

Earthborne Rangers Demo Rules

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

Some areas of this document contain instructions for the demo copy only. Those have been marked in **red**.

Introduction

Welcome to *Earthborn Rangers*. At its core, this game is about outdoor adventure; climbing mountains, exploring forests and ruins, encountering wildlife, and marveling at nature. In it, you take on the role of a Ranger; a sworn protector of the Valley in which you live. Your primary responsibility is to patrol the wilderness in service to the communities you have sworn to protect; for the Valley is beautiful and bountiful, but dangerous. You can learn more about the Valley and the world of *Earthborne* in the opening pages of the included ***Demo Campaign Guide***.

What you'll do in a game session is entirely up to you. The entire Valley is open for you to explore, but you will always have one or more missions that you are seeking to accomplish. How you prioritize these missions alongside exploring and caretaking the Valley is up to you. The Valley, and your story in it, keeps on moving forward, shaped by how you play and the decisions you make along the way.

Demo Components

Cards

- 24 Challenge Cards
- 1 Weather Card
- 6 Landscape Cards

- 2 Mission Cards
- 9 Reward Ranger Cards
- 2 Wound Ranger Cards
- Premade Explorer
 - 30-card Ranger Deck
 - 1 Aspect Card
 - 1 Role Card
 - 1 Universal Actions Reference Card
- Premade Artificer
 - 30-card Ranger Deck
 - 1 Aspect Card
 - 1 Role Card
 - 1 Universal Actions Reference Card
- Path Cards
 - 12 Forest Path Cards
 - 12 Mountain Path Cards
 - 12 Waterside Path Cards
 - 16 Landmark Path Cards

Counters and Tokens

- Energy Tokens (~5 per player of each energy type): Awareness, Fitness, Focus, Spirit
- Harm Counters (~10 or ~5 dice)
- Progress Counters (~10 per player or ~6 dice)
- General Use Tokens (~12 per player or ~4 dice per player)
- Ranger Tokens (1 per player; these tokens must be unique to each player)

PDFs

- [These Demo Rules](#)
- [Demo Campaign Guide](#)

Basic Concepts

To start, this section covers a number of foundational concepts to the game. Some rules concepts are given a brief introduction here, but explained more in-depth later in the rulebook.

Rangers

Each of you plays as a Ranger. At the start of a new campaign you create your own custom Ranger character. Your Ranger is represented by three elements: their aspects, role, and ranger deck.

Aspects

A Ranger's aspects are four numbers that represent where their strengths lie:

- **Awareness (AWA):** Your Ranger's senses and skills of observation. Awareness is a measure of how well they process the world around them.
- **Fitness (FIT):** Your Ranger's ability to perform feats of physical strength, agility and endurance. Fitness is a measure of how well they respond to physical demands.
- **Focus (FOC):** Your Ranger's sustained concentration and ability to recall learned and accumulated knowledge. Focus is a measure of how well they can stay on task.
- **Spirit (SPI):** Your Ranger's inner strength and sense of self. Spirit is a measure of how well your Ranger knows themselves.

Each aspect has an associated type of energy token that you receive each round based on your score in that aspect. You spend this energy to play cards and perform the tests you use to interact with the Valley.

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 gives you a consistent ability.

Ranger Deck

When you build your Ranger, you build a deck of thirty (30) cards that 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. When your deck runs out, you will have to camp for the night.

Sidebar - 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 Valley

The Valley is an open world for your group of Rangers to explore. On page @@ of the campaign guide, you can find a map of the Valley. This map is broken up into a number of different landscapes you can visit with paths connecting them together.

Each time you sit down to play *Earthborne Rangers*, you will start at one of these landscapes, represented by a landscape card and a deck of path cards. The landscape card determines any special rules for that area, and the path deck is customized to the terrain and unique landmarks of each area. Through play, you will be able to choose to progress your current landscape to travel to a new one or to explore your current location, drawing path cards and discovering the creatures, people, and landmarks unique to that location.

The Play Area

The play area is broken up into several zones:

Player Areas

Each player has a player area in front of them that contains all of the cards specific to their Ranger: their role card, gear, and reference cards.

Along the Way and Within Reach

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 zone accessible to all Rangers at the center of the table.

There is a separate 'within reach' zone for each player in the game. This zone represents cards that are in that Ranger's immediate vicinity.

