

SCALING UP HELLSPIKE PRISON

Scaling the Adventure for Four 12th-Level Characters

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The adventure *Fantastic Locations*: *Hellspike Prison* was designed for four 9th-level characters. The following web enhancement provides alternative encounters that scale the adventure up for four 12th-level characters. Each section below should match up with the appropriate section in the original adventure.

1: MAGMA KEEP

The following areas can be adjusted to increase their challenge.

2. HELLSTRIKE BARGHEST MERCENARIES (EL 12)

Replace the barghests with five ogre barbarians.

Ogre Barbarian (5): hp 79 each; Monster Manual page 199; Suggested Miniature: Ogre (Harbinger 71/80), Ogre Ravager (Dragoneye 56/60), Skullcrusher Ogre (Deathknell 41/60), or Half-Ogre Barbarian (Underdark 18/60).

3. REINFORCEMENTS (EL 11)

Replace the barghests with four ogre barbarians (see above).

5. CHAIN CHRYSALISES (EL 13)

Replace the chain devils with the statistics for Zencelada on page 5 in the original text of *Hellspike Prison* (3 total).

Treasure: A search through the cocoons finds a total of 20 large fire opals, each worth 650 gp each.

6. CHAINED CHAIN DEVIL (EL 14)

Use the statistics for Zencelada below.

ZENCELADA

CR 14

Female chain devil fighter 8 LE Medium outsider (evil, extraplanar, lawful) Init +8; Senses darkvision 60 ft.; Listen +13, Spot +13 Languages Common, Infernal

AC 24, touch 16, flat-footed 20; Dodge, Mobility hp 127 (16 HD); regeneration 2; DR 5/silver or good Immune cold

SR 18 Fort +15, Ref +14, Will +9

Speed 30 ft. (6 squares) Melee 2 +2 chains +25 (2d4+9/19–20) Space 5 ft.; Reach 5 ft. (10 ft. with chains) Base Atk +16; Grp +21 Atk Options Combat Reflexes Special Actions dancing chains, unnerving gaze (DC 21)



Combat Gear potion of blur, potion of bull's strength, 3 potions of cure light wounds, 2 potions of cure serious wounds

Abilities Str 20, Dex 18, Con 16, Int 6, Wis 8, Cha 16
Feats Alertness, Combat Reflexes, Dodge, Greater Weapon Focus (chain), Improved Critical (chain), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (chain), Weapon Specialization (chain)

Skills Climb +16, Craft (blacksmithing) +17, Escape Artist +15, Intimidate +20, Listen +13, Spot +13, Use Rope +4 (+6 with bindings)

Possessions combat gear plus ring of protection +2, 2 +2 chains

Dancing Chains (Su) *MM* 53. Unnerving Gaze (Su) *MM* 54.

Hook Stumbles over simple words when speaking, enraging her all the more.

8. STORAGE

Treasure: A Search (DC 30) check reveals a secret compartment in the bottom of one barrel that contains 750 sheets of highest-grade vellum.

2: HELLSPIKE GROTTO

The following areas can be adjusted to increase their challenge.

11. VARGOUILLE ROOST (EL 12)

Replace the vargouilles with five ghosts (5th-level fighter). When not roused, they rest in the same locations as the vargouilles would have.

Ghost, 5th-Level Fighter (5): hp 32 each; Monster Manual page 117; Suggested Miniature: Spectre (Deathknell 42/60) or Cursed Spirit (Archfiends 49/60). Replace the read-aloud text with the following:

A band of spectral humanoids rush toward you, holding aloft transparent swords. They moan and scream, angry at your presence.

12. HELLSTRIKE BARGHEST MERCENARIES (EL 12)

Replace the barghests with five ogre barbarians.

Ogre Barbarian (5): hp 79 each; Monster Manual page 199; Suggested Miniature: Ogre (Harbinger 71/80), Ogre Ravager (Dragoneye 56/60), Skullcrusher Ogre (Deathknell 41/60), or Half-Ogre Barbarian (Underdark 18/60)

13. HELLMAIDEN'S SUITE (EL 12)

Replace the erinyes with the advanced erinyes below.

ADVANCED ERINYES

CR 12

LE Medium outsider (evil, extraplanar, lawful) Init +6; Senses darkvision 60 ft., see in darkness,

true seeing; Listen +20, Spot +20

Languages Infernal, Celestial, Draconic; telepathy 100 ft.

