



| 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.)

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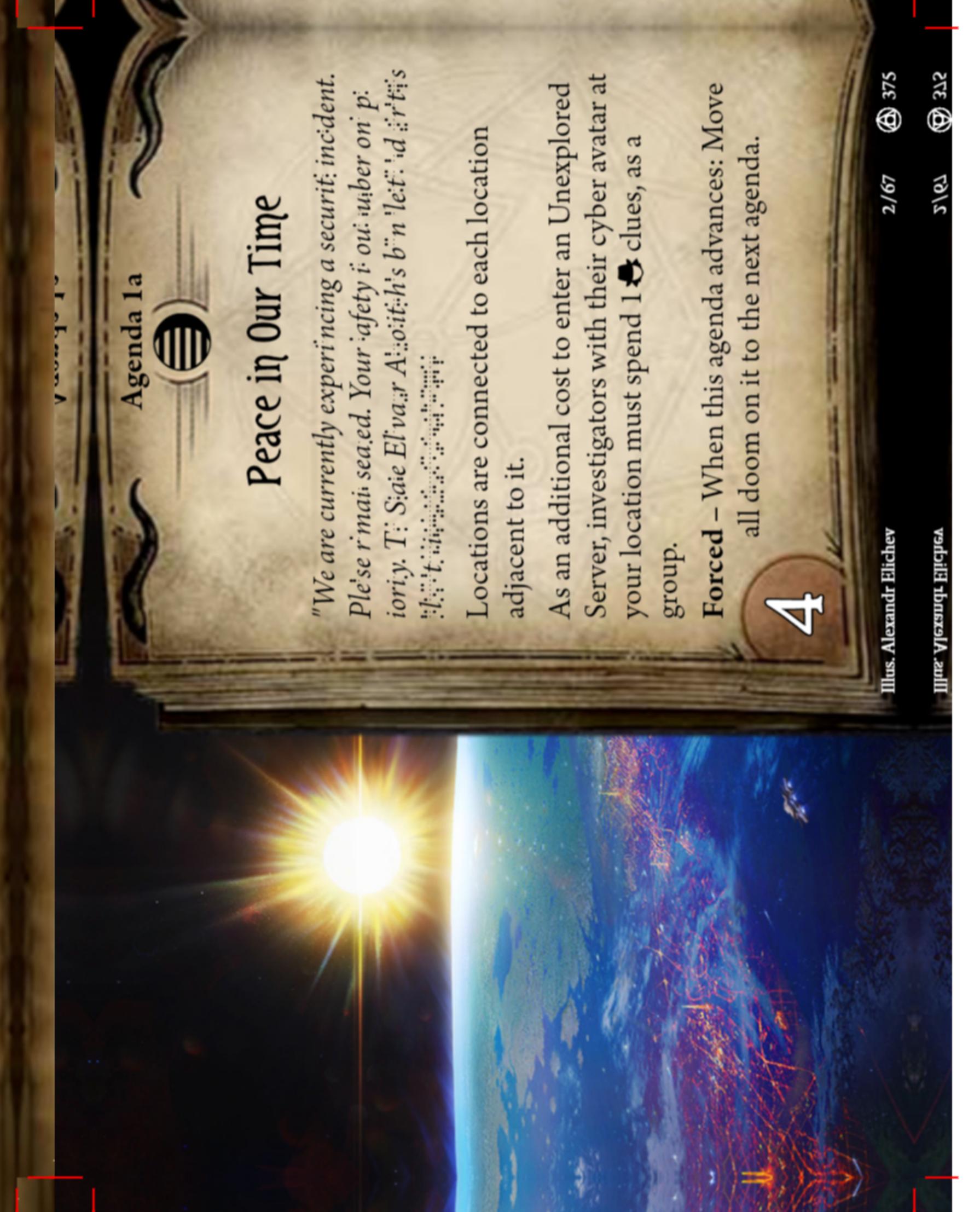
Cyber Threat

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

**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!)



### 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. Alexander Elichay

Illustr. Víctor Hugo Epifanio

4/67 ♡ 377

4/63 ♡ 311

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.

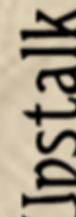
In your Campaign Log, record the investigators' shuttle was rescued by the Space Elevator Authority.  
(→R1)

#### 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)

#### 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.

III

III

6/67

379

4/63

320

#### 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.

### Agenda 4a

#### Reduced Service

The Counterweight

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. Kira L. Nguyen  
Illustr. Kira L. Nguyen

5/67 ♡ 379

2/63 ♡ 328

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



## Tether Segment

## Tether Segment

## Open Space

2

LOCATION  
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

1

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.

