

Shish Kabob 5 Charge forward in a straight line up to 3 tiles. Any encountered allies or enemies are pushed forwards along the way, until the outermost player in the shish kabob contacts a border. Deals 4 damage to enemies that are moved/hit.	Shish Kabob 5 Charge forward in a straight line up to 3 tiles. Any encountered allies or enemies are pushed forwards along the way, until the outermost player in the shish kabob contacts a border. Deals 4 damage to enemies that are moved/hit.	Shish Kabob 5 Charge forward in a straight line up to 3 tiles. Any encountered allies or enemies are pushed forwards along the way, until the outermost player in the shish kabob contacts a border. Deals 4 damage to enemies that are moved/hit.
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Flipper 4 Flip an adjacent enemy to any adjacent tile of your choice. 5 damage.	Dorsal Revorsal 3 Swim upside down this turn. Any damage taken the rest of this turn will heal you instead. You may play another card.	Dorsal Revorsal 3 Swim upside down this turn. Any damage taken the rest of this turn will heal you instead. You may play another card.
Dorsal Revorsal 3 Swim upside down this turn. Any damage taken the rest of this turn will heal you instead. You may play another card.	This Blows 6 Target an adjacent enemy or ally with your blowhole. The target is pushed away in a straight line until contacting a border or occupied tile. Target loses the rest of this turn.	This Blows 6 Target an adjacent enemy or ally with your blowhole. The target is pushed away in a straight line until contacting a border or occupied tile. Target loses the rest of this turn.

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<p>This Blows</p> <p>6</p> <p>Target an adjacent enemy or ally with your blowhole. The target is pushed away in a straight line until contacting a border or occupied tile. Target loses the rest of this turn.</p>	<p>Deep Dive</p> <p>8</p> <p>Plunge into the depths and resurface at another point. You may move to any unoccupied tile. Draw up to 2 cards. Lose your next turn.</p>	<p>Deep Dive</p> <p>8</p> <p>Plunge into the depths and resurface at another point. You may move to any unoccupied tile. Draw up to 2 cards. Lose your next turn.</p>
<p>Deep Dive</p> <p>8</p> <p>Plunge into the depths and resurface at another point. You may move to any unoccupied tile. Draw up to 2 cards. Lose your next turn.</p>	<p>Tail Fluke</p> <p>4</p> <p>Flop your tail in a straight line of distance 2 tiles. Any enemies hit have 2 Ongoing of your choice stripped and take 3 damage. You are propelled in the opposite direction 1 space.</p>	<p>Tail Fluke</p> <p>4</p> <p>Flop your tail in a straight line of distance 2 tiles. Any enemies hit have 2 Ongoing of your choice stripped and take 3 damage. You are propelled in the opposite direction 1 space.</p>
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<p>Blubber Butt</p> <p>10</p> <p>Ongoing. If you take an instance of damage, you have the option to immediately bounce away 2 tiles in a straight line of any direction.</p>	<p>Breathing Hole</p> <p>9</p> <p>Ongoing. At the end of each turn, heal for 2 health for each enemy you are adjacent to. This effect stacks.</p>	<p>Breathing Hole</p> <p>9</p> <p>Ongoing. At the end of each turn, heal for 2 health for each enemy you are adjacent to. This effect stacks.</p>
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