QU'THRAL the Cosmic Horror

STARTING HEALTH:	10	0
MOVE:	4 (land/lake/sea)	1
DEFENSE:	4	2
ATTACKS:	3	3
DAMAGE:	3	4
SPECIAL ABILITY:	When you need to appear at a lair, you may choose the lair of any monster in the game.	5
		6
		7
		8
		9

0 10 20 30 40 HEALTH HEALTH

QU'THRAL the Cosmic Horror

LAIR LOCATIONS:

None*

WAR CRY:

"Incomprehensible Sounds"

ORIGIN:

A secret government experiment at NASA aimed to harness dark matter from a black hole. Instead, they opened a portal to another dimension, releasing something unspeakable from its depths.

"Qu'thral" is a fan-made expansion to the board game "Monsters Menace America™" and was created by David-John Pack in 2024. This work is licensed under Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-SA 4.0)

"Qu'thral" was inspired by a monster made by James Arias at: boardgamegeek.com/image/2271223/monsters-menace-america

XAN the Great Wyrm

STARTING HEALTH:	12	0
MOVE:	4* (land only)	1
DEFENSE:	4	2
ATTACKS:	3*	3
DAMAGE:	3	4
SPECIAL ABILITY:	Any turn you start on a space west of Denver and/or Mt Rushmore (Column J), you get +2 Move, and +1 Attack during the first round of combat. (Has no effect during the Monster Challenge)	5
		6
		7
		8
		9

0 10 20 30 40 HEALTH HEALTH

XAN the Great Wyrm

LAIR LOCATIONS:

H-3 (1 space north of Old Faithful)
I-6 (1 space south of Carhenge)
I-11 (Gargantis South Lair)

WAR CRY:

"Kssss hissssh!"

ORIGIN:

A tech billionaire's underground habitat project in the Colorado Rockies accidentally breached the lair of the Great Wyrm. Agitated and enhanced by exposure to rare earth elements, it surfaced, unleashing chaos.

"Xan" is a fan-made expansion to the board game "Monsters Menace America™" and was created by David-John Pack in 2024. This work is licensed under Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International (CC BY-SA 4.0)