

THE ONE-PAGE DUNGEON VERSION OF THE TOMB OF ATHGANAZAR

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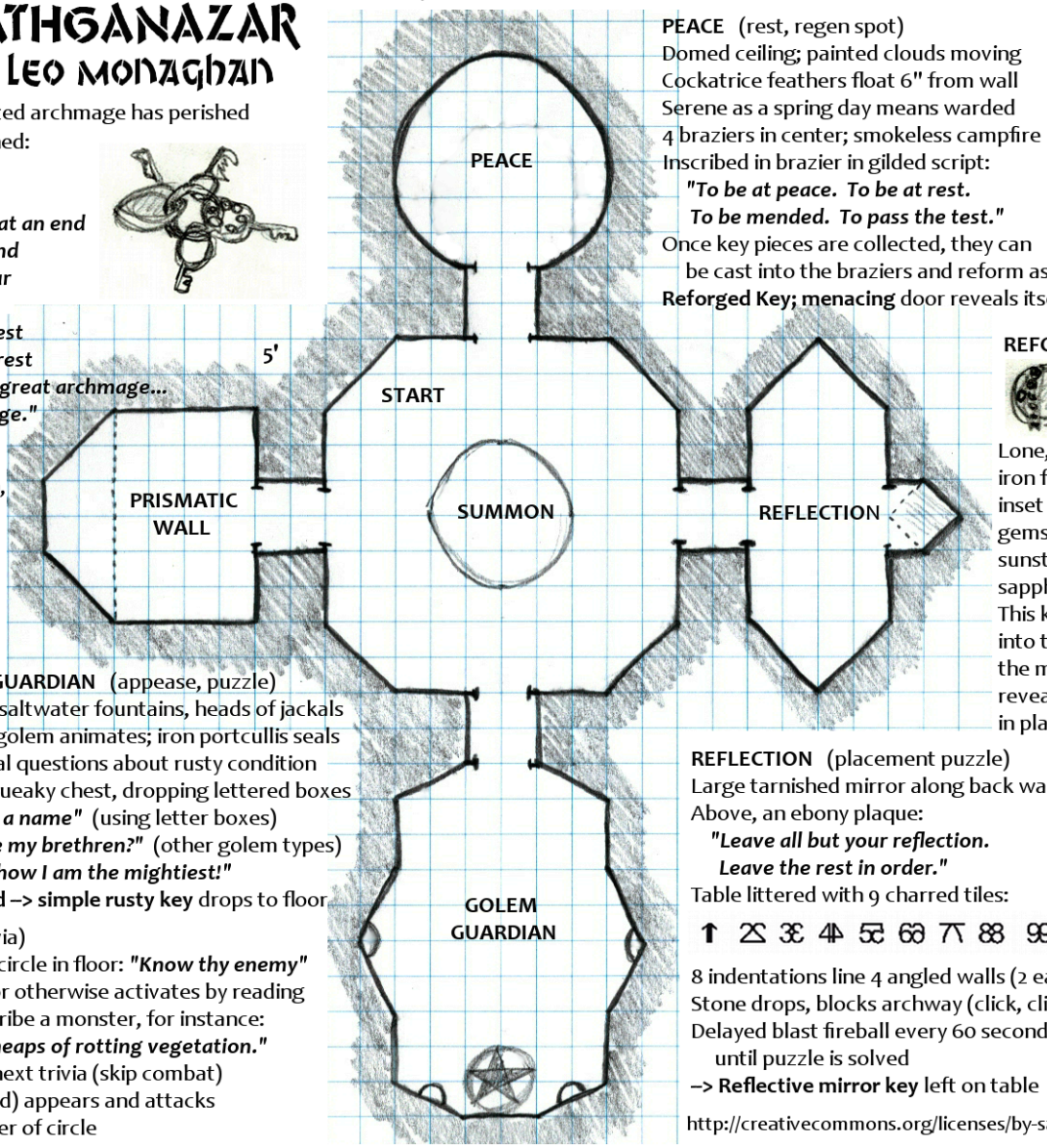
INTRODUCTION Duke's most trusted archmage has perished
 Magic mouth set into his corpse intoned:
*"Five are the tests Athganazar told
 To weath and power for ones so bold
 When the wizard was dying, his time at an end
 The key he shattered for those to mend
 Find one, find two, find three, find four
 'Twill be all for naught until restored
 To gain the key will mean one more test
 Then after it's over a much deserved rest
 For you'll have found the prize of the great archmage...
 ...His wealth of treasure, gold, and page."*



