

Physical Resistance  
Scientific Resistance

-1  -2 

Argzoon +0



Overwhelming 1

-  +0 




Basatan +0



Undead  
Unnameable. (You can't add Clue tokens to Horror or Combat checks against this monster.)

-3   -1 

Unnameable. (You can't add Clue tokens to Horror or Combat checks against this monster.)

-2   -2 

Crinoid Specimen +2



Unnameable. (You can't add Clue tokens to Horror or Combat checks against this monster.)

-2   -2 

Crinoid Specimen +2



Corpse Sentry +0



Endless

-  +1 

Giant Albino Penguin -2



Endless

-  +1 



Giant Albino Penguin -2



Endless

-  +1 



Poisonous  
Overwhelming 2  
"The salamandrine monster, with an indescribable darting and running motion, went swiftly onward into the dreadful hell of writhing steam and heated rock..."

-  -2 

Heat Lizard +0



Poisonous  
Overwhelming 2  
"The salamandrine monster, with an indescribable darting and running motion, went swiftly onward into the dreadful hell of writhing steam and heated rock..."

-  -2 



Heat Lizard +0



Giant Albino Penguin -2






Scientific Resistance  
Unnameable  
If you fail the Horror check, you are cursed.

-2  -1 

Horla -3






Scientific Resistance.  
Unnameable.  
Poisonous.  
When Hunter moves, it moves to the investigator with the lowest Sanity (not counting those in Hospital or Asylum).

-2   -2 

Hunter from Beyond -1



Scientific Resistance.  
Unnameable.  
Poisonous.  
When Hunter moves, it moves to the investigator with the lowest Sanity (not counting those in Hospital or Asylum).

-2   -2 




Undead  
Physical Immunity  
Counts as a Ghoul.  
Mercurial Ghoul's combat modifier is equal to the number of monster trophies you have.

-1  -X 

Mercurial Ghoul +0



Mi-Go  
If you pass a Combat check against Mi-Go Scientist, return it to the box and draw 1 Scientific item.

-2   +0 




Mi-Go Scientist +0



Hunter from Beyond -1






Mi-Go  
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-2   +0 

Mi-Go Scientist +0



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-2   +0 

Mi-Go Scientist +0



Mimic-Thing has the resistances, immunities, and nightmarish and overwhelming values of all other monsters on the same board as it.

**-2** **+0**

Mimic Thing **+0**

Elusive  
**Unnameable**  
**Poisonous**  
 While Nameless Reptile is a trophy, it may be spent after failing a Lore or Luck check to add 3 bonus dice to the roll.

**-1** **-1**

Nameless Reptile **-4**

Elusive  
**Unnameable**  
**Poisonous**  
 While Nameless Reptile is a trophy, it may be spent after failing a Lore or Luck check to add 3 bonus dice to the roll.

**-1** **-1**

**Physical Immunity**  
 Counts as a Shoggoth.  
 "An iridescent, blackly-shining column of what looked like mud or tar rose up out of the swirling river mist..."

**+0** **+0**

Sea Shoggoth **-1**

**Physical Immunity**  
 Counts as a Shoggoth.  
 "An iridescent, blackly-shining column of what looked like mud or tar rose up out of the swirling river mist..."

**+0** **+0**

Sea Shoggoth **-1**

Nameless Reptile **-4**

**Scientific Resistance**  
 If you defeat Sir Amery, return him to the box and restore or gain 3 Clue tokens.  
 "They housed my mind in a living envelope...a shapeless, immobile mass of filth..."

**-3** **-1**

Sir Amery Wendy-Smith **+0**

Elusive  
**Weapon Immunity**  
 If you defeat the Shining One, place it beside the board, and all lost Clue tokens are restored.

**-1** **-1**

The Shining One **-2**

**Unnameable.** (You can't add Clue tokens to Horror or Combat checks against this monster.)  
 Counts as a Shoggoth.

**+0** **+0**

**Unnameable.** (You can't add Clue tokens to Horror or Combat checks against this monster.)  
 Counts as a Shoggoth.

**+0** **+0**

Ur-Shoggoth **-1**

**Scientific Resistance**  
**Unnameable**  
 If you are knocked unconscious by Vombis-Leech, you are devoured.

**-3** **-2**

Vombis Leech **+0**

Ur-Shoggoth **-1**

**Scientific Resistance**  
**Unnameable**  
 If you are knocked unconscious by Vombis-Leech, you are devoured.

**-3** **-2**

Vombis Leech **+0**

**Scientific Resistance**  
**Unnameable**  
 If you are knocked unconscious by Vombis-Leech, you are devoured.

**-3** **-2**

Vombis Leech **+0**

**Weapon Resistance**  
**Poisonous**

**-3** **-1**

**Weapon Resistance**  
**Poisonous**

**-3** **-1**

Yekubian **+0**

**Unnameable**  
 If you fail a Combat check against Yugg, the combat ends and you are Cursed.

**+0** **-3**

Yugg **+0**

Yekubian **+0**

**Unnameable**  
 If you fail a Combat check against Yugg, the combat ends and you are Cursed.

**+0** **-3**

Yugg **+0**



**Spiralling Worm Cannibal** **-3**

Counts as a Cultist.  
**Cannibal** (If you are driven insane or knocked unconscious by Spiralling Worm Cannibal, you are devoured.)

**+1** **+1**

Counts as a **Cultist**.

**Cannibal** (If you are driven insane or knocked unconscious by **Spiralling Worm Cannibal**, you are devoured.)

+1   +1 

Spiralling Worm Cannibal -3



Counts as a **Cultist**.

**Cannibal** (If you are driven insane or knocked unconscious by **Spiralling Worm Cannibal**, you are devoured.)

+1   +1 

Spiralling Worm Cannibal -3






Spiralling Worm Cannibal -3



Counts as a **Cultist**.

**Cannibal** (If you are driven insane or knocked unconscious by **Spiralling Worm Cannibal**, you are devoured.)

+1   +1 

Spiralling Worm Cannibal -3



Counts as a **Cultist**.

**Cannibal** (If you are driven insane or knocked unconscious by **Spiralling Worm Cannibal**, you are devoured.)

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Spiralling Worm Cannibal -3




Counts as a **Cultist**.

**Cannibal** (If you are driven insane or knocked unconscious by **Spiralling Worm Cannibal**, you are devoured.)

+1   +1 


Instead of making a **Horror** or **Combat** check, replace Protoplasm with a monster from the cup. Continue the combat against that monster, and return Protoplasm to the Ancient One's sheet.



Protoplasm -2



Instead of making a **Horror** or **Combat** check, replace Protoplasm with a monster from the cup. Continue the combat against that monster, and return Protoplasm to the Ancient One's sheet.




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