

**TREACHERY****Sequencing Failure****WEAKNESS****Injury.**

Revelation – Put Sequencing Failure into play in your threat area, with 3 resources on it.

►: Test **», », or »** (4). If you succeed, remove 1 resource from Sequencing Failure.

Forced – When the game ends, if there are any resources on Sequencing Failure: You earn 2 fewer experience for this scenario.

Illus. Adam S. Doyle
Illustration by Adam S. Doyle563
202

Deck Size: 30.

Deckbuilding Options: Mystic cards (**▲**) level 0–5, Neutral cards level 0–5, up to 10 combined levels of level 1–5 cards from other classes.

Deckbuilding Requirements (do not count toward deck size): DZMZ Optimizer, Heartstrings, 1 random basic weakness.

From viral pranks to back-alley miracles, Tāo Salonga helps the people the corps forgot—one servo, one stolen server cycle at a time. But while skimming corp traffic for a bit of harmless fun, he found something he wasn't supposed to see: a hidden fork in NBN's surveillance net. Something not for ratings, or intel, or even blackmail—something more mysterious. Data vanishing into a system no one will admit exists. People flagged before anything went wrong. One breadcrumb led to another, and now he's deep in the dark architecture of something far bigger than he could ever have imagined.

**DZMZ Optimizer**

ASSET

**Item.**

Tāo Salonga deck only.

You have 1 additional hand, accessory, or arcane slot.

► When you play an asset that takes up a slot, exhaust DZMZ Optimizer: Reduce the cost of that card by 1.

Illus. Benjamin Giletti
Illustration by Benjamin Giletti565
202**TREACHERY****Heartstrings****WEAKNESS****Flaw. Task.**

Revelation – Attach Heartstrings to any location (a connecting location, if able).

Treat the text box of each asset attached to your investigator as blank.

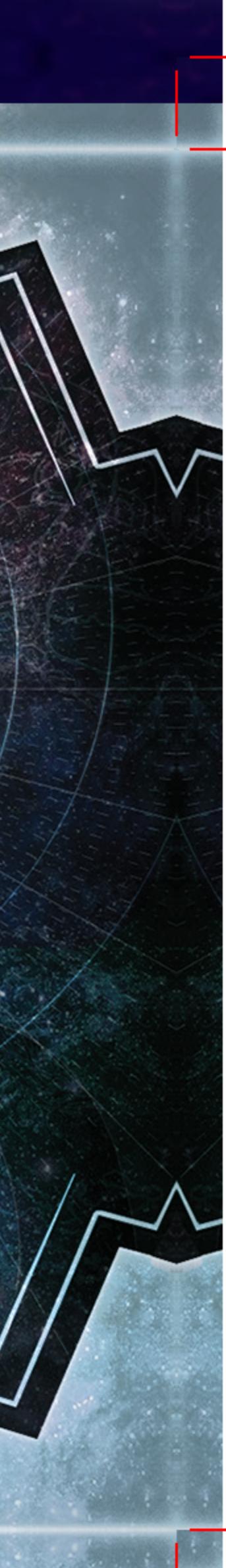
►: Test any skill (4). If you succeed, discard Heartstrings.

Illus. Liga Smilshkalne
Illustration by Liga Smilshkalne566
200**Sorcerer.**

► After an asset enters your play area: Attach it to Tāo Salonga or switch it with an attached asset. (Limit 2 attached assets.)

Each investigator can trigger ►, ▲, and ▼ abilities on each asset attached to Tāo Salonga regardless of location.

► effect: +1. If you succeed, increase the limit on Tāo's ► ability by 1 this game.

**Dreamer.**

► After you succeed at a skill test of difficulty 4 or greater: Gain 2 resources and swap this card with its bonded **Resolute** version.

► effect: You automatically succeed. Resolve the above ability.

► "Please, let me have this dream."

Illus. Luminaria Pham (edited)
Illustration by Luminaria Pham (edited)567
203Illus. Benjamin Giletti (edited)
Illustration by Benjamin Giletti (edited)564
204

*Hoshiko Shiro

The Untold Protagonist

Deck Size: 30 plus, at deck creation, choose 8–14 for the size of a separate "spellbook deck" (for a total of 38–44).

Deckbuilding Options: Survivor cards (★) level 0–3, Mystic cards (▲) level 0–3, Neutral cards level 0–5, Spell cards level 0–5.

Deckbuilding Requirements: (do not count toward deck size): Keiko, Fencer Fueno, Mystic Maemi, Paladin Poemu, Trickster Taka, Isolation, 1 random basic weakness.

Deckbuilding Restrictions: No **Ally** assets.

