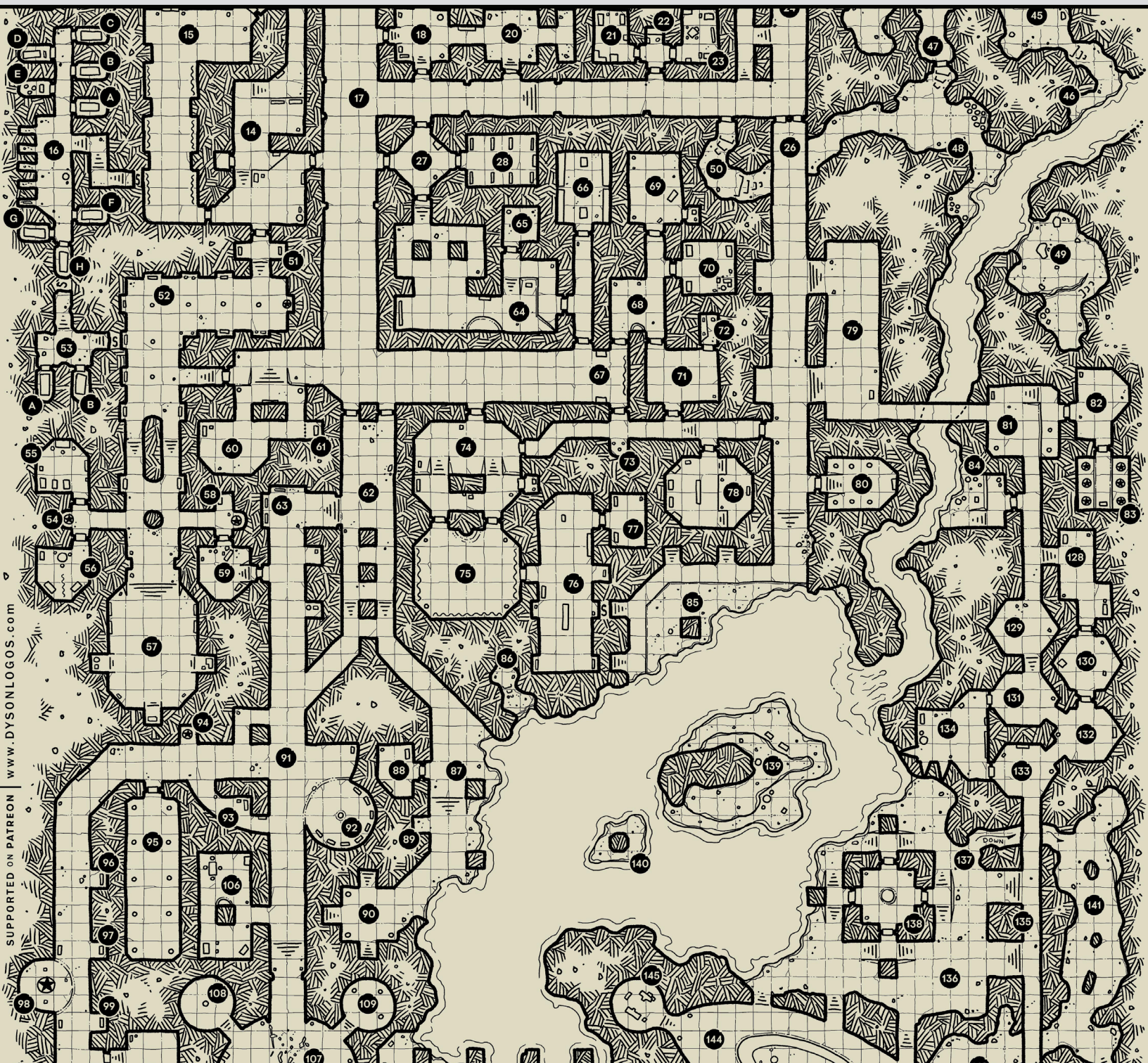




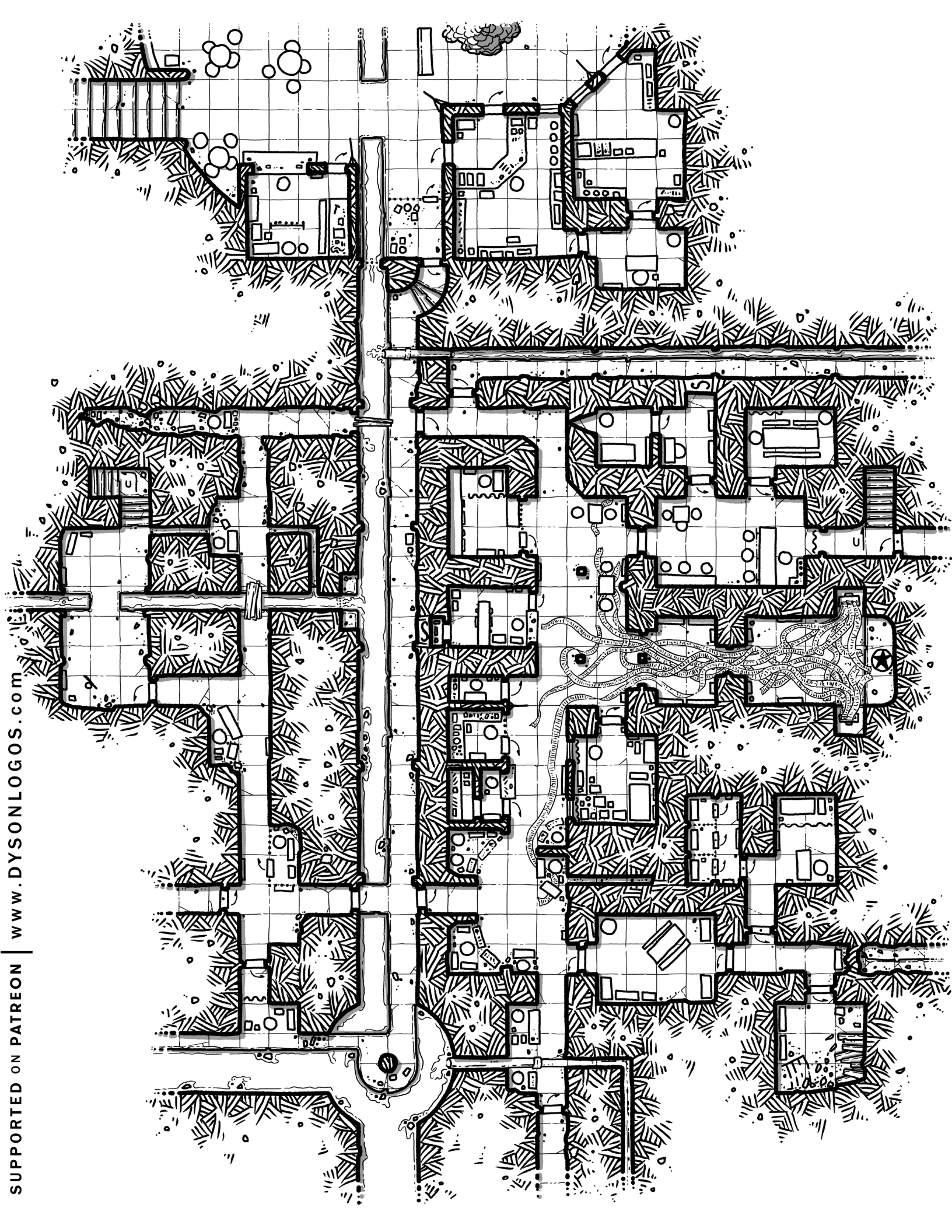
# DYSON'S DODECAHEDRON CARTOGRAPHY COLLECTION

