

Missing Supplies

Fan-made mission by Filippo "Pence"

In a similar way as "One-Day Missions", "Missing Supplies" allows you to play Earthborne Rangers as a stand-alone adventure. The following rules guide you in setting up and playing a short story of Earthborne Rangers.

Each of the following missions contains a small number of replacement entries for those found in Lure of the Valley and Legacy of the Ancestors campaign guide. If a card prompts you to read a campaign guide entry while playing "Missing Supplies", first check for a replacement entry in this guide. Read the entry found here in place of the standard entry. For any other entry, don't read any.

"Missing Supplies" also has an entry to read at the end of the day if you are unable to successfully complete your mission. If your day ends for any reason other than successfully completing your mission, read the "End of the Day" entry in this guide.

Additional Rules

In "Missing Supplies," you and your fellow Rangers have been called to investigate a troubling mystery: supplies have begun disappearing from caches throughout the Valley. Your task is to travel to designated locations, examine the caches, and gather evidence about what or who might be responsible for these thefts.

"Missing Supplies" is designed for 1 to 24 players, divided into up to 6 groups. Each group will visit different cache locations, encountering clues and information specific to their investigation. If groups are forced to end the day, they may resume play at the same location where their day ended, using the same terrain set and the A Perfect Day weather card. When resuming, the group must put into play the final mission card they received before their day ended, maintaining all progress accumulated during previous days.

At the end of the day, all groups must return to Spire to compare their findings and piece together the evidence. Through discussion and careful analysis, you will determine who or what is behind the missing supplies. If players cannot reach agreement on the final solution and have not yet encountered all Rangers in the Spire location, they may continue to play and complete any remaining missions to gather additional clues.

When you are ready to play, go to [1. Missions](#).

1. Missions

Getting Started

First, perform the first 4 steps of setup on page 10 of the rulebook, then return here for the remainder of setup.

The morning light filters through a thin veil of clouds as you make your way through the Valley. The air is mild, and a gentle breeze carries the scent of earth and growing things. You've been traveling for hours, and now, finally, you spot the familiar silhouette of Spire rising above the trees ahead.

On any other day, Spire would feel like a place of peace and productivity. Today, however, there is an undercurrent of something else, a tension that runs beneath the surface like a hidden current.

The Rangers who have gathered here move with quiet purpose. You see them stationed at various points throughout the town, speaking with locals, consulting with one another, their expressions thoughtful and concentrated. Elder Thrush leads you toward a quieter area near the market, away from the bustle of ordinary townsfolk.

"We sent word for you to come," she says, her voice low but clear. "We need fresh eyes and hands on this matter. Over the past few days, we've discovered that supplies have gone missing from several of our caches scattered throughout the Valley. Not just food or basic provisions, these

are carefully maintained stores meant to sustain us during patrols and emergencies. The thefts are deliberate, and we need to understand why.”

She pauses, letting her words settle. “The Rangers here in Spire have been working to piece together what’s happened. Speak with any of them you encounter, each has been investigating from a different angle and can offer you insights into what we’ve discovered so far. Listen to what they have to say, and then determine how best you can help us.”

Put the **SPIRE** location card and the **A PERFECT DAY** weather card into play in the surroundings.

Elder Thrush gives you a knowing nod. “The Valley depends on us, and these supplies are essential to our work. I trust you’ll find out what’s behind these disappearances.” With that, she turns back toward the other Rangers, leaving you to begin your investigation.

Create the path deck by shuffling together the Woods set (see page 15 of the rulebook). Place it above the surroundings.

Then, complete setup by performing the setup steps on the back of the location card and placing tokens on all cards that need them.

Gain the **FIND A RANGER** mission. (Put its card into play in the surroundings.)



Find a Ranger

Add the following cards to the Spire deck for the remainder of the adventure. Move them back to their respective deck only when you complete it:

- Kordo, Ranger Veteran;
- Spirit Speaker Nal;
- Hy Pimpot, Chef;
- Calypsa, Ranger Mentor;
- Ben Amon, Swift Pilot;
- Lunn, Outpost Tender.

Find the other Rangers and offer them your help.

1.01 FIND A RANGER

CLEAR ▲:

- **KORDO, RANGER VETERAN, GO TO 1.02**
- **SPIRIT SPEAKER NAL, GO TO 1.03**
- **HY PIMPOT, CHEF, GO TO 1.04**
- **CALYPSA, RANGER MENTOR, GO TO 1.05**
- **BEN AMON, SWIFT PILOT, GO TO 1.06**
- **LUNN, OUTPOST TENDER, GO TO 1.07**

CLEAR ★: GO TO THE NORMAL JOURNAL ENTRY FOR THAT CHARACTER

1.02

You find Kordo near the docks checking over his gear. When he spots you, his weathered face breaks into a broad grin. “Good to see you! I’m heading out to Meadow, no one else is crazy enough to volunteer for that stretch of territory with all those velox lurking about, waiting to pounce.”

