

Guardian

Role

Exhaust: Reduce a being's presence to 0 until the end of the turn.

CONCILIATOR - 1 OF 14

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Flood

Attachment / Water

1

Response: When this card enters play or its attached card leaves play without being cleared, attach it to the feature or being from the path deck with the highest presence that doesn't already have a Flood attached. Move that card along the way. If there are no cards to attach to: 1.06

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.

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Flood

Attachment / Water

1

Response: When this card enters play or its attached card leaves play without being cleared, attach it to the feature or being from the path deck with the highest presence that doesn't already have a Flood attached. Move that card along the way. If there are no cards to attach to: 1.06

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4 STRUTS

3R

Discard 1 strut. If there are no struts on this location, your section collapses. >> Each Ranger suffers 1 injury. Proceed to the travel phase and travel to the Cypress Citadel.

LOCATIONS - 28 OF 37

Jiang Sopandl

The Greenbridge

Location / Water / Trail

2

Secret Invasion

Mission / Story

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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Into the Nest

Mission / Story

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

ALLUVIAL RUINS

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 to this mission.

Have 3 on this mission: 1.17

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Invasion - Stage I

Mission / Story

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

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Invasion - Stage II

Mission / Story

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

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Lure

Mission / Side

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.

Arrive at a new location while there is 5 or 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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Rescue

Mission / Side

You've found the missing person! Get them back to the safety of a Ranger Station as quickly as possible.

Start of the Day: 1.47

The subject of this mission gains Persistent.

When the subject of this mission is cleared, resolve the following effects instead:

Clear ⚡: They worsen and you will have to carry them going forward. 1.48

Clear ⚡: Discard all ⚡ from this being. They remain in play. Do not read their entry.

Arrive at a Ranger Station: 1.46

If there is no active predator. >> Search the path deck and discard for the next predator and put it into play.

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Quisi Vos, Rascal

Being / Human / Villager

80

1

Fatiguing. Friendly. Persistent.

FOC + ♥: Ask Quisi about her adventures in the Valley to add ⚡ to this being equal to your effort. Then exhaust this being. 80.4

Clear ⚡ or ⚡: 80

Discard either 1 ⚡ or 1 token from a flora, insect, or gear.

If there is an active predator, exhaust it. >> Add ⚡ to this being equal to that predator's presence.

Evan Simonet THE VALLEY - 2 OF 14 ©2022 EBG

Thunderhead

Weather / Inclement

Refresh: Flip this card.

Discard 1 ⚡ from each path card and the location.

A lightning strike startles a being to alertness. Ready 1 predator or prey.

WEATHER - 6 OF 8 ©2022 EBG

Return to Base Camp

Mission / Side

You must accompany your friend back to the base camp at the Chimney.

Start of Day: 1.102d

The attached being gains persistent.

When the attached being's ⚡ or ⚡ threshold is met, resolve the following effects instead:

Clear ⚡: 1.102c

Clear ⚡: Discard all ⚡ from this being. They remain in play. Do not read their entry.

Arrive at the Chimney: 1.102b

If there is no active predator, one draws near. >> Search the path deck and discard for the next predator and put it into play.

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