

Earthborne Rangers Demo

Campaign Guide

This document contains the campaign guide for the demo of *Earthborne Rangers*, a customizable cooperative card game set in the wilderness of the far future. This game is still in development. This demo is designed to allow you to experience a small section of the final game experience, and thus only contains a fraction of the game's final contents. Card reference numbers will change in the final game experience.

This document contains four sections:

- A brief introduction of information on the *Earthborne* setting
- A map of the Valley for use in the game
- A glossary of card entries for use during play
- A campaign tracking sheet to track your campaign progress

To use this document, first read the ***Earthborne Rangers Demo Rules*** document. The section on page @@ gives details on the function of the campaign and how to use this document, and the Game Setup section will give instructions on what entry to read to launch your campaign the first time you play. Good luck, Ranger!

Notes on the History of the Third and Fourth Millenia

Composed by Lorelord of the Second Council Tishala Saidik. 3rd Cycle, 8433 LR.

Twenty-five hundred years ago, the world balanced on the brink of destruction. The Great Calamities—pollution, starvation, and the ravages of a radically changing climate—threatened to shatter our ecosystem and leave our world a blasted wasteland. It appeared that humanity had finally succumbed to the tragic but unsurprising end of self-imposed extinction.

But in the face of certain death, people did the one thing nobody expected. They pulled together.

Led by a figure known to all as The Guide**, the disparate peoples of Earth began to heal their grievously wounded planet. To do so, they began the Great Generational Projects.

These projects were monumental feats of engineering, practical biology, and chemistry, requiring decades of work from millions of people; in short, the greatest undertakings in all of human history. They filled the Messepian Sea, unfurled the Lagrangian Shades to cool the Earth, built the towering carbon stacks, and carefully bred the kilometers long beasts known as terravores that still slowly crawl across the land, consuming centuries worth of refuse. They did all this and much more.

However, these projects were aptly named. The simplest took decades to complete, while the greatest could only be completed over centuries of labor. They knew it would take a thousand years or more for our world to heal, so our ancestors built great arcologies to shelter them from the ravages of the worsening climate. To their massive, enclosed cities they retreated; to wait out the storm of storms so that their descendants may one day walk freely upon the Earth.

It worked. The Earth healed, and although the land had undergone great change, our biosphere reached a new equilibrium. By this time, the mechanisms that sustained the arcologies began to fail, and our ancestors were compelled to venture forth into a world untouched by human hands for more than a thousand years.

The ancestors who left the arcologies at this time were quantifiably more introspective and aware than those who founded them. The countless cultures that had evolved in the past millennia (and would evolve in the millennia to come) agreed on one thing. The health of the Earth, the Well-Spring of All Life, could not be risked again. The societies that eventually resettled our planet are wildly diverse, but they all share a sense of mindfulness and a drive to live in harmony with the world, instead of apart from it, or above it. Some have eschewed all of the technological expertise of our ancestors, while others (among whose number we Lorelords are counted) try to find a balance; entwining the triumphs of the world that came before with the world we live in today.

And the world we live in today is very different than the Earth of two millennia past. The spectacular ruins of the great machines of the Generational Projects still dot the landscape, and they stand as a testament to the ingenuity of our ancestors. Some of those machines still function, operating to some unknowable purpose, best left undisturbed. Any mountain or ridge may hide the cavernous halls of an abandoned arcology within. And while our ancestors would recognize some of the creatures that populate this world, they would find others marvelously strange; the fruits of genetic crafting as our ancestors attempted to prevent mass extinctions and breed new species to fill ecological niches.

The geography of the Earth itself has changed. New seas fill the broad expanses of river plains, mountains have grown and shrunk, and the climates have shifted across the globe. Even our very sun looks different, as the vast Lagrangian Shades create shifting patterns and shadows upon its face. Our ancestors gave us a gift of incomparable significance when they rescued us from extinction. Now, this new world is ours to embrace.

***The identity and true nature of The Guide eludes us to this day. The Guide seems to appear from the aether in 6202 LR, and then simply disappears from recorded history as our ancestors focused on the task at hand.*

A Brief Discussion on the Valley

From the autoscriber of Ren Kobo, Messipian Envoy, Master of Commerce, Third Skiff of Sunray Flotilla. Spring, 4441 CR.

After many weeks of travel, I have arrived. I activated my autoscriber upon arrival to capture the details of the education I received from the man I met upon my arrival at the headquarters of the renowned Rangers of the Valley.

“Hello, hello! Come on in! Hang your oilskins on the hook there. Try to brush the snow off them, if you could. In weather like this, I like to keep my place as dry and warm as I can.

“Looks like the snow’s not going to let up any time soon, so I doubt you’ll be making it through the northern passes. Looks like you’ll be staying in the Valley until spring.

“What’s the Valley? Well, the Valley isn’t a valley so much as a lot of valleys, and fields, and forests, encircled by mountains. It stretches from these highland meadows north of us, all the way down to the edge of the southern range where the mouth of the Valley overlooks the Verdessa. There’s a waterfall there so tall and beautiful it’ll take your breath away. The Valley’s sheltered by mountains on three sides, and the widest and deepest jungle you’ll ever see on the fourth.

“My young ancestors found their way here by way of the Bitter Pass—same as you—about a century ago, give or take a decade. They journeyed west to White Sky Lake, then followed the Silverfin River down until they came to a tall green hill encircled by a river. They were drawn there by the biggest spire of nanoforged carbon I’ve ever seen, so tall it can scrape the clouds

on a stormy day. The people decided to settle there, or rather, the land invited them to settle there, so they did. We call that village “Spire,” as is our fashion.

