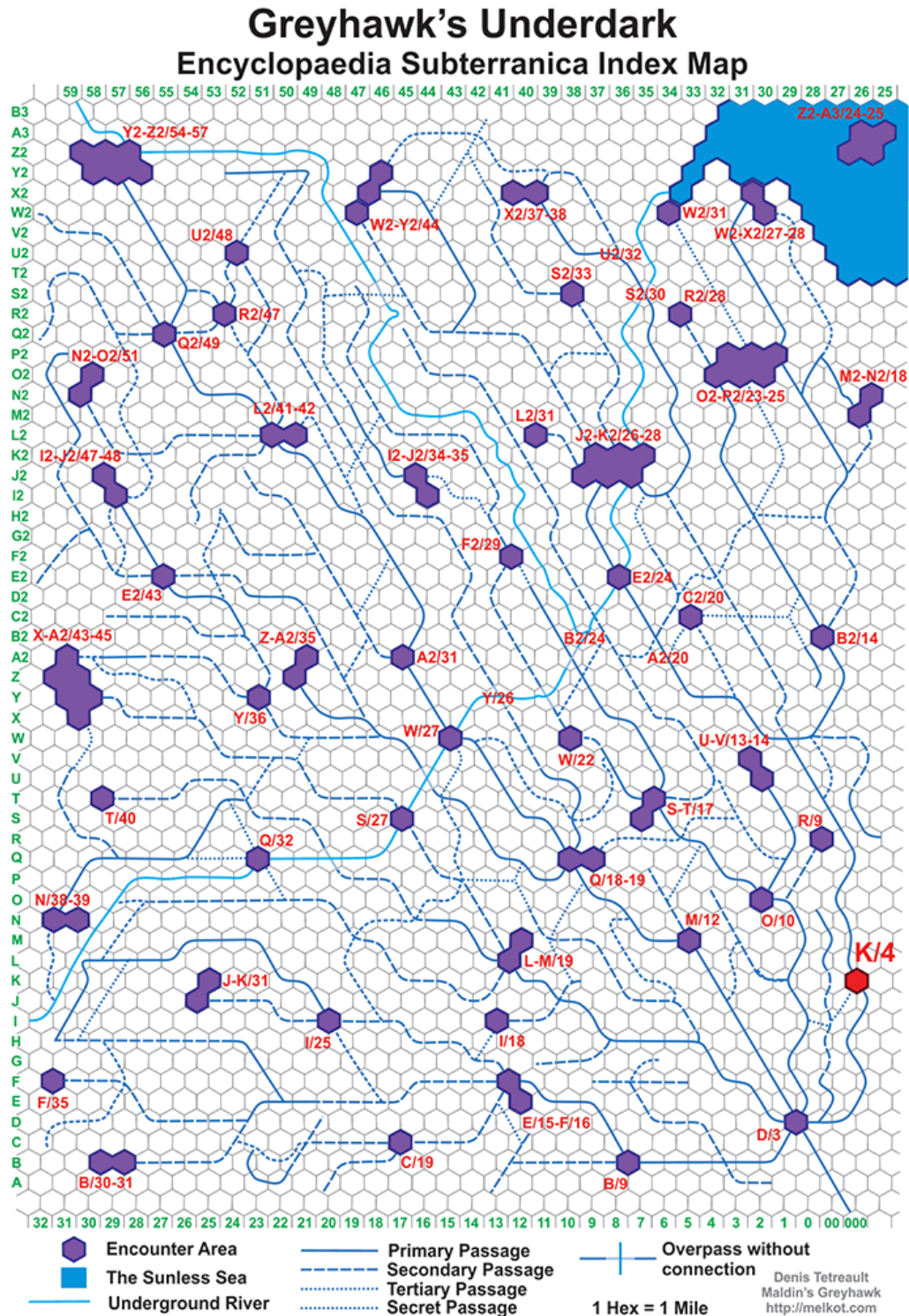


D4: ENCYCLOPÆDIA SUBTERRANICA

ENCOUNTER AREA K/4

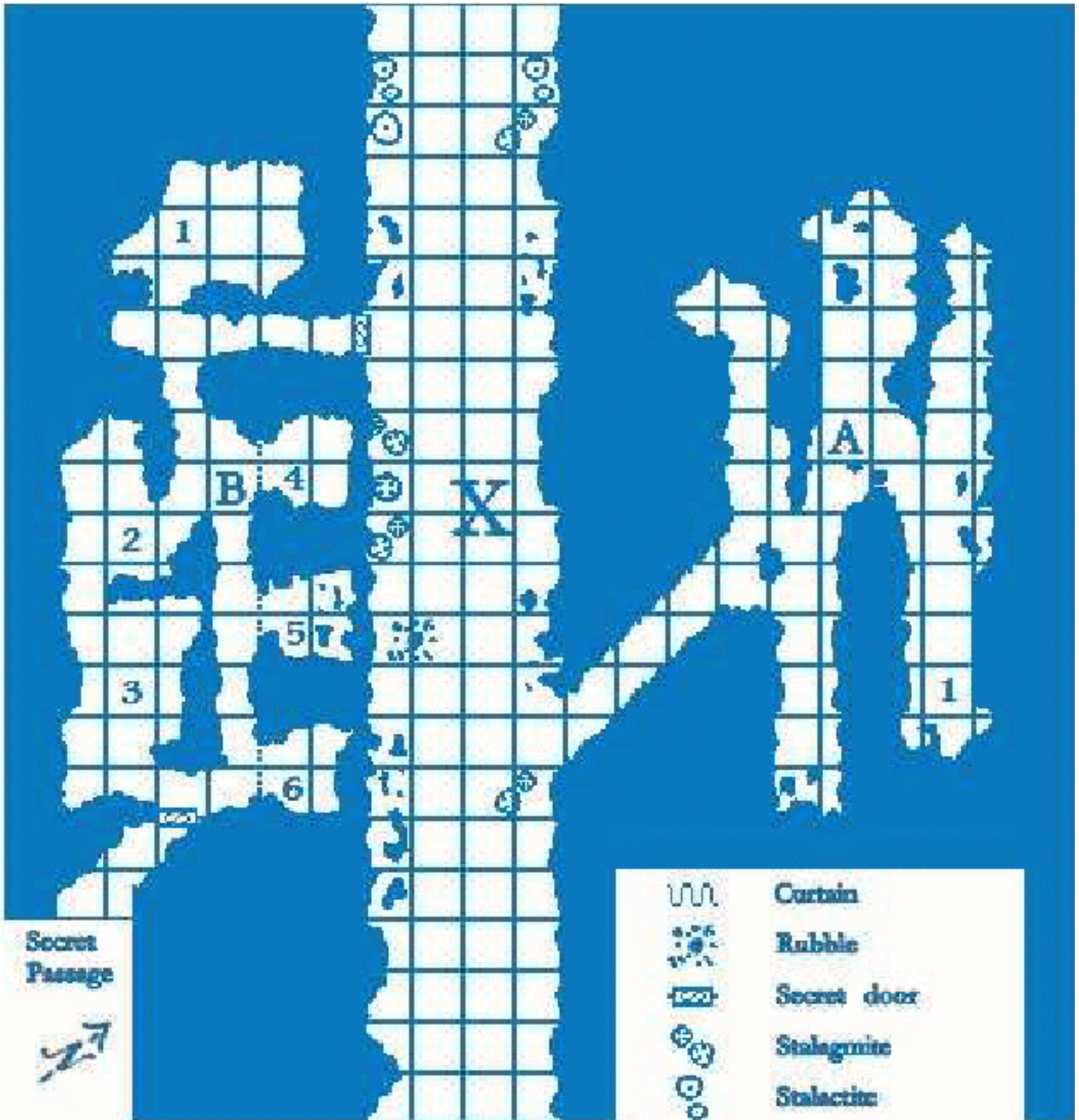
The Captive Pech

by Istarlome



This encounter was developed as part of a collaborative exercise on the Dragonsfoot forums (<http://www.dragonsfoot.org>) to describe the rest of the "Depths of the Earth" from Dungeon Modules D1-3 by E. Gary Gygax, developing those areas illustrated on the map but not detailed in the modules themselves. For more information about D4: Encyclopædia Subterranea and the other encounter areas on the index map, visit **Maldin's Greyhawk - Greyhawk's Underdark** at <http://melkot.com/locations/underdark/underdark.html>

ENCOUNTER AREA K/4: MAP A



ENCOUNTER AREA K/4

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As the party approaches the center of the area, they will notice that the area is recently, heavily traveled. They will also be able to hear the distinct sound of metal striking rock coming from somewhere in area A. If they investigate, they find three Pech (H.P.: 14, 18, 19) and one Dwarf (F6, H.P.: 28) working away in area 1. These poor creatures look

malnourished and very tired. They are all chained together by one ankle each. Their captors (described below in area B) know, from experience, of the Pech's ability to shape stone. The chains are one deterrent against escape. The slaves stop working when they notice the party.

