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# SUBTERRANEAN ENCLAVE: DEEPHEARTH



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# SUBTERRANEAN ENCLAVE: DEEPHEARTH

*Where the waves of the Endless Sea lazily roll into a rocky inlet lies the small svirfneblin fishing village of Deephearth. Hidden in a seldom used tunnel network, the svirfneblins of Deephearth lead quiet lives unnoticed by the many lurking dangers of the Ebon Realm. Recently an earthquake blocked the mouth of the inlet where Deephearth is sitting, but the village itself escaped the event damaged. However, lately svirfneblins have gone missing. At first fishing boats disappeared without a trace, but now even villagers have disappeared from their own beds! The villagers look to their leaders for guidance, but the council is unable to act, as one of their own is among the missing.*

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## DEEPHEARTH AT A GLANCE

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At the head of an inlet on the Endless Sea, hidden from prying eyes, lies the svirfneblin enclave of Deephearth. The village is only accessible by water or through a concealed tunnel ending in a seldom used passageway linking Zaccharine and the haunted keep of Sorrowhall. What began with two families a century ago is today home to more than a hundred svirfneblins who make their living as fishermen. Two months ago an earthquake shook Deephearth and its environs. As the tremors subsided it soon became clear the earthquake had pushed the seabed up out of the water near the mouth of the inlet forming a landbridge and blocking access from Deephearth to the Endless Sea. Then the disappearances started and today fear has gripped the small village as more and more villagers go missing.

### DEMOGRAPHICS

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**Ruler** The Council of Three

**Government** Council

**Population** 103; currently 86 (103 svirfneblins)

**Alignments** NG, N, NE

**Languages** Gnome, Undercommon

**Corruption** -1; **Crime** -2; **Economy** -1; **Law** 0; **Lore** -1; **Society** -1

**Qualities** Insular, racially intolerant (dwarves)

**Danger** 0; **Disadvantages** None

### NOTABLE FOLK

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

**Belkar Ironarm** (location 7; CN male svirfneblin fighter 5) Belkar has travelled the Ebon Realm for a decade. He has recently returned to his childhood home after his adventures.

**Besima Gemfinder** (location 1; N female svirfneblin bard 3) Besima is the oldest svirfneblin in Deephearth and serves as the keeper of tales. She is a member of the Council of Three.

**Gerwina Stonehall** (location 3; NG female svirfneblin expert 3) Gerwina is the owner of the Ruby Goblet, Deephearth's one and only drinking hall, where the villagers can relax after a hard day's work.

**Jarek Strongheart** (location 2; NE male svirfneblin expert 3) Jarek is a small skeletally thin svirfneblin with a piercing gaze. He owns Deephearth's general store and sits on the Council of Three.

**Lenwara Shroomkeeper** (location 6; N female svirfneblin druid 6) This svirfneblin has been the keeper of Deephearth's mushroom gardens for the last twelve years.

**Orlek One-Leg** (location 4; N male svirfneblin expert 4) Orlek is easily recognized in the village due to his wooden leg. He makes his living as Deephearth's scrimshawer.

**Rethgar Stonespeaker** (location 5; N male svirfneblin cleric 5) Rethgar is Deephearth's only cleric; he tends his small congregation and blesses boats and fishermen before they sail on the Endless Sea. He sits on the Council of Three.

**Txxrymgra'thrk** (location 8; LE aboleth) Txxrymgra'thrk was trapped behind the landbridge after the earthquake struck and has been plotting his freedom ever since.

**Zaythoor** (location 3; CN male drow wizard 8) Zaythoor is a drow fleshcrafter from Zaccharine. He is posing as an elderly svirfneblin called Freth, using his *hat of disguise*.

### NOTABLE LOCATIONS

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

1. **The Longhouse:** This is the closest Deephearth comes to a village hall. Here the Council of Three meet to discuss matters of both great and small import.
2. **Jarek's General Store:** The only store in Deephearth. It is well stocked with underworld exploration in mind.
3. **The Ruby Goblet:** Deephearth's only tavern, it mainly comprises a large common room, but Gerwina has a few rooms for rent.
4. **Orlek's Home:** This small house is built over the ribcage of some huge marine creature. Everywhere bone can be seen it has been covered in intricately detailed carvings.
5. **The Petrified Shrine:** The village temple is located inside a huge petrified mushroom. This three-storey structure holds both temple areas and Rethgar's family home.
6. **Mushroom Gardens:** Several large patches of mushrooms grow here. There is a small building in the fields, used for tool storage and mushroom processing and preparation.
7. **Belkar's Home:** This sturdy-looking stone building is home to the adventurer Belkar.
8. **The Landbridge:** This three-mile long stone ridge emerged from the Endless Sea during the recent earthquake.
9. **The Canal:** Here the dominated svirfneblin are digging a canal through the landbridge so Txxrymgra'thrk can swim back to the Endless Sea.
10. **The Stockade:** This natural cavern serves as the prison for the missing villagers.

