

Green Dragon Lair by Tom Cartos

Background

The Cloven Tree stands tall even among the other great oaks of the forest, but it was once taller still. A few decades ago, during a mighty storm, a lightning bolt sundered the tree. The Elves who lived amongst its boughs were forced to take refuge and when they returned some days later they found the top of the tree was gone, opening up the now hollow, burnt out trunk to the sky.

The elves attempted to rebuild their homes, but as they did a deafening roar came from within the tree, demanding they flee and never return. Fearing the wrath of the storm gods, the elves did so and to this day they still stay clear. Very few have attempted to scale the tree since, but those that have and were lucky enough to return whimper the name 'Chlorr' in their sleep at night.

Grid Information

GRID SIZE – 44x34 (300DPI)

VTT SIZE – 6160x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Green Dragon Lair - Canopy

- **01 – Cloven Tree** – The centre of the trunk is open and hollow. Someone foolish enough could probably climb, or maybe even fly, down the entire length of the tree.
- **02 – Roc's Nest** – Chlorr, the Ancient Green Dragon who resides within the tree, is not fond of company. However, she allows the Rocs to nest in the outer boughs as a kind of alarm system in case any intruders appear.
- **03 – Abandoned Structures** – These were once elegant homes of the tree-dwelling elves, but now only shells remain.

Green Dragon Lair - Burrow

- **04 – Trunk** – If one were to descend several hundred feet down the inside of the trunk, they would find themselves here in the heart of Chlorr's lair. She flies in and out as needed, and it is very rare that anyone or anything else uses this route. At least nothing living.
- **05 – Hoard** – These piles of gold and gems are just the tip of the iceberg when it comes to Chlorr's wealth, far more is buried deep beneath the roots and vines.
- **06 – Nest** – Chlorr's sleeping quarters.

- **07 – Spike Pit** – Occasionally Chlorr will not kill her prey immediately, instead forcing them to fight to the death and promising the victor ‘freedom’. Most don’t even survive the drop.
- **08 – Art Display** – Chlorr considers herself something of an artist, taking objects of death and twisting them into things of beauty with her unique nature magic.
- **09 – Garden** – Even more than her treasure and her sculptures, Chlorr’s true passion is her garden. These rare plants hold some of the deadliest toxins in the known world, and Chlorr has collected and curated them here. Any who would dare touch her babies would suffer an agonising and drawn-out death.
- **10 – Deep Roots** – The roots spread far beyond the burrow. In some areas the dirt around them has been loosened enough for a human sized creature to crawl through.