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DUNGEON DRESSING:
WELLS



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DUNGEON DRESSING: WELLS

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 wells in your dungeon. Designed to be used both during preparation or actual play, Dungeon Dressing: Wells is an invaluable addition to any GM's armoury!

CREDITS

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WELLS

Wells are important places in dungeons—a well might be the only readily accessible source of drinking water in the entire place. Given most dungeon denizens require water those controlling a well can become wealthy and powerful charging others for the water they draw. Thus, a well can also be a source of much conflict between the dungeon's denizens as they all seek to gain control of such an important resource.

To draw water from a well, typically a container is lowered by rope or chain. This is either done by hand or with a crank. Builders capable of advanced engineering may also install a hand or foot pump to draw up water.

MAJOR WELL FEATURES

Use this table to generate interesting characteristics for your wells. 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	A tumbled stone wall surrounds the well; a small wooden bucket tied to a rope lies nearby.
06-10	An iron grate covers the well. The grate's central portion can be opened to access the water below.
11-12	Iron bound corners reinforce the wooden walls of this 20-foot deep well.
13-14	A pile of disemboweled corpses form the wall surrounding this well of blood and bile.
15-16	Carved reliefs of the coastline and a rising sun adorn this well's low stone wall.
17-18	Two small stone buckets sit next to an open hole. Supple vines attach the buckets to a rough tree stump.
19-20	Four solid six-inch thick slabs of obsidian form a crude barrier around this well.
21-22	Sunken in a low hollow fresh water fills this well to only a few feet below ground level.
23-24	Long, thin blocks of finely cut stone interlock to form a wall bound with corroded iron bands.
25-26	A double door lid, secured by iron hinges and a sliding bolt tops this circular brick well. The door may be locked; the well's lord carries the only key.
27-28	Small flagstones pave the floor around the well. A nearby pool is linked to the well through a natural crack in the rock; sometimes when it rains heavily the pool floods the chamber.
29-30	An octagonal, rough-hewn stone wall with two low semicircular cut outs opposite each other surrounds this well. A log acts as a crank shaft for the wooden bucket which is hanging 20-foot down the well.
31-32	An inverted step pyramid descends to a small stone platform jutting out over the well shaft which descends 80 ft. to the water below.

33-34	Many humanoid skulls are mortared into the walls of this circular wall shaft. The macabre decorations make scaling the well's shaft much easier than normal.
35-36	This circular well hole is actually the bore hole of a purple worm.
37-38	Leg bones of many large creatures decorate the top portion of this 150-foot deep dry well.
39-40	An upturned barrel serves as an impromptu cover for the well. A wooden bucket amid a coil of rope stands atop the barrel.
41-42	A cast iron hand pump linked to a thick pipe running down into the shaft draws water from this well. A heavy stone slab covers the well shaft.
43-44	This open hole follows a natural fissure in the rock as it twists and turns down to a small pool.
45-46	A leather bucket attached to a tightly woven rope lies next to a three-foot wide hole piercing the cavern floor. Below, the hole intersects a large, sunken cavern.
47-48	Cut stone forms a runoff basin ten-foot by ten-foot square and one-foot deep. Water is drawn into the basin by a hand pump.
49-50	Cube-shaped slabs of rose granite form the walls of this shallow well.
51-52	Slate tiles roof the wooden frame surrounding this five-foot wide diameter well. The well has no walls to stop visitors falling in.
53-54	The eight walls of this octagonal wall each depict in bright tile mosaics the daily live of tradesmen.
55-56	Sharp shards of loosely piled rock surround an open hole in the ground.
57-58	A crude wooden bridge—nothing more than two planks—crosses this ten-foot wide hole.
59-60	Bricks of gold travertine marble form this well's low round wall.
61-62	A stone wall surrounds this hand dug well. A thick tangle of roots grows through its walls.
63-64	A rotting thatch roof protects those using the well from water dripping from the cavern ceiling.
65-66	Intricately cut interlocking stones carved as puzzle pieces form the well's walls.
67-68	This 25-foot diameter stone-walled well has a spiral stone stair cut into its side that descends all the way to water-level.
69-70	Slightly pink-hued crystals form a low wall around a perfectly carved circular well. The crystals stud the well's walls for a short distance below ground level.
71-72	This square well has a slender green marble column at each corner; the columns are without adornment, but several chips and gouges in the marble bear mute testimony to a previous battle.

