Revisiting the Room of Pools

A classic Dungeons & Dragons® module encounter and DM exercise for heroic tier player characters.

By Craig A. Campbell

In 1981, TSR published Dungeon Module B1: In Search of the Unknown. This adventure module was designed as an introductory adventure for Dungeon Masters and players alike. Instead of describing a single, self-contained adventure, it provided a framework for new DMs to test their design skills by using the module to flesh out their own adventure, incorporating the dungeon into their story as they saw fit.

Near the end of the dungeon, author Mike Carr described a chamber dotted with fourteen unique pools, each filled with a strange liquid. The heroes explored this chamber and the pools within it as part of the overall story.

These pools and their contents have remained undisturbed for nearly thirty years. Are you ready to take your players into the Room of Pools?

The following encounter recreates this room and continues to serve as a template for DMs to explore the fun and challenge of designing their own encounters.

A Note on Spoilers

Although the pools and their contents have been updated to the current rules, they are all based on the pools described in the original module. In some cases, the pools are exactly as described in 1981, with adjustments for the current rule set. However, those that have been modified remain at least reminiscent of the original descriptions. You have been warned.
TRANSLATING THE CLASSIC

This encounter recreates the Room of Pools from B1: *In Search of the Unknown*. It uses the same chamber layout and the same pools present in the original module. However, it has been updated to incorporate the tenets of current adventure design.

In the original adventure, the heroes could test the pools and never be severely hindered in the long term. If the liquid in a pool injured them or otherwise impacted them negatively, they could wait and have the effects wear off or find some healing before moving on.

This conversion seeks to make the effects of the pools more problematic to the heroes; that is, to make them a greater challenge. Although some pools still damage a hero who imbibes or touches the contents of a pool, several cause longer-lasting effects. Others have a more “story-oriented” effect, not damaging the heroes directly, but instead affecting them in other ways.

As always (and especially here), the information provided is open to DM caveat. If you wish to modify the effects of the contents of a particular pool, feel free to do so. Like the original module, this conversion is a framework. Use whatever parts you want. Change things as needed for your story.

Above all, have fun with it.

THE ROOM OF POOLS MAP

The encounter map can be built from any dungeon tile sets that include basic dungeon floor tiles.
Encounter: The Room of Pools

This encounter takes place in a subterranean chamber of great age. Although the map provides a single entrance to the chamber (the heroes start in the shaded red area), you might determine that several other entry points lead into the area for the purposes of your adventure.

When the heroes first arrive in the Room of Pools, read:

You survey the large chamber before you. The entire chamber is constructed of expertly crafted masonry, though it shows the wear of age. The floor is composed of an intricate pattern of multicolored stone tiles. The walls are solid and robust. The ceiling of the chamber is a series of vaults and beams that create a spiderweb of structure that would make the greatest dwarf mason proud. Several of the floor, wall, and ceiling stones are adorned with strange markings.

Dotted throughout the chamber are sunken, stone pools, each 10 feet in diameter and rimmed by a slightly raised stone perimeter. Each pool contains a different liquid.

Except for your footsteps and heartbeats, the chamber is quiet.

Features of the Area

Illumination: The chamber is permeated by a dull glow that provides normal illumination, though no specific light source is apparent.

Ceiling: The ceiling of the chamber is 6 squares above the floor.

Walls: The walls of the chamber are composed of expertly crafted masonry. Climbing the cavern walls requires a DC 20 Athletics check.

Floor: The chamber floor is dry and provides no impediment to movement.

Pools: Fourteen pools are distributed throughout the chamber. Each is bowl-shaped, 10 feet (2 squares) in diameter, and about 4 feet deep at the center.

The Pools

Each pool is described in detail below, but DMs should feel free to modify whatever aspects they wish. The pools are lettered A–N in accordance with the pool room map. Game mechanic effects of the pools are described according to the following statistics block template.