Additional Requirements: You deck must include exactly as many **Spell** cards as the size of your spellbook deck. During the setup of each scenario, you must shuffle each **Spell** card from your deck into a separate spellbook deck, then place Isolation on the bottom of the spellbook deck.

On the Net you can be who you want to be. Hoshiko wants to be a hero for her friends. Addicted to data, she would rather spend time on the Net than in meatspace, but a constant output of emotional energy is draining. Quiet times and feelings of failure can bring Hoshiko back to earth. But even in darkness there is hope, and there is no pit Hoshiko can't climb out of with the help of her friends.



2
Keiko



Item. Console.

Keiko starts in play. Hoshiko Shiro deck only.

You have 1 additional ally slot, which can only be used to hold **Companion** assets.

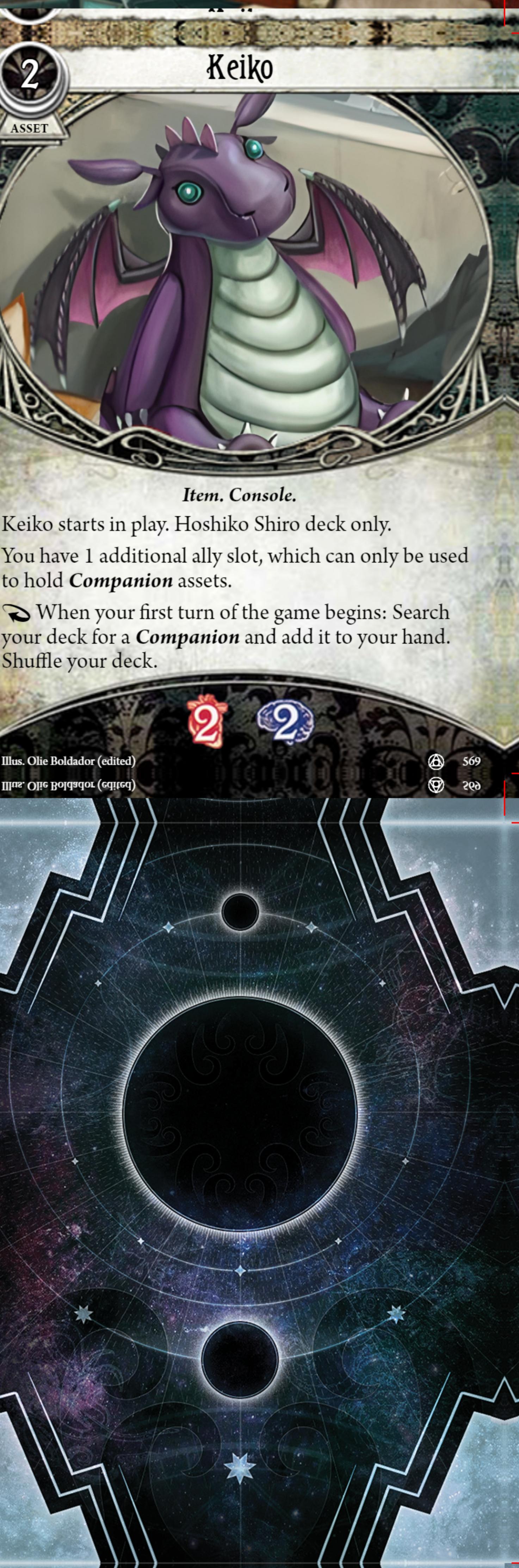
► When your first turn of the game begins: Search your deck for a **Companion** and add it to your hand. Shuffle your deck.

2 2

Illus. Olie Boldador (edited)
III. Olie Boldador (edited)

569
200

568
208



Companion. Program.

Hoshiko Shiro deck only.

Fencer Fueno does not ready during the upkeep phase unless you spend 1 resource.