73-74	A rough pile of stones form the well's walls. A large skull—the eye sockets and mouth filled with wax—serves as a bucket and is attached to a long rope seemingly made of lank, black hair.
75-76	Packed earth forms a smooth area around an open hole in the ground. Footprints left by the dungeon's denizens mar the earth. Canny characters can use the footprints to identify the monsters using the well.
77-78	This capped well is flanked by a foot pump which draws water from the water far below. The foot pump makes a loud creaking sound when used, which may alert nearby dungeon denizens.
79-80	Bronze lion head busts, placed at all four cardinal compass points, watch over the well. Experimentation reveals the busts can be twisted to face toward or away from the well's shaft.
81-82	Dark red brick walls form a rough circle around this well. The top of the wall is thick with the shards of broken weapons, bits of pottery and the like; unwary explorers may cut themselves.
83-84	Carved figures of miners working in a mine decorate the walls of the three small wells clustered close together in this area. None have any surrounding walls, making it easy for incautious characters to tumble in.
85-86	The stone floor is ominously riddled with cracks radiating outwards from this well. The cracks also pierce the well's walls.
87-88	Ropes attached to pulleys suspended from the ceiling provide the means of drawing water from this well. The attached bucket is sturdy and oversized, and is large enough to accommodate a squeezing man-sized creature.
89-90	Copper nails and other symbols of storms adorn the wooden walls of this simple, roughly constructed well.
91-92	Half-formed mud walls about three-foot high studded with rocks surround the well; a half collapsed domed roof partially covers the structure.
93-94	A procession of hideously carved stone imps depicted in the throes of some bestial dance comprise the well's walls. The imp's arms are raised above their heads creating a grill of sorts about the well.
95-99	This well has rough hewn walls. A side tunnel ten feet down in the southern wall runs roughly eastwards for 30 ft. before ending in an iron-bound door.
100	An ornate domed wrought iron cage covers this well. It is accessed by a locked gate. The dungeon's lord, and his trusted lieutenants, hold the gate's key.

WATER QUALITY

Water drawn from a well typically contains more than just water. Minerals from the surrounding rock, which leech in from the strata may flavour the water. In some cases the water can become contaminated by other toxins or parasites. Either may happen by leeching or indirect or direct contamination.

Therefore, not all well water is pure and safe to drink. Dungeon denizens may deliberately foul the water of some wells. Other wells could be contaminated by corpses, chemicals in the rock, magic emanations and so on.

Contaminated Water: Characters drinking contaminated water must make a saving throw against poison or be struck down with stomach cramps for 1d4 days or vomiting for 1d4 hours (GM's choice). Both effects have a one-hour onset time.

Tainted Water: Tainted well water could have similar effects to contaminated water (see above), might carry a disease or have more serious effects depending on what has tainted the well.

CLIMBING INTO WELLS

Characters are curious folk and often explore a well in search of hidden treasures or secret passages. The condition of the walls in a well's shaft varies enormously. Use the following table, to determine how easy it is to climb the well's walls:

WALL CONDITION	CLIMB MODIFIER
Rough natural rock wall with many ledges	+20%
Rough natural rock wall	+10%
Typical dungeon wall	0
Brick wall	-10%



