

ADP6-02



FANTASTIC LOCATIONS: HELLSPIKE PRISON™

ADAPTED ADVENTURE PACK FOR LIVING GREYHAWK™

Requires the *Fantastic Location: Hellspike Prison* product to play

A DUNGEONS & DRAGONS® adventure for characters level 9 to 13 (APLs 8 or 12)

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RPGA SANCTIONED PLAY

Most likely you ordered this adapted adventure pack as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

You must also have a copy of the *Fantastic Locations: Hellspike Prison* adventure, which you can find at your better game stores.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading this supplement now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point, or reading the *Fantastic Locations: Hellspike Prison* adventure makes you ineligible to do so.

PREPARING FOR PLAY

First and foremost, before you run this adventure you need to get a copy of *Fantastic Location: Hellspike Prison*. This packet gives you information to convert that published adventure for LIVING GREYHAWK play, but does not give you enough information to actually run the game.

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure supplement, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate.

Along with this adventure supplement you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions,

CR	1	2	3	4
familiars 1/4 and 1/6	0	0	0	1
paladin's mounts) or the 1/3 and 1/2	0	0	1	1
warhorse of a character with the 1	1	1	2	3
Mounted Combat 2	2	3	4	5
feat, use the sidebar 3	3	5	6	7
chart to determine 4	4	6	7	8
the number of levels 5	5	7	8	9
you add to the sum 6	6	8	9	10
of step one. Add 7	7	9	10	11

each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

4. If you are running a session of six PCs, add one to that average.

For this adventure, the average party level of the characters must be either 9 or 12. If the average party level is 8, 9, or 10, they can play this adventure at APL 9. If the average party level is 11, 12, or 13, they can play this adventure at APL 12.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

TIME UNITS AND UPKEEP

This is a multi-round core adventure, set in the Hellfurnaces. Characters pay eight Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the Lifestyle and Upkeep section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The PCs are hired by concerned GREYHAWK City merchants to determine why trade from some key villages in the Hellfurnace has slowed to a trickle. The merchants are worried because many expensive goods come from this area of Oerth and sell rather well due to their exotic nature. The merchants book passage for the PCs down south to the Hellfurnaces to the Jeklea Bay skirting the Scarlet Brotherhood holds and ships.

The trouble in the region finds its cause in a barbed devil named Kazarzikal. In the not-too-distant past the devil discovered a planar breach under Castle Ferrule. Castle Ferrule is the now ruined castle that holds the planar breach and Kazarzikal's minions. He has been capturing villagers to sacrifice to the breach and thus that is where all of them have disappeared to. Kazarzikal is getting close to repairing the breach and it's only a matter of time till the gate of hell is unleashed upon the Hellfurnaces.

ADVENTURE SUMMARY

After the Introduction, the Dungeon Master (DM) is to follow the adventure as written. The Conclusion has a few points to mold it into the LIVING GREYHAWK campaign but there are no changes to the adventure in regards to combat and the like. It is assumed the adventure will be played in the order that is presented in the packet.

Running the Adventure

There are two APLs at which this adventure can be played. The standard version, which is APL 9, or the web enhancement version, which is APL 12.

The experience and treasure of the two APLs, when relevant, is presented in each encounter below. There is a chance that the PCs could accumulate more experience and gold than the LIVING GREYHAWK maximum, but only award the maximum experience and gold that's listed at the end of this document and on the adventure record (AR).

Hellspike Prison takes approximately 8-12 hours to play. Before you begin your event, make sure your players know this. If necessary, set up multiple sessions to complete the adventure, but even in this case, report it as only one session.

Home Game or Retail Event Only!

Fantastic Locations: Hellspike Prison can only be sanctioned for home games and retail events.

If you are running it as part of a retail event you may also want to think about running some D&D MINIATURES skirmishes to show off the duel nature of the product. You can find information on how to run and sanction official D&D MINIATURES skirmish games on the Wizards of the Coast website:
www.wizards.com/default.asp?x=dnd/mini/tournamants.

INTRODUCTION

If the PCs have all played together they are sitting in a room awaiting the merchant, Guid, to come and explain the terms and conditions of the foray. If the PCs have never met before they have been summoned via couriers and are all sitting in the waiting room. Have them make player introductions now. After this is done please read the following:

A wiry old man comes stumbling out of a creaky oak door. "Oh hello there! So glad all of you could make it. Oh dear me where are my manners, I am Guid (pronounced Gweed). My fellow compatriots and I have asked you all here to procure your abilities to investigate a most disturbing situation. It seems that a few of our trading villages way down south near the Hellfurnaces have stopped sending shipments. There are many rare valuables that we rely upon from these villages and thus we wish to know what has happened to them. So what say you?"

