



You hear the faint sound of elevator doors opening and closing, and then a lilting voice hangs in the air.
"Ah, Lily, you know I love you to bits, but you have to stop poking around down here. I've told you it's off limits, even to you—especially to you."

Lily's familiar newscaster voice replies, "Arella, what a surprise it is to bump into you! I don't worry, I was just leaving. I had a hunch for a moment and simply had to check. We're still on for simensis night this Thursday, right?"

"Of course. Now, hurry up and leave before we both get in trouble."

Remove Lily Lockwell from the game.

Spawn the set-aside Arella Salvatore at L12 Floor Lobby.

If Victoria Jenkins is helping you, her presence is attracting attention and each investigator gains 1 tag.

AGENDA
2b

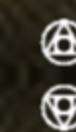


Corporate Shuffle

L13 Floor Lobby L12 Floor Lobby

Meatspace. Elevator.

Unlike Haas-Bioroid's synthetic bioroids or Jinteki's organic clones, NBN's flagship is less a tangible product but a service: information. NBN builds the tools that collect the data and supply the content people use to form their opinions, make decisions, and otherwise become more like who or what they want to be.



AGENDA
1b



Independent Journalism

You wince and find you are back in the NBN underground facilities. Checking your cyberspace location, you are still in the servers you were in before also. You shiver in the cold darkness of the room. You shake it off and continue with your business.

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

ACT
1b



Somewhere a nosy smelled a scoop down here in this frigid basement, and it had to be Lily Lockwell too. The New Angeles Sol is the most respected rag in the city—if something is published there, everybody sits up and pays attention.

Spawn the set-aside Lily Lockwell at L12 Floor Lobby.

If Victoria Jenkins is helping you, her presence is attracting attention and each investigator gains 1 tag.

AGENDA
1b



Controlling the Message

HARD / EXPERT



-1 for every 2 revealed cyberspace locations.



-2. Choose a SYNC BRE in the victory display and shuffle it into the encounter deck.



-3. Gain 2 tags.



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

1/50 66
1/20 88

The elevator doors open once more but this time a whole crowd of nosies streams into the corridor, excitedly chattering to each other, speculating as to what they might find here and the viewer numbers they might achieve. There are so many of them that Arella's shouting can barely be heard above them.

After trying a handful of times to get their attention, she gives up, and you see Arella duck around a corner making a call gesture. Realising the imminent danger of being caught with these reporters, you make for the elevators but, slowed down by having to dodge the journalists, you reach the doors just as they open. A heavily armed SYNC security team steps out, here to "escort" everybody out and delete any confidential information they find.

Choose a random story card in the victory display and remove it from the game.
(→R1)

AGENDA
3b

Standard Procedure

SYNC Console SYNC Console

Show the Way



SYNC Console SYNC Console

Compulsive Tattletale



SYNC Console SYNC Console

Helping Hands



LOCATION

3

2

Meatspace. Console.

Uses (0 cycles).

During your turn, if the investigators have "found a copy of Turnpike", spend 1 cycle: Choose an unrevealed location. Reveal it, then look at the revealed side of each location connected to it.

LOCATION

4

Meatspace. Console.

Uses (1 cycle).

During your turn, if the investigators have "found a copy of Charlatan", spend 1 cycle: Gain 4 clues (from the token pool).

LOCATION

3

2

Meatspace. Console.

Uses (4 cycles).

During your turn, if the investigators have "found a copy of Errand Boy", spend 1 cycle: Move your cyber avatar to a connecting location or any revealed cyberspace location.

Illus. Agri Karuniawan (Edited)

Illus. Agri Karuniawan (Edited)

7/50

72

Δ\20

72

Illus. Agri Karuniawan (Edited)

Illus. Agri Karuniawan (Edited)

8/50

73

Δ\20

73

Illus. Agri Karuniawan (Edited)

Illus. Agri Karuniawan (Edited)

9/50

74

Δ\20

74

Unravelling Server

Unravelling Server

Unravelling Server

LOCATION

4

2

Cyberspace.

After your cyber avatar enters here: Draw the top card of the leads deck. (Group limit once per game.)

Forced – After you discover the last clue here: Spawn a set-aside SYNC BRE enemy engaged with your cyber avatar.