AC 26, touch 18, flat-footed 20; Dodge, Mobility

hp 123 (13 HD); DR 5/good

Immune fire, poison

Resist acid 10, cold 10; SR 20

Fort +13, Ref +14, Will +12

Speed 30 ft. (6 squares), fly 50 ft. (good); Shot on the Run

Melee +1 longsword +19/+14 (1d8+6) or

Ranged +1 flaming composite longbow [+5 Str] +19/+19/+14 (1d8+6[ts]3 plus 1d6 fire) with Rapid Shot or

+1 flaming composite longbow [+5 Str] +21/+16 (1d8+6/Xplus 1d6 fire) or

rope +19 (entangle)

Base Atk +13; Grp +18

Atk Options Rapid Shot

Special Actions entangle, *summon baatezu*

Spell-Like Abilities (CL 12th):

At will—greater teleport (self plus 50 pounds of objects only), charm monster (DC 19), minor image (DC 17), unholy blight (DC 19)

Abilities Str 21, Dex 22, Con 21, Int 14, Wis 18, Cha 20

Feats Dodge^B, Mobility^B, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow)

Skills Concentration +21, Diplomacy +7, Escape Artist +22, Hide +22, Knowledge (any two) +18, Listen +20, Move Silently +22, Search +18, Sense Motive +20, Spot +20, Survival +4 (+6 following tracks), Use Rope +6 (+8 with bindings)

Possessions ring of protection +2, +1 longsword, +1 flaming composite longbow [+5 Str], 50-foot rope

Entangle (Ex) MM 54.

Summon Baatezu (Sp) MM 54.

True Seeing (Su) MM 54.

Treasure: Silver comb with moonstones worth 750 gp and a jeweled anklet worth 3,600 gp.

14. HELL PILE (EL 12)

Replace the lemures with advanced versions, described below.

ADVANCED LEMURE

LE Medium outsider (evil, extraplanar, lawful) Init +0; Senses darkvision 60 ft., see in darkness, Listen +1, Spot +1

AC 14, touch 10, flat-footed 14

hp 27 (6 HD); DR 5/good or silver Immune fire, poison Resist acid 10, cold 10 Fort +5, Ref +5, Will +6

Speed 20 ft. (4 squares) Melee 2 claws +6 (1d4) Base Atk +6; Grp +6

Abilities Str 10, Dex 10, Con 10, Int ---, Wis 12, Cha 5 Feats None Skills None

Mindless (Ex) MM 57

15. HELLSPIKE (EL 16; VARIABLE)

Replace the barbed devil with a horned devil.

Kazarzikal (Horned Devil): hp 172; Monster Manual page 23; Suggested Miniature: Vrock (Archfiends 58/60).

3: MUSHROOM CAVERN

The following areas can be adjusted to increase their challenge.

17. DERRO SERVITORS (EL 13)

Replace the derro with the derro rogues described below (eight total).

DERRO ROGUES

Male and female derro rogue 4 LE, NE, or CE Small monstrous humanoid Init +6; Senses Listen +5, Spot + 1 Languages Common, Undercommon

AC 20, touch 13, flat-footed 18; uncanny dodge hp 33 (7 HD) Immune confusion and insanity effects **SR** 15 Weakness sunlight Fort +3, Ref +9, Will +7

Speed 20 ft. (4 squares) Melee +1 short sword +8 (1d4+1) or Ranged mwk repeating light crossbow +10 (1d6/19-20 plus poison) Base Atk +6; Grp +2

Atk Options Blind-Fight, Point Blank Shot, poison (see poison use), sneak attack +3d6

Combat Gear potion of cure moderate wounds, potion of magic weapon

Spell-Like Abilities (CL 3rd):

CR 5

CR 7

1/day-daze (DC 13), sound burst (DC 15) At will-darkness, ghost sound

Abilities Str 11, Dex 15, Con 13, Int 10, Wis 5, Cha 16

SQ madness, poison use, trap sense +1, trapfinding Feats Blind-Fight, Improved Initiative, Point Blank Shot

Skills Balance +6, Bluff +9, Climb +4, Hide +14, Listen +5, Move Silently +12, Spot +1, Tumble +6

Possessions combat gear plus studded leather armor, +1 short sword, +1 buckler, masterwork repeating light crossbow, masterwork studded leather armor, 10 poisoned crossbow bolts

Madness (Ex) MM 49 Poison Use (Ex) MM 49 Vulnerability to Sunlight (Ex) MM 49

18. DERRO DIGS (EL 13)

Replace the derro with the derro rogues described above (eight total).

Treasure: The DC 20 Search check reveals 330 platinum pieces.

19. ROPER GALLERY (EL 16)

Replace the roper with the advanced version described below.

Advanced Roper

CE Large magical beast Init +5; Senses darkvision 60 ft., low-light vision; Listen, +17, Spot +16

Languages Terran, Undercommon

AC 24, touch 10, flat-footed 23 **hp** 119 (14 HD) Immune electricity **SR** 30

Weakness fire

Fort +12, Ref +12, Will +9

Speed 10 ft. (2 squares) Melee 6 ranged touch (strands) +16 (drag) and bite +18 (2d6+7)

Space 10 ft.; Reach 10 ft. (50 ft. with strand) Base Atk +14; Grp +23

Atk Options drag, strands, weakness (DC 20)

- Abilities Str 20, Dex 13, Con 17, Int 12, Wis 16, Cha 12
- Feats Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (strand)

CR 16

Skills Climb +16, Hide +12 (+20 in rocky or icy terrain), Listen +17, Spot +16

Drag (Ex) MM 215 Strands (Ex) MM 215 Weakness (Ex) MM 215

20. ROCK AND A SHARP PLACE (EL 11)

Replace the earth elementals with two advanced earth elementals below.