2

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

1

Illus. Kira L. Nguyen  
Иллюстрация Кира Л. Нгуен

10/67 ⚡ 383  
10/Q3 ⚡ 383

## 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. Kira L. Nguyen  
Иллюстрация Кира Л. Нгуен

∅

## Nebula

LOCATION  
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. Adam S. Doyle  
Иллюстрация Адама С. Дойла

∅

Illus. Kirsten Zirngibl  
Иллюстрация Кирстен Зирнгиль

18/67 ⚡ 385  
18/Q3 ⚡ 382

Illus. Kirsten Zirngibl  
Иллюстрация Кирстен Зирнгиль

∅

## 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.

## Exchange

## Unexplored Server

## Exchange

4

2

Cyberspace. Corrupted.

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

Cyberspace. Corrupted.

4

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.

## Plague

Victory 1.

## 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.

3

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. Adam S. Doyle  
Edge of the Map Art

Illus. Scott Uminga  
Edge of the Map Art

29/67 388  
0-17 388  
11-0 388

Illus. Adam S. Doyle  
Edge of the Map Art

23+ 387  
24/67 387  
33+ 387

Illus. Scott Uminga  
Edge of the Map Art

Illus. Scott Uminga  
Edge of the Map Art

## Plague

## 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.

### Plague

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.

### Unexplored Server

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.

### Unexplored Server

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.

### Adapt

Cyberspace. Corrupted.

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

### Unexplored Server

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.

### Adapt

Cyberspace. Corrupted.

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

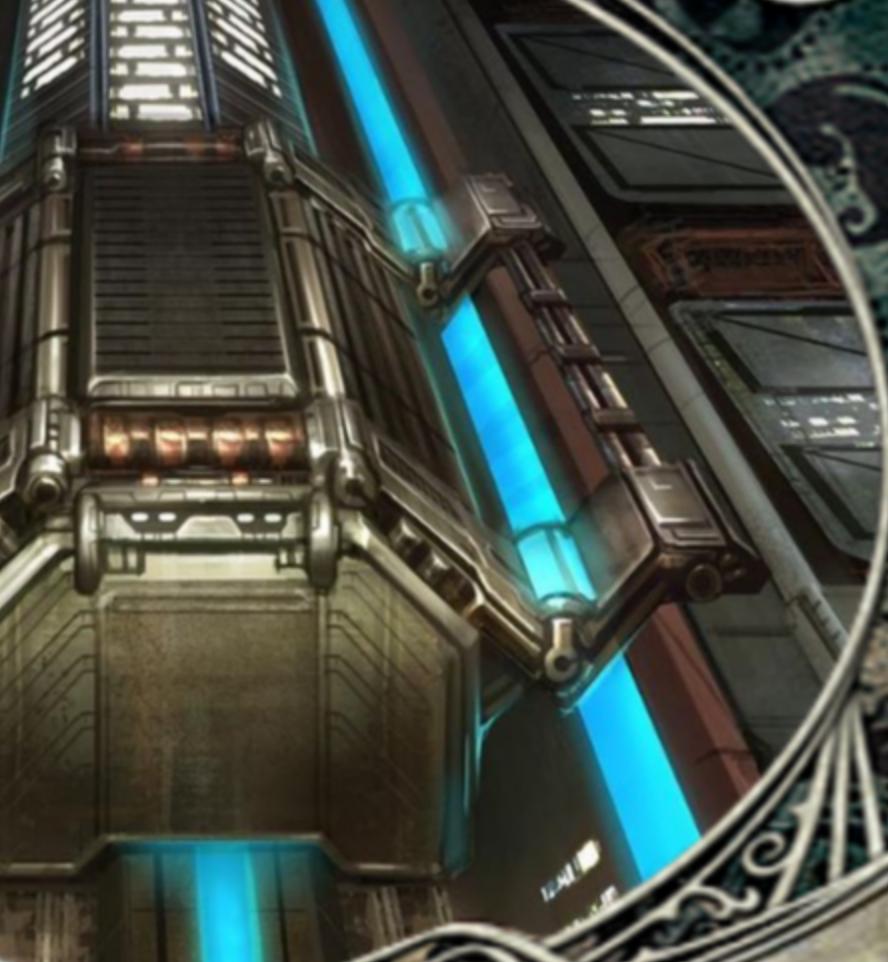
**Forced** – After the round ends: Each investigator with a cyber avatar here takes 1 direct damage or 1 direct horror (their choice).

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

Illus. Scott Uminga  
Illustration by Scott Uminga

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

## Beanpod



Vehicle.

