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# DUNGEON DRESSING: FOUNTAINS & POOLS





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# DUNGEON DRESSING: FOUNTAINS & POOLS

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*Tired of your dungeons lacking in verisimilitude? Want to add cool little features of interest to your creations but don't have the time to come up with non-essential details? Want to make your dungeons feel more realistic? Then *Dungeon Dressing* is for you! Each instalment focuses on a common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.*

*This instalment of *Dungeon Dressing* presents loads of great features and details to add to the fountains and pools in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Fountains & Pools* is an invaluable addition to any GM's armoury!*

## CREDITS

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## FOUNTAINS

While often crafted to represent beautiful people, ferocious beasts, heroes or deities fountains also serve a vital function by providing fresh drinking water. Fountains in a dungeon or cavern setting may be artistic creations of the current or past occupants, altars to deities (fair or foul) or results of forced labour.

Without proper care and maintenance, fountains can clog, leak or serve as watery homes to aquatic creatures. Current dungeon occupiers may convert the fountains into cunning traps designed to deter invasion, exploration or slow the encroachment of their rivals.

### FOUNTAIN SUBJECT

Fountains are often crafted to represent a person, power or monster of significance to the designer or owner. One of the first questions characters normally ask about a fountain is what does it look like. Use this table to determine a fountain's basic features before choosing specific characteristics suitable for inclusion in your dungeon.

D%	FOUNTAIN DEPICTS A...
01-10	Tree or other large plant
11-20	Is featureless; it may be a hunk of stone or a block of dressed masonry
21-30	Deity or otherworldly, legendary power
31-40	Magical beast or creature
41-50	Animal
51-60	Local hero
61-70	Legendary hero
71-80	Intricate pattern
81-100	Is a tableaux and has two subjects; roll again on this table ignoring this result

### MAJOR FOUNTAIN FEATURES

Use this table, to generate your fountain's notable characteristics. Some features listed below may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	MAJOR FEATURE
01-05	Water forcefully sprays from the mouth of a carved granite minotaur positioned in the centre of a pool. The minotaur holds a trident above its head.
06-10	A red liquid seeps from the eyes of a marble female elf bust and slowly drips into a surrounding pool.
11-12	A fast-moving stream of water falls from a waist-high trough in the chamber's wall.
13-14	Alternating coloured stone flowers intertwine to decorate a three-tiered basin fountain. The stones are beautifully carved.

15-16	A single flagstone path leads past a large double basin water feature. Mist from the bubbling fountain slickens the surrounding stones <sup>1</sup> .
17-18	Water tumbles from a hole chiselled in the cavern wall and onto the floor, creating a narrow rut in the stone.
19-20	Five lion heads spout water from their mouths into a rectangular sink. Each face has a different expression.
21-22	Ten levels of miniature steps surround a tall fountain. Water tumbles down the steps.
23-24	In the centre of an deep pool stands a tall pillar; water cascades down the pillar's sides.
25-26	In seemingly random patterns, cylinders of liquid shoot back and forth across the room and over a central walkway. The mechanism for powering the jets is hidden <sup>2</sup> and must be found to be disabled <sup>3</sup> .
27-28	Water projects vertically and forcefully from holes in the floor. The floor is slick <sup>1</sup> .
29-30	Three spouts protrude from a wall; water dribbles from all three, but is more forceful from the left-hand spout.
31-32	Water falls from a hole in the ceiling into a round hole in the floor.
33-34	Stagnant water fills a basin and seems to have been undisturbed for some considerable time.
35-36	Crude piping, including a tap valve, runs along one wall at human waist height.
37-38	Six bowls, hanging from chains at various heights, collect and distribute water.
39-40	The fountain comprises a shard of black rock. Water oozes down its flanks.
41-42	Great stone archways hold the ceiling aloft above this ornate fountain.
43-44	A wide, shallow pool fills the room, its surface mirror-like and calm. Two matching statue-fountains stand in the pool, but neither is spewing forth water.
45-46	The fountain partially blocks a hallway.
47-48	The fountain runs along both sides of a hallway.
49-50	Small fountains fill all corners of the room.
51-52	Four small fountains emerge from the room's floor. The floor is slick <sup>1</sup> but the water drains away through many small holes.
53-54	The water tumbling from the fountain is effervescent.
55-56	Runes dedicating the fountain to the god of revels decorate its basin.
57-58	Inlaid on the inside of the fountain's basin, a mural depicts a battle scene.
59-60	Various coins—glimmering invitingly—lie in the pool surrounding this fountain.
61-62	A loosely stacked pile of well-worn buckets stands beside the fountain.

63-64	A poem, in metallic script, wraps around the fountain's base and praises the wisdom, wealth and mercy of the original dungeon's master.
65-66	The fountain's spout rotates in a circular fashion, spraying water about the pool in a predictable pattern.
67-68	A faint blue light pulsates at the bottom of the fountain's pool.
69-70	Water from the fountain smells sweet, and a white froth gathers at the edges of the surrounding pool.
71-72	Mortared together, bones comprise the fountain's basin and a mound of skulls serves as the fountain. Water pours from several skulls' mouths.
73-74	Large translucent fish swim lazily in the fountain's pool.
75-76	Water slides down opposing slopes at a 45 degree angle and spills into a narrow pool. The water emerges from a narrow slit on either side.
77-78	Water cascades down the entire rear wall of the room into a narrow trench.
79-80	The fountain's crystal-clear water reveals the pool's floor of checkered black and tan squares.
81-82	A dribble of water leaks from the fountain's spout, barely wetting the basin. A small, yet operational, hand crank stands nearby, but the fountain is clogged with debris and must be cleaned for it to function properly.
83-84	Mist rises from the waters surrounding this energetically flowing fountain. The floor is slick!
85-86	Water runs over and through the sodden remains of an ageing ballista before flowing into a basin.
87-88	Moulded crudely from the clay flooring, the shallow basin collects moisture steadily dripping from cracks in the ceiling.
89-90	Four metal legs support an overflowing bowl placed near the fountain.
91-92	Two streams jet from the fountain and cross above the bowl; the water is turbulent at their confluence.
93-94	This fountain is partially submerged; the water froths and roils.
95-99	The fountain feeds a hanging plant garden through a series of cleverly constructed irrigation channels.
100	Life-like carvings of monstrous frogs decorate the fountain; water spurts from their mouths

1. Double the cost of moving through the area.
2. Successful find concealed doors roll discovers.
3. Successful find/remove traps roll disables.

## RANDOM ENCOUNTERS

Fountains are great places to spring an unexpected encounter on characters as dungeon denizens are often drawn to water. Additionally, the difficulty of fighting in water can present new and interesting tactical challenges for the characters.

