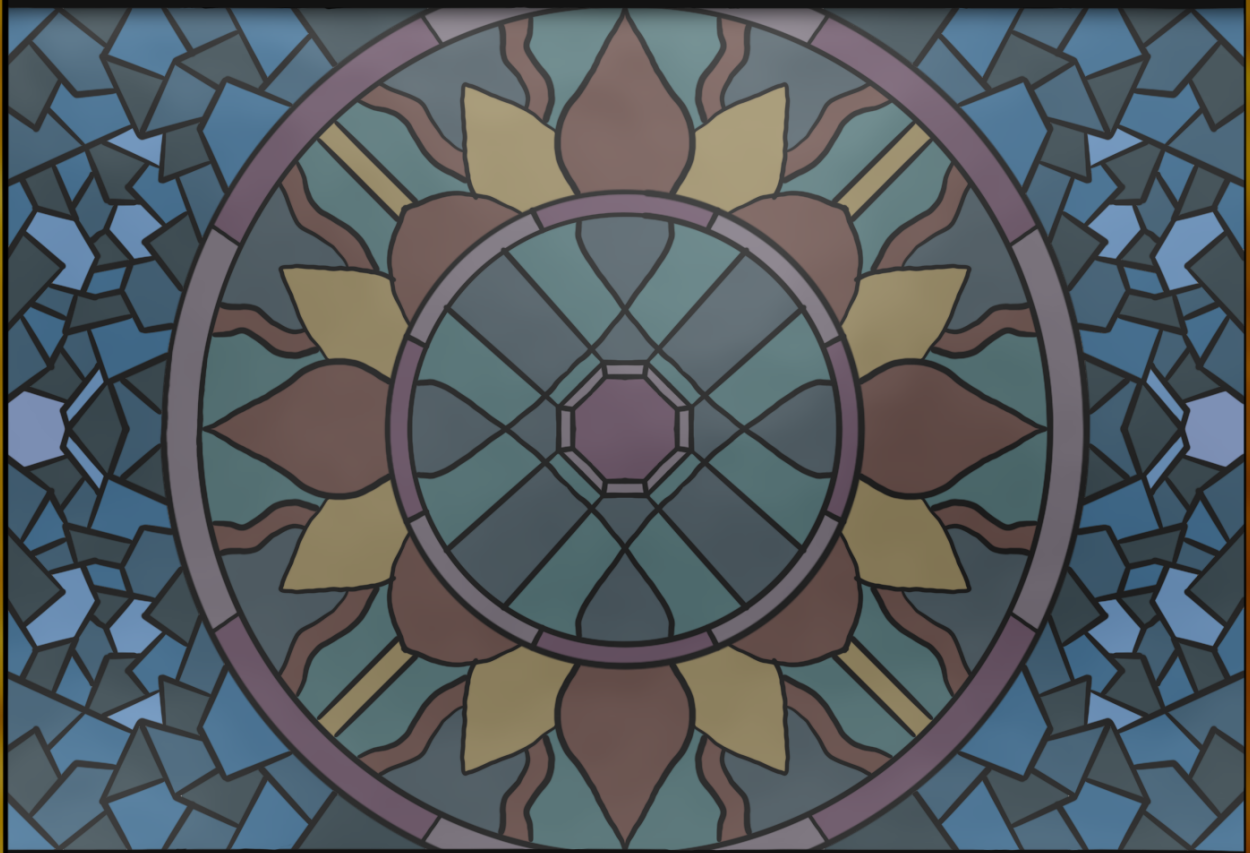


Umbral Coast

By Tyler Monahan



The once great kingdom of Stormgrad lies in ruins on the Umbral Coast. Once a bustling trade city now the only thing that roams its streets are undead. An adventure for levels 3-4.

UMBRAL COAST

The Umbral Coast were once thriving farm land. Now the fields lay barren and the towns and cities they supported lay torn apart by the restless dead. Tribes of orcs and goblins have moved into the region and now claim these dangerous lands as their own.

CIVILIZATION

Once a bastion of civilization the coastal city of Stormhaven lies in ruins. Further to the north an orc horde founded the city of O'Goran which is the only bastion of civilization. O'Goran is divided into two sections the city center populated by orcs and rural farms run by goblins.

