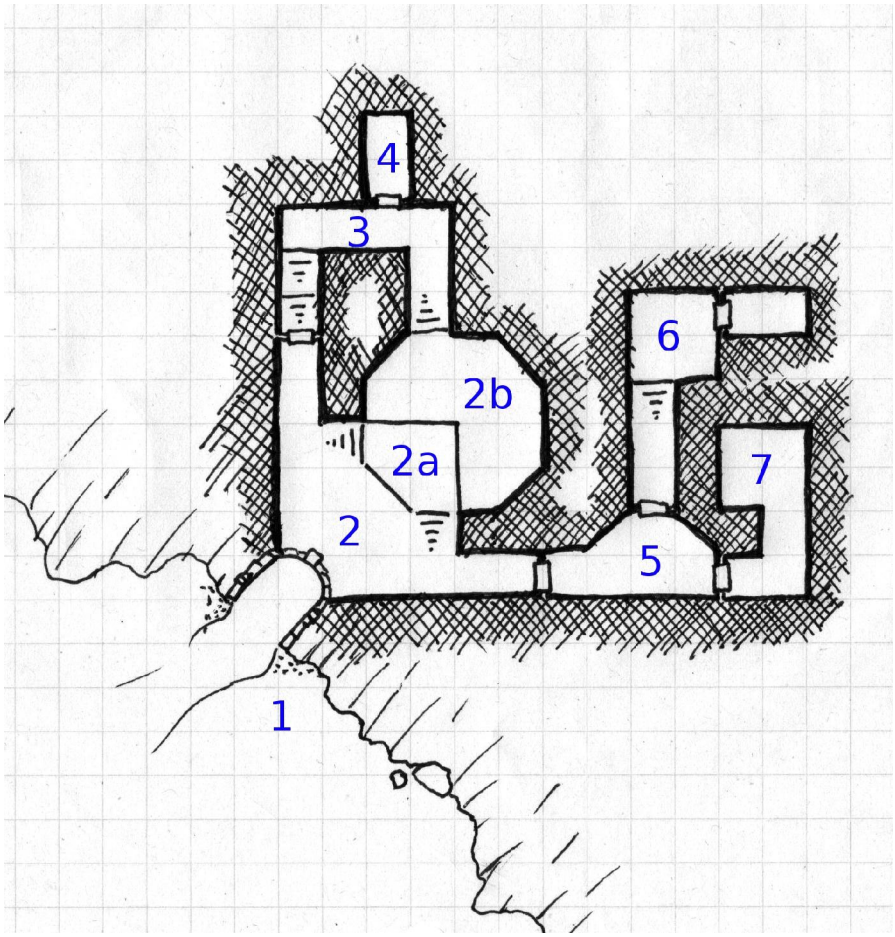
The Tomb of Dûrahn Oakenshield

(by Dyson Logos for level 3 characters)



The tomb of the dwarven warlord Dûrahn Oakenshield is said to still be home to his remains, including his skull which is needed by his clan brothers now to prove their provenance in order to reclaim their title.

Wandering Monsters
1 in 6 every turn of wandering monsters

1-3. 2 guards from 2b
4-5. 2 guards from 5
6. Leader from 7

If a wondering monster rolled is already slain, then no encounter occurs.

Map Legend
1 square = 10 feet

Doors
strong wood construction.
hinges are old and not oiled.

Lighting
natural light in 1
natural light from outdoors in 2
shadowy light from outdoors in 2a
very dim light from outdoors in 2b
no light in 3, 4 & 6
torches in 5 & 7

Structure
hewn stone with masonry overlay
floors are clean and smooth

1. Tomb Entrance: The entrance to the tomb is a massive stone archway obviously carved by dwarven craftsmen in years past. The archway is built into the cliff face in the cemetery of the abandoned city – looking up from the entrance the ruins of the old city hall can be seen amongst the trees sixty feet up on the top of the cliff. There is a 15 foot wide passage leading ten feet into the tomb from here, to room 2. Trails in the graveyard indicate that people travel to or from this tomb with some regularity.

2. Antechamber: This multi-level room was the main room of the tomb, where offerings were made to the ancestral dwarves and their deities, as well as where mourners would gather before opening the doors to the individual tombs. The ceiling of this chamber is 35 feet above the floor and bears a mosaic of a dwarven noble with gold armour and a huge axe. Both 2a and 2b look down on room 2 – 2a is 8 feet above the floor level, and 2b is 24 feet above floor level. The floor is scattered with debris from outside – mostly leaves and some dirt, along with many dwarven skeletons in funeral wrappings (evicted from 2b). See rooms 2a and 2b for encounters.

2a. Raised Platform: This section of the antechamber is raised 8 feet above the floor below, and is accessed by one of two open stairs. There is a brazier in the northeast corner. 2 **human raiders** are on this platform on guard duty (one on watch, the other sitting in the corner). Unless the party is exceptionally sneaky, they will have seen their shadows obscure the sunlight when they entered if the party is entering by day.

2b. Observational Chamber & Tomb: This raised chamber has niches carved into the walls where dwarven remains were once kept. It is the primary camp of the raiders, with 4 **human raiders** up here right now – there is a small fire pit and a table and four tree-stump chairs in the rough middle of the room, along with 8 small cots spread along the floor against the walls.

3. Stairway Passage: This passage way has stairs leading up 16 feet to it from room 2 and stairs leading up another 8 feet to room 2b. It is empty and dark.

4. Isudan's Crypt: The door to this chamber is slightly ajar. Inside is a sarcophagus within which are the remains of a dwarf – Isuldan son of Dûrahn.

5. Guard Room: This room was once a crypt like 2b, with niches in the walls. The door to the North is barred and locked, the door to the East is ajar. 2 **human raiders** are here, guarding the doors.

6. Dûrahn's Crypt: Since the defilement of the tomb by the raiders, Dûrahn has been forced back into unlife as a dwarven wight. Treat as a wight in all ways, but his heavy golden scale mail inmproves his armour class by 2. He waits behind the door to his crypt at the top of the stairs. His axe is forgotten in his sarcophagus, the haft rotted away, the enchantment long gone. The amulet he wears is worth 1,000 gp.

7. Gneissus' Crypt: Once the crypt of Dûrahn's wife, this tomb has been taken over by the leader of the raiders. He is a level 4 thief with +1 leather armor and a +1 sword. He has a potion of healing and a potion of gaseous form he will use to escape if needed. On the table are his books indicating that he sold the treasures of the tomb to merchants and fences in the nearby city. A coffer under his table contains 1,000 gold and 4,000 silver.

Human Raiders: level 2 thieves with leather armor, sword, 3 daggers and light crossbows (with 10 quarrels). Each has 2d20 gold pieces and 2d20 silver pieces.