“In the last hundred years we’ve spread out a bit. Spire’s a hub of civilization now, and one you may want to visit if you’re going to winter in the Valley. It’s warmer there, too. But there’s also White Sky, the fishing village perched in the middle of the water on the southern end of the lake. The fresh, seared lake fish they serve there every waning gibbous is amazing. Try to be there if you can.

“Further south, the Valley opens up into grassland and forest. You’ll find more settlements down there if you stick to the path. Meadow is a herding community, mostly rearing ironwool sheep and stilt horses. Branch is tucked into the deeper woodlands; in fact their homes are built into the canopy and around the trunks of the biggest trees. You could walk through the forest for days and never realize there were people above your head. It’s something else. The shapers who bent the fiber of the trees are true luminaries. And there’s the flight-seekers of Plateau, which stands out from a cliff face to the northwest of here. It takes a certain lack of inhibition to climb those cliffs. Only do it if you have the right guide or the right equipment. You can always take the spiderline to the top from the ranger station to the north.

“At the far southern end of the Valley, the land drops off in a series of cliffs down to the Great Basin and the Verdessa beyond. As I said, it’s quite the sight. There are people who live at the edge of the falls as well. Tumbledown, we call it, and the people there stand watch over the Verdessa, while the plant beings of the Verdessian Hedge stand watch over them.

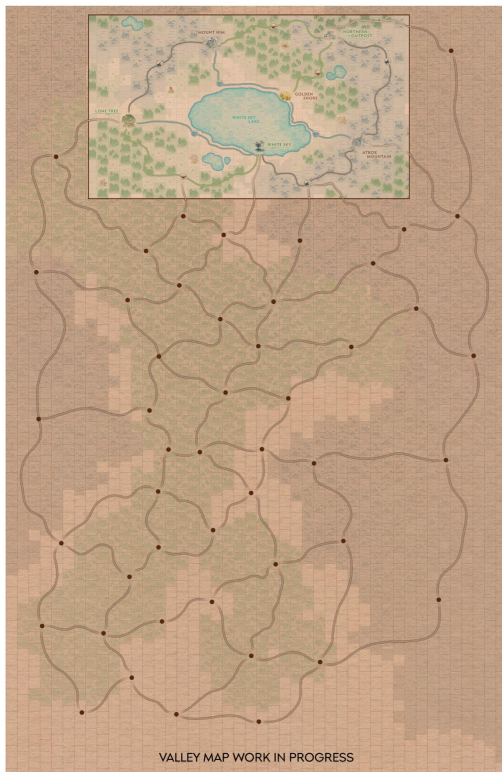
“And, of course there’s the monastery, way up in the mountains near Spire. But you probably won’t be able to travel there, unless I misunderstand the purpose of your visit. The Tower is for those who want to follow the shaper’s path, and they prefer a certain amount of solitude for their studies.

“What’s this place? Oh, of course! Apologies, friend. I should have explained. This is Lone Tree Station, where the Valley’s Rangers live and work. Our Rangers keep the Valley safe, looking out for trouble and helping folks wherever they can. I used to be one, in fact, but after twenty years I hung up my cloak. Now, I run this little tavern here in the roots of our big old tree, keeping our Rangers and travelers like you fed and healthy. But if you stay around, I’m sure you’ll meet a couple Rangers soon. Now let’s see about getting you a place to stay for the night.

The Valley

The Valley is a somewhat secluded location in what were once called the Colorado Rockies, but more recently known as the Estian Mountains, or the terminus of the Barrier Mountain Range. North of the Valley, freezing streams pour out of the mountains in frothing cascades. The streams flow through the rocky, windswept prairies before merging into small rivers and flowing into White Sky Lake, which dominates the northern edge of the Valley.

From White Sky Lake, the water forms into the Silverfin River, which flows the rest of the length of the Valley. More streams and smaller rivers drain into the Silverfin, keeping it deep and broad enough to support small boats and rafts along its length. The Silverfin remains navigable until it reaches the mouth of the Valley and Tumbledown Village. Here the Valley's floor descends in a series of steep drops and sheer cliffs before opening out onto a deep basin that feeds the jungle below. The Silverfin does the same, crashing into a series of waterfalls and dangerous rapids.



Card Entries

This section contains all of the journal entries for the demo, in numerical order.

001 - Demo Start

Welcome to the demo for *Earthborne Rangers*! This document will be your guide as you play the game. It will tell you the story, offer you choices, and grant rewards as you play. Think of it as your gamemaster. We recommend choosing one player (usually the Lead Ranger) to hold be the custodian of this document and read each entry aloud to the group.

You have two choices in how to play this demo. For your first play-through, we recommend that you play a set mission. However, if you are just interested in exploring the small section of the world in this demo without the pressure of a mission, you can play just to explore and see what you find.

To play with a set mission, go to 002.

To explore the valley with no set goal, go to 003.

002

This demo begins on the **fourth day** of your campaign. It emulates the content from a few play sessions into the core set *Earthborne Rangers* narrative campaign, “Season of Rebirth” (this demo has been tuned to avoid major spoilers for the plot).

In your hypothetical first couple campaign sessions, you joined the Rangers and completed one or two short missions to get to know the landscape and help the community. At the end of your last session, you arrived at the village of White Sky, a collection of structures erected above the surface of White Sky Lake. Since you finished your previous day there, you recorded ‘White Sky’ as your ending landscape on your campaign tracking sheet.

Put the White Sky landscape card into play in the surroundings.

Upon arriving in White Sky last session, you learned that a young girl you met in the first mission by the name of *Quisi Vos* (*kwizzy vahs*) has gone missing! You recorded the mission “Search”

with the subject “Quisi Vos” on your campaign tracking sheet. Missions with subjects attached to them affect specific people or places in the Valley.

Put the “Search” mission card into play in the surroundings. Search the landmark cards for Quisi Vos and place her facedown under the mission card. She is attached to the mission and does not count as being “in play.”

