

0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23

Respawn

Increment next monster type

Add one new **Monster** to Pool

Respawn all monsters in the Pool

Your Turn

Draw and **Meld** a Tapestry card

Draw/meld 2 on first turn

Recover 1 mana from Tapestry

Cast spells and move 1

Their Turn

Move ➡ based on ☯ 🔥 ⚡ ⚙

Toward nearest target

Use ⤴ or ⤵ to resolve ties

Special ability based on A...Z

★ Extra attack

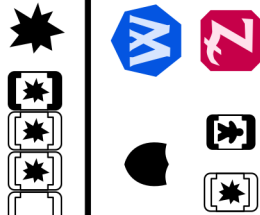
⊛ Extra attack range

🛡 Defense shield

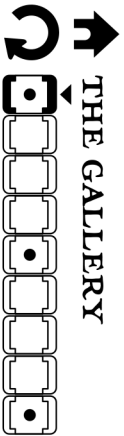
🏠 Share ability within room

Attack!

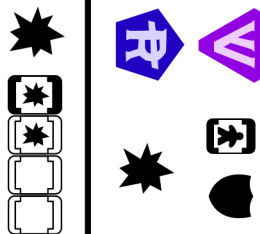
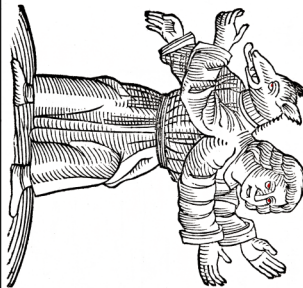
THE GRIFFIN



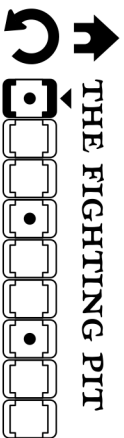
THE GALLERY



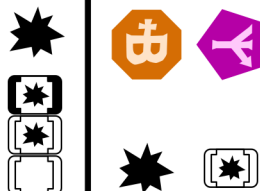
THE GIANT



THE FIGHTING PIT



THE FOX



THE OSSUARY

