

ARCHIVER



BLACK BRIDE



CENTIPEDE



CLOWN



CLUBFOOT



CRIMSON LADY



CENTIPEDE

These critters have a chance to be found skittering around in the Sewer maze type.

Centipede is an ambush-oriented monster. When they're not wandering randomly around their maze, they can be found burrowed in the muck of the Sewer floor. When it's burrowed, you can see their antennae sticking out of the muck, which tells you to avoid that particular path. They will burrow and unburrow at their leisure, and if you see one walking toward you, you can turn around and take a different path. They don't chase you and are slower than the Witch, so it's not possible to be outrun by the critters, whether you're in a straightaway or a section with many turns.

BLACK BRIDE

The Black Bride is a ghostly figure wandering the halls of Manor. Upon spotting someone in her home, she'll shriek at them before beginning a chase. As a ghost, she is able to float through walls and floors to go after her prey.

The Black Bride can be deaggro'd using the traditional methods of finding a safe house, the entrance, or the exit, otherwise she will deaggro after chasing the player(s) for a certain amount of time: about 15 seconds. After she deaggro's, she'll return to the spot she was at when she initially aggro'd. If she aggro'd around a puzzle, you may want to stay back to allow her time to wander away, otherwise you'll be in a position where you're constantly aggro'ing her at a puzzle, which will simply keep her in the area longer.

ARCHIVER

The Archiver stalks the Backrooms searching for intruders in its domain. Its bright eyes pierce the darkness similar to a flashlight, allowing it to be spotted from a distance. Upon finding a player, it will release a throaty screech before racing toward them.

The Archiver can be deaggro'd using the traditional methods of finding a safe house, the entrance, or the exit, otherwise he will deaggro after losing sight of the player for a few seconds. With the layout of the Backrooms, you can just take several turns around the various walls to gain distance and move out of its line of sight frequently.

CRIMSON LADY

Crimson Lady patrols silently throughout various property, attacking any that intrude.

Unlike Black Bride, Crimson Lady doesn't have any stalk music, so you often won't know she's around until you hear her scream, which is when she initiates her chase. There is no chase music either, so you won't know when she's deaggro'd unless you turn to check if you're being followed. To compensate for her stealthiness, she's slower than her counterpart, so it's ultimately easier to escape her.

CLUBFOOT

Clubfoot is described as a man that's been split in half, and can be heard breathing heavily, wheezing, and stomping as he travels throughout the maze.

He'll only get aggressive if you look at him, otherwise he will not attack. It is possible to identify him by his heavy breathing. You do have a brief grace window if he triggers, which is indicated by a loud yell. If he yells, you can turn around and try to run away from him, as he will lose interest after a few seconds. You should always escape him unless you stop sprinting, reach a dead end early into the chase, or if you turn around to look at him during the chase. The latter will reset his chase timer, allowing him to catch you.

GLOWN

The Clown patrols the Carnival he calls home to search for visitors. His squeaky shoes can be heard from a distance to signal his approach.

The Clown will occasionally get tired when patrolling and will fall sleep in certain areas around the maze, which are marked by two multicolored poles. You'll hear him snoring when he's asleep, and will laugh a bit when he wakes up. When he initiates a chase, you'll hear a maniacal giggle for a few seconds before he rushes in your direction. He's fairly fast, but can be escaped if you line of sight him for long enough. It's recommended to turn and run a different direction when you hear him aggro.

CROCODILE

CRYPT ZOMBIE

FEELER



HUNTER PIGMAN

JOKER SMILEY

LEECH



FEELER

Feeler is a tree-like creature with no sight, and will largely ignore players because of that.

After a while, it will start to bend backward to send out long tendrils from within its chest to feel around for lifeforms. If a tendril touches a player, it will get stuck to them, and Feeler will start chasing the player. The only way to escape is to return to the spawn point of the chapter or a maze safehouse. While Feeler is blind, it does have limited hearing. If you make noise too closely to Feeler, it will immediately bend backward and send its tendrils out quickly.

CRYPT ZOMBIE

Crypt zombies can be found in dark crypts wandering the halls. They are fairly vocal, and you will often hear them before seeing them.

It's best to turn around if you see them, but if they spot you first, you must run. They are slow, so you can easily outrun them, but be careful not to run into others!

