



## FISHING

*"No matter who you are, where ya come from, or where ya been, fishin' is for everyone. And there's nothin' greater in the whole world than fishing with friends. Take it from me; I'm a bear."*

*-Brynjarr the Bear*

Fishing is the self-defined undertaking of catching fish, and in a world of fantasy, there are many different types of fish that you can catch. What lands on the line can be anything from the typical fish you are familiar with (such as bass or trout), while in other areas, you may catch something far more supernatural - almost aberrant. Fishing can be done out of necessity as a stable food source for a coastal village, or it can be done to harvest rare and wondrous ingredients for potion and item creation. More simply, fishing can also be done for sport and recreation.

### ACTIVITIES

#### Ruleset

Alongside a Short or Long Rest, you can take part in an Activity.

- During a Short Rest - you can complete 1 Activity.
- During a Long Rest - you can complete 2 Activities.

An Activity typically takes 1 hour in the game world's time, but a GM can change it to take less than this. Activities in this book include fishing, progressing a carving project, and progressing a crafting project.

Player Characters still gain the benefits of a Short or Long Rest while taking part in an Activity.

## FISHING

A typical Fishing Activity (or Fishing) may involve one or multiple anglers who wish to fish. To fish, the angler must dedicate an Activity at a Fishing Area and have the appropriate equipment to fish with (usually some sort of Fishing Tackle). A GM will determine what fishing equipment is appropriate. For example, someone who is Noodling may not even require additional equipment.

When multiple anglers in the adventuring party are fishing at the same time, have them roll Initiative as if they were in combat to determine the order in which they will resolve their Fishing Activity.

## FISH

### Term

In this book, we use the term "fish" as a creature an angler can potentially catch through a Fishing Activity, but some of these creatures are not typical fish in a real-world sense. Anglers can catch a variety of beasts, including amphibians and reptiles, as well as otherworldly entities such as elementals and aberrations - all of which fall under the term "fish".

## FISHING ACTIVITY STEP-BY-STEP

1. **Determine Fishing Order.**
2. **Choose your Fishing Style.** The angler in the Fishing Order determines what Fishing Style they will use this attempt.
3. **Roll on the Fishing Table.** The angler in the Fishing Order rolls on the d100 Fishing Table corresponding with the environment. This determines if the angler hooks anything. If a fish is hooked, this starts a Fishing Encounter.
4. **Resolve any Fishing Encounters.** Fishing Checks are made by making Survival Checks against the Fish's Catch DC. The Ability Score used is determined by the Fishing Style the angler is currently using. Some fish require multiple successful Fishing Checks within a defined amount of attempts. These fish are considered to be Lunkers.
5. **Take Turns with other Anglers.** After the angler has resolved their Fishing Activity, begin again with step 2 with the next angler in Fishing Order.
6. **Elapsed Time.** After every angler in the Fishing Order has concluded their Fishing Activity, an hour in the game world will elapse.



## FISHING ORDER

All anglers who wish to fish roll Initiative to determine the Fishing Order.

## CHOOSE A FISHING STYLE

The angler in the Fishing Order determines the Fishing Style they will use in this attempt. Styles determine the Ability Score you use when making your Fishing Checks, which involve Survival. For example, Fly Fishing requires a Dexterity (Survival) Check for your Fishing Check, while Still Fishing requires a Wisdom (Survival) Check.

You can learn more about Advanced Fishing Styles and Techniques that may have additional mechanics, such as Bomb or Fracture Fishing - in the complete book - [Why Slay Dragons when you could be FISHING](#)

## ROLL ON THE FISHING TABLE

The angler in the Fishing Order rolls on the Fishing Table corresponding with the environment to determine if the angler hooks anything. The Fishing Table is a d100 table of fish. Typically, a roll of 1-40 yields no fish. A roll of 41-50 yields junk from the area's Junk Table. 51-100 yields a fish of some sort. If an angler rolls higher than 100 on the Fishing Table, they choose the result. If an angler hooks a fish, they go into a Fishing Encounter.

