



FANTASTIC LOCATIONS™

HELLSPIKE PRISON™



TSAI

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INTRODUCTION

This 16-page adventure booklet contains several challenging encounters that can be combined to form a short DUNGEONS & DRAGONS® adventure intended for four 9th-level characters. The encounters play out on the battle maps included in this product. To run these encounters properly, you (as the Dungeon Master) need the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, as well as some D&D® miniatures. The Adventure Background (see below) contains all of the information you need to get the adventure underway. Although designed for 9th-level characters, this adventure requires only minor adjustments to adapt it to lower- or higher-level play.

USING THE BATTLE MAPS

Fantastic Locations: Hellspike Prison includes four miniatures-scale maps that provide exciting battlegrounds for RPG encounters or miniatures skirmishes. These maps allow for dynamic and challenging encounters, encouraging you and your players to make important tactical decisions while combat is underway.

For the Roleplaying Game: *Fantastic Locations* battle maps don't depict your average dungeon complex. The maps aren't meant to represent an entire adventure, either. Instead, the maps provide interesting locations for key scenes and important battles. It takes a lot of effort on your part to design a complex encounter, but here the work is done for you. The monster tactics take advantage of the maps provided, ensuring that the battles range over large sections of the map terrain.

Small reproductions of the maps, with the numbered locations within each site identified, are printed on the inside covers of this booklet. For obvious reasons, your players should not be allowed to view these small maps.

If you decide not to run the *Hellspike Prison* adventure, you can freely adapt the battle maps to other encounters in your own campaign.

Some of the labels on the battle maps are intended for the *D&D Miniatures Game* only. These include areas marked "Start Area," "Exit," and "Victory Area." Room tags for the RPG adventure have been deliberately left off of the battle maps, although they appear on the DM's maps on the inside cover.

Battle map labels that apply to the roleplaying game include the following.

Difficult Terrain: Squares marked with a light-colored triangle are considered difficult terrain. Each square of difficult terrain costs 2 squares to move into (3 squares if it's a diagonal move).

Risky Terrain: Squares marked with a light-colored skull are considered risky terrain. Risky terrain counts as difficult

terrain. Any creature that enters a square of risky terrain has a 25% chance of taking 2d6 points of damage.

For Skirmish Play: The maps in this product are carefully designed for fast and exciting miniatures play. You can use these maps for any *D&D Miniatures Game* battles. Starting in 2006, you will be able to use *Fantastic Locations* maps in sanctioned miniatures tournaments.

Refer to page 16 for specifics on using these maps with official D&D miniatures.

ADVENTURE BACKGROUND

When an entire village's population goes missing, clues point to barghest mercenaries who operate out of nearby Castle Ferule, even though the structure has partially collapsed into the earth. Player characters are called upon to get to the bottom of what happened and prevent it from happening again.

CHOOSING AN ADVENTURE HOOK

The player characters can become involved in the missing village's plight in one of several ways. Choose the hook that best suits your particular group of characters:

—A character has a friend or relative in the village. Upon arriving there, the PCs find no evidence that person died in the attack but discover some sign that he or she was taken, such as a locket dropped on the raiders' trail.

If You Choose This Hook: The adventure assumes that you use this option, and you need to make only minor modifications to adapt the adventure to your own campaign world.

—A leader of a nearby nation or of a group the PCs belong to requests that they investigate. Alternatively, the PCs get in trouble with a powerful individual or group and are forced to seek out someone captured from the village.

—The PCs learn that an old foe was staying in the village before it was attacked. That person might be working with the barghests, or the PCs might need something the missing foe possessed.

If You Choose One of These Hooks: You need to make only minor modifications to adapt the adventure to your own campaign world.

—The PCs stumble upon one of the dungeon areas while involved in some unrelated adventure.

If You Choose This Hook: The PCs can visit the adventure's four encounter areas (Magma Keep, Hellspike Grotto, Mushroom Cavern, and Temple of the Prismatic Flame) in any order.

REUSING THE MAPS

All the encounters described in this adventure booklet unfold on the miniatures-scale battle maps included in this product. Although the maps in each *Fantastic Locations* product emphasize specific terrain elements that allow for more exciting and compelling battles, they are quite versatile, and we encourage

you to use them more than once in a campaign. Any of the maps could be used to represent other portions of other underground complexes later in your campaign.

Check the Wizards of the Coast website, RPGA® adventures, and the pages of *Dungeon*® Magazine for variant encounters using the *Fantastic Locations* maps.

I: MAGMA KEEP

The first section of this adventure takes place in a sunken section of Castle Ferrule called Magma Keep.

Recently, the barbed devil Kazarzikal gained control of Castle Ferrule—in fact, the castle's foundations weakened and collapsed because of his machinations, killing most of the previous occupants. Kazarzikal knows a secret about Castle Ferrule—the structure hosts a minor planar breach that allows direct access to the Nine Hells of Baator. The breach is embodied in a mystical stone called the Hellspike, and the devil craves control over it.

After causing the castle's collapse and assuming control of the surviving creatures, Kazarzikal began to experiment directly with the Hellspike. In short order, the devil learned that sacrifice was the key—the more creatures he sacrificed to the lava around the Hellspike, the stronger the breach grew. Whenever he sacrificed six or more creatures to the Hellspike, he was able to open the breach wide enough to call more devilish allies.

Kazarzikal has ordered his barghest minions to begin kidnapping local people to fuel his use of the stone (which eventually led to the depopulation of the nearby village). No matter how many sacrifices he makes, though, he can never keep the breach open for more than a few moments. The devil has recently learned that this is caused by a flaw in the Hellspike.

Kazarzikal begins to make preparations for repairing the flaw when the PCs become embroiled in the adventure.

JOURNEY TO CASTLE FERRULE

Once the adventurers decide to investigate the whereabouts of the missing villagers, the first step in their journey takes them to the site of the abandoned village.

The village was not only depopulated—it was torched. However, few bodies are to be found. A clear trail of heavy bootprints leads away over a ridge, mixed with the prints of sandals, shoes, and barefoot human feet. Along the trail are bloody shreds of cast-off garments, the shallow graves of prisoners who died due to rough handling, and other refuse. The signs are clear enough that no Search or Survival check is needed to follow the trail, which leads a few short miles across rocky highlands toward Castle Ferrule.

Read or paraphrase the following text to the players when the PCs come upon the ruined fortress.

A great smoking pit surmounts the ridge. A few half-collapsed retaining walls still surround it, hinting at the outlines of some monumental structure that has vanished, swallowed into the earth. The fumes rising from the pit are black, and a stink of sulfur hangs in the air. A reddish glow highlights the edges, hinting at active lava in the pit's gullet.

Observers can see surviving structural elements of the collapsed castle, although the central portion of the pit is a bubbling pool of lava. A recently (if crudely) constructed stairway descends down one side of the pit and into a worked stone tunnel—presumably one of the sub-basements of the absent fortress. The trail left by the barghest kidnapers leads down the stairs to the subterranean opening.

ENCOUNTERS IN THE MAGMA KEEP

Once the characters descend the stairs and enter the subterranean tunnel, they reach the edge of the Magma Keep map. Have the players place their miniatures in the area marked "1" on the accompanying map.

1. PCS' START AREA

A large cavern contains a stone structure, which looks like a small keep. The keep is partially surrounded by a moat of lava.

Once the players place their miniatures on the battle map, proceed with the fight against the Hellstrike barghest mercenaries (described below).

2. HELLSTRIKE BARGHEST MERCENARIES (EL 8)

A skilled group of barghest mercenaries have served Kazarzikal since before the devil caused Castle Ferrule to collapse. These barghests call themselves the Hellstrike Legion to signal the patronage of their hellish lord.

Creatures: Four barghests from the Hellstrike Legion guard the entrance to Magma Keep, split into two groups of two (one group in each of the two locations labeled "2" on the map). As soon as they become aware of intruders, the barghests shout to alert all the other creatures within the area, then all rush to join melee.


Barghests (4): hp 33 each; see *Monster Manual* page 23. *Suggested Miniature:* Barghest (*Harbinger* 39/80).

LAVA

Many areas of this adventure have open fissures and pits containing lava. See Lava Effects on page 304 of the *Dungeon Master's Guide*. A creature that falls into lava counts as exposed to it and takes 2d6 points of fire damage in the first round. If it is not extricated (a DC 15 Strength check, assuming the creature has some

means of pulling itself out or being pulled out), it then counts as immersed and takes 20d6 points of fire damage per round.

Crossing a Fissure: Jumping across a lava fissure that is less than 1 square wide requires a DC 10 Jump check (or a DC 5 Jump check with a running start). A character who fails this Jump check must succeed on a DC 15 Reflex save or fall into the lava fissure.



