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DUNGEON DRESSING: FOUNTAINS

A Pathfinder Roleplaying Game GM's Resource supplement by Ben Armitage

Tired of 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 nonessential details? Want to make your dungeons feel more realistic?

Then Dungeon Dressing is for you! Each instalment in the line focuses on a different 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 to add to the fountains in your dungeon. Designed to be used both during preparation or actual play, Dungeon Dressing: Fountains is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Dungeon Dressing: Fountains*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dungeon Dressing: Fountains* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

After a long hiatus, Ben's recent return to gaming will inevitably be triumphant. Well, in his mind anyway. Ben started in role-playing games by forcing his younger brother into games while trapped on long car rides en route to family vacations. Obscure Tolkien and Marvel knockoffs comprised the initial offerings before playing HeroQuest with friends until the box fell apart. When a friend put together an AD&D 2nd Edition game, it was love at first sight. Well, not really, but man what good time! His long break from gaming came after a TPK in Ravenloft and about 15 years of life...

Now, a patent attorney and small business owner, Ben enjoys reading, writing, gaming, sports and anything with his wife and three young children. He also brews beer while pretending to utilize his chemistry degrees. Ben currently writes for Mystical Throne Entertainment, Raging Swan Press, Open Design, Headless Hydra Games and a few undisclosed projects coming in 2012-2013.

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FOREWORD

I've said it before: the devil is in the details of a good module (or dungeon). It's something that I think we forget in this day and age of complicated stat blocks and glossy adventures and supplements. That's why I love this product line – every time I get a new submission from one of my freelancers I can't wait to see what they've come up with and use their creations in my own campaign.

Also, every time I received a turnover from a freelancer working on a *Dungeon Dressing* instalment I think how much I'd love to design a proper mega-dungeon. That would be awesome! While I know that most mega-dungeons are wildly illogical and have as much verisimilitude as an honest swindler I love adventuring in them. I ran a campaign in a local shop several years ago that was set in and around a mega-dungeon buried under a city. I had great fun creating the grand overview of the dungeon and even collated notes on what lurked on most

of the levels. However, I didn't concentrate as much on the minutia. If I'd had the *Dungeon Dressing* line at the time, I'm sure the whole would have been much more details. It was a great campaign, though, I'd love to do it again some time!

This is Ben's second project for Raging Swan Press and I think it's a worthy addition to the *Dungeon Dressing* line. Fountains often appeared in the early, slightly illogical "mega-dungeons" of the 1970s and 80s. Often they acted as portals to other dimensions or planes. Other times, their waters had strange magical powers. In many adventures they served as the designer's nod to the requirements of living in a dungeon (almost all monsters have to drink, after all).


Beyond their basic function of providing water, however, fountains can serve as an interesting element of the dungeon and the game world. Crafting and installing a fountain, after all, is a difficult, time-consuming and expensive procedure – the character doing so must have a pretty good reason.

Dungeon Dressing: Statues and *Dungeon Dressing: Pools* perfectly compliment *Dungeon Dressing: Fountains*. A

GM can use the aforementioned supplements to add extra details to the statue comprising the fountain itself and to the pool into which its water tumble.

Combining the details generated is sure to create a detail-rich encounter area that will be so much more than "a room with a fountain."

I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used it in your game – drop



me a line at creighton@ragingswan.com.