April 2024



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# Grudge Match at the Underground Market

Sunken markets spot the Bazaar of Sails – five oval market set ten to twelve feet below street level. Where the Bazaar is mostly temporary structures, the sunken markets contain permanent structures, workshops, food & drink, and entertainments. The Market of Wines (which only has a total of four wine houses and mostly deals in leather and bronze goods) is notable in that there is a gate between one of the wine houses and a bronze-crafter's that leads into the sewers that drain water and waste from the bazaar.

The gate and door remain unlocked, and people surreptitiously slip through them at all hours. Along and near the waterways down here are a number of “underground” shops – a black market dealing in various goods (mercenary work, stolen valuables, poisons, drugs, texts of dark rituals, etc), along with a small underground tavern, a shrine of the priesthood of grudges, a small security office, and some smaller “stands” around the edges where beggars sell stolen goods and makeshift equipment.

To the right of the main sewer line we have the underground market proper. A set of shops along the wall adjoining the sewers – opposite the shops we have the tavern (Grandle's Underground) at the north end, and a security office (because they deal with their own problems down here without bringing the local watch into it) at the southern end. Between the two is the most memorable element of this literal underground market – a shrine of the priesthood of grudges. Here long scrolls are added to, listing grudges held and discharged throughout the city – these scrolls threaten to overwhelm the statue of the Lord of Grudges at the far end of the shrine, and not only take over the vestibule on the way in, but flow along the “street” of the underground market (it is jokingly said that the

## April's Maps!

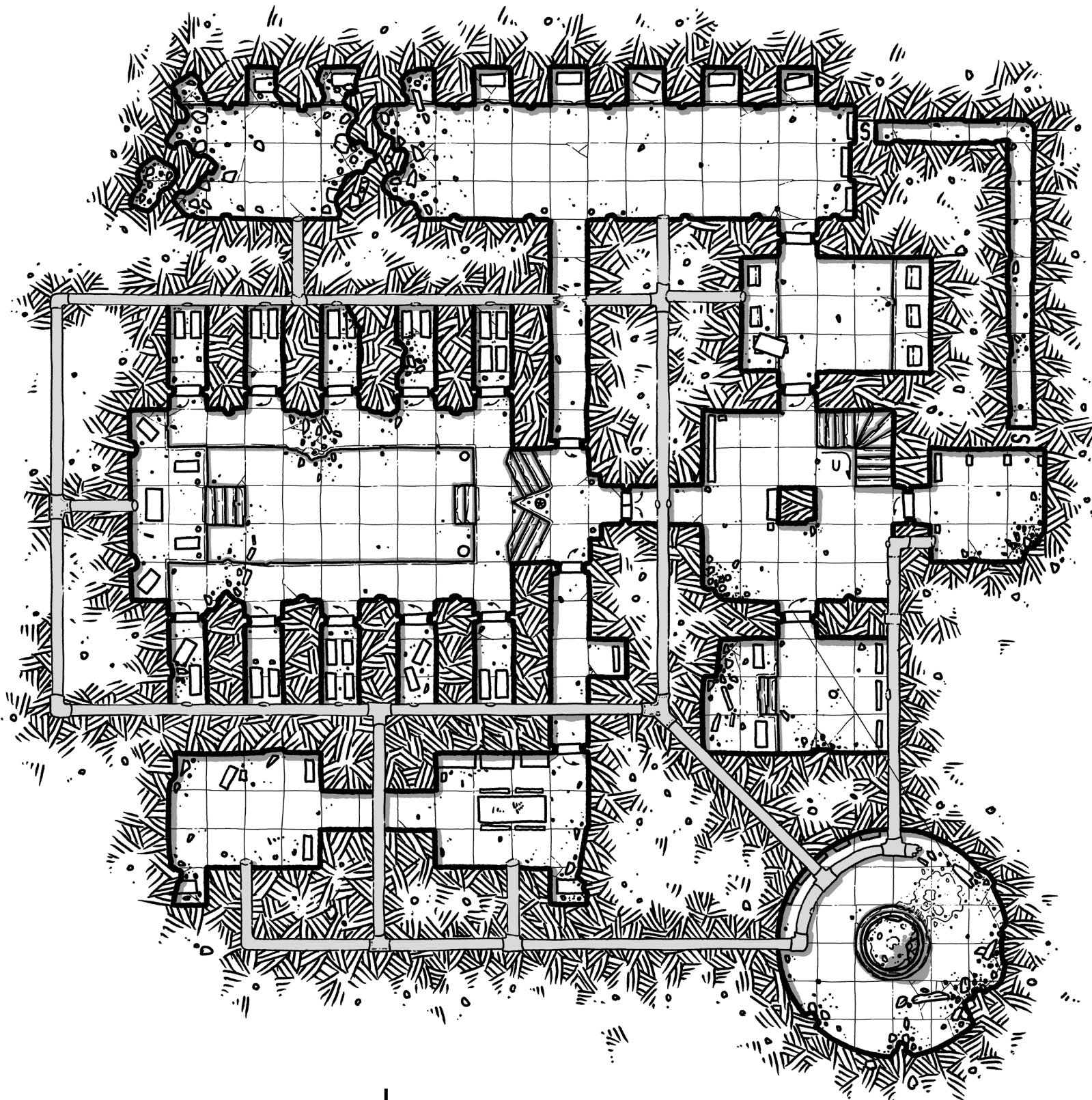
This month's map collection is mostly maps that go in larger series of maps - including a new series that just popped into my head one evening and that I'm very excited to be putting to ink as we go.

We have three independent maps including the Underground Market on this page - but the focus is on the continuing exploration of Scavengers' Deep (with Map 6), the Graxworm Megadungeon (two new points of interest), Is-eldec's Drop (four new levels), and a new series exploring Longboat Mountain.

longest of these scrolls is a list of everyone who has ever dared step on the scrolls).

