













### Vengeful Spirit

4 4 2

Program. Humanoid. Geist. Corrupted.  
Cyberspace Spawn.

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

ENEMY

Illus. Scott Uminga  
Illustrator Scott Uminga

14-16  
18-19  
19-74  
18-19  
485  
482

### Vengeful Spirit

4 4 2

Program. Humanoid. Geist. Corrupted.  
Cyberspace Spawn.

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

ENEMY

Illus. Scott Uminga  
Illustrator Scott Uminga

17-19  
21-24  
21/74  
21-24  
486  
489

### Vengeful Spirit

4 4 2

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Cyberspace Spawn.

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### Vengeful Spirit

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

ENEMY

Illus. Scott Uminga  
Illustrator Scott Uminga

20-22  
23-25  
23/74  
23-25  
487  
483

### Vengeful Spirit

4 4 2

Program. Humanoid. Geist. Corrupted.  
Cyberspace Spawn.

Hunter.

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

ENEMY

Illus. Scott Uminga  
Illustrator Scott Uminga

17-19  
21-24  
21/74  
21-24  
486  
489

### 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.)

ENEMY

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Illustrator Scott Uminga

20-22  
23-25  
23/74  
23-25  
487  
489







### Neural EMP

#### Hazard.

Surge.

**Revelation** – You must choose ⚡:

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

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### Neural EMP

#### Hazard.

Peril. Surge.

**Revelation** – You must choose ⚡:

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

### Neural EMP

#### Hazard.

Peril. Surge.

**Revelation** – You must choose ⚡:

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

### 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.

### Neural EMP

#### Hazard.

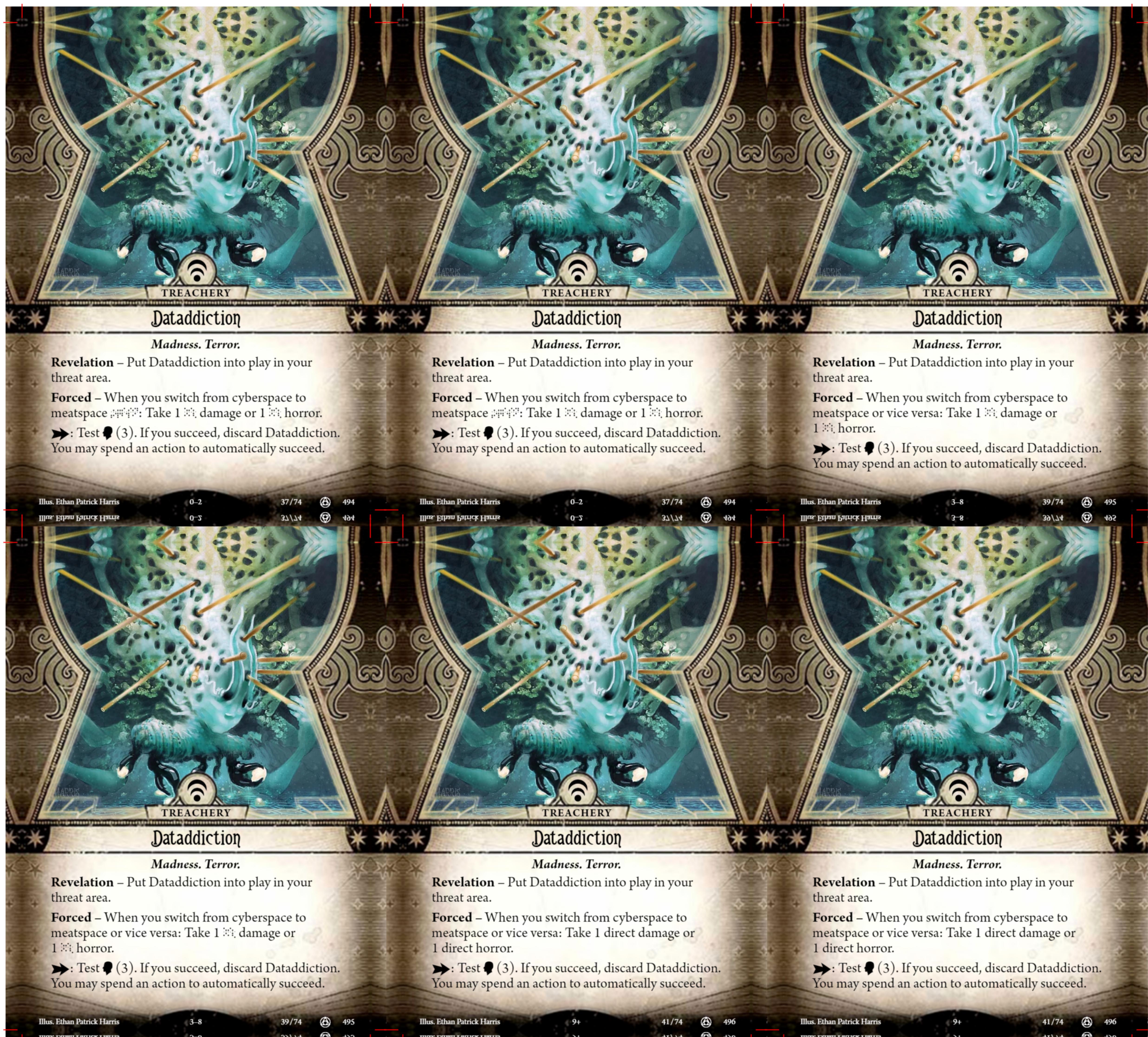
Peril. Surge.

