The Keeper of Knowledge

EASY / STANDARD

–X. X is half the number of Rezeki in play (rounded up).

–2. If you fail, the nearest ***Program*** enemy with patrol disengages from all investigators and moves once towards its patrol target.

–3. If you fail, gain 2 tags.

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

The Keeper of Knowledge

HARD / EXPERT

–X. X is the number of Rezeki in play.

–2. The nearest ***Program*** enemy with patrol disengages from all investigators and moves once towards its patrol target.

–3. Gain 2 tags.

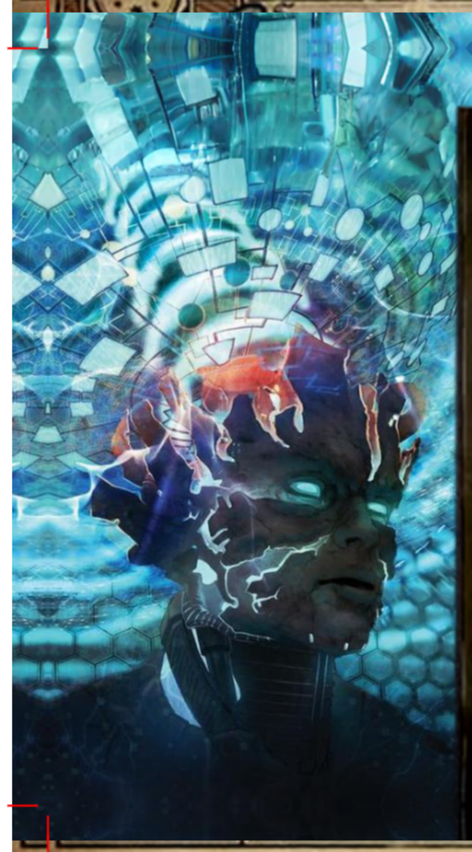
–6. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

AGENDA 1b

Vovô Ozetti

You hear The Professor's voice ringing in cyberspace, "I think I know who it is, that wily man. The hallmarks are there. I sometimes wonder what I did to him that would have led to this. Vovô seemed perfectly pleasant, even shared his tea with me on the times we bumped into each other on breaks. Thank you for your help thus far, I estimate I'm just over a third done."

Resolve 2 security breaches.



Agenda 2a

Green Level Clearance

Anyone who spends time with bioroids will notice that almost all models instantly refute any criticism levelled against Haas-Bioroid.

When checking the doom threshold, ignore doom on other cards.

Forced – At the end of the mythos phase: Resolve a security breach.

Forced – After the 'enemies attack' step of the enemy phase: Each ready ***Program*** enemy deals its horror value to a ***Program*** asset as its location. If it cannot and it has not moved this phase, resolve its patrol/hunter keyword *(if it has one)*.

3

AGENDA 2b

Activation Command

"Oh interesting… Although on the surface, the digital signatures present imply the attacker is Vovô Ozetti, the code is written in an entirely different idiom, as if someone was trying to appear as him."

Resolve 5 security breaches.

*(From now on, at the end of the mythos phase, resolve **two** security breaches.)*

Agenda 1a

Red Level Clearance

Other directives are believed to exist; often these concern the behavior of a specific model.

When checking the doom threshold, ignore doom on other cards.

Forced – At the end of the mythos phase: Resolve a security breach.

Forced – After the 'enemies attack' step of the enemy phase: Each ready ***Program*** enemy deals its horror value to a ***Program*** asset as its location. If it cannot and it has not moved this phase, resolve its patrol/hunter keyword *(if it has one)*.

4

ACT 1b

You focus and find you are still in the university apartment. Checking your cyberspace location, you are still in the servers you were in before also. The Professor continues to work on his task. You shake it off and continue with your task before he gets overwhelmed.

Mark 1 assimilation in your Campaign Log. (Max once per game.)

Agenda 3a

Blue Level Clearance

More paranoid citizens allege that bioroids keep vids and audlogs of their owners for upload to Haas-Bioroid during maintenance.

