



BESTIARUM VOCABULUM

Freshwater Monsters & Hazards

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In monster design, freshwater habitats (especially the smaller bodies) are one location series that's often neglected. To help Game Masters looking to add a few little (or not so little) surprises to their ponds, streams, and wells, here is a selection of monsters and living hazards. They are in Labyrinth Lord format, but may include some material from the Advanced Edition Companion, and the disease format comes from Mutant Future.

STREAMS

Bank Gremlin

No. Enc.:	1d4 (2d6)
Alignment:	Chaotic
Movement:	90' (30') Swim: 150' (50')
Armor Class:	7
Hit Dice:	2
Attacks:	1 (bite)
Damage:	1d4+2
Save:	F1
Morale:	4
Hoard Class:	VII



Only two feet tall, bank gremlins don't seem a great threat, but these small humanoids are as vicious as they are ugly, and well adapted for causing trouble around the human(oid) fishing villages and port towns near their lairs. Their large mouths are filled with shark-like teeth, which they use to cut fishing lines, rip nets, or chew through weirs, dock pilings, and small boats. Fish can't be left to dry near the shore where bank gremlins are found, because the creatures will eat their fill and then foul the rest.

Despite all the havoc these little buggers cause, few people try to hunt them. Gremlins have slate-grey skin mottled with brown, and their hair resembles seaweed, so they are hard to spot on land or in the water. Catching them is more difficult: quick ashore, their webbed hands and feet make gremlins even faster while swimming. Their bulging eyes are good for locating prey, and for spotting threats.

Even though gremlins are occasionally hooked like fish, most fisher-folk cut their lines rather than tangle with them. Besides their nasty bite, gremlins have a stabilizing dorsal fin (like a bass) that often carries fish slime disease on the spines. Although they don't transmit it on purpose, the disease makes touching gremlins doubly dangerous.

Gremlins lairs are usually tunnels, up to 150 feet long and 20 feet deep, dug into river banks. There are few chambers and the creatures seem to sleep in the tunnels. Because the shafts are only 8 to 12 inches in diameter, human-sized hunters have to dig gremlins out the hard way.

What little treasure gremlins might have usually comes from two sources: items they find dropped near the water or anything their victims carried. The creatures just drag these things into their tunnels and leave them to rot, not because they value the items, but because they don't want others to have them.

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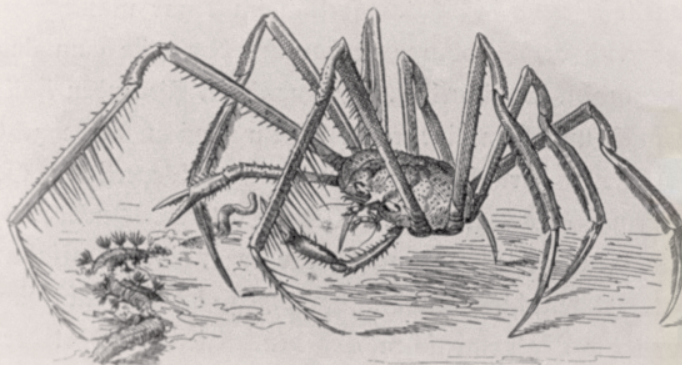
Fish Slime Disease

Save Modifier:	+2
Infection Duration:	3 Days
Affected Stats:	STR -1, CON -3
Damage Per Day:	1d2

There are several varieties of fish slime disease; this strain is commonly spread by bank gremlins. The first symptom is limb weakness, but severe cases can eventually kill a victim by stopping the heart and lungs.

Forest Crab

No. Enc.:	1d4 (2d4)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	4
Hit Dice:	1/2
Attacks:	1 (claw)
Damage:	1d2 plus special
Save:	F0
Morale:	10
Hoard Class:	None



Forest crabs are a hazard to anyone walking near the water's edge. Although 14 inches long, these crayfish are hard to spot: in the water they are black, but ashore, they turn brown as their exoskeletons dry. Forest crabs can survive on land for a few days, usually spending the time foraging for moss, small insects, and similar creatures on trees and shrubs.

But, given the chance, these opportunistic omnivores are known to fall upon people or animals and slice off an ear, nose, or eye. To fall correctly, the crayfish needs a 20 to hit, and then another 20 to sever the body part. If successful, the animal will take an ear 30% of the time; a nose 60% of the time; and an eye 10% of the time. Victims bleed for 1d6 rounds, taking 2 points of damage each round. Only a regeneration spell can restore the lost part.