WILDERNESS

The bone wastes boarder the sea with sheer costal cliffs. Rolling hills and wide plains that were once farmland are now barren. Roving bands of ghouls and zombies travel along abandoned roads and through dead towns.

ORC PLOT

The orc warlord Maelgar wants to see the city of Stormhaven burned to the ground. While he could attack the city straight out he would lose many warriors to the hordes of undead. Preferring to minimize his losses he is looking for strong adventurers to prove themselves by taking out key targets inside the city to soften it. He frequently recruits prisoners who have caused problems in his city for this type of work.

HALF ORC PLOT

The half orc Malic represents a coalition of half orcs that want to cleanse Stormhaven so it can be resettled. They feel the city is part of their heritage and don't want to see it destroyed or pillaged. Malic will hire adventurers to clear out problem areas inside Stormhaven so they can reclaim it.

NEUTRAL PLOT

The Goblin Zaz from Modrox Inc wants to salvage parts of Stormhaven. He will contact with adventurers to collect loot from different locations Modrox Inc has scouted out in Stormhaven. The adventurers get a cut of any profits they make for the company.

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STORMHAVEN SEWERS (LEVEL 5-6)

Orc: Warcheif Maelgar wants the Stormhaven sewers cleaned out. His attack on the city won't be successful if oozes from the sewers are attacking from below. Rewards Spellwrought tattoo, 1st level Hunter's Mark

Half Orc: Malic needs help clearing out the Stormhaven sewers so he can setup a outpost there. Anyone who helps him will be able to rest there once it is done.

Neutral: Zaz is paying 400 gold for ooze collection from the Stormhaven sewers. He has 3 barrels he needs filled with a different type of ooze each for delivery to a buyer.

SANATORIUM (LEVEL 5-6)

Orc: Warcheif Maelgar wants the source of the ghosts in the Stormhaven Sanatorium destroyed since his warriors weapons don't do much to them. Rewards Spellwrought tattoo, 2nd level Enhance Ability

Half Orc: Malic needs help clearing ghosts out of the old Sanatorium so specters stop sneaking up on the half orcs. He will give potions of protection from evil and good to anyone going to clear out the Sanatorium.

Neutral: Zaz got a tip the wizard Grewyn died in the Stormhaven sanatorium. He will pay 700 gold for anything they find on the wizards remains.

UNHALLOWED CHAPEL (LEVEL 5-6)

Orc: Warcheif Maelgar's druids have told him they have had visions that the Unhallowed Chapel in Stormhaven must be destroyed for his attack on the city to be successful. Reward tattoo friend of o'goran

Half Orc: Malic has determined the chapel of justice can be rehallowed to provide another safe location in the city. He will give a scroll with the hallow and instruct adventurers to cast it on the chapel's idol (Unholy maul loses its downside)

Neutral: Zaz is paying 500 gold for the idol from the chapel in Stormhaven. Only pays half if it's damaged.

DEATH MANOR (LEVEL 5-6)

Orc: Warcheif Maelgar has found the final target he needs destroyed before attacking the city. If the necromancers instead Death Manor are destroyed he will attack the city and burn it to the ground. Reward barrier tattoo ac 15

Half Orc: Malic has found the source of new undead in the city. A manor where necromancy is practiced. He has 6 flasks of holy water he gives away and if the necromancers are slain they can finally start reclaiming the city.

Neutral: Zaz has located an organ piano in a manor in Stormhaven. He is willing to pay 800 gold to anyone who can deliver it to Modrox Inc.

UMBRALE COAST REGION

Once a bastion of human civilization the region has collapsed and become overrun with undead. The port city of Stormhaven has been completely abandoned as undead roam the streets. The spread of undead is slowed by natural barriers to the north and east but the undead spill out into the plains to the south.

An orcish horde has set up a settlement to the south seeking to claim the lands as their own. Their forces keep the undead isolated in Stormhaven but the orcs have been unable to reclaim the city from the undead.

