





Nyashia

Nyashia

Nyashia

3 3 3

3 3 3

3 3 3

Program. Creature. Corrupted.

Program. Creature. Corrupted.

Program. Creature. Corrupted.

Cyberspace Spawn.

Cyberspace Spawn.

Cyberspace Spawn.

Elusive. Retaliate.

Elusive. Retaliate.

Elusive. Retaliate.



ENEMY

Nyashia

Nyashia

Nyashia

3 3 3

3 3 3

3 3 3

Program. Creature. Corrupted.

Program. Creature. Corrupted.

Program. Creature. Corrupted.

Cyberspace Spawn.

Cyberspace Spawn.

Cyberspace Spawn.

Alert. Elusive. Retaliate.

Alert. Elusive. Retaliate.

Alert. Elusive. Retaliate.

Forced – After Nyashia engages your cyber avatar: Corrupt a non-weakness card in your hand.



ENEMY

Nyashia

Nyashia

Nyashia

3 3 3

3 3 3

3 3 3

Program. Creature. Corrupted.

Program. Creature. Corrupted.

Program. Creature. Corrupted.

Cyberspace Spawn.

Cyberspace Spawn.

Cyberspace Spawn.

Alert. Elusive. Retaliate.

Alert. Elusive. Retaliate.

Alert. Elusive. Retaliate.

Forced – After Nyashia attacks or engages your cyber avatar: Corrupt a non-weakness card in your hand.



ENEMY

Nyashia



ENEMY



ENEMY

3 3 3

3 3 3

3 3 3

Program. Creature. Corrupted.

Program. Creature. Corrupted.

Program. Creature. Corrupted.

Cyberspace Spawn.

Cyberspace Spawn.

Cyberspace Spawn.

Elusive. Retaliate.

Elusive. Retaliate.

Elusive. Retaliate.

Forced – After Nyashia attacks or engages your cyber avatar: Corrupt a non-weakness card in your hand.

Illus. Liiga Smilshkalne

0-3

9/74

480

Illus. Liiga Smilshkalne

4-11

11/74

481

Illus. Liiga Smilshkalne

4-11

11/74

481

Illus. Liiga Smilshkalne

12-17

13/74

482

Illus. Liiga Smilshkalne

12-17

13/74

482

Illus. Liiga Smilshkalne

18-23

15/74

483

Illus. Liiga Smilshkalne

18-23

15/74

483

Illus. Liiga Smilshkalne

24+

17/74

484

Illus. Liiga Smilshkalne

24+

17/74

484



Vengeful Spirit

4 4 2

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.

Vengeful Spirit

4 4 2

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.

Vengeful Spirit

4 4 2

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.



ENEMY



ENEMY



ENEMY

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

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

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

Illus. Scott Uminga

14-16

19/74



485

Illus. Scott Uminga

14-16

19/74



485

Illus. Scott Uminga

17-19

21/74



486

Vengeful Spirit

4 4 2

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.

Hunter. ⚔️

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

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

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.

Hunter. ⚔️

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

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

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.

Hunter. ⚔️

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

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

Illus. Scott Uminga

17-19

21/74



486

Illus. Scott Uminga

20-22

23/74



487

Illus. Scott Uminga

20-22

23/74



487

Vengeful Spirit

4 4 2

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.

Hunter. ⚔️

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.)

Program. Humanoid. Geist. Corrupted.

Cyberspace Spawn.

Hunter. ⚔️

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.)

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.)

Illus. Scott Uminga

23-25

25/74



488

Illus. Scott Uminga

23-25

25/74



488

Illus. Scott Uminga

26+

27/74



489



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.)

ENEMY

Illus. Scott Uminga

26+

27/74



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TREACHERY Neural EMP

Hazard.

Revelation – You must choose ♦:

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

Illus. Matt Zeilinger

0-3

29/74



490

TREACHERY Neural EMP

Hazard.

Revelation – You must choose ♦:

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

TREACHERY Neural EMP

Hazard.

Surge.

Revelation – You must choose ♦:

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

Illus. Matt Zeilinger

4-19

31/74



491

TREACHERY Neural EMP

Hazard.

Surge.

Revelation – You must choose ♦:

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

TREACHERY Neural EMP

Hazard.

Peril. Surge.

Revelation – You must choose ♦:

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

TREACHERY Neural EMP

Hazard.

Peril. Surge.

Revelation – You must choose ♦:

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

Illus. Matt Zeilinger

20-27

33/74



492

TREACHERY 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.

TREACHERY 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.

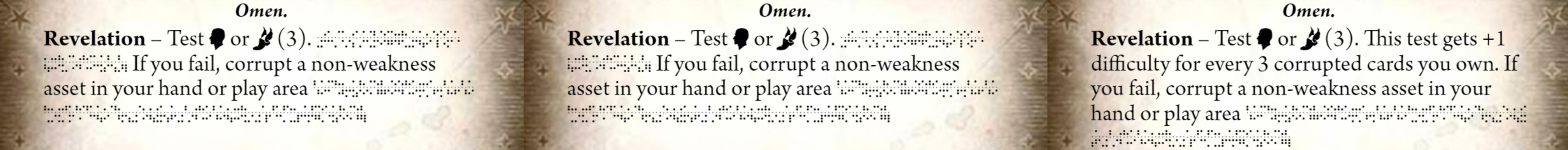
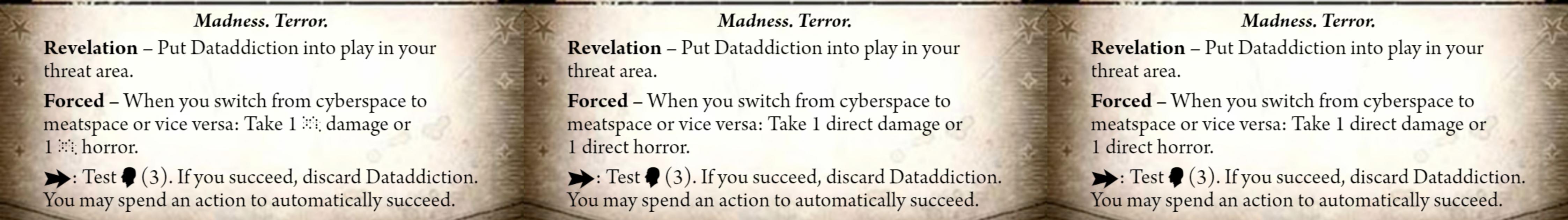
28+

