

The Sunless Citadel – The Devlin DM’s Definitive Guide

The adventure begins on the morning of the 5th day before Midsummer. Consider having one of the characters already having spoken to Kerowyn Hucrele, and recruiting the other characters to join them in an expedition to rescue the Hucrele siblings (250 gp is a lot of money for a 1st level adventurer).

Oakhurst

NPC Notes

Dem “Corkie” Nackle – Priest – Female Rock Gnome **Priest** of Pelor. ~150 years old (30s for a human) Pale golden hair tied back with blue streak in fringe & Blue eyes, sandy coloured skin & freckles. Radiant and enthusiastic. Australian accent. Old friends with **Erky Timbers**.

Kerowyn Hucrele – Merchant – Female Human **Noble**. Mid 50s. Grey hair tied back neatly. Composed but careworn. Hucrele family crest is a quartered shield, with alternating oak leaf and crowned hill.

Vurnor Leng – Mayor – Male Human **Noble**. Late 60s. Half-moon spectacles and slightly frazzled white hair. Composed and patient.

Constable Felosial – Head of the Town Guard – Female Half Elf **Veteran**. Mid 50s (30s for a human) Piercing hazel eyes, scar above from cheekbone to edge of eyebrow to hairline where it meets a streak of white in her hair, which is short on one side and pulled over to other (jaw length). Professional badass, protective. Russian accent.

Rurik Letgehr – Blacksmith – Male Dwarven **Commoner**. ~200 years old (50s for a human). Receding hairline, thick brown beard tied into a 2 pronged braid with black singe marks. Business like but polite. Scottish Accent.

Garron – Barkeeper – Ol’ Boar Inn Human Commoner. Friendly, west country accent, mid 50s, overweight, wears vest, white mutton chops, big drinkers nose.

Shopping - The general store has a stock of 3 healing potions, 1 vial of alchemists fire and 1 vial of antitoxin. No items worth more than 50 gp are available to purchase in the town. A rough guide of how many of an item the party can buy in the town is below.

Cost of item	Total number of item available
<i>Less than 5 gp</i>	<i>4d6</i>
<i>5gp or more</i>	<i>2d6</i>
<i>15 gp or more</i>	<i>1d6</i>
<i>25 gp or more</i>	<i>1</i>

Kerowyn Hucrele owns a pearl necklace worth 150 gp that is sufficient for the Identify spell that the party can borrow if they are on good terms. She will buy treasure up to 500 gp.

The Time Pool and Complications

After the game starts, for every “Adventuring Turn” that passes IN-GAME (not in real life), add a d6 to the Time Pool (the length of an “Adventuring Turn” is shown in the table below). After adding the 6th die to the Time Pool, roll the full Pool, then empty it. If any of the dice are a “1”, then a Complication occurs. Roll on the tables below, or choose an event. Random Encounters that have been dealt with count as “no Complication”. If a complication doesn’t make sense to occur immediately, it occurs at the next appropriate moment.

You may also roll the Time Pool if the characters do something stupid or noisy that would attract notice (e.g. smashing doors down, casting Thunderwave etc.). If you do this, return the dice to the Pool after rolling, even if Complication is triggered.

The Time Pool should be visible to players except when being rolled, and they should be aware of its purpose, allowing them to keep track of time and feel the rising tension. Adventuring locations are not safe spaces. As a rough guide, thoroughly searching a room should take about 10 minutes.

Creatures killed during random encounters do not give XP awards unless they are unique named creatures (e.g. Jot or Belak), in which case they give their normal XP award.

