



Illus. Adam S. Doyle

0-4

Servitor.

Cyberspace Spawn – Any location [F3/F5]

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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5-7

Servitor

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.





Harbinger

3 1 2

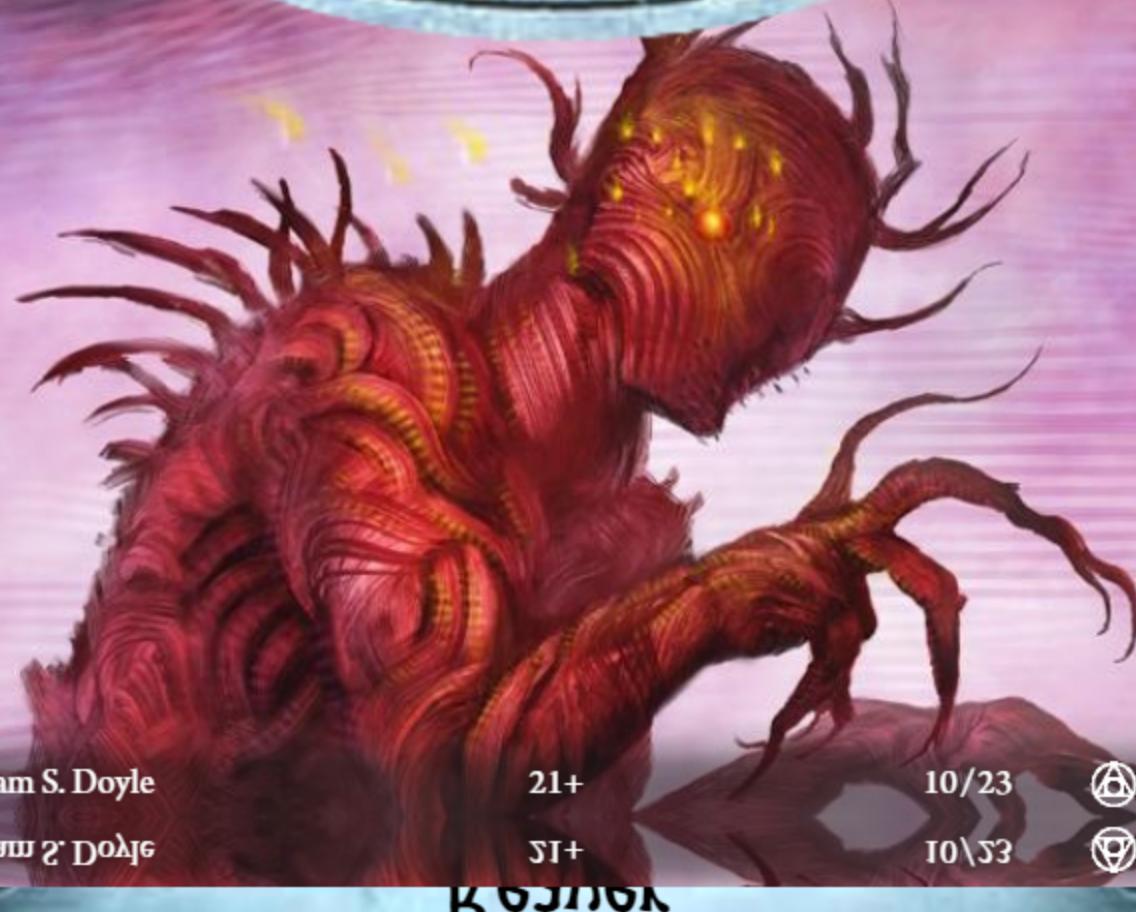
Servitor.

