Arcanase



Enemy - Monster

Craft: ?
An ancient fish beaming with magical energy. The Arcanase's Craft is equal to your own, including all bonuses. The Arcanase must be taken as a ***catch*** when defeated. It's trophy value becomes equal to your Craft or up to a maximum of 7.

3

Bass



Enemy - Animal

Strength: 2
A fairly common sight for most anglers. While you have the Bass as a ***catch***; add 2 to it's trophy value.

2

Bass



Enemy - Animal

Strength: 2
A fairly common sight for most anglers. While you have the Bass as a ***catch***; add 2 to it's trophy value.

2

Betta



Follower

Cursed
Add 1 to your attack score.

You may not gain any other Followers from the Fishing deck. If you draw one, ***drown*** them.

5

Blue Lure



Object

Trinket - Lure
If your roll when ***Casting your Line*** was 4 or higher; gain a Spell, if your Craft allows.

5

Busy Beaver



Follower

You may build a Raft when you are in the Woods or the Forest.

5

Catfish



Enemy - Animal

Strength/Craft: 3
While you have the Catfish as a trophy; add 1 to your rolls at the Tavern.
If you have the Catfish as a ***catch***, you may choose the result at the Tavern instead.

3

Cowerstar



Magic Object

Cursed
If another character ends their movement on your space, they may take one of your ***catches*** instead of encountering the space like normal. You may discard the Cowerstar by rolling a 5 or 6 when ***Casting your Line***.

5

Crocodile



Enemy - Animal

Strength: 4
It's scaly hide is tough. If you defeat the Crocodile; roll 1 die. On a 5 or 6, the battle is considered a stand-off instead.

2

Good Day's Fishing



Event

The sun's shining and the water is clear. Depending on your roll when ***Casting your Line***, draw that many cards from the Fishing deck and choose one to encounter. You may encounter Whoppers this way, even if you do not meet regular requirements.

1

Goyder



Enemy - Animal

Strength: 1
A fish this common won't get you noticed. While you have the Goyder as a trophy or ***catch***, decrease the trophy value of all of your other Fishing deck trophies and ***catches*** by 1.

2

Goyder



Enemy - Animal

Strength: 1
A fish this common won't get you noticed. While you have the Goyder as a trophy or ***catch***, decrease the trophy value of all of your other Fishing deck trophies and ***catches*** by 1.

2

Green Lure



Object

Trinket - Lure
When you defeat an Enemy from the Fishing deck, add 1 to its trophy value.

5

Grindylow



Enemy - Fae

Craft: 5
It lures you to a watery grave. You may discard your Fishing Rod to evade the Grindylow. If you are defeated, you are killed!

3

Hippopotamus



Enemy - Animal

Strength: 6
It's more muscle than fat. If you defeat the Hippopotamus, roll 1 die. On a 4+, the battle is considered a stand-off instead.

2

Hogfish



Enemy - Animal

Strength/Craft: 2
While you have the Hogfish as a ***catch***; you may add 1 to your rolls when you visit the Enchantress.

3

Hoop of the Koi



Magic Object

Add 1 to your Strength in battle.

If your attack die is lower than your Strength value, roll 1 die and add the result to your attack score.

5

Kibaru



Event

Depending on your roll when you ***Cast your Line***, receive the following from the Kibaru;
3) Decrease the value of one of your ***catches*** by 1 or lose 1 gold.
4-5) Increase the value of one of your ***catches*** by 1 or gain 1 gold.
6) Increase the value of one of your ***catches*** by 2 or gain a Spell.

1

