

Possessed Drone : Clue	Possessed Drone : Clue	Possessed Drone : Clue
(Action)(Ether): Look at one Hidden card on the Investigators board.	(Action)(Ether): Look at one Hidden card on the Investigators board.	(Action)(Ether): Look at one Hidden card on the Investigators board.
Creature - Robot, Demon	Creature - Robot, Demon	Creature - Robot, Demon
Faction - EOA-X	Faction - EOA-X	Faction - EOA-X
Dimensional Portal - 1	Dimensional Portal - 1	Dimensional Portal - 1
Attack - 1	Attack - 1	Attack - 1
Damage: Health	Damage: Health	Damage: Health
Hellish Warform : Clue	Homunculus	Homunculus
When Investigated: The Hellish Warform gains 1 Ether		
Creature - Robot, Demon, Animal	Creature: Occult, Animal	Creature: Occult, Animal
Faction - EOA-X	Faction: Neutral	Faction: Neutral
Dimensional Portal - 5	Dimensional Portal: 1	Dimensional Portal: 1
Attack - 3	Attack: 1	Attack: 1
Damage - Health	Damage: Health	Damage: Health
Data Feeder	Data Feeder	Gremlin
Discard a Scheme from your hand. Data Feeder deals 1 extra damage until the end of the Cultists turn.	Discard a Scheme from your hand. Data Feeder deals 1 extra damage until the end of the Cultists turn.	(Action): Choose one active Tech or Mechanical Equipment. That piece of Equipment loses all abilities and effects until the Cultist's End phase. If the Gremlin attacks the bearer of that Equipment by the end of the Cultist's turn, destroy that equipment.
When Investigated: draw a card from your Tome.	When Investigated: the Cultist draws a card from their Tome.	
Creature: Robot, Demon	Creature: Robot, Demon	Creature: Animal, Demon
Faction - EOA-X	Faction - EOA-X	Faction: EOA-X
Dimensional Portal - 5	Dimensional Portal - 5	Dimensional Portal: 3
Attack - 3	Attack - 3	Attack: 1
Damage - Health	Damage - Health	Damage: Health

Cyber Zombie : Clue	Cyber Zombie : Clue	SX Doll : Clue
When attacking if the target is the bearer of any Tech Equipment, the Cyber Zombie deals 1 point of Sanity damage. "Building Better Worlds!"	When attacking if the target is the bearer of any Tech Equipment, the Cyber Zombie deals 1 point of Sanity damage. "Building Better Worlds!"	When Investigated: The SX Doll deals 1 Spirit damage to the Investigator.
Creature - Robot, Human	Creature - Robot, Human	Creature - Robot, Demon
Faction - EOA-X	Faction - EOA-X	Faction - EOA-X
Dimensional Portal - 1	Dimensional Portal - 1	Dimensional Portal - 3
Attack - 1	Attack - 1	Attack - 2
Damage - Health	Damage - Health	Damage - Health
Homunculus	Familiar : Clue	Familiar : Clue
	When a Ritual activates, add one Power Token to it.	When a Ritual activates, add one Power Token to it.
Creature: Occult, Animal	Creature: Occult, Animal	Creature: Occult, Animal
Faction: Neutral	Faction: Neutral	Faction: Neutral
Dimensional Portal: 1	Dimensional Portal: 2	Dimensional Portal: 2
Attack: 1	Attack: 0	Attack: 0
Damage: Health	Damage: Health	Damage: Health
Gremlin	Hellhound	Hellhound
(Action): Choose one active Tech or Mechanical Equipment. That piece of Equipment loses all abilities and effects until the Cultist's End phase. If the Gremlin attacks the bearer of that Equipment by the end of the Cultist's turn, destroy that equipment.	When Investigated: target one of the Investigator's Allies. The Hellhound deals 1 Health damage to them.	When Investigated: target one of the Investigator's Allies. The Hellhound deals 1 Health damage to them.
Creature: Animal, Demon	Creature: Animal, Demon, Occult	Creature: Animal, Demon, Occult
Faction: EOA-X	Faction: Neutral	Faction: Neutral
Dimensional Portal: 3	Dimensional Portal: 3	Dimensional Portal: 3
Attack: 1	Attack: 2	Attack: 2
Damage: Health	Damage: Health	Damage: Health