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



21+
31+
10/23
10/33
467

Reaver

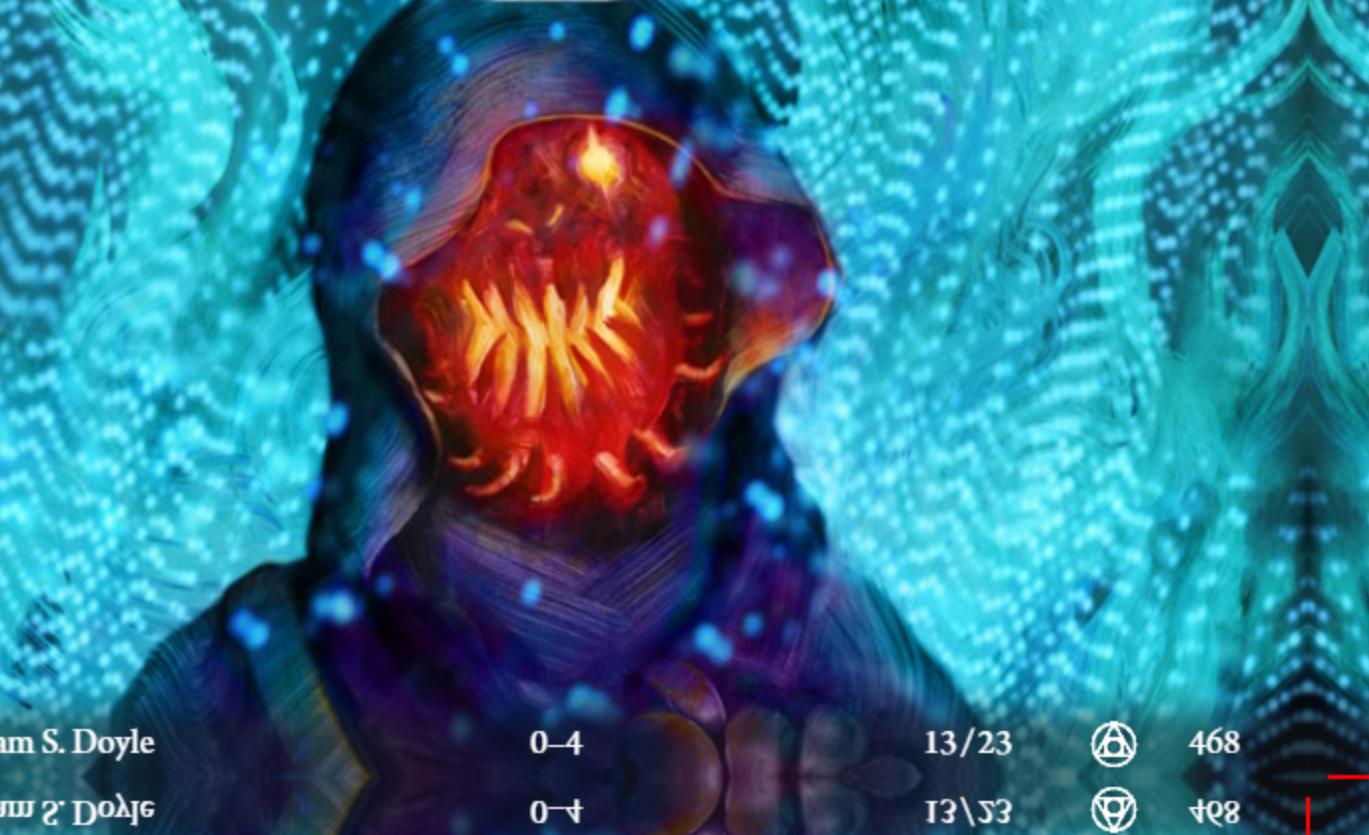
4 2 2

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



0-4
0-4
13/23
13/33
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).