Basically Guid and his fellow merchants purely are acting on greed but are not evil. They wish to know why these items are not getting here because their pockets are getting thin. There is not much Guid can tell the PCs other than where the village is located.

The merchants have a ship on hold for the PCs to make the trip as soon as they are ready. Of course if the PCs have their own ship that is fine with them to use.

If the PCs ask about payment Guid will scoff at first and remind them about all the poor villagers that may be in need. He will then relent and say that the merchant's guild will be able to help them out with some purchases in the future in addition to being able to keep anything they find down there. These merchants are that desperate to find out what happened that they are willing to part with items that the PCs find. They also pay the PCs each 1,000 gold pieces for this trip.

Treasure:

All APLs: *Loot*: 0 gp; *Coin*: 1,000 gp; *Magic*: 0 gp.

Once the PCs are ready they can find the ship, *Lightning Wave*, and head down south. It is at least a 2 weeks journey unless the PCs have some means of speeding up their progress. They encounter no resistance along the way skirting the Scarlet Brotherhood at every turn.

The ship will wait for as long as the PCs need them to near the village in the Jeklea Bay.

ENCOUNTER ADJUSTMENTS

These brief encounter sections give you two things. First and foremost it gives you the experience points and treasure that Living Greyhawk characters can earn while playing this adventure. Second, it gives you any changes needed to run this adventure for the LIVING GREYHAWK campaign. Sometimes this includes minor but helpful errata for the adventure itself.

Encounters in the Magma Keep

2. Hellstrike Barghest Mercenaries

XP: 240 (APL 9) 360 (APL 12)

Treasure:

APL 12: *Loot*: 2 gp; *Coin*: 0 gp; *Magic*: +1 *greatclub* x5 (193 gp per character each), *ring of protection* +1 x5 (167 gp per character each), +1 *hide armor* x5 (98 gp per character each); *Total*: 2,459 gp.

3. Reinforcements

XP: 210 (APL 9) 330 (APL 12)

Treasure:

APL 12: *Loot*: 2 gp; *Coin*: 0 gp; *Magic*: +1 *greatclub* x5 (193 gp per character each), *ring of protection* +1 x5 (167 gp per character each), +1 *hide armor* x5 (98 gp per character each); *Total*: 2,459 gp.

5. Chain Chrysalises

XP: 270 (APL 9) 390 (APL 12)

Treasure:

APL 9: *Loot*: 0 gp; *Coin*: 566 gp; *Magic*: 0 gp; *Total*: 566 gp.
APL 12: *Loot*: 0 gp; *Coin*: 2167 gp; *Magic*: 0 gp; *Total*: 2,167 gp.

6. Chained Chain Devil

XP: 300 (APL 9) 420 (APL 12)

Treasure:

APL 9: *Loot*: 0 gp; *Coin*: 0 gp; *Magic*: +1 chain x2 (199 gp per character each), *ring of protection +1* (166 gp per character); *Total*: 564 gp.

APL 12: *Loot*: 0 gp; *Coin*: 0 gp; *Magic*: +2 chain x2 (693 gp per character each), *ring of protection +2* (666 gp per character), *potion of blur* (25 gp per character), *potion of cure light wounds* x3 (4 gp per character each), *potion of bull's strength* (25 gp per character), *potion of cure serious wounds* x2 (63 gp per character each) *Total*: 2,303 gp.

8. Storage

Treasure:

APL 9: *Loot*: 83 gp; *Coin*: 0 gp; *Magic*: 0 gp; *Total*: 83 gp.

APL 12: *Loot*: 124 gp; *Coin*: 0 gp; *Magic*: 0 gp; *Total*: 124 gp.

Encounters in Hellspike Grotto

11. Vargouille Roost

XP: 240 (APL 9) 360 (APL 12)

12. Hellstrike Barghest Mercenaries

XP: 210 (APL 9) 360 (APL 12)

Treasure:

APL 12: *Loot*: 2 gp; *Coin*: 0 gp; *Magic*: +1 greatclub x5 (193 gp per character each), *ring of protection +1* x5 (167 gp per character each), +1 *hide armor* x5 (98 gp per character each); *Total*: 2,459 gp.

Encounter 13

XP: 240 (APL 9) 360 (APL 12)

Treasure:

APL 9: *Loot*: 0 gp; *Coin*: 483 gp; *Magic*: 0 gp; *Total*: 483 gp.
APL 12: *Loot*: 0 gp; *Coin*: 725 gp; *Magic*: +1 longsword (193 gp per character), *ring of protection +2* (666 gp per character), +1 *flaming composite longbow (+5 Str)* (750 gp per character); *Total*: 2,334 gp.