Tactics: The barghests attempt to do as much damage to the intruders as possible, with little regard for their own safety—they've been promised a prince's welcome in Baator if they should perish while serving Kazarzikal, and they believe it.

Development: After just 1 round, reinforcements arrive from area 3 (see below).

3. REINFORCEMENTS (EL 7)

Read or paraphrase the following to the players when the PCs see this area.

This broken chamber has been partially cleaned up. It now serves as a rough-and-ready barracks for several humanoid creatures, as evidenced by the half-dozen cots, metal cooking implements, and related mundane equipment.

The barghests that serve Kazarzikal spend their off hours in this room (or in area 4, torturing the remaining living prisoners).

Creatures: Three Hellstrike Legion barghests lounge in the chamber. They instantly respond to the sounds of conflict in any adjoining area.

Barghests (3): hp 33 each; see *Monster Manual* page 23. *Suggested Miniature:* Barghest (*Harbinger* 39/80).

Tactics: These barghests take a moment to use their spell-like abilities before attacking. One uses *mass enlarge*; the next, *mass bull's strength*; and the last, *invisibility sphere*.

Development: Fights that take place in areas 1, 2 or 3 are loud and alert other creatures in the keep of intruders. However, instead of sending reinforcements, the remaining inhabitants quietly prepare ambushes.

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4. CAPTIVES

The surviving, yet-to-be sacrificed villagers are kept in this large chamber.

Rusted shackles drape the north and west walls of this open courtyard. About half of the shackles retain prisoners, and a sorry lot they are—half dead from torture, heat, and thirst. The floor is covered in blood, old and new. Implements of torture are strewn negligently around the room. All told, nearly thirty living captives languish here, some weeping, others moaning in pain, but most staring dully forward, all hope extinguished.

Creatures: If the PCs enter the chamber after fighting barghests, then some of the prisoners (human commoner 1) are alert and begin to call out for help as soon as they see anyone who is not a barghest. Releasing them is simple enough, should the PCs choose to do so: A large key hangs on the north wall, just out of reach of the closest prisoner.

If the prisoners are released, they thank the PCs and leave through the exit at area 1. However, they express concern that other still-living captives are being kept deeper within the complex, somewhere to the north. They know that those taken from their number are sacrificed to some sort of relic called the Hellspike—when enough are killed, a new devil travels from the Nine Hells into the world to serve Kazarzikal.

Development: If the PCs managed to slip into this chamber without alerting the barghests in areas 2 and 3, the rising excitement of the prisoners alerts the fiends, who attack while the PCs are dealing with the captives.

The chain devils in area 5 (see below) slowly awaken after initial sounds of combat in areas 1–3, or with the rising sound of prisoner excitement at the approach of the PCs. If so roused, they launch an attack into area 4 while the PCs are distracted by the prisoners. However, see the tactics described in area 5 for how the chain devils prefer to fight.

5. CHAIN CHRYSALISES (EL 9)

Kazarzikal has been seeding various portions of his new keep with devils he has summoned with the Hellspike.

When the characters enter this area, read or paraphrase the following text.

Like thick spider's webbing, a tangle of iron chains covers the ceiling and the south, east, and north walls of this chamber. Hanging down like insect chrysalises are three cocoons composed completely of iron chains. A break in the chains on the northern wall reveals a breach into the next chamber, but the debris of collapsed masonry lies underfoot within that cavity.

Creatures: The chain devils in this area lie quiescent within their chrysalises until commanded by Kazarzikal, or until the sound of conflict or excited prisoners rouses them (or they are directly disturbed by PCs). Once roused, they move to investigate—but not before one darts into area 6 and alerts Zencilada, a chain devil of particular deadliness (see area 6 below).

Chain Devils (3): hp 52 each; see *Monster Manual* page 53. *Suggested Miniature:* Chain Devil (*Angelfire* 36/60).

Tactics: The chain devils have a plan to deal with intruders—feint with a strong attack, then fall back to their chain-wrapped room at the first sign of a strong defense. Ideally, they retreat through area 5, through the breach in the wall, and into area 6. The floor of the breach counts as dense rubble (see the sidebar), but because the breach is hung with chains, the chain devils can move through the area without penalty.

Development: If the chain devils are successful in luring intruders into room 5, they use their dancing chains ability to attack intruders in area 5 or 6. Any PCs entering (or adjacent to) area 6 must also deal with Zencilada (see below).

Treasure: A search through the cocoons finds a total of 17 fire opals, each worth 200 gp.



DENSE RUBBLE

Castle Ferrule's fall into the cavern caused the collapse of many walls, leaving heaps of fallen rock that count as dense rubble. Moving into a square of dense rubble costs 2 squares of movement, increases the DC of Tumble and Balance checks by 5, and adds 2 to the DC of Move Silently checks.



6. CHAINED CHAIN DEVIL (EL 10)

Though most devils Kazarzikal brought through the Hellspike have been predisposed to obey him, not all were keen on following the barbed devil's lead. One of those was the chain devil Zencelada. Through the combined efforts of other devils loyal to Kazarzikal, she was magically transformed and confined to this chamber.

When the PCs enter this area, read or paraphrase the following text.

This chamber is draped with chains. A particularly large chain, solidly connected to the center of the floor, appears to be the magically animated lower body of an otherwise humanoid creature, completely wrapped in chains like a shroud.

ZENCELADA

CR 10

Female chain devil fighter 4
LE Medium outsider (evil, extraplanar, lawful)
Init +7; **Senses** darkvision 60 ft.; Listen +12, Spot +12
Languages Common, Infernal

AC 22, touch 14, flat-footed 19
hp 98 (12 HD); regeneration 2; **DR** 5/silver or good
Immune cold
SR 18
Fort +13, **Ref** +12, **Will** +8

Speed 30 ft. (6 squares)
Melee 2 +1 chains +19 (2d4+8/19–20)
Space 5 ft.; **Reach** 5 ft. (10 ft. with chains)
Base Atk +12; **Grp** +17
Atk Options Combat Reflexes
Special Actions dancing chains, unnerving gaze (DC 17)
Combat Gear *potion of cure serious wounds*

Abilities Str 20, Dex 17, Con 16, Int 6, Wis 8, Cha 16
Feats Alertness, Combat Reflexes, Improved Critical (chain), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (chain), Weapon Specialization (chain)

Skills Climb +16, Craft (blacksmithing) +17, Escape Artist +14, Intimidate +18, Listen +12, Spot +12, Use Rope +3 (+5 with bindings)

Possessions combat gear plus *ring of protection* +1, 2 +1 chains

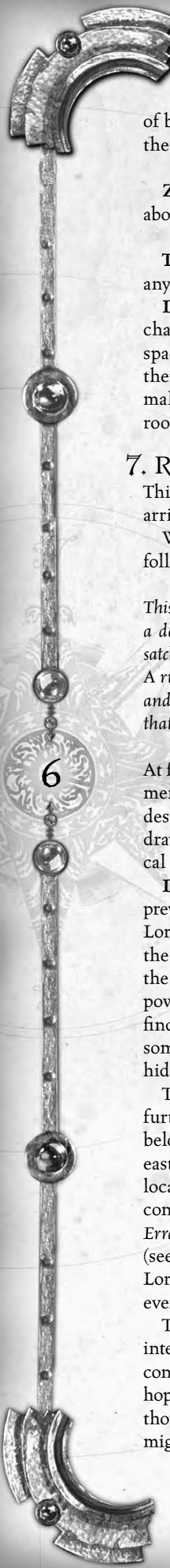
Dancing Chains (Su) MM 53.
Unnerving Gaze (Su) MM 54.

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

Creatures: In an act of cruel irony, Zencelada the chain devil has been partially transformed into a chain herself. She is furious at her imprisonment and eager to attack any creature she can reach, except for other chain devils. Her lower body is a thick iron chain connected to a massive iron ring in the center of this chamber; however, she has enough slack to move anywhere in her room



Using the Hellspike, Kazarzikal summoned chain devils to defend his keep



of bondage and thus can reach 15 feet into area 5, area 8, or the hallway between areas 6 and 7.

Zencelada (Chain Devil 4th-Level Fighter): hp 98; see above. *Suggested Miniature:* Chain Devil (*Angelfire* 36/60).

Tactics: Zencelada uses her own chain body to beat down any creature she can reach.

Development: As described in area 5 above, the other chain devils seek to lure intruders into either this room or a space adjacent to it. If this occurs, they aid Zencelada, using their dancing chains ability against foes in area 5 or 6, or making melee attacks against creatures in the hallway or in room 8.

7. RUINED STUDY

This room houses remnants from the time before Kazarzikal's arrival and subsequent takeover of the castle.

When the characters enter this area, read or paraphrase the following text.

This area shows clear signs of earlier habitation. The chamber contains a desk, bookshelves, a few overturned chairs, and several leather satchels lying open with scattered bits of parchment surrounding each. A rug in the center of the floor is dappled with pale brown fungus, and three former paintings on the wall are now only empty frames that hang askew.

