Fishing -1-

Set up the Fishing Areas

At the beginning of the game, place a Fishing token on the Tavern, all Fields spaces in the Outer region, the Hidden Valley and the Oasis. These are now Fishing areas.

Encountering Fishing Areas

After encountering a space with a Fishing token, you have the option of ***Casting your Line***. If you have a Fishing Rod, roll 1 die with the following results:

1-2) Nothing biting.
3-4) Draw 1 card from the Fishing deck.
5) Draw 1 card from the Fishing deck. You may encounter Whoppers.
6) Draw 2 cards from the Fishing deck and choose one. You may encounter Whoppers.

If a card from the Fishing deck would remain on the space it is drawn from, it is ***drowned*** instead.

Whoppers

Some cards in the Fishing deck have this icon in the corner:

This shows that they are a Whopper and can only be encountered by characters who meet one or both of the following conditions:

- Have 7 or more Strength or Craft.
- Roll a 5 or 6 when ***Casting your Line***.

If you don't meet either of these conditions, ***drown*** the Whopper and draw a new card to replace it.
Enemy Whoppers, unlike other trophies or ***catches***, can not have their trophy value lowered by other cards.

Fisherman



Strength: 4
Craft: 2
Fate: 3
Gold
Life: 4

Special Abilities

You begin the game with a Fishing Rod from the Purchase deck. If you lose your Fishing Rod, you may take one for free when you visit the Village.

You may add 1 to your die roll when ***Casting your Line*** in a Fishing Area.

If you encounter a non-Enemy Whopper, you may encounter it even if you do not meet the requirements to do so.

When you take an Enemy as a ***catch***, gain a Spell, if your Craft allows.

Start: Tavern • Alignment: Neutral

Objects | Followers

Swamp Mage



Strength: 3
Craft: 3
Fate: 3
Gold
Life: 4

Special Abilities

You begin the game with 1 Spell.

At the start of your turn before rolling for movement, if you are in the Forest, Woods or Plains; you may discard a Spell to place a Bog Terrain card and a Fishing token on your space. (only place a Fishing token if your space does not already have one.)

You may evade characters and Enemies in the Bog. You do not need to subtract 1 from your rolls in the Bog.

When you visit the Bog, gain a Spell, if your Craft allows.

Start: Forest • Alignment: Neutral

Objects | Followers

Anglers Guild



All characters start the game with a Fishing Rod from the Purchase deck.

The first character to reach the Crown of Command with ***catches*** that have a combined value of 10 or higher wins the game!



Fishing -2-

Catches

After defeating an Enemy from the Fishing deck, you have the option of taking it as a trophy like normal, or taking it as a *catch* instead. You may only make this choice as soon as combat is over.

Catches are not trophies and are placed separate from them. There are many cards in the Fishing deck and Adventure deck that offer new opportunities for cards taken as *catches*. You may have two *catches* at any time. If you wish to take a new *catch*, you may take one of your current *catches* and revert it into a trophy.

Catch Value

Certain cards can increase or decrease the trophy value of cards you take as *catches* or trophies. When this occurs, place either an amount of Plus or Minus tokens equal to that amount to keep track of that *catch* or trophy's new value.
If that *catch* or trophy is taken by another character, any Plus or Minus tokens remain on it.

Non-Catch Enemies

Not all Enemies in the Fishing deck can be taken as *catches*. This icon will alert you of these Enemies:



