Balloon Fish



Enemy - Monster

Craft: 4
If you win and have a Fishing Rod, you may take the Balloon Fish as a *catch* instead of a trophy.

3

Balloon Fish



Enemy - Monster

Craft: 4
If you win and have a Fishing Rod, you may take the Balloon Fish as a *catch* instead of a trophy.

3

Beaver Dam



Place

Local beavers are changing the flow of the river.
Draw the top 4 cards of the Fishing deck. ***Drown*** one and place the rest back in any order.

6

Swamp Mage



Stranger

She can grant you power in exchange for some fish. You may discard a *catch* to draw as many cards from the Spell deck as that *catch's* trophy value and take one. If that amount is higher than 4; take up to your Spell limit instead.

4

Fishbone Blade



Object

Weapon
Add 1 to your Strength in battle.

Add 3 to your Strength in battle instead if you have a Whopper *catch* or Object.

5

Fishing Contest



Event

All characters may choose one of their *catches*. Those without a *catch* may draw the top card of the Fishing deck, if it is an Enemy, they may encounter it and take it as a *catch*, if able. If it isn't an Enemy, discard it. The character with the most valuable *catch* gains 1 Strength or Craft.

1

Fishing Contest



Event

All characters may choose one of their *catches*. Those without a *catch* may draw the top card of the Fishing deck, if it is an Enemy, they may encounter it and take it as a *catch*, if able. If it isn't an Enemy, discard it. The character with the most valuable *catch* gains 1 Strength or Craft.

1

Fishing Rod



Object

After encountering a space with a Fishing token, you may ***Cast your Line***. Refer to the Encountering Fishing Areas on the Fishing reference card.

5

Fishmonger



Stranger

She will pay a high price for good quality seafood.
You may discard a *catch* and gain gold equal to it's Strength or Craft.

4

Fish Plaque



Object

At any time, you may discard the plaque to add 2 to the trophy value of one of your *catches*.

5

Fish Plaque



Object

At any time, you may discard the plaque to add 2 to the trophy value of one of your *catches*.

5

Fishsoul Staff



Object

Weapon
Add 1 to your Craft in psychic combat.

Add 3 to your Craft in psychic combat instead if you have a Whopper *catch* or Object.

5

Flying Fish



Enemy - Monster

Strength: 4
If you win and have a Fishing Rod, you may take the Flying Fish as a *catch* instead of a trophy.

2

Flying Fish



Enemy - Monster

Strength: 4
If you win and have a Fishing Rod, you may take the Flying Fish as a *catch* instead of a trophy.

2

Great Gurglemurg



Event

A horrific deity worshiped by the frogfolk curses those who refuse tribute.
All characters must discard a *catch*. Those without a *catch* or the character with the lowest value *catch* must lose a life. If a character discards a Whopper, they may gain a Strength or a Craft.

1

Grub



Enemy - Animal

Strength: 1
If you roll a 1 or 2 while ***Casting your Line***; you may discard the Grub as a trophy to change that roll to a 5.

2

Gurry



Place

A pile of fish guts has been dumped here. Roll 1 die to see if anything good was missed.
1) Now you stink. Miss a turn.
2-3) Nothing here.
4-6) Take an Enemy from the Fishing deck as a *catch* and place a fate on this card. When the third fate would be placed, discard the Gurry.

6

Lost Tacklebox



Event

Looks like some careless angler left this behind.
Draw from the Fishing deck until you find a ***Lure*** and take it. If there none in the deck, you may take one from any other character in your Region instead.

1

