

The Information Broker

EASY / STANDARD

1. -1 for each Corrupted Avatar card in play or in the victory display.

2. -2. If you fail, place 1 of your clues on a *Bystander* asset in play.

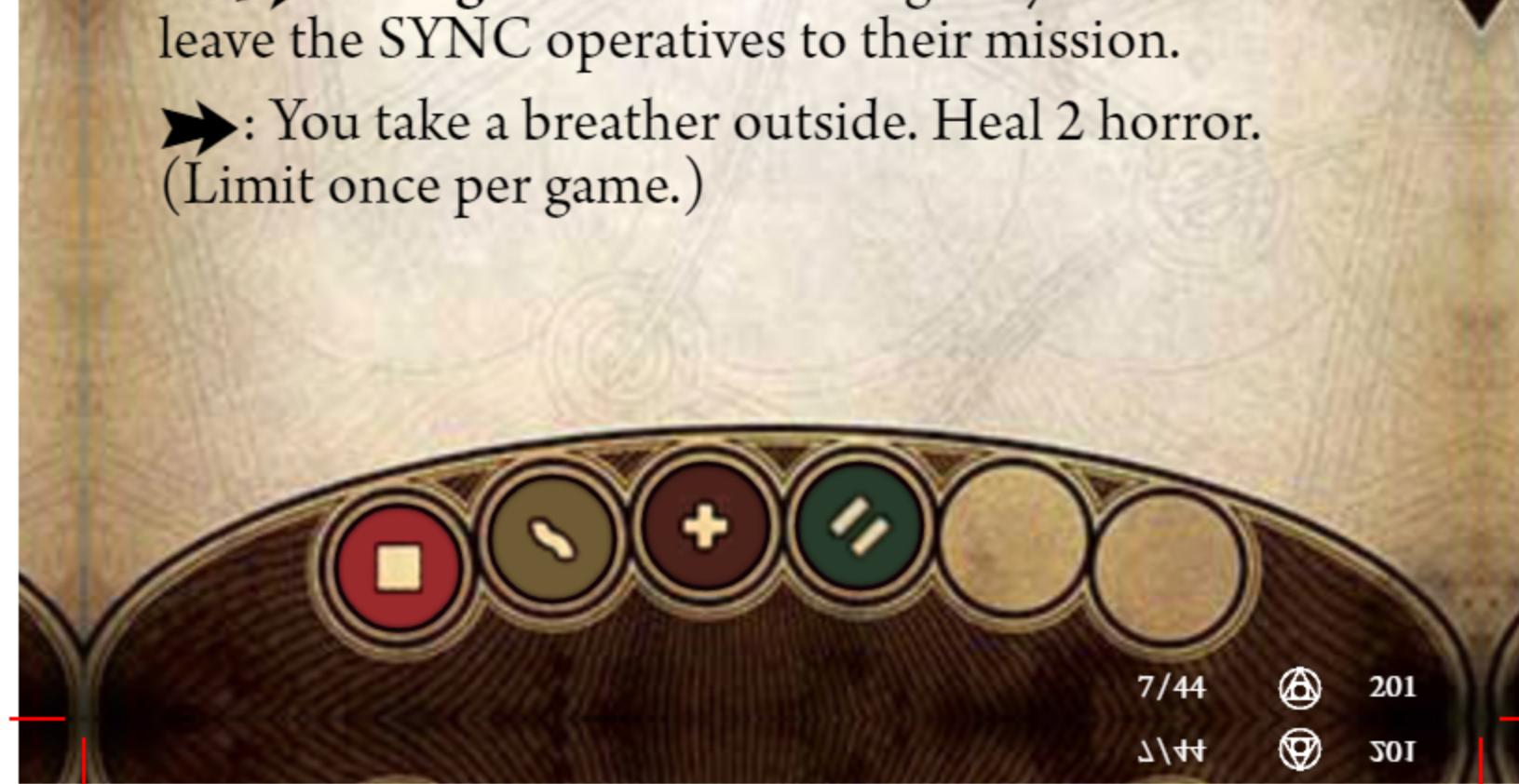
3. -3. If you fail, gain 2 tags.

