

RAGING SWAN PRESS
DUNGEON DRESSING:
WELLS



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DUNGEON DRESSING: WELLS

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 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!

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TABLE A: CHARACTERISTICS & APPEARANCE

Wells are typically used as a method to access potable water by communities of all sizes. At its most basic a well only needs to access water below ground level. With that said, even a shallow hole dug ten feet into the ground to reach the water table is considered a well. Wells are important places in dungeons – they may contain the only readily accessible water in the entire place. Those that control a well can become wealthy charging others to draw water.

Wells are created by two methods:

- **Digging:** The most basic method of well creation is digging. It is dangerous and labour intensive. In most cases these wells are lined with brick or stone and are not more than two hundred feet deep. Very often these wells are found in areas of soft rock or in places where natural fissures in the rock make their construction easier.
- **Drilling:** Using machinery to drill through stone to access the water table is a feat of engineering not available to primitive races such as orcs. The construction of this type of well can only come from a culture with significant skills in natural and applied sciences such as dwarves. Drilled wells go deeper than dug wells and are very expensive to construct. They are labour intensive and the craftsmen must be skilful.

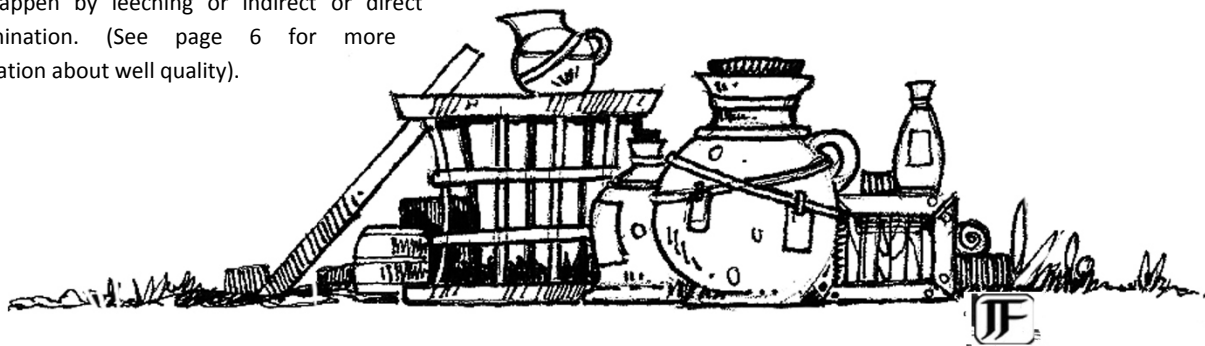
GETTING THE WATER

To draw water from a well, typically some form of container is used, lowered by a rope or chain. This is either done by hand or with a crank.

Builders capable of advanced engineering may also install a hand pump that draws up water to store in a nearby pool or other easily accessible storage system.

WATER QUALITY

A well can vary greatly in depth and depends on how deep the water lies. 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. (See page 6 for more information about well quality).



COMMON CHARACTERISTICS

An ingenious explorer can use wells to their advantage but, so may intelligent creatures.

Cover: A well with a low wall surrounding it can be used for cover (+4 AC, +2 Reflex).

CLIMBING (& FALLING) INTO WELLS

Adventurers are curious folk and often they'll explore a well shaft in search of hidden treasures or secret passages.

CLIMB DC ^{1, 2, 3}	WALL CONDITION
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Rough natural rock wall.
20	Typical dungeon wall.
25	Natural rock wall or brick wall.
1: If the wall is slippery increase the DC by 5.	
2: If the climber uses a corner to brace himself reduce the DC by 5.	
3: If the climber can brace himself against opposite walls reduce the DC by 10.	

Sadly, sometimes explorers fall (or are pushed) into a well.

DISTANCE FALLEN	DAMAGE (GROUND)	DAMAGE (DEEP WATER ¹)
10 ft.	1d6 lethal	—
20 ft.	2d6 lethal	—
30 ft.	3d6 lethal	1d3 nonlethal
40 ft.	4d6 lethal	2d3 nonlethal
50 ft.	5d6 lethal	2d3 nonlethal plus 1d6 lethal
60 ft.	6d6 lethal	2d3 nonlethal plus 2d6 lethal
70 ft.	7d6 lethal	2d3 nonlethal plus 3d6 lethal
80 ft.	8d6 lethal	2d3 nonlethal plus 4d6 lethal
90 ft.	9d6 lethal	2d3 nonlethal plus 5d6 lethal
	etc.	etc.

1: The water must be at least 10 ft. deep.

