



RAIDERS OF THE HIGH CITADEL

A web enhancement
for *Races of Stone*

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Despite their majesty and beauty, mountains can prove deadly and unforgiving, and not just for casual visitors. Even natives succumb to the dangers presented by such terrain from time to time. This adventure, which is designed for a party of 9th-level characters, shows the perils that even the best-prepared denizens of the mountains can face.

Raiders of the High Citadel is a short D&D adventure for four 9th-level player characters (PCs). It takes place in and around a mountain dwarf stronghold called Durimek and involves goliaths—the new race introduced in *Races of Stone*. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION


You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as well as *Races of Stone* to run this adventure. This scenario utilizes the D&D v.3.5 rules, but it can easily be adapted for use with the 3.0 rules as well.

To get started, print out the adventure, including the map. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times. Monster and NPC statistics are provided with each encounter in abbreviated form or, where appropriate, the proper page in the *Monster Manual* is referenced.

ADVENTURE BACKGROUND

The mountain dwarf stronghold known as Durimek lies high in the mountains—far higher than even the mountain dwarves find comfortable for extended stays. For centuries it has served primarily as a resting place for the dead. Because limestone of excellent quality is plentiful in the adjacent caverns, however, a small colony of miners has traditionally lived in the stronghold alongside the clerics and warriors devoted to guarding the dead.

Because the mountains around Durimek have always been prone to minor earthquakes, maintaining the stronghold requires a great deal of effort. But since the location has always been quite secure (or so the mountain dwarves thought), they have thus far been willing to make the necessary repairs every few decades.



After the most recent earthquake, however, the situation at Durimek changed radically. A duergar mercenary named Araduk and his evil goliath companion Yatistinni had been lurking in the vicinity for some time, leading a ragtag band of giants and evil feral garguns in periodic raids on the communities and travelers in the area. When the earthquakes struck, Araduk and Yatistinni saw their chance to seize the fortress, and they quickly moved to attack the mountain dwarves of Durimek. The sudden assault wiped out the entire dwarven colony. Since then, the evil pair and their band have been using Durimek as a base for conducting raids against the nearby goliath tribes. Using the dwarves who survived the raid and the captured goliaths as slaves, they have resumed mining operations within the limestone cavern. Their hold on the area is likely to continue tightening until someone roots them out.

ADVENTURE SYNOPSIS

The characters must penetrate the stronghold of Durimek and rescue the prisoners, not all of whom are in the same location. In the process, they must face and defeat Araduk, Yatistinni, and their band of raiders. Once the citadel is cleared of villains, the PCs must escort the prisoners back to their homes. Thereafter, the characters may stay on to help with the rebuilding if desired.

ADVENTURE HOOKS

As DM, you know best how to involve your PCs in an adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- A group of feral gargun barbarians and a hill giant or stone giant attack the PCs while they're traveling in the mountains. After the battle, the characters can track their attackers (or pursue a survivor) back to Durimek.
- A goliath player character gets word from a relative or friend that several members of their tribe have not returned after a hunting expedition. The missing goliaths are presumed captured by raiders operating high in the mountains. The tribe is offering a reward (mostly likely in the form of furs or raw gems) for their return because no warriors can be spared to go looking for them.
- A dwarf player character learns that no word has been received from the citadel at Durimek since a recent earthquake, and that parties sent to assess the

situation have not returned. The dwarves are offering a reward (in the form of gems or arms and armor) for information about what's going on in Durimek and the return of the missing search parties.

BEGINNING THE ADVENTURE

Raiders of the High Citadel is a site-based adventure in which the action occurs in and around the mountain stronghold of Durimek. The adventure begins when the characters come within sight range of the entryway (area 1, below).

DURIMEK

Durimek lies within a mountain at a height of 12,000 feet above sea level. All creatures not acclimated to this altitude must labor to breathe the thin air. Any character so affected must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or become fatigued. The fatigue ends when the character descends to an altitude with more air or visits area 9 in the complex. Acclimated characters (those native to the mountains or who have spent more than one month at that altitude) need not make these saves. All the raiders are acclimated, but the dwarf prisoners are not.

In addition, the temperature within Durimek is below freezing. An unprotected character must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character with ranks in the Survival skill may receive a bonus on this saving throw, which might also apply to other characters as well (see the Survival skill description in the *Player's Handbook*).

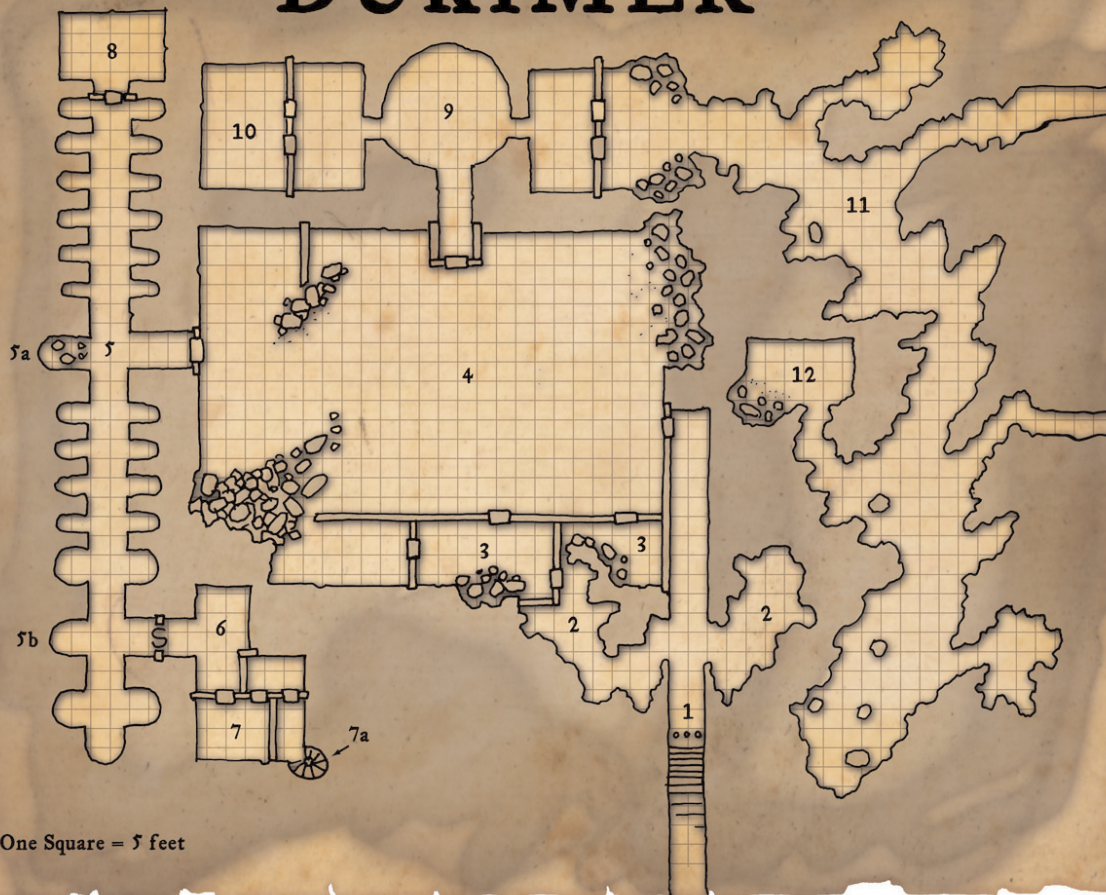
The interior of Durimek is unlit unless an area description says otherwise. Ceilings are 15 feet high in the corridors and 25 feet high in the chambers. The walls are made of smooth stone (Climb DC 25).