DISCOVERY TABLE

d6	Encounter
1	Necrophages
2	Corpse Wagon
3	Boarded up Building
4	Bone Pile
5	Maggot Infestation
6	Corpse

CHARTED LOCATIONS

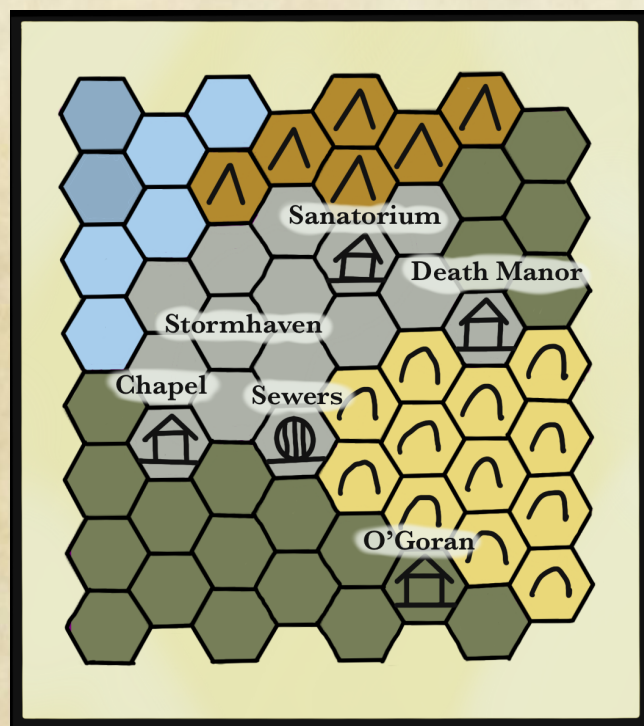
O'Goran: A recently built settlement created by an orc and goblin horde. Is tolerant towards outsiders visiting.

Stormhaven Sewers: A complex sewer system runs under the ruins of the city of Stormhaven.

Stormhaven Chapel: Once the center of religion in Stormhaven now the chapel is desecrated by undead.

Stormhaven Sanatorium: Home to the clinically insane the sanatorium was said to be haunted before the city fell to ruin.

Stormhaven Death Manor: Once a fine manor home to a noble of the city it has been taken over by necromancers.



1. NECROPHAGES

Undead roam the region feasting on the corpses of the fallen. Generally clustering around areas with corpses they occasionally roam in search of new food sources.

RANDOM ENCOUNTER

d4	Monster
1	1d12 Zombies
2	1d8 Ghouls
3	1d4 Ghosts
4	1d4 Wight

2. CORPSE WAGON

Rotting corpses have been piled high on a broken down wagon. The air is thick with biting flies swarming the pile. Creatures within 120 ft of the wagon must make a dc 15 constitution save and on a failure they contract the disease eye rot which causes swelling of the eyes and after 1 days blindness for 1 week.

3. BOARDED UP BUILDING

A small building appears to have been boarded up and fortified by possible survivors. A dc 14 strength check can force open the door. To determine what is inside the building roll on the Discovery Table but on a 2 or 3 the house is empty.

4. BONE PILE

A large pile of human and animal bones that is about 5ft tall. Strange runes carved into the bones radiate necromantic magic. A creature who touches a runed bone takes 1d4 necrotic damage.

5. MAGGOT INFESTATION

Large maggots can be seen spill out of the stomach of a rotting cow. Creatures with a passive survival of 10 or higher know these maggots can be collected and consumed. There is a total of 1d6 rations of maggots on the rotting cow.

6. CORPSE

A rotting corpse lies on the ground with a canvas satchel. A powerful stench wafts off the corpses and anyone who approaches within a 10ft radius must make a dc 14 constitution check and on a failure they take 2d8 poison damage. Inside the satchel is a random item.

RANDOM ITEM

d4	Item
1	1d6 beads of nourishment
2	Dust of Disappearance
3	Stone of Good Luck
4	Horn of Blasting

O'GORAN

A sprawling city made of bone and chitin centered on the corpse of a massive beetle. An orc and goblin horde settled here and are in the middle of a renaissance period developing new art, culture, and architecture.

TATTO STORE

A store made of bone and chitin owned by Zagga an orcish ink witch who only speaks orcish. The store is filled with smoke and lit by jars containing fireflies.

