Broken Line



Event

Something bit your hook faster than you could react.
Depending on your roll when ***Casting your Line***, the following happens:
3) Discard your Fishing Rod.
4) Discard any ***Lures*** you have.
5) Nothing happens
6) You'll be ready next time, take another turn.

1

Legionfish



Enemy - Monster

Strength/Craft: 3
Add the Strength (if battle) or Craft (if psychic combat) of your most valuable ***catch*** to the Legionfish's. If you win and take the Legionfish as a ***catch***, discard that chosen ***catch*** and add it's Strength or Craft to the Legionfish's trophy value.

3

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 are none in the deck, you may take one from any other character in your Region instead.

1

Marlin



Enemy - Animal

Strength: ?
It's bladed nose can pierce steel! The Marlin's Strength is equal to your own, including all bonuses. The Marlin must be taken as a ***catch*** when defeated. It's trophy value becomes equal to your Strength or up to a maximum of 7.

2

Neon Tetra



Follower

If you are defeated in battle and are about to lose a life, roll 1 die.
If you roll lower than your Craft value, the tetra's ***glowing scales*** distract the enemy. You do not lose a life, though you still lost the battle.

5

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

Perch



Enemy - Animal

Strength: 2
A common river fish that won't go down without a struggle. Add 1 to the Perch's trophy value if you drew it by rolling a 5 or 6.

2

Perch



Enemy - Animal

Strength: 2
A common river fish that won't go down without a struggle. Add 1 to the Perch's trophy value if you drew it by rolling a 5 or 6.

2

Pike



Enemy - Animal

Strength: 4
This furious fish is very territorial. If you do not defeat the Pike, place it back on top of the Fishing deck.

2

Pink Lure



Object

Trinket - Lure
When another character in your Region draws a Whopper, you may discard this card to encounter it instead, regardless of your Strength or Craft.

5

Piranah School



Enemy - Animal

Strength: 2
It's a swarm of teeth! Roll 1 die and add the result to the Piranah School's Strength. You may discard a trophy to reduce the result by 1 or a ***catch*** to reduce it by 2. If you are defeated; lose an additional life.

2

Platypus



Enemy - Animal

Craft: 3
This thing is poisonous too?! If you are defeated, kill a Follower or lose an additional life.

3

Polluted River



Event

A disease in the Storm River might be effecting the fish. Depending on your roll when you ***Cast your Line***, apply the following effect:
1) Discard all of your ***catches***.
2-3) Decrease the trophy value of all of your ***catches*** by 2.
4-6) Decrease the trophy value of one of your ***catches*** by 2.

1

River Serpent



Enemy - Monster

Strength/Craft: 7
It strikes at you with poisonous fangs and spines. If you are defeated; lose an additional life.

3

River Spriggans



Event

A pair of mischievous fae creatures offer to help you out for a price. You may pay 1 gold to swap one of your trophies or ***catches*** with one of another player's in your Region.

1

Salmon



Enemy - Animal

Craft: 3
Can you catch the most striking red? Decrease the Salmon's trophy value by 1 if you drew it by rolling a 3 or 4.

3

Salmon



Enemy - Animal

Craft: 3
Can you catch the most striking red? Decrease the Salmon's trophy value by 1 if you drew it by rolling a 3 or 4.

3

Sand Dollars



Object

Exchange immediately for 2 gold and roll 1 die. On a 4 or higher, ***drown*** this card. If not discard it.

5

