

Հարբինգեր Harbinger

3 1 2

Servitor.

Cyberspace Spawn – Any location

ENEMY



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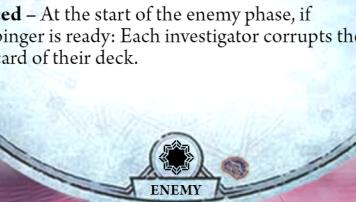
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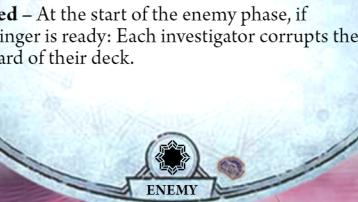
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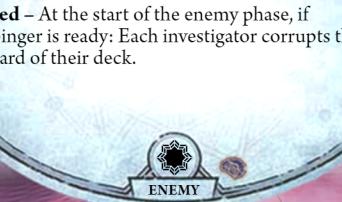
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Հարբինգեր Harbinger

Forced – At the start of the enemy phase, if Harbinger is ready: Each investigator corrupts the top card of their deck.

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Հարբինգեր Harbinger

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Cyberspace Spawn – Any location (empty, if able).

Forced – At the start of the enemy phase, if Harbinger is ready: Each investigator corrupts the top card of their deck.

ENEMY



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Illustration by Adam S. Doyle

Harbinger

3 1 2

Servitor.

Cyberspace Spawn – Any location (empty, if able).

Aloof.

Forced – At the start of the enemy phase, if Harbinger is ready: Each investigator corrupts the top card of their deck.

ENEMY



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21+

31+

10/23

467

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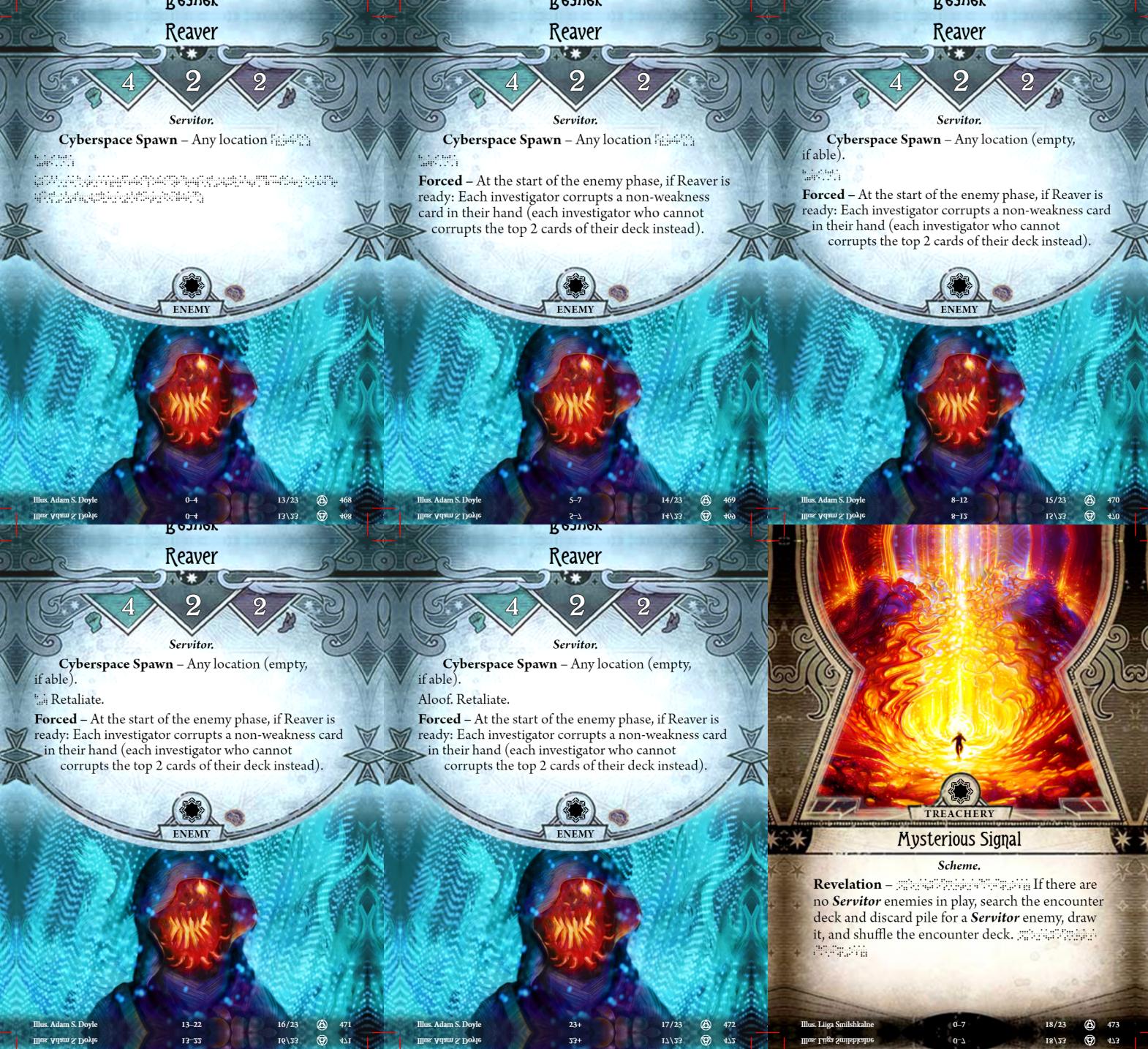
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31+

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Reaver

4 2 2

Servitor.

Cyberspace Spawn – Any location

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0-4
0-4

13/23
12/23

468
468

Reaver

4 2 2

Servitor.

Cyberspace Spawn – Any location (empty, if able).

Retaliate.

Forced – At the start of the enemy phase, if Reaver is ready: Each investigator corrupts a non-weakness card in their hand (each investigator who cannot corrupts the top 2 cards of their deck instead).

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13-22
13-33

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Reaver

4 2 2

Servitor.

Cyberspace Spawn – Any location

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2-3

14/23
14/23

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468

Reaver

4 2 2

Servitor.

Cyberspace Spawn – Any location (empty, if able).

Retaliate.

Forced – At the start of the enemy phase, if Reaver is ready: Each investigator corrupts a non-weakness card in their hand (each investigator who cannot corrupts the top 2 cards of their deck instead).

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23+
33+

17/23
13/23

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Reaver

4 2 2

Servitor.

Cyberspace Spawn – Any location (empty, if able).

Forced – At the start of the enemy phase, if Reaver is ready: Each investigator corrupts a non-weakness card in their hand (each investigator who cannot corrupts the top 2 cards of their deck instead).

ENEMY

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8-12
8-13

15/23
12/23

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Treachery

Mysterious Signal

Scheme.

Revelation – If there are no **Servitor** enemies in play, search the encounter deck and discard pile for a **Servitor** enemy, draw it, and shuffle the encounter deck.



