







"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."

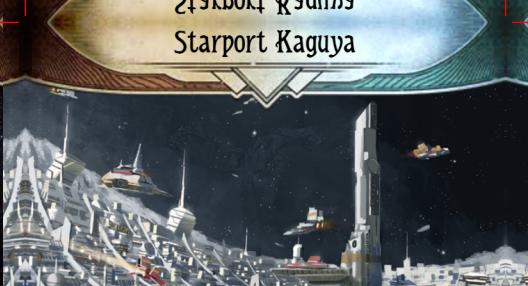
*—Jack Weyland, Former CEO and Founder of the Weyland Consortium*



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

→ Spend 4 resources: Discover 1 clue here.

Illus. Kira L Nguyen  
Illustration by Kira L Nguyen



*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 rivaling even the busiest of Earth's airports that you have experienced.*

"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*



"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*

# Unexplored Server

# Challenger Base



## 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  
ILLUSTRATION BY ADAM S. DOYLE

## 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  
ILLUSTRATION BY KIRA L. NGUYEN



## 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  
ILLUSTRATION BY KIRA L. NGUYEN

## 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  
ILLUSTRATION BY KIRA L. NGUYEN



## LOCATION

The Silver City

AST

The Silver City

## Tether Segment

(→RI)

- 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 NADD's Heinlein district office, but a tap on your shoulder gives you pause...

In your Campaign Log, record the investigator's traveled to Heinlein.  
Mark I fragment in your Campaign Log.  
(→RI)

1st per Segment  
Tether Segment

Open Space  
Open Space

Open Space  
Open Space

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

Open Space  
Open Space

Illus. Kira L. Nguyen  
Иллюстрация Кира Л. Нгуен

10/67 ⚡ 383  
10/Q3 ⚡ 383

Illus. Alexandr Elichev  
Иллюстрация Александра Еличева

14/67 ⚡ 384  
14/Q3 ⚡ 384

Illus. Alexandr Elichev  
Иллюстрация Александра Еличева

14/67 ⚡ 384  
14/Q3 ⚡ 384

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

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.

3

LOCATION

2\*

Cyberspace.

**Forced** – When the game 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...

## Առաջայօք շենք 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  
Արտ. Ադամ Ս. Դոյլ

Ավալոն  
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  
Արտ. Կիրստեն Զիրնգիբլ

## Առաջայօք շենք 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  
Արտ. Ադամ Ս. Դոյլ

Առաջայօք շենք  
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  
Արտ. Ադամ Ս. Դոյլ

## Լեռ շենք 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  
Արտ. Կիրա Լ. Նյույեն

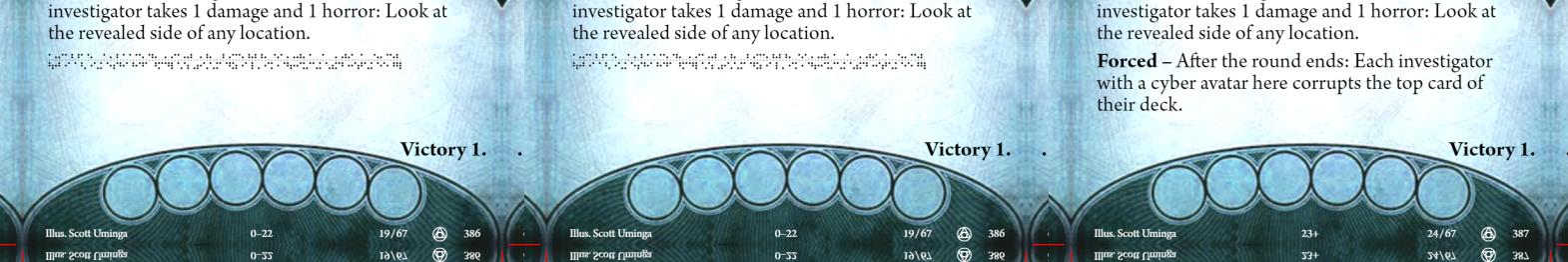
Առաջայօք շենք  
Unexplored Server

### 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  
Արտ. Ադամ Ս. Դոյլ



# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Exchange

4

LOCATION

2\*

4

## Cyberspace. Corrupted.

**Forced** – 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.

Victory 1.

Illus. Scott Uminga  
Imp. Zoon Games23+ 24/67 ⚡ 387  
33+ 34/63 ⚡ 383

# Exchange

# Exchange

2\*

LOCATION

4

## Cyberspace. Corrupted.

**Forced** – 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.

Victory 1.

Illus. Scott Uminga  
Imp. Zoon Games23+ 24/67 ⚡ 387  
33+ 34/63 ⚡ 383

# Plague

2\*

LOCATION

4

## Cyberspace. Corrupted.

**Forced** – 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.

Victory 1.

Illus. Scott Uminga  
Imp. Zoon Games23+ 24/67 ⚡ 387  
33+ 34/63 ⚡ 383

# Plague

4

LOCATION

2\*

3

## Cyberspace. Corrupted.

**Forced** – 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.

Victory 1.