LOCATION

4

2

Cyberspace.

After your cyber avatar enters here: Draw the top card of the leads deck. (Group limit once per game.)

Forced – After you discover the last clue here: Spawn a set-aside SYNC BRE enemy engaged with your cyber avatar.

LOCATION

4

2

Cyberspace.

After your cyber avatar enters here: Draw the top card of the leads deck. (Group limit once per game.)

Forced – After you discover the last clue here: Spawn a set-aside SYNC BRE enemy engaged with your cyber avatar.

Victory 1.

Victory 1.

Victory 1.

Illus. Lili Ibrahim

Illus. Lili Ibrahim

10/50

75

Δ\20

Illus. Lili Ibrahim

Illus. Lili Ibrahim

10/50

75

Δ\20

Illus. Lili Ibrahim

Illus. Lili Ibrahim

10/50

75

Δ\20

SYNC Console SYNC Console

Helping Hands



LOCATION

Meatspace. Console.

SYNC Console SYNC Console

Compulsive Tattletale



LOCATION

Meatspace. Console.

SYNC Console SYNC Console

Show the Way



LOCATION

Meatspace. Console.

NetSec works tirelessly to ensure that SYNC's global infrastructure remains protected, monitoring all Network activity for the slightest blip. They send out technicians to deal with any signal disruptions between relays, or they quarantine subnets that are reporting unauthorized activity or instability of any kind.

NetSec works tirelessly to ensure that SYNC's global infrastructure remains protected, monitoring all Network activity for the slightest blip. They send out technicians to deal with any signal disruptions between relays, or they quarantine subnets that are reporting unauthorized activity or instability of any kind.

NetSec works tirelessly to ensure that SYNC's global infrastructure remains protected, monitoring all Network activity for the slightest blip. They send out technicians to deal with any signal disruptions between relays, or they quarantine subnets that are reporting unauthorized activity or instability of any kind.

Illus. Agri Karuniawan (Edited)

ILLUSTRATOR: AGRI KARUNIAWAN (EDITED)



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. Agri Karuniawan (Edited)

ILLUSTRATOR: AGRI KARUNIAWAN (EDITED)



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

ILLUSTRATOR: ADAM S. DOYLE



Illus. Adam S. Doyle

ILLUSTRATOR: ADAM S. DOYLE



Illus. Adam S. Doyle

ILLUSTRATOR: ADAM S. DOYLE



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.

Unravelling Server

4

LOCATION

Cyberspace.

After your cyber avatar enters here: Draw the top card of the leads deck. (Group limit once per game.)

Forced – After you discover the last clue here: Spawn a set-aside SYNC BRE enemy engaged with your cyber avatar.

2

Unravelling Server

4

LOCATION

Cyberspace.

After your cyber avatar enters here: Draw the top card of the leads deck. (Group limit once per game.)

Forced – After you discover the last clue here: Spawn a set-aside SYNC BRE enemy engaged with your cyber avatar.

2

Gossip Forum

3

LOCATION

Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Compulsive Tattletale*). Remember that the investigators have "found a copy of Charlatan". (Group limit once per game.)

0

Victory 1.

Illus. Lili Ibrahim

Illustration by Lili Ibrahim

10/50 75

10/20 52

Gossip Forum

3

LOCATION

Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Compulsive Tattletale*). Remember that the investigators have "found a copy of Charlatan". (Group limit once per game.)

0

Victory 1.

Illus. Lili Ibrahim

Illustration by Lili Ibrahim

10/50 75

10/20 52

Gossip Forum

3

LOCATION

Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Compulsive Tattletale*). Remember that the investigators have "found a copy of Charlatan". (Group limit once per game.)

0

Ubiquitous Vig

2

LOCATION

Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Helping Hands*). Remember that the investigators have "found a copy of Errand Boy". (Group limit once per game.)

