

Cobra

2 2 4

Program. Creature. Corrupted.

Cyberspace Spawn.

Cobra

2 2 4

Program. Creature. Corrupted.

Cyberspace Spawn.

Cobra

2 2 4

Program. Creature. Corrupted.

Cyberspace Spawn.



ENEMY

Cobra

Cobra

Cobra

Illus. Liga Smilshkalne

0-1 1/74 ④ 476

Illus. Liga Smilshkalne

0-1 1/74 ④ 476

Illus. Liga Smilshkalne

2-5 3/74 ④ 477

Program. Creature. Corrupted.

Cyberspace Spawn.

Program. Creature. Corrupted.

Cyberspace Spawn.

Program. Creature. Corrupted.

Cyberspace Spawn.

Forced – After Cobra attacks your cyber avatar:

Corrupt a non-weakness asset in your hand or play area.

Forced – After Cobra attacks your cyber avatar:

Corrupt a non-weakness asset in your hand or play area.

Forced – After Cobra attacks your cyber avatar:

Corrupt a non-weakness asset in your hand or play area.



ENEMY

Cobra

Cobra

Nyashia

Illus. Liga Smilshkalne

2-5 3/74 ④ 477

Illus. Liga Smilshkalne

6-11 5/74 ④ 478

Illus. Liga Smilshkalne

6-11 5/74 ④ 478

Program. Creature. Corrupted.

Cyberspace Spawn.

Program. Creature. Corrupted.

Cyberspace Spawn.

Program. Creature. Corrupted.

Cyberspace Spawn.

Retaliate.

Forced – After Cobra engages your cyber avatar: Test (2). If you fail, it attacks you.

Forced – After Cobra attacks your cyber avatar: Corrupt a non-weakness asset in your hand or play area.



ENEMY

Illus. Liga Smilshkalne

12+ 7/74 ④ 479

Illus. Liga Smilshkalne

12+ 7/74 ④ 479

Illus. Liga Smilshkalne

0-3 9/74 ④ 480

Elusive.



Nyashia

Nyashia

Nyashia

3 3 3

3 3 3

3 3 3

Program. Creature. Corrupted.

Program. Creature. Corrupted.

Program. Creature. Corrupted.

Cyberspace Spawn.

Elusive, Retaliate.



ENEMY



Illus. Liga Smilshkalne

0-3

9/74

480

Illus. Liga Smilshkalne

ENEMY



Illus. Liga Smilshkalne

ENEMY

4-11

11/74

481

Illus. Liga Smilshkalne

ENEMY

4-11

11/74

481

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.



ENEMY



Illus. Liga Smilshkalne

12-17

13/74

482



ENEMY



Illus. Liga Smilshkalne

ENEMY

12-17

13/74

482



ENEMY



18-23

15/74

483

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.



ENEMY



Illus. Liga Smilshkalne

18-23

15/74

483



ENEMY



Illus. Liga Smilshkalne

ENEMY

24+

17/74

484



ENEMY



17/74

484

Nyashia

Nyashia

Nyashia

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

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

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







# 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

489

TREACHERY





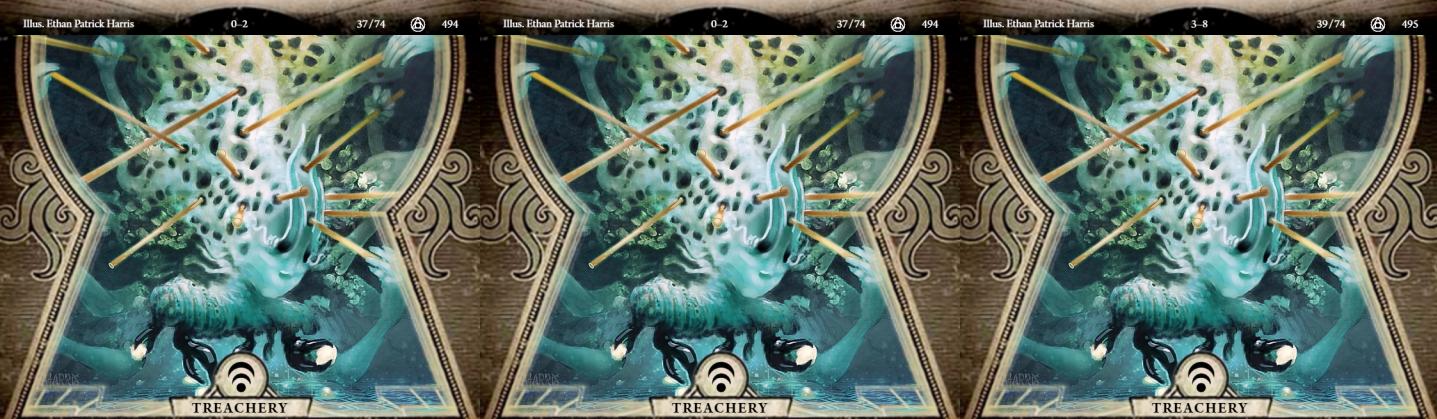
TREACHERY

**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****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. 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.

**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.





## 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. 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. For each point you fail by, corrupt the top card of your deck. For each point you fail by, corrupt the top card of your deck. For each point you fail by, corrupt the top card of your deck. For each point you fail by, corrupt the top card of your deck.



## TREACHERY

### Conundrum

#### Terror.

**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 ♀ (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.



## TREACHERY

### Conundrum

#### Terror.

**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 ♀ (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.



## TREACHERY

### Bad Times

#### Curse. Terror.

**Revelation** – Test (4). Your base skill value is  $\frac{1}{3}$  the number of corrupted cards you own. Revelation – Test (4). Your base skill value is  $\frac{1}{3}$  the number of corrupted cards you own. For each point you fail by, corrupt the top card of your deck. For each point you fail by, corrupt the top card of your deck. For each point you fail by, corrupt the top card of your deck.

For each point you fail by, corrupt the top card of your deck.



## TREACHERY

### Bad Times

#### Curse. Terror.

**Revelation** – Test (4). Your base skill value is  $\frac{1}{3}$  the number of corrupted cards you own. Revelation – Test (4). Your base skill value is  $\frac{1}{3}$  the number of corrupted cards you own. For each point you fail by, corrupt the top card of your deck. For each point you fail by, corrupt the top card of your deck. For each point you fail by, corrupt the top card of your deck.

For each point you fail by, corrupt the top card of your deck.







**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
- ❖ Take 1 horror

Illus. Liga Smilshkalne

19-22

64/74

506

**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

Illus. Liga Smilshkalne

23-26

66/74

507

**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:

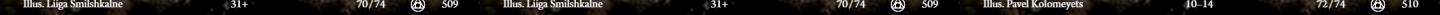
- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a random non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource.
- ❖ Take 1 horror and lose 1 resource.

Illus. Liga 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:

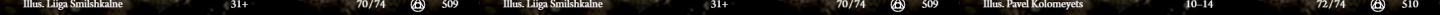
- ❖ Corrupt the top 2 cards of your deck.
- ❖ Corrupt a random non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource.
- ❖ Take 1 horror and lose 1 resource.

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

Illus. Pavel Kolomeyets

10-14

72/74

510





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.
- ❖ ... 10 or more, place 1 doom on the current agenda. This effect can cause the agenda to advance.
- ❖ ... 15 or more, remove all corrupted cards from the game.

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.
- ❖ ... 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.