He tightens a strap on his pack with practiced efficiency. “I’ll be checking on the caches there myself, but I want you Rangers to go over that

terrain carefully too. Check each cache thoroughly. Look for anything out of place, something I might have missed, or something that tells us more about what happened.”

Gain the **MIDWEST MAINTENANCE** mission. (Put its card into play in the surroundings.)



Midwest Maintenance

1.03

You find Nal sitting quietly on a low bench near the edge of the marketplace, her eyes closed. When you approach, she opens them slowly and regards you with a calm, knowing gaze. “I’m heading to the Biological Outpost,” she says simply. “The spirits are restless. I sense something out of balance in that direction. Perhaps one of the wild kin has been drawn to our caches, or perhaps something more deliberate has occurred. The ancestors are unclear.”

She rises to her feet with fluid grace. “Check the caches in that region. Search as you would search for answers in your own heart, with patience and an open mind. What you find there may speak to us in ways we don’t yet understand.”

Gain the **MIDEAST MAINTENANCE** mission. (Put its card into play in the surroundings.)



Mideast Maintenance

1.04

You hear Hy’s shrill whistling long before you spot him examining bundles of herbs at one of the market stalls with intense focus. When he sees you, he barely looks up. “Good, you’re here,” he says briskly. “I’m heading to Branch. The hanging cherry moss is at its peak right now, and I need to restock before the season shifts. But don’t worry, I’ll keep my eyes open for signs of tampering at our cache locations in that area.”

He picks up a basket and starts toward the edge of the marketplace. “The Rangers depend on those caches, and I depend on good ingredients. Might as well check both while I’m out that way. No reason a task can’t serve two purposes if you’re smart about it.”

He continues whistling as he heads toward the northern routes, already lost in whatever tune occupies his mind.

Gain the **UPPER EAST MAINTENANCE** mission. (Put its card into play in the surroundings.)



Upper East Maintenance

1.05

You find Calypsa preparing her gear near one of the market stalls. When she sees you approach, she looks up from adjusting her pack. "I'm heading north. I patrolled that region two days ago and left supplies in three cache locations. When I went back yesterday, I found them all empty. Someone knew exactly where to look."

She ties off her pack with practiced efficiency. "I'm going back out there to examine the caches more closely. The northern routes are yours to investigate if you want answers from that direction. You might find something I missed."

Gain the **UPPER MAINTENANCE** mission. (Put its card into play in the surroundings.)



Upper Maintenance

1.06

You find Ben Amon near the river's edge, checking the rigging on one of the hoversled-like craft used for swift travel through the Valley. He looks up as you approach, and his expression is all business. "Tumbledown," he says. "I'm making a run down there. That's far enough from here that fewer people travel that way, which means fewer eyes on our cache locations. If someone's been methodical about this, they might think that distance offers them cover."

He tightens a final knot with practiced precision. "Check our caches in that region thoroughly. Look for patterns, the way things are disturbed, what's been taken, what's been left behind. Swift travel means I can cover a lot of ground quickly, but I need Rangers on the ground doing the detailed work."

He climbs into his craft and begins preparing for departure.

Gain the **LOWER MAINTENANCE** mission. (Put its card into play in the surroundings.)



Lower Maintenance

You may immediately proceed to the travel phase of the round. If you do, you can travel to any location within 2 paths (even if there are ready cards with the obstacle keyword in play). Use the terrain type of the last path you crossed over. If you choose to travel in this way, discard the current challenge card, and do not resolve the remainder of this test.

If you choose not to travel, discard Ben, and resolve the remainder of the test as normal.

1.07

You find Lunn standing near one of the market stalls, engaged in lively conversation with a group of traders. When he sees you, his face lights up. "My friends! Perfect timing," he says warmly, excusing himself from the conversation. "I'm heading over to Kobo's Market. That place is always buzzing with activity and information, merchants see things, hear things, notice patterns. If something's been moved through this Valley, someone at that market will know."

He gestures broadly at the bustling marketplace around him. "While I'm working the crowds, I need you Rangers to check our cache locations in this region. Search them carefully. Look for signs of tampering, anything that seems out of place. Between what I learn from the traders and what you find at those caches, we'll start getting answers."

He winks at you. "Trust me, market folk talk if you know how to listen." With that, he turns back toward the market with a spring in his step.

Gain the **UPPER WEST MAINTENANCE** mission. (Put its card into play in the surroundings.)