MINOR WELL FEATURES & DRESSING

Use this table to generate interesting features for your wells. 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	The well contains foul-smelling, fetid water. Creatures drinking the water may become sick.
02	Red ochre, ogre-sized handprints decorate the well's shaft leading all the way down to the water below.
03	This dry well is filled with thick cobwebs; the dusty cocoons of insects and small animals hang within.
04	Scorch marks and soot—indicative of a raging fire—cover the ground around the well.
05	A precariously balanced mass of collapsed and burnt wood covers the well opening.
06	A thick sheet of leaded glass covers the well.
07	The droppings of giant centipedes cover the ground around the well.
08	Small rectangular holes pierce the well wall; two brass bars lean against it.
09	A large, crudely carved, sigil depicting crossed falchions is chiselled into the ground near the well.
10	The rope for the well's bucket is cut into three sections—none long enough to reach the water below.
11	Fresh blood splatters cover the ground near the well.
12	Fresh mortar, abandoned tools and fresh blood cover the floor. Bloody tracks lead away from the well.
13	A shallow trench leads away from the well.
14	The well stands in a small alcove hacked out of the living rock; the niche's walls are sharp.
15	A great mass of rubble fallen from the roof above chokes the well with debris.
16	Stalagmites and stalactites from a cage-like structure around the well.
17	As the characters approach the well, a moaning wind issues forth from it.
18	The well's water is fouled by the corpse of a dungeon denizen; creatures drinking the water may become nauseated.
19	A pile of basic adventuring gear—a backpack, several days of rations and so on—lies neatly next to the well.
20	The well's pulley mechanism is torn from its supports; the rope is cut into several sections.
21	The hacked and rotting remains of a violet fungi lies next to the well.
22	Chewed and splintered bones litter the ground around the well.
23	The well has fallen into a 15-foot deep sinkhole; rough steps lead down to the sunken well.

24	A crude wooden structure is built over the well; manacles are mounted to each upright.
25	Scattered gravel covers the ground around the well; the tracks of dungeon denizens may be evident within.
26	Many stones from the well's wall have been removed and replaced with human skulls, packed with mud.
27	Delicate chalk writing on the floor near the well (in Undercommon) says "Drink, friend."
28	The well's walls are cool to the touch. Lower down, ice covers the bare rock.
29	Footsteps and drag marks lead around the well.
30	In Goblin crude writing, scrawled in blood, reads, "Humans here" and an arrow points into the well.
31	The well is well maintained and in good condition.
32	Wet footprints lead away from the well.
33	The area around the well smells of wet dog.
34	The sound of something thrashing about in the water echoes from far below.
35	The stench of days-old rotting flesh flows from the well's depths.
36	Wide cracks in the floor radiate out from the tumbled well's walls.
37	A faint glow from phosphorescent moss illuminates the water at the bottom of the well.
38	A battered, bloody helmet lies near the well. Of the owner, there is no sign.
39	A grinning skull hangs from a thin rope above the well.
40	Slightly sour water fills the well; it is safe to drink but tastes "flat."
41	The skeletal remains of two halflings rest on a small, slippery ledge at the bottom of the well. Their gear is rotted and rusted.
42	A donkey is trapped at the bottom of this ten-foot deep well. It is covered in mud, cold and shivering.
43	One set of wet, webbed footprints lead away from the well as if something has recently climb forth.
44	A tangle of roots pierce the well's walls and hang down into the water below.
45	Ghostly faces swirl about in the inky black water filling this well.
46	The well's stone walls have been transformed into quivering, rotting flesh. The flesh oozes pus into the water below. Creatures drinking the water may become nauseated.
47	A long ladder rests against the well's wall.
48	Stones and rubble are piled about the well to both conceal it and make the approaches harder.
49	The well smells like a toilet.
50	The fresh corpses of three goblins lie mangled on the ground about the well.
51	A odd, unidentifiable slime trail runs passed the well.

52	A section of the well wall has collapsed, partly blocking the shaft.
53	Gutted candles float on the water's surface.
54	A weak whirlpool effect stirs the well's water.
55	A broken longsword lies near the well; dried blood covers its blade.
56	A crude arrow is carved into the ground; it points away from the well.
57	A cage large enough for one human dangles over the well. A crank enables it to be raised and lowered.
58	A complex hand crank provides water from this deep well; it is easily operated (and just as easily sabotaged).
59	The sound of loud splashing echoes from the well; the water within is turbulent but no creature is visible.
60	A faint purple and silver mist rises from the well.
61	Three buckets stand next to the well; all have had their bottom smashed out.
62	Ghostly grey puff balls of fungi cover the inner wall of the well down to the waterline.
63	Sand, gravel and rocks fill this well. No water can be extracted from within without extensive digging.
64	This dry well has been used as a rubbish dump. The stench of decay emanates from its depths.
65	A dry, hot wind carrying the smell of sulphur and drifting ash blows up from the well.
66	Tiny glowing fish swim in the well's waters.
67	The well uses a crank shaft to draw up water, but it is badly damaged; turning the crank causes the mechanism to fall out of the ceiling.
68	The water in the well is just warmer than body temperature.
69	A tight wisp of smoke rises from the well; a discarded torch lies on a ledge just above the waterline.
70	A column of light periodically projects from the well, illuminating the ceiling above for ten seconds.
71	The smeared remains of a message written in charcoal decorate the well's wall. It is unreadable.
72	An obviously new iron grate covers this old well.
73	The water in the well is heavy with dust and grit; it must be strained before drinking.
74	A shattered clay pot lies on the floor; among the shards, lies a grotesquely gnarled severed hand.
75	A plume of red algae grows on the cold water in this old crumbling well.
76	Half-burned, now extinguished, candles line the ground around the well's mouth.
77	The ceiling above the well is scared by acid.
78	Though empty and dry, the well is filled with bobbing and blinking tiny points of light.
79	The skeletal remains of a dwarf in tattered leather armour are tangled in chains hanging into the well.

