

Deck Size: 40.

Secondary Class Choices: At deck creation, choose two classes.

Deckbuilding Options: Guardian cards (★) level 0–5, Neutral cards level 0–5, cards of your chosen secondary classes level 0–2.

Deckbuilding Requirements (do not count toward deck size): Another Day, Another Paycheck, Employee Strike, 1 random basic weakness.

By day, Sunny Lebeau is a corporate runner for Globalsec, armed with top-tier security tools and a paycheck that makes the risks worth it. She infiltrates, extracts, and dismantles corporate servers, all with the full legal backing of one of the world's most powerful security firms. By night, she's a devoted mother to Frankie and Alexa, balancing daycare drop-offs and bedtime stories. Sunny doesn't run for the thrill. She doesn't run to send a message. She runs because it pays the bills, puts food on the table, and keeps her kids safe.

Deck Size: 30.

Deckbuilding Options: Guardian cards (★) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): Deep Red, Pawn, Knight, Bishop, Rook, Queen, Checkmate, Zugzwang, 1 random basic weakness.

Additional Setup: Begin each game by forming a separate "Caissa deck" of Pawn, Knight, Bishop, Rook, and Queen, in that order, with each card faceup. (*Pawn should be the top card of the deck.*)
What started one day as just another job turned into a desperate race to expose a catastrophic secret. Weyland's Project Vulcan isn't just another corporate lie—it's a global disaster waiting to happen, and the deeper Reina Roja digs, the more bodies start to pile up. Haunted by her past as an electronic warfare drone operator, the question now isn't whether she can expose the truth; it's how many pieces she's willing to sacrifice to do it.



Queen

Caïssa. Program.

Reina Roja deck only.

Attach Queen to your location. Limit 1 *Caïssa* per location.

⚡ If you are at Queen's location, exhaust Queen: Deal 1 damage to an enemy at attached location. You get +2 to a skill of your choice until the end of the phase. Move up to 2 times. You may move Queen to any location.

④ 545
⑤ 242



G-Mod. Miskatonic Scholar.

⚡ After you play an asset for the first time during your turn: Choose one of its *Traits*. Play an asset with the chosen *Trait* from your hand, ignoring its resource cost. (Limit once per game for each trait.)

⚡ effect: +1. If you succeed, choose a *Trait* and increase the limit on Hayley's and Comet's abilities for that *Trait* by 1 this game.

④ 548
⑤ 248



Cyborg Dreamer.

⚡ When you draw a card from any deck: It gains the *Trait* of your choice until the end of the investigation phase (in addition to any *Traits* it already has). (Limit once per round.)

"I was not; I was;
I am not; I am all."

④ 551
⑤ 221



Checkmate

Caïssa. Tactic.

Reina Roja deck only.

Count the number of *Caïssa* cards in play. If there are...

- ❖ ... 1 or more, draw 2 cards.
- ❖ ... 2 or more, deal 2 damage to any enemy.
- ❖ ... 3 or more, discover 2 clues from any location.
- ❖ ... 4 or more, heal 1 damage and 1 horror.
- ❖ ... 5 or more, do any number of the above again.

④ 546
⑤ 249



Comet

Item. Console.

Hayley Kaplan deck only.

⚡ After you play an event for the first time during your turn: Choose one of its *Traits*. Play an event with the chosen *Trait* from your hand, ignoring its resource cost. (Limit once per game for each trait.)

④ 549
⑤ 248



False Echo

Ritual.

Rielle "Kit" Peddler deck only.

⚡ When you discard a treachery card after resolving any of its effects, take 1 direct horror: Place it on the bottom of the encounter deck.

⚡ Remove False Echo from the game: Heal 2 horror.

④ 552
⑤ 225



Zugzwang

WEAKNESS.

Blunder.

Revelation – Put Zugzwang into play in your threat area.

Forced – At the end of your turn: For each ready *Caïssa* card in play, take 1 damage or 1 horror.

➡➡➡: Discard Zugzwang.

④ 547
⑤ 247



The Stars Are Wrong

WEAKNESS.

Omen. Endtimes.