### MARKETPLACE

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**Resources & Industry** Fishing, mushroom ale, scrimshaw

**Base Value** 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *cure light wounds* (50 gp), *invisibility* (300 gp)
- **Scrolls (Arcane)** *burning hands* (50 gp)
- **Scroll (Divine)** *bless* (25 gp), *augury* (150 gp), *find traps* (150 gp)

## ENCLAVE LORE

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

**DC 15:** Deephearth is a svirfneblin fishing village located somewhere on the coast of the Endless Sea.

**DC 20:** The entrance to Deephearth is hidden and heavily trapped.

**DC 25:** Recently the area near Deephearth was struck by an earthquake.

## VILLAGERS

**Appearance** Villagers wear well-kept practical clothes. Due to the main profession of the village, there seems to be a slight odour of fish surrounding most of the villagers.

**Dress** The svirfneblin of Deephearth favour clothing in grey shades, bright colours are not needed in a village where the inhabitants have darkvision.

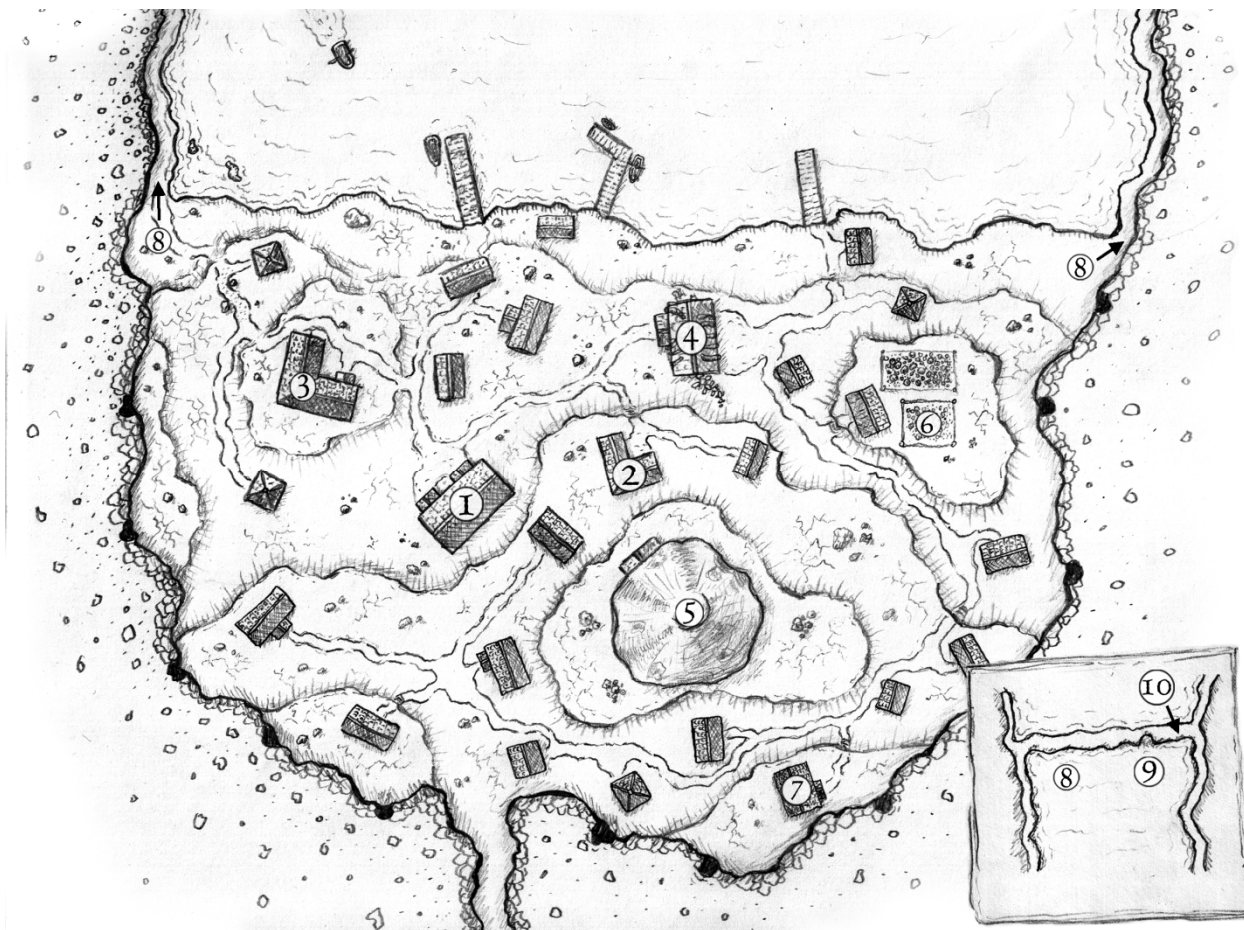
**Nomenclature** *male* Charlon, Danthor, Gewlor, Serlak, Varlo; *female* Dessa, Gwinyth, Tanja; *family* Granite, Greymarble, Rockwalker.

## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Deephearth 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	Orlek often sits outside his house looking off into the distance over the inlet while smoking his pipe. What is he looking for?
2	Jarek Strongheart sometimes travels to nearby settlements to restock his store, but this time he has been gone for a long time.
3*	Drow raiding parties are responsible for the disappearing villagers.
4	The Endless Sea hides many secrets beneath its dark waters.
5	Lenwara knows everything there is to know about mushrooms in the Ebon Realm.
6	Besima is considering relinquishing her seat on the council to make room for a younger svirfneblin.

\*False rumour



## NOTABLE LOCATIONS

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### 1: THE LONGHOUSE

This 60 ft. long stone building stands at the centre of Deephearth. Besima Gemfinder (N female svirfneblin bard 3) is usually found here either teaching the village's children or working on the Council of Three's business. The Council of Three is the ruling body of Deephearth. The three members are chosen by election for a period of eight years, but there is no limit to how many periods one can sit on the council, Besima for instance has been on the council for 48 years. The merchant Jarek Strongheart (NE male svirfneblin expert 3) and the cleric Rethgar Stone Speaker (N male svirfneblin cleric 5) are also council members. The council is under growing pressure to do something about the missing villagers, but as Jarek has not returned from his latest resupplying trip they are unable to formally discuss the matter.

### 2: JAREK'S HOME AND OFFICE

This stone structure holds both the general store and Jarek's (NE male svirfneblin expert 3) home. The general store is usually well stocked with items for underground exploration but lately stock is running low as Jarek has gone missing. Jarek's personal home is an opulent affair with many mementos from his journeys up and down the coast. Jarek even has a few unlit lanterns around his home, mostly to flaunt his wealth as light is not necessary in Deephearth due to the svirfneblins inherent darkvision, and light tends to draw attention. After the earthquake, Jarek travelled out to the mouth of the inlet to get a look at the landbridge and determine what it would mean to his journeys and the village's fishing fleet. Once at the landbridge he was dominated by Txxrymgra'thrrk (LE aboleth), and commanded to get workers to dig a canal through the landbridge so the aboleth could return to the Endless Sea. The promise of treasure and power, eventually made Jarek a trusted ally of Txxrymgra'thrrk.

### 3: THE RUBY GOBLET

Gerwina Stonehall (NG female svirfneblin expert 3) is the jovial host of the Ruby Goblet. A large common room and the kitchen are the most notable features. She serves four different mushroom ales, including the Deephearth favourite Ironboot Stomp Ale, and can also prepare a meal from nutritious mushrooms for a few coppers. Most visitors come just for the drink after ending a fishing trip on the Endless Sea, however. Behind the kitchen is Gerwina's room as well as four small rooms that can be rented; currently only one room is occupied. An elderly svirfneblin named Freth is staying at the Goblet. He claims to be travelling the Ebon Realm collecting the tales and stories of the svirfneblins on the northern coast of the Endless Sea. In reality, Zaythoor (CN male drow wizard 8) is

masquerading as Freth. The fleshcrafters of Zaccharine have foreseen in the entrails of failed experiments that an interesting creature is near Deephearth, a creature they are keen to perform tests on. Zaythoor is here to determine if said creature is worth Zaccharine's attention.

### 4: ORLEK'S HOME

Located near Deephearth's harbour, this small structure looks like no other in the village. The house is built of bone and stone over the huge ribcage of a beast from the depths of the Endless Sea. Orlek (N male svirfneblin expert 4) was for many years a fisherman himself, but an accident cost him his leg. Today he works as the village's scrimshawer, and his scrimshaw can be bought at Jarek's General Store. Jarek has also brought some of Orlek's wares with him on his journeys to nearby settlements and as a result Orlek's work can be found at several settlements on the northern coast of The Endless Sea. Orlek proudly shows off his sturdy wooden leg as a proof that he himself never shied away from hard labour. He can barely conceal his feeling that the young ones cut corners, something he often lets the fishermen know when they return from the Endless Sea. Most of the fishermen consider Orlek a nuisance due to his behaviour of shouting snide remarks at them as they unload the cargo near his house, but they know Orlek purchases any weird creature caught in their nets, if he can create scrimshaw from its bones. Nevertheless Orlek's experience also makes him the most knowledgeable svirfneblin concerning matters of the Endless Sea and the creatures below its dark waves.

