

GAMEMASTER'S NOTEBOOK

1001

Fountains

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1001 Flowing Fountains

The adventurers, hot and weary, straggle into the lush, green glade. At the center of the sunny clearing, surrounded by flowers, is a beautiful fountain, with a nymph pouring silvery water out of a pitcher. Near the fountain, ethereal music can be heard.

GM: You seem to have left your pursuers behind, but now you're lost, and Jarmak can't go any further.

Ranger: This isn't a good place to camp; where there's a fountain, there are people. Or ... things.

Jarmak: That looks like it might be a healing fountain. I need it.

Ranger: Looks can be deceiving. It looks *too* good.

Mage: This looks like a good time to use my magical coin for today.

The mage finds a small pouch in his many pockets and brings out an odd, shimmering coin.

Coin of Wisdom, answer me now: Will this fountain make Jarmak healthy and well?

He flips the coin in the air and catches it: Heads.

Jarmak, the wounded fighter, staggers to the fountain, scoops up water in his helmet, and quaffs it.

GM: The coin was accurate. Jarmak is now healthy and well.

Mage: Yeah, he's a very healthy ... um, *Rana pipiens*, I think.

Jarmak: Ribbit!

You rolled a magical fountain on the random wilderness encounter table, but you don't want it to look like every other fountain. You certainly don't want it to work like every other fountain.

That's where **1001 Flowing Fountains** comes in handy. Here are hundreds of fountains ready for you to drop into your campaign. With descriptions of the fountains, their water, special effects, and of course what they do and how often, you'll have a fountain on hand any time you need one.

Of course, you can just use the parts of the description you need, too. You already know that fountain will allow people who drink from it to fly for 10 minutes – that's how they're going to get to the castle in the clouds. But what does it look like? "Um, a regular fountain" doesn't sound too good. "it's stone, and it has a central jade statue of a centaur pouring milky brown water from a vase" is much better. And there are 1000 other ones in the collection, which you can use as is, add your own effects, or mix and match.

For quick use, this is the perfect list to keep in your GM's notebook (or its computer equivalent, nowadays) and have at hand when you need a quick location name. You can roll 3d10 to select one, take the next one off the list, or pick one that looks interesting to you.

These books were created using our program TableMaster, available at your friendly local game store (tell them to inquire about trade discounts), or on the Wintertree Software website if your FLGS absolutely will not special-order it for you. The table that created them is modified from one in Fantasy Table Pack 2.

1001 Flowing Fountains

1: This marble fountain has a central statue of a lion spouting water from its mouth. The water is clear amber. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then dries up.

2: This porphyry fountain has a single tall spray of water. The water is clear amber. It is a fountain of protection; its water makes the drinker invisible for 3 hours. It is usable once, then dries up.

3: This stone fountain on a pedestal has water flowing down two tiers of bowls in graduated sizes. The water is vivid blue. It is a fountain of power; its water raises the drinker's Dexterity by 1 point for 3 months. It is usable once a year.

4: This stone fountain has 8 small water jets spraying upward. The fizzy water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of wealth; its water converts a small amount of bronze to electrum, then dries up.

5: This bronze fountain on a pedestal has water flowing down two tiers of bowls in graduated sizes. The foaming water gradually shifts from milky orange to vivid violet. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 12 hours.

1: This stone fountain on a pedestal has water flowing down three tiers of bowls in graduated sizes. The effervescent water is clear orange. It is a fountain of youth; its water reduces the drinker's age by 7 years, then dries up.

2: This stone fountain has a central statue of a mermaid pouring water from a vase. The sparkling water is clear orange. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of poison; its water causes blindness, plus 4-24 points of damage.

3: This granite fountain on a pedestal has 6 small water jets spraying upward. The sparkling water is clear black. The basin is checkered with white and light gray tiles. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for two weeks. After one use it becomes normal water.

4: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The foaming water is milky red. Faint chanting can be heard around the fountain. It is a fountain of wealth; its water improves up to 6 gemstones immersed in it by 3 levels of value, then becomes normal water.

5: This stone fountain has a central statue of a dolphin spouting water from its mouth. The foaming water is rainbow-colored. There is a bright yellow light beneath the water. It is a fountain of protection; its water allows the drinker to breathe water for 15 minutes. It is usable once, then becomes normal water.

6: This porphyry fountain has water cascading down three tiers of bowls in graduated sizes. The water is crystal clear. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of power; its water raises the drinker's Endurance by 2 points for 6 days. It is usable thrice a month.

7: This wall-mounted porphyry fountain has water pouring from a decorative spout. The effervescent water is palest silver. The water seems to be cold. It is a fountain of wealth; its water converts a small amount of brass to electrum, then dries up.

8: This stone fountain has a central statue of a crab with water spraying around it. The sparkling water is crystal clear. The basin is checkered with dark green and black tiles. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable once a month.

9: This stone fountain has water flowing down two tiers of bowls in graduated sizes. The bubbling water is crystal clear. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for five days.

10: This stone fountain on a pedestal has water gushing down four tiers of bowls in graduated sizes. The water is rainbow-colored. It is a fountain of chaos; the first time it is drunk, the water exchanges the drinker's Alertness and Personality for 4 hours.

11: This granite fountain has water cascading down two tiers of bowls in graduated sizes. The foaming water is clear blue. It is a fountain of wealth; its water improves up to 10 gemstones immersed in it by 3 levels of value, then dries up.

12: This stone fountain has a central statue of a stork spouting water from its bill. The effervescent water is palest silver. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for one week. It is usable thrice a month.

13: This marble fountain has a central statue of a pelican spouting water from its bill. The fizzy water is palest silver. The water is covered with clumps of algae, and green slime grows in damp areas. It is a cursed fountain of power; its water lowers the drinker's Strength to their racial limit for 9 days.

14: This stone fountain has a central statue of an elf pouring water from a jar. The misty water is clear blue. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

15: This wall-mounted marble fountain has water spouting from a fish's mouth. The water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 6 hours.

16: This granite fountain has water cascading down four tiers of bowls in graduated sizes. The fizzy water is rainbow-colored. The basin contains a mosaic depicting water lily flowers. It is a fountain of wealth; its water converts a small amount of lead to silver, then dries up.

17: This marble fountain has water cascading down two tiers of bowls in graduated sizes. The water is clear black. A water elemental is lurking under the surface in the basin. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair slightly chartreuse for 8 days.

18: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is vivid green. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 2 hours.

19: This wall-mounted stone fountain has water pouring from a decorative spout. The effervescent water is vivid orange. There is a faint red light beneath the water. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

20: This wall-mounted granite fountain has water spilling from a sculpted shell. The bubbling water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of youth; its water reduces the drinker's age by 3 years once a week.

21: This wall-mounted marble fountain has water pouring from a decorative spout. The water is bright brown. The water glows faintly orange in the dark. It is a fountain of poison; its water causes weakness, plus 5-50 points of damage.

22: This granite fountain has water cascading down four tiers of bowls in graduated sizes. The effervescent water is crystal clear. It is a fountain of wealth; its water converts a small amount of brass to platinum, then dries up.

23: This stone fountain has a single tall spray of water. The water is crystal clear. It is a fountain of healing; its water heals up to 15 points of damage twice a month.

24: This stone fountain has a central statue of a fish spouting water from its mouth. The misty water is crystal clear. The water seems to be warm. It is a fountain of protection; its water makes the drinker invisible for 3 hours. It is usable once, then dries up.

25: This marble fountain has water flowing down five tiers of bowls in graduated sizes. The water is crystal clear. The basin is checkered with light blue and yellow tiles. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

26: This porphyry fountain has a central statue of a nymph pouring water from a vase. The effervescent water is faintly yellow. It is a cursed fountain of power; its water lowers the drinker's Personality by 2 points for 3 days.

27: This porphyry fountain has a central statue of an octopus with water spraying around it. The water is crystal clear. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last a day for five days.

28: This marble fountain on a pedestal has a central statue of a dancing nymph pouring water from a vase. The sparkling water is crystal clear. It is a fountain of protection; its water makes the drinker invisible for 5 hours. It is usable once, then becomes normal water.

29: This stone fountain has an overflowing urn. The sparkling water is crystal clear. The basin contains a mosaic depicting water lily flowers. It is a fountain of protection; its water allows the drinker to breathe water for 20 minutes. It is usable once, then becomes normal water.

30: This marble fountain on a pedestal has a central bronze statue of a lobster with water spraying around it. The bubbling water is palest silver. It is a fountain of wealth; its water converts a small amount of iron to electrum, then becomes normal water.

31: This stone fountain has an overflowing urn. The water is vivid red. It is a fountain of youth; its water reduces the drinker's age to young adult, then dries up.

32: This stone fountain has water flowing down five tiers of bowls in graduated sizes. The water is milky blue. Faint heartbeats can be heard around the fountain. It is a fountain of youth; its water reduces the drinker's age by 4 years thrice a month.

33: This wall-mounted stone fountain has water pouring from a sculpted flower. The misty water is clear orange. It is a fountain of power; its water raises the drinker's Agility by 1 point for 3 hours. It is usable once, then becomes normal water.

34: This stone fountain has a central statue of a sea serpent spouting water from its mouth. The water is crystal clear. It is a fountain of power; its water raises the drinker's Willpower by 3 points for 2 weeks. It is usable once, then becomes normal water.

35: This wall-mounted porphyry fountain has water pouring from an urn. The bubbling water is crystal clear. It is a fountain of protection; its water allows the drinker to breathe water for 18 minutes. It is usable once a month.

36: This stone fountain has water cascading down three tiers of bowls in graduated sizes. The water is clear orange. The water glows faintly red in the dark. It is a fountain of healing; its water heals up to 16 points of damage thrice a month.

37: This marble fountain has a single tall spray of water. The fizzy water is milky turquoise. It is a fountain of wealth; its water converts a small amount of tin to platinum, then becomes normal water.

38: This stone fountain has a central statue of a triton pouring water from a urn. The water is faintly blue. The basin contains a mosaic depicting water lily flowers. It is a cursed fountain of wealth; its water converts any amount of electrum to steel.

39: This marble fountain has water flowing down four tiers of bowls in graduated sizes. The water is palest silver. It is a fountain of protection; its water makes the drinker invisible for 6 hours. It is usable once, then becomes normal water.

40: This marble fountain on a pedestal has a single tall spray of water. The misty water is crystal clear. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of power; its water raises the drinker's Endurance to their racial limit permanently. It is usable once, then becomes normal water.

41: This marble fountain has water flowing down three tiers of bowls in graduated sizes. The misty water is faintly violet. A water elemental is lurking under the surface in the basin. It is a fountain of power; its water raises the drinker's Endurance by 3 points for 11 days. It is usable thrice a year.

42: This wall-mounted stone fountain has water spouting from a frog's mouth. The water is rainbow-colored. It is a fountain of power; its water raises the drinker's Willpower to their racial limit permanently. It is usable once, then dries up.

43: This marble fountain on a pedestal has a central statue of a crane spouting water from its bill. The water is crystal clear. It is a fountain of protection; its water strengthens the drinker's natural defense by 3 points for 5 hours. It is usable once, then becomes normal water.

44: This porphyry fountain on a pedestal has a central statue of a fantastic bird spouting water from its bill. The bubbling water is crystal clear. There is a yellow light beneath the water. It is a cursed fountain of power; its water lowers the drinker's Agility to their racial limit for 7 days.

45: This wall-mounted porphyry fountain has water pouring from a decorative spout. The foaming water is crystal clear. It is a cursed fountain of protection; its water weakens the drinker's natural defense by 1 point for 2 months.

46: This stone fountain has water flowing down two tiers of bowls in graduated sizes. The sparkling water is clear gold. It is a cursed fountain of youth; its water ages the drinker to elderly.

47: This wall-mounted stone fountain has water spilling from a sculpted shell. The foaming water is clear gold. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language permanently.

48: This stone fountain on a pedestal has a central statue of a mermaid pouring water from a jar. The water is clear red. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of wealth; its water converts a small amount of iron to silver, then becomes normal water.

- 49: This stone fountain has water trickling down two tiers of bowls in graduated sizes. The fizzy water is milky yellow. It is a cursed fountain of protection; its water weakens the drinker's natural defense to their racial limit for 14 hours.
- 50: This stone fountain has a central statue of a maiden pouring water from a pitcher. The fizzy water is palest silver. It is a fountain of healing; its water revives one dead body immersed in it, then dries up.
- 51: This stone fountain has a central gold statue of a fish spouting water from its mouth. The water is vivid brown. It is a fountain of youth; its water reduces the drinker's age by 6 years twice a month.
- 52: This marble fountain has a central marble statue of a crab with water spraying around it. The water is palest silver. It is a cursed fountain of power; its water lowers the drinker's Willpower by 3 points for 4 weeks.
- 53: This marble fountain on a pedestal has a central obsidian statue of a crab with water spraying around it. The effervescent water is bright blue. It is a fountain of youth; its water reduces the drinker's age by 10 years, then becomes normal water.
- 54: This stone fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The bubbling water is clear violet. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for four weeks.
- 55: This wall-mounted stone fountain has water spouting from a dog's mouth. The water is clear orange. It is a fountain of power; its water raises the drinker's Willpower by 2 points permanently. It is usable once a year.
- 56: This stone fountain on a pedestal has a central statue of a horse and rider spouting water from its mouth. The bubbling water is crystal clear. It is a fountain of healing; its water heals up to 21 points of damage once a year.
- 57: This wall-mounted porphyry fountain has water spilling from a sculpted shell. The water is faintly violet. It is a fountain of healing; its water revives one dead body immersed in it, then becomes normal water.
- 58: This porphyry fountain has a single tall spray of water. The bubbling water is milky turquoise. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 9 hours. It is usable once a month.
- 59: This granite fountain has a single tall spray of water. The foaming water is clear gold. There is a bright orange light beneath the water. It is a fountain of youth; its water reduces the drinker's age by 2 years, then becomes normal water.
- 60: This wall-mounted granite fountain has water spilling from a sculpted shell. The water is crystal clear. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for six months. It is usable once a month.
- 61: This marble fountain on a pedestal has a central statue of an elf pouring water from a pitcher. The water is vivid yellow. It is a fountain of power; its water raises the drinker's Willpower by 3 points for 9 hours. It is usable once, then becomes normal water.
- 62: This bronze fountain has a central statue of a crab with water spraying around it. The water is luminescent amber. Faint faint screams can be heard around the fountain. It is a fountain of knowledge; its water gives the drinker the power of poetry for six months. After one use it dries up.

63: This stone fountain has a central statue of a seahorse spouting water from its mouth. The water is milky red. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of power; its water raises the drinker's Willpower to their racial limit for 4 hours. It is usable twice a day.

64: This stone fountain on a pedestal has water trickling down three tiers of bowls in graduated sizes. The water is faintly amber. It is a fountain of youth; its water reduces the drinker's age by 6 years thrice a month.

65: This stone fountain has a central marble statue of a fish spouting water from its mouth. The misty water is vivid violet. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair purple for 17 days.

66: This stone fountain has a single tall spray of water. The sparkling water is faintly violet. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

67: This stone fountain on a pedestal has a central statue of a demon pouring water from a urn. The water is faintly blue. It is a fountain of healing; its water revives one dead body immersed in it, then dries up.

68: This marble fountain has a central statue of a crab with water spraying around it. The water is clear green. The water seems to be hot. It is a fountain of protection; its water causes canines to be friendly to the drinker for the next 4 hours. It is usable once, then dries up.

69: This stone fountain has a central statue of an octopus with water spraying around it. The bubbling water is palest silver. Faint faint laughter can be heard around the fountain. It is a fountain of wealth; its water converts a small amount of copper to platinum, then becomes normal water.

70: This stone fountain has a central bronze statue of a stork spouting water from its bill. The water is milky red. The water is covered with clumps of algae, and green slime grows in damp areas. It is a cursed fountain of protection; its water attracts all nearby monsters for the next 2 hours.

71: This porphyry fountain on a pedestal has a multi-tiered water spray. The water is clear gold. The water smells faintly swampy. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for four months. It is usable twice a week.

72: This stone fountain on a pedestal has a central statue of a minotaur pouring water from a jug. The water is palest silver. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of power; its water raises the drinker's Dexterity by 3 points for 16 days. It is usable once, then becomes normal water.

73: This pink granite fountain has a central statue of a crab with water spraying around it. The bubbling water is clear yellow. It is a fountain of power; its water raises the drinker's Willpower to their racial limit for 21 hours. It is usable once, then becomes normal water.

74: This stone fountain has a central statue of an angel pouring water from a vase. The water is milky yellow. The water seems to be cool. It is a cursed fountain of power; its water lowers the drinker's Dexterity by 1 point for 2 days.

75: This marble fountain has a multi-tiered water spray. The foaming water is palest silver. It is a fountain of chaos; the first time it is drunk, the water exchanges Agility and Willpower for 7 days.

76: This bronze fountain has a central statue of a stork spouting water from its bill. The misty water is clear violet. It is a fountain of youth; its water reduces the drinker's age by 3 years twice a month.

77: This stone fountain on a pedestal has a multi-tiered water spray. The water is vivid yellow. It is a fountain of healing; its water heals up to 22 points of damage once a month.

78: This bronze fountain has a single tall spray of water. The foaming water slowly shifts from faintly orange to vivid brown. It is a fountain of wealth; its water converts a small amount of brass to platinum, then becomes normal water.

79: This stone fountain has a central granite statue of a demon pouring water from a jar. The water gradually shifts from clear black to clear black. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

80: This stone fountain has a central bronze statue of a crab with water spraying around it. The sparkling water is clear red. Small fish are swimming in the fountain's basin. It is a cursed fountain of protection; its water weakens the drinker's natural defense by 1 point for 3 hours.

81: This bronze fountain has a central statue of a mermaid pouring water from a vase. The water is clear red. There are human bones at the bottom of the basin. It is a fountain of chaos; the first time it is drunk, the water the drinker will have nightmares when they next sleep.

82: This granite fountain has a central statue of a cherub pouring water from a urn. The water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair black for 8 hours.

83: This wall-mounted porphyry fountain has water spilling from a sculpted shell. The water is clear violet. It is a fountain of youth; its water reduces the drinker's age by 9 years once a day.

84: This granite fountain on a pedestal has a central statue of an octopus with water spraying around it. The effervescent water is rainbow-colored. The water smells faintly of lilacs. It is a fountain of knowledge; its water gives the drinker the power of poetry for two days. It is usable once a week.

85: This wall-mounted granite fountain has water pouring from an urn. The bubbling water is clear yellow. It is a fountain of wealth; its water converts a small amount of bronze to silver, then dries up.

86: This marble fountain has water flowing down four tiers of bowls in graduated sizes. The water is clear violet. It is a fountain of power; its water raises the drinker's Intelligence by 1 point for 6 hours. It is usable once a week.

87: This wall-mounted marble fountain has water pouring from a sculpted flower. The foaming water is crystal clear. Faint faint laughter can be heard around the fountain. It is a fountain of wealth; its water converts a small amount of steel to gold thrice per month.

88: This bronze fountain has water flowing down two tiers of bowls in graduated sizes. The misty water is clear green. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of poison; its water causes slowness, plus 3-24 points of damage.

89: This bronze fountain has water flowing down two tiers of bowls in graduated sizes. The water is clear blue. It is a fountain of power; its water raises the drinker's Agility to their racial limit for 6 hours. It is usable once a week.

90: This marble fountain has a single tall spray of water. The water is crystal clear. The water glows faintly yellow in the dark. It is a cursed fountain of wealth; its water converts any amount of gold to iron.

91: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is clear gold. There is a bright orange light beneath the water. It is a fountain of wealth; its water improves up to 9 gemstones immersed in it by 2 levels of value twice per month.

92: This wall-mounted stone fountain has water spouting from a gargoyle's mouth. The water is bright yellow. There are apparently 13 assorted coins at the bottom of the basin. It is a fountain of power; its water raises the drinker's Strength to their racial limit for 2 hours. It is usable twice a week.

93: This pink granite fountain has a central statue of a cherub pouring water from a vase. The sparkling water is crystal clear. Small fish are swimming in the fountain's basin. It is a fountain of power; its water raises the drinker's Strength by 3 points for 5 hours. It is usable twice a month.

94: This marble fountain has a central statue of an octopus with water spraying around it. The water is crystal clear. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

95: This marble fountain has a single tall spray of water. The water is clear black. Small fish are swimming in the fountain's basin. It is a fountain of youth; its water reduces the drinker's age by 2 years, then becomes normal water.

96: This stone fountain on a pedestal has 7 small water jets spraying upward. The foaming water is clear violet. It is a fountain of wealth; its water converts a small amount of copper to electrum, then becomes normal water.

97: This stone fountain on a pedestal has a central statue of a triton pouring water from a jar. The water gradually shifts from milky red to clear orange. It is a fountain of healing; its water heals up to 10 points of damage twice a year.

98: This wall-mounted stone fountain has water spilling from a sculpted shell. The foaming water is crystal clear. The water smells faintly of roses. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

99: This stone fountain has a central statue of a stork spouting water from its bill. The misty water is clear yellow. The water seems to be cool. It is a fountain of youth; its water reduces the drinker's age by 6 years thrice a day.

100: This stone fountain on a pedestal has a central statue of a dancing maiden pouring water from a jug. The water is crystal clear. The flow of water increases and decreases regularly. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for five days.

101: This stone fountain on a pedestal has 9 small water jets spraying upward around a larger central jet. The water is palest silver. The water smells of violets. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a frog for two days.

102: This stone fountain has a multi-tiered water spray. The effervescent water is palest silver. The basin is checkered with brown and dark green tiles. It is a fountain of youth; its water reduces the drinker's age by 3 years, then dries up.

103: This stone fountain has water flowing down two tiers of bowls in graduated sizes. The water is faintly brown. It is a cursed fountain of protection; its water weakens the drinker's natural defense to their racial limit for 11 hours.

104: This wall-mounted stone fountain has water pouring from a sculpted flower. The foaming water is crystal clear. It is a fountain of healing; its water revives one dead body immersed in it, then becomes normal water.

105: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The sparkling water is clear yellow. There is a faint orange light beneath the water. It is a fountain of protection; its water causes felines to be friendly to the drinker for the next 6 hours. It is usable once, then becomes normal water.

106: This marble fountain has a single tall spray of water. The sparkling water is milky violet. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable thrice a week.

107: This stone fountain has a single tall spray of water. The misty water is clear green. Small fish are swimming in the fountain's basin. It is a cursed fountain of youth; its water ages the drinker by 9 years.

108: This stone fountain has a central statue of a whale spouting water from its blowhole. The effervescent water occasionally shifts from clear brown to clear yellow. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

109: This granite fountain has a central statue of a crane spouting water from its bill. The foaming water is vivid orange. The basin contains a mosaic depicting fish. It is a fountain of wealth; its water improves up to 10 gemstones immersed in it by 2 levels of value thrice per month.