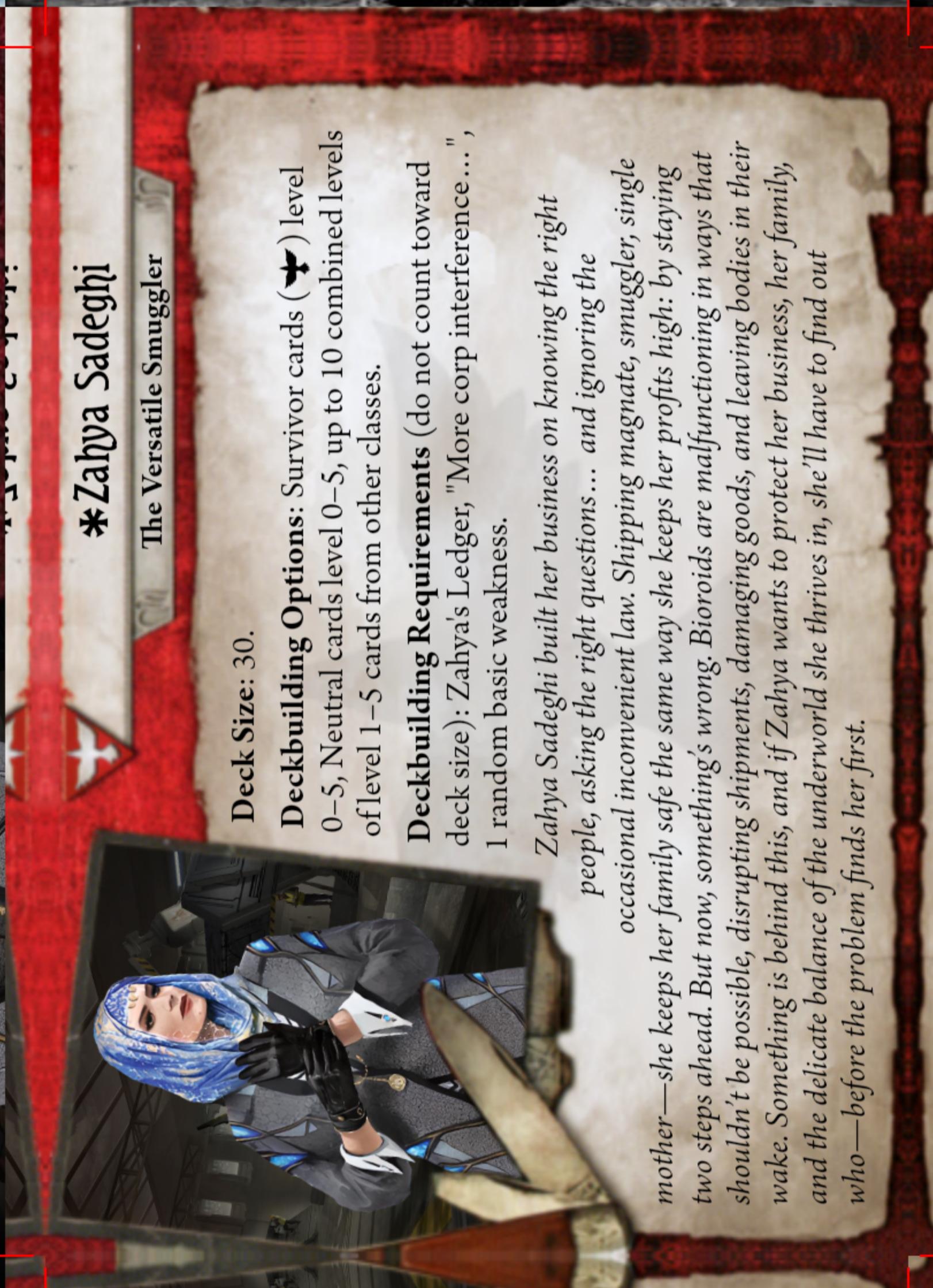
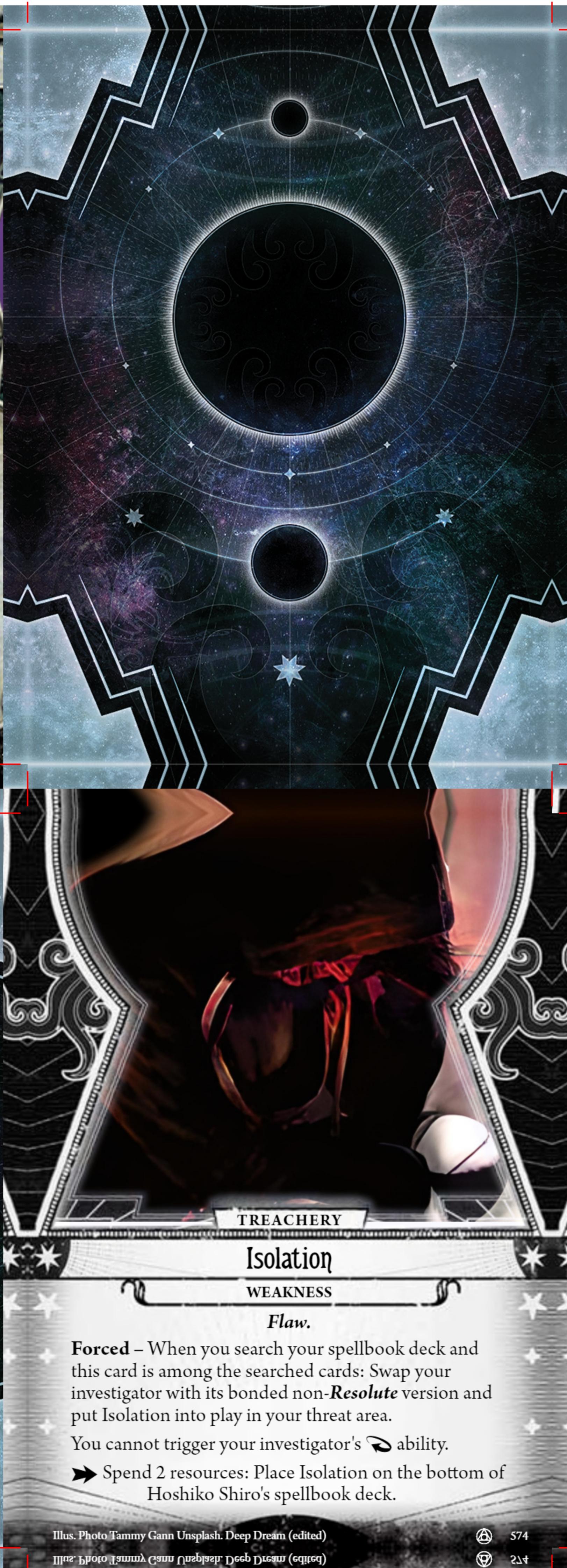
► When you perform a successful attack on a **Spell** card, exhaust Fencer Fueno: Deal +1 damage for that attack.

