

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.

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. Emilio Rodriguez

Illustration by Emilio Rodriguez

Illus. Alexander Elichayev

Illustration by Alexander Elichayev

1/67

1/83

374

314

4/67

4/83

377

311

5/67

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The beanpod stops accelerating and a few minutes later emergency brakes activate, holding it in place perilously hanging above the Earth. Hours pass as you try to do what you can to help the SEA against the attack, but eventually, when the sun is starting to peer over the horizon, you are jolted alert by your beanpod moving again.

In your Campaign Log, record the investigators' beanpod was rescued by the Space Elevator Authority.

(→R1)

The Turning Wheel

Unexplored Server

LOCATION
Cyberspace.

AGENDA
2b



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

Illus. Kira L Nguyen
1/67 ④ 379
@ 330
@ 331

The Counterweight

You notice an upsurge in comm 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.)

AGENDA
1b



Alpha Threat

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)

AGENDA
4b



Power Shutdown

Challenger Base

Located some seventy-two thousand kilometers above Earth's surface, the Challenger Planetoid serves as the up-end anchor for the Beanstalk.

LOCATION
Meatspace.

Illus. Kira L Nguyen
Illustration by Kira L Nguyen

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

Ad Astra

HARD / EXPERT



-2 for each row your cyber avatar is above the bottommost row of cyberspace.



-2. Move your cyber avatar to a connecting location in the row below it.



-3. Corrupt a random non-weakness card in your hand.



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

1/67 ④ 374
@ 331

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 buke 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
3b



The Silver City

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

In your Campaign Log, record the investigators traveled to Heinlein.

Mark 1 fragment in your Campaign Log.

(→R1)

AGENDA
3b



Tether Segment

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

Illus. Kira L Nguyen
Иллюстрация Кира Л Нгуен

10/67 ⚒ 383
10\Q3 ⚒ 383

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Open Space

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.

Illus. Alexandre Elichev
Иллюстрация Александр Елихев

14/67 ⚒ 384
14\Q3 ⚒ 384

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

Illus. Kirsten Zirngibl
Иллюстрация Кирстен Цирнгиль

18/67 ⚒ 385
18\Q3 ⚒ 382

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
ILLUS KIRA L NGUYEN

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
ILLUS ADAM S DOYLE

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
ILLUS KIRSTEN ZIRNGIBL

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Exchange

4

LOCATION

Cyberspace. Corrupted.

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

2*

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Victory 1.

Illus. Scott Uminga

0-22

19/67

Ⓐ 386

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Victory 1.

Illus. Scott Uminga

23+

24/67

387

Plague

Plague

Cyberspace. Corrupted.

Forced – After Plague is revealed: Each investigator tests \spades (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.

3

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Illus. Scott Uminga

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ILLUSTRATION © ADAM S. DOYLE

Adapt

3

LOCATION

Cyberspace. Corrupted.

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

2*

3

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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*).

2*

3

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

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2*

Beanpod

ASSET

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.

Առաջային Հարթակ Unexplored Server

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LOCATION

Cyberspace.

ASSET

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.

Illus. Zoe Cohen (edited)

45 / 67

392
42 / 93

Illus. Adam S. Doyle
ILLUS. ADAM S. DOYLE

Առաջային Հարթակ 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

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Illus. Adam S. Doyle

392
355

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 Sádaba
Illustration de Diego Sádaba

46/67 Ⓛ 393
46\67 Ⓛ 393

Orion

5 6 3

Program. Humanoid.

Cyberspace Spawn – Bottommost location.

Hunter. Massive.

... And seeking prey it then took aim.



ENEMY

Illus. Seage (edited)
Illustration Seage (éditée)

49/67 Ⓛ 394
49\67 Ⓛ 394

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Aloof. Hunter.

Revelation – Corrupt the top card of your deck.

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Illus. Martin de Diego Sádaba
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46/67 Ⓛ 393
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ENEMY

Illus. Seage (edited)
Illustration Seage (éditée)

49/67 Ⓛ 394
49\67 Ⓛ 394

Legerdemain

Scheme.

Revelation – Test ♠ or ♡ (3). If you fail, each cyberspace enemy moves and attacks as if it were the enemy phase (without exhausting).

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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).

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TREACHERY

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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 Adam S. Doyle

11-20
11\20

52/67 Ⓛ 396
52\67 Ⓛ 396

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11-20
11\20

52/67 Ⓛ 396
52\67 Ⓛ 396

Illus. Adam S. Doyle
Illustration Adam S. Doyle

21+
21\21

54/67 Ⓛ 397
54\67 Ⓛ 397





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.

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21+

54/67

Ⓐ 397

Illustration © 2014

21+

24/63

Ⓑ 381

TREACHERY

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.

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Illustration © 2014

0-12

56/67

Ⓐ 398

Illustration © 2014

0-13

20/63

Ⓑ 388

TREACHERY

Peek Through the Keyhole

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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.

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Illustration © 2014

0-12

56/67

Ⓐ 398

Illustration © 2014

0-13

20/63

Ⓑ 388

TREACHERY

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.

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.

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13-22

58/67

Ⓐ 399

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58/67

Ⓐ 399

Illus. Ian Fairclough
Illustration © 2014

23+

60/67

Ⓐ 400

Illustration © 2014

13-22

28/63

Ⓑ 389

TREACHERY

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 damage.

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.

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23+

60/67

Ⓐ 400

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0-12

62/67

Ⓐ 401

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Ⓐ 401

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62/67

Ⓑ 401