SX Doll : Clue	SX Doll : Clue	Hellish Warform : Clue
When Investigated: The SX Doll deals 1 Spirit damage to the Investigator.	When Investigated: The SX Doll deals 1 Spirit damage to the Investigator.	When Investigated: The Hellish Warform gains 1 Ether
Creature - Robot, Demon	Creature - Robot, Demon	Creature - Robot, Demon, Animal
Faction - EOA-X	Faction - EOA-X	Faction - EOA-X
Dimensional Portal - 3	Dimensional Portal - 3	Dimensional Portal - 5
Attack - 2	Attack - 2	Attack - 3
Damage - Health	Damage - Health	Damage - Health
Familiar : Clue	Earworm	Earworm
When a Ritual activates, add one Power Token to it.		
Creature: Occult, Animal	Creature: Parasite	Creature: Parasite
Faction: Neutral	Faction: Neutral	Faction: Neutral
Dimensional Portal: 2	Dimensional Portal: 2	Dimensional Portal: 2
Attack: 0	Attack: 1	Attack: 1
Damage: Health	Damage: Sanity	Damage: Sanity
Vestibule of Elsewhere	Silicon Valley	Presidential Center for Intelligence
At the end of the Cultists End phase, place the Vestibule of Elsewhere in Areas Beyond Imagination.  At the end of the Cultists Start phase, place the Vestibule of Elsewhere on the board. It gains 1 Ether.	Any time you look at the Schemes in the Investigators hand, the Investigator suffers 1 Sanity damage.  "Don't be evil." "Do the right thing."	When a Creature is put on Defense for the Presidential Center for Intelligence you may do one of the following: 1) Look at the Schemes in the Investigators hand 2) Look at the top card of the Investigators Tome 3) Look at one Hidden card on the Investigators board.
Creature - Character - V.O.E.	Location - Tech	Location - Government
Faction: Neutral	Faction: Neutral	Faction: Neutral
Dimensional Portal: 4	Cost: \$\$\$\$\$	Cost: \$\$\$\$
Attack: 1	Spirit: +0	Spirit: +0
Damage: Spirit	Clue	Clue

C.E.R.N. : Clue	Macrohard : Clue	Scrying
Gain \$ during the Cultist Start phase.  \$\$: Look at the top card of the Cultists Tome, then draw that card or shuffle it to the bottom of the Tome.	(Action): draw 2 cards	During the Start phase of each turn, look at the Schemes in the Investigators hand.
Organization - Tech	Organization - Tech	Ritual
Faction: Neutral	Faction: Neutral	Faction: Neutral
Cost: \$\$\$\$	Cost: \$\$\$	Target: Investigator
Armor: 1	Armor: 1	
Spirit: +0	Spirit: +1	
Technobomb	Technobomb	Shunt from Reality : Clue
During the Cultists start phase target one Tech Equipment. That Equipment loses all abilities and effects until the Cultists next Start phase.	During the Cultists start phase target one Tech Equipment. That Equipment loses all abilities and effects until the Cultists next Start phase.	During the Cultists start phase target one Ally with Resonance $\gamma$ , $\beta$ , or $\alpha$ . Remove that Ally to Areas Beyond Imagination until the end of the Investigators End Phase. That Ally loses 1(Sanity)
Ritual	Ritual	Ritual
Faction: EOA-X	Faction: EOA-X	Faction: Neutral
Target: Equipment (Tech)	Target: Equipment (Tech)	Target: Ally ( $\gamma$ , $\beta$ , $\alpha$ )
Police Raid	Police Raid	Account Audit
Requirement: 2 or more Allies in play.  Shuffle one of the Investigator's Allies and all of that Allies Equipment to the bottom of the Investigators Tome.	Requirement: 2 or more Allies in play.  Shuffle one of the Investigator's Allies and all of that Allies Equipment to the bottom of the Investigators Tome.	Requirement: Investigator has \$\$\$\$ or more.  The Investigator loses \$\$\$\$\$. On the Investigators next turn they lose 1(Action).
Event	Event	Event
Faction: Neutral	Faction: Neutral	Faction: Neutral
Cost: \$\$\$	Cost: \$\$\$	Cost: \$\$
Target: Ally	Target: Ally	Target: Investigator

