Act 2a

All That Remains

Your mind whirls with questions. Is this some trick? Is your Brain-Machine Interface malfunctioning? Truly what is it that you are seeing and experiencing? You have no answers, only a destination.

Forced – At the end of the investigation phase: The investigators may have the Shuttle move to a connecting meatspace location.

Objective – If the Shuttle is in Starport Kaguya, advance.

Illus. Emilio Rodriguez

Agenda 3a

Shoot the Moon

"I have always believed that such strange, inaccessible worlds exist at our very elbows, and now I believe I have found a way to break down the barriers."

—*H. P. Lovecraft,* From Beyond

Locations are connected to each other location in its row.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 clues, as a group.

12

Illus. Alexandr Elichev

Ad Astra

EASY / STANDARD

–1 for each row your cyber avatar is above the bottommost row of cyberspace.

–2. If you fail, move your cyber avatar to a connecting location in the row below it.

–3. If you fail, corrupt a random non-weakness card in your hand.

–4. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

Challenger Base

6

LOCATION

1

Meatspace.

Spend 4 resources: Discover 1 clue here.

Out of the windows and you see the Earth looming like the heavens clinging to its place above.

Victory 1.

Illus. Kira L Nguyen

Agenda 4a

Reduced Service

Locations are connected to each other location in its row.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 clues, as a group.

Forced – At the end of the mythos phase: Each investigator discards the top card of the encounter deck and draws it if it's a cyberspace enemy.

8

Illus. Alexandr Elichev

Agenda 1a

Peace in Our Time

"We are currently experi ncing a securit; inc dent. Ple se r mai sea ed. Your afety i ou umber on p iori y. T S aie El va r A oit h's b n le t d r t s

Locations are connected to each location adjacent to it.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 clues, as a group.

Forced – When this agenda advances: Move all doom on it to the next agenda.

4

Illus. Alexandr Elichev

Starport Kaguya

1

LOCATION

0

Meatspace? Cyberspace?

A constant stream of shuttles and cargo pods floats along the outside of not only your landing dome but the numerous others that stretch for kilometers away from view, traffic rivalling even the busiest of Earth's airports that you have experienced.

Victory 1.

Illus. Emilio Rodriguez

Act 1a

Upstalk

If SEA systems go down completely, you might become stranded in a beanpod and have to wait for them to restore service.

Forced – At the end of the investigation phase, if the cyberspace location in the row above the Beanpod is revealed: Move the Beanpod to the location above it.

Objective – If the Beanpod is at Challenger Base, investigators may advance at the end of the round.

Illus. Emilio Rodriguez

Agenda 2a

Cyber Threat

Locations are connected to each location adjacent to it.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 clues, as a group.

Forced – At the end of the mythos phase: Each investigator discards the top card of the encounter deck and draws it if it's a cyberspace enemy.

(Hint: If you have not reached Challenger Base by the time this agenda advances, you will be stranded on the Beanstalk!)

10

Illus. Alexandr Elichev

Ad Astra

HARD / EXPERT

–2 for each row your cyber avatar is above the bottommost row of cyberspace.

–2. Move your cyber avatar to a connecting location in the row below it.

–3. Corrupt a random non-weakness card in your hand.

–6. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

AGENDA 1b

Alpha Threat

You notice an upsurge in comms traffic on the NAPD network reporting thousands of incidents on SEA servers. You try to patch in and contact Commissioner Dawn for an update, but eventually are forced to give up against the tsunami of data.

(Remember to move all doom from this agenda to the next.)

AGENDA 2b

The Turning Wheel

The beanpod stops accelerating and a few minutes later emergency brakes activate, holding it in place perilously hanging above the Earth. Hours pass as you try to do what you can to help the SEA against the attack, but eventually, when the sun is starting to peer over the horizon, you are jolted alert by your beanpod moving again.

In your Campaign Log, record *the investigators' beanpod was rescued by the Space Elevator Authority.*

(→**R1**)

The Counterweight

Read **Scenario Interlude: Up and Over** in the Campaign Guide.

Illus. Kira L Nguyen

AGENDA 4b

Power Shutdown

The engines to your shuttle power down and your craft begins an uncontrolled orbit around the moon. The SEA operatives are overwhelmed by attacks on their servers and the your distress signal doesn't get through. Hours pass as your vehicle floats helplessly through the void, but eventually, as you pass over Heinlein for the fifth time, you are jolted alert by another ship docking with your shuttle.