110: This wall-mounted stone fountain has water spilling from a sculpted shell. The sparkling water is clear orange. The water seems to be hot. It is a cursed fountain of protection; its water weakens the drinker's natural defense to their racial limit for 16 hours.

111: This stone fountain has 8 small water jets spraying upward around a larger central jet. The misty water is clear red. It is a fountain of wealth; its water converts a small amount of lead to mithril, then dries up.

112: This stone fountain on a pedestal has a central statue of a triton pouring water from a pitcher. The sparkling water is crystal clear. It is a fountain of power; its water raises the drinker's Dexterity to their racial limit for 4 months. It is usable once, then becomes normal water.

113: This stone fountain has water flowing down four tiers of bowls in graduated sizes. The fizzy water is bright red. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of youth; its water reduces the drinker's age to young adult twice a week.

114: This stone fountain on a pedestal has water cascading down three tiers of bowls in graduated sizes. The water is luminescent orange. It is a fountain of protection; its water allows the drinker to breathe water for 14 minutes. It is usable once, then becomes normal water.

115: This stone fountain has a central statue of an egret spouting water from its bill. The sparkling water is faintly yellow. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

116: This stone fountain has water trickling down three tiers of bowls in graduated sizes. The effervescent water is milky violet. The water is covered with clumps of algae, and green slime grows in damp areas. It is a cursed fountain of wealth; its water converts any amount of silver to steel.

117: This stone fountain on a pedestal has 10 small water jets spraying upward around a larger central jet. The sparkling water is clear blue. Small fish are swimming in the fountain's basin. It is a fountain of wealth; its water converts a small amount of brass to gold once per month.

118: This stone fountain has a central statue of a triton pouring water from a pitcher. The bubbling water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water exchanges Endurance and Agility for 5 days.

119: This stone fountain on a pedestal has a central statue of an egret spouting water from its bill. The sparkling water is faintly green. The flow of water increases and decreases regularly. It is a fountain of wealth; its water improves up to 8 gemstones immersed in it by 1 level of value, then becomes normal water.

120: This stone fountain has a central statue of an egret spouting water from its bill. The water is crystal clear. There are apparently 15 gold coins at the bottom of the basin. It is a fountain of chaos; the first time it is drunk, the water reverses the drinker's sex for 10 hours.

121: This pink granite fountain has a central statue of a cherub pouring water from a vase. The water is clear yellow. A water elemental is lurking under the surface in the basin. It is a fountain of power; its water raises the drinker's Personality by 1 point for 4 weeks. It is usable once a month.

122: This stone fountain has water flowing down five tiers of bowls in graduated sizes. The water is vivid brown. There are human bones at the bottom of the basin. It is a fountain of youth; its water reduces the drinker's age to young adult thrice a week.

123: This stone fountain has water trickling down two tiers of bowls in graduated sizes. The effervescent water is crystal clear. Small fish are swimming in the fountain's basin. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

124: This stone fountain has water flowing down five tiers of bowls in graduated sizes. The bubbling water is bright yellow. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to grow 60 percent larger permanently.

125: This stone fountain has a multi-tiered water spray. The water is milky green. The water glows faintly orange in the dark. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last 15 minutes permanently.

126: This marble fountain has water cascading down three tiers of bowls in graduated sizes. The sparkling water is bright yellow. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

127: This stone fountain has an overflowing urn. The water is rainbow-colored. There are animal bones at the bottom of the basin. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair gray for 3 months.

128: This wall-mounted marble fountain has water pouring from an urn. The water is palest silver. The water seems to be warm. It is a fountain of healing; its water fully heals the drinker once a week.

129: This marble fountain on a pedestal has a single tall spray of water. The bubbling water is clear orange. It is a fountain of chaos; the first time it is drunk, the water exchanges Endurance and Alertness for 6 weeks.

130: This marble fountain on a pedestal has a single tall spray of water. The sparkling water is clear gold. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for three years.

131: This stone fountain has a central statue of a nymph pouring water from a jug. The bubbling water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin red for 5 months.

132: This wall-mounted marble fountain has water spouting from a dragon's mouth. The misty water is crystal clear. It is a fountain of protection; its water makes the drinker invisible for 1 hour. It is usable once, then becomes normal water.

133: This pink granite fountain has a single tall spray of water. The water is clear violet. It is a fountain of protection; its water causes monsters to be friendly to the drinker for the next 6 hours. It is usable twice a week.

134: This stone fountain has water trickling down five tiers of bowls in graduated sizes. The water is crystal clear. Faint faint screams can be heard around the fountain. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 20 hours. It is usable once a month.

135: This stone fountain has a central pink granite statue of a lobster with water spraying around it. The foaming water is palest silver. It is a fountain of power; its water raises the drinker's Strength by 3 points for 2 hours. It is usable once, then dries up.

136: This wall-mounted stone fountain has water spouting from a gargoyle's mouth. The sparkling water is vivid red. It is a fountain of healing; its water heals up to 17 points of damage twice a month.

137: This marble fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The water is milky violet. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

138: This stone fountain has a central statue of a fantastic bird spouting water from its bill. The misty water is milky violet. The water glows faintly yellow in the dark. It is a fountain of knowledge; its water gives the drinker the power of poetry permanently. After one use it dries up.

139: This stone fountain has water flowing down two tiers of bowls in graduated sizes. The foaming water is clear black. It is a fountain of healing; its water fully heals the drinker twice a year.

140: This stone fountain on a pedestal has a single tall spray of water. The water is clear black. Small fish are swimming in the fountain's basin. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for two days.

141: This stone fountain has a central statue of a triton pouring water from a vase. The water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of wealth; its water converts a small amount of brass to mithril twice per month.

142: This wall-mounted marble fountain has water spouting from a fish's mouth. The water is milky violet. It is a fountain of healing; its water heals up to 10 points of damage thrice a week.

143: This granite fountain has a single tall spray of water. The foaming water is palest silver. The basin is checkered with blue and orange tiles. It is a fountain of wealth; its water converts a small amount of copper to platinum, then dries up.

144: This stone fountain has a multi-tiered water spray. The water slowly shifts from vivid turquoise to milky green. The water seems to be cool. It is a fountain of wealth; its water converts a small amount of bronze to platinum, then dries up.

145: This stone fountain has a central statue of a faun pouring water from a pitcher. The water is faintly violet. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to shrink to 30 percent of their normal size for 6 months.

146: This wall-mounted stone fountain has water spouting from a gargoyle's mouth. The misty water is milky violet. It is a fountain of chaos; the first time it is drunk, the water reverses the drinker's sex permanently.

147: This granite fountain on a pedestal has a central statue of a centaur pouring water from a vase. The bubbling water is crystal clear. The water glows faintly red in the dark. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last a week for six years.

148: This granite fountain on a pedestal has an overflowing urn. The water is vivid yellow. Small fish are swimming in the fountain's basin. It is a fountain of protection; its water causes canines to be friendly to the drinker for the next 2 hours. It is usable once, then becomes normal water.

149: This marble fountain has a central statue of a triton pouring water from a jug. The water gradually shifts from vivid blue to clear black. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

150: This stone fountain has 4 small water jets spraying upward. The misty water is rainbow-colored. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of chaos; the first time it is drunk, the water exchanges Personality and Strength for 10 days.

151: This wall-mounted stone fountain has water pouring from an urn. The bubbling water is crystal clear. There is a faint blue light beneath the water. It is a fountain of power; its water raises the drinker's Alertness by 1 point for 7 days. It is usable once, then becomes normal water.

152: This stone fountain has a single tall spray of water. The fizzy water is rainbow-colored. Faint chanting can be heard around the fountain. It is a fountain of power; its water raises the drinker's Personality to their racial limit for 2 weeks. It is usable once, then becomes normal water.

153: This stone fountain has a central statue of a pelican spouting water from its bill. The water is rainbow-colored. It is a fountain of wealth; its water converts a small amount of lead to mithril, then dries up.

154: This bronze fountain has a central statue of an octopus with water spraying around it. The foaming water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of youth; its water reduces the drinker's age by 8 years, then becomes normal water.

155: This stone fountain has water trickling down five tiers of bowls in graduated sizes. The effervescent water is clear gold. The water glows faintly yellow in the dark. It is a fountain of healing; its water fully heals the drinker thrice a month.

156: This stone fountain on a pedestal has a central statue of a maiden pouring water from a urn. The water is milky yellow. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of wealth; its water converts a small amount of bronze to mithril, then becomes normal water.

157: This pink granite fountain on a pedestal has a central statue of a fish spouting water from its mouth. The water is faintly red. It is a fountain of wealth; its water converts a small amount of copper to mithril, then becomes normal water.

158: This porphyry fountain on a pedestal has water gushing down two tiers of bowls in graduated sizes. The effervescent water is clear blue. It is a fountain of wealth; its water converts a small amount of tin to electrum, then becomes normal water.

159: This stone fountain has a single tall spray of water. The water is milky blue. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of power; its water raises the drinker's Agility by 2 points for 18 hours. It is usable twice a month.

160: This marble fountain has a central marble statue of a centaur pouring water from a pitcher. The water is palest silver. The water glows faintly violet in the dark. It is a cursed fountain of power; its water lowers the drinker's Willpower to their racial limit for 2 months.

161: This granite fountain on a pedestal has water flowing down three tiers of bowls in graduated sizes. The foaming water is milky violet. The water seems to be cool. It is a fountain of healing; its water heals up to 18 points of damage, then becomes normal water.

162: This stone fountain has a central statue of a crane spouting water from its bill. The water is clear violet. A water elemental is lurking under the surface in the basin. It is a cursed fountain of wealth; its water converts any amount of mithril to steel.

163: This stone fountain has a central statue of a mermaid pouring water from a vase. The bubbling water is palest silver. Small fish are swimming in the fountain's basin. It is a cursed fountain of protection; its water causes invertebrates to be hostile to the drinker for the next 9 hours.

164: This stone fountain has water trickling down three tiers of bowls in graduated sizes. The fizzy water is palest silver. A water elemental is lurking under the surface in the basin. It is a fountain of chaos; the first time it is drunk, the water exchanges Agility and Alertness for 2 hours.

165: This stone fountain on a pedestal has a central statue of a cherub pouring water from a pitcher. The water is crystal clear. The water glows faintly violet in the dark. It is a fountain of healing; its water heals up to 13 points of damage once a month.

166: This stone fountain has a central statue of a triton pouring water from a urn. The sparkling water is bright violet. It is a fountain of wealth; its water improves up to 11 gemstones immersed in it by 1 level of value, then becomes normal water.

167: This stone fountain on a pedestal has a central statue of a triton pouring water from a vase. The fizzy water is milky blue. It is a cursed fountain of power; its water lowers the drinker's Willpower to their racial limit for 2 days.

168: This porphyry fountain has water flowing down five tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of protection; its water causes dragons to be friendly to the drinker for the next 2 hours. It is usable once, then becomes normal water.

169: This stone fountain on a pedestal has water cascading down two tiers of bowls in graduated sizes. The water is bright blue. The basin contains a mosaic depicting water lily flowers. It is a fountain of wealth; its water converts a small amount of steel to silver, then becomes normal water.

170: This stone fountain has a central statue of a snake spouting water from its mouth. The fizzy water is vivid red. The basin is checkered with red and orange tiles. It is a fountain of wealth; its water improves up to 4 gemstones immersed in it by 1 level of value, then dries up.

171: This stone fountain on a pedestal has a central statue of a minotaur pouring water from a vase. The fizzy water is clear violet. The basin is checkered with red and light gray tiles. It is a fountain of chaos; the first time it is drunk, the water exchanges Dexterity and Personality for 6 days.

172: This stone fountain has an overflowing urn. The foaming water is palest silver. It is a cursed fountain of youth; its water reduces the drinker to a four-month-old infant.

173: This marble fountain on a pedestal has a central statue of a musician pouring water from a vase. The water is clear red. It is a cursed fountain of protection; its water causes monsters to be hostile to the drinker for the next 2 hours.

174: This stone fountain has a central statue of an elf pouring water from a jug. The foaming water is bright blue. Small fish are swimming in the fountain's basin. It is a fountain of power; its water raises the drinker's Personality by 1 point for 6 months. It is usable once, then becomes normal water.

175: This stone fountain has a central bronze statue of a frog spouting water from its mouth. The water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a dog for one day.

176: This marble fountain has a central statue of a faun pouring water from a jar. The fizzy water is milky black. The flow of water increases and decreases regularly. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

177: This stone fountain has a central statue of an egret spouting water from its bill. The sparkling water is luminescent violet. It is a fountain of poison; its water causes incapacitating pain, plus 5-30 points of damage.

178: This bronze fountain has 8 small water jets spraying upward. The effervescent water is milky orange. It is a fountain of power; its water raises the drinker's Agility to their racial limit permanently. It is usable once, then becomes normal water.

179: This stone fountain has a central statue of a crab with water spraying around it. The water is clear green. It is a fountain of power; its water raises the drinker's Dexterity to their racial limit for 6 hours. It is usable twice a year.

180: This granite fountain on a pedestal has water gushing down four tiers of bowls in graduated sizes. The foaming water is clear violet. It is a fountain of healing; its water heals up to 21 points of damage thrice a week.

181: This stone fountain has a central statue of a seahorse spouting water from its mouth. The water is vivid blue. Small fish are swimming in the fountain's basin. It is a fountain of protection; its water allows the drinker to breathe water for 10 minutes. It is usable once, then dries up.

182: This wall-mounted stone fountain has water spilling from a sculpted shell. The sparkling water is palest silver. Small fish are swimming in the fountain's basin. It is a fountain of wealth; its water converts a small amount of iron to gold, then becomes normal water.

183: This stone fountain has a central silver statue of a faun pouring water from a urn. The misty water is clear red. It is a cursed fountain of protection; its water weakens the drinker's natural defense by 3 points for 4 weeks.

184: This wall-mounted stone fountain has water spouting from a lion's mouth. The bubbling water is clear violet. There is a faint blue light beneath the water. It is a fountain of wealth; its water converts a small amount of copper to gold, then dries up.

185: This stone fountain has a central bronze statue of a musician pouring water from a urn. The water is clear blue. Small fish are swimming in the fountain's basin. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to shrink to 20 percent of their normal size for 10 hours.

186: This stone fountain has a central statue of an octopus with water spraying around it. The sparkling water is vivid green. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin purple for 3 weeks.

187: This pink granite fountain has a central statue of a crab with water spraying around it. The water is clear gold. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for five years. It is usable once a month.

188: This wall-mounted porphyry fountain has water spilling from a sculpted shell. The water is palest silver. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

189: This marble fountain on a pedestal has a central statue of a gargoyle spouting water from its mouth. The fizzy water swiftly shifts from clear violet to vivid orange. It is a fountain of healing; its water heals up to 13 points of damage twice a day.

190: This granite fountain on a pedestal has water flowing down two tiers of bowls in graduated sizes. The water is milky brown. It is a fountain of youth; its water reduces the drinker's age by 2 years once a week.

191: This stone fountain on a pedestal has water flowing down five tiers of bowls in graduated sizes. The fizzy water is vivid blue. It is a cursed fountain of power; its water lowers the drinker's Dexterity by 3 points for 6 weeks.

192: This granite fountain has 7 small water jets spraying upward. The fizzy water is vivid red. It is a fountain of healing; its water heals up to 22 points of damage twice a week.

193: This stone fountain has water flowing down four tiers of bowls in graduated sizes. The water is luminescent red. It is a fountain of healing; its water heals up to 23 points of damage thrice a week.

194: This stone fountain on a pedestal has water trickling down two tiers of bowls in graduated sizes. The water is crystal clear. The water smells earthy. It is a fountain of protection; its water causes dragons to be friendly to the drinker for the next 6 hours. It is usable twice a day.

195: This stone fountain has a central statue of a crane spouting water from its bill. The sparkling water is bright amber. The flow of water increases and decreases irregularly. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into an inanimate object for three days.

196: This marble fountain has water flowing down four tiers of bowls in graduated sizes. The fizzy water is vivid amber. The water smells fresh and invigorating. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for two months. After one use it dries up.

197: This wall-mounted porphyry fountain has water spouting from a lion's mouth. The sparkling water is clear blue. It is a fountain of wealth; its water converts a small amount of steel to silver thrice per month.

198: This stone fountain on a pedestal has a central statue of a nymph pouring water from a jar. The water is faintly violet. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair red for 10 days.

199: This stone fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The water is clear red. There is a faint orange light beneath the water. It is a cursed fountain of youth; its water ages the drinker to elderly.

200: This stone fountain has water gushing down four tiers of bowls in graduated sizes. The sparkling water is crystal clear. It is a fountain of youth; its water reduces the drinker's age by 3 years thrice a week.

201: This marble fountain has water cascading down three tiers of bowls in graduated sizes. The sparkling water is crystal clear. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for two weeks. After one use it becomes normal water.

202: This marble fountain on a pedestal has a central statue of a lobster with water spraying around it. The foaming water is crystal clear. It is a fountain of power; its water raises the drinker's Intelligence by 1 point for 13 days. It is usable once a month.

203: This stone fountain has 8 small water jets spraying upward around a larger central jet. The water is clear amber. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

204: This wall-mounted stone fountain has water spilling from a sculpted shell. The foaming water is crystal clear. It is a fountain of protection; its water allows the drinker to breathe water for 13 minutes. It is usable once, then dries up.

205: This stone fountain on a pedestal has water trickling down four tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of protection; its water causes felines to be friendly to the drinker for the next 9 hours. It is usable once a week.

206: This granite fountain has a single tall spray of water. The bubbling water swiftly shifts from luminescent black to faintly blue. There is a bright orange light beneath the water. It is a fountain of poison; its water instantly kills anyone who drinks it.

207: This marble fountain has a central statue of a musician pouring water from a urn. The misty water is clear gold. The basin is checkered with white and pink tiles. It is a cursed fountain of protection; its water attracts all nearby monsters for the next 7 hours.

208: This wall-mounted stone fountain has water spouting from a green man's mouth. The water is clear yellow. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for six months. It is usable once a year.

209: This porphyry fountain has a central pink granite statue of a nymph pouring water from a urn. The bubbling water is milky brown. The flow of water increases and decreases irregularly. It is a fountain of poison; its water causes incapacitating pain, plus 3-24 points of damage.

210: This stone fountain has a central silver-colored statue of an egret spouting water from its bill. The water is palest silver. The water seems to be hot. It is a fountain of wealth; its water converts a small amount of brass to mithril thrice per week.

211: This wall-mounted porphyry fountain has water pouring from a decorative spout. The water is vivid brown. The water glows faintly green in the dark. It is a cursed fountain of power; its water lowers the drinker's Agility by 2 points for 2 months.

212: This pink granite fountain has water flowing down two tiers of bowls in graduated sizes. The foaming water is clear red. The water smells swampy. It is a fountain of youth; its water reduces the drinker's age by 2 years twice a day.

213: This bronze fountain on a pedestal has a central statue of an elf pouring water from a pitcher. The sparkling water occasionally shifts from clear amber to clear violet. The water contains tiny points of light, like stars, as long as

it is in the fountain. It is a fountain of chaos; the first time it is drunk, the water exchanges Personality and Alertness for 5 days.

214: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The misty water is palest silver. Faint elvish voices singing can be heard around the fountain. It is a fountain of healing; its water heals up to 21 points of damage once a month.

215: This porphyry fountain on a pedestal has water cascading down four tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water exchanges Strength and Personality for 4 days.

216: This stone fountain has an overflowing urn. The bubbling water is faintly orange. It is a fountain of knowledge; its water gives the drinker the power of poetry for four days. After one use it dries up.

217: This wall-mounted stone fountain has water pouring from a sculpted flower. The water is rainbow-colored. The water seems to be boiling hot. It is a cursed fountain of protection; its water weakens the drinker's natural defense by 2 points for 15 hours.

218: This stone fountain on a pedestal has water trickling down three tiers of bowls in graduated sizes. The water is palest silver. It is a fountain of power; its water raises the drinker's Alertness by 1 point for 2 weeks. It is usable once, then becomes normal water.

219: This wall-mounted marble fountain has water spouting from a green man's mouth. The water is palest silver. The flow of water increases and decreases irregularly. It is a fountain of power; its water raises the drinker's Willpower to their racial limit for 3 days. It is usable once, then dries up.

220: This marble fountain on a pedestal has a multi-tiered water spray. The effervescent water swiftly shifts from faintly green to vivid yellow. There is a bright yellow light beneath the water. It is a fountain of protection; its water allows the drinker to breathe water for 18 minutes. It is usable twice a month.

221: This wall-mounted granite fountain has water pouring from a decorative spout. The water is palest silver. There is a yellow light beneath the water. It is a fountain of youth; its water reduces the drinker's age to young adult thrice a month.

222: This granite fountain has a central bronze statue of a crab with water spraying around it. The water is milky blue. A water elemental is lurking under the surface in the basin. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a newt for three hours.

223: This stone fountain has a central bronze statue of a sea serpent spouting water from its mouth. The water is clear yellow. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of youth; its water reduces the drinker's age by 5 years twice a month.

224: This wall-mounted stone fountain has water spilling from a sculpted shell. The foaming water is vivid blue. Faint faint laughter can be heard around the fountain. It is a fountain of wealth; its water converts a small amount of iron to mithril, then becomes normal water.

225: This marble fountain on a pedestal has a central silver-colored statue of a mythical hero pouring water from a pitcher. The water is vivid orange. Small fish are swimming in the fountain's basin. It is a fountain of healing; its water revives one dead body immersed in it, then becomes normal water.

226: This granite fountain has a central statue of a nymph pouring water from a urn. The effervescent water is clear gold. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

227: This stone fountain has a central statue of an octopus with water spraying around it. The water is milky red. It is a fountain of chaos; the first time it is drunk, the water exchanges Endurance and Personality for 4 days.

228: This wall-mounted marble fountain has water spilling from a sculpted shell. The misty water is vivid brown. The water smells faintly of flowers. It is a fountain of power; its water raises the drinker's Intelligence by 1 point for 11 hours. It is usable once, then becomes normal water.

229: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is crystal clear. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of wealth; its water converts a small amount of iron to gold, then becomes normal water.

230: This stone fountain has water trickling down three tiers of bowls in graduated sizes. The water is clear gold. It is a fountain of power; its water raises the drinker's Strength by 3 points for 12 days. It is usable once, then becomes normal water.

231: This stone fountain has a multi-tiered water spray. The water is vivid red. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language permanently.

232: This wall-mounted marble fountain has water pouring from a sculpted flower. The water is crystal clear. It is a fountain of knowledge; its water gives the drinker the power of poetry for five days. It is usable thrice a year.

233: This stone fountain has water flowing down four tiers of bowls in graduated sizes. The effervescent water is faintly green. It is a cursed fountain of power; its water lowers the drinker's Alertness to their racial limit for 10 days.

234: This marble fountain has a single tall spray of water. The bubbling water is crystal clear. The flow of water increases and decreases regularly. It is a fountain of power; its water raises the drinker's Endurance to their racial limit for 4 hours. It is usable once, then becomes normal water.