Upper West Maintenance

1.08 MIDWEST MAINTENANCE

READ THE ENTRY MATCHING YOUR CURRENT LOCATION:

- **GREENBRIAR KNOLL, GO TO 1.09**
- **MEADOW, GO TO 1.10**
- **THE CONCORDANT ZIGGURATS, GO TO 1.11**

1.09

Greenbriar Knoll

You notice a nearby tree trunk bearing a crude marking carved into its bark. It is not an intentional, well-defined sign, but rather an approximate incision that could have been made with a rock or an improvised tool. The shape vaguely resembles an "O" or perhaps a "Q",

though it could be interpreted in many other ways. It is difficult to say how old the marking is, but the exposed wood still appears fresh.

Check off the bubble matching your current location next to **MIDWEST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **MIDWEST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.10

Meadow

You finish restocking the cache when you look up to see Kordo approaching down the trail. He waves in greeting, but as he draws closer, you notice his expression is troubled. "Lost a good pair of knives a few days back. Don't rightly know where they went. Someone must've lifted 'em from my pack while I wasn't paying attention. Frustrates me something fierce, those were solid blades, well-kept. Don't lose gear like that often, and it bothers me more than I'd like to admit."

The Lead Ranger searches the Spire set for Kordo, Ranger Veteran and puts them into play. Do not read their entry.

Check off the bubble matching your current location next to **MIDWEST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **MIDWEST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.11

The Concordant Ziggurats

As you finish restocking the cache, a group of locals approaches along the trail. They too were heading to the cache with supplies in hand. One of them speaks up: "We've been meaning to ask the Rangers about something. Over the past few days, we've spotted that Swift of Ben Amon's landing in this area repeatedly. We thought nothing of it at first, but when we came to check on the cache ourselves, we found the caches already emptied, and they hadn't been restocked in days."

Check off the bubble matching your current location next to **MIDWEST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **MIDWEST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.12 MIDEAST MAINTENANCE

READ THE ENTRY MATCHING YOUR CURRENT LOCATION:

- **STONEWEAVER BRIDGE, GO TO 1.13**
- **MOUND OF THE NAVIGATOR, GO TO 1.14**
- **BIOLOGICAL OUTPOST, GO TO 1.15**

1.13

Stoneweaver Bridge

As you finish restocking the cache, you notice Nal approaching along the trail. She moves with her characteristic fluid grace, and when she reaches you, there is a calm recognition in her eyes. "I felt drawn here by the

spirits," she says simply. "And now I understand why. You are here, doing what must be done. The Valley senses your efforts." She pauses, then continues, her gaze turning distant once more. "I had a vision recently," she says quietly. "It was unclear, as visions often are. Kal was there, I saw him moving with such speed and purpose through the Valley. But I could not discern whether he was in danger... or if he was the danger. The spirits were unclear on this matter." She looks back at you, her brow slightly furrowed. "The energies around him were... conflicted. Ambitious. Restless. But nothing more than that. I hesitate to speak of it, for the images were too fragmented to trust."

The Lead Ranger searches the Spire set for Spirit Speaker Nal and puts them into play. Do not read their entry.

Check off the bubble matching your current location next to **MIDEAST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **MIDEAST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.14

Mound of the Navigator

Near one of the emptied caches, you discover a pair of well-crafted hunting knives lying carelessly on the ground. They are carbonforged, excellent work, clearly belonging to someone who knows their value. Yet they rest discarded without a thought, as if whoever last handled them gave no consideration to their worth. Around the four empty caches, you notice wood shavings scattered about. Someone has been attempting to carve or create something, yet the knives' blades are entirely unsuited for working bark or wood. They've been used roughly, without skill or understanding of their purpose.

Check off the bubble matching your current location next to **MIDEAST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **MIDEAST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.15

Biological Outpost

As you pause to observe the area, you notice it is remarkably alive with butterflies, more than what you have ever seen gathered in such a small space. The butterflies flutter around as if summoned by a memory of something that once was there and is there no longer. All around, the grass is trampled in a strange pattern: concentric circles, as if someone had moved in loops repeatedly.

Check off the bubble matching your current location next to **MIDEAST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **MIDEAST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.16 UPPER EAST MAINTENANCE

READ THE ENTRY MATCHING YOUR CURRENT LOCATION:

- **PHILOSOPHER'S GARDEN, GO TO 1.17**
- **BRANCH, GO TO 1.18**
- **CROSSROADS STATION, GO TO 1.19**

1.17

Philosopher's Garden

Within the cache, you discover culinary ingredients scattered about: leaves, seeds, and roots that remind you of those Hy frequently uses in his recipes. They are arranged as if someone were cataloging or testing what provisions are available. Beside them lies a partially crossed-off list of ingredients, suggesting an ongoing inventory or experiment.

