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SUBTERRANEAN ENCLAVE: SEVERED UMBRA



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SUBTERRANEAN ENCLAVE: SEVERED UMBRA

Swallowed by a gigantic sinkhole decades ago, the subterranean village of Severed Umbra has only recently been discovered by adventurers seeking a route to the Ebon Realm. Set around a deep, subterranean lake the villagers residents – a curious mix of surface dwellers and dark creepers – live in relative peace and harmony. The arrival of surface dwellers, though, has caused tension in the village, as few of the villagers trust outsiders. With its strategic location as a staging post for expeditions into the Ebon Realm and its abundant resources of silver and precious gemstones Severed Umbra is unlikely to remain a free village for much longer.

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SEVERED UMBRA AT A GLANCE

Swallowed by a massive sinkhole and cut off from both the surface and underworld decades ago, Severed Umbra represents a seemingly impossible story of survival. Now exposed to the surface, the village serves as a way station for explorers intending to delve further into the underworld.

Severed Umbra comprises the remnants of the slums underneath the city of Fairhaven and a dark folk enclave that surrounded a subterranean lake. When the slums fell into the lake many residents as well as the surprised dark folk died. In the disaster's aftermath, the survivors realized they must work together to survive. Thus languished the survivors and their descendants until a group of adventurers tunneled down into Severed Umbra, suddenly granting the population access to the wider world. Today, the odd mix of the inhabitants' spirit of cooperation still holds, to the bewilderment of visitors.

Now led by the aging human aristocrat Jenndra and the conniving dark stalker Morden, the folk of Severed Umbra harvest fungi and domesticate the lizards they found in their subterranean home. They had the foresight to mine gems and silver, otherwise worthless to their survival, but now essential to the village's prosperity. Phosphorescent moulds illuminate the village's caverns, and the non-dark folk inhabitants have similarly glowing irises.

The people of Severed Umbra treat visitors with respect, and seem blissfully unconcerned with events on the surface. They also meet questions regarding the strange mix of races with blank stares.

DEMOGRAPHICS

Ruler Jenndra (CG female old human aristocrat 3) and Morden (CN male dark stalker warrior 5)

Government Autocracy

Population 121 (43 humans, 27 half-orcs, 18 half-elves, 17 dark creepers, 14 halflings, 2 dark stalkers)

Alignments CG, N, CN, CE

Languages Common, Dark Folk, Halfling, Orc, Undercommon

Corruption +1; **Crime** +0; **Economy** +1; **Law** +1; **Lore** +1; **Society** +1

Qualities Insular, prosperous

Danger +5; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Cerise Indra (location 4; CE female halfling wizard [evoker] 9) A wild-haired halfling, this evoker incinerates the dead.

Flick (location 6 and 8; CG female dark creeper expert 2/cleric 7) The strange rag-tailor Flick worships a benevolent deity, and ministers to the people of Severed Umbra.

Gurga (location 2; N female half-orc druid 6) Gurga oversees the subterranean lizard farm and acts as adjunct healer.

Jenndra (location 10; CG female human aristocrat 3) The shrewd yet fair Jenndra is Severed Umbra's elected co-leader.

Kraark (location 5; CN male half-orc expert 3/barbarian 3) Kraark is married to Gurga and is Severed Umbra's smith.

Mad Bren (location 3 and 7; CE male halfling expert 3) Mad Bren, who has wild hair and hyperkinetic energy, raises mushrooms to feed the lizards and the villagers.

Morden (location 10; CN male dark stalker warrior 5) Morden is the well-spoken, raspy voiced co-leader of Severed Umbra.

Vishell (location 1; CG male half-elf commoner 3) Vishell plies Umbra Lake's waters to spear fish to feed his fellows.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Umbra Lake:** Severed Umbra surrounds a subterranean lake, which provides fish and mostly fresh water for the residents.
2. **Gurga's Corral:** Giant lizards raised for meat roam this area.
3. **Shadow Arms:** A hastily-built wooden structure acts as a tavern and inn for surface visitors.
4. **The Foundry:** Cerise Indra applies her mastery of fire to help at Kraark's Smithy and to dispose of the dead.
5. **Kraark's Smithy:** Kraark fashions tools, weapons and armour – business has increased as more explorers visit the village.
6. **Ragwoman's Outfitters:** When not at her shrine, Flick oversees this clothing shop, which employs halflings and dark creepers.
7. **Mad Bren's Gardens:** Edible mushrooms fill the gardens.
8. **Dark Shrine:** Despite its sinister name, this location serves as a quiet, safe place of healing.
9. **The Vault:** This building stores valuable ore and semi-precious gems harvested from the surrounding mines.
10. **Village Hall:** Jenndra and Morden spend most of their time here, overseeing the day-to-day running of the village.