1. ENTRY (EL 7)

When Araduk and his raiders attacked the citadel, they lifted the portcullis that protected the entryway and forced their way inside. Read or paraphrase the following aloud when the PCs approach the entryway to Durimek.

A portcullis seals the passage at the top of the stairs coming up from the south. It appears old but quite sturdy.

DURIMEK



Since Araduk is well aware that the portcullis doesn't provide absolute security, he has made a few additions to confound unwelcome visitors.

◆ **Iron Portcullis:** 2 in. thick; hardness 10; hp 60; Break DC 28 (DC 25 to lift).

Traps: Araduk has attached no less than two dozen little brass bells to the portcullis at various points. Should anyone try to lift it, the jangling bells are audible in area 2.

In addition, Araduk has placed a poisoned scything blade trap just beyond the portcullis. The first creature of Tiny size or larger that moves north from the portcullis triggers the trap.

↗ **Bell Alarm:** CR 2; mechanical; touch trigger; manual reset; alarm (audible to area 2); Search DC 25 (to locate all the bells); Disable Device DC 20 (to disable without making any noise). Market Price: 7,200 gp.

↗ **Deathblade Wall Scythe:** CR 7; mechanical; proximity trigger; manual reset; Atk +16 melee (2d4+8 plus

poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19. Market Price: 34,700 gp.

Development: The sentries at area 2 can hear most activity that takes place here. They automatically hear attempts to break through the portcullis or to lift it without first disabling the bells. They also might hear spellcasting or conversations that take place here by making normal Listen checks.

2. GUARDPOSTS (EL 6–10)

Mountain dwarf sentries used to guard the entrance to the complex from these two caverns. Now Araduk's sentries have taken over that duty. Read or paraphrase the following aloud when the characters look into either cavern.

This small cavern is furnished with a rough wooden table and several fairly high stools.

The eastern cavern also contains a winch for operating the portcullis in area 1. The stools are high enough to serve as comfortable seating for the feral garguns and giants who stand guard here.

Creatures: Araduk keeps sentries on duty here at all times. A sentry contingent can consist of two hill giants, or two stone giants, or four feral gargun barbarians. Regardless of its composition, the contingent on duty is evenly divided between the two caverns and stands an 8-hour shift. As DM, you can either choose a group of sentries or randomly determine which group is present.

☛ **Feral Gargun Barbarians (4):** Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull

rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: +1 *breastplate*, masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds*, *potion of shield of faith* (+3), 2 *oils of magic weapon*.


☛ **Hill Giants (2):** hp 102 each; see *Monster Manual*, page 123.

☛ **Stone Giants (2):** hp 119 each; see *Monster Manual*, page 124.

Tactics (Giants): The giants stationed here spend most of their time huddled miserably on their stools, trying to keep warm. They're supposed to peek out into the corridor from time to time to look for intruders, but they don't bother.

The moment they hear noise in area 1, however, they take up rocks and move into the corridor. Each must make a Hide check opposed by the PCs' Spot checks to avoid being noticed. A –2 penalty applies to the characters' checks because of the distance between the portcullis and the chamber entrances, but even so, the PCs may very well spot their foes.

The giants are happy to stand back and throw rocks until intruders come to them. They switch to melee attacks as soon as the PCs come within reach.



If reduced to less than half its normal hit points, a giant uses the withdraw action to retreat north up the corridor to the door leading to area 4. Upon reaching the door, the giant opens it and retreats into area 4.

If the PCs manage to pass the portcullis at area 1 without making much noise, the giants don't notice the intrusion unless they see someone walking past the entrance to their caverns (normal Spot check). In that case, they lead off with melee attacks, but otherwise use the tactics described previously.

Tactics (Garguns): The feral garguns don't feel the cold. They spend most of their time gathered in one chamber or the other, playing knucklebones, wrestling, or even sleeping.

If the PCs make any loud noise in area 1 or in the corridor, the feral garguns take 1 round to react. If they notice someone at the portcullis, each drinks a *potion of shield of faith* and applies *oil of magic weapon* to his guisarme. If the foes aren't in melee reach by the time they finish their preparations, they fire arrows at them, switching to their claws when the opponents come within reach.

If the garguns don't notice the intrusion until the PCs have reached the guardposts, they don't have time to use their potions and oils. They simply begin fighting with their guisarmes as soon as their foes come within reach.

In any case, the garguns use their rage ability as soon as melee combat begins. Should the intruders exchange ranged attacks with them, the garguns drop their bows, initiate barbarian rage, and charge their foes. They have orders to report intrusions, but they forget to do so and fight to the death.

Development: As noted earlier, most noises the PCs make in area 1 automatically alert the guards here. The creatures in area 4 might notice a battle here if the PCs use loud and flashy spells such as *fireballs* or *lightning bolts*, but the denizens of area 4 are making a fair amount of noise themselves and probably won't hear a simple melee. They take note, however, if a guard flees into that area.

3. STORAGE ROOMS

The raiders use these two mostly ruined chambers to store food and drink. Most of the supplies stored here at present were looted from Durimek. The chambers are so thickly packed with barrels, crates, and bundles that movement through them is hampered (each square costs double movement).

4. COMMON CHAMBER (EL 11–13)

The raiders use this vast, crumbling chamber for lounging, meals, and recreation. The dwarves who built the

citadel spaced *continual flame* effects along the walls and also placed them on chandeliers hanging from the ceiling to provide ample light. The fires that the raiders have lit for cooking and for warmth also supply some illumination.