The Lead Ranger searches the Spire set for Hy Pimpot, Chef and puts them into play. Do not read their entry.

Check off the bubble matching your current location next to **UPPER EAST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER EAST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.18

Branch

As you finish examining the cache at Branch, you've already restocked it with fresh supplies. Your search of the area, however, yields nothing of note, no signs, no clues, nothing that might explain the thefts elsewhere. Just as you're preparing to leave, an elderly voice calls out from nearby. An old man emerges from between the trees, his weathered face etched with concern. He moves slowly, deliberately, and when he speaks, there's a bitter edge to his words.

"Another cache refilled, I see," he mutters, shaking his head. "These young ones who've been training as Rangers lately... they come through, take what they need, quick as you please. But they don't understand the

responsibility anymore. Back in my day, a Ranger would never leave a cache wanting. But these new ones... they're all in such a hurry. Too proud, too impatient. No respect for what the Rangers before them built." He fixes you with a suspicious gaze. "Mark my words, if you're looking for who's been emptying these caches, I wouldn't be surprised if it's some of these young Rangers taking more than they're giving back."

Check off the bubble matching your current location next to **UPPER EAST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER EAST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.19

Crossroads Station

Scattered around the cache, you discover food scraps. These are not the remnants of local wildlife, but rather crumbs from Ranger provisions or Valley inhabitants. Upon closer examination, you notice the crumbs are distinctly two colors: cream and chocolate!

Check off the bubble matching your current location next to **UPPER EAST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER EAST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.20 UPPER MAINTENANCE

READ THE ENTRY MATCHING YOUR CURRENT LOCATION:

- LONE TREE STATION, GO TO 1.21
- WHITE SKY, GO TO 1.22
- MOUNT NIM, GO TO 1.23

1.21

Lone Tree Station

As you arrive at Lone Tree Station to check on the cache, several locals approach you with warm greetings. Their mood is notably lighter than the worried atmosphere you've encountered elsewhere. "Hy's finally going out foraging to the east!" one of them says eagerly. "It's been such a long time since he ventured beyond the Station. We've all been hoping he'd do it soon." Another nods enthusiastically. "He's been so focused on his work here that he barely leaves anymore. But he just departed yesterday with his collection baskets. We can't wait to see what fresh ingredients he brings back, new recipes, new flavors..." They exchange excited glances, clearly anticipating the culinary experiments to come.

Check off the bubble matching your current location next to **UPPER MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.22

White Sky

As you examine the cache at White Sky, a fisherman who frequents the area approaches you with a concerned expression. "I've been meaning to mention something," he says, lowering his voice. "I saw Lunn around Kobo's Market last week, loaded down with goods and baggage, moving back and forth like a merchant himself."

He furrows his brow. "It struck me as odd, you know? You see traders carrying heavy loads all the time, but Lunn? He's the tender of the Northern Outpost. What's he doing spending so much time at the market, hauling cargo around?" He pauses thoughtfully. "Makes you wonder who's actually minding the Outpost while he's away conducting what looks like... well, business of his own."

Check off the bubble matching your current location next to **UPPER MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.23

Mount Nim

You find Calypsa at Mount Nim, finishing the work of restocking the cache. When she sees you, she lets out a long breath and offers a tired smile. "Glad you're here," she says, rolling their shoulders.

"Last week... Quisi followed me everywhere. And I mean everywhere." She shakes her head, not unkindly, but with clear exhaustion. "The girl is relentless. Questions, endless questions, running ahead, falling behind, pointing at things..." She pauses, actually laughing a little. "By comparison, traveling around the Valley refilling caches alone feels almost peaceful."

She looks out toward the horizon, her expression softening. "She means well, that one. But a little peace and quiet is a welcome change."

The Lead Ranger searches the Spire set for Calypsa, Ranger Mentor and puts them into play. Do not read their entry.

Check off the bubble matching your current location next to **UPPER MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.24 LOWER MAINTENANCE

READ THE ENTRY MATCHING YOUR CURRENT LOCATION:

- ALLUVIAL RUINS, GO TO 1.25
- BOWL OF THE SUN, GO TO 1.26
- WATCHER'S ROCK, GO TO 1.27

1.25

Alluvial Ruins

Among the debris and scattered ruins at the Alluvial Ruins, you discover a weathered letter, partially degraded by exposure to the elements. The parchment is creased and worn, as if it had been carried and lost some time ago. The handwriting is Calypsa's:

Kal,

I know you are busy with important work in the Arcology, and I hesitate to draw your attention away from such critical tasks. But the situation here has grown dire. Our caches are being emptied, and we do not know why. The Rangers need help, and the Valley itself may be at risk.