The mechanic to avoid aggro'ing them to begin with is to turn off your lights, and crouch past them. You will not aggro them, even if you are right next to them, but be careful: like with any monster, if you accidentally brush against it, it will kill you even if it was never aggro'd. There have been reports that you don't need to crouch to sneak past them as long as you have your lights off, so you can give that a try as well, just be prepared to run just in case!

CROCODILE

The Crocodile is a recurring monster in Chapter 5, and inhabits sections of the swamp that are deep enough for it to swim through. As you get close to it while slogging through the muddy water, it will growl loudly, signaling that it's attacking.

The method to deal with Crocodile is to wait for it to swim away out of sight. Once it's out of sight for a few seconds, you can try going in the water to see if it's turned around. If not, you can attempt to get wherever you're going. Most places the Crocodile is encountered has flotsam you can climb on to stay safe from it.

LEECH

Leeches are a recurring monster in Chapter 5, and inhabits some sections of the swamp that are overrun with grass, and in some sections with small puddles.

The leeches are ambush-oriented monsters, but you'll often hear them from a good distance away. When you hear them, try looking in the direction you heard them while backing up or changing your pathing, as they should become visible as they move toward you so you know what path to take to avoid them.

After a while, leeches can be heard despawning, so if you're waiting in a shack or a place they can't reach, you'll know when it's safe to exit and proceed if you'd prefer to wait.

JOKER SMILEY

Joker Smiley wanders the Carnival, unable to see where he's going, but somehow always knows where he is. When he hears a player, a deep laugh fills the area as he begins to listen more closely to his surroundings.

Joker Smiley's mechanics are very much the same as his counterpart, with some differences. He remains alert for a longer period of time to listen for more noise, and he can hear noises from further away. Aggro'ing Joker Smiley after alerting him will almost certainly result in being knocked down if you're not near a safe house, as he's incredibly fast.

HUNTER PIGMAN

Hunter Pigman is a fierce foe to face, instantly engaging with any enemies intruding on his land.

Similar to his counterpart, Pigman's main mechanic revolves around charging at players to cover distance quickly to kill them. He is a much faster version of Pigman however, and can initiate a charge from a very short distance similar to Crypt Stalker. The counterplay for Hunter Pigman is to strafe in one direction often if he hasn't charged in a while. Hunter Pigman can only charge in a straight line similar to his counterpart, so strafing can get you out of the way just barely to let him charge past you.

MARIONETTE



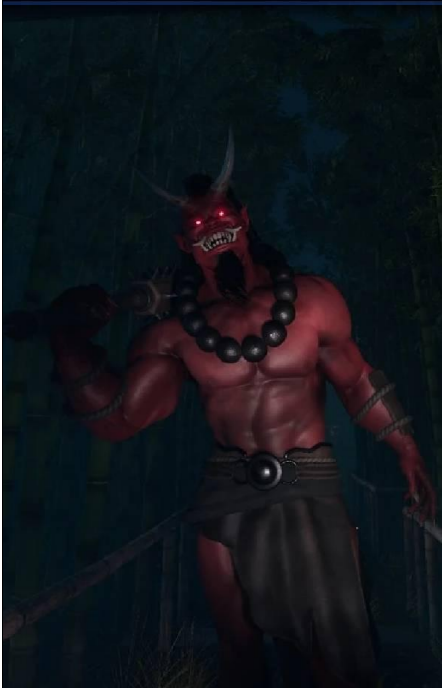
MINER



MOSQUITO



ONI



PARTYGOER



PIGMAN



MOSQUITO

The mosquito is a monster that appears in Chapter 5, and inhabits the small village containing sluice gate parts. It is the first flying monster of the game, patrolling the skies around its territory.

The Mosquito doesn't like light! Shine your flashlight at it to deter it. Be aware that deterring it with your light once isn't enough. It will still fly near you, and after it's been deterred a few times, the Mosquito will fly away for a brief amount of time to give you time to proceed through the village.

MINER

The Miner stalks the tunnels of the mines in Chapter 6, searching for life using a miner's lantern that has limited range. Similar to the Witch & Pigman, it will yell if it spots a player before charging at them. You can tell he's coming by the loud breathing from his gas mask.

The Miner has a massive speed boost when it's not around a player, allowing him to cross the mines quickly to find players to hunt. When he's within a certain range of players, he will slow down to search them out. Due to the gas mask he wears, he has limited vision. If you have your light on, he will see you from a distance and begin a chase. To lose him, turn off your light and run away. Dropping glowsticks is highly recommended in this chapter to make it easier to backtrack when running from the Miner. If he's not chasing you and you see him in the distance, you can turn off your lantern immediately to avoid aggro'ing him. He will not aggro when your light is off unless another player's light is on behind you, or you get within his lantern's radius.

