

# Acolyte

3

1

2

*Humanoid. Cultist.*

**Spawn** – Any empty location.

**Forced** – After Acolyte enters play: Place 1 doom on it.

*It was only a small sacrifice.*



ENEMY





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ENEMY





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*Humanoid. Cultist.*

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*It was only a small sacrifice.*



ENEMY





# Wizard of the Order

4

2

2



*Humanoid. Cultist.*

**Spawn** – Any empty location.

**Retaliate.**

**Forced** – At the end of the mythos phase: Place 1 doom on Wizard of the Order.



ENEMY







TREACHERY

## Mysterious Chanting

*Hex.*

**Revelation** – Place 2 doom on the nearest **Cultist** enemy. If there are no **Cultist** enemies in play, search the encounter deck and discard pile for a **Cultist** enemy and draw it (shuffle the encounter deck).





TREACHERY

## Mysterious Chanting

*Hex.*

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