At first glance, it seems that every bit of furniture and document in the chamber has been opened, rifled through, and destroyed. However, a DC 20 Search check reveals a locked drawer in the desk, which holds a small bundle of nonmagical scrolls.

Development: These scrolls describe the efforts of the previous owner of Castle Ferrule, a man known only as the Iron Lord, to control a relic called the Hellspike he discovered in the subcellars of the castle. After several months of research, the Iron Lord learned several things. First, the Hellspike's true power could be realized (or permanently destroyed) only by finding and returning to it a shard broken from the relic in some ancient conflict. The shard, called the *Cacofex Splinter*, is hidden away in a secret location.

The Iron Lord expanded his search for the *Cacofex Splinter*, further exploring the tunnels that lead every which way from below Castle Ferrule. Eventually, through the tunnels to the east, he discovered a creature called Vereorax that knew the location of the shard. The knowledge of its secret location was contained in an item highly prized by Vereorax—the *Eye of Erramu*. Supposedly the image of the location lies in the *Eye* (see the magic item entry on page 12). Unfortunately, the Iron Lord could not convince Vereorax to give up the *Eye of Erramu* even briefly, such was the creature's power.

The very last document in the drawer records the Iron Lord's intention to try to activate the Hellspike, despite his imperfect control and knowledge of it without the *Cacofex Splinter*. He hoped to summon a devil strong enough to overcome Vereorax, though he knew it would be a dangerous undertaking since he might not be able to control the creature.

No documents record the Iron Lord's fate, but he was right—the devil he summoned, Kazarzikal, was in no way bound to his caller's will. Kazarzikal slew the Iron Lord and collapsed his castle, and now rules the remnants—himself searching constantly for the splintered shard of the Hellspike.

8. STORAGE

This room was a convenient storage area for the castle's previous occupants.

Several barrels and crates are stacked in the northeast corner of this chamber. All are covered in a thick layer of dust.

The containers hold cloth, water, coal, oil, torches, twine, chalk, lime, and other common items. A DC 20 Search check reveals a secret compartment in the bottom of one barrel that contains 500 sheets of highest-grade vellum.

9. WAR STUDY

This room served as an auxiliary study for the Iron Lord when he wasn't conducting research on the Hellspike.

Martial banners, crossed swords, and shields bearing the device of a devilish face are hung around this chamber, all covered in dust. A collapsed oak table occupies most of the floor, though the splinters of a dozen demolished chairs are visible around it. The southern portion of the west wall holds a blackened, scorched scroll case stuffed with charred remnants of parchment.

An examination of the scroll case (Search DC 20) reveals one parchment not completely destroyed—it is a map of what Castle Ferrule looked like before it was collapsed.

2: HELLSPIKE GROTTTO

The devil Kazarzikal knows there is a flaw in the Hellspike, and he knows how to repair it: Obtain the missing shard, also known as the *Cacofex Splinter*. The key to finding the splinter is guarded by a powerful creature in a nearby cavern. Ever cautious, Kazarzikal has been focusing all his energies on opening the Hellspike to draw through other powerful allies (two more barbed devils) to help him safely find and obtain the shard. Once he has it, he can permanently expand his power base by gaining complete control of the Hellspike.

JOURNEY TO THE HELLSPIKE GROTTTO

The north side of the Magma Keep map matches up with the south side of the Hellspike Grotto map, which is the preferred orientation for this adventure. (The east side of the Hellspike Grotto map also matches up with the west side of the Magma Keep map, and the two can be combined in this way for adventures of your own design.)

The PCs can get to the Hellspike Grotto simply by walking off the northern portion of the Magma Keep map.

ENCOUNTERS IN THE HELLSPIKE GROTTO

Once the characters reach the Hellspike Grotto, have the players place their miniatures in the area marked "10" on the accompanying map.

10. PCS' START AREA

Once the players place their miniatures on the battle map, read or paraphrase the following text.

Gaping fissures flicker with lava-red light, and clouds of black smoke hover in the air, hiding the extent of the large cavern. Even above the overlying noise of bubbling lava, cries and screams are audible to the northwest.

Creatures: An imp (using *invisibility*) is on watch here. When it spies intruders, the invisible imp screams out a warning to alert Kazarzikal (in area 15) of the threat, as well as the vargouilles in area 11, the Hellstrike Legion barghests in area 12, and the erinyes in area 13. As soon as Kazarzikal knows intruders are in the vicinity, the devil begins sacrificing assembled captives to the Hellspike to draw forth other powerful devils (he was planning to do so anyway, but the warning accelerates his schedule). If the PCs somehow spot the imp despite its invisibility, they might prevent this warning, but the commotion of battle still alerts the creatures in the surrounding areas (unless the PCs eliminate the imp without making any noise).

Imp: hp 13; see *Monster Manual* page 56. *Suggested Miniature:* Imp (*Angelfire* 43/60).

Tactics: Once it gives its warning, the imp hangs back, watches the situation, and calls out in Infernal to keep Kazarzikal informed of how the PCs are doing against the devil's defenders. It avoids conflict and flees if necessary (only to return invisibly 1 round later and continue with its task).

Development: After the imp's warning (or after the characters attack the imp), other creatures respond according to the following timeline. These creatures attack the PCs and seek to keep them bottled up in area 10, or failing that, attempt to keep them away from area 15.

After 1 Round: The vargouilles arrive from area 11.

After 2 Rounds: The Hellstrike Legion barghests arrive from area 12.

After 3 Rounds: There is a sudden increase in the volume and intensity of the screams to the northwest. This is the audible clue that Kazarzikal has begun sacrificing captives (see area

15). The screams are in Common, along the lines of "No! Don't throw me in the lava!"

After 4 Rounds: The erinyes in area 13 makes her presence known.

11. VARGOUILLE ROOST (EL 8)

A swarm of creatures on leathery wings flap forward, shrieking with unholy glee. The creatures have no bodies, only humanoid heads crowned with writhing tendrils and eyes that burn with emerald flame.

Creatures: When not roused, eight vargouilles roost in a slight concavity of the ceiling in this area (Spot DC 19 to see when passing directly beneath). If warned by the imp's alarm or the sound of conflict, or if they see the PCs passing beneath the area of their roost, they attack.

Vargouilles (8): hp 5 each; see *Monster Manual* page 254. *Suggested Miniature:* Vargouille (*Angelfire* 49/60).

Tactics: The vargouilles fly forward, hoping to paralyze the PCs with their shriek special ability, then clamp down with their poisoned bites to deliver awful transformative kisses. Even if the vargouilles are unsuccessful in their attacks, their shrieking serves as a secondary alarm system for the cavern's inhabitants.

12. HELLSTRIKE BARGHEST MERCENARIES (EL 7)

More Hellstrike Legionnaires are camped in this area.

This area has been partially cleaned up and now holds several cots, camp gear, and related mundane equipment.

Creatures: Three barghests from the Hellstrike Legion keep a watch on area 11 and their own area. As soon as they become aware of intruders, they shout to alert all the other nearby creatures, then rush to join melee.

Barghests (3): hp 33 each; see *Monster Manual* page 23. *Suggested Miniature:* Barghest (*Harbinger* 39/80).

Tactics: The barghests try to keep intruders away from area 15, and they are willing to give their lives in the process.

Development: If the PCs manage to find the barghests before encountering any other creature in the Hellspike Grotto, they give the warning instead of the imp in area 10. The timeline of responses is otherwise the same as described above, except that 2 rounds after the barghests attack, the erinyes arrives (and of course, the barghests are already present).

SMOKE

Squares that contain smoke block line of sight, but do not impede movement or block line of effect. A creature in a square filled with smoke is invisible to all nonadjacent creatures.

Likewise, a creature in a smoke-filled square can see adjacent creatures normally, but all nonadjacent creatures are invisible with respect to it. This means that creatures in a smoke-filled area, even at the very edge, cannot see out of it.



13. HELLMAIDEN'S SUITE (EL 8)

In a major coup, Kazarzikal gained the aid of an erinyes who agreed to pledge herself to his cause.

Beyond the veil of sulfurous smoke lies a strangely enchanting bower. Between two mismatched masonry walls is slung a long, delicate hammock, seemingly woven of silver light. On the northern surface of the western wall is a large mirror, whose wooden frame is skillfully carved with all manner of nymphs, fairies, and other woodland creatures. Beneath the mirror sits a large iron chest.

Creatures: An erinyes spends much of her free time napping in the silver hammock or preening in front of the mirror, imagining the day when she and her kind will reclaim their stolen celestial heritage. The first step in her plan is Kazarzikal's bid for dominance in the material world by establishing a permanent breach, which she hopes will be successful.