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

The image is a composite of two panels. The top panel is a stylized illustration of an open book. The left page shows the title 'Agenda 1a' and a small icon of a skull wearing a beret. The right page contains the text: 'From inside the party, there is no sign of the SYNC operatives feverishly working outside the cluster of nodes the mansion's cyberspace operates in.' A large number '4' is visible in the bottom right corner of the book page. The bottom panel is a vibrant, futuristic scene. It features a character in a dark suit and mask standing in a room filled with glowing blue energy fields and mathematical equations. One equation on the right is: $\hat{\psi}_{j,0} = \left(\left(-\frac{1}{2} \sin \left[\frac{\pi}{11} \left(j + \frac{1}{11} \right) \right] + \frac{1}{2} \sin \left(\frac{j+1}{11} \right) \right) \right. \\ \left. \frac{45}{77} \sin \left(\left(j + \frac{1}{11} \right) \right) + \frac{21}{77} \sin \left(\left(j + \frac{2}{11} \right) \right) + \frac{10}{77} \sin \left(\left(j + \frac{3}{11} \right) \right) + \frac{30}{77} \sin \left(\left(j + \frac{4}{11} \right) \right) + \frac{4}{77} \sin \left(\left(j + \frac{5}{11} \right) \right) + \frac{7}{77} \sin \left(\left(j + \frac{6}{11} \right) \right) \right)$

A collage of three images. The top image shows a stack of books with a skull icon and the text 'Agenda 2a'. The middle image is a close-up of a computer monitor displaying a complex, glowing blue network or circuit board pattern. The bottom image shows a person in a dark suit and mask standing in a futuristic, metallic environment.

The image is a screenshot from a mobile game. At the top, it says "Act 1a" with a skull icon. Below that is the title "Garden". Under the title, there's a section titled "Legwork" with two numbered steps: 1. Nero Severn is somewhere in the party. 2. Objective – Wait for a signal from the SYNC operatives. In the bottom center, there's a map with a location marker labeled "Meatspace". The bottom of the screen has a decorative border with numbers 4 and 0 on either side.



"I've gathered some very intriguing data and been able to get back in touch with my team, thank you. Why don't we step out? The atmosphere in the party has gotten a bit... heavy."

(→R2)

Meeting of Minds

Dining Room

Meatspace.



|| Another guest has lost consciousness. Strangely, no one is concerned. Flip over the Partygoer Avatar at Archangel's location and place its clues on its location. Remove its corresponding Partygoer asset from the game and place its clues on its location (if the Partygoer was Partygoer (*The Monocle*), remove the "c/d" act deck from the game). If there are no Partygoers in play, advance the act to 2b and skip the rest of this agenda.

- Otherwise, find each Corrupted Avatar enemy in play or in the victory display and merge them into a single enemy at Archangel's location with:
 - ◆ Fight/evade /health/damage/horror/victory values equal to the total combined values of all the merged Corrupted Avatars.
 - ◆ Text box equal to the combined text boxes of all the merged Corrupted Avatars.

Move Archangel to a location with a Partygoer Avatar and flip this back over.



The party is deathly quiet now, with many of the guests incapacitated—presumably those who were deemed a threat. The operatives who made up the cordon around the mansion enter and fan out, beginning their physical search. Nobody seems to have noticed anything wrong with their software. One of them beckons you outside into the garden.

Mark 1 fragment in your Campaign Log.
(→R1)



Crashed Space

Ballroom

Meatspace.



Tendrils of smoke from the many designer substances offered here to guests curl through the air, from high-market Seraphin to the less legal ones like Glitch.

Among the wide range of bioroids at work, Adonis, Eve, Lisa, and Kevin model bioroids roam the mansion, offering their pleasure services to the guests.



The Information Broker

HARD / EXPERT



-2 for each **Corrupted** card in play or in the victory display.



-2. Place 1 of your clues on a **Bystander** asset in play.



-3. Gain 2 tags.



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

1/44
1/44
195
192

You look around you and realise you are still in the ritzy mansion. Checking your cyberspace location, you are still in the servers you were in before also. The chatter of the SYNC team continues in your ears. You focus your attention back to the mission at hand.

