

Peril in Ancestor's Grove

Fan-made mission by Filippo "Pence"

In a similar way as "One-Day Missions", "Peril in Ancestor's Grove" 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 designed to be completed in 3 days.

Each of the following missions contains a small number of replacement entries for those found in the Lure of the Valley campaign guide. If a card prompts you to read a campaign guide entry while playing "Peril in Ancestor's Grove", first check for a replacement entry in this guide. Read the entry found here in place of the standard entry. For any other entry, simply read from the Lure of the Valley campaign guide.

"Peril in Ancestor's Grove" 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.

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 sun is just beginning to cast its golden rays across the dense forest as you make your way down the narrow trail. The morning dew glistens on the leaves, creating a serene atmosphere that belies the untamed nature of the wilderness. You walk briskly, your footsteps blending with the rustling of leaves under your sturdy boots.

As you approach an ancient construction emerging from the heart of the forest, a peculiar sight catches your eye. There, near the ruin, stands a majestic buck, its antlers reaching proudly into the air. It seems to be frozen in place; its eyes fixed on something in the distance. Intrigued and concerned, you slow your pace.

Put the **ANCESTOR'S GROVE** location card and the **A PERFECT DAY** weather card into play in the surroundings.

As you draw closer, the buck turns at you, showing his side and you notice a large, gaping wound. The fur around the injury is stained with dried white slime. It is a sight that speaks of more than a mere accident – it hints at a malady that threatens the delicate balance of the forest.

The buck, sensing your presence, turns its head and locks eyes with you. There is a silent understanding between you – a shared acknowledgment of the pain and vulnerability that life in the wild often entails.

The forest, once a sanctuary, now holds a sinister secret that demands unraveling. You know you must act swiftly.

RANGERS CHOOSE:

A. Care for the buck:

Gain the **WOUNDED BUCK** mission. (Put its card into play in the surroundings.)

B. Thwart the threat:

Gain the **CHASE THE THREAT** mission. (Put its card into play in the surroundings.)

» Continue Reading:

Create the path deck by shuffling together the Woods set and 3 random cards from The Valley 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.

1.01 WOUNDED BUCK

The buck's eyes plead for help, and you feel a surge of determination. Gently, you reach into your backpack, extracting a basic first aid kit. The wound, however, is unlike any you have encountered before, and the effects of a grievous infection are evident.

You must do your best in finding herbs that grow nearby and apply what you've learned during your training to make an antibiotic.

Search the Woods set for a Sitka Buck and put it into play along the way exhausted. Attach the **WOUNDED BUCK** mission to that being.

Collect 2 different Food and clear the wounded Sitka Buck to give it the antibiotic.



Wounded Buck

1.02 WOUNDED BUCK

CLEAR ☆: GO TO 1.03

CLEAR ▲: GO TO 1.04

1.03

The buck's strength wanes, and its once-proud eyes dim. The forest, which has been witness to countless cycles of life and death, seems to mourn with a heavy silence. The majestic creature, surrounded by the beauty of the untamed wilderness it had roamed, succumbs to the injuries inflicted upon it. You bow your head in solemn respect. The forest, though resilient, bore witness to the fragility of life.

Complete the **WOUNDED BUCK** mission. Record **THE BUCK WANED**. End the day.

1.04

IF YOU HAVE COLLECTED AT LEAST 2 DIFFERENT FOOD, GO TO 1.05

OTHERWISE, READ:

You gently stroke the deer's fur but notice that its pain is not relieved. The wound will not heal on its own, it is necessary to treat it properly.

Discard all progress from the Sitka Buck and keep it in play with the **WOUNDED BUCK** mission card attached to it.

1.05

You prepare a vegetable paste with ripe fruits and globular flowers with a sweet and sugary scent, those that Hy believes are excellent for quickly recharging energy, and after disinfecting the wound, you spread some on the skin flaps of the stag. The buck's laboured breathing eases, and a spark of vitality returns to its eyes. After some minutes the buck stands up on his feet and it firmly looks into your eyes. It hesitates for a

moment, as if expressing gratitude, before bounding away into the depths of the woods.

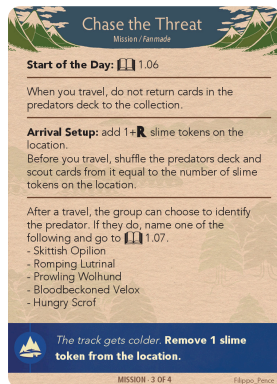
Complete the **WOUNDED BUCK** mission. Record **CARED FOR A BUCK**. Return all set aside cards to the collection. **End the day.**

1.06 CHASE THE THREAT

You decided to investigate the nature of the threat. It should be a predator with a lot of weird slime coming out of its mouth, and you are going to track it through the forest.

Build the predator's deck, by shuffling together one copy of Skittish Opilion, Romping Lutrinal, Prowling Wolhund, Bloodbeckoned Velox and Hungry Scrof respectively from the Ravine, Lakeshore, Woods and Grasslands sets. Then pick one, don't look at it and set it facedown aside out of play.

Travel among locations in the Valley, scout the predator's deck and identify it before the end of the day.



