

## The Keeper of Knowledge

EASY / STANDARD

- X. X is half the number of Rezeki in play (rounded up).
- 2. If you fail, the nearest **Program** enemy with patrol disengages from all investigators and moves once towards its patrol target.
- 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.

1/77 ④ 124  
1/111 ④ 134

### Blue Level Clearance

*More paranoid citizens allege that bioroids keep vids and audlogs of their owners for upload to Haas-Bioroid during maintenance.*

When checking the doom threshold, ignore doom on other cards.

**Forced** – At the end of the mythos phase: Resolve 2 security breaches.

**Forced** – After the 'enemies attack' step of the enemy phase: Each ready **Program** enemy deals its horror value to a **Program** asset as its location. If it cannot and it has not moved this phase, resolve its patrol/hunter keyword (if it has one).

5

Illus. Ethan Patrick Harris

Illustration by Ethan Patrick Harris

Campus Corridor  
Campus Corridor

5

LOCATION

Meatspace.

►: **Resign.** You've done what you can. You leave the professor to his own matters.

**Forced** – After you discover the last clue here: Read the set-aside Character Assassination story card. (Group limit once per game.)

Illus. John Ariosa  
Illustration by John Ariosa

7/77 ④ 130  
1/111 ④ 130

### Red Level Clearance

*Other directives are believed to exist; often these concern the behavior of a specific model.*

When checking the doom threshold, ignore doom on other cards.

**Forced** – At the end of the mythos phase: Resolve a security breach.

**Forced** – After the 'enemies attack' step of the enemy phase: Each ready **Program** enemy deals its horror value to a **Program** asset as its location. If it cannot and it has not moved this phase, resolve its patrol/hunter keyword (if it has one).

4

2/77 ④ 125  
1/111 ④ 132

### Green Level Clearance

*Anyone who spends time with bioroids will notice that almost all models instantly refute any criticism levelled against Haas-Bioroid.*

When checking the doom threshold, ignore doom on other cards.

**Forced** – At the end of the mythos phase: Resolve a security breach.

**Forced** – After the 'enemies attack' step of the enemy phase: Each ready **Program** enemy deals its horror value to a **Program** asset as its location. If it cannot and it has not moved this phase, resolve its patrol/hunter keyword (if it has one).

3

Illus. Ethan Patrick Harris

3/77 ④ 126  
1/111 ④ 133

### Independent Thinking

*The Professor has promised you the findings of his research and needs you to protect him while he's working.*

Cyberspace locations are connected to each location adjacent to it.

**Forced** – When an investigator is eliminated: They keep their clues, instead of placing them on their location.

**Objective** – Defend the Professor while he makes his final software adjustments. In the meantime, collect and keep as many clues as you can.

4

2/77 ④ 125  
1/111 ④ 132

LOCATION

Meatspace. Console.

► Spend 1 clue: Move your cyber avatar to any revealed cyberspace location.

**Forced** – If there are no clues here: Add clues here until there are 3 clues here.

"Once you have achieved perfection, what's next?"  
—The Professor

Illus. Emilio Rodriguez (Edited)

Illustration by Emilio Rodriguez (Edited)

6/77 ④ 129  
9/111 ④ 135

Encrypted Vault

Encrypted Vault

3

LOCATION

Private key ♠.