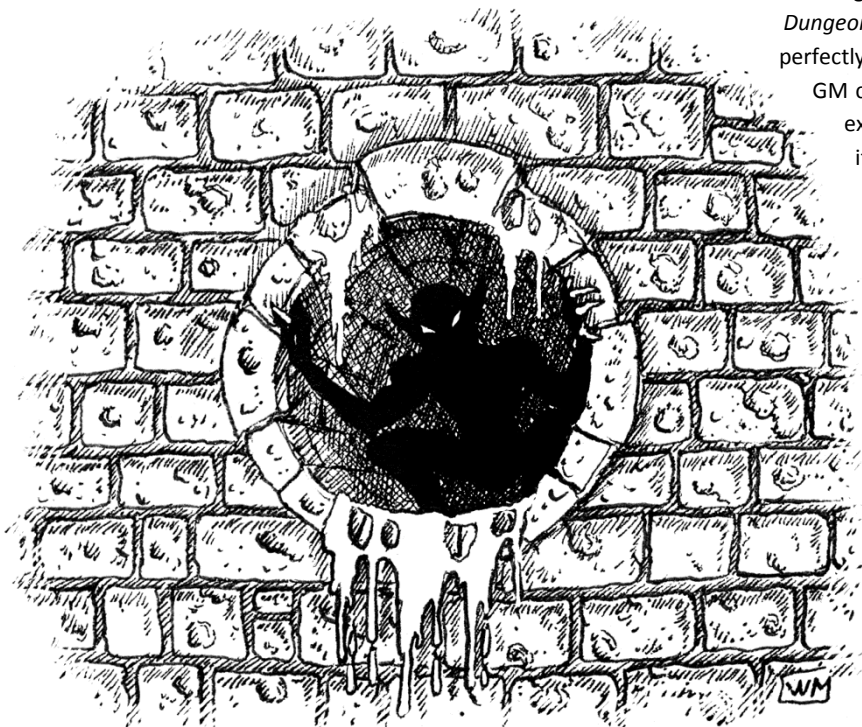


TABLE A: CHARACTERISTICS & APPEARANCE

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 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 nearby rivals.

A1: FOUNTAIN SUBJECT

Fountains are often crafted to represent a person, power or monster of personal significance to the designer or owner. One of the first questions PCs ask about fountains 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.

D20	FOUNTAIN DEPICTS A...
1	Tree or other large plant
2	Is featureless; it may be a hunk of stone or a block of dressed masonry
3-6	Deity or otherworldly, legendary power
7-10	Magical beast or creature
11-12	Animal
13-15	Local hero
16-18	Legendary hero
19	Intricate pattern
20	Is a tableaux and has two subjects; roll again on this table ignoring results of 19 - 20

A2: WATER QUALITY

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

D%	THE WATER...
01-15	Has dried up
16-25	Is stagnant (the fountain itself is non-functional).
26-35	Is invigorating
35-45	Is warm
46-55	Is cold
56-89	Is clean and fresh
90-99	Is poisoned or carries disease (see sub-table A3)
100	Has magic properties (see sub-table A4)

A3: POISONED/DISEASED WATER

Sometimes by accident or design water from a fountain becomes fouled. Use this table to determine what infection lurks within the water.

D6	THE WATER CONTAINS...
1	Miniscule green flakes of deadly nightshade (DC 20 Perception) bob in the fountain's flow, causing belladonna poisoning if ingested (ingested; DC 14 Fortitude {1 save}; <i>onset</i> 10 min.; <i>freq.</i> 1 min./6 mins.; <i>effect</i> 1d2 Str). Characters afflicted with lycanthropy in the previous hour can make one save to cure the affliction.
2	The underground water source carries heavy metals to the fountain's basin. Ingesting the water causes arsenic poisoning (ingested; DC 13 Fortitude {1 save}; <i>onset</i> 10 min.; <i>freq.</i> 1 min/ 4 mins.; <i>effect</i> 1d2 Con)).
3	Terinav root has been dissolved in the water (contact; DC 16 Fortitude {1 save}; <i>onset</i> 1 min.; <i>freq.</i> 1 min./6 mins.; <i>effect</i> 1d3 Dex)).
4	Microscopic bacteria foul the water. A character drinking the water becomes nauseated 2d4 hours later (DC 20 Fortitude save negates) for 2d6 hours.
5	The greenish tint in the water hints at the presence of the slimy doom (contact; DC 14 Fortitude {2 saves}; <i>onset</i> 1 day; <i>freq.</i> 1/day; <i>effect</i> 1d4 Con {subject must make second save or 1 damage is drain instead}) lurking within.
6	The diseased water contains the shakes (contact; DC 13 Fortitude {2 saves}; <i>onset</i> 1 day; <i>freq.</i> 1/day; <i>effect</i> 1d8 Dex))

A4: 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.