Mark 1 assimilation in your Campaign Log. (Max once per game.)



Garden

Meatspace.



A constant stream of hoppers touch in and out of the many landing pads artfully hidden behind the perfectly trimmed hedge walls.

Gallery

Living Room

Gallery

A Service Door

1

LOCATION

0

Meatspace.

Forced – After you enter the Gallery: Discard the top card of the encounter deck. If that card is a treachery, draw it.

3

LOCATION

0

Meatspace.

» After you perform a parley action in the Living Room: Draw 1 card. (Group limit once per round.)

1

LOCATION

0

Meatspace.

Forced – After you enter the Gallery: Discard the top card of the encounter deck. If that card is a treachery, draw it.

» Test ♦ or ♦ (4♦). Investigators with their meat body here may spend any number of clues to reduce this test's difficulty by 2 for each clue spent. If you succeed, remember that you 'forced open a service door'.

Cellar

4

LOCATION

0

Cyberspace.

» After you perform a parley action in the Cellar: Gain 2 resources. (Group limit once per round.)

3

LOCATION

0

Cyberspace.

» After you perform a parley action in the Conservatory: Draw 1 card. (Group limit once per round.)

2

LOCATION

0

Cyberspace.

» You find a sizeable number of unsecured credits, though to the guests it is practically pocket change. Gain 5 resources. (Group limit once per game.)

Victory 1.

Illus. Scott Uminga
Illustrator

13/44 207
13\44 503

Theater

1

LOCATION

0

Cyberspace.

Forced – After you enter the Theater: You must either take 1 damage, take 1 horror, or place 1 of your clues on the Theater.

1

LOCATION

0

Cyberspace.

Forced – After you enter the Theater: You must either take 1 damage, take 1 horror, or place 1 of your clues on the Theater.

» Test ♦ or ♦ (4♦). Investigators with their cyber avatar here may spend any number of clues to reduce this test's difficulty by 2 for each clue spent. If you succeed, remember that you 'created a backdoor out of the server'.

Illus. Scott Uminga
Illustrator

16/44 210
16\44 510

Illus. Scott Uminga
Illustrator

17/44 211
17\44 511

Illus. Scott Uminga
Illustrator

17/44 211
17\44 511

Exclusive Party

When it is agenda 2, read the following:

You are approached once more by the information broker. "It truly is as Mr. Li says, the NAPD is much like a crisis—one part danger, one part opportunity." He smirks at his own witticism. "It is clear SYNC's tooling has become corrupted, much like the NBN servers you wanted to question me about. This represents a rather unique opportunity, but of course it's quite difficult to observe from the inside. You were lacking in trade goods before, but perhaps we can reach an agreement now during this crisis? Help me with my observations by opening the birdcage and I'll share what I have discovered. Think about it."

Put the set-aside "c/d" act deck into play.

Swap the Gallery with the set-aside Gallery (A Service Door) and swap the Theatre with the set-aside Theatre (A Backdoor) (all tokens and cards at each former location are considered to be at the new location).

Place 2♦ clues on meatspace locations, divided as evenly as possible.

Place 2♦ clues on cyberspace locations, divided as evenly as possible.

Remove this card from the game.

STORY
SLOTS

Gallery

LOCATION

Meatspace.

An exhibition of esoteric paintings by renowned Martian artist Zhang Yi Flower line the walls, abstract and eerie. The lights and shapes seem to shimmer and flicker as if they were vids.

Living Room

LOCATION

Meatspace.

Cloned tropical fish swim in a gigantic tank that makes up one of the walls of this room, their lineage long extinct, their homes long lost to climate change.

Gallery

LOCATION

Meatspace.

An exhibition of esoteric paintings by renowned Martian artist Zhang Yi Flower line the walls, abstract and eerie. The lights and shapes seem to shimmer and flicker as if they were vids.

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.

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Illus. Adam S. Doyle
Star Citizen

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Star Citizen

Illus. Adam S. Doyle
Star Citizen

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Star Citizen

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Star Citizen

Partygoer

The Monocle



Partygoer

The Broach



Partygoer

The Scarf



Bystander.

