RULEBOOK

This is an invitation to explore.

When I was young, I lived in a rural community in southeastern Wisconsin, and I spent most of my days playing in and exploring the woods that bordered our small neighborhood.

I remember discovering a massive ant hill in a clearing and watching the ants march in orderly lines up and down its slope. I remember a meadow carpeted in vibrant green grass, and beyond that meadow there was a graveyard of old farm machinery. An ancient tractor and harvester bathed in sunlight, rusting out as climbing vines overtook them, and animals nested within.

When I was nine, we moved to Ohio. There, we lived near a commercial center, and the houses were densely packed, but there was also undeveloped land nearby—fields and forests that I could explore. In a field of tall, golden grass there was an old barn, weather-beaten and decaying with a dramatically sagging roof and crumbling wooden walls. My brother and I dared to enter, and we ran for our lives when we were chased away by the owl that lived there.

In the years that followed, the wild land on the outskirts of our neighborhood was cleared. Farmland, fields, and forest gave way to roads, foundations, and drainage systems, so instead of woods, I explored houses under construction and crawled through an ever-expanding maze of concrete drain pipes.

Over the years, my family and I have gone on multiple trips to the Rocky Mountains. There, while hiking, I liked to imagine what it would be like to live in a world where your only method of transportation was your own two feet; where you spent your time walking between settlements nestled in picturesque locations, the spaces between nothing but forests, rock formations, and breathtaking views across verdant river valleys. What if, I would wonder, this walk through the mountains was my daily commute? How different would I be because of it? I imagined how much would have to change to make that possible.

Earthborne Rangers is our attempt to bring the excitement of exploration and discovery to life in a card game.

This is an invitation to explore, to be inspired, and to see this fictional world as if it were real, as if it truly exists just beyond the horizon of the present.

We hope you enjoy the experience.

Much love,

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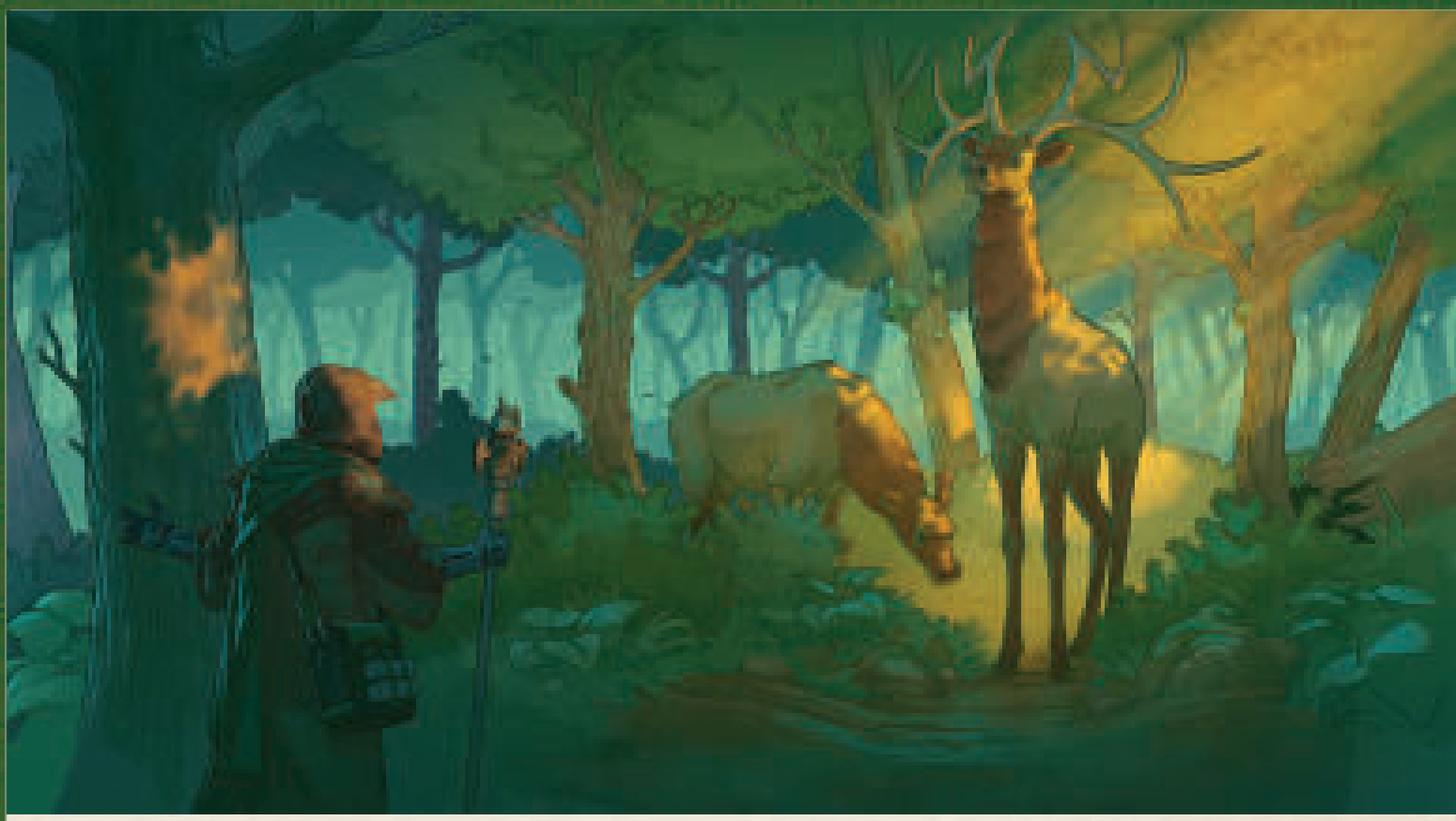


EXCERPT FROM *NOTES ON THE HISTORY OF THE THIRD AND FOURTH MILLENNIA*

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 threatened to leave our world a blasted wasteland, but in the face of certain death, people did the one thing nobody expected: they pulled together.

Led by a figure known only 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 (to name but a few disciplines), requiring decades of work from millions of people; in short, the greatest undertakings in all of human history. They filled the Messipian Sea; unfurled the Lagrangian Shade 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.

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 themselves from the ravages of a worsening climate. They retreated to their massive, enclosed cities 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, the planet 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 natural 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.

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

**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.*

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 abandoned roles.

The geography of the Earth itself has changed. New seas fill the broad expanses of river plains, mountains have risen and crumbled, and climates have shifted across the globe.

Our ancestors gave us a gift of incomparable significance when they rescued humankind from extinction. Now this new world is ours to embrace.

PERSONAL CORRESPONDENCE

Composed by Ren Kobo, Master of Commerce, Ninth Skiff of Sunray Flotilla. Spring, 4441 CR

I write, my dear sunfish, to tell you of the Valley in the hopes that you may be tempted to join me in my pilgrimage next season.

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 in the north, all the way down to the edge of the southern range where the mouth of the Valley opens to 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.

The ancestors of the Valley Dwellers found their way here by way of the Bitter Pass. They journeyed west to White Sky Lake, then followed the Silverfin River down until they came to a mounded, green island. They were drawn there by the biggest spike 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. They call the village Spire.

In the last hundred years they've spread out and welcomed more than a few travelers (such as myself) from afar. Spire's the center of civilization in the Valley, 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.

Farther 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 dolewood 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 there are true luminaries.

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. There are people who live at the edge of the falls. Tumbledown, they call it. The people there stand watch over the Verdessa, while the Verdessians, I'm told, stand watch over them.

And, of course, there's the monastery, way up in the mountains to the east. I have yet to travel there, and I may never will. The Floating Tower is for those who want to follow the shaper's path, and they prefer a certain amount of solitude for their studies.

The crown jewel, though, is Lone Tree Station, where the Valley's Rangers live and work—a tree that is nearly the size of a mountain, festooned with domiciles, research facilities, meditation chambers, and more. The Rangers keep the Valley safe, looking out for trouble and helping people wherever they can. They are wonderful human beings.

I truly love the Valley, which is why I travel here after every thaw. The trading is also quite good, as you know. I will see you when I return to the flotilla. I can't wait to show you what I've bartered for this season.

–Yours, R.K.

EXCERPT FROM *THE VALLEY, A SIMPLE RECORD*

Composed by Elder Grell. Winter, 3874 CR

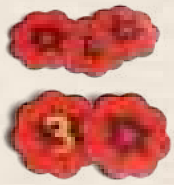
The Valley is a secluded location in what were once called the Colorado Rockies, but more recently known as the Estian Mountains or the Terminus of the Barrier Mountain Range. North of the Valley, freezing streams pour out of the mountains in frothing cascades. The streams flow through the rocky, windswept 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, where treacherous rapids announce a towering waterfall. Here the Valley's floor becomes a series of steep drops and sheer cliffs before opening out onto a deep basin that feeds the jungle far below.

COMPONENTS

44 Energy Tokens



16 Harm Tokens

16 Progress Tokens

12 General Tokens

4 Ranger Tokens

CARD SETS

All cards in *Earthborne Rangers* are organized into **sets**. Which set a given card belongs to is noted along either the bottom edge, or the bottom left, of each card. Additionally, path card sets are denoted by an icon in the upper-left corner of the card.

To organize your game, keep each set together along with its card divider.

RANGER CARD SETS (278 CARDS)

Artificer (26)
Artisan (18)
Conciliator (26)
Explorer (26)
Forager (18)
Maladies (8)
Personalities (32)
Rewards (62)
Shaper (26)
Shepherd (18)
Traveler (18)

PATH CARD SETS (160 CARDS)

Branch (5)
Fractured Wall (3)
General (15)
Grassland (12)
Lakeshore (12)
Lone Tree Station (5)
Marsh of Rebirth (2)
Meadow (4)
Mountain Pass (12)
Northern Outpost (3)
Old-Growth (12)
Ravine (12)
River (12)
Spire (6)
Swamp (12)
Tumbledown (3)
Valley (14)
White Sky (4)
Woods (12)

35 Card Dividers

37 Location Cards

24 Challenge Cards

4 Weather Cards

17 Mission Cards

Campaign Guide

Valley Map

4 Round Cards

4 Common Test Cards

12 Aspect Cards

BASIC CONCEPTS

Earthborne Rangers is about outdoor adventure, encountering nature, exploring forests and mountains, rivers and swamps, ravines and prairies, and everything in between. It is also science fiction, so you can expect to discover ancient ruins containing strange technology, you'll use highly advanced devices to aid in your passage and augment your abilities, and you'll come across strange beings, genetically engineered by the ancestors to preserve life on Earth.

Earthborne Rangers is designed to tell you a story—your story—and that story will change from one play-through to the next, from one player to the next. A single game begins when you set out the cards representing your current location on the map, and the game ends when you either run out of cards in your Ranger deck, your Ranger suffers too many injuries, or if something in the story causes the day to end.

THE GAME

Each game session of *Earthborne Rangers* is called a **day**, and the entire story, or **campaign**, is told over many days. As you play, you'll track the passage of time on a record sheet along with the notable events, mission objectives, and rewards of your journey. During a day, you'll imagine yourself walking through verdant forests teeming with life, along placid lakes glittering with sunlight, and up mountainsides, where breathtaking vistas await. The campaign guide will provide you with descriptions of these locations and events in the story to help spur your imagination.

Each game is broken up into **rounds**, in which you and your fellow Rangers will take **turns** playing cards from your hand and interacting with cards on the table that represent the flora, fauna, natural features, ancient ruins, fellow travelers, and all of the other, stranger things you'll encounter on your journey. Each round represents an hour or two of the day, and how you spend that time is up to you.

You may spend a round preparing for the journey by meditating, equipping gear, and listening to a bird's song for clues as to the whereabouts of a predator, or you may spend a round hiking through the wilderness, doing your best to outpace the wolhunds dogging your steps, encouraging you with unkindly growls to leave their hunting ground. You may also spend a round exploring a treetop village, speaking with the locals, and lending aid where you can. You do all of this by interacting with the cards on the table and performing **tests**.

RANGERS

Each player takes on the role of a Ranger, individuals tasked with the stewardship of the Valley as well as the aid and protection of the people who call it home. Each player creates their own custom Ranger character to play in the game.

Your Ranger is represented by three elements:

Aspects

Aspects are four values that represent where your inherent strengths lie.

Each aspect has an associated type of **energy token** that you receive each round based on your value in that aspect. You spend this energy to do things in the game.

Ranger Deck

A deck of thirty cards represents everything your Ranger is capable of: your skills, your gear, and even allies you can call on in times of need. During play, how many cards remain in your deck also represents how much stamina you have to keep going for the day.

Role

Your role represents what you specialize in and what function you serve in your group of Rangers. Your role gives you a card that starts every game in play and grants you a consistent, repeatable ability.

TESTS

Tests are shown on cards as narrative equations. They tell you what you can attempt in the world of the game, how to do it, and what will happen if you succeed or fail. You'll find tests on the gear you equip, some on beings, features, and locations in the environment, and four **common tests** found on your reference card that you can perform under almost any circumstance. Each test you perform adds details to your story, and whether you succeed or fail at those tests will determine the tenor of that story.

When you perform a test, you will decide how much of your available energy and other resources you will **commit** to the test, representing how much effort you are expending. The more effort you commit, the higher your chance of success and the better your potential results. However, your energy and other resources are limited. You will have to choose carefully where you commit your effort and what risks you take.

A NOTE ON STYLE

Earthborne Rangers was designed to be read aloud. The challenge effects, tests, and campaign guide entries in particular were written to create a sense of a story being told as opposed to a game being played. This led to labeling the zones of play as "the surroundings," "along the way," and "within reach." Reading an effect like "this predator moves within reach" is more fun and evocative than reading "place this card in front of you."

Card rules text will often refer to "you." In these cases, the rule applies to the person who drew or played that card, or to the person performing that test. If you are ever unsure as to which Ranger a rule applies, the group decides who it affects.

THE GOLDEN RULE

Like many card games that have come before it, *Earthborne Rangers* follows the "Golden Rule." That is, this rules document contains all of the basic rules and procedures for the game. These rules, however, were designed to be bent, and even broken, by the text on the cards. If ever a rule on a card contradicts a rule found in this document, the rule on the card takes precedence.

THE DELIGHTFUL RULE

If you are ever unsure of how to resolve a rules or timing conflict, you are invited to resolve it in a manner that you feel is most beneficial to you and your fellow Rangers. If your group cannot agree on a resolution, the decision falls to the lead Ranger.

THE CHALLENGE DECK

The circumstances of your tests are not always entirely under your control. There may be a loose rock in the cliff face you're attempting to scale, a sudden gust of wind that throws you off balance, or a surprisingly sure handhold that hastens your ascent. To represent unforeseen events, after you've committed effort to a test, you'll draw a card from the **challenge deck**. This card modifies your effort up or down, potentially changing the outcome of the test and making every move a bit unpredictable.

