







**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.

**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.

**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.