1 space towards you.

GOAL

OBJECTIVE: Reveal all shadows.

AT COMPLETION: Reveal C, discard.



THE PIONEER

C

The answer to your research must be at hand.

EFFECT: You gain 5 Lux, 3 movement points and 4 actions. You gain the “The Pioneer’s Legacy” card.

GOAL

OBJECTIVE: Destroy all shadows.

AT COMPLETION: Victory.

