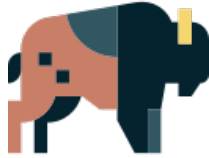## Bison
Animal

2/4/6

Flamingo
Animal

0/1/2

Combat; If wounded, give 1/2/3 power to the two friends behind this stack.
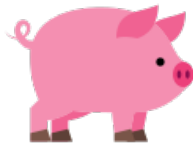
Monkey
Animal

0/1/2

Combat; Give 2/4/6 power to front friend.

Pig
Animal

1/2/4

When Sold; You may immediately draft 1/1/2 cards from the market.

Scorpion
Animal

0

Pre combat; All animals in the same column as this scorpion are wounded.

Carrion
Animal

0/1/2

Combat; Add 1/2/3 power for each wounded friend.

Puffin
Animal

0/1/2

Draft; Before drafting, you may draw up to 1/2/3 cards from the deck. All cards must be kept.

Frog
Animal

1/2/3

Draft; The frog may replace an existing stack, then replace that entire stack into your tableau as if just drafted.

Cat
Animal

0/1/2

When sold: Earn an additional 0/1/2 victory points.

Mosquito
Animal

2/2/3

Pre combat; Roll one die. All stacks of level 0/1/2 in the rolled column are wounded. On a 6 you choose the column.

Horse
Animal

0/1/2

Combat; Get additional 1/2/3 power for each unwounded *neigh*bour.

Bee
Animal

2/3/4

When wounded: You may immediately sell this stack. If you do, you may draft 1/1/2 cards from the market.

Dog
Animal

0/1/2

Combat: Gain additional 1/2/3 power for each empty space in your tableau.

Chocolate
Food

When equipped: Tuck this chocolate under the equipped stack. Chocolate count as an animal of that type.

Honey
Food

When wounded: You may immediately sell this stack. If you do, you may draft 1/1/2 cards from the market.

Sushi
Food

The equipped stack gain 3 power.

Melon
Food

The equipped stack gains 1 power and cannot be wounded.