The Surroundings

The surroundings is the final zone, more distant from the Rangers than the other zones. The surroundings contain the landscape card. They also contain any cards representing the current weather and cards representing the Ranger's current missions they are trying to accomplish.

Interacting with the Valley

As you play the game, your Ranger will interact with the people, places, animals, plants, and strange beings of the Valley, and they will interact back. Beyond playing cards from your hand, the main way you interact with the Valley is by performing **actions**, and each action has a chance of success for failure. How much energy you commit and what cards you bring to bear from your deck will affect your chances.

Each time you perform actions, the ecosystem of the Valley will react. Most cards in the game have **challenge effects** that might be triggered. These represent the different effects of the ecology of the wilderness around you - predators might hunt prey, prey might eat the local flora, or the weather might shift and change around you. The Valley is alive, and you are just one part of it!

Creating Your Ranger

This demo provides two premade Rangers: an artificer and an explorer. For the demo, use these Rangers instead of creating your own.

To start a campaign of *Earthborn Rangers*, you each 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.

There are four categories of Ranger cards: Personality, Background, Specialty, and Reward. You can set all reward cards aside for now. Those are granted throughout the campaign and not used in Ranger creation. Both backgrounds and specialties are broken into different sets based on the specific backgrounds you can choose from. To make Ranger creation easiest, we recommend placing each of these sets in their own pile to keep them organized.

Once you become familiar with the deck customization options in Earthborne Rangers, 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 Aspect Values

All four of your aspect values are listed on one card. There are a total of 12 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.

Determining your high and low stat will define the types of tests that your Ranger is inherently good at performing, it will also determine which cards you are able to take later in this process.

Each Ranger card has an aspect requirement on the bar at the lower left-hand side of the card. If your corresponding aspect is not equal to or higher than that requirement you cannot choose that card. (Cards marked "BASIC" have no aspect requirement.)

Choose Your Background

Your Ranger's background cards represent their experience from early life and young adulthood. Choose one of the four background sets:

- **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.
- **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.

Forager cards also allow you to spend progress placed on features as a resource, supporting the other cards in your deck.

- **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 key off of beings from the path deck and can help you interact with and pacify potentially dangerous beings in non-violent ways.
- **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 center around soothing fatigue and returning cards from your discard pile to your Ranger deck. Traveler cards are great for supporting decks that feature a lot of moment cards.

The core set background sets contain 9 unique cards each. Select 5 of those cards from your chosen background and add 2 copies of each of the chosen cards to your ranger deck.

Choose Your Specialty

Your Ranger's specialization represents the training and experience of your Ranger's adulthood and the role they play as a part of the Ranger organization. Choose one of the four specialty sets:

- **Artificer:** Part engineer, part visionary artist, a master craftsman dedicated to the pursuit of knowledge. You are a student of both the technology of the past and the innovations of the current age. Cards in the Artificer set are mostly gear and attachments.
- **Constable:** 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. You are a natural mediator and protector. Constable cards specialize in connecting with the villagers, protecting them from predators, and navigating the habited areas of the Valley.
- **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 are a natural at charting new paths and overcoming any obstacle set before you. Explorer cards center around putting progress on features and landscapes. They also allow for more efficient movement along the paths of the Valley map.
- **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 advanced 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. They make use of powerful abilities that can manipulate parts of the game systems that are usually inaccessible to other ranger cards.

The core set background sets contain 14 unique cards each. Select 5 cards from your chosen specialty and add 2 copies of each of the chosen cards to your ranger deck.

Additionally, each speciality includes 2 role cards. Select one of those roles for your Ranger.

Determine Your Personality

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

Select 4 unique cards from the personality set: choose one personality card from each of the four different aspects (Awareness, Fitness, Focus, and Spirit) and add 2 copies of each chosen card to your ranger deck.

Choose Your Outside Interest

The last step to creating your Ranger is to select your outside interest card, a card that represents your hobbies and passions outside of your day-to-day life. This is a single card chosen from *any* speciality or background set. The only restriction to this choice is that you may not select a card that has the **Expert** trait. Add 2 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’re ready to start playing, however, please see the list of suggestions below:

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Once you’re done with this step, you’ll have a total of 30 cards in your deck (15 unique cards, two copies of each), plus your role and aspect card. Your Ranger is now ready to set off into the Valley!

