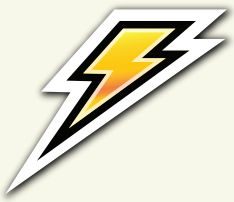
# DEVOUR PREY | REFERENCE CARD

## DRAW 1

Draw additional card, which allows you to exceed the 5-card hand limit.



## IMMEDIATELY

Perform this action immediately when drawn.

Cannot become carrion.

## SCORING MODIFIER SYMBOLS

Remove this card and 1 additional card from your Feed Pile before scoring.

Remove this card from Feed Pile before scoring.

Counts as 1 more card when scoring.

Counts as 3 more cards when scoring.

## EVASION SYMBOLS

Speed

Speed + Starvation

Flight

Flight + Starvation

Unique

Unique + Starvation

**CLEVERNESS** At any time, swap 1 card from your Feed Pile with 1 card from an opponent's Feed Pile.

**CUNNING** When you fail an evasion roll, succeed instead.

**HIBERNATE** At any time, draw the bottom 2 cards of the deck & add them to your hand. You may exceed the 5-card hand limit for this action.

**STALKING** Once per game, at the beginning of a round, take this card, one insect card from your hand, one insect card from an opponent's Feed Pile, & add them to your Feed Pile. Then, replenish.

**STEAL** At any time, take 1 card from an opponent's Feed Pile and place it in your Feed Pile.

**SURVIVAL** At the beginning of a round, take this card and 1 card from your hand and add them both to your Feed Pile. Then, replenish.

**SWOOP** When a player is taking cards from the Prey Zone and adding them to their Feed Pile, you may take all of these cards and add them to your Feed Pile instead.

**TENACITY** You may ignore an opponent's successful evasion roll.

| VENOMOUS BITE | HUNTED |
| --- | --- |
| Immediately place this card & another animal card from your hand into an opponent's Feed Pile. | Immediately place this card & another animal card from your hand into your Feed Pile. |

Then, replenish your hand.