Location	Length of Adventuring Turn	Danger Level
<i>Oakhurst</i>	<i>8 hours</i>	<i>Safe</i>
<i>Travel between Oakhurst and the Citadel</i>	<i>1 hour</i>	<i>Intermediate</i>
<i>The Sunless Citadel</i>	<i>10 minutes</i>	<i>Dangerous</i>

Complication Table

Roll 1d6	Complication
<i>1 – 3</i>	<i>Setback</i>
<i>4 – 6</i>	<i>Random Encounter</i>

Setback Table

Roll 1d6	Setback (choose a character at random)
<i>1</i>	<i>Combine (roll for two Complications and combine the results)</i>
<i>2</i>	<i>Major item damaged (e.g. armor, arcane focus) – item gets a “–1” to its effectiveness</i>
<i>3</i>	<i>Lose minor item (e.g. lantern, bedroll) – option for recovery at DM’s discretion</i>
<i>4</i>	<i>Next NPCs encountered are more alert – friendly => paranoid => violent => ambush</i>
<i>5</i>	<i>Accident – DC 10 Strength, Dexterity or Constitution save or take 1d6 damage</i>
<i>6</i>	<i>Stress – DC 10 Intelligence, Wisdom or Charisma save or Disadvantage on next roll</i>

Random Encounter Table

Roll 2d6	Complication
<i>2</i>	<i>Erky Timbers (having escaped his captors)</i>
<i>3</i>	<i>1d2 Hobgoblins</i>
<i>4</i>	<i>1d6 Twig Blights</i>
<i>5</i>	<i>Jot the Quasit (if he has been freed by the characters)</i>

6	<i>1d6 Kobolds</i>
7	<i>Combine (roll for two Complications and combine the results)</i>
8	<i>1d4 Goblins</i>
9	<i>1d6 Giant Rats</i>
10	<i>1d4 Skeletons</i>
11	<i>Balsag and his pet Giant Rats, Grip and Fang</i>
12	<i>Belak and his pet Giant Frog, Kulket</i>

The Citadel

General notes

The old ruins of a town surround the citadel. There are occasional low broken walls hidden in the undergrowth. Characters with good Perception can get a sense of outlines of building foundations beneath the bushes and vegetation.

Within the Citadel, be aware of which nearby monsters might hear the party and prepare ambushes, etc.

Choosing a Side – The likely outcome

The Kobolds are not actively hostile when first encountered, so it is likely that the party will form a tentative truce with them, and accept the quest to recover the dragon. The goblins are actively hostile and spiteful, so the party allying with them is much less likely, though not impossible. It is also likely that the party will end up killing the dragon, and thus have to return to the kobolds empty handed, or blame the goblins for its death. If the party is on good terms with the kobolds and have cleared most of the goblin defences, they may be able to persuade them to launch an assault on Area 40 whilst the party faces Durnn in Area 41. If this occurs, the kobolds slaughter every single goblin, but lose many of their number in the process. Consider allowing the party to roll dice to see how the kobold vs goblin battle goes whilst they fight Durnn. The party receives XP for goblins killed in this way, but not for kobolds (this XP is technically a reward for the diplomacy required to coordinate the attack).

Running the Goblins

When running the goblins in combat, they should use their Nimble Escape trait at every possible opportunity to avoid taking damage, even if it puts another goblin in more danger.

Interrogated goblins can provide the following additional information:

- The goblins consider the Sunless Citadel to be theirs, and the kobolds are evil invaders that need to be driven out!
- “Durnn is our great and glorious leader!” A successful DC 9 Wisdom (Insight) check reveals the goblin doesn’t believe that, allowing next bit of information to be revealed.
- “Grenl was our leader. She was great. Then Durnn took over, and he makes us work!”

Goblin Reinforcements

If the goblins in Area 32, 33 or 36b are killed but the party retreats, after 1d6 hours the goblins move reinforcements to those locations, and they are on high alert for the rest of the adventure. Area 32 is reinforced by all four goblins from Area 40. Area 33 is reinforced by goblins from Area 36c (adjacent to Area 40). Area 36b is reinforced by goblins from Area 36a.

If these goblins are killed, the remaining forces may be spread more thinly, and some of the Hobgoblins from Area 41 may come to assist in holding the line.