<table>
<thead>
<tr>
<th>Pool Name</th>
<th>Drink: Description of what happens if a creature drinks a mouthful of the liquid.</th>
<th>Touch: Description of what happens if a creature places a bare hand or foot in the liquid.</th>
<th>Partial Submersion: Description of what happens if a creature submerges one or two limbs in the liquid, or stands in the pool.</th>
<th>Full Submersion: Description of what happens if a creature falls completely into the pool.</th>
<th>Application: Description of what happens if a creature applies the liquid to an item or if items worn by creatures are fully submerged.</th>
</tr>
</thead>
</table>

Note on Levels

This conversion is intended for player characters of the heroic tier. Much of what follows is built around the supposition that the heroes are in the 4th-6th level range. However, you might be DMing for heroes of slightly higher or lower level.

If this is the case, feel free to adjust the DCs of skill checks described below to fall more in line with the heroes’ capabilities. Additionally, monsters described below can be adjusted up or down in level by using the guidelines presented on page 174 of the Dungeon Master’s Guide.

Detecting Magic in the Room of Pools

This encounter is intended to be an exercise in exploration and trial-and-error for the heroes. For players who enjoy the roleplaying exercise of such exploration, encourage their search activities (continue to provide details and results the further they experiment with the pools, and so on). As such, few specific rules are provided for heroes who wish to make Arcana checks to detect magic to learn more.

That said, other players might be less comfortable with open-endedness and might prefer skill checks to discover information. If you wish to allow heroes to use Arcana checks to determine things about the pools and their contents, assume that all the pools with obviously magical qualities are level 7 arcane effects. Provide information on appropriate keywords; for example, the pool of acid has the “acid” keyword.

However, we recommend trying to keep this encounter as a trial-and-error adventure for the heroes.
Individual pool statistics blocks might not contain all these effect entries. If an entry is not present in a statistics block, nothing of note happens in that instance.

A. Pool of Healing
A warm, pink liquid fills this pool, smelling faintly of ripe fruit. It tastes of tart raspberries and is thick and sticky to the touch. If the liquid is removed from the chamber, it loses its potency but is still tasty.

### Pool of Healing
- **Drink:** The creature regains 1d4 hit points. Subsequent drinks provide no additional benefits until after the creature has taken an extended rest.
- **Partial Submersion:** The creature regains 1d8 hit points. Subsequent partial submersions provide no additional benefits until after the creature has taken an extended rest.
- **Full Submersion:** The creature can spend a healing surge to regain hit points equal to its surge value. Alternatively, the creature can spend a healing surge to cure itself of one disease. Subsequent full submersions provide no additional benefits until after the creature has taken an extended rest.

### A. Pool of Healing
- **Drink:** The creature regains 1d4 hit points. Subsequent drinks provide no additional benefits until after the creature has taken an extended rest.
- **Partial Submersion:** The creature regains 1d8 hit points. Subsequent partial submersions provide no additional benefits until after the creature has taken an extended rest.
- **Full Submersion:** The creature can spend a healing surge to regain hit points equal to its surge value. Alternatively, the creature can spend a healing surge to cure itself of one disease. Subsequent full submersions provide no additional benefits until after the creature has taken an extended rest.

B. Pool of Acid
A bubbling, clear liquid fills this pool. It smells faintly of burned wood and has an acrid taste. If a small, breakable container is filled with the acid, treat this container as level 6 alchemist’s acid (Adventurer’s Vault, page 24).

### Pool of Acid
- **Drink:** The creature takes 1d6 acid damage.
- **Touch:** The creature takes 1d4 acid damage.
- **Partial Submersion:** The creature takes 1d10 acid damage.
- **Full Submersion:** The creature takes 1d10 acid damage and ongoing 5 acid damage (save ends).
- **Application:** Small nonmetal, nonstone items are dissolved completely. Larger nonmetal, nonstone items are scarred but otherwise left intact. Metal and stone items are unaffected.

C. Pool of Sickness
This pool is filled with a murky, gray syrup. It is thick and sticky to the touch, and is sour on the tongue. If the liquid is removed from the chamber, it loses its potency.

