

Harbinger

3 1 2

Servitor.

Cyberspace Spawn – Any location



ENEMY



Illus. Adam S. Doyle

0-4

1/23



464

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ENEMY



Illus. Adam S. Doyle

5-7

4/23



465

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4/23



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Illus. Adam S. Doyle

5-7

4/23



465

Harbinger

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



ENEMY



Illus. Adam S. Doyle

8-20

7/23



466

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ENEMY



Illus. Adam S. Doyle

8-20

7/23



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ENEMY



Illus. Adam S. Doyle

8-20

7/23



466

Harbinger



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.



Reaver

4 2 2

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



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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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.





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

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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

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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.

