

## Chapter 1 : The Sunless Citadel - Wikipedia

*Sunless Citadel Maps To!Ko "A softskin human, the Outcast, leads the goblins he twists nature to his own ends - he is the one who grows the apples in the Twilight Grove below." To Kenzi "We Kobolds are the heir's to Dragons, we learned of this holy site, dedicated to the Dragon Ashardalon.*

I am looking for players who are unfamiliar with the adventure. This initial post is to gauge interest. What game system are you running? A dungeon crawl through a published adventure module, slightly adapted for a homebrew setting. How many Players are you looking for? How much gold or other starting funds will the characters begin with? Default funds rolled for, as shown at the start of PHB chapter 5, and an optional 1 trinket each. Trinkets can be any item with no intrinsic value or adventuring use, but related to your backstory. Are there any particular character classes, professions, orders, etc. No monks, warlocks only with serious restrictions no fiend or celestial patrons 8. What races, subraces, species, etc. Some Volo races allowed, but not many. For ability scores, roll 4d6 and use the best 3 to create your array. HP will be max at first level, and your choice of rolled or average at each following level. I will note if a character has an absurd set of scores, and likely not allow it. Does your game use alignment? What are your restrictions, if so? No evil, chaotic neutral strongly discouraged. Do you allow multi-classing, or have any particular rules in regards to it? Go ahead, within reason. Will you be doing all of the die rolling during the course of the game? Will die rolls be altered, or left to the honor system? If players can make die rolls, which ones do they make, how should they make the rolls, and how should they report them? If so, list and explain them, or provide relevant links to learn about these new rules. There will be no background as described in PHB chapter 4, but you can instead choose 3 skill or tool proficiencies, or replace one with two language or weapon proficiencies. Is a character background required? If so, how big? Are you looking for anything in particular i. It is mostly combat with some puzzles. I am open to attempts to parley or peacefully avoid conflict. Note that this is a published adventure. It is mostly combat, but with a few puzzles and some roleplay opportunities. Are your Players restricted to particular rulebooks and supplements, or will you be allowing access to non-standard material? What sources can Players use for their characters? You may also use the skill feats Unearthed Arcana. There you have it. Thanks for your interest.

**Chapter 2 : Sunless Citadel 5e - The Playing - Reaper Message Board**

*5e How long does it take to run Sunless Citadel? 5th Edition submitted 8 months ago \* by Piomi I am about to DM for the first time, a five-person game of Sunless Citadel from the Tales from the 5e Yawning Portal book.*

His son, the young knight Sir Benten Brafford has left to pursue rumours of a magical fruit growing near Oakhurst that heals any ailment. He has not returned and Lord Brafford grows worried, he hires the PCs to; a: The major NPCs in town include; Mayor Vurnor Leng male human Kerowyn Hucrele female, human - merchant, owns store, largest house in town Corkie Nackle gnome, female - healer, missing brother Felosial female, half-elf - town sheriff Rurik Lutgehr male, dwarf - blacksmith Garon human, male - bartender at the Old Boar Inn. The goblins are known to lair to the south, this is the direction that Sir Brafford headed off in, to find the goblins. Three giant rats p. Illumination becomes dark, even if the sun is overhead. Pcs with dark vision get their first look at the Sunken Citadel below them. A door leads into a tower. There is a hidden pit trap in front of the door DC. Pit contains two dead and partially eaten goblins and one giant rat pp. Four short swords lie discarded. AREA 5 - Not used in conversion. Can be opened by the key in Area Anyone within a 30ft radius of the orb must make a DC. PCs can re-roll save once they are out of earshot. Destroying the orb AC. There is no other way to open it, although once open it can be spiked. Falling in causes 1d6 [bludgeoning] plus 1d4 [piercing] damage. Secret door in southern alcove DC. A secret trapdoor DC. The first person to cross is targeted with its Scare ability. After taking 4 damage, it turns into a bat and tries to escape. The room is illuminated by an ever burning torch with a green flame, this can be taken as treasure. The room contains a sarcophagus sealed with six metal clasps, removing one requires a DC. Breaking the sarcophagus is marginally easier AC. Opening the sarcophagus releases the Wight within p. It is wielding a mace 1d6 bludgeoning instead of a long sword 1d8 slashing. AC reduced to 12 as it is wearing tattered vestments instead of studded leather. The sarcophagus contains copper, silver, 60 gold and four Cleric spell scrolls: AREA 13 - Not used in conversion. AREA 14 - Not used in conversion. He can be persuaded to take the PCs to meet the kobold leader Yusdrayl. Opening the door causes the swarm of rats p. Yusdrayl holds the key, breaking chains DC. The goblins promise to escort the PCs to meet Chief Durrn but do not plan to honour this promise. Helping the goblins makes the kobolds hostile. Colony occupied by 24 non-combatant kobolds old, young, female and three kobold guards p. She is attended by her 4 kobold bodyguards p. Charisma rolls have advantage if Meepo is with the party. She sends Meepo with the group as an NPC. The key can be used to open the door in Area 6. The passage is trapped with a hidden pit trap DC. Five sarcophagi contain five skeletons p, MM that attack anyone disturbing the sarcophagi or the loot. A whistle made of transparent iron nihilism. Three charges, whistle recovers 1d3 charges at midnight. Acts as per the Animate Dead spell. Another dry fountain with another inscription in Draconic. This one triggers a trap, as per the Stinking Cloud spell p,PH. Searching the refuse gathered here yields silver, 68 gold, three gems worth 20 gold each. Last edited by mikeawmids; Monday, 15th December, at Matrix Sorcica gave XP for this post.