**Objective** – Protect the Professor's servers. If a **Bioroid** enemy enters Encrypted Vault, (→R2).

8/77 ④ 131  
8/111 ④ 131

Illus. Scott Uminga  
Illustration by Scott Uminga

9/77 ④ 132  
9/111 ④ 133

1

LOCATION

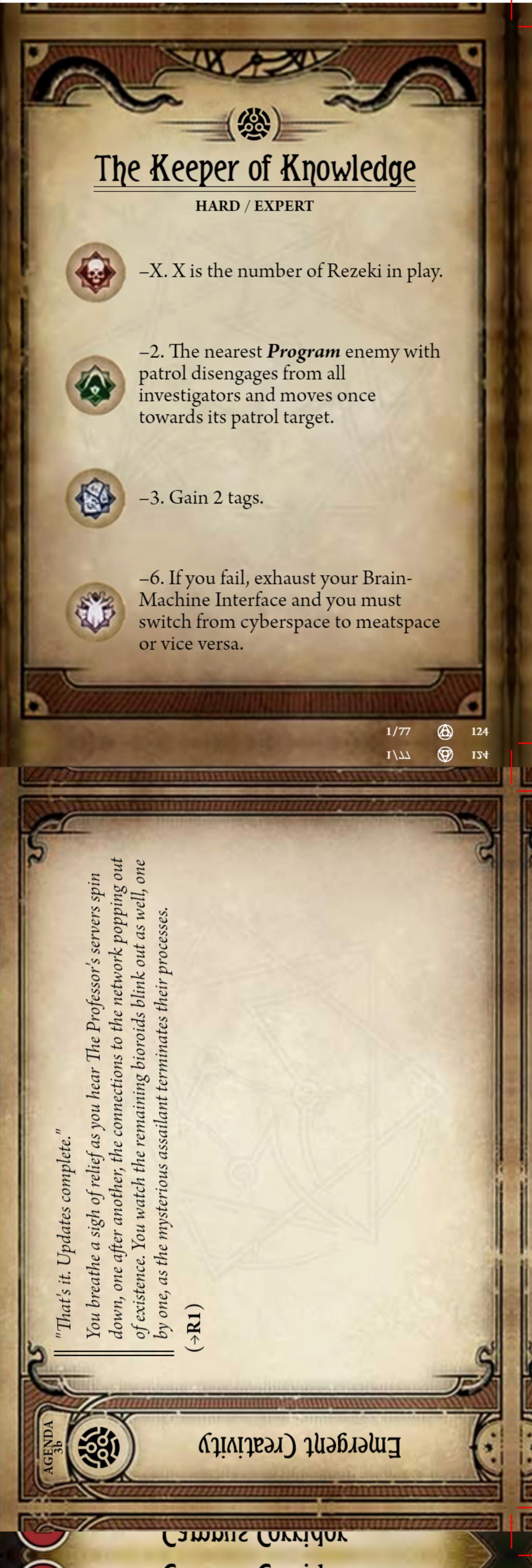
Private key ♠.

