





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.



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Reaver

4 2 2

Servitor.

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

Retaliate – If Reaver is destroyed, draw 2 cards.

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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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.





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.

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.

Illus. Liiga Smilshkalne	0-7	18/23	⊕	473	
Иллюстрировано Лиига Смилшхалне	0-1	18/32	⊕	412	



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.

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	8-16	20/23	⊕	474	
Иллюстрировано Лиига Смилшхалне	8-10	20/32	⊕	414	

Illus. Liiga Smilshkalne	17+	22/23	⊕	475	
Иллюстрировано Лиига Смилшхалне	13+	22/32	⊕	412	



