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| Dig  8  Create a hole in the ground at your current tile. You may move to an adjacent space and play another card. | Dig  8  Create a hole in the ground at your current tile. You may move to an adjacent space and play another card. | Dig  8  Create a hole in the ground at your current tile. You may move to an adjacent space and play another card. |
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| Burrow  4  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. | Burrow  4  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. | Burrow  4  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. |
| Burrow  4  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. | Cave-In  4  You may select an existing hole and collapse it. If you do so all enemies on or adjacent to that tile cannot move this turn and take 3 damage. The hole is now destroyed. | Cave-In  4  You may select an existing hole and collapse it. If you do so all enemies on or adjacent to that tile cannot move this turn and take 3 damage. The hole is now destroyed. |
| Forepaw Clap  6  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. | Forepaw Clap  6  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. | Forepaw Clap  6  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. |
| Mighty Mole | Mighty Mole | Mighty Mole |
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| Forepaw Clap  6  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. | Forepaw Clap  6  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. | Moleskin  1  You take no damage this turn or next. |
| Moleskin  1  You take no damage this turn or next. | Insectivore  5  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. | Insectivore  5  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. |
| Insectivore  5  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. | Insectivore  5  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. | Holey Moley  5  In a divine act of levitation you move 3 tiles this turn. |
| Holey Moley  5  In a divine act of levitation you move 3 tiles this turn. | Extra Thumbs  9  Ongoing. 'Forepaw Clap' now hits every adjacent enemy, does 2 extra damage, pushes 2 tiles away, and strips 2 Ongoings. | Underground Breathing  10  Ongoing. Ending your turn on a hole allows you to draw another card and heal 2 health. This effect stacks. |
| Underground Breathing  10  Ongoing. Ending your turn on a hole allows you to draw another card and heal 2 health. This effect stacks. | Shrew  10  Ongoing. Every turn you may move to an adjacent tile with speed 7. | Star-Nose  9  Ongoing. 'Dig' can now create holes up to 2 spaces away. |
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