Patient Sentry

2 **1** **1**

Monster.

Spawn – Any empty *Unexcavated* location without *Water.*

Forced – When Patient Sentry engages: The engaged investigator takes 1 horror. Then, Patient Sentry immediately attacks. This attack does not cause Patient Sentry to exhaust. (Limit once per game.)

Suddenly, accompanied by a low roar, the thing was dropping towards you.

ENEMY

Illus. Skirill [DA]   v1.0   1/2   24

Sandwidow

2 **3** **4**

Monster.

Spawn – Any *Water* location.
Prey – Highest remaining health on a *Waterskin* asset. Hunter.

Forced – After Sandwidow attacks, place 1 damage on that investigator's *Waterskin* asset.

Even in your terror, you are struck by the queerest notion of wonderment at the shimmering blue portal spun from its abdomen.

ENEMY

Illus. Mike Corriero   v1.0   1/2   28