When she hears the alarm given by the imp, the shrieks of the vargouilles, or the clamor of the Hellstrike Legionnaires, she mentally prepares herself, then finally responds 4 rounds later. If encountered prior to that time, she attacks immediately.

Erinyes: hp 85; see *Monster Manual* page 54. *Suggested Miniature:* Erinyes (*Archfiends* 33/60).

Tactics: If the erinyes observes a lone PC, she uses her entangling rope in an attempt to grab that person and drop him or her into a nearby lava fissure. If she responds to an alarm from other denizens of the grotto, she moves up through the smoke to stand just out of it. From this position, she fires her flaming longbow at PCs for as long as possible. If targeted, she steps back, then (using her intimate knowledge of the cavern's layout) moves through the smoke to another position where she can get off a few more shots. She keeps up these guerrilla tactics as long as she can get away with them, even continuing to pepper PCs as they move into areas 14 and 15.

Treasure: The chest seems to hold only a selection of scandalously low-cut dresses and a variety of high-heeled shoes (whose spikes look painfully sharp). A successful Search check (DC 30) reveals a secret compartment in the bottom of the chest that holds a silver comb with moonstones worth 500 gp and a jeweled anklet of astonishing quality, worth 2,400 gp.

Of much greater significance is a small diary (bound in human skin, of course) written in Infernal. It describes the erinyes's secret plan to liberate the *Eye of Erramu* from a creature called Vereorax in a mushroom-filled cavern to the east, and from there to track down a shard broken from the Hellspike—the *Cacofex Splinter*. With it, she can either wrest control of all the summoned devils from Kazarzikal, or send them all back to their plane of origin by destroying the shard (which also permanently deactivates the Hellspike). The erinyes laments that she cannot simply destroy the Hellspike directly—she's tried, but the stone monolith seems immune to harm.

14. HELL PILE (EL 8)

Read or paraphrase the following if PCs enter the area.

A molten mass of oozing flesh undulates and pulses in the center of this area. From within the mass, you catch glimpses of human-shaped

heads, torsos, arms, and hands before they are pulled back within. Anguish is clearly visible on each briefly discernible face.

Creatures: Kazarzikal has obtained several lemures that he uses in minor ways—he hasn't posted them as guards because he has little respect for these mindless creatures' abilities. They attack en masse against anything that disturbs them.

Lemures (12): hp 9 each; see *Monster Manual* page 57. *Suggested Miniature:* Lemure (*Giants of Legend* 34/72).

Development: If Kazarzikal is attacked in area 15, he mentally commands the lemures here (as a free action) to provide what aid they can.

15. HELLSPIKE (EL 11; VARIABLE)

Read or paraphrase the following if the PCs enter the area within 9 rounds of having alerted any creature in the grotto of their presence.

A black stone obelisk, the Hellspike stands at the far end of a peninsula of rock surrounded by molten lava. The faces of devils and the damned are frozen in anger and fear on the surface of the stone. The eyes and mouths of those faces glow as red as the surrounding lava, as if the Hellspike were merely a thin shell of rock restraining a tide of evil and fire.

Standing directly in front of the Hellspike is a tall, humanoid-looking creature covered with sharp barbs. It is busily grabbing bound human captives and unceremoniously dumping them, as they scream horribly, into the burning lava.

Close observation of the Hellspike reveals that one carved face is splintered, and a slender chunk of stone is missing.

Creatures: Kazarzikal has six human prisoners trussed and stacked like cordwood along the western portion of the peninsula, ready for sacrifice when all his preparations are in place. He is ready to act quickly should he become aware of intruders.

Kazarzikal (Barbed Devil): hp 126; see *Monster Manual* page 51. *Suggested Miniature:* Barbed Devil (*Angelfire* 35/60).

Tactics: As soon as Kazarzikal knows intruders are in the Hellspike Grotto, the devil begins to activate the Hellspike to open a brief doorway to Baator, which requires the sacrifice of six captives.

Three rounds after the PCs first trigger the imp's warning or become embroiled in combat with other creatures in the cavern, Kazarzikal begins tossing captives into the lava one at a time. If he is allowed to finish (6 rounds later, or a total of 9 rounds after characters first alert the inhabitants of the grotto), see Development below.

If the PCs manage to get to this area and engage Kazarzikal before he finishes the sacrifice, the barbed evil fights defensively and keeps trying to throw in the captives even while under attack. Each time a victim is consumed by the lava, the Hellspike glows brighter. Only if reduced to 30 hit points or below does the devil use *greater teleport* to escape.

Even if Kazarzikal retreats, he is refreshed and ready to



Opening a portal to Hell exacts a payment in souls

attack the PCs again should they return to the grotto with the *Cacofex Splinter*.

Development: If Kazarzikal finishes his sacrifice, the Hellspike activates at the beginning of the following round (round 10).

The Hellspike seems to suddenly recede into a dimension behind the air. In its place is a long, burning tunnel through which two terrible barbed figures stalk closer. Outside the portal, the devil capers and claps its claws together, exclaiming jubilantly in Infernal: "My brothers answer—when we find the Cacofex Splinter, our rule will truly begin!"

No force can close the portal before two additional barbed devils arrive, at the end of the same round (round 10). In the meantime, Kazarzikal fights defensively, or steps back and disappears altogether.

PC Options: Try to make clear to the players that all three barbed devils are likely a force too potent for the PCs to face (although they might try to fight anyway). If they decide they are not up to such a challenge and flee, Kazarzikal allows them to leave. Now that he has a proper force to seize the *Eye of Erramu* from its current owner, he believes it is only a matter of time before he obtains the *Cacofex Splinter* and opens the planar breach permanently.

At this point, the PCs' best bet is to find the *Cacofex Splinter* before the devils get to it (which they do in one full day's time). If they haven't discovered any of the clues about the location of the shard, then they will have great difficulty overcoming that challenge unless you give the players some assistance.

3: MUSHROOM CAVERN

Characters seeking to permanently close the Hellspike (or possibly, control it for themselves) eventually learn that they must find the *Eye of Erramu*, which in turn points the way to the location of the *Cacofex Splinter*. As described earlier, the PCs discover that a powerful being called Vereorax has the *Eye of Erramu*.

Vereorax is a beholder that lairs in a large cavern filled with its many minions and natural beds of giant mushrooms. Vereorax seems insane by most standards, but the beholder is nonetheless a deadly monster. Those who hope to deal amicably or reasonably with the owner of the *Eye* are bound to be disappointed.

GIANT MUSHROOMS

The patches of giant mushrooms indicated on the map count as light undergrowth. A square containing light undergrowth costs 2 squares of movement to enter and provides concealment. The DCs of Move Silently and Tumble checks increase by 2 in these squares.

JOURNEY TO THE MUSHROOM CAVERN

The Mushroom Cavern map is not contiguous with any of the other maps—the only guidance provided to the PCs is that Vereorax can be found somewhere to the east of Castle Ferrule. Exiting any of the openings on either the Hellspike Grotto or the Magma Keep map leads into a series of winding tunnels that eventually narrow down to a single track leading east. Traveling a few miles through various nondescript, natural cavern tunnels eventually leads the characters to the mushroom cavern.

ENCOUNTERS IN THE MUSHROOM CAVERN

All the creatures that inhabit areas 16–20 either serve the beholder Vereorax or are allied with it. The beholder has stationed its minions so as to maximize their defensive value, as well as to provide the greatest amount of warning should any intruder make it all the way to its lair (area 21).

Once the characters reach the mushroom cavern, have the players place their miniatures in the area marked “16” on the accompanying map.

16. PCS' START AREA

Giant mushrooms have successfully colonized this large, many-walled cavern, restricting vision in the sections where fungus is most densely clumped. The mushrooms grow in a rich bed of decaying plant and fecal matter that covers the entire floor, giving the cave a pungent, earthy scent with a hint of ammonia.

Unless the PCs are attempting to hide, the derro in area 17 (who routinely hide while maintaining their watch; see below) become aware of their arrival.

Development: The derro are on the lookout for intruders. They attack as soon as they are alerted to such an intrusion; proceed with the next encounter.

17. DERRO SERVITORS (EL 9)

These vicious derro serve Vereorax, who lairs in area 21. They obey the beholder out of a fear so strong that even potential death at the hands of invaders does not deter them.

Creatures: Eight derro are spread out and hiding among the clumps of giant mushrooms (Hide +10). As soon as combat begins, they yell out to alert other creatures in areas 18–21.

Derro (8): hp 16 each; see *Monster Manual* page 49. Each has five poisoned crossbow bolts. *Suggested Miniature:* Derro (*War Drums* 46/60).

Tactics: The derro spend as long as possible firing poisoned bolts before entering melee. (Their first shots might well be sneak attacks.) If one or more derro engage the PCs, the rest attempt to set up flanking situations so as to take advantage of their sneak attack ability.