Advanced Earth Elemental

N Large elemental

Init –1; Senses darkvision 60 ft., Listen +8, Spot +7 Languages Terran

AC 18, touch 8, flat-footed 18

hp 114 (12 HD); DR 5/—

Immune critical hits, flanking, poison, sleep effects, paralysis, stunning

Fort +13, Ref +3, Will +5

Speed 20 ft. (4 squares) **Melee** 2 slams +15 (2d8+7)

Space 10 ft.; **Reach** 10 ft.

Base Atk +9; Grp +20

Atk Options Improved Bull Rush, Improved

Sunder, Power Attack

Special Actions earth mastery, push

Abilities Str 25 , Dex 8, Con 20, Int 6, Wis 11, Cha 11

Feats Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Skills Listen +8, Spot +7

Earth Mastery (Ex) MM 98 Push (Ex) MM 98 Earth Glide (Ex) MM 98

21. BEHOLD THE TRUTH (EL 17)

Replace the beholder with the advanced version described below.

Advanced Beholder

LE Large aberration Init +6; Senses all-around vision, darkvision 60 ft., Listen +22, Spot +26 Languages Common, Draconic, Undercommon

AC 26, touch 11, flat-footed 24 hp 127 (15 HD) Fort +11, Ref +9, Will +13

Speed 5 ft. (1 squares), fly 20 ft. (good) **Melee** bite +5 (2d4) and **Ranged** touch eye rays +12 Space 10 ft.; Reach 5 ft. Base Atk +11; Grp +15 Atk Options Combat Reflexes, Flyby Attack Special Actions antimagic cone, eye rays (DC 20)

Abilities Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 16

SQ antimagic cone

CR 9

CR 17

Feats Alertness^B, Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Lightning Reflexes, Iron Will

Skills Hide +16, Knowledge (arcana) +21, Listen +22, Search +25, Spot +26, Survival +2 (+4 to follow tracks)

Antimagic Cone (Su) MM 27 Eye Rays (Su) MM 27

4: TEMPLE OF THE PRISMATIC FLAME

The following areas can be adjusted to increase their challenge.

25. LAVA FISSURE (EL 13)

Add seven additional average salamanders (total is ten). *Treasure*: The gems are worth a total of 4,500 gp.

26, 27, AND 28. LAVA GALLERY (EL 10 EACH)

Add three additional average salamanders in each room (four total per room).

29. TEMPLE OF THE PRISMATIC FLAME (EL 15)

Increase the DC of the Spot check to DC 30.

Unearthly Music: Increase the Unearthly Music's Will save to DC 20.

Altars: Increase the Knowledge (arcana) check to DC 30.

Demonic Statues: Replace the stone golems with advanced stone golems, described below.

CR 15

Advanced Stone Golem

N Large Construct

Init -1; Senses darkvision 60 ft, low-light vision, Listen +0, Spot +0

Languages None

AC 26, touch 8, flat-footed 26

hp 129 (18 HD); DR 10/adamantine

Immune magic, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, nausea, fatigue, exhaustion, energy drain, breathe, mind-affecting effects, critical hits, nonlethal damage, ability damage, ability drain, effects that require a Fortitude save (unless the effect also works on objects or is harmless); not at risk of death due to massive damage

Fort +6, **Ref** +5, **Will** +6

Speed 20 ft. (4 squares) **Melee** 2 slams +22 (2d10+10) **Space** 10 ft.; **Reach** 10 ft. **Base Atk** +13; **Grp** +27 **Atk Options** slow (DC 19)

Abilities Str 30, Dex 9, Con —, Int —, Wis 11, Cha 1 Feats None Skills None

Slow (Su) MM 137

Immunity to Magic (Ex) MM 137

30. HAUNTED HALL (EL 13)

Replace the wraiths with two dread wraiths. One sits inside the northwest corner and the other in the southeast corner.

Dread Wraiths (2): hp 104 each; Monster Manual page 228; Suggested Miniature: Boneclaw (Deathknell 47/60) or Aspect of Nerull (Deathknell 31/60) or Large Air Elemental (Angelfire 20/60).

32. VAULT (EL 13)

Replace the poisoned spiked pit trap with a *permanent symbol of death* (CL 13th). The symbol is large enough to fill the area defined where the pit trap is on the map. Increase all break, Disable Device, and Search checks by 3.

Treasure: The chest reveals a large hoard of cash: 803 platinum pieces.

33. STUDY

Increase the stone door break check to DC 30. Increase the stone door Open Lock check to DC 25. Increase the desk drawer Open Lock check to DC 30.

34. RUINED LIBRARY

Increase the DC of all Search checks by 3.