D6	FOUNTAIN'S MAGICAL PROPERTIES...
1	<i>Calm emotions</i> (CL 3; DC 13 Will resists)
2	<i>Guidance</i> (CL 1; DC 11 Will resists)
3	<i>Resistance</i> (CL 1; DC 11 Will resists)
4	<i>Bestow curse</i> (CL 5; DC 15 Will resists)
5	<i>Cure light wounds</i> (CL 3; DC 12 will halves)
6	<i>Lullaby</i> (DC 11 Will negates)

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

D%	
01-05	Water forcefully sprays from the mouth of a carved granite minotaur positioned in the centre of a pool.
06-10	A red liquid seeps from the eyes of a marble female elf bust and slowly drips into the pool below.
11-12	A fast-moving stream of water falls from a waist-high trough along the chamber wall.
13-14	Alternating coloured stone flowers intertwine to decorate a three-tiered basin fountain.
15-16	A single flagstone path leads past a large double basin water feature. Mist from the bubbling fountain slickens the surrounding stones (+5 to the DC of Acrobatics checks).
17-18	Water tumbles from a hole chiselled in the cavern wall and onto the floor, creating a narrow rut in the stone. (DC 5 Acrobatics to jump).
19-20	Five lion heads spout water from their mouths into a rectangular sink. Each face wears a different expression.
21-22	Ten levels of miniature steps surround a tall fountain. Water tumbles over the steps (DC 10 Climb to scale).
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 can be discovered (DC 20 Perception) and disabled (DC 15 Disable Device).
27-28	Water projects vertically and forcefully from holes in the floor. The floor is slick.
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 and through a hole in the floor.
33-34	Stagnant water fills a basin and seems undisturbed for a length of time.
35-36	Crude piping, including a tap valve, runs along one wall.
37-38	Six bowls, hanging from chains at various heights, collect and distribute water.
39-40	The fountain is a single 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 statues emerge from the pool, but neither is flowing.
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 (+5 to the DC of Acrobatics checks) 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 surround its basin.
57-58	Inlaid on the inside of the fountain's basin, a mural depicts a battle scene.
59-60	Various coins lie in the pool surrounding this fountain. They glimmer invitingly.
61-62	A loosely stacked pile of well-worn buckets lies beside the fountain.
63-64	A poem wraps around the fountain's base, in metallic script.
65-66	The fountain's spout rotates in a circular fashion.
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.
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, spilling into a narrow pool. The water originates in 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 crystal clear water in the fountain reveals a checkered basin floor of alternating black and tan squares.
81-82	Water leaks from the fountain's spout, barely wetting the basin. A small hand crank is positioned nearby (and still works).
83-84	Mist rises from the waters surrounding this energetically flowing fountain.
85-86	Water runs over and through the sodden remains of an aging ballista into a basin.
87-88	Moulded crudely from the clay flooring, the shallow basin collects moisture steadily slipping through cracks in the ceiling.
89-90	Four metal legs support an overflowing bowl.
91-92	Two streams cross; their water's 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.
100	Carvings of monstrous frogs decorate the fountain.