Location Specific Notes

Area 4.

Cowering in the corner of area 4 is a grey Wolfhound (**Mastiff**). This dog is Karakas' animal companion that escaped the Rat's nest in Area 30. The dog has visible injuries, and growls at anyone that approaches. A creature that succeeds on a DC 8 Wisdom (Animal Handling) check can calm him. A creature that succeeds on a DC 12 Wisdom (Medicine) check can tend to the wounds, a stab wound from a goblin spear and several giant rat bites. He's been surviving off rats and Kobold scraps (the Kobolds think he's a menace). He will try desperately to get a humanoid to follow him to his dead owner in Area 30. When the party passes through Area 15, he paws and whines at the door leading northward. The dog understands basic commands. In combat he stays at the back, only intervening if a character is in serious peril. He is a good boy.

Area 6.

Describe the lock of the Dragon Door as having a swirling pattern of coloured metal around it. Red, Blue, Black and Green coloured metal (one for each colour of Chromatic dragon). Understanding the significance of the colours requires a successful DC 15 Intelligence (History) check (Dragonborn and Kobold characters automatically succeed on this check). If the players have seen the key in Yusdrayl's throne but don't make the connection, prompt them.

Area 9.

Replace the Dragon Riddle with the following three riddles (read in a hissing whisper):

"Riddle, Riddle me Ree, answer me these questions three."

"We come with the night without being fetched, We disappear by day without being stolen. What are we?" Answer: Stars

"It howls and tears up green shoots, it whistles and the rain comes, but its mouth is never seen, What is it?" Answer: Wind

"I fly, yet I have no wings, I cry, yet I have no eyes. I smother the first and but flee from the second. What am I?" Answer: Clouds

Area 10.

Jot jumps out just as the first character gets across the pit and uses its Scare. If the character fails its save by 5 or more, it leaps backwards in terror, falling into the pit.

Area 12.

The Dragon Priest has the statistics of full **Troll**, but is suffering from 4 levels of exhaustion. Be sure to describe its movements as sluggish and fatigued due to being entombed for so long. The Dragon Priest Rants and raves at the party in Draconic, roaring prophecies of doom and destruction e.g. *"Flee for the end is nigh"*. Every time it completes a long rest, it removes a level of exhaustion. When the Dragon Priest has no more levels of exhaustion it leaves to terrorise the rest of the Citadel, and Oakhurst. Defeating the Dragon priest is worth 450 XP, regardless of when it is defeated. Leaving such a dangerous threat to grow in strength should not be rewarded.

The Dragon Priest's sarcophagus contains a tatty journal. It talks of predictions of a terrible catastrophe, of a failure to convince others of the danger, then of delvings into profane magics in order to survive the oncoming cataclysm. The writings become less and less coherent, as the author seems to be descending into madness. The final page is little more than a scrawl, a rant on how the author has been betrayed, and will be entombed forever.

Area 13a. Across from Area 14. The Workshop.

This area is home to all kinds of tools, work benches, a furnace, an anvil, and a working forge. There are levers that light the fire, automatically pump the bellows, and dispense water for cooling. The kobold blacksmith Vigur wears a bandana and an eyepatch bejeweled with a citrine, worth 15 gp. Vigur is a tough kobold, she has 13 hit points 15 (+4 to hit with his hammer, 1d4 + 2 bludgeoning damage) Strength from swinging a smithing hammer all day. She alternates arms each day, and is very proud of her muscles.

She is cautious of strangers, but not afraid. If the party ask her questions, she gestures towards Area 15, "Find Meepo, he'll take you to Yusdrayl, our leader. She'll answer your questions. Meepo probably can't mess that up." she finishes with a sneer. If the party is accompanied by Meepo, Vigur will be polite to the party, but kick Meepo out before he "wrecks something else". If unaccompanied by Meepo, Vigur's back is turned, and she is hammering a piece of iron on the anvil, unaware of intruders. If Vigur is attacked, she pulls a lever dumping water on the hot coals, creating a cloud of steam that heavily obscures the room, and she uses this as cover to escape and raise the alarm.

