Dwarven Forge - Dwarven Forge

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How would you design a lair for Kaladrax Posted by nielsene - 2013/06/11 18:28

Looks like Reaper Bones are about to resume shipping.... I have a kaladrax and and a Nethymual (actually two of each!) coming whenever and am trying to think of a suitable setting for them.

It looks like Kaladrax, in particular with his sweeping tail, will probably need about 1 square foot of table space -- 9 cavern 4x4 tiles just to put him on the table -- how would you construct his lair?

I'm leaning towards a large cavern (regular or ice), but would like to work in some catacomb and DoE elements. And given his 11" height I feel like would need to get some amount of layering of at least some walls in order to give a sense of scale/containment.

Re:How would you design a lair for Kaladrax Posted by jackattack - 2013/06/11 21:52

If you want to emphasize the sheer scale of the figure, keep the walls low; if you want to emphasize that the creature is contained or restricted, go higher.

Consider a cavern that opens behind a catacomb, with one wall of the cavern composed of the reverse sides of catacombs pieces. Accesses between catacomb and cavern might be framed by catacomb fireplaces. Throw in a couple of Chasm Set edged pits that the creature can easily leap but PCs can't. (This also saves you a bunch of floor pieces.)

Re:How would you design a lair for Kaladrax Posted by Arcarius2001 - 2013/06/12 03:13

All I know is it better be a very very big room or cavern, with an appropriate sized entrance. That is one boi dragon! I'm still sorting out how I am going to display it (as well as Nethyrmaul, the Clockwork dragon

If I were to make a setup though, I would use the Caverns line. Lots of great organic shapes and you can make some tall walls and chasms. Provided you have the right sets.