

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.

6
7/67

380

Illus. Kira I. Nguyen

LOCATION

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. Emilio Rodriguez

8/67

381

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. Alexandre Blitshev

4/67

377

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. Alexandre Blitshev

5/67

378

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.

1/67

374

Agenda 1a

Peace in Our Time

"We are currently experiencing a securit incident. Please remain seated. Your safety is our number one priority. To State Elvira A. Goldfish's best knowledge, all of the passengers are safe and accounted for." —H. P. Lovecraft, From Beyond

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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. Alexandre Blitshev

3/67

378

Agenda 1a

Upstalk

If SEA systems go down completely, you might become stranded in a Beano pod 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 Beano pod is revealed: Move the Beano pod to the location above it.

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

Starport Kaguya

6/67

379

Agenda 1a

Peace in Our Time

"We are currently experiencing a securit incident. Please remain seated. Your safety is our number one priority. To State Elvira A. Goldfish's best knowledge, all of the passengers are safe and accounted for." —H. P. Lovecraft, From Beyond

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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. Alexandre Blitshev

2/67

375

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 Beamstalk.)

10

Illus. Alexandre Blitshev

3/67

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

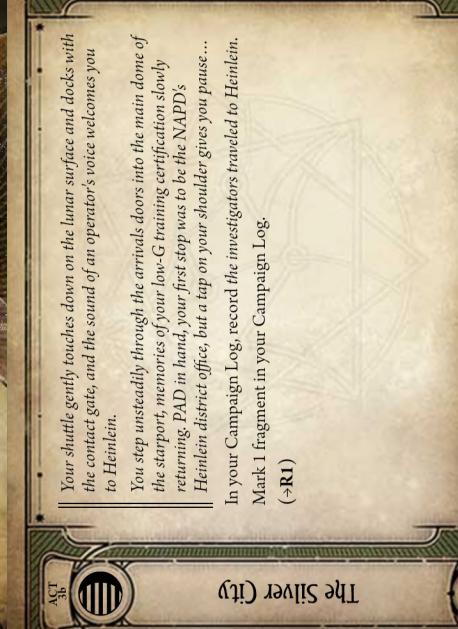
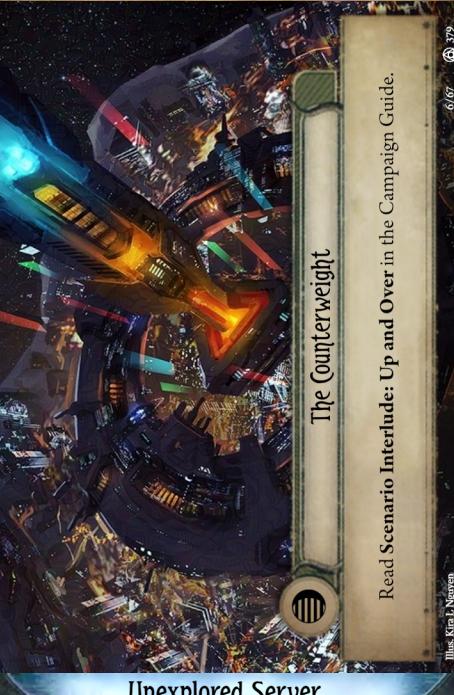
Illus. Alexandre Blitshev

2/67

375

Agenda 2a

Cyber Threat



Tether Segment



2

LOCATION

Meatspace.

1

Tether Segment



2

LOCATION

Meatspace.

1

Tether Segment



2

LOCATION

Meatspace.

1

"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 I. Nguyen

10/67 ⚡ 383

Tether Segment

"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 I. Nguyen

10/67 ⚡ 383

Open Space

"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 I. Nguyen

10/67 ⚡ 383

Open Space

"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 I. Nguyen

10/67 ⚡ 383

Meatspace.

1

LOCATION

Meatspace? Cyberspace?

1

2

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

2

LOCATION

Meatspace? Cyberspace?

1

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 ⚡ or more clues here: Mark 1 fragment in your Campaign Log.

"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 I. Nguyen

10/67 ⚡ 383

Open Space

"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. Alexandre Elichev

14/67 ⚡ 384

Open Space

Illus. Alexandre Elichev

14/67 ⚡ 384

Nebula

"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. Alexandre Elichev

14/67 ⚡ 384

Meatspace? Cyberspace?

1

LOCATION

Meatspace? Cyberspace?

1

2

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

2

LOCATION

Cyberspace.

3

"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. Alexandre Elichev

14/67 ⚡ 384

Illus. Alexandre Elichev

14/67 ⚡ 384

Illus. Kirsten Zirngibl

18/67 ⚡ 385

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

Tether Segment



LOCATION

Metspace.

LOCATION

Metspace.

LOCATION

Metspace.

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.

Tether Segment



LOCATION

Metspace.

