



# Rule Book

## Welcome to Familiar: Mythic Arena!

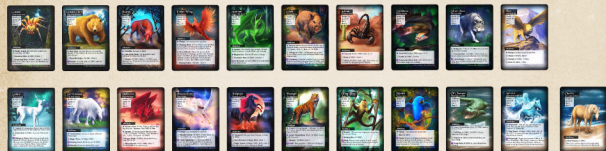
This fantasy game world takes place in the 12 realms of Elytha Tira. Those who live there are skilled in the use of a magical power source called Elyth. With it they can perform heroic feats, cast powerful spells, or tame fantastical beasts which can become their **familiar companions**, commonly called pets. The Mythic Arena is where you join in friendly battle competitions against your opponent's familiars!

For video walkthroughs, visit our website:  
[gryphonmountgames.com/familiar](http://gryphonmountgames.com/familiar)

## Contents

**72 cards total:** 20 Familiars/Pets, 1 Token Pet (*Charlie*), 18 Elyth, 9 Runes, 12 Items (2 of each), and 12 Status cards. Two 20 sided Dice, 36 Counters, 1 Rule book.

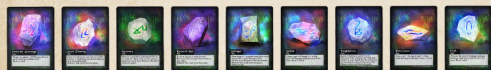
### Familiars / Pets



### Elyth



### Runes



### Items



### Status



### Dice & Counters



## Game Overview & Goal

Familiar is a turn-based **advanced strategy game**. You start the game by picking out the cards you want to use and build your deck. On your turn you have the options of playing a Pet, Elyth, Runes, and Item cards to put out into the Arena in front of you. Battle occurs every turn, with the ultimate goal of out strategizing your opponent and being the first to gain 3 Victory Points by winning battles against your opponent's pets!

## Game Setup

For setup, you and your opponent will build decks with a total of 21 cards. There are 2 formats of deck building:

- 1. Drafting**, which means you take turns picking out cards. Drafting is always used when you only have one copy of the game. *All of your selections must stay visible when you Draft.*
- 2. Constructed** decks can be made if both you and your opponent each have your own copy of the game. You can choose whichever cards you like and do not have to take turns picking. You also don't have to show which cards you put in your deck to the other player.

### Deck Construction Rules

Both Drafting & Constructed must follow these rules:

- Decks must contain exactly 21 cards.
- 6 of those 21 cards *must* be Pet cards.
- The rest of the deck is made up of any number of Item, Rune, or Elyth cards.
- There can be no duplicate cards in your deck.

*\*Two of each Item card is provided for deck Drafting, to give you and your opponent an equal chance at getting those cards.*  
*\*\*The Token Pet, Charlie, is used with Aelwen's Unique Power, and is not drafted or put into a deck.*



## How to Draft Your Decks

- Layout all the Pet cards in front of you.
- Roll dice to see who goes first in picking cards.
- Take turns choosing a card until you each have 6 Pets.
- Layout all the Elyth, Rune, and Item cards.
- Take turns choosing these as well until you each have 21 cards. \*Remember to keep all your card selections visible.

## Opening Turn Sequence

- 1. Choose a Lead Pet** - Both players begin by taking one Pet out of their decks and placing it face down on the *Front Line* of the *Arena*. The *Arena* is the area of play in front of each player. Do not show your opponent your Lead Pet!
- 2. Shuffle Your Deck** - Next, take the rest of your Pet cards, along with all of your Rune, Elyth, and Item cards and shuffle them all together. This is your draw deck, or *Resource Pile*, and is placed to the side, face down.
- 3. Draw the top 6 Cards of your deck into your hand** - If you didn't draw at least one pet, reveal your hand, reshuffle them into your deck, and draw 6 again. Repeat as necessary until there is at least one pet in your hand.
- 4. Roll a die to see who goes first** - The player whose turn it currently is, is known as the *Lead Player*. The other is the *Passive Player*.
- 5. Reveal Lead Pets** - Both players flip their Lead Pet face up at the same time. Place a Status card next to your pet, along with a counter on their starting Health. The Lead Player now begins their turn, following the steps of the Standard Turn Order.

