



STEWARDS of the SHROUDED VOID

Internal Communication: **DO NOT SHARE**

salutations!

If you are holding this in your hands, wings, paws, tentacles, etc. then you've joined those who stand sentry over the terrestrial plane: the ever watchful, ever vigilant stewards of the shrouded void (ssv).

Our brave stewards have guarded this mysterious crossroads of arcane energies since the lake first was discovered... isolated for millennia by the nigh-impenetrable Spindle Mountains... veiled in heavy fog... hiding a whirlpool that they'd soon discover links our world with... well! Whooo even knows?! The name - The Void - perhaps is a misnomer, for it spits into our realm no end of otherworldly stuff. Technologies beyond our comprehension. Creatures from other worlds. Sometimes, weird cats!

And thus, the stewards came to be, a secretive enclave of Earth's greatest minds - technicians, historians, scientists, engineers - all with one singular goal: study, watch, learn. Research of a lifetime and, for some, beyond!

But 40 years since its discovery, something has changed. A subtle disturbance in the Void. A near imperceptible beacon. Something is drawing... things... to our world of Monsters. We need your various expertise to keep our little society in some sort of order and out of the grip of terror. Certain danger lies before you... but it will certainly be a hoot!

Welcome to the stewards of the shrouded void.



From the desk of

Howard T. Owlman
HISTORIAN / RACONTEUR
OFFICE OF CRYPTOZOOLOGY

COMPONENTS



GAMEBOARD



5 HERO STANDEES
(INSERT INTO MATCHING-COLORED BASES)



10 CITIZEN STANDEES
(INSERT INTO CLEAR BASES)



60 ITEM TOKENS



1 TERROR MARKER



1 FRENZY MARKER



1 ITEM BAG



5 MONSTER MATS



4 MONSTER FIGURES



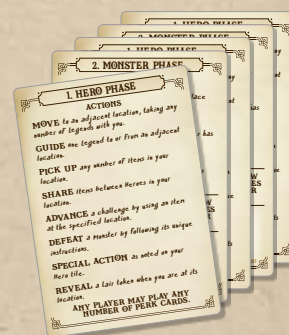
4 LAIR TOKENS



5 HERO TILES



3 DICE



5 REFERENCE CARDS



30 MONSTER CARDS



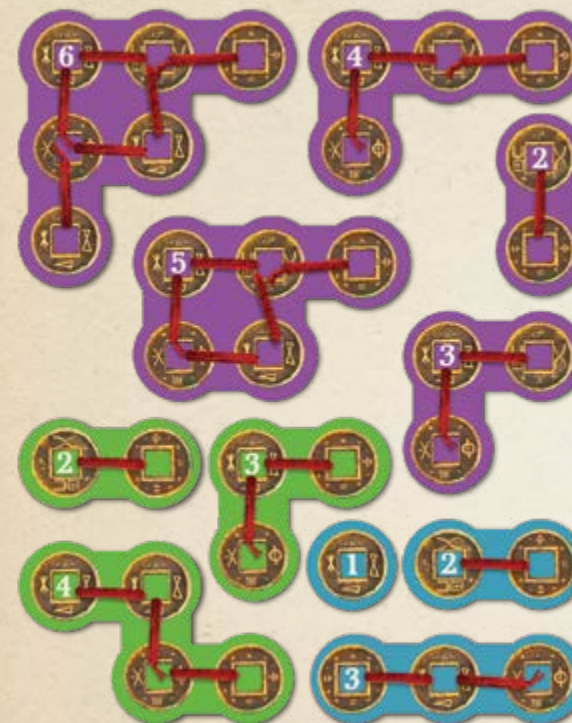
20 PERK CARDS



31 MONSTER TOKENS

(for use when playing against specific Monsters)

JIANGSHI



11 COIN SWORD TOKENS

YETI



3 YETI CHILDREN TOKENS

CTHULHU



17 TOKENS

*The Sphinx does not have any additional tokens

OBJECTIVE

Horried: World of Monsters is a cooperative game. All players win or lose together. The players win if they defeat all the Monsters on the board. Each Monster is defeated in a unique way, which can be found on its Monster mat. More details about each Monster can also be found starting on page 10.

