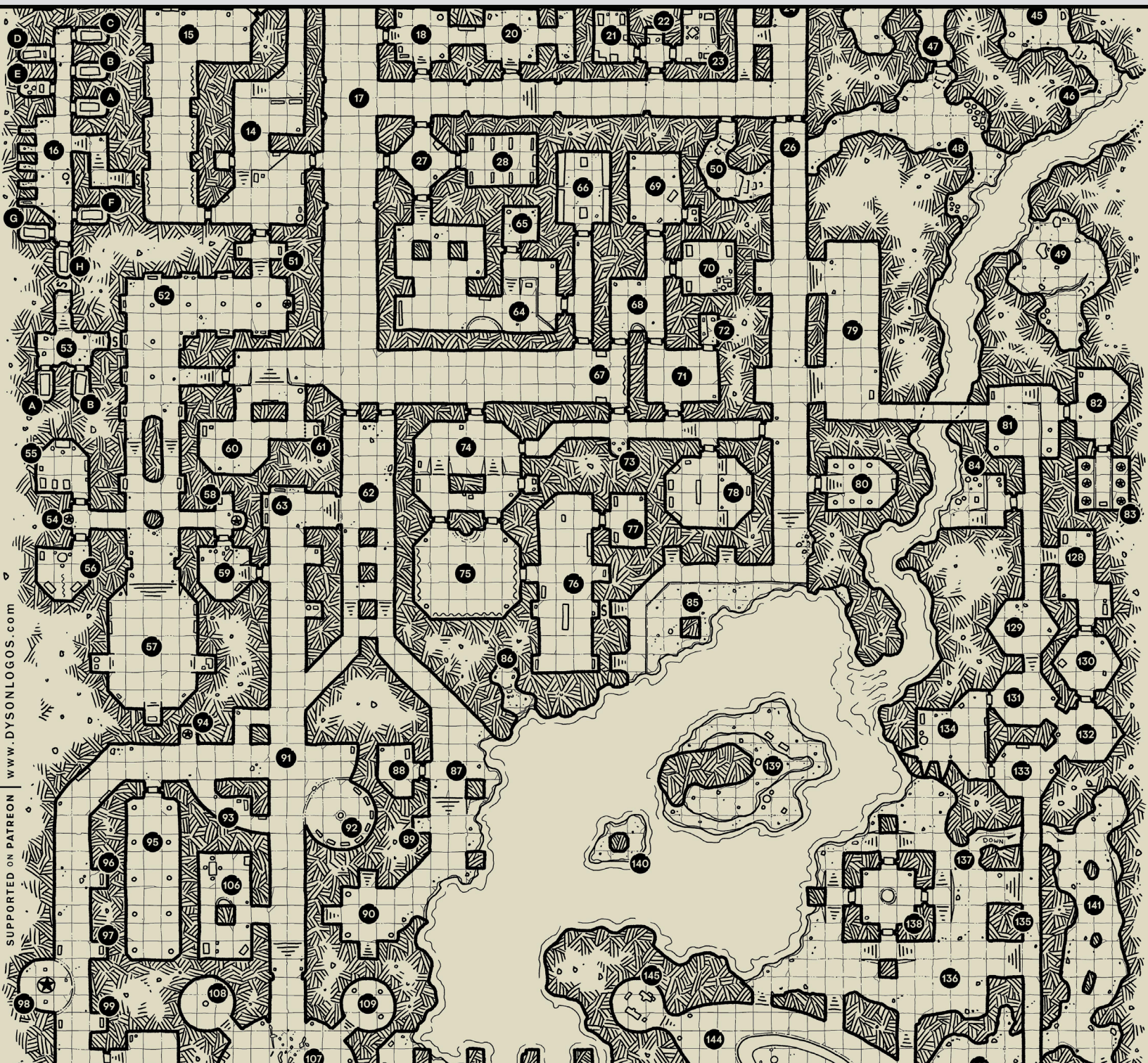




DYSON'S DODECAHEDRON CARTOGRAPHY COLLECTION

June 2023

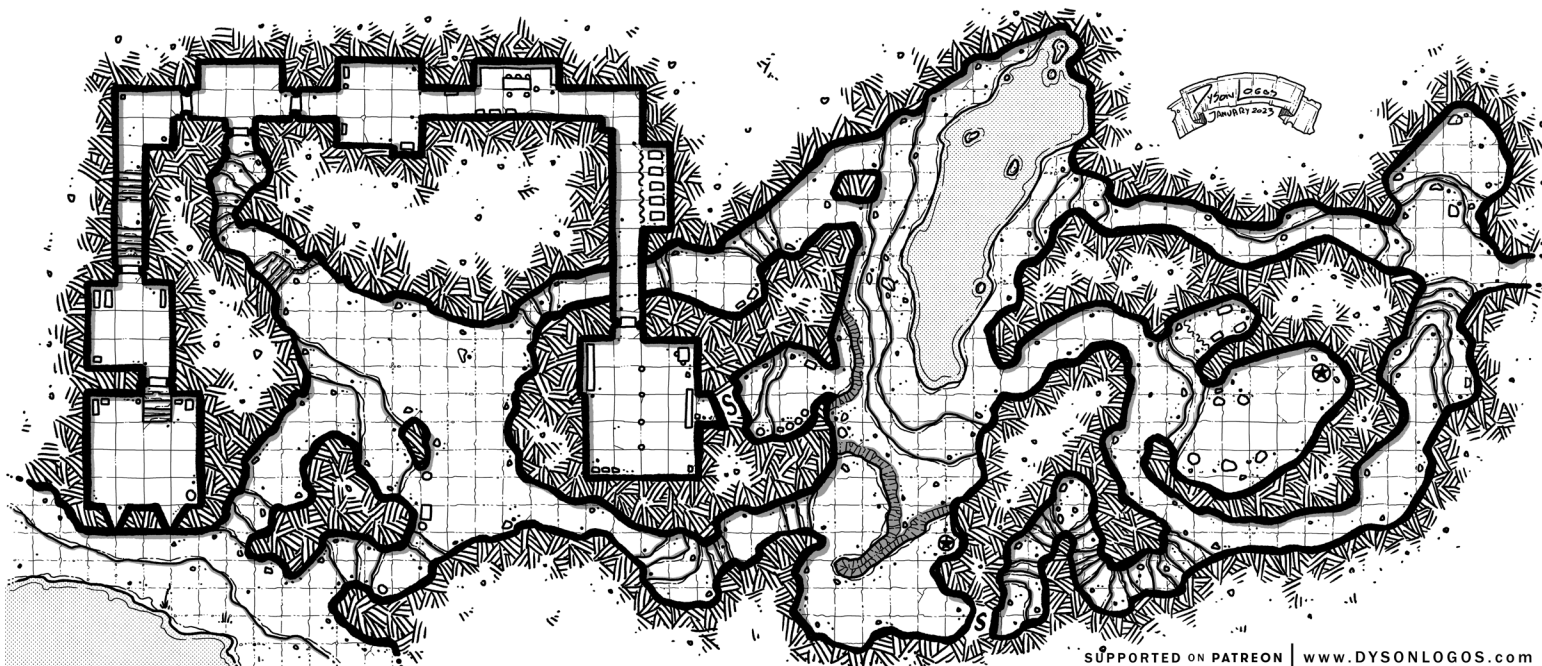


SUPPORTED ON PATREON
WWW.DYSONLOGOS.COM

The Stony Shore West Map

The western edge of the Stony Shore is also the southern face of the stony ridge that the caves are set within. Instead of entrances on the north side, here we have cave entrances (and arrow slits) looking down on the shoreline of the Grey Lake. The construction is evident here, with a fortified wall of heavy stone blocks set right beside one of the cave entrances. The majority of this area is caverns connecting to the other portions of the Stony Shore, including a large pool of pure crystal-clear water that supports no plant life at all.

The fortifications here are sealed off from the rest of the Stony Shore, with a well-hidden secret door and a fortified door at the top of some natural steps up from the gallery cave that leads out to the beach. They are maintained by a small team of guards from the nearby city as this is only a short distance down the shore from the main docks and allowing it to fall into bandit hands would be a problem – and the bandits operating out of the structures east of here don't use this cave access anymore because of these guards.

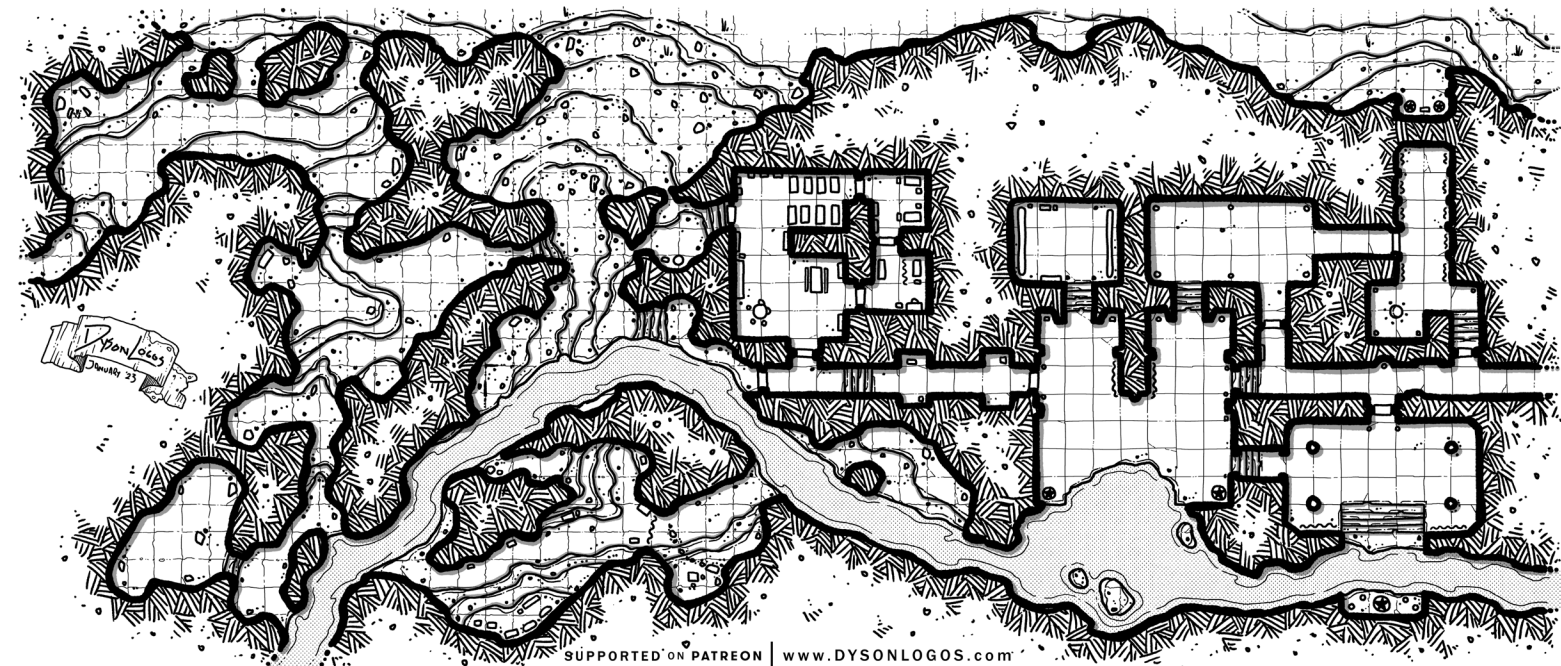


The Stony Shore Centre Map

This portion of the caves of the Stony Shore is accessed either via a massive sinkhole that leads down to the river that the caves are named after, or a smaller set of gallery caves that also lead down to the same area. Internally, they are also connected to the previous map via the river and passageway from the structures therein. While the structures to the east are controlled by a cult of troglodytes, the doorway to this portion is locked down and barred from both sides both by the troglodytes

to the east and the well-organized bandits in this area. Any interactions between the trogs and bandits are conducted along the waterway – the troglodytes come downriver and petition for trade on occasion.

The caves connecting to the sinkhole continue further to the west to another set of understructures built up against the ocean shore on the opposite side of the stony embankment.



The Stony Shore East Map

Approaching the Stony Shore from the north, all one sees is a stone embankment pierced with a number of cave and sinkhole entrances and a single partial turret built into the stone with a few arrow slits looking out over the approach. Entered by one of two cave entrances into a large gallery cave, access to the structures within are either via climbing to the narrow west end of the gallery where a locked and barred stone door awaits, or by travelling down the river that flows through these caves to get to the stairs which appear to be the “main entrance” to this small complex.