80	A burned shield and the remains of charred arrows litter the area around the well.
81	The well's bucket has been replaced with a three-foot diameter tarnished brass bell.
82	The well has crumbled into ruin. The wall surrounding it is in bad condition and collapses into the well if touched, which makes a loud racket sure to draw any nearby dungeon denizens to investigate.
83	A host of bats dwell in the well.
84	The statues of two female drow stand nearby.
85	Coins are hammered into the cracks in the floor surrounding the well; 25 gp worth of bent and twisted copper and silver coins can be recovered with one hour of work.
86	The skeletal remains of a humanoid lie partially submerged at the bottom of the well.
87	This dry well is the camouflaged entrance to a warren of small tunnels.
88	This well is 100-foot deep.
89	An iron ladder descends into the well; the bottom half is missing.
90	The sounds of sobbing emanate from the well.
91	Dark blue fungus grows in the well. Disturbing the fungus releases a cloud of (harmless) spores.
92	The gleam of a few copper and silver coins can be made out at the bottom of this well.
93	Half the body of a human adventurer lies near the well; he appears to have been bitten in half.
94	Jets of fire erupt from the well in spiraling tornados of smoke and heat.
95	The well water has recently had fresh honeysuckle flowers cast into it; a thick layer obscures the water.
96	The well is an illusion, designed to torment those desperate to drink.
97	A macabre wall of bones once surrounded the well; it has been smashed apart—debris lies scattered about the chamber.
98	Recent signs of a campfire—scorched stone and still warm ash—mar the ground near this well.
99	Four iron spikes pierce the walls of the well; stout ropes hang from each one. At the bottom of the well, a narrow tunnel leads away to the north.
100	A permanent <i>wall of force</i> covers the well; beneath glimmers the unmistakable glint of partially submerged gold.

WELL TRICKS & TRAPS

Wells are not always safe. Occasionally, the dungeon's denizens hide 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 wells. Remember, these traps only work if the characters explore the well in question.

FALLING INTO WELLS

Adventurers are curious folk and often explore a well shaft in search of hidden treasures or secret passages. Sometimes, they—or their foes—fall into the well; use the table below, to determine how much falling damage such individuals suffer:

DISTANCE	FALLING INTO SHALLOW WATER	FALLING INTO DEEP WATER ¹
10 ft.	1d6	—
20 ft.	2d6	—
30 ft.	3d6	1d6
40 ft.	4d6	2d6
50 ft.	5d6	3d6
60 ft.	6d6	4d6
70 ft.	7d6	5d6
	etc.	etc.

1: The water must be at least 10-foot deep.

METHANE-FILLED WELL

Methane gas fills this dry well. Explorers entering the well risk death through suffocation or fiery explosion. This well's crumbling walls descend into shadow and gloom. At the very bottom of the well, an archway is barely visible.

The well has the following features of note:

- **Depth:** The well is 60 ft. deep.
- **Walls:** The well's dry, crumbling walls can be scaled with a +10% chance of success.

Activation: When a character descends 20-foot into the well, they begin to suffer the effects of methane gas exposure as detailed in "Effects" below.

Finding the Trap: An alert, cautious character in the well detects the faint scent of rotten eggs; even a distracted explorer detects the smell halfway down the shaft.

Defeating the Trap: A character holding their breath and not carrying a naked flame bypasses the trap's ill effects.