The Dwarf speaks for the slaves and will mistakenly believe the party is part of the group that captured him. He will ramble on about how the mine he and the Pech are working was abandoned long ago and will never yield anymore gold.

If the party inquires as to how he and the others came to their present fate, the Dwarf will explain that he was captured, along with his family, while traveling a few miles south of the cavern complex. He has no idea how the Pech got there.

He explains that he and the Pech must comply for fear of what their captors will do to their families. The Dwarf has seen at least three humans, but is sure there are more. He says their captors are powerful and well armed, and that they stay somewhere across the main passage. He doesn't know exactly where.

During the time the party spends with the slaves there is a 1 in 6 chance per turn that one of the NPCs (the thief) will visit area A to check on the slaves. Should this happen, the party will have a 1 in 6 chance to notice the thief's presence. If the thief observes the party, and the party doesn't notice, the thief's compatriots will set up an ambush for them outside of area A. If no NPC visits area A during the party's time there, the NPCs will be located in area B, behind the secret door. A **magic mouth** spell has been placed on the secret door and will yell out an alert if the party opens it.

The NPCs reside in area B, when they are not tormenting the slaves. Area B consists of six rooms; three (1, 2 and 3) for the NPCs and three smaller cells (4, 5 and 6) for the prisoners, the families of the Dwarf and the Pech.

The five NPCs are described below. It's important that the DM play the NPCs effectively. They are of reasonably high level and will fight hard and intelligently. If things go against them, they will run or try to bargain with the party. Since the NPCs hold the prisoners as leverage against the slaves, not the party, they won't bother harming the prisoners.

Area 1: The NPC leader is MerShannon, a tenth level, LE magic user (H.P.: 52; **ring of protection +1**, **bracers of defense AC 4**, for an overall AC of 3). He is armed with a **+1 staff** and a **+2 dagger** and carries a scroll containing four spells (**forget**, **geas**, **Bigby's forceful hand**, and **delayed blast fireball**). MerShannon has the following spells available to him:

First Level: detect magic, magic missile x2, shield

Second Level: mirror image, stinking cloud, web x2

Third Level: fireball, fly, haste

Fourth Level: fumble, ice storm

Fifth Level: cone of cold, teleport

MerShannon's first action will be to cast **haste** on the NPC fighters in area 2. He will then cast spells as to inflict the most damage on the party, until his followers engage. He will then try to cast **fumble** on an enemy fighter.

Area 2: These are the quarters for two CE NPC fighters. Targnol is tenth level (H.P.: 66; **+1 plate mail**, +3 dexterity bonus, for an overall AC of -1) and fights with a **long sword +1**, **+3 vs. regenerating creatures**. He is +1 to hit and +2 to damage due to strength. The second fighter is Tulkas. He is a 9th level fighter (H.P.: 64; **+1 splint mail**, +2 dexterity bonus, for an overall AC of 1). He carries a **broadsword +2**, **dragon slayer** and has strength bonuses of +1 to hit and +1 to damage. Both fighters attack 3 times per 2 rounds.

Area 3: The last two NPCs are here. Matias is a tenth level, NE cleric (H.P.: 62; **+1 banded mail**, **+1 shield**, +1 dexterity bonus, for an overall AC of 1). He fights with a **+2 mace** and carries two **potions of healing** and two **potions of extra healing**. His spells are:

First Level: cure light wounds x2, detect magic, protection from good

Second Level: detect magic, silence 15' radius, spiritual hammer x2

Third Level: continual light, feign death, speak with dead

Fourth Level: cure serious wounds x2, protection from good 10' radius

Fifth Level: flame strike, raise dead

Matias will most likely use **protection from good**, **spiritual hammer**, and **flame strike** early, before closing to fight.

The other NPC residing in this area is a 9th level, CE thief named Jukka (H.P.: 48, **+2 leather**, +4 dexterity bonus, for an overall AC of 2). Jukka, unknowingly, fights with a **cursed -2 short sword** that detects as a **+1 sword of wounding**. He will be the first to flee if things get tough.

If the party dispatches the evil band and release the families, all of the slaves will be forever grateful. A search of the area will not find much in the way of treasure, as the NPCs carry what they own. Found among the usual adventuring equipment is: 5,000 silver pieces, 3,000 gold pieces, and 4,000 g.p. worth of gems. In addition, the Dwarf will tell the party that the digging he and the Pech did actually uncovered gold nuggets worth a total of 5,000 g.p.. He offers them to the party, explaining that he hid the gold in hopes that the NPCs would give up on the mine and let them go. The Dwarf felt that any gold found would only delay his and the others' releases.