As you prepare for your search, ominous clouds threaten to open up and unleash a torrent of rain. The weather card determines the difficulty of your play session. Each day on the campaign tracker has a recommended weather for that day, but players who want more or less of a challenge can choose to change what weather they are using. For this demo, however, you’ll be hiking in the rain.

Put the Downpour weather card into play in the surroundings.

Finally, you will create the path deck for your starting location. Normally, the path deck is based on the terrain of the path you traveled on, but since this is your starting location, you get to choose any terrain type matching the paths leading to this location. For your first game, we recommend choosing the Waterfront terrain.

Create the Path deck by shuffling together all of the Waterfront and White Sky path cards (15 cards in total). Place it above the surroundings.

Then, perform all initial setup by performing the setup steps on the back of the White Sky landscape card and placing 4 all-purpose tokens on downpour.

And that concludes setup! You’re ready to dive into your first game and discover what’s happened to Quisi.

003

To free-form explore this demo section of the open world, you will have no starting objectives, but will instead find your own goals in the world.

Choose any one landscape card and put it into play in the surroundings.

Ominous clouds threaten to open up and unleash a torrent of rain. The weather card determines the difficulty of your play session. Each day on the campaign tracker has a recommended

weather for that day, but players who want more or less of a challenge can choose to change what weather they are using. For this demo, however, you'll be hiking in the rain.

Put the Downpour weather card into play in the surroundings.

Finally, you will create the path deck for your starting location. Normally, the path deck is based on the terrain of the path you traveled on, but since this is your starting location, you get to choose any terrain type matching the paths leading to this location.

Create the Path deck by shuffling together all of the path cards matching your chosen terrain and all landmark cards for your current landscape (if you are at a location without unique landmark cards, draw 3 random cards from the Valley pod to add instead). Place the path deck above the surroundings.

Then, perform all initial setup by performing the setup steps on the back of the current landscape card.

And that concludes setup! You're ready to dive in and explore the world!

100

After hours of wandering the Valley, following your intuition and the faint signs of Quisi's passage, you might have found something concrete. The signs of *recent* passage through the undergrowth, then a little later, a faint impression of a footprint in the soft ground. Quisi can't be far.

Check the current day.

If it is the 4th day of your campaign or earlier, go to 100-A.

If it is the 5th or 6th day of your campaign, go to 100-B.

If it is the 7th day of your campaign or later, go to 100-C.

100-A

As you make your way through a thick grove of pines, you peek around a fallen log to find Quisi Vos standing at the edge of a bare patch of ground, poking at something with a long stick.

“Oh, hello!” she says when she notices you. “Look at this!”

Thankfully, Quisi seems completely unharmed and unfazed.

“What do you think it is?” she asks.

It appears to be an exceptionally large, orange veined calvatia mushroom. It quivers with every poke from Quisi’s stick, like it might burst at any moment.

Your instinct is to draw Quisi away. Then, as you step forward, you notice a predator stalking the young one.

- **Each ranger shuffles up to 3 cards from their discard into their deck.**
- **Complete the ‘Search - Quisi Vos’ mission.**
- **Add the ‘Rescue - Quisi Vos’ mission. Flip the Search mission card to the other side. Place Quisi Vos in play and attach Rescue to her. Do not read her usual starting journal entry.**
- **Quisi must be taken to a ranger station: either Northern Outpost or Lone Tree.**
- **Search the path for the next predator.**

100-B

You make your way through a thick grove of pines and arrive at a small clearing.

You notice the exploded remains of an exceptionally large calvatia mushroom, its spores spread in a wide circle. A rich, unpleasant odor reaches your nostrils.

You’re drawn to investigate, but as you step closer, you see a small form, lying at the opposite edge of the clearing. You rush forward and kneel beside her. It is Quisi Vos, her side caked in what looks like dried, black mud. Her eyes are closed. You fear the worst, but as you gently cradle her head, her eyes flutter open.

She struggles to speak, her lips cracked from dehydration. “Oh!” She says, drowsily. “I fell asleep. My leg hurts a little.”

You look down and see a wide line of dried blood through her torn leggings.

“It almost got me,” she says. “But I tricked it.”

You assure Quisi that you're going to take her home, but even as you do, you hear branches rustling and see a shadow moving through the trees. A predator, most assuredly.

- **Complete the 'Search - Quisi Vos' mission.**
- **Add the 'Rescue - Quisi Vos' mission. Flip the Search mission card to the other side. Place Quisi Vos in play and attach Rescue to her. Do not read her usual starting journal entry.**
- **Add 1 harm to Quisi Vos.**
- **Quisi must be taken to a ranger station - either Northern Outpost or Lone Tree.**
- **Search the path for the next predator.**

100-C

You make your way through a thick grove of pines and arrive at a small clearing.

You notice the exploded remains of an exceptionally large calvatia mushroom, its spores spread in a wide circle. A rich, unpleasant odor reaches your nostrils.

Suddenly, a loud voice barks from the other side of the clearing. "*There you are!*"

A group of Rangers, led by a tall, lean and hungry looking man in a deep red cloak steps out from the trees. You know him: Kal Iver. A young, but accomplished Ranger, high in his own esteem. "If you're looking for the girl, don't worry. She's safe. We found her yesterday. A little dehydrated, but none the worse for wear. No thanks to you."

You begin to speak, but he continues. "Calypsa wants you to return to the nearest station immediately. It's just that way. Try not to get lost."

Flashing a smile, Kal and his troupe return the way they came.

- **Complete the 'Search - Quisi Vos' mission.**
- **Write down "Kal Iver rescued Quisi Vos."**
- **End the current day.**

That is the end of the demo mission. To see more of the story, please check out the full Earthborne Rangers game! If you'd like to explore more, start a new day using the "just explore" setup option in entry 003.