Vigur desires more than anything to make something with some "real 'bobhosh' metalsss". She tells the characters that she will be happy to craft something for them if they bring her some rare metals. She can craft simple weapons and kobold sized armor. She will not make or repair anything for the party without Yusdrayl's permission, and charges 50% more than list price.

Development. If the generator is destroyed, Vigur leaves after 1d4 days and travels to Oakhurst, attempting to get a job with Rurik Letgehr. If this is unsuccessful, she travels further afield, seeking someone to repair the generator, though her endeavour will probably be unsuccessful.

Area 13b. Adjacent to Area 15. The Taming Pen.

The door to this room is tightly sealed with melted candlewax, and is marked in reddish paint with a crude circle that has eight lines extending out from its edge. As the door opens, dozens of tiny spiders escape and skitter away. Meepo will object to the door being opened, and chastises anyone who opens the door. The inside of the room is covered in cobwebs and cocoons. Hanging from the ceiling are two domesticated **Giant Wolf Spiders** and several smaller ones (which give 0 XP). A character that succeeds on a DC 12 Intelligence (Nature) check realises the Giant Wolf Spiders will not attack unless their web is disturbed, in which case they will try to make the disturbance their next meal. A creature observing the Giant Wolf Spiders that succeeds on a DC 12 Wisdom (Perception) check notices they have small leather belts and loops attached to their abdomens constituting a saddle.

Some of the Kobolds have trained the spiders as mounts, after transplanting some eggs from the underdark. They are the Kobolds secret weapon, to be deployed at a crucial moment. Their

ability to spiderclimb will allow the Kobolds to avoid Goblin traps and their bite to take prisoners.

Area 13c. Across from Area 18. Hatchery.

An “elite” (7 hit points) kobold guard stands on either side of this doorway, and they are armed with spears and shields, raising their AC to 14 and their damage to 1d6+2. The party will not be allowed in here under any circumstances, and the guards will die defending their post. If the party is especially well mannered or clever they may be able to get a kobold to tell them what is behind the door.

Inside the room are a dozen kobold eggs in a large nest made of soil, and three carefully aligned braziers keep the room warm. One egg has a tiny set of nostrils poking out of it, breathing quietly.

Area 13d. Adjacent to Area 22. The Mine.

The Kobold miners have nearly exhausted the Underdark access tunnel and can go no further safely, so they expanded here and began digging downwards on Yusdrayl’s urging. The room is dark. There are piles of broken rocks and rubble strewn about the room, and two pickaxes lean against a ramshackle wheelbarrow. A kobold sized tunnel (medium creatures must squeeze) descends 25 feet down through the floor. The three miners, Dav, Gan and Otu, have struck iron and are beginning to fill the wheelbarrow with ore. Chalk markings are all over this room and the tunnel. A successful DC 12 Intelligence (Arcana) check reveals they are divination runes intended to assist in finding ore. Dwarves automatically recognise these runes as crude approximations of the ones used by dwarves, but badly converted to Draconic.

There is a Door Trap that functions identically to the one in Area 16, but this buckets is filled with rubble, requires a Dexterity saving throw, and a creature that fails its save takes 1d6 bludgeoning damage. Triggering the trap alerts the miners, who are engrossed in their work. Unless the party stops them or the party is accompanied by Meepo, the miners flee to the hallway to raise the alarm.

Treasure: Each of the three miners wears a necklace with their favourite small semi-precious stone, worth 10 gp. Gan has a leather helmet with a candle stuck on the top. He doesn’t need the light to see, but the melted wax helps with his scale shedding.