Game Setup

To set up the game, perform the following steps in order. **For the demo, perform steps 1 - 4, then open the campaign guide and read entry 001. It will walk you through the remainder of setup.**

- 1. Setup player areas:** Place your aspect card, role card, and universal action reference card in your player area. Shuffle your ranger deck and place it to the right of your player area.
- 2. Draw starting hand:** Draw 6 cards from your 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 end of the refresh phase. There are also card effects that will occasionally call for action to be taken by the lead Ranger.
- 4. Shuffle the challenge deck:** Shuffle the challenge deck and place it above the surroundings.
- 5. Set up the starting landscape:** Find the landscape card for the landscape in which you ended the previous day and place it in the surroundings. Set aside the other landscapes, either in a stack to the side or under the starting landscape.
- 6. Set up the weather card:** Find the weather card (or cards) noted next to the current day on your campaign tracking sheet and place it in the surroundings to the left of the landscape with the 'starting' side faceup.

Note: You can choose alternate weather cards to increase or decrease the difficulty. See 'Weather' on page @@.

- 7. Set up mission cards:** Find the corresponding cards for any uncompleted missions on your campaign tracking sheet and place them into the surroundings to the right of the landscape.
- 8. Build and shuffle the path:** Build the path deck for your starting landscape by combining all the path cards of a terrain type of your choice from among those on paths leading to your current landscape with any landmark cards for the current landscape. Shuffle those cards together and place them above the surroundings.

- **Landmarks:** Any landscape marked with an underline on the map will have a number of landmark cards labeled with that landscape's name.

Add each of those to the path deck. If instead the landscape has no underline, shuffle all landmarks labeled 'The Valley' and draw 3 to add to the path deck.

9. **Resolve arrival setup:** Perform all instructions on the back of the current landscape card. Starting with the lead Ranger, perform the first instruction on the card, then a different Ranger performs the next instruction. Continue this until each instruction has been performed once. Then read the campaign entry marked on the front of the location card.
10. **Place any counters or tokens as dictated by the cards in play.**

Playing the Game

Earthborne Rangers is played in rounds. There is no limit to the number of rounds in a game.

Each round is divided into four steps:

- Draw Path Cards
- Ranger Turns
- Travel
- Refresh

Draw Path Cards

Each round, the Rangers push deeper into their current landscape, discovering new beings and features in the Valley around them.

Starting with the lead Ranger, draw one path card per Ranger. Resolve any effects labeled **"Enters Play:"** on the cards you draw. Fully resolve the effects of each card before drawing and resolving the next. If the card is marked with a journal entry number underneath its name, read that journal entry at this time.

Each path card is marked with an arrow to the right of its name that indicates where it is placed in play. Cards with an upward-pointing arrow are placed along the way. Cards with a downward-pointing arrow are placed within reach of the Ranger who drew them.

Ranger Turns

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

During this step, 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. However, 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 choose to either play a card, perform an action, or rest.

Play a Card

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

Moment

Moment cards describe the specific circumstances under which they can be played. When you play a moment, perform all instructions on the card and then discard it.

Attachments

Attachment cards are placed on the board 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 is cleared or discarded, discard the attachment card.

Gear

Gear cards have ongoing passive effects, interactions, or effects you can trigger at times specified in bold text before the effect. By default, gear cards are played into your player area. If the gear card is marked with an arrow to the right of its name, however, it is placed elsewhere: either along the way for an upward-pointing arrow, within reach for a downward-pointing one.

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 5 squares worth of gear in your player area, you must discard gear from play until 5 or fewer squares remain.

Sidebar - 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 these 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.

Sidebar - Responses

Some rules on ranger cards begin with “**Response.**” Those cards can only be played at the time specified in their rules text. This might be during your turn, during other Rangers’ turns, or even during other phases of the game.

Perform an Action

Actions most commonly appear on cards as an abbreviation of an aspect, plus an approach icon, followed by both a thematic and mechanical description of the action your Ranger will perform if the test is successful. Actions that aren’t presented this way are labeled “**Action.**” You always have access to the four universal actions listed on the card in your player area, but most cards in the game have other tests you can perform. On your turn, you can choose one action to perform on any card in play except for cards in other Rangers’ player areas. Resolve all the instructions in that action. This usually involves performing a test (see **Tests** on page @@).

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

For example, the ‘Traverse’ universal action places progress on the landscape. When you perform that action, you count as interacting with the landscape.