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%	
01-05	A tumbled stone wall surrounds this well; a small wooden bucket tied to a rope lies nearby.
06-10	An iron grate covers this well. The central portion can be opened to access the water below.
11-12	Iron bound corners reinforce this wood-walled well.
13-14	A pile of disemboweled, petrified corpses form the wall surrounding this well of blood and bile.
15-16	Carved reliefs of the coastline and a rising sun adorn the walls of this solid stone well.
17-18	Two small stone buckets sit next to an open hole. Vines attach the buckets to a rough tree stump.
19-20	Four solid six-inch thick slabs of obsidian form a crude box around a low water well.
21-22	Sunken in a low hollow this well is filled nearly to the top.
23-24	Long blocks of stone interlock to form a wall bound with corroded iron bands.
25-26	This circular brick well, is topped by a double door lid, secured by iron hinges and a sliding bolt.
27-28	A 70-foot long slope steeply downward. Paved with small flagstones it ends at a shallow pool.
29-30	Octagonal in shape a rough-hewn stone wall with two low semicircular dips opposite each other surrounds this well. A log acts as a crank shaft for the wooden bucket.
31-32	An inverted step pyramid descends 80 feet to a small stone platform and pool.
33-34	Many humanoid skulls are mortared into the walls of this circular wall.
35-36	A DC 22 Knowledge (arcana) check reveals the 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	Wooden carved staves from a barrel form a tub atop this covered well.
41-42	A cast iron hand pump draws water from this stone slab covered well.
43-44	This open hole follows a natural fissure in the rock as it twists down to a small pool.
45-46	A leather bucket dropped by a tightly woven rope descends into a three-foot hole that opens into a cavern aquifer.
47-48	Cut stone forms a runoff basin ten-foot by ten-foot square and one-foot deep. Water is drawn by hand pump.
49-50	Cube-shaped slabs of rose granite form the walls of this well.

51-52	Terra cotta tiles roof the wooden frame surrounding this five-foot wide diameter well.
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 piled rock surround an open hole in the ground.
57-58	A crude wooden bridge crosses this ten-foot diameter hole.
59-60	Bricks of gold travertine marble form the round wall of this well. A simple wooden roof stands over the well.
61-62	A stone wall surrounds this dug earth well. A thick tangle of roots grow through its walls.
63-64	A wide thatch roof provides shelter for those using the well from the water dripping from the ceiling above.
65-66	Intricate locking stones carved as puzzle pieces form the walls of the well.
67-68	This 25-foot diameter stone-walled well has a spiral stone stair cut into its side.
69-70	Slightly pink hued crystals form a low wall around a perfectly carved circular well.
71-72	This square walled well has a green marble column at each corner; there is no roof.
73-74	A rough pile of stones form the walls of this well. A large skull – the eye sockets and mouth filled with wax – serves as a bucket.
75-76	Packed earth forms a smooth patio around an open hole in the dirt.
77-78	This capped well is flanked by a foot pump which draws water from the water far below.
79-80	Bronze lion faces, placed at each cardinal compass point on the wood and stucco walled well, glower at those drawing water.
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.
83-84	Carved figures of miner working in the mines cover the walls of these three small wells.
85-86	The stone floor is ominously riddled with cracks radiating outwards from this well.
87-88	Ropes attached to pulleys suspended from the roof provide the means of drawing water from this well.
89-90	Copper nails and other symbols of storms adorn the wooden beams of this unroofed well.
91-92	Adobe-like mud walls surround the well; a half dome roof partially covers the structure.
93-94	Carved stone imps lock arms to form the walls of the well and the supports for the roof.
95-99	This cut stone well has a side tunnel ten feet down in the wall that runs roughly eastwards for 30 ft.
100	The dome of an iron cage covers this well hole. It is accessed by a locked gate (DC 25 Disable Device).