Development: If the Kobolds are not kept busy (fighting either goblins, or the party) they break into area 44 on the grove level on the morning before Midsummer’s day (day 4 since the start of the adventure). The kobolds send an expeditionary force consisting of the three miners and Cryxafyl (Yusdrayl’s bodyguard, Area 21) to explore the grove level.

Area 14.

The keg is instead a working steam generator utilizing the two **Mephits** as a power source. It produces excess steam which fills the room, making it hard to see. The steam pours out and feels oppressively humid when the door opens. The rusty pipes and large piston produce a rhythmic hydraulic sound. The generator once was used by the dragon cult in an age long past, but since then the exhaust for the generator has collapsed and ventilation is poor. The generator powers a forge in the workshop (area 13c). Manipulating the power source would

require time and resources, as well as a thorough understanding of elemental binding magic. Sabotaging the forge is done as written in the module.

Area 15.

Meepo – Male **Kobold** – Pathetic and twisted. Hissy, whining accent.

Area 21.

Yusadryl – Female **Kobold Dragon Scale** Sorcerer. A head taller than every other Kobold. Arrogant and condescending. Hissy Eastern European accent. Yusdrayl has the keys for area 18 and the chains, area 24, and the dragon cage on a ring on her belt.

Swap the throne guards for Lynado, a **Kobold Inventor** and adviser to Yusdrayl, and Cryxafyl, a **Kobold Dragon Shield** (White dragon variant). All three statblocks can be found in Volo's Guide to Monsters.

The Area 7 Dragon Door key has swirling patterns of coloured metal on it. Red, Blue, Black and Green coloured metal (one for each colour of Chromatic dragon). If the players have seen the Dragon Door but don't make the connection, prompt them.

Area 22.

A Goblin corpse is impaled on one of the meathooks.

Area 23.

The tunnel is Kobold sized, medium creatures must squeeze to traverse.

Area 24.

If Kobolds let PC's go this way, they point out trap.

Area 25a. Above Area 4. The Kobold's Trap

Any major fighting between the Kobolds and Goblins occurs in this room and Area 25b. The floor is covered in blood stains, viscera and bones. The Kobolds have prepared a trap, an invention of Vigur's. A crude dragon's head made of scrap metal is mounted above the southern door. The area in front of the door is a pressure plate, and standing on it causes flaming oil to spew outwards in a 15 foot cone. A creature in the cone makes a DC 12 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much on a successful one. The pressure plate can be spotted by a creature that succeeds on a DC 12 Wisdom (Perception) check, and a character that inspects the scrap metal dragon head and succeeds on a DC 12 Intelligence (Investigation) check (a character with proficiency with tinkers tools gets advantage on this check) can determine that the pressure plate causes the oil to be ignited by a flint and steel inside the jaw and spewed out of the mouth. The trap can be disarmed with a successful DC 12 Dexterity check using thieves tools or tinkers tools. Failing this check by 5 or more triggers the trap.

If the party has approached the door from the south, a single **Kobold** stands guard. They have a horn to summon aid. If this Kobold is killed it is replaced by a Kobold from Area 20. There is

a lever on the southern side of the door and a roughshod ladder rests against the wall. Over the door there is a container which holds 2 pints of oil, if the trap has been triggered this container is empty. The pressure plate can be disabled for 1 minute by pulling the lever upwards. Pulling the lever downwards resets the pressure plate. The Kobold on guard is responsible for the trap, but any kobold knows how the trap operates and will be sure to disable it before passing through the door.

Area 25b. Adjacent to Area 31. The Goblin's Front Door.

Any major fighting between the Kobolds and Goblins occurs in this room and Area 25a. The floor is covered in blood stains, viscera and bones. This room also has several crudely mortared short section of wall near the northern door, which the goblins use for cover. The walls are covered in goblin graffiti.

Area 31-32.

