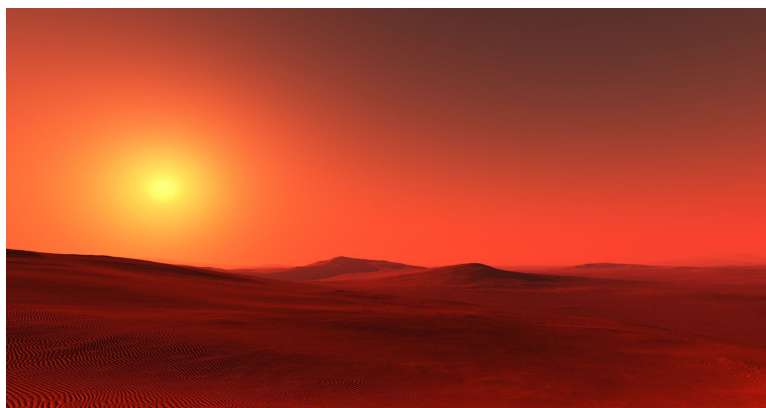# GUIDING STARS & BROKEN SIGNALS

Adventure Guide

This adventure traverses the worlds of Ob'dija and Xilsen through the settings of Sands of Varra and The Genesis Circuit as the Lightbearers faction battles The DEVA Network for supremacy and survival.

Sands of Varra

A barren desert continent at the crown of the planet Ob'dija, Varra is the location of the Solar Worldspine. The Near Sun's intense light and heat, which would otherwise scorch the remaining surface of Ob'dija, is bent and absorbed by the worldspine and the surrounding land, rendering much of Varra uninhabitable by most creatures. The echel, called 'Lightbearers' by many, are the primary adapted sapient species who call Varra home. They can be found across its surface in structures ranging from mundane stone and clay settlements to ornate cities of glass. Varra is seldom explored and has relatively untapped resources of crystal and other minerals buried in its sands.

If your adventure begins in Sands of Varra, your first chapter is **Sand and Flame** on page 4.

The Genesis Circuit
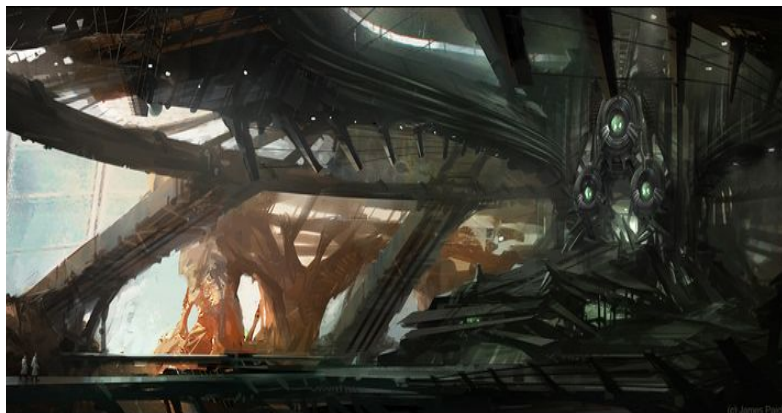
DEVA knows, sees, and controls all through the technologically advanced civilizations on the planet Xilsen. A creation of Ilreman imperial scientists, the terracomputer DEVA not only has omniscient monitoring capabilities, but also guides humanity toward ideal futures. The Digital Emergent Vector Analyzer uses the minds of synthetic humans as processors to extrapolate a myriad of timelines based on current global conditions and decisions, determine which futures are ideal, then manipulate the world to move in that direction. The majority of DEVA's systems are located in underground tunnels, caverns, and bunkers in the crust of the planet, though its footprint spreads to the surface in satellite stations, synthetic factories, and shuttles. DEVA's massive, self-expanding megastructure is called The Genesis Circuit.

If your adventure begins in The Genesis Circuit, your first chapter is **Anomaly Detected** on page 2.

Anomaly Detected

Special Rules

- The player who most recently turned on a light becomes the Anomaly playing from Lightbearers and is always the start of turn order, regardless of ⬡. All other players use The DEVA Network faction deck.
- Only use The Genesis Circuit map tiles for this chapter in addition to the Rift.
- Set aside *Lunite Fission Core, Magma River,* and *Network Security Complex* for initial tile pulls. Shuffle them back into the tile stack after deployment.