## On Your Turn - Standard Turn Order

- 1. Draw a card** - Draw one card from your Resource Pile into your hand. Draws cannot be skipped, *except on the very first turn of the game*, the Lead Player does not draw a card during the Draw Step.
- 2. Play a Pet** - You may play one Pet card into the Arena. Pets are played into one of 3 lines in the Arena: The Front, Guard, or Rear. You must always have one Pet on the Front Line. After one is placed there, you would next place a Pet in the Guard, then the Rear. After you have 3 pets out (one in each line), you may place another pet in any other line.
- 3. Primary Step** - All Primary Steps can be done in any order. Each step is optional, *except for Battle which cannot be skipped*.
  - A. Battle** - Choose Attackers & Blockers and enter Battle.
  - B. Unique** - Use one pet's Unique Power.
  - C. Switch** - Exchange 2 pets in adjacent lines, called a Switch, or if all lines are filled you may advance or retreat a pet one line instead. This can be done only once per turn.
  - D. Elyth** - Play any number of Elyth cards.
  - E. Runes** - Play any number of Rune cards.
  - F. Items** - Play any number of Items cards.
- 4. Cleanup** - When you are completely done with your Primary Step, you announce Cleanup. Cleanup step occurs at the end of every turn for both players. This is when your pets take any additional damage from ongoing *Status Effects*, or HP increases that are checked. These effects happen simultaneously.
  - Pets that are in the Rear Line (3rd Row) of the Arena follow these steps in order during Cleanup:
    - A. Recovery** - Heal 30 damage and remove all counters of a single Status Effect.
    - B. Resolution** - Handle any remaining Status/Cleanup Effects.



## Example Game Layout



## THE ARENA



## Zones of Play

In front of each player, you have the following Zones of play:

**Arena** - Where played Pets, attached Elyth, and Items go. Cards in the Arena are considered *In Play*. There are 3 Lines (Front, Guard, and Rear) in the arena.

**Resource Pile** - Your main deck, from which you draw. It is kept face down. If you run out of cards in your Resource Pile nothing happens.

**Hand** - Where you hold your drawn cards. There is no hand limit. Cards in your hand are kept hidden from other players.

**Spent Pile** - Whenever a Pet is *Downed* (defeated) in battle, it goes to the Spent Pile, face up, along with any attached Elyth. Remove any damage, statuses, or counters on it. Runes & Items that are used up also go to the Spent Pile. Cards in the Spent Pile aren't normally able to be used again during the game.

**Stasis** - Certain cards have a power to go into Stasis. In Stasis, they are temporarily held outside of the game, but aren't removed from the game. They also cannot normally be affected by cards from within the game, and reset counters or charges if they have any. Pets in Stasis heal 30 DMG, remove one status each Cleanup, and don't take damage. Cards that are put into Stasis do not "bring" other cards with them unless they specifically state so. Those cards are placed in the Spent Pile.

**Removed from Game** - Any cards with this statement are set aside, and never used again during the current game.

*\*Note in the pictures on the opposite page, a game mat is used underneath the cards in the Arena. This is completely optional to play with and sold separately from the base game.*



## Status Cards & Counters



Status cards are used along with the provided counters to keep track of your pet's current Health total, or Hit Points(HP), and any Status Effects they may get throughout the game. Place a Status card next to your pet card when it goes into the Arena along with a counter on your Current HP. Move the HP counter as necessary, and add or subtract any status counters during play.

## Pet Cards

## Symbols & Abbreviations



- ## **d20 = 1 Twenty Sided Dice**

Number inside symbol represents *Willpower* (how many cards in hand are needed to use the ability).

All *Pets* have a basic set of stats: *Health*, *Speed*, *Hit*, and *Miss*, at the top of the card.

**Health** is your starting health which you keep track of on a status card that you place beside your pet. This goes up and down during the game.

**Speed** is how to determine who goes first in battle. Whichever pet has the highest speed, goes first. In case of a tie, roll the dice and whoever has the higher roll goes first.

**Hit** is the number you add to your dice roll to determine if you've hit the Familiar you're attacking. The total must be greater than or equal to your opponent's Miss.

**Miss** is how hard you are to hit (see above). Most pets have a low Miss score, but some are much higher making them good at evasion!

## Willpower, Passive Power, Battle Power, and Unique Power

Pets can possess up to 3 different types of powers: *Passive* (blue dot), *Battle* (white cards), and *Unique* (purple star).

**Willpower** - The numbers inside the Battle and Unique power symbols stand for how many cards you need to have in your hand in order to use it. This is the *Willpower cost*. You do not have to discard those cards to play the power, you just have to have that many in your hand.

