



A FAMILIAR FIND

A charming, fast paced, strategic card game fun for the whole family set in Critical Role's storytelling world of Exandria™.

2-4 players | 30-40 minutes | Ages 12+

Can you collect your spellcasters' ingredients before your opponents? Or will their traps leave you tangled in a web of misfortune?

OVERVIEW:

- 🐾 An easy-to-learn and enchantingly lighthearted card game.
- 🐾 Players take on the role of animal familiars searching for rare ingredients for their spellcaster from every corner of Exandria™.
- 🐾 There are illustrated playing cards for up to 4 players.
- 🐾 You and your fellow players can use the Abyss Essence and other cards to set traps and sabotage your opponents' search.
- 🐾 10 Familiar Character options include Trinket the Bear, Mister, and Pâté de Rolo from Critical Role Campaigns 1-3.
- 🐾 To win a game, a player must have 3 Astral Essence cards or 1 complete set of Ingredients in their collection.

CONTAINS:

This game contains a thorough rulebook including **visual references** and **quick start instructions**, 84 poker-sized **Arcane Cards** for gameplay, 10 choices of **Familiar Character** boards with unique abilities, as well as 13 **Location Cards** with varying effects and opportunities that impact the rules of the central pick-up pile.



CASE DIMS: 10.5" H x 7" W x 9" D
BOX DIMS: 8" H x 6.25" W x 1.75" D
CTN CNT: 6 per carton

RELEASE INFORMATION

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A GAME BY IAN ZANG
(Constellations, 2018 Mensa Select Winner)