Illus. Scott Uminga  
Imp. Zoon Games23+ 24/67 ⚡ 387  
33+ 34/63 ⚡ 383

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.

1\*

LOCATION

1\*

# Plague

0-17 29/67 ⚡ 388  
0-13 30/63 ⚡ 388Illus. Scott Uminga  
Imp. Zoon Games0-17 29/67 ⚡ 388  
0-13 30/63 ⚡ 388

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# 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  
Imp. Scott Uminga

0-17

29/67

388

0-18

30/65

388

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  
Imp. Scott Uminga

0-17

29/67

388

0-18

30/65

388

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.

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

Illus. Scott Uminga  
Imp. Scott Uminga

18+

33/67

389

18+

33/65

388

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.

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

Illus. Scott Uminga  
Imp. Scott Uminga

18+

33/67

389

18+

33/65

388

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  
Imp. Scott Uminga

18+

33/67

389

18+

33/65

388

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  
Imp. Scott Uminga

18+

33/67

389

18+

33/65

388

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

Adapt

Adapt

Adapt

3

LOCATION

2\*

3

LOCATION

2\*

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  
IPRZ 2019 Unpublis

0-12

37 / 67

390

0-13

33 / 63

360

Adapt

*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  
IPRZ 2019 Unpublis

0-12

37 / 67

390

0-13

33 / 63

360

Adapt

*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  
IPRZ 2019 Unpublis

0-12

37 / 67

390

0-13

33 / 63

360

Adapt

3

LOCATION

2\*

3

LOCATION

2\*

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  
IPRZ 2019 Unpublis

0-12

37 / 67

390

0-13

33 / 63

360

13+

41 / 67

391

13+

41 / 63

361

**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  
IPRZ 2019 Unpublis

13+

41 / 67

391

13+

41 / 63

361

**Forced** – After the round ends: Each investigator

with a cyber avatar here takes 1 direct damage or 1

direct horror (*their choice*).

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## 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  
Առաջնորդված Հեղինք