MARKETPLACE

Resources & Industry Exotic food, shelter, trade

Base Value 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Severed Umbra, the following items are for sale:

Potions & Oils *cure light wounds* (50 gp), *lesser restoration* (300 gp), *protection from law* (50 gp)

Scroll (Divine) *continual flame* (375 gp), *hold person* (150 gp)

Weapon *sleep arrow* (132 gp)

Wondrous Item *necklace of fireballs type I* (1,650 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about the village. A successful check reveals all the information revealed by a lesser check.

DC 10: Fairhaven's slums were lost when a sinkhole swallowed them decades ago.

DC 15: Severed Umbra recently restored contact with the surface when adventurers discovered the village.

DC 20: The village houses a mix of humanoid descendants from Fairhaven's slums and dark folk, who have curiously worked together for their mutual survival.

DC 25: Severed Umbra rests alongside a vein of silver and near a cache of precious gems; rumours say the village sits on an untapped vein of more exotic ores.

VILLAGERS

Appearance The villagers vary widely in hair and skin colour, but the non-dark folk feature iridescent eyes of blue, green or violet.

Dress The villagers have adopted the dark folk style of raggedy dress, but non-dark folk do not wear nearly as many layers.

Nomenclature *male* Bren, Kraark, Morden, Vishell; *female* Cerise, Flick, Gurga, Jenndra, Valeen; *family* none.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1	Umbra Lake hides the remains of a gigantic serpent and its treasure. They are said to lie at least 100 ft. below the surface.
2	Vishell and his sibling are the only original survivors of the cataclysm spawning Severed Umbra; neither talks about their experiences.
3	While exceptionally strange that a dark creeper became a divine caster, Flick claims her deity spoke directly to her and told her of the necessity for a village healer.
4	Gurga spotted a xorn that emerged from the ground and took one of her lizards.
5*	Cerise has become increasingly agitated by the arrival of so many visitors and plans to destroy the village.
6*	Jenndra and Morden are lovers, and plan to extend their rule to encompass Fairhaven.

*False rumour



NOTABLE LOCATIONS

1: UMBRA LAKE

This large lake provides figurative lifeblood for Severed Umbra. It also saved a good percentage of the downtrodden of Fairhaven who fell several hundred feet into its waters when the sinkhole opened beneath their feet.

In addition to potable, if a bit briny, water, the lake supplies the village with phosphorescent, pale green fish. Visitors find the fish surprisingly tasty and pay generous sums for them at the Shadow Arms.

The cold lake, in places over 100 ft. deep, dominates the cavern. The lake serves as the source of an underground stream and moisture from the cavern feeds it. Very few residents visit Umbra Lake, but Vishell (CG male half-elf commoner 3), one of only two residents alive when Fairhaven's slums dropped into the lake, practically lives on his skiff from which he catches dozens of fish on a good day.

2: GURGA'S CORRAL

Here Gurga (N female half-orc druid [cave druid] 6) raises huge subterranean lizards with her two brothers, Yarik (CN male half-orc druid [cave druid] 2) and Murt (N male half-orc ranger 1). The 40-plus lizards (treat as monitor lizards), are aggressive to everyone but Gurga and her brothers. Unlike the fish of Umbra Lake, lizard meat has not caught on with surface visitors, so it rarely features on the Shadow Arms' menu. The lizards' hides are also used by Kraark (Area 5) to craft sturdy armour.

3: SHADOW ARMS

A stuffed cloaker seemingly leaps out above the door to this inn, which primarily serves visitors to Severed Umbra. This place was formerly nothing more than a collection of tables created from the remains of the collapsed buildings from above, where the residents could meet, drink and discuss the day's events. The building surrounding the tables and incorporating new rooms sprang into existence almost overnight, as Umbrans constructed the place after the arrival of the village's first visitors.

