



# SCALING UP HELLSPIKE PRISON

## Scaling the Adventure for Four 12th-Level Characters

### CREDITS

<b>Design:</b>	Eric Cagle
<b>Editing:</b>	Miranda Horner
<b>Typesetting:</b>	Nancy Walker
<b>Cartography:</b>	Mike Schley
<b>Design Manager:</b>	Christopher Perkins
<b>Web Production</b>	Bart Carroll
<b>Web Development:</b>	Mark A. Jindra
<b>Graphic Design:</b>	Sean Glenn, Cynthia Fliege and Jen Page

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

D&D, DUNGEONS & DRAGONS, and DUNGEON MASTER are registered trademarks owned by Wizards of the Coast, Inc. The d20 logo is a trademark owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.



This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

©2005 Wizards of the Coast, Inc.  
All rights reserved.  
Made in the U.S.A.

This product is a work of fiction.  
Any similarity to actual people, organizations, places,  
or events is purely coincidental.

This Wizards of the Coast game product contains no Open Game Content.  
No portion of this work may be reproduced in any form without  
written permission. To learn more about the Open Gaming License  
and the d20 System License,  
please visit [www.wizards.com/d20](http://www.wizards.com/d20).

For more DUNGEONS & DRAGONS articles, adventures, and information,  
visit [www.wizards.com/dnd](http://www.wizards.com/dnd)



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

### 1: MAGMA KEEP

The following areas can be adjusted to increase their challenge.

### 2. HELLSTRIKE BARGHEST MERCENARIES (EL 12)

Replace the barghests with five ogre barbarians.

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

### 3. REINFORCEMENTS (EL 11)

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

### 5. CHAIN CHRYSALISES (EL 13)

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

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

### 6. CHAINED CHAIN DEVIL (EL 14)

Use the statistics for Zencelada below.

#### ZENCELADA

**CR 14**

Female chain devil fighter 8

LE Medium outsider (evil, extraplanar, lawful)

**Init** +8; **Senses** darkvision 60 ft.; Listen +13, Spot +13

**Languages** Common, Infernal

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

**SR** 18

**Fort** +15, **Ref** +14, **Will** +9

**Speed** 30 ft. (6 squares)

**Melee** 2 +2 *chains* +25 (2d4+9/19–20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with chains)

**Base Atk** +16; **Grp** +21

**Atk Options** Combat Reflexes

**Special Actions** dancing chains, unnerving gaze (DC 21)

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

**Abilities** Str 20, Dex 18, Con 16, Int 6, Wis 8, Cha 16

**Feats** Alertness, Combat Reflexes, Dodge, Greater Weapon Focus (chain), Improved Critical (chain), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (chain), Weapon Specialization (chain)

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

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

---

**Dancing Chains (Su)** *MM* 53.

**Unnerving Gaze (Su)** *MM* 54.

---

**Hook** Stumbles over simple words when speaking, engaging 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. HELLMAIDEN'S SUITE (EL 12)

Replace the erinyes with the advanced erinyes below.

#### ADVANCED ERINYES

**CR 12**

LE Medium outsider (evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision 60 ft., see in darkness, true seeing; Listen +20, Spot +20

**Languages** Infernal, Celestial, Draconic; telepathy 100 ft.

---

**AC** 26, **touch** 18, **flat-footed** 20; Dodge, Mobility  
**hp** 123 (13 HD); DR 5/good

**Immune** fire, poison

**Resist** acid 10, cold 10; **SR** 20

**Fort** +13, **Ref** +14, **Will** +12

---

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

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

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

+1 flaming composite longbow [+5 Str] +21/+16 (1d8+6/Xplus 1d6 fire) or rope +19 (entangle)

**Base Atk** +13; **Grp** +18

**Atk Options** Rapid Shot

**Special Actions** entangle, *summon baatezu*

**Spell-Like Abilities** (CL 12th):

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

---

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

**Feats** Dodge<sup>B</sup>, Mobility<sup>B</sup>, 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 5

**Feats** None

**Skills** None

**Mindless (Ex)** *MM* 57

**15. HELLSPIKE (EL 16; VARIABLE)**

Replace the barbed devil with a horned devil.

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

**3: MUSHROOM CAVERN**

The following areas can be adjusted to increase their challenge.

**17. DERRO SERVITORS (EL 13)**

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

**DERRO ROGUES****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<sup>B</sup>, 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.