In your Campaign Log, record *the investigators' shuttle was rescued by the Space Elevator Authority.*

(→**R1**)

AGENDA 3b

Lag Time

A ripple echoes through space, knocking your meat body to the ground. Your shuttle starts to shudder and you look out of the windows to see a swarm of burke bugs trying to nibble on the body of the shuttle as if it were a piece of ice. You look into the distant reaches of space (or is it cyberspace?) and see more waves spreading out, as though reality were a thin fabric being thrummed.

Challenger Base

LOCATION

Meatspace.

Located some seventy-two thousand kilometers above Earth's surface, the Challenger Planetoid serves as the up-end anchor for the Beanstalk.

Illus. Kira L Nguyen

ACT 3b

The Silver City

Your shuttle gently touches down on the lunar surface and docks with the contact gate, and the sound of an operator's voice welcomes you to Heinlein.

You step unsteadily through the arrivals doors into the main dome of the starport, memories of your low-G training certification slowly returning. PAD in hand, your first stop was to be the NAPD's Heinlein district office, but a tap on your shoulder gives you pause…

In your Campaign Log, record *the investigators traveled to Heinlein.*

Mark 1 fragment in your Campaign Log.

(→**R1**)

Unexplored Server

LOCATION

Cyberspace.

Contrary to corporate propaganda, the Network is only one of many tributaries that empty into the virtual sea of cyberspace. No one is certain exactly how many of these networks exist, but estimates range from dozens to hundreds or even thousands.

Illus. Adam S. Doyle

Tether Segment

2 LOCATION 1

Meatspace.

"Imagine a tree, a vine rooted in the earth and growing up into the sky, a ladder providing easy access to a kingdom above the clouds, a realm of inexpressible wonder. That is the promise of the New Angeles Space Elevator."

—Jack Weyland, Former CEO and Founder of the Weyland Consortium

Illus. Kira L Nguyen 10/67 383

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Illus. Kira L Nguyen 10/67 383

Open Space

2 LOCATION 1

Meatspace? Cyberspace?

Open Space is connected to each location in the row above it and those locations are connected to Open Space.

Forced – When the game ends, if there are 1 clues here: Mark 1 fragment in your Campaign Log.

Illus. Alexandr Elichev 14/67 384

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Illus. Alexandr Elichev 14/67 384

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Illus. Alexandr Elichev 14/67 384

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Meatspace? Cyberspace?

Open Space is connected to each location in the row above it and those locations are connected to Open Space.

Forced – When the game ends, if there are 1 clues here: Mark 1 fragment in your Campaign Log.

Illus. Alexandr Elichev 14/67 384

Nebula

3 LOCATION 2

Cyberspace.

Forced – When the act advances, if there are 1 or more clues here: Mark 1 fragment in your Campaign Log.

Its belt of stone did shake and shatter
As through the door of light it came.
It bent its bow of stellar matter…

Illus. Kirsten Zirngibl 18/67 385

Tether Segment

LOCATION

Meatspace.

The tether is a taut-stretched cable that connects the top of Volcán Cayambe on Earth's equator with a small asteroid 72,000 kilometers up. The Tether is both the support structure for the entire assembly and the means by which space elevator cars—colloquially known as "beanpods"—move between Earth's surface and orbit.

Illus. Kira L Nguyen

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Illus. Kira L Nguyen

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Illus. Kira L Nguyen

Nebula

LOCATION

Cyberspace.

The in-between areas thought to be inhabited by god ice are given nicknames based on personal accounts, either real or imagined, of the runners who have supposedly encountered them. Avalon, Kitsunetsuki, and Eden are the monikers of some such places, and while their relative locations are known, their precise coordinates are not.

Illus. Kirsten Zirngibl

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Illus. Adam S. Doyle

Exchange

4 LOCATION 2

Cyberspace. Corrupted.

After Exchange is revealed, each investigator takes 1 damage and 1 horror: Look at the revealed side of any location.

Victory 1.

Illus. Scott Uminga 0–22 19/67 386

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Forced – After the round ends: Each investigator with a cyber avatar here corrupts the top card of their deck.

Victory 1.

Illus. Scott Uminga 23+ 24/67 387

Plague

3 | LOCATION | 1

Cyberspace. Corrupted.

