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Tales from the yawning portal maps pdf

Tales from the Yawning Portal is a new collection of classic D&D adventures updated to the Fifth Edition rules. The seven adventures include: The Sunless Citadel and The Forge of Fury, originally written for Third Edition; The Hidden Shrine of Tamoachan, White Plume Mountain, Against the Giants, and Tomb of Horrors, originally written for first edition AD&D; and Dead in Thay, a mega-dungeon written during the development of the Fifth Edition rules. These adventures are not linked in any way except for the first two (The Sunless Citadel and The Forge of Fury), and that only tenuously. They are also chosen from multiple D&D worlds: the first edition adventures default to Greyhawk, while Dead in Thay is steeped in the Forgotten Realms. However, they were chosen in part because they provide a range of levels of play, from 1st to 11th and beyond, and thus can be run in order as a campaign if the DM wishes to do so. I bought this book because I intend to run more 5E for my kids (who are 13 and 11). Our Phandelver game has been on hold for a while due to scheduling issues. We intend to resume that sometime in the near future, but I've been looking for something to run when we can't get that group together. I'm already running a full-time campaign with a homebrewed setting ("Time of the Tarrasque," using Pathfinder), so don't have the time and energy to craft my own adventures for a second such game. That's where a book of canned adventures is invaluable. This collection promises to provide us with enough material to keep my kids busy for the next couple years or more. The adventures seem to be solid, if a bit grueling in places--Dead in Thay has over 100 numbered encounter areas, and uses something on the order of a third of the Monster Manual, plus much of the book's appendix of new creatures. I haven't played or run a ton of 5E yet, and I want to keep my kids continually excited and surprised as they play, so that kind of variety is just what I'm looking for. I only have one real beef with Tales from the Yawning Portal at this time: the maps are too darn small. Some of them (like the first level of The Sunless Citadel, below) should have been given a full page, but weren't. And others (most notably Dead in Thay) cover so too much territory that even a full page isn't enough space. When a 5-foot square is only a millimeter across, there's no way a DM can read that during play without serious eye strain! Also, some of the older adventures retain their original map scale of one square equals 10 feet, despite the fact that 5-foot squares have been the standard since Third Edition. To mitigate both issues, I have been copying the maps onto graph paper in order to have copies that I can reference during play. This is also giving me the opportunity to simplify the maps somewhat so that I can more easily reproduce them on the battle map during game. Some of these maps would be absolutely gorgeous if presented at a more reasonable size, but in many cases that just makes them harder to render on a battle grid. I have just today finished reading the last couple of adventures (Against the Giants and The Tomb of Horrors). But my wife and kids have already created their new 1st-level characters and are raring to go. We hope to start The Sunless Citadel sometime within the next few weeks. Our heroes (L-R): Raven Flare, tiefling rogue; Sir Dain, dwarf paladin (NPC); Xuri, dragonkin sorcerer; and Kalitni, human ranger. The Sunless Citadel is the first adventure presented in the 5th edition compilation book, Tales From the Yawning Portal. It is an introductory adventure, first developed for the 3rd edition D&D back in the year 2000. Designed for PC levels 1 - 3, the adventure dungeon has two distinct levels. The first has an interesting dynamic between two rival tribes (one kobold and the other goblin) as they vie for control of the upper level. In sandbox fashion, the players can choose which faction to support and have a variety of ways to achieve victory. The second level is a classic dungeon crawl as the party works to defeat a mad Druid who controls an evil tree borne from the corpse of a vampire and his army of blights. The players also have to contend with the remnants of the evil cult that built this citadel, and there's even a petulant dragon. What follows is a complete overview of our experience playing this adventure. Bear in mind that my players were all 5th level when we started the adventure, so I had to boost most of the monsters in abilities or numbers to make it challenging for my players. Also, we played this campaign during the 2020 pandemic, so I also discuss our successes and our failures at playing the adventure remotely. There are five sections to my overview: The Campaign Diaries - Our heroes go on a quest for a missing group of adventurers, led by a strange man and his miniature giant space-hamster. The Charts - I always make at least two charts to organize my adventure; an Encounter List and a Monster Stats sheet. I've included charts from the base adventure and my modified