The eastern caves are full of giant mushrooms (and a number of shriekers and purple fungi) as well as the semi-sentient skeleton of the boatman who still guards the long-ruined small boat he arrived in. The west side is mostly the small complex that was cut into the stone, home to a cult of demon-worshipping troglodytes.

The Caves of Carnage

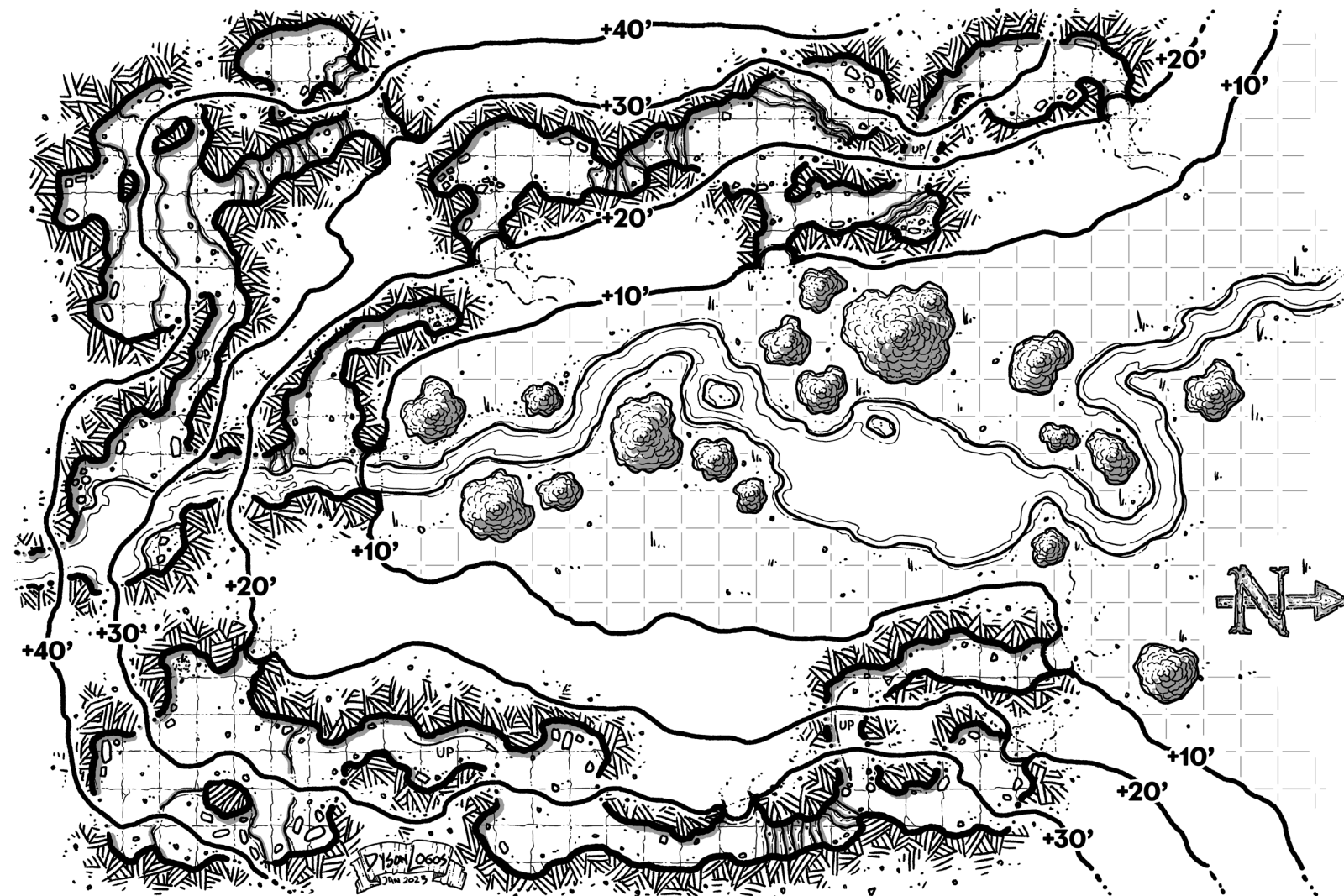
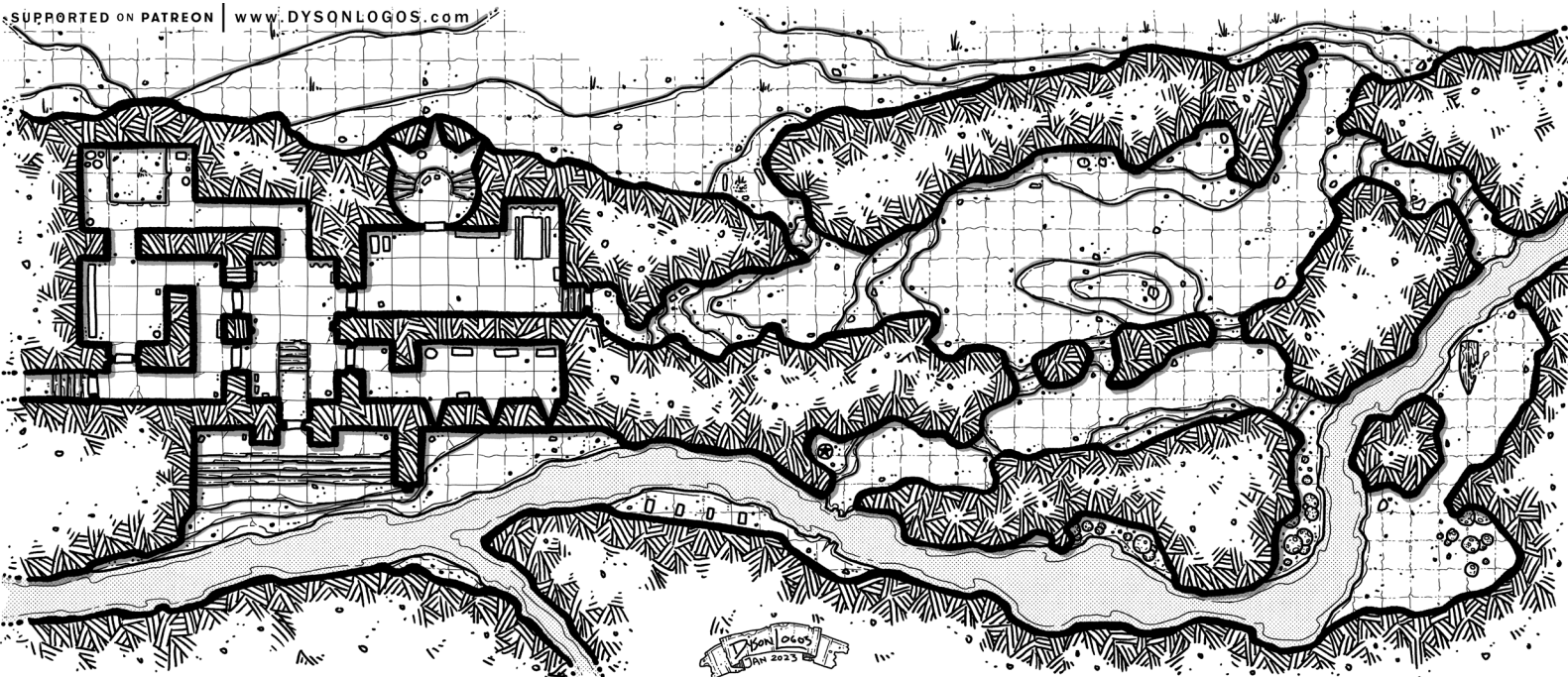
The forces of chaos are amassing not even a day’s travel from the small borderlands keep of Zath Gor Bastion. A collection of small caves line a small box canyon, not far from the road into the mountain passes through the borderlands. These caves have become a staging area for small bands of humanoids that are now preventing trade through the passes.

