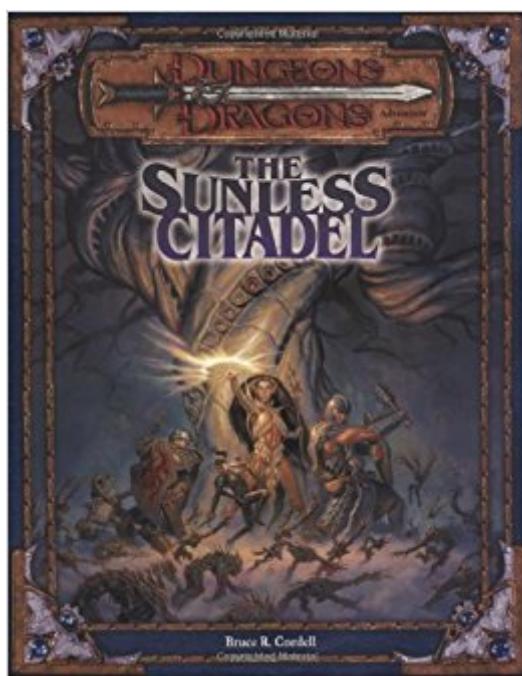


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The Sunless Citadel (Dungeons & Dragons Adventure, 3rd Edition)



Synopsis

Evil grows beneath the earthWhy should anyone travel the cracked cobblestones of the Old Road? The fortress that once cast its shadow across the road does so no longer -- some whisper that the earth swallowed the fortress whole in an age long past. Four brave adventurers resolved to discover the truth and set off down the Old Road, but they never returned.The Sunless Citadel is the first in a series of eight stand-alone adventures for the Dungeons & Dragons game. This carefully crafted adventure, designed to challenge 1st-level D&D heroes, follows a path to a mysterious dungeon where evil has taken root, and a terrible tree and its dark shepherd plot in darkness.To use this adventure, a Dungeon Master also needs the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual.

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Customer Reviews

Note that this review will contain a few tidbits that might be considered spoilers, but if you're a DM who's contemplating this purchase that shouldn't be a major problem.I'm new to Dungeons & Dragons and DMing, so I decided that buying a module for our first adventure would be advisable, until I have enough experience and confidence to create my own campaign.Although it is slightly outdated (being based on 3.0 rules rather than 3.5) it does not seem to conflict with the revised rules in any serious way, as far as I can tell.As a site-based adventure (the site being the titular Sunless Citadel) most of the content in the module is devoted to the subterranean structure itself and almost no attention is given to the nearby town of Oakhurst and the surrounding environs. A little more detail in this area would be very nice, but it isn't missed too much.The citadel itself

doesn't fail to please. It's got a little of everything that you'd want in a good low-level dungeon, a cool little backstory involving a dragon cult (unfortunately relatively little of this backstory is directly available to your PCs, so you may want to find ways to drop more hints and clues about its history if you think that is something they'd enjoy), a war between goblinoids (making diplomacy with one faction an option) and your obligatory sinister antagonist. There's traps, puzzles and secret passages ways. Your players will contend with a variety of threats including the aforementioned goblinoids, as well as the local vermin, the odd minor demon or two and even a dragon wyrm. One thing I'll note is that the adventure does seem a bit light on treasure for the players. I ran through the module and totaled all of the items and coinage up (including hidden treasures, enemy gear -- most of which isn't worth bothering with, potions and magic items) and the ballpark estimate I came up for if the PCs scraped the dungeon clean ends up at about 1/2 to 2/3 of what the Dungeon Master's Guide (3.5) recommends for a party to get from encounters in the course of achieving their 3rd level (which is how far this module will take the PCs), if that. Perhaps the worst thing about the loot allocation (in my opinion) is that a large percentage (almost half) of the value of total loot is tied up with two particular items that make up the whole dungeon's hoard. This is the sort of thing that the DMG also advises against, as it makes fair loot splits between the players somewhat difficult. For a low level adventure in particular, I would prefer a more even loot spread. The light treasure isn't a completely bad thing though. It gives you liberty to drop in a few items that you think your characters will like without necessarily overdoing it on loot -- just be careful and reference the pertinent sections of the DMG. There are a few errors and inconsistencies. The goblin chief should have a higher CR and his encounter should have a higher EL. A few monsters should have higher or lower attack bonuses, save DCs, etc. Mostly minor stuff, but there is no good errata available online that I've been able to find. My group is only about 1/3 of the way through the module so far but I think everyone is enjoying it. I'll probably get the "sequel" to this module (the Forge of Fury, which one of the treasures in this module vaguely hints at, though it isn't documented as such for the DM) while I work on writing my own adventure. A good buy for a beginner DM.

A classic I remember playing back in the day. Now I'll DM it and adjust it for 5e.

This was the first module I ever used as a DM. It's a well written resource with an interesting plot to it and the few sessions it took my group to get through it were rarely dull. I'm still hanging on to my copy just because of all the fond memories I have of playing it. Plus, everyone loves Meepo.

I ran this adventure, and my players and I had a lot of fun. Two things I would note: 1st, the party **MUST** have at least four characters, with one of those a cleric. My players went in with only two characters, and keeping them alive was tough at times. 2nd, It is a little tough to blend in with a pre-existing campaign world. We use *Forgotten Realms* and I had to do quite a bit of rewriting on the backstory to make it fit. If you are starting a new campaign from scratch, no problem. Overall, I found it an excellent adventure and recommend it. Just make sure you take enough time to really familiarize yourself with the module before you begin play, and make sure your players understand that sometimes talking is better than fighting.

This was the first dungeon I ever ran as a Dungeon Master and it went spectacularly. The published material helped a ton and was surprisingly in-depth with its descriptions and encounters. I don't want to ruin the surprise, so if you're looking for a low level adventure for any party (in 3.0 or 3.5 of course) then definitely pick this one up!

Warning, spoilers follow: First let me say I haven't played this module, or DMed it. The production quality is quite good, glossy colorful cover, clear and nicely drawn maps, evocative black and white drawings throughout. The adventure itself allows for a wide number of plot hooks for a starting group, and supposedly leads into one of the later modules in this series which is a nice touch. The final encounter is quite interesting, a mix of different types of creatures in an unusual location (a grove underground). The sunken temple is an unusual dungeon too, and there are areas that have been controlled by goblins and kobolds as well as areas that have been unexplored by anyone in ages.. a nice mix. There are nasty traps, the ability to help kobolds out and make the temple easier to handle, prisoners to release, and even an unusual dragon encounter. As an opening module for a group wanting 'traditional' style AD&D adventuring, I highly recommend this module. While there may be too many encounters with the kobolds and goblins, there's enough here to reward the party that takes their time to explore and roleplay instead of killing everything in sight.

I'm currently running this campaign with four new players and it is going very well. I haven't had to do much customizing as pretty much everything is covered right down to the population breakdown of the dungeon town.

It's a great site based adventure filled with creative, alluring details

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