Chapter 3 : The Sunless Citadel | Dungeons and Dragons Wiki | FANDOM powered by Wikia

*Sunless Citadel Maps I liked it, though it's the sort of thing that's hard to respond to, in thread, as it's not exactly doing anything in the situation. As a note it may be worth adding a remark as to whether you've recounted this to the others in the past, so they know whether to bring it up in conversation.*

Both are relatively weak, cowardly creatures, mainly known for their attachment to dragons and their skill at trap-building. However, the current version of the kobold is a much more dangerous proposition to face in battle due to their Pack Tactics ability. Even then, each individual kobold is very fragile, so the standard kobold tactics are to shoot at the adventurers with missile weapons preferably while the adventurers are dealing with a trap, and to then retreat and lead adventurers into their traps. Only when cornered or in defence of their leader, or dragon do they attack in melee. At that point, have as many kobolds attack one character as possible, to maximise the potential of Pack Tactics. Note how the central corridor in the lair loops around this allows kobolds to attack from two directions, or to engage in harassment and fade manoeuvring: The kobolds of the Sunless Citadel are not initially hostile to the adventurers. Instead, they give the players an opportunity to role-play. The first room the party enters contains Meepo, the Keeper of the Dragon, who has unfortunately lost his dragon! Meepo is a gift to the DM: I try to play him for comedy value, but comedy with some pathos. I find good role-playing as the DM to be hard. I try to make it memorable by using voices then spoil it by forgetting which voice I use for each character. Except you find dragon! Meepo can lead the adventurers to a meeting with Yusdrayl, who gives you the second big role-playing encounter of the adventure. Make sure you read the description of Yusdrayl in the appendix: They can still salvage a diplomatic solution to this, but most of the kobold guards are going to be very paranoid, with predictable results. Meepo was a popular character, who accompanied many groups through The Sunless Citadel and beyond. Meepo, Dragonlord an epic-level miniature! Any expedition into The Sunless Citadel is likely to take several trips, with characters returning to the surface to rest and resupply. Consider adding more traps to slow down the characters, adding reinforcements a small number, and changing where the kobolds are deployed. Then, if the goblins are still about, they start inhabiting the kobold chambers and gathering reinforcements in the same manner as the kobolds would! Share this:

## Chapter 4 : Homebrew Conversion Notes - Sunless Citadel for D&D5

*Areas of The Sunless Citadel contain the first organised group of monsters the adventurers meet: Kobolds!. The kobolds of the edition of D&D when The Sunless Citadel was first published in were not quite the same as the kobolds of*

Once per day is a bare minimum. The 16 Questions Show 1. What is the setting for the game eg. How many Players are you looking for? Will you be taking alternates, and if so, how many? How much gold or other starting funds will the characters begin with? Are there any particular character classes, professions, orders, etc. Anything official is fine. What races, subraces, species, etc. Will you allow homebrewed races or species? Does your game use alignment? What are your restrictions, if so? Whatever, but no PvP. Do you allow multi-classing, or have any particular rules in regards to it? Will you be doing all of the die rolling during the course of the game? Will die rolls be altered, or left to the honor system? If players can make die rolls, which ones do they make, how should they make the rolls, and how should they report them? Players make die rolls using the roller here. If so, list and explain them, or provide relevant links to learn about these new rules. We will be using spell points. Is a character background required? If so, how big? Are you looking for anything in particular i. Give me a paragraph or two. Are your Players restricted to particular rulebooks and supplements, or will you be allowing access to non-standard material? What sources can Players use for their characters? Last edited by Dhavaer; at Thanks to Veera for the avatar.

## Chapter 5 : Adventure Lookup

*The Sunless Citadel Dungeons & Dragons Edition Conversion. This conversion guide is an exercise in trying to convert the 5th Edition version of the.*

## Chapter 6 : Sunless Citadel Monster HP Tracker (5e) - Dungeon Masters Guild | Dungeon Masters Guild

*A one-on-one campaign with patron prize winner Jon playing Balasar Badgerwolf, a level 3 Dragonborn Paladin. Ask a Question: [blog.quintoapp.com](http://blog.quintoapp.com)*

## Chapter 7 : [5e] Sunless Citadel

*TftYP - Running Sunless Citadel 3 players have been part of my home brew campaign since the playtest while the 4th is brand new to 5e (has some 2e and experience from 10+ years ago). Each player will also have a backup character ready to wander into the adventure should their first one meet an unfortunate end.*

## Chapter 8 : CROSS PLANES: Sunless Citadel: The Dragonpriest

*Tales from the Yawning Portal, shortened to TftYP or Yawning Portal, is a series of seven adventures previously seen in older editions of Dungeons and Dragons, now updated for 5th edition.*

## Chapter 9 : Running the Sunless Citadel: Kobolds! – Merric's Musings

*10 About the Original The Sunless Citadel, by Bruce R. Cordell, was originally published in as a beginning adventure for the third edition of the D&D game.*