**Objective** – Protect the Professor's servers. If a **Bioroid** enemy enters Encrypted Vault, (→R2).

Illus. Scott Uminga  
Illustration by Scott Uminga

3/77 ④ 126  
3/111 ④ 133

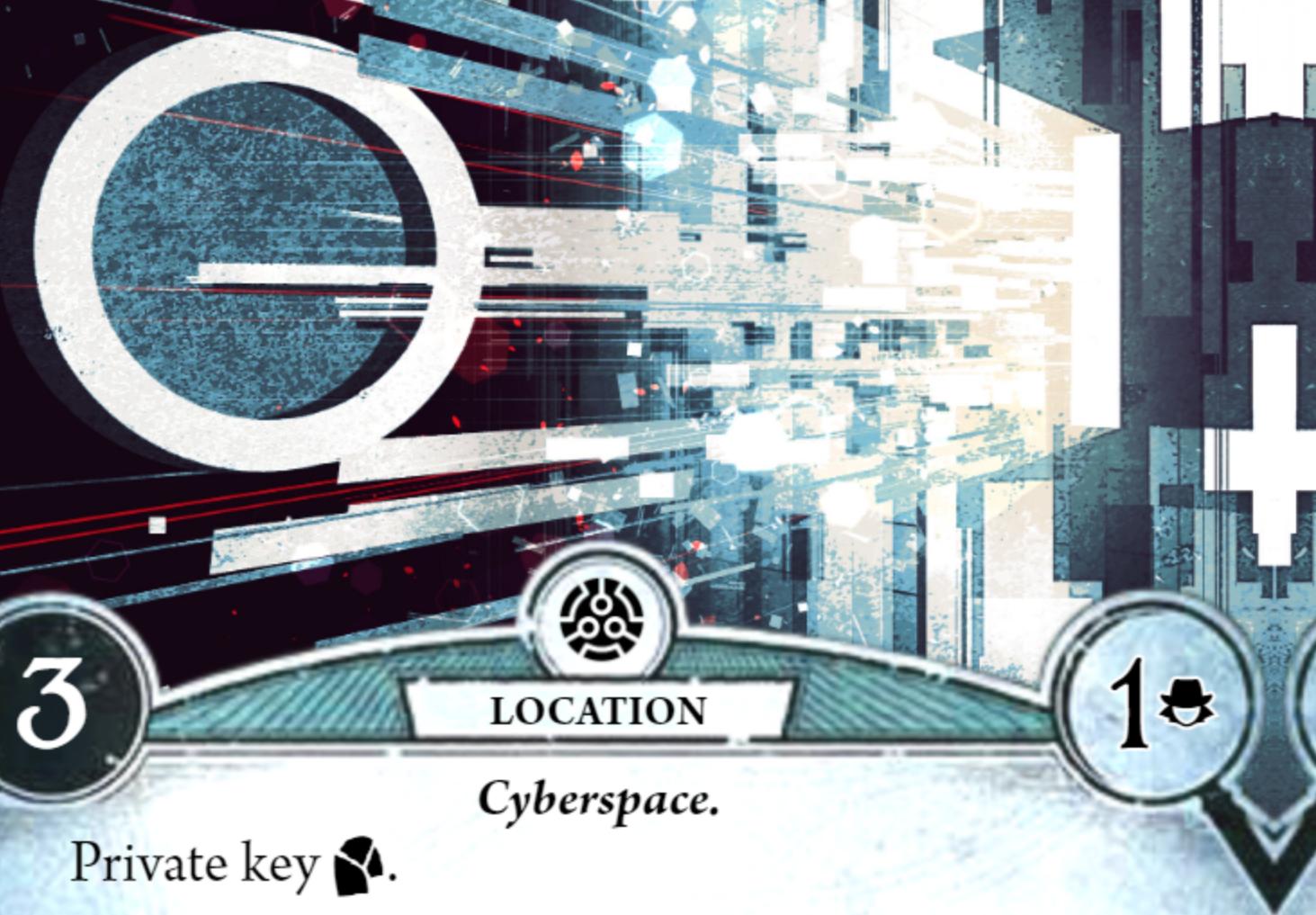
3/77 ④ 126  
3/111 ④ 133



## Encrypted Vault

## Whitespace

## Whitespace



3 LOCATION  
Cyberspace.

Private key.

**Objective** – Protect the Professor's servers. If a **Bioroid** enemy enters Encrypted Vault, (→R2).

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2

LOCATION  
Cyberspace.

1\*

2

LOCATION  
Cyberspace.

1\*

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Whitespace

LOCATION  
Cyberspace.

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1\*

3

LOCATION  
Cyberspace.

1\*

3

LOCATION  
Cyberspace.

1\*

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Filaments occasionally flare from the Network, manifesting ephemeral threads between random domains.

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Intake

LOCATION  
Cyberspace.

4

2\*

4

LOCATION  
Cyberspace.

2\*

4

LOCATION  
Cyberspace.

2\*

The datastream slipped away, and it felt like being born for a second time, if only you could remember the first. A rush of air fills the lungs to bursting, and you gasp it out, coughing and choking as the dim lights of the room shine with the brilliance of a thousand suns.

The datastream slipped away, and it felt like being born for a second time, if only you could remember the first. A rush of air fills the lungs to bursting, and you gasp it out, coughing and choking as the dim lights of the room shine with the brilliance of a thousand suns.

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Victory 1.

Victory 1.

Victory 1.