MARIONETTE

The Marionette wanders the Carnival on her own without a puppeteer pulling her strings, giving chase to anyone she spots in her home.

Marionette can aggro on players in two different ways. She patrols around the Carnival naturally and can be heard giggling softly when she spots a player, and will remove her head as a way to intimidate them. She runs at the same speed as players, but can be lost with line of sight if you can take corners to make her lose a bit of distance. When she isn't around a player, Marionette can also hide in hidden cubbies in some parts of the ceiling, and will wait for players to cross underneath her before leaping down. It's best to turn around and run away when this happens, as it's rare to escape unscathed if you try to run around her.

PIGMAN

With the head of a pig, a butcher's apron, and a meat cleaver to boot, the Pigman is the most dangerous creature in the dark crypts.

Similar to the Witch, when the Pigman is in your general vicinity, you'll hear music that will intensify as he gets closer. You'll also begin to hear the sound of footsteps and metal jangling when he's dangerously close, as well as some 'oinks', though don't let that lower your guard. If he spots you, he'll squeal loudly and begin to hunt you down. Take as many corners as you can to line-of-sight him, and if he charges at you (you'll hear another loud squeal), try taking a corner quickly. If he hits a wall with the charge, he will be stunned briefly to give you time to get further away.

PARTYGOER

The Partygoer is a lanky creature slowly wandering its way through the endless halls of the Backrooms. It emits a low calm hum to lure players to their demise. It has been spotted around the Backrooms in a variety of different colors.

The Partygoer is a low energy creature but when it encounters a player it will emit a loud maniacal laugh and sprint at them with extreme speed giggling all the while. When aggroed it has a speed much faster than that of a player and will kill you if you are not fast to react and run. Using so much energy causes the Partygoer to tire quickly. Once it becomes tired it will stop moving for a short time then continue to slowly walk the Backrooms. If you can outrun it long enough that it becomes out of breath you should get out of its line of sight and avoid letting it see you again.

ONI

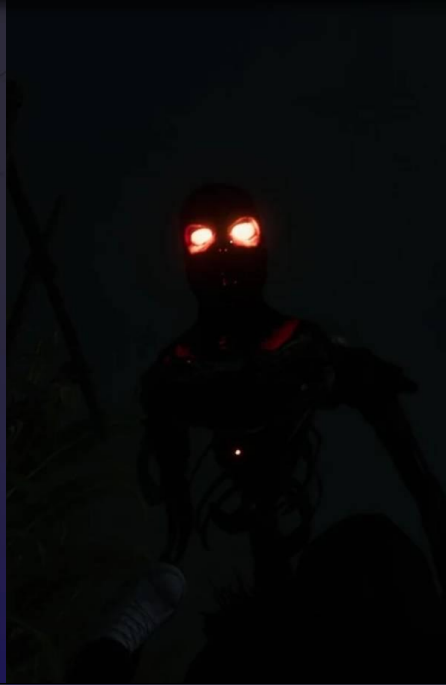
The Oni is a massive yōkai that stomps around the Bamboo Forest, searching for intruders. Upon spotting someone, he'll roar a challenge before rushing at the players.

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RAT



SCARECROW



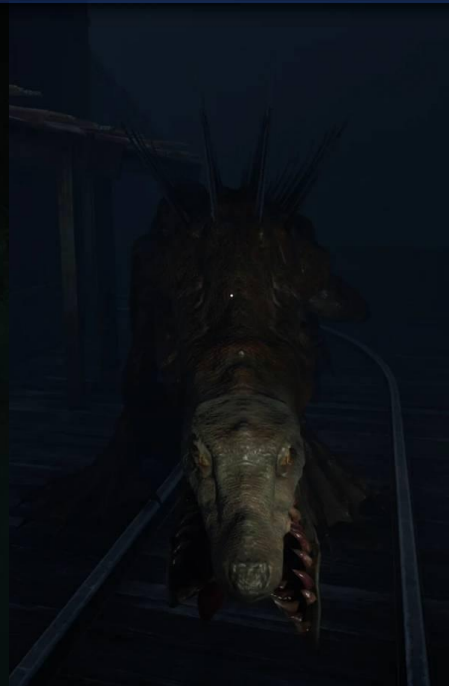
SMILEY



SMOLDERING WICKERMAN



SWAMP DOG



THE CREEP



SMILEY

Smiley is the first monster encountered in Labyrinthine, wandering a small section of the maze. He appears to be blind, however, you will find that his sense of hearing is exceptional. His body is marked with strange, red runes.