The goblins duck behind the wall between shots, gaining 3/4 cover from ranged attacks (AC 17, they do not have their shields equipped). When they shoot, they have only half cover from ranged attacks (AC 15). If the party is having difficulty hitting, remind them that they can hold their action. If more than one enemy gets up to or over the wall, or if one goblin is killed. The surviving goblin will use nimble escape and flee to Area 33 to raise the alarm.

Area 33.

If the goblins here have not been alerted, roll a d6 to determine what they are currently doing, or choose an option. 1-2: Lazing around, sleeping off wine (-5 to passive perception, can easily be snuck up on). 3-4: Drinking and bickering (not paying attention, can be snuck up on). 5-6: Shooting practice (impossible to sneak up on).

Area 34.

Erky Timbers – Male Gnome Acolyte of Bahamut. Jokey and relentlessly optimistic. Australian Accent.

When PC's find Erky, he has Purify Food & Drink instead of Bless prepared. He has only his clothes and a shard of mirror (a single use dagger & Sanctuary material component) that he managed to conceal. When he has taken a long rest, he reverts back to preparing bless and prepares Healing Word instead of Cure Wounds. He can prepare any 1st level spell from the cleric list if the party ask him to (e.g. Detect Magic). Erky wants to go back to town immediately, but will accompany the party for the rest of the day. When he gets back to town, he immediately goes to see Corkie Nackle, who lends him some clean clothes and a holy symbol. Erky is proficient in Medium Armor and Shields, and will discuss with the party about getting him some protection. "Can't heal you if I'm dead!" he jokes.

Erky knows enough about dragons to know that Calcryx is very bad news. When discussing Calcryx, he is uncharacteristically grave, and warns that if the dragon is allowed to grow up, she will terrorise the surrounding countryside. Erky is Lawful Good, and will be very unhappy if the party chooses to do anything but kill Calcryx, but will still accompany the party. He will also disapprove of any acts of barbarism committed by the party, and if pushed too far, he will leave. Erky is not a fan of the Goblins or the Kobolds and has no qualms about killing them in a fair fight, but draws the line at killing non-combatants.

The Kobolds in this room stay away from Erky, and keep shooting him foul looks, which he returns in an over the top mocking way, followed by a faint mischevious grin. They advocate for the party to kill Erky in his cage, or at least abandon him. Meepo and Erky won't outright refuse to work for each other, but will not get on. Meepo will attempt to undermine Erky at every opportunity, and Erky will tease Meepo, but never cruelly. Having both Meepo and Erky in tow should be difficult, with occasional 'mishaps' and interactions between them causing plans the party makes to run less than smoothly.

Erky will tell the party that gnomes and kobolds don't get on, recounting a tale that long ago Kobolds enslaved gnomes, until Garl Glittergold, the chief gnomish deity, freed them with his cunning. This enraged Kurtulmak, god of the Kobolds, and he vowed to destroy every last gnome. Garl Glittergold goaded him into an underground maze, then collapsed the tunnels, trapping Kurtulmak underground for eternity, so he could never fulfil his oath of vengeance. The full story can be found on page 111 of Mordenkainen's Tome of Foes. "They can't take a joke. No sense of humour." The Kobolds do not know this story, but they all have an innate irrational hatred of Gnomes.

If the party doesn't take Meepo with them, or Meepo is dead before they get to Erky, consider replacing one of the chained up Kobolds with a Goblin named Wakjob, who was locked up by Durnn for being a Grenl loyalist. He is wary of the party, but will help them if it means killing Durnn and making him look bad. If things go badly for the party, Wakjob will turn on them to save his own skin. Wakjob often cackles manically and his face is usually in a twisted grin.

Area 36a. Adjacent to Area 35.