The players lose if the Terror Level reaches its maximum (the Monsters have overrun the town!) OR the Monster deck is empty (you've run out of time!).



MONSTER SETUP

1. Set out the gameboard and familiarize yourself with the locations.
2. Shuffle the four Lair tokens and place them face down at Door of the World, Garden of the Risen, Spindlewood Institute, Thornville Woods. The locations are indicated by a  on the board.
3. Put the Terror Marker into a clear base and place it on 0 on the Terror Level Track on the top of the board.
4. Put the 10 Legend standees into clear bases and put them next to the board.
5. Shuffle the Monster cards and put them in a facedown pile next to the board.
6. Decide which Monsters to play with (see DIFFICULTY SCALE, page 5). Place the corresponding Monster mats next to the board in Frenzy Order from lowest to highest.
7. Follow the setup instructions for each Monster you're using. Individual Monster instructions can

be found starting on page 10 and on the back of all Monster mats. Return all unused Monster mats, figures, and tokens to the box.

8. Put the Frenzy Marker into a clear base and place it on the Monster mat with the lowest Frenzy Order number.

PLAYER SETUP

1. Each player chooses the Hero they want to play and takes the corresponding Hero tile and standee and a Reference card. Return any unused Hero tiles, Hero standees, and Reference cards to the box.
2. Place the Hero standees at the starting location indicated on their tile.
3. Shuffle the Perk cards and deal one to each player. Place the remaining Perk cards in a facedown pile next to the board.
4. Put the 60 Item tokens in the Item bag and shake it up. Draw 12 Item tokens and put them at the locations indicated on the Items. Put the bag next to the board.

EXAMPLE SETUP OF 3-PLAYER GAME WITH YETI AND SPHINX



PLAYING THE GAME

The player who most recently saw a horror movie goes first and play proceeds clockwise around the table. Each turn consists of two parts: the Hero Phase and the Monster Phase.

1. **Hero Phase:** Take up to the number of actions indicated on your tile. In addition, ANY player may play any number of Perk cards.
2. **Monster Phase:** Draw a card from the Monster deck and resolve it.



HERO PHASE

During the Hero Phase, you can perform up to the number of actions indicated on your tile. You may perform the actions in any order, and you may take the same action multiple times. Any player may also play any number of Perk cards during any other player's Hero Phase.

ACTIONS

Move

Move your Hero along the path to an adjacent location. Whenever you move, any number of Citizens at your location may move with you. If you are instructed to place a Hero in a location, they do not follow the path and instead are placed directly in that new location. You may move into or out of a location with a Monster, and you may end your turn in the same location as a Monster. This might make you more vulnerable to attacks during the Monster Phase.

Guide

Move one Citizen from your Hero's location to an adjacent location OR move one Citizen from an adjacent location to your Hero's location.

Pick Up

Take any number of Items from your Hero's location. Once picked up, keep your Items in front of you. Note: It's a good idea to pick up Items on your first turn. You will need them to advance challenges and defeat Monsters. They also can be used to defend against Monster attacks.

DIFFICULTY SCALE

ADJUST THE GAME'S DIFFICULTY BY PLAYING AGAINST A DIFFERENT NUMBER OF MONSTERS.

YOUR FIRST GAME:

Play with only two Monsters. We recommend Yeti and Sphinx

STANDARD GAME:

Any three Monsters

CHALLENGING GAME:

Any four Monsters

Share

All Heroes at the same location as your Hero may exchange any number of Items with each other. The sharing does not require a one-to-one trade, and it does not need to involve your Hero if the Heroes trading are at your location.

Advance

Use one or more of your Items to advance a Monster's challenge (shown on its Monster mat). For more details on individual Monsters, see page 10.

Defeat

Use one or more of your Items to defeat a Monster. You must complete a Monster's challenge before you can take the Defeat action to defeat that Monster. For more details on individual Monsters, see page 10.

Special Action

Use the Special Ability action printed on your Hero tile. Some Heroes may not require a special action to use their ability or may be limited to only using it once per turn.

Reveal a Lair

In the location of a facedown Lair token, you may spend any color Item tokens totaling 3 or more Strength to reveal the Lair and which Monster is associated with it.