When you are able, we would be grateful for your aid. The Valley calls.

–Calypsa

The letter is dated two days ago, squarely within the period when the caches began disappearing. No way Kal received the message. It appears to have been lost along the trail.

Check off the bubble matching your current location next to **LOWER MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **LOWER MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.26

Bowl of the Sun

Along the trail leading to one of the emptied caches, you spot a fragment of vivid green fabric caught on a low branch. The cloth is torn, as if it had been pulled away hastily during passage. The material is fine, well-made, and the tear is fresh, the exposed fibers still holding their color.

Check off the bubble matching your current location next to **LOWER MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **LOWER MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.27

Watcher's Rock

As you pause to take in the vast expanse of the Verdessa stretching out below, Ben leans against a nearby rock, gazing out at the landscape. After a moment, he speaks casually, almost to himself. "I've missed having Lunn around these past couple of days. Last week, I was ferrying him back and forth to Kobo's Market constantly, helping Ren shift some cargo, that sort of thing. Made for good company on the trips."

He glances over at you with a slight smile. "It's funny how quickly you get used to having someone to talk to on the road. Once he's back to his usual routine, I'll have to find someone else to keep me entertained up there in the Swift."

Check off the bubble matching your current location next to **LOWER MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **LOWER MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.28 UPPER WEST MAINTENANCE

READ THE ENTRY MATCHING YOUR CURRENT LOCATION:

- **KOBO'S MARKET, GO TO 1.29**
- **BOULDER FIELD, GO TO 1.30**
- **THE PLUMMET, GO TO 1.31**

1.29

Kobo's Market

Near Kobo's Market, the ground around the cache bears the marks of passage. You notice a set of deliberate, careful footprints pressed into the mud, old now, from perhaps a week past. The steps are measured and precise, placed with the kind of practiced awareness that speaks of someone who moves through the world with intention, leaving as little disturbance as possible. But these older prints have been overlaid and obscured by a second set of tracks: chaotic and meandering. Whoever made these prints moved without such care, darting this way and that, circling back on themselves as if in excitement or exploration. The footprints crisscross the area in an almost playful pattern, thoroughly trampling the more deliberate prints beneath them.

Check off the bubble matching your current location next to **UPPER WEST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER WEST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.30

Boulder Field

As you finish restocking the cache near Boulder Field, something catches your eye. On a nearby rock outcropping, positioned as if to provide light while someone worked, you discover a strange apparatus. A lantern of sorts, fashioned from glass. Inside, suspended in what appears to be clear fluid, something glows with a soft, yellowish light. The fluid is in constant motion, swirling gently around whatever luminous thing dwells within, as if the lantern itself were somehow alive.

You recognize the craftsmanship. You've seen similar devices in the Arcology: bioluminescent apparatus of some kind. But this one feels... different. Personal. Well-used. The kind of thing someone might carry

with them on their travels, treasuring its gentle, living light. Whoever left it here simply forgot to retrieve it.

Check off the bubble matching your current location next to **UPPER WEST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER WEST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.31

The Plummet

You spot Lunn making his way through The Plummet, moving with the slow, deliberate steps of someone whose body is protesting every moment. When he sees you, his face brightens, though you notice the exhaustion etched into the lines around his eyes. "There you are!" he says warmly, though his voice carries the weight of weariness. "I've been thinking... I'm going to miss having Ben Amon's Swift available. These past weeks, we've been heading in much the same directions. Elder Thrush has had him flying back and forth constantly, checking smoke clouds to the west, monitoring the first snowfall in the north, and it's been lucky timing for me. Made getting around the Valley considerably easier." He shifts his weight, wincing slightly. "These last few days with the market relocation and this mission... my back's been paying the price for all the extra travel."

The Lead Ranger searches the Spire set for Lunn, Outpost Tender and puts them into play. Do not read their entry.

Check off the bubble matching your current location next to **UPPER WEST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER WEST MAINTENANCE** mission and gain **BACK TO SPIRE**.

This Ranger Cache is now filled again. Travel to one of the other two locations to continue the mission.

1.32 BACK TO SPIRE

As you make your way back to Spire, the weight of your investigation settles upon your shoulders. The town is quieter than before, as if holding its breath. You find your way to a small plaza near the market, where Elder Thrush stands waiting alongside several of the Rangers you encountered during your travels. Kordo, Nal, Hy, Calypsa, Ben Amon, and Lunn are all gathered here, their expressions a mix of hope and concern.

When Elder Thrush spots you, she steps forward. "You've returned," she says, her voice steady but expectant. "The Rangers here have shared what they've discovered, but the full picture requires all of us together. It's time to piece together what's behind these disappearances."