- Coiling Grasp Tattoo 100 gp
- Eldritch Claw Tattoo 400 gp
- Lifewell Tattoo 2000 gp
- Absorbing Tattoo (any color) 6000 gp

BLADE MASTER

An arena made of bone where the orc blade master Legu teaches. One of his students has to be defeated in the arena to earn the right to learn from the master.

- Weapon Master 100gp + 2 weeks
- Savage Attacker 200gp + 2 weeks
- Martial Adapt 500gp + 4 weeks
- Great Weapon Master 1000gp + 4 weeks

ART GALLERY

A large stone building with a 5 silver entrance fee houses a wide range of new wave art. There are vibrant paintings or battles, statues of conquerors, and many other arts.

- Curator Maeve buys art 25% markup on value
- Roc is a expert painter/sculptor in the gallery

BUG RANCH

A large chitinous shack on the edge of a massive fenced area with high walls containing sheep sized dung beetles. Keth a goblin rancher raises beetles here for slaughter.

- Beetle with packs 10 gp (donkey stats)
- Riding Cricket 90 gp (horse 4x jump)
- Animal Handling Proficiency 100 gp + 1 month

MODROX INC HEADQUARTERS

A tall building made of bone and chitin with a large warehouse attached to an office. Modrox Inc is run by Zaz and is a big shipping and trading company.

- 1gp a day work escorting trade caravans
- Buys and sells bulk trade goods

WHISPERING STONE

A massive upright boulder with a large decorative rope tied around its middle that is a holy site for druids. Meditating here has supernatural effects once a day. Make a nature or religion check and cast any spell you have met the dc for.

- Dc 5 Druidcraft
- Dc 8 speak with animals
- Dc 11 animal messenger
- Dc 14 Plant Growth

HISTORY

The orc warlord Maelgar advised by the druid Dorn to settle on the coast of the boiling sea and found the city of O'Goran. Times were hard at first but the goblins tamed giant insects for sustenance and the orcs developed new technologies eventually leading the city to prosper and expand. The orcs have returned to the old religion of druidism and have developed as warriors and artists. The goblins still seen as a peasant class have started to work their way up through innovation and business deals.

ENCOUNTERS

1. Carro, an orc from Modrox inc, is trying to recruit colonists for a new settlement. He is offering a 50 acre plot of land as well as bugs if they work for the company for 3 years and free transport on a wagon train.
2. Standing Stone theater has signs up for their new play Gamnon detailing a story of revenge after a fathers murder. It is very popular.
3. Morog an orc shaman invites passer bys to a new moon rite at the whispering stone. Morog insists only their rite will cause the moon to be reborn.
4. Boudica a goblin bug maid is handing out free samples of bug milk from her bug ranch on the outskirts of town.