CITIZENS

During the Monster Phase, Citizens might appear on the board. Each Citizen is trying to reach a specific safe location as shown on their standee. The Move and Guide actions can be used to usher them to their safe locations. When they reach their safe location, the active player removes that Citizen from the board and draws a Perk card.



PERK CARDS

Each player starts the game with one Perk card. Players can earn additional Perk cards by getting Citizens to their safe locations. Perk cards may be played on any player's turn, but only during the Hero Phase. It's a good idea to discuss your Perk cards and when to play them with the other players. Once you play a Perk card, discard it face up. Playing a Perk card does not require an action.

ITEMS

Items are used to advance Monster challenges, defeat Monsters, and defend yourself against Monster attacks. Each Item has a name, game color, location, Strength value, and type indicator. The location indicates where the Item will be placed on the gameboard when it is drawn from the bag. The Strength of an Item may matter with specific actions or other uses. The shape around the Strength number indicates the type of Item: Weapon (purple), Arcane (green), Mundane (blue). The type of an Item will be important in performing certain actions. When you use an Item, place it in a discard pile next to the board unless instructed otherwise. When the bag of Items is empty, refill it with all Items in the Item discard pile.

LAIRS

Lairs are hidden beneath the city and not known or accessible at the beginning of the game. You can reveal (flip over) a Lair by moving to the location and discarding ANY COLOR Items totaling 3 or more Strength. The Lair remains on the board for the rest of the game, even if the Monster isn't in the game.



Only one Item of the indicated shape may be played per action. If the Item icon is all black, it means any shape Item may be used.

Any number of Items of the indicated color may be played as part of a single action. Add the Items' Strengths to meet or exceed the number indicated on the Monster mat or Lair.

HERO PHASE EXAMPLE

It's Vivian's turn and she's playing The Fortune Teller. She may take 4 actions as noted on her Hero tile. After some discussion with the other players, Vivian decides to do the following during her Hero Phase:

She decides to use her Special Action immediately to look at the next Monster card. This does not cost her an action. The Monster card does not indicate that the Sphinx (the Monster closest to her) will act, so she is safe to move a bit closer to it.

Action 1: Vivian uses a Move action to move The Fortune Teller to the Garden of the Risen. That location has 3 Item tokens and an unrevealed Lair.

Action 2: Vivian then uses a Pick Up action and picks up the three items.

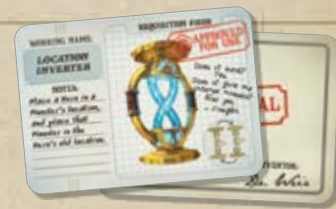
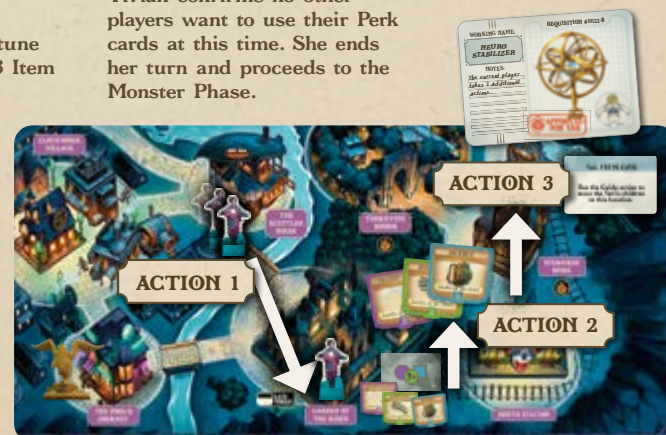
Action 3: She decides to discard two Items (Strength total 4) to Reveal the Lair token. It's the Yeti's Cave – which is perfect because they are playing against the Yeti.

The Yeti Child in Thornville Woods needs to be guided to the Yeti's Cave, but that requires at least 3 actions. Brian decides to play his Perk card, the Neuro Stabilizer, which gives the current player (Vivian) two additional actions.

Vivian now does the following:

Actions 4-6: Vivian uses an action to Move The Fortune Teller to the Stewards Spire. She then uses a Guide action to move the Yeti Child from Thornvine Woods to her location. She uses her final action to Guide the Yeti Child to the Garden of the Risen and the Yeti Cave Lair. They are now one step closer to defeating the Yeti!

Vivian confirms no other players want to use their Perk cards at this time. She ends her turn and proceeds to the Monster Phase.