TABLE B: DRESSING & FEATURES

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%	
1	A smear of blood covers part of the fountain.
2	A thick layer of dust covers the dry fountain.
3	Cracks in the basin funnel the fountain's water across the floor (+5 to the DC of Acrobatics checks).
4	The fountain's statue has been decapitated and water weakly trickles from its neck stump.
5	The fountain is overflowing and the surrounding floor is slick (+5 to the DC of Acrobatics checks).
6	Small bones litter the bottom of the fountain's basin.
7	The fountain reeks with stagnation and rot.
8	Steam rises from the water's surface.
9	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 large pool.
12	Moss and lichen cover the fountain and clog the basin (which is moist).
13	A rotting, bloated humanoid carcass floats face down in the pool.
14	Soot coats the fountain.
15	A small pair of boots and neatly folded clothes lies 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 alterations done in charcoal.
23	Two small fishing poles lie tucked in a corner near the pool (DC 15 Perception spots).
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 small goblin, recently deceased and sprawled at the base of the fountain.
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 (DC 5 Perception) through thick layers of spider webs covering the fountain.
31	The beauty of an ornate canopied fountain contrasts with the piles of guano covering the floor (treat the area as difficult terrain).
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 battle axe 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 hang 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, PCs may note (DC 12 Perception) a hastily written scrawled message "drink...turn back" on the fountain's basin.
40	Thick moisture hangs in the air, making the stone flooring within 15 feet of the fountain slick with wet algae (treat the area as difficult terrain).
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 smells of faeces and urine.
43	Water drips into the pool from the ceiling above, mimicking the sound of light rain.
44	A small, sodden book floats in the fountain.
45	Two makeshift ladders lie across the large fountain (DC 10 Climb to cross).
46	A small sack containing bandages and a poultice lies half-open near the fountain.
47	Both arms of the fountain's statue lie dismembered at the bottom of the pool.
48	The fountain's water escapes the basin through a hole near the wall. The basin was clearly deliberately broken.
49	Clearly visible in the water, two large eels swim in the pool surrounding the fountain.
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 across the fountain's apex.
52	Brown mould covers the basin and some of the room's walls.
53	Two torches, extinguished in the fountain 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 exterior walls.
58	Smashed completely, the fountain's original bust is unidentifiable.
59	Scaffolding surrounds the tall, ornate fountain (DC 10 Climb scales).
60	Skeletons of animals and humanoids surround 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 water tastes salty.
69	Small 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 fountain.
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 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 from 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. Shorn, rusty fasteners tip off the PCs as to the cause of the fountain's demise.
82	Three bronze reliefs of angelic figures overlooking the fountain seem to weep black tears. This is the result of minerals in the water.
83	A homemade snorkel sits at the water's edge of the deep cavern fountain's 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 smells of rose water.
87	Two empty liquor bottles float in the water.
88	Small, grey mice scuttle in and out of the pock-marked and many-holed fountain's walls.
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 (<i>Bestiary</i> 2) attacks 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 float in the water.
95	Worn playing cards lay scattered in and around the fountain. If collected, a PC notices (DC 20 Perception) all the sixes are missing.
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 one wall near the fountain.
97	A broken basin allows a steady stream of water to escape the fountain. A small wooden paddle wheel turns a shaft leading through a small hole in the wall into some adjacent, but hidden space.
98	Flower petals float lazily in the water.
99	A metal coif has been hung over the fountain.
100	The water slowly boils and bubble. It is heated by some hidden source.

TABLE C: TRAPS & TRICKS

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.

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. Several large fist-sized acorn-like objects hang from the tree's boughs and high up in its trunk gold glimmers invitingly from a tree hollow. A series of stepping stones creates a path of sorts across the pool.

TREE OF WEAL & WOE CR 5 (1,600 XP)

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

Search DC 25 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a button hidden on a low overhanging branch reachable from without the pool)

Destroy Destroying each fist-sized acorn (AC 7, hardness 8, hp 15, DC 25 Break) destroys that part of the trap

Trigger Touch (raising the water level of the fountain by stepping or falling into the pool); **Reset** —

Area Feature (Pool) The pool is 5 ft. deep, contains calm water (DC 10 Swim) and has a radius of 30 ft.

Area Feature (Stepping Stones) A character can leap from stepping stone to stepping stone with a DC 10 Acrobatics check. A DC 25 Perception check reveals the stepping stones are unstable and will likely shift when stood upon. A character on a stepping stone when this occurs must make a DC 12 Acrobatics check or fall into the pool (which triggers the trap). There are six stepping stones.

Area Feature (Stone Tree) The tree rises out of the pool and stands 20 ft. high. Its trunk is slick (DC 20 Climb) but a character weighing less than 100 lbs. can climb the tree's branches (DC 15 Climb). The tree has ten stone acorns.

Effect When a character falls into the pool and raises the water level, the trap activates.

Effect (Falling Acorn) When a character tumbles into the pool, a stone acorn falls from the tree. Each acorn contains a mixture of alchemist's fire and smoke powder, and releases copious amounts of blinding, burning smoke (which has the same effects as *obscuring mist*) in a 20 ft. radius when it hits the water. Characters caught in the cloud suffer 4d6 fire damage (DC 20 Reflex halves) on the first round of exposure and 2d6 fire damage (DC 20 Reflex halves) on the second round. The cloud dissipates at the start of the third round.

Effect (Scything Branches) If a stepping stone shifts, but the character does not fall into the water, a branch scythes down from the tree and attacks the character (+10 melee, 2d6 damage)

Treasure The tree hollow contains a fabulously wrought golden statuette of a crouching dryad. It is worth 1,500 gp (DC 20 Appraise values).

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.