She gestures toward the assembled group. "Tell us what you've found. Every detail matters."

When all groups have gathered at Spire, players may share their findings and discuss what they've discovered. Once the groups reach agreement on who or what is responsible for the missing supplies, they may formally accuse that person and read the corresponding entry below.

KORDO, RANGER VETERAN, GO TO [1.33](#)

SPIRIT SPEAKER NAL, GO TO [1.34](#)

HY PIMPOT, CHEF, GO TO [1.35](#)

CALYPSA, RANGER MENTOR, GO TO [1.36](#)

BEN AMON, SWIFT PILOT, GO TO [1.37](#)

LUNN, OUTPOST TENDER, GO TO [1.38](#)

KAL IVER, PROFICIENT RANGER, GO TO [1.39](#)

QUISI VOS, RASCAL, GO TO [1.40](#)

OTHERS, GO TO [1.41](#)

1.33

Kordo's eyes widen in surprise, then his weathered face darkens. "Me?" he says, his voice a mix of offense and disbelief. "You think I'm the one emptying the caches?"

He shakes his head firmly. "I lost a good pair of knives days ago, someone took them from my pack. You think I'd throw away quality blades like that on some petty theft? And for what? Rummaging through supplies like some common thief?" He crosses his arms. "I'm a Ranger. I protect the Valley, not plunder it."

The accusation doesn't seem to hold. Perhaps you should gather more evidence before drawing conclusions. Return to [Getting Started](#) and continue your investigation.

1.34

"I understand your suspicion," she says quietly. "But I have spent the past two weeks at Ancestor's Grove, in communion with the spirits and the memory of those who came before."

She pauses, her voice steady and certain. "Many have passed through that sacred place. They would remember my presence there. And the spirits themselves, they do not lie. They are witnesses to the truth of my whereabouts, and they know I am not the one who disturbs the caches."

She looks at you with quiet certainty. "The answer you seek lies elsewhere."

The accusation doesn't seem to hold. Perhaps you should gather more evidence before drawing conclusions. Return to [Getting Started](#) and continue your investigation.

1.35

"Me? The thief?" He lets out a sharp laugh, shaking his head. "You think I'd abandon my post at Lone Tree Station to go rummaging through caches? I've been there the whole time, cooking, experimenting, driving the locals mad with my whistling."

He crosses his arms with an amused smirk. "Ask anyone at the Station. They've seen me nearly every day. They can tell you exactly where I've been and what I've been doing."

The accusation doesn't seem to hold. Perhaps you should gather more evidence before drawing conclusions. Return to [Getting Started](#) and continue your investigation.

1.36

Calypsa's expression shifts from concentration to genuine shock. For a moment, she simply stares at you in disbelief. "Me?" she says quietly, her voice carrying a note of something deeper than mere offense. "You believe I would betray the Rangers? The very people I've trained and guided?"

She takes a breath, her composure wavering slightly. "This troubles me more than the thefts themselves. That you would suspect one of your own... that the trust between Rangers has fractured so completely." She looks away, clearly shaken by the implication.

She turns back to you, her eyes searching. "But tell me: why would I do this? What would I gain from emptying the very caches I've spent time restocking? What purpose would this serve?" Her voice is steady now, but the concern in her gaze remains. "Think about it. The answer you're looking for lies elsewhere."

The accusation doesn't seem to hold. Perhaps you should gather more evidence before drawing conclusions. Return to [Getting Started](#) and continue your investigation.

1.37

For a moment Ben just looks at you, as if waiting for you to say you're joking. When you don't, something shifts in his expression: not anger, but a kind of quiet disappointment.

"The Swift," he says slowly. "You think I've been using the Swift to empty caches." He lets out a long breath. "Do you know how loud that thing is? How visible? You can hear it coming from halfway across the Valley. If I wanted to steal from caches without being noticed, the Swift would be the last thing I'd use."

He shakes his head. "Those sightings at the Ziggurats, I was checking black smokes from west, and Lunn was with me. Ask him if you don't believe me."

He looks at you steadily, no defensiveness in his voice, just weariness. "I spend my days moving supplies to people who need them. That's what I do." He glances back toward the Swift. "I hope you'll keep looking. Whoever's doing this is still out there."

The accusation doesn't seem to hold. Perhaps you should gather more evidence before drawing conclusions. Return to [Getting Started](#) and continue your investigation.

1.38

Lunn's face falls. "Me?" he says, his voice smaller than you've ever heard it. "You think I've been taking from the caches?"

He tugs absently at his oversized sleeves. "I was at Kobo's Market helping Ren move cargo, Ben Amon can tell you, he was flying me back and forth himself!" He shakes his head, looking genuinely hurt. "I collect things, I trade things, but I'd never take from the caches. Those supplies keep Rangers alive out there."

