

The Whistleblower

EASY / STANDARD

- 1 for each act in the victory display.
- 2. If you fail, Null & Omar takes 1 direct damage unless you place 1 of your clues on your location.
- 3. If you fail, gain 2 tags.
- 4. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

A series of devastating explosions reverberates around you, one directly spilling out of the floor of the Gran Hotel where Omar was staying. The air fills with the screams of nearby civilians as you take cover, and you notice prisec teams repositioning in the upper floors of nearby buildings.

Each investigator tests **4**. Reduce the difficulty of this test by 1 for each location away from Gran Hotel they are. For each point they fail by, they must take 1 damage or discard 1 card from their hand.

Attach the set-aside Door to Door treachery to Gran Hotel.

Urban Renewal

AGENDA
1b

1/59 ④ 232
1/28 ④ 333

Agenda 2a



Chakana Crackdown

There are rumblings on the NAPD network of prisec activity in Chakana.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **clues**, as a group.

3

Illus. Alex Kim
Unp. Vitez Kuuw

1/59 ④ 232
1/28 ④ 333



The Whistleblower

HARD / EXPERT

- 2 for each act in the victory display.
- 2. Null & Omar takes 1 direct damage unless you place 1 of your clues on your location.
- 3. Gain 2 tags.
- 6. If you fail, exhaust your Brain-Machine Interface and you must switch from cyberspace to meatspace or vice versa.

1/59 ④ 232
1/28 ④ 333

Agenda 1a



Scorched Earth

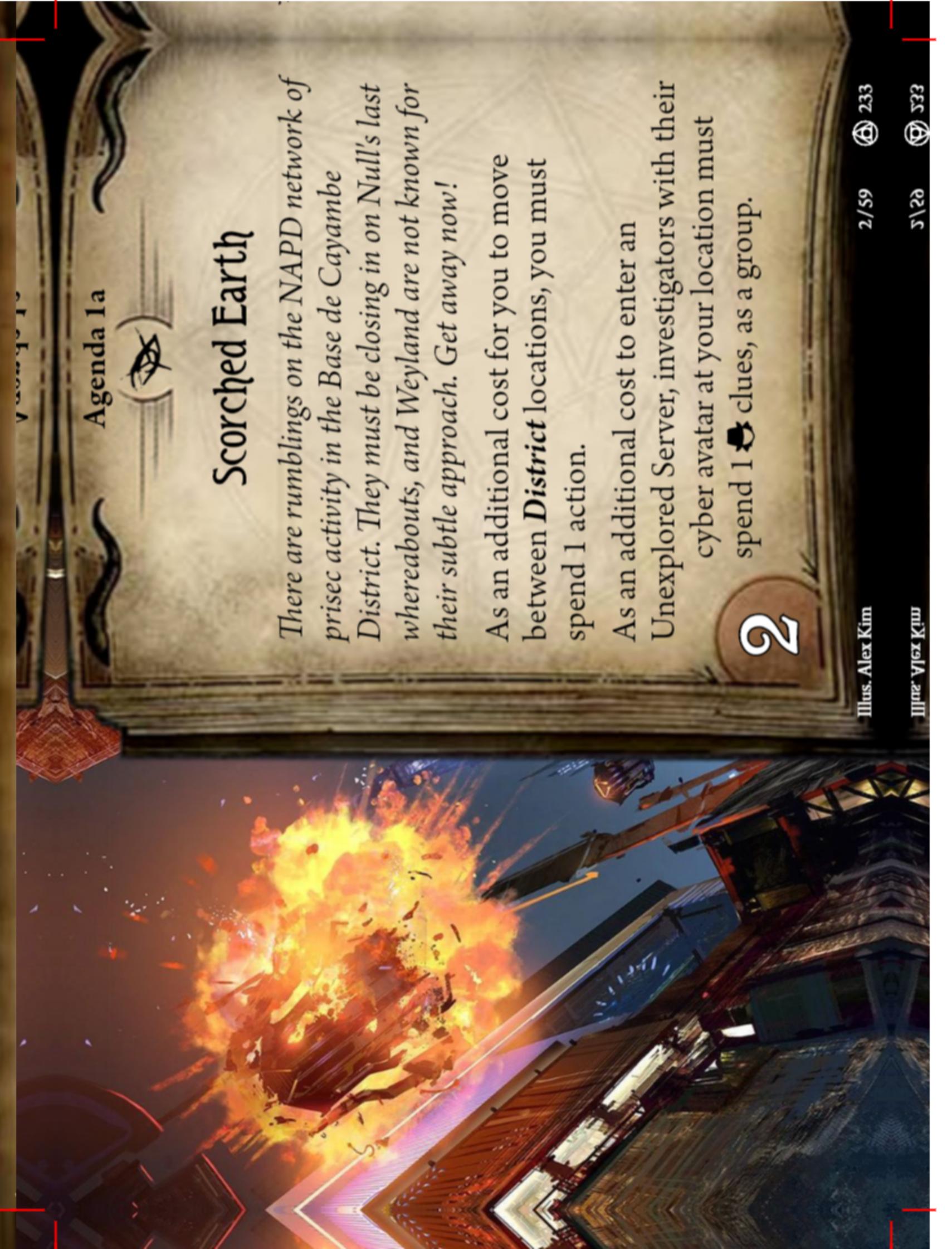
There are rumblings on the NAPD network of prisec activity in the Base de Cayambe District. They must be closing in on Null's last whereabouts, and Weyland are not known for their subtle approach. Get away now!