TABLE B: DRESSING & FEATURES

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%	
1	The well contains fetid water; the wooden structure is unstable and dangerous.
2	The entire structure of the well is decorated with red ochre, ogre-sized hand prints.
3	This dry well is filled with thick cobwebs and cocooned small animals.
4	Scorch marks and soot cover the ground around the well.
5	The burned wooden supports and the roof have collapsed and partially cover the well opening.
6	The well is covered by a thick sheet of leaded glass.
7	The droppings of giant centipedes cover the ground around the well (DC 11 Knowledge [nature] identifies).
8	Small rectangular holes are cut through the well wall; two brass bars lean against it.
9	A sigil depicting crossed falchions has been chiselled into the ground near the well.
10	The rope for the bucket has been cut and slashed.
11	Fresh blood splatters cover the ground around the well.
12	Fresh mortar, abandoned tools and fresh blood cover the floor. 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 walls are sharp.
15	The walls, roof and its supports for the well have collapsed choking its mouth with debris.
16	Stalagmites and stalactites from a cage-like structure around the well.
17	As the PCs approach the well a moaning wind issues forth from it.
18	The water in the well is fouled; drinking it causes the nauseated condition (DC 15 Fort negates; <i>onset</i> 1 hour; <i>duration</i> : 1d4 hours).
19	A pile of basic adventuring gear lies neatly next to the well.
20	The well's pulley mechanism is torn from supports; the rope is cut into several sections.
21	The hacked and rotting remains of a violet fungi lies next to the well (DC 13 Knowledge [nature], identifies).
22	Chewed and splintered bones litter the ground around the well.
23	The entire well has fallen into a 15-foot deep sinkhole; rough steps lead down to its tumbled wall.

24	A crude wooden structure is built over the well; manacles are mounted to each upright.
25	The well's walls have been pulverized into gravel and scattered around its mouth.
26	Many stones from the well's wall have been removed and replaced with human skulls, packed with mud.
27	Delicate chalk writing (in Undercommon) says "Drink, friend."
28	The well walls are cool to the touch. Lower down, ice covers the bare rock.
29	Footsteps and parallel drag marks lead around the well.
30	In Goblin crude writing, scrawled in blood, says "Humans here" and an arrow points into the well.
31	The well is well maintained and is 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 smell of rotting flesh days old 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 helmet rests on the well's wall. 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	At the bottom of the well are the skeletal remains of two halflings resting on a small, slippery ledge. Their gear has rotted away.
42	At the bottom of this shallow ten-foot well a donkey is trapped. It is covered in mud and is cold and shivering.
43	One set of wet, webbed footprints lead away from the well.
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 liquid that fills this well.
46	The stone walls of the well have been transformed into quivering, rotting flesh. The flesh oozes pus into the water below.
47	A long ladder rests against the well's wall.
48	Stones and rubble have been dumped about the well to hide it (DC 15 Perception reveals).
49	The well smells like a latrine.
50	The fresh corpses of three goblins lie mangled on the ground about the well.

51	A odd, unidentifiable slime trail runs past the well.
52	A section of the well wall has fallen in, partly blocking its 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; its blade is covered in dried blood.
56	A crudely carved arrow has been 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 lowered into the water below.
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 bottoms 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.
64	This dry well has been used as a rubbish dump. The stench of decaying emanates from within.
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 projects up from the well opening for ten seconds.
71	The smeared remains of a message written in charcoal decorate the well's wall. It is unreadable.
72	This old well is covered with an obviously new iron grate.
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 upon the water in this old, abandoned well.
76	The top of the well's wall is covered with half-burned candles.
77	The ceiling above the well is scared by acid.
78	Though empty and dry, the well hole is filled with bobbing and blinking tiny points of light.

79	The skeletal remains of a dwarf in tattered armour are tangled in chains running down into the well.
80	A burned roof 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 a ruin. The wall collapses in the well if touched making a series of loud splashes.
83	A host of bats dwell in the well.
84	The statues of two female drow stand nearby.
85	Coins have been hammered into the cracks in the floor surrounding the well; 25 gp worth of bent and twisted copper and silver coins can be recovered.
86	A DC 15 Perception check reveals the submerged skeletal remains of a humanoid at the bottom of the well.
87	This dry well is the camouflaged entrance to a warren of small tunnels.
88	This well is over 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 literally 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 wall of bones once surrounded the well; it has been smashed apart – debris lies scattered about the chamber.
98	Recent signs of a campfire mar the ground near this well.
99	Four iron spikes have been rammed into the walls of the well; stout ropes hang from each one. At the bottom a narrow tunnel leads to the north.
100	The top of the well has been covered with a permanent <i>wall of force</i> ; beneath glimmers the unmistakable glint of submerged gold.

TABLE C: TRAPS & TRICKS

Of course, wells 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 wells.

Remember, these traps only work well if the PCs have a reason to explore a well.

METHANE FILLED WELL

Methane gas fills this dry well. Explorers entering the well risk death through suffocation or fiery explosion.

- **Depth:** The well is 60 ft. deep.
- **Walls:** The well's dry, crumbling walls can be scaled with a DC 20 Climb check.

METHANE FILLED WELL CR 4 (1,200 XP)

This well's crumbling walls descend into darkness. At the very bottom of the well, an archway is barely visible.

