Lucky Beginner



Follower

If you draw a Whopper from the Fishing deck, you may encounter it regardless of your Strength/ Craft or roll.

If your Strength or Craft is 7 or more, discard the Lucky Beginner and gain 2 gold.

5

Master Fisher



Stranger

He's proud to see the new generation of fishermen. The first charcater with a ***catch*** with a Strength or Craft of at least 6 to visit the Master Fisher gains 1 Strength or Craft. Once a character has done so, the fisher returns to the lakes of the discard pile.

4

Migration Route



Event

The fish you caught were heading somewhere, can you follow? All characters add the total of their ***catches***. The character with the highest total may take a second turn after their next one. The character with the lowest total misses their next turn.

1

Murky Ponds



Place

Recent rainfall is expanding the wetlands around the realm. Place a Bog Terrain card and a Fishing token on any space in the Outer or Middle Region that does not already have either. If one or both aren't available, discard the Murky Ponds.

6

Overfishing



Event

The ecosystem can only handle so much before needing time to recover.
All characters with trophies from the Fishing deck that could be taken as ***catches*** but are not, must discard those trophies or miss a turn for each.

1

Pisces



Event

The stars that are out tonight shine down to bless the local anglers.
The character with the most valuable ***catch*** gains their full complement of Spells.

1

Polluted River



Event

A disease in the Storm River might be effecting the fish. Starting with yourself and moving clockwise, roll 1 die for each of your ***catches***.
1) Discard it.
2) Decrease its trophy value by 2.
3-6) Nothing happens.

1

Spear Fisher



Follower

If you defeat a character in battle or psychic combat, you may take one of their ***catches*** instead of your usual reward.

5

Swamp Thug



Enemy - Monster

Strength: 5
You're fishing in frogfolk territory. Add 1 to the thug's Strength and trophy value for every ***catch*** you have.

2

Swamp Hexer



Enemy - Monster

Craft: 5
The dead of the wetlands empower his magic. Add 1 to the hexer's Craft and trophy value for every ***catch*** you have.

3

Trained Gull



Stranger

For an offer of fish, it'll fetch you something good. You may discard a ***catch*** or a trophy from the Fishing deck to draw the top 4 cards of the Fishing deck. If you draw any Objects, you may take one. ***Drown*** the rest. If the Object is a Whopper, discard the Gull at the end of your turn.

4

Waited Fish



Object

Cursed
You must take the Waited Fish as a ***catch***.

As a ***catch***, this card has a trophy value of 0. It's value may not be changed and it may not be discarded by any means other than visiting the City.

5

Wildman Fisher



Follower

The Wildman Fisher will join the character with the most valuable ***catch***.

Once per turn, add 1 to your attack score or to your movement roll.

5