Garren (CG male half-elf fighter 2/expert 3) is the proprietor and has a staff of five (CG or CN dark creeper or halfling expert 1) who see to visitors' needs. Locals still meet here to discuss their days, but they mainly keep to themselves.

4: THE FOUNDRY

One of the first issues that arose for the people of Severed Umbra was that of corpse removal. The cavern's floor proved too tough for burials, and no one wanted to dispose of them in the lake. Burning proved the best option, but immediate concerns about destroying the thin supply of fresh air nearly rendered that option moot. Luckily, one of the slum's survivors,

a retired wizard adventurer, managed to salvage some of his spellbooks, and he turned to evocation magic to create fire that did not consume breathable air. The wizard died a few years after Severed Umbra's founding. Before he died, he took on a student in form of the pyromaniac halfling Cerise Indra (CE female halfling wizard [evoker] 9), who subsequently requested a building, adjacent to Kraark's smithy in which to practise her craft. Occasionally, yellow and red flashes of light emanating from the foundry briefly illuminate the cavern.

5: KRAARK'S SMITHY

Most of Kraark's (CN male half-orc expert 3/barbarian 3) metalwork involves mining equipment, but he crafts the occasional sword or axe for more combative residents. Before visitors arrived, he rarely fired up the forge dominating his shop. Instead, he spent most of his time repairing equipment and weapons. He has also taken up tanning and cures the lizard hides his wife Gurga provides him for clothing and armour. If Kraark is absent from his shop, it usually means he is helping Gurga track down an escaped lizard.

When the first arrivals appeared in Severed Umbra, Morden tasked the half-orc with fashioning the Vault's metal walls to secure the village's collected treasure. As the village has become a way station for adventurers, his time here has increased. He manages a thriving business for those requiring weapons and all types of armour.

6: RAGWOMAN'S OUTFITTERS

A jumble of rags, woven cloth and sewing implements fills this humble place. Beldar (CG male halfling expert 2) oversees two apprentices (CN dark creeper or halfling expert 1) who wade through a sea of fabric to cheerfully greet visitors. This was once Flick's home where she diligently worked to fashion outfits for

IN YOUR CAMPAIGN

The origin for Severed Umbra in this book is just one example, and a GM could easily change it to fit a disaster, however small or large, in his own campaign. For example, an earthquake could strike the region and pull the slums into a yawning chasm that subsequently closes or a duel between powerful spellcasters might wipe away the slums as collateral damage. Additionally, this doesn't have to affect a portion of a city; instead, an entire village could become a strange local or regional myth because of its sudden disappearance.

The time between the disaster and the present day is also flexible. However, it should span a period that credibly allows for the slum's residents to ally with the dark folk and to acclimatise to their new home's near-complete darkness.

Severed Umbra's residents. When she embraced her strange, but kind deity, she moved to the Dark Shrine, leaving the shop to her apprentices. With the arrival of people from the surface, the shop has expanded to sell provisions and gear to those planning to continue their explorations further into the Ebon Realm.

7: MAD BREN'S GARDENS

Bren's (CE male halfling expert 3) parents claimed this area when they discovered the plethora of mushrooms and fungi growing here. They hoped they could farm the mushrooms to provide sustenance and clothing material for the village. Their child, Brendil, was the first born in Severed Umbra, and the villagers celebrated his birth as a sign of their assured survival. An

CERISE INDRA CR 8 (XP 4,800)

Female halfling wizard (evoker) 9
CE Medium humanoid (halfling)
Init +3; **Senses** darkvision 60 ft., Perception +9, Sense Motive +8
Speed 20 ft.; **ACP** 0; **Acrobatics** +5, **Climb** +1, **Swim** -1

AC 19, touch 15, flat-footed 16; **CMD** 16
(+4 armour [*mage armour*], +1 deflection [*ring of protection +1*], +3 Dex, +1 size)

Fort +7, **Ref** +8, **Will** +7 (+9 vs. fear)

hp 52 (9 HD)

Weakness light blindness

Light Blindness (Ex) Cerise is blinded for 1 round if exposed to bright light and is dazzled until she leaves the area.

Space 5 ft.; **Base Atk** +4; **CMB** +2

Melee +1 *dagger* +4 (1d4/19-20)

Ranged Touch force missile (as *magic missile*; 7/day) (1d4+4)

Special Actions elemental wall

Elemental Wall (Sp) As *wall of fire* but can deal acid, cold, electricity or fire damage. Duration 8 rounds/day; rounds do not need to be consecutive.