In addition to modifying your chances of success, challenge cards serve another very important function. On each of them, you'll find one of three symbols. These symbols match those found on cards in play. After you determine whether or not you succeed at a given test, the world comes to life. That is, the cards in play with a symbol matching the symbol found on the challenge card activate. A predator may lunge at a villager, causing them to become frightened or injured; prey animals may forage for food, beating you to a clutch of medicinal berries; or the storm clouds overhead may open up, drenching you with rain. The game world will respond to each test you perform, creating an environment that feels alive and dynamic.

THE PLAY AREA

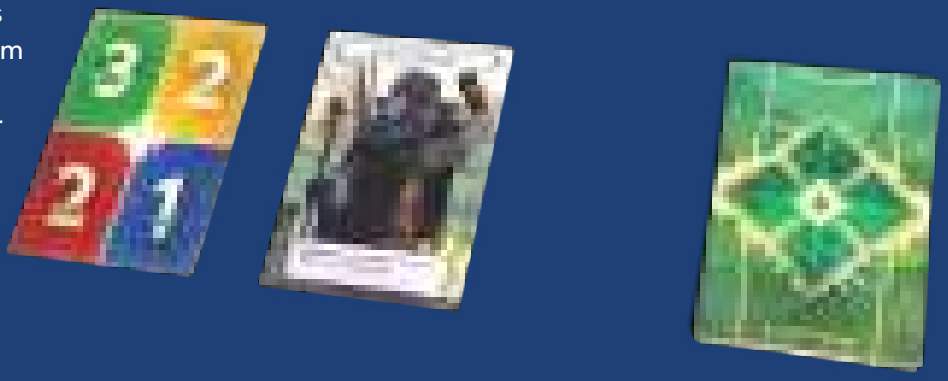
The play area is broken up into four distinct areas:

The Surroundings: The surroundings set the stage for the game. They contain the cards representing the current location, the weather, and any missions the Rangers are trying to accomplish.

Along the Way: When path cards are drawn, they are either placed **along the way** or **within reach** of a specific Ranger. Along the way is a common area accessible to all Rangers at the center of the table.

Within Reach: There is a separate within reach area in front of each player. This area represents cards that are in the Ranger's immediate vicinity. When an effect refers to within reach, it means the area in front of the player reading the effect.

Player Area: Each player has their own area in front of them that contains all of the cards specific to their Ranger: their role card, aspects, equipped gear, Ranger deck, and discard. Only that Ranger can benefit from and use cards in their own area.



GETTING STARTED

Before you sit down to play for the first time, do the following:

- Organize your cards by separating them into their individual sets. Each card set has a matching card set divider. Keeping your collection organized will make gameplay and setup a breeze.
- Read this rulebook. Not everyone in your group needs to be familiar with the rules, but at least one of you should be. Alternatively, or in addition to reading this rulebook, you can watch the "Learn to Play" videos on our website (earthbornegames.com).

You then have a choice as to how you would like to begin your campaign:

- Experienced groups can dive right in by creating Ranger decks following the instructions on page 32 of this book. Then go to entry 1 on page 4 of the campaign guide to begin your campaign.
- Groups with members new to *Earthborne Rangers* should begin by playing the Prologue. The Prologue is a guided game session that gradually introduces basic concepts of the game while it walks you through building you Ranger deck. To begin, go to page 2 of the campaign guide and follow the instructions there.

Once you start playing, you may find that you have questions about specific rules or mechanics. While this rulebook covers the basics, there are other resources available as well. If you can't find what you're looking for in the rulebook, we recommend that you visit the rules glossary and FAQ on our website (earthbornegames.com).

GAME SETUP

To set up the game, perform the following steps in order.

If you are starting a brand new campaign, go to the Getting Started section on page 9 and choose one of the options listed there.

1 SET UP PLAYER AREAS

Place your aspect card, role card, and common test reference card in your player area. Shuffle your Ranger deck and place it in your player area. Place a number of energy tokens equal to their corresponding aspect values onto your aspect card.

2 DRAW STARTING HAND

Draw six cards from your Ranger deck.

Mulligan: If you don't like your starting hand, you can set aside any number of cards from your hand and draw an equivalent number of new cards. Then shuffle the set-aside cards back into your Ranger deck.

3 ELECT THE LEAD RANGER

Together, choose a Ranger to be the **lead Ranger**. The lead Ranger always draws the first path card at the start of each round and makes decisions for the group if a consensus cannot be reached.

4 SHUFFLE THE CHALLENGE DECK

Shuffle the challenge deck and place it above the surroundings.

5 SET UP THE STARTING LOCATION

Place your current location in the surroundings. If continuing a campaign, check the "current location" line of your campaign tracker.

6 SET UP THE WEATHER CARD

Find the weather card (or cards) noted below the current day on your campaign tracker, and place it in the surroundings to the left of the location with the side named on the campaign tracker faceup. Read any campaign guide entries listed above the current day.

7 SET UP MISSION CARDS

Find the corresponding cards for each uncompleted mission on your campaign tracker and place them in the surroundings to the right of the location.

8 BUILD AND SHUFFLE THE PATH DECK

First add all path cards from the set matching the terrain you were traveling on at the end of the previous day as noted on your campaign tracker. Then, if you are at a pivotal location, add all path cards from the set matching that location. If you are not at a pivotal location, instead add three random cards from the Valley set. Finally, add any other cards added by missions in play. Shuffle those cards together and place them above the surroundings.

Note: See Build the Path Deck on page 15 for a more detailed explanation of these card and location types.

9 RESOLVE ARRIVAL SETUP

Read the campaign entry marked on the back of the location card. Then perform all setup instructions on the back of the location card. If the card calls for the "next Ranger" to resolve an effect but each Ranger has already resolved one, that effect is ignored.

10 FINISHING TOUCHES

Place any tokens as dictated by the cards in play, and resolve any instructions on weather or missions labeled "Start of Day."

PLAYING THE GAME

Each session of *Earthborne Rangers* represents one day of your campaign and is played in rounds. There is no limit to the number of rounds in a day. Each round is divided into four phases:

- **Phase 1: Path Cards**
- **Phase 2: Ranger Turns**
- **Phase 3: Travel**
- **Phase 4: Refresh**

PHASE 1: PATH CARDS

Each round, the Rangers spend more time exploring the area around their current location, discovering new beings and features as they do.

Starting with the lead Ranger, each Ranger draws one path card. If the card is marked with a number underneath a book icon to the right of its name, find the corresponding **entry** in the campaign guide, and read it aloud. Then resolve any effects that resolve when the card "enters play." Fully resolve the effects of each card before drawing and resolving the next.

If you need to draw a path card but the deck is empty, shuffle the path discard to create a new path deck from which to draw.

Each path card is marked with an arrow to the left of its name that indicates the area in which it should be placed. A card with an upward-pointing arrow is placed along the way. A card with a downward-pointing arrow is placed within reach of the Ranger who drew it.

Along the way

Within reach

Area indicator

PHASE 2: RANGER TURNS

Ranger turns are the bulk of the game. This is where you'll be equipping your gear, interacting with the environment around you, and using your abilities to accomplish your goals for the day.

During this phase, each Ranger takes separate turns. There is no limit to the number of turns a Ranger can take each round. You decide as a group which Ranger takes the first turn, and following that, Rangers can take their turns in any order. Unless you are the only Ranger still taking turns, a different Ranger must go after you finish your turn. You can take a second turn in a row by exhausting your role card.

On your turn, you can either perform a test, play a card, or rest.

PERFORM A TEST

Tests represent your Ranger's interactions with their environment. They appear on cards as an aspect, plus an approach icon, followed by both a thematic and mechanical description of what your Ranger does if the test is successful.

You always have access to four **common tests** which you can reference on the common test reference card. Additionally, cards in play will provide other tests from which you can choose. On your turn, you can choose one test to perform on any card in play except for cards in other Rangers' player areas (such as their equipped gear). The detailed instructions for performing a test are described on page 16.

The Four Common Tests

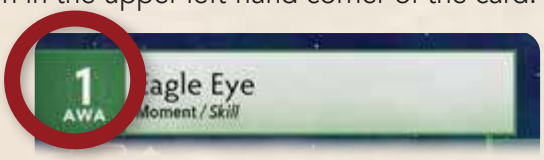
Most tests require that you **interact** with a card in play. When you perform a test on a card within reach, along the way, or in the surroundings, you count as interacting with that card. When you perform a test on a card in your player area or played from your hand, if that test directly affects a card in play, you count as interacting with the affected card or cards.

*For example, the **Traverse** test can place progress on the location. When you perform that test, you count as interacting with the location.*

When you interact with a card in play, other cards between you and the card with which you're interacting can cause you to suffer fatigue. This is described later in the Fatigue section on page 20.

PLAY A CARD

To play a card from your hand, spend an amount of energy matching the card's **cost**: the number and type of energy shown in the upper left-hand corner of the card.



The card then has an effect based on its card type:

Moments: Moment cards describe the specific circumstances under which they can be played in their rules text. When you play a moment, resolve all instructions on the card and discard it.

Attachments: Attachment cards are placed in play attached to a card specified in the attachment card's text. Place that card under or to the side of the card to which it is attached and apply its effects. If the card it is attached to leaves play for any reason, discard the attachment card.

Gear: Gear cards have ongoing effects or abilities that you can trigger during your turn (or at other times specified on the card). Gear cards are **equipped** by being played into your player area and stay there until you choose to discard them.

Each gear has an **equip value**, ranging from 0 to 5, displayed as a series of filled-in squares at the lower right of its title bar. If you ever have more than five squares worth of cards in your player area, you must discard cards from your player area until five or fewer squares remain.

Features or Beings: Features or beings are Ranger cards that function like a path card. When you play these cards, place them within reach of you and treat them like a path card for as long as they remain in play.

Attributes: Attribute cards have no energy cost. They cannot be played and can only be used for tests (as explained on page 16).

RESPONSES

Some rules begin with "**Response:**" These effects resolve at the time specified by their rules text. If this is on a moment, you can play that card at the specified time. This might be during your turn, during other Rangers' turns, or even during other phases of the game.

TOKENS

Many cards make use of unique tokens to track the number of times they can be used. These cards are marked with a number and name for the tokens in a box on the right side of the card. When one of these cards comes into play, place a number of general use tokens on this card equal to that number.

When the card instructs you to "use" one of the tokens, discard that token. If you no longer have tokens to discard, you cannot resolve effects that require you to use a token. If a rule affects "tokens" on a card, it is refering to one of these named tokens.

Cards are not discarded when they run out of tokens. **On your turn, however, you can choose to discard any number of equipped cards that you no longer want.**

REST

If you are finished taking turns for the round, you can choose to rest. You can resolve any effects that resolve "when you rest," then your turn ends. You cannot take another turn this round.

Once all Rangers have rested, Ranger turns are over, and play proceeds to the travel phase.

PHASE 3: TRAVEL

After all Rangers have rested, you may decide as a group if you'd like to travel. Traveling is how you move around the Valley, visit new locations, discover people and places unique to certain areas.

Each location card has a progress threshold on the right-hand side of the card. If the card has a number of progress tokens equal to or greater than that threshold, you can choose to travel.

Note: Ready cards with the obstacle keyword prevent you from traveling. You must either clear these cards, exhaust them, or deal with them some other way before you can travel. See Obstacle on page 27.

If you decide to travel, perform the following steps:

1. CLEAR PLAY AREA

Discard all path cards in play and all Ranger cards within reach, along the way, or in the surroundings (but not in your player area). Then sort all cards from the path deck and path discard into their sets, and return them to your collection.

Note: Cards with the persistent keyword are not discarded. See Persistent on page 27.

Missions that instruct you to "travel away" from a location resolve at this time.

2. TRAVEL TO A NEW LOCATION

As a group, choose the location to which you would like to travel by consulting the Valley map. You must choose a **nearby** location; in other words, a location that is connected directly to your current location by a single path (denoted by a terrain set icon) as shown on the map. You cannot "skip" over one location to reach another.

Once the group has chosen a destination, find its location card, and place it into the surroundings, replacing the current location.

Note: You cannot travel along river paths until a certain game component allows you to do so.

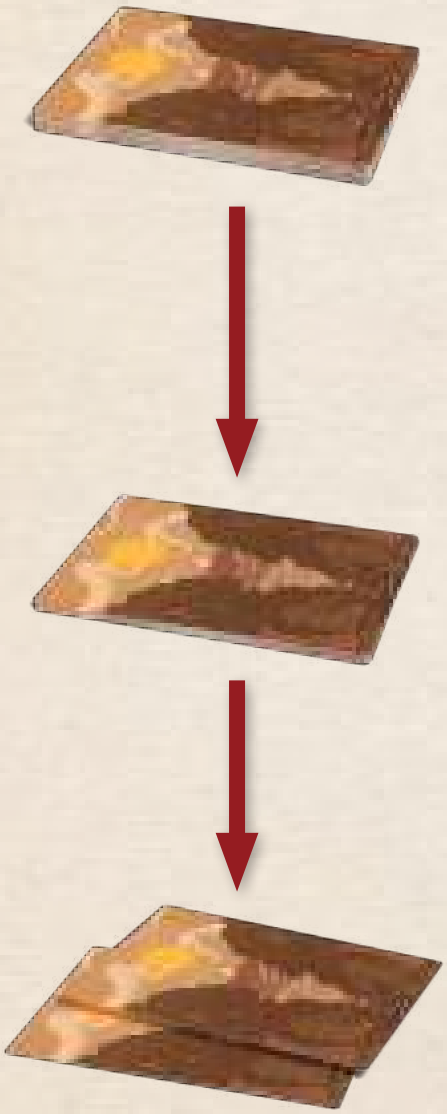
Progress Threshold

3. DECIDE TO CAMP

After choosing your new location, as a group, you can decide to end the day and set up camp for the night before venturing into the new landscape. Ending the day in this way is safer than ending it in the middle of navigating through a location and allows you an opportunity to prepare yourselves for the next day.

If you end the day in this way, you are allowed to swap reward cards into your Ranger decks between sessions (see Customizing Decks on page 31). If you chose not to end the day, continue to step 4.

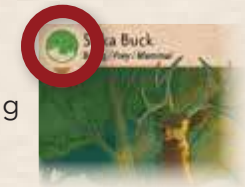
If your current location is Atrox Mountain, for example, you could choose to travel to Golden Shore by way of a lakeshore path.



4. BUILD THE PATH DECK

To build the path deck for your new location, combine several sets of path cards:

Terrain Set: The locations in the Valley can be vast areas, and the path you take can dramatically change your experience of them. The terrain you travel across determines what kinds of features and wildlife you will encounter. Each path on the Valley map has an associated type of terrain based on its color and an icon that appears along the line.