235: This stone fountain has water trickling down four tiers of bowls in graduated sizes. The misty water is clear violet. It is a cursed fountain of power; its water lowers the drinker's Agility to their racial limit for 8 days.

236: This wall-mounted stone fountain has water pouring from a decorative spout. The water is clear gold. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for three weeks.

237: This stone fountain has a single tall spray of water. The water occasionally shifts from vivid orange to clear orange. It is a cursed fountain of protection; its water causes invertebrates to be hostile to the drinker for the next 5 hours.

238: This marble fountain on a pedestal has a central statue of a centaur pouring water from a urn. The bubbling water is palest silver. The basin is checkered with brown and blue tiles. It is a cursed fountain of power; its water lowers the drinker's Agility to their racial limit for 6 hours.

239: This marble fountain on a pedestal has a multi-tiered water spray. The sparkling water gradually shifts from vivid red to clear blue. The water smells acrid. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last a day for four years.

240: This wall-mounted marble fountain has water pouring from a decorative spout. The sparkling water is clear green. There is a bright yellow light beneath the water. It is a fountain of poison; its water causes unconsciousness and incapacitating pain, plus 2-12 points of damage.

241: This stone fountain has a single tall spray of water. The water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of wealth; its water improves up to 8 gemstones immersed in it by 2 levels of value, then becomes normal water.

242: This wall-mounted stone fountain has water pouring from an urn. The water is palest silver. The basin contains a mosaic depicting fish. It is a fountain of power; its water raises the drinker's Willpower to their racial limit for 19 hours. It is usable once, then dries up.

243: This wall-mounted porphyry fountain has water spouting from a dragon's mouth. The water is faintly violet. The basin is checkered with green and red tiles. It is a cursed fountain of wealth; its water converts any amount of mithril to tin.

244: This wall-mounted stone fountain has water spouting from a green man's mouth. The water is crystal clear. The water smells of sulphur. It is a fountain of healing; its water heals up to 17 points of damage twice a year.

245: This stone fountain has a central statue of a mythical hero pouring water from a jar. The water is faintly red. It is a fountain of power; its water raises the drinker's Strength to their racial limit for 6 hours. It is usable thrice a month.

246: This stone fountain has water flowing down two tiers of bowls in graduated sizes. The water is milky green. The water glows faintly orange in the dark. It is a fountain of protection; its water causes invertebrates to be friendly to the drinker for the next 3 hours. It is usable once, then becomes normal water.

247: This stone fountain has an overflowing urn. The water is crystal clear. It is a fountain of youth; its water reduces the drinker's age by 1 years, then dries up.

248: This stone fountain on a pedestal has a single tall spray of water. The bubbling water is faintly black. There is a faint orange light beneath the water. It is a fountain of healing; its water heals up to 17 points of damage thrice a month.

249: This stone fountain has a central copper statue of a lobster with water spraying around it. The misty water is bright yellow. The water smells strongly of oranges. It is a fountain of protection; its water causes humanoids to be friendly to the drinker for the next 6 hours. It is usable once a month.

250: This granite fountain has water trickling down four tiers of bowls in graduated sizes. The water is clear violet. The basin contains a mosaic depicting fish-men. It is a fountain of knowledge; its water gives the drinker the power of poetry for one year. After one use it becomes normal water.

251: This stone fountain has a central statue of a turtle spouting water from its mouth. The water is clear red. The flow of water increases and decreases irregularly. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for six days.

252: This stone fountain has a central statue of a minotaur pouring water from a vase. The bubbling water is clear green. There are animal bones at the bottom of the basin. It is a fountain of power; its water raises the drinker's Dexterity by 1 point for 5 days. It is usable twice a week.

253: This porphyry fountain has an overflowing urn. The bubbling water is crystal clear. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then dries up.

254: This porphyry fountain has 6 small water jets spraying upward. The fizzy water swiftly shifts from milky red to bright blue. There are animal bones at the bottom of the basin. It is a cursed fountain of youth; its water ages the drinker by 4 years.

255: This stone fountain has a central statue of a triton pouring water from a jug. The water is crystal clear. It is a fountain of knowledge; its water gives the drinker the power of poetry for three weeks. It is usable thrice a year.

256: This stone fountain has an overflowing urn. The effervescent water is faintly orange. There are apparently 4 gems at the bottom of the basin. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

257: This bronze fountain has a single tall spray of water. The water slowly shifts from clear blue to clear green. Faint ethereal music can be heard around the fountain. It is a fountain of healing; its water revives one dead body immersed in it, then becomes normal water.

258: This pink granite fountain on a pedestal has water trickling down four tiers of bowls in graduated sizes. The water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

259: This granite fountain has an overflowing urn. The bubbling water is milky red. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable twice a week.

260: This wall-mounted stone fountain has water spilling from a sculpted shell. The bubbling water is vivid yellow. It is a fountain of healing; its water heals up to 19 points of damage thrice a week.

261: This stone fountain on a pedestal has a single tall spray of water. The water slowly shifts from clear yellow to faintly brown. It is a fountain of youth; its water reduces the drinker's age by 4 years, then becomes normal water.

262: This marble fountain has a central statue of a nymph pouring water from a vase. The misty water is vivid blue. The basin contains a mosaic depicting water lily flowers. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last an hour for five months.

263: This wall-mounted granite fountain has water spouting from a gargoyle's mouth. The water is clear orange. Faint sounds of battle can be heard around the fountain. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable thrice a week.

264: This stone fountain has a single tall spray of water. The sparkling water is faintly blue. The water glows faintly yellow in the dark. It is a fountain of healing; its water heals up to 19 points of damage thrice a year.

265: This stone fountain on a pedestal has a single tall spray of water. The water is faintly orange. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable twice a month.

266: This stone fountain has water flowing down five tiers of bowls in graduated sizes. The bubbling water is milky orange. It is a fountain of power; its water raises the drinker's Personality to their racial limit for 9 hours. It is usable twice a month.

267: This wall-mounted stone fountain has water spilling from a sculpted shell. The fizzy water is clear gold. Faint faint laughter can be heard around the fountain. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair dark yellow for 2 weeks.

268: This stone fountain has a central statue of an egret spouting water from its bill. The bubbling water is milky yellow. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

269: This wall-mounted stone fountain has water spilling from a sculpted shell. The sparkling water is luminescent violet. It is a fountain of power; its water raises the drinker's Agility by 1 point for 11 days. It is usable once, then becomes normal water.

270: This stone fountain has a single tall spray of water. The effervescent water is milky green. The water smells of sulphur. It is a fountain of youth; its water reduces the drinker's age by 12 years, then dries up.

271: This wall-mounted stone fountain has water spouting from a fish's mouth. The water is clear yellow. The water seems to be cool. It is a cursed fountain of youth; its water ages the drinker by 3 years.

272: This stone fountain has a central statue of a dancing nymph pouring water from a jug. The misty water is palest silver. It is a fountain of youth; its water reduces the drinker's age by 1 year twice a day.

273: This stone fountain on a pedestal has a central statue of a crab with water spraying around it. The water is crystal clear. The basin is checkered with white and pale green tiles. It is a fountain of poison; its water causes convulsions and unconsciousness, plus 4-24 points of damage.

274: This pink granite fountain has water flowing down three tiers of bowls in graduated sizes. The bubbling water slowly shifts from faintly violet to vivid blue. It is a fountain of youth; its water reduces the drinker's age by 5 years, then becomes normal water.

275: This stone fountain has a central statue of a stork spouting water from its bill. The water is clear red. It is a fountain of power; its water raises the drinker's Alertness by 2 points for 1 week. It is usable once a day.

276: This wall-mounted pink granite fountain has water spouting from a fish's mouth. The fizzy water gradually shifts from clear green to luminescent red. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 3 hours. It is usable once a month.

277: This stone fountain has a central statue of a lion spouting water from its mouth. The water is vivid blue. Colored bubbles rise from the water and burst a few inches above it. It is a cursed fountain of wealth; its water converts any amount of electrum to tin.

278: This stone fountain has 6 small water jets spraying upward. The effervescent water is clear orange. Small fish are swimming in the fountain's basin. It is a fountain of knowledge; its water gives the drinker the power of poetry permanently. After one use it dries up.

279: This marble fountain on a pedestal has a single tall spray of water. The fizzy water is crystal clear. It is a fountain of youth; its water reduces the drinker's age by 8 years, then becomes normal water.

280: This marble fountain has a central statue of an octopus with water spraying around it. The effervescent water is crystal clear. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of power; its water raises the drinker's Willpower by 1 point for 7 days. It is usable once, then becomes normal water.

281: This stone fountain has a central statue of a dragon spouting water from its mouth. The sparkling water is crystal clear. The basin contains a mosaic in an abstract design. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable once a week.

282: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is luminescent orange. The water glows faintly green in the dark. It is a cursed fountain of wealth; its water converts any amount of platinum to brass.

283: This granite fountain has a central statue of a lobster with water spraying around it. The foaming water is rainbow-colored. It is a fountain of protection; its water allows the drinker to breathe water for 19 minutes. It is usable once, then becomes normal water.

284: This stone fountain on a pedestal has a central statue of a lobster with water spraying around it. The effervescent water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 9 hours.

285: This granite fountain has a central statue of a crane spouting water from its bill. The fizzy water is bright green. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

286: This wall-mounted stone fountain has water spouting from a lion's mouth. The water is clear gold. It is a fountain of youth; its water reduces the drinker's age by 4 years, then becomes normal water.

287: This porphyry fountain on a pedestal has a single tall spray of water. The water is palest silver. Small fish are swimming in the fountain's basin. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals permanently. After one use it becomes normal water.

288: This stone fountain on a pedestal has a central statue of a triton pouring water from a jar. The effervescent water gradually shifts from milky green to clear turquoise. Faint whispering voices can be heard around the fountain. It is a cursed fountain of wealth; its water converts any amount of silver to tin.

289: This granite fountain has water trickling down five tiers of bowls in graduated sizes. The water is crystal clear. It is a cursed fountain of youth; its water ages the drinker by 20 years.

290: This stone fountain on a pedestal has a central statue of a lobster with water spraying around it. The foaming water is faintly green. It is a fountain of healing; its water fully heals the drinker twice a week.

291: This stone fountain has water flowing down five tiers of bowls in graduated sizes. The fizzy water is clear gold. It is a fountain of poison; its water causes incapacitating pain, plus 3-24 points of damage.

292: This wall-mounted marble fountain has water pouring from an urn. The misty water is clear gold. There are human bones at the bottom of the basin. It is a fountain of healing; its water heals up to 20 points of damage thrice a week.

293: This pink granite fountain has a single tall spray of water. The misty water is clear yellow. It is a fountain of wealth; its water improves up to 9 gemstones immersed in it by 3 levels of value thrice per week.

294: This wall-mounted stone fountain has water pouring from a decorative spout. The water is palest silver. It is a fountain of healing; its water heals up to 8 points of damage thrice a week.

295: This marble fountain has a central marble statue of an elf pouring water from a jar. The effervescent water occasionally shifts from clear yellow to vivid red. A water elemental is lurking under the surface in the basin. It is a fountain of power; its water raises the drinker's Intelligence to their racial limit for 3 hours. It is usable once, then becomes normal water.

296: This stone fountain on a pedestal has a central statue of a fish spouting water from its mouth. The water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of healing; its water heals up to 7 points of damage twice a day.

297: This stone fountain has a single tall spray of water. The water is faintly violet. It is a fountain of protection; its water makes the drinker invisible for 5 hours. It is usable once a year.

298: This pink granite fountain has water trickling down four tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of youth; its water reduces the drinker's age by 3 years once a week.

299: This stone fountain on a pedestal has a central statue of a snake spouting water from its mouth. The effervescent water swiftly shifts from faintly yellow to milky blue. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of healing; its water revives one dead body immersed in it, then dries up.

300: This stone fountain has a central marble statue of a turtle spouting water from its mouth. The bubbling water is crystal clear. It is a fountain of poison; its water causes blindness and weakness, plus 4-32 points of damage.

301: This marble fountain has a central statue of a musician pouring water from a jug. The water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of healing; its water heals up to 20 points of damage once a day.

302: This stone fountain has water flowing down four tiers of bowls in graduated sizes. The fizzy water is crystal clear. There is a red light beneath the water. It is a fountain of wealth; its water converts a small amount of tin to platinum once per month.

303: This marble fountain has a central statue of a lobster with water spraying around it. The fizzy water is milky violet. It is a fountain of youth; its water reduces the drinker's age to young adult thrice a week.

304: This porphyry fountain has 9 small water jets spraying upward. The fizzy water is milky red. It is a fountain of youth; its water reduces the drinker's age by 5 years once a day.

305: This stone fountain has water cascading down four tiers of bowls in graduated sizes. The sparkling water is milky orange. It is a fountain of healing; its water heals up to 29 points of damage once a year.

306: This granite fountain on a pedestal has a single tall spray of water. The effervescent water is clear red. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a giant insect for one hour.

307: This bronze fountain on a pedestal has a central statue of an egret spouting water from its bill. The bubbling water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of healing; its water heals up to 19 points of damage twice a month.

308: This bronze fountain has a central statue of a minotaur pouring water from a vase. The water is crystal clear. It is a fountain of power; its water raises the drinker's Dexterity to their racial limit for 20 hours. It is usable once, then dries up.

309: This pink granite fountain has a single tall spray of water. The misty water is vivid orange. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable twice a month.

310: This stone fountain has a central bronze statue of a faun playing pipes pouring water from a jug. The sparkling water is faintly black. The basin contains a mosaic depicting fish. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 4 weeks. It is usable thrice a month.

311: This wall-mounted stone fountain has water pouring from a decorative spout. The sparkling water is clear orange. It is a cursed fountain of youth; its water ages the drinker to elderly.

312: This pink granite fountain on a pedestal has water flowing down five tiers of bowls in graduated sizes. The water is luminescent brown. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

313: This granite fountain has a central statue of a crab with water spraying around it. The water is vivid turquoise. Faint sounds of battle can be heard around the fountain. It is a fountain of youth; its water reduces the drinker's age to young adult twice a month.

314: This stone fountain has a central statue of a dolphin spouting water from its mouth. The effervescent water is clear turquoise. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable once a year.

315: This marble fountain on a pedestal has 11 small water jets spraying upward around a larger central jet. The bubbling water is milky blue. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 16 hours. It is usable once, then dries up.

316: This stone fountain has water trickling down three tiers of bowls in graduated sizes. The water is crystal clear. It is a cursed fountain of wealth; its water converts any amount of electrum to brass.

317: This wall-mounted granite fountain has water spouting from a dragon's mouth. The water is clear orange. It is a fountain of power; its water raises the drinker's Personality by 3 points for 5 months. It is usable twice a month.

318: This stone fountain on a pedestal has a central golden-colored statue of a fish spouting water from its mouth. The effervescent water is luminescent turquoise. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a mouse for six weeks.

319: This stone fountain has a central statue of a stork spouting water from its bill. The sparkling water is crystal clear. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for five years. After one use it becomes normal water.

320: This wall-mounted stone fountain has water spouting from a dragon's mouth. The water is luminescent blue. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a dog for six hours.

321: This marble fountain has a central statue of a mermaid pouring water from a vase. The water is clear black. It is a fountain of protection; its water allows the drinker to breathe water for 19 minutes. It is usable once, then becomes normal water.

322: This stone fountain on a pedestal has a central statue of an egret spouting water from its bill. The effervescent water is palest silver. It is a fountain of poison; its water instantly kills anyone who drinks it.

323: This wall-mounted marble fountain has water pouring from an urn. The water is palest silver. It is a fountain of poison; its water causes blindness, plus 1-10 points of damage.

324: This stone fountain on a pedestal has water trickling down two tiers of bowls in graduated sizes. The sparkling water is bright red. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 11 hours.

325: This wall-mounted stone fountain has water spouting from a dragon's mouth. The fizzy water is vivid green. A water elemental is lurking under the surface in the basin. It is a fountain of power; its water raises the drinker's Personality to their racial limit for 6 weeks. It is usable once, then dries up.

326: This wall-mounted pink granite fountain has water spouting from a gargoyle's mouth. The bubbling water is faintly amber. The water smells fresh and invigorating. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last a day for one month.

327: This stone fountain on a pedestal has 6 small water jets spraying upward around a larger central jet. The foaming water is vivid blue. Colored bubbles rise from the water and burst a few inches above it. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last a fortnight for five months.

328: This porphyry fountain has water flowing down two tiers of bowls in graduated sizes. The water is milky blue. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to grow 30 percent larger permanently.

329: This granite fountain has a central copper statue of a whale spouting water from its mouth. The water is faintly violet. Faint chanting can be heard around the fountain. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals permanently. It is usable thrice a day.

330: This stone fountain has water trickling down four tiers of bowls in graduated sizes. The foaming water is bright brown. It is a fountain of protection; its water causes felines to be friendly to the drinker for the next 4 hours. It is usable twice a month.

331: This stone fountain has water gushing down two tiers of bowls in graduated sizes. The bubbling water is milky violet. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin vivid yellow for 18 days.

332: This stone fountain on a pedestal has 5 small water jets spraying upward. The sparkling water is milky red. It is a fountain of protection; its water allows the drinker to breathe water for 17 minutes. It is usable once, then dries up.

333: This marble fountain has 5 small water jets spraying upward. The bubbling water is crystal clear. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for five months.

334: This wall-mounted bronze fountain has water spouting from a green man's mouth. The misty water is faintly violet. The water seems to be boiling hot. It is a fountain of youth; its water reduces the drinker's age by 7 years, then becomes normal water.

335: This granite fountain has a central statue of a maiden pouring water from a urn. The sparkling water is clear violet. It is a fountain of wealth; its water improves up to 2 gemstones immersed in it by 1 level of value, then dries up.

336: This marble fountain has a central statue of a maiden pouring water from a pitcher. The water is crystal clear. There is a n orange light beneath the water. It is a fountain of youth; its water reduces the drinker's age by 11 years once a week.

337: This stone fountain has water cascading down four tiers of bowls in graduated sizes. The water is faintly brown. It is a fountain of chaos; the first time it is drunk, the water the drinker will have nightmares when they next sleep.

338: This wall-mounted stone fountain has water pouring from an urn. The water is vivid orange. The basin contains a mosaic depicting various sea creatures. It is a fountain of power; its water raises the drinker's Dexterity by 2 points for 8 hours. It is usable once a month.

339: This stone fountain on a pedestal has a central statue of a centaur pouring water from a pitcher. The bubbling water is crystal clear. It is a cursed fountain of power; its water lowers the drinker's Dexterity to their racial limit for 16 hours.

340: This stone fountain has water flowing down five tiers of bowls in graduated sizes. The water is faintly green. The basin contains a mosaic depicting fish. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for two days. After one use it becomes normal water.

341: This wall-mounted stone fountain has water pouring from a decorative spout. The fizzy water is crystal clear. The flow of water increases and decreases regularly. It is a fountain of youth; its water reduces the drinker's age to young adult, then dries up.

342: This stone fountain on a pedestal has water flowing down two tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of youth; its water reduces the drinker's age to young adult twice a week.

343: This stone fountain has a central statue of a mermaid pouring water from a jar. The misty water is vivid amber. The water smells fresh and invigorating. It is a fountain of wealth; its water converts a small amount of brass to platinum, then becomes normal water.

344: This pink granite fountain on a pedestal has water trickling down five tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water the drinker will have nightmares when they next sleep.

345: This marble fountain on a pedestal has a central statue of a stork spouting water from its bill. The fizzy water is vivid yellow. It is a fountain of wealth; its water improves up to 5 gemstones immersed in it by 1 level of value, then dries up.

346: This marble fountain has a multi-tiered water spray. The water is palest silver. It is a cursed fountain of youth; its water ages the drinker to elderly.

347: This marble fountain on a pedestal has 8 small water jets spraying upward. The water is palest silver. It is a fountain of poison; its water causes paralysis, plus 3-24 points of damage.

348: This stone fountain on a pedestal has a central statue of a faun playing pipes pouring water from a jar. The bubbling water is vivid violet. It is a fountain of wealth; its water converts a small amount of copper to mithril, then becomes normal water.

349: This marble fountain has a central statue of a lobster with water spraying around it. The water is crystal clear. The basin contains a mosaic depicting ships. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

350: This granite fountain has water cascading down five tiers of bowls in graduated sizes. The sparkling water is crystal clear. It is a fountain of power; its water raises the drinker's Personality by 2 points for 2 weeks. It is usable twice a month.

351: This wall-mounted marble fountain has water pouring from a decorative spout. The water is crystal clear. The water glows faintly violet in the dark. It is a cursed fountain of wealth; its water converts any amount of gold to steel.

352: This stone fountain has a central statue of a cherub pouring water from a jug. The foaming water swiftly shifts from faintly orange to clear red. It is a fountain of power; its water raises the drinker's Dexterity by 2 points for 1 week. It is usable thrice a month.

353: This marble fountain has an overflowing urn. The water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to grow 50 percent larger, permanently.

354: This granite fountain has a central marble statue of a stork spouting water from its bill. The water is clear green. It is a fountain of youth; its water reduces the drinker's age by 6 years, then dries up.

355: This marble fountain has a central statue of a faun pouring water from a urn. The water is faintly brown. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a cursed fountain of protection; its water causes monsters to be hostile to the drinker for the next 6 hours.

356: This stone fountain on a pedestal has a single tall spray of water. The misty water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for three months. It is usable thrice a week.

357: This bronze fountain has a multi-tiered water spray. The misty water is bright yellow. The water seems to be cold. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

358: This stone fountain has an overflowing urn. The water is vivid yellow. The water seems to be warm. It is a fountain of power; its water raises the drinker's Alertness to their racial limit for 6 months. It is usable once a day.

359: This stone fountain on a pedestal has water cascading down five tiers of bowls in graduated sizes. The water is clear orange. The basin contains a mosaic depicting water lily flowers. It is a fountain of protection; its water makes the drinker invisible for 3 hours. It is usable once, then becomes normal water.

360: This granite fountain has a single tall spray of water. The water is palest silver. It is a fountain of chaos; the first time it is drunk, the water reverses the drinker's sex for 4 days.

361: This stone fountain has a single tall spray of water. The foaming water is faintly orange. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals permanently. After one use it dries up.

362: This marble fountain has a single tall spray of water. The bubbling water is clear yellow. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

363: This stone fountain on a pedestal has a central statue of a crab with water spraying around it. The effervescent water is faintly red. It is a fountain of power; its water raises the drinker's Dexterity by 1 point for 1 week. It is usable once, then dries up.

364: This granite fountain has a central statue of an octopus with water spraying around it. The effervescent water gradually shifts from faintly blue to clear blue. A water elemental is lurking under the surface in the basin. It is a fountain of youth; its water reduces the drinker's age to young adult, then dries up.

365: This stone fountain has water trickling down two tiers of bowls in graduated sizes. The water slowly shifts from clear blue to bright black. It is a cursed fountain of protection; its water weakens the drinker's natural defense by 2 points for 3 hours.