Development: When the derro in this area lose half of their total number, eight reinforcing derro arrive from area 18 (see

below). If their total numbers (including reinforcements) drop to three or fewer, the survivors attempt to flee through area 19 or 20, whichever is closer, and then on to area 21. PCs who pursue them are subject to attack by the creatures that lair in those two respective areas.

18. DERRO DIGS (EL 9)

Ratty bedrolls and rusted cookware are scattered throughout this portion of the cave, along with the odiferous evidence of a lair inhabited by creatures unconcerned with cleanliness.

Creatures: This area contains derro warriors in various states of repose: Half are drowsing, the others fully asleep. There are twice as many bedrolls as derro normally in the area. Once combat begins in any adjoining chamber, the derro rouse, yell out to alert creatures in areas 18–21, then join in the fight as reinforcements as described under area 17 above. Should the PCs somehow encounter these derro before those in area 17, the latter reinforce this fight in the same manner.

Derro (8): hp 16 each; see *Monster Manual* page 49. Each has five poisoned crossbow bolts. *Suggested Miniature:* Derro (*War Drums* 46/60).

Tactics: Follow the tactics for derro described in area 17.

Development: If the derro's total numbers (including those in area 17) drop to three or fewer, the survivors attempt to flee through area 19 or 20, whichever is closer, and then on to area 21. PCs who pursue them are subject to attack by the creatures that lair in those two respective areas.

Treasure: At first glance, the refuse-heaped chamber doesn't appear to contain much of value; however, a determined search (DC 20) eventually unearths a total of 189 platinum pieces, variously tucked away in old boots, sacks, skulls, pots, and holes in the floor.

19. ROPER GALLERY (EL 12)

The mushrooms in this area grow high along the rock walls but reveal a dark cavity directly to the west, leaving a 10-foot-tall stalagmite easily visible.

Creature: A roper is situated 15 feet east of the edge of the map (marked with an “R” on the small map on the inside back cover of this booklet). It is not actively hiding, but on casual observation it looks like nothing more than a large

STALAGMITE FIELD

The floor between areas 19 and 20 is covered with short, razor-sharp stalagmites. Like dense rubble, each square of this terrain costs 2 squares of movement to enter; the DC of Tumble and Balance checks increase by 5, and the DC of Move Silently checks increases by 2. However, a character must move at half speed through such terrain or take 1d8 points of piercing damage per square entered.

stalagmite. A DC 25 Spot check reveals something about it is not right (once it attacks, its true nature is obvious to all). The roper is alerted by any combat that occurred in adjacent areas and uses its terrible strands to attack any intruder it sees moving through area 19.

Roper: hp 85; see *Monster Manual* page 215. *Suggested Miniature:* Roper (*Underdark* 56/60).

Tactics: The roper is happy squatting in its cave, reeling in victims that pass within reach. It does not pursue characters who move beyond its range or line of sight.

Development: The roper's tentacles have a reach of 50 feet. From its location, it can just reach into area 20; see Development under that area, below.

20. ROCK AND A SHARP PLACE (EL 7)

A field of short stalagmites close off easy access to the west. A clump of large mushrooms grows along the east wall—the ways north and south are clear.

Creatures: Two Large earth elementals reside in this area (or rather, just below it), waiting for intruders.

Large Earth Elemental (2): hp 68; see *Monster Manual* page 97. *Suggested Miniature:* Large Earth Elemental (*Harbinger* 09/80) or Loyal Earth Elemental (*Underdark* 8/60).

Tactics: Interlopers who move into area 20 following a clamorous fight in any adjacent area are attacked by two ready earth elementals. The elementals use their earth glide ability to seamlessly move up and out of the ground, followed by their push ability in an attempt to bull rush foes into the stalagmite field.

A creature pushed into the stalagmite field automatically takes 1d8 points of piercing damage. The elemental then uses its reach to attack its foe while remaining in clear terrain itself (unless the foe is dragged away by the roper; see Development below).

Development: A character who fully enters the stalagmite field is threatened by the strands of the roper in area 19. The roper attempts to snag and pull the intruder through the sharp stones, which automatically deal 1d8 points of damage per square.

21. BEHOLD THE TRUTH (EL 13)

The usual pungent blend of scents wafts from this cavern, but there is also a whiff of brimstone and an unidentifiable undertone of something . . . alien. The cavern is mostly blocked to the north and south but provides a long line of sight east and west. Huge mushrooms are clumped here and there, and in at least one place, the floor is thick with cave mold.

Creatures: Vereorax reserves this portion of the cavern for itself. When forewarned of intruders by the sound of conflict in adjacent areas 16–20, the beholder moves to the section of the map labeled “Start A” and waits to ambush any creature that gets past its first and second line of guardians.



Vereorax controls this place, and it does not appreciate intruders

Vereorax (Beholder): hp 93; see *Monster Manual* page 26. *Suggested Miniature:* Beholder (*Deathkneel* 32/60).

Tactics: Vereorax waits in the western portion of area 21 behind a clump of giant mushrooms. It peeks around its cover, readying its eye rays to target the first intruder who enters its line of sight. When a target appears, Vereorax fires its *disintegrate*, *finger of death*, and *flesh to stone* rays. On subsequent rounds, it continues to use its eye rays (and antimagic cone, as necessary) to the best of its ability.

YELLOW MOLD

The eastern part of area 21 hosts a colony of yellow mold (*Dungeon Master's Guide*, page 76), in the area marked on the accompanying map. Vereorax and its minions know the deadly effect of the mold and try to maneuver foes into the patch if they can. Vereorax also hides its treasure in the yellow mold.



Confident in its brilliance, Vereorax continues to attack until reduced to 10 hit points or below, at which point it flees (using its *slow ray* against the quickest pursuers).

If any derro escaped combat in areas 17 or 18 and made it all the way to the beholder's lair, they cease their flight here and aid the one they fear above all others.

Development: If Vereorax manages to escape, the beholder hides from the PCs until it is fully healed (preferably by charming a sentient creature into caring for it). It then seeks a stronger band of creatures, charms them, and hunts down the PCs with their assistance.

Treasure: Anyone who specifically studies the field of yellow mold notes a chest-shaped lump beneath a thick layer of the fungus. Once the PCs deal with the mold, they can expose and open the chest. It contains a hoard of 2,134 gp, six moonstones each worth 50 gp, a *cloak of Charisma +2*, a *golembane scarab*, a vial of *dust of illusion*, and a crystal resembling a large glass eye—the *Eye of Erramu*.

The PCs need the *Eye of Erramu* to locate the Temple of the Prismatic Flame, where the *Cacofex Splinter* is hidden. Once they have seen the temple with the *Eye*, they can *teleport* there safely.

4: TEMPLE OF THE PRISMATIC FLAME

In an age before Castle Ferrule was built, a clan of dwarves discovered the Hellspike and realized its potential power. Unwilling to merely destroy it, they instead broke off a piece and set up a special temple to keep the shard (called the *Cacofex Splinter*) safe in case they later wished to use the power of the Hellspike for themselves.

In the ages since that time, the Temple of the Prismatic Flame has weathered the years poorly. Lava fissures (which the area is prone to, possibly due to the shard's presence) have opened in the floor, and opportunistic creatures have partially colonized the temple. These creatures are not cognizant of the temple's original purpose, nor are they interested in learning

it. They prefer to destroy any who invade what they regard as their lair.

JOURNEY TO THE TEMPLE

The Temple of the Prismatic Flame exists many miles from collapsed Castle Ferrule, deep in the forgotten terminus of some insignificant-looking tunnel. It's certainly possible for PCs to travel by foot to the temple if they can find the way, but the preferred method is using the *Eye of Erramu* to receive visual coordinates for teleportation.

ENCOUNTERS IN THE TEMPLE

Once the characters reach the temple, have the players place their miniatures in the area marked "22" on the accompanying map.

22. PCS' START AREA

Gaping fissures pulse with lava-red light, like probing fingers that have slowly forced their way into malleable clay. The fissures break up what might once have been a wide hall supported up by a central row of ornate pillars. Arches gape on either side of the hall, some partially enlarged by ages of collapse.

The temple, once sealed by great doors and magical protections against location, is now accessible through teleportation magic or even walking through a rent in its walls.

23. GALLERY

Life-sized statues of dwarves stand at attention along the wall opposite the entrance. The dwarves depicted in stone appear to be doughty warriors caught in the midst of making a vicious attack. Rock dust clothes the statues in a layer of antiquity.

Two rooms are keyed to this entry. Neither contains anything of exceptional interest.

EYE OF ERRAMU

The *Eye of Erramu* shows whoever holds it a perfect prerecorded vision of another location, sufficient for the observer to count as very familiar with the location for the purpose of a *teleport* spell. The *Eye* can hold up to ten such scenes, though when first found it contains only one (area 22 on the Temple of the Prismatic Flame map).

