

Black Dragon Lair by Tom Cartos

Background

The swamp extends for many miles in all directions. At some time in the past a great city stood here, but now all that remains are piles of rubble among the murky waters and fetid air. It is rumoured that below the ground some areas of the city are still intact and hold many treasures.

The swamp itself is dangerous enough, the air and water are poisonous to almost all creatures, and those that are able to endure it and live here are twisted and deranged, but that is not why these ruins remain unexplored. In the centre of the swamp a single structure still stands, a small temple that was most likely inconsequential during the city's prime.

Now it is home to Nirangor the Judge, an ancient Black Dragon who has perched atop the temple's tower for centuries. Many believe that Nirangor was the cause of the city's fall, and that to this day he is the source of the miasma of death and decay that pervades. In order to explore the ruins and clear the swamp of its poison, Nirangor will have to be dealt with.

Grid Information

GRID SIZE – 44x34 (300DPI)

VTT SIZE – 6160x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

- **01 – Crypt** – Tombs of forgotten heroes lie here. Whatever treasures they were buried with have been taken for Nirangor's hoard, but some essence of their spirits remain. Twin stairs lead up the Temple above **(05)**
- **02 – Collapsed Tunnel** – This tunnel probably leads further into the ruined city depths, but it has collapsed allowing water from the swamp above to flood in.
- **03 – Inner Chamber** – The poisonous air seems less thick in here and the feeling of overwhelming dread less pressing.
- **04 – Swamp** – The swamps waters are not deep but travelling through them seems to sap away your life essence. Those who spend too much time in its waters fall into depression and despair, then finally madness.
- **05 – Ruined Temple** – Not much remains of the original temple, but somehow it has still survived much better than the rest of the buildings that were once here. Twin staircases lead down to the crypt below **(01)**
- **06 – Broken Tower Base** – The temple's roof is mostly missing, but the tower on the Eastern end is still mostly intact. The stairs lead to the tower's upper floors **(07)**
- **07 – Broken Tower** – Statues sit in the alcove around the walls, their eyes seem to follow you as you ascend.

- **08 – Perch** – When he is not flying above the waters of the swamp, Nirangor nests atop the tower surveying the horizon. His most treasured prizes are kept here close by, but he considers every gem, jewel, and coin within the entire swamp to be part of his hoard and knows if any scrap if it is tampered with or removed.