Before you interact with a card in play, other ready cards between you and your target may cause you to suffer fatigue. See the **Fatigue** rules on page @@.

Rest

If you are finished taking turns for the round, you can choose to rest. You can trigger any effects prefaced with “**Rest:**” then your turn ends and suffer 1 fatigue for each injury you have (see Injuries on page @@). You cannot take another turn this round.

Travel

After all Rangers have rested, you may decide as a group if you'd like to travel (if able) or not. Traveling is how you move around the Valley, visit new landscapes, discover people and places unique to certain areas.

Each landscape card has a progress threshold displayed in the upper left-hand corner of the card. If the card has a number of progress counters 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 @@ for more details.

If you decide to travel, perform the following steps in order.

1. Suffer Fatigue

To travel, each Ranger counts as interacting with the landscape. This means that ready cards between them and the landscape may cause them to suffer fatigue. See the **Fatigue** rules on page @@.

2. 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).

Note: Cards with the persistent keyword are not discarded. See **Persistent** on page @@ for more detail.

Finally, sort all cards from the path deck and path discard into their sets and set them aside.

3. Choose Destination

As a group, decide on your destination by consulting the Valley map on page @@ of the campaign guide. You must choose a landscape which is connected directly to your current landscape by one of the paths marked on the map. The chosen destination must be the next landscape on the chosen path (you cannot 'skip' over a location unless otherwise allowed by special rules).

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

4. Build the Path Deck

To build the path deck for your destination, you combine a number of path cards based on the terrain of the path you chose, any landmarks at your current location, and any other cards added based on mission or other effects. Then shuffle the path deck and place it above the surroundings.

Terrain

The terrain you travel across determines what kinds of features and wildlife you will encounter as you travel to your destination. Each path on the Valley map has an associated type of terrain based on its color and an icon that appears along the line. **In this demo, there are three types of terrain:**

- Forest - A green line marked with a tree.
- Mountain - A grey line marked with a mountain.
- Waterside - A blue line marked with water.

To form the base of the path deck, find all path cards marked with the type of terrain matching the path you took to the new landscape.

Landmarks

Landmarks are the notable people and places you will seek out or discover on your journeys. If your destination landscape is marked with a green, underlined name on the Valley map, it is a "pivotal" landscape. These landscapes contain landmarks unique to them, and will have a number of landmark path cards labeled with that landscape's name. Add each of these cards to the path deck.

If your destination landscape is instead marked with a brown name with no underline, it is a general landscape. In these landscapes, 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 landmark path cards labeled 'The Valley' and draw 3 to add to the path deck.

Other Path Cards

Other game effects may add additional cards to the path deck. Check your current active missions for any instructions labeled "**Arrival Setup**."

5. Arrival Setup

To finish setting up your destination, resolve each instruction on the back of its landscape card. Starting with the lead Ranger, perform the first instruction on the card, then a different Ranger performs the next instruction. Continue this until each instruction has been performed once.

Finally, read the campaign entry noted on the front of the landscape card.

Refresh

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

Draw 1 Ranger card

Draw 1 card from your ranger deck. There is no limit to the number of cards in your hand.

If you cannot draw a card, you are exhausted and your group must end the day. Seeing **Ending the Day** on page @@.

Reset energy pools

Move all previously spent energy tokens back into your energy pool until you have a number of each energy tokens matching your corresponding aspect values. 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 zones of the play area. Then a new round begins!

Performing an Action

Actions are at the heart of gameplay in *Earthborne Rangers*. They are how you interact with the world and what makes the world come alive.

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

1. Commit effort

Your committed effort is equal to the total energy, approach icons, and effort from other effects that you commit to the action. It can be helpful to place all of your committed cards and energy in the play area next to the action you are performing to track your total committed effort, then discard them after the action is resolved.

Committing Energy

To initiate an action, you must commit 1 or more energy tokens of the specified aspect by removing them from your energy pool. If you don't have at least 1 energy of the appropriate aspect in your pool to commit, you cannot perform that action.

Committing Approach Icons

The approach icon listed in the text represents the way in which you are approaching the situation and the methods you are employing based on your Ranger's background, specialty, and personality. There are four approaches:

- **Conflict (@@):** Used when direct confrontation is needed, or when you may be directly opposed.
- **Reason (@@):** Used when logic and common sense are needed.