To form the base of the path deck, find all path cards from the set matching the type of terrain of the path you took to the new location.

Location Set: Certain locations have notable people and places to seek out or discover on your journey. These locations are **pivotal**. This is listed on their card and is marked on the Valley map with a gold and brown eight-pointed star. These locations have sets of path cards unique to them. Add each of these cards to the path deck.

Pivotal Location

If your new location is not pivotal, you are never quite sure who or what you'll encounter. You might find one of the Valley's other wanderers, other features of the Valley, or an exceptionally dangerous predator. Shuffle all the path cards in The Valley set, and add three random cards from this set to the path deck.

Valley Set

Other Path Cards: Other game effects may add additional cards to the path deck.

Check the weather, location, and missions for any instructions labeled "Path Deck Assembly." When you finish building the path deck, shuffle it.

5. ARRIVAL SETUP

Read the campaign guide entry noted on the back of the location card.

Missions to "arrive at" a location resolve now. These may override reading the normal campaign guide entry.

To finish setting up your destination, resolve each instruction under the "Arrival Setup" header. Most cards instruct the lead Ranger to resolve an effect then have some number of "next Rangers" resolve effects. If an effect calls for the "next Ranger," but each Ranger has already resolved an effect, ignore those additional effects.

PHASE 4: REFRESH

At the end of the round, the Rangers refresh themselves and prepare for the next round. Each Ranger performs the following steps in order:

- **Suffer fatigue from injuries:** Suffer one fatigue for each injury you have.
- **Draw one Ranger card:** Draw one card from your Ranger deck. There is no limit to the number of cards you can have in your hand. If you cannot draw a card, you are too tired to continue and your group must end the day (see Ending the Day on page 21).
- **Refill energy pools:** Add energy tokens to your energy pool until you have a number of each energy type equal to the corresponding aspect value. If you have energy in excess of one of your aspect values, you must discard tokens until you are down to that value.
- **Ready all cards in play:** Ready all exhausted cards in all areas. Then a new round begins!

PERFORMING A TEST

Tests are the heart of *Earthborne Rangers*. They are how you interact with your surroundings and make the world come alive. Rangers perform tests on their turn as described on page 12.

Tests appear on cards as an aspect, plus an approach icon, followed by both a thematic and mechanical description of the test your Ranger will perform. To perform a test, you do the following steps in order:

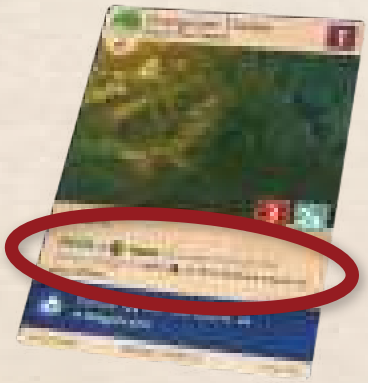
SPI + ♥: **Soak [2]** *your feet in the cold, clear water to* move your ◆ to this feature and soothe fatigue equal to your effort.

A test on a path card

1. CHOOSE TEST

Choose the test you are going to perform from a card in play that is not in another Ranger's player area. Then choose any other cards the test will be interacting with. (Most tests interact with the card they are printed on but some, such as the common tests, interact with other cards, see page 12).

Then each ready card between you and the card with which you are interacting fatigues you. This is explained in more detail in the Fatigue section on page 20.



A player commits two AWA energy and two exploration icons to a test for a total of four effort.

2. COMMIT EFFORT

Tests can succeed or fail. The more effort you commit to a test, the more likely it is to succeed. Effort can be committed from several sources (listed below). It can be helpful to place all of your committed tokens and cards in the play area next to the test you are performing to more easily track your total committed effort, then discard them after the test is resolved.

COMMIT ENERGY

To initiate a test, you must first commit one or more energy tokens of the specified aspect by removing them from your energy pool. Each energy committed adds one effort. If you don't have at least one energy of the appropriate aspect to commit, you cannot perform that test.

COMMIT APPROACH ICONS

The approach icon listed in the test represents the way in which you are approaching the situation and the methods you are employing. There are four approaches:

- **Conflict**
- **Reason**
- **Exploration**
- **Connection**

You may discard any number of cards from your hand with an approach icon matching the specified type on the left-hand side of the card to add effort equal to the number of that icon on the card.

When you discard a card for its approach icons, you ignore all information on the card that doesn't explicitly refer to committing that card. There is no limit to the number of approach icons you can discard to commit to a test.

COMMIT EFFORT FROM OTHER SOURCES

Other game effects such as gear, helpful beings, or other Rangers' Ranger tokens may commit effort when you perform a test. You add this effort to your committed energy and approach icons during this step to determine your total committed effort.

3. APPLY MODIFIERS

Once you determine your Ranger's total committed effort, draw and reveal the top card of the challenge deck. The face of a challenge card shows each of the four aspects along with a 0, +1, –1, or –2. Look for the aspect specified by the test and combine the value shown with your committed effort. Then apply any other modifiers from card effects in play that affect effort to find your resulting effort.

4. SUCCESS OR FAILURE

Each test has a difficulty—the number in brackets following the bold thematic descriptor. If there is no number listed, the difficulty is one. **If your resulting effort equals or exceeds the test difficulty, you succeed.** If your resulting effort is lower than the test difficulty, you fail.

Note: Some tests show a difficulty of X. In these cases, the difficulty is dependent on circumstances unique to that test and will be explained elsewhere on that card.

If you succeed, resolve any effects noted in the text following the descriptor. If the effect scales off of your effort on the test, it scales off of your resulting effort.

If you fail, do not resolve the effects immediately following the descriptor. Often the only consequence for failing a test is failure itself, but if there are any effects for failing a test, they are explicitly mentioned in the text following the effects of success.

*For example, if you fail a **Traverse** test, you do not place any ⮝. Instead, you suffer 1 injury.*

Some tests will also include effects that occur "whether you succeed or fail," which are always resolved regardless of the outcome.

5. RESOLVE CHALLENGE EFFECTS

On the revealed challenge card, you'll find one of three unique challenge icons on a band of color across the bottom: the Crest, the Mountain, or the Sun. These icons match with challenge effects on cards in play.

After you resolve the effects of success or failure, you must resolve the instructions of each challenge effect matching the challenge icon drawn for the test that is shown on an **active** card. Active cards are any ready cards in the surroundings, along the way, within reach of you, or in your player area. Ignore challenge effects on exhausted cards or within reach of other players. However, if you're interacting with a card within reach of another Ranger, all cards within reach of that Ranger also count as active for this turn.

Challenge Effect

Note: Challenge effects on cards that were cleared or exhausted by the results of a test do not trigger, as they are either removed from play or rendered inactive before this step (see Clearing Cards on page 18).

CHALLENGE EFFECT ORDER

When resolving challenge effects, resolve cards in the following order. When there are multiple challenge effects in one area, you can choose the order in which you resolve them.

1. Weather cards
2. Location card
3. Mission cards
4. Cards along the way
5. Cards within reach
6. Cards in your player area

Each challenge effect only resolves once per test. If for whatever reason, a card is in a position to resolve its challenge effect a second time during the same test, it does not do so.

RESHUFFLE ICON

After resolving a test, if any challenge cards that show the reshuffle icon (⟱) were put into the discard, shuffle the challenge discard back into the challenge deck.

CONDITIONAL CHALLENGE EFFECTS

Many challenge effects have additional conditions that determine whether or not they trigger. If a challenge effect contains a double-arrow icon (❯❯) dividing the text, you only resolve the text following that icon if you successfully executed all instructions preceding the icon or if the condition preceding the icon was true.

CLEARING CARDS

You'll often be instructed to place two different kinds of tokens on cards: progress (⮝) and harm (✡). Both are abstractions—stand-ins for the narrative outcomes of the tests you perform and the cards you play from your hand.

Progress (⮝) is a measure of time spent. For example, progress placed on a feature or a location may represent time spent walking across it, exploring it, or simply contemplating its beauty. Similarly, progress placed on beings may represent time spent conversing with that being, studying its behavior, or convincing it to let you pass unharmed. Clearing a card with progress simply means that you've spent sufficient time with it to enjoy any benefits it might provide or to safely proceed beyond its presence.

What **harm** (✡) represents varies considerably from card to card. On beings it may represent physical harm, but it can also represent distress. On features it may represent how much damage a physical object can suffer before it breaks, or the process of hacking a path through the brush. It can also be a measure of how much material can be harvested from a plant before nothing of use remains.

Your instinct may be to think of a card's harm threshold as its "hit points," that is, the amount of damage it can sustain before it is killed or destroyed, but that it not necessarily the case. When you clear a being with harm, you've simply done enough damage or caused enough distress to cause it to flee. When you clear a feature from harm, you've overcome it through force or have depleted it of its resources.

Most cards have **thresholds** matching one or both of these token types on the upper-right of their text box.

When a card has tokens on it equal to or exceeding the corresponding threshold, it **clears**. When you clear a card, you perform any instructions in its text labeled with "Clear." If there is a campaign guide entry noted next to "Clear," turn to the matching entry in the campaign guide and read it aloud. After resolving the card effects, if it still has sufficient tokens to be cleared, discard the card.

RANGER TOKENS

Each Ranger has a single Ranger token unique to them that can be moved to cards in play, representing that card requiring your Ranger's undivided attention or physical presence. When your Ranger token is on a card in play, each other Ranger commits one additional effort to any tests they perform interacting with that card. This is cumulative for each Ranger token present.

Some cards, instead of having a progress threshold, are marked with the Ranger symbol. These cards are cleared when every Rangers' token is on the card.

When your Ranger token would be discarded or is not on a card, move it to your role card.

When an effect causes a card to gain enough tokens to clear, finish resolving the current rules step, then clear any cards that have reached their thresholds.

For example, if a successful test places progress that clears a card, finish resolving the success effects of the test, then resolve the clear effect. Or, if a challenge effect places harm that clears a card, finish resolving the current challenge effect, then resolve the clear effect.

If a card would clear from both token types, you can choose which type to use to clear it.

CARDS WITHOUT THRESHOLDS

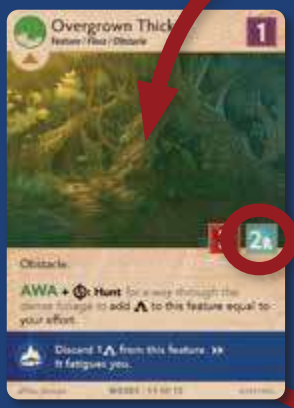
Some path cards don't have harm or progress thresholds. These cards can still receive those tokens, but they will never clear because of them.

CLEARING AND LOCATIONS

Locations are an exception to the clearing rule. Every location has a progress threshold that represents your group's progress toward traveling to the next location. If you reach this progress threshold, however, the location does not clear. Instead, when you reach the travel step of a round, if the location has progress equal to or exceeding its threshold, the group can choose to travel (see Travel on page 14).

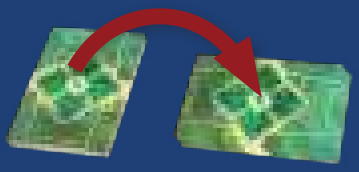
TEST EXAMPLE

1 Sam is playing as a solo Ranger hiking through the woods. She has a Prowling Wolhund and a Sitka Doe within reach and an Overgrown Thicket along the way. She decides to attempt a **Traverse** test on the Overgrown Thicket.

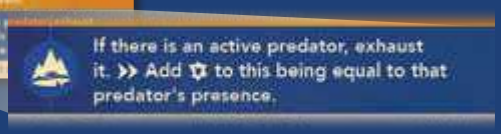


5 Since the test succeeded, Sam resolves its instructions, adding progress equal to her effort (two) to the Overgrown Thicket.

2 When Sam interacts with a card along the way, each card within reach fatigues her. So she suffers three fatigue (two from the Prowling Wolhund and one from the Sitka Doe).



6 The two progress on the Overgrown Thicket is equal to its progress threshold, so the card is cleared. Sam discards it.

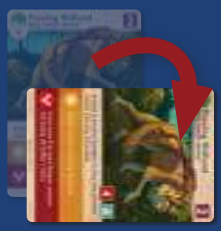


3 Sam commits two Fitness energy tokens to the test, as well as a card from her hand with one exploration approach icon, totaling three committed effort.

4 Next, Sam draws a challenge card and applies the modifier for Fitness, the aspect used for her test. The modifier is a –1, giving her a resulting effort of two. The difficulty of the **Traverse** is equal to the Overgrown Thicket's presence of one, so Sam's two succeeds at the test!

7 Finally, Sam resolves each challenge effect matching the mountain ( ) on the challenge card she drew.

The Overgrown Thicket was already cleared, so the only card with a mountain challenge effect is the Sitka Doe.



The Prowling Wolhund has the predator trait, and since it is in the "ready" position, it is considered "active." Sam exhausts it and adds a number of harm tokens equal to its presence (two) to the Sitka Doe, causing it to be cleared and discarded as well.

FATIGUE

Your Ranger can only accomplish so much in one day before they become too tired to go on. Your deck represents your Ranger's stamina, and if it runs out, the day ends (see Ending the Day on page 21). Navigating the Valley can be taxing, and no matter how in tune a Ranger becomes with nature, there are still challenges that can put strain on them. This is represented by fatigue.

When your Ranger suffers fatigue, remove cards equal to the amount of fatigue suffered from the top of your Ranger deck and—without looking at them—place those cards facedown near your Ranger discard, creating the fatigue stack.

Ranger Deck *Ranger Discard* *Fatigue Stack*

If you are ever instructed to suffer fatigue, but you do not have enough cards remaining in your Ranger deck to suffer that fatigue, you must end the day.

"FATIGUES YOU"

Each card in the path deck has a presence value in the upper right-hand corner. Some game effects will cause cards to fatigue you. When this happens, if the card is ready, you **suffer fatigue equal to the presence** of that card. If it is exhausted, the card does not fatigue you.

SOOTHING FATIGUE

Some game effects will allow you to soothe fatigue. When this happens, draw that many cards from the top of your fatigue stack and place them in your hand.