►►►: **Parley.** They seem quite busy. Take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Bystander.

► Spend 2 resources: **Parley.** They seem quite guarded. Take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Bystander.

►►: **Parley.** Test **¶** (2). Check your Campaign Log. This test gets +2 difficulty if *Isabel McGuire* has your back. If you succeed, take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Partygoer

The Cigarette Holder



Partygoer

The Umbrella



Partygoer

The Tie



Bystander.

►: **Parley.** Test **¶** (2). Check your Campaign Log. This test gets +1 difficulty if the investigators accepted a gift (+2 difficulty instead if the investigators accepted both gifts). If you succeed, take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Bystander.

►: **Parley.** Test **¶** (1). Check your Campaign Log. This test gets +1 difficulty for each entry that has been crossed out. If you succeed, take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Bystander.

►: **Parley.** Test **¶** (3). If you succeed, take control of 1 of the clues on Partygoer.

Forced – When both this Partygoer and its cyber avatar have no clues: Flip this card over and resolve the text on its other side. (Group limit once per game.)

Partygoer Avatar

Savant



Partygoer Avatar

Fenris



Partygoer Avatar

Wurm



Program. Bystander.

►►: **Parley.** Test **¶** (5). This test gets -1 difficulty for every 2 resources you have. If you succeed, take control of 1 of the clues on Partygoer Avatar.

"Hmm. That's rather interesting."

Program. Bystander.

►►: **Parley.** Test **¶** (4). This test gets -1 difficulty for each damage on you. If you succeed, take control of 1 of the clues on Partygoer Avatar.

"There! You think you can top it?"

Program. Bystander.

►►: **Parley.** Test **¶** (4). This test gets -1 difficulty for each horror on you. If you succeed, take control of 1 of the clues on Partygoer Avatar.

"Oh? That's quite a tale..."

Dean Lister



Unlike many others at the party, he freely introduces himself immediately as the dean at Levy University, though he speaks so quickly you find it difficult to figure out if his first name is truly also Dean. "It's a pity about Professor Anson, he seemed such a lovely chap. But that's how it is in both academia and business, it's networking or nothing—he probably rubbed noses with the wrong execs." You ask whether he's had any dealings with Nero, and he immediately leaps in, "Ah, yes, him—very knowledgeable chap, he seems to be able to find anything I need, I would highly recommend. Here, let me introduce you, I'm sure he'd appreciate the extra custom." You can't tell if the dean is simply unaware of Nero's illicit dealings, or is putting on an extremely practiced air of naivety.

Remember that you "interviewed Dean Lister".

Take control of 1 of the clues on Partygoer (*The Monocle*) or its cyber avatar. If you cannot, choose an investigator to draw 2 cards.

Flip this card back over.

STORY
SLOTS

Drago Ivanov



The figure appears to be leading a number of others in some sort of eldritch ritual, their arms held in uncomfortable-looking, unnatural poses, the silhouettes of their bodies contorted, melting. A soothing male voice speaks in riddles, though you can occasionally make out a few phrases here or there, "Find your center", "Inhale peace, exhale tension", "Each pose looks different in every body". You spend some time observing and, as the group dissipates, the leader comes up to you and surprises you by his thick, gruff, Russian accent. "You would like a word with Drago. Speak. I have no use for waste." You talk for a while, and he explains that he delivers training in "yoga" to many executives and otherwise high-power individuals, intended to break minds of their comforting illusions of objective reality. You ask about Nero and he snorts, "Pah, him? Talk with him will be a waste of your time until you have something he wants."

Remember that you "interviewed Drago Ivanov".

Take control of 1 of the clues on Partygoer (*The Monocle*) or its cyber avatar. If you cannot, choose an investigator to draw 2 cards.

Flip this card back over.

STORY
SLOTS

Corrupted Avatar

Wurm

1 1 1
Program. Monster. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

Fire and ichor...

Victory 0.