ACTIONS AND OBJECTIVES

The Anomaly

Setup and Actions: For initial draw, draw 10 and discard down to 4. Your deploy uses 6 action dice: **4** 🌙 and **2** ▽. Roll 6 dice for all action rolls.

Ember: After deploy, add P0 and P1 plot tokens to your playmat representing an **Ember** amount of 01. **Add 2** to this per DEVA Network leader. You may spend ◯ to gain **2** Ember. You also gain 1 Ember when one of your cards is discarded or destroyed. Your Ember has a **(10 + 2 per DEVA leader)** max.

Melt Drone: Spend 1 **Ember** and Any 1 die to destroy a **Drone Swarm** token.

Firestorm: *After you gain a* ⵝ, spend **3 Ember** to destroy all adjacent **Drone Swarms**. A single leader who placed one of the tokens may attempt a block check for the team using **3** ⵝ.

Action — Funnel Power: While occupying the *Lunite Fission Core, Magma River,* or *Network Security Complex* tiles, spend **2** ✺ to flip your tile. If successful, remove the tile from the game and gain **10 Ember**.

The DEVA Network

Action — Reconstruct: Spend **2** ▽ while in a 🎹 or 🏠 tile to warp an active tile and anything on it to an empty space adjacent to a DEVA Network pawn.

Action — Drone Swarm: Spend **1** 🌙 to place 1 of your tokens representing a **Drone Swarm** in an active tile within 2 spaces. The Anomaly cannot enter tiles containing Drones. Drones are destroyed if a tile is flipped. Tiles with at least one Drone token require 1 additional action die to flip or use **Funnel Power**. Tiles may contain 1 Drone token each. You may not add Drones to a tile the Anomaly occupies.

Action — Deplete Oxygen: Spend **1** 🎇 while occupying a 📜 tile to remove 1 Ember token or 2 if the Anomaly is within your reach.

How to Win

a) Depletion: Remove 2: *Lunite Fission Core, Magma River, or Network Security Complex.*

b) Trace Lost: At the end a round, round number is higher than the number of Drone Swarms.

How to Win (Faction)

a) Contain: There are (*4 x DEVA leaders*) **Drone Swarms** at the end of the Anomaly's turn.

b) Extinguish: The Anomaly has no active cards (group & timeline) and no Ember at the end of a round.

END OF CHAPTER

If **Depletion** ends the game: *The power structures crumble and the lights of the cavern system dim to a low red. You return through the rift, energized by the consumption of the otherworldly radiance, only to find the broken shards of a Sun Temple of Ul'irn scattered in the dunes. The machines have mounted a counterattack.*

● Proceed to chapter "**Nothing is Sacred**." Removed tiles remain removed for the rest of this campaign.

If **Trace Lost** ends the game: *You've evaded the machines, for now. Beyond the metal and cables of their domain, you find stone and mortar architecture, familiar and alien at once. The faint clicking of gears and hisses of steam tell you this place is not lost to the world.*

● Proceed to chapter "**Colonies of the Underworld**." Remove all active cards with the word "Drone" in their name for the rest of the campaign.

If **Contain** ends the game: *The anomaly is surrounded and defenseless. However, as the drones bind its limbs with photon harnesses, it engulfs itself in flames. The cavern rumbles and metal support beams creak. Drones melt and clatter to the floor. The organism has found strength in its pain and desperation. It wants out.*

● Proceed to chapter "**Seeking the Sun**." Remove the anomaly's active cards for the rest of this campaign.

If **Extinguish** ends the game**:** *As expected, the air vent controls were effective in snuffing out the organic interloper. In its dying breaths, it reaches for a crystal token hanging from its neck. Sparks rise from the crystal toward the creature's hand until a drone suspends the object. Sensors indicate a familiar signature to lunite, the material that fuels DEVA. Wherever this creature came from, there must be more of that material there.*

● Proceed to chapter "**Securing the Shard**." Remove the anomaly's leader for the rest of this campaign.