## ԱՌԵՎԵՐՆԱԿ 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  
ILLUSTRATION © ADAM S. DOYLE

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Illus. Adam S. Doyle  
ILLUSTRATION © ADAM S. DOYLE

## ԵԿՐԵՎԵԴԻ ՎԱՅ Encrypted Vault

LOCATION

Cyberspace.

Regardless of how one accesses the Network, PADs and other devices require a memory source to store the programs, apps, and system data essential for everyday operation. Holographic memory, commonly referred to as holo-mem, continues to be the most popular form of data storage for small devices such as PADs.

Illus. Scott Uminga  
ILLUSTRATION © SCOTT UMINGA

## ԵԿՐԵՎԵԴԻ ՎԱՅ Encrypted Vault

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Illus. Adam S. Doyle  
ILLUSTRATION © ADAM S. DOYLE

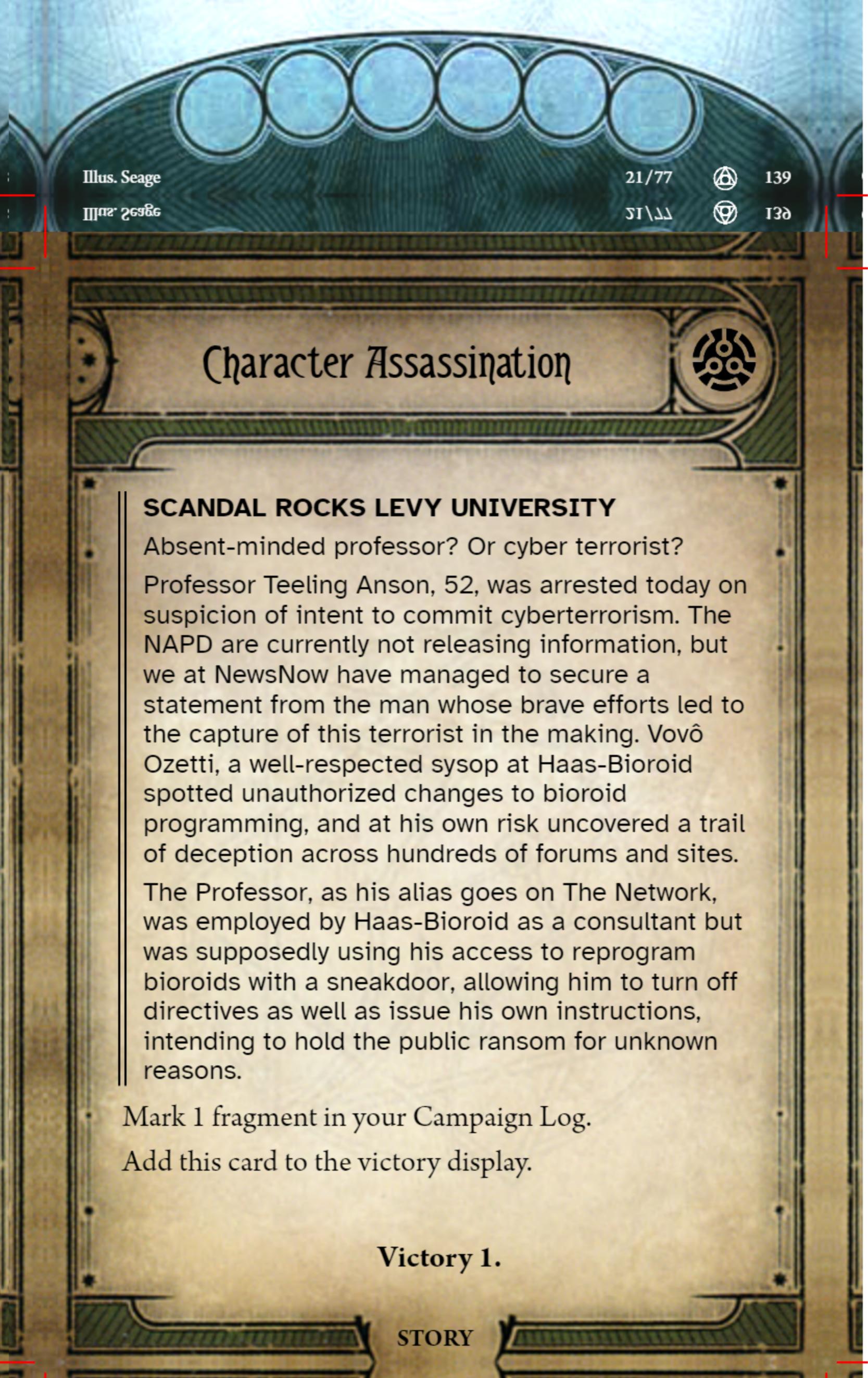
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ILLUSTRATION © ADAM S. DOYLE