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **clues**, as a group.

2

Illus. Alex Kim
Unp. Vitez Kuuw



Chakana Lockdown

AGENDA
2b

3/59 ④ 234
3/28 ④ 334

Check your Campaign Log. If Elizabeth Mills came out on top:

While scanning nearby comms, you tune into an encrypted channel where one of the originating locations is a Weyland office. You manage to break the encryption a little too late and only catch snippets of the conversation as it is coming to a close—something about false demolition orders.

Otherwise:

The sound of sirens fills the air, and the entire plaza level shakes and rumbles. Above you, debris starts falling from a nearby building—an unscheduled demolition is well known to be code for Weyland black ops operations, though these allegations have never been proven. Each investigator tests **4**. Reduce the difficulty of this test by 1 for each location away from a **Chakana** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

2/59 ④ 233
3/28 ④ 333



Guayaquil Lockdown

An alarm rings out and streams of football and baseball fans start to exit the doors of the nearby stadium, ushered by the security personnel—a curious mix of the usual uniformed employees with a number of unmarked prisec agents who look more interested in scanning the crowd than assisting them.

Each investigator tests **¶** (4). Reduce the difficulty of this test by 1 for each location away from a **Guayaquil** location their meat body is. Each investigator who fails draws the top card of the encounter deck.



Esmereldas Crackdown

There are rumblings on the NAPD network of prisec activity in Esmereldas.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **¶** clues, as a group.

3**3****3**

4/59 ¶ 235
Illustr. Alex Kim
Unexp. Vtcr Kuu

Manta Crackdown

There are rumblings on the NAPD network of prisec activity in Manta.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **¶** clues, as a group.

3

6/59 ¶ 237
Illustr. Alex Kim
Unexp. Vtcr Kuu



Manta Lockdown

A warning signal in your interface puts you on alert. You jack into cyberspace on instinct and are greeted by a swarm of burke bugs, eating away at the ice protecting your rig.

Each investigator tests **¶** (4). Reduce the difficulty of this test by 1 for each location away from a **Manta** location their meat body is. For each point they fail by, they must take 1 horror or lose 1 resource.



Guayaquil Crackdown

There are rumblings on the NAPD network of prisec activity in Guayaquil.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **¶** clues, as a group.

3**3**

5/59 ¶ 236
Illustr. Alex Kim
Unexp. Vtcr Kuu

Check your Campaign Log. If Jack Weyland came out on top:

Your PAD lights up with a message from... Jack Weyland?
"Whoever's behind all this chaos in the consortium has really gotten
their tendrils everywhere. I've done what I can to stem the mixed
signals. Good luck, detectives. Thanks, for your help earlier."