COMMON INFORMATION

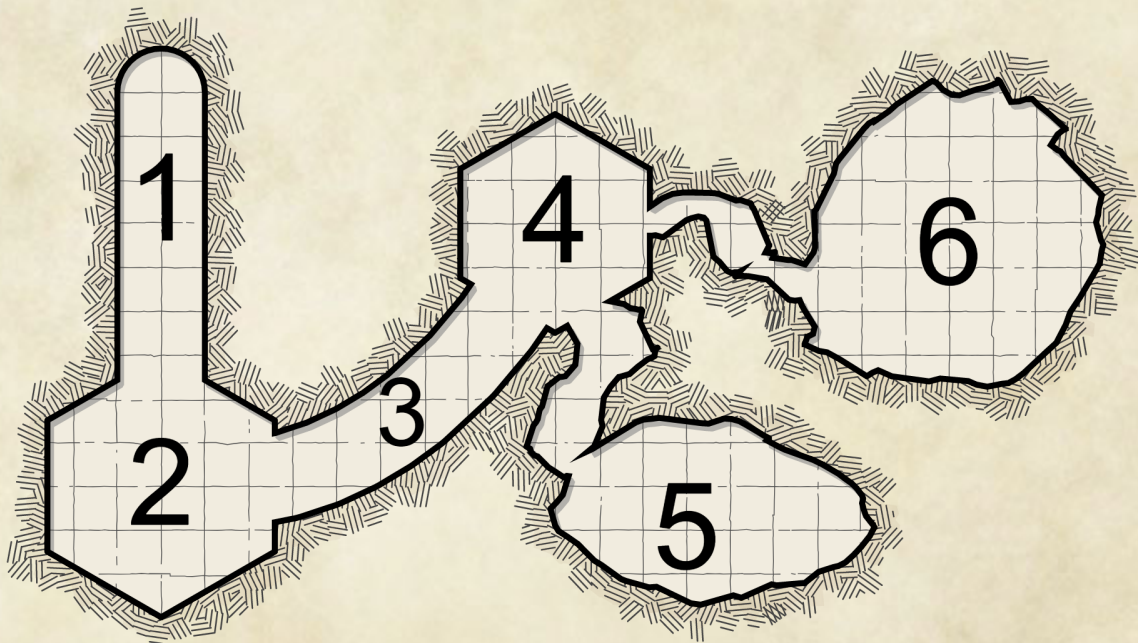
1. Well known as an orc and goblin city many don't trust the people there but they aren't hostile to visitors for now.
2. The orc blade master Legu who is known as a legendary warrior teaches students in the city but only the strong should dare to try to learn under him.
3. The city is swarming with giant insects and is surrounded by them.
4. The orcs and goblins of the city turned their backs on their dark gods and returned to the old faith (nature).

QUESTS

1. Toug an orc guard seeks the return of a golden pocket watch. It was stolen by 2-3 goblin urchins on the outskirts of the city. Pays 200 gp (level 1)
2. Keth a goblin rancher needs guards for his swarm overnight to catch bug thieves. A group of 2-3 hostile orc berserkers will try to sneak in. Pays 400gp (level 2)
3. Billa, an orc druid, is attempting to cleanse a dead grove with ritual stones. It is infested with 2 needle blight and 2-4 vine blight. Pays 800 gold (level 3)
4. Modrox inc a small goblin owned company needs 3-4 of their prototype clock works recovered from a field. They are 3-4 very hostile scarecrows. Pays 1000 gold (level 4)

PEOPLE

Orc and Goblin Names: Aed, Cynwrig, Drust, Eogan, Fedlimid, Killian, Luigsech, Mael, Morcant, Nuallan, Oebfinn, Sluaghadhan, Thayer, Yar (celtic)



STORMHAVEN SEWERS

An extensive sewer system under the destroyed city of Stormhaven offers an easy way in and out of the city if not for the fact that it is infested with oozes. Destroying the mother ooze in the center of the sewers will make them safe to traverse but seeking her out requires traveling in the decaying sewers. (level 5-6)

1. SEWER ENTRANCE

Sludge leaks from a rusted iron sewer pipe on the outer wall of the city. A iron grate with a rusty lock bars entry into the sewers. The lock can be picked with a dc 15 thieves tools check or forced open with a dc 15 strength check. If the strength check fails the bars break allowing entry but whoever fails the check must make a dc 14 constitution saving throw and on a failure they are cut by the bars and become poisoned for 1 hour.

2. COLLAPSING ROOF

With a crash part of the roof of the pipes above the party partially gives way, dropping 4-6 ochre jellies in front and behind them. The exposed ceiling reveals a small magic rune with lightning periodically arcs from it to the closest creature or object within 30 feet of it dealing 1d8 lighting damage or half on a successful dc 12 dexterity save.

3. CORRODED PIPES

Acid pools ahead and sizzles faintly when water drops into it. A series of pipes above the pool can be used to try and climb over the 30ft pool of acid. On a successful dc 16 athletics or acrobatics check creatures safely swing over the pool. A creature who enters the pool or starts their turn in it takes 3d8 acid damage or half damage on a successful dc 15 constitution saving throw.

