













# Vengeful Spirit

4 4 2

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.

ARMOR

██

► **Parley.** Test ♦ (X) to attempt to banish the spirit. If you succeed, deal it X damage.  
(You choose X.)

ENEMY



ENEMY

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14-16  
14-10

19/74  
18\74

485  
482

# Vengeful Spirit

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Hunter. ⚔️

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Vengeful Spirit

Vengeful Spirit

Vengeful Spirit

4 4 2

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.

Hunter. Retaliate.

While Vengeful Spirit is ready, it gets +2 fight.

➤ Corrupt the top X cards of your deck: **Parley**. Test ♠ (X) to attempt to banish the spirit. If you succeed, deal it X damage. (You choose X.)

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Revelation – You must choose ☰:

- ◇ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ◇ Take 2 damage.

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Vengeful Spirit

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TREACHERY

Neural EMP

Hazard.

Revelation – You must choose ☰:

- ◇ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
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Neural EMP

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## Neural EMP

### Hazard.

Peril. Surge.

**Revelation** – You must choose one:

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.

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4-19

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4-18

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## Neural EMP

## Neural EMP

### Hazard.

Peril. Surge.

**Revelation** – You must choose one:

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## Neural EMP

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## Neural EMP

## Neural EMP

### Hazard.

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4-18

31/34

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## Neural EMP

## Neural EMP

### Hazard.

Peril. Surge.

**Revelation** – You must choose two:

- ❖ Exhaust your Brain-Machine Interface. Switch to meatspace, if able.
- ❖ Take 2 damage.
- ❖ Corrupt a non-weakness card in your hand.

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33/74

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20-31

33/34

483

## Neural EMP

## Neural EMP

### Hazard.

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28+

35/74

493

28+

35/34

483

## Neural EMP

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### Hazard.

Peril. Surge.

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28+

35/74

493

28+

35/34

483





Dataddiction

Madness. Terror.

**Revelation** – Put Dataddiction into play in your threat area.

**Forced** – When you switch from cyberspace to meatspace, Take 1 damage or 1 horror.  
►: Test (3). If you succeed, discard Dataddiction. You may spend an action to automatically succeed.

TREACHERY

Dataddiction

**Revelation** – Put Dataddiction into play in your threat area.

**Forced** – When you switch from cyberspace to meatspace, Take 1 damage or 1 horror.  
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TREACHERY

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TREACHERY

Dataddiction

**Revelation** – Put Dataddiction into play in your threat area.

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►: Test **¶** (3). If you succeed, discard Dataddiction. You may spend an action to automatically succeed.



### Dataddiction

Madness Terror

**Revelation** – Put Dataddiction into play in your threat area.

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### Dataddiction

Madness Terror

**Revelation** – Put Dataddiction into play in your threat area.

**Forced** – When you switch from cyberspace to meatspace or vice versa: Take 1 damage or 1 horror.

► Test (3). If you succeed, discard Dataddiction.

### Dat.addiction

Madness, Terror

**Revelation** – Put Dataddiction into play in your threat area.

**Forced** – When you switch from cyberspace to meatspace or vice versa: Take 1 direct damage or 1 direct horror.

►: Test **1** (3). If you succeed, discard Dataddiction. You may spend an action to automatically succeed.







TREACHERY

Meridian

Omen.

**Revelation** – Test ♀ or ♂ (3). If you fail, corrupt a non-weakness asset in your hand or play area

TREACHERY

Meridian

Omen.

**Revelation** – Test ♀ or ♂ (3). If you fail, corrupt a non-weakness asset in your hand or play area

TREACHERY

Meridian

Omen.

**Revelation** – Test ♀ or ♂ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, corrupt a non-weakness asset in your hand or play area

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5-27

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498

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45/74

498

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TREACHERY

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Omen.

**Revelation** – Test ♀ or ♂ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, corrupt a non-weakness asset in your hand or play area and search your deck, discard pile, hand, and all play areas for each other copy of that card and corrupt them as well. Shuffle your deck.

TREACHERY

Meridian

Omen.

**Revelation** – Test ♀ or ♂ (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, corrupt a non-weakness asset in your hand or play area and search your deck, discard pile, hand, and all play areas for each other copy of that card and corrupt them as well. Shuffle your deck.

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499







**TREACHERY****Bad Times***Curse. Terror.*

**Revelation** – Test (4). Your base skill value is half the number of corrupted cards you own (rounded down). ( $\heartsuit$  icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.

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12–17  
18–32

53/74  
23/34

502  
203

**TREACHERY****Bad Times***Curse. Terror.*

**Revelation** – Test (4). Your base skill value is half the number of corrupted cards you own (rounded down), to a maximum base skill value of 4. ( $\heartsuit$  icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.

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18–25  
18–32

56/74  
26/34

503  
203

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18–25  
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56/74  
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26+  
26+

59/74  
29/34

504  
204

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26+

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29/34

504  
204





### TREACHERY

### Bad Times

#### Curse. Terror.

**Revelation** – Test (4). Your base skill value is half the number of corrupted cards you own (rounded down), to a maximum base skill value of 4.  
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ILLUSTRATION BY ADAM S. DOYLE

26+

59/74

504

204

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14-18

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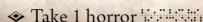
### TREACHERY

### Ghost Stories

#### Terror.

**Revelation** – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a ? non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource.
- ❖ Take 1 horror and lose 1 resource.



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19-22

64/74

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200

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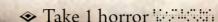
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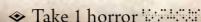
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### Ghost Stories

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23-26

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**TREACHERY****Ghost Stories****Terror.**

**Revelation** – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a  $\frac{1}{4}$  non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource.
- ❖ Take 1 horror

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Иллюстратор Лиля Смилшкалне

23-26  
53-58

66/74  
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203

**TREACHERY****Ghost Stories****Terror.**

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- ❖ Corrupt the top 2 cards of your deck.
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- ❖ Take 1 horror and lose 1 resource.

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27-30  
51-58

68/74  
90\14

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208

**TREACHERY****Ghost Stories****Terror.**

**Revelation** – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a  $\frac{1}{4}$  non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource.
- ❖ Take 1 horror and lose 1 resource.

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27-30  
51-58

68/74  
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**TREACHERY****Ghost Stories****Terror.**

**Revelation** – For every 3 corrupted cards you own, you must choose one, to a minimum of 1 time and a maximum of 5 times:

- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a random non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource.
- ❖ Take 1 horror and lose 1 resource.

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31+  
31+

70/74  
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**TREACHERY****Ghost Stories****Terror.**

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31+  
31+

70/74  
90\14

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209

**TREACHERY****Consume****Power.**

**Revelation** – Count the total number of corrupted cards. If there are ...

- ❖ ... 5 or more, each investigator takes 2 damage or horror, divided as they wish.
- ❖ ... 4 or less, each investigator takes 1 damage or horror, divided as they wish.
- ❖ ... 3 or less, each investigator takes 1 damage or horror, divided as they wish.

Illus. Pavel Kolomeets  
Иллюстратор Павел Коломец

10-14  
10-14

72/74  
90\14

510  
210







