

The Darkness



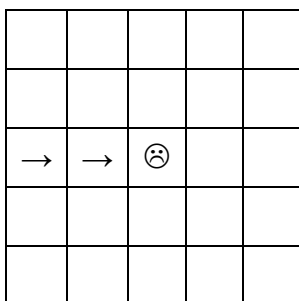
Sometimes you just have to cast a spell at the darkness.

A particular dungeon consists of an 8x8 tile grid of absolute darkness. However, some of those tiles contain hidden monsters!

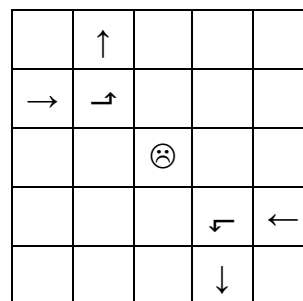
An adventurer has helpfully cast some energy bolts straight from just outside the edge of the grid, and kept track of where they emerged from the darkness (or if they were absorbed). All documented bolts traveled at least three tiles within the grid.

Use the provided information to find the monsters!

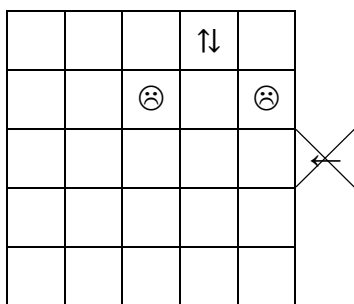
RULES



An energy bolt that is aimed directly at a monster is absorbed.

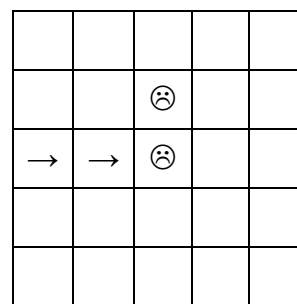


An energy bolt that would pass next to a monster is deflected by 90 degrees.



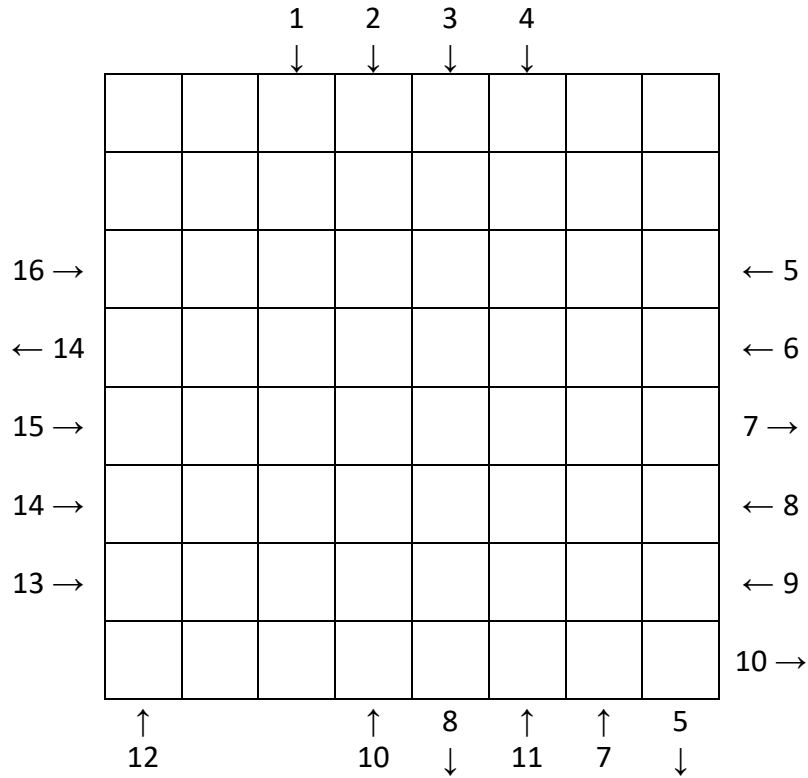
An energy bolt that would pass between two monsters is reflected.

An energy bolt that would be deflected before entering the grid is not considered to enter the grid.



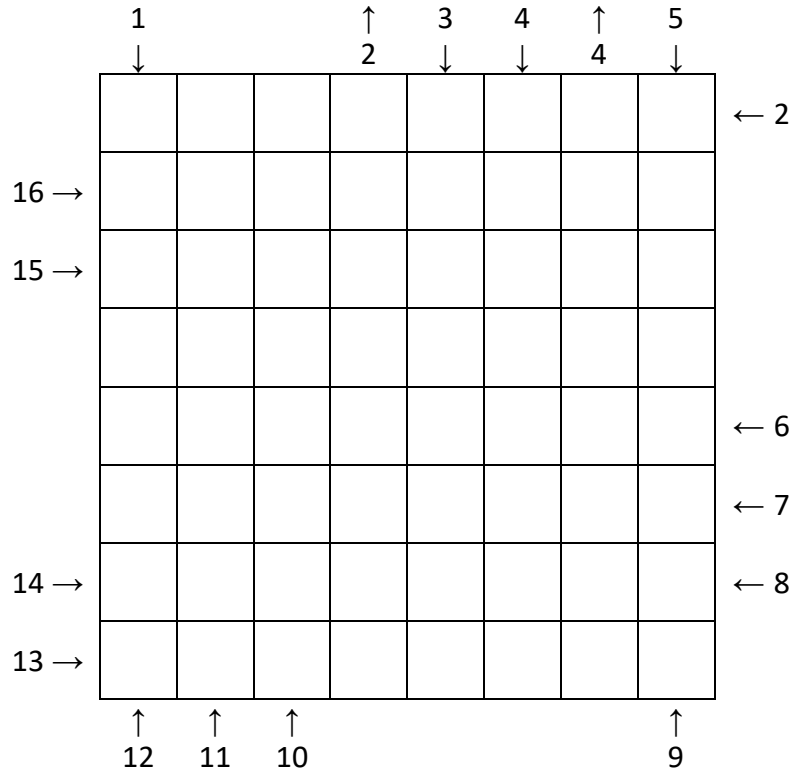
Absorption takes precedence over deflection.

DAY 1



- 1 Director Lee
- 2 Futurama character
- 3 *The Unbearable Lightness of _____*
- 4 Administrative region in Ukraine
- 5 Useful qualities
- 6 A Ninja Turtle's weapon
- 7 They can hide one's identity
- 8 Type of room
- 9 East Asian capital
- 10 They might come with conditions
- 11 Actress Christina
- 12 Part of a symphony
- 13 Nice yes?
- 14 Spiderman villain
- 15 They may be split
- 16 Unit of work

DAY 2



- 1 Desert feature
- 2 Change
- 3 Golden ratio symbol
- 4 Base counterpart
- 5 Curve
- 6 Purchasable item in Monopoly
- 7 Chinese philosophy
- 8 Nocturnal bird
- 9 Style of architecture
- 10 Heavenly or exceptional
- 11 Part of a public address system
- 12 Portable heart devices (abbr.)
- 13 Supermarket corridor
- 14 Captivates
- 15 Type of Olympic skiing event
- 16 It can be used to fill balloons