At the south end of the main underground market are a few stalls that are a reminder of how this all began – small stalls shoved into cramped corners where “street” vendors sell merchandise of unknown origin (from stolen and mislaid goods to scavenged materials). There are more “shops” like these on the left side, a set of basements and tunnels that are poorly maintained and scattered with little “shops” of the worst variety.

In addition to the sewer entrance into the sunken market, there are two sets of stairs leading down to these markets. The one on the right (in the back of Grandle's Underground) leads up to Grandle's Tavern which is perched on the edge of the Market of Wines. The one on the left, leading down to the less savoury areas, just opens up into the Bazaar of Sails without any indication of what's beneath..



# Dungeon of the Bad Egg

At one point, someone really cared about ventilating this small complex – a series of large clay pipes work their way through the complex at ceiling level to distribute fresh air throughout. Ancient bronze grates are mounted to the pipes where they access the various rooms, and are tarnished enough that they easily blend into the stonework unless one is specifically looking up or looking for them.

However, the structure is very old and collapsing. The pipes are broken in one location, and whatever was used as an air exchanger is long gone. The chamber where the air system was based is no longer connected to the rest of the complex except by the air pipes – the entrance torn down by a mighty dragon after laying an egg where the machinery used to be.

The mighty wyrm was slain shortly after hiding their egg here (partly in response to the damage they dealt to the structures). Without a connection to the great dragon nor someone to keep it warm, the egg began to wither and warp... twisted by the tombs themselves into something necrotic and foul. The necroegg, warped by the death around it, now spreads it's necromantic energies back into the tombs via the air pipes, animating the many entombed here as servants and protectors.

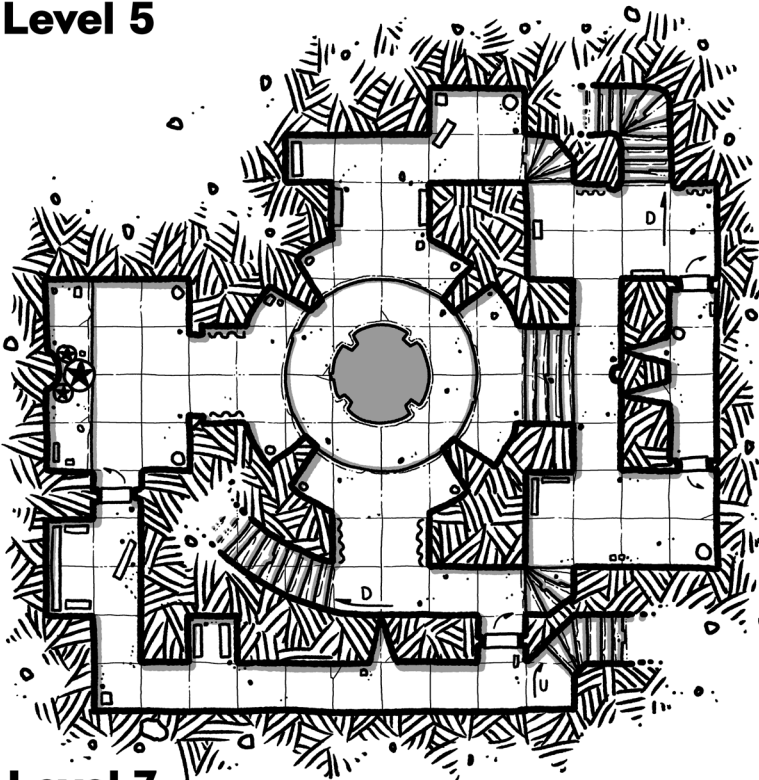
Entry to the tombs is via the stairs in the square room to the right of the large tomb chamber. The chambers to the

south were preparatory spaces where the bodies were embalmed before being entombed. The main (central) tomb was obviously built for a great king or similar – with a massive sarcophagus on a raised platform flanked by four smaller ones and ten tombs containing 2 to 4 more sarcophagi in each.

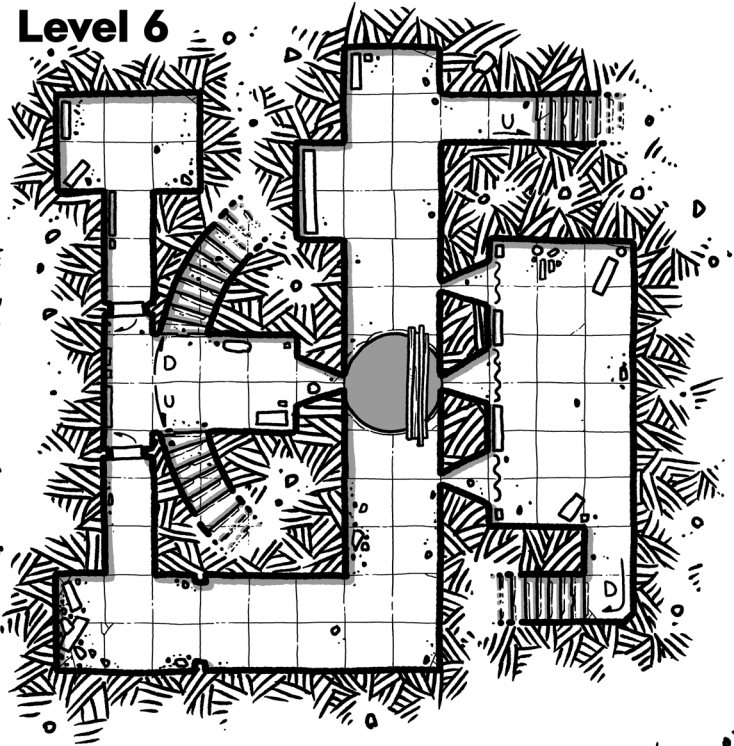
The northern chamber is collapsed on the west end, and the entire north wall is niches with more entombed dead, now under the influence of the necroegg....