## RESOLVE ANY FISHING ENCOUNTERS

Fishing Checks are made against the Hooked Fish's Catch DC. Catching fish normally requires 1 successful Fishing Check. If the fish is a Lunker, this extends the Fishing Encounter. Lunkers are modified fish that require multiple Fishing Check successes to catch in an allotted amount of attempts during a Fishing Encounter. Lunkers have a higher Market Value and reward more XP than the base fish. If the angler is successful during the Fishing Encounter, they catch the fish. If they fail, the fish is no longer Hooked, and flees back into the Fishing Area.

## TAKE TURNS WITH OTHER ANGLERS

After the angler has resolved their Fishing Activity, begin again with step 2 with the next angler in Fishing Order.

## ELAPSED TIME

After every angler in the Fishing Order has concluded their Fishing Activity, an hour in the game world will elapse.

# FISHING CATCHES

A fishing catch is a creature that can be hooked in Fishing Areas. This can range from fish you would typically see, like bass or trout, to other non-fish, such as crabs, snakes, eels, and sometimes otherworldly mythical creatures.

## LUNKERS

Anglers dream of catching a big lunker and of their fishing tales being told at taverns all around the world. A Lunker is a modifier applied to existing fish, making them more difficult to catch by requiring multiple successful Fishing Checks within an allotted number of attempts during the Fishing Encounter.

If the angler does not have the required number of successful Fishing Checks within the allotted number of attempts, the Lunker is no longer hooked and escapes. Lunkers grant more XP and have an increased Market Value - their base XP and Market Value are multiplied by the fish's lunker multiplier, rounded down (see Lunker Multiplier).

This book has various examples of Lunkers in each individual Environment section. By going to the Environment's Fish Tables, you will see certain fish requiring a number of successful catches and the number of attempts allotted to the angler during the Fishing Encounter. You can modify these values, returning fish to their non-lunker state, or make them even more challenging.

### LUNKER MULTIPLIER

Lunkers have a Lunker Multiplier that you will use to modify the XP gained and the Market Value of the fish.

- Fish listed have a base XP value and a base Market Value. By default, a Fish's Lunker Multiplier is 1, meaning that without modifying the base fish, you will multiply the Fish's XP and Market Value by 1, meaning there is no change.
- For every additional Attempt that requires a successful Check to catch the fish, you add 1 to the Lunker Multiplier.
- For every additional Attempt that does not require a successful Check to catch the fish, you subtract .5 from the Lunker Multiplier.
  - Example: If a fish requires 2 Successes within an allotted 2 Attempts, the Lunker Multiplier becomes 2.
  - Example: If a fish requires 2 Successes within an allotted 3 Attempts, the Lunker Multiplier becomes 1.5.

- Example: If a fish requires 1 Success within an allotted 2 Attempts, the Lunker Multiplier becomes 0.5.

## MODIFYING A FISH

Your fishing environments will most likely be for different level groups. If so, you can easily modify the fish by replacing the Level, Catch DC, XP, and Market Value with another fish in that same level group. Or, you can use the same rules for Lunkers to modify the fish to be more balanced with your party.

FISH STATS BY LEVEL

LEVEL	PROFICIENCY BONUS	DC	XP	MARKET VALUE
1/8	2	8	2 XP	2 CP
1/4	2	9	5 XP	1 SP
1/2	2	10	10 XP	2 SP
1	2	11	20 XP	4 SP
2	2	12	45 XP	3 GP
3	2	13	70 XP	10 GP
4	2	14	110 XP	20 GP
5	2	15	180 XP	40 GP
6	3	16	230 XP	60 GP
7	3	17	290 XP	100 GP
8	3	18	390 XP	160 GP
9	3	19	500 XP	260 GP
10	4	20	590 XP	340 GP
11	4	21	720 XP	480 GP
12	4	22	840 XP	680 GP
13	4	23	1,000 XP	960 GP
14	5	24	1,150 XP	1,360 GP
15	5	25	1,300 XP	2,000 GP
16	5	26	1,500 XP	2,800 GP
17	5	27	1,800 XP	4,600 GP
18	6	28	2,000 XP	7,600 GP
19	6	29	2,200 XP	12,600 GP
20	6	30	2,500 XP	21,000 GP

## READING THE FISH STAT BLOCK

FISH NAME	
CREATURE SIZE & TYPE	
Weight	Catch DC
<i>weight formula</i> (average weight)	<b>DC</b>
Level (Caught XP)	Market Value

# CREDITS

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