## WATER QUALITY

Exploring characters may stop to drink from a fountain's waters or refill their water flasks. Use this following table to determine the fountain's water's condition:

D%	THE WATER...
01-10	Has dried up
11-25	Is stagnant (the fountain is non-functional).
26-35	Is invigorating
36-40	Is warm
41-59	Is cold
60-90	Is clean and fresh
91-99	Is fouled, poisoned or carries disease
100	Has magic properties

## MAGICAL PROPERTIES

Sometimes, magical effects lurk in a fountain's waters. Normally, these effects fade if carried away from the fountain and must be drunk directly from the pool if the benefits are to be gained. Other fountains only affect a certain number of individuals each day or only affect a given individual once.

D%	THE WATER'S MAGICAL PROPERTY IS...
01-10	<i>Cause blindness</i>
11-20	<i>Bless</i>
21-30	<i>Protection from evil (or good)</i>
31-40	<i>Bestow curse</i>
41-80	<i>Cure light wounds</i>
81-100	<i>Sleep</i>



## MINOR FOUNTAIN FEATURES & DRESSING

Use this table, to generate interesting features for your fountains. Some features listed below may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	MINOR FEATURE OR DRESSING
01	A smear of blood covers part of the fountain.
02	A thick layer of dust covers the dry fountain.
03	Cracks in the basin funnel the fountain's water across the floor <sup>1</sup> .
04	The fountain's statue has been decapitated and water weakly trickles from its neck stump.
05	The fountain is overflowing and the surrounding floor is wet and slick <sup>1</sup> .
06	Small bones litter the bottom of the fountain's basin.
07	The fountain reeks with stagnation and rot.
08	Steam rises from the water's surface.
09	The faint smell of red wine lingers in the air. A discarded wine flask floats in the pool.
10	Soggy mould fills the fountain's basin and has begun to grow up the fountain itself.
11	Bits of fish carcasses line the rim of the fountain's pool.
12	Moss and lichen cover the fountain and clog the basin.
13	A rotting, bloated humanoid corpse floats facedown in the pool.
14	Soot coats the fountain.
15	A small pair of boots and neatly folded clothes lie near the edge of the pool.
16	Small bubbles rise through the water.
17	A long strand of twine, strung across the fountain's edge, holds a damp burlap shirt and trousers.
18	Debris piled near the fountain's spout interrupts the water's flow.
19	Dozens of booted footprints stand out in the dust around the basin's edge.
20	A large round rock has been forced into the fountain's spout. The fountain's pool is stagnant.
21	A small toy boat floats near the edge of the pool.
22	The once majestic fresco lining the rear wall of the fountain now displays crude and distasteful alterations done in charcoal.
23	Two small fishing poles lean by the pool.
24	Cracked and dried mud covers the bottom of this broken fountain's pool.
25	Thick, odious mushrooms emerge from the water's surface like small islands.
26	Three cups and a ladle rest on the fountain's edge.
27	A swarm of rats tumbles and crawls over each other in an effort to feed on a recently deceased goblin sprawled at the fountain's base.

28	A knocked-over lamp (now at the bottom of the pool) has left a small oil slick in the water.
29	Fresh bloodstains smear the fountain's basin and lead into an adjacent room.
30	Gurgling water can be heard through the thick layers of glistening spider webs covering the fountain.
31	The beauty of an ornate canopied fountain contrasts with the piles of guano covering the floor <sup>2</sup> .
32	Giant cockroaches scurry over the basin.
33	Frost creeps up the stone basin. A thin layer of ice reflects from the surface.
34	A rusty battleaxe leans against the fountain's basin.
35	The remains of several portions of trail rations lie scattered about the area—as if explorers stopped here for a meal.
36	Water pouring from a corroded copper bowl has turned the fountain's water a greenish hue.
37	A thick web of roots hangs down from the ceiling and cover the top of the fountain.
38	A crude carving of a gigantic water snake decorates the fountain's basin lip.
39	Before reaching the brackish waters, the characters may spot <sup>3</sup> a hastily written, smudged message "drink...turn back" on the fountain's basin.
40	Thick moisture hangs in the air, making the stone floor within 15 feet of the fountain slick with wet algae <sup>2</sup> .
41	Yellow mould creeps from a crack where the floor meets the fountain's basin.
42	Clearly used as a toilet by some large creature, the fountain's basin reeks of faeces and urine.
43	Water drips into the pool from the ceiling, mimicking the sound of light rain.
44	A small, sodden book floats in the fountain.
45	Two makeshift ladders lie across the fountain's basin.
46	A small sack containing bandages and a poultice lies half-open near the the fountain.
47	Both arms of the fountain's statue lie at the bottom of the pool.
48	The fountain's water escapes the basin through a hole near the wall, soaking the floor. The basin was clearly deliberately broken.
49	Clearly visible in the water, two large eels swim in the fountain's pool.
50	The fountain has been snapped in half; water trickles from its stump.
51	Two human corpses dressed in padded armour hang by the neck from a rope slung over the fountain's apex.
52	Brown mould covers the basin and some of the room's nearby walls.
53	Two torches, extinguished in the fountain's basin, float lazily in the water.

54	A (harmless) swarm of insects lives on the fountain and its basin.
55	Red candles, half-lit and symmetrically positioned, flicker around the fountain's edge.
56	The fountain smells of urine.
57	A hardened bucket of mortar and a trowel lie beside the fountain. Roughly cut ceramic tiles cover a portion of the fountain's rim.
58	Smashed completely, the fountain's original bust is unidentifiable.
59	Wooden scaffolding surrounds the tall, ornate fountain, which appears to be in mid-repair.
60	A veritable field of animals and humanoid skeletons surrounds the fountain.
61	Pure white crayfish scuttle on the basin's bottom.
62	Thin, straw-like reeds grow in the water.
63	A broken crowbar lies pushed up against one wall. Signs of prying between two stones are visible.
64	Bright yellow stones glimmer in the water.
65	Gem-shaped empty sockets line the basin's exterior.
66	A small mirror and shaving razor lie on the pool's rim.
67	Diverted by years of corrosion, acidic water now trickles through many holes in the fountain.
68	The fountain's water tastes salty, and offers no refreshment for weary explorers.
69	Thin stalactites and stalagmites surround the fountain.
70	Lighter coloured stones sit atop the original basin's foundation, indicating a renovation or addition to the original design.
71	Dozens of short-swords and daggers lie piled up inside the fountain. Rust and poor craftsmanship render them unusable and valueless.
72	Two piles of rugs and wall banners lie beside the fountain: one pile is neatly folded while the other is soiled and in disarray. A washtub and bar of soap, recently used, rest on the fountain's edge.
73	The fountain's water runs red (from some mineral in the rock).
74	A brass pipe, oddly positioned and obviously a recent addition, runs into a crudely chiselled hole in the wall.
75	Dry sand fills the fountain's basin.
76	Although still functional, the fountain's large columns lean drunkenly toward each other, forming an arch.
77	Lumps of sodden wood float in the pool.
78	The fountain has been daubed in whitewash.
79	A small wooden trough diverts the water from the fountain into three large, overflowing barrels.
80	Constructed of limestone, the fountain is now a mottled yellow-black colour.
81	The corroded metal fountain forms a dull metallic pile of wet bowls and basins.