- **Exploration (@@):** Used when a sense of adventure, a hunger for the unknown, and an intrepid spirit are needed.
- **Connection (@@):** Used when understanding and empathy are needed.

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 icon, you ignore all other information on the card. There is no limit to the number of approach icons you can discard to commit to an action. Each approach icon that you discard increases your total committed effort by 1.

Effort from Other Sources

Other cards in play such as gear or helpful beings may add effort to certain actions, you add this effort to your committed energy and approach icons to find your total committed effort.

2. Determine success or failure

Once you determine your Ranger's total committed effort, draw 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 action and combine the value shown with the total committed effort. The result is your **resulting effort**.

Each action has a **difficulty** - the number in parenthesis following the bold thematic descriptor. If there is no number listed there, the difficulty is 1. If your resulting effort equals or exceeds the action difficulty, you succeed. If your resulting effort is lower than the action difficulty, you fail.

If you succeed, resolve any effects noted in the text following the descriptor. If you fail, you do not resolve those effects. If the effect scales off of your effort on the test, this scales off of your resulting effort.

If there is no description of what occurs if an action fails, there is no additional negative consequence to failure. Often the only consequence for failing an action is failure itself, but if there are any effects for failing an action, they are explicitly mentioned in the text following the effects of success.

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

3. 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 - either the Crest, the Mountain, or the Sun. These icons match with challenge effects on cards in play.

After the effects of success or failure are resolved, 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 card in the surroundings, along the way, within reach of you, or in your player area. Challenge effects on exhausted cards or within reach of other players are ignored. However, if you’re interacting with a card within reach of another Ranger, that card counts as active for this turn.

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

Challenge Effect Order

When resolving challenge effects, resolve cards in the following order. If there are multiple challenge effects in one zone, you may resolve those effects in any order.

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

Clearing Cards

Your impact on the beings and features of the Valley are represented by two types of counters: progress (@@) or harm (@@). These are mainly added by actions you perform, but can be added by other game effects as well. Cards that can receive these counters have thresholds matching the corresponding counter type in the upper-left corner of the card.

Progress tracks your group's headway with the things you encounter - with features this represents your progress towards traversing the terrain and obstacles of the Valley while with beings this represents your progress towards connecting with them on a personal level.

Harm tracks how much physical harm can be done to that being or feature before it is either killed or driven away.

When a card has counters 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:**" and the corresponding counter. Then remove all counters and move the card to its appropriate discard pile.

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

For example, if a successful action places progress that clears a card, you finish resolving the "success" effects, then resolve the clear effect. Or, if a challenge effect places harm that clears a card, you finish resolving all challenge effects in the current area, then resolve the clear effect.

Clearing and Landscapes

Landscapes are an exception to the "clearing" rule. Every landscape has a progress threshold that represents your group's progress towards traveling to the next landscape. If you reach this progress threshold, however, the landscape **does not clear**. Instead, at the travel step of the round, if the landscape has progress counters equal to or exceeding its threshold, the group can decide to travel (see **Travel** on page @@).

Sidebar - Ranger Tokens

Some features, instead of having a harm or progress threshold, are marked with the symbol of the Rangers. These features are cleared when every Ranger has placed their ranger token on the feature. When the feature clears, your ranger token returns to you.

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 capacity for the day, and if it runs out, you will have to camp for the night (see **Ending the Day** on page @@). Navigating the Valley can be taxing, and no matter how in harmony with nature a Ranger becomes, there are still challenges that can put strain on them. This is represented by **fatigue**.

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

If you are ever instructed to suffer fatigue, but are unable to discard cards from your deck or from your hand for any reason (usually because you're out of cards), 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.

Fatigue from Interacting

When you interact with beings and features on your turn, elements of the environment between you and what you're interacting with 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 an action that interacts with a card, each card **between** you and the target card fatigues you. Which cards are between you and your target depends on the zone in which your target sits:

- **Target is within reach of you:** nothing is between you and your target
- **Target is within reach of another Ranger:** all cards within reach of you are between you and your target.
- **Target is along the way:** all cards within reach of you are between you and your target.
- **In the surroundings:** all cards within reach of you **and** along the way are between you and your target.

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.