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Freshwater Jellyfish

Although most might think of jellyfish as saltwater creatures, several real-world species live in fresh water (e.g., a lake in Pennsylvania). In a fantastic world, there could be jellyfish of all sorts — from fiery to flying.

The four jellies described below are in the same family, one that reacts peculiarly to magic. When a specific form of magic is triggered within 50 feet, the jellyfish's power changes it into something else. The intended target is still hit and the area of effect is unchanged, but the results are different. For example, blue jellies change fire spells into acid. The exact cause for this mutation is unknown, but sages commonly site alchemical pollution as a possibility.

Although they possess a mildly painful sting, the damage inflicted by a single jelly is barely a welt. The damage listed in each stat block is for being immersed within a bloom for a turn (10 rounds). The number encountered describes how many creatures are in a small bloom; with the correct conditions, there could be many, many more in one area.

Blue Jelly

No. Enc.:	0 (5d20)
Alignment:	Neutral
Movement:	Swim 30' (10')
Armor Class:	9
Hit Dice:	1/2
Attacks:	1 (tentacles)
Damage:	1d2
Save:	F0
Morale:	12
Hoard Class:	Incidental

Blues are the most numerous among the jellyfish presented here; with enough food and space, an out of control population could include millions of the creatures. They grow up to four inches across and are easy to see in the green or mud-brown temperate waters where they live.

These jellies transform fire magic into a strong acid that does the same amount of damage as the original spell or effect, but also reacts with metal. In effect, the fire attack becomes akin to a rust monster's touch. Although some magic-users keep blue jellies in jars to replicate this effect, the treasure loss this can cause is enough for most adventurers to despise the animals.

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Green Jelly

No. Enc.:	0 (5d100)
Alignment:	Neutral
Movement:	Swim 90' (30')
Armor Class:	9
Hit Dice:	1/2
Attacks:	1 (tentacles)
Damage:	1d3
Save:	F0
Morale:	12
Hoard Class:	Incidental

These jellies grow up to eight inches across and live in streams. They are much faster than blues and can even out-swim some fish. Green jellyfish react to acid, turning it into electricity. Because of this ability, some unscrupulous types dose jelly-filled water with acid. When the creatures trigger, they fry all the fish and other animals in the area, including the jellies. Other people use greens to kill black dragons — electrocuting them with their own breath weapon. If these dragons detect the jellyfish, they use magic to kill them. Running away from jellyfish is too much shame for most dragons to endure, so those facing a bloom of greens simply avoid using their breath nearby and hope winter kills off the animals.

Bitter Jelly

No. Enc.:	0 (5d20)
Alignment:	Neutral
Movement:	Swim 30' (10')
Armor Class:	9
Hit Dice:	1/2
Attacks:	1 (tentacles)
Damage:	1d2
Save:	F0
Morale:	12
Hoard Class:	Incidental

Unlike their cousins, these dull brown, six inch wide creatures are named for their taste and effect, not their coloration. Other fish cannot stand the bitters' unpalatable flesh, but, more interestingly, these jellies also spread hatred within their 50-foot range. They react to charm magic, reversing its effect — so the target detests the caster. Nobles love having the animals around (to prevent spellcasters from trying to control them), and will stock them in ponds on their property or aquariums inside their houses.

In the wild, bitters are almost always found near exposed tree roots. The forms appear to fascinate them, being different from most other things in the water. Bitters can see well enough to differentiate root shapes from other things, and swim toward them. (Some real-world jellies do indeed have eyes, and really good ones at that.)

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Stone Jelly

No. Enc.:	0 (5d100)
Alignment:	Neutral
Movement:	Swim 90' (30')
Armor Class:	9
Hit Dice:	1/2
Attacks:	1 (tentacles)
Damage:	1d3
Save:	F0
Morale:	12
Hoard Class:	Incidental

Another fast jelly, these grey creatures are up to a foot in diameter and live in larger streams. They react to nearby water magic, turning it into polymorphing magic. Anyone subjected to a water spell or effect must save versus spells or be permanently transformed into something else. A remove curse spell can reverse the metamorphosis. Labyrinth Lords should use the reincarnate table to randomly determine results, unless they want to create their own set of possibilities.