82	Three verdigris-wreathed bronze reliefs of winged angelic figures overlooking the fountain seem to weep black tears. (This colouration is the result of minerals in the water.)
83	A homemade snorkel sits at the water's edge of the fountain's deep surrounding pool.
84	Three black iron statues of demonic figures loom over this corroded fountain.
85	The fountain's water is black with corruption. At the bottom of the pool lie two slain and rapidly decomposing zombies.
86	The fountain's water smells of roses.
87	Two empty liquor bottles float in the water. Neither has any label or other markings.
88	Small, grey mice scuttle in and out of the pock-marked and many-holed fountain's base.
89	Water pours into a large basin, divided by a central partition. One side holds a blue liquid, the other a green substance.
90	Hanging precariously from the top tier of the fountain, a rusted grappling hook sways gently.
91	Disguised as a pile of rocks in the fountain's dry basin, a cave scorpion defends its lair if disturbed.
92	A wooden plank, held in place by a heavy rock, extends over the three-foot deep fountain. Wet footprints lead from the water back up onto the plank.
93	Four sections of ill-fitting panelled wood cover the fountain's basin.
94	Two soggy leather balls—both much chewed—float in the water.
95	Worn playing cards lay scattered in and around the fountain. If collected, a character may notice <sup>3</sup> all the sixes are missing from the pack.
96	Each basin of the non-operational fountain holds a small pile of ashes. Three bundles of neatly stacked sticks and sweet-smelling leaves line a wall nearby.
97	A broken basin allows a steady stream of water to escape the fountain. A small wooden paddlewheel turns a shaft leading through a small hole in the wall into some adjacent, but hidden space.
98	Red and yellow flower petals float lazily in the water.
99	A metal coil hangs from the fountain, disrupting the flow of the water from the fountain's spout.
100	The water slowly boils and bubbles. It is heated by some hidden source.

1. Characters must roll equal or under their Dexterity on 3d6 or fall over when moving through the area.
2. It costs double the normal amount of movement to move through the area.
3. Successful find concealed doors roll spots.

## FOUNTAIN TRICKS & TRAPS

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Of course, fountains are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The traps and tricks here are examples of such features that can be used to protect fountains and the surrounding room.

### BONEHOLD

---

Skeletons are restrained by intricately carved stone chains to the four sides of this plain, black stone fountain. Water spurts from the top of the fountain. The skeletons stand in the pool of water surrounding the statue.

- **Fountain:** Of featureless black rock, the fountain is 10 ft. high and hard to scale. It stands in the middle of the pool.
- **Pool:** The pool is 3 ft. deep, contains calm water and has a radius of 30 ft. Characters wading through the pool treat it as difficult terrain.

**Activation:** A character entering the fountain's pool activates the trap. The trap resets after ten minutes.

**Find the Trap:** A character using *detect magic* (or similar spell) finds the trap by detecting the alteration aura of the *animate objects* spell on the chains.

**Defeating the Trap:** A character casting *dispel magic* can attempt to dispel the trap as if the trap's creator was an 13th-level cleric. Alternatively, a character making a successful find secret doors roll spots a small switch atop the fountain which controls the trap. Destroying the chains (see below) also defeats the trap.

**Effect:** When triggered, this trap has the following effects:

*As you enter the pool, the skeletons stir in their chains.*

- **Grappling Chains (Round 1):** The four chains release the unanimated skeletons (that fall into the water) and then attack living creatures in the pool. A grappled target is ignored by the other chains.
  - **Chain:** AC 3, hp 25, THAC0 12 (20 ft. reach) +10 (2d4 plus grapple [+24%]). A chain drags a grappled target 5 ft. toward the fountain with each successful grapple attack.
- **Oozing Slime (Round 2):** The fountain stops spewing forth water and instead green slime begins to ooze down its flanks. There is enough green slime in the fountain for the trap to operate three times.

## TREE OF WEAL & WOE

---

A fountain carved to represent a huge tree, whose branches shade the surrounding pool, dominates this chamber. A steady stream of water cascades down the tree's trunk and into the pool. Ten large fist-sized acorn-like objects hang from the tree's boughs and high up in its trunk gold glimmers invitingly from a hollow. A stepping stones path crosses the pool.

- **Pool:** The pool is 5 ft. deep, contains calm water and has a radius of 30 ft.
- **Stepping Stones:** A character can leap from stepping stone to stepping stone by rolling equal or under their Dexterity on 3d6. A successful find secret doors roll reveals the stepping stones are unstable and will likely shift when stood upon. A character on a stepping stone when this occurs must roll equal or under their Dexterity on 4d6 or fall into the pool (which triggers the trap). There are six stepping stones.
- **Stone Tree:** The tree rises out of the pool and stands 20 ft. high. Its trunk is slick and a character weighing less than 100 lbs. can scale the tree's branches. Ten stone acorns hang from the tree's branches. A hollow in the tree holds a fabulously wrought golden statuette of a crouching dryad. It is worth 1,500 gp.

**Activation:** A character raising the water level of the pool by stepping or falling into the water activates the trap.

**Find the Trap:** A character making a successful find/remove traps roll finds the trap.

**Defeating the Trap:** A character making a successful find/remove traps roll disables the trap. A character failing this check by 20% or more accidentally activates the trap. Alternatively, a character making a successful find secret doors roll spots a small button, which controls the trap, hidden on a low overhanging branch reachable from without the pool. Destroying each acorn (AC 3, hp 20) defeats that part of the trap.