- **Passive Power** - These powers have no cost, and are almost always on. Some contain *Triggered Effects* which go off immediately if a certain situation occurs.

**3 Battle Power** - These powers have a Willpower cost, and are used in battle. Some Battle Powers may possess multiple functions which are only usable if the Attack made with that Battle Power is successful. These are called *Secondary Effects*.

**4 Unique Power** - Special powers that have a Willpower cost and various effects. Players can activate the Unique power of any pet, on any line, they have in the Arena, but may only activate one Unique power per turn, only during *their* turn, and *not* during Battle.



## Item Cards



*Items* are consumables with a certain amount of “Uses” which are played out into the Arena in front of you.

- Place counters on the card to keep track of how many uses are left.
- Any amount of Item cards may be played, however only one Item can be used, and only one use, on the Lead Player’s turn.

- Items cannot be played or used during Battle.
- When an item is out of uses, it is sent to the Spent Pile.

## Elyth Cards



Pets can be enhanced with *Elyth*. Elyth is “attached” to a pet in the Arena by placing it next to the pet card or under with the bonuses visible. As long as the pet remains in the Arena with the Elyth attached, it gains the abilities & statistics on the Elyth card.

- Any amount of Elyth may be played on the Lead Player’s turn.

- Elyth cannot be played during Battle.
- Only one Elyth can be attached to a pet at a time.
- New Elyth may be played on a pet, but existing Elyth is then sent to the Spent Pile.
- Anytime a pet would be removed from the Arena, Elyth on it is sent to the Spent Pile.
- Elyth cannot be moved once it is on a pet unless an outside effect causes it to be moved or become spent.

## Rune Cards



*Runes* are special commands owners can use for themselves or their pets. Follow the directions as presented on the card, even if it breaks a normal game rule.

- Any amount of Runes may be played on the Lead Player’s turn
- Both Lead and Passive players may play *one* Rune card during the Battle Step.
- Runes are sent to the Spent Pile when used.

## The Arena

In Familiar the *Arena* is the area in front of each player where the battle takes place. It can have up to 3 *lines* of play (*The Front, Guard, and Rear*), each represented by a row of pet cards.

**The Front** - The Front is the first line of the Arena where pets normally do battle, and where you must initiate Attacks from if you are the Lead Player. You must always have at least one pet on the Front line at all times.

**The Guard** - This is the middle line of the Arena. You must have a Pet in the Front line in order to play and have a pet in the Guard line.

**The Rear** - The last line of the Arena. Pets that are in the Rear line Heal 30 points of damage and remove all counters of one Status Effect each Cleanup step. You must have a Pet in the Guard line in order to play and have a Pet in the Rear line.



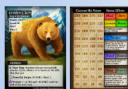
## THE ARENA

You must ALWAYS have a pet in the Front Line.

Your pet MUST be in the Front Line to initiate Attack (*even Flyers*).



The Front Line



The Guard Line

Heal 30 DMG & remove all counters of one Status Effect each Cleanup.

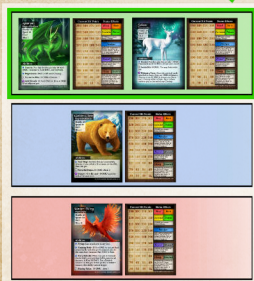


The Rear Line

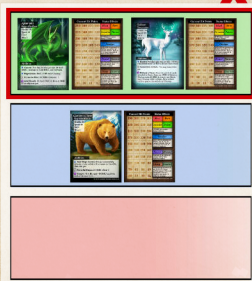
## Multiple Pets in a Line

- Before a second pet is played in any line, the Front, Guard, and Rear lines all must have at least one pet in each.
- Players can have any number of pets in any line as long as they maintain at least one pet in each line to satisfy the *Line Check*.

All 3 Lines are filled ✓



Rear Line has no Pet ✗



## Line Check

- Whenever the minimum requirements to create a line aren't met, pets must move up or down to meet the Line Check.
- Anytime a pet is Downed perform a Line Check. If a line ever ceases to have a pet in it and there is an available pet in an adjacent line, at least one pet must move in order to satisfy the Line Check.
- If you have multiple pets on a line, and one of them is downed, you do not automatically replace it with a pet from an adjacent line, as there's no need since the Line Check is still filled.