Revelation – If you have no non-permanent assets in play, shuffle The Stars Are Wrong into your deck. Otherwise, for each number between 1 and 4, you must either take 1 direct horror or shuffle an asset you control with that printed resource cost from your play area into your deck.

④ 550
⑤ 220



Immolation Script

WEAKNESS.

Curse.

Revelation – Put Immolation Script into play in your threat area.

Cards you own (both in-play and out-of-play) lose all *Traits* and cannot gain *Traits*.

Forced – If you have 1 or fewer cards in your hand: Discard Immolation Script.

④ 553
⑤ 223





*Quetzal

The Free Spirit

Deck Size: 30.

Deckbuilding Options: Mystic cards (\blacktriangle) level 0–5, Occult cards level 0–4, Science cards level 0–4, Neutral cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Data Folding, Sequencing Failure, 1 random basic weakness.

Quetzal shredded the final layer of ICE, expecting a cascade of payroll files, instead, the interface registered a repulsive, oily sensation. It wasn't code; it was a swirling helix that pulsed with unnerving energy. Caution screamed through Quetzal's nervous system, but the thrill of the utterly uninherited was overpowering. It called them in, promising power—and undoubtedly ruin. Without a second thought, Quetzal tightened their grip, manually bypassing the system's final error warnings. The body is just a vessel. A starting point. And this strange, new lifeform was the starting point for a whole new evolution.

*Gabriel Santiago

The Consummate Professional

Deck Size: 30.

Deckbuilding Options: Rogue cards (\lozenge) level 0–5, non-permanent Talent cards level 0–2, Trick cards level 0–2, Neutral cards level 0–5.

Deckbuilding Requirements (do not count toward deck size): Inside Job, Malapert Memories, 1 random basic weakness.

Additional Setup: After putting locations into play, place 1 resource (*from the token pool*) on each location, as a mark.

Gabriel Santiago steals for only one reason. He's a professional, and professionals get paid. From the undercity slums to luxury suites high above plaza level, Gabriel has clawed his way up with nothing but skill, patience, and a complete lack of remorse. The jobs aren't personal—they're just business. But there's always something bigger, something better. A nicer suit. A faster hopper. A higher floor. He lives the biggest lesson of wealth: it doesn't matter how much you have, it's never enough.

Additional Setup: You begin each game with "I know just the guy..." set aside, out of play.

What sort of figure rises to the top of a secretive, chaotic, criminal organization like Los Muertos? One with a head for logistics. While the gang's in no danger of running out of street toughs, fences, stim dealers, thieves, runners, and enforcers, it has only one tech lord, Armand "Geist" Walker. He's the man who makes things happen. Without his influence, the gang would not enjoy all the power it wields.

**TREACHERY****Sequencing Failure****WEAKNESS****Injury.**

Revelation – Put Sequencing Failure into play in your threat area, with 3 resources on it.

►: Test or (4). If you succeed, remove 1 resource from Sequencing Failure.

Forced – When the game ends, if there are any resources on Sequencing Failure: You earn 2 fewer experience for this scenario.

Illus. Adam S. Doyle
Illustration by Adam S. Doyle

④ 563
⑤ 203

**TREACHERY****Heartstrings****WEAKNESS****Flaw. Task.**

Revelation – Attach Heartstrings to any location (a connecting location, if able).

Treat the text box of each asset attached to your investigator as blank.

►: Test any skill (4). If you succeed, discard Heartstrings.

Illus. Liiga Smilshkalne
Illustration by Liiga Smilshkalne

④ 566
⑤ 200

**Item. Console.**

Keiko starts in play. Hoshiko Shiro deck only.

You have 1 additional ally slot, which can only be used to hold **Companion** assets.

► When your first turn of the game begins: Search your deck for a **Companion** and add it to your hand. Shuffle your deck.

④ 569
⑤ 200

*** Tao Salonga****The Telepresence Magician****Sorcerer**

After an asset enters your play area: Attach it to Tāo Salonga or switch it with an attached asset. (Limit 2 attached assets.)

Each investigator can trigger and abilities on each asset attached to Tāo Salonga regardless of location.

► effect: +1. If you succeed, increase the limit on Tāo's ability by 1 this game.