### Pool of Sickness
- **Drink:** The creature is initially unaffected. However, 1d4 hours after imbibing the liquid, the creature loses a healing surge and grows sick to the stomach. The creature takes a -2 penalty to attack rolls and skill checks. Only a Cure Disease ritual (or a submersion in the pool of healing, above) can cure the sickness.

D. Pool of Green Slime
A thick, slimy, green liquid fills this pool. It has no odor. The liquid in this pool is a green slime. If a hero attempts to touch the slime carefully, the surface of the slime moves slightly toward the hero’s hand. If a hero makes any more significant move to touch or grab the slime, it emerges from its resting place and attacks.

### Pool of Green Slime
- **Partial Submersion:** The green slime attacks the creature.
- **Full Submersion:** If a creature falls into the green slime, the green slime engulfs it as a free action. See the green slime statistics below.

<table>
<thead>
<tr>
<th>Green Slime</th>
<th>Level 4 Lurker</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium natural beast (blind, ooze)</td>
<td>XP 175</td>
</tr>
<tr>
<td>HP 47; Bloodied 23</td>
<td>Initiative +9</td>
</tr>
<tr>
<td>AC 18, Fortitude 17, Reflex 17, Will 14</td>
<td>Perception +2</td>
</tr>
<tr>
<td>Speed 4, climb 4</td>
<td>Blindsight 10</td>
</tr>
<tr>
<td>Immune blinded, gaze effects; Resist 5 acid; Vulnerable 5 fire, 5 radiant</td>
<td></td>
</tr>
</tbody>
</table>

### Traits
- **Ooze**
  While squeezing, the ooze moves at full speed rather than half speed, it doesn’t take the -5 penalty to attack rolls, and it doesn’t grant combat advantage for squeezing.

### Standard Actions
- **Slam (acid) + At-Will**
  Attack: Melee 1 (one creature); +7 vs. Reflex
  Hit: 5 acid damage, and ongoing 5 acid damage (save ends).
- **Engulf (acid) + At-Will**
  Attack: Melee 1 (one creature); +7 vs. Reflex
  Hit: 1d6 + 3 acid damage, and the slime grabs the target (escape DC 18). Until the grab ends, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime.

### Skills
- **Stealth +10**
- **Str 11 (+2)**
- **Dex 16 (+5)**
- **Wis 11 (+2)**
- **Con 17 (+5)**
- **Int 1 (-3)**
- **Cha 1 (+2)**

### Alignment unaligned Languages –

E. Drinking Pool
This pool is filled with icy cold water. It is completely pure and refreshing, but has no special qualities.

F. Pool of Wine
A dark red liquid fills this pool. If a creature smells it without touching it, the odor is that of a fine elven wine. In actuality, this liquid is a strong, magic wine that can charm even the most willful of heroes. If a creature takes the smallest taste of the wine, that creature must make a saving throw...
with a –4 penalty. If the creature fails this saving throw, it takes a full drink of the wine. If the liquid is removed from the chamber, it loses its magical potency but is still a fine wine.

**Pool of Wine**

**Drink:** The creature becomes intoxicated by the wine for a number of hours equal to 48 minus the creature’s Constitution score. While intoxicated, the creature cannot use daily powers and takes a –2 penalty to attack rolls, all defenses, and skill checks. Only a Remove Affliction ritual can immediately end this intoxication.

**Touch:** The creature makes a saving throw. Failure results in the creature taking a full drink of the wine (see effects above).

**Partial Submersion:** As “touch,” above.

**Full Submersion:** As “touch,” above.

**G. Dry Pool**

This pool is completely dry. If a hero investigates the pool in earnest, a DC 17 Perception check allows him or her to determine that the bottom of the basin is a doorway to lower levels of this dungeon. A hero that discovers this can open this portal with ease.

This pool might serve as another entry into the Room of Pools. Some of the encounters described further in this article require such alternative entrances.