Network Connection  
Network Connection

Network Connection  
Network Connection

Network Connection  
Network Connection

LOCATION  
*Cyberspace.*  
Breach point 

LOCATION  
*Cyberspace.*  
Breach point 

LOCATION  
*Cyberspace.*  
Breach point 

The grass looked greener on the other side of the tear.  
But it always did, and there was always another tear.

The grass looked greener on the other side of the tear.  
But it always did, and there was always another tear.

The grass looked greener on the other side of the tear.  
But it always did, and there was always another tear.

Illus. Liiga Smilshkalne  
Иллюстрация Лиига Смилшкалне

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Иллюстрация Лиига Смилшкалне

Illus. Liiga Smilshkalne  
Иллюстрация Лиига Смилшкалне



## Algernon

ASSET



### Program.

Do not resolve the patrol keyword of enemies at Algernon's location.

**W** : Disengage from an enemy engaged with you. Until the end of the round, that enemy cannot engage you.

**Forced** – When Algernon leaves play: Remove it from the game.

## Rezeki

ASSET



### Program.

**Forced** – At the start of the enemy phase: Place 1 cycle on Cyberwarfare.

*"It takes such simple things to sustain us, the most important of which is to be thankful."*

—Lat

## Rezeki

ASSET



### Program.

**Forced** – At the start of the enemy phase: Place 1 cycle on Cyberwarfare.

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## Rezeki

ASSET



## Rezeki

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## Rezeki

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ASSET



## Darwin

ASSET



## Darwin

ASSET



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**Forced** – At the start of the enemy phase: Darwin deals 2 damage to the nearest enemy to its right.

*"Dragon-rated threats should be stored in a single air-gapped server, under at least 200m of bedrock[...]"*  
—Section 5.18.4, Cyberdex Employee Handbook

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## Algernon

ASSET



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ASSET



ASSET

29/77 144

Illus. Lili Ibrahim (Edited)