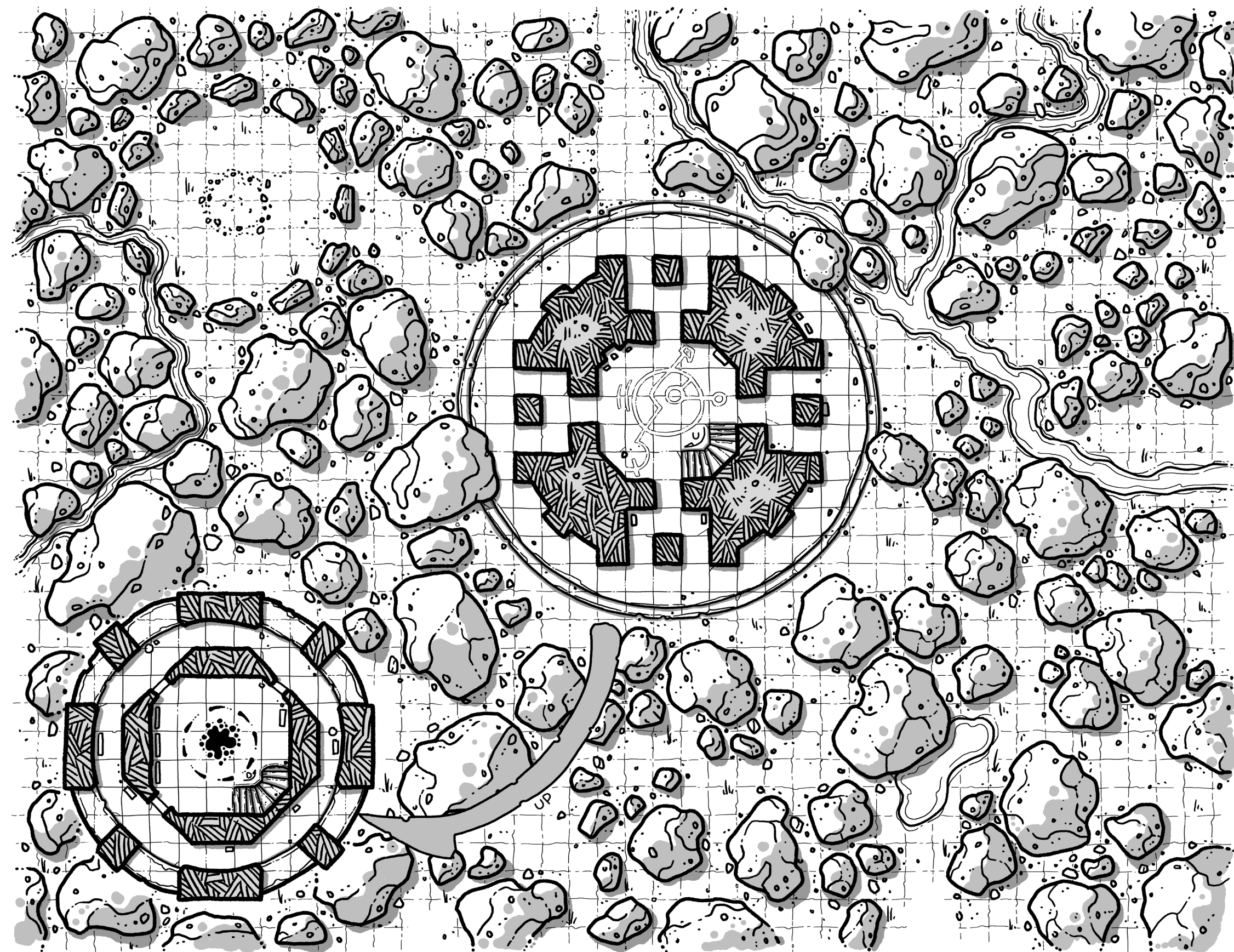
The mix of humanoids involved has made the new Castellan of Zath Gor Bastion suspicious. They believe that the humanoids are being collected and lead by someone or

something with ill intent and an eye on the Bastion...

So adventurers are needed to reconnoitre the caves. And by reconnoitre, the Castellan obviously means “deal with the residents through frequent and repeated uses of violence”.

(Obviously this is a riff on a much smaller version of Keep on the Borderlands with a smaller keep and smaller caves.)