ENEMY



Andromeda



One partygoer is keeping a distance from the rest, as if on the lookout for danger, fingers idly rubbing the broach hanging from their neck. They stop suddenly, aware of your presence. "What do you want?" they say, matter-of-factly. You exchange some pleasantries, but they are terse, and hard to pry open. Eventually, you steer the conversation towards Nero, your target here, and they continue, "He's hard to miss. The one with the monocle. Whatever you want to find out, he knows it, but it'll cost you. Is that all? Now, if you'll excuse me..." They walk away, and pointedly settle down within your eyesight, and return to observing the party. You never did find out their name.

Remember that you "interviewed Andromeda".

Take control of 1 of the clues on Partygoer (*The Monocle*) or its cyber avatar. If you cannot, choose an investigator to draw 2 cards.

Flip this card back over.

STORY
SLOTS

Maxwell James



The answers you get from him are brief at first, but he grows more talkative as you express your goals here and your contacts and dealings so far. Evidently somewhat paranoid, he eventually seems satisfied you are unlikely to be a threat and you manage to get a name, Maxi, out of him, though you question the veracity of the name. "Nero introduced himself to me three years ago—here in fact. That's all I'll say on the matter. I would expect him to be here today, he very rarely misses one of these networking opportunities. If he thinks there's something he can offer you, he'll come find you, I'm sure."

Remember that you "interviewed Maxwell James".

Take control of 1 of the clues on Partygoer (*The Monocle*) or its cyber avatar. If you cannot, choose an investigator to draw 2 cards.

Flip this card back over.

STORY
SLOTS

Corrupted Avatar

Fenris

1 1 1
Program. Creature. Corrupted. Elite.

Cyberspace Spawn.

Hunter. Retaliate.

Yip Yip!

Victory 0.



ENEMY

Illus. Liiga Smilshkalne (Edited)
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26/44 Ⓛ 220
26/44 Ⓛ 220

Illus. Adam S. Doyle (Edited)
IIIllus. Adam S. Doyle (Edited)

Nero Severn



One of the figures in the room seems to drift between conversations. While you are observing, he eventually comes up to you and introduces himself as Nero, the man you were looking for! You ask him if he was the one who you saw in NBN's servers, and he cuts you off, "Who wants to know? Only a criminal would be caught trespassing in private servers." He smiles at you. "I trade in information, though of course, you knew that. However, a trade involves something from both parties." You think about what you could possibly offer Nero, and consider threatening him with arrest, when he interrupts again, "It has been a pleasure, but alas, I have other business to attend to, and it seems that you do not have anything to barter with at this time..." He stands back for a moment, apparently lost in thought. "Though I suspect that time might come sooner than you think."

Choose an investigator to draw 2 cards.

Put the set-aside Exclusive Party story card into play next to the agenda deck (do not read it until it is agenda 2).

Flip this card back over.

STORY
SLOTS

Fumiko Yamamori



You exchange pleasantries for entirely too long before you realise it to be a ritual of introduction, a feeling out of each other's social stance. Happy that you are not a danger to her this moment, she introduces herself as Fumiko, though you are alarmed when you learn that she is here looking to expand the yakuza's network. "Does dealing with the yakuza truly seem so strange? We are honorable businessmen and women just like the rest of the people here." She carefully observes you for a moment before continuing, "And this is a meeting room, like any other. A place to exchange thoughts, services... The usual information merchant is here today also, though it can be difficult to attract his attention unless you are quite... exceptional. It was a pleasure talking with you. Please send Dawn my regards."

Remember that you "interviewed Fumiko Yamamori".

Take control of 1 of the clues on Partygoer (*The Monocle*) or its cyber avatar. If you cannot, choose an investigator to draw 2 cards.

Flip this card back over.

STORY
SLOTS

Corrupted Avatar

Savant

1 1 1
Program. Humanoid. Corrupted. Elite.

Cyberspace Spawn.

Alert. Hunter.

Δεν υπάρχει τίποτα μόνιμο, εκτός από την αλλαγή.

Victory 0.



ENEMY



Partygoer Avatar

Gingerbread

Partygoer Avatar

Gambler

Partygoer Avatar

Leprechaun

Program. Bystander.