MONSTER PHASE

During the Monster Phase, the active player draws a card from the top of the Monster deck and resolves the three parts of the card, from top to bottom. After resolving the card, put it in the discard pile face up.



1. Items

Draw the number of Items listed at the top right of the card from the Item bag. Place each Item on the gameboard at the location indicated on the Item. If the bag is empty, return all discarded Item tokens to the bag, shake them up, and continue drawing.

2. Event

Each Event involves either a Monster or a Citizen. The Event's name indicates the subject of the Event. Read the Event out loud and do what it says. If the Event names a Monster that's not in your game, ignore the Event and continue to Monster Attack.

3. Monster Attack

Follow the instructions for the Monster Attack shown across the bottom of each Monster card.

NOTE: If an Event or Monster attack applies to multiple Monsters or locations, the active player decides the order in which those Monsters resolve the action(s).



MONSTER COLOR SYMBOLS

- EYE / PURPLE
- DAGGER / ORANGE
- WRENCH / BLUE
- GHOST / YELLOW
- TINCTURE / GREEN
- GEAR / BROWN
- JEWEL / TEAL
- HAND / RED

HOW MONSTERS ATTACK

When reading the Monster Attack line of the Monster card, you always start with the leftmost icon to see what Monster will act first, either a Frenzy Monster or any Monsters with the matching Color Symbol. You may match either the Color or the Symbol.



If a Color Symbol is not shown on any Monster mat in your game, ignore that symbol. No Monster will act. If the Frenzy symbol is shown, the Monster with the Frenzy Marker will move and attack. This might result in the same Monster moving and attacking twice in one turn.

Once you have determined if you have a Monster that will move and attack you, follow the order on the Monster card.

First, Move the Monster a number of locations toward the closest character, Hero or Citizen, as indicated on the Monster card. If there are multiple characters equally close, the Monster moves toward a Hero rather than a Citizen. If there are multiple closest Heroes, the active player chooses which one the Monster will move toward. If the Monster moves to a location with a character in it, it stops moving. If the Monster starts on a location with a character, that Monster will not move. If there are no characters to move toward on the board, the Monster will not move.



NOTE: When you are instructed to move a Monster, Hero, or Citizen toward a location or other character, you must move them along the shortest path possible. If there are multiple shortest paths, the active player decides which path to take. Once they reach their goal, they stop moving.

Next, **Attack** one of the characters at the Monster's location by rolling the number of attack dice indicated. If there is no character at the Monster's location, it will not attack. If multiple characters are at a Monster's location, the Monster will always choose to attack a Hero rather than a Citizen. The active player chooses who to attack if more than one Hero is in the location.

Repeat the process with the next Color Symbol (if there is one) on the Monster attack line.

READING THE DICE

If a Power symbol is rolled, you must resolve that Monster's Power ability first. Once the Power is resolved, then determine if the targeted Hero is still in the location with the Monster. If so, any Hit symbols apply to that Hero. If not, there are no damage hits.

MONSTER PHASE EXAMPLE

Vivian continues her turn and begins the Monster Phase:

She reveals the top Monster card, *Lifeforce*. This is the card she used her Special Ability to look at on her Hero Phase. She resolves the card as follows:

1. **ITEMS:** Vivian draws two Items from the bag and places them at the locations indicated on the Items.
2. **EVENT:** Lifeforce specifically targets Monsters with the Brown gear as one of their Monster symbols. The group is playing against the Sphinx and the Yeti, and neither Monster has that color symbol.
3. **MONSTER STRIKE:** The Monster attack line shows that both the Frenzied Monster and the Monster with the Yellow Ghost will move and attack during this phase. First, the Frenzied Monster moves 1 space. The Yeti is the Frenzied Monster, with a Frenzy of 1. The Yeti, located at the Steam Plant, moves toward the closest Hero in play. Both Mia's Guardian at Specter Trail Caravan and Brian's The Parapsychologist at the Void are two spaces away. Vivian chooses to move the Yeti to the crossroads between Mary's Mill and Specter Trail Caravan. No Heroes or Citizens are in the location so the attack roll is ignored.

Now the Monster with the Yellow Ghost symbol acts. Unfortunately for all, it is the Yeti again. Mia is the closest Hero and the Yeti moves toward and into her location.

