

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!**

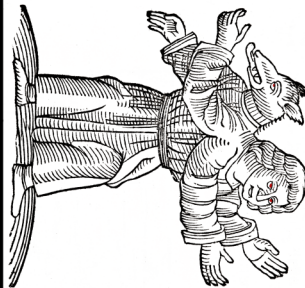
### THE GRIFFIN



#### THE GALLERY



### THE GIANT



#### THE FIGHTING PIT



### THE FOX



#### THE OSSUARY