**Effect:** When triggered, this trap has the following effects:

*As you step onto the stepping stone, it shifts beneath your feet!*

- **Falling Acorn:** When a character enters the pool, a stone acorn falls from the tree. Each acorn contains a mixture of burning oil and smoke powder, and releases copious amounts of blinding, burning smoke (with a similar effect to the *pyrotechnics* spell) in a 20 ft. radius when it hits the water. Characters caught in the cloud suffer 4d6 fire damage (successful saving throw against spells halves) on the first round of exposure and 2d6 fire damage (successful saving throw against spells halves) on the second round. The cloud dissipates after three rounds. The tree has ten acorns.
- **Scything Branches:** If a stepping stone shifts, but the character does not fall into the water, a branch scythes down and attacks the character (THAC0 10, 2d6 damage).



## VARIANT FOUNTAINS

While the overwhelming majority of fountains spurt forth water, a few rare examples channel other liquids. Remember when placing such strange fountains that their placement and purpose must make sense within the dungeon. For example, a fountain spouting holy water might stand at the entrance to a grand tomb or at the centre of a temple dedicated to a good-aligned god.

In some circumstances a fountain can appear normal until a lever is pulled or command word spoken; at that time other pipes open within its mechanism and the alternate liquid spurts forth.

**Characteristics & Dressing:** When designing a nonstandard fountain, you can still employ the tables on the preceding pages but should be careful to add some hint as to the fountain's special feature. Perhaps a fountain spewing forth sewerage smells terrible or the water in its bowl is foul and polluted. Such hints give perceptive players a chance to realise something is wrong, reward careful play and build verisimilitude

**Complications:** If a fountain spews forth special liquid—(un)holy water, oil, water carrying a magical affect and so on—you should expect the characters to try and carry away as much of the liquid as possible. In some cases, for example if a fountain is spewing forth cheap wine or beer this is no problem, but if the characters manage to collect a sizeable amount of valuable liquid (such as holy water or water with healing properties, for example) you should impose limits to preserve game balance. Perhaps, the liquid fouls quickly—losing its potency and value—or the water's magic can only affect a drinker once.

### ACID

Often the acid spewed forth by fountains looks like normal, harmless water; the only clue to its actual characteristics are the lack of fish in its pool and an acrid smell hanging in the air.

- **Immersed:** 10d6 acid damage per round of exposure.
- **Direct Hit:** 1d6 acid damage.
- **Splattered:** Every creature within 5 ft. takes 1 acid damage.

### ALCOHOL

Often found in feast halls, feasting chambers and temples dedicated to the god of revelry, fountains of alcohol are legendary among adventurers. Some such fountains jet forth wine; others produce beer. While such features rarely injure or kill explorers, they can slow down or stop explorations as eager adventurers drink their fill (or collect as much alcohol as they can carry).

### FLAMING OIL

Often set as dangerous and deadly traps, flaming oil fountains normally jet forth water until activated at which point they drench intruders with fire.

- **Direct Hit:** 1d6 fire damage followed by 1d6 fire damage in subsequent round.
- **Splattered:** Every creature within 5 ft. takes 1 fire damage.

### HOLY/UNHOLY WATER

Often found in tombs and temples, fountains of holy or unholy water are expensive and almost always have a magical component. Holy or unholy water rarely continual jets from such features; rather instead several times a day they can create a certain amount of the requisite water.

- **Direct Hit:** 2d4 damage to undead or creatures from the lower planes.
- **Splattered:** Undead or creatures from the lower planes within 5 ft. take 1 damage.

**Unholy Water:** Unholy water injures paladins and certain other creatures.

### LAVA

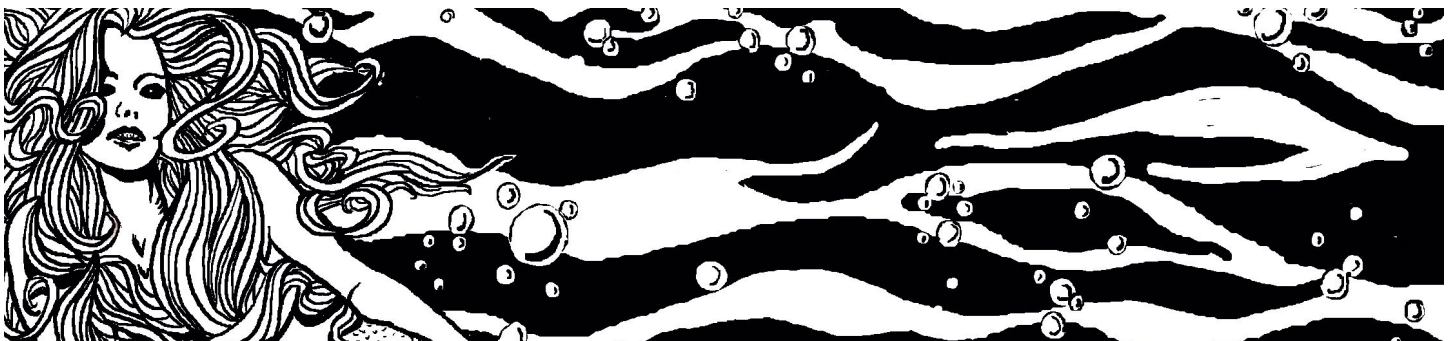
Lava fountains always employ magic in their construction, otherwise their delicate inner workings would melt when the lava courses through them.

- **Immersed:** 20d6 fire damage per round of exposure.
- **Splattered:** 2d6 fire damage per round of exposure.
- **Ongoing Damage:** Half damage from lava continues for 1d3 rounds after exposure end.

### SEWERAGE

Fountains are rarely designed to spew forth sewerage, but sometimes their plumbing fails or is deliberately modified by a deranged individual (perhaps by a follower of the god of disease). Characters exposed to the sewerage often contract a disease:

- **Immersion:** Saving throws made to resist the disease suffer a -2 penalty.
- **Direct Hit:** The character makes an unmodified saving throw.
- **Splattered:** Saving throws made to resist the disease gain a +2 bonus.



## POOLS

Pools add an element of mystery to a dungeon. In their often murky depths, they can hide both treasure, monsters or other secrets. Dungeon pools can be magical or mundane. Some are naturally occurring with swiftly flowing water, while others feature elaborate fountains, traps or other features. It is a brave adventurer who willing steps into unknown waters.

