

1 player

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

Each Turn

Respawn

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

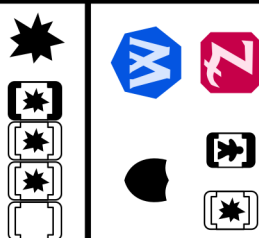


Special Ability based on

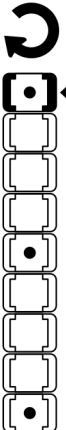


Attack!

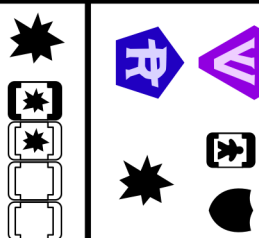
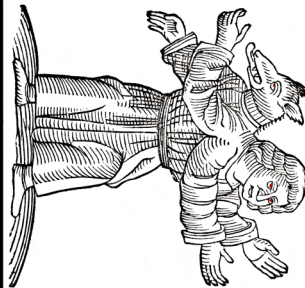
THE GRIFFIN



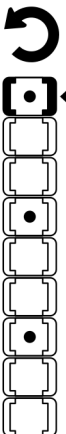
THE GALLERY



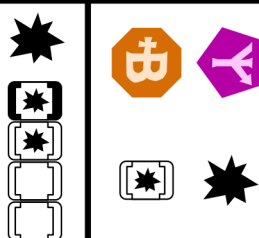
THE GIANT



THE FIGHTING PIT



THE FOX



THE OSSUARY