# Առաջնորդված Հեղինք

## Unexplored Server

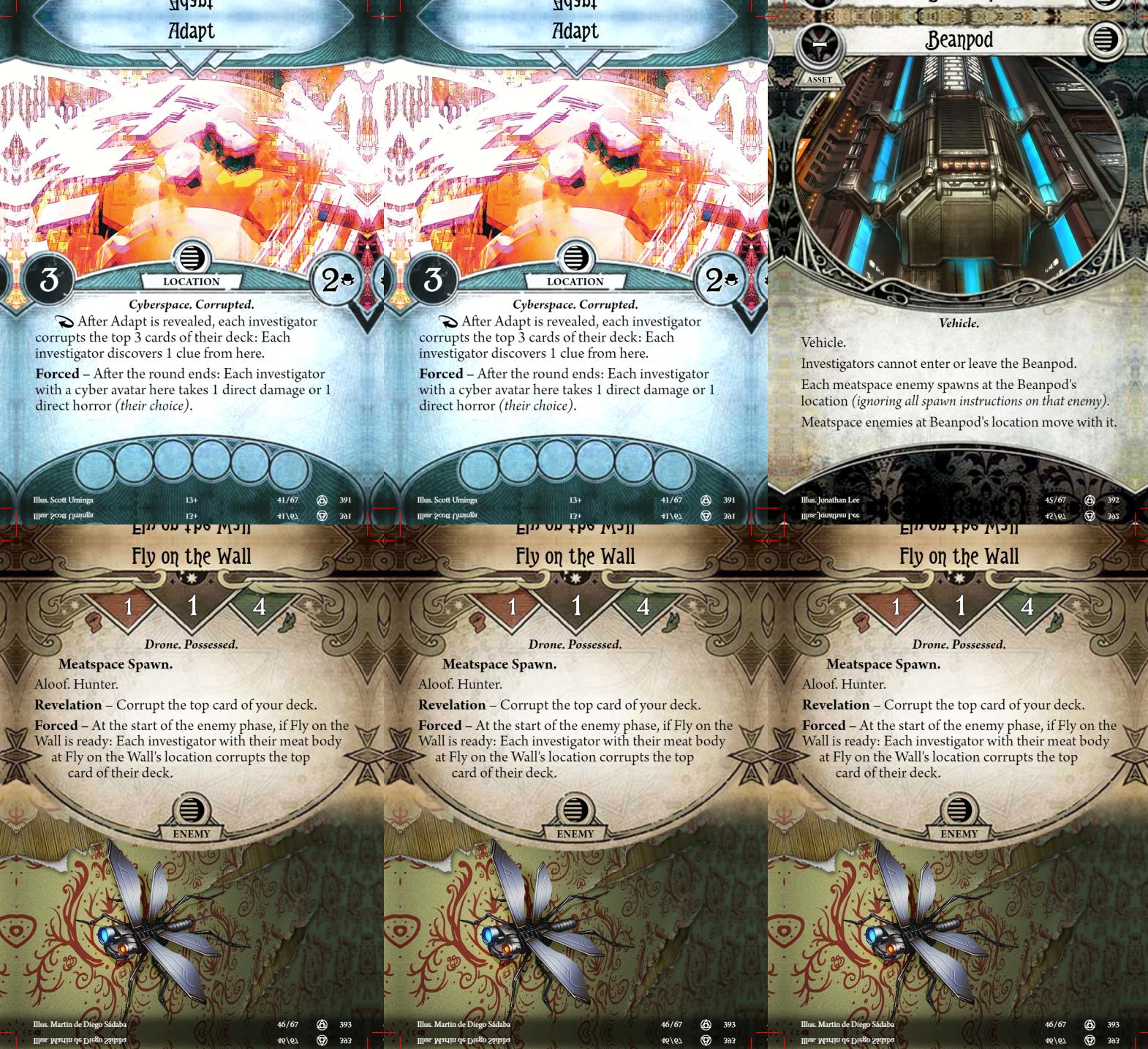


LOCATION

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  
Առաջնորդված Հեղինք



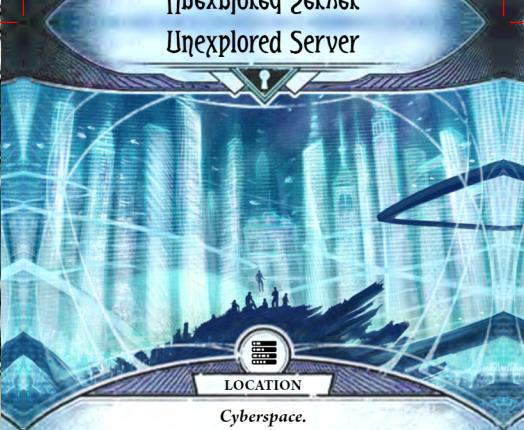


Shuttle

Vehicle.

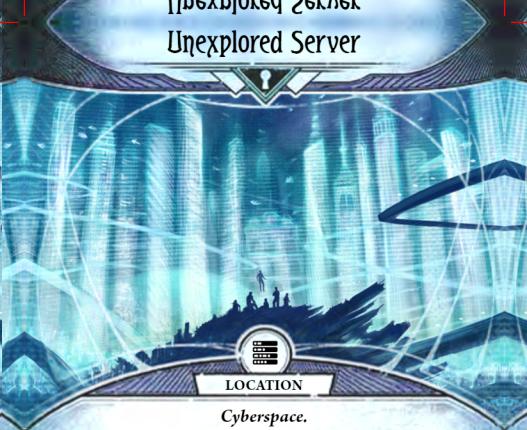
Investigators cannot enter or leave the Shuttle.

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.



Անհայտ շենք

Unexplored Server



Անհայտ շենք

Unexplored Server

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.

# Orion

5 6 3

Program. Humanoid.

Cyberspace Spawn – Bottommost location.

Hunter. Massive.

... And seeking prey it then took aim.



ENEMY



Illus. Sege (edited)  
III# 2588 (edit)

49/67 ⚡ 394  
48\Q3 ⚡ 384

TREACHERY

Legerdemain



**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  
III# 2588 (edit)

11-20

52/67 ⚡ 396

11-30

23\Q3 ⚡ 389



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  
III# 2588 (edit)

0-10 50/67 ⚡ 395  
0-10 20\Q3 ⚡ 382

**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  
III# 2588 (edit)

0-10 50/67 ⚡ 395  
0-10 20\Q3 ⚡ 382



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  
III# 2588 (edit)

11-20 52/67 ⚡ 396

11-30 23\Q3 ⚡ 389

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  
III# 2588 (edit)

21+ 54/67 ⚡ 397  
31+ 24\Q3 ⚡ 381



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  
III# 2588 (edit)

11-20 52/67 ⚡ 396

11-30 23\Q3 ⚡ 389





### 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  
Illustration by Adam S. Doyle

21+

54/67

④

397

31+

24/63

④

383

### TREACHERY

#### Peek Through the Keyhole

##### Terror.



Peek



Through



the



Key



hole



Peek



Through



the



Key



hole



Peek



Through



the



Key



hole



Peek



Through



the



Key



hole



Peek



Through



the



Key



hole

### TREACHERY

#### Peek Through the Keyhole

##### Terror.



Peek



Through



the



Key



hole



Peek



Through



the



Key



hole



Peek



Through



the



Key



hole



Peek



Through



the



Key



hole



Peek



Through



the



Key



hole

#### 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  
Illustration by Ian Fairclough

13-22

58/67

④

399

13-33

28/63

④

383

#### 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  
Illustration by Ian Fairclough

23+

60/67

④

400

53+

60/63

④

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  
Призрачный

23+

60/67



400

53+

60/63



400

## 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  
Призрачный

13-22

64/67



402

13-33

64/63



403

## 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  
Призрачный

0-12

62/67



401

0-13

63/63



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.

Illus. Shawn Ye Zhongyi  
Призрачный

13-22

64/67



402

13-33

64/63



403

## 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  
Призрачный

0-12

62/67



401

0-13

63/63



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

Illus. Shawn Ye Zhongyi  
Призрачный

23+

66/67



403

53+

66/63



403