►: **Parley.** Test 6 (6). This test gets -1 difficulty for each tag you have. If you succeed, take control of 1 of the clues on Partygoer Avatar.

"Ha! I can respect that."

Program. Bystander.

► Spend 3 resources: **Parley.** Flip a coin and call "heads" or "tails". If you win, gain 6 resources. If you lose, take control of 1 of the clues on Partygoer Avatar.

"So... Why don't we play a game?"

Program. Bystander.

► Corrupt a non-weakness card in your hand: **Parley.** Take control of 1 of the clues on Partygoer Avatar.

"Well? What do you think?"

Illus. Adam S. Doyle

Illustration by Adam S. Doyle

28/44

222

222

Illus. Adam S. Doyle

Illustration by Adam S. Doyle

29/44

223

223

Illus. Liiga Smilshkalne

Illustration by Liiga Smilshkalne

30/44

224

224

0

Modded PAD

ASSET



0

Modded PAD

ASSET



0

Modded PAD

ASSET



Upgrade. Illicit.

Modded PAD starts in play.

► At the start of your turn: Gain 1 resource.

Forced – After the agenda or act advances: Remove Modded PAD from the game.

Upgrade. Illicit.

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Upgrade. Illicit.

Modded PAD starts in play.

► At the start of your turn: Gain 1 resource.

Forced – After the agenda or act advances: Remove Modded PAD from the game.

Illus. Caravan Studio

Illustration by Caravan Studio

31/44

225

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Illus. Caravan Studio

Illustration by Caravan Studio

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0

Modded PAD

ASSET



Mirror

ASSET



Item. Console.

Permanent. Uses (2 cycles).

► During an investigator's turn, except during an action, exhaust Mirror and spend 1 cycle: That investigator switches from meatspace to cyberspace or vice versa.

Program. Monster. Elite.

Cyberspace Spawn.

Massive.

Archangel does not attack and is immune to investigator actions and player card effects.



ENEMY

Archangel

Sentinel Mode

Modded PAD starts in play.

► At the start of your turn: Gain 1 resource.

Forced – After the agenda or act advances: Remove Modded PAD from the game.

Item. Console.

Permanent. Uses (2 cycles).

► During an investigator's turn, except during an action, exhaust Mirror and spend 1 cycle: That investigator switches from meatspace to cyberspace or vice versa.

Illus. Liiga Smilshkalne

Illustration by Liiga Smilshkalne

36/44

227

227

Corrupted Avatar

Leprechaun

1 1 2

Program. Humanoid. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

His eyes were the color of dreams and disasters.

Victory 0.



ENEMY



Illus. Liiga Smilshkalne (Edited)
Иллюстрация Лиги Смилшхалне (Редактировано)

30/44 ⚡ 224
30/44 ⚡ 224

Corrupted Avatar

Gambler

0 2 0

Program. Monster. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

Want to win a coinflip? Use a coin with two heads.

Victory 0.



ENEMY



Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (Редактировано)

29/44 ⚡ 223
29/44 ⚡ 223

Corrupted Avatar

Gingerbread

2 1 1

Program. Humanoid. Corrupted. Elite.

Cyberspace Spawn.

Hunter.

Catch me if you can!

Victory 0.



ENEMY



Illus. Adam S. Doyle (Edited)
Иллюстрация Адама С. Дойла (Редактировано)

28/44 ⚡ 222
28/44 ⚡ 222

Archangel

Incursion Mode

3 - 1

Program. Monster. Corrupted. Elite.

Cyberspace Spawn.

Massive. Archangel does not make attacks of opportunity.

Forced – When Archangel has 4+ damage on it: Heal all damage from it and exhaust it. It does not ready during the upkeep phase this round. Place 1 resource (from the token pool) in the victory display with **Victory 1.** (Max twice per game.)