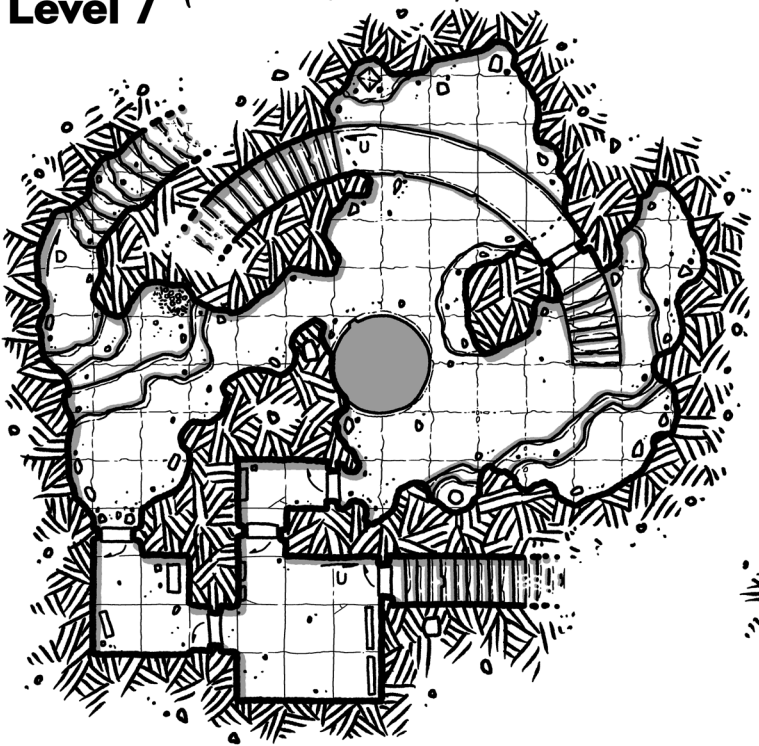
### Level 5



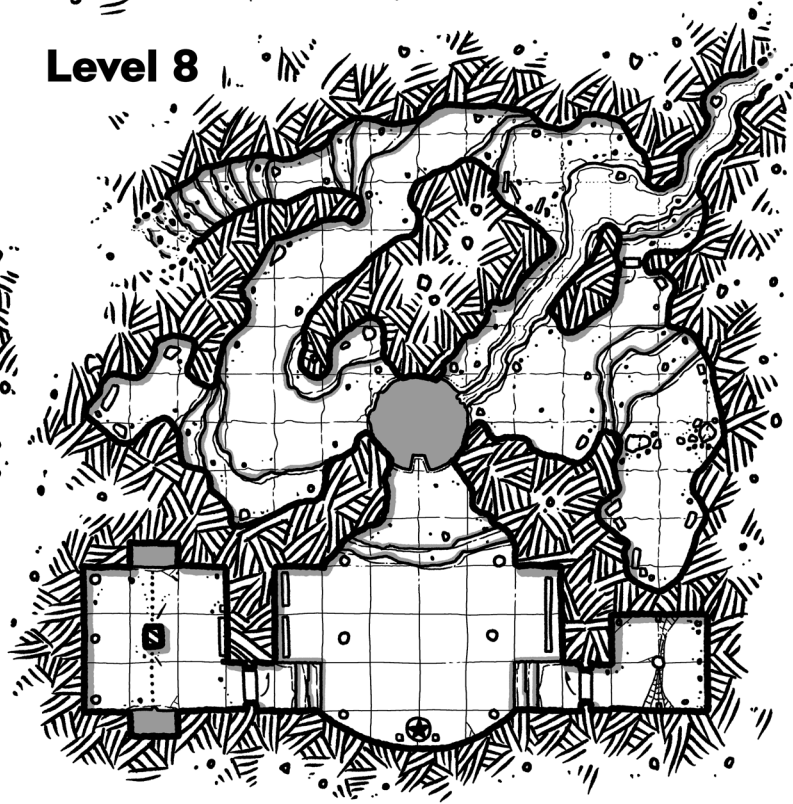
### Level 6



### Level 7



### Level 8



# Iseldec's Drop

## Levels 5-8

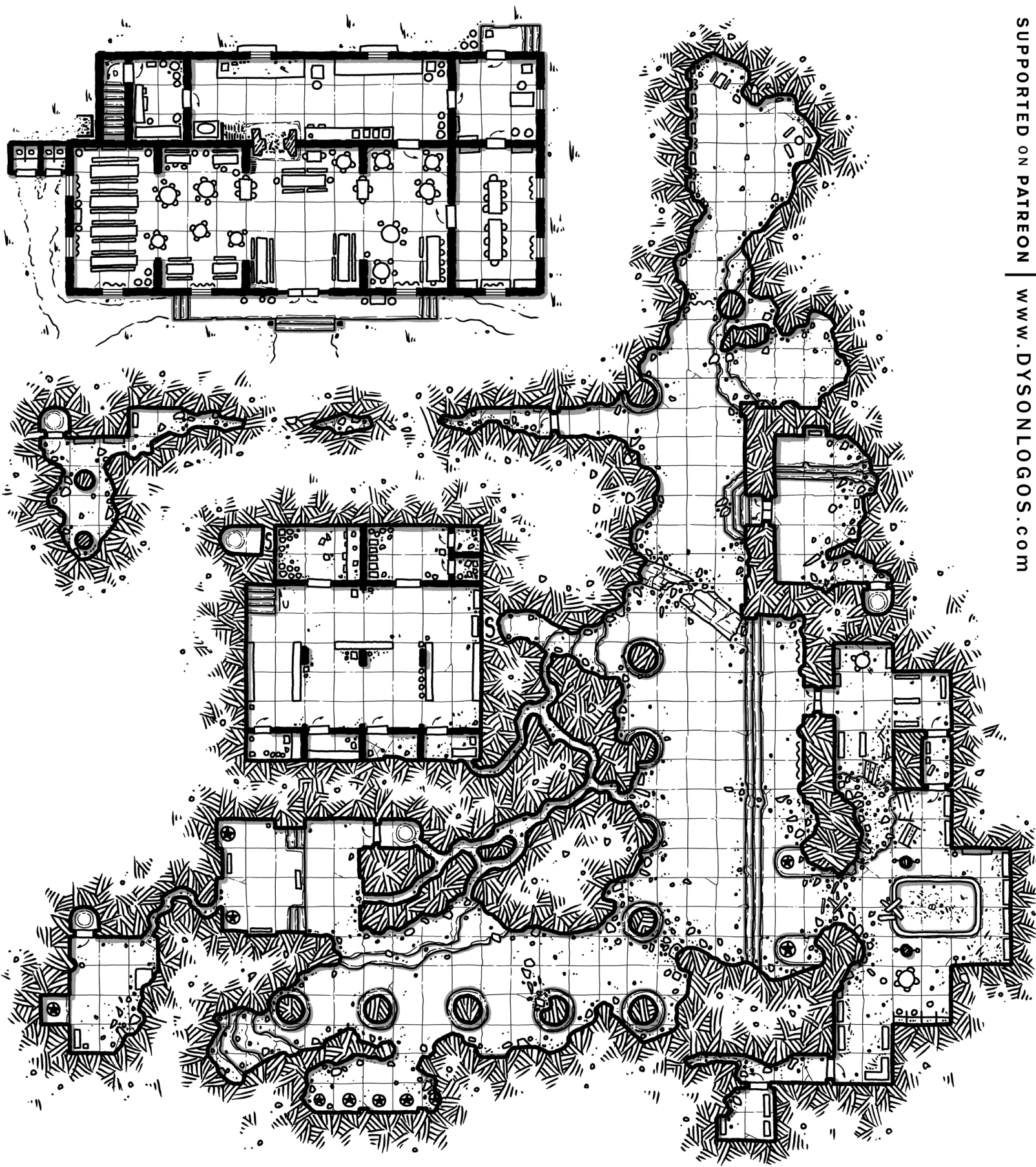
Iseldec's tower is nothing more than a circle of stones scattered around a field now, practically highlighting the wide entrance to the dungeons that sit beneath the ruins. But the dungeons promise to be at least as deep underground as Iseldec's tower once reached above the lands - a vertical shaft connects untold small dungeon levels that seem to cling tightly around it. The shaft itself is open to the sky above, as it once continued into the tower proper. Through the shaft and the entrance hall (and whatever places the dungeons connect to) untold foulness has crept into the old stone dungeons.