Chase the Threat

1.07 CHASE THE THREAT

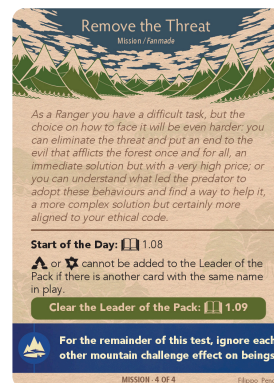
You're tracking a stealthy predator, your senses attuned to every rustle of leaves and subtle shift in the wind. You press forward, in pursuit of an unseen threat that dares challenge the balance of nature.

Complete the **CHASE THE THREAT** mission. Reveal the facedown predator and add it along the way with 1 slime token on it. That predator gains Persistent and will be referred to as "Leader of the Pack".

If the revealed predator is not the same as that named by the group, the Rangers followed the wrong tracks. Add the named predator from the predator deck within reach of the Lead Ranger. Then, based on the current day:

- **Day 1:** Gain **REMOVE THE THREAT** mission. (Put its card into play in the surroundings.)
- **Day 2:** The Lead Ranger searches the collection for an additional copy of the Leader of the Pack and put it within reach. Gain **REMOVE THE THREAT** mission. (Put its card into play in the surroundings.)
- **Day 3:** The Lead Ranger searches the collection for each copy of the Leader of the Pack and put it within reach. Gain **REMOVE THE THREAT** mission. (Put its card into play in the surroundings.)

Take notes of the Leader of the Pack writing its name in the campaign log.



Remove the Threat

1.08 REMOVE THE THREAT

The cries and roars of several predators wake you up before dawn, you are at the reckoning: you have hunted the predator but now you are its prey!

Add the Leader of the Pack (recorded in the campaign log) along the way with 1 slime token on it. Then, based on the current day:

- **Day 2:** The Lead Ranger searches the collection for an additional copy of the Leader of the Pack and put it within reach.
- **Day 3:** The Lead Ranger searches the collection for each copy of the Leader of the Pack and put it within reach.

1.09 REMOVE THE THREAT

CLEAR ★: GO TO [1.10](#)

CLEAR ▲: GO TO [1.11](#)

1.10

With a ghastly, final shudder, the infected predator finally collapses. You catch your breath, witness the change, and soon realize that life is returning to the once-balanced wilderness. Squirrels flit about, and the distant calls of native prey echo. Nature heals, reclaiming itself in the wake of the infection's demise.

Complete the **REMOVE THE THREAT** mission. Record **THWARTED THE THREAT**. End the day.

1.11

Approaching with caution, you observe the creature, keen on discovering the source of its distress. The predator now seems vulnerable. After careful examination, you identify the disturbance and, with a mixture of relief and determination, realize that the predator is almost out of danger. Whatever infection it may have contracted is fading, and the predator will soon resume its normal behaviour.

Complete the **REMOVE THE THREAT** mission. Record **THWARTED THE THREAT**. End the day.

End of the Day

READ THE TEXT FOLLOWING EACH ENTRY THAT YOU HAVE ON THE CAMPAIGN TRACKER:

CARED FOR A BUCK:

You watch the majestic creature disappear into the foliage, your hearts filled with a mix of admiration and humility. But this sense of satisfaction from having done a good deed does not last long. Whoever harmed the deer is still out there threatening the delicate ecosystem you've sworn to protect.

Gain the **CHASE THE THREAT** mission.

THE BUCK WANED:

The deer, weakened by its wounds, succumbed to the toll inflicted on it. Despite your efforts, you were unable to heal the harm inflicted, but you provided brief comfort in the deer's last moments.

Gain the **CHASE THE THREAT** mission.

THWARTED THE THREAT:

With your unwavering courage and selflessness, you succeeded in thwarting a looming menace and it is no more. Now the forest is safer, but in the deep you know there is a being that is still suffering.

Gain the **WOUNDED BUCK PT.2** mission.

THE BUCK WANED and **THWARTED THE THREAT**:

You have completed the mission, but the loss of the buck is a great wound in the heart of the Valley, difficult to heal.

CARED FOR A BUCK and **THWARTED THE THREAT**:

Your skill, passion and dedication to this game are truly amazing. Your success not only makes me happy, but also enhances the spirit of our amazing gaming community. Congratulations Rangers, keep exploring new paths!

Otherwise, read:

The night falls and you're running out of time. You must stop and resume your mission tomorrow.

End of Day 3

You have failed the mission, but don't give up: keep playing exploring new paths and solutions to complete it!

Acknowledgements

First of all, I would like to thank the EBG team for all their hard work in creating the game we all love. Then, I would like to express gratitude to Chris ElFluppe, DeMu, Elfeder, good_ide4, mustardayonnaiz, niccolò_katkoi, worm tongue, and all the people who took their time to play this adventure in its early stages or who shared a few words to contribute to its current state of completion. Finally, I want to extend my thanks to the ALeP Community, which has been a source of inspiration and admiration for me while developing fan-made content for a board game that I hold dear.

I hope this content can evoke feelings akin to those you experience while playing an official 'One-day Mission' or a day into the campaign, eliciting a similar sense of excitement and wonderment.

– Filippo "Pence"