Illus. Benjamin Giletti (edited)
Illustration by Benjamin Giletti (edited)

④ 564
⑤ 204

*** Hoshiko Shiro****The Untold Protagonist****Dreamer.**

After you succeed at a skill test of difficulty 4 or greater: Gain 2 resources and swap this card with its bonded **Resolve** version.

► effect: You automatically succeed. Resolve the above ability.

"Please, let me have this dream."

Illus. Laminia Pham (edited)
Illustration by Laminia Pham (edited)

④ 567
⑤ 204

**Fencer Fueno****Companion. Program.**

Hoshiko Shiro deck only.

Fencer Fueno does not ready during the upkeep phase unless you spend 1 resource.

► When you perform a successful attack on a **Spell** card, exhaust Fencer Fueno: Deal +1 damage for that attack.

④ 570
⑤ 200

**DZMZ Optimizer****Item.**

Tāo Salonga deck only.

You have 1 additional hand, accessory, or arcane slot.

► When you play an asset that takes up a slot, exhaust DZMZ Optimizer: Reduce the cost of that card by 1.

Illus. Benjamin Giletti
Illustration by Benjamin Giletti

④ 565
⑤ 202

**Chosen. Resolve.**

Bonded (Hoshiko Shiro).

Forced – When you end your turn: Spend 1 resource to search the top 2 cards of your spellbook deck, draw 1 of them, and place the rest on the bottom. If you cannot, swap this card with its bonded non-**Resolve** version.

► effect: +1. You may put a **Spell** card from your discard pile on top of your spellbook deck.

④ 568
⑤ 202

**Mystic Maemi****Companion. Program.**

Hoshiko Shiro deck only.

Mystic Maemi does not ready during the upkeep phase unless you spend 1 resource.

► Exhaust Mystic Maemi: Add 1 charge to a **Spell** asset you control.

④ 571
⑤ 201



Illus. Olie Boldator (edited)
Illustration by Olie Boldator (edited)

④ 569
⑤ 200

Illus. Izzy Pruet (edited)
Illustration by Izzy Pruet (edited)

④ 570
⑤ 200

Illus. Izzy Pruet (edited)
Illustration by Izzy Pruet (edited)

④ 571
⑤ 201

*Hoshiko Shiro

The Untold Protagonist

Deck Size: 30 plus, at deck creation, choose 8–14 for the size of a separate "spellbook deck" (for a total of 38–44).

Deckbuilding Options: Survivor cards (♥) level 0–3, Mystic cards (♦) level 0–5, up to 10 combined levels of Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): Keiko, Fencer Fueno, Mystic Maemi, Paladin Poemu, Trickster Taka, Isolation, 1 random basic weakness.

Deckbuilding Restrictions: No *Ally* assets.

Additional Requirements: You deck must include exactly as many *Spell* cards as the size of your spellbook deck. During the setup of each scenario, you must shuffle each *Spell* card from your deck into a separate spellbook deck, then place Isolation on the bottom of the spellbook deck.

On the Net you can be who you want to be. Hoshiko wants to be a hero for her friends. Addicted to data, she would rather spend time on the Net than in meatspace, but a constant output of emotional energy is draining. Quiet times and feelings of failure can bring Hoshiko back to earth. But even in darkness there is hope, and there is no pit Hoshiko can't climb out of with the help of her friends.

*Tāo Salonga

The Telepresence Magician

Deck Size: 30.

