

Gold Dragon Lair by Tom Cartos

Background

The mighty Gold Dragon, Ildrand the Bold, has a curious affinity for humans. He is rarely hostile unless heavily provoked and enjoys entertaining and throwing extravagant balls but is rather picky with who he invites.

He has made his home in an abandoned temple, set into the mountainside over a river. The temple was run down and collapsing when he found it, but over time he has rebuilt and restored it to its original grandeur, even maintaining the gardens outside.

Ildrand's lair sits close to the border of two nations who have held a tense peace for many years. Now it seems that peace may be breaking down and war may be on the horizon. Ildrand has been asked to be a neutral arbiter in negotiations, and envoys from both factions are arriving soon for the talks.

Despite agreeing to mediate, Ildrand believes that at least one of the groups is in fact coming with the intent of an ambush and wants a third party of politically unattached adventurers to help him keep watch and ensure nothing untoward happens.

Grid Information

GRID SIZE – 44x34 (300DPI)

VTT SIZE – 6160x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Ground Floor

- **01 – Flooded Cave** – The water that feeds this river bubbles up from far below the surface in small caves dotted throughout the mountain.
- **02 – Dock**
- **03 – Entrance**
- **04 – Grand Hall** – Often used to host balls and parties for select guests
- **05 – Vault** – Ildrand's personal treasure hoard.
- **06 – Pavilion**
- **07 – Storage** – Filled with precious jewels and gemstones that are Ildrand's favourite snacks.

First Floor

- **08 – Grand Hall Balcony**

- **09 – Sleeping Chamber** – Ildrand’s Personal quarters
- **10 – Walkway** – Connects the Grand Hall to the guest apartments
- **11 – Guest Apartments** – Generally reserved for favoured guests. The two visiting factions will have their own camps just beyond the temple gardens.
- **12 – Library** – Ildrand is a devourer of knowledge, wishing to know as much as possible about the many cultures of humanoids. Bringing him rare texts is a sure way to get on his good side.
- **13 – Vault** – This hidden vault contains powerful magical artifacts that Ildrand keeps safe and out of the wrong hands.