103

You take the final turn on the trail, and breathe a sigh of relief, knowing your destination nears. As you approach the station, you see Calypsa standing out front, in conversation with two other Rangers with whom you're only somewhat acquainted. When they see you, they hurry forward and see to Quisi's well-being.

"Thank you!" she says, giving you a squeeze. "Please don't tell my mom!"

Calypsa steps forward. "Well done. Always room for improvement, of course, but well done. We'll make a Ranger of you yet." She turns and gestures for you to follow. "There's fresh fish grilling on the lighter," she says. "What say we have a bite?"

End the current day.

That is the end of the demo mission. To see more of the story, please check out the full Earthborne Rangers game! If you'd like to explore more, start a new day using the "just explore" setup option in entry 003.

120 - Quiet

You stare at the bushes ahead for a few minutes. Something seems wrong, but you can't spot anything dangerous. Then, slowly, you make out the large lean body, covered in a tawny coat of fur. The paws, each as big as your hand and sporting shining black claws. One of the ears, shredded and covered in lumps of pink scar tissue. And finally, the shining red-yellow eyes, staring back unblinking.

You've heard stories about the bearded lynx they call Quiet: that she hunts bearsloths for sport; that she relentlessly stalks prey from one end of the Valley to the other; that once she killed a traveller lost on the road. Now, seeing her for yourself, you believe them.

130 - Quisi Vos

From up ahead, you hear a child quietly singing to herself. You move around a large cedar bole to find a young girl, maybe eight years old, tracing patterns in the ground with a small rock. She's covered in dirt, head to toe. In place of her right hand is a miraculous piece of technology:

a prosthesis, gleaming in the sunlight, its fingers suspended in air, held only by her body's memory of the hand.

As soon as she notices you, she hops to her feet. "Hi! I'm Quisi! What are you doing? Where are you going? What is *that*? Can I use it?"

Each time you answer her question, she has another one at the ready. It seems like you have a new traveling companion, at least until you can satisfy her curiosity.

132

Quisi makes a gasping sound and falls over, unconscious. Whether she's been injured or was simply overwhelmed, you're not sure. Clearly, she can't continue on her own two feet. You lift her up, and sling her over your shoulder.

- **Attach Quisi Vos facedown to any Ranger's role card. While Quisi Vos is attached to your role, you can only have 2 squares worth of gear equipped.**
- **End the day at a ranger station (Northern Outpost or Lone Tree) to unattach Quisi Vos from your role.**

133

After a non-stop barrage of questions, you're a bit surprised when Quisi suddenly stops talking. You turn, and she's standing on a small rock, looking at the sun peeking through the branches. "It's getting late, isn't it?"

If Oura Vos is in play got to 134. Otherwise, read the following:

"Thank you for taking me along," she says with the total seriousness that only a young child can muster. She looks at you and smiles. "I would stay and help you some more, but I can't be late for dinner. Dad said he would make pies out of the moss cherries I picked! Good-bye!" She hops off the rock and scampers into the woods, vanishing from view in an instant.

Each ranger soothes 1 fatigue.

134

Oura turns to the child. “Unfortunately for her, since I had to spend half the day looking for her, Quisi is going to be helping her father pit moss cherries this evening. But only, I think, after she takes a bath.”

At this Quisi blanches. “What?? I just *took* a bath!” You manage to hide your smiles until after her mother has dragged her away to meet her terrible fate.

Clear Oura Vos. Each ranger soothes 2 fatigue.

140 - Ren Kobo, Merchant

The man’s broad face has been weathered by years of strong wind, and his eyes are surrounded by a forest of wrinkles from a lifetime of squinting into the sun. He pulls his hand out of the pocket of his long coat and thrusts it forward.

“Ren Kobo’s the name,” he says in the drawl of the Messepian sea-folk. You can see the sparkle of a gold tooth in his mouth. “Traveling merchant and deal-maker. Perhaps I can make a deal with you? Or I can trade some stories for your company; I think we’re traveling in the same direction.”

142

“Guide bless me,” Ren says, clutching his injury. “That hurt worse than the time a young sea-pup put his cutlass in my leg.”

Although he insists he’s fine, you can tell the old Messepian is in trouble. You’ll have to camp here for the night, so you can take the time to look him over properly and treat him.

End the current day.

143

“Trade, you say?” Ren sweeps out his hands. “Well of course you do! I’ve been from the Messepian Sea to the Smoke Domes, and even up north to the Ice Clans, if you can believe it. And I have something from everywhere I’ve visited.”

He opens his pack, and starts pulling out items. “Now, let’s see if I can find something to tickle your fancy.”

Each ranger may discard any number of gear from their hands or in play to search for an equal number of gear and put them into play.

150 - Sil Belai, Artist

As you follow the path, you see a middle-aged woman in a green dress and wearing a wide-brimmed straw hat perched on a rock a few meters above the trail. She sees you at the same time and waves.

“Hullo, rangers!” she calls out. You ask her what she’s doing, and she holds up a sketchbook and charcoal sticks. “I’m trying to paint as much of the valley as I can. This view is beautiful, but I could really use a person in it to help with scale. Do you think you could just stand...right...there? For a minute? Now...try and look...*adventurous*.”

152

Sil gasps and stumbles, clutching her arm and her side. Blood oozes between her fingers, splattering down onto her sketchbook and obscuring her drawings with blotches of crimson. You move to help her, but one look tells you that you’re going to have to give up your current plans in order to get her to safety.

End the current day.

153

Sil’s Mountain Masterpiece and you are at a mountain landscape - go to 154

With a triumphant flourish, Sil adds a final stroke to the canvas. “And...done!” She smiles at you. Then her expression turns thoughtful. “I do appreciate your help...but I can’t help but think that this scene would be much better if sketched from the peak of one of those mountains.” She looks hopeful. “I don’t suppose you could take me to the top of one and help me complete the piece there?”