**H. Hot Pool**

This pool contains a hot liquid that is constantly boiling. If the liquid is tasted, it sears the tongue, but has no distinct taste. If touched, it burns a bit. The liquid here is magically super-heated, and it can be removed from the chamber and still retain its potency. If a large, breakable container is filled with this hot liquid, treat this container as level 6 alchemist’s fire (Adventurer’s Vault, page 24).

<table>
<thead>
<tr>
<th><strong>Hot Pool</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Drink:</strong> The creature takes 1d6 fire damage.</td>
</tr>
<tr>
<td><strong>Touch:</strong> The creature takes 1d4 fire damage.</td>
</tr>
<tr>
<td><strong>Partial Submersion:</strong> The creature takes 1d10 fire damage.</td>
</tr>
<tr>
<td><strong>Full Submersion:</strong> The creature takes 2d8 fire damage.</td>
</tr>
</tbody>
</table>

**I. Aura Pool**

This shimmering pool contains a liquid that appears to be water, but glistens and sparkles a bit more than normal water. Unlike other pools in this chamber, this one is only about half-full. If a creature tastes the water or touches it with a finger, that creature becomes a little light-headed for a moment. If the liquid is removed from the chamber, it loses its potency.

**J. Pool of Sleep**

Despite its seemingly placid surface, this pool is filled with green hues that constantly swirl. Any creature that takes the slightest sip of this green liquid is overcome by a simple calm that it has never before experienced. If the liquid is removed from the chamber, it loses its potency.

**K. Fish Pool**

This pool is filled with clear water. Within the pool, several small fish swim. This pool is otherwise normal in all ways.

**L. Ice Pool**

This basin is bereft of liquid, instead holding several large chunks of dry ice that perpetually emit a column of cold, white fog. This column of fog covers the pool and extends to the ceiling of the chamber, providing concealment. Any creature that enters or starts its turn within the icy fog of this basin takes ongoing 5 cold damage (save ends).

**M. Treasure Pool**

This basin appears to be filled with clear water. At the center of the pool, beneath the water’s surface, a small pile of coins and gems is visible. If a creature breaks the surface of the pool, the treasure in the pool disappears into nothingness. When the creature removes its hand from the pool, the treasure reappears.
Although it might appear that the treasure in this pool is an illusion, it is real—just slightly affected by the glamour of the pool. However, the only way to reach the treasure is to drain the water from the pool. If the heroes empty the pool of its water, reward them with a small pile of gold coins and semiprecious gemstones. Alternatively, you might replace the treasure with an item necessary for a later task in your dungeon (such as a key, and so on).

If you wish, draining the pool also reveals the entrance to a larger treasure vault, as detailed in the short encounter below (The Foulspawn’s Secret Treasure).

N. Pool of Muting
This pool is almost empty, with just a small amount of liquid remaining in the bottom. The liquid here appears to be water, with no odor or taste. In actuality, the liquid here is imbued with a strong enchantment. If the liquid is removed from the chamber, it loses its potency.

Alternative Uses for the Liquids
The liquids contained in the pools are described above. However, you might wish to use the liquids in ways that expand the nature of the room and its contents. Some of these possible uses supersede the statements that the liquids lose their potency if removed from the room.

Below are some ideas for alternative uses for the liquids that you might use to improve the breadth of your heroes’ capabilities or expand your overall story.

Ritual Component Uses
Some of the liquids in the room could augment rituals. Determining that a particular liquid can be used in such a way requires a hero to succeed on a DC 18 Arcana check. The following are some ideas for such uses, complete with descriptions of how the liquid being used enhances the ritual. You are of course encouraged to develop your own ideas and combinations. For example:

- If liquid from the treasure pool is used to augment the standard components used for Hallucinatory Item, the ritual’s duration is increased to three days.
- If liquid from the pool of sickness is used to augment the standard components used for the Cure Disease ritual, the caster gains a +5 bonus to the Heal check used to determine if the ritual’s target takes damage.
- If liquid from the fish pool is used to augment the standard components used for the Water Breathing ritual, the caster gains a +5 bonus to the Arcana check used to determine the ritual’s duration.