Lore: The *Eye of Erramu* is said be the actual crystallized eye of a demigod who was renowned for her prodigious travel (Knowledge [arcana] DC 30). Anyone looking into the *Eye* can use it as a teleport guide—the stone holds images of up to ten locations (Knowledge [arcana] DC 35).

Description: The fist-sized crystal looks like a large glass eye. When picked up and looked into, the *Eye of Erramu* blinks and glows with sky-blue clarity (shedding light equivalent to a candle).

Activation: Merely looking into the *Eye of Erramu* (a swift action) activates its effect. Each time the holder blinks, the *Eye* reveals the next of its stored scenes, if any.

To add a new scene, the user must bring the crystal to the location to be recorded, then hold it up while speaking the command "See and remember, Erramu." To delete a scene, the observer looks at it within the *Eye* and speaks the command "Forget, Erramu."

Effect: The *Eye* reveals a prerecorded vision of another location, allowing the observer to *teleport* there safely.

Aura/Caster Level: Faint divination. CL 5th.

Construction: Craft Wondrous Item, *arcane eye*, 18,000 gp, 1,440 XP, 1 day.

Weight: 1/2 lb.

Price: 36,000 gp.



24. BROKEN GALLERY

Life-sized statues of dwarves that apparently once stood in this chamber lie toppled under the weight of collapsed walls. Gaps in the walls open onto empty cracks in the earth.

Three rooms are keyed to this entry. None contain anything of exceptional interest.

25. LAVA FISSURE (EL 9)

A wide swath of bubbling lava bisects the great hall. The fissure apparently burst through from the south and progressed across the tiled floor of the hall on into the great chamber to the north, gradually narrowing. Walls have crumbled and melted, and several massive pillars that once supported the ceiling of the hall are utterly missing.

Creatures: Slow-creep volcanism (possibly due to the presence of the *Cacofex Splinter*) has partially destroyed the temple. Opportunistic salamanders, scenting magic, have taken up residence in the resultant lava fissures. The salamanders are jealously protective of their lair and attack intruders who approach.

The salamanders are not particularly interested in talking. If PCs manage to question them through magical persuasion, the salamanders indicate that they worship the prismatic flame that burns to the north—they sacrifice to it, and it sings to them in return. They do not know the nature of the flame, nor of the chunk of stone that floats in its center.

Average Salamanders (3): hp 58 each; see *Monster Manual* page 219. *Suggested Miniature:* Salamander (*Dragoneye* 37/60).

Tactics: The salamanders observe intruders who enter the hall and attack those who approach within 15 feet of the fissure, attempting to achieve surprise. They try to grapple foes, and if successful, toss Small or smaller creatures directly into the nearby lava.

Development: Once conflict begins (following a full, nonsurprise round of combat), the sounds of fighting alert less watchful but no less territorial salamanders in areas 26, 27, and 28.

After 1 Round: One salamander appears from room 26, swimming up from the narrow lava fissure in the floor of that chamber.

After 2 Rounds: One salamander joins the fray from room 27, moving across the big lava fissure as necessary.

After 3 Rounds: One last salamander joins the melee from room 28, moving across the big lava fissure as necessary.

Treasure: A forged steel chest sits 10 feet below the surface of the lava, glowing red hot. Within is a selection of gems in a pool of molten gold—in total, the pricy slag is worth about 3,000 gp.

26. LAVA GALLERY (EL 6)

Life-sized statues of dwarves that apparently once stood in this chamber have partially toppled into narrow fissures of red-hot lava. The narrow lava channels have forced their way through walls, collapsing them and providing access to areas beyond.

Creature: One salamander resides here, resting half in and half out of the lava. If disturbed, it dives into the narrow channel. It bides its time below the surface, waiting for any intruders to encounter the three salamanders in area 25 before lending a hand (see above).

Average Salamander: hp 58; see *Monster Manual* page 219. *Suggested Miniature:* Salamander (*Dragoneye* 37/60).

Development: One of the fingers of the narrow lava fissure in this chamber extends into the vault (see area 32, below). The aperture is very narrow (1 foot wide) but bypasses the lock and trap set on the main entrance.

27. LAVA GALLERY (EL 6)

This chamber is identical to area 26, and its salamander occupant behaves in the same way. The only difference is that no portion of the lava fissure in the floor opens into the vault.

28. LAVA GALLERY (EL 6)

This chamber is identical to area 27.

29. TEMPLE OF THE PRISMATIC FLAME (EL 11)

A massive chamber upheld by slender stone pillars holds a wonder at its center—a fountain of flame that soars upward from the floor. The incandescent light's hues are ever-changing, swiftly and chaotically burning through all the colors of the spectrum. The prismatic flame illuminates the sharp edges of two black altars on the eastern periphery of the chamber, as well as their broken counterparts to the west. To the north, the light limns the features of two throned, demonic-looking statues that flank a single unbroken altar surmounting a dais. Friezes of heroes, gods, and demons from ancient epochs circle the uppermost edges of the great chamber.

If a PC makes a DC 25 Spot check, read or paraphrase the following additional text.

Floating unsupported in the midst of the ever-changing flame is what appears to be a slender shard of black stone.

The prismatic flame is a supernatural effect and thus cannot be dispelled. It is not a true flame but a mystical stasis effect, though its ever-changing color hints at its entropic heart. The flame is a deadly lure to any who approach it, while the demonic statues animate to destroy any who attempt to quench it.

This area includes several features that interact in a complex manner, depending on the PCs' actions.

Unearthly Music: Any creature that crosses the (now broken) boundary of the pillars begins to hear a piercingly sweet music, magically infused with a siren's allure. This is a mind-affecting compulsion effect—creatures immune to such effects hear nothing and make no save. Other creatures within the pillars that fail a DC 17 Will save are compelled for 1 round to immerse themselves in the flame, regardless of hindrances; all creatures in the area must save each round, regardless of whether they failed or succeeded on a previous round's save.





Prismatic Flame: A chunk of black stone (the *Cacofex Splinter*) is easily visible to any creature standing next to the flame; however, any such creature is subject to the unearthly music (see above).

Removing the shard from the flame isn't a simple matter of reaching in and taking it or knocking it out. Any object or creature that touches the flame is subject to a *disintegrate* effect as the spell from a 20th-level caster (40d6 points of damage, or 5d6 with a DC 19 Fortitude save).

In addition, the *Cacofex Splinter* is out of phase with reality. It can be released only by completing the proper rituals on each of the five altars in the chamber (see below).

Altars: Originally, each of the altars in this chamber was dedicated to one of five elements: earth (southeastern altar), water (northeastern altar), fire (northern altar on dais), wood (northwestern altar, now destroyed), and metal (southwestern altar, now destroyed). The altars are trigger points in a ritual that douses the flame (and releases the *Splinter*), but knowledge of that ritual is not immediately obvious.

Each surviving altar bears a symbol representing the element to which it is dedicated—a DC 25 Knowledge (arcana) check per altar reveals the meaning of its symbol. The symbols on the two broken altars are impossible to reconstruct merely by looking or searching through the debris. In order to determine (other than through lucky guessing) what the two missing symbols represent, the PCs must uncover the records in the ruined library (area 34). These records describe the correct method and sequence of activating the altars. Despite two of the altars being broken, performing the specified action in the area where each once stood is sufficient to activate them.

The correct ritual involves touching a sample of the appropriate element to each altar in a specified order. Unless the PCs perform the ritual correctly, the demonic statues (see below) animate as soon as anyone touches flame to the fire altar, drips liquid on the water altar, or places stone or earth on the earth altar.

Demonic Statues: The statues animate, as stone golems, if PCs experiment with the altars. (They also animate if attacked.) The eastern statue is damaged and missing an arm and a wing; it collapses into rubble the round after it animates. The western golem is complete and suffers no such impairment, attacking the closest characters first.

Stone Golem: hp 107; see *Monster Manual* page 136. *Suggested Miniature:* Stone Golem (*Giants of Legend* 04/72).

Development: If the PCs successfully complete the proper ritual, the flame is extinguished and the *Cacofex Splinter* clatters to the floor. The otherworldly music likewise ceases. One minute later, the flame reignites and the music is renewed. Any creature or object standing in the flame's location when it reappears becomes trapped in unchanging stasis within.

30. HAUNTED HALL (EL 9)

A chill breeze blows from the north. To the north, two stone doors stand closed on the western side of the hall, and three on the south.

The stairs to the north lead into an upper hall that ends abruptly in collapsed stone. The chill breeze emanates from the door-lined halls.

Creatures: Forlorn wraiths inhabit the rooms keyed to entry 31, but they are always on the lookout for intruders. If any living creature enters this hallway, the wraiths emerge and attack.