1 -1

Illus. Izzy Pruet (edited)
III. Izzy Pruet (edited)

570
210





G-Mod. Drifter.

Forced – At the start of the investigation phase: Discard the top 2 cards of your deck. Draw 1 card.

- ▶ Remove 2 cards in your discard pile from the game: Choose a random non-weakness card in your discard pile and attach it facedown to an encounter card in play or in limbo, as a virus. You can commit it to skill tests on or against the attached card. (Limit once per round.)
- ❖ effect: +2. You may choose a card you removed from the game and place it in your discard pile.



Illus. Adam Schumpeit
Illustrator: David Lei
Card ID: 578
Card Type: Event
Card Cost: 3

* MaxX

The Punk

Illus. Matt Zeilinger
Illustrator: Matt Zeilinger
Card ID: 578
Card Type: Survivor
Card Cost: 3

Deck Size: 40.

Deckbuilding Options: Survivor cards (对他) level 0–5, Neutral cards level 0–5, up to 10 different skills (by title) from other classes level 0–5.

Deckbuilding Requirements (do not count toward deck size): Amped Up, Day Job, 1 random basic weakness.

An angry, young g-mod streetbanger who has never appeared to live up to expectations, MaxX works a long, gray, tightly structured day job in MegaBuy customer service that fuels her appetite for nihilistic after-hours release. For MaxX, the act of shredding corporate servers is a cathartic release akin to the scratchy blare of a power chord pushed through layers of feedback. Punks ripped apart the overly elaborate guitar solos that preceded their reductive songs; they thrashed and drummed and howled. Like them, MaxX expresses her rebuke of societal norms by processing code that reduces servers to nothingness. Hers are acts of pure, wanton destruction.

Amped Up

Gambit. Illicit.

MaxX deck only.

Fast. Play during any 音符 player window.

Draw 3 cards. Take 1 horror.

- ▶ After you discard Amped Up from your deck: Attach it facedown to an encounter card in play or in limbo, as a virus. You can commit it to skill tests on or against the attached card.

Illus. Wylie Beckett (edited)
Illustrator: Wylie Beckett (edited)

Card ID: 579
Card Type: Event
Card Cost: 2

TREACHERY

Day Job

WEAKNESS

Task.

Revelation – Put Day Job into play in your threat area. You cannot attach viruses to other cards.

- ▶ Test 1 (3). If you succeed, discard Day Job and gain 2 resources.

Forced – After you discard Day Job from your deck: Draw it.

