Direction THE LABORATORY Pattern

How to Monster

THE BIRDMAN 图 * A **%** * *** ~ THE LABORATORY

Direction

Part IV Attack

Attack closest target, using **Direction** to resolve ties.

If multiple closest targets, you choose.

How to Monster

THE BIRDMAN

Spawn

Part I

of Tapestry Deck Elements on top Find the Current

Move Part II



[*]

being added: If multiple are **Home** location Add Monster to

0

[*] [*]

them out

& Direction Use Pattern

* 111

the matching for each arrow by Move one space

*

*

THE LABORATORY (*) (*) (*)

THE LABORATORY

O O O O O O

Use **Direction** to

the same distance. multiple targets are resolve ties when

stopping once

closest target, move toward the

Monsters always

How to Monster



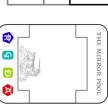


Matching the **Glyph** in a room grants the Monster a

Special

Part III





** |*| |*|

Special Ability.

How to Monster



2 player

Attack Range

Monster Location

Rooms within range

16	∞	0
17	% 9	1
18	10 ©	♦ N
19	41	© ()
20	12	4
20 21	12 13 ©	4 N %
21	© 13	♦ ÷ U\



Extra attack

Shield, deflects 1 attack Extra attack range

Ability is shared with all

monsters in the same room.

Note: Each ability applies max once/monster.