### Example 1:

Astaryan is Downed. Golden Claw moves up to The Front.



### Example 2:

Golden Claw is Downed. Ember Wing moves up to The Guard.



### Example 3:

Golden Claw is Downed. Choose 1 Front Line Pet to move to The Guard.



### Example 4:

Ember Wing is Downed. Choose 1 Guard Line Pet to move to The Rear.

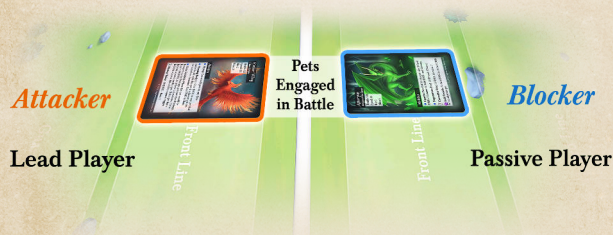




## Battle

Battle happens when the Lead Player declares Battle, and normally occurs between two pets on the Front Lines. Follow the steps below when you declare battle:

**1. Battle Assignments: Choose Attackers & Blockers** - The Lead Player chooses at least one pet from their Front Line to be an *Attacker*. The Passive Player then chooses at least one pet from their Front Line as a *Blocker*. At least one pet must be assigned as a Blocker vs an Attacker during Battle. This is called *Battle Assignment*. The assigned Pets are now *Engaged* in battle.



**2. Choose & Declare Battle Powers** - Both players choose one Battle Power on their engaged pets. Unique Powers can't be used, and Passive Powers maintain their effects.

- If a player is unable to use a Battle Power (such as not having enough Willpower, or being immune to each others attacks), battle still occurs, but the pet does nothing. The other player Attacks or Blocks normally.
- If both player's pets are unable to do anything, they both take 20 damage that cannot be prevented or reduced.

**3. Runes** - Before Attack Rolls are made, both players may play one Rune Card. The Lead player chooses first, then the Passive player. Whether or not the Lead player played a Rune, the Passive player may choose to do so. If the Lead Player doesn't play a Rune, and the Passive Player doesn't play a Rune, move to the next step.

If the Lead Player didn't play a Rune, and then the Passive Player does, the Lead Player now once again receives the option to play one. Only one Rune per player is allowed to be played during Battle. Runes resolve their effects when they are played.

**4. Speed Checks** - The Engaged Attacking and Blocking Pets do a Speed Check by comparing their Speed score. Whoever is faster (has a higher score) uses their Battle Power first. If there is a tie, both players roll a d20 to see who goes first.

**5. Attack Rolls & Damage** - The faster pet rolls a d20. Take the result of the dice and add it to the pet's Hit Score, plus any other bonuses. If the result is *greater than or equal to* the opponent's pet's Miss Score, it hits and does damage according to its powers. If not, then it's a miss and does no damage. Next it's the other pet's turn to make an Attack Roll and try to do damage.

• **Resolving Battle Damage** - Battle Damage is always resolved after any triggered effects that occur during battle (such as DMG from Passive Powers).

• **Downing a Pet** - A pet that receives damage that equals or surpasses its health is Downed, and is put into the Spent Pile. A Victory Point is awarded to the player who Downs a pet.



## Multiple Attackers & Blockers

You can choose to attack or block with more than one pet if you have multiple pets on your Front Line.

• **Anytime there are more Attackers than Blockers**, Blockers are assigned by the Passive player who chooses which Attackers it wants to Block against. The remaining Attackers may target and use their Battle Powers vs any Blockers they are legally able to, including ones assigned as Blockers once existing Battle Engagements are handled. If pets aren't assigned as Blockers, they can't enter the battle after existing Battle Engagements are handled.



### Lead Player

After Engaged Pets Battle, the other attacking pet will get a chance to hit the Blocker. The Blocker cannot hit back against the extra Attacker.



### Passive Player

Gets to choose which Attacker to Engage with.

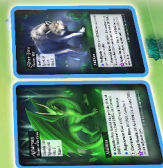
• **Anytime there are more Blockers than Attackers**, extras may be assigned to Block any Attackers of the Passive Player's choice that they are legally able to Block against. Every Attacker *must* have at least one Blocker assigned to it. In the case of multiple pets blocking one Attacker, one of them must be assigned as the *Primary Blocker*. Battle Engagements between Attackers and Primary Blockers are always handled first, and

then afterwards the leftover Blockers may use their Battle Powers against the pet they are blocking. Unlike with Attackers, if pets aren't assigned as Blockers, they can't enter the battle after existing Battle Engagements are handled.