Smiley will wander aimlessly through the maze until its interest is piqued by the sound of a player. In this heightened state, the runes on its body glow, and it turns its head while listening for the source of the sound. If a player moves during this listening behaviour, Smiley becomes aggressive and will hunt the player.

SCARECROW

The Scarecrow is a unique monster only available in Case Files. Hanging from posts found throughout the maze, the Scarecrow will leap down on anyone that encroaches upon its territory.

All around the Cornfield are scary-looking Scarecrows. When this enemy is present and you pass by a Scarecrow, the Scarecrow comes alive with a loud scream and chases you. The Scarecrow has the same run-speed as the player, so he will only catch up if you take corners slowly, or if you stop sprinting. There are three situations where the Scarecrow will deaggro:

When you enter a safe house
When you return to the entrance/exit
When the Scarecrow is far enough from its post you aggro'd it on

RAT

This monster is a science experiment gone wrong. It is a rat-humanoid that stands on two legs and lazily walks the path of the maze it's in. It can be found in multiple case file maps. It relies entirely on noise, very similarly to Smiley. Unlike Smiley, who does not have eyes, this monster's eyes have been stabbed with stakes, rendering it completely blind. Because it is completely blind, it will walk past you without noticing you as long as you don't move or make noise. Any action that results in noise will get the rat's attention. It will let out a deep bellow and begin to run towards the direction the noise came from. Once it zeros in, it will lower itself into a crouch and prepare to pounce. This is your only chance to evade the monster. Jump out of the way in time and the rat will slam into the nearest wall or rush past you. Failure to move out of its way will result in immediate death or a very short-lived chase.

THE CREEP

The Creep is a large four limbed monster, originally found in the ruins. Its weird shape and crested head makes it look almost alien in nature. The Creep has a unique mechanic which punishes players who die to it in its regular form. If a player is killed by it, the creep will be start to faintly glow red and its blood courses through its veins. At this point, it moves much faster and is a much more formidable foe. This is timed however, and it will eventually return to its regular state.

The Swamp dogs are a family of monsters in Chapter 5, and inhabits the final section of the chapter: the docks village.

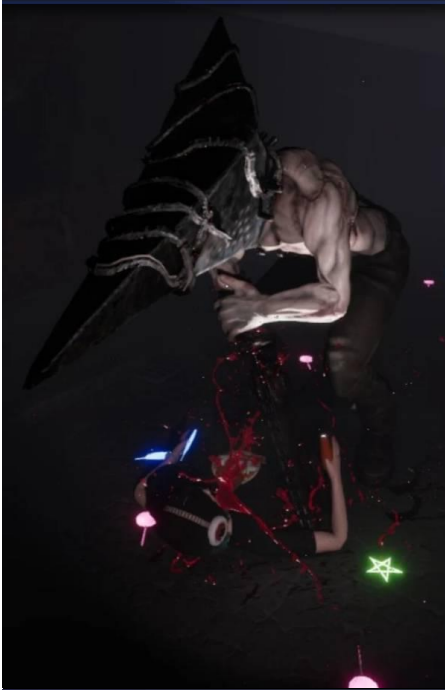
There are three swamp dogs in this area: the huge swamp dog in the Sawmill, called the "Mama" swamp dog, the dog that patrols the fuel village, and the dog that patrols the path to the pig pen. The dogs are deaf, so you're free to make noise around them, but their eyesight is very good. They're a monster you'll want to be stealthy around and avoid their gaze. If you're spotted, the only way to deaggro them is to jump down a level from where they are (e.g. if you're elevated in the village, drop down onto a wooden section beneath you, or off the dock and into the water).

SMOLDERING WICKERMAN

Smoldering Wickerman wanders the outdoor areas, searching for the individuals that burned him with a vengeance.

Having survived fire, any fire bowls that spawn as a result of a regular Wickerman appearing on the same maze type will not protect you from Smoldering Wickerman. To counteract this, Smoldering Wickerman is slower and will not catch up to you unless you're taking too wide of a turn away from him.