LOCATION

Metspace.

LOCATION

Metspace.

Tether Segment



LOCATION

Metspace.

LOCATION

Metspace.

LOCATION

Metspace.

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 I. Nguyen

Unexplored Server



LOCATION

Cyberspace.

LOCATION

Cyberspace.

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. Kira I. Nguyen

Unexplored Server



LOCATION

Cyberspace.

LOCATION

Cyberspace.

LOCATION

Cyberspace.

Illus. Kira I. Nguyen

Tether Segment



LOCATION

Metspace.

LOCATION

Metspace.

LOCATION

Metspace.

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. Adam S. Doyle

Nebula



LOCATION

Cyberspace.

LOCATION

Cyberspace.

LOCATION

Cyberspace.

Illus. Adam S. Doyle

Unexplored Server



LOCATION

Cyberspace.

LOCATION

Cyberspace.

LOCATION

Cyberspace.

Illus. Kira I. Nguyen

Unexplored Server



LOCATION

Cyberspace.

LOCATION

Cyberspace.

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.

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.

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. Kirsten Zirngibl



④

Illus. Adam S. Doyle



④

Illus. Adam S. Doyle



④

Exchange

Exchange

Exchange

LOCATION

4

2

4

LOCATION

2

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

④ 386

Exchange

Illus. Scott Uminga

Victory 1.

0-22

19/67

④ 386

Exchange

Victory 1.

Illus. Scott Uminga

0-22

19/67

④ 386

Exchange

LOCATION

4

2

4

LOCATION

2

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

④ 386

Exchange

Illus. Scott Uminga

Victory 1.

0-22

19/67

④ 386

Exchange

Victory 1.

Illus. Scott Uminga

23+

24/67

④ 387

Exchange

LOCATION

4

2

4

LOCATION

2

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

23+

24/67

④ 387

Illus. Scott Uminga

Victory 1.

23+

24/67

④ 387

Illus. Scott Uminga

23+

24/67

④ 387

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

Illus. Scott Uminga

Victory 1.

Illus. Scott Uminga

Victory 1.

Victory 1.

Victory 1.

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

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

Unexplored Server

Unexplored Server

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

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

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

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

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

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

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

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.

Exchange

Plague

Plague

LOCATION

4

Cyberspace. Corrupted.

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

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

LOCATION

2

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.

Victory 1.

Illus. Scott Uminga

Plague

23+

24/67

⑥ 387

23+ 24/67 ⑥ 387

LOCATION

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.

LOCATION

Plague

0-17

29/67

⑥ 388

0-17 29/67 ⑥ 388

3

LOCATION

1

LOCATION

LOCATION

1

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.

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.

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.

Forced – After the round ends: Each investigator with a cyber avatar here corrupts a random non-weakness card in their hand.

Illus. Scott Uminga

Plague

0-17

29/67

⑥ 388

0-17 29/67 ⑥ 388

LOCATION

Plague

0-17

29/67

⑥ 388

0-17 29/67 ⑥ 388

3

LOCATION

1

LOCATION

LOCATION

1

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.

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.

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.

Forced – After the round ends: Each investigator with a cyber avatar here corrupts a random non-weakness card in their hand.

Illus. Scott Uminga

18+

33/67

⑥ 389

18+ 33/67 ⑥ 389

Illus. Scott Uminga

18+

33/67

⑥ 389

18+ 33/67 ⑥ 389

Illus. Scott Uminga

18+

33/67

⑥ 389

18+ 33/67 ⑥ 389

Unexplored Server

Unexplored Server

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

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

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

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

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

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.

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

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

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.

④

Adapt

Adapt

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.



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.



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

⑥

390

Adapt



Illus. Scott Uminga

0-12

37/67

⑥

390

Adapt



Illus. Scott Uminga

0-12

37/67

⑥

390

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.



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.

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



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.

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

0-12

37/67

⑥

390

Adapt



Illus. Scott Uminga

13+

41/67

⑥

391

Adapt



Illus. Scott Uminga

13+

41/67

⑥

391

Beanpod



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.

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*).



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.

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



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.



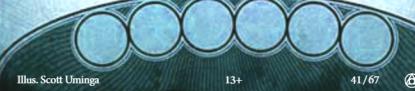
Illus. Scott Uminga

13+

41/67

⑥

391



Illus. Scott Uminga

13+

41/67

⑥

391

Illus. Jonathan Lee

45/67

⑥

392

Unexplored Server

Unexplored Server

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

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

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

Unexplored Server

LOCATION

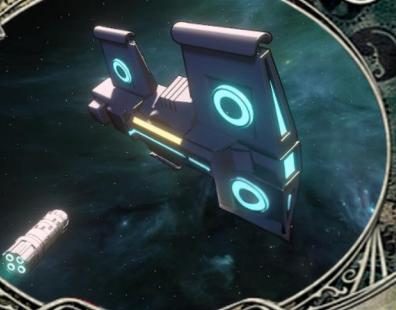
Cyberspace.