Enchantment Uses
Some of the liquids in the chamber could enchant items plunged within them. Determining that a particular liquid can be used in such a way requires a hero to succeed on a DC 18 Arcana check. The following are some ideas for such uses.

- If a nonmagical heavy blade, light blade, or spear is placed into the pool of acid, that weapon must make a saving throw. If failed, that weapon is destroyed. If successful, the weapon becomes a level 4 or level 9 (DM’s discretion) acidic weapon (Adventurer’s Vault, page 62) for 1d4 days. This effect supersedes any enchantment previously on the weapon. After this time passes, the weapon reverts to its previous state. Only one weapon can be so affected at a time.
- If a creature fills a waterskin with water from the drinking pool, that waterskin becomes an “everfull waterskin.” The effect is permanent and causes the waterskin to always be full of cool, refreshing water—unless the waterskin is intentionally left upended, in which case it empties of water and remains dry.
- If a creature drinking from the pool of sleep rolls a natural 20 on its saving throw to avoid falling asleep, that creature gains an immunity to sleep effects for the next 2d8 days. It can no longer be rendered unconscious by powers with the sleep keyword, though it still suffers all other effects, including damage, caused by such powers.
Mixing Liquids

Although the effects of the liquids are described in detail above, you might wish to allow—and even encourage—the heroes to mix liquids from different pools to create entirely new effects. Allow the heroes to make Insight or Arcana checks to determine that the liquids can be mixed to create such effects, but don’t tell them what might happen if they do so. Let them experiment and have fun with it. The following are some ideas for such mixtures.

- Mixing the liquids from the pool of healing and the hot pool results in a healing steam rising into the air. This creates a close burst 1 zone centered on the square where the liquids were mixed. The zone lasts for 1 round. All creatures within the zone are treated as if they had been fully submerged in the pool of healing. If a creature has already gained the benefits of being fully submerged in the pool of healing since its last extended rest, it gains no benefit from this healing zone.

- If liquid from the fish pool is poured into the pool of green slime, the ooze in this basin begins writhing uncontrollably. The slimy beast in the basin splits into five separate globs, and these globs coalesce individually into four sahuagin raiders and one sahuagin priest (Monster Manual, page 224). These newly created sahuagin attack.

- Mixing samples from the pool of sickness and the pool of sleep results in the creation of a single dose of drow poison (Dungeon Master’s Guide, page 51). Only one such dose can be created each day.

Story Hooks

You might wish to use the pools and their contents as a means for the heroes to accomplish certain goals that fall outside the Room of Pools. Here are some ideas for plot hooks you can give to the heroes prior to their arrival in the Room of Pools.

- Prior to arriving at the Room of Pools, the heroes learn of a great evil that is slumbering in a prison chamber deep beneath the ground somewhere nearby (such as a dragon or perhaps even a tarrasque). The heroes learn that this foul creature is powerful, but is kept asleep by powerful magic cast upon it long ago. However, the magical sleep effect that keeps this monster dormant is failing. The heroes must acquire liquid from the pool of sleep and pour it on the beast to ensure that it remains asleep for the foreseeable future.

- A later portion of the dungeon might be blocked by a permanent wall of fire. Only a hero who has drunk from the pool of drinking can safely walk through the flames. (They may have received clues as such, leading them to search for the right pool.)

- Some time before the heroes encounter the Room of Pools, they are hired by a local noble whose father has died recently. This noble is concerned about members of his court who are looking to kill him and usurp his newly gained title. This noble requires liquid from the aura pool to give to his personal diviner so that she can ferret out possible traitors in his court.

- Before encountering the Room of Pools, the heroes come upon a secret vault that contains considerable treasure. The entrance to the vault is guarded by an animated stone statue of an elf female who converses with any who approach her. She will not allow the heroes to enter the vault beyond (it is effectively sealed against them) unless they bring her what she calls “the wine of my true death.” After some discussion, the heroes learn that “the wine of my true death” refers to an infusion of elven wine and acid. The heroes must mix the liquids from the pool of acid and pool of wine to create a concoction that the statue can drink to end her current unhappy existence. Doing this earns the heroes her gratitude and allows them to access the chamber beyond her.

