*Sheriff Harper

3 **4** **4**

Wrotham Officer. Humanoid.

Spawn - Wrotham Jailhouse. Immobile.

Forced - While engaged with Sheriff Harper, you may not take the **move** action.

If defeated in combat, record in your Campaign Log that the investigators have "killed a Wrotham Officer".

Sheriff Harper is grim and all business.

Victory 1.

ENEMY

Illus. Jonathan Billinger — 2016 Tim Cox — 1/10 — 18
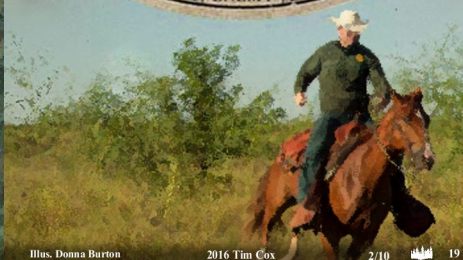
Wrotham Deputy

2 **2** **2**

Wrotham Officer. Humanoid.

While Wrotham Deputy is ready at a location, that location gains +1 shroud. This stacks with other Wrotham Deputy modifiers.

If defeated in combat, record in your Campaign Log that the investigators have "killed a Wrotham Officer".

It's hard to snoop around with a deputy lurking nearby.

ENEMY

Illus. Donna Burton — 2016 Tim Cox — 2/10 — 19
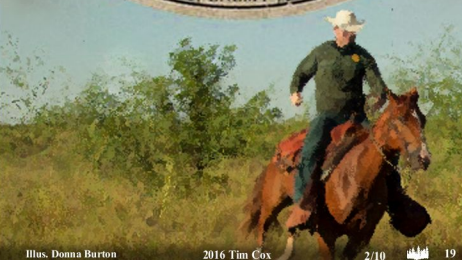
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ENEMY

Illus. Donna Burton — 2016 Tim Cox — 2/10 — 19

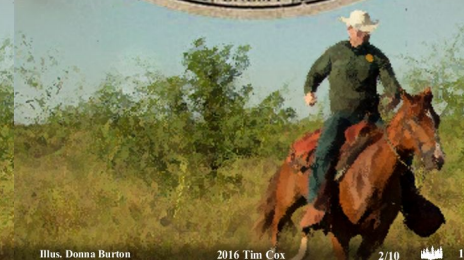## Wrotham Deputy

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Illus. Donna Burton — 2016 Tim Cox — 2/10 — 19

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ENEMY

Illus. Donna Burton   2016 Tim Cox   2/10   19

Tracking Dogs

TREACHERY

Revelation - Test 🦶 (3). If failed, move the nearest Wrotham Deputy one location closer to you. If there are no Wrotham Deputies in play, this card gains Surge.

You can hear the barking - it echos all around. They must be getting near!

Illus. Sablegsd   2016 Tim Cox   8/10   20

Tracking Dogs

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Illus. Sablegsd   2016 Tim Cox   8/10   🏛 20

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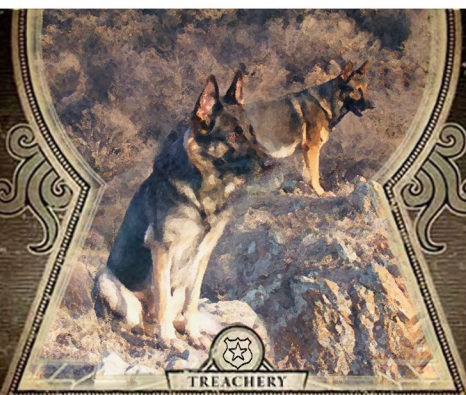
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Illus. Sablegsd   2016 Tim Cox   8/10   🏛 20