This time the Yeti can attack. Vivian picks up the dice and rolls all three. She gets one hit, one Power symbol, and one miss. You resolve the Power symbol first. The closest Hero NOT in the Yeti's space takes 1 damage. This is Brian's Parapsychologist. Even though he is five locations away, he is the closest and takes 1 damage. He has no Items to block the attack and is removed from the board. The Terror Level is increased from 1 to 2!

Now the hit is resolved. Mia has one Item, which she uses to block the hit, taking no damage. She discards the Item. The miss resolves with no damage.



The Monster's Power is activated once for each Power symbol rolled.



The character is hit by the Monster's attack once for each Hit symbol rolled.



The Monster misses. This die has no effect.

A Hero may defend themselves from a Monster's attack by discarding one Item for each Hit symbol rolled. If the Hero does not have enough Items or doesn't want to discard Items, they are defeated. Remove the Hero from the board and move the Terror Marker up one space on the Terror Level Track. At the start of the player's next turn, they place their Hero at the Reviving Throne and take their turn as normal, with their full number of actions. Heroes do not lose any of their Perk cards or Items when defeated.

Citizens are immediately defeated when hit by a Monster. Remove the Citizen from the board and move the Terror Marker up one space on the Terror Level Track. Heroes cannot discard Items to save Citizens.

ENDING THE GAME

The game can end in one of three ways:

HEROES WIN!

If you defeat all the Monsters in play, you win!

TERROR!

If the Terror Level reaches the maximum, you lose. Everyone is too Horrified to continue, and the realm is abandoned to the Monsters.

OUT OF TIME!

If the Monster deck is empty when you are required to draw a card, the game ends and you lose. You've taken too long to save the realm, and the Citizens have all fled.

SOLO PLAY

When only one Hero tries to save the realm, the Citizens doubt your ability to do the job. Start the game with the Terror Marker set to Terror Level 3.

THE MONSTERS

FRENZIED MONSTERS

The Monsters are agitated by your efforts to defeat them, and one Monster will always be Frenzied. At the beginning of the game, the Frenzy Marker starts on the Monster mat with the lowest Frenzy Order. When the Frenzy symbol appears on a Monster card, the Frenzied Monster moves and attacks, which might result in the same Monster moving and attacking twice in one turn. Some Events will direct you to place the Frenzy Marker on the next Monster. When this happens, place it on the Monster mat with the next-highest Frenzy Order. If there is no Monster with a higher Frenzy Order, place the Frenzy Marker on the Monster with the lowest Frenzy Order. If no other Monsters remain in the game, the Frenzy Marker does not move.

DEFEATED BY A HERO

When a Monster is defeated, it is removed from the gameboard. For the rest of the game, ignore all Events and Monster attacks that refer to the defeated Monster. If the Monster had the Frenzy Marker, place the marker on the next Monster according to the Frenzied Monsters rules. Place any Items on the Monster mat in the discard pile and return all of the Monster's components to the box.



CTHULHU



OBJECTIVE: Open the cryptic lock by matching the runic carvings. Once the locks are open, force Cthulhu through the void to The Corpse-City R'lyeh.

SETUP: Place Cthulhu at the location indicated by . Shuffle the seven Runic tokens face down, then reveal three Runic tokens and place them on Cthulhu's mat, one under each dial.

POWER: TOUCH OF MADNESS
Choose one: Increase the Terror level by 1 or discard the top Monster card.

COMPLEXITY: High
HAS A LAIR: No

JIANGSHI



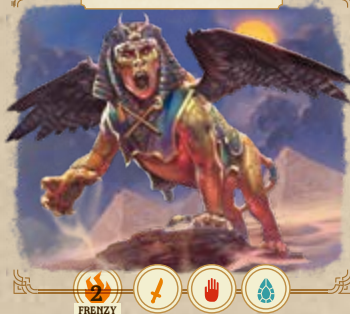
OBJECTIVE: The Jiangshi is a restless corpse seeking to feed on the energy of the living. Stop the Jiangshi by crafting a mystic blade powered by ancient rituals under moonlight.

SETUP: Place the Jiangshi at the location indicated by . Place all the Coin sword tokens next to the Jiangshi's mat.

