

DUNGEON DRESSING: POOLS

John Bennett



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DUNGEON DRESSING: POOLS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by John Bennett

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



CREDITS

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Thank you for purchasing *Dungeon Dressing: Pools*; 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: Pools* 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

John makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

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FOREWORD

Pools – especially magic pools – are a staple feature of many early dungeons. Many classic modules – *In Search of the Unknown* and *Horror on the Hill* to name but two – feature such magic pools. Investigating (and occasionally drowning) in such features was an integral part of my early gaming years. Hell, occasionally my characters drank from such pools in the hopes their waters harboured magic powers. Sometimes I was delighted to discover they did! Other times, while reaching for my character generation dice I rued my decision.

Of course, players being players once they discovered that a pool's water contains magic powers, they invariably attempt to bottle it for later use. The wise GM would do well to determine that such water only works if drunk directly from the pool itself. It's also a good idea to limit a pool's powers to affect any given character once.

Beyond having magic powers, pools are an essential part of almost any dungeon. Most dungeon denizens after all require water to survive. However in many modules, pools of water are simply that – they have no more redeeming features than being a handy place to replenish water flasks.

Pools also serve as handy terrain to use to spice up combats. Characters can push their enemies into pools, splash water into their foes' faces, jump into their waters to escape certain death and so on. Placing treasure at the bottom of a pool is also a great way to change the pace of the gaming session. While the PCs may desperately want the treasure, they'll probably also be

more than a little wary about what dangers may lurk in the water.

Finally, pools serve as an excellent barrier to exploration, requiring clever problem solving or powerful magic to traverse (particularly if the way forward is underwater).

That's why I'm delighted that designer John Bennett chose pools for this instalment of *Dungeon Dressing*. In the following pages, John has really captured the essence of what makes dungeon pools interesting. Using the tables herein any GM can quickly come up with interesting features for his pools. He has also provided two cunning pool-based traps and two classic Old School magic pools with which to perplex and terrorise your players. (In fact, John produced more such pools that I could cram into this manuscript, so check out ragingswan.com/pools to download the extra material completely free!)

As always, 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

Pools add an element of mystery to a dungeon. In their often murky depths, they can hide both treasure and monsters or connect via a hidden passageway to elsewhere in the dungeon. Pools in dungeons can be magical or mundane. Some are naturally occurring with swiftly flowing water, while others are constructed at the dungeon architect's whim and feature elaborate fountains or other features.

Pools make an excellent addition to a dungeon, allowing the GM to create interesting encounters utilizing clues, monsters, puzzles or traps. No matter the pool type, it is only a brave adventurer who willing steps into unknown waters. Players are wise to approach a pool cautiously, even if it initially seems innocent enough.

This section presents the basic characteristics of pools:.

POOL TYPES

Pools can come in many sizes and shapes. When creating a pool select one characteristic from each type listed below.

- **Depth:** Deep or shallow.
- **Water Flow:** Calm, rough or stormy.
- **Temperature:** Warm, cold or very cold.
- **Origin:** Constructed or natural.

DEPTH

Pools are either deep or shallow.

Shallow: Shallow pools have a depth of less than 10 ft. and the following characteristics:

- **Clear:** Unless the water is described as particularly murky, vision in a shallow pool is 4d8 x 10 ft.

Deep: Deep pools typically have a depth of over 10 ft. and the following characteristics:

- **Murky:** Unless the dungeon is brightly lit, deep pools are generally murky, reducing vision to 1d8 x 10 ft.

Very Deep Water: Very deep water is dangerous to swimmers:

- **Pitch Black:** It is pitch black in very deep water.
- **Water Pressure:** For every 100 ft. a swimmer is below the surface, he suffers 1d6 nonlethal damage each minute (DC 15, +1 per previous check Fortitude save negates).

WATER FLOW

Water flows swiftly in a rapid pool, either because of magic or because of a swiftly moving current entering from elsewhere.