Scrying	Reawaken Portal	Reawaken Portal
During the Start phase of each turn, look at the Schemes in the Investigators hand.	When Reawaken Portal becomes active, remove all Power Tokens from it. Activate a sealed portal with level equal to or less than the number of Power Tokens removed.	When Reawaken Portal becomes active, remove all Power Tokens from it. Activate a sealed portal with level equal to or less than the number of Power Tokens removed.
Ritual	Ritual	Ritual
Faction: Neutral	Faction: Neutral	Faction: Neutral
Target: Investigator	Target: Dimensional Portal	Target: Dimensional Portal
Appliance Revolt : Clue	Appliance Revolt : Clue	Censorship
Requirement: The Investigator or one of their Allies is the bearer of at least 2 Tech Equipment.	Requirement: The Investigator or one of their Allies is the bearer of at least 2 Tech Equipment.	Requirement: Tech Organization or Location in play.
Each Tech Equipment deals 1 Health damage to its bearer.	Each Tech Equipment deals 1 Health damage to its bearer.	Look at the Schemes in the Investigators hand. Choose one of those Schemes. They remove that Scheme to Areas Beyond Imagination.
"Maybe the internet of things wasn't such a great idea..."	"Maybe the internet of things wasn't such a great idea..."	
Event	Event	Event
Faction: EAO-X	Faction: EAO-X	Faction: EAO-X
Cost: \$\$, 2 (followers)	Cost: \$\$, 2 (followers)	Cost: \$
Target: Equipment (Tech)	Target: Equipment (Tech)	Target: Investigator
Account Audit	Account Audit	<h1>Mythos</h1>
Requirement: Investigator has \$\$\$\$\$ or more.	Requirement: Investigator has \$\$\$\$\$ or more.	
The Investigator loses \$\$\$\$\$. On the Investigators next turn they lose 1(Action).	The Investigator loses \$\$\$\$\$. On the Investigators next turn they lose 1(Action).	
Event	Event	
Faction: Neutral	Faction: Neutral	
Cost: \$\$	Cost: \$\$	
Target: Investigator	Target: Investigator	

Restructure Matrix	Restructure Matrix	Restructure Matrix
During the Cultists Start phase add one (ether) to an active Creature on the board.	During the Cultists Start phase add one (ether) to an active Creature on the board.	During the Cultists Start phase add one (ether) to an active Creature on the board.
Ritual	Ritual	Ritual
Faction: EOA-X	Faction: EOA-X	Faction: EOA-X
Target: Creature	Target: Creature	Target: Creature
Censorship	Data Harvest	Data Harvest
Requirement: Tech Organization or Location in play.	Requirement: No other Schemes in hand.	Requirement: No other Schemes in hand.
Look at the Schemes in the Investigators hand. Choose one of those Schemes. They remove that Scheme to Areas Beyond Imagination.	Draw 3 cards. "Would you like a personalized ad experience?"	Draw 3 cards. "Would you like a personalized ad experience?"
Event	Event	Event
Faction: EOA-X	Faction: EOA-X	Faction: EOA-X
Cost: \$	Cost: \$	Cost: \$
Target: Investigator	Target: Cultist's Tome	Target: Cultist's Tome
EOA-X	Jeff O'Dour, Occult Entrepreneur	
During the Cultists Start Phase, while EOA-X is on the board, deal 10 Health damage to the Investigator or one of the Investigator's Allies. When EOA-X is summoned, it deals 1 Health damage to the Investigator or one of the Investigator's allies for each Follower sacrificed.	Once per turn the Jeff O'Dour may take any amount of Ether from one Creature and move it to another Creature (newest Ether is moved first).	
Ether: +0	Followers: +0	
Tome: +0	Tome: +0	
Spirit: +0	Spirit: +0	
Faction Allegiance: +0	Faction Allegiance: +0	
Required Power: 130	Clues: +0	