Fishing Rod



Object

After encountering a space with a Fishing token, you may ***Cast your Line***. Refer to the Encountering Fishing Areas on the Fishing reference card.

5

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5

Gurglemancy



Spell

Add 1 to the trophy value of one of your ***catches*** and decrease the trophy value of one of another character's ***catches*** by 1.

Gurglemancy



Spell

Add 1 to the trophy value of one of your ***catches*** and decrease the trophy value of one of another character's ***catches*** by 1.

Conjured Gulls



Spell

Cast when another character gains a ***catch***. Take it as either a trophy or a ***catch***.

Conjured Gulls



Spell

Cast when another character gains a ***catch***. Take it as either a trophy or a ***catch***.