- **Calm Water:** Calm water requires a DC 10 Swim check.
- **Rough Water:** Rough water requires a DC 15 Swim check.

- **Stormy Water:** Stormy water requires a DC 20 Swim check.

TEMPERATURE

Most underground water is cold or very cold:

- **Very Cold:** Very cold water deals 1d6 nonlethal damage from hypothermia per minute of exposure.

ORIGIN

Pool are either constructed or of natural origin and have the following characteristics:

Constructed: Built by intelligent creatures such pools are sometimes built with other exotic materials besides stone.

- **Construction:** A DC 15 Knowledge (engineering) check determine the type of creature who constructed the pool.
- **Partial Cover:** Some constructed pools have an encircling wall around them 2 ½ ft. – 4 ft. high. These walls provide partial cover (+2 AC, +1 Reflex) to creatures in the same square. Most walls are made from the same material as the pool.

Natural: Natural pools occur organically in dungeons and usually feature rough stone walls and floor. They are often fed through natural fissures in the rock or formed by water dripping down from above. The water within is often cold and pure.

CONSTRUCTION

While most pools are carved from roughly hewn stone, some constructed pools can be built from more unusual materials. The statistics below represent a pool's floor and walls.

MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Bone	3	50	20
Glass	2	50	20
Iron	10	90	30
Stone (Hewn)	8	90	50
Stone (Masonry)	8	90	35
Stone (Natural)	8	90	65
Wood	5	60	20

*magically treated

RANDOM ENCOUNTERS

Not only can pools serve as a secret passageway to other parts of the dungeon, they are also great places to spring an unexpected encounter on characters as dungeon denizens are often drawn to water. The difficulty of fighting underwater creatures presents new tactical challenges to your players.

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

D%	
01-05	Small, brightly painted tiles encircle the edge of the pool. The tiles are slightly slippery, increasing Acrobatic checks by 2.
06-10	The walls of the pool slope downward, curving towards the centre.
11-12	A small 10 ft. by x 10 ft. pit rests in the pool's bottom. It is 15 ft. deep.
13-14	An underground spring makes the pool water scalding hot, dealing 1d4 fire damage per round to any immersed creature.
15-16	The floor of the pool is exceptionally rough and uneven; it does not count as firm footing.
17-18	Stalactites hang down from the ceiling, almost touching the surface of the pool.
19-20	Hewn stone steps descend into the pool.
21-22	Two <i>continual flames</i> light the pool's depths.
23-24	A DC 25 Perception check discerns perfectly aligned, tiny holes bored into the pool's walls.
25-26	The pool water is very salty, granting a +2 bonus to Swim checks made to stay afloat.
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 conjuration magic. Once per day, a creature drinking from the pool receives the benefits of a <i>cure moderate wounds</i> spell (CL 3rd).
31-32	A fountain of a halfling spouting water from an upraised tankard stands in at pool's centre.
33-34	A small cave hollows out one of the walls.
35-36	The pool is fed by a natural underground stream.
37-38	The walls of the pool progress towards the bottom like a set of stairs
39-40	In the middle of the pool, a natural pillar of stone has formed, rising just inches about the surface.
41-42	Half of the pool's walls are of finished stone and the other half are unworked as if the builder stopped halfway through its construction.
43-44	A short, twisted tunnel leads off from the bottom of the pool and runs 90 ft. before ending in a small alcove. Traversing the winding tunnel increases the Swim DC by 5.
45-46	The water is black and oily. A creature drinking from the pool is affected by a <i>bestow curse</i> spell (-6 Con, CL 7th; DC 14 Will negates).
47-48	The dungeon's floor slopes downward steeply to the pool's edge.
49-50	Medium-sized holes in the pool's walls lead to perfectly circular chambers.
51-52	A DC 30 Knowledge (religion) check identifies hymnals written to a long forgotten deity along 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.
57-58	The bottom floor of the pool has been tiled in smooth pebbles.
59-60	Stone carvings of demonic heads line the perimeter of the pool. A DC 25 Knowledge (engineering) check discerns that they once were used to fill the pool with water.
61-62	The pool's walls are lined with numerous handholds, granting a +5 bonus to Climb and Swim checks.
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.
67-68	Slippery, narrow stone archways crisscross the pool 2 ft. over its surface, requiring a DC 12 Acrobatics skill check to cross without falling in.
69-70	The pool water is very cold. Swimmers in the pool take 1d6 nonlethal damage per minute of exposure.
71-72	Small streams of water sprout from multiple fist-sized holes in one of the dungeon's walls to feed the pool.
73-74	The pool's surface acts like a mirror.
75-76	The pool water is strangely thick and heavy, increasing the DC to Swim checks by +2
77-78	Alternating shelves of rock jut randomly from the walls of the pool.
79-80	Thousands of tiny spikes cover the floor of the pool, acting like caltrops to anyone walking along the bottom.
81-82	The pool water has a greenish tinge to it and is acidic, dealing 1d3 acid damage to any creature touching it and 1d6 acid damage a round to any submerged creature.
83-84	The pool is shaped like an inverted pyramid.
85-86	The water in the pool swirls counter clockwise for 1d4 rounds and then swirl clockwise for the same length of time.
87-88	A DC 20 Perception check notices a lever that releases a metal grate that slides out to cover the surface of the pool.
89-90	At the bottom of the pool rests a small statue of a girl holding an orb. Once per year, anyone touching the statue receives the benefits of a <i>divination</i> spell (CL 7th).
91-92	The pool's water is filled with thick sediment, reducing vision to 1d4 x 10 ft.
93-94	The pool is shaped to appear as 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.

TABLE B: DRESSING & FEATURES

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

D%	
1	A sodden, decaying goblin, or other humanoid, floats face down in the pool.
2	2,000 copper pieces line the pool's bottom.
3	The pool's water glows with a strange luminosity like torchlight that lasts for 1 hour if bottled.
4	Small white fish swim languidly in the pool.
5	The pool water is artificially dyed red.
6	Stone spouts depicting fairy creatures along the pool's perimeter spray coloured water into the pool. Any creature hit by the spray must make a DC 10 Fortitude save or be dazzled for 1 round.
7	The walls of the pools have been lined with mirrors. Some are broken (hardness 1, hp 1, Break DC 5).
8	Three humanoid skeletons lie entwined on the pool's bottom.
9	A gnawed rope dangles into the pool.
10	Garbage and waste litter the pool.
11	Anyone staring into the pool is subject to a permanent <i>silent image</i> spell (Will DC 11, CL 9th) depicting a giant kraken racing upwards.
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.
15	The water of the pool has an oily smell and feel. It is highly flammable (treat as oil).
16	A decorative golden plaque set above the pool reads in Aquan, "Alas, here is all that remains of Aguaneros the water elemental."
17	Bloody footprints lead up to the pool's edge.
18	Any creature submerged in the pool hears beautiful, but faint, 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 10 gp gems have been set underwater into the pool's walls. Each requires a DC 20 Disable Device check to remove without breaking.
23	The bottom of the pool is painted black so that it appears deeper.
24	Statues of headless maidens dance around the pool's edge. Their heads lie in the pool.
25	A wooden shield, bitten in half, bobs ominously in the pool.
26	Giant lily pads that hold up to 50 lbs. cover the surface of the pool.

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 DC 25 Knowledge (engineering) check fixes a dragon headed spout that then starts to belch water into the pool.
30	Broken bits 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	Purplish slime fills the pool and adjacent squares, increasing the DC of Acrobatic and Swim checks by 4.
34	Obvious signs of recent flooding – water marks etc. – surround the pool.
35	Thousands of gold pieces appear to litter the pool's bottom. In fact, it is a <i>permanent image</i> (DC 16 Will, CL 13th). 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 pool's edge; its lower half appears to have been dissolved.
40	One wall of the pool has collapsed.
41	A DC 25 Perception check detects faint music playing beneath the pool's surface.
42	The pool is only half-full and choked with slime.
43	Thick cobwebs stretch across the pool.
44	Wooden planks have been nailed over the pool.
45	A fountain in the middle of the pool depicts two gnomes lovers. 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 eye has crumbled away.
47	Large dents mar the pool's walls.
48	A complete city, done in miniature, covers the pool's floor. Although some buildings are ruined, it is clearly a work of genius.
49	Gold fish swim lazily in the pool.
50	A dead tree sits in a pot next to the pool's edge.
51	Debris from the ceiling occasionally falls into the pool. Every 1d4 hours, a creature standing within 5 ft. of the pool must make a DC 15 Reflex save or take 1d6 damage from falling rock.
52	Old, well-used toys lie covered in dust next to the pool.

53	A silver placard just above the water line in one of the pool's walls reads in Aquan, "Beware the lurkers below."
54	The pool's walls have many small niches and recesses carved into them.
55	A DC 20 Perception check finds carved into the wall in Dwarven, "Built by Zar to commemorate the crowning of King Narganthal."
56	The pool's once pure water is fouled with rubbish and excrement.
57	A DC 25 Perception check reveals carved into a wall a small map of the dungeon, depicting the next three dungeon rooms before a missing chunk of the wall cuts it off.
58	Numerous wooden holy symbols of various gods float in the pool. Several are scorched or broken; all are essentially worthless.
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 water skin in its hands.
61	A wooden ladder has been thrust into the pool.
62	The pool is filled with wine. It is old and vinegary. A character drinking it must make a DC 15 Fortitude save or be sickened for 1d4 hours.
63	The warm pool water relaxes the mind. A fully submerged creature is affected by <i>calm emotions</i> spell (CL 2nd; DC 13 Will save negates).
64	A horrible smell, like rotting corpses, wafts from the pool nauseating adjacent creatures for 1d4 minutes (DC 20 Fortitude save negates).
65	Extinguished tea lights bob on the surface.
66	Discarded clothing floats lazily in the pool.
67	A DC 15 Knowledge (dungeoneering) check identifies a number of moulds and algae living near a hot vent in the pool's bottom as both edible and nutritious.
68	Under a layer of slime at the pool's bottom lie 10 ancient platinum coins (DC 25 Perception check reveals).
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 that something huge crawled from the pool.
71	Graffiti scratched into one of the walls in 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 have been crudely nailed into the walls of the pool. Its 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. Piece 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 sits chained to the bottom of the pool.
79	Numerous crossbow bolts lie on the pool's bottom. They are rusted and worthless.
80	A natural underground stream has broken through one of the pool's walls, polluting the water with a thick pink sludge.
81	The pool sits at an odd angle on a crumpled floor as if victim to a minor earthquake.
82	An enormous, desiccated 40 ft. tentacle coils within the pool. A DC 28 Knowledge (nature) identifies it once belonged to a kraken.
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 rusted chain and crank link it to a gigantic 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 green algae covers the pool's the surface. A DC 15 Knowledge (dungeoneering) or (nature) check reveals it is safe to eat.
90	Thick, cloying 5 ft. deep mud covers the pool's bottom. The mud does not count as a firm footing. Walking through it kicks up a cloud of mud (acts as <i>obscuring mist</i> for 1d4 minutes).
91	A treacherous, underwater current moves through the pool's depths. Swimmers must make a DC 20 Swim check or be pulled underwater. A DC 20 Perception check spots the hidden danger.
92	The pool has raised walls; in two places the walls have been breached allowing much of the water to drain away.
93	A crude, dry stone wall surrounds the pool. Bleached skulls have been set atop the wall and glare at anyone approaching the pool. The rest of the 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.
95-99	Roll twice on this table, ignoring results of 95-100.
100	Roll thrice on this table, ignoring results of 95-100.