ENEMY



13-22
13-22
16/23
16/33
471

Harbinger

3 1 2

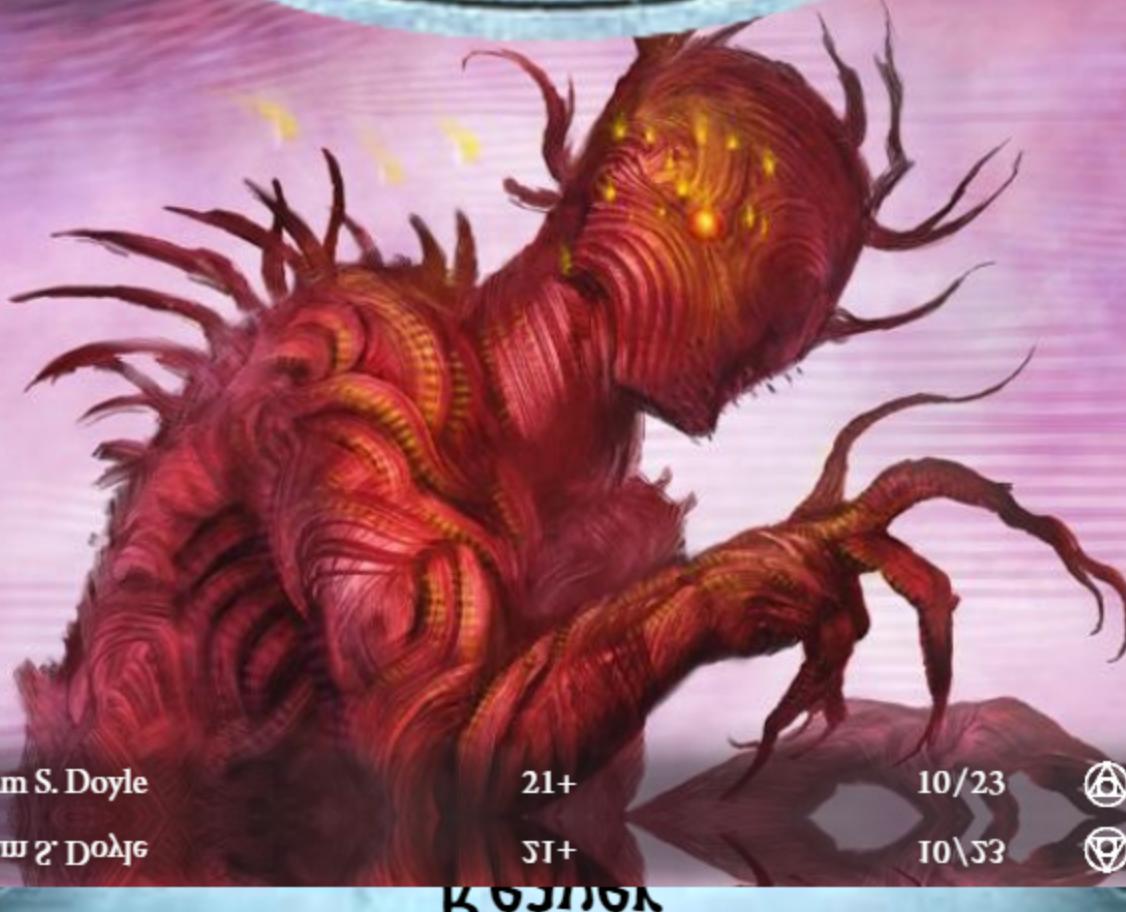
Servitor.

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



21+
31+
10/23
10/33
467

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



5-7
2-1
14/23
14/33
469

Reaver

4 2 2

Servitor.

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

Aloof. 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).

ENEMY



23+
33+
17/23
17/33
472

Harbinger

3 1 2

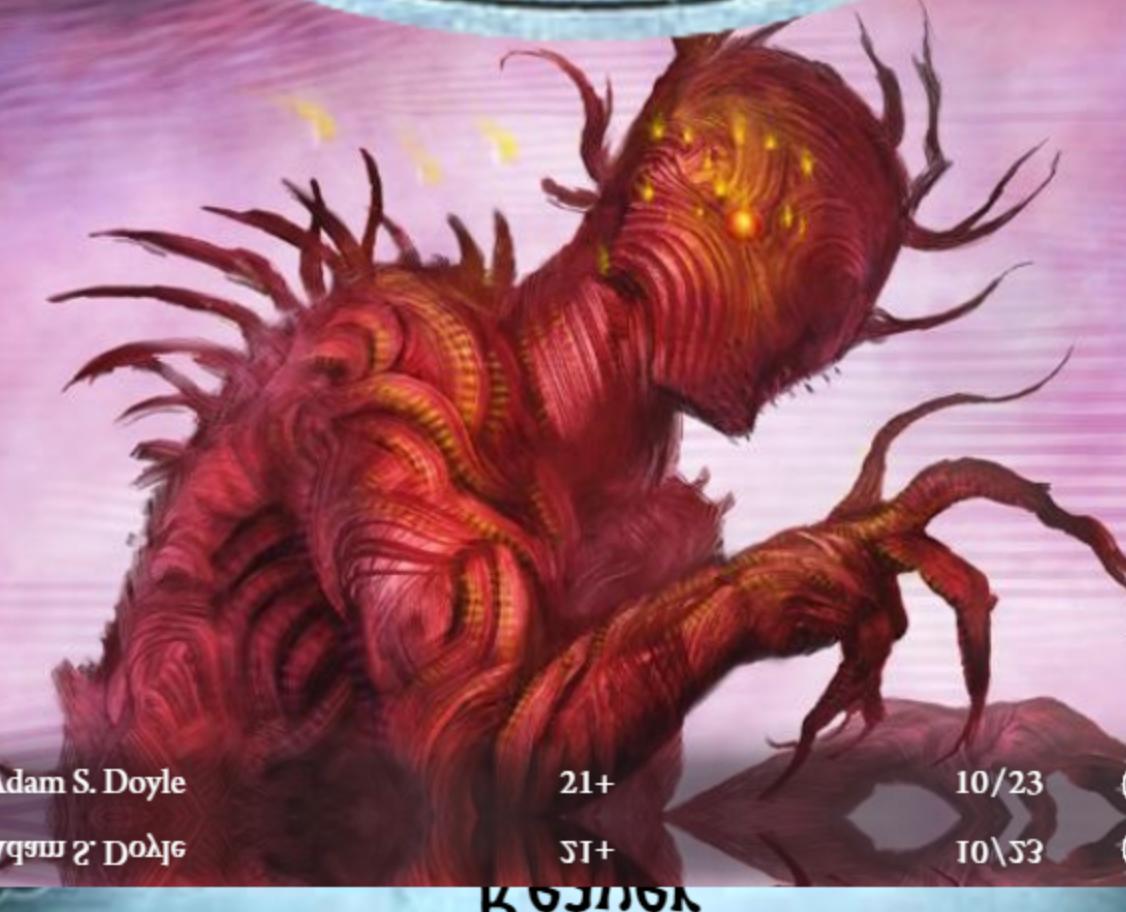
Servitor.

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



21+
31+
10/23
10/33
467

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



8-12
8-12
15/23
15/33
470



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.

Illus. Liiga Smilshkalne
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0-7
0-8
18/23
18/33
473





Scheme.

Revelation – Trigger the forced ability of the nearest **Servitor** enemy. 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.