FATIGUE FROM INTERACTING

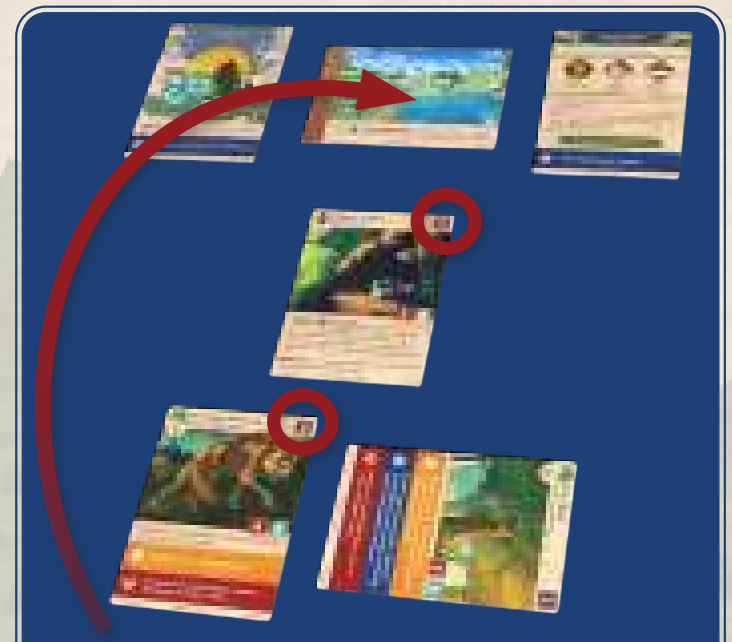
When you interact with the environment, things between you and the thing with which you're interacting may cause you to suffer fatigue. This might be a feisty Lutrinal harrying you as you try to accomplish your task, or some difficult terrain slowing you down.

Before you perform a test, each **ready** card between you and the farthest card with which you are interacting fatigues you. Which ready cards are between you and that card depends on the area in which it sits:

- **Card is within reach:** nothing is between you.
- **Card is within reach of another Ranger:** all cards within reach of you are between you.
- **Card is along the way:** all cards within reach of you are between you.
- **Card is in the surroundings:** all cards within reach of you and along the way are between you.

Some Ranger cards and game effects will act upon a card and manipulate it in some way without performing a test. These effects are not considered interactions, so cards between you and the affected card do not fatigue you.

If a test on a card in your player area or played from your hand interacts with multiple cards, only resolve this step once for the card with which you're interacting that is furthest from you.



To interact with the location, this Ranger will suffer a total of three fatigue (two from the Prowling Wolhund within reach and one from the Ranger Cache along the way).

ENDING THE DAY

The day can end in several ways:

- **Choose to Camp:** When you successfully travel, the group can decide to camp for the night.
- **Ranger too Fatigued:** If a Ranger needs to draw a card or suffer fatigue but cannot, the day ends immediately.
- **Ranger too Injured:** If a Ranger suffers their third injury, the day ends at the end of the current turn. That Ranger must add one "Lingering Injury" card to their deck (see Injury on page 23).
- **Ally in Peril:** It is your duty to protect the people of the Valley. For most human beings, if they are ever cleared due to harm, the campaign guide will instruct you to end the day.
- **Mission Complete:** Sometimes, when the final stage of a mission is complete, you will reach a stopping point important enough to end the day. The campaign guide will instruct you to do so.

When the day ends, your current play session is over, and one day of campaign time passes. Check off the next day on the campaign tracker. Save your current location by either storing it with your Ranger deck or writing it down on the campaign tracker along with the terrain type you were traveling on. The rest of the game materials can be packed up and returned to their normal storage locations.

BRINGING IT ALL TOGETHER

These rules walk you through how you will be playing the game, but they don't get into the specifics of what you will be trying to accomplish. Because of the nature of *Earthborne Rangers'* open world, your goal for a given day can change from session to session based on your current mission or some other objective or idea you have based on a hint you were given or your general desire to explore.

One session, you might be attempting to journey to a far off location, so your goal will be to use the **Traverse** action to add progress to the location and ultimately travel as many times as possible before one of you runs out of cards in your deck. To do this, you will need to get the cards between you and the location out of the way. You might **Connect** with a friendly creature, **Avoid** a more dangerous one to exhaust it, **Traverse** other features in the way, or use custom actions specific to the cards that come into play.

The next session, instead you might be trying to find a specific character. To do this, you will stay at a specific location, using cards with the **scout** ability to dig for cards and trying to keep the board clear of threats while waiting to find them.

The following session, you might be attempting to complete a mission card with a custom objective—one that has you interacting with cards in a way you didn't expect.

Ultimately, *Earthborne Rangers* isn't like a lot of other card games where you are trying to accomplish a single, similar goal every session. Instead, it is much more like a roleplaying game—a collection of systems to simulate a wide range of activities in an open world. It's up to you to discover all the different ways to use them!

ADDITIONAL CONCEPTS

ACTIVE

Active cards are any ready card in the surroundings, along the way, within reach, or in your player area. Cards within reach of other Rangers are not active. If you're interacting with a card within reach of another Ranger, however, ready cards within reach of them also count as active for that turn.

ATTACH

Some cards instruct you to attach them to other cards. Place the attached card underneath the card to which it is attached with a bit poking out to remind you that it's there.

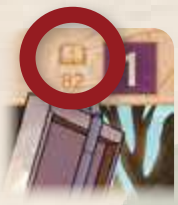
Universal Power Cells attached to a Camoweave Cloak

Faceup attached cards are considered to be "in play," while facedown attached cards are not. When a card is attached facedown, discard any tokens from it. When a card leaves play, any cards attached to it are discarded.

Some cards may attach to your role. You can still interact with these cards. Resolve their challenge effects as if they were within reach. When interacting with other cards in play, cards attached to your role always count as being between you and that card.

CAMPAIGN GUIDE

If a campaign guide entry appears in a card's title bar, read the entry marked with the associated number when that card enters play.



Campaign Guide Entry

When an entry icon appears in card text followed by a number, read the entry matching that number when that text is triggered. If the entry icon is not followed by a number, read the entry corresponding to the number shown at the top of the card.

For more information, see the campaign guide section on page 28.

DISCARD

Place discarded cards in their corresponding discard pile and discarded tokens in the supply. Effects that trigger when a card clears do not trigger when a card is discarded.

DODGE

Some game effects allow you to dodge cards when you are performing a test. When you dodge cards, those cards do not count as being between you and the card with which you are interacting. Cards dodged in this way do not fatigue you, and if they have the obstacle keyword, they do not prevent you from interacting with cards beyond them. These cards are still considered to be active, so their challenge effects still trigger.

EXHAUST/READY

To exhaust a card, turn it ninety degrees. To ready a card, turn it upright.

- Exhausted cards do not fatigue you.
- Exhausted cards are not active, so you do not resolve challenge effects on them.
- You can interact with exhausted cards.
- If a text effect is prefaced by "exhaust [this card]," you must be able to exhaust the card to trigger the effect.
- You cannot exhaust a card that is already exhausted.

Ready

Exhausted

*Note: Abilities that begin with "**Exhaust:**" can only be used at specific times (see Triggered Effect Timing on page 23).*

INJURY

Injuries represent a significant danger to your Ranger. If your Ranger accumulates too many injuries during a day, they will be forced to camp for the night.

If a game effect injures your Ranger, place a harm token on your role card and **discard all the cards in your fatigue stack**.

For each injury you've suffered, you suffer one fatigue during the refresh phase.

When you are instructed to heal an injury, remove one harm from your role.

After your Ranger suffers their third injury, you must end the day at the end of your current turn, and you add one "Lingering Injury" card to your deck from your collection (if there is one available to add).

IN PLAY

Any card or token that is in the surroundings, along the way, within reach, in a player area, or on a component in one of these areas is **in play**. Cards in discard piles, in players' hands, or in decks are not in play.

MOVE

The card is moved to a different area than the one in which it currently sits. If an area isn't specified, you can choose to move it either along the way or within reach of a Ranger of your choice.

R (PER RANGER)

The symbol **R** represents the number of Rangers (players) currently playing the game. When it is next to another value, multiply the number of Rangers by that value (for example, in a two-player game "3 **R**" would equal six).

SCOUT

When you are instructed to "scout" a deck, you look at the number of cards specified from the top of that deck (for example, "scout 3 path cards"), then place any number of those cards on the top and/or bottom of that deck in the order of your choice.

SEARCH

When you are instructed to "search" for a card, pick up the indicated decks or piles of cards, find every card matching the criteria specified, and choose one of them (for example, "search for a gear card"). If you searched for a path card, put the card into play. If you searched for a Ranger card, place the card into your hand. Then return all unchosen cards to where you got them and shuffle any affected decks.

Some search effects may instruct you to search for the "next" card matching a certain criteria. In those cases, go through the deck card-by-card, starting at the top, and pick the first card that matches the criteria. If, in these cases, it specifies to search two locations (for example "search the path deck and discard"), search the locations in the order they are written. If you fail to find a card in a location, move on to the next.

If instructed to search a set of cards, find that set in the collection, and search it as described above. If the set is currently in use, go through the deck and discard in which it is currently being used.

TIMING

Many card effects resolve at a specific time (for example, "when you perform a test"). Any effects that don't specify a timing are either ongoing effects that are always in effect, or effects that you can choose to use during any Ranger's turn.

Effects that specify a timing will do so relative to a step in the rules (or sometimes another game effect) using one of the following words:

- **Before:** The effect resolves immediately before you begin the specified step.
- **When:** The effect resolves during the specified step. This usually modifies the entire step in some way or triggers at a specific time within the step itself. Read that step's rules for more clarification.
- **After:** The effect resolves immediately after all effects of the specified step have been resolved.

If multiple effects would resolve during the same timing window, you can choose the order in which they resolve.

TRIGGERED EFFECT TIMING

Effects that can be triggered by you (such as exhaust abilities on your Ranger cards) that do not have a timing specified can only be used at the beginning or end of your or another Ranger's turn. Thus, they cannot be used while a test is being performed or while another card's effect is in the process of resolving.

CARD ANATOMY

1. **Set Reminder:** An icon showing which set the card belongs to to help with quickly identifying the set while in storage.
2. **Title:** The name of the card.
3. **Card Type and Traits:** Flavorful attributes that may be referenced by card abilities.
4. **Area Indicator:** Indicates whether the card comes into play within reach or along the way.
5. **Campaign Guide Entry:** Indicates an entry in the campaign guide that should be read aloud when the card enters play.
6. **Presence:** The card's prominence in the environment. This value determines the amount of fatigue it may cause and scales other effects.
7. **Tokens:** Shows the name of a special token type used for this card and the number of those tokens placed on it when it comes into play. Use general tokens to track these.
8. **Harm Threshold:** A measure of the card's well-being. When a card has an equal or greater number of harm tokens, it clears.
9. **Progress Threshold:** A measure of the Rangers' time spent with the being, feature, or location that the card represents. When the value shown a being or feature is reached, it clears. When the value shown a location is reached, the Rangers can choose to travel.
10. **Abilities and Tests:** The main abilities of that card. This can include tests the Rangers can perform, special rules for the card, or effects that resolve when the card clears.
11. **Mission Objective:** The condition that must be met to progress further in the mission.
12. **Challenge Effects:** Effects that resolve at the end of tests based on which of the three challenge icons is shown on the challenge card.
13. **Set Information:** The name of the card's set and the card's number in that set.

RANGER CARD ANATOMY

1. **Energy Cost:** The number of energy tokens that need to be spent to play the card.
2. **Title:** The name of the card.
3. **Card Type and Traits:** Flavorful attributes that may be referenced by card abilities.
4. **Equip Value:** The amount of space the card takes up when equipped. If you have more than five total filled-in equip value boxes in your play area, you must discard cards until you have five or fewer.
5. **Presence:** The card's prominence in the environment. Only on being or feature Ranger cards.
6. **Tokens:** Shows the name of a special token type used for this card and the number of those tokens placed on it when it comes into play. Use general tokens to track these.
7. **Harm Threshold:** A measure of the card's well-being. When this card has an equal or greater number of harm tokens, it clears.
8. **Approach Icons:** Icons that can be commited to tests by discarding the card. The card adds one effort for each approach icon matching the one shown on the test.
9. **Abilities and Tests:** The main abilities of that card. This can include tests the Rangers can perform, special rules for the card, or effects that resolve when the card clears.
10. **Aspect Requirement:** You must have this value or higher in the shown aspect to include this card in your deck.
11. **Set Information:** The name of the card's set and the card's number in that set.

KEYWORDS

Keywords stand in for longer rules statements that would otherwise commonly appear on cards.

AMBUSH

When a card with the ambush keyword enters play within reach or moves within reach of a Ranger, it fatigues that Ranger.

Note: Only ready cards can fatigue you. If the card is exhausted, you do not suffer fatigue from ambush.

CONDUIT

When you have a card with the conduit keyword equipped, you can play manifestation cards by using (discarding) a token from that conduit.

DISCONNECTED

You cannot add progress to this card using the **Connect** common test.

FATIGUING

When you rest, if this card is ready and is in your player area, within reach, or along the way, you suffer fatigue equal to its presence. If this keyword is followed by a number, suffer that much fatigue instead.

FRIENDLY

When a card with the friendly keyword is between you and the card with which you're interacting, it does not fatigue you.

You cannot affect a card that has the friendly keyword with a card that has the weapon trait.

MANIFESTATION

To play a card with the manifestation keyword, you must use (discard) a token from one of your equipped cards with the conduit keyword.

OBSTACLE

You cannot interact with a card if a ready card with the obstacle keyword is between you and that card.

For example, an obstacle within reach prevents you from interacting with cards along the way or in the surroundings. An obstacle along the way prevents you from interacting with cards in the surroundings.

You cannot travel if there are any ready cards with the obstacle keyword in play.

PERSISTENT

Persistent cards (ready or exhausted) and all cards attached to them remain in play when you travel.

SETUP

At the start of the day after step 1 of setup, you can search your deck for one card with the setup keyword and put it into play.

UNIQUE

A Ranger cannot have two unique cards with the same name from their deck in play at the same time. If you play a second copy of the same unique card, the first one is immediately discarded.

PLAYING A CAMPAIGN

The story of *Earthborne Rangers* unfolds over a campaign across multiple play sessions, with each session representing one day. What you do each day is up to you. You can complete missions to progress the story, or you can head out and explore to uncover emergent moments and objectives hidden throughout the world. As you accomplish different tasks, you will be granted new cards that permanently change your deck, and your choices may have long-lasting effects on the Valley.

To start a new campaign, read the Getting Started section on page 9. Then each time you return to play a new day, set up that day following the Game Setup instructions on page 10. The game scales to the number of Rangers in it, so you do not have to have the same group every time you play. Rangers can drop in and out or miss a day if needed.

CAMPAIGN GUIDE

The campaign guide contains numerically ordered entries that you read as you play the game. These contain story text that can be read out to the group, as well as mechanical instructions on how the events change the game.

When a 📖 icon appears in card text followed by a number, read the entry matching that number when that text is resolved. Some entries have different variants based on the conditions under which you read them. Go to the entry matching the condition that caused you to read the entry (for example, "Enters Play" for when the path card enters play).