Oarfoot

No. Enc.:	1d3 (1d12)
Alignment:	Chaotic
Movement:	120' (40') Swim 60' (20')
Armor Class:	8 (4 underwater)
Hit Dice:	1/2
Attacks:	1 (bite)
Damage:	1d4
Save:	F1
Morale:	6
Hoard Class:	IV

In the distant past, a now-unknown mage created the first oarfeet, transforming cats so they could hunt pond-based rodents. The felines are well-adapted to a semi-aquatic life: their large feet make them slow and ungainly ashore, but agile in the water; and the cats' short, grey or brown hair traps air close their bodies, insulating them from both hot and cold conditions. Despite these modifications, oarfeet remain air breathers and lair on land, hitting the water to fulfill their hunting compulsion. The cats now prey on fish, because the gilled rodents died out long ago, their habitats lost when the ponds filled in.

The cats are occasionally adopted as pets, though some people hate them for stealing fish or muddying local fishing areas. Oarfeet dig up the mud for protection and to hunt. Turbid water makes it harder for predators to spot the cats, and it also draws small fish, which draw larger fish. Sometimes this tactic backfires, and a large pike or catfish ends up eating the oarfoot. They are also hunted by fish-eating owls, some hawk species, and feral dogs.

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Rock Crayfish

No. Enc.:	1d6 (0)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	2
Hit Dice:	1/2
Attacks:	1 (claws)
Damage:	1d3
Save:	F0
Morale:	12
Hoard Class:	None



Although they have the size and shape of small crustaceans, these creatures are actually elementals. Rock crayfish are named for their camouflage, mimicking the most common minerals in the streams and ponds where they live. The creatures feed on mud and slowly erode river beds, which could be useful for communities needing to dredge nearby shallow waters. Unfortunately, rock crayfish are a serious pest.

The danger they present is simple, a defense mechanism from their home plane: when the crayfish grab something, they never let go. After it successfully hits, a rock crayfish inflicts 1d3 points of damage per round until either the target or the elemental is dead. If the victim dies, the crayfish drags the body around until it disintegrates from predation and physical weathering. This means a particular crayfish may not attack 50% of the time, because it's already holding something.

Sooty Tern

No. Enc.:	3d6 (5d100)
Alignment:	Neutral
Movement:	10' (3') Fly 180' (60')
Armor Class:	7
Hit Dice:	1/2
Attacks:	Special
Damage:	Special
Save:	F0
Morale:	3 or 10
Hoard Class:	None

Sooty terns are dark grey birds that have black caps and wing bars, and a wing span of two feet. Their rookeries can be impressive with up to 500 adults clustered on islands or the protected banks of streams, small rivers, and small lakes.

If they were like most other sea birds, people would either eat sooty terns or ignore them. But the terns have a supernatural defense — a cloud of thick smoke that can choke the life from a dragon. Although the smoke acts like

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dust of sneezing and choking, the cloud of an individual adult is only one foot in diameter, and the smoke can't pass below water, so it isn't much of a threat. When an entire rookery is triggered, however, then things get dangerous. Nesting areas are usually clear, unless a predator is sighted and all the adults pop smoke simultaneously. Depending on the size and shape of the rookery, the resulting cloud can be 1,500 feet across.

The birds eat fish, but no fisherman in his right mind thinks of hunting them. When sooty terns die, their dead bodies release smoke. As the bird sinks underwater, the cloud becomes a toxic silt and kills everything within a few feet of the corpse. It might seem like the dead birds could be used as fishing devices (like tossing a grenade in a pond), but a sudden change in wind direction could end up killing the fisherman.

Sludge Eater

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	60' (20') Swim 120' (40')
Armor Class:	6
Hit Dice:	12
Attacks:	1 (spray)
Damage:	1d4 + special
Save:	F6
Morale:	11
Hoard Class:	None

These magically-created monsters clean up polluted streams and rivers. They are usually about 30 feet long and look like black leeches covered in hair-like tentacles. Each sludge eater has three to five eyes surrounding its mouth and a long tail covered with octopus suckers. The suckers help an eater grasp the bottom, and keep it from being washed downstream by a strong current or flood.