Search DC 20 Perception reveals the faint scent of rotten eggs; reduce the DC by 1 for every 10 ft. an explorer descends into the well; characters with scent gain a +4 bonus to this check
Type Mechanical (natural)

Disarm —; **Bypass** PCs holding their breath in the well and not carrying a naked flame bypass the trap

Destroy DC 20 Perception reveals a small fissure in the wall at the bottom of the well; collapsing part of the wall (hardness 8, hp 90, DC 35 Break) blocks the small fissure through which the methane enters the well

Trigger Proximity (20 ft. into the well); **Reset** Automatic (24 hours)

Effect When triggered, this trap has the following affects:

Effect 1 (Explosion): If a PC brings an open flame 20 ft. into the well, the methane inside explodes. Characters caught in the blast suffer 6d6 fire damage (DC 20 Reflex halves). Those injured while climbing must make an immediate DC 20 Climb check or fall (suffering 1d6 damage for every 10 ft. fallen).

Effect 2 (Suffocation) A PC in the well that is not holding his breath must make a DC 10 Constitution check or start to suffocate. A PC that begins to suffocate falls to the bottom of the well and suffers 1d6 damage per 10 ft. fallen.

SUFFOCATING

Once a character begins to suffocate, death is close at hand and his fellows must act quickly to save his life:

- **Round 1:** The character falls unconscious (0 hp).
- **Round 2:** In the following round, he drops to -1 hp and is dying.
- **Round 3:** In the third round, the character dies.

THE GRAVITY WELL

This well is affected by powerful magic. Characters exploring the well's depths are propelled out inexorably by powerful magic.

- **Depth:** The well is 100 ft. deep.
- **Walls:** The well's mortared walls are difficult to scale (DC 25 Climb).
- **Ceiling:** The ceiling above the well is 20 ft. high.

THE GRAVITY WELL CR 8 (4,800 XP)

Suddenly an invisible force hurls you out of the well.

Search DC 33 Perception; **Type** Magic (*reverse gravity*)

Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less

Destroy Destroying an iron plate at the bottom of the well (hardness 10, hp 60, DC 28 Break) defeats the trap

Trigger Proximity (10 ft. from the water); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Round 1 (Reverse Gravity): When a PC gets 10 ft. away from the water at the bottom of the well, a *reverse gravity* trap activates. Characters in the well must make a DC 20 Reflex save or fall out of the well and strike the ceiling above. Such 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 an iron plate at the bottom of the well which is the trap's key. Characters in the well when the trap activates are drenched and blinded for 2 rounds (DC 20 Fortitude negates being blinded).

Rounds 2-13 Characters in the well may scale the well's walls as normal. A Climb check failed by 5 or more indicates the character falls out of the well (but may make another DC 20 Reflex save to catch himself first) and suffers damage as detailed above.

WATER QUALITY

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 DC 15 Fortitude save or be sickened for 1d4 days or nauseated for 1d4 hours (GM's choice). Both effects have a one-hour onset time.

Tainted Water: Deliberately tainted water could have effects similar to arsenic, dark reaver powder, hemlock, id moss, oil of taggit or striped toadstool.

WELL OF MADDENING VISIONS

The walls of this well are constructed from red agate; its water is accessible by a simple oak hand crank and bucket. Far below the surface the water shimmers with a slight sapphire iridescence. The water is raised in a bucket hewn from red agate (worth 100 gp [DC 20 Appraise values]). Only water drawn with the red agate bucket has the powers and effects noted below.

- **Depth:** The well is 30 ft. deep.
- **Walls:** The mortared walls are difficult to scale (DC 25 Climb).

WELL OF MADDENING VISIONS CR 8 (4,800 XP)

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

Search DC 33; **Type** magic (*vision* and heightened *phantasmal killer*); water in the red agate bucket radiates both strong divination and strong illusion magic (DC 22 Knowledge [arcana] to identify each aura)

Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less; **Bypass** —

Destroy Destroying the red agate bucket (hardness 8, hp 20, DC 25 Break) destroys the trap's magic defeats the trap

Trigger Proximity (water drawn forth from the well in the red agate bucket gains the magical powers noted below); **Reset** Automatic (1 hour)

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

Vision The character receives a vision (as the *vision* spell) of the person, place or object most on his mind. The vision is at first benign and may impart valuable information to the PC as the *legend lore* spell.

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 climax of the vision, 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 heightened *phantasmal killer* (DC 20 Will and then Fortitude).

Aftermath Characters that survive drinking from the well of maddening visions are fatigued.

Variants (CR var) Modify the trap's CR by increasing the level of the heightened *phantasmal killer* (which also modifies the saves required to resist the effect).

Important Note To stop the PCs bottling the water brought forth from the well, it is highly recommended the GM limit the amount of time the water remains magical.



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