version for 5th level characters. The Maps - All the maps that I used to run The Sunless Citadel, including some custom maps. The Player Maps have all hidden locations, traps, and secret areas removed. They are also great for a virtual tabletop. The Images - They say a picture tells a thousand words, so I included all of the images I used to help tell my story, including those found in the original printing of the module. The Extras - I used very few handouts during this adventure, mostly because we played the entire session virtually via Zoom. So here, I included all the steps I took to run the game remotely and how to create your own Fog of War maps. As for the handouts, I usually print them using a variety of construction and specialty papers cut to fit my printer. The Handouts can be printed as is or used as a starting point for your own creative spin. If there is anything else that you think I should have here to help you run your own campaign, please leave a comment. Campaign Diary Session 1 - Our heroes agree to commit goblin genocide for the price of a single iron key, and then get trapped behind enemy lines. Session 2 - Our heroes storm the goblin camp. They almost get wiped out by some rats, rescue a creepy gnome and impersonate a god. Session 3 - Our heroes invade the lower level. They kill some stuff, add to their menagerie, and one hero turns Chaotic Stupid. Session 4 - The penultimate conclusion. Our heroes fight an epic battle with wizards & druids & trees, oh my. Oh, and there's a vampire. Session 5 - The actual conclusion. Our heroes finally get that iron key and instantly regret ever wanting to see what it opened. The Charts Here are the two charts I make to better organize my adventures. First is an Encounter List that includes each room at a glance, including its location, monsters and NPCs, traps, treasures, experience points earned, and any other special features of each room. Sunless Citadel Encounter List Second, I like to have a Monster Stat sheet that has every monster and NPC in the adventure listed with all of their important stats all on one page. This saves my from having to having multiple books open when combat begins. The stat sheet should be self-explanatory, but for further details about this and all my other charts, check out my Dungeon Master Resource Page Sunless Citadel Monster Stats When I ran my players through this adventure, they were all at least 5th level, which made them way too powerful for this 1st level adventure. I've included a modified Encounter List and Monster Stat sheet, adjusting most of the encounters to reflect their higher level and adding some new traps. I also included all of the newly-leveled NPCs and additional monsters that I used in the adventure, such as the Vine Creeper, my improved Dragon Priest, and the vampire, Galthias. Here are the links: Sunless Citadel Encounter List modified 5th level Sunless Citadel Monster Stats modified 5th level The Maps I prefer the maps that come with the Yawning Portal reprint to the original, but both of them have a few minor issues. The first is that the map does not include every trap listed in the adventure and I found that I would forget to include it during gameplay, so I added all the traps on my modified map below. I also included more traps which I indicated with a blue "T" and describe in the applicable session diary. Second, it always bugged me that the goblins do not have their own entrance to the Citadel. It makes no sense that they have to go through the Kobold area to enter or exit. I added a series of rock ledge "stairs" north of the Guard Room #36. Lastly, I changed the nature of Room #7 Grove Level - PC Map The Area and Town maps from the original module Original Sunless Citadel Fortress Map Original Sunless Citadel Grove Map An interesting isometric map of the Fortress Level. I do not know who the artist is. My Battle Map of the Final Fight on the Fortress Level with the Hobgoblin Chieftain. The Purple Circle is a giant pit with an 80 foot drop and vines to climb down. My Battle Map of the BBEG Fight with Belak and his forces on the Grove Level. The Galthias Tree sits along the southern wall near the stream which I added for the subsequent vampire fight. My Battle Map of the Dragon Priest Tomb at the end of the adventure. A secret door links the Yellow Dragon Riddle Room to the Blue Honor Guard Room. The Images I'll start with the pictures that came with the 5th Edition reprint presented in Tales From the Yawning Portal, followed by those that were drawn for the Original publication, and then I'll include a few others that I appropriated (i.e. stole) from other sources. Meepo, the Kobold Dragon Keeper, who is the first NPC the players meet in the dungeon. Yusrayl, the Kobold Chieftain, and more importantly, the key your players need to get into the Dragon Priest Tomb. Erky Timbers, a Gnome adventure and goblin captive, who can also join your party and seems to know a bit too much about the dungeon and its inhabitants. Calcryx (or Cryovain, depending on who you ask), the White Dragon Wyrmling and the object of Meepo's quest. Unfortunately, he will