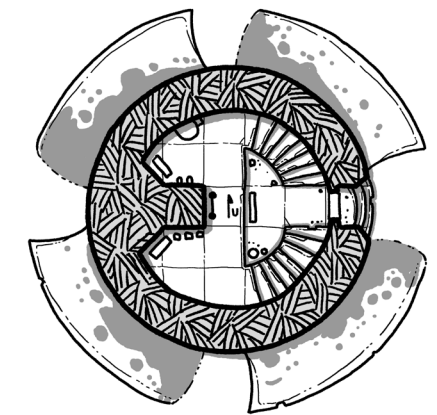
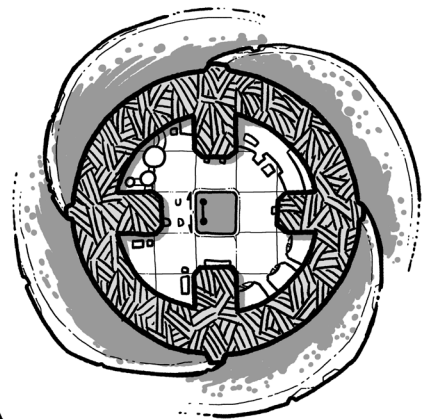
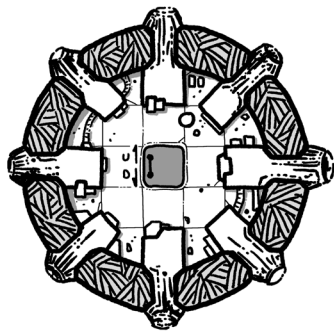
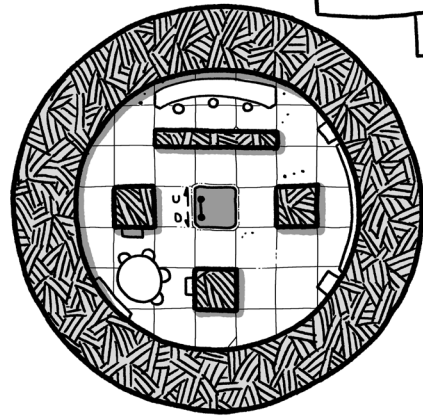
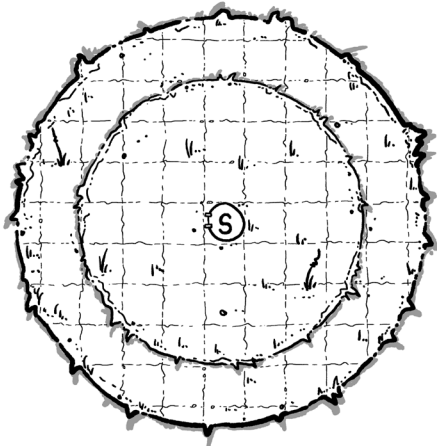
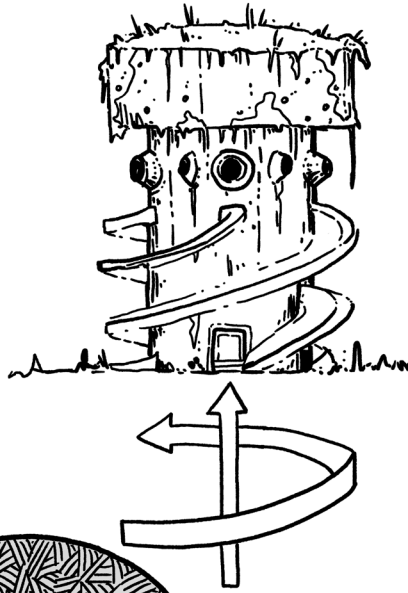
The Debris Field

At the edge of the White Plains of Thaeral (a massive ice sheet that covers the land north of here) are the debris fields where the ice has retreated. Rough terrain covered in boulders and rocks – some worn smooth by the glacial action, others sharp and jagged, stones shattered by the relentless ice. Amid these stones and streams is the Shrine of Drofannion – a small tower erected out of a blue-black stone that is definitely not native to the area, or likely this world.

Drofannion built this shrine at the urging of their pact-bound master – the squat and heavy ground floor has a magical summoning sigil built into the floor and upstairs an ever-shifting blob of something dark and loathsome floats in the air, surrounded by eight smaller forms of the same material that travel counter-clockwise around the central mass.

Whatever it is, it attracts evil. Two tribes of demon-souled gnolls have taken up camps in the area and have gradually managed to work through their differences so they mostly get along now. They are lean and emaciated, fed somehow by the energies here but desperately wanting to find better food – especially humanoid. Every night they dance to wicked rhythms in the stone ring northwest of the shrine. With the right subterfuge, it wouldn't take much to turn the tribes on each other once again.

The Spinning Tower



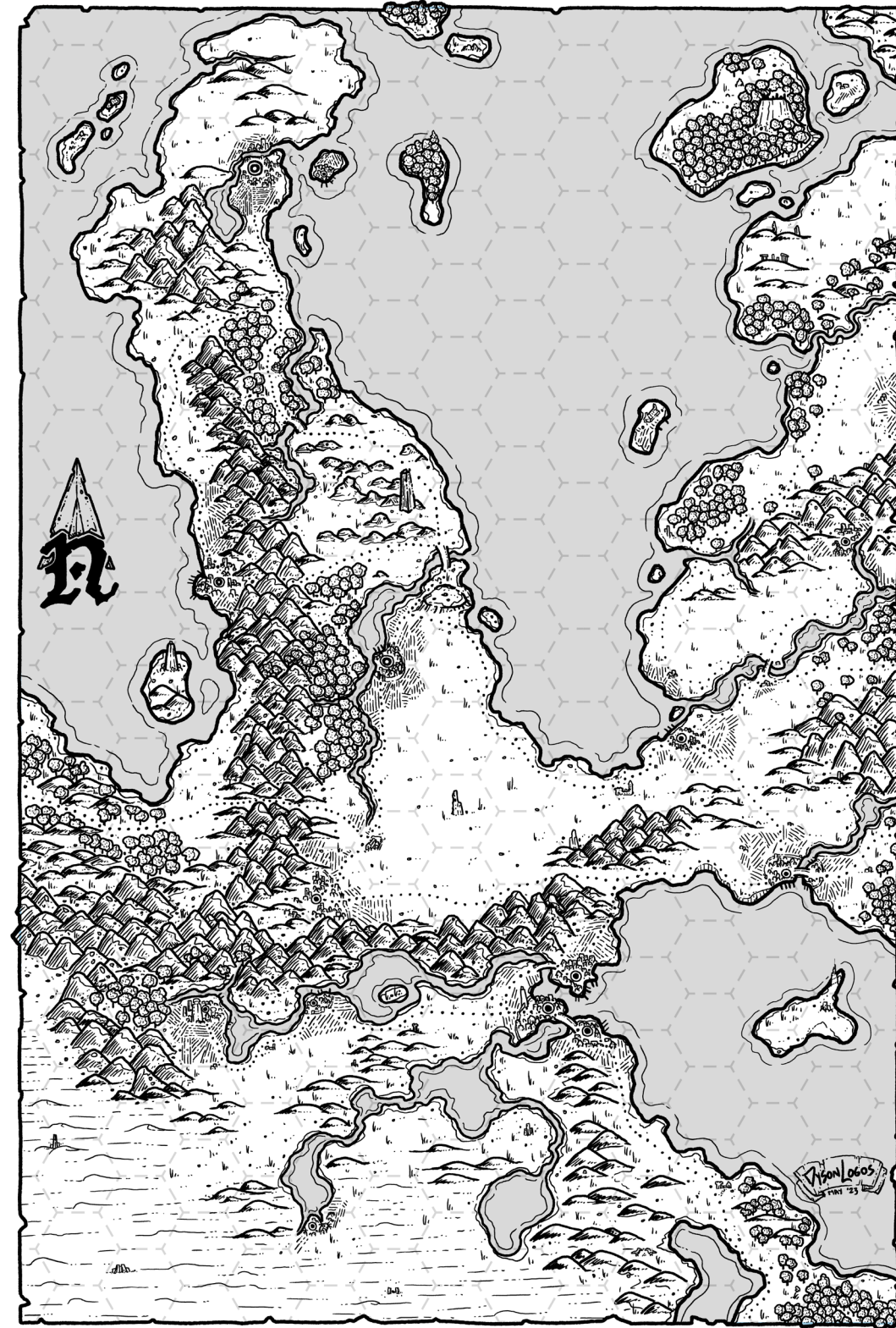
This map is inspired by the Hawkmoon series by Michael Moorcock.