Expanding on the Room of Pools

Again, although some players might revel in a looser, exploratory type of encounter, other players might grow restless without a clear goal to pursue (or enemy to defeat). You might therefore wish to expand the room in terms of monster encounters.

The room map provided here is a replication of the original map provided in In Search of the Unknown. As such, it has only one entrance. However, you are free to include other entrances to your Room of Pools. In fact, some of the following ideas require such additional entrances.
Random Encounters

In keeping with the “old school” feel of In Search of the Unknown, you might wish to incorporate random wandering monsters into the Room of Pools (it might be their only known source of fresh drinking water in the dungeon, after all). If you wish to do so, make sure to provide a few additional entrances to the room beyond the one provided on the map.

Roll 1d10 and refer to the table below to determine what monsters might wander into the Room of Pools and attack the heroes. The encounters described below are built around monsters of similar types to facilitate ease of play.

The following table is based on the party consisting of five player characters of 5th level. Adjust the monsters’ levels as needed to accommodate higher or lower level heroes or smaller/larger parties. Also, keep in mind that the pools affect combat here. If a creature is pushed into or knocked prone in a pool (and the monsters are sure to attempt to push the heroes!), it might be affected by the liquid in that pool.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Enc. Level</th>
<th>Monsters</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>4</td>
<td>1 myconid sovereign (MM2, page 164)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 myconid guards (MM2, page 164)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 myconid rotslammers (Underdark, page 51)</td>
</tr>
<tr>
<td>2</td>
<td>4</td>
<td>3 cave fisher anglers (MM3, page 28)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 cave fisher spikers (MM3, page 29)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>5 cave fisher line spikers (MM3, page 29)</td>
</tr>
<tr>
<td>3</td>
<td>5</td>
<td>1 hive queen (MM2, page 13)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 hive soldiers (MM2, page 12)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 winged drones (MM2, page 12)</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
<td>1 chitine web crafter (MM3, page 33)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 chitine scouts (MM3, page 32)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 volcanic dragon wyrmling (MM3, page 72)</td>
</tr>
<tr>
<td>5</td>
<td>6</td>
<td>3 duergar shock troopers (MM2, page 93)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 duergar theurge (MM2, page 93)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 duergar scouts (MM2, page 92)</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td>1 quasit (MM3, page 46)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 bloodseep demon (MM2, page 53)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 gnaw demons (MM2, page 54)</td>
</tr>
<tr>
<td>7</td>
<td>7</td>
<td>1 servant of the fire lord (MM3, page 115)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 fire temple champions (MM3, page 115)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>10 fire temple elects (MM3, page 115)</td>
</tr>
<tr>
<td>8</td>
<td>7</td>
<td>2 young earthquake dragons (MM3, page 69)</td>
</tr>
<tr>
<td>9</td>
<td>7</td>
<td>1 chosen of Yeenoghu (MM3, page 105)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 gnoll war fang (MM3, page 105)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 deathpledged gnolls (MM2, page 126)</td>
</tr>
<tr>
<td>10</td>
<td>8</td>
<td>1 behir boltel whelp (MM2, page 22)</td>
</tr>
</tbody>
</table>

Quick Encounters in the Room of Pools

You can use the Room of Pools to create quick encounters built around the nature of the room. Take a look at one such encounter that has been fleshed out for your use.

The Foulspawn’s Secret Treasure: A Skill Challenge/Combat Encounter

Once the heroes have removed the treasure from the treasure pool, have them make Perception checks (DC 12) to determine that the basin also serves as a door to another chamber beneath it. This door is warded by a mystical enchantment that prevents the basin door from being opened. The heroes must disable the ward before they can descend into the chamber below.

Setup

8 foulspawn wretches

A cadre of hideous foulspawn creatures constructed a treasure chamber beneath the treasure pool ages ago (the treasure seen in the pool might have been left behind in the creatures’ haste and sloppiness). In their hubris, they thought no one would find the treasure chamber, but left several minions to watch over it nevertheless.