4. SLIME PREDATORS

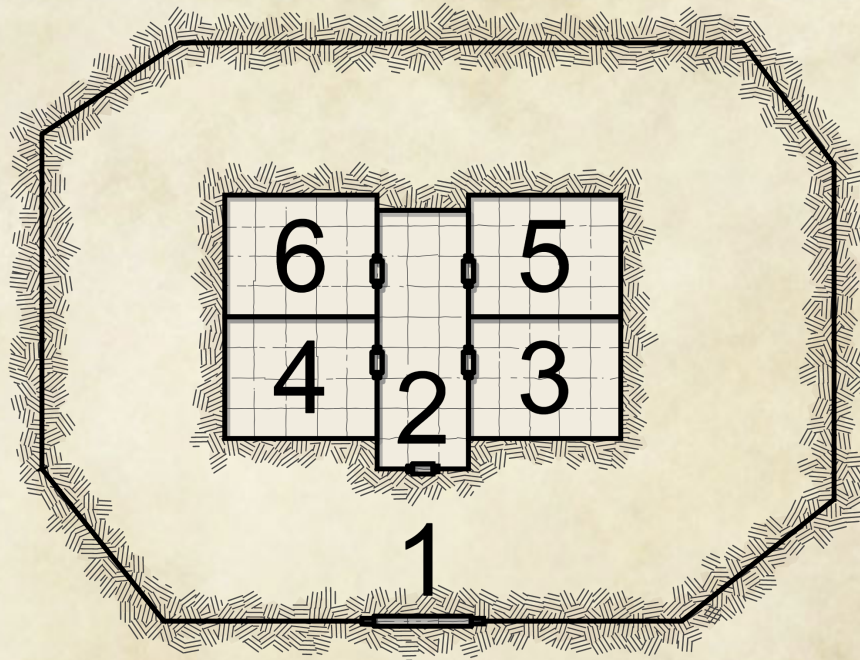
Knee deep turgid water has turned this section of the sewers into difficult terrain. While wading through 2 black puddings emerge behind the party and follow them on the 15ft tall ceiling. They are able to attack from the ceiling and hunt slow moving creatures they find.

5. ABANDONED CAMP

A broken down barricade protects the remains of a small camp that was built in the sewer. Any food or supplies have long been destroyed but with some work the barricade could be repaired making the area temporarily safe. Searching the wreckage finds a small magical stuffed teddy bear that is a little worn. A creature who attunes to the teddy bear has advantage on saves against becoming frightened.

6. MOTHER OOZE

The mother ooze has dissolved part of the sewers wall and clings there. If attacked or threatened 4-6 ochre jellies drop from the ceiling to defend their mother. The mother ooze has the stats of an ochre jelly but cannot attack or split and can choose to redirect any damage dealt to her to an ochre jelly within 60ft. As long as an ochre jelly is alive the mother ooze will spawn 1 gray ooze on her initiative.



SANATORIUM

An abandoned building haunted by the spirits of those unable to pass onto the next life. The spirits sometimes roam away from the sanatoriums grounds causing problems for anyone near by. If the sanatorium is cleared of ghosts the area will finally know peace from their constant wailing. (Level 5-6)

1. IRON GATES

Wrought iron gates have been chained shut preventing anyone from entering the grounds of the sanatorium. An iron fence with spikes surrounds the building. Creatures can make a dc 13 athletics check to climb over the gates and on a failure they make it over but take 1d6 piercing damage from the barbed top. A dc 14 investigation check finds a hole in the fence.

2. SPECTRAL DOORMAN

The front door of the sanatorium is stuck and won't open fully. Periodic screams and wails of agony can be heard coming from the building. A dc 14 strength check can force the door open. There are 4-6 specters that attack anyone approaching the area and they will fly through the stuck door to attack and then retreat back behind it after attacking for cover.

3. CURSED ROOM

Mad scrawls written in smeared ink cover one wall of this room. The door naturally swings shut if not held open and locks shut automatically when closed with a dc 10 check needed to open it. Creatures who enter the room and attempt to read the writing must make a dc 16 wisdom save. On a failure they believe the writing is theirs and that they are a patient in the sanatorium. They can repeat the save every 24 hours and the false memory can be removed with lesser restoration.

