

# BRONZE DRAGON LAIR

## BACKGROUND

There are a several dozen small inlets and coves around the headlands, many of which tunnel into the rock of the cliff. Most are shallow and hold little of interest aside from sea bird nests, but one of the larger caverns once housed a hidden Dwarven outpost. It has long since been abandoned by its former owners, but in the intervening decades a large bronze dragon has made its home here.

Izloreth is a solitary creature. The isolation and sound of gently crashing waves calm her, soothing her inner rage. So long as she is left alone with her treasures, she is no danger to anyone. Very few even know these caves exist, let alone that a Dragon inhabits them. Unfortunately for her, Dwarves have a long

memory and have decided to return to the outpost. A squadron of soldiers and engineers was sent to investigate its state, but in doing so they unwittingly disturbed Izloreth and unleashed her fury, which is being enacted upon the surrounding villages and towns. The dwarves have retreated and are looking for reinforcements to help them retake the lair and stop the dragon.

### SIZES

GRID	44x34 (300DPI)
VTT	6160x4760 (140DPI)
PRINT	A0/ANSI E

ROOM	NAME	DESCRIPTION
01	Sheltered Cove	There are a few entrances to the cover from the ocean, but all are well hidden from atop the cliffs. A strong current and quickly changing tide make entering the large cavern difficult even if you know where to look.
02	Water Filled Cave	This smaller cave has a much lower ceiling, too low for the dragon to enter. At high tide most of it floods, leaving only a couple of stretches of sand visible. In the north-eastern corner, a narrow tunnel leads upwards to 08.
03	Dwarven Tower Entrance	The Dwarven towers still stand, largely untouched by the sea's erosion. Such is the quality of the dwarven craftsmanship.
04	Smugglers Hideaway	It seems a group of smuggler or bandits tried to hide here but were trapped by the dragon and got caught out by the tides.
05	Main Entrance Stairs	
06	Secret Hoard	This chamber was constructed as a panic room by the dwarves. It is accessed from the Audience Chamber (14) above, a series of hidden levers cause the marble platform to slide open revealing the chamber below. Izloreth discovered the chamber and used it to hide her most precious treasures.







ROOM	NAME	DESCRIPTION
07	Main Entrance	The wide stone stairs lead up to a series of chambers. Despite being primarily a military outpost, the dwarves who constructed it poured their skill and craftsmanship into every inch, as they tend to do.
08	Hidden Cave	This small cave is unknown even to Izloreth and the dwarves. It can be accessed from the water filled cave (02) below. A clumsy individual may also expose it if they knocked over the adjacent heavy stone statue.
09	Entrance Chamber	Marble tiles and bronze inlaid patterns adorn the floors of the interior. Perhaps this is part of what attracted Izloreth to settle here.
10	Treasure Display	Some of Izloreth's treasures are displayed here.
11	Dwarven Towers	These watchtowers overlook and protect the entrances to the cove. When fully manned they would be impenetrable, but they have been empty for some time.
12	Bridge	Connects the southernmost tower to the audience chamber.
13	Balcony	
14	Audience Chamber	This is where Izloreth has made her nest. When sleeping atop the marble platform, she also protects her hoard hidden in the chamber below. The room is large, but fills quickly when inhabited by a dragon. It would be unwise to approach her while she is in here.