Once a hero has made one successful skill check to disable the door’s ward, foulspawn wretches (Monster Manual 3, page 88) begin appearing in the room to attack the heroes as they attempt to open the door to the treasure chamber. When the heroes make the first successful check, two foulspawn wretches appear within 5 squares of the treasure pool and attack. They
are joined by two more wretches after each of the 3rd, 6th, and 9th skill check successes.

A hero hit by a foulspawn’s attack is distracted, causing that hero to take a -2 penalty to the next skill check he or she makes to disable the warded basin door.

**The Foulspawn’s Secret Treasure**

**Level:** 6 (XP 1,400 total: 800 for the skill challenge portion and 600 for the foulspawn wretches)

**Complexity:** 4 (requires 10 successes before 3 failures).

**Primary Skills:** Arcana, Athletics, Thievery.

**Arcana (DC 12):** The hero weakens the arcane magic protecting the door. This skill can be used to gain 4 successes in this challenge.

**Athletics (DC 15):** The hero forcibly removes one of the old, rune-etched stones from the rim of the basin, weakening the magic protecting the door. A success with this skill counts as two successes. This skill can be used to gain 4 successes in this challenge.

**Thievery (DC 12):** The hero uses mundane means to interrupt some portion of the magical ward, thus weakening it. This skill can be used to gain 3 successes in this challenge.

**Secondary Skills:** Dungeoneering, Perception.

**Dungeoneering (DC 12):** The hero uses his or her knowledge of aberrant creatures and their methodologies to determine something about how the enchantment has been constructed. If he or she shares this information, the next hero to make an Arcana, Athletics, or Thievery check to disable the ward gains a +2 bonus to that check.

**Perception (DC 10):** The hero notices a fault in the stonework of the warded door. If he or she shares this information, the next hero to make an Arcana, Athletics, or Thievery check to disable the ward gains a +2 bonus to that check.

**Success:** The heroes open the basin-door and can descend into the treasure chamber below. Provide them with treasure appropriate to their level. At your choosing, this might also be the only entrance to a lower level of the dungeon.

**Failure:** The mystical ward locks down and cannot be opened by any means for one full day.

---

**Foulspawn Wretch**

Small aberrant humanoid XP 75

- **HP:** 1; a missed attack never damages a minion.
- **Initiative:** +10
- **AC:** 18, Fortitude 19, Reflex 17, Will 14
- **Speed:** 6, teleport 2
- **Low-light vision**

**Traits**

- **Ceaseless Murmurs**
  Any enemy adjacent to two or more foulspawn wretches takes a -2 penalty to Will.

**Standard Actions**

<table>
<thead>
<tr>
<th>Claw</th>
<th>At-Will</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Attack:</strong> Melee 1 (one creature); +12 vs. AC</td>
<td></td>
</tr>
<tr>
<td><strong>Hit:</strong> 7 damage, and a foulspawn wretch ally within 6 squares can teleport to a square adjacent to the target.</td>
<td></td>
</tr>
</tbody>
</table>

**Triggered Actions**

| Screaming Echo (teleportation) |
| Trigger:** The wretch drops to 0 hit points. |
| **Effect:** (Immediate Interrupt): The wretch teleports a nonminion ally within 6 squares of itself to the square the wretch occupies. |

| **Str:** 14 (**+5**) | **Dex:** 20 (**+8**) | **Wis:** 14 (**+5**) |
| **Con:** 16 (**+6**) | **Int:** 16 (**+6**) | **Cha:** 17 (**+6**) |

**Alignment:** evil  
**Languages:** Deep Speech, telepathy 10

---

**About the Author**

Craig Campbell was sucker into playing D&D in 1990 when some of his college friends told him he needed to get out less. In the time since, he’s devoured many sourcebooks, transforming himself into a zombie-like creature that constantly seeks to tell amazing stories and eat the brains of his players. Hailing from northeastern Wisconsin (go Packers!), he currently lives in Marietta, Georgia with his all-consuming love of bad movies.