Mysterious Signal

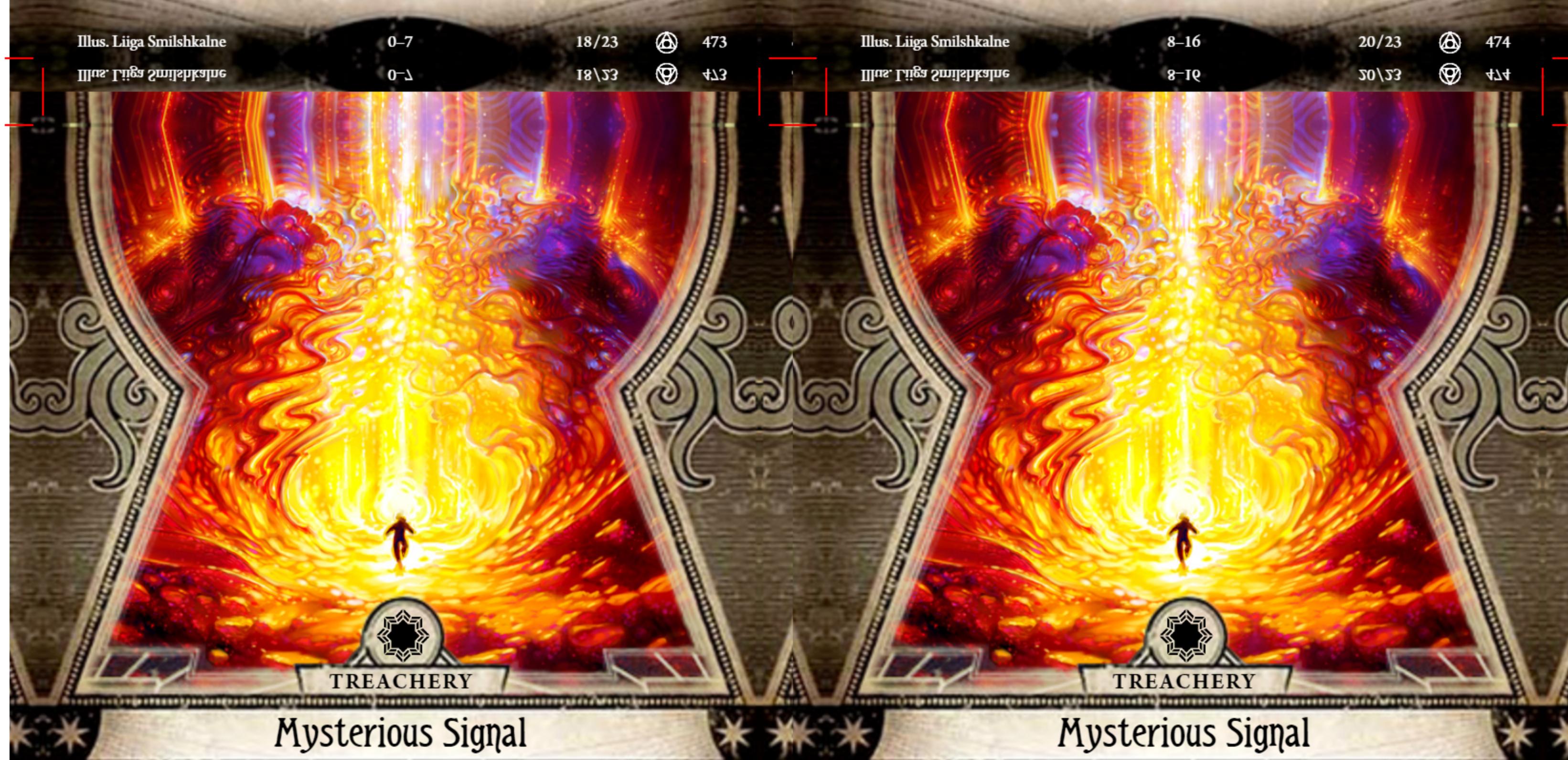
Scheme.

Revelation – Trigger the forced ability of the nearest **Servitor** enemy. 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.

Mysterious Signal

Scheme.

Revelation – Trigger the forced ability of the nearest **Servitor** enemy. 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.



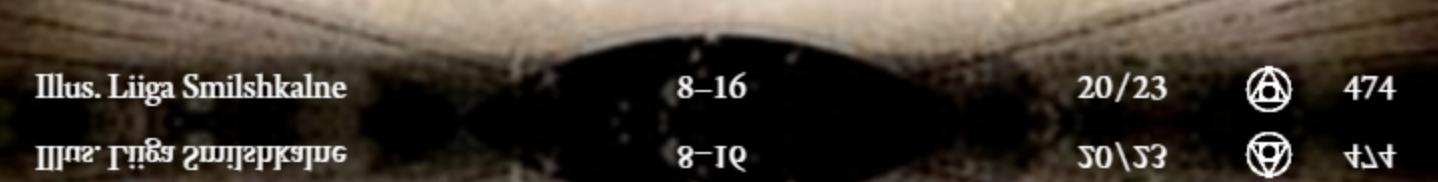
Scheme.

Revelation – Trigger the forced ability of the nearest **Servitor** enemy. 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. Trigger the forced ability of the nearest **Servitor** enemy.

Mysterious Signal

Scheme.

Revelation – Trigger the forced ability of the nearest **Servitor** enemy. 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. Trigger the forced ability of the nearest **Servitor** enemy.



Illus. Liiga Smilshkalne
Иллюстрация Лиига Смилшкалне

17+

22/23
1Δ+

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17+

22/23
1Δ+

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17+

22/23
1Δ+

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17+

22/23
1Δ+

