

Axziga's Lair by Tom Cartos & Borough Bound

Background

The dragon Axziga has secretly been luring adventurers and archaeologists to her false ruins in Zahuatil, showing them the promise of easy dungeoneering and loot before sending in her followers to slaughter them en masse.

Axziga wishes to be known as a fearsome and mighty dragon like many of her contemporaries but is a coward at heart so devised this plan to keep her out of harm's way. Once her scheme was discovered she retreated to her lair, a real ancient temple complete with traps and puzzles, and guarded by her Kobold followers.

She feels safe within, knowing that if the temples deadly traps don't finish off any intruders her army of devotees certainly will.

Grid Information

GRID SIZE – 44x34 (300DPI)

VTT SIZE – 6160x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Axziga's Lair

- **01 – Entrance Hall** – The entrance chamber to the crumbling temple is overgrown with plant life, fed by the central pool. Text written in an ancient language on the two stone tablets to the east tell some of the temple's history, but most of it is faded.
Doors to the north and south are locked but can be opened by pressing a switch inside the corresponding snake fountains mouths.
A secret door in the east wall can only be opened from room **08**. Axziga uses this as a quick way to travel through the temple interior but relies on her Kobold servants to open the doors for her.
- **02 – North Passageway** – 3 carved tiles are in the centre of the passageway. It is likely these will cause suspicion in the players, but in fact only the first tile is trapped. The other 2 are red herrings, as the trapped tiles are to either side of them (**x**). Axziga's kobolds are watching the players from **03** and **06** through hidden hatches (**S**). If the players can disable or avoid all of the trap tiles successfully, the Kobolds will set them off manually anyway.
- **03 – Kobold Tunnel** – The Kobolds have dug tunnels in between the temple chambers, allowing them to bypass the traps and hide from intruders. They have constructed small hatches in the walls (**S**) that allow them to secretly pass through and watch, and also manually set off many some of the temples hidden traps and dangers. This one also contains old jars and urns of mostly rotten supplies.

- **04 – Puzzle Room** – A carved statue sits on a podium in the centre of the chamber. At each corner of the podium is a bronze bowl, and to the east and west sides are 4 large gemstones. The gemstones can be pushed, causing the statue to rotate in 45 degree increments in a clockwise direction in the following manner
 - (a) One 45° clockwise rotation
 - (b) Three 45° clockwise rotations
 - (c) Two 45° clockwise rotations
 - (d) Four 45° clockwise rotations

Whenever the statue is facing an empty bowl, it will ignite in blue flame. If the statue faces a lit bowl, the flame will go out. If the statue faces the north, east or west walls, darts in the wall panels will be fired out at anyone in the room. If the statue faces south, any lit bowls are put out effectively resetting the puzzle.

Once all four bowls are lit, the locked door to the east will open.

The Kobolds watching from **03** will manually set off the dart trap if the party spends too long deciding what to do.

- **05 – Mural Wall** – Aside from the passageway which enters this chamber, there are two exits. The passage to the east is completely blocked off by a cave-in, and the door to the south is locked. A stone tablet in the centre of the room is inscribed with a question that can unlock the door, the answer to which could be found within the carved mural on the north wall. However, the mural has collapsed and broken into pieces.

While the players are distracted by this conundrum, a group of Kobolds will take advantage of the situation to emerge from **06** via the hidden hatch (S) and attack. A perceptive character will notice where they emerged from and once they Kobolds are dealt with, can open the hatch.

- **06 – Kobold Tunnel** - The Kobolds have dug tunnels in between the temple chambers, allowing them to bypass the traps and hide from intruders. They have constructed small hatches in the walls (S) that allow them to secretly pass through and watch, and also manually set off many some of the temples hidden traps and dangers. This one also contains cages that small animals are trapped in.
- **07 – Locked Passageway** – Doors to the north and south are locked shut and can only be opened from within this passageway by disabling the pulley system holding them in place. A hidden hatch in the wall (S) leads to **06**
- **08 – Hidden Passageway** – This hidden passage connects **01** and **09**. The panels to the east and west can be opened only from within this room, using the pulley system.
- **09 – Antechamber** – A small rest area. The large doors to the east lead to **14**, but similar to the panels connecting **08**, they can only be opened from within the room. However these doors are ancient, and the surrounding stonework is beginning to crumble. Someone small could probably find a gap to crawl through, while someone big could probably make a hole to walk through.
- **10 – South Passageway** – Similarly to **02** this room features a series of carved tiles and hidden traps. If anyone steps on a tile marked (x) without first disarming it, the statues on either side will shoot gouts of flame. If all traps are successfully disarmed or avoided, the kobolds watching from **12** will set it off manually.
- **11 – Boulder Trap** – This was once a classic boulder-run trap. Stepping into the central trough would activate a pressure plate and drop the boulder from a hidden

chamber in the western wall, sending the boulder hurtling along the passageway. Now the boulder is broken, and the chamber has caved in, but some of the pressure plates (x) are still active and set off the rooms secondary traps, darts loaded into panels in the walls.

The cave-in to the west (R) seems fully blocked but can be passed by a small creature that knows or can find a route through, leading to **12**.

- **12 – Kobold Tunnel** - The Kobolds have dug tunnels in between the temple chambers, allowing them to bypass the traps and hide from intruders. They have constructed small hatches in the walls (S) that allow them to secretly pass through and watch, and also manually set off many some of the temples hidden traps and dangers. This one also contains a shrine to Axziga.
- **13 – Locked Gates** - This area contains a series of levers and locked gates. A cave-in to the east (R) seems fully blocked but can be passed by a small creature that knows or can find a route through, leading to **16**.

Each lever corresponds to one or more gates. Activating the lever for a second time resets the connected gates to the state they were in previously. Once a lever has been activated, the previous levers cease to function.

- Lever (A) opens gate (A)
- Lever (B) opens gate (B) and closes gate (A)
- Lever (C) opens gate (C) and closes gate (B)
- Lever (D) opens gate (D) and closes gate (C)
- Lever (E) opens all gates and causes constructs to be dropped into each room that will attack until defeated.
- Levers marked (x) are trapped.

Unless magic or alternate methods are used, this puzzle forces the party to split up, leaving one character in each room as the rest move on to the next lever. They can reunite once lever (E) is activated but will be attacked individually by the constructs first.

This puzzle requires a minimum of 3 characters to complete in this way. For smaller parties allow one or more of the gates to remain open.

- **14 – Axziga's Chamber** – This is Axziga's final retreat. She prefers to allow others to do her dirty work and stay out of danger, but is vicious when backed into a corner.
- **15 – Hoard** – Very little remains of Axziga's hoard. Most has been put to use drawing in adventurers to her false temples.
- **16 – Kobold Den** – Axziga's Kobold servants are always near at hand. They worship her, but she considers them disposable and easily replaced so has no qualms sending them into danger in order to protect her. If she is attacked they will not hesitate to come to her aid.
- **17 – Hidden Treasure** – This small chamber has not been discovered by Axziga or her followers, and contains the ancient temples most valuable treasure.