Forced – After Plague is revealed: Each investigator tests (X). X is the number of cards in their hand *(after committing cards to this test)*. Each investigator who fails corrupts a random non-weakness card in their hand.

Illus. Scott Uminga 0–17 29/67 388

Plague

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Illus. Scott Uminga 18+ 33/67 389

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Illus. Adam S. Doyle

Adapt

3 LOCATION 2

Cyberspace. Corrupted.

After Adapt is revealed, each investigator corrupts the top 3 cards of their deck: Each investigator discovers 1 clue from here.

Illus. Scott Uminga 0–12 37/67 390

Adapt

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Illus. Scott Uminga 0–12 37/67 390

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After Adapt is revealed, each investigator corrupts the top 3 cards of their deck: Each investigator discovers 1 clue from here.

Forced – After the round ends: Each investigator with a cyber avatar here takes 1 direct damage or 1 direct horror *(their choice)*.

Illus. Scott Uminga 13+ 41/67 391

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Illus. Scott Uminga 13+ 41/67 391

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Forced – After the round ends: Each investigator with a cyber avatar here takes 1 direct damage or 1 direct horror *(their choice)*.

Illus. Scott Uminga 13+ 41/67 391

Beanpod

– ASSET

Vehicle.

Vehicle.

Investigators cannot enter or leave the Beanpod.

Each meatspace enemy spawns at the Beanpod's location *(ignoring all spawn instructions on that enemy)*.

Meatspace enemies at Beanpod's location move with it.

Illus. Jonathan Lee 45/67 392

Unexplored Server

LOCATION

Cyberspace.

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Illus. Adam S. Doyle

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Illus. Adam S. Doyle

Shuttle

1

ASSET

Vehicle.

Vehicle.

Investigators cannot enter or leave the Shuttle.

Each meatspace enemy spawns at the Shuttle's location *(ignoring all spawn instructions on that enemy).*

Meatspace enemies at Shuttle's location move with it.

Illus. Zoe Cohen (edited)

Unexplored Server

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Illus. Adam S. Doyle

Fly on the Wall

1 1 4

Drone. Possessed.

Meatspace Spawn.

Aloof. Hunter.

Revelation – Corrupt the top card of your deck.

Forced – At the start of the enemy phase, if Fly on the Wall is ready: Each investigator with their meat body at Fly on the Wall's location corrupts the top card of their deck.

ENEMY

Illus. Martin de Diego Sádaba 46/67 393

Fly on the Wall

1 1 4

Drone. Possessed.

Meatspace Spawn.

Aloof. Hunter.

Revelation – Corrupt the top card of your deck.

Forced – At the start of the enemy phase, if Fly on the Wall is ready: Each investigator with their meat body at Fly on the Wall's location corrupts the top card of their deck.

ENEMY

Illus. Martin de Diego Sádaba 46/67 393

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ENEMY

Illus. Martin de Diego Sádaba 46/67 393

Orion

5 6 3

Program. Humanoid.

Cyberspace Spawn – Bottommost location.

Hunter. Massive.

… And seeking prey it then took aim.

ENEMY

Illus. Seage (edited) 49/67 394

TREACHERY

Legerdemain

Scheme.

Revelation – Test or (3). If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting).

Illus. Adam S. Doyle 0–10 50/67 395

TREACHERY

Legerdemain

Scheme.

Revelation – Test or (3). If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting).

Illus. Adam S. Doyle 0–10 50/67 395

TREACHERY

Legerdemain

Scheme.

Revelation – Test or (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting).

Illus. Adam S. Doyle 11–20 52/67 396

TREACHERY

Legerdemain

Scheme.

Revelation – Test or (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting).

Illus. Adam S. Doyle 11–20 52/67 396

TREACHERY

Legerdemain

Scheme.

Revelation – Test or (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting). If no enemies move or attack as a result of this effect, for each point you failed by, discard the top card of the encounter deck and draw the first cyberspace enemy discarded this way.

Illus. Adam S. Doyle 21+ 54/67 397

TREACHERY

Legerdemain

Scheme.

Revelation – Test 🗣 or 🔥 (3). This test gets +1 difficulty for every 3 corrupted cards you own. If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting). If no enemies move or attack as a result of this effect, for each point you failed by, discard the top card of the encounter deck and draw the first cyberspace enemy discarded this way.