This huge chamber is bathed in light that seems to come from the crumbling walls themselves as well as the chandeliers hanging from the ceiling. Piles of rocky debris cover much of the floor space in the room, except for a few areas where large humanoids sit around campfires, cooking dinner and smashing rocks.

These days, the raiders' primary mode of recreation is smashing waste rock taken from area 11. One of the slaves there told the guards that some of the ore actually contains gold. Word of this "secret" spread through the raiders like wildfire, and now, whenever they don't have anything else to do, they sit here and pulverize rocks, hoping to extract gold nuggets from them.

In fact, many of the rocks do contain shiny golden nuggets, but they're just iron pyrite—a mineral known as fool's gold because of its golden sheen. The slaves know that the "gold" in this mine isn't even as valuable as iron ore, but the raiders don't.

Araduk doesn't quite know what to do about his troops' sudden interest in mining. He's fairly certain that the citadel contains no gold to speak of, but since he knows nothing about mining, he's content to let his people break rocks for the moment.

The walls and ceilings in this chamber have been crumbling for some time. The natural rockfall combined with the several tons of rocks dragged in by the raiders has created piles of debris that cover much of the floor. Entering a square containing debris costs 2 squares of movement. The DC for Balance and Tumble checks in these squares increases by +5, and the DC for Move Silently checks increases by +2.

Creatures: This chamber is home to the citadel's four hill giants (camped in the northwest corner) and three stone giants (camped in the northeast corner). Any giants who are on duty in area 2 when the PCs arrive are not present here. A few feral garguns also make their homes here. When the characters arrive, all the residents are eating, resting, or "processing" ore.

Feral Gargun Barbarians (2-6): Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee

(2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite

longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: +1 *breastplate*, masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds*, *potion of shield of faith* (+3), 2 *oils of magic weapon*.

➤ **Hill Giants (2-4):** hp 102 each; see *Monster Manual*, page 123.

➤ **Stone Giants (1-3):** hp 119 each; see *Monster Manual*, page 124.

Tactics: About half of the creatures in this chamber have laid their weapons aside because they're dozing or eating or smashing rocks. Thus, they must take a move action to pick up their weapons before they can react to an intrusion. If forewarned about an upcoming fight, the garguns use their *potions of shield of faith* and their *oils of magic weapon*.

Once the raiders have weapons in hand, the giants begin hurling rocks and the garguns charge with their guisarmes, assuming that the path between them and the PCs is clear of debris. Otherwise, they simply close to melee as quickly as possible. In either case, they rage as soon as they begin fighting. The garguns use their guisarmes' reach to advantage for as long as possible while the giants continue to throw rocks. Once the PCs manage to get adjacent to their foes, the garguns drop their guisarmes and switch to claw attacks, and the giants stop throwing rocks and enter melee as well.

The garguns fight to the death, but after two of the giants are killed, the rest try to retreat to areas 5 and 10 (at least one in each direction). They use the withdraw action to move to the exits, then leave through the door when they can. If pursued, they turn and fight, but they also try to open the door to area 5 so they can alert the guards there. If Araduk is in area 11, one fleeing giant tries to go there and alert him.

Development: The constant rock breaking makes so much noise that the other residents of the citadel don't notice a disturbance in this chamber unless one of the residents actually runs for help.

Any giant that manages to escape into area 5 shouts to the guards there, then hurries down to the secret door leading to area 6 to warn the sentries there.

Treasure: In addition to equipment, each raider has a 1-pound bag of iron pyrite nuggets.

5. OLD CATACOMBS (EL 6)

The alcoves along this corridor once served as burial niches for the mountain dwarves who had passed to their final rewards. Upon laying claim to the stronghold, the raiders despoiled the tombs and piled the wreckage (including the corpses) in area 5a. They then installed bars across the wrecked tombs and converted them into holding cells for prisoners.

Read or paraphrase the following aloud when the characters approach this section.

A corridor stretches out in both directions, from north to south. The niches carved at intervals along its walls suggest that it might once have been used as a crypt, but it is apparent that it serves that purpose no longer. Ahead lies a mound of rubble from which a few bones protrude, and a barred door secures each of the niches in the wall. Several sets of manacles fasted to the walls of each makeshift cell give mute testimony to its new function. A foul odor issues from the cells in either direction, and slight rustling sounds indicate that at least a few of them are occupied. Two bestial-looking humanoids move slowly back and forth along the corridor.

The guards in area 8 carry the keys to these cells. Each contains two wooden buckets and an assortment of wooden bowls, but no bed, since the prisoners can use the burial niches for sleeping. The wooden implements are smelly and foul despite the cold, primarily because they haven't been cleaned in ages.

◆ **Cell Bars:** 2 in. thick; hardness 10; hp 60; Break DC 28, Open Lock DC 25.

◆ **Cell Manacles:** 1/4 in. thick; hardness 10; hp 10; Break DC 26, Open Lock DC 20.

Creatures: A pair of feral garguns patrols this corridor at all times to keep an eye on the prisoners. The prisoner contingent currently includes a dozen mountain dwarves, a half dozen goliaths, and a stone giant. The dwarves and goliaths were captured when the citadel fell, or shortly thereafter, when they came to the high pass to trade. The giant was taken while traveling alone through the mountains.

Only about half of the captives are present in this area at any one time; the others are quarrying stone in area 11. Thus, only about a quarter of the cells are occupied when the PCs arrive.

All the dwarves and goliaths are suffering from cold and starvation, and they are exhausted from overwork

and the stress that the high altitude places on their systems. If freed, they can barely walk, let alone fight.

The stone giant is another matter. His name is Julmund, and he has a 50% chance of being present when the PCs arrive. If he is not here, he's with the work gang at area 11. See Tactics, below, and area 5b for details of his actions.

◆ **Feral Gargun Barbarians (2):** Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

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special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: +1 *breastplate*, masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds*, *potion of shield of faith* (+3), 2 *oils of magic weapon*.

☛ **Mountain Dwarf Warriors (2–4):** Male or female mountain dwarf warrior 1; CR —; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d3+1, unarmed strike); Full Atk +2 melee (1d3+1, unarmed strike); SQ dwarf traits; AL LG; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +5, Craft (metalworking) +2, Craft (stoneworking) +2, Handle Animal +1, Jump –3, Listen +2, Spot +2; Alertness.

Dwarf Traits: A mountain dwarf has stonecunning, which grants her a +2 racial bonus on Search checks to notice unusual stonework. If she merely comes within 10 feet of such stonework, she can make a Search check as if actively searching.

When standing on the ground, a mountain dwarf is exceptionally stable and has a +4 bonus on ability checks made to resist being bull rushed or tripped.