Here are the first four levels of "Iseldec's Drop" - and each level is indeed a very "tight" arrangement (fitting into a 160 foot x 160 foot area) connected by both stairs and the central "drop" shaft. The shaft provides airflow, waste disposal, and a certain amount of vertical mobility for a nest of harpies that lives on one of the lower levels (who in turn make sure not to disturb the small family of cockatrices that also use the shaft).

These uppermost levels are home to the more "traditional" dungeon denizens that would move in from the surface above - goblinoids in search of a base of operations and protection from the hated sun.

Points of interest include a fairly new and quite heavy rope suspended over the side of the shaft and extending down to the lower levels, a secret chamber on level 3 that connects to the level above, and the defensive entry into the dungeon proper that is rarely watched carefully by the goblins during the day because the sunlight hurts their eyes and they'd rather be napping.





# Menrina's Library & The Salty Tavern

The Salty Tavern isn't especially notable – yet another place where you can sit down with some company for a drink and some food – there's even a private dining room for larger parties who want a little privacy. But in the basement there are a pair of secret doors. One leads down some rubble to the collapsed remains of Menrina's Library, the other into a 15 x 10 foot room dominated by an inlaid silver circle...

If you look over the map, there are a total of five similar small chambers, each with the circular inlay. If a sapient creature stands within the circle and closes their eyes, they are transported to one of the other circles (roll 1d4 for which).

Menrina's Library was a massive multistory structure in the old city and was supposedly cast down by the gods for daring to try to document their languages, homes, and foibles. The Library contained small shrines, a few temples, and massive library stacks and shelves. All that remains of the library prop-

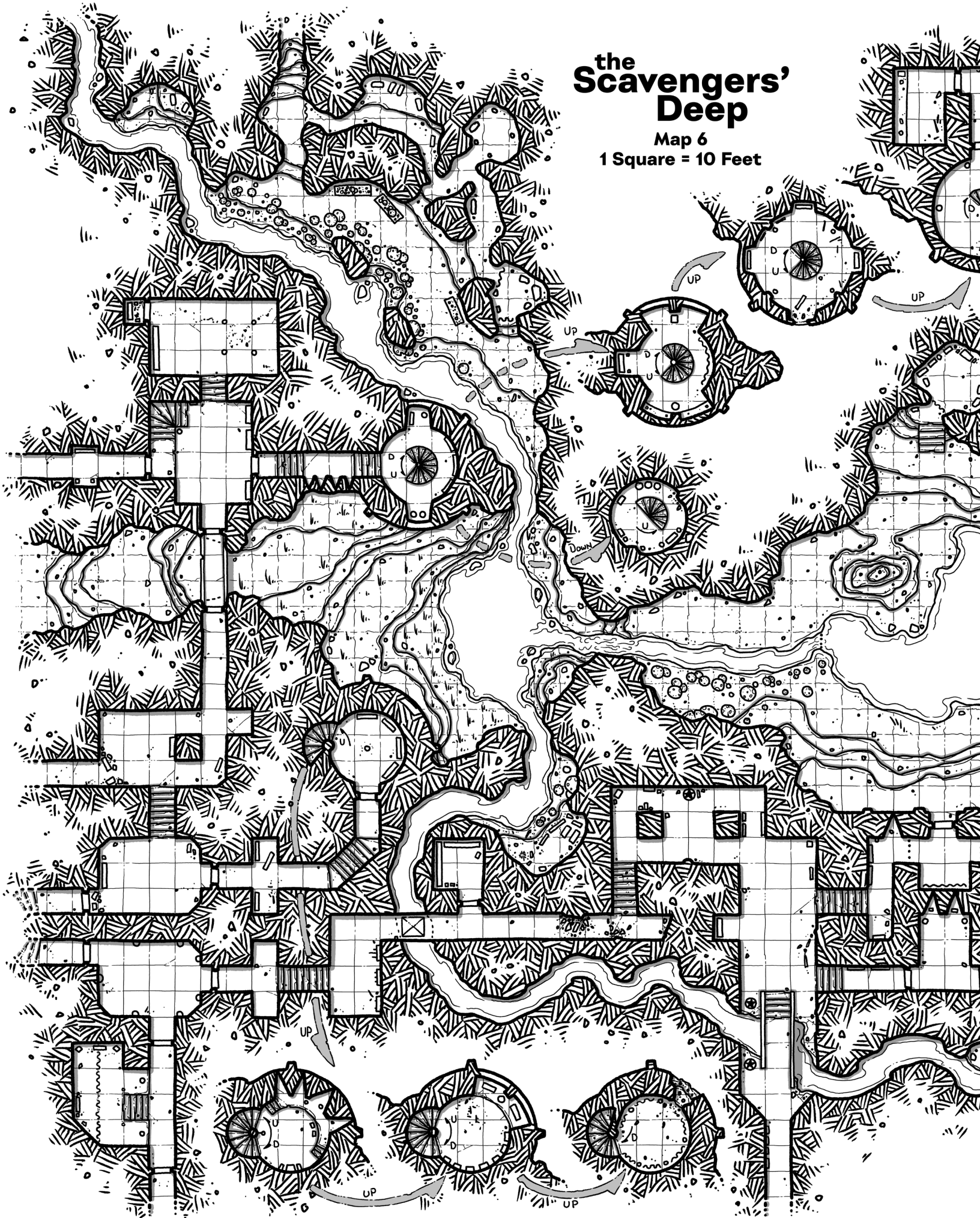
er now is the front entrance and a few wings from it. Of immediate note is the 20x30 "pool" just past the shattered entrance doors. This was the book burning pit – an essential part of maintaining a library when people keep showing up with dark grimoires and books of forbidden and dangerous lore. Under the ashes a single book remains – made of iron pages (now heavily rusted) with a demon-hide cover, it survived the last book burning here and was likely responsible for the earthquake that took down the whole structure. The dark energies of this tome taint the ruins to this day.

