

## Pool

Posted by arcanedesign - 2012/04/23 14:13

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I was thinking about other floor types I might like to see and two came to mind.

The first is a pool. This can be maybe on a 4x6 tile and it wouldn't have a large lip. It would have a very simple barely raised lip and be about 3x5 in size. It could be slightly indented and filled with water colored resin.

It wouldn't look like a well. It'd look like a pool. Pools serve as many different purposes including baptisms, hiding items in, keeping aquatic creatures, bathing :), and summoning water spirits or golems. It would have a smooth lip and look somewhat inviting opposed to simply a walled water-filled cavity.

The other floor tile I was thinking of was similar to the cracked opening tile in the fantasy floor set, except this might be a 2x2 tile with a round opening or hole with an indented blackened bottom ( just like the other tile). This could serve as an entrance to buried antechambers or simply a hole to a lower level in the dungeon. I know that the ruins set has ends that can be used to satisfy this need, however I think they serve two different needs. I'm thinking that the ruins set create the cliff feel opposed to the pit feel I'm trying to get.

-eric

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## Re:Pool

Posted by David Wasilewski - 2012/05/07 08:34

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Why not go for a 6 by 6 floor with a couple of water pool variants?

It'd look awesome for a cavern set up too and would help to break up large caverns (as all the floor sections are the same currently).

Good idea

Dave

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## Re:Pool

Posted by jackattack - 2012/05/07 10:44

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Or, cut the pool part all the way through so you can either put it over a colored piece of paper, or add an insert of whatever design you like.

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## Re:Pool

Posted by Law - 2012/05/07 14:49

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These are great ideas.

I'm wondering if it would be neat to have a "Water Floor Set" kinda thing, with various one-tile-water floor pieces available, all on the 4x4 footprint (the same size as the pieces in the Fantasy Floor Set).

1) A "civilized pool" like the original suggestion, on regular dungeon floors, with maybe a nice tiled "lip" or something else to suggest this isn't some ugly, orcish hole in the ground, but something nice. It could be used as a ceremonial pool in a temple-like setting, or as a decorative element in a palacial setting, or maybe even serve a defensive purpose, like a mini-moat of some kind, an obstacle protecting whatever is on the other side.

2) A single pool of water in a cavern. You can accomplish the same basic thing with two river dead-ends back to back, but something with a slightly different feel -- not a lake or anything with real depth to it, but just a space where water has collected in a recess of a cave.

3) An "evil" pool. I have no idea what would signify it as evil, but something to make it menacing -- if it is clearly man-made and reflects artistry, then have the artistry be menacing; if it is natural or accidental, like something has burst through or spilled over, then have it be jagged and scarred and ugly. Etc.

4) Big fountain. Something really elaborate -- great centerpiece.

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