Around his domain, Count Brass maintained a set of strange pre-war defensive systems - towers that would spin out of the ground and fire strange bubbles at their enemies. This is my interpretation of the towers, also giving them two access points - a secret hatch concealed beneath the dirt and grass on the top of the tower (to access it when it is retracted) and a door at the base.

With a terrifying lurch, these towers spin out of the ground on their tracks and being spraying bubbles that do strange things to their targets - some towers paralyze, others dissolve like acid, and for one the victims just "pop" identically to the bubble when it comes in contact with them.

SUPPORTED ON PATREON | WWW.DYSONLOGOS.COM

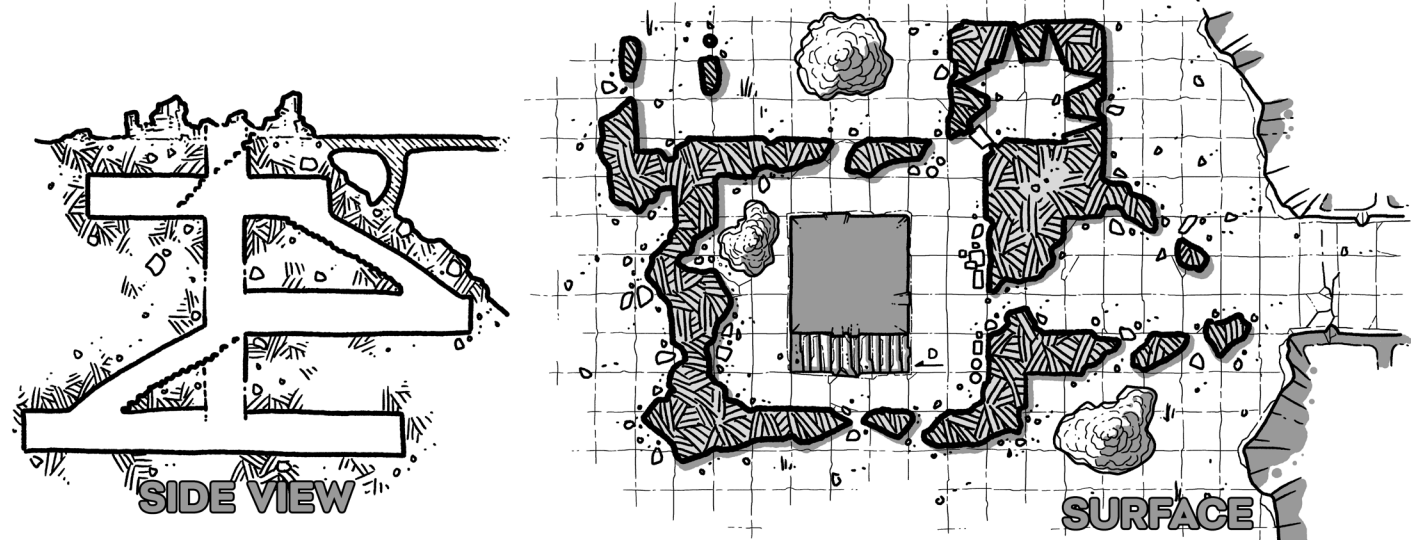
It Was Tuesday



Zzarchov Kowolski of "A Thousand Dead Babies" and "Neoclassical Geek Revival" fame has written and released a pulp fantasy adventure novel titled "It Was Tuesday". As part of his effort to make it a classic pulp fantasy novel, he had the cover art and interior map drawn by people completely unfamiliar with the book proper.

The full brief I received for this was "Fantasy regional map with something resembling fantasy Italy, fantasy France, and fantasy Bulgaria. Oh, and it has a desert." So... I did the obvious thing and used a photograph of Vermin Supreme as the basic structure of fantasy Italy and went from there.

So here we have "Generic Fantasy Map # 17". We have mountains, deserts, hills, strange mesas, odd standing stones, improbably large bridges, an island that looks like a unicorn's head (at Vermin Supreme's suggestion), towering monoliths, and so on. Everything a good fantasy locale needs. Everything except any relevance whatsoever to the book in question.