One of the Goblins here is an experienced Lasher. They are armed with a whip (+4 to hit, 1d4+2 slashing damage). When the Lasher hits a creature with its whip, it can choose to ensnare them instead of dealing damage. An ensnared creature's speed is zero and attack rolls have advantage against it but the Lasher cannot move more than 10 feet away from the creature or use its whip on another target. The other two goblins both attack the ensnared creature. An ensnared creature can use its action to make a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check, freeing itself on a success. Alternatively, a creature can attempt to sever the whip (AC 15), the whip has 10 hit points and is immune to bludgeoning, piercing, thunder and psychic damage.

Area 36b. Adjacent to Area 39.

One of the three Goblin bandits here is an Oil Booyahg, they "can make big boom" using oil flasks looted from a caravan on the Old Road. They have 4 flasks of oil on them that they throw at enemies (+4 to hit). The other goblins have oil soaked rags tied to their arrows which they light in the fire pit (no action required) and use to try and ignite oil on creatures or the ground. In the northeast corner of the room is a cask containing 4 pints of oil. If the goblins have warning, they empty this barrel onto the floor in front of the doorway they are under attack from, it covers 4 5 foot squares. A creature on the other side of the door that succeeds on a DC 15 Wisdom (Perception) check can either hear the glugging of the oil being poured (as it is happening) or see a small amount of dark liquid seeping under the door (if it has already happened).

Area 37

The doors to this room have a kobold skull mounted on them. If Meepo is still alive, he is very perturbed by the skulls and the mounted kobold heads in the room.

Consider changing the locked doors to ones that are merely barred. The goblin's chief concern is the dragon getting out, and a barred door is more sturdy than a locked one. This also provides the opportunity for retreating goblins to release the dragon as a distraction to save their own skins.

Calcryx acts like a spoilt toddler throwing a tantrum. She demands treasure and the only way to stop her attacking is to surrender and give her everything of value.

The scroll case and its contents links to "The Forge of Fury", the follow up adventure to The Sunless Citadel. A character that succeeds on a DC 15 Intelligence (History) check (dwarves have advantage on this check) can recall that Khundrukar is the name of a dwarven fortress that fell to Orc raiders around 100 years ago. The fortress was located somewhere near the town of Blasingdell, around a week's travel to the west. The scroll case and its contents might be of interest to survivors of Khundrukar, who could be persuaded to pay handsomely for such a relic, and there could well be many treasures in the fortress. If nobody in the party succeeds on this check, prompt them that Rurik Letgehr back in Oakhurst may know something about this. Rurik can provide all the information written above.

Area 40.

If Goblinville is attacked, non-combatants retreat to Area 36c and try to cram into the room.

Area 41.

If the party try to negotiate:

- Durnn introduces him as the leader of the great Goblin Tribe of the Sunless Citadel, with innumerable goblins under his command.
- Durnn respects strength and if the adventurers have proven themselves to be worthy opponents, after praising their fighting ability, he offers a truce.
- Together, the goblins and adventurers could wipe out the kobolds and split their treasure!
- Durnn likes the druid below because the druid gives him gifts. (Secret - His end goal is to get Belak to give him the strength of the Gulthias Tree).
- Durnn won't accept a deal that makes him look weak; if the party does not compromise, the truce is off and he commands the goblins to fight to the death. While he lives, they do.

If the party negotiates with Durnn, he will offer them 100 gp to destroy the Kobold's Steam Generator (Area 14) and 100 gp to destroy the hatchery. If the party go above and beyond (such as bringing back prisoners) he will give them the two onyx gems. If the party wants the dragon instead, Durnn will permit them access to Area 37 in place of one of the 100 gp rewards. If the party follow through with either of these tasks and the Kobolds find out they are responsible, they are forever hostile to the party. The goblins however will celebrate their new allies. Using their newfound status, the party may be able to negotiate a meeting with Belak in the Twilight Grove.

It is obvious Durnn is wearing Talgen Hucrele's armor, the Hucrele family crest is prominently displayed on the chestpiece. Noticing Durnn is wearing the Hucrele signet ring requires a

successful DC 15 Wisdom (Perception) check. The ring is still found automatically if Durnn is searched.