35/74



493









Illus. Adam S. Doyle

5-27

45/74

498

Illus. Adam S. Doyle

28+

47/74

499

Illus. Adam S. Doyle

28+

47/74

499



Illus. Scott Uminga

6-13

49/74

500

Illus. Scott Uminga

6-13

49/74

500

Illus. Scott Uminga

14+

51/74

501



Illus. Scott Uminga

Terror.

Revelation – Put Conundrum into play in your threat area.

Forced – When you switch from cyberspace to meatspace or vice versa: Corrupt a non-weakness card in your hand.

→: Test (2) (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.

Illus. Adam S. Doyle

Revelation – Put Conundrum into play in your threat area.

Forced – When you switch from cyberspace to meatspace or vice versa: Corrupt a random non-weakness card in your hand.

→: Test (2) (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.

Illus. Adam S. Doyle

14+

51/74

501

Illus. Adam S. Doyle

12-17

53/74

502

Illus. Adam S. Doyle

12-17

53/74

502



**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. (? icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.



Illus. Adam S. Doyle

12-17

53/74

502

Illus. Adam S. Doyle

18-25

56/74

503

Illus. Adam S. Doyle

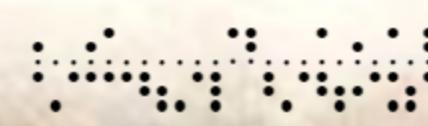
18-25

56/74

503

**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. (? icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.



Illus. Adam S. Doyle

18-25

56/74

503

Illus. Adam S. Doyle

26+

59/74

504

Illus. Adam S. Doyle

26+

59/74

504

**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. (? icons count as matching icons.) For each point you fail by, corrupt the top card of your deck.



Illus. Adam S. Doyle

26+

59/74

504

Illus. Liiga Smilshkalne

14-18

62/74

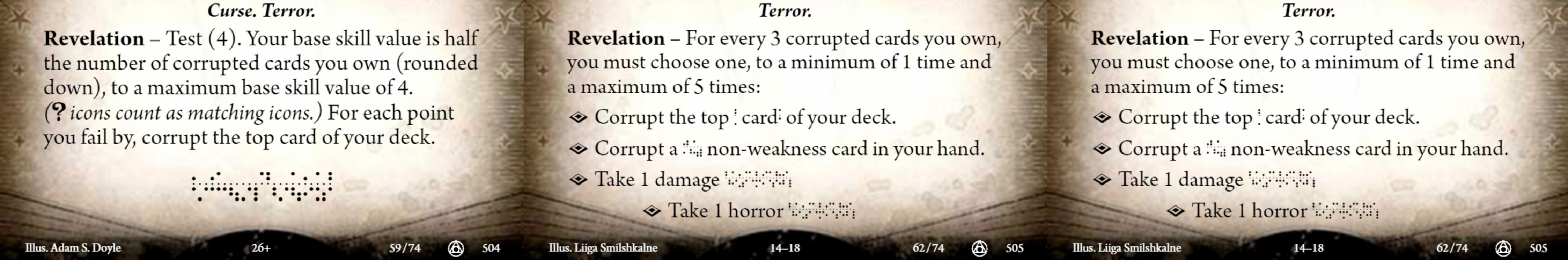
505

Illus. Liiga Smilshkalne

14-18

62/74

505

**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 1 card of your deck.
- ❖ Corrupt a # non-weakness card in your hand.
- ❖ Take 1 damage (Wounds).
- ❖ Take 1 horror (Fright).

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 1 card of your deck.
- ❖ Corrupt a # non-weakness card in your hand.
- ❖ Take 1 damage (Wounds).
- ❖ Take 1 horror (Fright).





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
- ❖ Take 1 horror

Illus. Liiga Smilshkalne 19–22 64/74 Ⓛ 506

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
- ❖ Take 1 horror

Illus. Liiga Smilshkalne 19–22 64/74 Ⓛ 506

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

Illus. Liiga Smilshkalne 23–26 66/74 Ⓛ 507



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

Illus. Liiga Smilshkalne 23–26 66/74 Ⓛ 507

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.

Illus. Liiga Smilshkalne 27–30 68/74 Ⓛ 508

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.

Illus. Liiga Smilshkalne 27–30 68/74 Ⓛ 508



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.

Illus. Liiga Smilshkalne 31+ 70/74 Ⓛ 509

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.

Illus. Liiga Smilshkalne 31+ 70/74 Ⓛ 509

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

Illus. Pavel Kolomeyets 10–14 72/74 Ⓛ 510





Illus. Pavel Kolomeyets

15–19

73/74

511

Illus. Pavel Kolomeyets

20+

74/74

512

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.
- ◆ ... 10 or more, place 1 doom on the current agenda. This effect can cause the agenda to advance.
- ◆ ... 15 or more, mark 1 assimilation in your Campaign Log. Remove Consume from the game.