The entry may check to see if different conditions have been met. Read down these "if" statements in order. Follow the instructions of the first one you meet.

47. HY PIMPOT, CHEF

ENTERS PLAY	**GO TO 47.1**
CLEAR ⚠	**IF HELPING HAND IS ATTACHED, GO TO 47.2** **OTHERWISE, GO TO 47.3**
CLEAR ✡	**GO TO 47.6**

Sometimes, a choice will have to be made in an entry. The group should make these choices together, but if there is an impasse, the lead Ranger decides. We recommend making the choice only based on the information listed in each **red** header, and only reading the consequences after you decide.

The options and their consequences are indented. After resolving your chosen option, make sure to check if the entry instructs you to "**» Continue reading**" as there might be more.

RANGERS CHOOSE:

A) Accompany Nal to Kobo's Market. Remove all ⚠, and attach the **HELPING HAND** mission to Spirit Speaker Nal.

B) Some other time. Discard Spirit Speaker Nal. Each Ranger soothes 2 fatigue.

THE LIVING VALLEY

The Living Valley is a curated online resource for *Earthborne Rangers* players. In addition to the rules glossary and FAQ, it is home to a fully featured version of the Lure of the Valley campaign guide. The online version of the campaign guide includes hyperlinked entries and a search function for easy navigation. You can find The Living Valley on our website (earthbornegames.com).

STORING YOUR COLLECTION

All of your cards that aren't currently being used in the game or in Ranger decks are referred to as your **collection**. The game box contains a number of dividers that allow you to keep your collection organized by card set to make it easy to build new path decks when traveling or fetch individual cards when a game effect calls for it. We recommend storing cards with their left edge facing up, allowing you to quickly look for the gray set labels on Ranger cards or the set icon on path cards.

STORING RANGER DECKS

As you play through the campaign, rewards, injuries, and other decisions will modify your Ranger deck, evolving and changing it as you grow as a Ranger. If you are playing a single campaign out of your box, the easiest way to keep track of all the changes to the Ranger decks is to store them as-is using the included dividers.

However, if you are unable to keep the Ranger decks in one piece for storage, or if you're playing multiple campaigns with one set of cards, you can download the Ranger deck list PDF from earthbornegames.com. With this, you can record all the cards in your Ranger decks so that they can be reassembled at a later date.

CAMPAIGN TRACKER

The last page of the campaign guide is a tracking sheet that can be used to keep track of your campaign progress. You can also find a printable PDF of this sheet at *earthbornegames.com*. This sheet tracks all the information you need to reference during your campaign:

CURRENT POSITION

At the end of each day, record your current location and terrain type here (ideally in pencil so it can be erased). Then when setting up the next day, use this location and terrain type.

DAY TRACK

The day track on the tracking sheet keeps track of how many days have passed during your campaign. At the end of each day, cross off that day on the day track. Each day has a "recommended weather" card listed underneath it to use during setup (see Weather Cards on page 30).

Many of the outcomes of different missions change based on how many days you take to complete them, and other elements of the story may change based on how much time has passed.

During step 6 of setup, read any entries listed over the current day. The campaign guide may instruct you to record entries above certain days based on your actions in the Valley.

MISSIONS

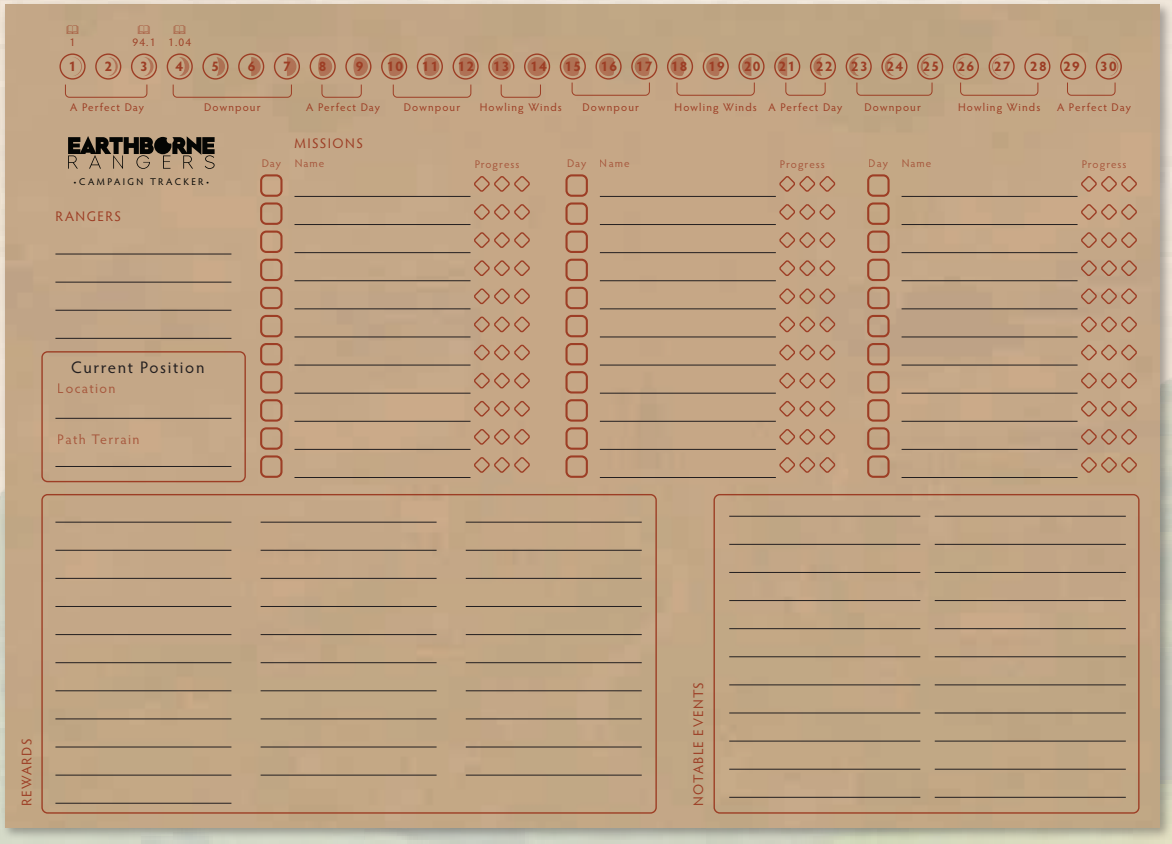
When the campaign guide gives you a new mission, write the name of the mission in the "Missions" section, and write the current day in the box to the left. Then place the corresponding mission card in the surroundings. Some missions will track your progress using the boxes to the right of the mission, and when you complete a mission, cross the mission off of your list (see Mission Cards on page 30 for more information).

REWARDS

When the campaign guide rewards you with a new card, write the name of the card in the "Rewards" section. Find all copies of that reward card in your collection and set them aside. These are now available for the group to use to customize their decks (see Customizing Your Deck on page 31). If you would ever gain the same reward again, ignore that effect.

NOTABLE EVENTS

As you make decisions or accomplish story milestones, the campaign guide will instruct you to record the outcomes of notable events to potentially check against later. Simply write the specified phrase in the "Notable Events" section.



MISSION CARDS

Mission cards provide you with objectives you must complete in order to advance the story.

You will gain new missions when instructed by the campaign guide. When this happens, record its name on the campaign tracker and the current day in the box to its left. Then find the corresponding mission card, and put it into play in the surroundings. On the campaign tracker, each line of the mission has three boxes to the right that some missions use to track progress.

During setup, for each mission on your campaign tracker that hasn't yet been completed, put that mission's card into play in the mission area of the surroundings.

Missions work much the same way as path cards, except they typically do not have harm or progress thresholds. If a mission card would be cleared or discarded by other game effects, it is instead returned to the surroundings. Missions can only be removed from play by completing them (or other special instructions on the mission itself). When a mission is complete, cross it off on the campaign tracker and return its card to the collection.

Each mission has an **objective** listed inside a green box. When this condition is met, read the next entry in the mission's story.

MISSION SUBJECTS

Some missions have **subjects** listed in their name in parenthesis—for example, "Track (Quisi Vos)." These subjects are either a location card or path card, and are used by the mission in some way. When a mission is listed with a subject, find the subject's card in your collection and attach it facedown to the mission. The mission will provide instructions on how the subject is utilized.

WEATHER CARDS

Weather cards represent the weather or other strange atmospheric conditions that may affect you on your travels. Much like mission cards, weather cards are placed in the surroundings and work like path cards, except they typically do not have harm or progress thresholds. If a weather card would be cleared or discarded by other game effects, it is instead returned to the surroundings.

Weather cards are two-sided and often flip to their other side. When they do, they maintain any tokens that were on the card.

CUSTOMIZING DIFFICULTY WITH WEATHER

When you set up a new day, the campaign tracker recommends which weather card to use. However, groups who are looking to adjust the challenge of their game can choose to swap in a different weather card during setup based on the difficulty they prefer:

- **Easy** - A Perfect Day
- **Normal** - Downpour
- **Hard** - Howling Winds
- **Expert** - Electric Fog

Note: Electric Fog is not included in the "recommended weather" on the campaign tracker and should only be used by groups looking for an intense challenge.

CUSTOMIZING YOUR DECK

As you progress through the campaign, your Ranger's deck will change as you unlock new cards and replace the cards with which you began the campaign. This represents your Ranger learning from experience and gaining access to new and better gear.

There are three ways you can alter your deck during a campaign:

PERMANENT ALTERATIONS

Some effects during gameplay may make permanent changes to your deck. These effects usually allow you to trade one card from your deck for one other card from the starting Ranger card list. You can never go over two copies of the same card with these changes. These alterations to your deck are permanent and cannot be reversed except by other similar effects found during play.

You cannot add cards with the Expert trait to your deck by any means, including permanent alterations, unless they are from your chosen background or speciality.

SWAPPING REWARDS IN AND OUT

If you end the day by camping (see Travel on page 14), you can use the downtime to reorganize your gear and think on your experiences.

If you ended the day by camping, before you start the next day, you may choose up to two copies of any reward card that you've unlocked, and for which you meet the aspect requirement, and add them to your deck. For each reward card you add, you must choose a non-malady card to remove from your deck.

If the removed card is another reward, return it to the collection. But if the removed card is a starting Ranger card, set it aside. These **displaced** cards can be swapped back into your deck any time you camp in the same way as rewards, and are not part of the collection.

MALADIES

Maladies represent the lingering negative effects of the trials your Ranger has endured. The primary malady that can be added to your deck is Lingering Injury, which is added to your deck if you are forced to end the day after suffering three injuries.

Maladies are always in addition to the thirty cards normally in your Ranger deck and cannot be swapped out for reward cards, traded away to merchants, or removed by any other method apart from what is described on the malady card itself.

After ending the day by camping, a Ranger adds two copies of their newly-unlocked Touch of the Verdessa reward card. They remove one copy of Eagle Eye and one copy of Balanced to make room.

CREATING YOUR RANGER

To start a campaign of *Earthborne Rangers*, you build your own custom Ranger character. You'll bring all the cards you need together in a way that tells the story of who your Ranger is, how they spent their formative years, and what specialized training they've received before they completed the trials, rites, and ceremonies that welcomed them into the service of the Rangers.

If you are starting with the Prologue (see page 9), you will create a character as part of that process, but if you are jumping right into the game, you can follow these steps to create your Ranger.

RANGER CARDS

Ranger cards are broken into five categories: personality, background, specialty, malady, and reward. You can set aside all reward and malady cards for now. Those are obtained during the campaign and not used in Ranger creation. Both backgrounds and specialties are broken into different sets that you will be choosing between during character creation. To make Ranger creation easier, we recommend placing each of these sets in their own pile to keep them organized.

Once you become familiar with the deck customization process, you can build your deck in any order you like, but for your first time, we recommend performing the following steps in order:

CHOOSE YOUR ASPECTS

Awareness (AWA): Your Ranger's skills of observation. Awareness is a measure of how well they process the world around them.

Spirit (SPI): Your Ranger's inner strength and sense of self. Spirit is a measure of how well your Ranger knows themself.

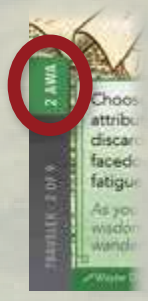
Fitness (FIT): Your Ranger's strength, agility, and endurance. Fitness is a measure of how well they respond to physical demands.

Focus (FOC): Your Ranger's concentration and ability to recall knowledge. Focus is a measure of how well they can stay on task.

Aspects are four values that represent where your inherent strengths lie. All of them are listed on a single card. There are a total of twelve different aspect cards to choose from, each of which features a different spread of values across the four aspects, ranging from 3 to 1. On each aspect card, there is a high stat (3), and a low stat (1). Choose one of these cards for your Ranger.

Your high and low aspect will define the types of tests that your Ranger is inherently good at performing. It will also determine which cards you are able to include in your Ranger deck.

Each Ranger card has an aspect requirement on the left-hand side of the card. If your corresponding aspect is not equal to or higher than that requirement, you cannot include that card in your deck.



DETERMINE YOUR PERSONALITY

Personality cards represent the type of person your Ranger is and how they engage with the world around them.

Select four unique cards from the personality set: choose one personality card from each of the four different aspects (Awareness, Fitness, Focus, and Spirit), and add two copies of each chosen card to your Ranger deck.

CHOOSE YOUR BACKGROUND

Your Ranger's background represents their experience from early life and young adulthood. It contains the skills and equipment you bring with you into the Rangers. Choose one of the four background sets:

- **Artisan:** See page 34.
- **Forager:** See page 35.
- **Shepherd:** See page 36.
- **Traveler:** See page 37.

The background sets contain nine unique cards each. Select five of those cards from your chosen background, and add two copies of each of the selected cards to your Ranger deck.

CHOOSE YOUR SPECIALTY

Your Ranger's specialty represents the training and experience of your Ranger's adulthood and the specialized training they bring to the Rangers. Choose one of the four specialty sets:

- **Artificer:** See page 38.
- **Conciliator:** See page 40.
- **Explorer:** See page 42.
- **Shaper:** See page 44.

The specialty sets contain fourteen unique cards each. Select five cards from your chosen specialty, and add two copies of each of the selected cards to your Ranger deck.

Additionally, each specialty includes two role cards. These roles do not go in your deck, but start the game in play and offer you a special, repeatable ability you can use and rely on. Select one of those roles for your Ranger.

ROLE

Your role represents what you specialize in and what function you serve in your group of Rangers. Your role gives you a card that starts every game in play and grants you a consistent, repeatable ability.