Ending the Day

You continue playing rounds until the end of the day. The day can end in several different ways:

- **Choose to Camp:** At the end of any round, the group can decide to camp for the night to end the day.
- **Ranger too Fatigued:** If a Ranger needs to draw a card or suffer fatigue and 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.
- **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:** When the final stage of most missions is completed, 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 tracking sheet. Save your current landscape by either

storing it on top of the landscape deck or writing it down on the campaign tracking sheet. The rest of the game materials can be packed up and returned to their normal storage locations.

Concepts and Terminology

Active

Active cards are any ready card in the surroundings, along the way, within reach of you, or in your player area. If you're interacting with a card within reach of another Ranger, however, that card counts as active for that turn.

Attach

Some cards attach to others cards - primarily attachment Ranger cards, but others may as well. Place the attached card underneath the card to which it is attached, usually with a bit poking out to remind you it is still there.

- Attached cards are considered to be “in play” (unless otherwise noted).

Some path cards may attach to your role.

- You can still interact with these cards.
- Execute their challenge effects as if they were within reach.
- They do not count as within reach for the purposes of determining what cards are between you and another card.

Attaching to Landscapes Other than the Landscape in Play

Some effects may attach cards to landscapes other than the current landscape. This often represents foreknowledge of what might be at that location. Find the affected landscape card and place it to the side with the attached card beneath it.

If you travel to that landscape during the same day, put the attached card into play in the appropriate zone before performing the other setup for the landscape. When the game ends, return any cards attached to the landscape to their appropriate location.

Clear

A non-landscape card in play clears if it has counters on it equal to or exceeding any of the thresholds shown in the upper left hand corner of the card. The number of counters on a card **may** exceed the associated value shown. When you clear a card, resolve the clear effect marked by the type of counter it cleared from, remove all counters and move it to its appropriate discard pile.

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

Many clearing effects will involve reading a journal entry and performing additional instructions. Remember that you still discard the cleared card unless the journal entry expressly tells you otherwise.

For more information, see **Clearing Cards** on page @@.

Discard

Move discarded cards to their corresponding discard pile and discarded counters and tokens to the supply. When you discard a card in play—like when you discard features as part of the act of traveling, for example—those cards are not considered to have cleared for the purpose of text effects. That is, a text effect that triggers when a card clears is not triggered when a card is discarded.

Exhaust/Ready

To exhaust a card, turn it 90 degrees. To ready a card, turn it upright.

- “Exhausted” is the opposite of “ready.”
- 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.

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 counter on your role card and discard all the cards in your fatigue stack.

For each injury you've suffered, you suffer one fatigue when you rest.

After your Ranger suffers their third injury you must end the day at the end of your current turn. You add one "lingering injury" card to your deck.

In Play

Any card, token, or counter 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.

Landmark (Trait)

"Landmarks" are features or beings that are specific to an area of the Valley. When you are building the path deck, landmarks are added based on your current location (see **4. Build the Path Deck** on page @@).

Manifestation (Trait)

Not available in the demo.

Manifestations are a type of moment available to Rangers with the Shaper specialization. You cannot play a manifestation card from your hand without a piece of gear with the **conduit** keyword equipped. The specific conduit gear you have equipped will provide additional instructions for playing your manifestations.

Move

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

Journal Entry

If a journal entry appears in a card's title bar, read the entry marked with the associated number in the current mission PDF when that card enters play. When an entry number appears elsewhere in the text, read that entry when you resolve that rules text.

Ranger Tokens

Each Ranger has a single ranger token unique to them. Your ranger token represents your Ranger's physical presence on a particular feature. When your ranger token is on a card in play, each other Ranger receives +1 effort to any tests they perform interacting with that card. This bonus is cumulative for each Ranger token present.

Some features, instead of having a harm or progress threshold, are marked with the Ranger symbol. These features are cleared when every Ranger has placed their ranger token on the feature. When the feature clears, your ranger token returns to you.

Scout

When you are instructed to 'scout' the path deck, you draw the number of cards specified (for example, 'scout 3'). You must choose one of those path cards to put into play. You may then place any number of the remaining cards on the top and bottom of the path deck, both in the order of your choice.

Search

When you are instructed to 'search' for a card, you pick up the corresponding deck and go through it card-by-card starting at the top until you find a card matching the criteria specified (for

example, 'search for the next prey'). If you searched the path deck, put the card into play. If you searched your ranger deck, place the card into your hand. Then shuffle the deck.

Keywords

Keywords are a 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 of a Ranger, it fatigues that Ranger.

You can also imagine that cards with the ambush keyword have the following printed on them:

Enters Play: This card fatigues you.