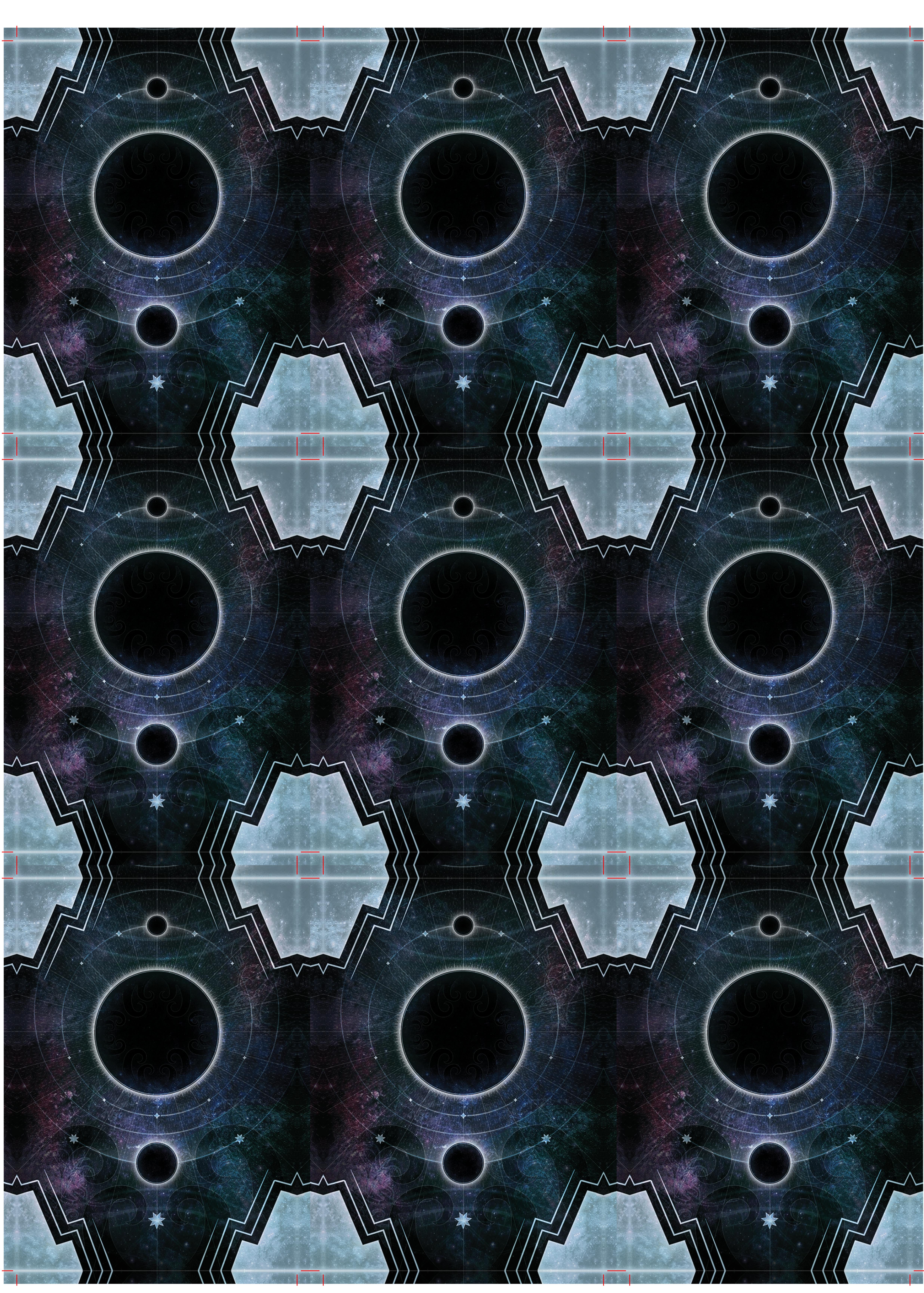


35/77 146

Illus. Liiga Smilshkalne (Edited)

35/77 146

Illus. Liiga Smilshkalne (Edited)



## Darwin

## Darwin

## Aumakua

ASSET



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Illus. Liiga Smilshkalne (Edited)  
Иллюстрировано Лиигой Смилшхалнэ (Редактировано)

35/77 Ⓛ 146  
32/111 Ⓛ 146

## Aumakua

ASSET



### Program.

**Forced** – At the start of the enemy phase: If there are fewer than 4 viruses on Aumakua, place 1 resource on it, as a virus. Aumakua deals X damage to the nearest enemy to its right. X is the number of viruses now on Aumakua.



Illus. Adam S. Doyle  
Иллюстрировано Адамом С. Дойлем

39/77 Ⓛ 147  
36/111 Ⓛ 147

## Professional Contacts

ASSET



### Connection.

Permanent.

Your investigator's Deckbuilding Options gains: "one other level 0–2 card from any class (★, ♀, ♀, ▲, or ♀)."