BONEHOLD CR 7 (3,200 XP)

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

Search DC 31 Perception (the *animate object* portion of the trap that animates the stone chains is protected by a *nondetection* [DC 22 caster level check reveals]); **Type** Magic

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less; **Bypass** DC 25 Perception (a switch atop the fountain deactivates the trap)

Destroy Destroying the chains (see below) defeats the trap

Trigger Location (entering the pool); **Reset** —

Area Feature (Pool) The pool is 3 ft. deep, contains calm water (DC 10 Swim) and has a radius of 30 ft. Characters that choose not to swim can wade through the pool. It costs 2 squares of movement to enter each pool square in this fashion.

Area Feature (Fountain) Of featureless black rock, the fountain is 10 ft. high and hard to scale (DC 20 Climb). It stands in the middle of the pool.

Effect When triggered, this trap has the following effects:

Effect (Round 1 [Chains]) The chains release the unanimated skeletons (that fall into the water) and attack any living creatures in the pool. A grappled target is ignored by the other chains. There are four chains and each has the following statistics:

- AC 6, CMD 20, hardness 8, hp 15, DC 22 Break
- Melee Touch (20 ft. reach) +10 (1d4+4 plus grab [CMB +14])
- Once a chain has grappled a target it can drag its victim 5 ft. toward the fountain with a successful CMD check.

Effect (Round 2 [Green Slime]) The fountain stops spewing forth water and instead green slime begins to ooze down its flanks. A character brought into contact with the fountain suffers 1d6 Constitution damage per round of contact.

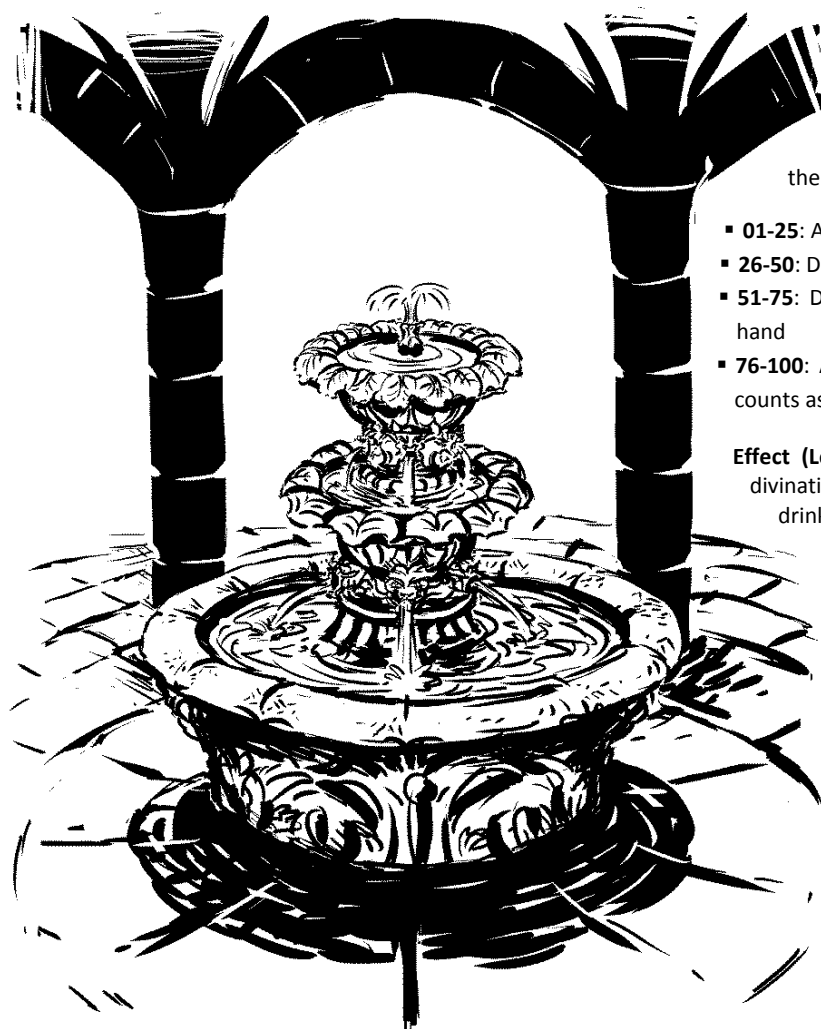
- **Green Slime:** On the first round of contact, green slime can be scrapped off (which destroys the scraping device). On subsequent rounds it must be frozen, burned or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight or a *remove disease* spell destroys the green slime. There is enough green slime in the fountain to coat its flanks three times.