She also has a +1 racial bonus on attack rolls against orcs and goblinoids, a +4 racial bonus to Armor Class against giants, and a +2 racial bonus on saving throws against spells and spell-like effects. In addition, her race

gives her a +2 bonus on Appraise or Craft checks that are related to stone or metal items (already figured into the statistics given above).

☛ **Mountain Dwarf Miners (2–3):** Male or female mountain dwarf warrior 1/expert 1; CR 0; Medium humanoid (dwarf); HD 1d8+2 plus 1d6+2; hp 11; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d3+1, unarmed strike); Full Atk +2 melee (1d3+1, unarmed strike); SQ dwarf traits; AL LG; SV Fort +4, Ref +0, Will +2; Str 13, Dex 10, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +5, Craft (metalworking) +5, Craft (stoneworking) +5, Handle Animal +1, Jump –3, Listen +2, Spot +2; Alertness.

Dwarf Traits: A mountain dwarf has stonecunning, which grants her a +2 racial bonus on Search checks to notice unusual stonework. If she merely comes within 10 feet of such stonework, she can make a Search check as if actively searching.

When standing on the ground, a mountain dwarf is exceptionally stable and has a +4 bonus on ability checks made to resist being bull rushed or tripped.


She also has a +1 racial bonus on attack rolls against orcs and goblinoids, a +4 racial bonus to Armor Class against giants, and a +2 racial bonus on saving throws against spells and spell-like effects. In addition, her race gives her a +2 bonus on Appraise or Craft checks that are related to stone or metal items (already figured into the statistics given above).

☛ **Goliath Miners (2–3):** Male and female goliath expert 1; CR —; Medium monstrous humanoid; HD 1d6+1; hp 4; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +3; Atk +3 melee (1d3+3, unarmed strike); Full Atk +3 melee (1d3+3, unarmed strike); SQ acclimated, darkvision 60 ft., mountain movement, powerful build; AL CG; SV Fort +1, Ref +0, Will +1; Str 17, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Balance +3, Climb +8, Craft (stoneworking) +3, Heal +2, Jump +6, Listen +2, Sense Motive +4, Survival +2, Swim +5; Athletic.

Acclimated (Ex): A goliath miner is automatically acclimated to life at high altitudes. She doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, the goliath miner doesn't lose her acclimation to high altitude even if she spends months or years at lower elevations.

Mountain Movement: A goliath miner can make standing long and high jumps as if they were running long and high jumps, respectively. She can engage in accelerated climbing (climbing half her speed as a



move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): A goliath miner's physical stature lets her function in many ways as if she were one size category larger than she is. Whenever she is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), she is treated as one size category larger if that is advantageous to her. A goliath miner is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect her. She can also use weapons designed for a creature one size category larger without penalty. However, her space and reach remain those of a creature of her actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Tactics: If these guards have been previously alerted, they prepare for the fight by using their *potions of shield of faith* and their *oils of magic weapon*, then wait at some convenient spot to ambush the intruders (most likely on either side of the passage leading toward area 4). Otherwise, at the first sign of trouble, they yell for help. One then charges the PCs with his guisarme while the other goes to pound on the secret door leading to area 6, thus alerting the guards there. If possible, they make their way to area 5a, where they trigger their rage ability, then stand and fight.

The prisoners remain fairly quiet and watch the fight with interest. There's little they can do to help, but they're willing to provide whatever aid they can. (They might, for example, be able to shout a timely warning to a PC.)

Julmund, if present, watches the fight with growing excitement. If he gets the chance, he reaches out through the bars of his cell and grapples a raider.

Development: A battle here could get out of hand pretty quickly. The guards in area 8 are almost certain to hear any fighting with normal Listen checks, and they can see 60 feet down the corridor with their darkvision. If they notice the combat, they join the fray as soon as they can.

If a guard manages to reach the door to area 6, the sentries there move out into the corridor and join the fray after alerting Araduk and Yatistinni in area 7 (if they're present).

If freed, the prisoners help the PCs to the best of their ability. Most of them have had to perform menial tasks throughout the citadel, so they have a pretty good idea of the layout and the contents of each room. Most of the

prisoners distrust Julmund because they think he's a former raider incarcerated for some misbehavior (a little disinformation that Araduk has spread among the prisoners), and they figure that he's itching to get back in Araduk's good graces.

The prisoners have no idea how well their little story about gold went over with their captors. If the PCs mention the rock breaking in area 4, the prisoners express great delight that their ruse worked so well.

The PCs might receive a substantial reward for returning the prisoners to their homes (see Character Hooks, above).

5a. Rubble-Filled Tomb

Like the other large alcoves in this area, this one once held a large family tomb. Read or paraphrase the following aloud when the PCs reach this cell.

This niche is larger than those to the north, but its true size is difficult to judge because of the debris packed into it from floor to ceiling. A few splintered bones protrude from the rubble. Only a 5-foot by 10-foot space in the front remains clear.

Since taking over the complex, the raiders have packed this niche with all the debris they've hauled out of the other tombs, including the remains of the long-dead dwarves.

Development: Clearing the alcove again would require many hours of digging, and doing so reveals only shattered stone and splintered bones.

5b. Julmund's Cell

The raiders built this cell to hold a giant, and they're delighted that Julmund's timely arrival has allowed them to test it out.

Inside this unusually large cell sits a giant with smooth, gray skin and sunken black eyes. His wrists are bound by manacles, but the chains securing the wristbands to the wall are quite long, allowing him considerable freedom of movement. Pine boughs form a thick carpet on the floor, and a brazier at one end of the cell burns merrily, providing both heat and light.

Julmund's cell is just like the others, except that the manacles and bars are bigger and stronger. The stone giant can't use the burial niche for sleeping, but the pine boughs covering the floor make a comfortable bed, and the brazier provides some heat.

Creature: Julmund the stone giant is a gentle soul with an artist's temperament. Araduk would very much like to recruit this giant into his band, but Julmund has proven resistant to such suggestions so far. Araduk has considered threats and torture, but those tactics don't have much effect on a creature that is being slowly worked to death, so Araduk has decided to try bribery instead. Julmund must labor 12 hours a day, just like the other prisoners, but he has fairly warm clothing, plenty to eat, and a fire to warm his cell. Araduk hopes to persuade Julmund that joining the band is much better than living as a slave. Thus far, the stone giant has refused, but he's tried to become friendly with the guards so as to extend his special treatment for as long as possible and perhaps get an opportunity to escape.

➤ **Julmund (Stone Giant):** hp 119; see *Monster Manual*, page 124.