Otherwise:

Droships float above the plaza and prisec agents descend onto the pavements. Their gear—high-visibility armor, holo-projectors, and a distinct lack of heavy weaponry—mean they must have come to cordon off the museum and initiate a search.
Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Quinде** location their meat body is. For each point they fail by, they gain 1 tag.

AGENDA
2b



Quinде Lockdown

Agenda 2a

Rabotgorod Crackdown

There are rumblings on the NAPD network of prisec activity in Rabotgorod.

As an additional cost for you to move between **District** locations, you must spend 1 action.
As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 ♦ clues, as a group.



Illus. Alex Kim
Illustr. Vitez Kuuw
7/59 ♦ 238
8/23 ♦ 338

AGENDA
2b



Rabotgorod Lockdown

Agenda 2a

Check your Campaign Log. If Katriona Lynn came out on top:

You receive a message from Katriona. "It went so well last time, I'd like to hire you again for some more off-the-book work I need doing. Don't worry if you're booked up with your job, I'll have someone free your time up for you. Skorpions comms have been in pandemonium and I've been up to my neck sorting it out—I need someone to look into the perpetrator." You set a reminder to write a polite reply when you're not quite so busy.

Otherwise:

The Citadel of Starlight, which illuminated the sky and plaza with delicate ornate patterns, suddenly goes dark. Murmurs spread through the pedestrians strolling in the twilit plaza. The familiar feeling of being watched crawls up your thoughts.

Each investigator tests ♦ (4). Reduce the difficulty of this test by 1 for each location away from a **Rabotgorod** location their meat body is. Each investigator who fails draws the top card of the encounter deck.

Agenda 2a

Agenda 2a

Nihongai Crackdown

There are rumblings on the NAPD network of prisec activity in Nihongai.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 ♦ clues, as a group.



Illus. Alex Kim
Illustr. Vitez Kuuw
8/59 ♦ 239
8/23 ♦ 339

Agenda 2a

Rutherford Crackdown

There are rumblings on the NAPD network of prises activity in Rutherford.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **█** clues, as a group.

3

Illus. Alex Kim

Illustr. Vict. Kwan

10/59

④ 241

10/20

④ 341



An explosion flips the hopper and you brace for impact. Amid the smoke and flames, you hear shouting and see unidentifiable figures gathering around the vehicle. The rear doors are forced open. More orders are shouted. Dazed, you manage to open a door and crawl out onto the pavement. You are left alone once more. They're gone.

If an investigator controls Null & Omar, remove Null & Omar from the game.
Each remaining investigator is defeated and suffers 1 physical trauma.

Snatch and Grab

AGENDA
3b

Act 1a

Chakana Run

Club Phoenix, which dominates the upper levels of the Jade Light Arcology, attracts party-goers from residents and visitors alike. The main dance floor accommodates 5,000 people, while upper floors provide bars and entertainment areas, swimming pools, and massage parlors.

Objective – Only investigators with their meat body at Club Phoenix and their cyber avatar at Chakana Node may spend the requisite clues, as a group, to advance.

2

Illus. Smirouille

Illustr. P. Jonnig

12/59

④ 243

10/20

④ 342

AGENDA
2b

Rutherford Lockdown

Your head swims with static among the frenzy of color and noise that is New Angeles, threatening to overwhelm your senses. You jack into the Network to recon your surroundings and your scan reveals camouflaged searchlight programs sweeping servers in your vicinity.

Each investigator tests **█** (4). Reduce the difficulty of this test by 1 for each location away from a *Rutherford* location their meat body is. For each point they fail by, they gain 1 tag.

AGENDA
2b

Chakana Shard

VICTORY

2

You wind your way through hundreds of partygoers, all of them continuing their revelry unaware of the trouble brewing under the surface. Eventually, you find the terminal that Null hid—alongside a mountain of other junk at a service desk in one of the many massage parlors—and initiate the download.