### MAJOR POOL FEATURES

Use this table, to generate your pools notable characteristics. Some features listed below may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	MAJOR FEATURE
01-05	Small, brightly painted tiles encircle the edge of the pool. The tiles are slippery <sup>1</sup> .
06-10	The walls of the pool slope gently down to the bottom.
11-12	A small 10 ft. by x 10 ft. pit pierces the pool's bottom. It is 15 ft. deep.
13-14	The pool's water is scaldingly hot.
15-16	The floor of the pool is exceptionally rough and uneven; many small niches within could hide treasures, carnivorous fish and the like.
17-18	Stalactites hang from the ceiling, almost touching the surface of the pool.
19-20	Hewn stone steps descend into the pool.
21-22	Two <i>continual light</i> spells light the pool's depths.
23-24	Perfectly aligned, tiny holes <sup>2</sup> pierce the pool's walls.
25-26	The pool water is salty.
27-28	Narrow chutes sloping downwards into the pool are spaced every 3 ft. along the pool's edge.
29-30	The glittering water radiates faint necromantic magic. Once a day, a creature drinking from the pool receives the benefits of a <i>cure serious wounds</i> spell.
31-32	A fountain of a halfling spouting water from an upraised tankard stands at the pool's centre.
33-34	A small submerged cave hollows out one of the pool's rugged natural stone walls.
35-36	A natural underground stream feeds the pool.
37-38	The pool's walls are shaped like wide stairs.
39-40	In the middle of the pool, a natural stone pillar rises mere inches about the water—like a stepping stone.
41-42	Half of the pool's walls are of finished stone and the other half are unworked as if the workers stopped halfway through construction.
43-44	A short, twisted tunnel leads away from the bottom of the pool and runs 90 ft. and ends in a small cave boasting a small shelf of dry rock.
45-46	The water is black and oily. A creature drinking from the pool is affected by a <i>bestow curse</i> spell.

47-48	The room's floor slopes steeply downward to the pool, and no wall encircles the pool meaning unwary explorers could slide straight into it waters.
49-50	Medium-sized holes in the pool's walls lead to perfectly circular chambers.
51-52	Hymnals praising a long forgotten deity decorate the pool's bottom.
53-54	Small statues of fish stand on the pool's bottom. One larger fish is depicted chasing the others.
55-56	The north and south walls of the pool are set at an angle while the east and west walls are perfectly straight, giving the pool an odd "bent" aspect.
57-58	The bottom of the pool is tiled with smooth pebbles.
59-60	Stone carvings of demonic heads line the the pool; pipes in the demon's mouths feed the pool.
61-62	The pool's walls are lined with numerous handholds.
63-64	Four marble pillars, one at each corner of the square-shaped pool, support a domed roof.
65-66	The pool coils downwards, much like a snake; it is 40 ft. deep at its deepest point.
67-68	Slippery narrow stone archways covered in mould and slime crisscross the pool just above the water's surface.
69-70	The pool water is near freezing.
71-72	Small streams of water sprout from multiple fist-sized holes in a nearby wall feed the pool.
73-74	The pool's still surface acts like a mirror.
75-76	The pool's water is strangely thick and heavy.
77-78	Shelves of rock jut from the pool's walls.
79-80	Thousands of tiny spikes cover the floor of the pool, acting like caltrops.
81-82	The pool's greenish water is acidic; anyone touching the water suffers 1d3 acid damage while those entering the pool suffer 1d6 acid damage a round.
83-84	The pool is shaped like an inverted pyramid.
85-86	The pool's water swirls anti-clockwise for 1d4 rounds and then clockwise for the same length of time.
87-88	A hidden lever <sup>2</sup> operates a metal grate that slides out to cover the surface of the pool.
89-90	The small statue of a girl holding an orb lies on its side at the bottom of the pool.
91-92	Sediment fills the pool, reducing vision to 1d4 x 10 ft.
93-94	The pool is shaped like a snarling beast.
95-99	Roll twice on this table, ignoring results of 95-100.
100	Roll thrice on this table, ignoring results of 95-100.

1. Characters move at half speed through the area.
2. Successful find secret doors roll spots.

## MAGIC POOLS

---

Magic pools go beyond mere spell effects, their powers being truly wondrous. These pools are designed to capture that feeling of mystery and danger.

### NECROTIC POOL

---

A three-foot high wall of well-mortared brownish stone encircles a pool of smoky black water. The characters may learn more about the pool, using their observations and recollections:

- The stone's unique colouring is due to copious amounts of dried blood.
- Faint writing is carved into the pool's encircling wall. The writing is arcane and deals with the school of necromancy.
- The spells woven into the pool deal with binding necromantic energy in the same way it is used to create undead.
- A wizard recalls certain cabals of necromancers create necrotic pools to aid them in the creation of undead minions. The creation of such pools is difficult and complex and requires the sacrifice of countless souls during construction.

The pool can manifest several effects, depending on how a character interacts with it:

- **Drinking the Water:** Any creature drinking from the pool suffers 3d8 damage as if they had been targeted by an *inflict serious wounds* spell. In addition, the water induces zombie rot in the drinker. A skilled healer can identify the malady after the first day. The rot can be removed with *remove disease*.
  - **Zombie Rot:** A character infected with zombie rot can save against poison to negate the disease. If they fail this saving throw, the symptoms manifest one day later. Every day a character is infected with zombie rot, they suffer 1d8 damage unless they make a successful saving throw against poison. This damage cannot be healed (magically or otherwise) until the zombie rot is removed with *remove disease*. A character killed by zombie rot animates one day later as a zombie.
- **Immersing a Living Creature:** A living creature in the pool suffers 3d8 damage as if they had been targeted by an *inflict serious wounds* spell each round. As long as they do not swallow any of the water, they do not suffer from the zombie rot effect.
- **Immersing a Dead Creature:** The pool animates any mostly intact corpse placed into the pool into a zombie. This takes 10 minutes. Unless a creature has a way to control undead, the zombie immediately attacks nearby creatures. The pool can create 20 HD of zombies a week.

## POOL OF THE FORGOTTEN GODS

---

A small altar squats in front of this crystal-clear pool. Tiles depicting human-like creatures in supplication to titanic beings surround the pool and altar. The faint smell of musky incense lingers in the air.

The characters may learn more about the pool, using their observations and recollections:

- The humans on the tiles appear to be offering items of value such as gems, weapons and jewellery to giant, fat human-like creatures.
- A cleric or paladin recalls a now extinct pantheon of fickle gods were renowned for the high level of devotion they demanded from their subjects. The gods demanded worshippers offer up their wealth on altars like the one here. These gods were known to bless those who offered up large sums of wealth and they cursed those who were stingy with their offerings (which is why people eventually decided to forget them).