Tactics: Julmund's manacles are kept comfortably loose to give him reasonable freedom of movement. He can reach through the bars and grab any creature or object adjacent to the cell. Should the opportunity present itself, he tries to seize one of the guards in this way while the PCs are fighting them. If released while the battle is still in progress, he aids the PCs to the best of his ability.

◆ **Cell Bars:** 3 in. thick; hardness 10; hp 90; Break DC 30, Open Lock DC 25.

◆ **Cell Manacles:** 1 in. thick; hardness 10; hp 40; Break DC 36, Open Lock DC 20.

Development: If the PCs release Julmund, he offers to take the other prisoners to safety. He is also quite willing to tell the characters anything he knows about Araduk and his partner, or about the layout of the complex. He does not offer to aid the PCs in their quest against Araduk and Yatistinni, but he readily agrees to do so if asked. Should he join the party, he aids the group to the best of his ability.

6. ANTECHAMBER (EL 6)

This chamber lies beyond a secret door in one of the alcoves off the corridor (area 5). This alcove looks just like the large cells, but its door is not locked. The secret door to area 6, however, is kept locked at all times. Each of the two guards posted inside the room has a key, as do Araduk and Yatistinni in area 7. The chamber is furnished with a plain wooden table and wooden benches, and the guards have a goodly supply of food and drink.

◆ **Stone Secret Door:** 4 in. thick; hardness 8; hp 60; Search DC 25; Break DC 28 (locked); Open Lock DC 25.

Creatures: Araduk keeps a pair of feral gargon sentries on duty here at all times. Since their position is

pretty far removed from the rest of the citadel (and behind a closed stone door to boot), they are not apt to notice most disturbances in the citadel. Still, if a fight breaks out in area 5, they might just hear it. Make a Listen check for each sentry each round, increasing the DC by +15 for the closed door. Since they aren't really listening, each has a -5 penalty on the checks, and an additional penalty applies for the distance between them and the battle (-1 per 10 feet). The sentries automatically hear pounding on the secret door, however, since raiders from other parts of the citadel habitually bang on the door to get their attention.

➤ **Feral Gargon Barbarians (2):** Male or female feral gargon barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.


Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargon barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, a feral gargon barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargon barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargon barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.

Powerful Build (Ex): The feral gargon barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for



an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: +1 *breastplate*, masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds*, *potion of shield of faith* (+3), 2 *oils of magic weapon*.

Tactics: These sentries are under strict orders to inform Araduk or Yatistinni of any trouble. If someone raises the alarm within their hearing or tries to break into this room, one sentry pounds on the door to area 7 to alert his superiors while the other tries to determine the nature of the disturbance. Otherwise, they follow much the same tactics as their compatriots in areas 4 and 5. If possible, they prepare for a fight using their potions and oils, as noted in the Tactics sections of area 4 and 5.

If drawn into a fight in area 5, the sentries try to slip quietly out through the secret door and sneak to within darkvision range of their foes, though any prisoners in area 5 who happened to spot them would be likely to warn the PCs of their approach. Once in position, the sentries fire their bows until someone comes within their reach. If the guards in area 5 are involved in melee combat there, the sentries might have a hard time hitting anything. If so, they simply drop their bows and charge with their guisarmes.

7. BEDCHAMBER (EL 9 OR 11)

Araduk and Yatistinni share this room. Read or paraphrase the following when the PCs enter, adjusting the description as needed if either is present at the time.

This cozy chamber contains two comfortable beds, each with curtains and a canopy. At the foot of each bed is a chest. A pair of lit braziers, a writing desk, and a leather-covered table with two comfortable chairs round out the furnishings.

This chamber is well insulated from the rest of the complex so that its inhabitants can work and sleep in peace. Thus, Araduk and Yatistinni remain unaware of what's happening in the rest of the citadel until and unless their underlings (see areas 4, 5, and 6) report a disturbance.

Creatures: Araduk and Yatistinni spend most of their time in this room. At any time, however, Araduk has a 25% chance of being in area 11 to inspect the work in progress.

Araduk: Male duergar fighter 3/wizard 5; CR 8; Medium humanoid (dwarf); HD 3d10+6 plus 5d4+10; hp 47; Init +0; Spd 20 ft.; AC 13, touch 11, flat-footed 13; Base Atk +5; Grp +7; Atk +9 melee (2d6+4/19–20, +1 *greatsword*) or +5 ranged (1d8/×3, composite longbow); Full Atk +9 melee (2d6+4/19–20, +1 *greatsword*) or +5 ranged (1d8/×3, composite longbow); SA spell-like abilities; SQ darkvision 120 ft., duergar traits, familiar (Tochar), immunities (paralysis, phantasms, poison), light sensitivity; AL LE; SV Fort +7, Ref +3, Will +7; Str 15, Dex 10, Con 14, Int 15, Wis 13, Cha 10.

Skills and Feats: Appraise +4, Climb +6, Concentration +7, Craft (metalworking) +7, Craft (stoneworking) +7, Craft (trapfinding) +12, Decipher Script +7, Jump +0, Listen +5, Move Silently +4, Spot +5; Alertness^B, Blind-Fight^B, Combat Expertise^B, Improved Disarm, Power Attack, Scribe Scroll^B, Silent Spell^B, Weapon Focus (greatsword).

Spell-Like Abilities: 1/day—*enlarge*, *invisibility* (both affecting only self and items carried). Caster level 16th.

Duergar Traits: Araduk has a +1 racial bonus on attack rolls against orcs and goblinoids, a +2 racial bonus on saves against spells and spell-like abilities, and a +4 dodge bonus against giants. He also has stoneworking (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 feet and can use the Search skill to find stonework traps as a rogue can; intuit depth). Araduk has a +2 racial bonus on Appraise

checks and Craft or Profession checks related to stone or metal, a +4 racial bonus on Move Silently checks, and a +1 racial bonus on Listen and Spot checks (already figured into the statistics above).

Familiar: Araduk's familiar is a toad named Tochar. The familiar uses the better of its own and Araduk's base save bonuses. The creature's abilities and characteristics are summarized below.

Tochar: Male toad familiar; CR —; Diminutive magical beast (augmented animal); HD 1/4 d8 (effectively 8d8); hp 23; Init +1; Spd 5 ft.; AC 18, touch 15, flat-footed 17; Base Atk +5; Grp -12; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SQ amphibious, deliver touch, improved evasion, low-light vision, speak with master; AL LE; SV Fort +4, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills and Feats: Climb -1, Concentration +5, Craft (metalworking) +2, Craft (stoneworking) +2, Craft (trapmaking) +9, Hide +21, Jump -16, Listen +5, Spot +5.