atck Meepo on sight. The poorly named Balsag the Hunter and his two rat "hounds, Grip and Fang. An awesome picture of the Twilight Grove, The Galthias Tree, Belak the Outcast, and his two thralls, Sir Bradford and Sharwyn Hucrele. The Dragon Riddle statue in the Dragon Priest Tomb. From the Original 2000 printing of the 3rd Edition D&D Adventure The crevasse into which the Citadel fell hundreds of years ago. The minor tomb (Room 27) that has the Night Caller whistle on an altar. The horrific vermin from Rooms 28 - 30 that nearly decimated my party. Calcryx / Cryovain, but it shows the size of the wyrmling better than the previous picture. Another shot of Balsag and his rats. He must have been a favorite of the author. The Twilight Grove, some Twig Blights, and the druid's giant frog. Kulket, The Dragon Priest's Tomb. One of my favorite pictures. A few extras from unnamed sources. Minsc and Boo, the greatest NPC duo ever created, and my quest giver of the adventure, streamlining all the story hooks into one hamster. My Meepo reimagned as a Kobold Inventor, complete with sacks of centipedes, a skunk in a box, and a scorpion on a stick. The best image of twigh blights I've ever seen. The Extras I only used one handout during the adventure and of course it has a typo in it where I refer to the Hobgoblin Chief by the wrong name. But it does do a good job of answering most of the story's questions should the dialog with Belak go as poorly as it did in my game. Plus, it gives a method to restore the enthralled adventurers should you desire that. Fog of War Due to the Pandemic, we began the adventure playing remotely. There are a number of wonderful products and websites that facilitate this style of roleplaying, but I was curious to see if it could be done completely for free. It can but it wasn't great. It was functional but it requires a fair amount of pre-planning and a lot of forgiveness from your players. We generally play on a dining room table, but for remote play I set up a card table inside our home office. The battle mat goes on the card table and the two boys sit there. I am next to the table and next to the office desk which has the computer on it. The computer will have the map of the dungeon which I have loaded into Photoshop to run a poor man's Fog of War for the dungeon. I then set up three camera phones (mine and the boys'). One camera is propped up to view the computer monitor, a second is on the desk looking at the players, and the third is attached to a flexible floor lamp, looking stright down at the battle mat on the table. I set up a Zoom call between the three phones and my remote players' Ipad and we had a rough-around-the-edges but free Remote D&D session. My phone is set to record the dungeon, while it is linked to the phone one foot away looking at the players. My biggest task for this play was creating the Fog of War effect for the dungeon. I used photoshop and here is my step-by-step method for creating your own. 1. Load the dungeon into photoshop and create a new layer that is all black and is the same size as the map. On the right hand side, in the layer list, hide this layer so you can still see the map. 2. Using the selection and lasso tools, create a form that includes just the details of each room, individually. Then Cut and Paste that object creating a new layer. The layer will be directly on top of the original; leave it there. I have moved this room over for display purposes. 3. Label this new layer with the dungeon room number and move the layer so that it sit above the Black Fog of War layer. 4. Repeat this process for every room, trap, and secret door in the dungeon. Then using the Hide & Unhide function, turn on the Fog of War layer and turn off all the "Rooms" 5. Now, when players explore a new room simply turn on that particular Room's layer, revealing what the players have just discovered, but leaving the rest shrouded in mystery. Miniature Montage Now I may not have had many handouts, but I did paint over 50 minis just for this adventure. Here's a gallery of most of them. 15 kobolds, including Meepo & Yusrayl, 15 goblins, including a shaman, a king, and a nilbog, and the Hobgoblin Warlord, Durmn Minsc & Boo, Calcryx / Cryovain, and Erky Timbers, possible vampire minion Balsag the snickering Hunter, Grip & Fang, now upgraded to wolves, and the Xorn with a fondness for pennies. The whole phylum of Blights (twig, needle, & vine), Belak the Outcast, Sir Bradford, Sharwyn, and the Galthias Tree which is just a stick that I found in my yard. The Vine Creeper that burst out of the dying tree, the resurrected vampire, Galthias, plus Jot the Quasit and the Dragonpriest whose name is forgotten to time. So that's about it. If there is anything else that you wish I had included in this Sunless Citadel Resource Guide, please let me know. And if you like these Resources pages, then check out the ones I've created for the other campaigns I'm running at the D&D Campaign Resources Page. Follow me to further adventures and excitement! As always, it's better to show than tell, and Game On!

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