Erky's holy symbol is in the chest. It is an amulet depicting Bahamut, the Platinum Dragon, coiled into a circle. Durnn may use this as leverage if the opportunity arises.

Also in the chest is a simple black ring. If any characters are likely to multiclass warlock, they find this ring very attractive and desire to wear it.

Area 42.

The party find Talgen Hucrole's body on the ground below the shaft.

Area 47.

Unless they have been specifically alerted, the Goblins here are not expecting invaders, they are suspicious of intruders but won't attack immediately. Characters with good Insight notice these goblins are a bit twitchy and unhinged (as are all Goblins on the Grove Level).

Area 49.

Each Arboretum has a different smell. The Southern Arboretum smells of mould and compost. The Southeast Arboretum smells of burning, fresh smoke and scorched earth. The Northeast Arboretum smells more weakly of smoke, like a cold fire. The Northern Arboretum smells damp, and of many different plants.

Area 51.

Each creature searching this room makes a separate Intelligence (Investigation) check. A character that rolls 15 or higher discovers 1 treasure, 20 or higher 2 treasures, 25 or higher 3 treasures. Ally NPCs can use the Help action here.

Area 52.

Draconic Inscriptions cover the walls. They are all passages of scripture that vaguely refer to Asharladon.

Everything past this point should be described to maximise horror. Describe shadows, and monsters emerging from them. Also describe a sinister chill in the twilight grove. An example description of twig blights is as follows: "Two bundles of thorny twigs, twisted into the mockery of children, rush out of the shadows towards you!"

Area 56

Swap "evil" in the boxed text for "ancient". If you've already told the players the tree is evil, there is no chance of them listening to Belak.

Belak – Deep voice, polite.

Belak is aware that the party have invaded the citadel, and wants to have a talk with them and try to convert them to his cause. He will especially pitch his appeal towards any Druids and Rangers in the party. He will point out (rightly) that civilisation is destroying nature's beauty.

Belak will also discuss the following:

- He wants to spread the power of this tree to the wild. From his perspective, it's not evil. He never asked the villagers to eat the apples, and it's not his fault they did. Nature has wildlife that takes people's lives all the time (e.g. poison mushrooms, wolves, etc.)
- He also has no direct control over goblins, so he's not responsible for their actions.
- If the players comment on how the tree grew from a stake that killed a vampire, have him compare it to mushrooms growing out of decay, it's not evil because of that.

Belak has an AC of 16, as his skin other than his face and hands is covered in bark (a gift from the Gulthias tree). When initiative is rolled, it spreads to cover all his visible skin. Belak has given the Wand of Entangle to Kerowyn Hucrole, who uses it attempt to restrain the party. He also has Healing Word prepared instead of Entangle, and Lesser Restoration prepared instead of Barkskin. Belak uses flaming sphere to injure entangled creatures and prevent he and Sir Bradford being swarmed. Belak, Sir Bradford and Sharwyn get death saving throws as though they are player characters. Belak will heal Sir Bradford and Sharwyn if they go down, and Sir Bradford and Sharwyn use Belak's healing potions to revive him if he goes down (give the players a frustrating taste of their own playstyle).

If the tree is destroyed, Sir Bradford & Sharwyn regain their free will but are near comatose and have 5 levels of exhaustion. They die in 24 hours unless they are fed a portion of the apple. A portion of the apple could also have the effect of Revivify if fed to a player character. Characters should be aware that the apple is a panacea, and it could perhaps cure anything, even death. This gives the apple a mythical feel.

If you wish to create further tension, require the size of an apple portion to not provide quite enough to save everyone. For example, if a character is dead, require a portion to be half the apple, so the party has to choose whether to save both Sir Bradford and Sharwyn, or to let one of them die and resurrect their fallen party member. If Sir Bradford is still alive, being a noble paladin, he will insist other are taken care of before him.