He looks at you with wounded eyes. "I thought you knew me better than that."

The accusation doesn't seem to hold. Perhaps you should gather more evidence before drawing conclusions. Return to [Getting Started](#) and continue your investigation.

1.39

Elder Thrush raises a hand before you can finish. "Kal Iver," she says firmly. "I know that boy. He's been working in the Arcology for weeks now,

dedicated to tasks that benefit us all. He wouldn't abandon his duties to rummage through caches across the Valley."

She pauses, her expression softening slightly. "I understand Nal's vision may have raised concerns, but visions are rarely clear. I do not believe he is responsible for this."

The accusation doesn't seem to hold. Perhaps you should gather more evidence before drawing conclusions. Return to [Getting Started](#) and continue your investigation.

1.40

A hush falls over the assembled Rangers as you present your conclusion. Elder Thrush's eyes widen, and she turns toward a small figure lingering at the edge of the plaza. "Quisi," she calls, her voice calm but firm. "Come here, please."

Quisi Vos shuffles forward, her green cloak wrapped tightly around her small frame. She doesn't look up. When she reaches Elder Thrush, her shoulders slump. "I'm sorry," she whispers.

Calypsa steps forward, disbelief crossing her face. "Quisi? But how did you even find the caches?"

The girl fidgets with the hem of her cloak. "I followed you," she admits quietly. "Two weeks ago. I wanted to learn how to help people in the Valley, like a real Ranger. And I heard you whistle that pretty song of five notes and..." She hums the melody softly. "... and I liked it. So I kept whistling it everywhere I went. And boxes kept appearing."

Elder Thrush and Calypsa exchange glances, surprised, but something softer underneath.

"I didn't mean to take everything," Quisi continues, her voice trembling. "I just wanted to see what was inside. I played with some of the tools, and I... I don't remember where I left them all." She looks up at Kordo with

wide, guilty eyes. "I'm really sorry about your knives. I tried to carve something but they didn't work right. I should have asked first."

Kordo lets out a long breath, shaking his head, but there's no real anger there.

"I even left my mark!" Quisi adds, a hint of pride breaking through despite herself. "A 'Q' on one of the trees. I wanted to show the Rangers I found their hiding spots. But then I saw the butterflies and forgot to finish..."

She trails off, shrinking again under the weight of everyone's gaze.

Elder Thrush kneels down to meet Quisi's eyes. "You've caused a great deal of trouble," she says gently. "But no lasting harm. The supplies can be recovered, and the caches refilled." She places a hand on the girl's shoulder. "Next time you want to learn about being a Ranger, you ask. Understood?"

Quisi nods vigorously.

Calypsa steps forward with a tired smile. "I suppose I should be more careful about who's watching when I open caches." She glances at you. "Well done, Rangers. You've solved our mystery."

Congratulations! You've helped the Valley uncover the truth behind the missing supplies. Though the culprit was unexpected, no real harm was done and perhaps one day, Quisi Vos will make a fine Ranger herself.

1.41

Elder Thrush looks between you, sensing the uncertainty. "It seems you haven't reached an agreement," she says. "And without a clear consensus, we cannot act. Accusations are serious matters, we need to be certain."

She gestures toward the trails leading out of Spire. "Perhaps you haven't gathered enough evidence yet. Go back out there, visit the locations you missed, speak with the Rangers again. The truth is waiting to be found."

Return to Getting Started and continue your investigation.

2. Kordo, Ranger Veteran

CLEAR ★: GO TO THE NORMAL JOURNAL ENTRY FOR THAT CHARACTER

CLEAR ⚡, READ:

"Back again, eh? Well, I've got something to tell you. I was over at the Concordant Ziggurats before I came here, and I ran into some locals. They've been seeing Ben Amon's Swift landing in that area repeatedly over the past few days."

He shakes his head. "When those folks checked on the cache themselves, they found it emptied and never restocked. Could be nothing, could be everything. But it's worth knowing."

Check off the bubble matching The Concordant Ziggurats next to **MIDWEST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **MIDWEST MAINTENANCE** mission and gain **BACK TO SPIRE**.

Gather at Spire with other Rangers and try to find out what's going on with the empty caches.

3. Spirit Speaker Nal

CLEAR ★: GO TO THE NORMAL JOURNAL ENTRY FOR THAT CHARACTER

CLEAR ⚡, READ:

"I went to the Biological Outpost as I said I would," she begins, her voice measured and thoughtful. "The area around the cache was... alive. Remarkable, really. Butterflies, more than I have ever seen gathered in such a small space. They moved as if drawn by memory itself, circling endlessly."