When checking the doom threshold, ignore doom on other cards.

Forced – At the end of the mythos phase: Resolve 2 security breaches.

Forced – After the 'enemies attack' step of the enemy phase: Each ready ***Program*** enemy deals its horror value to a ***Program*** asset as its location. If it cannot and it has not moved this phase, resolve its patrol/hunter keyword *(if it has one)*.

5

Illus. Ethan Patrick Harris 4/77 127

Monolith

Monolith

LOCATION

4

Meatspace. Console.

Spend 1 clue: Move your cyber avatar to any revealed cyberspace location.

Forced – If there are no clues here: Add clues here until there are 3 clues here.

"Once you have achieved perfection, what's next?"
—The Professor

Illus. Emilio Rodriguez (Edited) 6/77 129

Illus. Emilio Rodriguez (Edited) 6/77 130

AGENDA 3b

Emergent Creativity

"That's it. Updates complete."

You breathe a sigh of relief as you hear The Professor's servers spin down, one after another, the connections to the network popping out of existence. You watch the remaining bioroids blink out as well, one by one, as the mysterious assailant terminates their processes.

(→**R1**)

Monolith

Monolith

LOCATION

3

Meatspace. Console.

SYNC owns the hubs that direct Network traffic. Even the access point in an individual's home is corporation property, and altering the hardware or software in any way is a crime. In practice, the law isn't much enforced; plenty of tinkerers tweak or even rewrite entirely the hub to optimize its performance.

Illus. Smirtouille 5/77 128

Illus. Smirtouille 5/77 128

Act 1a

Independent Thinking

The Professor has promised you the findings of his research and needs you to protect him while he's working.

Cyberspace locations are connected to each location adjacent to it.

Forced – When an investigator is eliminated: They keep their clues, instead of placing their clues on their location.

Objective – Defend the Professor while he makes his final software adjustments. In the meantime, collect and keep as many clues as you can.

Campus Corridor

5 | LOCATION | 2

Meatspace.

➤➤: **Resign.** You've done what you can. You leave the professor to his own matters.

Forced – After you discover the last clue here: Read the set-aside Character Assassination story card. (Group limit once per game.)

Illus. John Ariosa 7/77 130

Campus Corridor

LOCATION

Meatspace.

Levy University is consistently ranked as one of the world's top ten institutions of higher learning and has been for the past sixteen years. Although it boasts one of the finest distance learning programs in the world, it also has a large and very busy campus in Laguna Velasco.

Illus. John Ariosa

Encrypted Vault

3 | LOCATION | 1

Cyberspace.

Private key ☠.

Objective – Protect the Professor's servers. If a ***Bioroid*** enemy enters Encrypted Vault, (→**R2**).

Illus. Scott Uminga 8/77 131

Encrypted Vault

LOCATION

Cyberspace.

Regardless of how one accesses the Network, PADs and other devices require a memory source to store the programs, apps, and system data essential for everyday operation. Holographic memory, commonly referred to as holo-mem, continues to be the most popular form of data storage for small devices such as PADs.

Illus. Scott Uminga

Encrypted Vault

3 | LOCATION | 1

Cyberspace.

Private key ♠.

Objective – Protect the Professor's servers. If a ***Bioroid*** enemy enters Encrypted Vault, (→**R2**).

Illus. Scott Uminga 9/77 132

Encrypted Vault

LOCATION

Cyberspace.

Regardless of how one accesses the Network, PADs and other devices require a memory source to store the programs, apps, and system data essential for everyday operation. Holographic memory, commonly referred to as holo-mem, continues to be the most popular form of data storage for small devices such as PADs.

Illus. Scott Uminga

Encrypted Vault

3 | LOCATION | 1

Cyberspace.

Private key .

Objective – Protect the Professor's servers. If a ***Bioroid*** enemy enters Encrypted Vault, (→**R2**).

Illus. Scott Uminga 10/77 133

Encrypted Vault

LOCATION

Cyberspace.