ENEMY



Illus. Liiga Smilshkalne
Иллюстрация Лиги Смилшхалне

36/44 ⚡ 227
36/44 ⚡ 227

**TREACHERY****Fine Dining****Terror.****Peril.**

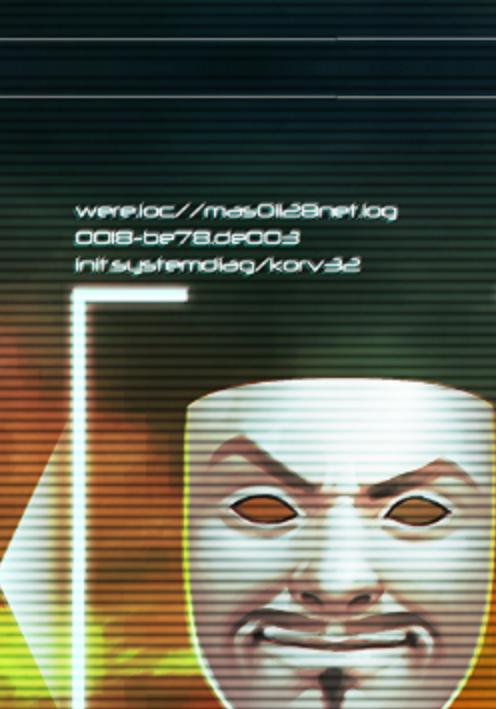
Revelation – You must either place 1 of your clues on a *Bystander* asset in play or take 1 damage and 1 horror.

You don't want to arouse suspicion, but you really don't want to try that right now.

Illus. Diana Martinez
Illustrator Diana Martinez37/44 ⚡ 228
31\44 ⚡ 228Illus. Diana Martinez
Illustrator Diana Martinez37/44 ⚡ 228
31\44 ⚡ 228Illus. Ed Mattinian
Illustrator Ed Mattinian39/44 ⚡ 229
33\44 ⚡ 229**Information Overload****Hazard.**

Revelation – Test 🤖 (3). This test gets +1 difficulty for each tag you have. For every point you fail by, draw 2 cards.

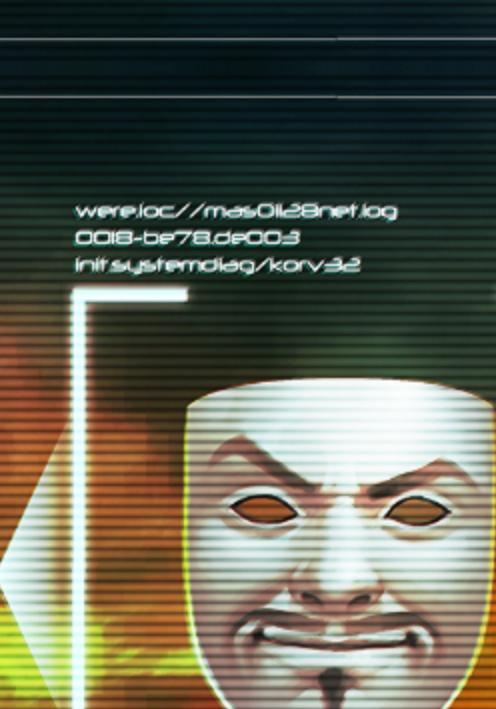
Throw enough data at someone and it ceases to have any meaning at all.

Illus. Ed Mattinian
Illustrator Ed Mattinian39/44 ⚡ 229
35\44 ⚡ 229Illus. Isuardi Therianto
Illustrator Isuardi Therianto41/44 ⚡ 230
41\44 ⚡ 230Illus. Isuardi Therianto
Illustrator Isuardi Therianto41/44 ⚡ 230
41\44 ⚡ 230**Tough Crowd****Hazard.**

Revelation – Put Tough Crowd into play next to the agenda deck.

Each investigator must spend 1 additional action to parley.

Forced – At the end of the round: Discard Tough Crowd.

Illus. Matt Zeilinger
Illustrator Matt Zeilinger43/44 ⚡ 231
43\44 ⚡ 231Illus. Matt Zeilinger
Illustrator Matt Zeilinger43/44 ⚡ 231
43\44 ⚡ 231**Tough Crowd****Hazard.**

Revelation – Put Tough Crowd into play next to the agenda deck.

Each investigator must spend 1 additional action to parley.

Forced – At the end of the round: Discard Tough Crowd.