The pool can manifest several effects, depending on how a character interacts with it:

- **Drinking and Immersion:** The effects of the pool are the same whether a creature drinks or immerses itself in the water. To activate the pool's power, a creature must place an object or objects of value on the altar. The object immediately disappears and the pool's water glows a golden colour. The effect the waters bestows is a function of the value of the objects sacrificed. Only the creature offering the sacrifice gains the benefit of the pool. Each creature may gain the pool's benefits once a year.
  - **0-50 gp:** The forgotten gods consider the paltry sacrifice an insult. Though the water turns gold, it drains 1 life energy level from the worshipper.
  - **51-100 gp:** The forgotten gods consider this a trifling award, but decide to bestow the worshipper a +1 to one d20 roll. The boon expires at the end of the day and must be used before the roll is made.
  - **101-1,000 gp:** The forgotten gods are glad someone remembers the old ways and bestows the worshipper a +2 bonus to attack rolls and saving throws until sunrise the next day.
  - **1,001-2,500 gp:** The forgotten gods smile upon the obviously wise worshipper and bestow on it their protection—a +4 bonus to saving throws and immunity to nonmagical weapons for the next three days.
  - **2,500-5,000 gp:** The forgotten gods weep in joy that someone has remembered them. During the next month, the worshipper may *commune* once with the gods as the cleric spell of the same name, and ask 5 questions.
  - **5,001 gp:** The forgotten gods consider the worshipper to be a truly wise, noble and benevolent being. The pool's water permanently boosts one random ability score by +1.

## MINOR POOL FEATURES & DRESSING

Use this table, to generate interesting features for your TBCs. Some features listed below may be inappropriate based on your dungeon's setup—ignore or modify such entries as appropriate.

D%	MINOR FEATURE OR DRESSING
01	A sodden, decaying goblin, or other humanoid, floats face down in the pool.
02	2,000 copper pieces cover the pool's bottom.
03	The pool's water glows with a strange luminosity like torchlight (that lasts for one hour if bottled).
04	Small white fish swim languidly in the pool.
05	The pool water is artificially dyed red.
06	Stone spouts depicting fairy creatures along the pool's perimeter spray coloured water into the pool.
07	Mirrors line the walls of the pools; some are broken.
08	Three humanoid skeletons lie entwined at the bottom of the pool.
09	A gnawed rope dangles into the pool.
10	Garbage and waste litter the pool's bottom.
11	Anyone staring into the pool is subject to a <i>programmed illusion</i> depicting a kraken racing upwards to attack them.
12	Bones from many humanoids fill the pool.
13	Dozens of tiny, almost translucent, fish blink from colour to colour as they swim in the pool.
14	A skeleton at the bottom of the pool wears a suit of rusty full plate armour.
15	The water of the pool has an oily smell and feel. It is highly flammable, and burns like oil.
16	A decorative golden plaque set above the pool reads in Aquan, "Alas, here is all that remains of Aguaneos the water elemental."
17	Bloody footprints lead up to the pool's edge.
18	Any creature submerged in the pool hears beautiful, but faint and indistinct, singing in Elven.
19	A single long brazier set into the ground encircles the perimeter of the pool.
20	A bloodstain smears the side of the pool.
21	Several dead fish float in the pool.
22	Fifty red opaque gems (hematites worth 10 gp) are set underwater into the pool's walls; each gem must be carefully removed <sup>1</sup> if the characters want them intact.
23	The bottom of the pool is painted black so it appears deeper; horrible things could lurk in the shadows.
24	Statues of headless maidens dance around the pool's edge. Their heads lie in the pool.
25	Half a wooden shield floats ominously in the pool.
26	Giant lily pads (that can each hold up to 50 lbs.) cover the surface of the pool, obscuring the water.
27	Parts of the pool's side has crumbled away into the water. The rubble forms a ramp of sorts into the pool.
28	Algae has turned the water blood red in colour.
29	A blocked-up dragon headed spout overlooks the pool, and once fed it.
30	Shards of armour and weapons litter the edge of the pool.
31	Foul smelling bubbles pop on the pool's surface.
32	Rubble half fills the pool.
33	Purple slime covers the pool and swaths of the nearby floor, rendering it slippery <sup>2</sup> and malodorous.
34	Obvious signs of recent flooding—water marks, scattered rubbish and so on—surround the pool.
35	Thousands of gold pieces appear to litter the pool's bottom. In fact, the coins are a <i>permanent image</i> . Anyone seeing through the illusion hears a faint mocking laughter.
36	A ring of demonic statues thrust pitchforks into the pool's water. Their faces wear expressions of ecstasy. One of the statue's pitchfork is missing.
37	Small, glowing stones are set in alcoves along the pool's walls. The stones immediately stop glowing if taken from the pool.
38	A series of metal hoops float in the centre of the pool, getting narrower in circumference as they descend towards the bottom.
39	A humanoid skeleton clings to the pool's edge; its lower half appears to have been dissolved.
40	One wall of the pool has collapsed.
41	A character underwater detects faint music playing from an indeterminate source.
42	Slime chokes this half-full pool.
43	Thick cobwebs stretch across the pool.
44	Wooden planks are nailed over the pool.
45	A fountain in the middle of the pool depicts two gnome lovers in an obscene pose. Extensive graffiti, telling crude jokes, covers the statues.
46	The pool abuts a dungeon wall carved into the likeness of a human face with exaggerated features. One of the face's eye has crumbled into the pool.
47	Large dents mar the pool's walls.
48	A complete city, crafted in miniature, covers the pool's floor. Although some buildings are ruined, it is clearly a work of genius.
49	Golden-hued fish swim lazily in the pool.
50	A dead tree languishes in a pot by the pool.
51	Debris from the unsafe ceiling occasionally falls into the pool with a loud splash. Nearby dungeon denizens are accustomed to these sounds and ignore them.
52	Old, well-used toys lie covered in dust next to the pool. A splatter of dried blood coats one toy.

53	A small silver placard set just above the waterline in one of the pool's walls reads, "Beware the lurkers below" in Aquan
54	The pool's walls have many small niches and recesses carved into them.
55	Carved into a wall near the pool are the Dwarven words: "Built by Zar to commemorate the crowning of King Narganthal."
56	Rubbish and excrement foul the pool.
57	A crude map of the surrounding rooms is chalked onto the wall near the pool.
58	Numerous wooden holy symbols of various gods float in the pool. Several are scorched or broken.
59	An old wooden bucket attached to a length of sodden rope bobs in the pool.
60	A dead humanoid lies next to the pool, clutching a waterskin in its hands.
61	A wooden ladder is thrust into the pool.
62	The pool is filled with old and vinegary wine. A character drinking feels vaguely unwell for 1d4 hours.
63	The pool's water is warm and relaxing.
64	A horrible smell, like rotting corpses, wafts from the pool to nauseate creatures while they are nearby <sup>3</sup> .
65	Extinguished tea lights bob on the surface.
66	Discarded clothing floats lazily in the pool.
67	The moulds and algae living near a hot vent in the pool's bottom are both edible and nutritious <sup>4</sup> .
68	Under a layer of slime at the pool's bottom lie ten ancient platinum coins <sup>5</sup> .
69	A large mirror hangs above the pool; scum and algae grow on it.
70	Deep furrows left in the walls by huge claws indicate something huge and powerful crawled from the pool.
71	Graffiti scratched into one of the walls reads in goblinoid, "Boeg smells like a kitten."
72	The pool's walls appear to have been recently scorched with fire. In places, the heat was so intense the stone has melted.
73	The scales of a silver dragon are crudely nailed into the walls of the pool. The dragon's cracked skull lies on the pool's bottom.
74	Several dead and half-eaten fish float in the pool. The water is cloudy and covered in scum.
75	A statue of a humanoid bent down to drink from the pool squats by its edge.
76	A shattered wooden barricade surrounds the pool; pieces of it float in the pool.
77	Large puddles dot the floor near the pool, as if someone recently took a swim.
78	The skeleton of a humanoid is chained to the bottom of the pool.