If attacked, an eater responds by vomiting a 15-foot long, 5-foot wide cone of chemical goo at its antagonists. This nasty fluid is acidic, inflicting damage and dissolving metal like a rust monster attack. It's also oily and prevents a victim from walking or grabbing anything for 1d4 turns. The liquid does work underwater, but comes out in a 10-foot long line rather than a cone. Saving versus breath weapons allows a target to dodge the spray entirely.

More like machines than living creatures, sludge eaters are commanded with control words and have no set lifespan. Some have been in existence for more than a thousand years and the command words are passed down through generations. If not given direction, eaters sit and wait — until those on land die of exposure and those in the water become silted over.

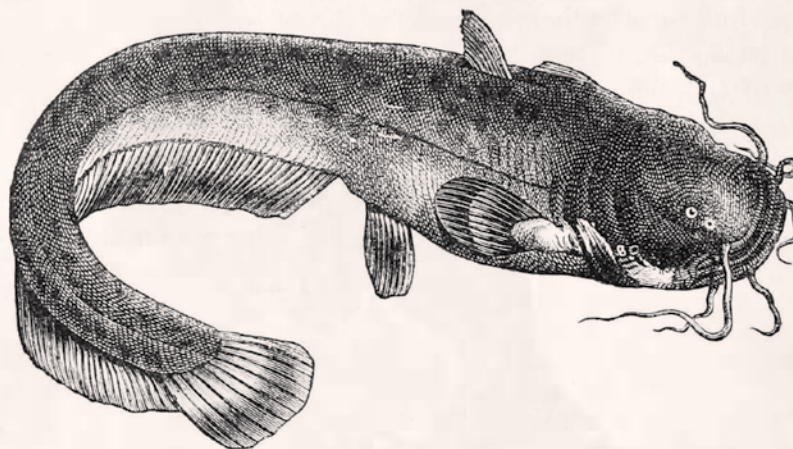
Over the centuries, the creatures make visible changes to rivers. They collect chemicals, corpses, silt, and so on, depositing the various materials where directed. Farmers welcome the silt because it makes good fertilizer and fill for wet lowlands. Other eaters make islands, continually depositing silt at a certain point in a river. First a sand bar develops, then, gradually, the accumulating material pile rises from the water. Once enough soil is gathered to create the desired size island, the eater adds vegetation to control erosion. When finished, the creature either stays to maintain the island or is directed elsewhere for other work.

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Water Serpent

No. Enc.:	1d4 (0)
Alignment:	Neutral
Movement:	Swim 150' (50')
Armor Class:	7
Hit Dice:	2
Attacks:	1 (special)
Damage:	Special
Save:	F2
Morale:	12
Hoard Class:	Incidental



This creature resembles a 4-foot long goosefish and hides on the bottom to blend in with dark gravel or mud. Although called a “serpent,” this is only a nickname — derived from the fish’s ability to telekinetically create snake-headed tentacles from water.

The fish use their power to hunt surface dwellers coming to the water to drink, fish, or boat. The effect’s range is 50 feet and each tentacle can be 10 feet long from base to tip (i.e., the fish can attack targets up to 60 feet away). A tentacle strikes as an 8th level fighter; those who get hit, and weigh less than 200 pounds, are dragged into the water and held under until they drown.

Victims can be freed by using dispel magic, telekinesis, or limited wish spells, or killing the fish. A would-be rescuer could also cast water breathing on the victim. If the target struggles for more than 10 rounds, the fish will give up.

Weir Crayfish

No. Enc.:	1 (3d4)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	4
Hit Dice:	1/2
Attacks:	1 (claw)
Damage:	1d2
Save:	F0
Morale:	10
Hoard Class:	VII (times 10)

Rather than foraging, these 16-inch long, black crustaceans build weirs to trap creatures and floating plants coming downstream. Some intelligent peoples (including goblins and hobgoblins) love the crayfish, stocking streams and small rivers with them. They let the crayfish do all the dirty, wet work constructing the weirs, and then steal the catch. A village may have a dozen or so traps in the waters nearby, and will harvest not only what gets snagged, but also the crustaceans themselves. By using the weirs, a community usually increases its seasonal fishing take by

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5-10% per trap — more than enough benefit to warrant the occasional pinched finger or toe.