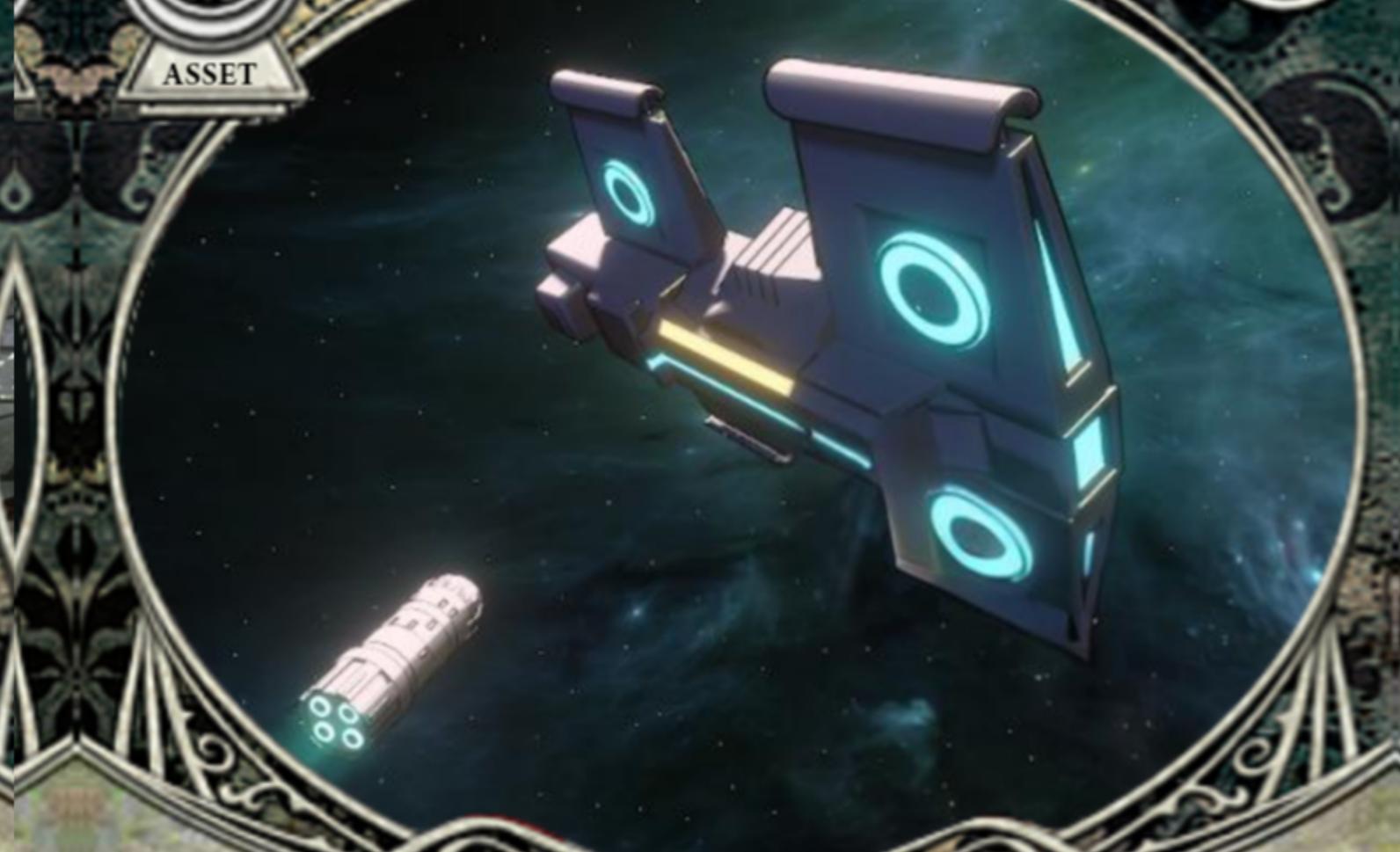
Vehicle.

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.

## Shuttle



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.

## Fly on the Wall

1 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



46 / 67 393

Illus. Martin de Diego Sádaba  
Illustrator: Martín de Diego Sádaba

Illus. Zoe Cohen (edited)  
Illustrator: Zoe Cohen (edited)

45 / 67 392

45 / 67 392

Illus. Jonathan Lee  
Illustrator: Jonathan Lee

## Orion

Orion

5 6 3

Program. Humanoid.

**Cyberspace Spawn** – Bottommost location.

Hunter. Massive.

... And seeking prey it then took aim.

## ENEMY



49 / 67 394

Illus. Seage (edited)  
Illustrator: Seage (edited)





### 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

Illustr. Ian Fairclough

0-12

0-13

56/67

28/23

398

308



### 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

Illustr. Ian Fairclough

13-22

13-22

58/67

28/23

399

308



### 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

Illustr. Ian Fairclough

23+

23+

60/67

30/23

400

400



