

# Blue Dragon Lair by Tom Cartos

## Background

The gargantuan blue-scaled dragon Zolor Suneater has watched over the endless sands for eons. Travellers through the desert are rare, but those who do choose to make the perilous journey are warned to be watchful for a sudden darkening of the skies, as though the sun itself has been blocked out.

Zolor flies high above, too high for those without magically enhanced vision to see, but when he spots his prey, he dives suddenly with the sun behind him. Once you see his shadow descending upon you, it is probably too late.

Although no one is certain, it is believed he has made his lair in one of the ruined temples atop the peaks of the nearby mountain range. It would explain how he has never been seen at lower altitudes. Except of course when he feeds.

## Grid Information

**GRID SIZE – 44x34 (300DPI)**

**VTT SIZE – 6160x4760 (140DPI)**

**RECOMMENDED PRINT SIZE – A0/ANSI E**

## Design Notes

### Blue Dragon Lair – Plateau

- **01 – Perch** – Zolor sits high above the desert, watching for any movement. This elevated platform combined with his heightened vision means he can pick out movement up to 100 miles away.
- **02 – Temple Ruins** – At some point in the distant past, several temples and buildings of worship formed a commune of sorts at the top of the mountain range. Pilgrims from all over the continent would make the climb and look out over the world.
- **03 – Sinkhole** – A section of the temple floor has collapsed into a sinkhole. The hole leads into the cavern system below (**08**)
- **04 – Overlook** – 50 or so feet below the plateau, a ledge pokes out. This is the entrance to Zolor's lair, although getting to it is hard for anyone other than a dragon.

### Blue Dragon Lair – Cave

- **05 – Nest** – Zolor believes himself royalty among dragons and demands comforts and treasures that befit that station. He sleeps atop a marble podium scattered with fine silks and tapestries.
- **06 – Treasure Room** – Some of the less desirable or beautiful, but by no means less valuable, treasures are stored here.

- **07 – Sand Bath** – Zolor has turned the rock walls of the caverns to crystal, in part to show his wealth and great skill, but mostly so he can see his reflection wherever he goes. He also has mirrors set up around the tunnels, and in particular in the sand bath where he spends many hours preening and cleaning his scales.
- **08 – Temple Great Hall** – Once the main hall of the now ruined temple, this room is open to the sky via the sinkhole above.
- **09 – Hoard Display** – Zolor's more beautiful treasure is on display here for him to look at any time he feels low.
- **10 – 'Servants' Quarters** – As royalty, it is only fitting that Zolor has many servants to tend to his needs. However, there aren't many inhabitants in the area so he has to bring back who or whatever he can find. They don't tend to last long though.