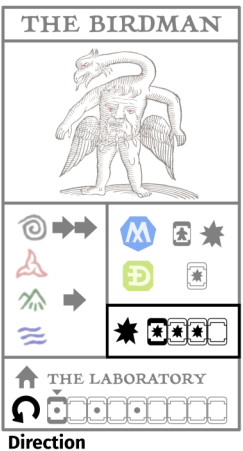


How to Monster

Part IV Attack

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

If multiple closest targets, you choose.



Attack Range



2 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

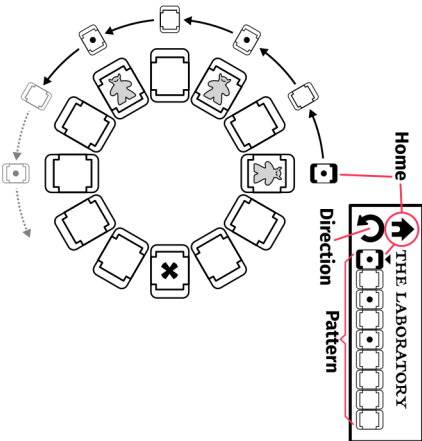
How to Monster

Part I Spawn

Add Monster to **Home** location.

If multiple are being added:

Use **Pattern** & **Direction** to spread them out



How to Monster

Part II Move

Find the **Current Elements** on top of Tapestry Deck



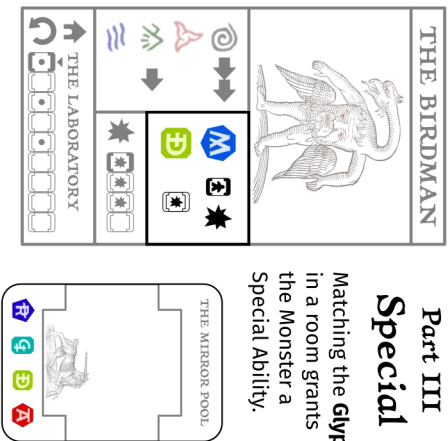
Move one space for each arrow by the matching elements.

Monsters always move toward the closest target, stopping once they reach one.

How to Monster

Part III Special

Matching the glyph in a room grants the Monster a Special Ability.



Extra attack

Extra attack range

Shield, deflects 1 attack

Ability is shared with all monsters in the same room.

Note: Each ability applies max once/monster.