Add this card to the victory display.
An investigator with their meat body at Club Phoenix gains 1 clue (*from the token pool*).

If there are no acts remaining in the act deck, proceed to (*→R1*). Otherwise, if Chakana Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Agenda 3a

Too Big to Fail

The NAPD network has gone quiet.

As an additional cost for you to move between **District** locations, you must spend 1 action.

As an additional cost to enter an Unexplored Server, investigators with their cyber avatar at your location must spend 1 **█** clues, as a group.

2

Illus. Alex Kim

Illustr. Vict. Kwan

11/59

④ 242

11/20

④ 345



Act 1c

Guayaquil Shard

With your falsified credentials, you pose as an assistant coach of the Yellowjackets baseball team and enter the datacenters below the stadium. You walk past tens of rooms filled with film crew editors and directors before finally reaching the terminal marked in your floorplan.

Add this card to the victory display.
An investigator with their meat body at Sportsmetal Stadium draws 1 card.

If there are no acts remaining in the act deck, proceed to (→R1).
Otherwise, if Guayaquil Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Act 1c

Manta Run

The NASX is housed in a massive beehive-shaped aracology of glass and steel. As busy as the trading floor can be, the true activity centers around the NASX mainframe.

Nicknamed "the All-Seeing Eye" by traders, the orb-shaped mainframe is clearly visible from the trading floor behind a glass ceiling.

Objective – Only investigators with their meat body at New Angeles Stock Exchange and their cyber avatar at Manta Node may spend the requisite clues, as a group, to advance.

2*

ACT 1d

Guayaquil Shard

With your falsified credentials, you pose as an assistant coach of the Yellowjackets baseball team and enter the datacenters below the stadium. You walk past tens of rooms filled with film crew editors and directors before finally reaching the terminal marked in your floorplan.

Add this card to the victory display.
An investigator with their meat body at Sportsmetal Stadium draws 1 card.

If there are no acts remaining in the act deck, proceed to (→R1).
Otherwise, if Guayaquil Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Act 1c

Esmereidas Run

The NASX is housed in a massive beehive-shaped aracology of glass and steel. As busy as the trading floor can be, the true activity centers around the NASX mainframe.

Nicknamed "the All-Seeing Eye" by traders, the orb-shaped mainframe is clearly visible from the trading floor behind a glass ceiling.

Objective – Only investigators with their meat body at New Angeles Stock Exchange and their cyber avatar at Manta Node may spend the requisite clues, as a group, to advance.

2*

ACT 1d

Esmereidas Run

An infamously disreputable region of excellent reputation, Eat Row is a nightlife area that extends all the way to New Beach from the Apogee Arcology. It features a startling array of excellent and unpretentious restaurants in a wide variety of cuisines.

Objective – Only investigators with their meat body at Eat Row and their cyber avatar at Esmereidas Node may spend the requisite clues, as a group, to advance.

2*

ACT 1d

Esmereidas Shard

You sit down at the counter of a 24-hour ramen and carefully recite the order Sandy Null's AI assistant, sent to you. When the chef comes back to you with a completely different order, you jack into the guest terminal and find the data you were looking for, unlocked.

Add this card to the victory display.

An investigator with their meat body at Eat Row heals 1 damage. If there are no acts remaining in the act deck, proceed to (→R1).

Otherwise, if Esmereidas Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.

Act 1c

Guayaquil Run

Sportsmetal Stadium is large enough to host a major league baseball game in one half and an American football game in the other, and it has the technology to live-broadcast them in threedee worldwide.

Objective – Only investigators with their meat body at Sportsmetal Stadium and their cyber avatar at Guayaquil Node may spend the requisite clues, as a group, to advance.

2*

ACT 1d

Guayaquil Run

An infamously disreputable region of excellent reputation, Eat Row is a nightlife area that extends all the way to New Beach from the Apogee Arcology. It features a startling array of excellent and unpretentious restaurants in a wide variety of cuisines.

Objective – Only investigators with their meat body at Eat Row and their cyber avatar at Guayaquil Node may spend the requisite clues, as a group, to advance.