Agree to help - **Remove all but 1 progress from this card. Write down “Sil’s Mountain Masterpiece”**

Not today - **Clear Sil as normal. Each ranger soothes 2 fatigue.**

154

Sil makes a few final scribbles, looks at her sketchbook, and then back at the scene. She thinks for a moment, then leans back with a deep and satisfied sigh. “That...is perfect.” She looks at you. “Thank you so much for this chance.”

Her eyes suddenly widen, and she rummages around in her small rucksack. “Oh! For your help, maybe this would be useful!” She pulls out a much older and well-used sketchbook and hands it to you. “Drawings of plants and creatures from all over the valley, from when I was just starting out. I put some observations in it too.”

“Now,” she says, standing up. “I just have to get this down to my studio and start painting. I can’t wait until I’m done, and can go find my next masterpiece!” She winks at you.

Gain the Sil’s Sketchbook reward card.

160 - Ranger Cache

You barely notice the small sigil carved into a nearby rock. You don’t see any sign of the ranger cache, but you whistle the five tones that Ben Amon taught you during your training. The illusion of a rocky outcropping covered in lichen flares and fades as the lenser deactivates, revealing four sealed carbon-forged chests bolted to the rock.

161

Having taken what you need, you leave the rest of the supplies for the next group of rangers. You whistle the five tones again, and the lenser reactivates, cloaking the cache in a perfect optical illusion.

170 - Arcology Sinkhole

As you come around a bend in the path, the land suddenly drops away in front of you! Luckily, you are paying attention and you catch yourself before you go tumbling down a steep slope.

You stand on the edge of a large pit, where it looks like an entire grove of trees has collapsed into the ground not long ago. Between the tangled mass of splintered trunks, you can see what looks like a broken steel archway, and cracked pipes leading into darkness. The sinkhole may have exposed a new route into the old arcology beneath the Valley.

172

If you have the Arcology Archeology mission, go to 173. Otherwise, read the following:

It takes all morning to use a foldable carbonforged saw to cut the tree trunks, then winch them up with a jury-rigged block and tackle. By the time the sun is high overhead, you've managed to clear a path to the archway.

It turns out that the archway leads to a maze of passageways. You explore a little way in, but worry about getting lost. The worn print carved into the walls is in a language utterly alien to you, and is useless for navigation. Even so, you find a storage locker a few dozen meters down that still has some portable power cells. Their construction is marvelous, even after thousands of years, you can still use them to charge your gear.

Perhaps if you could read the writing on the walls, you might be able to find greater treasures further in? You think you remember someone named Silaro in White Sky who was studying the arcology. Maybe he can help?

Each ranger can either refill all tokens on a tech card or search their deck for a tech card and put it into play.

173

Once you climb down the sinkhole and into the arcology, you pull out Silaro's translation plate. You hold the clear pane of glass in front of your eyes, and the words on the walls appear to morph into something legible.

Twenty minutes later, you find a workshop. The machinery has been carefully powered down, and you are able to activate a small auto-lathe. After using it to sculpt several useful items out of the nearby bricks of omni-resin, you turn it off again. The only other items of interest are a set of small glass bricks tucked into a corner. Each seems to have motes of golden light trapped in the glass. You tuck them into your rucksack; Silaro may know what they are.

Each ranger shuffles up to 2 cards from their discard into their deck.

200 - White Sky

From your vantage point you can see much of the southern shore of White Sky Lake, from the froth of rapids at the head of the Silverfin River to the mix of rocky promontories and pebble-strewn beaches that slowly curve around towards the opposite shore.

Off-shore you see the village of White Sky. The entire community lives on structures reminiscent of massive parasols—broad, conical constructions made out of layers of forged carbon, layered again by solar panels. Rising up from the docks at water level, a spiral staircase wraps around the pole and links the platforms together. Several boats come and go from the docks.

210 - The Bubble

Standing on the edge of one of White Sky's platforms, you can see through the clear water to the lakebed a good five meters down. Nestled among the jagged rocks and mud is what looks like a large bubble of trapped air. You think you see green within, and movement as well.

You ask one of the locals, a young boy named Tirsan, if there's anyone in the Bubble right now. "Just one," he says, not taking his eyes off the bobber on his fishing line. "Silaro Mako, from Spire. Said he wanted to study some of the old arcology gadgets down there. Maybe prove the Bubble was made by the same arcology folks too."

When you ask when he's coming up, Tirsan laughs. "He's been down there for a week. Bubble has plants in it, so he can stay down there as long as he wants, unless the lutrinals eat him."

211

You strip off your cloak and your gear and, taking a deep breath, dive off the platform and into the water.

The cold almost forces the air from your lungs, but you force yourself to swim deeper. The Bubble wavers beneath you, growing larger. Then you see the darkness of the tunnel next to one edge. Lungs burning, you pull yourself into the tunnel. A moment later, you emerge in a shallow pool inside the Bubble, gasping for breath.

212

If you haven't received the Arcology Archeology mission - go to 213

If you have the uncomplete Arcology Archeology mission, and all options are checked off - go to 214. Otherwise, read the following:

The Bubble is just as peaceful as you remember, the thick carpet of moss deadening your footfalls and feeling as soft as a finely-woven hammock when you sit down.

You chat with Silaro about his ongoing translation work for a bit, then settle in to relax and refocus your mind. Your meditation lasts for about an hour, until the small romp of lutrinals that live on the far side of the Bubble think it would be more fun to splash some of the exit pool on you. The resulting water fight between you and a dozen otter-cat hybrids isn't exactly relaxing, but it does leave you with a smile on your face.

Each ranger soothes 2 fatigue.