Regardless of how one accesses the Network, PADs and other devices require a memory source to store the programs, apps, and system data essential for everyday operation. Holographic memory, commonly referred to as holo-mem, continues to be the most popular form of data storage for small devices such as PADs.

Illus. Scott Uminga

Whitespace

2 | LOCATION | 1

Cyberspace.

[this space intentionally left blank]

Illus. Scott Uminga 11/77 134

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

Slipstream

3 | LOCATION | 1

Cyberspace.

Filaments occasionally flare from the Network, manifesting ephemeral threads between random domains.

Illus. Scott Uminga 14/77 135

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

Intake

4 LOCATION 2

Cyberspace.

The datastream slipped away, and it felt like being born for a second time, if only you could remember the first. A rush of air fills the lungs to bursting, and you gasp it out, coughing and choking as the dim lights of the room shine with the brilliance of a thousand suns.

Victory 1.

Illus. Scott Uminga 16/77 136

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

Network Connection

4 LOCATION 2

Cyberspace.

Breach point ☠.

↻ After you discover the last clue here: Search your hand, deck, and discard pile for a card and play it, ignoring its resource cost. Shuffle your deck. (Group limit once per game.)

Illus. Seage 19/77 137

Network Connection

LOCATION

Cyberspace.

Breach point ☠.

The grass looked greener on the other side of the tear. But it always did, and there was always another tear.

Illus. Liiga Smilshkalne

Network Connection

4 LOCATION 2

Cyberspace.

Breach point ♠.

↻ After you discover the last clue here: Search your hand, deck, and discard pile for a card and play it, ignoring its resource cost. Shuffle your deck. (Group limit once per game.)

Illus. Seage 20/77 138

Network Connection

LOCATION

Cyberspace.

Breach point ♠.

The grass looked greener on the other side of the tear. But it always did, and there was always another tear.

Illus. Liiga Smilshkalne

Network Connection

4 | LOCATION | 2

Cyberspace.

Breach point .

After you discover the last clue here: Search your hand, deck, and discard pile for a card and play it, ignoring its resource cost. Shuffle your deck. (Group limit once per game.)

Illus. Seage 21/77 139

Network Connection

LOCATION

Cyberspace.

Breach point .

The grass looked greener on the other side of the tear. But it always did, and there was always another tear.

Illus. Liiga Smilshkalne

Cyberwarfare

Any investigator can trigger the abilities on this card, regardless of location.

Spend 1 clues: Place 1 resource *(from the token pool)* on this card, as a cycle.

During your turn: Install a program from the repository at a revealed cyberspace location.

During your turn: Return a ***Program*** asset in play to the repository.

To install a program from the repository, spend the requisite number of cycles from this card to put that ***Program*** asset into play at a revealed cyberspace location. Max 1 ***Program*** asset at each location.

- 1 cycle: Mayfly.
- 2 cycles: Algernon.
- 2 cycles: Rezeki.
- 4 cycles: Darwin.
- 6 cycles: Aumakua.

Program assets defeated by horror are returned to the repository.

STORY

Security Breaches

Security breaches cannot be canceled.

To resolve a security breach, an investigator must draw the top card of the intrusion deck and spawn the enemy at its spawn location. For enemies with a random spawn location, reveal an intrusion token from the intrusion bag and seal it on the enemy. The breach point with that symbol is its spawn location.

The intrusion deck has its own discard pile. Whenever an enemy from the intrusion deck would leave play, it is placed in the discard pile for the intrusion deck. *(Any intrusion tokens sealed on it are returned to the intrusion bag.)* If the intrusion deck is empty, shuffle the intrusion discard pile back into the intrusion deck.

STORY

Character Assassination

SCANDAL ROCKS LEVY UNIVERSITY

Absent-minded professor? Or cyber terrorist?

Professor Teeling Anson, 52, was arrested today on suspicion of intent to commit cyberterrorism. The NAPD are currently not releasing information, but we at NewsNow have managed to secure a statement from the man whose brave efforts led to the capture of this terrorist in the making. Vovô Ozetti, a well-respected sysop at Haas-Bioroid spotted unauthorized changes to bioroid programming, and at his own risk uncovered a trail of deception across hundreds of forums and sites.

