

# CANINE FAMILIARS

## MODULE



**ENDLESS WINTER**  
PALEOAMERICANS

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# CANINE FAMILIARS



*This icon on a card indicates that it is from this module.*

## SETUP

Place the 12 Canine Familiars face up near the board in a deck.



## GAMEPLAY

When you place a figure on your Rest action space, instead of drawing 1 card from your deck, you may take 1 Canine Familiar card and add it to your hand. When taking a Canine Familiar, you may look through the deck and choose any one.

Canine Familiar cards may be played in step 2 of your turn as if they were a Tribe card. Their abilities work in the same way as Tribe cards (gain  $\frac{1}{2}$  Labor and 1 Tool if you have placed a figure on the appropriate Action Column).

Canine Familiar cards may be placed face down onto your Eclipse pile during step 4 of your turn in addition to any Culture or Tribe cards. During the Eclipse phase, each revealed Canine Familiar gains you 1 point.

Canine Familiar cards may be Buried and used just like Tribe cards in all other ways.

