



The strange biomelds known as "reclaimers" are swarming over the Valley. More appear each day.

Path Deck Assembly: Based on the number of days since you received this mission, check whether your destination has a trait that matches a trait listed below. If it does, search the General set for 3 Reclaimer Seekers and shuffle them into the path deck.

0-2 Days: Ruin

3-4 Days: Ruin, Forest

5-6 Days: Ruin, Forest, Mountain





Add a flood token to the attached card.



If the number of flood tokens on the attached card is greater than its presence. >> Discard it. Each Ranger suffers 3 fatigue.

GENERAL - 12 OF 15



Search for signs of reclaimers to figure out how many are present in the Valley.

Path Deck Assembly: At any non-pivotal location, search the General set for 5 Reclaimer Seekers and shuffle them into the Valley set before adding those cards to the path deck.

While at a non-pivotal location this mission gains the following test:

**AWA** + **()**: **Search** for signs of these strange biomelds to scout a number of path cards equal to twice your effort. Put each Reclaimer card you look at into play.

Clear a Reclaimer Seeker: 🛄 1.10

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The reclaimers are everywhere. They seem to be creating nests in certain locations.

Path Deck Assembly: If your destination is a Ruin, Forest, or Mountain, search the General set for 1 Reclaimer Polyp and a number of Reclaimer Seekers based on the number of days since you received this mission and shuffle them into the path deck.

0-2 Days: 1 Reclaimer Seeker

3-4 Days: 2 Reclaimer Seekers

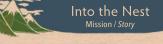
5-6 Days: 3 Reclaimer Seekers





attached card is greater than its presence. >> Discard it. Each Ranger suffers 3 fatigue.

GENERAL - 13 OF 15



Travel into the reclaimer nest to study what they are doing in the Valley.



Use 1.16 instead of the normal entries for the Alluvial Ruins.

When a Reclaimer Grub is cleared while at the Alluvial Ruins, add 1 1 to this mission.

Have 3▲ on this mission: 🛄 1.17

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Locate one of the local mega-predators by finding prey to lure it out.

When a prey is cleared, you can set it aside instead of discarding it.

more total presence of prey set aside: 🛄 1.42



If there are 2 active predators and at least 1 set-aside prey, exhaust them. >> Return 1 set-aside prey to the collection.

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