The Professor, as his alias goes on The Network, was employed by Haas-Bioroid as a consultant but was supposedly using his access to reprogram bioroids with a sneakdoor, allowing him to turn off directives as well as issue his own instructions, intending to hold the public ransom for unknown reasons.

Mark 1 fragment in your Campaign Log.

Add this card to the victory display.

Victory 1.

STORY

STORY

Mayfly

ASSET

Program.

Remove Mayfly from the game: Deal 7 damage to each enemy at its location. Any investigator can trigger this ability, regardless of location.

For one brief, shining moment…

7 1

Illus. Scott Uminga 25/77 143

Illus. Scott Uminga 25/77 143

Algernon

ASSET

Program.

Do not resolve the patrol keyword of enemies at Algernon's location.

: Disengage from an enemy engaged with you. Until the end of the round, that enemy cannot engage you.

Forced – When Algernon leaves play: Remove it from the game.

7 5

Illus. Lili Ibrahim (Edited) 27/77 144

Illus. Lili Ibrahim (Edited) 27/77 144

Rezeki

ASSET

Program.

Forced – At the start of the enemy phase: Place 1 cycle on Cyberwarfare.

"It takes such simple things to sustain us, the most important of which is to be thankful."
—Lat

Illus. Jakuza 29/77 145

Darwin

ASSET

Program.

Forced – At the start of the enemy phase: Darwin deals 2 damage to the nearest enemy to its right.

"Dragon-rated threats should be stored in a single air-gapped server, under at least 200m of bedrock[…]"
—Section 5.18.4, Cyberdex Employee Handbook

Illus. Liiga Smilshkalne (Edited) 35/77 146

Aumakua

ASSET

Program.

Forced – At the start of the enemy phase: If there are fewer than 4 viruses on Aumakua, place 1 resource on it, as a virus. Aumakua deals X damage to the nearest enemy to its right. X is the number of viruses now on Aumakua.

Illus. Adam S. Doyle 39/77 147

Professional Contacts

New Technology

ASSET

Connection.

Permanent.

Your investigator's Deckbuilding Options gains: "one other level 0–2 card from any class (, , , , or)."

Sometimes, a simple handshake and a name are all you need.

Illus. Matt Zeilinger 41/77 148

Professional Contacts

Old Networks

ASSET

Connection.

Permanent.

: Draw 1 card and gain 1 resource.

Sometimes, a simple handshake and a name are all you need.

Illus. Matt Zeilinger 45/77 149

Always Be Running

ASSET

Directive.

Permanent.

During each upkeep phase, draw 1 additional card.

Forced – At the end of your turn, if you did not move during your turn: Discard 1 random non-weakness card from your hand.

Illus. Lili Ibrahim (Edited) 49/77 150

Find the Truth

ASSET

Directive.

Permanent.

Play with the top card of the encounter deck revealed.

Forced – When you draw a card from the encounter deck: That card gains peril and its effects cannot be canceled.

Illus. Ethan Patrick Harris

50/77 151

Neutralize All Threats

ASSET

Directive.

Permanent.

When you perform a successful attack, exhaust Neutralize All Threats: Deal +1 damage for that attack.

Forced – At the end of your turn, if there is a non-***Elite*** enemy at your meatspace or cyberspace locations: Take 1 horror.

Illus. Tadas Sidlauskas (Edited)

51/77 152

Safety First

ASSET

Directive.

Permanent.

You have –2 health and –2 sanity.

When your turn ends: Heal 1 damage or horror.

Illus. Timur Shevtsov

52/77 153

Hellion v0.8.3

4 4 4

Creature. Bioroid.

Meatspace Spawn – Any connecting location (empty, if able).

Alert. Hunter. Retaliate.

Forced – After Hellion v0.8.3 attacks: An investigator with their meat body at its location discards an asset they control. Discard Hellion v0.8.3.

"Wait a minute, I don't even have a cat."