213

The air inside the Bubble is surprisingly still, and laden with enough oxygen that you feel as if you've woken from a deep sleep.

In the center of the Bubble, you see a disk made of dull gray steel, maybe a few meters across. Someone has laid a bedroll next to it, and that same someone is crouched over the disk, studying it intently. The large, bearded man looks up from his work and waves.

"Welcome to the Bubble! My name's Silaro Mako. You down here to study the arcology too?"

Silaro shows you the disk, which appears to be stamped with concentric rings of indecipherable text. He also shows you a translation device he's built, a glass plate that, when laid over the text, slowly translates parts of it into something legible.

After a long time enthusiastically talking about his work, Silaro gets a thoughtful look in his eye. "You know, Rangers, there's arcology ruins all over the Valley. If you ever see anything interesting, I'd love for you to bring it by and show me. I can give you one of my translation plates, too. That might help in any exploration you do."

Gain the Arcology Archeology mission.

214

Silaro gasps in delight when you show him the glass cubes you found. He brings them to his bedroll and pulls out a scanner, running it back and forth across the glass. Eventually, he sits back with a broad grin on his face.

“These, I think, are quantumly entangled photons. I don’t know how they’re suspended in this medium, but the golden sparkles we see aren’t the photons themselves. I think they’re the photon’s quantum ‘ghosts.’”

“Anyway,” he pulls out a pair of what appear to be large golden pocket watches, though the faces are darkened glass. He flips them over to reveal a square slot. “Yes, the inscriptions I found said these needed to be powered by entangled photons, but I didn’t know what that meant until now.”

He plugs one of the glass cubes into each of the devices, then studies them for a long moment. Slowly, long golden lines appear on the dark glass faces. Though the lines seem random, something about their pattern tugs at your mind. You think, if you studied them long enough, the pattern might tell you something.

Silaro hands them both to you. “These are called ‘probability compasses,’ but I’m not sure what it is that they do. So maybe you can take them out and use them? I would love to hear about your experiences.”

Write ‘complete’ next to the Arcology Archeology mission. Gain 2 copies of the Probability Compass reward card.

220 - Ar Tel, Fisherfolk

Ahead of you, a thick post rises out of the blue water. Perched atop it, a person with bushy orange hair wearing an oversized vest with bulging pockets is casting their incredibly long fishing rod into the waves.

As soon as they see you, the fisherfolk reels in their line and flips their pole around. Thrusting the base of it into the water, they push off from the top of the post and use their fishing rod to vault to the shore, landing on the trail in front of you.

“Keep quiet now, and mind yourselves. The fish are skittish enough today as it is.”

222

Ar Tel gasps and clutches their arm. “Looks like that nasty feller got me after all,” they say, looking at the blood welling up between their fingers.

You quickly get them to safety and bandage their arm. You’ll have to return to your patrol after you ensure that Ar Tel’s is safe from further harm.

End the current day.

223

Ar Tel befriended - go to 224

Ar Tel laughs and shakes their head, causing their bushy hair to fluff out even more. “It’s been fun talking with you.” They clasp your shoulder, then a contemplative look crosses their face. “Actually, I’ve been hearing tell of some amazing fishing spots across the lake at the Golden Shore. Would you be willing to accompany me there? I’d sure appreciate a Ranger escort.”

Agree to help - **Remove all but 1 progress from Ar Tel. Write down “Befriended Ar Tel.”**

“Not today.” - **Clear Ar Tel as normal. Each ranger soothes 1 fatigue.**

224

Ar Tel gives you their usual grin, fishing pole in hand. “We had talked about heading to Golden Shore to check out the fishing this time of day. Are you still interested in accompanying me in that direction?”

Agree to help - **Remove all but 1 progress from Ar Tel.**

Not today - **Clear Ar Tel as normal. Each ranger soothes 1 fatigue.**

230 - Vira, Boat Guide

The woman at the helm of the docked seed barge is tall and muscled, with the shoulders that one earns after a life of paddling and pooling the Valley's waterways. She nods curtly in your direction. “Rangers. I’m Vira, I make supply runs all over the lake.”

She thinks for a moment after you introduce yourselves. “You know, if you need a ride somewhere around White Sky, I can take you. Just make sure you’re ready to go when you call on me.”

232

Vira growls. “Well, that stung.”

You attempt to help tend her injuries, but she waves you away irritably. Instead, Vira pulls out a pouch of medicinal supplies and begins to treat herself. You find yourself with nothing to do but make camp and wait for her to finish.

End the current day.

233

You move down the dock and find Vira cleaning the deck of her seed barge. She looks up and sighs. “You ready?”

You may immediately end the round and travel to one of the following locations. Choose which path deck to use at your destination as if it were your starting location during setup.

- **Lone Tree**
- **Golden Shore**
- **Atrox Mountain**

300 - Lone Tree

Visible for miles around, Lone Tree is a single enormous giga-redwood rising out of the thick grass of a high prairie. From far away, the tree is all you can see, but as you come closer, you can see the rest of the station; the large box-garden plots hanging from the branches, the airship *Swift* moored to its dock in the tree’s crown, the doors and windows carved into the trunk and peeking out from among the roots. Lone Tree Station has been the base of operations for the Rangers ever since the people came to the Valley. And, ever since you began your training, it’s been your home.

310 - Trained Stilt Horses

Accepted as a rider - go to 311

The small herd of stilt-horses prances away from you slowly as you circle around Lone Tree, their long legs daintily picking their way through the tall grass. Kordo said that the stilt-horses let rangers ride them, *if* they trusted them. When you asked what the stilt-horses did to the rangers that they *didn't* trust, Kordo just grinned at you.

311

The stilt-horses approach you cautiously, until they are surrounding you but keeping a healthy few meters of distance. Slowly, carefully, one of them extends its head, nuzzling your pocket for some carrots or oats. You think they remember you.