Rats have dug small passages through the ruins and debris, and a new wererat librarian has moved in, obsessed with the ancient lore buried here. But a wererat is quite open to further corruption, and the librarian has been twisted by the presence of the demonic tome... and of course knows how to use the teleporters....

# the Scavengers' Deep

Map 6

1 Square = 10 Feet



# Scavengers' Deep

## Map 6



The Scavengers' Deep is a reminder of the amount of work that went into underground structures during the great war. Generally, the elves only built underground when hiding their breeding and research facilities, whereas the forces of the kingdoms, assisted by the dwarves, were constantly building underground as the elves were unrelenting and would completely raze any surface defences that they defeated.

But the structures now known as the Scavengers' Deep are atypical, an elven complex mixing some (ruined) surface structures, natural caves, and significant sprawling underground complexes dedicated to research, training, and breeding their slave species.

This is the sixth map in the Scavengers' Deep series - sitting just south of Map 4 and west of the rocky defile entrance at the eastern edge of Map 5.

The rocky defile continues from Map 5 almost to the centre of this map. The defile (still open to the sky above except where a small bridge spans over it) descends to a pond that collects from two sources and proceeds further underground. Following the water to its source through the caves on the north side leads to the giant mushroom cave

of map 4 and eventually to the two streams that feed into it on maps 1 and 3. Following the new water source up into the caves to the east and we find a large cave with a kidney-shaped pond fed by a small waterfall that comes from further to the east.

This part of the Scavengers' Deep again has two sections provided as upper- or lower-level vignettes. These are of the two "watch towers" that are built into the end of the defile, overlooking the pond.

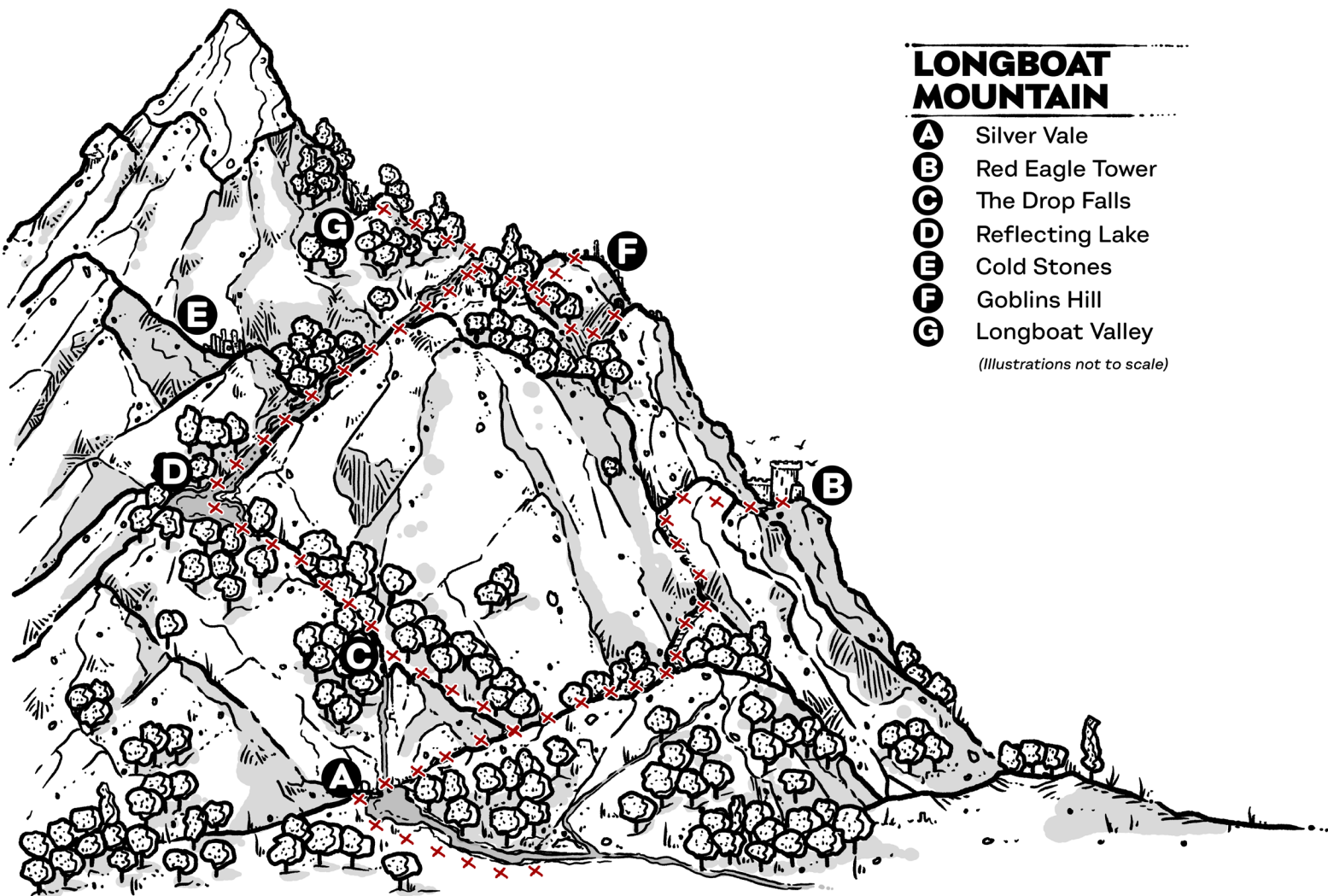
The northern tower is built into the defile wall as well as the wall of the cave to the north of the defile, peering into said cave before climbing above it. This tower extends down one level and up three levels above the entry and the top level digs back into the hillside giving the top layer a much larger footprint than the lower levels.

The southern tower isn't quite as tall, and is breached up at the highest level allowing birds and stirges access to the complex within.

# Welcome to Longboat Mountain

Welcome to Longboat Mountain. This is the first in a series of maps detailing adventure sites and locations on the trail up to Longboat Valley high atop Longboat Mountain. The mountain is named after the wooded valley (G) near the peak of the mountain - which contains what can only be described as the skeletal wooden remains of a titanic wooden ship of titanic scale.

This illustration is very much not to scale for each section, but more of an overview of the points of interest along the way to make it easy to visualize which route to take (although there's another route not shown here, that we'll discover when we investigate Silver Vale) and what's along the way to discover.



## LONGBOAT MOUNTAIN

- A** Silver Vale
- B** Red Eagle Tower
- C** The Drop Falls
- D** Reflecting Lake
- E** Cold Stones
- F** Goblins Hill
- G** Longboat Valley

*(Illustrations not to scale)*

# Silver Vale Cave

The old silver mine has been long worked out, but now others have moved into it...