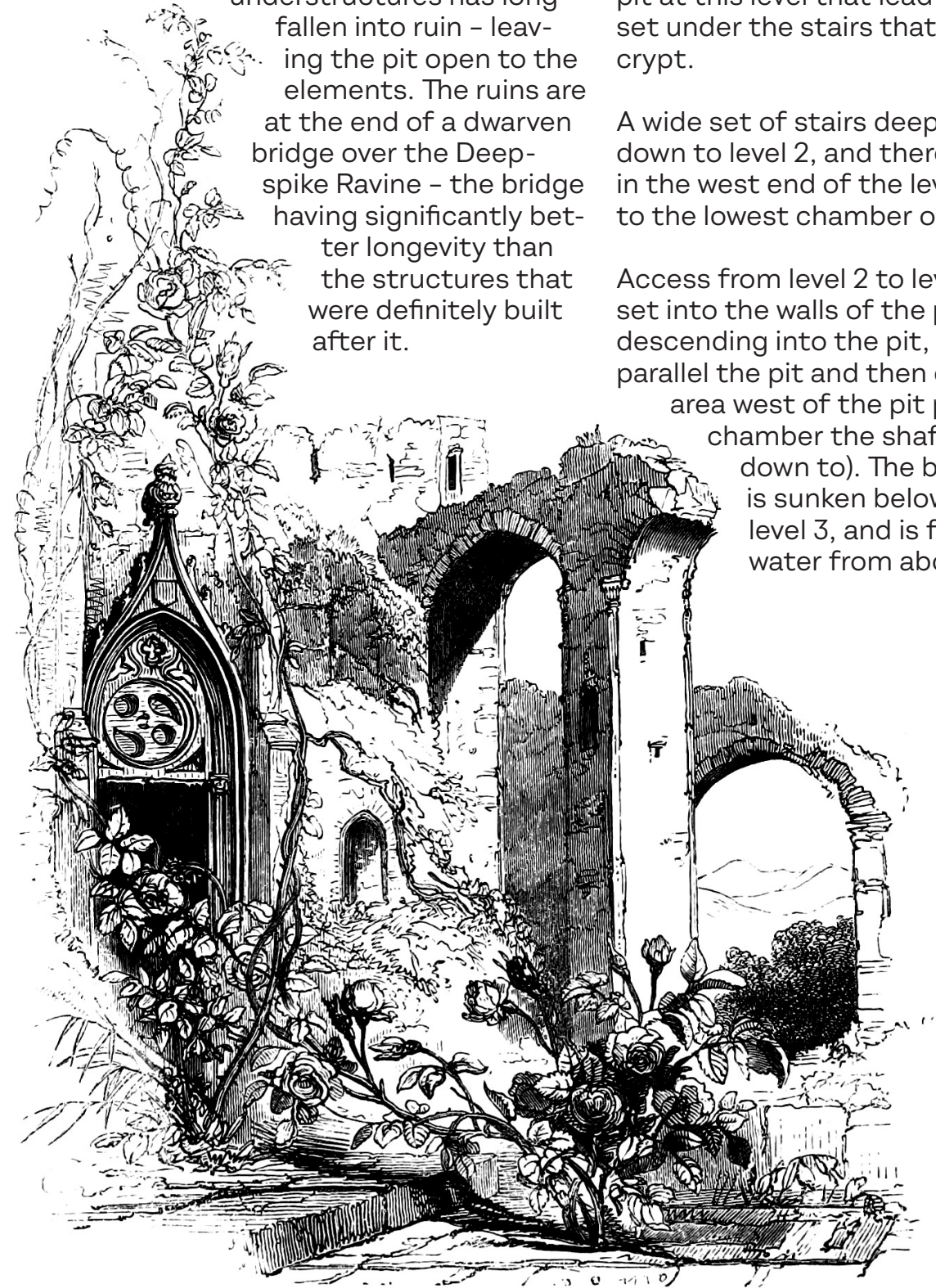
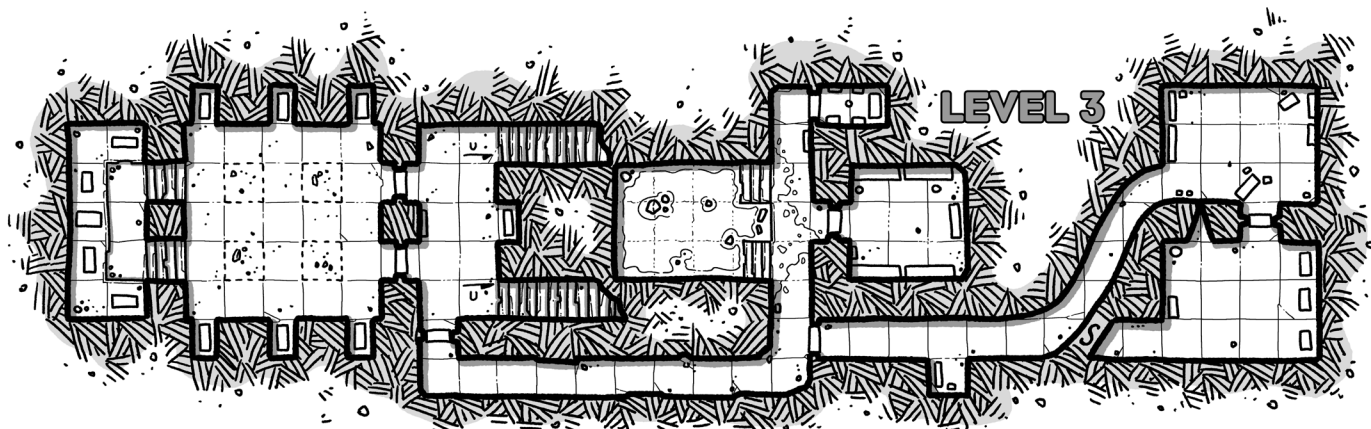
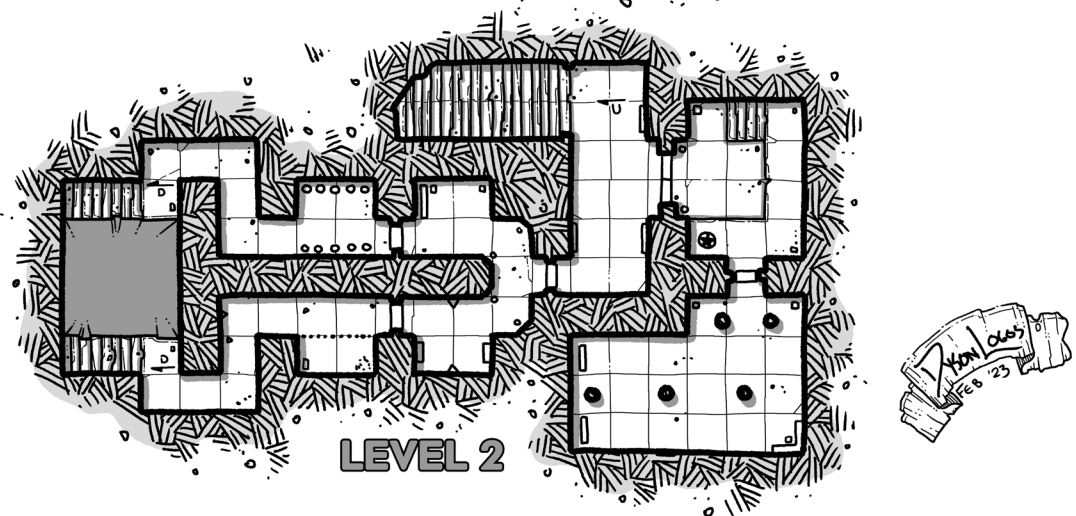
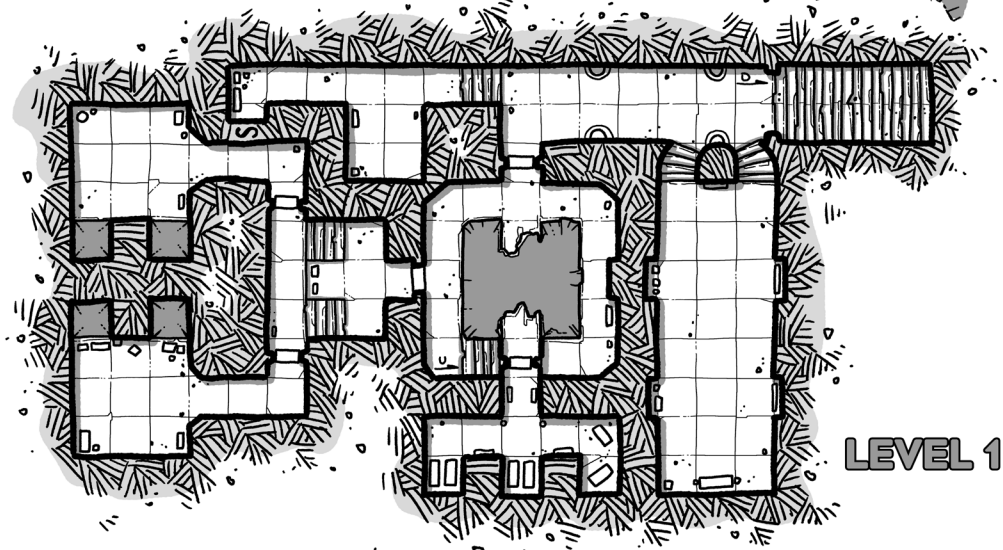
Gascon's Pit

