

The Sunless Citadel

A fool does not see the same tree that a wise man sees.

-William Blake, "Proverbs of Hell"

As in the original Appendix to the adventure, this document is divided into three categories: Creatures, Named Creatures, and Magic Items. Statistics blocks refer to two sources: the D&D Dungeon Master's Basic Rules v0.1, and the online supplement for the Hoard of the Dragon Queen adventure. In some cases, named creatures are simply normal versions with their hit points raised to the maximum number. As this is possible to achieve by lucky hit point rolling, their challenge ratings have not been adjusted in comparison to their lesser kin.

Stat Block Equivalencies

Creatures

Sunless Citadel Creature	5e Equivalent	Source	Challenge
Bugbear	Bugbear	DM Basic Rules p. 13	1 (200 XP)
Cave Rat	Swarm of Rats	DM Basic Rules p. 46	1/4 (50 XP)
Dire Rat	Giant Rat	DM Basic Rules p. 47	1/8 (25 XP)
Goblin	Goblin	DM Basic Rules p. 30	1/4 (50 XP)
Hobgoblin	Hobgoblin	DM Basic Rules p. 32	1/2 (100 XP)
Kobold	Kobold	DM Basic Rules p. 34	1/8 (25 XP)
Shadow	Ochre Jelly	DM Basic Rules p. 38	2 (450 XP)
Skeleton	Skeleton	DM Basic Rules p. 43	1/4 (50 XP)
Thoqqua	<i>New Statblock</i>	<i>See below</i>	2 (450 XP)
Twig Blight	Twig Blight	DM Basic Rules p. 47	1/8 (25 XP)
Water Mephit	<i>New Statblock</i>	<i>See below</i>	1 (200 XP)

Named Creatures

Sunless Citadel Creature	5e Equivalent	Source	Challenge
Balsag the Hunter	Bugbear (45 hp)	DM Basic Rules, p. 13	1 (200 XP)
Belak the Outcast	<i>New Statblock</i>	<i>See below</i>	2 (450 XP)
Calcryx	<i>New Statblock</i>	<i>See below</i>	2 (450 XP)
"Dragonpriest"	<i>New Statblock</i>	<i>See below</i>	3 (700 XP)
Durnn	Hobgoblin Captain	HotDQ, p. 12	3 (700 XP)
Erky Timbers	Acolyte	DM Basic Rules, p. 53	1/4 (50 XP)
Grenl	Acolyte	DM Basic Rules, p. 53	1/4 (50 XP)
Gulthias Tree	<i>New Statblock</i>	<i>See below</i>	0 (10 XP)
Guthash	Giant Rat (12 hp)	DM Basic Rules, p. 47	1/8 (25 XP)
Jot	Quasit	Player's Handbook, p. 309	1 (200 XP)
Kulket	Giant Frog	DM Basic Rules p. 25	1/4 (50 XP)

Sharwyn	<i>New Statblock</i>	<i>See below</i>	1 (200 XP)
Sir Braford	Knight	DM Basic Rules, p. 54	3 (450 XP)
Yusdrayl	<i>New Statblock</i>	<i>See below</i>	1 (200 XP)

Magic Items

Sunless Citadel Item	Statistics
<i>Azan-gund</i> “Night Caller”	<i>See below</i>
Nephelium	<i>See below</i>
<i>Shatterspike</i>	<i>See below</i>

New Creature Statistics

Belak the Outcast

Medium humanoid (human), neutral evil

Armor Class 13 (leather)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Goblin

Challenge 2 (450 XP)

Spellcasting. Belak is a 5th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Belak has the following druid spells prepared:

- ❖ Cantrips (at will): *druidcraft, poison spray, resistance*
 - ❖ 1st level (4 slots): *cure wounds, entangle, jump*
 - ❖ 2nd level (3 slots): *barkskin, lesser restoration*
 - ❖ 3rd level (2 slots): *dispel magic, speak with plants*
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ACTIONS

Sickle. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Sling. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Calcryx, White Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	7 (-2)	11 (+0)	13 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +2, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, plus 1d6 cold damage.

Frost Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (5d6) cold damage on a failed save, or half as much damage on a successful one.