4. POSSED STRAIT JACKET

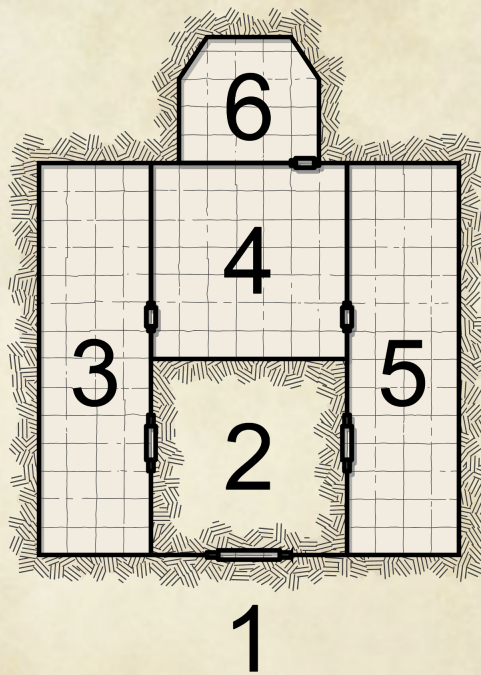
A skeleton lies unmoving on the ground still wrapped in a tattered gray restraining jacket. If the skeleton is disturbed 4-6 specters burst from it and attack near by creatures. On an initiative of 20 the straight jacket will come alive and attempt to restrain the closest living creature. That creature must make a dc 14 dexterity or strength save and on a failure they become restrained until the end of their next turn.

5. WIZARD'S RING

A skeleton can be seen through the window in this room. On its finger gleams a magic ring (ring of mind shielding). The soul of the wizard Grewyn is trapped in the ring and he will say he was locked up in here and died. If they can raise him from the dead he will claim he can grant them a wish. Flip a coin if heads he is telling the truth and if tails he is just crazy.

6. HAUNTED MIRROR

A broken full length mirror leans against a wall. It has been cursed by 2 banshees who are trapped in the room with it. Creatures who start their turn in the room with the mirror must make a dc 8 wisdom save on an initiative of 5 and on a failure they take 2d8 physic damage. Each round the dc of the save goes up by 1. The doors to the room slam shut when creatures enter and the banshees attack emerging from the ceiling.



UNHALLOWED CHAPEL

A chapel dedicated to a god of justice or potentially any other god of your choice. The chapel has been desecrated and undead now roam the halls. If the temple can be cleared and reconsicrated it may be a safe haven once more. (level 5-6)

1. DESECRATED STATUE

The church's oak doors are broken in and splintered. A statue of an angel has fallen from the side of the church and lies broken on the ground. A dc 10 religion check reveals the statue should be blessed or sanctified via a dc 14 religion check. If the church is entered without sanctifying the statue, creatures who pass the threshold are cursed for 24 hours and have disadvantage on constitution saves.

2. UNHOLY FOUNTAIN

The faint sound of trickling water can be heard from a fountain in a courtyard whose water is an inky black. Creatures who touch the fountains water or start their turn in it take 2d4 necrotic damage or half damage on a successful dc 13 constitution save. As creatures enter the court yard 4-6 ghastrs slide down from the roof and attack.

3. MAUL OF TERROR

A magical maul radiates power from an alcove on the side of this chamber. Creatures approaching must make a dc 14 wisdom save or flee in terror. The creature who picks up the unholy maul becomes cursed and wont give it up. The maul has +1 to attack and damage rolls and when a creature rolls a nat 1 with the mace they roll one of their hit dice and subtract that amount from their hit point maximum as long as they are cursed.

4. RUINED CHAPEL

Shattered pews and splintered room lines the floor in this room. An elaborate candelabra hangs above the wreck and swings slightly. The wood can be heard groaning and after 2 + 1d6 rounds the candelabra falls dealing 4d6 bludgeoning damage to everything in the room or half on a successful dc 14 dexterity save. As the players move through the room 4-6 ghastrs rise up from under the wreckage and attack.