The upper level of the mine is mostly a cave that had some mining in the south side that were in turn converted into storage and holding areas. The main cave drops down into the lower caves, some of which are partially flooded, and the remnants of the silver mine in the depths (which will be detailed next month as we continue with the Longboat Mountain series).

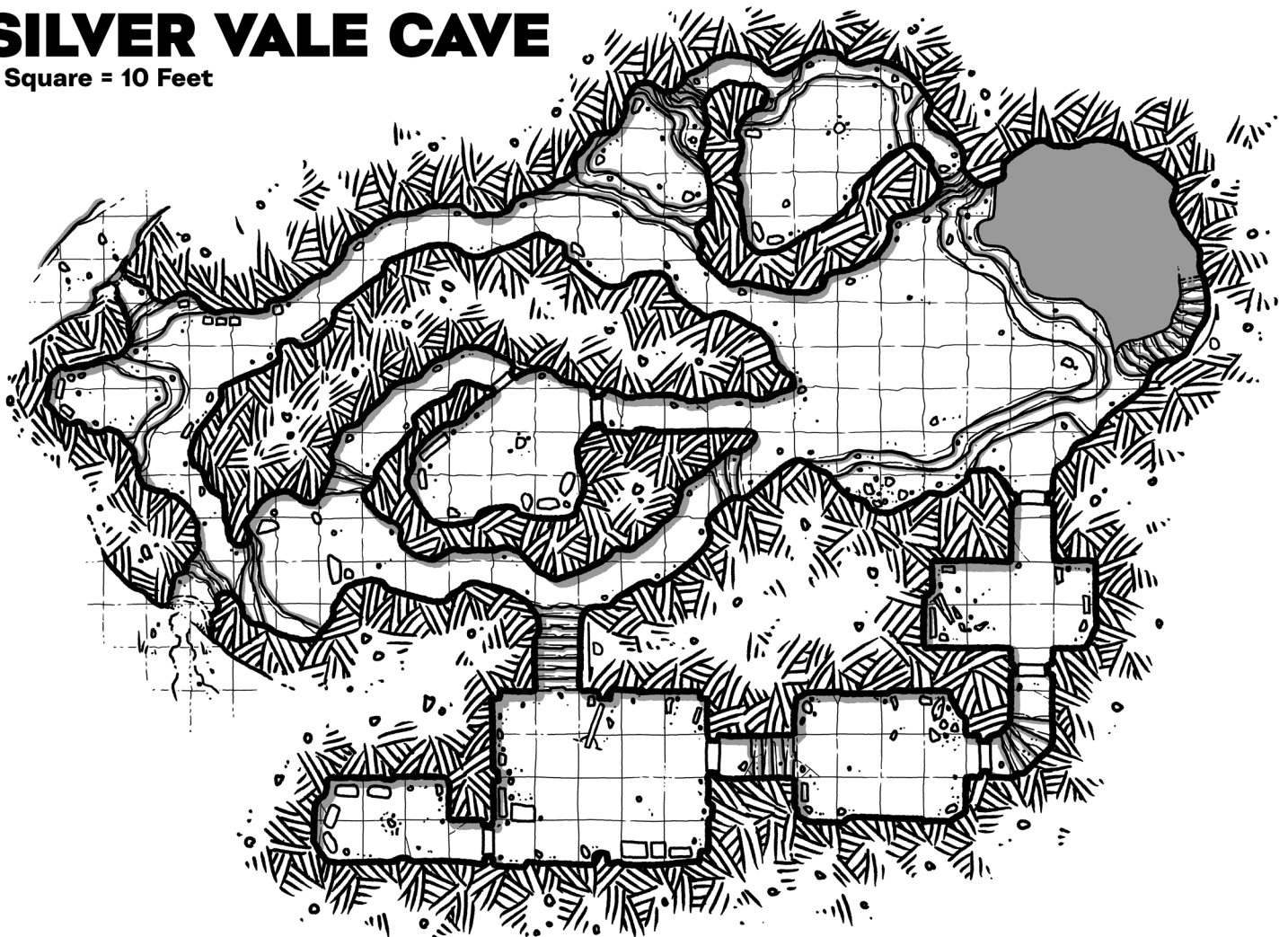
A colony of Dark Creepers has taken over the mine but find these caves too “exposed” and generally avoid them. To their annoyance, this has allowed a small group of goblin refugees to move in. The goblins maintain a watch in the north-

west corner of the cave where they can monitor use of the trail up to the mountain through the small cave entrance that overlooks the trail (the entrance is well concealed, appearing just to be a shallow overhang in the hill unlike the main cave entrance to the south). Otherwise they have one “family” group living in the central chamber where they’ve secured the doors, and a second family in what appears to have been a strongroom for the silver at some point in the southwest corner of the structure.

The Dark Creepers are trying to spook the goblins out of the caves, while also trying to do the same for the prospectors in the vale (and not get eaten by the giant birds in the process).