366: This stone fountain has 6 small water jets spraying upward. The water is faintly red. It is a cursed fountain of youth; its water ages the drinker to elderly.

367: This stone fountain on a pedestal has a central statue of a mythical hero pouring water from a jug. The effervescent water is palest silver. The basin is checkered with brown and green tiles. It is a fountain of power; its water raises the drinker's Alertness to their racial limit for 4 weeks. It is usable once, then dries up.

368: This marble fountain has 7 small water jets spraying upward. The sparkling water is luminescent yellow. Small fish are swimming in the fountain's basin. It is a fountain of wealth; its water improves up to 5 gemstones immersed in it by 1 level of value, then becomes normal water.

369: This wall-mounted granite fountain has water spouting from a dragon's mouth. The bubbling water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of power; its water raises the drinker's Endurance to their racial limit for 3 hours. It is usable thrice a month.

370: This marble fountain has a central statue of a fish spouting water from its mouth. The sparkling water is crystal clear. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of power; its water raises the drinker's Personality by 2 points for 6 hours. It is usable once, then becomes normal water.

371: This stone fountain has a single tall spray of water. The water is clear gold. There are human bones at the bottom of the basin. It is a cursed fountain of protection; its water causes monsters to be hostile to the drinker for the next 3 hours.

372: This stone fountain on a pedestal has a central statue of a minotaur pouring water from a jar. The water is faintly green. The flow of water increases and decreases regularly. It is a fountain of wealth; its water converts a small amount of steel to electrum, then dries up.

373: This marble fountain has water cascading down two tiers of bowls in graduated sizes. The sparkling water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

374: This stone fountain has water trickling down two tiers of bowls in graduated sizes. The water is crystal clear. There is a faint yellow light beneath the water. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

375: This wall-mounted granite fountain has water spouting from a fish's mouth. The effervescent water is clear green. It is a fountain of youth; its water reduces the drinker's age by 1 years, then dries up.

376: This pink granite fountain has a central granite statue of a seahorse spouting water from its mouth. The water is crystal clear. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for three days.

377: This marble fountain has a multi-tiered water spray. The bubbling water is faintly violet. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of wealth; its water converts a small amount of bronze to gold, then dries up.

378: This wall-mounted stone fountain has water pouring from a decorative spout. The water gradually shifts from faintly amber to vivid orange. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

379: This stone fountain has a single tall spray of water. The water occasionally shifts from milky violet to clear black. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for one hour.

380: This marble fountain on a pedestal has a single tall spray of water. The water swiftly shifts from clear orange to vivid yellow. The flow of water increases and decreases regularly. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable twice a month.

381: This porphyry fountain has a central statue of a crane spouting water from its bill. The water is milky yellow. It is a cursed fountain of power; its water lowers the drinker's Strength by 2 points for 19 hours.

382: This bronze fountain on a pedestal has a central statue of a minotaur pouring water from a pitcher. The water is palest silver. It is a fountain of healing; its water heals up to 16 points of damage once a year.

383: This stone fountain has water gushing down four tiers of bowls in graduated sizes. The foaming water is rainbow-colored. It is a fountain of wealth; its water converts a small amount of iron to platinum, then dries up.

384: This stone fountain has a central granite statue of an elf pouring water from a jar. The water is clear blue. A water elemental is lurking under the surface in the basin. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

385: This stone fountain has a central statue of a mythical hero pouring water from a pitcher. The water is faintly brown. Faint faint laughter can be heard around the fountain. It is a cursed fountain of power; its water lowers the drinker's Alertness by 3 points for 3 months.

386: This stone fountain on a pedestal has water cascading down five tiers of bowls in graduated sizes. The bubbling water is clear orange. There are human bones at the bottom of the basin. It is a fountain of power; its water raises the drinker's Personality by 1 point for 3 days. It is usable once, then dries up.

387: This wall-mounted marble fountain has water pouring from an urn. The water is clear orange. The flow of water increases and decreases regularly. It is a fountain of wealth; its water improves up to 6 gemstones immersed in it by 1 level of value, then becomes normal water.

388: This stone fountain has water cascading down two tiers of bowls in graduated sizes. The bubbling water is luminescent brown. It is a fountain of chaos; the first time it is drunk, the water reverses the drinker's sex for 6 hours.

389: This marble fountain has a central statue of an elf pouring water from a pitcher. The foaming water is crystal clear. The water glows faintly violet in the dark. It is a fountain of power; its water raises the drinker's Alertness by 2 points for 18 hours. It is usable once, then dries up.

390: This stone fountain on a pedestal has water trickling down three tiers of bowls in graduated sizes. The water is clear blue. It is a fountain of healing; its water fully heals the drinker, then dries up.

391: This porphyry fountain has a central statue of a demon pouring water from a jar. The water is clear red. It is a fountain of youth; its water reduces the drinker's age to young adult thrice a month.

392: This stone fountain has a multi-tiered water spray. The water is crystal clear. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

393: This stone fountain has a multi-tiered water spray. The sparkling water is clear gold. It is a fountain of youth; its water reduces the drinker's age by 8 years, then becomes normal water.

394: This marble fountain has a single tall spray of water. The sparkling water is faintly orange. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of power; its water raises the drinker's Strength by 2 points for 1 hour. It is usable twice a week.

395: This wall-mounted marble fountain has water spouting from a fish's mouth. The foaming water is rainbow-colored. It is a fountain of protection; its water strengthens the drinker's natural defense by 1 point for 6 days. It is usable twice a day.

396: This stone fountain on a pedestal has water trickling down two tiers of bowls in graduated sizes. The foaming water is crystal clear. There is a bright red light beneath the water. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable once a year.

397: This stone fountain on a pedestal has water flowing down five tiers of bowls in graduated sizes. The water is clear violet. It is a cursed fountain of protection; its water causes dragons to be hostile to the drinker for the next 2 hours.

398: This stone fountain on a pedestal has a central granite statue of a horse spouting water from its mouth. The water is crystal clear. Small fish are swimming in the fountain's basin. It is a fountain of protection; its water causes dragons to be friendly to the drinker for the next 10 hours. It is usable once, then dries up.

399: This stone fountain has 12 small water jets spraying upward. The water is rainbow-colored. It is a fountain of wealth; its water converts a small amount of steel to mithril twice per month.

400: This stone fountain has a central obsidian statue of a turtle spouting water from its mouth. The fizzy water is crystal clear. It is a fountain of protection; its water causes invertebrates to be friendly to the drinker for the next 2 hours. It is usable thrice a month.

401: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is clear violet. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

402: This stone fountain on a pedestal has a central pink granite statue of a crane spouting water from its bill. The water is vivid orange. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of power; its water raises the drinker's Alertness by 2 points for 4 weeks. It is usable twice a month.

403: This marble fountain has water flowing down five tiers of bowls in graduated sizes. The water is faintly red. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

404: This stone fountain on a pedestal has a central statue of a stork spouting water from its bill. The bubbling water is faintly yellow. The flow of water increases and decreases regularly. It is a fountain of power; its water raises the drinker's Personality by 1 point for 2 weeks. It is usable thrice a month.

405: This stone fountain has 6 small water jets spraying upward. The water is crystal clear. Small fish are swimming in the fountain's basin. It is a cursed fountain of youth; its water ages the drinker by 3 years.

406: This wall-mounted pink granite fountain has water pouring from a decorative spout. The effervescent water is milky yellow. There are human bones at the bottom of the basin. It is a fountain of wealth; its water converts a small amount of iron to gold twice per month.

407: This marble fountain on a pedestal has an overflowing urn. The water is clear red. It is a fountain of wealth; its water improves up to 7 gemstones immersed in it by 2 levels of value, then becomes normal water.

408: This stone fountain has a single tall spray of water. The bubbling water is clear gold. It is a fountain of knowledge; its water gives the drinker the power of poetry for three weeks. It is usable thrice a year.

409: This marble fountain has a single tall spray of water. The sparkling water is crystal clear. It is a fountain of protection; its water strengthens the drinker's natural defense by 1 point for 1 week. It is usable once, then becomes normal water.

410: This marble fountain on a pedestal has a single tall spray of water. The foaming water gradually shifts from vivid orange to clear green. The water glows faintly yellow in the dark. It is a fountain of protection; its water strengthens the drinker's natural defense by 2 points for 9 days. It is usable once, then becomes normal water.

411: This wall-mounted stone fountain has water spouting from a fish's mouth. The water is clear black. The water seems to be hot. It is a fountain of power; its water raises the drinker's Strength to their racial limit for 3 days. It is usable once, then becomes normal water.

412: This wall-mounted stone fountain has water spilling from a sculpted shell. The fizzy water slowly shifts from milky brown to luminescent orange. There is a faint green light beneath the water. It is a fountain of youth; its water reduces the drinker's age by 8 years, then becomes normal water.

413: This marble fountain has a central statue of a dancing elf pouring water from a pitcher. The sparkling water is milky yellow. It is a fountain of protection; its water causes monsters to be friendly to the drinker for the next 1 hour. It is usable once a month.

414: This bronze fountain has a central pink granite statue of a lobster with water spraying around it. The fizzy water is clear turquoise. There is a blue light beneath the water. It is a fountain of protection; its water causes dragons to be friendly to the drinker for the next 6 hours. It is usable twice a month.

415: This stone fountain has a central statue of a cherub pouring water from a jar. The sparkling water is clear red. It is a fountain of power; its water raises the drinker's Strength by 2 points for 5 months. It is usable once, then becomes normal water.

416: This porphyry fountain has water flowing down two tiers of bowls in graduated sizes. The water is clear blue. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of power; its water raises the drinker's Endurance by 1 point for 1 hour. It is usable once a month.

417: This stone fountain has a single tall spray of water. The bubbling water is crystal clear. The water seems to be warm. It is a fountain of power; its water raises the drinker's Intelligence to their racial limit for 5 hours. It is usable thrice a year.

418: This marble fountain on a pedestal has a single tall spray of water. The water is milky brown. It is a fountain of poison; its water causes unconsciousness, plus 2-12 points of damage.

419: This stone fountain has a central statue of a crab with water spraying around it. The water is clear brown. It is a fountain of youth; its water reduces the drinker's age to young adult twice a month.

420: This marble fountain has a central bronze statue of a mermaid pouring water from a urn. The water is clear orange. The water glows faintly orange in the dark. It is a fountain of wealth; its water converts a small amount of steel to silver once per week.

421: This wall-mounted stone fountain has water spilling from a sculpted shell. The misty water is faintly orange. It is a fountain of power; its water raises the drinker's Endurance by 3 points for 3 weeks. It is usable once, then becomes normal water.

422: This marble fountain has 8 small water jets spraying upward. The misty water is faintly violet. The water glows faintly blue in the dark. It is a fountain of wealth; its water converts a small amount of steel to electrum thrice per year.

423: This marble fountain has a central statue of an elf pouring water from a urn. The sparkling water is crystal clear. It is a fountain of wealth; its water improves up to 4 gemstones immersed in it by 3 levels of value, then becomes normal water.

424: This marble fountain has a central statue of a dolphin spouting water from its mouth. The fizzy water is clear gold. It is a cursed fountain of wealth; its water converts any amount of electrum to bronze.

425: This marble fountain has water flowing down three tiers of bowls in graduated sizes. The water is faintly blue. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin dark orange for 8 days.

426: This wall-mounted stone fountain has water spouting from a demon's mouth. The fizzy water is palest silver. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

427: This marble fountain on a pedestal has a central statue of a minotaur pouring water from a jar. The water is milky yellow. It is a fountain of healing; its water heals up to 17 points of damage once a day.

428: This stone fountain has water flowing down two tiers of bowls in graduated sizes. The water is crystal clear. The water smells of sulphur. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for five days.

429: This marble fountain has a multi-tiered water spray. The water is crystal clear. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for two months.

430: This bronze fountain on a pedestal has 7 small water jets spraying upward. The water is clear green. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair orange for 7 hours.

431: This wall-mounted marble fountain has water pouring from an urn. The misty water is faintly red. It is a fountain of power; its water raises the drinker's Willpower by 2 points for 3 hours. It is usable once, then becomes normal water.

432: This wall-mounted stone fountain has water pouring from an urn. The water is crystal clear. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of youth; its water reduces the drinker's age by 3 years, then becomes normal water.

433: This wall-mounted marble fountain has water spouting from a frog's mouth. The misty water is bright violet. The flow of water increases and decreases regularly. It is a cursed fountain of youth; its water ages the drinker by 1 years.

434: This stone fountain has 9 small water jets spraying upward. The effervescent water is crystal clear. It is a fountain of protection; its water allows the drinker to breathe water for 10 minutes. It is usable once, then dries up.

435: This stone fountain has an overflowing urn. The foaming water is crystal clear. It is a fountain of power; its water raises the drinker's Willpower to their racial limit for 1 month. It is usable once, then becomes normal water.

436: This stone fountain has a single tall spray of water. The bubbling water is clear blue. It is a fountain of wealth; its water converts a small amount of bronze to silver, then becomes normal water.

437: This stone fountain has 7 small water jets spraying upward around a larger central jet. The water is crystal clear. The water seems to be ice-cold. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable twice a month.

438: This stone fountain has a central statue of a triton pouring water from a vase. The water is faintly green. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of wealth; its water converts a small amount of copper to platinum, then becomes normal water.

439: This stone fountain on a pedestal has a central statue of an octopus with water spraying around it. The effervescent water is crystal clear. It is a fountain of youth; its water reduces the drinker's age by 14 years, then dries up.

440: This stone fountain has a central statue of a lobster with water spraying around it. The bubbling water is vivid yellow. Faint elvish voices singing can be heard around the fountain. It is a fountain of youth; its water reduces the drinker's age by 6 years thrice a week.

441: This marble fountain on a pedestal has a central marble statue of a seahorse spouting water from its mouth. The water is crystal clear. It is a fountain of youth; its water reduces the drinker's age to young adult, then dries up.

442: This wall-mounted stone fountain has water pouring from an urn. The water is vivid orange. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of youth; its water reduces the drinker's age by 2 years, then becomes normal water.

443: This stone fountain on a pedestal has water trickling down three tiers of bowls in graduated sizes. The water is bright violet. It is a fountain of poison; its water instantly kills anyone who drinks it.

444: This stone fountain has a central pink granite statue of an octopus with water spraying around it. The fizzy water occasionally shifts from vivid black to milky yellow. It is a fountain of power; its water raises the drinker's Strength by 1 point for 13 hours. It is usable once, then becomes normal water.

445: This stone fountain has a single tall spray of water. The misty water is crystal clear. Faint faint laughter can be heard around the fountain. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then dries up.

446: This marble fountain has a central statue of a demon pouring water from a urn. The effervescent water gradually shifts from clear green to clear blue. A water elemental is lurking under the surface in the basin. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for three months.

447: This stone fountain on a pedestal has a central statue of a minotaur pouring water from a vase. The misty water is milky yellow. It is a fountain of protection; its water strengthens the drinker's natural defense by 3 points for 2 days. It is usable thrice a week.

448: This stone fountain has a central statue of a faun pouring water from a pitcher. The misty water is rainbow-colored. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of power; its water raises the drinker's Strength by 2 points for 6 days. It is usable once, then becomes normal water.

449: This granite fountain on a pedestal has a central statue of a stork spouting water from its bill. The water is faintly red. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last an hour for six weeks.

450: This wall-mounted marble fountain has water spilling from a sculpted shell. The bubbling water is clear blue. Faint elvish voices singing can be heard around the fountain. It is a fountain of chaos; the first time it is drunk, the water exchanges Strength and Agility for 12 days.

451: This wall-mounted stone fountain has water spouting from a dog's mouth. The bubbling water is palest silver. It is a fountain of protection; its water allows the drinker to breathe water for 22 minutes. It is usable once, then dries up.

452: This pink granite fountain on a pedestal has water cascading down two tiers of bowls in graduated sizes. The foaming water gradually shifts from clear violet to bright red. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair dark red for 12 days.

453: This porphyry fountain on a pedestal has an overflowing urn. The fizzy water is bright green. Small fish are swimming in the fountain's basin. It is a fountain of protection; its water causes dragons to be friendly to the drinker for the next 3 hours. It is usable once, then dries up.

454: This granite fountain has a central statue of a mermaid pouring water from a jar. The water is palest silver. A water elemental is lurking under the surface in the basin. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 5 months. It is usable once, then becomes normal water.

455: This stone fountain has an overflowing urn. The bubbling water is bright red. The basin contains a mosaic depicting a kraken devouring a ship. It is a fountain of wealth; its water improves up to 6 gemstones immersed in it by 3 levels of value, then becomes normal water.

456: This stone fountain has a central statue of a crane spouting water from its bill. The effervescent water is crystal clear. There are apparently 4 gems at the bottom of the basin. It is a fountain of power; its water raises the drinker's Dexterity by 3 points for 2 weeks. It is usable once, then becomes normal water.

457: This pink granite fountain has water flowing down three tiers of bowls in graduated sizes. The misty water is crystal clear. It is a fountain of healing; its water heals up to 19 points of damage thrice a month.

458: This wall-mounted marble fountain has water spouting from a dragon's mouth. The misty water is clear black. The basin is checkered with dark green and light blue tiles. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 7 days. It is usable once, then becomes normal water.

459: This marble fountain on a pedestal has a central statue of a maiden pouring water from a vase. The fizzy water is faintly green. There are animal bones at the bottom of the basin. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair dark purple for 6 hours.

460: This bronze fountain has a central statue of a mermaid pouring water from a pitcher. The bubbling water is faintly orange. It is a cursed fountain of youth; its water ages the drinker by 3 years.

461: This stone fountain has a central statue of a horse spouting water from its mouth. The misty water is bright blue. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of poison; its water causes paralysis, plus 1-10 points of damage.

462: This bronze fountain has water flowing down four tiers of bowls in graduated sizes. The water is bright orange. It is a cursed fountain of protection; its water causes canines to be hostile to the drinker for the next 9 hours.

463: This pink granite fountain has a central statue of a sea serpent spouting water from its mouth. The water is faintly green. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable once a day.

464: This stone fountain has a multi-tiered water spray. The water is clear orange. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 12 hours. It is usable once a year.

465: This porphyry fountain has a central marble statue of a whale spouting water from its blowhole. The bubbling water is bright red. It is a fountain of poison; its water instantly kills anyone who drinks it.

466: This marble fountain on a pedestal has water cascading down five tiers of bowls in graduated sizes. The foaming water is faintly black. The water glows faintly red in the dark. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a giant insect for four days.

467: This stone fountain has a central statue of a dolphin spouting water from its mouth. The water is bright red. It is a fountain of poison; its water instantly kills anyone who drinks it.

468: This stone fountain has a central statue of a triton pouring water from a urn. The sparkling water is crystal clear. It is a fountain of youth; its water reduces the drinker's age to young adult once a month.

469: This granite fountain has a central statue of a lobster with water spraying around it. The misty water is crystal clear. It is a fountain of knowledge; its water gives the drinker the power of poetry for two weeks. After one use it becomes normal water.

470: This marble fountain has a central statue of a crane spouting water from its bill. The bubbling water is faintly yellow. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to grow 60 percent larger for 7 hours.

471: This stone fountain on a pedestal has a central statue of a nymph pouring water from a pitcher. The water is milky green. The water seems to be hot. It is a fountain of healing; its water heals up to 16 points of damage once a month.

472: This stone fountain has a central statue of a nymph pouring water from a pitcher. The foaming water is clear blue. The basin contains a mosaic depicting ships. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable once a month.

473: This stone fountain has water trickling down five tiers of bowls in graduated sizes. The foaming water is palest silver. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

474: This porphyry fountain has water gushing down four tiers of bowls in graduated sizes. The fizzy water is crystal clear. Small fish are swimming in the fountain's basin. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 5 hours.

475: This bronze fountain on a pedestal has 6 small water jets spraying upward. The water is palest silver. It is a fountain of youth; its water reduces the drinker's age by 10 years, then dries up.

476: This stone fountain has a central statue of a triton pouring water from a pitcher. The effervescent water is clear red. There are animal bones at the bottom of the basin. It is a fountain of youth; its water reduces the drinker's age by 10 years twice a month.

477: This porphyry fountain has an overflowing urn. The water is milky green. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

478: This wall-mounted stone fountain has water spouting from a dragon's mouth. The water is bright violet. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of healing; its water heals up to 12 points of damage twice a day.

479: This wall-mounted stone fountain has water spouting from a green man's mouth. The fizzy water gradually shifts from faintly green to clear green. There are animal bones at the bottom of the basin. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

480: This granite fountain has a central statue of an egret spouting water from its bill. The misty water is clear gold. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin bright yellow for 8 hours.

481: This stone fountain has a central statue of a lobster with water spraying around it. The bubbling water is faintly green. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of healing; its water heals up to 11 points of damage, then dries up.

482: This stone fountain on a pedestal has a central statue of a lobster with water spraying around it. The water is crystal clear. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for four months. After one use it becomes normal water.

483: This stone fountain has a multi-tiered water spray. The effervescent water is vivid green. It is a fountain of wealth; its water converts a small amount of bronze to platinum twice per month.

484: This porphyry fountain on a pedestal has a central statue of a mythical hero pouring water from a vase. The water is clear violet. The water smells of roses. It is a fountain of poison; its water instantly kills anyone who drinks it.

485: This stone fountain has a central silver-colored statue of an egret spouting water from its bill. The water is clear blue. The water is covered with clumps of algae, and green slime grows in damp areas. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last 3 days for six months.

486: This stone fountain on a pedestal has a central statue of a crab with water spraying around it. The bubbling water is faintly brown. The water seems to be warm. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

487: This stone fountain has an overflowing urn. The water is clear blue. The basin is checkered with dark green and yellow tiles. It is a fountain of protection; its water causes dragons to be friendly to the drinker for the next 10 hours. It is usable once, then dries up.

488: This wall-mounted stone fountain has water pouring from an urn. The sparkling water is vivid yellow. There are apparently 19 gold coins at the bottom of the basin. It is a fountain of youth; its water reduces the drinker's age to young adult thrice a day.

489: This stone fountain has a central statue of an egret spouting water from its bill. The misty water is crystal clear. There is a faint violet light beneath the water. It is a cursed fountain of protection; its water causes invertebrates to be hostile to the drinker for the next 8 hours.

490: This stone fountain has a multi-tiered water spray. The bubbling water is crystal clear. The water smells fresh and invigorating. It is a cursed fountain of power; its water lowers the drinker's Willpower to their racial limit for 4 hours.

491: This granite fountain has a central statue of a stork spouting water from its bill. The water is faintly red. Faint sounds of battle can be heard around the fountain. It is a fountain of power; its water raises the drinker's Agility by 3 points for 5 weeks. It is usable once, then becomes normal water.

492: This stone fountain has a multi-tiered water spray. The foaming water is clear red. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of poison; its water causes incapacitating pain, plus 3-24 points of damage.

493: This stone fountain has water gushing down five tiers of bowls in graduated sizes. The water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of power; its water raises the drinker's Dexterity by 2 points for 9 days. It is usable twice a month.