Were Elemental

No. Enc.:	1d4 (1d4)
Alignment:	Chaotic
Movement:	60' (20') Swim 180' (60') Fly 240' (80)
Armor Class:	5
Hit Dice:	6
Attacks:	1 (slam)
Damage:	1d8
Save:	F6
Morale:	10
Hoard Class:	Variable

Unlike lycanthropes, these shapechangers were not wounded and stricken with a disease. Instead, they were punished for disrupting the natural world, afflicted until they repair the harm they caused and change their ways. There is only one type of were elemental, but the condition has four alternate forms (earth, air, water, fire), which manifest depending on the kind of damage done.

For example, Magnus the Malevolent dumped alchemical foulness into his local river and got caught by a water spirit, who cursed him. Magnus later transforms into a water elemental and is forced to clean up his mess. Once done, he changes back.

Given the nature of the article, this entry focuses on water were elementals, but the others work in a similar fashion. The water form is triggered by a new moon and those afflicted are usually found where pollution and construction have killed off fish and other aquatic fauna. Elementals remove chemicals in the water by absorbing them, something that shortens the cursed person's lifespan. Offending construction is either destroyed or altered so things can live on it. The latter option is time and labor intensive, because lumber or native stone must be harvested and placed around the existing structure.

Although were elementals might seem like just a clean-up crew, in their altered forms they also become temporary wardens. If other people make the original damage worse, the elementals are very direct in getting offenders to stop. This usually involves violence, but not necessarily against the other's person: a were could attack a factory before going after the workers or owners.

The accursed usually stop transforming and return to their original form when their work is done. However, if they transgress again, their transformation begins anew, possibly as a different kind of elemental. Continuing the example above, ten years later Magnus had a lab accident that caused a massive amount of smoke. On the appropriate moon phase he transforms into an air elemental to deal with the new pollution. If, instead, he had spilled alchemical reagents into a pit, he would have changed into an earth elemental. Because of the long remission period Magnus might have thought himself free, but the were elemental curse is permanent unless cured by a wish.

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Stream Hazards

Loadstone Darter

Darters are cigar-shaped little fish related to perch and walleyes. This variety is green with brown mottling and remarkable for its supernatural magnetic field. Although only about three inches long, the fish draw metal toward themselves — not the other way around. The field only has a range of five feet, but it exerts five tons of pressure: force enough to pull nails from a ship's sheathing or pull armored an character underwater. Because of this, shipwrights don't use metal fasteners in the temperate waters where darters live.

Some of these communities, desperate for protection against ship-borne foreigners, raise the fish in ponds and catapult barrels full of them at pirates or other threatening vessels. Some breaker villages do the same, but to sink and pillage merchant ships. Labyrinth Lords should note that the fish don't actually do anything with the metal; the field is an unconscious defect, and the fish die when they get weighted down.

Glass Fish

Creatures from another world or plane, these 18- to 30-inch long fish have transparent skin and scales. Their internal anatomy is obviously alien and so disturbing to look at that anyone within 20 feet of the fish must save versus stun or be confused for 1d6 minutes. If the water is turbid, this range is reduced to five feet or less. Unfortunately, glass fish take bait easily and have been known to eat hooks, lines, and sinkers. Fisherfolk living near the creatures' territory either kill any glassies they catch by leaving them on shore or try to avoid backwaters the fish frequent.

Ice Snail

Despite being only 1/16 of an inch long, these tiny mollusks can dominate the bottom dweller (benthos) community. Ice snails discourage predators with a simple magical trick: when hit or disturbed, the snail releases an aura of cold. Anyone touching the snail takes 1d4 points of damage, but a save versus death reduces this by half. Any creature swallowing a snail takes 1d4+4 points of damage, with no save allowed. This is enough to kill off most snail-eating fish and other predators found in streams. People who walk through infested waters know to wear heavy boots, which provide them a +4 to their saving throw. The effect lasts one round and kills the snail, which freezes solid. Some possibly clever cooks make use of this power, cultivating the snails to chill foods, but diners often find the technique disgusting.

Snagger

These inch-long snails create traps from their mucus. Anyone with a Strength lower than 12 touching a snagger is stuck until someone stronger frees him, or the mucus dissolves 36 hours later. A victim is not necessarily frozen in place, as stream beds are usually made up of small stones that only inhibit movement. Should someone get stuck to an underwater boulder, diverting the stream (exposing the slime) or casting an air-creation spell allows the adhesive to dry out and weaken in 1d4 rounds. Although the mucus only adheres underwater, some have tried creating water/slime grenades by putting snails into full waterskins. This can cover targets in adhesive, but it breaks down when the water dries in 1d4 rounds.