THE NAMELESS



TRENCH STALKER



VAMPIRE



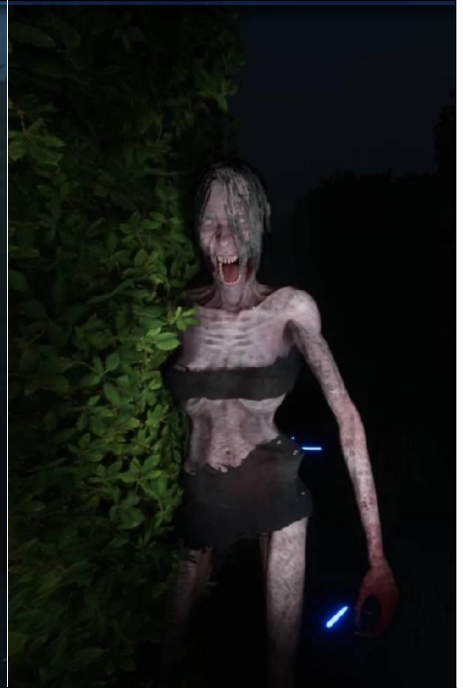
WICKERMAN



WINTER WITCH



WITCH



VAMPIRE

This monster is a large bat-humanoid that can be found on multiple case file maps. When you encounter this monster, it will let out a bellow of rage, flare out its wings and begin pursuit. It is no faster than a player but has a special ability to turn into a cloud of bats. It will use this ability to cut in front of you as you flee and cut you off from your path. It is best, like with many other monsters on this list, to take plenty of sharp turns to get away from it. However, do not count yourself safe... This monster, even after it is no longer chasing, will still follow your most recent path. It is best to find a safe house, the entrance, or exit, to truly and confidently throw it off your trail.

TRENCH STALKER

The Trench Stalker is a tall, ferocious creature prowling around the Trenches. Upon spotting an unfortunate soul wandering the abandoned warzone, he'll let out a pained scream before charging at its target.

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THE NAMELESS

The Nameless towers over the Fog City streets, stalking its prey. The sound of his metallic arm can be heard banging against various objects, signaling that he's getting closer.

When The Nameless initiates a chase, you'll hear him roar for a second before he walks in your direction. He's an extremely slow monster, so he can be dragged toward the edge of a street and ran around at a wide angle to avoid being caught. Because he's so slow, he's easy to deaggro, but if he does catch you, you'll die instantly after the animation with no chance at being revived, even with a revival bracer.

WITCH

The Witch is a tall, lanky creature that constantly stalks the maze, hunting for players. Faint music can be heard when the Witch is in the vicinity, indicating that you are in danger if it becomes louder.

If the Witch spots the player, she will scream and chase after them. She is slightly faster than a sprinting player, but can be lost again by picking an escape path through the maze. Taking as many corners as possible is recommended, as she will lose interest after a while if she cannot see the player. If you aim your flashlight at her when she is close, she gets stunned/dazed for 2 seconds. The stun itself has a cooldown of around 10 seconds.

WINTER WITCH

The Winter Witch is a variant of the Witch. She's a tall, lanky creature that is completely white from frost covering her. She constantly stalks the maze, hunting for players. Faint music can be heard when the Witch is in the vicinity, indicating that you are in danger if it becomes louder.

If the Winter Witch spots the player, she will scream and chase after them. She is slightly faster than a sprinting player, but can be lost again by picking an escape path through the maze. Taking as many corners as possible is recommended, as she will lose interest after a while if she cannot see the player. If you aim your flashlight at her when she is close, she gets stunned/dazed for 2 seconds. The stun itself has a cooldown of around 10 seconds. The main difference between the Witch and her variant is the variant is much faster, making her more deadly if you have trouble losing her.

WICKERMAN

The Wickerman is a large, tree-like creature with the skull of a deer making up its head. It stalks the wide-open forest, but is afraid of warmth and buildings. You can hear his body creaking as he walks nearby.

If you hear him roar, it's best to turn around and find the nearest source of protection: fire, or a building. Each monster has a max aggro range, and if you aggro Wickerman at his max range and then turn around immediately, he'll still be roaring, but he will most often deaggro immediately if you're quick enough. You can also turn off your flashlight when he roars as you're turning away. Light increases the aggro range of most monsters, and turning it off will effectively reduce the aggro range of Wickerman to make it more effective.