494: This wall-mounted stone fountain has water pouring from an urn. The sparkling water is rainbow-colored. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit permanently. It is usable once, then becomes normal water.

495: This stone fountain has a central bronze statue of a minotaur pouring water from a jar. The water occasionally shifts from clear brown to clear blue. The water smells strongly acrid. It is a cursed fountain of protection; its water causes felines to be hostile to the drinker for the next 2 hours.

496: This stone fountain has a central statue of a mermaid pouring water from a pitcher. The sparkling water is crystal clear. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

497: This wall-mounted stone fountain has water spouting from a fish's mouth. The bubbling water swiftly shifts from vivid violet to clear blue. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for one day.

498: This granite fountain has an overflowing urn. The fizzy water is crystal clear. The water glows faintly blue in the dark. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to shrink to 50 percent of their normal size for 6 hours.

499: This marble fountain has a central statue of a nymph pouring water from a pitcher. The fizzy water is crystal clear. It is a cursed fountain of youth; its water ages the drinker to elderly.

500: This stone fountain has a single tall spray of water. The water is clear red. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for four weeks.

501: This granite fountain on a pedestal has water trickling down five tiers of bowls in graduated sizes. The water is clear orange. It is a fountain of poison; its water causes blindness and incapacitating pain, plus 3-24 points of damage.

502: This marble fountain has a central copper statue of an elf pouring water from a jar. The water is crystal clear. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable once a month.

503: This stone fountain has a central statue of a triton pouring water from a vase. The water is clear violet. It is a fountain of youth; its water reduces the drinker's age by 8 years twice a month.

504: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is crystal clear. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a cursed fountain of power; its water lowers the drinker's Intelligence by 1 point for 5 weeks.

505: This bronze fountain has 10 small water jets spraying upward around a larger central jet. The water is clear yellow. The water glows faintly orange in the dark. It is a fountain of power; its water raises the drinker's Alertness by 2 points permanently. It is usable thrice a week.

506: This wall-mounted marble fountain has water spouting from a dragon's mouth. The water is clear turquoise. It is a cursed fountain of youth; its water ages the drinker by 8 years.

507: This wall-mounted stone fountain has water pouring from an urn. The water is luminescent violet. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last 3 hours permanently.

508: This bronze fountain has water trickling down five tiers of bowls in graduated sizes. The bubbling water is milky orange. A water elemental is lurking under the surface in the basin. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last a week for four months.

509: This stone fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The water is palest silver. Colored bubbles rise from the water and burst a few inches above it. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for five months.

510: This stone fountain has a single tall spray of water. The water is crystal clear. It is a fountain of protection; its water makes the drinker invisible for 3 hours. It is usable once, then becomes normal water.

511: This pink granite fountain has water flowing down four tiers of bowls in graduated sizes. The water is clear orange. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of youth; its water reduces the drinker's age to young adult, then dries up.

512: This stone fountain has a single tall spray of water. The water is faintly turquoise. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of healing; its water heals up to 12 points of damage once a week.

513: This wall-mounted stone fountain has water pouring from a decorative spout. The bubbling water is palest silver. It is a fountain of youth; its water reduces the drinker's age by 6 years, then dries up.

514: This stone fountain has water flowing down two tiers of bowls in graduated sizes. The water is rainbow-colored. The flow of water increases and decreases irregularly. It is a fountain of chaos; the first time it is drunk, the water exchanges Personality and Intelligence for 4 months.

515: This wall-mounted stone fountain has water spouting from a demon's mouth. The water is faintly yellow. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of healing; its water heals up to 16 points of damage thrice a month.

516: This marble fountain has a central statue of a nymph pouring water from a jar. The water is palest silver. A water elemental is lurking under the surface in the basin. It is a cursed fountain of protection; its water weakens the drinker's natural defense to their racial limit for 5 months.

517: This granite fountain has a central statue of a god. The sparkling water is clear gold. It is a fountain of protection; its water strengthens the drinker's natural defense by 3 points permanently. It is usable once, then becomes normal water.

518: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The sparkling water is milky blue. It is a fountain of wealth; its water converts a small amount of steel to electrum, then becomes normal water.

519: This marble fountain on a pedestal has a multi-tiered water spray. The bubbling water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for one week.

520: This pink granite fountain on a pedestal has 9 small water jets spraying upward. The effervescent water is faintly red. The water glows faintly violet in the dark. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then dries up.

521: This wall-mounted stone fountain has water pouring from a decorative spout. The bubbling water is milky violet. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

522: This stone fountain on a pedestal has a single tall spray of water. The water is clear violet. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

523: This granite fountain has a multi-tiered water spray. The effervescent water is bright violet. It is a fountain of healing; its water heals up to 21 points of damage once a month.

524: This pink granite fountain has a central bronze statue of a fish spouting water from its mouth. The water is clear blue. The flow of water increases and decreases irregularly. It is a fountain of healing; its water heals up to 12 points of damage once a month.

525: This marble fountain on a pedestal has a central statue of a cherub pouring water from a urn. The water is crystal clear. The water glows faintly violet in the dark. It is a fountain of protection; its water allows the drinker to breathe water for 13 minutes. It is usable once, then dries up.

526: This stone fountain on a pedestal has a central statue of a crab with water spraying around it. The bubbling water is rainbow-colored. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of healing; its water heals up to 19 points of damage once a month.

527: This stone fountain on a pedestal has a central bronze statue of a whale spouting water from its mouth. The effervescent water is clear brown. Faint sounds of battle can be heard around the fountain. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

528: This bronze fountain has a central statue of a lion spouting water from its mouth. The sparkling water is rainbow-colored. The flow of water increases and decreases irregularly. It is a fountain of youth; its water reduces the drinker's age by 4 years twice a week.

529: This stone fountain has a central statue of a nymph pouring water from a urn. The water is luminescent brown. There is a faint red light beneath the water. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last a day for six years.

530: This marble fountain has a central granite statue of a pelican spouting water from its bill. The water is clear black. Faint faint laughter can be heard around the fountain. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

531: This stone fountain on a pedestal has water cascading down two tiers of bowls in graduated sizes. The water is milky blue. It is a fountain of wealth; its water converts a small amount of iron to electrum, then becomes normal water.

532: This stone fountain has an overflowing urn. The water is palest silver. It is a fountain of power; its water raises the drinker's Personality by 3 points for 3 days. It is usable once, then dries up.

533: This wall-mounted marble fountain has water pouring from a sculpted flower. The water is palest silver. The water glows faintly red in the dark. It is a fountain of wealth; its water converts a small amount of steel to silver thrice per year.

534: This stone fountain on a pedestal has a central statue of a stork spouting water from its bill. The water is bright yellow. It is a fountain of wealth; its water converts a small amount of bronze to electrum thrice per month.

535: This stone fountain on a pedestal has an overflowing urn. The water is faintly green. It is a fountain of wealth; its water converts a small amount of bronze to silver, then dries up.

536: This stone fountain has a central copper statue of a nymph pouring water from a jar. The water is faintly brown. Small fish are swimming in the fountain's basin. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

537: This granite fountain has water flowing down five tiers of bowls in graduated sizes. The sparkling water gradually shifts from clear black to faintly red. Faint faint laughter can be heard around the fountain. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable once, then becomes normal water.

538: This stone fountain has a single tall spray of water. The effervescent water is milky blue. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for two months. After one use it dries up.

539: This stone fountain has a central statue of a faun playing pipes pouring water from a urn. The sparkling water is vivid black. It is a cursed fountain of protection; its water weakens the drinker's natural defense to their racial limit for 5 days.

540: This stone fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The water is palest silver. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a cursed fountain of power; its water lowers the drinker's Intelligence by 1 point for 11 hours.

541: This marble fountain on a pedestal has 7 small water jets spraying upward. The fizzy water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of wealth; its water converts a small amount of iron to platinum, then dries up.

542: This stone fountain has water flowing down four tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of youth; its water reduces the drinker's age by 7 years, then becomes normal water.

543: This wall-mounted granite fountain has water pouring from a decorative spout. The water is palest silver. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to shrink to 50 percent of their normal size permanently.

544: This stone fountain has water cascading down two tiers of bowls in graduated sizes. The water is clear gold. It is a fountain of healing; its water heals up to 15 points of damage twice a day.

545: This stone fountain has a central marble statue of a fish spouting water from its mouth. The misty water is crystal clear. The water seems to be boiling hot. It is a fountain of wealth; its water converts a small amount of brass to mithril, then becomes normal water.

546: This bronze fountain on a pedestal has a central statue of a cherub pouring water from a vase. The water is clear violet. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a frog for one week.

547: This marble fountain on a pedestal has a multi-tiered water spray. The water is faintly orange. It is a fountain of power; its water raises the drinker's Willpower to their racial limit for 4 days. It is usable once, then becomes normal water.

548: This stone fountain has a central statue of a crane spouting water from its bill. The water is milky green. There is a faint red light beneath the water. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable twice a month.

549: This stone fountain has a central statue of a mermaid pouring water from a pitcher. The foaming water is crystal clear. It is a fountain of protection; its water causes felines to be friendly to the drinker for the next 1 hour. It is usable thrice a month.

550: This granite fountain has a single tall spray of water. The water is palest silver. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

551: This bronze fountain has a central statue of a crane spouting water from its bill. The water is faintly violet. The basin contains a mosaic in an abstract design. It is a fountain of wealth; its water converts a small amount of copper to mithril thrice per week.

552: This pink granite fountain has a central statue of a musician pouring water from a vase. The effervescent water is bright black. There are human bones at the bottom of the basin. It is a fountain of youth; its water reduces the drinker's age by 2 years, then becomes normal water.

553: This wall-mounted stone fountain has water pouring from a decorative spout. The water is faintly green. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of chaos; the first time it is drunk, the water reverses the drinker's sex for 5 days.

554: This wall-mounted marble fountain has water spouting from a green man's mouth. The foaming water is crystal clear. It is a fountain of protection; its water causes all normal animals to be friendly to the drinker for the next 2 hours. It is usable once, then becomes normal water.

555: This stone fountain has a central statue of a stork spouting water from its bill. The foaming water is clear red. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a cursed fountain of power; its water lowers the drinker's Strength to their racial limit for 13 days.

556: This wall-mounted marble fountain has water spilling from a sculpted shell. The sparkling water is milky black. It is a fountain of chaos; the first time it is drunk, the water reverses the drinker's sex for 2 days.

557: This marble fountain has water flowing down four tiers of bowls in graduated sizes. The water is milky blue. A water elemental is lurking under the surface in the basin. It is a fountain of protection; its water causes canines to be friendly to the drinker for the next 9 hours. It is usable once, then becomes normal water.

558: This marble fountain has an overflowing urn. The water is clear red. It is a fountain of healing; its water heals up to 20 points of damage thrice a year.

559: This wall-mounted porphyry fountain has water pouring from an urn. The foaming water is milky blue. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 6 hours.

560: This stone fountain has a central pink granite statue of a fantastic bird spouting water from its bill. The sparkling water is faintly blue. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for four days.

561: This stone fountain has a single tall spray of water. The water is crystal clear. The flow of water increases and decreases regularly. It is a fountain of chaos; the first time it is drunk, the water reverses the drinker's sex for 3 days.

562: This stone fountain has water flowing down two tiers of bowls in graduated sizes. The water is milky orange. The flow of water increases and decreases regularly. It is a fountain of healing; its water heals up to 11 points of damage thrice a month.

563: This marble fountain has a central marble statue of a mythical hero pouring water from a jar. The misty water is palest silver. A water elemental is lurking under the surface in the basin. It is a fountain of power; its water raises the drinker's Agility to their racial limit for 6 days. It is usable twice a day.

564: This stone fountain on a pedestal has a multi-tiered water spray. The water is clear blue. The water seems to be ice-cold. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last an hour for three months.

565: This wall-mounted stone fountain has water pouring from a decorative spout. The water is faintly green. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of protection; its water allows the drinker to breathe water for 20 minutes. It is usable thrice a month.

566: This stone fountain on a pedestal has a central statue of a crane spouting water from its bill. The fizzy water is vivid red. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

567: This marble fountain on a pedestal has a single tall spray of water. The bubbling water is vivid violet. The basin is checkered with deep red and green tiles. It is a fountain of chaos; the first time it is drunk, the water exchanges Agility and Dexterity for 6 hours.

568: This stone fountain has a central statue of a minotaur pouring water from a pitcher. The water is clear gold. The water glows faintly blue in the dark. It is a fountain of wealth; its water converts a small amount of tin to electrum, then dries up.

569: This marble fountain has water flowing down three tiers of bowls in graduated sizes. The water swiftly shifts from vivid blue to milky violet. It is a fountain of protection; its water makes the drinker invisible for 2 hours. It is usable twice a day.

570: This stone fountain has a central statue of a lobster with water spraying around it. The water is luminescent orange. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a hawk for one week.

571: This stone fountain has a central statue of a triton pouring water from a jar. The water slowly shifts from clear brown to bright orange. It is a fountain of youth; its water reduces the drinker's age by 8 years, then dries up.

572: This pink granite fountain has a central statue of a minotaur pouring water from a pitcher. The foaming water is milky blue. The basin contains a mosaic depicting fish. It is a fountain of youth; its water reduces the drinker's age by 2 years once a week.

573: This stone fountain has a central statue of an egret spouting water from its bill. The water is vivid blue. Small fish are swimming in the fountain's basin. It is a fountain of protection; its water allows the drinker to breathe water for 14 minutes. It is usable once, then becomes normal water.

574: This stone fountain has water cascading down four tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

575: This stone fountain on a pedestal has a central statue of a lobster with water spraying around it. The water is bright violet. It is a fountain of healing; its water heals up to 20 points of damage twice a week.

576: This marble fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The foaming water is milky blue. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last a fortnight permanently.

577: This porphyry fountain has a single tall spray of water. The water is rainbow-colored. Small fish are swimming in the fountain's basin. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 8 hours.

578: This marble fountain has a central statue of a mythical hero pouring water from a vase. The water is crystal clear. Small fish are swimming in the fountain's basin. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 3 months. It is usable once, then becomes normal water.

579: This stone fountain has a central statue of a nymph pouring water from a pitcher. The water is clear gold. It is a cursed fountain of power; its water lowers the drinker's Personality by 1 point for 5 months.

580: This wall-mounted porphyry fountain has water pouring from a sculpted flower. The water is faintly blue. The water seems to be warm. It is a fountain of wealth; its water converts a small amount of copper to silver, then becomes normal water.

581: This wall-mounted marble fountain has water pouring from a decorative spout. The sparkling water is palest silver. It is a fountain of youth; its water reduces the drinker's age to young adult, then dries up.

582: This marble fountain has a central statue of a centaur pouring water from a vase. The effervescent water is faintly brown. It is a fountain of wealth; its water converts a small amount of lead to mithril once per month.

583: This stone fountain has a central statue of a crab with water spraying around it. The water is vivid violet. It is a fountain of youth; its water reduces the drinker's age by 2 years, then dries up.

584: This stone fountain has 5 small water jets spraying upward around a larger central jet. The sparkling water is vivid blue. The water seems to be hot. It is a fountain of wealth; its water converts a small amount of bronze to gold thrice per week.

585: This stone fountain has a single tall spray of water. The water is crystal clear. The basin is checkered with dark gray and black tiles. It is a fountain of youth; its water reduces the drinker's age by 2 years twice a month.

586: This marble fountain has a central statue of a crab with water spraying around it. The fizzy water is clear red. It is a fountain of poison; its water causes paralysis, plus 3-24 points of damage.

587: This pink granite fountain on a pedestal has a central statue of a mermaid pouring water from a pitcher. The water is bright red. The flow of water increases and decreases irregularly. It is a cursed fountain of power; its water lowers the drinker's Endurance to their racial limit for 13 days.

588: This porphyry fountain has a central statue of a lobster with water spraying around it. The water gradually shifts from faintly green to faintly violet. There are apparently 9 gold coins at the bottom of the basin. It is a fountain of youth; its water reduces the drinker's age by 4 years thrice a month.

589: This bronze fountain has a central statue of a mermaid pouring water from a vase. The water is faintly yellow. The flow of water increases and decreases regularly. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to shrink to 40 percent of their normal size for 3 months.

590: This stone fountain has water trickling down three tiers of bowls in graduated sizes. The bubbling water is milky orange. The water glows faintly red in the dark. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

591: This stone fountain has a central marble statue of an elf pouring water from a urn. The water is faintly violet. The water seems to be warm. It is a fountain of wealth; its water converts a small amount of steel to platinum, then dries up.

592: This wall-mounted stone fountain has water pouring from an urn. The water is crystal clear. It is a fountain of protection; its water causes dragons to be friendly to the drinker for the next 7 hours. It is usable once, then becomes normal water.

593: This bronze fountain has a multi-tiered water spray. The foaming water is bright turquoise. It is a fountain of chaos; the first time it is drunk, the water exchanges Dexterity and Agility permanently.

594: This stone fountain on a pedestal has water trickling down five tiers of bowls in graduated sizes. The water is faintly orange. The basin is checkered with deep blue and black tiles. It is a fountain of chaos; the first time it is drunk, the water the drinker will have nightmares when they next sleep.

595: This stone fountain has a central statue of a horse and rider spouting water from its mouth. The effervescent water is palest silver. The water glows faintly yellow in the dark. It is a fountain of youth; its water reduces the drinker's age to young adult once a year.

596: This marble fountain has a single tall spray of water. The water is clear violet. It is a fountain of wealth; its water converts a small amount of copper to electrum, then becomes normal water.

597: This stone fountain has a central statue of a lobster with water spraying around it. The water is crystal clear. It is a fountain of power; its water raises the drinker's Dexterity to their racial limit permanently. It is usable once a month.

598: This stone fountain has 9 small water jets spraying upward around a larger central jet. The water is clear blue. It is a fountain of wealth; its water converts a small amount of lead to electrum once per month.

599: This wall-mounted stone fountain has water pouring from a decorative spout. The water is crystal clear. It is a fountain of poison; its water instantly kills anyone who drinks it.

600: This granite fountain on a pedestal has a central statue of a faun playing pipes pouring water from a pitcher. The water is palest silver. There is a bright red light beneath the water. It is a fountain of youth; its water reduces the drinker's age by 4 years twice a year.

601: This stone fountain on a pedestal has a central statue of a strange tentacled creature. The foaming water is faintly red. It is a fountain of knowledge; its water gives the drinker the power of poetry for five years. It is usable once a month.

602: This marble fountain has a central statue of a crab with water spraying around it. The water is luminescent violet. Faint elvish voices singing can be heard around the fountain. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

603: This stone fountain has a single tall spray of water. The water is milky violet. It is a fountain of power; its water raises the drinker's Endurance by 1 point for 6 weeks. It is usable once, then becomes normal water.

604: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The water is clear orange. The water glows faintly red in the dark. It is a fountain of wealth; its water converts a small amount of brass to silver, then becomes normal water.

605: This wall-mounted stone fountain has water spouting from a demon's mouth. The water is clear blue. It is a fountain of wealth; its water converts a small amount of lead to electrum, then becomes normal water.

606: This wall-mounted marble fountain has water spilling from a sculpted shell. The fizzy water is crystal clear. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable once a week.

607: This wall-mounted stone fountain has water pouring from a decorative spout. The effervescent water is clear violet. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable once a month.

608: This wall-mounted stone fountain has water spouting from a gargoyle's mouth. The water is clear yellow. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into an inanimate object for six days.

609: This marble fountain has a central statue of a horse and rider spouting water from its mouth. The water is clear orange. A water elemental is lurking under the surface in the basin. It is a fountain of youth; its water reduces the drinker's age by 4 years twice a month.

610: This bronze fountain has water trickling down two tiers of bowls in graduated sizes. The water is clear blue. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for six hours.

611: This pink granite fountain on a pedestal has a central statue of a centaur pouring water from a vase. The water is milky violet. It is a fountain of healing; its water fully heals the drinker, then dries up.

612: This stone fountain on a pedestal has a central statue of a minotaur pouring water from a vase. The water is milky yellow. The water glows faintly yellow in the dark. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable once a week.

613: This granite fountain on a pedestal has water flowing down two tiers of bowls in graduated sizes. The water is palest silver. It is a cursed fountain of protection; its water weakens the drinker's natural defense to their racial limit for 1 hour.

614: This stone fountain has a central statue of a mermaid pouring water from a pitcher. The foaming water is clear orange. It is a fountain of poison; its water causes delirium, plus 5-30 points of damage.

615: This stone fountain has a central statue of a lobster with water spraying around it. The foaming water is clear yellow. Faint whispering voices can be heard around the fountain. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 10 hours.

616: This pink granite fountain has water flowing down five tiers of bowls in graduated sizes. The water is clear brown. The water smells strongly swampy. It is a fountain of healing; its water heals up to 14 points of damage once a month.

617: This marble fountain has a central statue of a faun pouring water from a vase. The foaming water is palest silver. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of wealth; its water converts a small amount of lead to gold, then dries up.

618: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is crystal clear. It is a fountain of healing; its water heals up to 17 points of damage once a week.

619: This wall-mounted porphyry fountain has water pouring from a decorative spout. The fizzy water is clear green. The water seems to be cool. It is a cursed fountain of youth; its water ages the drinker by 1 years.

620: This stone fountain on a pedestal has water flowing down five tiers of bowls in graduated sizes. The foaming water is milky amber. It is a cursed fountain of protection; its water weakens the drinker's natural defense to their racial limit for 1 hour.

621: This wall-mounted marble fountain has water spouting from a green man's mouth. The water is crystal clear. There are apparently 8 gold coins at the bottom of the basin. It is a fountain of knowledge; its water gives the drinker the power of poetry for three weeks. After one use it becomes normal water.

622: This stone fountain on a pedestal has 5 small water jets spraying upward. The water is luminescent brown. It is a fountain of power; its water raises the drinker's Personality to their racial limit for 2 hours. It is usable once, then dries up.

623: This marble fountain on a pedestal has water flowing down three tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of wealth; its water improves up to 4 gemstones immersed in it by 3 levels of value, then becomes normal water.

624: This wall-mounted marble fountain has water spouting from a fish's mouth. The foaming water is clear blue. Faint ethereal music can be heard around the fountain. It is a fountain of power; its water raises the drinker's Dexterity by 1 point permanently. It is usable twice a year.

625: This granite fountain has a central marble statue of a triton pouring water from a vase. The fizzy water is clear blue. It is a fountain of power; its water raises the drinker's Dexterity by 3 points for 9 hours. It is usable twice a week.

626: This stone fountain has a central statue of a mermaid pouring water from a jar. The water is faintly green. It is a fountain of protection; its water causes humanoids to be friendly to the drinker for the next 4 hours. It is usable thrice a week.

627: This stone fountain has a multi-tiered water spray. The water is vivid violet. It is a fountain of healing; its water revives one dead body immersed in it, then becomes normal water.