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Peeler

Everyone on the water hates these 1/2-inch long snails, because their slimy touch acts as a warp wood spell. Although the effect only has a three-inch diameter range, it takes 1d4 turns to work, and the snails only move a foot or so per turn, the creatures can easily ruin any watercraft they crawl on. Fortunately, many animals eat them — even humans, as boiling the snails breaks down the slime, rendering it harmless to wood.

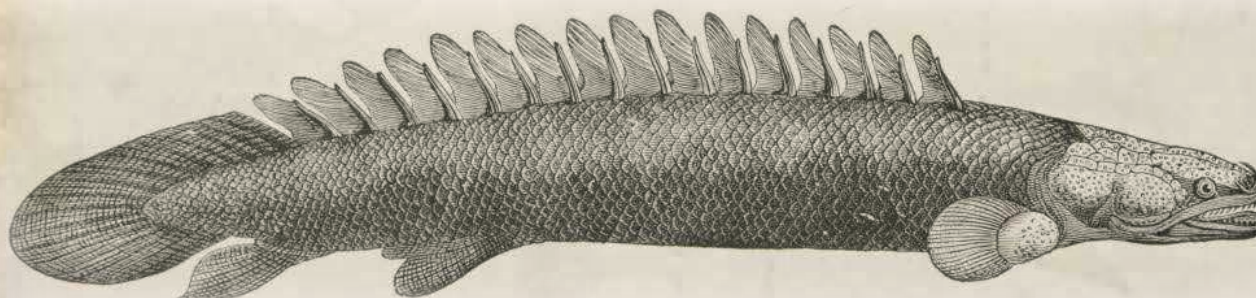
PONDS

Bubble Pike

No. Enc.:	1d6 (2d12)
Alignment:	Neutral
Movement:	Fly 60' (20') Swim 150' (50')
Armor Class:	6
Hit Dice:	1/2
Attacks:	1 (bite)
Damage:	1d4
Save:	F0
Morale:	2 or 10
Hoard Class:	Incidental

Fish from this zebra-striped pickerel species have the ability to control water, “flying” by surrounding themselves in large bubbles of water they levitate through the air. When the food runs out in a particular pond, the fish take to the sky, eating birds and insects while searching for new ponds and lakes to colonize. During their progress, the 6- to 16-inch long pilgrims sometimes spend time in large puddles. They wait hours for birds and insects to come drink, and fly off when they realize no food will be caught.

When predators try taking bubble pike, the fish react violently (morale increases to 10). With their water-control power, they summon others with booming calls. These sound like waves crashing, created in a similar manner on the water bubble’s surface. Even though relatively weak monsters, bubble pike carry fish slime disease and cause many more deaths than their size and power would indicate.



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Mirror Shark

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	Special 300' (100')
Armor Class:	3
Hit Dice:	5
Attacks:	1 (bite)
Damage:	3d4
Save:	F10
Morale:	11
Hoard Class:	None

Mirror sharks are living image, not a three-dimensional biological creatures. They appear to be reflections of a shark (of an unknown species) and have no apparent mass or even existence outside of reflective surfaces. The sharks are so rare that their existence is known only by a few sages and select, very wealthy people who keep them as pets.

Mirror sharks usually live in ponds, and though images, they do not disappear when night falls or the water's surface is disrupted. In fact, only those in or touching the water are vulnerable to the sharks' bite. A shark requires large quantities of food, and must kill at least once per day or starve to death. Any sized creature will suffice, but because the sharks cannot swallow prey, what they take from a victim remains mysterious. It could be psionic or spellcasting ability/potential or it could be a bit of soul or spirit. Because of they do not consume bodies like biological sharks, these creatures would be little use to any crime lord who discovered their existence.

The sharks are not necessarily aquatic, they only require a reflective surface. Touching a mirror to the water allows sharks to move between the two. This is one way the sharks are captured and transported once they have been gated to this plane. If anyone travels to the sharks' home plane, they find a world of bubbles and mirrored walls that support a diversity of life. Oddly, only the shark and a rodent have been able to invade the material plane.

Anchor Slime

This predatory algae feeds on carrion. It grows in green, slimy clots ranging from six inches to several feet long. When living creatures touch anchor slime, they must save versus poison. If they fail, the slime attaches to them and, in one second, increases its mass to 200 pounds. Most animals sink like a rock and drown, becoming more food for the algae.