### Lead Player

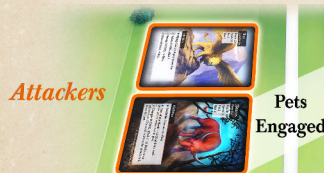
Only gets a chance to hit the first Blocker it's Engaged in battle with. Does not get a chance to hit the 2nd Blocker.



### Passive Player

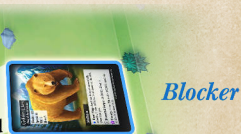
Gets to choose which Blocker to Engage with Attacker. After they battle, the extra Blocker will get a chance to hit the Attacker.

• **Always resolve battle between Engaged pets first**, according to *Speed Checks*. Handle leftover Attackers or Blockers according to their Speed Checks as well to determine Attack Order.



### Lead Player

Engaged Pets always do battle first. Blocker with speed of 80 is faster than Attacker with speed 70. Blocker rolls to Hit first, then Engaged Attacker. Afterwards, the extra Attacker gets a chance to Hit.



### Passive Player



• **Some powers effect adjacent targets;** this does not cause those pets to be selected as Blockers.

## Flying & Similar Powers

Some pets possess powers such as Flying, which allows them to attack a line other than the Front. When Attackers are declared, creatures with Flying & similar powers choose which line they are attacking. The Passive Player still chooses Blockers and assigns a Blocker(s) from the line the Flyer is attacking. In the case of a power like Bling Bling's *Nimble*, the Lead Player chooses the target, and therefore the Blocker.



The flying Pet must still be on the Front line to initiate the attack however!

## Critical Hit & Glancing Blow



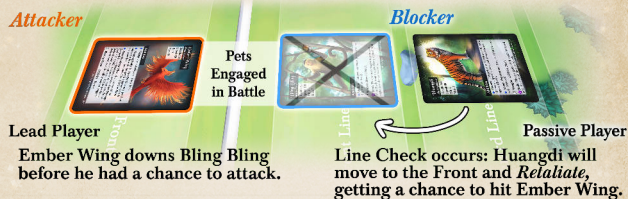
**Critical Hit** is a natural roll of 20 on the d20. When this happens, the attack automatically succeeds and deals +20 DMG.



**Glancing Blow** is a natural roll of 1 on the d20. When that occurs, you must subtract 20 from your damage dealt. Also, only basic DMG from the Battle Power chosen is dealt. Any secondary or status effects in that Battle Power don't go off.

## Retaliate

• Retaliate only happens when a pet is Downed in battle before it had a chance to use a Battle Power, *and a Line Check occurs*. The pet that replaces it in the line will get a chance to *Retaliate*, that is to use a Battle Power against the opponent, as long as it is not already assigned or engaged in battle with another pet.



• Remember that pets may never use more than one Battle Power each turn.

• On some occasions a pet that is downed may not be replaced (such as when there are two pets on the front attacking vs two that are blocking), due to how the Line Check works. If this happens the remaining pet still conducts its attack/defense normally, and does not gain an extra use of its Battle Powers to use against the pet that downed its companion.



Ember Wing downs Ol' Chomper before he had a chance to attack. Retaliate does NOT occur because there is no Line Check (each line is still filled).



## Flying & Retaliate

- If a Flyer attacks a pet in a row that is not the Front, and the Flyer is downed before it uses its Battle Powers, whether or not a Line Check occurs, Retaliate can't occur.
- If the Flyer attacks a pet in the Front & is downed before it can use its Battle Powers, Retaliate can occur.

## Switch & Switch Hit

**Switch** is an option you have to swap the positions of two of your Pets that are in *adjacent* lines. OR if you have multiple Pets in the same line, you can move one of those pets to another adjacent line. Switching is done during your Primary step, and can only be done once, and only on your turn.



**Switch Hit** is a power some pets (such as Solace) may possess. Normally a Switch may only be done during the Lead Player's turn before or after battle. Switch Hits are always tied to an attack, and occur during battle.

- When a pet uses Switch Hit, it may swap its position in a line with another pet if the Attack is successful. Additionally the pet must also swap its Battle Assignment with that same pet.