CHOOSE YOUR OUTSIDE INTEREST

The last step to creating your Ranger is to select your outside interest—a card that represents your hobbies and passions outside of your day-to-day life. This is a single card chosen from any specialty or background set. The chosen card cannot be a role or have the expert trait. Add two copies of this card to your Ranger deck.

The first time you create a Ranger, this choice can be a daunting one, as nearly the entire card pool is at your disposal. If you prefer to choose from a shorter, curated list, please see the list of suggestions below:

- Ferinodex - *Artificer Specialty*
- Boundary Sensor - *Explorer Specialty*
- Intention Translator - *Conciliator Specialty*
- Ironwool Boots - *Traveler Background*
- Favorite Gear - *Artisan Background*
- Paratrepsis Whistle - *Shepherd Background*
- Familiar Ground - *Forager Background*
- Infusion Canteen - *Artificer Specialty*

Once you're done with this step, you'll have a total of thirty cards in your deck (fifteen unique cards, two copies of each), plus your role and aspect card. Your Ranger is now ready to begin their adventure!

BACKGROUND: ARTISAN

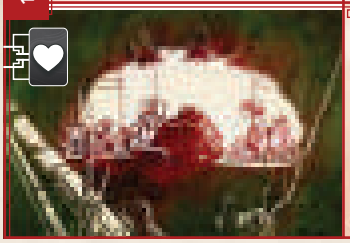
In your early life, you worked on a specialized craft in one of the Valley's villages. You are adept in the use of tools, and you know how to work with your hands. Artisan cards key off of and support your equipped gear and the gear of other Rangers.

LIFE AS AN ARTISAN

The Valley's artisans are responsible for crafting tools and mastering their construction. They handcraft items for their communities and teach others how to do the same. An apprenticeship with a master artisan can sometimes last up to twenty years.

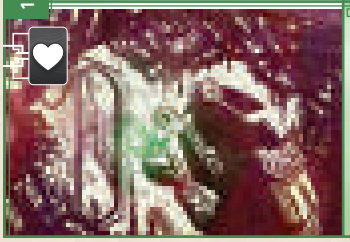
Artisans often go on to become artificers as they turn their attention toward experimenting with new technology, but many also go on to to pursue other interests, where they craft tools of their trade unequaled by their peers.

1 FIT — The Mother of Invention — Moment / *Wisdom* — **0 FIT**



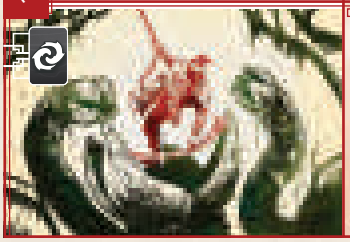
Choose an attachment in a Ranger's discard. That Ranger may immediately play that attachment as if it were in their hand.

1 AWA — The Right Tool — Moment / *Wisdom* — **1 AWA**



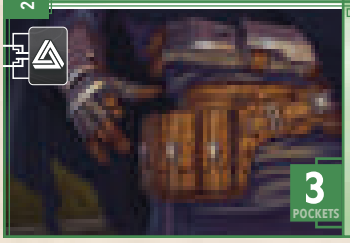
Choose a ranger. That ranger may discard one of their equipped gear to search their ranger deck for a gear and equip it without paying its energy cost.

1 FIT — Moment of Desperation — Moment / *Experience* / *Weapon* — **1 FIT**



Discard one of your equipped gear to add ✡ to a being equal to the number of tokens on the discarded gear.

2 AWA — Pocketed Belt Pouch — Gear / *Clothing* — **1 AWA**

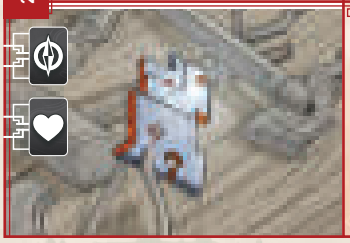


3 POCKETS

Reduce the equip value of your gear by 1 (to a minimum of 1).

AWA + ◬ (use 1 pocket): Open *your belt pouch and reach inside to* search your Ranger deck for a gear and add it to your hand.

2 FIT — Masterwork — Attachment / *Mod* / *Expert* — **2 FIT**



Attach to a Ranger's equipped gear.

Response: When a Ranger performs a test from the attached gear, commit 1 effort.

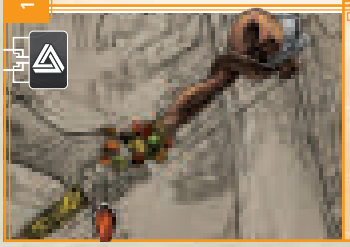
1 FOC — Universal Power Cells — Attachment / *Mod* / *Tech* — **1 FOC**

Attach to a Ranger's equipped tech.

When you play this attachment, add 3 tokens to the attached gear.

Response: When this card becomes unattached, discard 3 tokens from the attached gear.

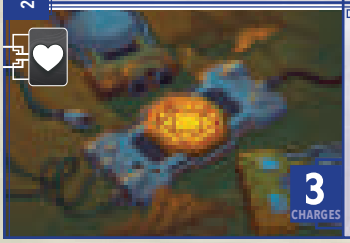
1 SPI — Favorite Gear — Attachment / *Mod* — **1 SPI**



Attach to one of your equipped gear.

Response: After you use a token from the attached gear, soothe 1 fatigue.

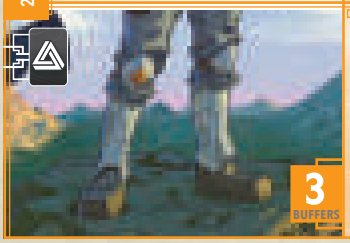
2 FOC — Functional Replica — Gear / *Tool* / *Tech* — **2 FOC**



3 CHARGES

Exhaust (use 1 charge): Choose a Ranger's equipped gear. Resolve the chosen gear's effect as if you had used a token from it and/or exhausted it.

2 SPI — Energized Hiking Greaves — Gear / *Tech* / *Aid* — **2 SPI**



3 BUFFERS

Use X buffers: When you perform a test, suffer X fewer fatigue from each card between you and the card with which you are interacting.

BACKGROUND: FORAGER

In your early life, you gained tremendous knowledge of the plants of the Valley. You know how to identify the flora of the wilderness—which are medicinal, which are edible, and which are dangerous. Forager cards key off of cards with the flora trait, allowing you to use them as a resource in ways that cards from other backgrounds do not.

LIFE AS A FORAGER

The Valley's foragers are responsible for gathering food for their communities, returning with harvests of fruits, vegetables, mushrooms, herbs, spices, and any other delicious plant life they can find.

Foragers are naturally curious, so many become explorers, scouting and trailblazing the rarely trodden wilderness. Others find unexplored wilderness of a different kind, braving an entirely new discipline.

1 AWA — Green Thumb — Attachment / *Skill / Expert* — **1 AWA**

Search the path deck and discard for a flora and put it into play with this skill attached.

Increase the attached flora's ✡ threshold by 2.

1 FIT — Familiar Ground — Moment / *Experience* — **1 FIT**

Add 1✡ to a flora to add 3⚠ to a trail.

1 AWA — Local Fare — Moment / *Experience / Nature* — **1 AWA**

Response: When a Ranger performs a test, they may add 1✡ to a flora to dodge each being in the same area as that flora.

2 FIT — Carbonforged Trowel — Gear / *Tool / Weapon* — **2 FIT**

SPI + ⚠: Tend *to the local plants to* add or remove ✡ from a flora equal to your effort.

FIT + ⟲: Strike [2] *out with your gardening tool to* add 1✡ to a being for every 2 effort. If you fail, suffer 1 injury.

2 AWA — Puffercrawler Spores — Attachment / *Nature* — **2 AWA**

Attach to any Ranger's equipped gear.

Response: After you add ✡ to a being with the attached gear, exhaust that being and attach this card to it.

The attached being gains the flora trait.

1 FOC — Secret Garden — Attachment / *Nature* — **1 FOC**

Attach to a feature.

Attached feature gains the flora trait.

1 SPI — Nature's Abundance — Moment / *Experience / Nature* — **1 SPI**

Each Ranger may add 1✡ to a flora to soothe 1 fatigue and gain 1 energy of any type. When you add ✡ to a flora in this way, you may not exceed its ✡ threshold.

2 FOC — Loose-leaf Tea Kit — Gear / *Food* — **2 FOC**

Response: After you add 1 or more ✡ to a flora, you may add 1 herb to this gear.

Exhaust (use 1 herb): Choose a Ranger. That Ranger gains 1 energy of any type.

0 HERBS

2 SPI — Static Sifter — Gear / *Tool / Food* — **2 SPI**

Response: After you add 1 or more ✡ to a flora, you may add 1 vittle to this gear.

Exhaust (use 1 vittle): Choose a Ranger. That Ranger soothes 2 fatigue.

0 VITTLES

BACKGROUND: SHEPHERD

In your early life, you tended a flock of ironwool sheep in the rolling meadows of the southwestern Valley. You have a natural affinity for animals both tame and wild. Shepherd cards typically affect beings and can help you interact with and pacify predators in non-violent ways.

LIFE AS A SHEPHERD

The Valley's shepherds tend the flocks of ironwool sheep that roam the grassy hills near the village of Meadow. The shepherding tradition among the Valley Dwellers is long and storied. Long before they settled the Valley, they tended ironwool sheep.

Years spent in solitude provides one with a considerable amount of time to contemplate the nature of existence. As such, regardless of their chosen path, shepherds have considered all options, and thus apply themselves fully to their chosen discipline.

Healing Touch — 1 SPI — Moment / *Skill* / *Aid* — 1 SPI

Choose one:

Discard 1 ✡ from a being to add 3 ⚠ to it.

Heal 1 injury from a Ranger.

One Eye Open — 1 AWA — Moment / *Wisdom* — 0 AWA

Response: When you rest, exhaust up to one being for each **AWA** in your energy pool.

Calming Presence — 1 SPI — Attachment / *Skill* — 1 SPI

Attach to a predator.

Attached card loses the predator trait.

Response: Before a challenge effect on the attached card would resolve, you may discard 2 ⚠ from it to cancel the effect.

Riri the Sparrow Hawk — 2 AWA — Being / *Companion* / *Avian* — 2 AWA

Friendly. Persistent. Unique.

Exhaust: Add 1 ✡ to a being in the same area as this companion. — 1

AWA + ⚠: **Survey** *the way ahead to* scout path cards equal to your effort, then draw 1 path card. — 1

Oru the Sheep Dog — 2 SPI — Being / *Companion* / *Mammal* / *Expert* — 2 SPI

Friendly. Persistent. Unique.

Exhaust: Move a being and add 2 ⚠ to it. — 2

FIT + ♥: **Pet** *your canine companion to* ready this being and soothe 1 fatigue. — 3

A Gentle Nudge — 1 FIT — Moment / *Experience* — 1 FIT

Each Ranger may discard 1 ⚠ from a being within reach of them to move that being.

Paratrepsis Whistle — 1 FOC — Gear / *Tool* / *Aid* — 1 FOC

Exhaust (use 1 call): When a Ranger would suffer an injury by a predator or ✡ would be added to a being, cancel that effect.

3 CALLS

Homeward Bound — 2 FIT — Moment / *Experience* — 2 FIT

Move all ⚠ from a being to a feature.

A Deeper Understanding — 2 FOC — Moment / *Wisdom* — 2 FOC

Choose a being. Move ⚠ from the chosen being to each other being or feature in play, up to 1 ⚠ per card.

BACKGROUND: TRAVELER

Your early life was spent walking the footpaths of the Valley from village to village, or even journeying outside of it. As such, you feel most at home when you're on the move. Traveler cards revolve primarily around making the most of moment cards.

LIFE AS A TRAVELER

The Valley's travelers are typically responsible for transporting goods and materials between villages and for disseminating important information to those they encounter. Most Valley Dwellers don't travel far beyond their home village, so it's the travelers who help the wider community remain connected.

Given their often social nature, some travelers are drawn toward the life of a conciliator. Many others become explorers, or even shapers, wandering new paths of both conspicuousness and experience.

Reverb Locket — 1 FOC — Gear / *Tech* / *Expert* — 1 FOC

When you play this gear, attach a moment to it from your hand.

Exhaust (use 1 echo): Play the attached moment as if it were in your hand. It remains attached to this gear instead of being discarded.

2 ECHOES

Eagle Eye — 1 AWA — Moment / *Skill* — 1 AWA

Scout 3 path cards, then draw 1 path card.

Perfect Recall — 1 FOC — Moment / *Skill* — X FOC

Play a moment from your discard pile without paying its energy cost (X is equal to the chosen moment's cost).

This card can be played at the time specified on the chosen moment.

Paths We've Roamed Before — 2 AWA — Moment / *Experience* — 2 AWA

Choose up to 4 total moments or attributes from any number of Ranger discards. Place the chosen cards facedown on the top of their Ranger's fatigue stack.

Adaptable Multitool — 2 FOC — Gear / *Tool* / *Tech* — 2 FOC

Exhaust (use 1 charge): Spend 1 energy to gain 1 energy of any type.

3 CHARGES

Strider — 1 FIT — Attribute / *Innate*

You can only commit this attribute when interacting with a trail.

Ironwool Boots — 1 SPI — Gear / *Clothing* — 1 SPI

Unique.

Response: After you play a moment, soothe 1 fatigue.

Trail Mix — 2 FIT — Gear / *Food* / *Aid* — 2 FIT

Exhaust (use 1 morsel): Choose a Ranger. That Ranger soothes fatigue equal to the number of **FIT** in their energy pool.

2 MORSELS

Meditation Pillow — 2 SPI — Gear / *Aid* — 2 SPI

FOC + ♥ (use 1 session): Meditate *on your journey to* shuffle a number of cards from your fatigue stack into your Ranger deck equal to your effort.

3 SESSIONS

SPECIALTY: ARTIFICER

Part engineer, part visionary artist, artificers are master craftspeople dedicated to the pursuit of knowledge. You are a student of the technology of the past, but you are also an innovator, forging the path with experimental technologies of the current age. Appropriately, artificer cards are primarily gear and attachments, and are typically a cut above those found elsewhere.

LIFE AS AN ARTIFICER

The Valley's artificers are responsible for inventing and crafting new technologies, then making them available to their community. They also work to improve infrastructure like power generators and water systems.

To become an artificer, one must become an apprentice, and the Valley's greatest artificers have all apprenticed with Elder Mora Orlin of Spire. From her they learn how to operate the Carbon Forge and conjure anything from simple tools to construction materials to complex devices that test the limits of the imagination.

Although artificers spend much of their time in the workshop, they spend an equal amount of time in the wild, testing their creations. The artificer Ben Amon, for example, who designed and constructed the mechanized glider known as the Swift, spends many a day flying the remarkable machine from one side of the Valley to the other. Each flight gives him insight into how he might improve the Swift's performance and range, and as he's fond of saying, "it's a lot of fun."