Getting rid of anchor slime is usually straightforward, if labor-intensive: simply drain the body of water. But in time-sensitive cases (i.e., adventuring or saving a comrade) anchor slime can be killed with herbicides (including the cloud kill spell), death spells (overkill, but effective), and anything else that destroys aquatic plants. It is not like the green slime monster and is not affected by the cure disease spell.

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Frogeye Lily

Although it closely resembles its harmless cousin, the water lily, the frogeye holds a nasty surprise. When something moves within 10 feet, the plant opens its large yellow flower to reveal an eye-like organ. Anyone looking at the eye, from any angle, must save versus stun or be paralyzed.

Victims are often forced to stare until they die from dehydration. If lucky, they might pass out first and collapse into the water. Breaking the line of sight like this, or during a cloudy night, ends the magical gaze attack. During the day, though, this is difficult because patches of frogeye lilies can be 50 feet across and each flower contains an eye.

Techniques for eradicating the plant are the same as those described in the anchor slime entry. However, some communities cultivate the lily, using it as a defense or a trap for the unwary.

Burrow Worm

Possible cousins to the rot grub, these creatures look more like worms than maggots, and they feed on blood, not heart tissue. Once the worms burrow into a victim, they begin drain and weaken the host. An infected character dies in a number of days equal to her Constitution; a creature dies after three days per hit die. For example, Tela (15 CON) and her griffon (7 hit dice) are both exposed to burrow worms while sleeping. The worms will kill Tela in 15 days, while her steed will die in 21. During the infestation the host's effective CON or hit dice are halved. A cure disease, heal, or limited wish spell will kill the worms in a victim.

Fortunately the worms are rare, because part of their life cycle requires basilisk or cockatrice hosts. The worms weaken but don't kill these creatures, reducing their total hit points by five for the few months they are infested. Otherwise, treat the worms as rot grubs.

WELLS

Well Troll

No. Enc.:	1 (1d4)
Alignment:	Chaotic
Movement:	150' (50') Climb 90' (30')
Armor Class:	6
Hit Dice:	3
Attacks:	2 (claws)
Damage:	1d4/1d4
Save:	F3
Morale:	6
Hoard Class:	VI, VII, XI, XII



Well trolls are only three feet tall and weigh about 40 pounds, but their ability to lair in plain sight (in a well) gives them an edge over their larger cousins. They are also craftier than their kin, usually only eating livestock and wild

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animals despite living in a prey-rich environment. Only when times get tough do well trolls start to attack humanoids, most often starting with the local children.

Those who know about well trolls believe the creatures first lived in ponds. When wells were dug, the nocturnal trolls took to them for the darkness and proximity to abundant food and treasure (including coins purposely dropped into the well). If their well is covered over or demolished, the trolls are forced to tunnel out, eventually coming up within 50 feet of the well. Troll hunters aware of this tendency use it to make the creatures easier to find and exterminate. Most also have dogs trained to bark at the scent of troll.

These trolls can live 40-60 years, much of this time spent in tunnel lairs connected to wells near good hunting. They breed every 2-5 years, producing 2-4 young per female. But the trolls have a poor life expectancy because of their size and the hunters, so they need a lot spawn to replace their numbers.

Every 3-4 days, trolls needs a goat or sheep's worth of meat, which they consume above ground so as not to foul their lairs. While livestock and wild game remain plentiful, most trolls allow well builders to take water without trouble. If they wanted, a community could feed their trolls instead of killing them.

Besides resembling the larger species, well trolls also regenerate and have the same weakness to fire and acid. They heal one hit point per round and start doing so two rounds after being harmed.

Muck Beast

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	9
Hit Dice:	4
Attacks:	1 (touch)
Damage:	Special
Save:	F8
Morale:	12
Hoard Class:	Incidental

Born from magical or alchemical pollution, muck beasts are animated clumps of soil and filth about two feet in diameter. They move like snails and leave behind a trail of slime about as acidic as vinegar: with enough time it might kill grass and insects, but won't cause damage.

Although small and slow, muck beasts are very difficult to kill. They are immune to mundane weapons and spells below 3rd level. Trying to drown a beast only makes it stronger: it regenerates two hit points every round it's in water or other liquids. Light won't damage a beast, but will drive it off, which is why the creatures live in wells and sewers rather than ponds and streams.

