

<p>Consume</p> <p>6</p> <p>Feed on an adjacent enemy. 4 damage. Heal 4 damage. Remove an Ongoing of your choice off target enemy.</p>	<p>Consume</p> <p>6</p> <p>Feed on an adjacent enemy. 4 damage. Heal 4 damage. Remove an Ongoing of your choice off target enemy.</p>	<p>Consume</p> <p>6</p> <p>Feed on an adjacent enemy. 4 damage. Heal 4 damage. Remove an Ongoing of your choice off target enemy.</p>
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<p>Secrete</p> <p>2</p> <p>Secrete a layer of mucus. All adjacent enemies are unable to move this turn. 3 damage to all affected enemies.</p>	<p>Secrete</p> <p>2</p> <p>Secrete a layer of mucus. All adjacent enemies are unable to move this turn. 3 damage to all affected enemies.</p>	<p>Secrete</p> <p>2</p> <p>Secrete a layer of mucus. All adjacent enemies are unable to move this turn. 3 damage to all affected enemies.</p>
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<p>Crawl</p> <p>8</p> <p>Move to an adjacent square. Play another card.</p>	<p>Crawl</p> <p>8</p> <p>Move to an adjacent square. Play another card.</p>	<p>Curl</p> <p>2</p> <p>Curl into a ball, and select a straight line direction. Roll in that direction until contacting another player or the edge of the board. If you contact an enemy, you cast 'Secrete'.</p>
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<p>Curl</p> <p>2</p> <p>Curl into a ball, and select a straight line direction. Roll in that direction until contacting another player or the edge of the board. If you contact an enemy, you cast 'Secrete'.</p>	<p>Snail</p> <p>2</p> <p>Ongoing. You turn into a snail and have an external shell. Reduce each incoming attack by 2 damage. This card stacks. Minimum 1 damage taken per damage instance.</p>	<p>Snail</p> <p>2</p> <p>Ongoing. You turn into a snail and have an external shell. Reduce each incoming attack by 2 damage. This card stacks. Minimum 1 damage taken per damage instance.</p>
<p>Smothered and Covered</p> <p>5</p> <p>You may smother an adjacent square. You and all enemies on that square lose the rest of this turn, and the next turn.</p>	<p>Smothered and Covered</p> <p>5</p> <p>You may smother an adjacent square. You and all enemies on that square lose the rest of this turn, and the next turn.</p>	<p>Pseudopod</p> <p>8</p> <p>Ongoing. Using 'Crawl' now allows you to move twice.</p>
<p>Slugs Aren't Slow</p> <p>5</p> <p>Ongoing. The 'Crawl' ability now has a speed of 1.</p>	<p>Dessication</p> <p>6</p> <p>Remove 2 Ongoing abilities of your choice from each enemy hero within 2 squares range.</p>	<p>Dessication</p> <p>6</p> <p>Remove 2 Ongoing abilities of your choice from each enemy hero within 2 squares range.</p>

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