Sigilstar



Magic Object

You always have at least one Spell. Draw a new Spell when you cast your last one.

Discard the Sigilstar to gain a Craft.

5

Sturgeon



Enemy - Animal

Strength/Craft: 4

If you are defeated, in addition to losing a life, you must discard a 'Lure' Object or discard your Fishing Rod.

3

Ghost Koi



Follower

You may discard the Ghost Koi to add the trophy value of one of your ***catches*** to your Strength or Craft for the remainder of your turn. The trophy value must match the chosen stat.

5

Tiger Muskie



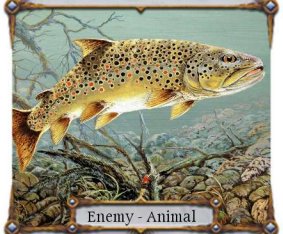
Enemy - Animal

Strength: 6

It fights as savagely as its namesake. If you win, decrease the trophy value of a ***catch*** of another character in your Region by 2.

2

Trout



Enemy - Animal

Strength/Craft: 2

While you have the Trout as a ***catch***; you may add 1 to your rolls when you visit the Mystic.

3

Wishing Fish



Event

You've hooked something ancient and magical. Roll 1 die and add the result from ***Casting your Line***. If the final result is 9 or higher; gain 1 Strength, Craft, fate, gold, Spell or teleport to any space in this Region as your next move.

1

Yellow Lure



Object

Trinket - Lure

When ***Casting your Line***, you may roll 2 die and choose the result. Re-roll any 1's for free.

5







