|  |  |  |
| --- | --- | --- |
| 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. |
| 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. | Flipper  4  Flip an adjacent enemy to any adjacent tile of your choice. 5 damage. |
| Flipper  4  Flip an adjacent enemy to any adjacent tile of your choice. 5 damage. | Flipper  4  Flip an adjacent enemy to any adjacent tile of your choice. 5 damage. | Flipper  4  Flip an adjacent enemy to any adjacent tile of your choice. 5 damage. |
| 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. |
| Gnarwhale | Gnarwhale | Gnarwhale |
| Gnarwhale | Gnarwhale | Gnarwhale |
| Gnarwhale | Gnarwhale | Gnarwhale |
| Gnarwhale | Gnarwhale | Gnarwhale |
| Gnarwhale | Gnarwhale | Gnarwhale |
| 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. | Deep Dive  8  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. | Deep Dive  8  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. |
| Deep Dive  8  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. | Tail Fluke  4  Flop your tail in a straight line of distance 2 tiles. Any enemies hit have 2 Ongoings of your choice stripped and take 3 damage. You are propelled in the opposite direction 1 space. | Tail Fluke  4  Flop your tail in a straight line of distance 2 tiles. Any enemies hit have 2 Ongoings of your choice stripped and take 3 damage. You are propelled in the opposite direction 1 space. |
| Tail Fluke  4  Flop your tail in a straight line of distance 2 tiles. Any enemies hit have 2 Ongoings of your choice stripped and take 3 damage. You are propelled in the opposite direction 1 space. | Tail Fluke  4  Flop your tail in a straight line of distance 2 tiles. Any enemies hit have 2 Ongoings of your choice stripped and take 3 damage. You are propelled in the opposite direction 1 space. | Tail Fluke  4  Flop your tail in a straight line of distance 2 tiles. Any enemies hit have 2 Ongoings of your choice stripped and take 3 damage. You are propelled in the opposite direction 1 space. |
| Blubber Butt  10  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. | Breathing Hole  9  Ongoing. At the end of each turn, heal for 2 health for each enemy you are adjacent to. This effect stacks. | Breathing Hole  9  Ongoing. At the end of each turn, heal for 2 health for each enemy you are adjacent to. This effect stacks. |
| Breathing Hole  9  Ongoing. At the end of each turn, heal for 2 health for each enemy you are adjacent to. This effect stacks. | Ivory Tusk  10  Ongoing. Hitting an enemy with 'Shish Kabob' causes them to lose the rest of their turn. | Beached Whale  9  Ongoing. If you take an instance of damage, you may immediately draw up to 2 cards. |
| Gnarwhale | Gnarwhale | Gnarwhale |
| Gnarwhale | Gnarwhale | Gnarwhale |
| Gnarwhale | Gnarwhale | Gnarwhale |
| Gnarwhale | Gnarwhale | Gnarwhale |
| Gnarwhale | Gnarwhale | Gnarwhale |