Deliver Touch Spells (Su): Tochar can deliver touch spells for Araduk (see Familiars, page 52 of the Player's Handbook).

Improved Evasion (Ex): See Monk in the Player's Handbook.

Speak with Master (Ex): Tochar can communicate verbally with Araduk. Other creatures do not understand the communication without magical help.

Skills: A toad has a +4 racial bonus on Hide checks (already figured into the statistics above).

Familiar Benefits: Araduk gains special benefits from having a familiar. This creature grants him 3 extra hit points (included in the above statistics).

Alertness (Ex): Tochar grants his master Alertness as long as he is within 5 feet.

Empathic Link (Su): Araduk can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Araduk may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Light Sensitivity (Ex): Araduk is dazzled in bright sunlight or within the radius of a *daylight* spell.

Wizard Spells Prepared (4/4/3/1): 0—*daze* (DC 12), *detect magic*, *ghost sound*, *ray of frost* (+5 ranged);

1st—*expeditious retreat*, *mage armor*, *shield*, *true strike*; 2nd—*detect thoughts*, *mirror image*, *scorching ray* (+5 ranged); 3rd—*haste*.

Spellbook: 0—*acid splash*, *arcane mark*, *dancing lights*, *daze* (DC 12), *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost* (+5 ranged), *read magic*, *resistance*, *touch of fatigue* (+7 melee touch); 1st—*charm person* (DC 13), *detect secret doors*, *expeditious retreat*, *mage armor*, *shield*, *true strike*; 2nd—*detect thoughts*, *mirror image*, *scorching ray* (+5 ranged), *summon swarm*; 3rd—*displacement*, *fly*, *haste*.

Possessions: +1 mithral buckler, +1 greatsword, composite longbow (+0 Str bonus), bracers of armor +1, ring of protection +1, cloak of resistance +1, potion of cure light wounds, scroll of *ghoul's touch*, wand of magic missile (caster level 3rd, 9 charges), pearl of power (1st-level spell), keys to bedchamber and personal chest.

Yatistinni: Female goliath adept 9/fighter 1; CR 9; Medium monstrous humanoid; HD 9d6+27 plus 1d10+3; hp 66; Init +3; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk +5; Grp +7; Atk +8 melee (2d6+2/×3, masterwork battleaxe) or +5 ranged (1d8/19–20, masterwork light crossbow); Full Atk +8 melee (2d6+2/×3, masterwork battleaxe) or +5 ranged (1d8/19–20, masterwork light crossbow); SQ acclimated, darkvision 60 ft., familiar (Vartmak), familiar benefits, mountain movement, powerful build; AL N; SV Fort +8, Ref +2, Will +9; Str 15, Dex 8, Con 16, Int 10, Wis 17, Cha 12.

Skills and Feats: Climb -2, Concentration +9, Diplomacy +6, Heal +11, Listen +8, Sense Motive +5, Spot +5, Survival +11; Alertness, Auspicious Markings, Improved Initiative^B, Markings of the Blessed, Negotiator, Self-Sufficient.

Acclimated (Ex): Yatistinni is automatically acclimated to life at high altitudes. She doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, Yatistinni doesn't lose her acclimation to high altitude even if she spends months or years at lower elevations.

Familiar: Yatistinni's familiar is a bat named Vartmak. The familiar uses the better of its own and Yatistinni's base save bonuses. The creature's abilities and characteristics are summarized below.

Vartmak: Male bat familiar; CR —; Diminutive magical beast (augmented animal); HD 1/4 d8 (effectively 10d8); hp 33; Init +2; Spd 5 ft., fly 40 ft. (good); AC 20, touch 16, flat-footed 18; Base Atk +5;

Grp -12; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SQ blindsight 20 ft., deliver touch spells, improved evasion, low-light vision, speak with bats, speak with master; AL LE; SV Fort +5, Ref +5, Will +8; Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 4.

Skills and Feats: Climb -3, Concentration +6, Diplomacy +0, Heal +8, Hide +14, Jump -20, Listen* +8, Move Silently +6, Spot* +8, Survival +8; Alertness.

Blindsense (Ex): Vartmak notices and locates creatures within 20 feet. Opponents still have 100% concealment against her.

Deliver Touch Spells (Su): Vartmak can deliver touch spells for Yatistinni (see Familiars, page 52 of the Player's Handbook).

Improved Evasion (Ex): See Monk in the Player's Handbook.

Speak with Bats (Ex): Vartmak can communicate verbally with bats.

Speak with Master (Ex): Vartmak can communicate verbally with Yatistinni. Other creatures do not understand the communication without magical help.

Skills: A bat has a +4 racial bonus on Listen and Spot checks. *These bonuses are negated if the bat's blindsense is negated.

Familiar Benefits: Yatistinni gains special benefits from having a familiar. This creature grants her a +3 bonus on Listen checks (included in the above statistics).

Alertness (Ex): Vartmak grants his master Alertness as long as he is within 5 feet.

Empathic Link (Su): Yatistinni can communicate telepathically with her familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Yatistinni may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her familiar.

Mountain Movement: Yatistinni can make standing long and high jumps as if they were running long and high jumps, respectively. She can engage in accelerated climbing (climbing half her speed as a move action) without taking the -5 penalty on the Climb check.

Powerful Build (Ex): Yatistinni's physical stature lets her function in many ways as if she were one size category larger than she is. Whenever she is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), she is treated as one size

category larger if that is advantageous to her. Yatistinni is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect her. She can also use weapons designed for a creature one size category larger without penalty. However, her space and reach remain those of a creature of her actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Adept Spells Prepared (3/4/3/2): 0—*cure minor wounds* (2), *guidance*; 1st—*bless*, *command* (DC 14), *cure light wounds* (2); 2nd—*cure moderate wounds*, *darkness*, *see invisibility*; 3rd—*bestow curse* (DC 16), *cure serious wounds*.

Possessions: +1 full plate armor, +1 heavy steel shield, ring of protection +1, masterwork heavy mace, masterwork light crossbow, 10 bolts, wand of lightning bolt (caster level 6th, 12 charges), elemental gem (earth), keys to bedchamber and personal chest.

Tactics: If all goes as they plan, Araduk and Yatistinni should receive ample warning of any upcoming fight. Araduk prepares by casting *shield*, *mage armor*, and *expeditious retreat* on himself, sharing both effects with Tochar. Yatistinni prepares by casting *see invisibility*. Once they are ready, they leave the chamber and go looking for the enemy, gathering as many underlings as they can along the way.