2*

ACT 1d

Manta Shard

The atmosphere on the trading floor is tense and electric. How many know about what happened in Titan Transnational and are secretly offloading their shares? You make your way to one of the many anonymous meeting booths and jack into the Network to complete your download.

Add this card to the victory display.
An investigator with their meat body at NASX gains 2 resources.

If there are no acts remaining in the act deck, proceed to (→R1).
Otherwise, if Manta Crackdown is in remainder of the agenda deck (*including the current agenda*), place 1 doom on the current agenda. This effect can cause the agenda to advance.

Victory 1.



Rutherford Run

An elevated square in the center of the district, Broadcast Square forms the heart of the media industry in New Angeles. The arcologies surrounding the square, and for nearly a kilometer in every direction, are home to the city's most important communication corps.

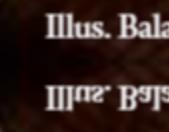
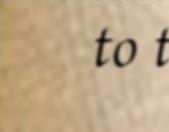
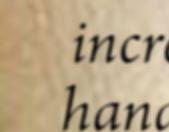
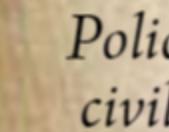
Objective – Only investigators with their meat body at Broadcast Square and their cyber avatar at Rutherford Node may spend the requisite clues, as a group, to advance.

2*

Skylane

Counterclockwise

Act 1c



NAPD Headquarters

Laguna Velasco

Club Phoenix

4

LOCATION

Meatspace, District, Laguna Velasco.

→ If you control Null & Omar: Add them to the victory display.

→: Resign. If you control Null & Omar, add them to the victory display. If there are no undefeated investigators remaining, proceed to (→R1).

2

LOCATION

Meatspace, District, Laguna Velasco.

Commonly known as the Government District, developers moved City Hall here from Base de Cayambe a few years after the city's incorporation. To this day, Laguna Velasco remains a district peopled by the cream of the societal crop, including the very rich and political heavyweights.

3

LOCATION

Meatspace, District, Chakana.

→: Parley. Test ♀ (2), then ♀ (2), then ♀ (2), then ♀ (2). For each of these skill tests you succeed, gain 1 clue (from the token pool). (Group limit once per game.)

Victory 1.

Illus. Henning Kudvigsen

Illustrator: Henning Kudvigsen

25/59 ⚡ 253

52/28 ⚡ 523

Chakana

LOCATION

Meatspace, District, Chakana.

The base of the New Angeles Space Elevator itself is situated here, on the slopes of what was once the third highest mountain in Ecuador. Thousands of hotels, restaurants, and upscale tourist destinations entertain and accommodate the millions of passengers who pass through the district daily.

LOCATION

Eat Row

2

LOCATION

Meatspace, District, Esmereldas.

→→→ Spend 2 resources: Heal 1 physical or mental trauma from your investigator. (Group limit once per game.)

Neither trendy enough to attract slumming risties, and not exclusive enough for the other kind, Eat Row is the middle-class hot spot of choice.

Illus. Kirsten Zirngibl

Illustrator: Kirsten Zirngibl

Ⓐ

Ⓑ

Illus. Emilio Rodriguez

Illustrator: Emilio Rodriguez

27/59 ⚡ 255

52/28 ⚡ 522

Chakana

Eat Row

Esmereldas

LOCATION

Meatspace, District, Esmereldas.

Exceptionally unexceptional and on the poorer end, the district is often overlooked, a wide expanse of middle-class arks, modest shopping districts, and low-income towers. When others discuss Esmereldas at all, it is to mention the district's surprisingly vibrant culinary scene and its ever-evolving music community.

Sportsmetal Stadium

2

LOCATION

1*

Meatspace. District. Guayaquil.

Forced – After the agenda or act advances:
Each investigator with their meat body here draws
2 cards or gains 2 resources (*their choice*).

Recently renovated after the Worlds War, the new and improved Sportsmetal Stadium has breathed life back into Guayaquil.