1

Illus. Liiga Smilshkalne

Illustration by Liiga Smilshkalne

15/50 76

15/20 56

Illus. Liiga Smilshkalne

Illustration by Liiga Smilshkalne

15/50 76

15/20 56

Illus. Adam S Doyle

Illustration by Adam S Doyle

18/50 77

18/20 58

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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

illuDoyle2.mypA.zulu

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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

illuDoyle2.mypA.zulu

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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

illuDoyle2.mypA.zulu

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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

illuDoyle2.mypA.zulu

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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

illuDoyle2.mypA.zulu

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆՅԱԿ

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

illuDoyle2.mypA.zulu

Ubiquitous Vig

Ubiquitous Vig

Signal Router



LOCATION
Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Helping Hands*). Remember that the investigators have "found a copy of Errand Boy". (Group limit once per game.)

LOCATION
Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Helping Hands*). Remember that the investigators have "found a copy of Errand Boy". (Group limit once per game.)

LOCATION
Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Show the Way*). Remember that the investigators have "found a copy of Turnpike". (Group limit once per game.)

Signal Router

Signal Router

Ancestral Database



LOCATION
Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Show the Way*). Remember that the investigators have "found a copy of Turnpike". (Group limit once per game.)

LOCATION
Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Show the Way*). Remember that the investigators have "found a copy of Turnpike". (Group limit once per game.)

LOCATION
Cyberspace.

Uses (1 cycle).
During your turn, spend 1 cycle: Choose another location and replenish 1 cycle on it. (You cannot replenish above the number of uses it has.)

Ubiquitous Vig

Ubiquitous Vig

Signal Router

LOCATION
Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Helping Hands*). Remember that the investigators have "found a copy of Errand Boy". (Group limit once per game.)

LOCATION
Cyberspace.

After your cyber avatar enters here: Place 1 cycle on SYNC Console (*Helping Hands*). Remember that the investigators have "found a copy of Errand Boy". (Group limit once per game.)

LOCATION
Cyberspace.

Uses (1 cycle).
During your turn, spend 1 cycle: Choose another location and replenish 1 cycle on it. (You cannot replenish above the number of uses it has.)

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆԻ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆԻ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆԻ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆԻ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆԻ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԸ ՀԵԿԻՆԻ

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

illuDoyle.com

Data Pike

Data Pike

Data Pike

2

LOCATION

Cyberspace.

Uses (1 cycle).

— During your turn, spend 1 cycle: Move to a connecting location.

1

LOCATION

Cyberspace.

Uses (1 cycle).

— During your turn, spend 1 cycle: Move to a connecting location.

2

LOCATION

Cyberspace.

Uses (1 cycle).

— During your turn, spend 1 cycle: Move to a connecting location.

Illus. Aaron Firem
Illustration by Aaron Firem

25/50 Ⓛ 80
52/20 Ⓜ 80

Data Pike

Data Pike

News Scanner

2

LOCATION

Cyberspace.

Uses (1 cycle).

— During your turn, spend 1 cycle: Move to a connecting location.

1

LOCATION

Cyberspace.

Uses (1 cycle).

— During your turn, spend 1 cycle: Move to a connecting location.

3

LOCATION

Cyberspace.

Uses (1 cycle).

— During your turn, spend 1 cycle: Look at the revealed side of any cyberspace location.

Illus. Aaron Firem
Illustration by Aaron Firem

25/50 Ⓛ 80
52/20 Ⓜ 80

Illus. Aaron Firem
Illustration by Aaron Firem

25/50 Ⓛ 80
52/20 Ⓜ 80

Illus. Lili Ibrahim
Illustration by Lili Ibrahim

30/50 Ⓛ 81
30/20 Ⓜ 81

ԱՆՏԱՐԺՈՒԿԻ ՀԵՂԻՆ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԻ ՀԵՂԻՆ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԻ ՀԵՂԻՆ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԻ ՀԵՂԻՆ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԻ ՀԵՂԻՆ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԻ ՀԵՂԻՆ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԻ ՀԵՂԻՆ

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

illuDoyle.com

ԱՆՏԱՐԺՈՒԿԻ ՀԵՂԻՆ

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

illuDoyle.com

חדשות סטטוס News Scanner

3

LOCATION

1*

Cyberspace.

Uses (1 cycle).

During your turn, spend 1 cycle: Look at the revealed side of any cyberspace location.

חדשות סטטוס News Scanner

3

LOCATION

1*

Cyberspace.

Uses (1 cycle).

During your turn, spend 1 cycle: Look at the revealed side of any cyberspace location.