FOUNTAIN OF INSIGHT

This three-tier fountain stands at the centre of a small chamber. Water falls into each of the fountain's basins 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 this 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 a fair amount of 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 basin to gain guidance on day-to-day activities, from the middle basin when they want to discern the guilt or innocence of an accused fellow and from the top basin when they wish to contact the Slumbering One (as they refer to the nameless deity bound to its waters) when they want specific insights.



FOUNTAIN OF INSIGHT

CR 6 (2,400 XP)

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

Search DC 30 Perception; **Type** Magic

Disarm DC 25 Disable Device (2d4 rounds) on each basin; activates on DC 20 or less; **Bypass** —

Destroy Destroying each basin (AC 2, hardness 8, hp 50, DC 25 Break) defeats that portion of the fountain.

Trigger Touch **Reset** Automatic (immediately)

Area Feature (Fountain) The fountain is 10 ft. high. Water feeds the fountain from a reservoir buried in the floor below it.

Area Features (Archways) Archways surround the statue. None have doors and all lead to other parts of the complex.

Effect (Upper Basin) The waters of this basin radiate strong divination (DC 20 Knowledge [arcana] identifies). Characters drinking from the water are affected by a *contact other plane* spell (CL 9) 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, he feels his consciousness leave his body and merge with the slumbering deity. They then receive a strong impulse to ask questions. A character can ask four questions, before his consciousness returns to his body.

Effect (Middle Basin) The waters of this basin radiate moderate enchantment (DC 19 Knowledge [arcana] identifies). Characters drinking from the water are affected by a *confusion* spell (CL 9; DC 16 Will resists; duration 9 rounds). Roll percentile dice, and consult the below chart to determine how the character acts:

- **01-25:** Acts normally
- **26-50:** Do nothing but babble incoherently
- **51-75:** Deal 1d8 damage + Str modifier to self with item in hand
- **76-100:** Attack nearest creature (for this purpose, a familiar counts as part of the subject)

Effect (Lower Basin) The waters of this basin radiate faint divination (DC 16 Knowledge [arcana] identifies). Characters drinking from the basin benefit from an *augury* (CL 9) effect. The augury remains in effect for the next 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 giving a meaningful reply.

TABLE D: NONSTANDARD 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 spurting 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, a GM can still employ Tables A and B but should be careful to add some hint as to the fountain's special feature. Perhaps a fountain spewing forth sewerage smells strange 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 – holy water, oil, water carrying a magical affect and so on – the GM should expect the PCs 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 PCs manage to collect a sizable amount of valuable liquid (such as holy water or water that acts like a *potion of cure light wounds*, for example) the GM 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.

ALCHEMIST'S FIRE

Often set as dangerous and deadly traps, alchemist's fire 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.

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 bottle as much alcohol as they can carry).

- **Ale:** A gallon of ale is worth 2 sp.
- **Wine (Common):** A pint of wine is worth 2 sp.

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 evil outsider.
- **Splattered:** Undead or evil outsiders within 5 ft. take 1 damage.
- **Unholy Water Note:** Unholy water injures good outsiders in the same fashion holy water damages undead and evil outsiders.

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:** Damage from lava continues for 1d3 rounds after exposure ends, but this damage is only half that dealt by actual contact.

SEWERAGE

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

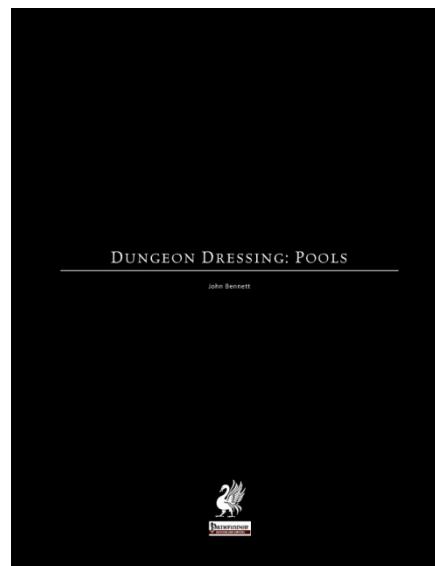
- **Immersion:** The DC to resist the disease is increased by 4.
- **Direct Hit:** Use the disease's normal DC.
- **Splattered:** The DC to resist the disease is reduced by 2.

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