

*** Wizard Whately**

The card features a decorative header with three diamond-shaped stat boxes containing the numbers 3, 5, and 3. The first box has a red fist icon, the second has a black star icon, and the third has a green flame icon. Below these are icons for a red fist, a blue gem, and a purple gem.

Aloof. *Humanoid. Elite.*

While you are engaged with Wizard Whately, Fight Actions use ♣ instead of ♠.

Forced - At the end of the enemy phase, if Wizard Whately is not at Sentinel Hill, ready, disengage and move him to an adjacent location towards Sentinel Hill.

Forced - At the start of the Mythos phase, if Wizard Whately is at Sentinel Hill, put 1 doom on him.

ENEMY

A full-page illustration shows Wizard Whately from the waist up, looking upwards with his arms slightly outstretched. He is surrounded by thick, gnarled tree roots that rise from the ground behind him.

Wild Dogs

2 2 3

Creature.

Spawn - Engaged with Prey. **Prey** - Lowest.

►: Test (2). **Parley**. If you succeed, gain Wild Dogs as an Ally. If Wild Dogs is your ally, you may:

►: Target Enemy at your location loses Aloof until the start of the Enemy Phase.

►: Exhaust Wild Dogs and deal 1 damage to it. Enemies at your location cannot move during the enemy phase.

ENEMY

Wild Dogs

2

2

3

Creature.

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- : Target Enemy at your location loses Aloof until the start of the Enemy Phase.
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ENEMY

2

3