Conduit

Not available in the demo.

This keyword appears on gear cards. When you have a card with the conduit keyword equipped, you can play manifestation cards from your hand by following the instructions on the conduit. You cannot play manifestations without a conduit equipped.

Fatiguing

When you rest, each ready card with the fatiguing keyword fatigues you an amount equal to its presence stat. If the card does not have a presence value, this keyword will be followed by a number that indicates the number of fatigue suffered instead.

You can also imagine that cards with the fatiguing keyword have the following printed on them:

Rest: This card fatigues you.

Friendly

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

Obstacle

You cannot interact with any cards where a ready card with the obstacle keyword would be between you and that card.

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

You can also imagine that cards with the obstacle keyword have the following printed on them:

- If this card is ready within reach of you, you cannot interact with any cards that are not within reach of you.
- If this card is ready, you cannot interact with the surroundings.
- If this card is ready, you cannot travel.

Persistent

Persistent cards (ready or exhausted) remain in play when you travel instead of being set aside.

You can also imagine that cards with the persistent keyword have the following printed on them:

Travel: This card remains in play.

Untraversable

You cannot add progress counters to this card using the Traverse universal action.

The Campaign

The story of *Earthborne Rangers* unfolds over a campaign where each play session represents one day in the Valley. Completing missions will progress the overall story, while exploring the Valley will 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.

Since each session of the game scales to the number of Rangers in it, you do not have to have the same group every time you play. Rangers can drop in and drop out. Though players who want to see every corner of the game won't want to miss a session!

Campaign Guide

The campaign guide contains the map of the Valley and journal entries for all of the cards. The journal entries are presented in numerical order. Entries contain story text that can be read out to the group, often followed by mechanical text in bold. Sometimes, a decision will have to be made in a journal entry. The group should make these decisions together, but if there is an impasse, the lead Ranger decides.

Many entries start with having you check if certain decisions or accomplishments have been made earlier in the campaign. Read down these 'if's in order. Follow the instructions of the first one you meet. If you meet none, read the entry you are on as normal.

Campaign Tracking Sheet

The back cover of the campaign guide is a tracking sheet that can be used to keep track of your progress through the campaign. You can also find a printable PDF of this sheet at @@@. This sheet tracks all the information you need to continue your campaign:

Current Day

The day track on the tracking sheet keeps track of how many days have passed in your campaign. At the end of each day, cross off the top day on the day track. Each day has a 'recommended weather' card listed next to it to use during setup if you choose.

The current day has no direct impact on the game. However, many of the outcomes of different missions will 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.

Missions

When the campaign guide gives you a new mission, write the name and subject (if any) of the mission on the next line of the 'Missions' section. When you finish a mission, write the outcome in the column to the right of the mission's name. Any missions without a listed outcome are your uncompleted missions, and their cards are added to the game during setup.

Rewards

When the campaign guide gives you a reward, write the name of the card in the 'Rewards' section, or if you've already received that card once, fill in a second box in the column to the right to mark that you received an additional copy. Find these cards in the box and set them aside.

At the end of each day, Rangers can swap any available reward cards into their deck by removing one card and adding an available reward card to their deck.

Notable Events

As you make different decisions or accomplish story milestones, the campaign guide will have you record the outcomes of notable events to potentially check against later. When you are instructed, write the specified phrase in the 'Notable Events' section.

For ease of reference, notable events that are tied to a specific card (like a character you meet) have a checkbox in that specific card's section of the campaign guide. If that is available, you can check that checkbox in place of writing the event in the campaign guide. Though if you don't want to write in your guide, writing these events down in this section works just fine for your future reference. A digital version of the campaign guide will also be available, if you'd prefer to track your progress on a device.

Customizing Rangers Decks

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Storing Ranger Decks

As you play through the campaign, rewards, wounds, 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 decklist pdf from @@.

With this, you can record all the cards in your ranger decks so that they can be re-assembled at a later date.

Sidebar - Standalone Missions

While Earthborne Rangers is designed to be played as an immersive open-world campaign, players who want a one-off session of the game can do so. To play a standalone game, choose one of the 'Day in the Life' mission cards from the box and follow setup instructions using the starting location listed on the mission card.

You can even use your campaign characters to play one of these one-off sessions. If you do so, don't check off a day or make any other changes to your campaign tracking sheet.