Wizard Spells Prepared (CL 9th; concentration +13; arcane bond [*ring of protection +1*]; intense spells [+4])

5th—*elemental body II, maximized silent burning hands* (DC 17)

4th—*empowered scorching ray, fire shield, silent fireball* (DC 19)

3rd—*blink, fireball* (3; DC 19), *flame arrow*

2nd—*flaming sphere* (DC 18), *pyrotechnics* (DC 16), *resist energy* (2), *scorching ray* (2)

1st—*burning hands* (DC 17), *mage armour, magic missile* (2), *shocking grasp, true strike*

0 (at will)—*flare* (DC 16), *mage hand, mending, resistance*

Combat Gear *potion of protection from fire*

Abilities Str 8, Dex 16, Con 14, Int 18, Wis 8, Cha 14

Feats Empower Spell^B, Eschew Materials, Greater Spell Focus (evocation), Maximize Spell, Scribe Scroll^B, Silent Spell, Spell Focus (evocation)

Skills as above plus Intimidate +9, Knowledge (arcana) +16, Knowledge (planes) +16, Linguistics +10, Spellcraft +16, Stealth +16

Languages Abyssal, Common, Dark Folk, Draconic, Dwarven, Elven, Goblin, Halfling, Orc

Gear as above plus *cloak of resistance +1, headband of vast intelligence +2, 3 gp*

unfortunate side effect of the young halfling playing in fields of fungi was his accidental exposure to the psychotropic toadstools growing among them. Shortly after Brendil reached adulthood, his parents died, seemingly of natural causes, and rumours swirled about the village regarding their deaths. Most Severed Umbrans give "Mad Bren" a wide berth, while he continues to putter away among his tasty – and illicit – plants.

8: DARK SHRINE

The atypical dark creeper Flick (CG female dark creeper expert 2/cleric 7) serves as the village's healer. She claims to have heard her deity, while she was alone in her shop, directing her to clear out the cavern section containing the second largest concentration of rubble from the fall of Fairhaven's slums. The shrine sits in the darkest, most barren part of the cavern. Severed Umbrans, now completely adapted to the dark, see nothing sinister about the shrine's location, but many visitors seem reluctant to visit the place.

9: THE VAULT

Prior to the first adventurers' arrival, able-bodied citizens of Severed Umbra mined the silver seam at the cavern's southwest end, pried gems loose from the walls surrounding the village and piled these treasures near the silver seam. Since survival was of paramount concern, no one coveted the amassed wealth, which Morden thought might come in handy if the village ever needed to negotiate with explorers.

When that time arrived, the villagers realised they must protect their treasure from invaders. A small cadre of eight (CG or CN human or half-orc warrior 4) guard the vault.

10: VILLAGE HALL

This large, relatively opulent – decorated with transparent gemstones holding luminescent fungi – hall is the village's administrative heart. Both Morden's (CN male dark stalker warrior 5) and Jenndra's (CG female old human aristocrat 3) predecessors recognized the benefit of a united front for their gathered people, who initially worked together out of necessity, but required leadership once their survival was assured. They govern equally, but Jenndra acts as the "face" of Severed Umbra to new arrivals, mostly meeting with them at the Shadow Arms, as Morden quietly handles the village's day-to-day oversight. Jenndra makes no attempt to hide the dark folk's existence within the village, but Morden believes it best to remain unseen.

DARK ACCLIMATISATION

All the normally surface-dwelling residents of Severed Umbra have adapted to life in the dark. They have darkvision with a range of 60 ft., but also suffer from light blindness.

LIFE IN SEVERED UMBRA

Prior to the arrival of surface dwellers, life in Severed Umbra was harsh and boring, occasionally punctuated by some monster burrowing, wriggling or swimming its way into the cavern. Everyone works toward the survival of the village. The residents got used to living in the cavern and built homes from the ruins of the buildings that fell into the sinkhole. While not exactly thriving, the people living here now are second or third generation villagers; only two surviving half-elves remain from the day the sinkhole swept Fairhaven's slums into the cavern they now inhabit.

The newcomers' appearance has created a minor ripple in the residents' everyday lives, especially for those charged with guard duty at the Vault, patrolling the cavern or running the Shadow Arms. Jenndra and the Shadow Arms' staff work hard to keep visitors away from the villagers.