*Sometimes, a simple handshake and a name are all you need.*



Illus. Matt Zeilinger  
Иллюстрировано Мэттом Цайлингером

41/77 Ⓛ 148  
41/111 Ⓛ 148

### Program.

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Illus. Liiga Smilshkalne (Edited)  
Иллюстрировано Лиигой Смилшхалнэ (Редактировано)

35/77 Ⓛ 146  
32/111 Ⓛ 146

## Aumakua

ASSET



## Professional Contacts

ASSET



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41/77 Ⓛ 148  
41/111 Ⓛ 148

## Professional Contacts

ASSET



## Professional Contacts

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41/77 Ⓛ 148  
41/111 Ⓛ 148

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Illus. Adam S. Doyle  
Иллюстрировано Адамом С. Дойлем

39/77 Ⓛ 147  
36/111 Ⓛ 147

## Aumakua

ASSET



## Professional Contacts

ASSET



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Illus. Matt Zeilinger  
Иллюстрировано Мэттом Цайлингером

41/77 Ⓛ 148  
41/111 Ⓛ 148

## Professional Contacts

ASSET



## Professional Contacts

ASSET



### Connection.

Permanent.

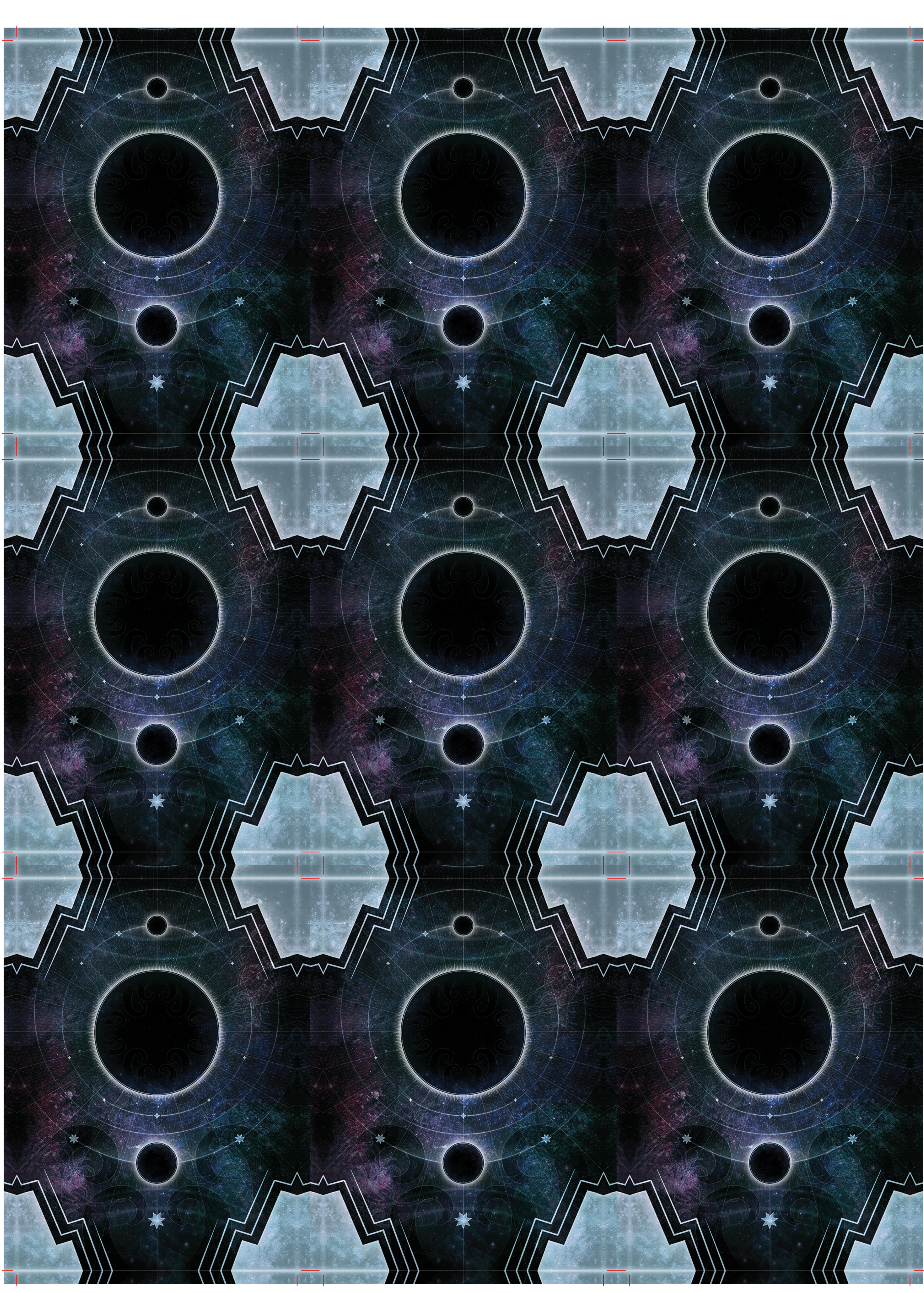
►: Draw 1 card and gain 1 resource.