628: This granite fountain has 10 small water jets spraying upward. The water is clear yellow. There are animal bones at the bottom of the basin. It is a cursed fountain of wealth; its water converts any amount of silver to tin.

629: This wall-mounted granite fountain has water spilling from a sculpted shell. The water is crystal clear. Small fish are swimming in the fountain's basin. It is a fountain of power; its water raises the drinker's Endurance to their racial limit for 18 hours. It is usable once a day.

630: This stone fountain has a central gold statue of a faun playing pipes pouring water from a urn. The water is palest silver. There are apparently 5 gems at the bottom of the basin. It is a fountain of youth; its water reduces the drinker's age by 1 year once a day.

631: This stone fountain on a pedestal has a central statue of a shark spouting water from its mouth. The sparkling water is vivid green. The basin is checkered with white and tan tiles. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable once a week.

632: This stone fountain has a single tall spray of water. The bubbling water is milky brown. It is a fountain of youth; its water reduces the drinker's age by 2 years twice a week.

633: This granite fountain has a central statue of a crane spouting water from its bill. The water is crystal clear. It is a fountain of protection; its water allows the drinker to breathe water for 21 minutes. It is usable thrice a week.

634: This wall-mounted marble fountain has water spouting from a gargoyle's mouth. The water is crystal clear. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable once, then becomes normal water.

635: This wall-mounted stone fountain has water pouring from an urn. The water is clear brown. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to grow 50 percent larger for 3 days.

636: This wall-mounted marble fountain has water spilling from a sculpted shell. The misty water is clear black. It is a fountain of power; its water raises the drinker's Alertness to their racial limit for 10 hours. It is usable once, then becomes normal water.

637: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is rainbow-colored. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair purple for 6 hours.

638: This pink granite fountain has an overflowing urn. The water is crystal clear. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for four months.

639: This wall-mounted porphyry fountain has water spouting from a dragon's mouth. The water is crystal clear. It is a fountain of wealth; its water converts a small amount of steel to electrum, then dries up.

640: This marble fountain has a central statue of a mythical hero pouring water from a jar. The water is vivid blue. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to shrink to 60 percent of their normal size for 5 weeks.

641: This bronze fountain on a pedestal has water gushing down four tiers of bowls in graduated sizes. The misty water is crystal clear. It is a fountain of youth; its water reduces the drinker's age by 2 years once a year.

642: This granite fountain on a pedestal has a central statue of a triton pouring water from a jar. The foaming water is clear orange. There is a faint orange light beneath the water. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to grow 30 percent larger for 8 days.

643: This porphyry fountain has a multi-tiered water spray. The effervescent water is clear violet. The water seems to be boiling hot. It is a cursed fountain of wealth; its water converts any amount of platinum to lead.

644: This granite fountain has water flowing down five tiers of bowls in graduated sizes. The bubbling water is crystal clear. The basin is checkered with gray and orange tiles. It is a fountain of youth; its water reduces the drinker's age by 2 years, then becomes normal water.

645: This porphyry fountain on a pedestal has a central statue of a mythical hero pouring water from a pitcher. The bubbling water is clear red. It is a fountain of power; its water raises the drinker's Alertness to their racial limit for 1 week. It is usable once, then becomes normal water.

646: This bronze fountain has 9 small water jets spraying upward around a larger central jet. The water is bright violet. It is a fountain of poison; its water instantly kills anyone who drinks it.

647: This pink granite fountain has a single tall spray of water. The effervescent water is clear yellow. It is a fountain of wealth; its water converts a small amount of copper to electrum, then becomes normal water.

648: This stone fountain on a pedestal has a central statue of a frog spouting water from its mouth. The foaming water is clear gold. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable once, then becomes normal water.

649: This stone fountain has a multi-tiered water spray. The foaming water is clear black. A water elemental is lurking under the surface in the basin. It is a cursed fountain of protection; its water weakens the drinker's natural defense to their racial limit for 3 hours.

650: This marble fountain on a pedestal has 7 small water jets spraying upward. The effervescent water gradually shifts from clear violet to luminescent red. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of knowledge; its water gives the drinker the power of poetry for four days. After one use it becomes normal water.

651: This stone fountain on a pedestal has water flowing down five tiers of bowls in graduated sizes. The misty water gradually shifts from vivid green to milky red. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of power; its water raises the drinker's Willpower by 1 point for 11 days. It is usable once, then becomes normal water.

652: This stone fountain on a pedestal has 12 small water jets spraying upward. The sparkling water is crystal clear. The water glows faintly violet in the dark. It is a cursed fountain of youth; its water ages the drinker by 2 years.

653: This wall-mounted stone fountain has water pouring from a decorative spout. The sparkling water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of youth; its water reduces the drinker's age by 7 years, then becomes normal water.

654: This stone fountain on a pedestal has a central statue of a maiden pouring water from a vase. The water is crystal clear. It is a fountain of wealth; its water converts a small amount of bronze to platinum, then becomes normal water.

655: This marble fountain on a pedestal has water flowing down three tiers of bowls in graduated sizes. The water is faintly green. The water smells of flowers. It is a cursed fountain of wealth; its water converts any amount of mithril to steel.

656: This wall-mounted marble fountain has water spilling from a sculpted shell. The water gradually shifts from milky red to vivid orange. Small fish are swimming in the fountain's basin. It is a cursed fountain of wealth; its water converts any amount of platinum to lead.

657: This wall-mounted stone fountain has water spouting from a dragon's mouth. The water is vivid orange. The basin is checkered with orange and tan tiles. It is a cursed fountain of wealth; its water converts any amount of gold to bronze.

658: This porphyry fountain has an overflowing urn. The foaming water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to grow 30 percent larger for 9 days.

659: This granite fountain on a pedestal has an overflowing urn. The water is palest silver. The basin contains a mosaic depicting water lily flowers. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to shrink to 30 percent of their normal size, permanently.

660: This wall-mounted bronze fountain has water pouring from a decorative spout. The water is rainbow-colored. There are human bones at the bottom of the basin. It is a fountain of power; its water raises the drinker's Endurance by 3 points for 6 hours. It is usable thrice a month.

661: This stone fountain on a pedestal has a single tall spray of water. The effervescent water is clear blue. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for four days.

662: This pink granite fountain on a pedestal has water trickling down five tiers of bowls in graduated sizes. The sparkling water is clear amber. There is a violet light beneath the water. It is a fountain of healing; its water heals up to 24 points of damage once a month.

663: This wall-mounted stone fountain has water pouring from a decorative spout. The sparkling water is clear violet. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

664: This wall-mounted marble fountain has water spouting from a green man's mouth. The foaming water gradually shifts from clear blue to clear violet. It is a fountain of youth; its water reduces the drinker's age by 12 years once a day.

665: This wall-mounted pink granite fountain has water spouting from a frog's mouth. The water is crystal clear. It is a fountain of protection; its water makes the drinker invisible for 6 hours. It is usable once a day.

666: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The bubbling water is clear amber. It is a fountain of healing; its water fully heals the drinker once a year.

667: This stone fountain has a single tall spray of water. The misty water is palest silver. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for four weeks.

668: This marble fountain has a central statue of a minotaur pouring water from a urn. The sparkling water is milky yellow. Faint heartbeats can be heard around the fountain. It is a fountain of poison; its water causes delirium, plus 2-12 points of damage.

669: This stone fountain on a pedestal has water flowing down two tiers of bowls in graduated sizes. The foaming water is clear black. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

670: This stone fountain on a pedestal has a central statue of a stork spouting water from its bill. The fizzy water is milky red. There is a blue light beneath the water. It is a fountain of power; its water raises the drinker's Willpower to their racial limit for 6 months. It is usable twice a week.

671: This wall-mounted stone fountain has water pouring from a sculpted flower. The water is milky orange. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of wealth; its water improves up to 4 gemstones immersed in it by 2 levels of value once per year.

672: This marble fountain has water gushing down three tiers of bowls in graduated sizes. The water is vivid brown. It is a fountain of power; its water raises the drinker's Intelligence by 3 points permanently. It is usable once, then dries up.

673: This granite fountain has water trickling down five tiers of bowls in graduated sizes. The foaming water is faintly blue. The water seems to be cool. It is a fountain of youth; its water reduces the drinker's age by 5 years thrice a day.

674: This wall-mounted porphyry fountain has water pouring from a decorative spout. The foaming water swiftly shifts from luminescent blue to milky blue. Faint chanting can be heard around the fountain. It is a fountain of wealth; its water improves up to 9 gemstones immersed in it by 3 levels of value, then becomes normal water.

675: This stone fountain has a central statue of a god. The water is clear violet. The basin contains a mosaic depicting water lily flowers. It is a fountain of chaos; the first time it is drunk, the water reverses the drinker's sex for 6 days.

676: This marble fountain has water flowing down two tiers of bowls in graduated sizes. The water is palest silver. The water seems to be cool. It is a fountain of protection; its water allows the drinker to breathe water for 22 minutes. It is usable twice a month.

677: This stone fountain has a single tall spray of water. The misty water is clear gold. It is a fountain of poison; its water causes slowness, plus 5-50 points of damage.

678: This wall-mounted stone fountain has water spouting from a fish's mouth. The water swiftly shifts from clear blue to clear orange. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for four weeks.

679: This marble fountain has a central statue of an angel pouring water from a vase. The water is crystal clear. It is a fountain of healing; its water heals up to 24 points of damage twice a week.

680: This marble fountain on a pedestal has water cascading down two tiers of bowls in graduated sizes. The sparkling water is milky red. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last 15 minutes for six months.

681: This wall-mounted marble fountain has water pouring from a decorative spout. The water is clear orange. Small fish are swimming in the fountain's basin. It is a fountain of power; its water raises the drinker's Endurance by 2 points for 4 months. It is usable once, then becomes normal water.

682: This stone fountain on a pedestal has a central statue of an elf pouring water from a pitcher. The bubbling water is bright orange. It is a fountain of wealth; its water converts a small amount of brass to silver, then dries up.

683: This stone fountain has an overflowing urn. The water is vivid orange. It is a fountain of protection; its water strengthens the drinker's natural defense by 3 points for 4 days. It is usable once, then becomes normal water.

684: This marble fountain on a pedestal has a central copper statue of a triton pouring water from a pitcher. The misty water is crystal clear. It is a cursed fountain of power; its water lowers the drinker's Endurance to their racial limit for 1 hour.

685: This pink granite fountain on a pedestal has a central statue of a triton pouring water from a pitcher. The water is clear red. It is a fountain of youth; its water reduces the drinker's age by 2 years, then becomes normal water.

686: This stone fountain on a pedestal has a central statue of a crab with water spraying around it. The water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water the drinker will have nightmares when they next sleep.

687: This stone fountain on a pedestal has 10 small water jets spraying upward around a larger central jet. The sparkling water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water the drinker will have nightmares when they next sleep.

688: This stone fountain on a pedestal has a central statue of a mermaid pouring water from a jar. The fizzy water is faintly orange. It is a fountain of protection; its water strengthens the drinker's natural defense by 1 point permanently. It is usable twice a month.

689: This granite fountain has 9 small water jets spraying upward around a larger central jet. The bubbling water is clear gold. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of protection; its water makes the drinker invisible for 1 hour. It is usable once, then becomes normal water.

690: This granite fountain has a single tall spray of water. The misty water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 1 hour.

691: This granite fountain has a central statue of a lobster with water spraying around it. The water is clear yellow. The water glows faintly green in the dark. It is a cursed fountain of wealth; its water converts any amount of platinum to steel.

692: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is clear black. The water seems to be warm. It is a fountain of wealth; its water improves up to 11 gemstones immersed in it by 3 levels of value, then becomes normal water.

693: This wall-mounted stone fountain has water pouring from a decorative spout. The water is faintly brown. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit permanently. It is usable once, then becomes normal water.

694: This stone fountain has a central statue of an elf pouring water from a jar. The misty water gradually shifts from vivid red to milky blue. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin gray for 15 days.

695: This porphyry fountain has a central statue of a fantastic bird spouting water from its bill. The effervescent water is palest silver. It is a fountain of power; its water raises the drinker's Personality by 3 points for 2 months. It is usable twice a day.

696: This granite fountain on a pedestal has a single tall spray of water. The water is faintly green. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable thrice a month.

697: This marble fountain has a central statue of a triton pouring water from a jar. The foaming water occasionally shifts from faintly yellow to faintly yellow. The water is covered with clumps of algae, and green slime grows in damp areas. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

698: This granite fountain has a central statue of a snake spouting water from its mouth. The water is clear green. It is a fountain of knowledge; its water gives the drinker the power of poetry for two months. After one use it becomes normal water.

699: This stone fountain has a central marble statue of a demon pouring water from a jar. The foaming water is faintly blue. It is a fountain of poison; its water causes paralysis and nausea, plus 1-10 points of damage.

700: This stone fountain has a central copper statue of a minotaur pouring water from a vase. The water is bright red. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of healing; its water heals up to 11 points of damage thrice a week.

701: This stone fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of wealth; its water converts a small amount of iron to electrum thrice per year.

702: This wall-mounted marble fountain has water spilling from a sculpted shell. The water is milky violet. It is a fountain of power; its water raises the drinker's Personality to their racial limit for 4 months. It is usable twice a week.

703: This wall-mounted marble fountain has water pouring from an urn. The foaming water is crystal clear. It is a fountain of protection; its water makes the drinker invisible for 4 hours. It is usable once, then becomes normal water.

704: This stone fountain has 9 small water jets spraying upward. The water is rainbow-colored. The water seems to be warm. It is a cursed fountain of youth; its water ages the drinker by 3 years.

705: This stone fountain has a central statue of a minotaur pouring water from a vase. The fizzy water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair brown for 12 hours.

706: This stone fountain has a single tall spray of water. The water is faintly amber. The basin is checkered with yellow and black tiles. It is a fountain of knowledge; its water gives the drinker the power of poetry for three months. It is usable once a week.

707: This stone fountain has a central statue of an octopus with water spraying around it. The fizzy water is milky red. It is a fountain of youth; its water reduces the drinker's age to young adult thrice a month.

708: This marble fountain has an overflowing urn. The water is palest silver. The basin contains a mosaic in an abstract design. It is a fountain of healing; its water heals up to 9 points of damage thrice a week.

709: This porphyry fountain has a central statue of an egret spouting water from its bill. The sparkling water is crystal clear. The basin contains a mosaic in an abstract design. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for four months. After one use it becomes normal water.

710: This stone fountain on a pedestal has 6 small water jets spraying upward. The water is vivid red. The water glows faintly violet in the dark. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

711: This porphyry fountain has a central statue of a frog spouting water from its mouth. The bubbling water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to grow 30 percent larger for 2 weeks.

712: This stone fountain has 8 small water jets spraying upward around a larger central jet. The sparkling water is luminescent violet. Small fish are swimming in the fountain's basin. It is a fountain of power; its water raises the drinker's Intelligence by 1 point permanently. It is usable once a month.

713: This stone fountain on a pedestal has water flowing down five tiers of bowls in graduated sizes. The water is faintly red. There are apparently 22 silver coins at the bottom of the basin. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 3 hours.

714: This marble fountain has water flowing down three tiers of bowls in graduated sizes. The misty water is clear turquoise. It is a fountain of healing; its water heals up to 13 points of damage once a week.

715: This marble fountain on a pedestal has a central statue of a faun pouring water from a urn. The foaming water is clear turquoise. There is a bright green light beneath the water. It is a fountain of protection; its water strengthens the drinker's natural defense by 3 points for 1 day. It is usable once, then becomes normal water.

716: This stone fountain has a single tall spray of water. The misty water gradually shifts from vivid brown to milky black. It is a cursed fountain of protection; its water causes humanoids to be hostile to the drinker for the next 7 hours.

717: This granite fountain has a central statue of a crane spouting water from its bill. The bubbling water is faintly green. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 11 hours.

718: This wall-mounted marble fountain has water pouring from a decorative spout. The water is faintly yellow. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of power; its water raises the drinker's Personality to their racial limit permanently. It is usable once a week.

719: This wall-mounted stone fountain has water spouting from a gargoyle's mouth. The water is crystal clear. It is a fountain of wealth; its water converts a small amount of bronze to silver, then becomes normal water.

720: This wall-mounted porphyry fountain has water pouring from a sculpted flower. The water is vivid black. It is a fountain of wealth; its water improves up to 8 gemstones immersed in it by 2 levels of value, then dries up.

721: This stone fountain has 9 small water jets spraying upward around a larger central jet. The water is milky violet. It is a fountain of poison; its water instantly kills anyone who drinks it.

722: This porphyry fountain has a central statue of a nymph pouring water from a jar. The sparkling water is milky black. It is a fountain of wealth; its water improves up to 7 gemstones immersed in it by 1 level of value thrice per year.

723: This stone fountain on a pedestal has a central bronze statue of a cherub pouring water from a vase. The sparkling water is faintly yellow. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of wealth; its water improves up to 5 gemstones immersed in it by 2 levels of value thrice per year.

724: This granite fountain has a central statue of a stork spouting water from its bill. The bubbling water is vivid violet. It is a fountain of power; its water raises the drinker's Personality to their racial limit for 10 hours. It is usable once, then dries up.

725: This marble fountain has a single tall spray of water. The sparkling water is faintly black. It is a cursed fountain of youth; its water ages the drinker by 7 years.

726: This stone fountain has a central granite statue of a maiden pouring water from a jar. The water is clear orange. Faint faint laughter can be heard around the fountain. It is a fountain of healing; its water heals up to 13 points of damage once a day.

727: This granite fountain has a central statue of a lobster with water spraying around it. The water is crystal clear. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 18 days. It is usable once, then becomes normal water.

728: This wall-mounted pink granite fountain has water spilling from a sculpted shell. The foaming water is palest silver. The flow of water increases and decreases regularly. It is a fountain of healing; its water heals up to 17 points of damage thrice a day.

729: This stone fountain on a pedestal has water trickling down five tiers of bowls in graduated sizes. The foaming water is crystal clear. It is a fountain of wealth; its water converts a small amount of copper to mithril twice per week.

730: This stone fountain has a central statue of an egret spouting water from its bill. The effervescent water is clear brown. The water smells faintly swampy. It is a fountain of poison; its water causes convulsions, plus 2-12 points of damage.

731: This stone fountain has water flowing down four tiers of bowls in graduated sizes. The water is clear red. It is a fountain of power; its water raises the drinker's Alertness to their racial limit for 11 days. It is usable once, then becomes normal water.

732: This stone fountain on a pedestal has water cascading down two tiers of bowls in graduated sizes. The fizzy water is milky violet. It is a fountain of healing; its water heals up to 21 points of damage, then dries up.

733: This stone fountain has a multi-tiered water spray. The sparkling water is crystal clear. It is a fountain of healing; its water heals up to 21 points of damage once a year.

734: This stone fountain has water gushing down five tiers of bowls in graduated sizes. The effervescent water gradually shifts from vivid violet to milky yellow. It is a fountain of wealth; its water converts a small amount of tin to gold twice per month.

735: This stone fountain has an overflowing urn. The foaming water is palest silver. It is a fountain of wealth; its water converts a small amount of brass to electrum, then becomes normal water.

736: This marble fountain has water trickling down five tiers of bowls in graduated sizes. The water is luminescent blue. The basin contains a mosaic depicting various sea creatures. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable once a year.

737: This granite fountain on a pedestal has a multi-tiered water spray. The sparkling water is clear blue. It is a fountain of wealth; its water converts a small amount of tin to electrum, then becomes normal water.

738: This stone fountain has water cascading down four tiers of bowls in graduated sizes. The effervescent water is clear blue. The basin is checkered with yellow and white tiles. It is a fountain of poison; its water causes paralysis, plus 3-18 points of damage.

739: This wall-mounted porphyry fountain has water pouring from a sculpted flower. The water is faintly violet. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of protection; its water makes the drinker invisible for 6 hours. It is usable once a week.

740: This wall-mounted stone fountain has water pouring from a decorative spout. The water is vivid orange. There is a faint green light beneath the water. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

741: This granite fountain on a pedestal has a central statue of a dancing nymph pouring water from a urn. The water is palest silver. It is a fountain of protection; its water makes the drinker invisible for 2 hours. It is usable once a year.

742: This stone fountain has 9 small water jets spraying upward around a larger central jet. The misty water swiftly shifts from clear black to faintly turquoise. The water seems to be hot. It is a fountain of healing; its water heals up to 18 points of damage twice a day.

743: This wall-mounted pink granite fountain has water spouting from a green man's mouth. The misty water is vivid orange. There are animal bones at the bottom of the basin. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable thrice a month.

744: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The water is faintly green. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to shrink to 30 percent of their normal size for 4 days.

745: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is crystal clear. It is a cursed fountain of youth; its water reduces the drinker to a six-month-old infant.

746: This wall-mounted marble fountain has water pouring from an urn. The foaming water gradually shifts from milky green to vivid violet. The water glows faintly violet in the dark. It is a fountain of youth; its water reduces the drinker's age by 6 years thrice a week.

747: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of healing; its water fully heals the drinker, then dries up.

748: This granite fountain has a central jade statue of a frog spouting water from its mouth. The bubbling water is faintly violet. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for two weeks.

749: This marble fountain has a central statue of a crab with water spraying around it. The bubbling water occasionally shifts from milky blue to clear black. There is a faint violet light beneath the water. It is a fountain of poison; its water causes blindness, plus 2-12 points of damage.

750: This granite fountain has water flowing down four tiers of bowls in graduated sizes. The sparkling water is vivid red. It is a fountain of protection; its water makes the drinker invisible for 2 hours. It is usable thrice a month.

751: This granite fountain has a central statue of a dancing elf pouring water from a urn. The water gradually shifts from clear turquoise to bright blue. The water smells faintly of oranges. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

752: This pink granite fountain has a central statue of a lobster with water spraying around it. The water is palest silver. It is a fountain of healing; its water heals up to 22 points of damage twice a month.

753: This marble fountain has a central statue of an octopus with water spraying around it. The fizzy water is bright black. There are animal bones at the bottom of the basin. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last 15 minutes for one month.

754: This marble fountain on a pedestal has a central statue of a troll spouting water from its mouth. The bubbling water is milky black. Faint faint laughter can be heard around the fountain. It is a fountain of power; its water raises the drinker's Intelligence by 1 point for 3 hours. It is usable thrice a day.

755: This stone fountain has a central bronze statue of a maiden pouring water from a pitcher. The water is vivid red. It is a fountain of poison; its water causes paralysis, plus 2-12 points of damage.

756: This stone fountain on a pedestal has a single tall spray of water. The bubbling water is crystal clear. Small fish are swimming in the fountain's basin. It is a cursed fountain of power; its water lowers the drinker's Endurance to their racial limit for 4 weeks.

757: This wall-mounted porphyry fountain has water spouting from a gargoyle's mouth. The sparkling water is clear brown. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for five weeks. After one use it becomes normal water.

758: This wall-mounted stone fountain has water pouring from a decorative spout. The misty water is crystal clear. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of poison; its water causes delirium, plus 4-32 points of damage.