Illus. Viko Menezes (edited)
Illustration by Viko Menezes (edited)

28/59 Ⓛ 256
38/28 Ⓛ 228

Manta

LOCATION

Meatspace. District. Manta.

Stretching along over one hundred kilometers of beautiful pacific coastline, Manta boasts a number of splendid beaches, luxurious resorts, and upscale attractions while also functioning as New Angeles' second-most-critical port and providing a solid middle-class living to untold millions of New Angelinos.

Illus. Kirsten Zirngibl
Illustration by Kirsten Zirngibl

Ⓐ Ⓛ

Guayaquil

LOCATION

Meatspace. District. Guayaquil.

Guyaquil started out as the center of economic prosperity of Ecuador, until Weyland and U.S. interests developed the cheaper real estate—at the time—of Quinde, Rabotgorod, and Laguna Velasco. Despite the decades of decay since, Guayaquil remains the most populous of all the districts due to history and circumstance.

Illus. Kirsten Zirngibl
Illustration by Kirsten Zirngibl

29/59 Ⓛ 257
38/28 Ⓛ 228

Tourist Quarter

LOCATION

Meatspace. District. Nihongai.

Forced – At the end of the round: Each investigator with their meat body here must spend 2 resources or gain 2 tags.

Although zoning ordinances restrict anything too stereotypical or kitsch, the undercity is still dominated by pachinko parlors, most quietly owned by the yakuza.

Illus. Adam Schumpert
Illustration by Adam Schumpert

30/59 Ⓛ 258
30/28 Ⓛ 228

New Angeles Stock Exchange

2

LOCATION

2*

Meatspace. District. Manta.

Forced – At the end of the round: Each investigator with their meat body here tests ♦(X), where X is the number of tags they have. Each investigator who fails discards an asset they control.

Illus. Emilio Rodriguez
Illustration by Emilio Rodriguez

29/59 Ⓛ 257
38/28 Ⓛ 228

Nihongai

LOCATION

Meatspace. District. Nihongai.

Also called "Little Nippon", many of the residents of the district are employees of Jinteki, which is headquartered in this district. Jinteki's presence and money have accelerated the district's beautification and gentrification while ensuring that Nihongai essentially belongs to the megacorp in every unofficial sense.

Illus. Kirsten Zirngibl
Illustration by Kirsten Zirngibl

Ⓐ Ⓛ

Музей космической Техники Museum of Space Travel

3

LOCATION

1*

Meatspace. District. Quinde.

→ Gain X tags: Play an asset from your hand, reducing its resource cost by X. (Limit once per round.)

The museum plaza is dominated by a magnificent holosculpture in the center, designed by renowned Martian artist Zhang Yi Flower, which depicts the three inhabited worlds in the solar system.

Illus. Maciej Rebisz

Иллюстрировано Мачеем Ребисом

31/59 Ⓛ 259

31/28 Ⓛ 259

Работород Rabotgorod

LOCATION

Meatspace. District. Rabotgorod.

Rabotgorod is a district struggling to escape from the legacy of its Project days. Back then, it was a pop-up city heavily populated by refugees during the breakdown of the Russian Federation. Today, the district is also called "Robot City," a reference to the district's large android population.

Illus. Kirsten Zirngibl

Иллюстрировано Кирстен Зирнгиль

Ⓐ

Ⓑ

Кинде Quinde

LOCATION

Meatspace. District. Quinde.

The most heavily industrialized sector of the city, Quinde is a manufacturing hub for androids, both clones and bioroids. New androids are said to walk out of HB and Jinteki factories only to walk into another to claim the job of a human worker. Unsurprisingly, there is a strong undercurrent of anti-android sentiment here, where the erosion of the working class is felt most keenly.

Illus. Kirsten Zirngibl

Иллюстрировано Кирстен Зирнгиль

Ⓐ

Ⓑ

Бродкаст Сквер Broadcast Square

LOCATION

Meatspace. District. Rutherford.

Forced – At the start of the investigation phase: Each investigator with their meat body here tests ⚡ (3). Each investigator who fails loses 1 action.