When they actually get into a fight, Yatistinni uses *bestow curse* on the foe she thinks is most dangerous, and Araduk casts *haste* on himself, Yatistinni, and as many allies as he can manage at the time. After that, the two use their spells to best effect. Yatistinni uses her wand when she can and casts *command* on any foe she finds troublesome—usually a fighter or rogue type. Araduk uses his *scorching ray* spells and then his wand.

If forced into melee, Yatistinni uses her battleaxe, and Araduk uses his *enlarge person* ability before wading in with his greatsword. He might use *true strike* if he's having trouble hitting or *mirror image* if foes manage to land blows on him. If badly wounded, he casts *invisibility* and tries to escape.

Yatistinni fights as long as Araduk does, and she uses her healing spells to keep him going. If she feels defeat looming, Yatistinni uses her *elemental gem*.

Development: If Araduk tries to escape, he uses the stairs at area 7a. Yatistinni goes with him.

Once the two are dead or out of the complex, the PCs can explore this chamber further.

Treasure: Araduk and Yatistinni have spent most of their ill-gotten gains on equipment and improvements

to the citadel, but their chests still contain a few trinkets. Both chests are locked.

◆ **Reinforced Chests:** 2 in. thick; hardness 5; hp 30; Break DC 28, Open Lock DC 25.

Araduk's chest contains his spellbooks and a collection of furs worth 210 gp, plus a few candles, writing materials, and a bundle of 30 arrows. Also inside is a key ring with keys to all the cells and manacles in area 5.

Yatistinni has a gold and silver altar service worth 500 gp (made by Araduk from materials looted from area 5) and a set of vestments worth 100 gp.

7a. Escape Stairs

This spiral staircase leads upward 250 feet to the mountain slopes above. The exit, however, is currently buried under 2 feet of solid ice. Araduk keeps a scroll with three *flaming sphere* spells concealed in a niche (Search DC 20) near the exit to help him burn his way out should the need arise.

8. PRISON GUARDPOST (EL 6)

This chamber is similar to area 6 except that it has only one door. The guards here keep the door open so that they can monitor the situation in area 5.

Creatures: Araduk keeps a pair of feral gargon sentries on duty here at all times.

◆ **Feral Gargon Barbarians (2):** Male or female feral gargon barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargon barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, a feral gargon barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargon barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargon barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): The feral gargon barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargon barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.


Rage (Ex): Once per day, a feral gargon barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargon barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargon barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: +1 *breastplate*, masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds*, *potion of shield of faith* (+3), 2 *oils of magic weapon*.

Tactics: These guards use much the same tactics as their compatriots in areas 4 and 5 do. If possible, they prepare for a fight using their potions and oils, as noted in the Tactics sections of areas 4 and 5.

Development: These guards stay well focused on what's happening in area 5. If drawn into a fight there, the sentries try to slip quietly out through the secret



door and sneak to within darkvision range of their foes, though any prisoners in area 5 who happened to spot them would be likely to warn the PCs of their approach. Once in position, the sentries fire their bows until someone comes within their reach. If the guards in area 5 are involved in melee combat there, the sentries might have a hard time hitting anything. If so, they simply drop their bows and charge with their guisarmes.

9. WARMING ROOM

The raiders use this chamber to temporarily negate altitude-induced fatigue in anyone not acclimated to the height of the citadel. Read or paraphrase the following when the PCs enter.

In the center of this chamber rises a jet of flame that burns brightly and without smoke. Wooden benches ring the flame jet and provide convenient resting spots.

The flame is a natural gas jet. Vents in the floor bring in fresh air from lower down the mountain and keep the chamber well pressurized.

As long as the doors leading into the chamber stay closed, treat this area as if it were at sea level. A 10-minute rest here removes altitude-induced fatigue. Once characters leave the chamber, they are once again exposed to the effects of the altitude. Opening one or all of the doors lets the fresh air escape, but the room returns to sea-level pressure 5 minutes after the doors are closed again.

Any denizen of the citadel who wishes to do so is allowed to rest in here at least once a day. Even the prisoners may take advantage of this benefit, though they're always forced back to work in area 11 right afterward.

10. BARRACKS (EL 6–10)

This chamber is the living quarters for all the citadel's feral garguns. Read or paraphrase the following aloud when the PCs approach.

This chamber is lined with bunks, a few of which are currently occupied by hulking shapes. A central rack holds guisarmes, breastplates, and numerous vials. Wooden tables and chairs stand here and there in the central part of the room.

The feral garguns could have had the chamber directly to the east for their barracks, but they don't like the heat and the glare from the flame in area 9. The vials in the rack contain their potions and oils.

Creatures: All the citadel's feral garguns live here, but only a few are in residence at any given time.

Feral Gargun Barbarians (2-8): Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 18; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+7/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, rage 1/day, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +4, Jump +8, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this

racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 16, touch 11, flat-footed 16; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +8. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Tactics: The feral garguns in this chamber are sleeping so soundly that they awaken only if someone enters or makes a racket in area 9. Once awake, they get up and use their claws on any intruders in this room.

If they have advance warning of trouble, they gather up their equipment but don't bother donning their breastplates. They use the same tactics as their compatriots in area 4, except that at least one of them tries to break away from the fight and alert Araduk and Yatistinni (unless they know their leaders are already on the way).

11. QUARRY (EL 8)

The walls of this chamber are made of the best quality limestone, and the mountain dwarves once kept a colony of miners in the citadel for the express purpose of quarrying it. Read or paraphrase the following when the PCs reach this chamber.

The ringing sound of picks hitting stone fills the air in this vast, irregular, stone chamber. Gangs of mountain dwarves and goliaths, bound with balls and chains, swing their picks at the walls, knocking loose great chunks of stone. Four hulking humanoids monitor the process, occasionally shouting at one or another of the workers.

The mountain dwarves quarried limestone off and on in this cavern for hundreds of years, taking great care to preserve its natural beauty. Araduk, however, is interested only in digging out stone for sale—though he hasn't quite figured out how to get the stuff down the mountain yet. Now that there's a rumor of gold in this cavern (see area 4), the villain has turned his efforts

toward following veins of ore. These are concentrated mainly in the northeast section, where the rock is mostly hard granite.

Creatures: Gangs of dwarves and goliaths labor here around the clock, smashing at the walls with picks under the watchful eyes of four feral garguns. Each worker wears a ball and chain to discourage escape. In addition, Araduk may (25% chance) be here instead of in area 7 at any given time.

Feral Gargun Barbarians (4): Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the -5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A

feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: +1 *breastplate*, masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds*, *potion of shield of faith* (+3), 2 *oils of magic weapon*.