Solace goes first in battle, and hits Gloth with Switch Hit. Solace can now choose to Switch places with either Mimick, or Astaryan. Gloth will then attack the Pet that takes Solace's place in battle.

## Health, Damage, Healing, & Regeneration

**Health (Hit Points)** is the starting & maximum value of DMG a pet can absorb before being downed. Effects can raise a pet's Health temporarily, either through counters or Elyth. If the effect that generates the extra Health disappears, so does the extra Health they create.

**Example:** Topaz Health Gem grants a pet +60 Health. If this Elyth is attached to Solace who currently has 120 Health, he will now have 180 Health. If Solace were then to receive 120 DMG and Gloth consumes this Elyth on Solace, Solace would become downed because Topaz Health Gem and its +60 Health bonus are now gone.



**Damage (DMG)** is usually dealt during Battle when pets are using Battle Powers. All powers that are listed on pets typically deal *Physical, Magical, or Elemental Damage (such as Fire or Acid)*. All types of damage are deducted the same way, and are subtracted from the Health total.

- Effects that increase damage only affect damage of Battle Powers, unless an exception is given on the card.

**Healing** occurs whenever an effect says it “Heals a pet”. What this means is it restores Health as listed in its entry.

- Healing can never grant any extra Health if it over-heals beyond the pet’s Maximum Health Total, or be “saved” until later.

**Example:** “[2] Healing Touch: Heal any pet of 30 DMG.” would restore 30 lost Hit Points to the target. If Target pet’s max health was 150, and it’s currently at 140, using this power would only heal it up to 150.

**Regeneration** - Pet’s with this power will heal a certain amount of damage as specified during each Cleanup.

### Status Effects

<i>Bleed</i>	<i>Burn</i>
<i>Corrosion</i>	<i>Poison</i>
<i>Paralyze</i>	
<i>Fear</i>	<i>Stunned</i>
<i>Chomp</i>	<i>Constrict</i>

Status effects are debilitating conditions that linger on a pet when they are applied, and are checked every Cleanup. Some have temporary durations and will only last for a certain number of turns. Others will not end until the battle is over or they are removed somehow.

- A Pet cannot have more than 2 types of Status Effects at a time.

- Pets can have a Status replaced with a different Status if they are subjected to a power that applies one. The attacker can choose if the new status will replace one of the existing ones.

### Residual Damaging Statuses

**Corrosion, Bleed, Burn, Poison**- are *Residual Damaging Statuses* that leave a counter on pets they affect. Pets with these counters on them take 10 points of damage per counter during Cleanup.

- The amount of counters placed is determined by the powers on the pet card.

- Counters can stack. There is no limit to how many counters that can build up on these types of Status Effects.

**Example:** “Burn: 1” leaves 1 Burn counter on a pet that was dealt damage. The pet takes 10 points of damage each Cleanup for each Burn Counter on it. If a pet receives damage from “Burn: 1” again, they gain another counter, for a total of 2. That pet will then take 20 points of damage during Cleanup.

### Incapacitating Statuses

**Paralyze** - When a pet is *Paralyzed* it receives a Paralyze Counter. Pets that are paralyzed must roll a d20 whenever they attempt to Switch, or use a Battle or Unique Power. If the result is 10 or lower they fail to perform the action. If the roll is 11 or better, they remove Paralysis & may perform an action.

**Fear, Stunned** - When a pet is *Fear*ed or *Stunned* it receives a Fear/Stun Counter. The next time it uses a Battle or Unique Power it automatically fails, but removes the Fear/Stun Counter.

**Chomp, Constrict** - These statuses cause both pets to gain the listed status. One pet is the Status Giver, the other is the Status



Recipient. Pets with these statuses can't switch or use Battle & Unique Powers against other pets. Recipients treat their Miss as 0. Givers can end the effect at any time. Pets that issue any of these effects can only affect a single target at a time.

- Having Giver status does not count towards a pet's Status Limit.

**Example:** Ol' Chomper uses Crunch against Huangdi, and is successful in hitting. Ol' Chomper may now apply "Chomp" to Huangdi. Ol' Chomper is the "Giver" of Chomp, and Huangdi is the "Recipient". Neither of them may switch at this time because they both have the status "Chomp". If Ol' Chomper's owner wishes to switch him, he may do so by relinquishing Chomp, however Huangdi cannot be switched normally while "Chomped".