79	Many rusty crossbow bolts lie on the pool's bottom.
80	A, underground stream has broken through one of the pool's walls, polluting the water with muddy sludge.
81	The pool sits at an odd angle on a crumpled floor as if victim to a minor earthquake.
82	The bones of an enormous fish lie in the pool.
83	Discarded fishing gear sits next to the pool, in a puddle of dried blood.
84	The water is muddy and obscures the pool's bottom.
85	Muddy footprints surround the pool.
86	A smashed rusty cage lies at the bottom of the pool; a chain and crank link it to a stout hook in the ceiling.
87	A red eye of painted glass, set into the ceiling above the pool, casts a reddish glow on the water.
88	The pool smells of urine and excrement.
89	Slightly luminescent edible green algae <sup>4</sup> covers the pool's surface.
90	Cloying 5 ft. deep mud covers the pool's bottom. Walking in the mud kicks up a cloud of sediment.
91	A treacherous, difficult to spot <sup>5</sup> , underwater current moves through the pool's depths between two cracks in the walls. Swimmers may be pulled into one the cracks that leads to a long submerged tunnel before plunging over a series of small waterfalls.
92	The pool has raised walls; in two places breaches in the walls allow much of the water to drain away.
93	A crude, dry stone wall surrounds the pool. Bleached skulls are set atop the wall and glare at anyone approaching the pool. The remainder of the unfortunates' skeletons choke the pool's depths.
94	An island of rubble emerges from the rough centre of the pool. Hundreds of copper and silver coins glitter enticingly from the island.
95	Part of the pool's wall has collapsed to form a rubble ramp leading down into its waters.
96	Wet footsteps lead away from the pool; investigation reveals they belong to a man-sized humanoid.
97	A single gold coin lies on the floor by the pool.
98	A gelatinous cube is trapped in the pool. It ceaselessly patrols the pool bottom, blindly searching for a way out. It immediately senses any disturbance in the water, and moves to investigate.
99	Roll twice on this table, ignoring results of 99-100.
100	Roll thrice on this table, ignoring results of 99-100.

1. Successful find/remove traps roll removes.
2. Characters move at half speed through the area.
3. See against poison to resist.
4. A dwarf, ranger or druid identifies.
5. Successful find secret doors roll spots.

## POOL TRICKS & TRAPS

---

Of course, pools are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. Sometimes they are designed to protect great treasure but more often, they are planted as a cruel joke to harass foolhardy adventures. The traps and tricks here are examples of such features used to protect pools.

### BLACK TENTACLE TRAP

---

This trap is designed to trick explorers into believing they are fighting some monstrous creature of the depths. The *black tentacle* spell has been slightly modified to allow it to pull a grappled creature underwater. Additionally, this trap can be centred in a small cave in one of the pool's walls, furthering disguising it as a monster.

**Activation:** A character touching or entering the pool activates the trap. The trap resets after one hour.

**Find the Trap:** A character casting *detect magic* (or similar spell) discovers an evocation aura (the *grasping hand* spell) and an alteration aura (the *darkness* spell).

**Defeating the Trap:** A character casting *dispel magic* can attempt to dispel the trap as if the trap's creator was a 17th-level spellcaster.

Alternatively, a character making a successful find secret doors roll spots a small magic rune near the pool which controls the trap. Destroying the rune (AC 3, hp 20) defeats the trap.

**Effect:** When triggered, this trap has the following effects:

*Writhing tentacles reach up out of the pool to attack you.*

- **Darkness (Round 1):** A *darkness* spell (duration 6 turns) activates just under the pool's surface.
- **Grasping Tentacles (Round 1):** The trap unleashes a *grasping hand* spell (hp 29) modified to make the hand look like a mass of writhing tentacles. The inky black tentacles thrash about madly to appearing like some monstrous beast hidden in the darkness of the pool. The tentacles attempt to grab any creature within reach.
- **Grappling Tentacles (Subsequent Rounds):** The *grasping hand* continues to grapple its target. It pulls any grappled foes into the pool, in an attempt to drown them.
- **Disappearing Tentacles (End; Round 17):** The tentacles disappear, but the *darkness* remains.

## POOLS OF INSIGHT

---

This three-tier pool and 10-foot high fountain stands at the centre of a small chamber. Water falls into each of the fountain's pools and the noise of it fills the chamber with a pleasant patter. Many archways pierce the surrounding walls; this room is a central meeting chamber of sorts and sees much traffic.

While these pools and attendant fountain is not a trap as such, each of its three tiers has a different magic effect—a party investigating the fountain could potentially waste much time here allowing the dungeon's inhabitants to organise their defences.

The dungeon's denizens also use the fountain for several things. They drink from the bottom pool to gain guidance on day-to-day activities and from the middle pool when they want to discern the guilt or innocence of an accused fellow. They drink from the top pool when they wish to contact the Slumbering One (as they refer to the nameless deity bound to its waters) when they want specific insights.

**Activation:** A character drinking from one of the fountain's pools activates that pool's powers.

**Find the Trap:** A character casting *detect magic* (or similar spell) discovers the various magic auras lurking in the area. See below, for more details.

**Defeating the Trap:** A character casting *dispel magic* on a pool may dispel the magics therein. A character casting *dispel magic* can attempt to dispel the trap as if the trap's creator was an 13th-level spellcaster. A separate roll must be made for each of the three pools. Destroying a pool's wall (AC 2, hp 50) destroys that pool's magic.