Wraiths (4): hp 32 each; see *Monster Manual* page 258. *Suggested Miniature:* Cursed Spirit (*Archfiends* 49/60).

Tactics: If turned, the wraiths retreat into solid stone until the effect ends. Otherwise, they attack until they are destroyed.

CACOFEX SPLINTER

The *Cacofex Splinter* is a shard of the Hellspike. In addition to empowering the Hellspike, it can be wielded as an evil-aligned weapon.

Lore: The *Cacofex Splinter* was hidden away in the Temple of Prismatic Flame by a clan of dwarves against possible future need (Knowledge [arcana] DC 20).

Description: This slender shard of black stone is sword-sharp along most of its length, but near the base it is smooth enough to grip comfortably. When the shard is wielded as a short sword, a black flame seems to glimmer along its edges.

While it remains separate from the Hellspike, the *Cacofex Splinter* has hardness 30, 100 hit points, and spell resistance 30.

Activation: Gripping the shard is sufficient to activate it as a magic weapon. Driving it home into the splinter-shaped cavity in the Hellspike empowers the Hellspike as described below.

Effect: While wielded, the *Cacofex Splinter* functions as a +2 *unholy short sword*. If reunited with the Hellspike, it merges and empowers the obelisk: The next time a sacrifice is completed at

the Hellspike, the portal to Baator remains active permanently, potentially allowing its controller to summon and bind an army of devils, without the need for further sacrifices.

Destruction: To destroy the *Cacofex Splinter* (as well as the Hellspike), the shard must be brought within 30 feet of the Hellspike, at which time it loses its special properties and is no longer a magic weapon. It becomes a mere stone shard with hardness 8 and 10 hit points, and it can be shattered. If the splinter is destroyed, the Hellspike instantly loses all power and becomes just an oddly carved obelisk. All creatures previously summoned through the portal are instantly dismissed back to their home plane.

Aura/Caster Level: Overpowering transmutation. CL 21st.

Construction: The *Cacofex Splinter* is a fragment of the Hellspike, itself an artifact of unknown antiquity and great power. The knowledge of its creation is long lost.

Weight: 2 lb.

Price: —.





31. DORMITORIES

Five rooms are keyed to this entry.

Thick dust covers a stone cot, a rotting wooden table, and other small, scattered oddments of a long-abandoned bedchamber.

Barring some extraordinary circumstance, by the time the PCs check out these rooms, the wraiths that inhabited four of them have already exited and attacked; there is no further danger here. Searching through the debris doesn't reveal anything of value, though stone fixtures and broken personal effects (such as combs, pipes, and broken lamps) suggest that the former inhabitants were most likely dwarves.

32. VAULT (EL 9)

A thick, black iron door stands closed on this wall. An iron-forged relief of a dwarf with an expression of rage on his face covers its surface.

The iron door protects a treasure vault. It is trapped, affecting any creature that gets too close. The area affected by the trap is marked on the map on the inside back cover of this booklet.

Poisoned Spiked Pit Trap: CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20. Market Price: 11,910 gp.

Treasure: The iron door is locked (break DC 28, Open Lock DC 30). The room contains barrels and crates piled high. A cursory observation of the contents shows only rotted food-stuffs and spoiled wine. With a concerted effort (Search DC 22), the PCs discover a locked iron chest beneath a false floor. Opening the chest (Open Lock DC 25) reveals a large hoard of cash: 643 platinum pieces.

33. STUDY

The stone door to this chamber is locked (break DC 28) but opens easily if the lock is bypassed (Open Lock DC 20).

Three dust-encrusted desks remain in this chamber, one against each of the other walls. Each is complete with a stool (still standing) built for a creature of short stature. The walls are tiled in multihued stone. A mirror above the eastern desk is shattered, and its shards litter the desktop.

An exploration of this chamber quickly reveals a locked drawer in each desk (Open Lock DC 25). Only the eastern desk contains anything: several crumbling pieces of parchment filled with Dwarven script. The parchment picks up midway through a discussion of the prismatic flame by a dwarf sage, who outlines several possible explanations of its nature and how best to exploit it. The manuscript describes several uses for the flame, including as an energy source for spells, as a way to dispose of prisoners, as a portal to some previously unexplored dimension (if creatures entering the fire are not being

destroyed but instead transported), and as a means of storing a potent item. This last possibility receives more attention—the author speculates that it would be possible to use the energy of the flame itself, and its ties to the five elements, to lock an object within. Such a locked object could be recovered only by conducting the proper unlocking ritual.

Unfortunately, the document doesn't describe the actual ritual that was eventually devised (but such documents can be found in the ruined library next door; see below).

34. RUINED LIBRARY

The stone door to this room gapes open and is twisted partially off its iron hinges.

Rank on rank of bookshelves and scroll racks lie burned beneath the debris of a half-collapsed ceiling. Shattered pieces of wood, broken bone scroll cases, and the spines of scorched tomes are visible beneath the wreckage of wall supports and splintered furnishings.

At first glance, finding anything valuable in this mess appears impossible. Taking the time to search the room eventually uncovers several items.

Treasure: A concerted search through the chamber reveals the following unbroken, still-sealed scroll cases. Each scroll can be retrieved with a successful Search check against the given DC (scrolls containing higher-level spells were stored farther back and are thus more difficult to unearth): *plant growth* (DC 20), *air walk* (DC 22), *death ward* (DC 22), *teleport* (DC 23), *hallow* (DC 24), *slay living* (DC 24), *summon monster VI* (DC 25), *Tenser's transformation* (DC 25), *finger of death* (DC 25). There is also a nonmagical scroll titled "Ritual of the Five Elements" (DC 20).

This scroll identifies the five elements keyed to each of the five altars in area 29 above. The description of the ritual explains how to release any object held in the prismatic flame, by placing a representative sample of the appropriate element upon its related altar in the following order: earth, wood, water, metal, and fire.

FURTHER ADVENTURES

The mysterious clan of dwarves who hollowed out the Temple of the Prismatic Flame could one day return with the intention of using the stored *Cacofex Splinter*, or perhaps having new insight into the true nature of the flame. Other writings in the ruined library might hint at methods of using it to empower creatures that step into the fire (instead of destroying them), and the dwarves return to begin pursuing that line of research. If they discover that someone else has been prying into their work or has interfered with the purity of the flame, they might attempt to hunt down one or more of those involved and return them to a newly refurbished temple, not only to get satisfaction but also to gain subjects for their newly conceived experiments.





Three of the battle maps in *Fantastic Locations: Hellspike Prison*, in addition to their usefulness for the DUNGEONS & DRAGONS roleplaying game, were designed to allow exciting battles using the DUNGEONS & DRAGONS Miniatures Game battle rules. These are Magma Keep, Hellspike Grotto, and Mushroom Cavern. Essentially, using one of these maps replaces the terrain setup step for your battle. To use the maps in this way, follow the rules below.

WARBAND CONSTRUCTION

Warband construction occurs normally, with one exception. Instead of bringing four terrain tiles to the skirmish, each player brings one battle map.

TERRAIN INITIATIVE

Players first reveal their warbands, then determine terrain initiative.

Choose a Map: Each player rolls 1d20 for terrain initiative, adding the Commander rating of his or her best commander to the roll. The winner chooses which map (his or her own or the opponent's) will be used for the skirmish.

Choose a Side: After the map has been chosen, each player rolls 1d20 for start area initiative, adding the Commander rating of his or her best commander to the roll. The winner chooses in which start area his or her warband will set up and places the entire warband there. If a map has multiple start areas with the same designator (such as Start Area A), the warband can occupy squares in any or all of those areas.

WARBAND PLACEMENT

The player who picked the first start area sets up his or her warband first, using the chosen start area.

VICTORY AREAS

The victory areas on each battle map are important for the Assault scenario, described below.

Assault: When playing the Assault scenario on a battle map, you score 10 victory points at the end of each round in which at least one of your creatures occupies a space in a corresponding victory area. The player whose warband sets up in Start Area A scores victory points at the end of each round in which at least one of his or her creatures occupies a space in a space marked as Victory Area A. The opponent scores victory points for occupying a square in a space marked as Victory Area B.

SCOUT

The Scout special ability works slightly differently when using a battle map. Instead of placing this creature on your start area at the start of the skirmish, you may place it on any victory area that is located on the half of the map closest to your start area. Two creatures with Scout can't set up on the same victory area. If a creature with Scout enters play after the first round, it enters like any other creature.

TERRAIN

Different types of terrain have various effects on play. The terrain described below is new to the maps in *Fantastic Locations: Hellspike Prison*.

DOORS

Ignore doors marked on the maps. They are included to facilitate using the maps in the DUNGEONS & DRAGONS roleplaying game, and have no effect on skirmish play.

PITS (Lava)

Squares containing lava count as pits.