POWER: DRAIN VITAL ENERGY After dealing all damage, place the Jiangshi in the location of the player taking the next turn.

COMPLEXITY: Medium
HAS A LAIR: Yes

SPHINX



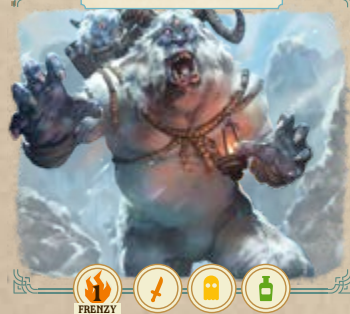
OBJECTIVE: A simple proposition: solve the sphinx's riddle or get eaten. To solve the puzzle, make sure the numbers sum up to the values printed at the end of each row or column.

SETUP: Place the sphinx at the location indicated by . Draw one item from the item bag and place it on the indicated space on the sphinx's mat.

POWER: LETHAL CONUNDRUM As a group, discard two items with the same strength or increase the Terror level by 1.

COMPLEXITY: Low
HAS A LAIR: No

YETI



OBJECTIVE: The Yeti only wants to survive and humanity has stolen everything... including its children. Return the Yeti's children to remove its threat.

SETUP: Place the Yeti at the location indicated by . Place the Yeti's children at the locations indicated by , , and .

POWER: SNOW BLAST
The closest Hero or Citizen not in the Yeti's location takes 1 hit. This has no effect if everyone is in the Yeti's location.

COMPLEXITY: Low
HAS A LAIR: Yes

STEP 1

ADVANCE: OPEN THE PORTAL
At the void, discard an item to rotate the dial that matches the item's color a number of spaces equal to the item's strength. Once all dials match the indicated Runes, the portal is open and travel to R'lyeh is possible.

STEP 2

ADVANCE: THE PATH IS CLEAR
Lure Cthulhu to the void. Cthulhu may move there on its own or, at its location, discard to move Cthulhu a number of locations up to the strength of the item. Once Cthulhu is at the void, remove the Cthulhu miniature from the main map and set up The Corpse-City R'lyeh to defeat Cthulhu.

SPECIAL: For shorter games, you may consider Cthulhu defeated if you complete step 2.

STEP 1

ADVANCE: CONSTRUCT THE COIN SWORD
Reveal the Moon Shrine. At that location, discard an item. Place a Coin sword token that matches the item's strength into the sword pattern or move or remove any already placed Coin sword token.

STEP 2

DEFEAT: DISPOSSESSED
In the Jiangshi's location, discard and use the Coin sword to defeat it.

STEP 1

ADVANCE: ANSWER THE RIDDLE
At the sphinx's location, place an item on the puzzle grid. Once the strength of the items in each column and row add up to the number at the end of that column or row, you have answered the sphinx's riddle. You may discard an item to move or remove an already placed item.

STEP 2

DEFEAT: OUTWIT THE SPHINX
Once you have correctly solved the sphinx's riddle in the sphinx's location, discard to defeat it.

NOTE: The first item placed cannot be moved or removed.

STEP 1

ADVANCE: LET'S GO HOME
Reveal the Yeti's Cave. Use Guide to escort the Yeti's children to the Yeti's Cave. Once there, place the Yeti's children in an empty space on the Yeti's mat. The Yeti's children are not Citizens and cannot be attacked or moved by Monster or Perk cards.

STEP 2

DEFEAT: CALM THE YETI
In the Yeti's location, use one of each type of item to defeat it.

CTHULHU IN THE CORPSE-CITY R'LYEH



OBJECTIVE: Use items to avoid Cthulhu's attacks and place manacles on his tentacles. When all four manacles are placed, you can lock Cthulhu in R'lyeh... for now.

SETUP: Build the Cthulhu model and place it at the top of the Monster mat. Set the four Manacle tokens off to the side of the Monster mat. Take one item token from the bag and place it on the Monster mat in front of the Cthulhu model.

POWER: TENTACLES OF INSANITY
Cthulhu's tentacles deal 1 damage to every Hero standing in the same color area as Cthulhu's item. This damage can only be blocked by an item of the same color as Cthulhu's item. For each Power rolled, discard and replace Cthulhu's item with a new item.