*Sometimes, a simple handshake and a name are all you need.*



Illus. Matt Zeilinger  
Иллюстрировано Мэттом Цайлингером

45/77 Ⓛ 149  
42/111 Ⓛ 149



## Professional Contacts

Old Networks

ASSET

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Eli 1.0

Eli 1.0

3 3 3

Program. Humanoid. Bioroid.

Cyberspace Spawn – Breach point

Patrol (Private key

"Hello again! Back for another game?"

ENEMY



55/77 ⑧ 155  
22\44 ⑨ 122

Eli 1.0

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58/77 ⑧ 156  
28\44 ⑨ 120

Eli 1.0

ENEMY



58/77 ⑧ 156  
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58/77 ⑧ 156  
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61/77 ⑧ 157  
29\44 ⑨ 121

ENEMY



61/77 ⑧ 157  
29\44 ⑨ 121

Eli 1.0



61/77 ⑧ 157  
29\44 ⑨ 121

Eli 1.0





While the amount of doom in play is at least the agenda's doom threshold, Cyberdex Consultation gains surge.

**Revelation** – Discard all viruses from assets in play unless each investigator gains 2 tags, take 1 damage, or takes 1 horror (*their choice*)

Illus. Ethan Patrick Harris

70/77 160  
20/21 100

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**Revelation** – Discard all viruses from assets in play unless each investigator gains 2 tags, take 1 damage, or takes 1 horror (*their choice*)

### ***Blunder.***

agenda's doom threshold, Burke Bugs gains sun

**Revelation** – Attach Burke Bugs to Monolith.  
**Forced** – When an investigator triggers a  ability.

They corrupt a non-weakness card in their hand.  
→: Test  (X). X is the shroud value of your cyberspace location. If you succeed, discard Burke Bugs.





### Burke Bugs

#### *Blunder.*

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### DDoS

#### *Power.*

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**Revelation** – Resolve a security breach. For every 2 tags you have, move the spawned enemy once towards its patrol target (maximum 3 times).

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Illus. Liiga Smilshkalne  
Иллюстрация Лиига Смилшхалне

72/77 Ⓛ 161  
Доум 72 из 77 Ⓛ 161

Illus. Adam S. Doyle  
Иллюстрация Адама С. Дойла

12+ Ⓛ 162  
Доум 12+ Ⓛ 162

Illus. Adam S. Doyle  
Иллюстрация Адама С. Дойла

74/77 Ⓛ 162  
Доум 74 из 77 Ⓛ 162

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Illus. Adam S. Doyle  
Иллюстрация Адама С. Дойла

12+  
Доум 12+

74/77 Ⓛ 162  
Доум 74 из 77 Ⓛ 162

Illus. Adam S. Doyle  
Иллюстрация Адама С. Дойла

12+ Ⓛ 162  
Доум 12+ Ⓛ 162

74/77 Ⓛ 162  
Доум 74 из 77 Ⓛ 162