תולbuffות Tollbooth

2

LOCATION

2*

Cyberspace.

As an additional cost to enter an Unexplored Server from here, investigators with their cyber avatar here must spend 2* resources, as a group.

Illus. Lili Ibrahim

Illus. Lili Ibrahim

30/50

30\20

Illus. Lili Ibrahim

Illus. Lili Ibrahim

30/50

30\20

Illus. Outland Entertainment LLC (Edited)

Illus. Outland Entertainment LLC (Edited)

33/50

33\20

From the Dead



<JM> You remember Ten, who died on that Weyland job last year, right? His apartment was plastered on the newsfeeds as another "accident". I swear, I just saw his ghost.
<KJ> You don't really believe in that stuff, do you? Ghosts in the Network? That's just urban legend.
<JM> I know what I saw. He appeared out of nowhere and started talking to me, warning me about some new sentry ICE Weyland had rolled out in the server ahead. Without him I don't think I'd have gotten out in time.
<KJ> Maybe it was just someone messing with you. Or just all the Diesel you've been hopped up on.
<JM> No, it was definitely him. He even mentioned things that only he would know about me.
<KJ> Or maybe it's just your subconscious mind playing tricks on you. Look, I don't want to gaslight you, but maybe there's a more logical explanation before we start believing in ghosts in the Network.

Add this card to the victory display.

Victory 1.

STORY
VICTORIES

Interrogation



<FC> You claim the person who put you up to this contacted you via the Shadow Net. Would you be able to get into contact with him again?
<AW> Not after you pricks caught up with me.
<FC> Convenient that you'd lose contact with your client once the cuffs were slapped on.
<AW> No, it ain't like that. I could tell you the meetbox location, but he probably sealed my access point off as soon as I went into custody.
<FC> What else did you do in the Shadow Net?
<AW> What don't people do in the Shadow Net?
<FC> Answer the question.
<AW> You can get anything there, man. Software, info, music, snuff. Hell, I got some nice pics of your wife there last week.
<FC> Cute.
<AW> Not really. Kind of ugly, actually-

Add this card to the victory display.

Victory 1.

STORY
VICTORIES

Live from New Angeles



<LL> Okay, let's do this quick, then. What can you tell me about the recent U.N. murder?
<RH> How the frag do you know about that?
<LL> Is it true the killer wasn't human?
<RH> Damn it, Lil, keep your voice down. Spread rumors like that around and it'll be the Clone Riots all over again.
<LL> That's not a denial, Rick.
<RH> Look, just keep it quiet, for now. When I've got something to tell the press, I'll come to you first. I promise. Right now, I can't tell you anything, I'm sorry. How did you get that information anyway?
<LL> I have my sources. If you're not telling, I'm not either.
<RH> Don't be like that.
<LL> Just give me something. I won't run the story, not yet. Just give me a hint so I can do the research. I might even be able to help you.
<RH> I'm sorry, babe, I can't.

Add this card to the victory display.

Victory 1.

STORY
VICTORIES

ԱՆՏԱՐԺՈՒԿԻ ՀՈՎՈՅ

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

ILLUSTRATION

ԱՆՏԱՐԺՈՒԿԻ ՀՈՎՈՅ

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

ILLUSTRATION

ԱՆՏԱՐԺՈՒԿԻ ՀՈՎՈՅ

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

ILLUSTRATION

Rumormonger

<Guest> Look, it's an AI, but a military one. But it got too smart and the military got scared.
<> What? Like in the threedees? Big scary military AI takes control of everything and wipes us all out?
<Guest> Well, the brass in the military saw those threedees too, and this AI scares them stiff. So what do they do? Rather than destroy, they lock it up, so they don't have to say their project failed.
<> Where did they supposedly put it then?
<Guest> As far away from the world as they can, but that's still not far enough. It's trying to reach out and catch someone's attention, and that'll be when it breaks free.
<> Uh huh...
<Guest> I know, it sounds nuts. Why would I do this to myself if it weren't true?
<> Because you *are* nuts? Actually, you know what, never mind...

Add this card to the victory display.

Victory 1.

STORY
GLOBAL
LOCAL

Lily Lockwell

3 1* 3

Humanoid. Reporter. Civilian. Elite.