**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**

**Meridian**

*Omen.*

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

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**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. If you succeed, gain +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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**TREACHERY**

**Meridian**

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**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**

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Illus. Adam S. Doyle  
SlyloD2 mspA zullI

5-27  
2-21

45/74  
47/74

498  
498  
498  
498

28+

47/74  
47/74

499  
499  
499  
499

28+

47/74  
47/74

499  
499  
499  
499





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

### **Conundrum**

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

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.



*Conundrum*

**Terror.**  
**Revelation** – Put Conundrum into play in your throat area.

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

weakness card in your hand.  
→: Test  (3). If you succeed, discard Conundrum. You may spend an action to automatically succeed.

TREACHERY

Curse Terror

**Curse. Terror.**

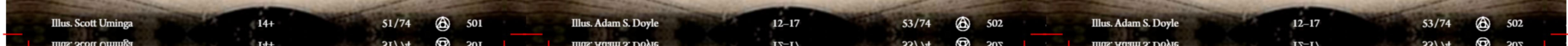
**Revelation** – Test (4). Your base skill value is the number of corrupted cards you own (icons count as matching icons.) For each point you fail by, corrupt the top card of

TREACHERY

Curse, Terror

**Curse. Terror.**

**Revelation** – Test (4). Your base skill value is 5  
the number of corrupted cards you own                         <img





## 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.

## 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.

## TREACHERY

### Bad Times

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## TREACHERY

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## TREACHERY

### Bad Times

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Illus. Adam S. Doyle

12-17

53/74

23\14

502

203

Illus. Adam S. Doyle

18-25

56/74

28\14

503

203

Illus. Adam S. Doyle

18-25

56/74

28\14

503

203

Illus. Adam S. Doyle

18-25

56/74

28\14

504

204

Illus. Adam S. Doyle

18-25

56/74

28\14

504

204

Illus. Adam S. Doyle

18-25

56/74

28\14

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Illus. Adam S. Doyle

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56/74

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Illus. Adam S. Doyle

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Illus. Adam S. Doyle

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Illus. Adam S. Doyle

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Illus. Adam S. Doyle

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Illus. Adam S. Doyle

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Illus. Adam S. Doyle

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Illus. Adam S. Doyle

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Illus. Adam S. Doyle

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204

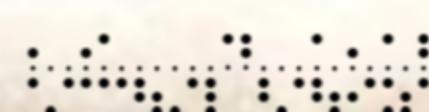
Illus. Adam S. Doyle



### 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.



### 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 1 non-weakness card in your hand.
- ❖ Take 1 damage
- ❖ Take 1 horror

### Ghost Stories

*Terror.*

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

26+

59/74

504

50+

2014

204

14-18

62/74

505

202

Illus. Liiga Smilshkalne  
Illustration by Liiga Smilshkalne

14-18

62/74

505

202

### 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 1 non-weakness card in your hand.
- ❖ Take 1 damage
- ❖ Take 1 horror

### 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:

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- ❖ Take 1 damage
- ❖ Take 1 horror

### Ghost Stories

*Terror.*

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

Illus. Liiga Smilshkalne  
Illustration by Liiga Smilshkalne

19-22

64/74

506

2014

202

19-22

64/74

506

202

Illus. Liiga Smilshkalne  
Illustration by Liiga Smilshkalne

23-26

66/74

507

202



### Ghost Stories

#### Terror.

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- ❖ 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

### Ghost Stories

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### Ghost Stories

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❖ Take 1 horror and lose 1 resource.

Illus. Liiga Smilshkalne

23-26

66/74



507

Иллюстратор: Лиля Смилшкалне

23-26

66/74



208

Illus. Liiga Smilshkalne

27-30

68/74



508

Иллюстратор: Лиля Смилшкалне

27-30

68/74



208

Illus. Liiga Smilshkalne

27-30

68/74



508

Иллюстратор: Лиля Смилшкалне

27-30

68/74



208

### 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.

### 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:

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- ❖ Corrupt a random non-weakness card in your hand.
- ❖ Take 1 damage and lose 1 resource.

❖ Take 1 horror and lose 1 resource.

### 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.
- ❖ ... 6-10 or more, each investigator takes 1 damage or horror, divided as they wish.
- ❖ ... 11+ or more, each investigator takes 1 damage or horror, divided as they wish.

Illus. Liiga Smilshkalne

31+

70/74



509

Иллюстратор: Лиля Смилшкалне

31+

70/74



209

Illus. Liiga Smilshkalne

31+

70/74



509

Иллюстратор: Лиля Смилшкалне

31+

70/74



209

Illus. Pavel Kolomeyets

10-14

72/74



510

Иллюстратор: Павел Коломейчук

10-14

72/74



210





**Power.**

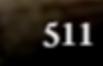
**Revelation** – Count the total number of corrupted cards. If there are ...

- ❖ ... 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.

Illus. Pavel Kolomeyets

15–19

73/74

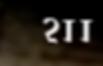


511

Иллюстрация Павел Коломейтс

12–16

53/54



211

**Power.**

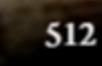
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Illus. Pavel Kolomeyets

20+

74/74

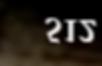


512

Иллюстрация Павел Коломейтс

50+

54/54



213

