

LAKESIDE CAMP FISH

DIURNEEL

MEDIUM BEAST

Weight	Catch DC
4d8 + 12 LBS. (30 LBS.)	15
Level 5 (180 xp) 40 GP	

These strange eels almost appear to be two creatures in one, with a full pair of eyes set on both sides of their jaws. By day, the lighter-colored half faces upwards, and the creature darts about in the open, hunting for prey. By night, it spins the darker half to the top and lives like a bottom feeder, filtering crustaceans and detritus out of the mud.

GIANT DAMSELFLY NYMPH

TINY BEAST

Weight	Catch DC
1d4 LBS. (2 LBS.)	11
Level 1 (20 xp) 4 SP	

Slender, adolescent forms of the relatively harmless Giant Damselfly, these nymphs will cling tenaciously to anything they can wrap their legs around and begin tearing into it with reckless abandon. Their jaws are better at tearing apart crustaceans and fellow insects than fish or anglers, but that doesn't stop them from trying.

GIGASHAD

MEDIUM BEAST

Weight	Catch DC
3d8 + 3 LBS. (16 LBS.)	13
Level 3 (70 xp) 10 GP	

Enormous compared to other shads, and yet otherwise rather plain fish, Gigashad are said to have become trapped within inland waterways when they grew to their modern size, and have flourished despite this due to the lack of their usual predators.

DIURNEEL



LEAPING BASS

SMALL BEAST

Weight	Catch DC
2d6 + 6 LBS. (13 LBS.)	9
Level 1/4 (5 xp) 1 SP	

Surprisingly athletic for their shape and size, Leaping Bass hunt by finding prey near the surface of the water, launching themselves in that general direction, and landing on their own open mouths with such force that a shockwave is created, stunning everything nearby to be consumed at their leisure.

LILYFISH

TINY BEAST

Weight	Catch DC
0 LBS. (0 LBS.)	8
Level 1/8 (2 xp) 2 CP	

These squat, surface-skimming fish add a shock of color to their tranquil environments with their flowery dorsal fins, which they use to attract bees and other small pollinators into their feeding range.

SEDIMENTARY CATFISH

MEDIUM BEAST

Weight	Catch DC
6d8 + 13 LBS (40 LBS.)	10
Level 1/2 (10 xp) 2 SP	

A creature so sedentary it's possible for them to become literally rooted to the lakebed, Sedimentary Catfish slowly build up layers of siltstone plates across their bodies until they're barely able to swim. Over time, biospheres can take root in their armor.

SUNNY-SIDE SOLE

SMALL BEAST

Weight	Catch DC
2d6+8 LBS. (15 LBS.)	14
Level 4 (110 XP)	20 GP

A scarce freshwater flatfish, the Sunny-Side Sole is notable for its shockingly yellow eyes and white scales speckled with black, making it look almost more delicious before it's fileted than afterwards.

TRIREME BOATMAN

SMALL BEAST

Weight	Catch DC
1d6+2 LBS. (5 LBS.)	12
Level 2 (45 XP)	3 GP

Unnervingly long insects sporting multiple sets of flipper-tipped legs, Trireme Boatmen are some of the fastest creatures in the water. Luckily for everything else, they are primarily herbivorous.

SUNNY-SIDE SOLE



FISHING TABLE

d100	CAUGHT	PAGE	LEVEL	DC	ATTEMPTS	SUCCESSES	XP	MARKET VALUE
01-35	Nothing	N/A	N/A	N/A	N/A	N/A	N/A	N/A
36-45	Random Junk	N/A	N/A	5	1	1	1 XP	1 CP
46-55	Lilyfish	PG. 2	1/8	8	1	1	2 XP	2 CP
56-65	Leaping Bass	PG. 2	1/4	9	1	1	5 XP	1 SP
66-75	Sedimentary Catfish	PG. 2	1/2	10	1	1	10 XP	2 SP
76-80	Giant Damselfly Nymph	PG. 2	1	11	1	1	20 XP	4 SP
81-85	Trireme Boatman	PG. 3	2	12	3	2	67 XP	4 GP
86-90	Gigashad	PG. 2	3	13	3	2	105 XP	15 GP
91-95	Sunny-Side Sole	PG. 3	4	14	3	2	165 XP	30 GP
96-100	Diurneel	PG. 2	5	15	5	3	360 XP	80 GP
100+	Angler determines the result	N/A	N/A	N/A	N/A	N/A	N/A	N/A

CREDITS

Project Lead: BrettUltimus

Map Illustrator: Tom Cartos

Writers: BrettUltimus Ryan Tompkins

Rules Developer: BrettUltimus

Editors: BrettUltimus

Graphic Designers: Varbas

Interior Illustrators: Jack A. Kozitza

This work includes material taken from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.