ENEMY

Illus. Nick Kaloterakis 53/77 154

Eli 1.0

3 3 3

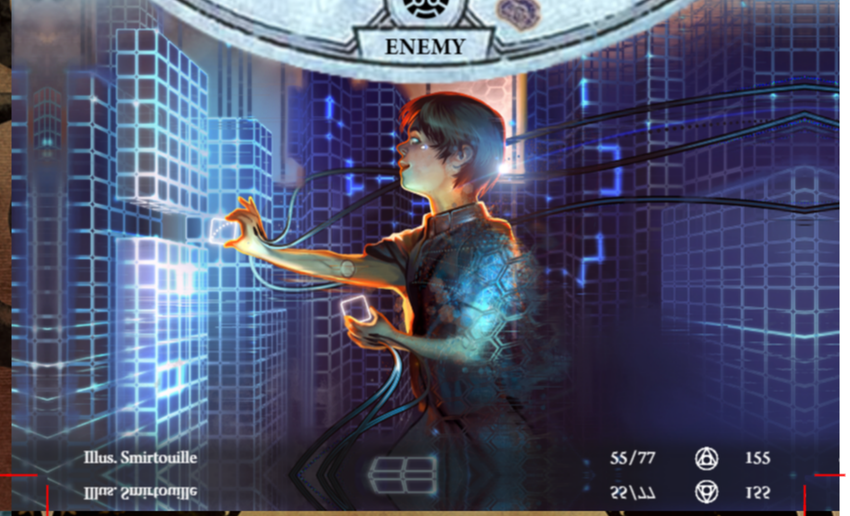
Program. Humanoid. Bioroid.

Cyberspace Spawn – Breach point ☠.

Patrol (Private key ☠).

"Hello again! Back for another game?"

ENEMY



Illus. Smirtouille 55/77 155

Eli 1.0

3 3 3

Program. Humanoid. Bioroid.

Cyberspace Spawn – Breach point ♠.

Patrol (Private key ♠).

"Hello again! Back for another game?"

ENEMY

Illus. Smirtouille 58/77 156

Eli 1.0

3 | 3 | 3

Program. Humanoid. Bioroid.

Cyberspace Spawn – Breach point ◆.

Patrol (Private key ◆).

"Hello again! Back for another game?"

ENEMY

Illus. Smirtouille

61/77 157

Hudson 2.0

5 | 7 | 5

Program. Humanoid. Bioroid.

Cyberspace Spawn – Random breach point.

Patrol (Private key with sealed symbol).

"I'm not here to play games."

ENEMY

Illus. Andreas Zafiratos

64/77 158

Týr 3.0

7 | 15 | 7

Program. Humanoid. Bioroid. Elite.

Cyberspace Spawn – Random breach point.

Patrol (Private key with sealed symbol).

"The game is over."

ENEMY

Illus. Liiga Smilshkalne

69/77 159

TREACHERY

Cyberdex Consultation

Scheme.

Peril.

While the amount of doom in play is at least the agenda's doom threshold, Cyberdex Consultation gains surge.

Revelation – Discard all viruses from assets in play unless each investigator gains 2 tags, take 1 damage, or takes 1 horror *(their choice)*.

Illus. Ethan Patrick Harris 70/77 160

TREACHERY

Burke Bugs

Blunder.

While the amount of doom in play is at least the agenda's doom threshold, Burke Bugs gains surge.

Revelation – Attach Burke Bugs to Monolith.

Forced – When an investigator triggers a ⚡ ability: They corrupt a non-weakness card in their hand.

➤➤: Test 🧠 (X). X is the shroud value of your cyberspace location. If you succeed, discard Burke Bugs.

Illus. Liiga Smilshkalne 72/77 161

TREACHERY

DDoS

Power.

While the amount of doom in play is at least the agenda's doom threshold, DDoS gains surge.

Revelation – Resolve a security breach. For every 2 tags you have, move the spawned enemy once towards its patrol target (maximum 3 times).

Illus. Adam S. Doyle 12+ 74/77 162