

EXTENDED FAMILIARS RULES

FAMILIARS ARE ITEMS WITH THE **-FAMILIAR-** KEYWORD ABILITY. GAINED THROUGH THE TREASURE DECK AND LOOT DECK, THEY ACT AS ITEMS WITH THE ADDED ABILITY THAT THEY CAN BE ATTACKED.

WITH THESE EXTENDED FAMILIAR RULES, THEY ARE ALSO GIVEN EXTRA ABILITIES AND HAVE NEW DEATH MECHANICS ALONG WITH NEW TAPPED MECHANICS.

COMBAT

A **BLUE BORDER** FAMILIAR HAS THE ABILITY TO ATTACK WITH YOU. WHENEVER YOU DECLARE AN ATTACK, YOU MAY CHOOSE ANY AMOUNT OF YOUR FAMILIARS TO JOIN IN THE ATTACK AGAINST THE TARGET YOU'RE ATTACKING. ONCE CHOSEN, FAMILIARS CANNOT BE ADDED IN OR TAKEN OUT OF COMBAT UNTIL THE ATTACK FINISHES.

ONCE IN COMBAT, EACH FAMILIAR CHOSEN MUST MAKE AN ATTACK ROLL AFTER YOU MAKE AN ATTACK ROLL, BUT YOU CHOOSE THE ORDER IN WHICH THEY ATTACK. JUST LIKE A CHARACTER, THEY DEAL AND TAKE DAMAGE THROUGH ATTACK ROLLS.

FAMILIARS ARE NOT AFFECTED BY YOUR ❤️ / 🎲 / 🗡️ MODIFIERS.

ALL FAMILIARS CAN STILL BE ATTACKED AND/OR DAMAGED BY OTHER PLAYERS, AND GIVE REWARDS AS NORMAL.

DEATH

WHEN A FAMILIAR DIES, THE CONTROLLER HAS TWO CHOICES. THEY CAN DESTROY THE ITEM AS NORMAL, OR THE FAMILIAR BECOMES TAPPED LIKE AN ACTIVE ITEM INSTEAD OF BEING DESTROYED. THEY CAN STILL BE DESTROYED/AFFECTED BY EFFECTS WHILE TAPPED. IF YOU DIE, YOUR FAMILIARS BECOME TAPPED LIKE OTHER ACTIVE ITEMS.

TAPPED

WHEN A FAMILIAR BECOMES TAPPED, THEY LOSE ALL PASSIVE ABILITIES.

UNLIKE ACTIVE ITEMS, SOME FAMILIARS REQUIRE AN EXTRA STEP TO RECHARGE AT THE START OF YOUR TURN OR TO EVEN RECHARGE AT ALL (SEE ENDURANCE BELOW).

A TAPPED FAMILIAR IS CONSIDERED DEAD, AND AN ALIVE FAMILIAR IS CONSIDERED UNTAPPED. JUST LIKE ANY OTHER ACTIVE ITEM, FAMILIARS CAN BE RECHARGED WITH BATTERIES, BUT CAN ALSO BE HEALED BACK TO LIFE BY EFFECTS. THEY CAN ALSO BE DEACTIVATED BY EFFECTS LIKE ACTIVE ITEMS. FAMILIARS ALWAYS ENTER PLAY ALIVE.



EXAMPLE **BLUE** FAMILIAR

ENDURANCE/EVASION

ENDURANCE IS A NEW FORM OF EVASION THAT DICTATES BOTH THE NUMBER REQUIRED TO RESURRECT/RECHARGE, AND THE NUMBER NEEDED TO BE HIT IN COMBAT BY AN ATTACK ROLL.

WHENEVER ITEMS WITH AN ENDURANCE ICON () WOULD BE RECHARGED/REVIVED, YOU MUST ROLL AGAINST THEIR ENDURANCE. A ROLL EQUAL TO OR HIGHER THAN ITS ENDURANCE RECHARGES THE TARGET. OTHERWISE, IT DOESN'T RECHARGE.

TAPPED FAMILIAR

EXAMPLE:

WHENEVER THIS WOULD BE RECHARGED, ROLL:

1: DO NOTHING.
2-6: RECHARGE IT.



EFFECTS

FAMILIARS ARE STILL CONSIDERED ITEMS, SO EFFECTS THAT TARGET ITEMS CAN TARGET FAMILIARS. FAMILIARS ARE NOT CONSIDERED A PLAYER WHEN ATTACKING, BUT CAN STILL TRIGGER EFFECTS THAT AFFECT THE ATTACKING PLAYER, FOR EXAMPLE:

LUST'S EFFECT "EACH TIME THIS TAKES COMBAT DAMAGE, IT DEALS 1 DAMAGE TO THE **ATTACKING PLAYER**." THIS AFFECTS THE ATTACKING PLAYER, AND SO THE FAMILIAR'S CONTROLLER TAKES THE DAMAGE.

AN EFFECT THAT WOULD AFFECT "**ANYONE**" OR "**THEM**", AND NOT "**THAT PLAYER**" OR "**ANY PLAYER**", AFFECTS FAMILIARS AS WELL.