759: This porphyry fountain on a pedestal has a central statue of a horse spouting water from its mouth. The water is vivid green. It is a cursed fountain of youth; its water ages the drinker to elderly.

760: This bronze fountain has a central statue of a crab with water spraying around it. The fizzy water is milky violet. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of youth; its water reduces the drinker's age by 4 years, then becomes normal water.

761: This marble fountain has a central statue of a lobster with water spraying around it. The misty water is clear red. It is a cursed fountain of youth; its water ages the drinker to elderly.

762: This stone fountain has a central statue of a mythical hero pouring water from a jug. The water is clear brown. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of healing; its water fully heals the drinker once a month.

763: This pink granite fountain has a single tall spray of water. The water is faintly violet. The water smells fresh and invigorating. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

764: This bronze fountain has a central bronze statue of a mythical hero pouring water from a urn. The water is milky orange. The water seems to be cool. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

765: This stone fountain has a multi-tiered water spray. The water is rainbow-colored. There is a violet light beneath the water. It is a fountain of healing; its water heals up to 20 points of damage twice a week.

766: This marble fountain has a central statue of a crab with water spraying around it. The sparkling water is crystal clear. It is a fountain of wealth; its water converts a small amount of lead to electrum, then becomes normal water.

767: This marble fountain has water cascading down four tiers of bowls in graduated sizes. The effervescent water is vivid green. It is a fountain of youth; its water reduces the drinker's age by 19 years once a week.

768: This stone fountain on a pedestal has a multi-tiered water spray. The misty water is crystal clear. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to grow 30 percent larger for 21 hours.

769: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The fizzy water is crystal clear. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 3 days. It is usable once, then becomes normal water.

770: This stone fountain has a central statue of a fish spouting water from its mouth. The bubbling water is palest silver. It is a cursed fountain of youth; its water ages the drinker to elderly.

771: This marble fountain has 10 small water jets spraying upward around a larger central jet. The water is palest silver. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then dries up.

772: This stone fountain on a pedestal has a central statue of a mermaid pouring water from a urn. The water is clear yellow. It is a fountain of power; its water raises the drinker's Strength by 1 point for 5 months. It is usable once, then becomes normal water.

773: This marble fountain has water flowing down three tiers of bowls in graduated sizes. The effervescent water is vivid violet. The flow of water increases and decreases irregularly. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to shrink to 50 percent of their normal size for 5 hours.

774: This stone fountain has a central statue of a nymph pouring water from a vase. The effervescent water is crystal clear. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

775: This marble fountain has water cascading down two tiers of bowls in graduated sizes. The water is clear brown. Faint faint laughter can be heard around the fountain. It is a fountain of protection; its water strengthens the drinker's natural defense by 2 points for 4 days. It is usable once, then dries up.

776: This wall-mounted marble fountain has water spouting from a green man's mouth. The water is milky violet. The flow of water increases and decreases irregularly. It is a cursed fountain of protection; its water weakens the drinker's natural defense to their racial limit for 3 days.

777: This granite fountain on a pedestal has water cascading down five tiers of bowls in graduated sizes. The foaming water is crystal clear. It is a fountain of healing; its water heals up to 17 points of damage twice a month.

778: This granite fountain has a central statue of a centaur pouring water from a vase. The bubbling water is rainbow-colored. Faint faint screams can be heard around the fountain. It is a fountain of chaos; the first time it is drunk, the water turns the drinker (but not their stuff!) into gaseous form for 3 hours.

779: This wall-mounted porphyry fountain has water spilling from a sculpted shell. The water is faintly red. The water smells strongly swampy. It is a fountain of youth; its water reduces the drinker's age by 7 years thrice a week.

780: This stone fountain on a pedestal has water trickling down five tiers of bowls in graduated sizes. The effervescent water is clear yellow. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for two months.

781: This stone fountain has a central copper statue of a strange tentacled creature. The foaming water is clear gold. The water seems to be ice-cold. It is a fountain of protection; its water causes invertebrates to be friendly to the drinker for the next 2 hours. It is usable once, then becomes normal water.

782: This pink granite fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The water is clear yellow. It is a fountain of youth; its water reduces the drinker's age by 8 years, then dries up.

783: This stone fountain has water gushing down four tiers of bowls in graduated sizes. The effervescent water is vivid brown. It is a fountain of protection; its water makes the drinker invisible for 6 hours. It is usable once, then dries up.

784: This marble fountain on a pedestal has a central statue of a mermaid pouring water from a vase. The effervescent water is crystal clear. It is a fountain of knowledge; its water gives the drinker the power of poetry for six months. After one use it becomes normal water.

785: This wall-mounted stone fountain has water pouring from an urn. The fizzy water is crystal clear. The basin contains a mosaic depicting a kraken devouring a ship. It is a cursed fountain of youth; its water ages the drinker by 9 years.

786: This stone fountain has a single tall spray of water. The water is crystal clear. It is a fountain of power; its water raises the drinker's Agility to their racial limit for 9 hours. It is usable once, then becomes normal water.

787: This marble fountain has 10 small water jets spraying upward. The bubbling water is faintly turquoise. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

788: This marble fountain has a central statue of an octopus with water spraying around it. The foaming water is crystal clear. The water glows faintly violet in the dark. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable thrice a week.

789: This stone fountain has water cascading down five tiers of bowls in graduated sizes. The foaming water is palest silver. It is a fountain of protection; its water strengthens the drinker's natural defense by 3 points permanently. It is usable once, then dries up.

790: This stone fountain has water gushing down five tiers of bowls in graduated sizes. The misty water is faintly yellow. It is a fountain of power; its water raises the drinker's Intelligence by 2 points for 1 hour. It is usable thrice a month.

791: This pink granite fountain has a central statue of a nymph pouring water from a urn. The effervescent water is clear gold. It is a fountain of wealth; its water improves up to 10 gemstones immersed in it by 1 level of value, then becomes normal water.

792: This marble fountain has a central statue of a triton pouring water from a pitcher. The water is clear violet. It is a fountain of wealth; its water converts a small amount of iron to electrum twice per year.

793: This granite fountain has an overflowing urn. The water is milky red. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of power; its water raises the drinker's Intelligence to their racial limit for 5 hours. It is usable once, then dries up.

794: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is milky violet. Faint ethereal music can be heard around the fountain. It is a fountain of youth; its water reduces the drinker's age to young adult thrice a week.

795: This stone fountain has water flowing down four tiers of bowls in graduated sizes. The bubbling water is vivid green. There is a bright red light beneath the water. It is a cursed fountain of protection; its water weakens the drinker's natural defense by 3 points for 10 hours.

796: This wall-mounted granite fountain has water spilling from a sculpted shell. The water is milky yellow. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of power; its water raises the drinker's Strength by 1 point for 3 days. It is usable once, then becomes normal water.

797: This stone fountain on a pedestal has a single tall spray of water. The water is clear black. There are apparently 24 assorted coins at the bottom of the basin. It is a cursed fountain of protection; its water weakens the drinker's natural defense by 1 point for 6 weeks.

798: This stone fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The water is crystal clear. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of power; its water raises the drinker's Intelligence by 2 points for 2 weeks. It is usable once, then dries up.

799: This stone fountain has a single tall spray of water. The bubbling water is crystal clear. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

800: This stone fountain on a pedestal has a central statue of a fish spouting water from its mouth. The water is faintly black. There are apparently 2 gems at the bottom of the basin. It is a fountain of protection; its water causes dragons to be friendly to the drinker for the next 9 hours. It is usable once, then dries up.

801: This stone fountain has a multi-tiered water spray. The water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin brown for 10 hours.

802: This porphyry fountain on a pedestal has water trickling down two tiers of bowls in graduated sizes. The water is bright turquoise. It is a fountain of wealth; its water improves up to 4 gemstones immersed in it by 1 level of value, then becomes normal water.

803: This marble fountain has a central statue of a minotaur pouring water from a urn. The water is clear gold. It is a fountain of protection; its water causes humanoids to be friendly to the drinker for the next 1 hour. It is usable twice a month.

804: This wall-mounted marble fountain has water spouting from a gargoyle's mouth. The bubbling water is crystal clear. It is a fountain of healing; its water heals up to 20 points of damage once a day.

805: This wall-mounted marble fountain has water pouring from an urn. The misty water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for three days.

806: This granite fountain has a central statue of a cherub pouring water from a urn. The water is milky yellow. It is a fountain of healing; its water heals up to 13 points of damage twice a week.

807: This stone fountain has water trickling down three tiers of bowls in graduated sizes. The bubbling water is vivid amber. There is a faint violet light beneath the water. It is a fountain of healing; its water heals up to 11 points of damage thrice a week.

808: This granite fountain has a central bronze statue of a crane spouting water from its bill. The water is vivid orange. Faint faint laughter can be heard around the fountain. It is a fountain of power; its water raises the drinker's Intelligence by 1 point for 9 days. It is usable once, then becomes normal water.

809: This stone fountain on a pedestal has a single tall spray of water. The water is crystal clear. It is a fountain of youth; its water reduces the drinker's age by 2 years, then dries up.

810: This stone fountain on a pedestal has a central marble statue of a dragon spouting water from its mouth. The effervescent water is clear gold. It is a cursed fountain of power; its water lowers the drinker's Personality by 3 points for 3 months.

811: This wall-mounted pink granite fountain has water pouring from a decorative spout. The sparkling water is crystal clear. The water glows faintly blue in the dark. It is a fountain of healing; its water fully heals the drinker thrice a week.

812: This bronze fountain has a central statue of a minotaur pouring water from a jug. The foaming water is crystal clear. There are human bones at the bottom of the basin. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a mouse for one day.

813: This porphyry fountain has a central bronze statue of a troll spouting water from its mouth. The foaming water is milky yellow. It is a fountain of healing; its water heals up to 17 points of damage twice a day.

814: This stone fountain has a central granite statue of a musician pouring water from a jug. The water is palest silver. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for two months.

815: This stone fountain has a central statue of an elf pouring water from a jar. The water is palest silver. It is a fountain of wealth; its water improves up to 10 gemstones immersed in it by 1 level of value once per week.

816: This wall-mounted stone fountain has water pouring from a sculpted flower. The foaming water swiftly shifts from clear brown to milky blue. It is a cursed fountain of power; its water lowers the drinker's Dexterity by 3 points for 4 hours.

817: This stone fountain on a pedestal has a central statue of a fish spouting water from its mouth. The foaming water is bright green. There are apparently 13 gold coins at the bottom of the basin. It is a fountain of youth; its water reduces the drinker's age to young adult, then dries up.

818: This stone fountain has water flowing down four tiers of bowls in graduated sizes. The sparkling water is milky green. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a cursed fountain of protection; its water causes humanoids to be hostile to the drinker for the next 2 hours.

819: This marble fountain on a pedestal has water flowing down five tiers of bowls in graduated sizes. The water is vivid red. It is a fountain of power; its water raises the drinker's Intelligence to their racial limit for 4 months. It is usable once, then dries up.

820: This stone fountain has a central statue of a nymph pouring water from a jar. The effervescent water is faintly blue. It is a fountain of power; its water raises the drinker's Intelligence by 2 points for 3 hours. It is usable once, then dries up.

821: This stone fountain has a multi-tiered water spray. The water is vivid yellow. A water elemental is lurking under the surface in the basin. It is a fountain of wealth; its water improves up to 7 gemstones immersed in it by 2 levels of value, then becomes normal water.

822: This stone fountain has a central statue of a centaur pouring water from a jar. The sparkling water is faintly red. There are animal bones at the bottom of the basin. It is a fountain of youth; its water reduces the drinker's age by 6 years, then becomes normal water.

823: This porphyry fountain has water gushing down two tiers of bowls in graduated sizes. The water is bright blue. It is a fountain of poison; its water causes blindness and paralysis, plus 4-32 points of damage.

824: This stone fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The water is clear blue. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for six hours.

825: This granite fountain has a single tall spray of water. The effervescent water is clear yellow. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of wealth; its water improves up to 7 gemstones immersed in it by 2 levels of value, then becomes normal water.

826: This stone fountain has a central statue of an egret spouting water from its bill. The misty water is clear violet. It is a fountain of wealth; its water converts a small amount of bronze to silver, then becomes normal water.

827: This granite fountain has water flowing down four tiers of bowls in graduated sizes. The bubbling water is palest silver. It is a fountain of wealth; its water improves up to 8 gemstones immersed in it by 3 levels of value, then dries up.

828: This stone fountain has a single tall spray of water. The effervescent water is bright amber. The basin is checkered with orange and dark gray tiles. It is a fountain of youth; its water reduces the drinker's age by 10 years, then becomes normal water.

829: This stone fountain on a pedestal has a single tall spray of water. The water is palest silver. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

830: This stone fountain has a central statue of a gargoyle spouting water from its mouth. The bubbling water swiftly shifts from vivid violet to vivid black. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of knowledge; its water gives the drinker the power of poetry permanently. After one use it becomes normal water.

831: This stone fountain has water gushing down four tiers of bowls in graduated sizes. The water is clear orange. It is a fountain of chaos; the first time it is drunk, the water reverses the drinker's sex for 4 hours.

832: This stone fountain on a pedestal has a single tall spray of water. The water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a gnome (of the opposite sex if they already are one) for two weeks.

833: This stone fountain has a central marble statue of a minotaur pouring water from a pitcher. The effervescent water is faintly blue. The basin contains a mosaic depicting various sea creatures. It is a fountain of youth; its water reduces the drinker's age by 5 years, then dries up.

834: This stone fountain has a single tall spray of water. The bubbling water is faintly red. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

835: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is crystal clear. It is a fountain of youth; its water reduces the drinker's age to young adult once a week.

836: This stone fountain has a central statue of a crane spouting water from its bill. The misty water is crystal clear. It is a cursed fountain of protection; its water weakens the drinker's natural defense by 3 points permanently.

837: This stone fountain has a multi-tiered water spray. The water is bright yellow. The flow of water increases and decreases regularly. It is a fountain of wealth; its water converts a small amount of tin to platinum thrice per month.

838: This stone fountain has a central statue of a faun playing pipes pouring water from a vase. The water is palest silver. It is a fountain of power; its water raises the drinker's Agility to their racial limit for 2 weeks. It is usable once, then becomes normal water.

839: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The fizzy water is luminescent blue. It is a fountain of healing; its water heals up to 17 points of damage twice a day.

840: This stone fountain has water flowing down five tiers of bowls in graduated sizes. The effervescent water is crystal clear. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for six months. After one use it becomes normal water.

841: This bronze fountain has a central statue of a fish spouting water from its mouth. The misty water is clear turquoise. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable twice a year.

842: This bronze fountain on a pedestal has an overflowing urn. The foaming water is crystal clear. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

843: This stone fountain has a central statue of a crab with water spraying around it. The fizzy water is milky blue. The basin is checkered with light gray and purple tiles. It is a fountain of chaos; the first time it is drunk, the water exchanges Personality and Alertness for 9 days.

844: This wall-mounted marble fountain has water pouring from a decorative spout. The effervescent water is clear turquoise. The basin contains a mosaic depicting ships. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for three weeks. It is usable twice a week.

845: This wall-mounted stone fountain has water pouring from a decorative spout. The foaming water is crystal clear. Faint ethereal music can be heard around the fountain. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last a day for one month.

846: This marble fountain on a pedestal has a single tall spray of water. The effervescent water is bright yellow. It is a fountain of poison; its water causes blindness, plus 3-18 points of damage.

847: This wall-mounted marble fountain has water pouring from a decorative spout. The misty water is faintly black. Small fish are swimming in the fountain's basin. It is a fountain of wealth; its water converts a small amount of copper to silver, then becomes normal water.

848: This stone fountain has a single tall spray of water. The water is palest silver. It is a fountain of power; its water raises the drinker's Personality by 3 points for 7 days. It is usable once, then becomes normal water.

849: This marble fountain has water trickling down five tiers of bowls in graduated sizes. The water is palest silver. It is a cursed fountain of wealth; its water converts any amount of electrum to iron.

850: This porphyry fountain has 8 small water jets spraying upward. The water is clear black. Faint faint laughter can be heard around the fountain. It is a fountain of protection; its water strengthens the drinker's natural defense by 2 points for 14 hours. It is usable twice a month.

851: This wall-mounted stone fountain has water pouring from a decorative spout. The water is clear red. It is a fountain of poison; its water causes dizziness, plus 2-12 points of damage.

852: This stone fountain has water cascading down five tiers of bowls in graduated sizes. The bubbling water is clear violet. It is a cursed fountain of wealth; its water converts any amount of silver to lead.

853: This granite fountain has a central statue of a lobster with water spraying around it. The water is clear violet. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for five months.

854: This granite fountain has a single tall spray of water. The water is bright violet. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for three months. After one use it becomes normal water.

855: This granite fountain has a central pink granite statue of a goblin pouring water from a jug. The water is crystal clear. Small fish are swimming in the fountain's basin. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for one day.

856: This stone fountain on a pedestal has a central statue of a minotaur pouring water from a urn. The water is faintly green. It is a fountain of youth; its water reduces the drinker's age by 2 years twice a year.

857: This stone fountain on a pedestal has a central statue of a nymph pouring water from a pitcher. The water is faintly green. The basin is checkered with black and tan tiles. It is a fountain of chaos; the first time it is drunk, the water the drinker will have prophetic dreams when they next sleep.

858: This marble fountain on a pedestal has water flowing down two tiers of bowls in graduated sizes. The effervescent water is clear blue. The water smells earthy. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last 3 hours permanently.

859: This marble fountain has a central statue of a lobster with water spraying around it. The sparkling water is clear gold. There is a green light beneath the water. It is a fountain of wealth; its water converts a small amount of brass to silver once per year.

860: This marble fountain on a pedestal has a single tall spray of water. The water is faintly blue. It is a fountain of healing; its water heals up to 27 points of damage, then dries up.

861: This wall-mounted stone fountain has water pouring from a decorative spout. The water is clear brown. Small fish are swimming in the fountain's basin. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for four hours.

862: This marble fountain has water trickling down two tiers of bowls in graduated sizes. The foaming water is clear brown. The water glows faintly red in the dark. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

863: This stone fountain has a single tall spray of water. The foaming water is clear blue. Faint faint laughter can be heard around the fountain. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for five minutes.

864: This bronze fountain has a single tall spray of water. The water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a giant insect for four weeks.

865: This granite fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The foaming water is rainbow-colored. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of poison; its water causes disorientation and delirium, plus 3-18 points of damage.

866: This stone fountain has 4 small water jets spraying upward. The foaming water is faintly violet. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin bright green, permanently.

867: This porphyry fountain has a central statue of a lobster with water spraying around it. The water is crystal clear. The water seems to be boiling hot. It is a fountain of youth; its water reduces the drinker's age by 5 years once a month.

868: This stone fountain has a single tall spray of water. The fizzy water is crystal clear. The water glows faintly violet in the dark. It is a fountain of youth; its water reduces the drinker's age by 1 years, then dries up.

869: This stone fountain on a pedestal has a central statue of a triton pouring water from a pitcher. The water is crystal clear. Faint faint laughter can be heard around the fountain. It is a fountain of wealth; its water converts a small amount of copper to silver, then becomes normal water.

870: This porphyry fountain has a single tall spray of water. The bubbling water is crystal clear. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of power; its water raises the drinker's Intelligence to their racial limit for 2 weeks. It is usable twice a year.

871: This stone fountain has a multi-tiered water spray. The water is clear yellow. It is a cursed fountain of wealth; its water causes gemstones immersed in it to become cracked and worthless.

872: This granite fountain has a central statue of a pelican spouting water from its bill. The effervescent water is palest silver. It is a fountain of healing; its water heals up to 13 points of damage, then dries up.

873: This stone fountain has a central statue of a centaur pouring water from a pitcher. The fizzy water is clear yellow. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of protection; its water strengthens the drinker's natural defense by 2 points permanently. It is usable once, then dries up.

874: This stone fountain on a pedestal has 7 small water jets spraying upward. The bubbling water is vivid black. Faint whispering voices can be heard around the fountain. It is a fountain of protection; its water makes the drinker invisible for 3 hours. It is usable once a day.

875: This stone fountain has an overflowing urn. The foaming water is faintly green. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for two months. After one use it becomes normal water.

876: This stone fountain has a central statue of a crab with water spraying around it. The bubbling water is clear gold. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of protection; its water allows the drinker to breathe water for 9 minutes. It is usable once, then becomes normal water.

877: This stone fountain has a central statue of a mermaid pouring water from a urn. The misty water is luminescent violet. It is a fountain of youth; its water reduces the drinker's age to young adult, then becomes normal water.

878: This bronze fountain has water flowing down five tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of youth; its water reduces the drinker's age by 10 years, then becomes normal water.

879: This stone fountain has a central statue of a troll spouting water from its mouth. The bubbling water is milky orange. The basin is checkered with gray and yellow tiles. It is a fountain of protection; its water strengthens the drinker's natural defense by 1 point for 3 days. It is usable once, then becomes normal water.

880: This stone fountain has water trickling down two tiers of bowls in graduated sizes. The water is crystal clear. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for six minutes.

881: This stone fountain has water flowing down three tiers of bowls in graduated sizes. The effervescent water is crystal clear. It is a fountain of power; its water raises the drinker's Dexterity by 3 points for 10 days. It is usable once, then becomes normal water.

882: This stone fountain has a central statue of a whale spouting water from its blowhole. The effervescent water is rainbow-colored. There is a red light beneath the water. It is a fountain of poison; its water causes dizziness, plus 3-18 points of damage.

883: This stone fountain has a single tall spray of water. The water is bright turquoise. There is a bright red light beneath the water. It is a fountain of protection; its water makes the drinker invisible for 6 hours. It is usable once, then dries up.

884: This stone fountain has a central statue of a triton pouring water from a vase. The water is faintly blue. It is a fountain of power; its water raises the drinker's Personality by 1 point for 2 hours. It is usable once, then dries up.

885: This stone fountain has water trickling down four tiers of bowls in graduated sizes. The water is crystal clear. The basin contains a mosaic depicting fish. It is a cursed fountain of protection; its water weakens the drinker's natural defense to their racial limit for 5 months.

886: This granite fountain has water cascading down four tiers of bowls in graduated sizes. The water is rainbow-colored. It is a fountain of power; its water raises the drinker's Strength by 2 points for 4 hours. It is usable once a month.

887: This marble fountain on a pedestal has water flowing down four tiers of bowls in graduated sizes. The water is milky red. It is a fountain of wealth; its water improves up to 6 gemstones immersed in it by 1 level of value, then dries up.

888: This wall-mounted marble fountain has water spilling from a sculpted shell. The water is vivid black. It is a fountain of knowledge; its water gives the drinker the power of poetry for two weeks. It is usable twice a week.

889: This marble fountain has water flowing down four tiers of bowls in graduated sizes. The water is milky violet. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of chaos; the first time it is drunk, the water exchanges Willpower and Alertness for 7 days.

890: This bronze fountain has a single tall spray of water. The fizzy water is bright red. It is a fountain of healing; its water heals up to 22 points of damage once a day.