Place 2 progress on this card.

312

With a horrible squeal, one of the stilt-horses collapses, mortally injured. The rest of the herd scatters, fleeing in all directions. Soon they are out of sight, headed in the direction of Lone Tree Station.

313

Finally, one of the stilt-horses kneels down low enough that you are able to climb onto its back. You balance there cautiously, your sore bum reminding you of the last two times you tried this. But this time, the stilt-horse seems perfectly content with you as its rider.

You remember what Kordo told you. The horses will let you ride them, but only for the day. This herd always returns to Lone Tree Station when night falls.

Choose one ranger to ride the stilt horse. That ranger placed this card in their player area. Remove all progress from this card. Write down "Accepted as rider."

320 - Kordo, Ranger Veteran

Kordo's Quarry Found - go to 321

You got to know Kordo Haversen well enough during your training, but this time the old former ranger gives you a warm grin and clasps your hand. “Welcome back, fellows! How’s your patrol been treating you?”

You realize that, with your training complete, Kordo sees you as fellow rangers and not novice students. Now you get a chance to see a side of the veteran hunter that you’d never known before.

You get Kordo talking about some of his greatest hunts. He chuckles. “Well, my greatest quarry is the one I haven’t caught...yet. Up in the...no, you know what, I’d better not talk about it. I don’t want to send you on some hopeless chase.”

321

Kordo roars out a welcome when he sees you. “The great hunters return! Good to see you. Just a moment, and I’ll grab a bottle of the good stuff.”

You spend an enjoyable few hours chatting with Kordo. When it’s time for you to leave, he hugs you and looks a bit sad to see you go. “Glad you came by, fellows. You know, we should go hunting again ‘fore too long, right? I know plenty of tales of more elusive beasts than that northern ghost.”

322

Kordo stumbles and nearly falls to the ground. Blood is running down his leg, and his foot is twisted at an alarming angle.

“My own damned fault,” he grunts. “Sorry about this, but you’d better set up camp. I don’t think I’ll be moving anywhere soon, and then I’ll need to get back to Lone Tree.”

End the current day.

323

If Kordo’s Quarry Found - go to 324. Otherwise, read the following:

“You know,” Kordo says, a sly smile crossing his weather-beaten features. “Now that you’re proper rangers, Commander Thrush can’t stop you from coming on a hunt with me on account of it being ‘too dangerous.’”

“Up in the Northern Woods, the ones in the mountains beyond the Valley. There’s something up there that’s evaded every snare and I’ve lost every time I try to follow it. To this day, I haven’t spotted more than a shadow in the trees.” He sticks out his hand. “What do you say, fellows? Want to head up north with me and help me catch my greatest quarry?”

Agree to help - **Remove all but 1 progress from Kordo, Ranger Veteran.**

Not today - **Clear Kordo, Ranger Veteran as normal. Each ranger soothes 2 fatigue.**

324

“So you are interested in another hunt!” Kordo seems quite pleased. “Well, I’ll put my ear to the ground and see if I can find us a proper quarry some day. Might take a while, though, so not today.”

Each ranger soothes 2 fatigue.

330 - Topside Mast

The Topside Mast is well-named, resembling nothing more than the crow’s nest of an ancient sailing ship perched atop Lone Tree. Tied to the platform is the *Swift*.

The vessel resembles a wide-hulled sailing boat, maybe six meters long and a couple of meters wide. The hull seems to be crafted from brass, though you’ve been told the material is far lighter and stronger than any metal. Four disks, crackling with arcs of blue energy, are spaced at equal points around the hull, facing downwards.

The upper works, on the other hand, are a complete anachronism; solid cedar masts supporting an array of hand-stitched canvas sails. Calypsa told you that the *Swift* is a relic uncovered by the arcology, and so far, nobody has been able to make it do anything but hover. She also said that it was prone to roll and crash in bad weather, and if you flew it any great distance, the disks would drain and the *Swift* would sink to the ground, unable to move for days before they recharged.

All this was clearly meant to dissuade you from taking the *Swift* out. But when you look at the airship, you can’t help but feel a bit of excitement, instead.

332

You cast off the tethers and the *Swift* drifts away from Topside Mast. For a long moment, you hang impossibly in the open air. Then the wind catches the sails and sends the *Swift* skimming across the meadows around Lone Tree.

The flight is exhilarating, but you quickly realize that without a keel, the steering provided by the sails is rudimentary at best. Luckily, the winds seem to be blowing in the right direction, at least for now.

You may immediately end the round and travel to any location on the map. Choose which path deck to use at your destination as if it were your starting location during setup.

400 - Northern Outpost

After hiking through a long stretch of dark and gloomy woods, you arrive at the northern outpost. The northernmost Ranger Station in the Valley is built into and around a well-preserved ruin. It's not much to look at, but it provides shelter and supplies for those traveling in this remote edge of the wilderness.

Scraps of wood, cloth, leather, and paneling lie scattered about the exterior. After a long winter of neglect, you determine that this place needs a thorough cleaning and some serious repairs.

401

If Lunn, Outpost Tender is not in play, search the path and path discard for him.

After a few hours of tidying, scrubbing, and general fixing, the outpost is back in some semblance of working order. Lunn sighs gratefully, and gets up from where he had been scrubbing the floor. "Thanks for your help," he says. "I've got a stockpile of supplies for any Rangers passing through. Let's get you stocked up."

Each ranger shuffles up to 2 cards from their discard into their deck.

410 - Lunn, Outpost Tender

A small man wearing a Ranger's cloak that seems at least two sizes too large steps out from the trees and waves. "Hello there, Rangers! Don't see too many travelers up here."