Meatspace Spawn.

Hunter.

Forced – At the start of the enemy phase, if Lily Lockwell is ready and engaged: Each investigator gains 2 tags.

Forced – When you defeat Lily Lockwell: Instead, heal all damage from her and automatically evade her. She does not ready during the next upkeep phase.



ENEMY



Illus. Matt Zeilinger
Illustration Matt Zeilinger

40/50
40/20
89
89

The Gods

<A> Avalon? The rumored domain of Excalibur? That is highly unlikely. What makes you think you were there?
<N1> I was tracing a rogue signal and it led me to this area of the Net that was completely empty. No data traffic, no nodes, nothing. And then, suddenly, everything changed—the colors, the patterns, the noise. It was like I was in another world. And then I saw it. Excalibur. It was like a column of chaotic images, shifting and changing in ways that shouldn't be possible. I couldn't move, I couldn't do anything as it approached me. And then, when it was about to collide with me, it was gone. I was back in the empty server.
<A> That is unsettling but ultimately is not evidence that you were in Avalon.
<N1> Well, when I got out, I talked to Smoke and described what I saw. She said it sounded the same as other runners who've been there as well. I can't get it out of my head. It was like nothing I've ever experienced.

Add this card to the victory display.

Victory 1.

STORY
GLOBAL
LOCAL

Arella Salvatore

4 1* 2

Humanoid. Sysop. Civilian. Elite.

Meatspace Spawn.

Hunter.

Forced – At the start of the enemy phase, if Arella Salvatore is ready and engaged: Place 1 doom on the current agenda.

Forced – When you defeat Arella Salvatore: Instead, heal all damage from her and automatically evade her. She does not ready during the next upkeep phase.



ENEMY

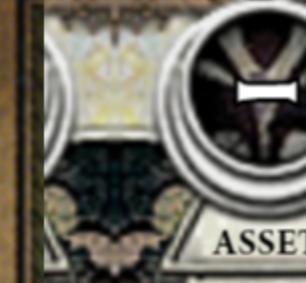


Illus. Matt Zeilinger
Illustration Matt Zeilinger

41/50
41/20
90
90

Victoria Jenkins

CEO, NBN



ASSET



СЫНК БРЕ SYNC BRE

Program. Monster.

Hunter.

While you are attacking SYNC BRE, it gets +1 fight for each tag you have.

While you are evading SYNC BRE, it gets +1 evade for each tag you have.

Victory 0.



ENEMY

СЫНК БРЕ SYNC BRE

Program. Monster.

Hunter.

While you are attacking SYNC BRE, it gets +1 fight for each tag you have.

While you are evading SYNC BRE, it gets +1 evade for each tag you have.

Victory 0.



ENEMY

СЫНК БРЕ SYNC BRE

Program. Monster.

Hunter.

While you are attacking SYNC BRE, it gets +1 fight for each tag you have.

While you are evading SYNC BRE, it gets +1 evade for each tag you have.

Victory 0.



ENEMY

СЫНК БРЕ SYNC BRE

Program. Monster.

Hunter.

While you are attacking SYNC BRE, it gets +1 fight for each tag you have.

While you are evading SYNC BRE, it gets +1 evade for each tag you have.

Victory 0.



ENEMY

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

42/50 ⚡ 91
45/20 ⚡ 81

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

42/50 ⚡ 91
45/20 ⚡ 81

Universal Connectivity Fee

Scheme.

Revelation – Test (3). If you fail, you must take 2 horror or move 1 clue from your cyberspace location to the cyberspace location with the highest shroud.

*"It's a small one-time fee, apparently.
Only I've paid it seventeen times."*

Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшхалне

42/50 ⚡ 91
45/20 ⚡ 81

Illus. Ed Mattinian
Иллюстрация Эд Маттиниан

47/50 ⚡ 92
45/20 ⚡ 82

Illus. Ed Mattinian
Иллюстрация Эд Маттиниан

47/50 ⚡ 92
45/20 ⚡ 82

Scheme.

Revelation – Test (3). If you fail, you must take 2 horror or move 1 clue from your cyberspace location to the cyberspace location with the highest shroud.

*"It's a small one-time fee, apparently.
Only I've paid it seventeen times."*