TABLE C: TRAPS & TRICKS

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 placed in a small cave off one of the pool's walls, furthering disguising it as a monster.

BLACK TENTACLE TRAP CR 6 (2,400 XP)

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

Search DC 30; **Type** magic

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less; **Bypass** DC 25 Perception (a tiny hidden switch near the pool's edge).

Destroy Destroying the hidden switch (AC 12, hardness 10, hp 10, DC 25 Break) defeats the trap.

Trigger Proximity (*alarm*; any creature touching or entering the pool water); **Reset** automatic (1 hour)

Effect When triggered, this trap has the following effects:

Effect (Activation) When activated, an extended *deeper darkness* spell (CL 9th) activates just under the pool's surface to hide the pool's bottom. Additionally, the trap unleashes an extended *black tentacles* spell (CL 9th; CMB +14, CMD 24) along the pool's surface in a 20 ft. radius. The inky black tentacles thrash about madly to simulate some monstrous beast hidden in the darkness of the pool.

Effect (Round 1) The tentacles attempt to grapple any creature within its area of affect. Grappled creatures suffer 1d6+4 damage and gain the grappled condition.

Effect (Subsequent Rounds) The tentacles continue to grapple any foes in its area of affect. It pulls any grappled foes into the pool, in an attempt to drown them.

Effect (End; Round 18): The tentacles disappear, but the *deeper darkness* remains (for 180 minutes).



VORTEX TRAP

This trap sucks swimmers into a flooded chamber to drown.

VORTEX TRAP CR 6 (2,400 XP)

The bottom of the pool suddenly slides open, a whirling vortex quickly forming around you.

Search DC 25; **Type** mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception (a small switch on one of the inside walls of the pool).

Destroy Destroying the pressure plate (AC 11, hardness 8, hp 20, DC 20 Break) defeats the trap.

Trigger one pressure plate (along the pool bottom); **Reset** automatic (1 hour) or manual

Effect (Round 1) Stepping on 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 away into a shaft. Creatures within the vortex must make a DC 20 Swim check or be sucked 5 ft. toward the shaft. The vortex stretches 15 ft. downwards through a shaft, draining into an adjoining chamber the same size as the pool above.

Effect (Subsequent Rounds) The vortex spreads 5 ft. in all directions, each round. The water completely drains out of the pool 4 rounds after the vortex fills the circumference of the pool. Creatures in the vortex must make a DC 20 Swim check or be sucked 5 ft. toward the shaft. Trapped creatures can make a new Swim check as a move action to move in 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 must succeed on a DC 15 Swim check to move in the pool.

Effect (End; Round Varies) Once the water drains from the pool, the shaft door slides shut. Creatures trapped in the pool's reservoir can attempt to break through the stone door (AC 4, hardness 8, hp 90, Break DC 30*). Alternatively, a DC 20 Perception check discovers a 10 ft. wide iron grate (AC 4, hardness 10, hp 20) in the reservoir's wall leading to a narrow tunnel (DC 20 Climb check) used to pump water back into the pool.

Variant (CR 7) Increase the DC of the vortex to 25.

Variant (CR 5) Decrease the DC of vortex to 15.

DROWNING

A character can hold its breath for a number of rounds equal to twice its Constitution score. If a character takes a standard or full-round action the remaining duration is reduced by 1. After this period, the character must make a DC 10 (+1 per previous check) Constitution check each round or start to drown. In the first round it falls unconscious (hp 0). In the next round, the character drops to -1 hp and is dying. In the third round, the character drowns.

TABLE D: MAGIC POOLS

In the original fantasy game, magic pools went beyond mere spell effects, their powers being truly wondrous. The pools below are designed to capture that feeling of mystery and danger. The description of each pool presents different skill checks a PC can make to discern clues as to its abilities and purpose. Each entry also has the effects of drinking or immersing oneself into the pool. To emulate the pools of old, the effects have no saving throws, however, as an option for GMs, each entry at the end contains information for saving throws for more generous GMs.

