

You will have the best luck fishing if you have arrived at the fishing event **F** immediately after drawing two large Step Cards; the fish will not be scared away, they will be plentiful and not hiding too deep.

If the card you drew 2 Steps Back was a 10 (=1 step) then during this fishing event **F**, fish may only be found on the 1 highest level of safe water (the A♥ Level.) If the card you drew 2 Steps Back was a King (=4 steps) then during this **F**, fish may be found on the 4 highest levels (A♥, 2♠, 3♥, and 4♥ levels).

After using the most recent Step Card to determine the Depth the fish are at, also re-examine one more previous Step Card (2 Steps Back) to determine how many Levels of safe water currently have fish in them.

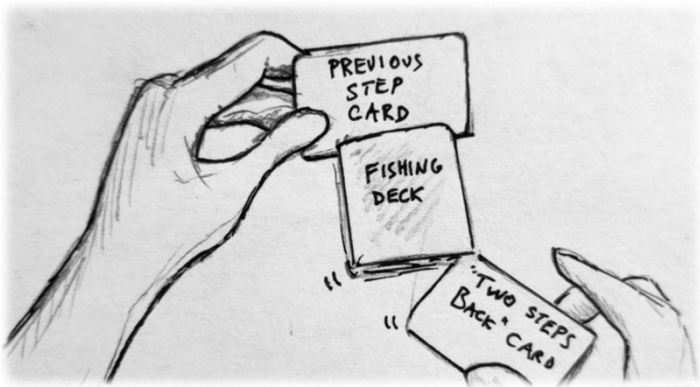
While fishing you may not touch the Fishing Deck directly. You may only touch it using a card held in each hand.

**How to go Fishing** (see image on next pg.)

Take the previous Step Card and hold it like a wall behind the Fishing Deck, to hold the Deck in place.

- Take the next-previous Step Card (2 Steps Back), and hold it flat in front of the Fishing Deck, parallel with your table-top.
- Try to slide the corner of the 2 Steps Back card into the Fishing Deck to cut the deck at/above the ♥ level where fish are located during this F. Try to do this quickly, in one go.
- You get one try. When you're ready, flip over the top of the Fishing Deck to see if you caught anything. Catching a fish gets you +1♥ health!

You can only catch one fish (max) per F.



Gone Fishin'

The world of Deadly Thrones is a dangerous place and fish, it is well known, are towards.

The ♠s represent the Depths of dark waters that fish hide under. The ♥s represent the Levels of safe water where fish can live.

When you encounter a fishing event **F**, re-examine the Step Card that you drew to arrive there. Remove that many ♠s off the top of the Fishing Deck to reduce the Depth. For example, if you drew a 10 and took 1 Step, remove only 1 ♠ card; your previous event was too close, and the fish are scared down deep. If you drew a King and took 4 steps, remove 4 ♠ cards. The fish did not hear the noise of your previous, distant event, and are closer to the surface.

**Structure & Theme of a Fishing Event**

The ♠s represent the Depths of dark waters that fish hide under.

The ♥s represent the Levels of safe water where fish can live.

When you encounter a fishing event **F**, re-examine the Step Card that you drew to arrive there. Remove that many ♠s off the top of the Fishing Deck to reduce the Depth. For example, if you drew a 10 and took 1 Step, remove only 1 ♠ card; your previous event was too close, and the fish are scared down deep. If you drew a King and took 4 steps, remove 4 ♠ cards. The fish did not hear the noise of your previous, distant event, and are closer to the surface.

The world of Deadly Thrones is a dangerous place and fish, it is well known, are towards.

The ♠s represent the Depths of dark waters that fish hide under.

The ♥s represent the Levels of safe water where fish can live.

(Different cards can be used, and fewer cards can be used, but for simplicity I will stick to A-8. Feel free to make your own changes once you are familiar.)

**Always** restore the Fishing Deck to this state after any fishing event.

**Flip the deck face-down**, so that the 8♥ is on the bottom and the 8♠ is on top.

When face-up the cards should be in this order, with 8♥ on top:

- 8 ♠
- 7 ♠
- 6 ♠
- 5 ♠
- 4 ♠
- 3 ♠
- 2 ♠
- A ♠
- A ♥
- 2 ♥
- 3 ♥
- 4 ♥
- 5 ♥
- 6 ♥
- 7 ♥
- 8 ♥

**Setup:**

Build a single Fishing Deck "by arranging, from left-to-right:

- the 6 ♠ cards in Ascending order (A-8)
- and
- the 8♥ cards in Descending order (A-8).

**Example:** You earlier drew a Jack as a step card. Next you draw a Queen, you take 3 steps, & you land on a Fishing Event **F**.

- Previous step card = Queen = 3 steps: Remove three ♠s off the top of the Fishing Deck, reducing Depth for this F.
- "Two Steps Back" card = Jack = 2 Steps. During this F, fish can be found at the 2 highest levels of safe water (the A♥ and 2♥ levels).

You "Go Fishing" and cut the Fishing Deck using the Jack. When you flip over the top half of the Fishing Deck (the cards above where you inserted the Jack) you see that you cut the deck in-between the 2♥ and the 3♥. You just barely caught a fish at the 2♥ level. You could have also caught a fish by cutting between A♥ and 2♥. You cannot ever catch a fish if you cut above A♥ and into the ♠s.

**Mini-Game Rules**

**Fishing Dexterity Game**

These rules allow Fishing events in fan-made Q quests. If you can catch a fish, you gain 1 health !! (Q1+)

This **dexterity-based minigame** requires a deck of around 18 additional cards. I suggest changing the Core Game, using tokens or trackers to track Health & Armor, freeing up the Heart ♥ and Spade ♠ cards to construct the Fishing Deck.

You could also take the cards you need from a second deck of 52 playing cards.

For any Community Designers who add fishing (or a re-themed version) to their Quests, I ask that you add a new symbol to your Event types to indicate a fishing event in the Steps chart.

Instead of ♠, ♥, or ♣, I suggest **F** (U+0191, Latin F with hook)

For any Community Designers who add fishing (or a re-themed version) to their Quests, I ask that you add a new symbol to your Event types to indicate a fishing event in the Steps chart.



Designed by Genghis Pawn  
 Illustration by NightCafe  
 for Josselin Loizeaux's *Deadly Thrones*  
<https://www.deathlythrones.com>