Artificers who join the Rangers gain access to the well-equipped workshops of Lone Tree Station. They're also encouraged more than most to delve into any ruins they discover while on patrol. Hidden within the ruins, it's not unusual to find ancient pieces of Estian technology, preserved for centuries.

Masterful Engineer

Role

Exhaust: Ready a tech.

Exceptional Tinkerer

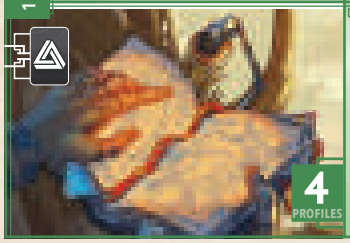
Role

Exhaust: Spend 1 energy to add 1 token to a tech.

Ferinodex
1 AWA

Gear / *Book* / *Tech*

1 AWA



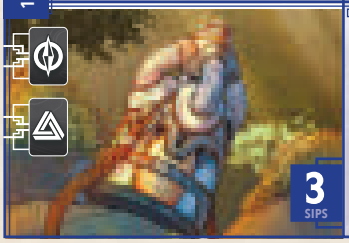
4 PROFILES

Exhaust (use 1 profile): When a Ranger performs an **Avoid** test, commit 1 effort.

Infusion Canteen
1 FOC

Gear / *Tool* / *Tech*

1 FOC



3 SIPS

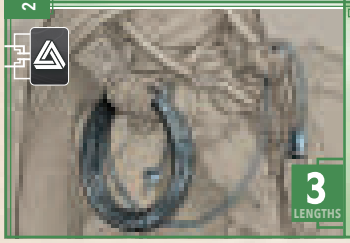
When you play this gear, choose an aspect (you may place a spare energy token here as a reminder).

Exhaust (use 1 sip): Gain 1 energy matching the chosen aspect.

Carbonforged Cable
2 AWA

Attachment / *Tool* / *Tech*

2 AWA



3 LENGTHS

Attach to a predator.

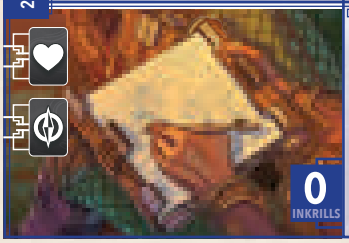
Use 1 length: When the attached predator would ready, it remains exhausted.

FIT + ⟲: **Lead** *the animal to* move the attached predator.

Memorill Sketchpad
2 FOC

Gear / *Book* / *Tech*

2 FOC



0 INKRILLS

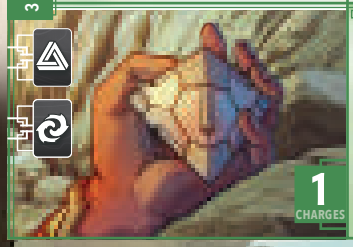
Response: After a path card is cleared, add 1 inkrill to this gear.

Use 1 inkrill: When a Ranger interacts with a feature, commit 1 effort.

Dayhowler
3 AWA

Gear / *Tech*

1 AWA



1 CHARGES

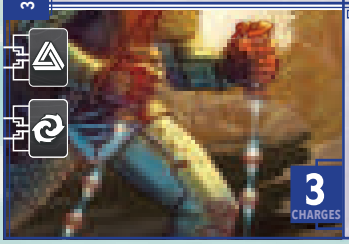
Discard this gear from play to exhaust beings equal to the number of charges on this gear.

Response: After you succeed at an **Avoid** test, add 1 charge to this gear.

Memlev Trekking Poles
3 FOC

Gear / *Tool* / *Tech*

2 FOC



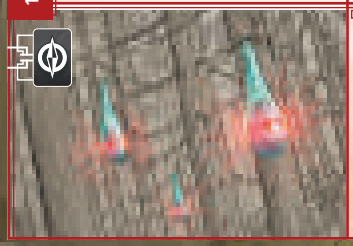
3 CHARGES

Exhaust (use 1 charge): When you perform a **Traverse** test, use **FOC** instead of **FIT**.

Trail Markers
1 FIT

Attachment / *Tool*

1 FIT



Attach to a location or feature.

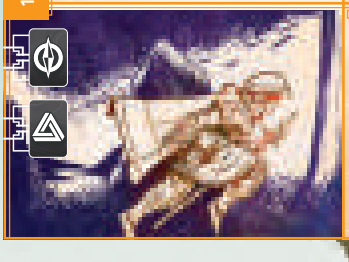
The attached card gains the trail trait.

Response: When 1 or more ⚠ is added to the attached trail, increase the number of ⚠ added by 1.

A Stone in the River
1 SPI

Moment / *Wisdom*

1 SPI



Response: After you succeed at an **Avoid** test, exhaust 1 additional being.

Spiderpad Gloves
2 FIT

Gear / *Clothing* / *Tech*

2 FIT

2 CHARGES

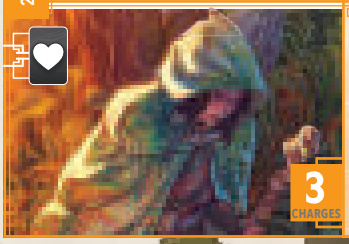
During your turn, you may treat obstacles as if they did not have the obstacle keyword.

FIT + ⚠ **(use 1 charge): Climb** *the obstructing terrain with the agility of a spider to* move your ✥ to an obstacle.

Camoweave Cloak
2 SPI

Gear / *Clothing* / *Tech*

2 SPI



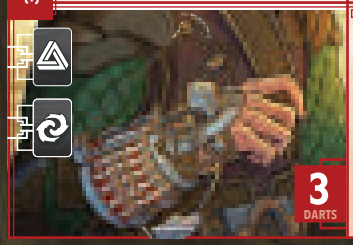
3 CHARGES

Use 1 charge: When you would suffer 1 or more fatigue from a path card, reduce the fatigue suffered to 0.

Wrist-mounted Darter
3 FIT

Gear / *Tech* / *Weapon*

2 FIT



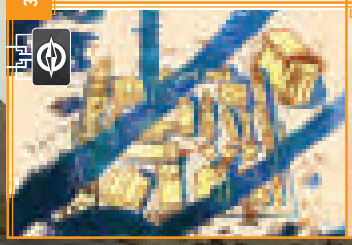
3 DARTS

FOC + ⟲ **(use 1 dart): Shoot** *one of the featherlight darts to* add ✡ to a being equal to your effort. Whether you succeed or fail, dodge all cards between you and that being.

Thoroughly Prepared
3 SPI

Moment / *Experience*

1 SPI



Response: When a Ranger would suffer 1 or more fatigue, they soothe that amount of fatigue instead.

SPECIALTY: CONCILIATOR

Even before you joined the Rangers, you were dedicated to helping the communities of the Valley, aiding anyone in need in matters great and small. As a conciliator, you are a natural mediator and protector and share a deep connection with other Valley Dwellers, having spent many years in their company. Conciliator cards specialize in connecting with the villagers, protecting them from predators, and navigating the habited areas of the Valley.

LIFE AS A CONCILIATOR

Sometimes, even in a place as idyllic as the Valley, there are grievances, and sometimes those grievances cannot be solved without the help of an impartial mediator, known as a conciliator. The conciliators of the Valley are responsible for maintaining peace in their communities and facilitating communication between its people.

Conciliators work side-by-side with the Elders, heeding their wisdom and applying it as need arises. Typically, a conciliator will meet with the Elders weekly to discuss any notable events within the community and to strategize on how to improve harmony and assist any villager who might be in distress.

Conciliators also serve as protectors. If a predator is spotted near the village, they will go out to meet it—either to peacefully encourage it to seek new hunting grounds or to give it a solid whack with a thumper. Both methods have proven equally effective.

Conciliators who join the Rangers come well-equipped, as they already have years of experience providing aid to those in need.

Voice of the Elders

Role

Exhaust: Spend 1 energy to add 1 token to an aid card.

Guardian

Role

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

Surveyed Land

1 AWA

Attachment / *Experience* / *Aid*

1 AWA

1 MARKER

Attach to a feature.

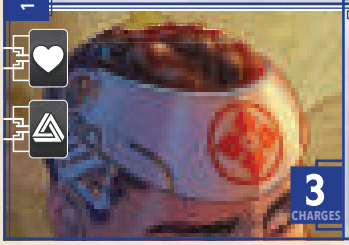
Reduce the attached feature's presence by 1 for each marker on this attachment.

Intention Translator

1 FOC

Gear / *Tech* / *Aid*

1 FOC



3 CHARGES

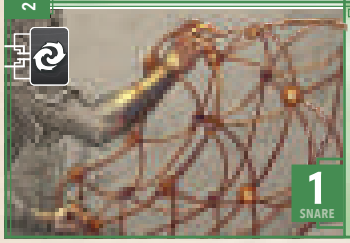
Exhaust (use 1 charge): When a Ranger performs a **Connect** test, commit 1 effort.

Tranquilisnare

2 AWA

Attachment / *Aid*

2 AWA



1 SNARE

Attach to a being.

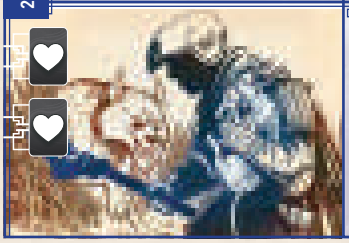
Reduce the attached being's presence by 1 for each snare on this attachment.

Safeguard

2 FOC

Moment / *Experience*

0 FOC



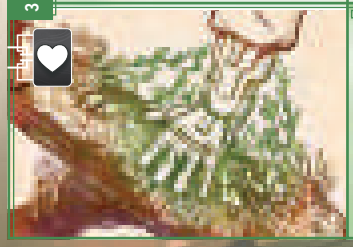
Response: When a Ranger would suffer an injury or ✡ would be added to a being, cancel that effect. Suffer 1 injury.

One With Nature

3 AWA

Moment / *Wisdom*

3 AWA



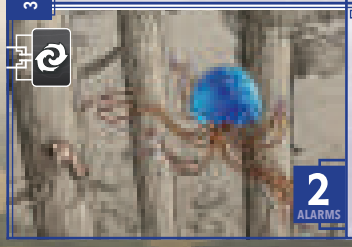
Reduce the presence of each card in play to 0 until the end of the next turn.

Nidocyte Sentinel

3 FOC

Attachment / *Tech* / *Aid*

3 FOC



2 ALARMS

Attach to a being.

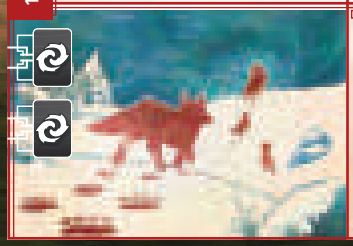
Use 1 alarm: Before a challenge effect on the attached being would resolve, cancel that effect.

Follow in Footsteps

1 FIT

Moment / *Skill*

1 FIT



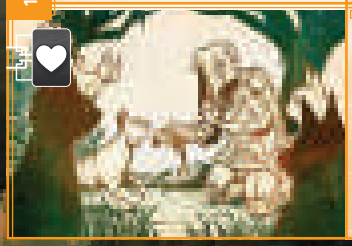
Response: After you succeed at a **Connect** test, add ⚠ to a feature equal to your effort. This is in addition to the test's standard effect.

Ancestral Teachings

1 SPI

Moment / *Wisdom*

1 SPI



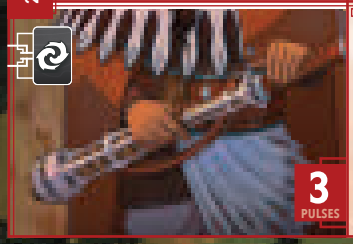
Exhaust a being. Then add ⚠ to that being equal to the number of exhausted beings within reach.

Orlin Thumper

2 FIT

Gear / *Tech* / *Weapon*

1 FIT



3 PULSES

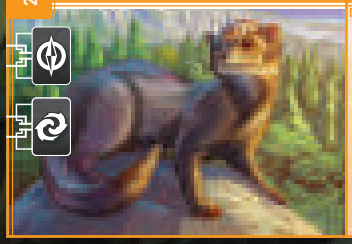
FIT + ⟲ (use 1 pulse): Strike [2] *with a pulse of kinetic energy to* add 1✡ to a being and exhaust it. If you fail, discard 1⚠ from that being; if you cannot, it fatigues you instead.

Pokodo the Ferret

2 SPI

Being / *Companion* / *Mammal*

2 SPI



Friendly. Persistent. Unique.

Exhaust: Discard 1⚠ from this being to add 1 token to an Aid card and 2⚠ to another being.

1

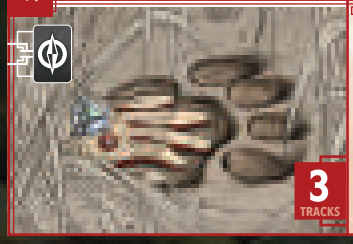
1

Tracked

3 FIT

Attachment / *Skill* / *Aid*

3 FIT



3 TRACKS

Attach to a being.

Response: After a challenge effect on the attached being resolves, add 1 track.

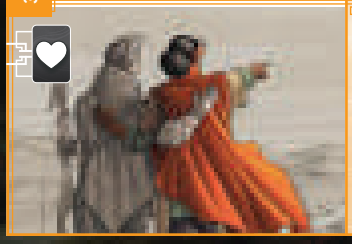
Use 1 track: When a Ranger performs a test, commit 1 effort.

A Dear Friend

3 SPI

Attachment / *Experience* / *Expert*

1 SPI



Search the path deck and discard for a human and put them into play with this card attached.

Response: After the attached human is cleared, move the ⚠ that were on it to any number of other beings, divided as you choose.

SPECIALTY: EXPLORER

The people of the Valley are natural explorers, but you have an affinity and aptitude for exploration that has made you an expert of the wilds. The Valley cannot keep secrets from you for long. You've spent many years traversing the uncharted wilderness in search of resources both natural and otherwise for the people of the Valley. You are adept at charting new paths and overcoming any obstacle set before you. Explorer cards center around quickly placing progress on features and locations, scouting the path deck, and moving efficiently along the paths of the Valley map.

LIFE AS AN EXPLORER

The Valley's explorers are responsible for taking on any task that requires someone to strike off into the wilderness. Straying too far from the village is not always a safe or advisable course of action for your average Valley Dweller to pursue, but it must be done. The Valley itself would not have been discovered had it not been for an explorer, and it was explorers who drafted the first maps of the Valley, which led to the settling of Branch, White Sky, Meadow, and Tumbledown in the years that followed.

Explorers blazed the most heavily trafficked trails in the Valley, and they're continually on the lookout for more efficient routes waiting to be discovered.

Explorers who join the Rangers are encouraged to continue to do what they love. The more that the Rangers know of what exists beyond the borders of civilization, the better they can ensure the well-being of those they've sworn to protect.

Undaunted Seeker

Role

Exhaust: When you perform a test, dodge 1 card.

Peerless Pathfinder

Role

Exhaust: Move your ❖ to a feature. That feature fatigues you.

1 AWA

A Leaf in the Breeze

Moment / *Skill* — 1 AWA

Response: When you **Traverse**, dodge up to 3 cards.

1 FOC

Phonoscopic Headset

Gear / *Clothing* / *Tech* — 1 FOC

Exhaust: When a Ranger scouts, increase the number of cards scouted by 1.

2 AWA

Hydrolens Goggles

Gear / *Clothing* / *Tech* — 2 AWA

AWA + (use 1 drop): Clarify *your view of the environment around you* to scout path cards equal to your effort, then draw 1 path card.

3 DROPS

2 FOC

Field Journal

Gear / *Book* — 1 FOC

Response: When you rest, add entries equal to the number of **FOC** in your energy pool.

Use 1 entry: When a Ranger interacts with a feature, commit 1 effort.

0 ENTRIES

3 AWA

Share in the Valley's Secrets

Moment / *Wisdom* — 3 AWA

Exhaust each obstacle. Suffer fatigue equal to the number of obstacles exhausted this way.

3 FOC

Hidden Trail

Feature / *Trail* — 3 FOC

Response: When you travel, if this trail is attached to the location, travel to a location up to two paths away. Use the terrain of the second path when building the path deck.

Clear : Attach this trail to the location.

0

3R

1 FIT

Boundary Sensor

Gear / *Tech* — 1 FIT

Exhaust (use 1 sensor): When a Ranger performs a **Traverse** test, commit 1 effort.

4 SENSORS

1 SPI

Walk With Me

Moment / *Experience* — 1 SPI

Response: After you succeed at a **Traverse** test, add to a being equal to your effort. This is in addition to the test's standard effect.

2 FIT

Orlin Hiking Stave

Gear / *Tool* / *Tech* / *Weapon* — 2 FIT

Exhaust (use 1 stride): Add 1 to a trail.

FIT + : Strike [2] *out with your walking implement to* add 1 to a being for every 2 effort. If you fail, suffer 1 injury.

3 STRIDES

2 SPI

Breathe Into It

Moment / *Skill* — 2 SPI

Response: When you perform a test, discard any number of cards from your fatigue stack to commit 1 effort to that test for every 2 cards discarded this way.

3 FIT

Afforded by Nature

Moment / *Experience* / *Weapon* — 3 FIT

Discard any number of from a trail to add an equal number of to a being.

3 SPI

Cradled by the Earth

Moment / *Wisdom* — 3 SPI

Choose a trail. Soothe fatigue equal to the number of on that trail. This fatigue may be divided as you choose between all Rangers.

SPECIALTY: SHAPER

Many years ago, you walked the perilous stair to the monastery at the top of Blind Peak where, through decades of study and practice in the Floating Tower, you learned to focus your intent and alter reality through the use of a conduit, a wonder of modern technology, inoperable by any but the most disciplined and self-aware. Shaper cards require you to include a special piece of gear called a **conduit** in your deck. With it, they make use of powerful abilities that can manipulate parts of the game system that are usually inaccessible to others.

LIFE AS A SHAPER

Shapers hold a unique place in the community. All shapers have studied at the monastery atop Blind Peak, but very few leave. Those who do often become hermits, living in relative solitude in remote and sometimes inhospitable locations, pondering the greater mysteries of the universe and mindfully shaping the circumstances of their lives.

The few who rejoin their communities are held in high esteem, for a shaper must display tremendous discipline and wisdom to be entrusted with the power to alter the very fabric of reality, so they often serve as councilors to conciliators and Elders alike, providing unique insight.

On occasion, groups of shapers will descend from the monastery to perform amazing feats that take years to complete—like shaping dolewood trees into the village of Branch or teasing stone from the Earth to create Stoneweaver Bridge.

It is rare for a shaper to join the Rangers, but those who do are some of the most individually capable humans in the Valley.

Prodigy of the Floating Tower

Role

Exhaust: Choose a manifestation in your discard, and add it to your hand.

Adherent of the First Ideal

Role

Exhaust: Scout 1 challenge card.

1 AWA — Root Snare

Attachment / *Manifestation* / *Nature* — 1 AWA

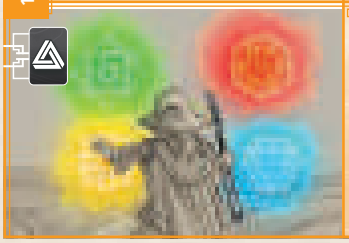
Manifestation.

Attach to a feature, and add 2 to it.

Response: When a Ranger performs a test, they may discard 1 or more from the attached feature to dodge an equal number of cards in the same area.

1 SPI — Harmonize

Attachment / *Manifestation* — 1 SPI



Manifestation.

Attach to a being within reach of any Ranger.

Response: After a challenge effect on the attached being resolves, the Ranger that played this card gains 1 energy of any type.

2 AWA — Sky Whip

Moment / *Manifestation* / *Weapon* — 0 AWA

Manifestation. *(To play a manifestation, discard 1 token from a conduit.)*

AWA + : **Strike** *with a whirling coil of wind and water to* add to a being equal to your effort. Then exhaust that being.

2 SPI — Seen Through Cycles

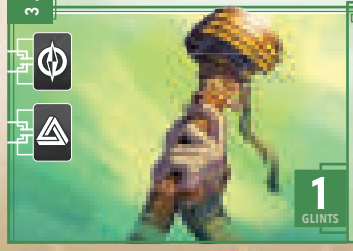
Moment / *Manifestation* — 2 SPI

Manifestation. *(To play a manifestation, discard 1 token from a conduit.)*

Choose a being in play, and shuffle it into the path deck. Then search the path deck and discard for a being and put it into play.

3 AWA — Stave of the Sun

Gear / *Conduit* / *Expert* — 3 AWA



1 GLINTS

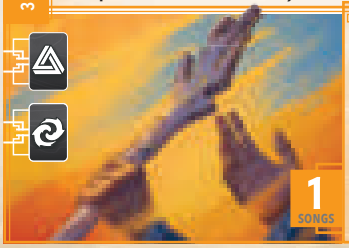
Conduit. Setup.

Response: After the challenge deck is shuffled, add 1 glint to this conduit.

Exhaust (use X glints): Scout X path cards.

3 SPI — Scepter of Harmony

Gear / *Conduit* / *Expert* — 3 SPI



1 SONGS

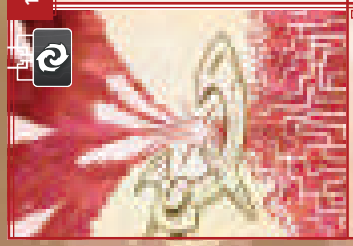
Conduit. Setup.

Response: After you perform a test in which no challenge effects were resolved, add 1 song to this conduit.

Exhaust (use X songs): Add X to a being.

1 FIT — What Should Never Be

Moment / *Manifestation* — 1 FIT

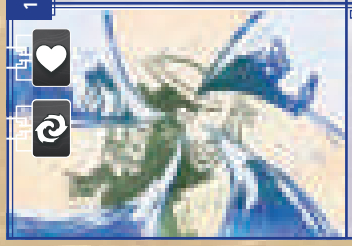


Manifestation.

Response: When drawing challenge cards during a test, draw and discard challenge cards until you draw one with a +1 in the used aspect. Use that challenge card for this test, and suffer fatigue equal the number of cards discarded this way.

1 FOC — Throng of Life

Moment / *Manifestation* — 1 FOC

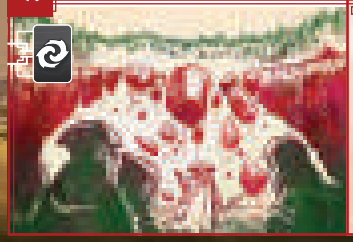


Manifestation *(To play a manifestation, discard 1 token from a conduit.)*

Response: When a Ranger reveals a challenge card during a test, choose which modifier to use from that card. Then choose an additional challenge icon to resolve for this test.

2 FIT — Shape the Earth

Moment / *Manifestation* — 2 FIT

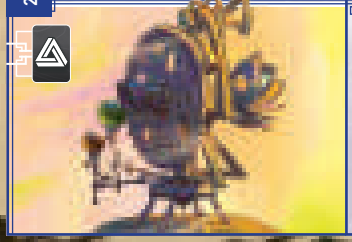


Manifestation. *(To play a manifestation, discard 1 token from a conduit.)*

Add 1 to each feature and location. Then you may redistribute any number of between them.

2 FOC — Novice Lens

Gear / *Tech* — 2 FOC

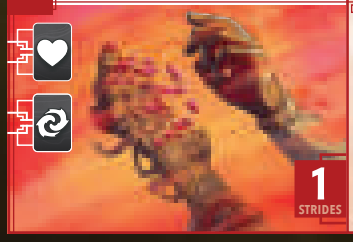


Response: After you perform a test in which you committed 1 or more manifestations, gain 1 **FOC**.

Response: When you rest, if you have 1 or more **FOC** in your energy pool, scout 1 challenge card.

3 FIT — Staff of the Wanderer

Gear / *Conduit* / *Expert* — 3 FIT



1 STRIDES

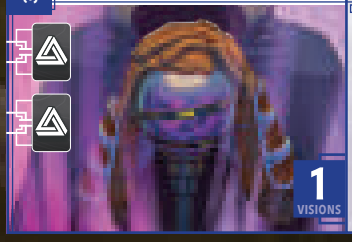
Conduit. Setup.

Response: After you succeed at a **Traverse** test, add 1 stride to this conduit.

Exhaust (use X strides): Add X to a trail.

3 FOC — Rod of the Clouds

Gear / *Conduit* / *Expert* — 3 FOC



1 VISIONS

Conduit. Setup.

Response: Before you draw a challenge card, name a challenge icon; if that icon is on the drawn card, add 1 vision to this conduit.

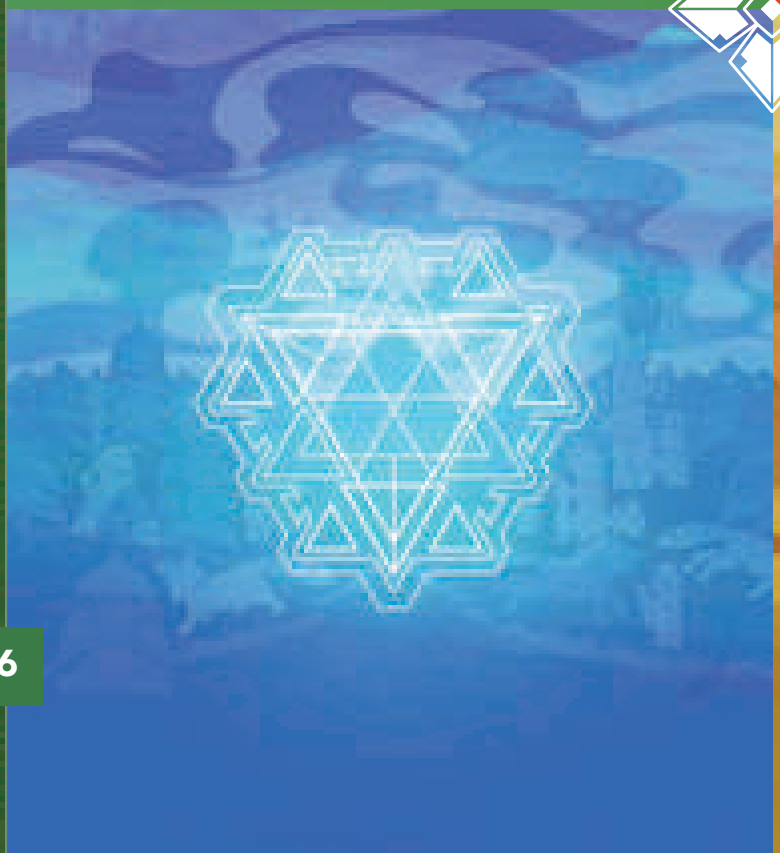
Exhaust (use X visions): Scout X Ranger cards.

PERSONALITY

A Ranger's personality helps determine the way in which they interact with the world around them. As you play, you might ask yourself, "What would my Ranger do in this situation?" This may be different than what you might do if *you* were in that situation. Making decisions based on your Ranger's personality can be a lot of fun if you enjoy roleplaying.

Each card in the personality set is an attribute, which means they can only be discarded for their approach icons during tests. You can use personality cards to help balance out the mix of approach icons in your deck, but you can just as easily use them to make your Ranger even better at the things they're already good at.

If you'd like to lean into the roleplaying opportunities of the game, you can choose your personality cards based purely on theme. Choosing a card simply because you like the title, or because you like the accompanying narrative text, is a totally valid approach.



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AWA Awareness
FOC Focus
FIT Fitness
SPI Spirit

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REMINDERS

- When a card refers to "within reach," it is referring to within reach of the Ranger resolving the effect unless otherwise specified.
- When you suffer an injury, discard all cards in your fatigue stack.
- During the refresh phase, suffer one fatigue for each injury you have.
- If there is more than one Ranger who hasn't rested this round, you must exhaust your role if you want to take a second turn in a row.
- Each other Ranger token (apart from your own) on a card you are interacting with commits one additional effort to your test.
- Exhausted cards cannot fatigue you.
- When part of an ability cannot be resolved, resolve as much of the ability as you can (unless it follows a ▶▶ icon).

ROUND STRUCTURE
page 12

1. PATH CARDS

Each Ranger draws a path card.

2. RANGER TURNS

Rangers take turns until they have all rested. On a turn, each Ranger does one of the following:

- Play a card
- Perform a test
- Rest

3. TRAVEL

If the location has progress equal to or exceeding its threshold, you may travel. If you do, clear the play area, choose a new location, and assemble the path deck for the new location.

4. REFRESH

Suffer 1 fatigue for each injury. Draw 1 Ranger card and regain all energy. Ready all cards.

TESTS
page 16

1. CHOOSE TEST

Select the test to perform, and each card between you and your target fatigues you.

2. COMMIT EFFORT

Commit energy, approach icons, and effort from other effects to the test.

3. APPLY MODIFIERS

Draw a challenge card. Apply its modifier and any other modifiers to your effort.

4. DETERMINE SUCCESS

If your effort is equal to or greater than the test's difficulty, you succeed. Resolve the effects of the test.

5. RESOLVE CHALLENGE EFFECTS

Resolve each challenge effect matching the icon on the drawn challenge card.

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