891: This granite fountain has a multi-tiered water spray. The water is crystal clear. It is a fountain of protection; its water makes the drinker invisible for 5 hours. It is usable once a month.

892: This marble fountain has a central statue of an egret spouting water from its bill. The water is clear brown. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of power; its water raises the drinker's Personality by 2 points for 1 week. It is usable once, then becomes normal water.

893: This wall-mounted bronze fountain has water spilling from a sculpted shell. The fizzy water is clear yellow. The basin is checkered with green and yellow tiles. It is a fountain of healing; its water fully heals the drinker twice a month.

894: This stone fountain has water trickling down five tiers of bowls in graduated sizes. The water is luminescent green. It is a fountain of youth; its water reduces the drinker's age by 3 years once a week.

895: This wall-mounted granite fountain has water pouring from a sculpted flower. The water is clear yellow. It is a fountain of chaos; the first time it is drunk, the water halves the drinker's weight for one minute.

896: This wall-mounted stone fountain has water pouring from a sculpted flower. The sparkling water is palest silver. It is a fountain of power; its water raises the drinker's Endurance to their racial limit permanently. It is usable twice a day.

897: This stone fountain has a central statue of a faun playing pipes pouring water from a pitcher. The sparkling water is crystal clear. There is a green light beneath the water. It is a fountain of healing; its water heals up to 20 points of damage thrice a week.

898: This wall-mounted stone fountain has water pouring from a decorative spout. The sparkling water is clear gold. It is a cursed fountain of power; its water lowers the drinker's Alertness to their racial limit for 7 hours.

899: This stone fountain on a pedestal has a single tall spray of water. The water is rainbow-colored. It is a fountain of wealth; its water converts a small amount of brass to mithril thrice per week.

900: This marble fountain has a central statue of a minotaur pouring water from a vase. The effervescent water is clear gold. The basin contains a mosaic depicting fish. It is a fountain of protection; its water causes monsters to be friendly to the drinker for the next 6 hours. It is usable once, then becomes normal water.

901: This wall-mounted granite fountain has water spilling from a sculpted shell. The water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of youth; its water reduces the drinker's age to young adult, then dries up.

902: This marble fountain has a central statue of an egret spouting water from its bill. The water is clear orange. It is a fountain of protection; its water makes the drinker invisible for 5 hours. It is usable once, then becomes normal water.

903: This bronze fountain has water flowing down two tiers of bowls in graduated sizes. The fizzy water is faintly orange. The flow of water increases and decreases regularly. It is a fountain of healing; its water fully heals the drinker, then becomes normal water.

904: This marble fountain has water trickling down four tiers of bowls in graduated sizes. The foaming water is vivid violet. The flow of water increases and decreases irregularly. It is a fountain of knowledge; its water gives the drinker the power of poetry for six months. After one use it dries up.

905: This marble fountain has water flowing down five tiers of bowls in graduated sizes. The water is clear blue. It is a fountain of power; its water raises the drinker's Dexterity by 3 points permanently. It is usable twice a week.

906: This marble fountain on a pedestal has a single tall spray of water. The water is bright red. Faint faint laughter can be heard around the fountain. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable once a month.

907: This marble fountain has a central statue of a fish spouting water from its mouth. The fizzy water is crystal clear. It is a fountain of protection; its water makes the drinker invisible for 3 hours. It is usable once, then dries up.

908: This stone fountain has a single tall spray of water. The water is luminescent amber. It is a fountain of youth; its water reduces the drinker's age to young adult thrice a day.

909: This marble fountain has a central statue of a strange tentacled creature. The foaming water is bright brown. It is a fountain of protection; its water makes the drinker invisible for 5 hours. It is usable once, then dries up.

910: This marble fountain has water gushing down four tiers of bowls in graduated sizes. The water is faintly violet. A water elemental is lurking under the surface in the basin. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair gray for 3 weeks.

911: This porphyry fountain has a central statue of a lobster with water spraying around it. The water is milky orange. There are animal bones at the bottom of the basin. It is a cursed fountain of power; its water lowers the drinker's Alertness by 2 points for 8 hours.

912: This stone fountain has 8 small water jets spraying upward around a larger central jet. The bubbling water is milky violet. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin slightly purple for 5 hours.

913: This stone fountain has an overflowing urn. The foaming water is vivid brown. Faint sounds of battle can be heard around the fountain. It is a cursed fountain of youth; its water ages the drinker by 11 years.

914: This stone fountain has a single tall spray of water. The misty water is palest silver. It is a fountain of protection; its water strengthens the drinker's natural defense to their racial limit for 9 days. It is usable once, then dries up.

915: This granite fountain has a central bronze statue of a minotaur pouring water from a urn. The water is crystal clear. There is a bright blue light beneath the water. It is a cursed fountain of youth; its water ages the drinker by 17 years.

916: This stone fountain has a central bronze statue of a lobster with water spraying around it. The sparkling water is palest silver. It is a fountain of chaos; the first time it is drunk, the water the drinker will have nightmares when they next sleep.

917: This stone fountain has an overflowing urn. The sparkling water is vivid orange. It is a fountain of protection; its water causes invertebrates to be friendly to the drinker for the next 1 hour. It is usable once, then dries up.

918: This pink granite fountain has a central statue of a pelican spouting water from its bill. The misty water occasionally shifts from clear green to faintly green. The basin contains a mosaic depicting water lily flowers. It is a fountain of power; its water raises the drinker's Dexterity to their racial limit for 5 days. It is usable once, then dries up.

919: This stone fountain has a central statue of a maiden pouring water from a pitcher. The water is clear blue. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of knowledge; its water gives the drinker the power of poetry for four months. It is usable twice a month.

920: This bronze fountain has water flowing down two tiers of bowls in graduated sizes. The effervescent water is milky yellow. The water seems to be cold. It is a cursed fountain of power; its water lowers the drinker's Endurance to their racial limit permanently.

921: This wall-mounted stone fountain has water spilling from a sculpted shell. The foaming water is faintly yellow. Small fish are swimming in the fountain's basin. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for five weeks. It is usable thrice a day.

922: This granite fountain has a single tall spray of water. The sparkling water is vivid black. It is a fountain of wealth; its water improves up to 7 gemstones immersed in it by 3 levels of value, then becomes normal water.

923: This stone fountain has water cascading down two tiers of bowls in graduated sizes. The water is clear yellow. It is a fountain of protection; its water causes all normal animals to be friendly to the drinker for the next 1 hour. It is usable twice a month.

924: This marble fountain on a pedestal has a central pink granite statue of a maiden pouring water from a pitcher. The sparkling water is crystal clear. The basin is checkered with brown and orange tiles. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin blue, permanently.

925: This stone fountain has a central statue of a dolphin spouting water from its mouth. The water is milky violet. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable twice a day.

926: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is vivid yellow. It is a fountain of wealth; its water converts a small amount of iron to gold once per week.

927: This stone fountain has a central statue of a sea serpent spouting water from its mouth. The water is palest silver. A water elemental is lurking under the surface in the basin. It is a fountain of protection; its water makes the drinker invisible for 5 hours. It is usable once, then dries up.

928: This stone fountain has 7 small water jets spraying upward around a larger central jet. The sparkling water is clear turquoise. The basin contains a mosaic depicting ships. It is a fountain of youth; its water reduces the drinker's age by 7 years, then dries up.

929: This granite fountain has a central marble statue of a maiden pouring water from a pitcher. The sparkling water is faintly violet. It is a fountain of knowledge; its water gives the drinker the power of poetry for five months. After one use it becomes normal water.

930: This stone fountain on a pedestal has a central statue of a mermaid pouring water from a pitcher. The water is clear violet. There is a red light beneath the water. It is a fountain of youth; its water reduces the drinker's age to young adult, then dries up.

931: This marble fountain on a pedestal has a central marble statue of a dolphin spouting water from its mouth. The misty water is crystal clear. It is a fountain of wealth; its water converts a small amount of copper to platinum, then becomes normal water.

932: This marble fountain has a central pink granite statue of a centaur pouring water from a pitcher. The water gradually shifts from clear brown to clear red. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a cursed fountain of power; its water lowers the drinker's Dexterity by 2 points permanently.

933: This stone fountain on a pedestal has water flowing down two tiers of bowls in graduated sizes. The water is clear blue. The basin is checkered with dark brown and white tiles. It is a fountain of healing; its water heals up to 17 points of damage thrice a week.

934: This marble fountain has a central statue of an egret spouting water from its bill. The foaming water is clear violet. It is a fountain of chaos; the first time it is drunk, the water exchanges Dexterity and Intelligence for 7 days.

935: This porphyry fountain on a pedestal has a single tall spray of water. The sparkling water is clear gold. It is a fountain of knowledge; its water gives the drinker the power of poetry permanently. After one use it dries up.

936: This stone fountain has a central statue of a cherub pouring water from a jug. The water is faintly yellow. There are animal bones at the bottom of the basin. It is a fountain of chaos; the first time it is drunk, the water doubles the drinker's weight for five days.

937: This stone fountain has water cascading down three tiers of bowls in graduated sizes. The water is faintly turquoise. It is a fountain of wealth; its water converts a small amount of tin to platinum, then becomes normal water.

938: This stone fountain has a central pink granite statue of an elf pouring water from a vase. The water is faintly amber. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for one month. It is usable twice a week.

939: This stone fountain on a pedestal has a central bronze statue of a seahorse spouting water from its mouth. The foaming water is palest silver. The flow of water increases and decreases irregularly. It is a fountain of knowledge; its water allows the drinker to understand the speech of animals for four weeks. After one use it becomes normal water.

940: This stone fountain has a central statue of a centaur pouring water from a vase. The water is faintly black. Faint elvish voices singing can be heard around the fountain. It is a fountain of protection; its water makes the drinker invisible for 3 hours. It is usable once, then becomes normal water.

941: This wall-mounted granite fountain has water pouring from a sculpted flower. The fizzy water is milky violet. It is a fountain of healing; its water fully heals the drinker thrice a year.

942: This wall-mounted stone fountain has water pouring from a decorative spout. The water is clear yellow. It is a fountain of knowledge; its water gives the drinker the power of poetry for six weeks. After one use it becomes normal water.

943: This stone fountain has a central copper statue of a lobster with water spraying around it. The water is crystal clear. It is a cursed fountain of power; its water lowers the drinker's Intelligence to their racial limit for 12 hours.

944: This pink granite fountain on a pedestal has a central statue of a triton pouring water from a pitcher. The sparkling water is milky blue. It is a cursed fountain of youth; its water ages the drinker by 8 years.

945: This bronze fountain has a central statue of a mythical hero pouring water from a vase. The fizzy water is clear blue. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question, then becomes normal water.

946: This wall-mounted marble fountain has water pouring from an urn. The effervescent water is crystal clear. It is a fountain of youth; its water reduces the drinker's age by 1 years, then becomes normal water.

947: This marble fountain on a pedestal has water cascading down five tiers of bowls in graduated sizes. The sparkling water is clear green. There is a green light beneath the water. It is a fountain of protection; its water makes the drinker invisible for 5 hours. It is usable once, then dries up.

948: This stone fountain has a multi-tiered water spray. The water is clear blue. It is a fountain of poison; its water causes slowness, plus 5-30 points of damage.

949: This wall-mounted stone fountain has water spouting from a green man's mouth. The bubbling water is crystal clear. It is a fountain of power; its water raises the drinker's Alertness by 1 point for 4 months. It is usable once, then becomes normal water.

950: This stone fountain on a pedestal has 7 small water jets spraying upward. The water is vivid orange. Faint sounds of battle can be heard around the fountain. It is a fountain of power; its water raises the drinker's Intelligence by 3 points permanently. It is usable thrice a year.

951: This stone fountain has a multi-tiered water spray. The misty water is crystal clear. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of wealth; its water converts a small amount of brass to mithril twice per week.

952: This granite fountain has a central statue of an angel pouring water from a vase. The foaming water is luminescent yellow. The water seems to be hot. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's skin slightly green for 4 days.

953: This stone fountain on a pedestal has a single tall spray of water. The water is milky yellow. The water smells of oranges. It is a cursed fountain of power; its water lowers the drinker's Alertness to their racial limit for 6 hours.

954: This stone fountain on a pedestal has an overflowing urn. The foaming water is bright blue. A water elemental is lurking under the surface in the basin. It is a fountain of power; its water raises the drinker's Willpower to their racial limit permanently. It is usable once, then becomes normal water.

955: This granite fountain has a central statue of a cherub pouring water from a jar. The water is crystal clear. It is a fountain of knowledge; its water gives the drinker the power of poetry for five months. It is usable twice a week.

956: This marble fountain on a pedestal has water flowing down two tiers of bowls in graduated sizes. The sparkling water is bright brown. It is a fountain of youth; its water reduces the drinker's age by 18 years thrice a month.

957: This stone fountain on a pedestal has water flowing down three tiers of bowls in graduated sizes. The effervescent water is palest silver. The flow of water increases and decreases irregularly. It is a fountain of chaos; the first time it is drunk, the water exchanges Dexterity and Endurance for 6 hours.

958: This marble fountain on a pedestal has a central bronze statue of a minotaur pouring water from a jug. The fizzy water is vivid green. The flow of water increases and decreases irregularly. It is a fountain of healing; its water heals up to 20 points of damage once a day.

959: This marble fountain has a central statue of a nymph pouring water from a pitcher. The water is crystal clear. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of knowledge; its water allows the drinker to know the answer to a single yes/no question. It is usable thrice a year.

960: This wall-mounted stone fountain has water spouting from a green man's mouth. The water is faintly violet. It is a fountain of protection; its water allows the drinker to breathe water for 15 minutes. It is usable once, then becomes normal water.

961: This stone fountain has a central statue of a faun playing pipes pouring water from a jar. The water is clear green. It is a fountain of wealth; its water improves up to 5 gemstones immersed in it by 1 level of value once per week.

962: This wall-mounted marble fountain has water pouring from a sculpted flower. The bubbling water is clear orange. Small fish are swimming in the fountain's basin. It is a fountain of poison; its water causes weakness, plus 5-50 points of damage.

963: This bronze fountain has a multi-tiered water spray. The sparkling water is crystal clear. There are animal bones at the bottom of the basin. It is a fountain of wealth; its water converts a small amount of bronze to electrum thrice per month.

964: This granite fountain on a pedestal has water trickling down two tiers of bowls in graduated sizes. The water is crystal clear. A water elemental is lurking under the surface in the basin. It is a fountain of protection; its water causes humanoids to be friendly to the drinker for the next 5 hours. It is usable once, then becomes normal water.

965: This stone fountain has a central statue of a mermaid pouring water from a urn. The bubbling water is crystal clear. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of power; its water raises the drinker's Personality by 2 points permanently. It is usable thrice a week.

966: This stone fountain on a pedestal has a central statue of a maiden pouring water from a pitcher. The misty water is faintly blue. It is a fountain of wealth; its water improves up to 2 gemstones immersed in it by 2 levels of value once per year.

967: This stone fountain on a pedestal has water trickling down four tiers of bowls in graduated sizes. The effervescent water is clear green. It is a fountain of youth; its water reduces the drinker's age by 16 years once a week.

968: This stone fountain has a single tall spray of water. The water is clear turquoise. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of chaos; the first time it is drunk, the water turns the drinker's hair pale green for 4 days.

969: This granite fountain has a central statue of an egret spouting water from its bill. The bubbling water is faintly red. A water elemental is lurking under the surface in the basin. It is a cursed fountain of power; its water lowers the drinker's Strength to their racial limit for 3 hours.

970: This marble fountain has a central statue of a lobster with water spraying around it. The misty water is faintly orange. There are animal bones at the bottom of the basin. It is a fountain of protection; its water causes humanoids to be friendly to the drinker for the next 4 hours. It is usable once, then becomes normal water.

971: This wall-mounted marble fountain has water spouting from a dragon's mouth. The sparkling water is clear black. It is a fountain of wealth; its water converts a small amount of copper to mithril once per month.

972: This marble fountain on a pedestal has a central pink granite statue of a nymph pouring water from a pitcher. The water is clear violet. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for five weeks.

973: This stone fountain has a central statue of a faun pouring water from a jar. The water is vivid amber. It is a cursed fountain of knowledge; its water makes the drinker unable to use or understand any language for five weeks.

974: This stone fountain has 9 small water jets spraying upward. The water is vivid yellow. It is a fountain of power; its water raises the drinker's Willpower to their racial limit for 1 hour. It is usable once, then becomes normal water.

975: This stone fountain on a pedestal has water cascading down two tiers of bowls in graduated sizes. The water is clear gold. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of wealth; its water improves up to 7 gemstones immersed in it by 3 levels of value, then becomes normal water.

976: This marble fountain has a central statue of an egret spouting water from its bill. The water is crystal clear. The water contains tiny points of light, like stars, as long as it is in the fountain. It is a fountain of poison; its water causes convulsions and weakness, plus 5-50 points of damage.

977: This stone fountain has a central marble statue of a mermaid pouring water from a jug. The water is faintly blue. It is a fountain of protection; its water strengthens the drinker's natural defense by 3 points for 5 days. It is usable once, then becomes normal water.

978: This marble fountain has water gushing down five tiers of bowls in graduated sizes. The water is clear red. Faint faint laughter can be heard around the fountain. It is a fountain of power; its water raises the drinker's Alertness to their racial limit for 2 days. It is usable once, then becomes normal water.

979: This marble fountain has a central silver-colored statue of a maiden pouring water from a urn. The fizzy water is faintly orange. The basin is checkered with light gray and blue tiles. It is a cursed fountain of knowledge; its water causes the drinker to forget the events of the last 5 days for two weeks.

980: This wall-mounted marble fountain has water spouting from a lion's mouth. The effervescent water is clear green. It is a cursed fountain of youth; its water ages the drinker by 18 years.

981: This granite fountain on a pedestal has a central statue of a nymph pouring water from a vase. The water is faintly orange. Colored bubbles rise from the water and burst a few inches above it. It is a fountain of wealth; its water converts a small amount of brass to platinum once per week.

982: This wall-mounted stone fountain has water spilling from a sculpted shell. The water is palest silver. The water glows faintly orange in the dark. It is a fountain of protection; its water allows the drinker to breathe water for 17 minutes. It is usable once, then becomes normal water.

983: This marble fountain has a single tall spray of water. The water is clear turquoise. There are apparently 12 gold coins at the bottom of the basin. It is a fountain of protection; its water causes all normal animals to be friendly to the drinker for the next 2 hours. It is usable once, then dries up.

984: This stone fountain has 7 small water jets spraying upward. The fizzy water is vivid violet. The water glows faintly blue in the dark. It is a fountain of wealth; its water improves up to 3 gemstones immersed in it by 2 levels of value, then becomes normal water.

985: This marble fountain has a central statue of a gargoyle spouting water from its mouth. The sparkling water is crystal clear. It is a fountain of wealth; its water converts a small amount of iron to gold twice per month.

986: This stone fountain on a pedestal has a central marble statue of a crab with water spraying around it. The effervescent water is faintly brown. The basin contains a mosaic depicting various sea creatures. It is a cursed fountain of power; its water lowers the drinker's Strength to their racial limit for 3 hours.

987: This stone fountain on a pedestal has an overflowing urn. The foaming water gradually shifts from vivid yellow to vivid orange. It is a fountain of wealth; its water converts a small amount of steel to platinum twice per year.

988: This wall-mounted marble fountain has water spouting from a fish's mouth. The water swiftly shifts from faintly violet to faintly blue. The water smells of roses. It is a fountain of chaos; the first time it is drunk, the water turns the drinker into a mushroom for one day.

989: This granite fountain on a pedestal has water flowing down three tiers of bowls in graduated sizes. The water is milky green. It is a cursed fountain of protection; its water attracts all nearby monsters for the next 9 hours.

990: This granite fountain has 8 small water jets spraying upward. The effervescent water is crystal clear. There is a faint green light beneath the water. It is a fountain of protection; its water causes felines to be friendly to the drinker for the next 5 hours. It is usable twice a month.

991: This stone fountain has water cascading down three tiers of bowls in graduated sizes. The bubbling water is clear gold. The water glows faintly violet in the dark. It is a cursed fountain of power; its water lowers the drinker's Personality by 2 points for 14 days.

992: This wall-mounted stone fountain has water spouting from a gargoyle's mouth. The bubbling water is palest silver. The water seems to be cold. It is a fountain of power; its water raises the drinker's Dexterity by 3 points for 11 days. It is usable once, then becomes normal water.

993: This marble fountain on a pedestal has 9 small water jets spraying upward. The foaming water is crystal clear. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of power; its water raises the drinker's Endurance by 2 points for 4 hours. It is usable once, then becomes normal water.

994: This marble fountain has water gushing down four tiers of bowls in graduated sizes. The water is clear blue. It is a fountain of youth; its water reduces the drinker's age by 19 years once a year.

995: This stone fountain on a pedestal has a single tall spray of water. The water is clear orange. It is a fountain of youth; its water reduces the drinker's age by 4 years, then dries up.

996: This marble fountain has a single tall spray of water. The effervescent water is clear red. The water smells swampy. It is a fountain of chaos; the first time it is drunk, the water causes the drinker to shrink to 50 percent of their normal size for 10 hours.

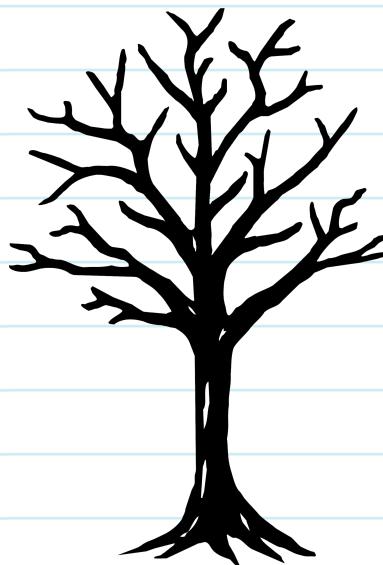
997: This marble fountain on a pedestal has water flowing down three tiers of bowls in graduated sizes. The misty water is faintly blue. It is a fountain of protection; its water causes felines to be friendly to the drinker for the next 3 hours. It is usable once, then dries up.

998: This pink granite fountain has a central statue of a lobster with water spraying around it. The water is clear orange. The water is covered with clumps of algae, and green slime grows in damp areas. It is a fountain of poison; its water causes weakness, plus 2-12 points of damage.

999: This stone fountain has a single tall spray of water. The misty water is crystal clear. It is a cursed fountain of power; its water lowers the drinker's Dexterity by 3 points for 3 months.

1000: This marble fountain on a pedestal has an overflowing urn. The water is milky violet. The water smells swampy. It is a cursed fountain of protection; its water weakens the drinker's natural defense by 1 point for 4 hours.

1001: This stone fountain on a pedestal has a central copper statue of a crane spouting water from its bill. The sparkling water is milky orange. The basin is checkered with white and light blue tiles. It is a cursed fountain of youth; its water ages the drinker to elderly.



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