NECROTIC POOL

A three-foot high wall of well-mortared brownish stone encircles a pool of smoky black water.

Perception or Heal (DC 15) The stone's unique colouring is due to copious amounts of dried blood.

Perception (DC 20) Faint writing is carved into the pool's encircling wall.

Knowledge (arcana, DC 20) The writing is arcane and deals with the school of necromancy.

Knowledge (arcana, DC 25) The spells woven into the pool deal with binding negative energy in the same way that is used to create undead.

Knowledge (arcana, DC 30) Recalls that 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 binding of countless souls to the pool.

Effect (Drinking) Any creature drinking from the pool suffers 3d6¹ negative energy damage. In addition, the water induces zombie rot² in the drinker. A DC 17 Heal check identifies the malady after the first day. The rot can be removed by a successful application of *remove disease*.

Effect (Immersion) A living creature in the pool takes 3d6¹ negative energy a round. As long as they do not swallow any of the water, they do not suffer from the zombie rot effect.

Effect (Immersion [corpse]) The pool animates any intact corpse placed into the pool into a zombie (*Pathfinder Bestiary*). This takes 10 minutes. Unless a creature has the Command Undead feat or other way to control undead, the zombie attacks nearby creatures. The pool can create 20 HD of zombies a week.

1: DC 14 Will save halves.

2: **Zombie Rot:** *Type* disease (ingested); *save:* Fortitude DC 17; *onset:* 1 day; *frequency* 1/day; *effect:* 1d2 Con damage, a creature whose Constitution score reaches 0 animates one day later as a zombie; *cure:* 2 saves.

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.

Perception (DC 20) The humans on the tiles appear to be offering items of value such as gems, weapons and jewellery to giant, fat human-like creatures.

Knowledge (religion, DC 20) 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.

Knowledge (religion, DC 25) 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).

Effects (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 may gain 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 bestows 1 negative level¹.
- **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 that someone remembers the old ways and bestows the worshipper a +2 divine bonus to attack rolls, skill checks 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 DR — /5 for the next three days.
- **2,500-5,000 gp** The forgotten gods weep in joy that someone has remembered them. At any time during the next month, the worshipper may *commune* once with the forgotten gods as the cleric spell of the same name (CL 20).
- **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.

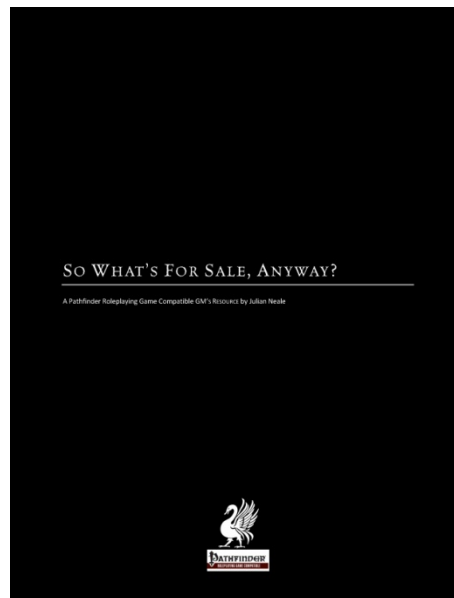
1: DC 20 Will save negates

SO WHAT'S FOR SALE, ANYWAY?

Your PCs have finally emerged from the dungeon laden with loot prised from the clutches of their slain foes. Heroically returning to civilisation, they divide up the choicest items, sell the dross and other unwanted treasures and gleefully count their share.

Then, they ask "So what's for sale in this town, anyway?" At that point, likely or not, the game grinds to a halt as the GM frantically generates what items are available for purchase or he simply says "anything up to the gp cap." (After all, most GMs have better things to do with their prep time than generate what the PCs might want to buy on the off chance they return to town after a successful foray).

So What's For Sale, Anyway? banishes these problems by providing over 150 pre-generated, ready-to-use lists for the busy GM to immediately use in his campaign.



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