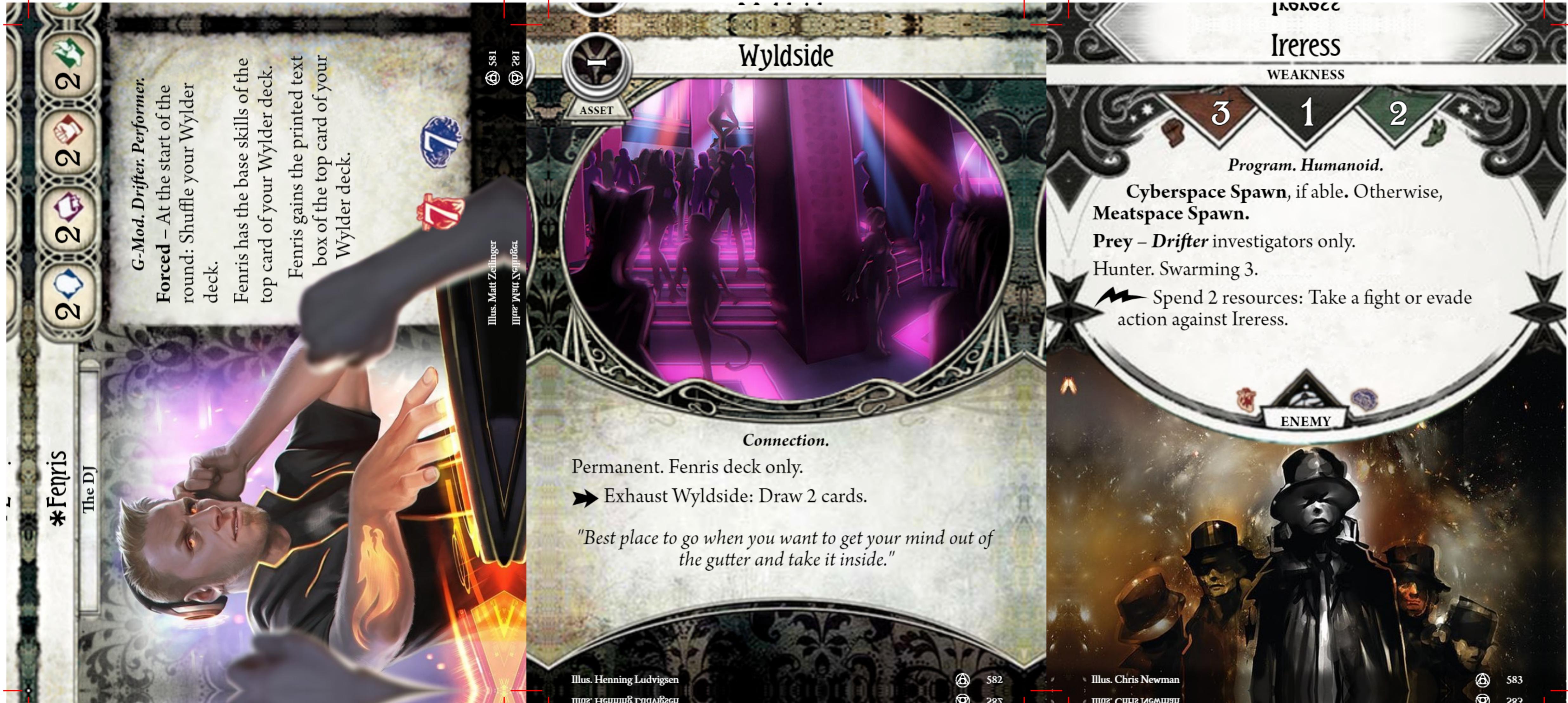
Deckbuilding Options: Mystic cards (♦) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