She pauses, her eyes distant for a moment. "And the ground... trampled in concentric circles, as if someone had moved in loops, chasing something. Or perhaps searching." She looks back at you. "Whatever happened there, it was not random. There was intention behind it."

Check off the bubble matching Biological Outpost next to **MIDEAST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **MIDEAST MAINTENANCE** mission and gain **BACK TO SPIRE**.

Gather at Spire with other Rangers and try to find out what's going on with the empty caches.

4. Hy Pimpot, Chef

CLEAR ★: GO TO THE NORMAL JOURNAL ENTRY FOR THAT CHARACTER

CLEAR ⚡, READ:

Hy looks up as you approach. "Ah, good timing," he says, his expression growing serious as you brief him on the state of the cache you found and restocked.

He shakes his head, clearly troubled. "Such waste," he mutters, almost to himself. "Good provisions, simply left to rot or decay. It pains me to see resources squandered like this."

After a moment, he composes himself and pulls out a small pouch from his pack. "But I've discovered something at the cache near Crossroads Station. Crumbs of cream and chocolate mixed together. It's not a recipe I usually prepare myself, but it's a very common snack throughout the Valley, and it's the favourite snack of many inhabitants."

Check off the bubble matching Crossroads Station next to **UPPER EAST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER EAST MAINTENANCE** mission and gain **BACK TO SPIRE**.

Gather at Spire with other Rangers and try to find out what's going on with the empty caches.

5. Calypsa, Ranger Mentor

CLEAR ★: GO TO THE NORMAL JOURNAL ENTRY FOR THAT CHARACTER

CLEAR ▲, READ:

Calypsa looks at you with a slight smile, a moment of brightness crossing her weathered face. "At Lone Tree Station, I encountered some of the locals. Despite everything that's been happening with the caches, they were genuinely excited about Hy venturing out to gather fresh ingredients."

She pauses, her expression softening. "There's something reassuring in that, you know. Even with all these troubles weighing on us, the people of the Valley still have faith in the Rangers. They still believe in our work, in our ability to provide for them." She looks out toward the horizon. "That kind of trust... it reminds us why we do what we do. It's worth protecting."

Check off the bubble matching Lone Tree Station next to **UPPER MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER MAINTENANCE** mission and gain **BACK TO SPIRE**.

Gather at Spire with other Rangers and try to find out what's going on with the empty caches.

6. Ben Amon, Swift Pilot

CLEAR ★: GO TO THE NORMAL JOURNAL ENTRY FOR THAT CHARACTER

CLEAR ▲, READ:

Ben listens as you brief him on the situation. "Empty caches here too," he says quietly. "That's worse than I thought."

He looks at you with resolve. "You should head to the next location and check those caches too. Together we can cover more ground faster than either of us could alone. The Swift gets us there quickly, you search while I prep it for the next run."

He climbs into the cockpit. "Coming?"

You may immediately proceed to the travel phase of the round. If you do, you can travel to any location within 2 paths (even if there are ready cards with the obstacle keyword in play). Use the terrain type of the last path you

crossed over. If you choose to travel in this way, discard the current challenge card, and do not resolve the remainder of this test.

If you choose not to travel, discard Ben, and resolve the remainder of the test as normal.

7. Lunn, Outpost Tender

CLEAR ★: GO TO THE NORMAL JOURNAL ENTRY FOR THAT CHARACTER

CLEAR ▲, READ:

Lunn turns at you: "I found something at Boulder Field that I can't stop thinking about," he says.

He carefully withdraws a lantern from his pack: glass, ornate, containing a soft yellowish glow suspended in clear fluid. "The craftsmanship is extraordinary. I've seen similar devices in the Arcology, but this one feels different. Personal. Well-loved."

He examines it thoughtfully, turning it gently in his hands. "Someone treasured this. But it was simply left there, abandoned near the cache." He looks at you, puzzled. "Who forgets something like this? It troubles me, not in a mysterious way, but in a practical one. This is too fine to abandon by accident."

Check off the bubble matching Boulder Field next to **UPPER WEST MAINTENANCE** on your campaign tracker.

If there are 3 bubbles checked, complete the **UPPER WEST MAINTENANCE** mission and gain **BACK TO SPIRE**.

Gather at Spire with other Rangers and try to find out what's going on with the empty caches.

End of the Day

Your day in the Valley has come to an end, but your investigation is not over. When you're ready to continue, you can return to the Valley.

When you resume play, you will begin at the location where your day ended, using the same terrain set you were exploring. Put the A Perfect Day weather card into play in the surroundings, and set up the location as normal.

Additionally, put into play the final mission card you received before your day ended, maintaining all progress you have noted (checked off bubbles and clues) on your campaign tracker.

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– Filippo "Pence"