LAW & ORDER

Jenndra and Morden share power equally; Jenndra was elected to her position 30 years ago and Morden assumed his position when his predecessor died. Crime is virtually non-existent – theft is unheard of and anyone who harms or kills someone suffers swift and fatal justice. Villagers typically resolve rare arguments between themselves, and it is rarer still that Jenndra or Morden must intervene. The arrival of adventurers and other surface dwellers did nothing to change the relationships between the residents, who almost uniformly distrust new arrivals. Very few special rules apply to newcomers, and those that do mostly deal with access to various locations in the cavern (specifically the Vault). The only strictly enforced law that surface dwellers might find peculiar prohibits the use of light spells. Jenndra makes it clear to visitors they face expulsion from the village, and the dark stalker residents quickly react to such spells with a *deeper darkness*.

TRADE & INDUSTRY

While isolated, Severed Umbra did not engage in any trade, but residents gathered the silver and gems in the hope they could use it when eventually contact was made with other intelligent creatures. Now the village has access to the surface, and a burgeoning connection to the caverns below, it serves as a vital way station for those delving into the Ebon Realm. In addition to the obvious material wealth, Severed Umbra is a source of exotic, phosphorescent fish and narcotic mushrooms for those brave, or desperate, enough to deal with Mad Bren. The few shops provisioning adventurers charge a fair price. Gurga has begun entertaining the idea of selling lizards as mounts, and a handful of residents now offer their services as dark-sighted guides to travellers.

EVENTS

While the PCs are in the village, one or more of the below events may occur.

D6	EVENT
1	A minor earthquake collapses a portion of the cavern; some villagers are trapped and need rescue.
2	An especially large lizard escapes from Gurga's corral and wanders into the Shadow Arms. If the PCs have earned Kraark's trust, he asks them to help capture the beast.
3	A fire erupts in Mad Bren's gardens and threatens not only to destroy his crops but also to release dangerous smoke and spores through the cavern.
4	A dark folk clan arrives at Severed Umbra. Their arrival creates tension between them and the resident dark folk, who generally have no desire to leave the village.
5	A purple worm emerges from beneath the Vault and swallows most of its wealth as well as all the guards. The PCs might get involved in dispatching the purple worm.
6	A retinue from Fairhaven claims Severed Umbra as part of the city. Jenndra tries to diplomatically resolve the situation, but unrest builds as the news spreads.

MORDEN

CR 7 (XP 3,200)

Male dark stalker warrior 5

CN Medium humanoid (dark folk)

Init +9; **Senses** see in darkness, Perception +4, Sense Motive +6

Speed 30 ft.; **ACP** 0; **Acrobatics** +5, **Climb** +7, **Swim** +3

AC 21, touch 16, flat-footed 15; **CMD** 28

(+3 armour [mwk studded leather], +5 Dex, +1 dodge [Dodge], +2 natural)

Fort +7, **Ref** +11, **Will** +5

Weakness light blindness

Light Blindness (Ex) Morden is blinded for 1 round if exposed to bright light and is dazzled until he leaves the area.

hp 81 (11 HD); death throes

Death Throes (Su) When slain, Morden's body combusts. Those within 10 ft. are blinded for 1d6 rounds (DC 13 Fortitude negates). Those with light blindness are automatically blinded for at least 1 round. His equipment is undamaged.

Space 5 ft.; **Base Atk** +9; **CMB** +12

Melee +1 *longsword* +14/+9 (1d8+5/19–20)

Ranged mwk light crossbow +15 (1d8/19–20)

Atk Options poison use, sneak attack (+3d6)

Spell-Like Abilities (CL 6th; concentration +10)

At will—*deeper darkness*, *detect magic*, *fog cloud*

Combat Gear bolts (20), black smear (5 doses), *potion of displacement*, *potion of invisibility*

Abilities Str 17, Dex 20, Con 14, Int 12, Wis 10, Cha 18

Feats Dodge, Improved Initiative, Iron Will, Skill Focus (Bluff), Toughness, Weapon Focus (*longsword*)

Skills as above plus Bluff +21, Stealth +25, Survival +8

Languages Common, Dark Folk, Undercommon

Gear as above plus *cloak of elvenkind*, *ring of feather fall*, 23 gp

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