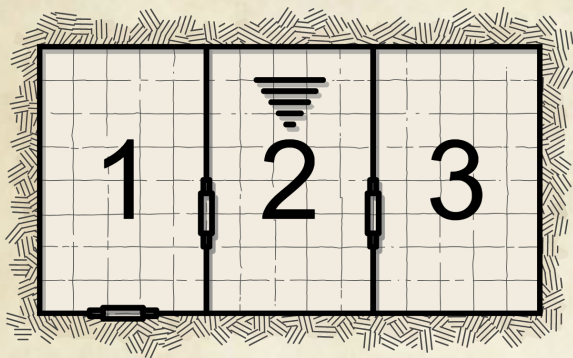
5. BARRED CRYPTS

Pounding can be heard from the trap door to the crypts under the church. A large book shelf has been moved on top of the chest. Humanoids passing by must make a dc 13 charisma save to prevent a vengeful spirit from possessing them. If posed they will attempt to use their action to move the shelf off the trap door to free 6 zombies. If the spirit is unable to possess anyone it fades away.

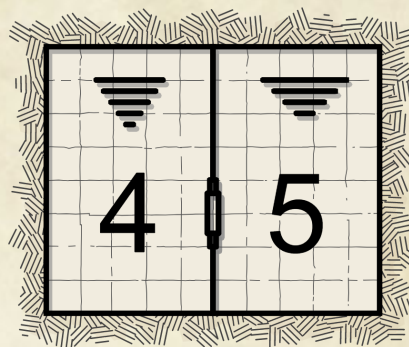
6. INVERTED IDOL

A stone altar has the chapel's idol hung upside down above it. There are 3 wights, former chapel guards praying to the altar. They will attack anyone who approaches the altar. On an initiative of 5 the idol glows with a dark aura and casts bane on a random humanoid in the room with a charisma dc of 13. If the idol is replaced on the altar it stops casting bane and dispels bane from any creatures it cast it on.

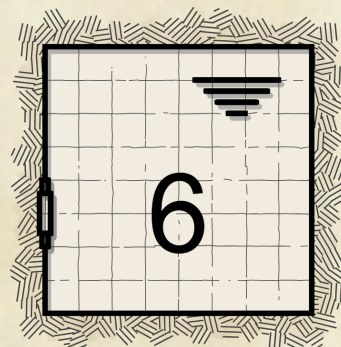
1st floor



2nd floor



3rd floor



DEATH MANOR

Once an aristocratic manor it has been taken over by deathlocks. Now only spirits and the dead roam the manors hall. Adventurers may venture into this manor to clear out the evil creatures who dwell here and destroy the necromancers inside. (level 5-6)

1. SPECTRAL GUARD DOGS

A pair of spectral mastiffs faithfully guard their manor. They will bark at humanoids approaching the manor to ward them off. Creatures must make a dc 14 wisdom save and on a failure become frightened of the hounds for 1 hour. The hounds can be distracted with a bone, ball, or any other dog related item.

2. GRAND STAIRCASE

A grand manor entrance with a double set of stairs leading up to the second floor. 3 deathlock wights attack from the top of the stairs. The stairs have rotted partially and count as difficult terrain. Creatures who stop on the stairs must make a dc 14 dexterity saving throw or fall through them.

3. SECRET DOOR

An old office with dusty leather chairs, a large desk, and bookshelves with silver sconces next to them. A successful dc 14 investigation check in the room reveals the sconces can be turned. Turning the sconces causes the bookshelf to pivot revealing a secret room with 2 vials of holy water, a scroll of bless, and a consecrated silver dagger that deals additional radiant damage on hit.

4. DINNING ROOM

A splendid dining room that has been covered in dust and cobwebs. All the silverware appears to have been stolen from the table. There are 2 deathlock wights who attack from the other side of the room. On an initiative of 5 each round the plates come to life and some of them hurl themselves at any creature who moved that round. +5 to hit 1d4 + 2 damage.

5. HAUNTED ORGAN

A haunting organ can be heard playing. Creatures must succeed on a dc 14 wisdom save or become enchanted by the music. They will follow it to its source and sit down in a chair to listen to the organ plays. Every 24 hours or if they take damage they can make the wisdom saving throw again to break free. There are rotting corpses in other chairs of people who withered away in front of the organ.

6. NECROMANCER'S DEN

The third floor of the manor has been piled high with corpses. There are 2 deathlocks raising the dead here. They will attack anyone who interrupts their rituals. In combat on an initiative of 10 they raise one of the dead in the room as a zombie as a lair action.