☛ **Mountain Dwarf Warriors (2–4):** Male or female mountain dwarf warrior 1; CR —; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 5 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk –2 melee (1d6+1/×4, miner's pick); Full Atk –2 melee (1d6+1/×4, miner's pick); SQ dwarf traits; AL LG; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb –1, Craft (metalworking) +2, Craft (stoneworking) +2, Handle Animal +1, Jump –9, Listen +2, Spot +2; Alertness.

Dwarf Traits: A mountain dwarf has stonecunning, which grants her a +2 racial bonus on Search checks to notice unusual stonework. If she merely comes within 10 feet of such stonework, she can make a Search check as if actively searching.

When standing on the ground, a mountain dwarf is exceptionally stable and has a +4 bonus on ability checks made to resist being bull rushed or tripped.

She also has a +1 racial bonus on attack rolls against orcs and goblinoids, a +4 racial bonus to Armor Class

against giants, and a +2 racial bonus on saving throws against spells and spell-like effects. In addition, her race gives her a +2 bonus on Appraise or Craft checks that are related to stone or metal items (already figured into the statistics given above).

Possessions: Miner's pick, ball and chain.

☛ **Mountain Dwarf Miners (2–3):** Male or female mountain dwarf warrior 1/expert 1; CR 0; Medium humanoid (dwarf); HD 1d8+2 plus 1d6+2; hp 11; Init +0; Spd 5 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk –2 melee (1d6+1/×4, miner's pick); Full Atk –2 melee (1d6+1/×4, miner's pick); SQ dwarf traits; AL LG; SV Fort +4, Ref +0, Will +2; Str 13, Dex 10, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb –1, Craft (metalworking) +5, Craft (stoneworking) +5, Handle Animal +1, Jump –9, Listen +2, Spot +2; Alertness.

Dwarf Traits: A mountain dwarf has stonecunning, which grants her a +2 racial bonus on Search checks to notice unusual stonework. If she merely comes within 10 feet of such stonework, she can make a Search check as if actively searching.

When standing on the ground, a mountain dwarf is exceptionally stable and has a +4 bonus on ability checks made to resist being bull rushed or tripped.


She also has a +1 racial bonus on attack rolls against orcs and goblinoids, a +4 racial bonus to Armor Class against giants, and a +2 racial bonus on saving throws against spells and spell-like effects. In addition, her race gives her a +2 bonus on Appraise or Craft checks that are related to stone or metal items (already figured into the statistics given above).

Possessions: Miner's pick, ball and chain.

☛ **Goliath Miners (2–3):** Male or female goliath expert 1; CR —; Medium monstrous humanoid; HD 1d6+1; hp 4; Init +0; Spd 5 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +3; Atk –1 melee (1d8+4/×4, heavy pick); Full Atk –1 melee (1d8+4/×4, heavy pick); SQ acclimated, darkvision 60 ft., mountain movement, powerful build; AL CG; SV Fort +1, Ref +0, Will +1; Str 17, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Balance –2, Climb +2, Craft (stoneworking) +3, Heal +2, Jump +0, Listen +2, Sense Motive +4, Survival +2, Swim –1; Athletic.

Acclimated (Ex): A goliath miner is automatically acclimated to life at high altitudes. She doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, the goliath miner doesn't lose her acclimation to high altitude even if she spends months or years at lower elevations.



Mountain Movement: A goliath miner can make standing long and high jumps as if they were running long and high jumps, respectively. She can engage in accelerated climbing (climbing half her speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): A goliath miner's physical stature lets her function in many ways as if she were one size category larger than she is. Whenever she is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), she is treated as one size category larger if that is advantageous to her. A goliath miner is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect her. She can also use weapons designed for a creature one size category larger without penalty. However, her space and reach remain those of a creature of her actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Possessions: Miner's pick, ball and chain.

Tactics: The guards attack any intruders they see, using basically the same tactics as their compatriots in areas 4 and 5 do. If Araduk is not present, one guard tries to break away to bring help, going first to area 10, then to areas 4, 5, and 6.

The heavy leg shackles and weights that each prisoner wears reduce his speed to 5 feet and give him a –6 penalty on any check for which an armor check penalty would normally apply. (This penalty is reflected in the statistics above.) If a fight breaks out, the prisoners help the PCs as best they can, but the guards do their best to keep the fight away from them.

If Araduk is present, he sends one guard for help, as noted above, then attacks with his spells. If help arrives in time, he retreats to area 12 to cast some spells on himself, as noted in area 7. Otherwise, he uses the tactics outlined in area 7.

Development: The rest of the citadel's residents don't notice combat in here unless someone comes to warn them. If the PCs' presence in the citadel is already known, work continues here unabated.

12. SMITHY

Araduk has outfitted this chamber as a metalworking shop for himself. It boasts a coal-fired forge, an anvil, and an assortment of metalworking tools.

CONCLUDING THE ADVENTURE

Once the PCs defeat Araduk and Yatistinni (whether by slaying them, capturing them, or driving them out of Durimek), their followers quickly abandon the place. They don't relish the thought of facing additional expeditions sent by the dwarves and their allies.

FURTHER ADVENTURES

If Araduk or Yatistinni (or both) escapes alive, a new band (probably disaffected feral garguns or goliaths) quickly forms around the survivor(s) and takes up raiding once again. But the duergar and the goliath clearly remember their defeat at the PCs' hands and look for a chance to get even.

After the PCs get Durimek cleared of monsters, the dwarves express a desire to repair the desecrated tombs and rebury the dwarven remains that the raiders left scattered. Doing so requires months, if not years, of labor. The rebuilding process would prove dull for PCs, but the dwarves may hire them to provide security, or they might allow the characters to use Durimek as a base for more adventures into the mountains while the rebuilding process goes on.

If the PCs freed the prisoners, they should have a fairly easy time retuning the dwarves and goliaths to their homes—though the journey might provide Araduk or Yatistinni (if alive) with a chance to ambush them. Julmund the stone giant is a different matter. He is willing to lend a hand with repairs to the tombs if so requested, but he would like to return home eventually. The giant is willing to make the trip alone, but he would welcome the PCs' company. If the characters choose to join Julmund, they face a long journey over high mountains, and there's no guarantee that Julmund's tribe will still be there when they arrive. The tribe might have simply moved on, or perhaps some disaster has befallen them. Thus, reuniting Julmund with his people could require a long effort.

ABOUT THE AUTHOR

Skip Williams keeps busy with freelance projects for several different game companies, and he was *Dragon Magazine's* Sage for eighteen years. Skip was a co-designer of the D&D 3rd Edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (his borscht gets rave reviews).