**Effect:** When triggered, this trap has the following effects:

*Water falls enticingly into each of this fountain's three basins.*

- **Drinking from the Lower Basin:** The waters in this pool radiate divination magic. Characters drinking from the basin benefit from an *augury* spell. The *augury* remains in effect for five minutes. If during that time, the character asks a question about whether a course of action will bring a good or bad result the *augury* has an 79% chance of providing a meaningful reply.
- **Drinking from the Middle Basin:** The waters of this basin radiate enchantment magic. Characters drinking from the water are affected by a *confusion* spell (duration 9 rounds).
- **Drinking from the Upper Basin:** The waters of this basin radiate divination magic. Characters drinking from the water are affected by a *contact other plane* spell that sends their mind to a distant, chaotic outer plane where they contact an ancient and forgotten slumbering lesser deity. When a character drinks the water, they feels their consciousness leave their body and merge with the slumbering deity. The character then receive a strong impulse to ask questions. A character can ask five questions, before his consciousness returns to their body.

## VORTEX TRAP

This trap sucks swimmers into a flooded chamber to drown.

**Activation:** A character touching the pressure plate at the bottom of the pool activates the trap. It resets after one hour.

**Find the Trap:** A character making a successful find/remove traps roll discovers the trap.

**Defeating the Trap:** A character making a successful find/remove traps roll disables the trap. A character failing this check by 20% or more accidentally activates the trap. A character making a successful find secret doors roll spots a small switch near the pressure plate which controls the trap. Destroying the pressure plate (AC 3, hp 20) defeats the trap.

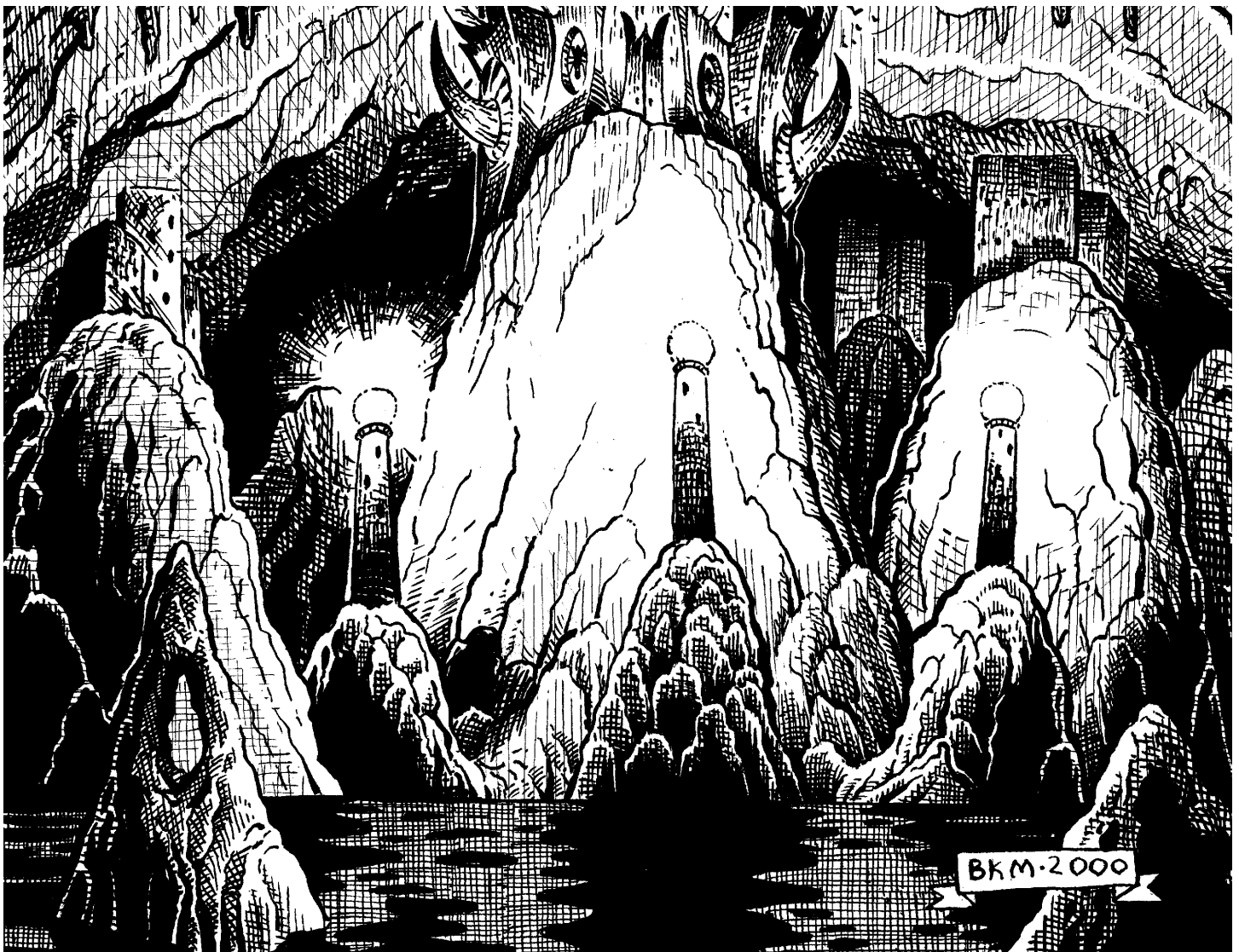
**Effect:** When triggered, this trap has the following effects:

*The bottom of the pool suddenly slides open and a whirling vortex of water quickly forms around you.*

- **Swirling Vortex (Round 1):** Touching the pressure plate causes a 10 ft. by 10 ft. section of the pool floor to slide away, creating a swirling vortex as the water begins to drain into a shaft. Creatures within the vortex must roll equal or less than

their Strength score on 4d6 or be sucked 5 ft. toward the shaft. The vortex stretches 15 ft. downwards through a shaft into another chamber.

- **Spreading Vortex (Subsequent Rounds):** The vortex spreads 5 ft. in all directions, each round. The water completely drains out of the pool four rounds after the vortex fills the pool. Creatures in the vortex must roll equal or less than their Strength score on 4d6 or be sucked 5 ft. toward the shaft. Trapped creatures can make try to swim away from the turbulent water. Each round a creature remains trapped, it moves 5 ft. closer to the shaft. If the creature is in the shaft, it moves 5 ft. downwards. Creatures free of the vortex can roll equal or less than their Strength score on 3d6 to move in the pool.
- **Water Drains Away (End; Round Varies):** Once the water drains from the pool, the shaft door slides shut. Creatures trapped in the pool's reservoir can try to break through the stone door (AC 4, hp 45). Alternatively, a 10 ft. wide iron grate (AC 4, hp 20) in the reservoir's wall leads to a narrow tunnel used to pump water back into the pool.



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# GLOAMHOLD AND ITS SURROUNDINGS