Vidscreens and virt projectors rise above the square, where gaggles of pedestrians and tourists can see the latest streaming content from NBN and other media providers.

Illus. Maciej Rebisz

Иллюстрировано Мачеем Ребисом

33/59 Ⓛ 261

33/28 Ⓛ 261

Лютерфорд Citadel of Starlight

3

LOCATION

1*

Meatspace. District. Rutherford.

→ When you are dealt damage, if your meat body is here, discard any number of cards from your hand: Cancel that much damage.

With no immediate hopper or tube-lev access, all visitors must cross the Cathedral's plaza and take in the view for themselves before entering the main worship hall.

Illus. Viko Menezes

Иллюстрировано Вико Менезесом

32/59 Ⓛ 260

33/28 Ⓛ 260

Лютерфорд Rutherford

LOCATION

Meatspace. District. Rutherford.

From the gleaming lights of Broadcast Square to the upscale markets of La Concordia, Rutherford is the cultural heart of New Angeles. The district's many arcologies include some of the most luxurious residences available, as well as housing for the middle class and (beneath the plaza level) those further down the economic ladder.

Illus. Kirsten Zirngibl

Иллюстрировано Кирстен Зирнгиль

Ⓐ

Ⓑ

Traffic Control

Traffic Control

Чакана Нод

4

LOCATION

2*

Cyberspace.

Traffic Control is connected to each other cyberspace location and vice versa.

⚡ Spend 1* resources: Flip over a Skylane.

⚡ Spend 1* resources: Look at the revealed side of a connecting unrevealed location.

Victory 1.

Illus. Scott Uminga

Иллюстриатор Скотт Уминга

34/59 Ⓛ 262

34/28 Ⓛ 263

Առաջնորդական Հեռություն
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

Иллюстриатор Адам С. Дойл

Traffic Control

Traffic Control

Чакана Нод

3

LOCATION

2*

Cyberspace. Node.

➔: Search your deck and discard pile for a **Armor**, **Firearm**, or **Innate** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

The touchstone of true intelligence is the ability to learn, to predict, to change. But change means death and rebirth; only the immutable can last forever.

What newsies termed "the Skylane Fiasco" led to the formation of the Citywide Traffic Task Force and the Traffic Management Center to oversee and protect City Flight Control servers.

Եսմերլայքս Նոդ
Esmereldas Node

3

LOCATION

2*

Cyberspace. Node.

➔: Search your deck and discard pile for a **Practiced**, **Talent**, or **Upgrade** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Over the last few cycles, she'd watched a distant, isolated node collapse and restart itself again and again. Was it a glitch, or some kind of transformation?

Illus. Liiga Smilshkalne (edited)

Иллюстриатор Лига Смилшхалнэ (редактировано)

35/59 Ⓛ 263

32/28 Ⓛ 263

Առաջնորդական Հեռություն
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.

କ୍ରିପ୍ଟୋନ୍ଟେକ୍ ମୁଖ୍ୟ
Guayaquil Node

କ୍ରିପ୍ଟୋନ୍ଟେକ୍ ମୁଖ୍ୟ
Unexplored Server

ମନ୍ତା ମୁଖ୍ୟ
Manta Node

3

LOCATION

2*

Cyberspace. Node.

►: Search your deck and discard pile for a **Insight**, **Tarot**, or **Tool** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Kit drew in a breath and closed her eyes, sitting in padmasana. She charted a course for that far-off quadrant of the Network and lit across the distance.

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. Liiga Smilshkalne (edited)

ମାତ୍ରା ଶାଖାରେ ଅଧିକାରୀ

37/59 Ⓜ 265

ମାତ୍ରା ଶାଖାରେ ଅଧିକାରୀ

କ୍ରିପ୍ଟୋନ୍ଟେକ୍ ମୁଖ୍ୟ
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

ମାତ୍ରା ଶାଖାରେ ଅଧିକାରୀ

Illus. Liiga Smilshkalne (edited)

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କ୍ରିପ୍ଟୋନ୍ଟେକ୍ ମୁଖ୍ୟ
Nihongai Node

LOCATION

Cyberspace. Node.