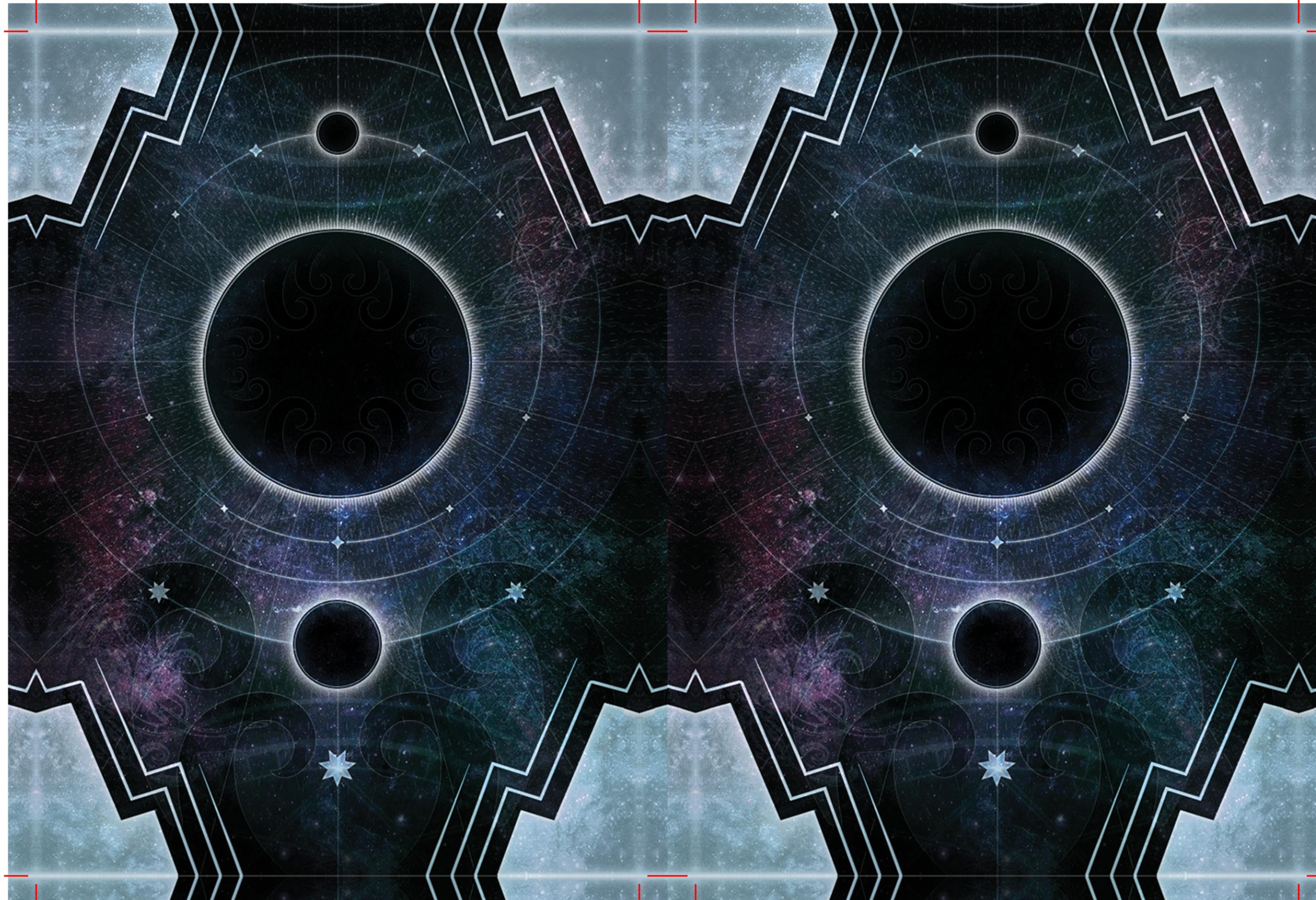
Deckbuilding Requirements (do not count toward deck size): DZMZ Optimizer, Heartstrings, 1 random basic weakness.

From viral pranks to back-alley miracles, Tāo Salonga helps the people the corps forgot—one servo, one stolen server cycle at a time. But while skimming corp traffic for a bit of harmless fun, he found something he wasn't supposed to see: a hidden fork in NBN's surveillance net. Something not for ratings, or intel, or even blackmail—something more mysterious. Data vanishing into a system no one will admit exists. People flagged before anything went wrong. One breadcrumb led to another, and now he's deep in the dark architecture of something far bigger than he could ever have imagined.









***Fenris**
The DJ

Deck Size: 40.

Secondary Investigator Choices: At deck creation, choose four other investigators that don't share any classes with each other.

Deckbuilding Options: For each of your chosen investigators, 10 cards following that investigator's deckbuilding options.

Deckbuilding Requirements (do not count toward deck size): Wyldside, Iteress, 1 random basic weakness.

Additional Setup: You begin each game by shuffling the chosen investigators into a separate "Wylder" deck, each card faceup. Wyldside isn't just a club—it's a refuge. A place where g-modders can be themselves, where fur, feathers, and fangs are part of the dress code. But beneath the music, something darker lurks. Wylders have been disappearing. Whispers of hunters, corps, or something worse. Fenris won't let it slide. This is his pack, his home, and if someone's preying on Wyldside, they're about to find out exactly how sharp the pack's teeth are.