

Copper Dragon Lair by Tom Cartos

Background

Atop these hills are a series of standing stones. No one knows their origin or purpose, but during certain phases of the moon they illuminate. This has made them something of a sacred site and folk from the neighbouring towns and regions make pilgrimages during the harvest moon to pray for better yields.

During the most recent pilgrimage, at the height of the harvest moon, the pilgrims all heard a deep booming voice emanate from below the ground telling them to 'Sow chaos as you sow your seeds, and your crops will flourish'. Taking this to heart the townsfolk returned to their respective homes and started pulling pranks on their neighbours, causing mayhem.

The voice they heard was not in fact a God of the Harvest, but Zavamaru, a Copper Dragon who had recently moved into the caves below the standing stones, expanding them so they could house a dragon of his size. Zavamaru has a great love for practical jokes, trickery and jump scares and upon learning of the myth of the standing stones decided it would be a perfect place to settle.

Unfortunately, the townsfolks' pranks have been escalating as they all seek to have the best harvest and have caused some real damage and harm. Some of their victims are looking for a band of adventurers to seek out the source of the voice and put a stop to the mischief.

Grid Information

GRID SIZE – 44x34(300DPI)

VTT SIZE – 6160x4760(140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Copper Dragon Lair – Hills

- **01 – Underground Entrance** – These once shallow caves have been expanded and connected, creating a series of tunnels and rooms that form Zavamaru's lair.
- **02 – Standing Stones** – The standing stones glow at night under certain phases of the moon.
- **03 – Weak Points** – These patches of dirt and leaves are sturdy enough to stand on but have been weakened so that Zavamaru can burst up through them from below, scaring anyone standing nearby.

Copper Dragon Lair – Underground

- **04 – Entrance from Above** – Connects to the openings above (03)
- **05 – Cavern** – Zavamaru has carved these tunnels out using his acid breath.

- **06 – War Room** – Contains notes and maps pertaining to Zavamaru's planned 'jokes'. Many of them are far more deadly than Zavamaru perhaps realises.
- **07 – Nest**
- **08 – Hoard** – Treasure is a lower priority for Zavamaru than most Dragons, but he still keeps his hoard close by.
- **09 – Music Chamber** – Zavamaru is also a great lover of music, using magic to create soundtracks and effects for his many pranks and jokes. These instruments play themselves, and the sound of them carries much further into the hills than seems natural.
- **10 – Treasure Room** – Contains a single trapped treasure chest to discourage thieves.
- **E – Ethereal Walls** – These magical walls hide Zavamaru's treasures and chambers. They appear exactly the same as the cave walls around them, but only exist as images and can be passed through at will. Zavamaru loves to use them to jump out at people, and then turn them solid as he retreats.