►: Search your deck and discard pile for a **Pact**, **Tactic**, or **Tome** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Before her, a vermillion phoenix soared against a sea of stars. It was borne up on wings that seemed to spread through multiple servers, feathers trails of code.

Illus. Liiga Smilshkalne (edited)

ମାତ୍ରା ଶାଖାରେ ଅଧିକାରୀ

39/59 Ⓜ 267

ମାତ୍ରା ଶାଖାରେ ଅଧିକାରୀ

Illus. Adam S. Doyle

ମାତ୍ରା ଶାଖାରେ ଅଧିକାରୀ

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Անհայտ Խոչ
Quinde Node

Անհայտ Հօնոր
Unexplored Server

Բարետական Խոչ
Rabotgorod Node

3

LOCATION

2*

Cyberspace. Node.

►: Search your deck and discard pile for a **Augury**, **Fortune**, or **Spell** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

"What are you?" Kit asked it. "Who are you working for?" Insufficient permissions. You are not supposed to be here. It swooped down as a meteor aflame, and Kit braced herself.

Illus. Liiga Smilshkalne (edited)

Ալիգա Սմիլշկալնե (սուբի)

40/59 Ⓛ 268

Ալիգա Սմիլշկալնե (սուբի)

Illus. Adam S. Doyle

Ալիգա Սմիլշկալնե (սուբի)

41/59 Ⓛ 269

Ալիգա Սմիլշկալնե (սուբի)

Անհայտ Հօնոր
Unexplored Server

Բարետական Խոչ
Rutherford Node

Անհայտ Հօնոր
Unexplored Server

LOCATION

1*

LOCATION

1*

Cyberspace. Node.

►: Search your deck and discard pile for a **Gambit**, **Melee**, or **Trick** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

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Illus. Adam S. Doyle

Ալիգա Սմիլշկալնե (սուբի)

Illus. Liiga Smilshkalne (edited)

Ալիգա Սմիլշկալնե (սուբի)

42/59 Ⓛ 270

Ալիգա Սմիլշկալնե (սուբի)

Illus. Adam S. Doyle

Ալիգա Սմիլշկալնե (սուբի)

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►: Search your deck and discard pile for a **Favor**, **Relic**, or **Ritual** card and add it to your hand. Shuffle your deck. (Group limit once per game.)

Then, above, the phoenix shone even more brightly. We will end, and yet we will never end. It overcame her, a white-hot knowledge she could not deny:

Illus. Liiga Smilshkalne (edited)

Ալիգա Սմիլշկալնե (սուբի)

41/59 Ⓛ 269

Ալիգա Սմիլշկալնե (սուբի)

Անհայտ Հօնոր
Unexplored Server

LOCATION

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At the start of the investigation phase: Take control of Null & Omar. Any investigator at Null & Omar's meatspace location may trigger this ability. Reduce the cost for you to enter an Unexplored Server by 1 clue.



Vehicle.

Forced – At the end of the investigation phase: The investigators may have Police Hopper move to the Skylane in the traffic direction.



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Item. Console.

Permanent.

Reduce the difficulty of the first skill test each investigator performs to 0.

Balance out the equation.

Illus. Martin de Diego Sádaba

Illustration by Martin de Diego Sádaba

46/59 ⚡ 274

46/26 ⚡ 324



Hunter.

Grim gets +1 health for each tag the investigators have total.

Gain 1 tag: Grim gains elusive until the end of the round.

Illus. Liiga Smilshkalne (edited)
Illustration by Liiga Smilshkalne (edited)

50/59 ⚡ 276
20/26 ⚡ 326

Los Scorpiones Thugs

Humanoid. Criminal.

Meatspace Spawn.

Los Scorpiones Thugs gets +1 fight and +1 health for each copy of Los Scorpiones Thugs in the encounter discard pile.

"You want to do business in Los Scorpiones turf, then you gotta deal with me."





