

<p>Dig</p> <p>8</p> <p>Create a hole in the ground at your current tile. You may move to an adjacent space and play another card.</p>	<p>Dig</p> <p>8</p> <p>Create a hole in the ground at your current tile. You may move to an adjacent space and play another card.</p>	<p>Dig</p> <p>8</p> <p>Create a hole in the ground at your current tile. You may move to an adjacent space and play another card.</p>
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<p>Burrow</p> <p>4</p> <p>If you are currently standing on a hole tile, you may burrow into the hole and surface at any hole tile. The hole you surface at is destroyed. Heal 3 health. Play another card.</p>	<p>Burrow</p> <p>4</p> <p>If you are currently standing on a hole tile, you may burrow into the hole and surface at any hole tile. The hole you surface at is destroyed. Heal 3 health. Play another card.</p>	<p>Burrow</p> <p>4</p> <p>If you are currently standing on a hole tile, you may burrow into the hole and surface at any hole tile. The hole you surface at is destroyed. Heal 3 health. Play another card.</p>
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<p>Forepaw Clap</p> <p>6</p> <p>You clap your forepaws together, striking a span of 3 adjacent tiles. Enemies hit take 5 damage and are pushed one tile away. Discard an Ongoing of your choice from each enemy hit this way.</p>	<p>Forepaw Clap</p> <p>6</p> <p>You clap your forepaws together, striking a span of 3 adjacent tiles. Enemies hit take 5 damage and are pushed one tile away. Discard an Ongoing of your choice from each enemy hit this way.</p>	<p>Forepaw Clap</p> <p>6</p> <p>You clap your forepaws together, striking a span of 3 adjacent tiles. Enemies hit take 5 damage and are pushed one tile away. Discard an Ongoing of your choice from each enemy hit this way.</p>

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<p>Moleskin</p> <p>1</p> <p>You take no damage this turn or next.</p>	<p>Insectivore</p> <p>5</p> <p>You take a bite out of an adjacent enemy for 7 damage. Your paralysis toxins prevent the enemy from moving this turn. Enemy discards 2 cards.</p>	<p>Insectivore</p> <p>5</p> <p>You take a bite out of an adjacent enemy for 7 damage. Your paralysis toxins prevent the enemy from moving this turn. Enemy discards 2 cards.</p>
<p>Insectivore</p> <p>5</p> <p>You take a bite out of an adjacent enemy for 7 damage. Your paralysis toxins prevent the enemy from moving this turn. Enemy discards 2 cards.</p>	<p>Insectivore</p> <p>5</p> <p>You take a bite out of an adjacent enemy for 7 damage. Your paralysis toxins prevent the enemy from moving this turn. Enemy discards 2 cards.</p>	<p>Holey Moley</p> <p>5</p> <p>In a divine act of levitation you move 3 tiles this turn.</p>
<p>Holey Moley</p> <p>5</p> <p>In a divine act of levitation you move 3 tiles this turn.</p>	<p>Extra Thumbs</p> <p>9</p> <p>Ongoing. 'Forepaw Clap' now hits every adjacent enemy, does 2 extra damage, pushes 2 tiles away, and strips 2 Ongoing.</p>	<p>Underground Breathing</p> <p>10</p> <p>Ongoing. Ending your turn on a hole allows you to draw another card and heal 2 health. This effect stacks.</p>
<p>Underground Breathing</p> <p>10</p> <p>Ongoing. Ending your turn on a hole allows you to draw another card and heal 2 health. This effect stacks.</p>	<p>Shrew</p> <p>10</p> <p>Ongoing. Every turn you may move to an adjacent tile with speed 7.</p>	<p>Star-Nose</p> <p>9</p> <p>Ongoing. 'Dig' can now create holes up to 2 spaces away.</p>

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