Gascon's Pit is a shaft in the centre of some old ruins. The pit was once under a roof, but the structure above the pit and associated understructures has long fallen into ruin – leaving the pit open to the elements. The ruins are at the end of a dwarven bridge over the Deep-spike Ravine – the bridge having significantly better longevity than the structures that were definitely built after it.

Stairs lead down into the pit – and then end at a mezzanine that looks down over the pit proper. There used to be a bridge across the pit at this level that lead to a sealed door set under the stairs that in turn leads into a crypt.

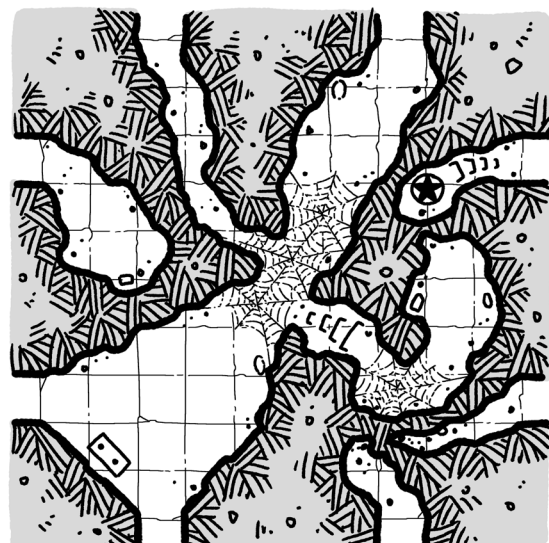
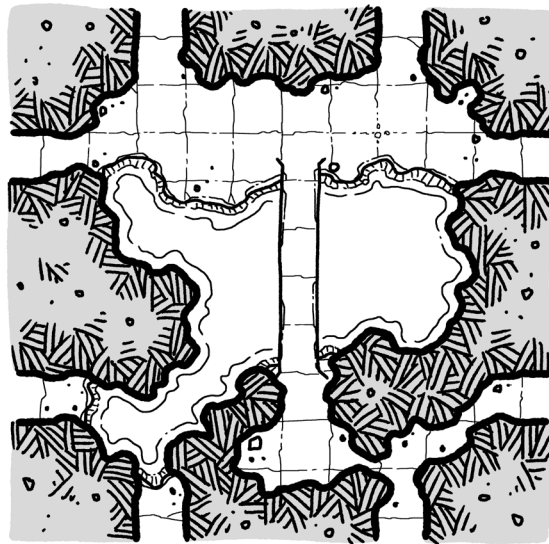
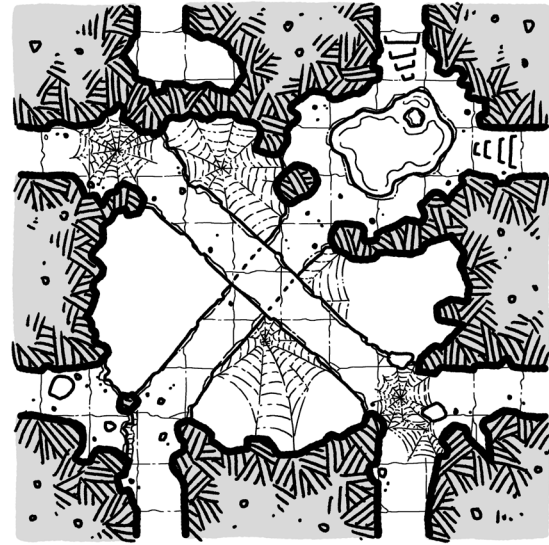
A wide set of stairs deeper in level 1 leads down to level 2, and there's also four shafts in the west end of the level that reach down to the lowest chamber on level 3.

Access from level 2 to level 3 is via stairs set into the walls of the pit again (without descending into the pit, mind you, these parallel the pit and then open up to an area west of the pit proper – the same chamber the shafts on level 1 lead down to). The bottom of the pit is sunken below the floor level of level 3, and is full of debris and water from above.



DungeonMorphs

Lairs Set 6



DungeonMorphs

Lairs Set 7