“Dragonpriest”

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	18 (+4)	4 (-3)	3 (-4)	6 (-2)

Senses darkvision 60 ft., passive Perception 6

Languages Elven, Draconic

Challenge 3 (700 XP)

Keen Smell. The “dragonpriest” has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. A troll regains 5 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn’t function at the start of the troll’s next turn. The troll dies only if it starts its turn with 0 hit points and doesn’t regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Gulthias Tree

Huge plant, neutral evil

Armor Class 10

Hit Points 40

Speed None

STR	DEX	CON	INT	WIS	CHA
0 (-)	0 (-)	15 (+2)	7 (-2)	8 (-1)	14 (+2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities exhaustion, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 6

Challenge 0 (10 XP)

Sharwyn

Medium humanoid (human), neutral evil

Armor Class 15 (barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	16 (+3)	12 (+1)	8 (-1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Elvish, Dwarvish

Challenge 1 (200 XP)

Spellcasting. Sharwyn is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Sharwyn knows the following spells from the wizard spell list:

- ❖ Cantrips (at will): *light*, *mage hand*, *shocking grasp*
 - ❖ 1st level (4 slots): *charm person*, *magic missile*
 - ❖ 2nd level (3 slots): *hold person*, *misty step*
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ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8) bludgeoning damage.

Thoqqua

Medium elemental, neutral

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., burrow 20 ft.

STR

15 (+2)

DEX

12 (+1)

CON

13 (+1)

INT

6 (-2)

WIS

11 (+0)

CHA

13 (+1)

Damage Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

Burn. A creature that touches the thoqqua or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 2) bludgeoning damage, plus 1d6 fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the start of each of its turns.

Yusdrayl

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 21 (5d6 + 10)

Speed 30 ft.

STR

9 (-1)

DEX

15 (+2)

CON

14 (+2)

INT

11 (+0)

WIS

12 (+1)

CHA

14 (+2)

Saving Throws Con +4, Cha +4

Skills Arcana +2, Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, Yusdrayl has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. Yusdrayl has advantage on an attack roll against a creature if at least one of Yusdrayl's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting. Yusdrayl is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Yusdrayl knows the following spells from the sorcerer spell list:

❖ Cantrips (at will): *mage hand*, *ray of frost*, *prestidigitation*

- ❖ 1st level (4 slots): *mage armor*, *magic missile*
- ❖ 2nd level (3 slots): *darkness*, *gust of wind*

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+2) piercing damage.

Water Mephit

Small elemental, neutral

Armor Class 13 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 11

Languages Common, Aquan

Challenge 1 (200 XP)

Fast Healing. A water mephit regains 2 hit points at the start of its turn if it begins its turn exposed to rain or submerged up to its waist in water.

Spells. A water mephit can cast the *acid splash cantrip*, and can also cast *fog cloud* once per day. Its spellcasting ability is Intelligence (spell save DC 11, +3 to hit with spell attacks).

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Caustic Exhalation (Recharge 5-6). The water mephit exhales caustic liquid in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

New Magic Items

Azan-gund (Night Caller)

Wondrous Item, rare (requires attunement)

This whistle is carved from rare transparent iron (nephelium), and it resembles a small dragon curled up like a snail. The name *Azan-gund* is etched on the whistle in Dwarven runes. A *detect magic* spell reveals a faint necromantic aura, while an *identify* spell reveals how the item works.

When an attuned wielder blows the whistle over a grave in darkness or at night, one corpse below animates, as if by an *animate dead* spell and if interred in soft earth or under loose stones, claws its way to the surface. The zombie serves the whistler faithfully until it is destroyed. A bearer can use the whistle once per week; however, the whistler can acquire no more than two zombie followers at any one time using *Azan-gund*. A successful Arcana check (DC 15) reveals that ancient “dark” dwarves made several such whistles for various groups in an age past.

Nephelium

Found only in the rarest of veins of areas saturated with magic, nephelium has all the attributes of iron (it is ferrous), except that it is semi-transparent, allowing light to pass through with a slight smoky haze. It does not add to the quality of a weapon or a suit of armor, but alloys made from nephelium are transparent as well. Thus, nephelium plate appears glasslike, as does a nephelium battleaxe. Purposely adding mineral impurities to nephelium can produce shades of sapphire, emerald, and ruby. Nephelium can be enchanted just like standard iron. Weapons or armor fashioned from nephelium cost 100 gp more than weapons or armor fashioned from standard materials, due to its scarcity.

Shatterspike

This *+1 longsword* was once the weapon of a brave knight named Sir Braford. He was defeated while attempting to purge the Sunless Citadel of evil, and was drawn into a tortured existence as a supplicant of the evil Gulthias Tree. When used to deal damage to constructs or objects made primarily of inorganic materials such as stone, crystal, or metal, *Shatterspike* deals maximized damage. If the wielder rolls more than one die for this attack roll (on a critical hit, for example), only the first die is maximized.