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

Shuttle

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.

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

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

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.

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

Orion

5 6 3

Program. Humanoid.

Cyberspace Spawn – Bottommost location.

Hunter. Massive.

... And seeking prey it then took aim.



ENEMY

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).

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 Sidaña

46/67



393

Orion

5 6 3

Program. Humanoid.

Cyberspace Spawn – Bottommost location.

Hunter. Massive.

... And seeking prey it then took aim.



ENEMY

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).

TREACHERY

Illus. Adam S. Doyle

0-10

50/67



395

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).

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 Sidaña

46/67



393

Orion

5 6 3

Program. Humanoid.

Cyberspace Spawn – Bottommost location.

Hunter. Massive.

... And seeking prey it then took aim.



ENEMY

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).

TREACHERY

Illus. Adam S. Doyle

0-10

50/67



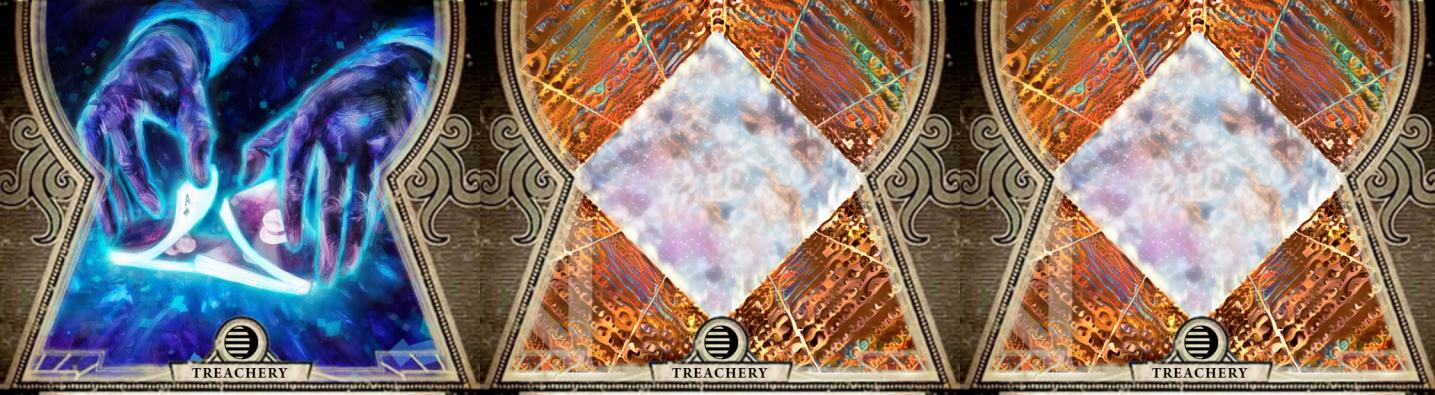
395

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.





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



Peek Through the Keyhole

Terror.

⋮

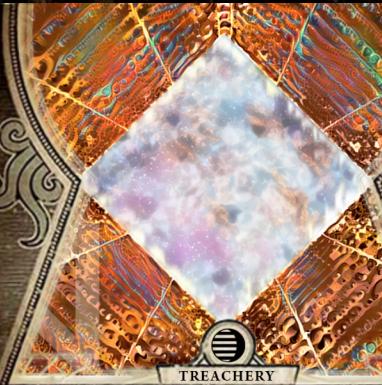
Revelation – Test ♡ (1). This test gets +1 difficulty for each row your cyber avatar is above the bottommost row of cyberspace. If you fail, take 2 horror.

Illus. Ian Fairclough

0-12

56/67

398



Peek Through the Keyhole

Terror.

⋮

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



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



Peek Through the Keyhole

Terror.

⋮

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



Peek Through the Keyhole

Terror.

⋮

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. If you fail by 3 or more, each investigator corrupts the top card of their deck.

Illus. Ian Fairclough

23+

60/67

400



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. If you fail by 3 or more, each investigator corrupts the top card of their deck.

Illus. Ian Fairclough

23+

60/67

400

Illus. Shawn Ye Zhongyi

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.

0-12

62/67

401

Illus. Shawn Ye Zhongyi

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.

0-12

62/67

401





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.



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.



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.



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.



TREACHERY

Illus. Shawn Ye Zhongyi 13-22 64/67 Ⓛ 402 Illus. Shawn Ye Zhongyi 13-22 64/67 Ⓛ 402 Illus. Shawn Ye Zhongyi 23+ 66/67 Ⓛ 403

Illus. Shawn Ye Zhongyi 23+ 66/67 Ⓛ 403