He beckons you closer. "I've got some special items you won't find in Spire--or anywhere else in the Valley--if you're in need. I can get anything fixed up. I have a knack for fixing stuff." You can't help looking back at the dilapidated and disheveled outpost, but Lunn doesn't seem to notice.

412

Lunn groans and collapses. You crouch down and check him over. The wound doesn't seem life threatening, but when you try to move him, Lunn curls up and moans. You get out your medical supplies, and set to work treating him. This may take a while.

End the current day.

413

You can't find anything of use in Lunn's strange collection, but you accept his offer for repairs with a little hesitation. He snatches up your items and takes them over to a table. He hunches over it for about ten minutes, muttering to himself. At one point he pulls a silver oval device out of his pocket and touches it to your stuff. You hear a low hum, and could swear you see the device shift and twist in his hand. But when he puts it back in his pocket, it's still a silver oval.

Lunn finally straightens up and hands your gear back to you. You're surprised to find that it works, and works better than it did before.

Each ranger may spend any number of energy to fully refill the tokens on one piece of equipped gear per energy spent.

420 - A Trick of the Light

You see a dark shadow moving through the trees. You freeze, trying to get a better look at it. The shape seems humanoid, but taller than you, with a slightly forward-sloping posture. It steps

into the light for a moment, and you think you catch a glimpse of brown fur. Then it steps behind a tree and vanishes. You hurry to the spot where you last saw it, but the shadow .

If Kordo is in play, read the following:

Kordo's eyes light up, and he moves off towards the creature. He pauses at the tree, then points to where a small branch has been half broken. Beyond that, some blades of grass have been bent over. Without a word, Kordo slinks off through the brush, beckoning you to follow.

Add 5 progress to A Trick of the Light

421

You move through the trees, not sure if you're actually following the creature. You're not even sure you really saw the creature at all. Then, suddenly, you come around a tree and find yourself face to face with a tall, hairy humanoid, with features that seem to be a blend between human and an ape. You've heard stories of the yeti before, but you thought they were just that; stories!

If Kordo is in play, go to 422. Otherwise, read the following:

You stare at the yeti for a long moment, and it stares back at you. Its eyes stare into yours, and you can see the spark of intelligence within.

You try to speak to it, and in response, it growls in a low, but strangely nonthreatening, manner. Then it steps back, and ducks behind a tree. When you follow it, it's gone! All that's left is a strange silver ovoid sitting in the loam. You pick up the bizarre item. If you're going to follow this creature, you're going to need someone with a lot more tracking experience.

Gain Translocator reward card.

422

You stare at the yeti for a long moment, and it stares back at you. Its eyes stare into yours, and you can see the spark of intelligence within. At your side, Kordo breathes out slowly. "Well I'll be damned."

You try to speak to it, and in response, it growls in a low, but strangely nonthreatening, manner. Then it steps back, and ducks behind a tree. Before you can react, Kordo ducks forward in pursuit. The yeti takes off through the trees, but it can't elude the old tracker.

After a long five minutes running through the trees, the yeti stops on the far side of a small clearing. Kordo stops next to you and holds out his hands. "Wait, wait. We don't want to hurt you."

The yeti looks at you all for a moment, but especially at Kordo. Then, slowly and deliberately, it nods. It takes a small silver ovoid from somewhere and sets it on the loam. Then, without any fuss, it fades into nothingness and disappears.

Gain Translocator reward card.

Later that day, Kordo finishes packing his bag. "I'm headed back to Lone Tree. Thank you for helping me with this. I won't forget it."

You clasp his hand and see him off. As he vanishes down the trail, whistling a jaunty tune, you think about how much you've learned from him over the last couple of days.

Gain Kordo's Instinct reward card.

Write down "Kordo's Quarry Found."

430 - The Deep Woods

The evergreen woods of the northern mountains consist of massive rotting cedars intermixed with silver furs draped in hanging moss. No light filters down from the canopy, leaving the forest floor a gloomy cathedral, crowded with tree trunks and lichen-covered rocks. You can't see more than a few meters ahead, and all around you, the forest seems completely quiet.

500 - The Golden Shore

If Ar Tel is in play and you have recorded "Ar Tel Befriended," go to 501

Wherever sunlight may kiss the shoreline, you can see how the Golden Shore earned its name: countless flecks of gold glitter beneath the water, sparkling through the light reflected off the surface. A breeze comes in off the water, causing the grass to rustle with a soft hiss.

501

Ar Tel nods approvingly. "Look at this. Perfect place to catch a fish."

They start to head down to the shore, then stop and pull one of several fishing poles out of a long conical tube they carry on their back. "Here. You kept me out of harm's way, and let it never be said that Ar Tel doesn't pay their debts."

Gain the Ar Tel's Vaulting Rod reward card.

510 - Mount Nim

Climbing the spurs of Mount Nim is tiring work, but the path is clear. A brisk wind chills your skin. As you approach the summit, you look out, and see almost the entirety of the Valley stretching to the south. White Sky Lake glimmers below, then, following the thread of the Silverfin River, you can spot the thin, gleaming spike of Spire in the distance. Beyond, you imagine you can see the mouth of the Valley, where the ground drops away into the emerald expanse of the Verdessa.

To the north, the mountains rise up, each serried rank taller than the last, until the snow capped peaks seem to scrape the sky.

520 - Atrox Mountain

During your training, Calypsa would jokingly threaten to send you on a patrol of Atrox Mountain whenever she needed to provide you with some extra encouragement. Now, struggling up the side of the mountain, you can see why. The paths around Atrox Mountain are a maze of narrow trails weaving between rockfalls and slopes of unstable scree. You see several irix, circling high above, and you know that lurking along the trail, there may be an Atrox, waiting to pounce.

Campaign Tracking

EARTHBORNE

RANGERS

• CAMPAIGN TRACKING SHEET •

Ranger Names

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└─ A Perfect Day ─┘
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