### 5: THE PETRIFIED SHRINE

This huge petrified mushroom has been hollowed out to create the village's temple. The ground floor is where all religious rituals are carried out, from celebrations of births to burial rites. On the first floor is Rethgar's (N male svirfneblin cleric 5) office and private shrine. Any religious artefacts are also stored here when not used at a service; the temple proudly claims to have a fingerbone from a pious svirfneblin of some renown amongst other things. On the top floor is Rethgar's private home where he lives with his pregnant wife Lenwara Shroomkeeper (N female svirfneblin druid 6). She spends most of her time tending the Mushroom Gardens. Lately Rethgar has been busy on the council as well as talking to the distraught relatives to the missing svirfneblins in his capacity as priest.

## 6: MUSHROOM GARDENS

These gardens are more akin to small fields of different types of mushrooms. One field in particular stands out as it contains fluorescent green mushrooms; these are the main ingredient in Ironboot Stomp Ale, but they have other uses as well. Lenwara Shroomkeeper (N female svirfneblin druid 6) tends these fields diligently knowing they are key to Deephearth's existence. Lenwara is usually found in the building in the middle of the fields overseeing the fermentation of mushroom ales, if she is not walking the fields. Presently Lenwara is pregnant so she spends more time than usual in her home in the Petrified Shrine. She is also responsible for discovering an odd use for mushroom sap: to make swirling designs on clothing only visible with darkvision. Every svirfneblin in Deephearth owns at least one such garment for use on festive occasions, where all the participants can see the beautiful and imaginative designs.

## 7: BELKAR'S HOME

Belkar Ironarm (CN male svirfneblin fighter 5) has recently returned to his childhood home. His parents died years ago while he was adventuring. The mourning period was cut short by the earthquake and the following rash of disappearances. Belkar focused his mind on finding the missing villagers, but recently he has grudgingly come to the conclusion the villagers of

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### BUILDINGS AND LIGHT

Deephearth is a typical svirfneblin village. Buildings are built of stone, apart from the Petrified Shrine, and furthermore there are small caves in the walls of the cavern, which holds the village. The small caves are used as homes and each contain a concealed passage to nearby tunnels or caverns to be used as escape routes. The escape tunnels are not complete but terminate in a dead-end, but a few well-placed strikes of a pickaxe will open the tunnel. The reason for the near completed tunnels is that the villagers do not want any other Ebon Realm denizens accidentally stumbling upon a backdoor into the village.

Besima occasionally tells the tale of Graniteburg where monsters found an escape tunnel and slaughtered the whole village in a single night, all villagers heed the advice from these precautionary tales.

It is also worth noting Deephearth does not have any light sources, the villagers make do with their darkvision. Should trusted surface dwellers be in the village, lanterns can be lit inside the houses, but only when any windows have been barred to prevent the light from being seen by unwanted "guests." Deephearth is so secluded in the inlet that chance encounters are very rare; there have been only four encounters with monsters around Deephearth in the last three decades.

Deephearth are just that: villagers. They are scared and want the council to act but they are not ready to act themselves, much to Belkar's annoyance. His small stone house is modestly furnished; Belkar has only kept a few of his parents' belongings such as chairs, a table and a bed; the rest of the things in the house are memorabilia from Belkar's adventuring career. Belkar's signature weapon, a magical mace, is always within reach and he never leaves home without it.

## 8: THE LANDBRIDGE

This is the most prominent result of the earthquake. A massive three mile long stone ridge, which blocks access to the Endless Sea from the six-mile long inlet, where Deephearth is located. The landbridge itself is simply just the bed of the Endless Sea that has risen above the surface. Along the ridge lie many small ponds wherein the weird sea life of the Ebon Realm was trapped. These ponds were instrumental in the survival of the svirfneblins working on the canal. But after two months, it is rare to find anything living in the ponds; they have all been either eaten by the svirfneblins or died of starvation as the ponds' food sources ran out. Txxrymgra'thrk can usually be found patrolling the waters near the landbridge.