- Should two pets both apply the same status (such as two Ol' Chompers applying Chomp to each other), they both gain Giver and Recipient Status simultaneously, and each may only end their Giving status at any time.

- A pet that is the Recipient of Constrict additionally takes 10 damage each Cleanup

## Triggered Effects & Resolution

Triggered Effects are effects that occur when certain situations come up, *such as DMG dealt from a Passive Power upon entering battle.*

- Be sure to pay careful attention as some effects will trigger at different times though they may seem to trigger at the same time.

**Example:** Goliath and Astaryan enter Battle. Goliath's Passive Power states "*Deadly Touch:* Pets that enter battle with this pet take 10 DMG." This power will trigger and deal 10 damage to Astaryan right away once a Defender is assigned, even before any Battle Powers are selected.

Astaryan's Passive Power states "*Caustic:* Pets that hit this pet take 10 Acid DMG...." This power will trigger and deal 10 damage *after* damage has been dealt to it by Goliath.

- If an effect occurs that causes multiple triggers, resolved them all simultaneously wherever possible. Battle Damage is resolved after any triggers.

**Example 1:** Astaryan and Ember Wing enter Battle. Ember Wing's Flaming Body power triggers, and no other effects are triggered. Flaming Body resolves here. Ember Wing next successfully scores a hit on Astaryan using Blazing Talon for 30 DMG. Astaryan has exactly 30 HP left, and is using the Elyth card Vampiric Deathstone & the passive power Caustic. When Ember Wing hits Astaryan, she deals 30 DMG, takes 10 DMG from Astaryan's Caustic, & Astaryan heals 10 DMG. Astaryan is left with 10 HP, since Astaryan's Passive Power and Elyth Power triggered, & are handled before Battle Damage is resolved.

**Example 2:** Eclipsion has 10 HP left, and succeeds in attacking Astaryan. When Eclipsion deals damage to Astaryan, Astaryan deals 10 DMG with her passive to Eclipsion, and Eclipsion's Lifesteal triggers. In this instance both triggers are handled simultaneously since multiple triggers are handled at the same time wherever possible. Eclipsion ends up with 20 HP still remaining.



## Adjacent Effects

Some powers in the game affect Adjacent targets. In this game an Adjacent target is one that is immediately next to the pet that is being targeted in the same line, *or* one that is immediately next to the pet in a nearby line, including pets that are diagonal.

- Adjacent Effects of Unique and Battle Powers cannot benefit from effects that increase damage.
- The owner of a pet always chooses the targets of its adjacent effects.

*Example 1:*



*Example 2:*



*Example 3:*



## Victory & Defeat

Players secure Victory by Downing all of the other player's pets in the Arena, or by gaining 3 Victory Points. Players gain a Victory point anytime they down an opponent's pet.

- If a player has no pets left in play, they lose the game.
- In matches that are best 2 out of 3, the loser of a game decides if they want to go first or second in the next game.

## Simplified Gameplay Rules

Follow all rules of deck construction and gameplay as normal with the following exceptions:

- There are only 2 lines in the Arena, the Front and Guard.
- You may only ever have one pet on the Front at any time, therefore there are no multiple pet battles.
- There is no Rear line, therefore pets do not heal or remove statuses during cleanup.
- Pets may Retaliate without needing a line check to trigger it.
- Win conditions are the same as normal.

*\*For more rule examples, FAQ's, and videos, please visit our website at: [www.gryphonmountgames.com/familiar](http://www.gryphonmountgames.com/familiar)*

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# Standard Turn Order Quick Guide

**1. Draw a card**

**2. Play a Pet**

**3. Primary Step** - Steps A-F can be done in any order:

**A. Battle** - Battle cannot be skipped.

1. Choose Attackers & Blockers

2. Declare Battle Powers

3. Runes may be played

4. Speed Checks

5. Roll to Attack & Resolve Damage

**B. Unique** - Use one Pet's Unique Power.

**C. Switch** - Exchange 2 pets in adjacent lines.

**D. Elyth** - Play any number of Elyth cards.

**E. Runes** - Play any number of Rune cards.

**F. Items** - Play any number of Items cards.

**4. Cleanup** - Check Status Effects on all pets.  
Pets in Rear Line heal for 30 and remove a status effect.