Pits do not block line of sight or line of effect, but only creatures with Flight can enter a pit square. Any creature that ends its turn in a pit square is eliminated. (A routing creature with Flight may fly over a pit while moving toward its exit, but if it ends its turn on a pit square, it's eliminated.)

If a creature is moved onto a pit square during another creature's turn, it can make a DC 15 save at the end of that turn. If the save succeeds, the creature moves off the pit to the nearest legal space without taking attacks of opportunity. If the save fails, the creature is eliminated.

RISKY TERRAIN

Risky terrain counts as difficult terrain. A creature on a square marked as risky terrain gets melee damage +5. In addition, when a creature activates in risky terrain, the controlling player rolls 1d20. On a result of 1–5, the creature takes 10 points of damage. On a result of 6–20, there is no effect. In either case, the creature continues with its turn normally (assuming it has not been destroyed).

SMOKE

Squares containing smoke block line of sight, but do not impede movement or block line of effect. A creature in a smoke square is invisible to all nonadjacent creatures. Likewise, a creature in smoke can see adjacent creatures, but all nonadjacent creatures are invisible to it.

SCENARIOS

The following scenarios are provided to introduce variety in casual one-on-one games and should not be used in tournament play. For more such scenarios, see the *Miniatures Handbook*.

Demon Defenses: One player is designated as the Hellspike defender. That player gets 20% more points with which to construct his or her warband, but it can contain only CE Outsiders. This scenario can be played only on the Hellspike Grotto or Magma Keep map.

Killing Smoke: In this scenario, all smoke squares are also treated as risky terrain (see above). This scenario can be played only on the Hellspike Grotto map.

Shallow Lava: In this scenario, squares containing lava do not follow the normal rules for pits. Instead, each square that is filled with lava counts as difficult terrain. In addition, whenever a creature whose movement is slowed by difficult terrain moves into a new square containing lava, it takes 10 points of fire damage. A creature that is not routing cannot move into a square containing lava if that terrain would deal enough damage to destroy it. This scenario can be played only on the Hellspike Grotto or Magma Keep map.

VANQUISH EVIL

IN THE

FIERY DEPTHS

The tyranny of the Iron Regent ended the night Castle Ferrule sank into the earth, but the regent's former minions continue to kidnap villagers from their homesteads, and an even greater threat stirs below the despot's crumbled fortress. In the magma-filled caverns beneath the ruins, a sinister obelisk called the Hellspike holds the secret to one fiend's power over the realm. Can you thwart the fiend's wicked plans in time?

Hellspike Prison is the second in the FANTASTIC LOCATIONS™ series of products.

It contains two beautifully illustrated, double-sided battle maps scaled for DUNGEONS & DRAGONS® play, as well as an encounter booklet. The battle maps feature fantastic terrain designed to create large, fluid encounters, key scenes, and exciting game sessions. Rather than simple dungeon encounters, these maps generate the epic struggles that campaign memories are made of.

Three of the maps also make ideal battlegrounds for D&D® Miniatures Game play. Build your warband and fight for control of the Mushroom Cavern, the Magma Ruins, or the dreaded Hellspike Prison. The encounter booklet includes both roleplaying game encounters and miniatures game options for use with the four battle maps.

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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.

Unnering 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 GROTT

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. HELLSMAIDEN'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

CR 5

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 4
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

CR 7

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):

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

CR 16

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)

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 CR 9

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 CR 17

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

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.

ADVANCED STONE GOLEM CR 15

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.

D&D Miniatures

Hellspike Prison Preview

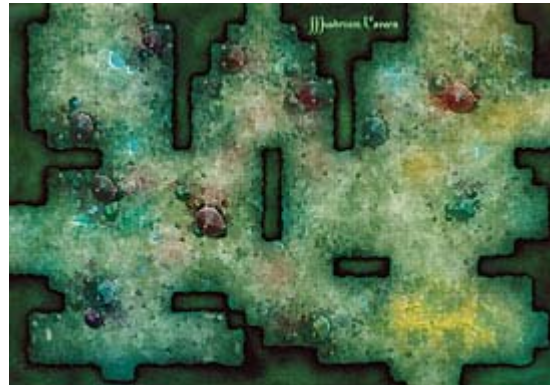
by Rob Heinsoo



Underdark is pretty much out, so instead of running a final preview for that set, we're going to take a look at the three skirmish-legal battlemaps from the *Hellspike Prison* set by Matt Sernett. We'll touch on some of the distinctive features of each map as they affect skirmish play.

Mushroom Cavern

Lethal Triangle: Most of our battlemaps follow our original setup pattern, starting players at diagonally opposite corners. Mushroom Cavern tries something different by placing both start areas on one long edge of the battlemap. Big chunks of stone wall prevent the warbands from seeing each other at the start of the battle. To get at the enemy, both warbands flow around the stone obstacles toward the center of the map. An additional tweak is that neither warband routs toward its starting area. Instead, the exits are on opposite short edges of the battlemap, adding extra incentive for taking the fight to the enemy's side of the cavern.



Pull You, Pull You, Spike You: Eleven squares of Spike Stones near the center of the map channel Player A's non-fliers toward the space between the two main blocking walls. It's no coincidence that both Player A and Player B have victory areas in the "valley of death" between the walls. Player A's non-fliers can end run around the death channel and the spike stones by going a minimum of twelve squares out of their way -- probably not a likely move unless Player B is moving toward the victory area in the lower right corner.

Skulls & Mushrooms: There's a new terrain type on this map -- Risky Terrain. Each square of Risky Terrain is marked by a skull. Risky Terrain counts as Difficult Terrain. In addition, any creature that starts its activation on a Risky Terrain square has to roll a d20. On 6-20, the creature has no problem and takes its turn normally. On 1-5, the risk doesn't pay off, and the creature takes 10 damage.

Why take the risk? The Mushroom Cavern map provides a fairly obvious incentive. One of Player B's victory areas is mostly covered with Risky Terrain, and a 25% chance of taking damage could be a lot safer than going toe-to-toe with the enemy in the "valley of death."

Magma Keep

Got Wings?: The lava that covers a number of the shortcuts into or around the stone walls of the keep is impassable for non-flyers. Creatures with Flight, however, can zip right over the lava, provided they don't stop. It's a whole new world of empowerment for creatures with Flight, who will be able to dictate the timing of engagement as never before.

Left, Right, or Straight Up the Gut: Magma Keep's start areas are on directly opposite sides of a wide chunk of stone. Player B can choose to send his force straight up the middle of the central keep or advance along the ledges to the right or left. The other player, Player A, must go right or left before having the option to cut into the middle. Given that each side has a victory area along one of the edges, it's possible that either side could attempt to barricade itself along an edge.



While I'm mentioning the victory areas along the edges of the board, I should mention that the orange crystals in those areas don't have any game effects (until you and your friends decide to do something fun with them, naturally).

Hellspike

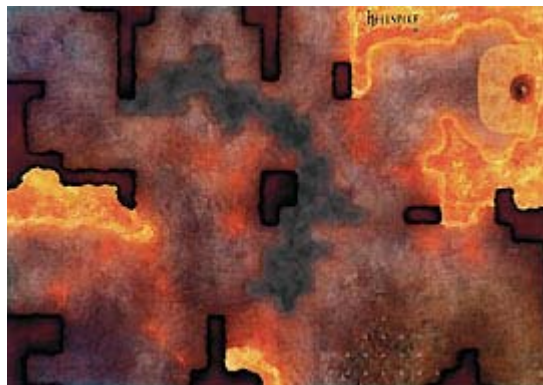
Setup Options: One cool thing about the Hellspike map is that both players have the option to start up to four squares of creatures split away from the rest of their forces. If you're playing a warband with only four creatures, you could start your whole warband in your smaller starting area.

The Hellspike: I don't see it mentioned anywhere in the book, so I'll take this opportunity to mention that the square containing the Hellspike, in the Sacred Circle that's a victory area for Player B, is considered an impassable stone wall for purposes of **D&D** Miniatures.

Epic Battles: Unlike the other two maps, Hellspike is designed to be played with Huge creatures. It bears the Epic bug, so it can be used in official Organized Play 500-point games (when the new rulebook gets published with Set 9 and OP moves to using maps instead of tiles).

Smoke with Impact: Making elegant and fun maps for Huge creatures is a little tougher than making maps for normal creatures. One of Hellspike's tricks is to cut off line-of-sight but not movement with Smoke terrain that slices across the map. How big a deal will Smoke be? I expect it'll get its own strategy article.

That's all for this round of previews, but tune in soon for an in-depth map strategy article from one of our champions.



About the Author

Rob Heinsoo is the lead designer of **D&D** Miniatures. He's also the designer of *Three-Dragon Ante*, the card game played by **D&D** characters in taverns everywhere. WotC will publish *Three-Dragon Ante* in November as a noncollectible, 72-card deck.
