

fishy fountain



a slowquest creation



FISHY FOUNTAIN

Built to honour an ancient fish god, this tiny shrine has since been squatted by a small group of Blegs, who use the location's quirks to trap visitors.

THE BLEGS

Four Blegs live in a hidden cavern next to the shrine, frequently luring victims in to turn them into their favourite food: live fish.

LURING: A trail of treasure is used to lure victims.

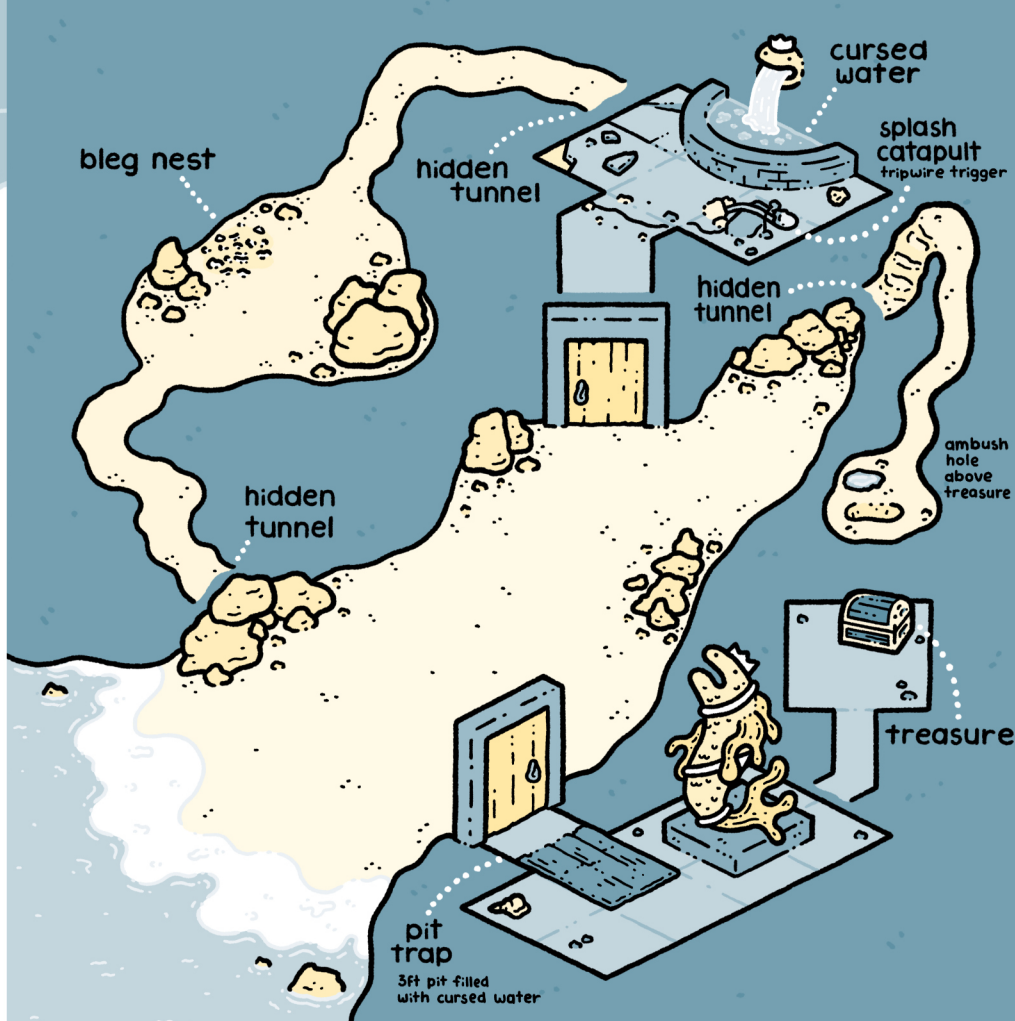
TRAPS: Blegs will only attack directly as a last option, preferring to let their traps do the work.

HUNGRY: Upon transforming a victim, the Blegs will drop everything to try and eat them immediately.

CURSED WATER

A small fountain flows with clear water which holds a powerful curse of transformation.

Living creatures splashed by cursed water must make a DC16 Wisdom save or transform into a fish for 1d8 minutes.



TREASURE

Blegs keep some of the shiniest bits to use as lures for future passers by.



BLEG ♥8 ♣11 ♠30

STR+0 DEX+2 CON+1 INT+0 WIS+1 CHA-1

▶ **SLAP:** ACTION +2 melee, 1d1 bludgeoning

▶ **HURL WATER:** ACTION +3 ranged, 10/20ft