STEP 3

ADVANCE: BIND THE TENTACLES
Discard a number of the same-color items that equals or exceeds the value of the item controlled by Cthulhu. The type of Cthulhu's item does not matter. Place the Hero in the specific location that matches the type of items being discarded. You can only discard one item per action. Then place a mystic manacle on one of Cthulhu's tentacles.

STEP 4

DEFEAT: LOCKED AWAY FOREVER?
When all the tentacles are manacled, all Heroes must be in R'lyeh. Use the Share action to gather an item from each other Hero. Discard the items to defeat Cthulhu and lock it in its vault.

NOTES: For other rules on Cthulhu and The Corpse-City R'lyeh see the back of any Monster mat.

COMBINING HORRIFIED GAMES

The Monsters in Horrified Greek Monsters and World of Monsters can be played together in either setting. You can challenge yourself with combos of fearsome Monsters to create a terrifying mix of fear and destruction that only you can imagine.

The game plays the same way with the following guidelines.

1. The gameboard you choose to play on dictates the following:

- The Monster deck
- The Perk deck
- The Lairs
- The Items and Item bag
- The Citizens/Legends of that world

(For example, if you want to play on the World of Monsters board, use the above items from that game.)

2. The Heroes and Monsters can be chosen from any game.

Set up the game as indicated by the rules of the board you are playing on with the following changes and adjustments.

HEROES

Start your Hero in the starting location of a Hero that is not being played on that gameboard. If there are multiple "open spots," you get to choose.

MONSTER STARTING LOCATION

- World of Monsters: The starting locations are indicated on the gameboard by Frenzy Number. A Monster coming to the WOM gameboard starts where their Frenzy number indicates they should start. If more than one Monster has the same Frenzy number, you can move them to another location not in use.
- Greek Monsters: Place your Monster on a starting location of any Monster not currently being played. Match the Frenzy number if possible, but any location will do.
- For a challenge, you can stack Monsters of the same Frenzy number in the same starting location. Good luck!

FRENZY MARKER

If two Monsters have the same Frenzy number, place the Frenzy marker on the "visiting" Monster (they are horribly angry!). If there is more than one visiting Monster with the lowest Frenzy number, the first player chooses the Monster that starts the game with the Frenzy marker. If the marker needs to move, it goes to the next higher/lower number per the rules.

Continued on the next page...



COMBINING HORRIFIED GAMES

(Continued)

ITEMS

With World of Monsters, there is a shape surrounding the Strength number on Items that indicates the category the Item belongs to. Various actions will refer to that shape. The handy guide below indicates what Items can be used during game play for actions that require the use of Items.

Greek Monster Items

World of Monster Items



=



=



=



LAIRS

If a “visiting” Monster(s) needs a Lair, place their lair facedown off to the side of the board. World of Monsters includes blank Lairs. If a blank Lair is revealed, you can replace it randomly with a Lair set aside for a Monster in play and then reveal it. In Greek Monsters, if you reveal a Lair for a Monster not in the game, you can replace and reveal it with one set aside for a Monster in play.

MONSTER CARDS

The rules for Monster cards do not change. Any icon listed as either part of a card effect or part of a Monster Attack has a universal color; the shape of the icon does not matter. For example, whether the shape is a Lightning Bolt or a Ghost does not matter: the color yellow is universal and it goes into effect for either Monster.

UNIQUE PLACEMENTS

When some Monsters are played as visitors on other gameboards, some adjustments are required.

Basilisk in World of Monsters: Instead of Temples, the four locations the Basilisk needs weapons blessed at are the Arcane Forge, Steam Plant, House of Dusk, and House of Dawn.

Medusa in World of Monsters: Place Medusa’s Mirrors in the same location as the first four Items placed. You cannot place the Mirrors in the same location, nor can they be in the starting location of any Hero. Continue until the Mirrors are in four unique locations.

Cthulhu in Greek Monsters: There is no Void in the Greek island... but the amount of chaos and death that has occurred at the Battlefield has created a rift that Cthulhu can be pushed through.

Yeti in Greek Monsters: Place the Yeti’s children in the same location as the first three Items placed. You cannot place the children in the same location, nor can they be in the starting location of any Hero. Continue until the Yeti’s children are in three unique locations.

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