PRISMATIC WALL (dispel in order)
 Starts red, then orange, yellow, green,
 blue, violet
 Ebony plaque: *"To gain your prize
 you must first pass the wall"*
 6 rustic wands in alcoves, commands:
 Blow, Chill, Destroy, Missle, Pass, Sun
 Dispel order: C, B, D, P, M, S
 Each correct, wall morphs
 to next challenge
 Each incorrect, blast of 20
 dmg of the energy type
 Passwall will not work,
 except on 4th wall step
 -> **Prismatic key** in alcove,
 hexagonal handle set with
 stones in all colors of wall

GOLEM GUARDIAN (appease, puzzle)
 Room of saltwater fountains, heads of jackals
 Still iron golem animates; iron portcullis seals
 Existential questions about rusty condition
 Opens squeaky chest, dropping lettered boxes
"Give me a name" (using letter boxes)
"Who are my brethren?" (other golem types)
"Tell me how I am the mightiest!"
Appeased -> simple rusty key drops to floor

SUMMON (5 rounds of monster trivia)
 Message runs along 20' summoning circle in floor: *"Know thy enemy"*
 Once someone steps into the circle or otherwise activates by reading
 it aloud, message changes to describe a monster, for instance:
"Slimy, ambulatory, intelligent heaps of rotting vegetation."
 If answered in 60 seconds, move to next trivia (skip combat)
 If not, creature (i.e. shambling mound) appears and attacks
 -> **Fang-toothed key** appears in center of circle

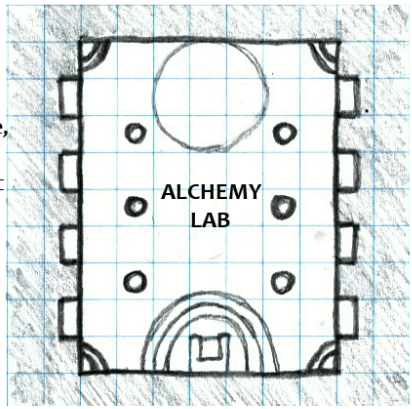


PEACE (rest, regen spot)
 Domed ceiling; painted clouds moving
 Cockatrice feathers float 6" from wall
 Serene as a spring day means warded
 4 braziers in center; smokeless campfire
 Inscribed in brazier in gilded script:
*"To be at peace. To be at rest.
 To be mended. To pass the test."*
 Once key pieces are collected, they can
 be cast into the braziers and reform as
Reforged Key; menacing door reveals itself

REFORGED KEY



Lone, reflective eye,
 iron fangs, crown
 inset with prismatic
 gems: ruby, topaz,
 sunstone, emerald,
 sapphire, amethyst
 This key fits nicely
 into the maw of
 the menacing door
 revealing a portal
 in place of braziers



REFLECTION (placement puzzle)
 Large tarnished mirror along back wall
 Above, an ebony plaque:
*"Leave all but your reflection.
 Leave the rest in order."*
 Table littered with 9 charred tiles:



8 indentations line 4 angled walls (2 each)
 Stone drops, blocks archway (click, click)
 Delayed blast fireball every 60 seconds
 until puzzle is solved
 -> **Reflective mirror key** left on table

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PROGRESSION (encounter in alchemy lab)
 Athganazar now proto-lich seeking full lichdom
 His dessicated, eyeless, dead body is on bier
 His invisible proto-lich form sits on the throne
 Ornate rug covers a 5'x5' spiked pit (center)
 Phylactery hidden in bones at bottom of pit
 Athganazar attempts to possess one by one
 Plans to add more bodies to the stone bier

VICTORY (must kill the proto-lich)
 Successful destruction of phylactery

-> **Duke rewards** with access to Athganazar's
 notes and a warded sigil; safe passage in lands