## 9: THE CANAL

So far the missing svirfneblins have made slow progress on the canal, but Txxrymgra'thrk (LE aboleth), has been getting more and more impatient and has made sure that Jarek and his three dominated svirfneblins have pushed their unlucky kinsmen to the limit and beyond. So far, only one is dead from exhaustion but several more are on the brink of death. Even with a well-equipped work force digging a canal would take several months; all Txxrymgra'thrk has is a small group of malnourished, exhausted svirfneblins. Txxrymgra'thrk may have to make a new plan if he is to once again roam the Endless Sea.

## 10: THE STOCKADE

This is a natural cave in the landbridge where the missing svirfneblins are kept when not digging. Nothing blocks the cave entrance, but the dominated svirfneblin keep a careful watch over their fellows. The incarcerated svirfneblins have so far been sustained on a diet of wild mushrooms and whatever fish they have been able to catch from the numerous small ponds on the landbridge. The diet, while technically very similar to what is eaten in the village lacks variety, and the svirfneblin are malnourished as a result. Thus they are thinner than normal and more lethargic; as a result, the pace of work on the canal is steadily slowing.

## LIFE IN DEEPHEARTH

Life in Deephearth is lived in typical svirfneblin fashion, with an eye toward hard labour and one's place in the community. Everyone does their job first then the common room at the Ruby Goblet can be visited. Orlek still feels the young ones don't always keep this in mind, but cool mushroom ale makes him hold his tongue.

### TXXYMGRATHRRK

CR 8 (XP 4,800)

*A huge grey shape with three eyes and four lashing tentacles glides through the dark waters.*

Advanced aboleth

LE Huge aberration (aquatic)

**Init** +7; **Senses** darkvision 60 ft.; Perception +16, Sense Motive +5

**Speed** 10 ft., swim 60 ft.; **ACP** 0; Stealth -6, Swim +26

**AC** 24, touch 9, flat-footed 19; **CMD** 28 (can't be tripped) (+3 Dex, +13 natural, -2 size)

**Fort** +10, **Ref** +7, **Will** +13

**hp** 100 (8 HD)

**Space** 15 ft., mucus cloud (5 ft.); **Base Atk** +6; **CMB** +15

**Mucus Cloud (Ex)** While underwater, Ttxrymgrathrrk exudes a cloud of transparent slime. All creatures adjacent to him must make a DC 22 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with his mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

**Melee** 4 tentacles (reach 15 ft.) +12 (1d6+7 plus slime)

**Atk Options** slime

**Slime (Ex)** A creature hit by Ttxrymgrathrrk's tentacle must make a DC 22 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based

**Spell-Like Abilities** (CL 16; concentration +21)

At Will—*hypnotic pattern* (DC 17), *illusory wall* (DC 19) *mirage arcana* (DC 20), *persistent image* (DC 20), *programmed image* (DC 21), *project image* (DC 22), *veil* (DC 21)

3/day—*dominate monster* (DC 24)

**Abilities** Str 24, Dex 16, Con 26, Int 19, Wis 21, Cha 21

**Feats** Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

**Skills** as above plus Bluff +13, Intimidate +16, Knowledge (history) +15, Spellcraft +15

**Languages** Aboleth, Aklo, Aquan, Common, Dwarven, Undercommon

## LAW & ORDER

Deephearth does not have any kind of watch. There has not been a crime committed in more than a decade, but should it happen the Council of Three would lead the investigation. The entry tunnel into Deephearth has a concealed guard post to watch for anyone who stumbles onto the tunnel. This guard post is manned constantly by two svirfneblins. They alert the village should enemies approach giving the villagers time to take to their boats or use the escape tunnels.

## TRADE & INDUSTRY

The industries of Deephearth are fishing on the Endless Sea, mushroom ales and Orlek's scrimshaw. The first is by far the most dominant; the others are just small endeavours.

## EVENTS

While the PCs are in Deephearth, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	Lenwara has just given birth to a baby boy and the village are delighted and are forgetting the dark times. The child is named Hethis, meaning "Light in the Darkness" in Gnome.
2	A new batch of mushroom ale is finished. Tonight fear is forgotten as the villagers sample the ale.
3	The dead body of one of the missing svirfneblins has floated into the harbour. The find makes the village reconsider the notion that drow are behind the recent disappearances.
4	Four svirfneblin have decided that Freth is responsible for the disappearances and want him to confess. Freth has barricaded himself in his room at the Ruby Goblet.
5	A small group of svirfneblin are gathered in front of the longhouse where they demand action from the Council of Three regarding the disappearances.
6	Belkar has proclaimed he will find the missing villagers if he can gather a search party. The others are eager for their loved ones to be found, but less keen to join a search party and head off into the unknown. Belkar shows his disgust and returns to his home.



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