A character searching the bottom of the well has a 1 in 6 chance of noticing a small fissure in the wall. (A dwarf has a 50% chance of noticing the fissure while an elf has a 2 in 6 chance of spotting the fissure). Blocking the fissure stops the methane entering the well.

Effect: When triggered, this trap has one of two effects:

- **Explosion:** If a character brings an open flame 20 ft. into the well, the methane filling the shaft explodes. Characters caught in the blast suffer 4d6 fire damage (a successful save against breath weapons halves the damage). Those injured while climbing must immediately make a successful Climb Walls check or fall to the bottom of the well (suffering 1d6 damage for every 10 ft. fallen).
- **Suffocation:** A character in the well without a naked flame who isn't holding their breath must roll equal or less than their Constitution score on 4d6 (+1 for every previous roll made) every round or start to suffocate. A suffocating character falls to the bottom of the well, suffers 1d6 damage per 10 ft. fallen and lands prone.

THE GRAVITY WELL

This well is affected by a *reverse gravity* spell. Characters exploring the well's depths are propelled out by powerful magic.

The well has the following features of note:

- **Depth:** The well is 100 ft. deep.
- **Walls:** The well's mortared walls are difficult to climb (-10% chance of climbing).
- **Ceiling:** The ceiling above the well is 20 ft. high.

Activation: When a character gets 10 ft. away from the water at the bottom of the well, a *reverse gravity* spell activates. The trap resets itself after one hour.

Find the Trap: A character casting *find trap* discovers the gravity well trap; alternatively *detect magic* cast into the well uncovers a powerful magical alteration aura under the water at the bottom of the well (this is the iron plate detailed below).

Defeating the Trap: The *reverse gravity* trap is centred on an iron plate at the bottom of the well; destroying the plate (hp 60) destroys the trap. Casting *dispel magic* on the plate negates the trap with the normal chances of success.

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

Suddenly an invisible force hurls you out of the well.

- **Reverse Gravity:** Characters in the well with at least one hand free can try to grab a wall by rolling equal to less than their Dexterity score on 4d6 (3d6 if they have two hands free) to stop themselves falling out of the well and onto the ceiling above. Falling characters suffer 1d6 damage per 10 ft. "fallen". Additionally, the *reverse gravity* expels the water from the well in a geyser-like fashion. This reveals the iron plate at the bottom of the well. Characters in the well when the trap activates are drenched and blinded for 2 rounds (a successful saving throw against breath weapon negates this effect). The *reverse gravity* effect lasts for 1 segment.

WELL OF MADDENING VISIONS

The walls of this well are cut from the normal stone of the dungeon; the water is accessible by a simple oak hand crank and can be raised in a small bucket hewn from red agate (worth 100 gp). The water shimmers with a slight sapphire iridescence.

The well has the following features of note:

- **Depth:** The well is 30 ft. deep.
- **Walls:** The well's smooth walls are difficult to climb (-10% chance of climbing).

Activation: Only water drawn with the red agate bucket (and consumed within one hour) has the powers and effects noted below. The bucket holds enough for three draughts. The trap resets itself after one hour.

Find the Trap: A *detect magic* spell reveals the water in the red agate bucket radiates both divination and illusion magic. A character casting *find trap* discovers the red agate bucket and the water within comprise the trap.

Defeating the Trap: Destroying the red agate bucket (hp 20) destroys the trap. Casting *dispel magic* on either the water or the bucket may negate the trap with the normal chances of success.

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

As you drink the cool, refreshing water drawn forth from the well strange visions start to swirl at the corners of your eyes. A grey mist descends, and you are suddenly elsewhere.

When drunk, the well's waters have the following effects:

- **Vision:** The character receives a vision (as if the character had rolled 10 or more on 2d6 after casting a *vision* spell) of the person, place or object most on their mind. The vision is at first benign and may impart valuable information to the character.
- **Phantasmal Killer:** As the vision ends, its tone and content change. Where the scene was once benign, things become more sinister in nature. A person may be struck down by treachery, a place destroyed or an object broken. At the vision's climax, the agency doing the destroying turns and regards the character. It then transforms into a horrible amalgamation of the character's worst fears and attacks as a *phantasmal killer*.

Aftermath: Characters surviving drinking from the Well of Maddening Visions are fatigued for one hour.

Variant Trap: A *confusion* spell targets any creature drinking the enchanted water.



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