Illus. Matt Zeilinger
Illustrator: Matt Zeilinger
Card ID: 580
Card Type: Event
Card Cost: 3

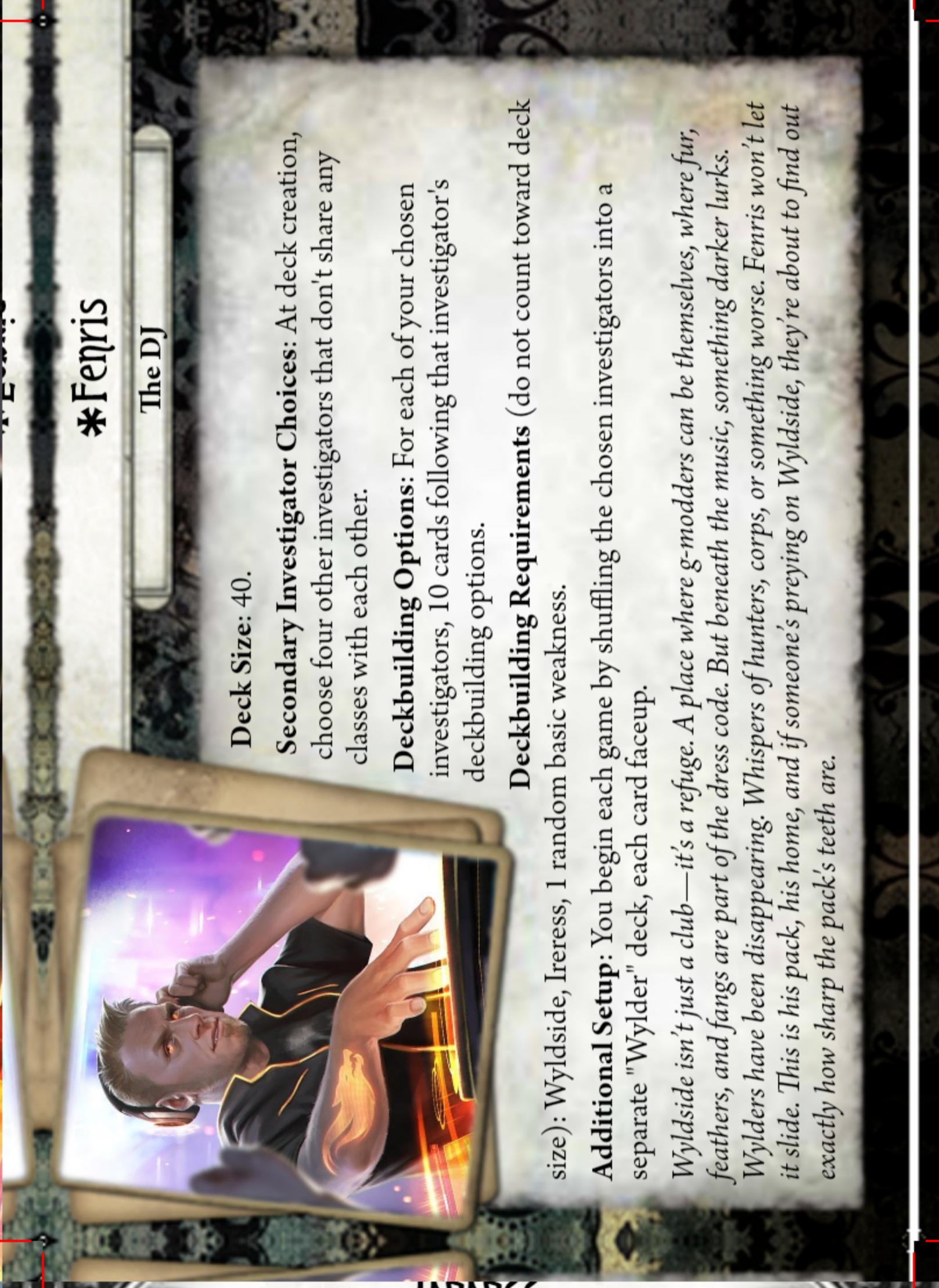
*Fenris

The DJ



G-Mod. Drifter. Performer.
Forced – At the start of the round: Shuffle your Wylder deck.

Fenris has the base skills of the top card of your Wylder deck.
Fenris gains the printed text box of the top card of your Wylder deck.



*Fenris
The DJ

7

Illus. Matt Zeilinger
Illustrator: Matt Zeilinger

④ 581

④ 281

Ireress

WEAKNESS

Program. Humanoid.
Cyberspace Spawn, if able. Otherwise,
Meatspace Spawn.
Prey – Drifter investigators only.
Hunter. Swarming 3.

⚡ Spend 2 resources: Take a fight or evade action against Ireress.

Illus. Chris Newman
Illustrator: Chris Newman

④ 583

④ 283



Wyldside

Connection.
Permanent. Fenris deck only.
→ Exhaust Wyldside: Draw 2 cards.

"Best place to go when you want to get your mind out of the gutter and take it inside."

Illus. Henning Ludvigsen
Illustrator: Henning Ludvigsen

④ 582

④ 283