Illus. Adam S. Doyle 21+ 54/67 397

TREACHERY

Peek Through the Keyhole

Terror.

Peril.

Revelation – Test 🗣 (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Illus. Ian Fairclough 13–22 58/67 399

TREACHERY

Peek Through the Keyhole

Terror.

Peril.

Revelation – Test 🗣 (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail by 3 or more, each investigator corrupts the top card of their deck.

Illus. Ian Fairclough 23+ 60/67 400

TREACHERY

Peek Through the Keyhole

Terror.

Peril.

Revelation – Test 🗣 (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Illus. Ian Fairclough 13–22 58/67 399

TREACHERY

Peek Through the Keyhole

Terror.

Peril.

Revelation – Test 🗣 (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Illus. Ian Fairclough 0–12 56/67 398

TREACHERY

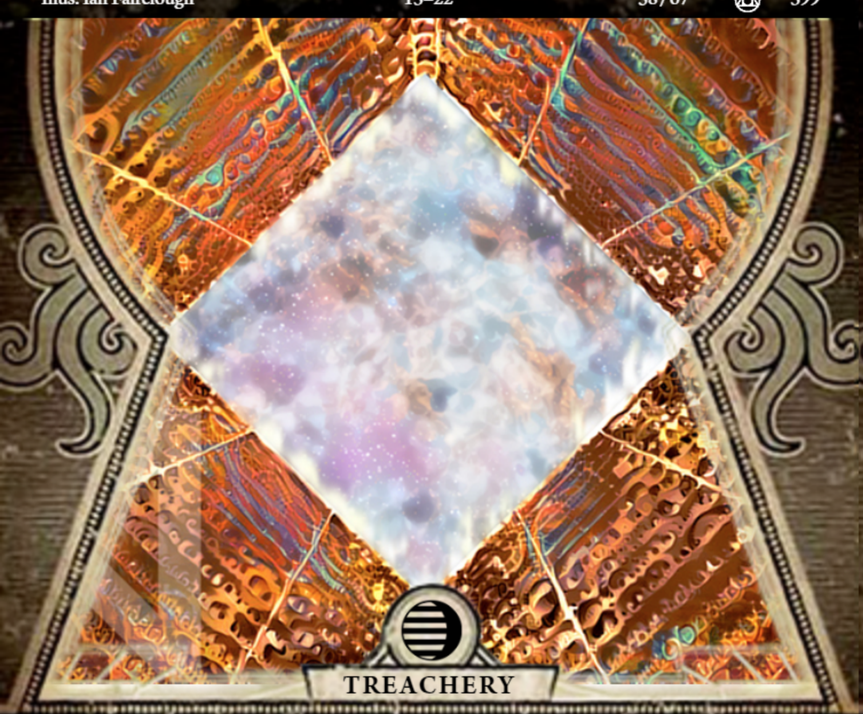
Peek Through the Keyhole

Terror.

Peril.

Revelation – Test 🗣 (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Illus. Ian Fairclough 0–12 56/67 398



TREACHERY

Peek Through the Keyhole

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Illus. Ian Fairclough 23+ 60/67 400

TREACHERY

Broken Topology

Hazard.

Revelation – Test 🔥 (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 damage.

Illus. Shawn Ye Zhongyi 0–12 62/67 401

TREACHERY

Broken Topology

Hazard.

Revelation – Test 🔥 (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 damage.

Illus. Shawn Ye Zhongyi 0–12 62/67 401

TREACHERY

Broken Topology

Hazard.

Peril.

Revelation – Test (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 damage.

Illus. Shawn Ye Zhongyi 13–22 64/67 402

TREACHERY

Broken Topology

Hazard.

Peril.

Revelation – Test (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 damage.

Illus. Shawn Ye Zhongyi 13–22 64/67 402

TREACHERY

Broken Topology

Hazard.

Peril.

Revelation – Test (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 damage. If you fail by 3 or more, each investigator corrupts the top card of their deck.

Illus. Shawn Ye Zhongyi 23+ 66/67 403

TREACHERY

Broken Topology

Hazard.

Peril.

Revelation – Test (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 damage. If you fail by 3 or more, each investigator corrupts the top card of their deck.

Illus. Shawn Ye Zhongyi 23+ 66/67 403