

Cthonian

4



7

Cthonian

4



7

Cult Leader

4



3

Cult Leader

4



3

Hound of Tindalos

6



5

Hound of Tindalos

6



5

The movement of these great worms beneath the earth causes the ground to shake and buildings to collapse.



5

The movement of these great worms beneath the earth causes the ground to shake and buildings to collapse.



5

As fanatical devotion to unnatural beings grows, so too does mystic power.



2

As fanatical devotion to unnatural beings grows, so too does mystic power.



2

Phasing — This monster can move through impassable borders and walls.

This creature flickers and is gone so quickly that it is impossible to say what it looks like. It seems to move outside of time and space.



3

Phasing — This monster can move through impassable borders and walls.

This creature flickers and is gone so quickly that it is impossible to say what it looks like. It seems to move outside of time and space.



3

Maniac

5

1

Maniac

5

1

Mi-go

6

4

Mi-go

6

4

Shoggoth

3

6

Shoggoth

3

6

Unstoppable — This monster converts all  to  while attempting to destroy a Barricade.

Not everyone can witness the horrors of the true world and retain their sanity.



2

Unstoppable — This monster converts all  to  while attempting to destroy a Barricade.

Not everyone can witness the horrors of the true world and retain their sanity.



2

Flying — This monster can move through impassable borders.

The thing's crustacean-like body has sets of paired appendages and thin, fluttering wings, and it is topped with a mass of antenna in place of a head.



3

Flying — This monster can move through impassable borders.

The thing's crustacean-like body has sets of paired appendages and thin, fluttering wings, and it is topped with a mass of antenna in place of a head.



3

A mass of protoplasmic flesh, self-luminous, covered with an ever-shifting array of eyes, appendages, and organs. It flows forward as slowly and inevitably as a glacier.



4

A mass of protoplasmic flesh, self-luminous, covered with an ever-shifting array of eyes, appendages, and organs. It flows forward as slowly and inevitably as a glacier.



4

Witch

3



2

Witch

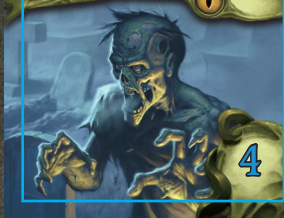
3



2

Zombie

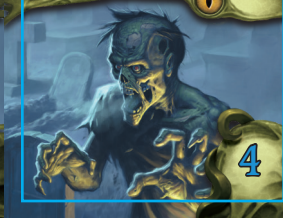
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4

Zombie

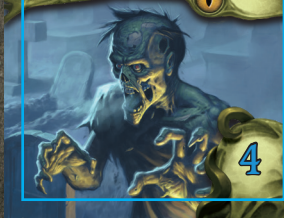
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4

Zombie

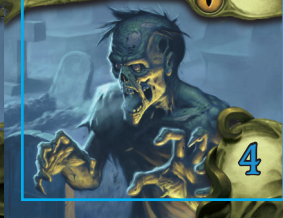
2



4

Zombie

2



4

From the outside, there is no trace of evidence that this being has made a pact with infernal powers. True corruption must lie within.



2

From the outside, there is no trace of evidence that this being has made a pact with infernal powers. True corruption must lie within.



2

A shambling corpse that was once a human being, the zombie possesses impossible strength but only a shred of its former speed and grace.



2

A shambling corpse that was once a human being, the zombie possesses impossible strength but only a shred of its former speed and grace.



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A shambling corpse that was once a human being, the zombie possesses impossible strength but only a shred of its former speed and grace.



2

Byakhee

4

Byakhee

4

3

3

Crawling One

2

Crawling One

2

4

4

Child of the Goat

3

Child of the Goat

3

1

1

Flying — This monster can move through impassable borders.

With membranous wings and flat webbed feet, this creature flaps and flops along awkwardly on the ground, but with sinister grace in the air.



2

Flying — This monster can move through impassable borders.

With membranous wings and flat webbed feet, this creature flaps and flops along awkwardly on the ground, but with sinister grace in the air.



2

Huge and hulking, this worm-like creature writhes slowly forward, eating everything in its path.



4

Huge and hulking, this worm-like creature writhes slowly forward, eating everything in its path.



4

To all appearances, the Children of the Goat are ordinary people. It is in their appetites and devotion that the aberration lies.



2

To all appearances, the Children of the Goat are ordinary people. It is in their appetites and devotion that the aberration lies.



2

Dark Druid

3

2

Dark Druid

3

2

Goat Spawn

4

3

Goat Spawn

4

3

Nightgaunt

6

5

Nightgaunt

6

5

Clad in dark robes, these pagan priests are mortal men driven to unnatural practices.



2

Clad in dark robes, these pagan priests are mortal men driven to unnatural practices.



2

This creature is an unholy fusion of human and monster, with horns and other bestial features. It possesses an animal's strength, as well.



2

This creature is an unholy fusion of human and monster, with horns and other bestial features. It possesses an animal's strength, as well.



2

Flying — This monster can move through impassable borders.

This faceless, winged creature has rubbery skin and a barbed tail. Its strange, keening cry is unsettling.



3

Flying — This monster can move through impassable borders.

This faceless, winged creature has rubbery skin and a barbed tail. Its strange, keening cry is unsettling.



3

Dark Young

4

7

Wizard

4

3

Dunwich Horror

7

9





It seems as a tree, an enormous bulk with branches of writhing tentacles, all drawing prey into its hungry mouths.

5



There have always been stories of ordinary men and women who, through study or eldritch pacts with demons, wield great mystical power. Tragically, these stories are true.

2



The most horrifying thing about this massive, amorphous, many-limbed monstrosity is the half-human face that moans atop it.

5