Encounter 14

XP: 240 (APL 9) 360 (APL 12)

Encounter 15

XP: 330 (APL 9) 480 (APL 12)

Encounters in the Magma Keep

17. Derro Servitors

XP: 270 (APL 9) 420 (APL 12)

Treasure

APL 9: *Loot*: 200 gp; *Coin*: 0 gp; *Magic*: 0 gp; *Total*: 200 gp.

APL 12: *Loot*: 61 gp; *Coin*: 0 gp; *Magic*: +1 short sword x8 (193 gp per character each), +1 *buckler* x8 (97 gp per character each), *potion of magic weapon* x8 (4 gp per character each), *potion of cure moderate wounds* x8 (25 gp per character); *Total*: 2,613 gp.

18. Derro Digs

XP: 270 (APL 9) 420 (APL 12)

Treasure:

APL 9: *Loot*: 0 gp; *Coin*: 315 gp; *Magic*: 0 gp; *Total*: 315 gp.

APL 12: *Loot*: 0 gp; *Coin*: 550 gp; *Magic*: 0 gp; *Total*: 550 gp.

19. Roper Gallery

XP: 360 (APL 9) 480 (APL 12)

20. Rock and a Sharp Place

XP: 210 (APL 9) 330 (APL 12)

21. Behold the Truth

XP: 360 (APL 9) 510 (APL 12)

Treasure:

All APLs: *Loot*: 0 gp; *Coin*: 405 gp; *Magic*: *eye of erramu* (3,000 gp per character), *cloak of charisma +2* (333 gp per character), *scarab of golembane* (208 gp per character), *dust of illusion* (100 gp per character); *Total*: 4,046 gp.

Encounters in the Temple

25. Lava Fissure

XP: 270 (APL 9) 420 (APL 12)

Treasure:

APL 9: *Loot*: 0 gp; *Coin*: 500 gp; *Magic*: 0 gp; *Total*: 500 gp.

APL 12: *Loot*: 0 gp; *Coin*: 750 gp; *Magic*: 0 gp; *Total*: 750 gp.

26-28. Lava Gallery

XP: 180 (APL 9) 300 (APL 12)

29. Temple of the Prismatic Flame

XP: 330 (APL 9) 450 (APL 12)

30. Haunted Hall

XP: 270 (APL 9) 420 (APL 12)

32. Vault

XP: 270 (APL 9) 420 (APL 12)

Treasure:

APL 9: *Loot:* 0 gp; *Coin:* 1,072 gp; *Magic:* 0 gp; *Total:* 1,072 gp.

APL 12: *Loot:* 0 gp; *Coin:* 1,338 gp; *Magic:* 0 gp; *Total:* 1,338 gp.

34. Ruined Library

Treasure:

All APLs: *Loot:* 0 gp; *Coin:* 0 gp; *Magic:* scroll of *plant growth* (31 gp per character), scroll of *air walk* (58 gp per character), scroll of *death ward* (58 gp per character), scroll of *teleport* (83 gp per character), scroll of *hallow* (514 gp per character), scroll of *slay living* (83 gp per character), scroll of *summon monster VI* (137 gp per character), scroll of *Tenser's transformation* (162 gp per character), scroll of *finger of death* (189 gp per character); *Total:* 1,315 gp.

CONCLUSION

It is assumed the PCs return to the *Lightning Wave* to go back to GREYHAWK City.

After the harrowing ordeal of Castle Ferrule and its surroundings the evil still seems to linger all around. Could it have been ancient dwarves that carved out the holdings of that vile castle? Will they return to finish what they started?

These questions have to wait as Guid approaches the docks awaiting your answer.

Assuming the PCs tell Guid what happened he will be distraught at the thought of losing such a valuable trading post. He is glad that the PCs finished off the evil there and will have to speak with his fellow merchants about what to do. In gratitude he will offer the PCs a reduction in price on their next purchase (whatever that may be) by 20%.

EXPERIENCE AND TREASURE SUMMARY

APL 9

Roleplaying Experience (APL 9 and 12)	800 XP
Encounter Experience (APL 9)	5,070 XP
Total Experience for APL 9	5,870 XP
Maximum Experience for APL 9	5,852 XP

Total Treasure for APL 9	10,144 gp
Maximum Treasure for APL 9	9,000 gp

APL 12

Roleplaying Experience (APL 9 and 12)	800 XP
Encounter Experience (APL 12)	7,590 XP
Total Experience for APL 12	8,390 XP
Maximum Experience for APL 12	7,500 XP

Total Treasure for APL 12	25,917 gp
Maximum Treasure for APL 12	13,200 gp