

Name	Awareness	Horror	Brawn	Abilities	Occurence
Byakhee	4	3	2	Flying	2 (FA/SM)
Child of the Goat	3	1	2		2 (CotW/SM)
Chid of Dagon	4	3	2		1 (2e)
Crawling one	2	4	4		2 (FA/SM)
Cthoninan	4	7	5		2 (1e/RN)
Cultist	3	1	2		6 (2e)
Cult Leader	4	3	2		2 (1e/RN)
Dark Druid	3	2	2		2 (CotW/SM)
Dark Young	4	7	5		1 (CotW/SM)
Deep One	3	4	2	Aquatic	4 (2e)
Deep One Hybrid	3	1	2		4 (2e)
Dunwich Horror	7	9	5		1 (CotW/SM)
Ghost	2	5	1	Phasing	2 (2e)
Goat Spawn	4	3	2		2 (CotW/SM)
Hunting Horror	5	6	3	Flying	2 (2e)
Hound of Tindalos	6	5	3	Phasing	2 (1e/RN)
Maniac	5	1	2	Unstoppable	2 (1e/RN)
Mi-go	6	4	3	Flying	2 (1e/RN)
Nightgaunt	6	5	3	Flying	2 (CotW/SM)
Priest of Dagon	4	3	2		1 (2e)
Riot	7	4	4		2 (2e)
Shoggoth	3	6	4		2 (1e/RN)
Star Spawn	5	8	5	Flying	2 (2e)
Witch	3	2	2		2 (1e/RN)
Wizard	4	3	2		1 (CotW/SM)
Thrall	3	4	2		4 (BtT)
Zombie	2	4	2		4 (1e/RN)

Aquatic – Can move through impassable borders representing water.

Flying – Can move through impassable borders.

Phasing – Can move through impassable walls and borders.

Unstoppable – While attempting to surpass a barricade, the monster can convert all [clue symbols] to [success symbols] .

Monsters that have traits:

Aquatic – *Deep one*

Flying – *Byakhee, Hunting Horror, Mi-Go, Nightgaunt, Star Spawn*

Phasing – *Ghost, Hound of Tindalos*

Unstoppable – *Maniac*