Its magical origins give the muck beast a special attack, the ability to cast one random 1st level magic-user spell every round. It does this only when attacked or trapped. In the latter case, a beast usually stops when it can free itself with a floating disc, jump, or spider climb spell. There is no limit to the number of spells a beast can cast per day, which makes it more dangerous than it first appears. If a muck beast is slain, its carcass releases noxious gas for a week. For damage and area of effect, the gas is similar to the stinking cloud spell.

Bestiarum Vocabulum

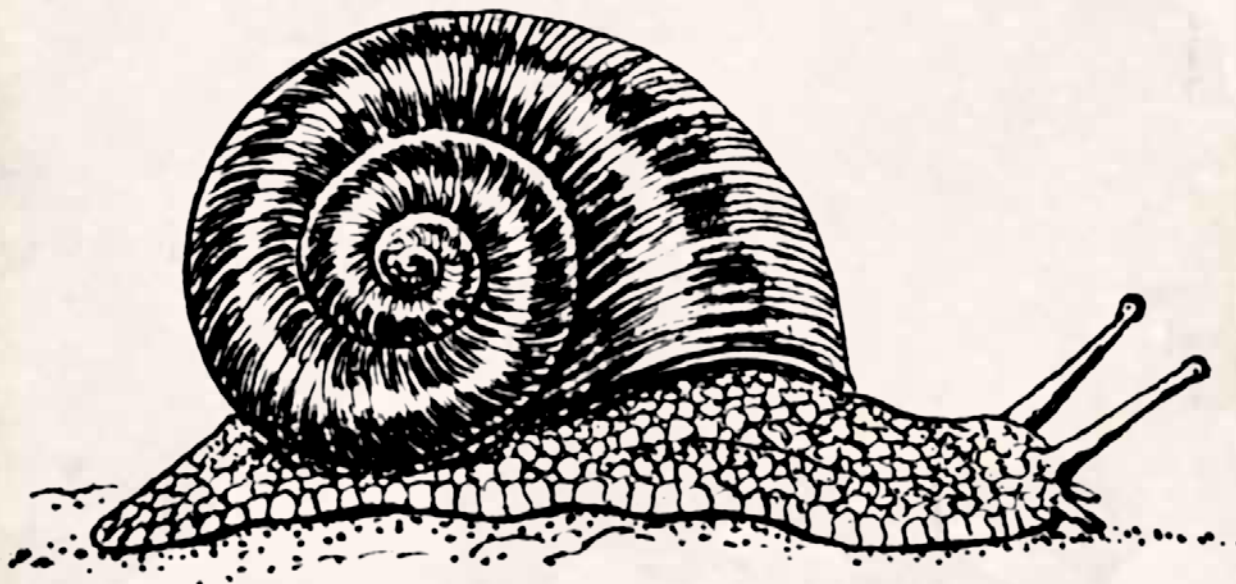
Gut Minnow

These fish are only 1/2 inch long and yet they can bring down the largest of creatures. They are not biological creatures and do not reproduce; they are a kind of living curse, created in whatever manner the Labyrinth Lord wants: ritual, the bestow curse spell, or something else. The various creation methods provide differing appearances and ways of destroying them. Some are affected by dispel magic, others remove curse, and so on.

Minnows are produced and dumped into wells to kill any who take water. Those who drink without paying attention swallow minnows, which then eat the victims from the inside out. A fish does 1d10 points of damage per day and dissolves when a victim dies. Once a person takes in a gut minnow, the only ways to save him are with a cure disease spell or have him drink lye. The second remedy inflicts 2d4 points of damage and effectively paralyzes the victim with nausea for 3d4 hours. The fish die if no one drinks them within one to six months.

Rock Snail

Another living curse, these 1/2 inch long snails are a simple way to render a well useless. Like anchor slime, rock snails increase their mass at will and usually do so after adhering to a well's bucket. An infested well can house 4d4 snails and usually 1d4 snails attach to a bucket, each adding 50 pounds. Although a 50-pound snail might seem like a great source of protein, the snail remains tiny, so this is the recipe for a horrid death. Eradicating the snails is similar to getting rid of gut minnows: dispel magic, remove curse, or leaving them alone until the next killing frost destroys them.



Freshwater Monsters

& Hazards

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