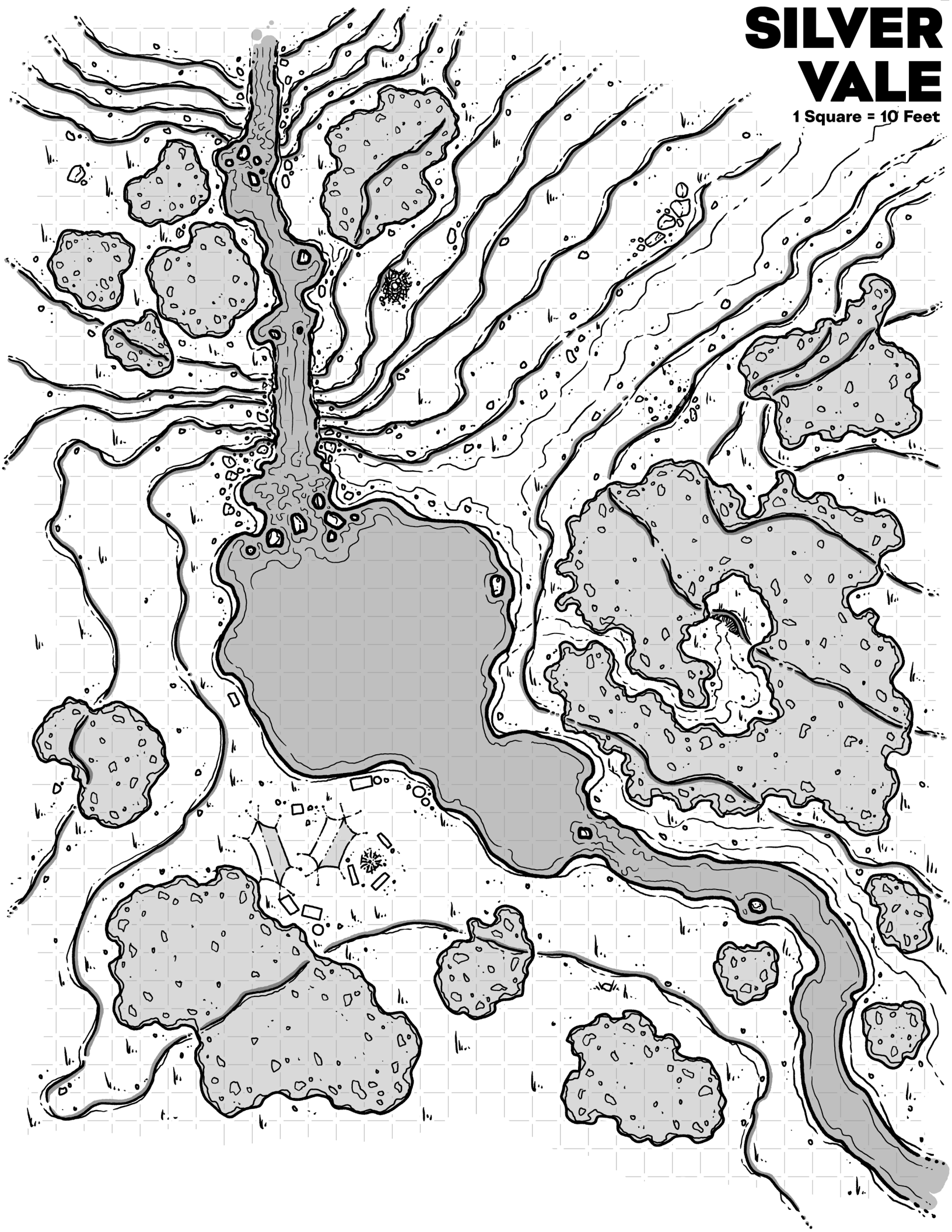
## SILVER VALE CAVE

1 Square = 10 Feet



# SILVER VALE

1 Square = 10 Feet



# Longboat Mountain: Silver Vale

Silver Vale is location A on the Longboat Mountain overview and is a small valley at the base of a waterfall. It was also once home to a silver mine (still known as silver cave) and people continue coming here seeking their fortunes.

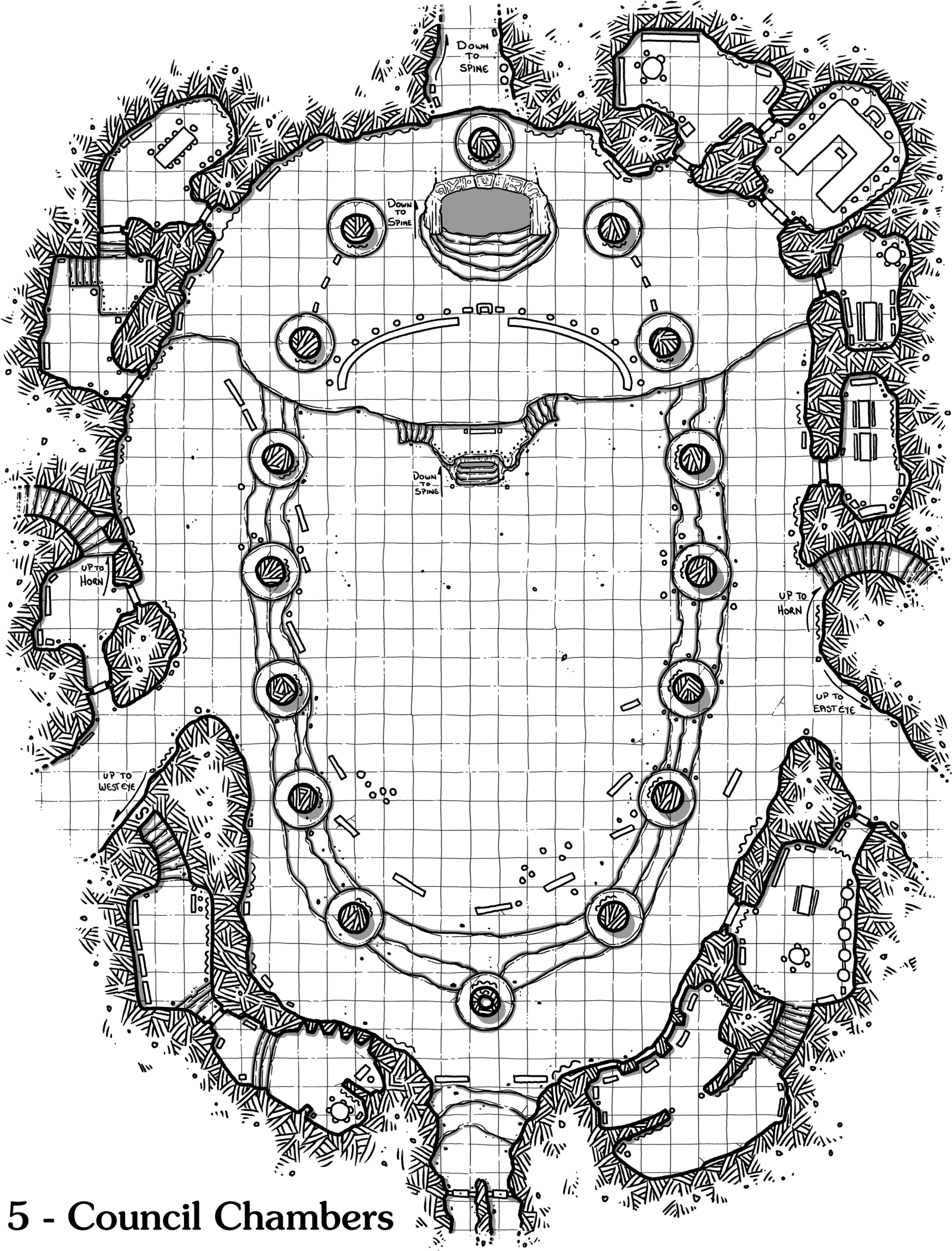
This wooded nook is the first stop along the trail up the mountain. The trail goes along the edge of the river and around the small silvery lake at the base of the waterfall. On the opposite side of Silver Lake is a small prospector camp of two large tents and associated goods. They haven't gone looking for the old silver mine, and instead have been panning the lake and river and looking for likely spots to start a new mine. Unfortunately they've been having issues with the very sneaky humanoids that creep out of Silver Cave under the dark of night to steal their goods, and with a very large avian that is nesting above the edge of the path near the waterfall and who occasionally tries to chase them off during the day.

The path leads up through a small defile into the mountains above and splits after climbing up a while - the path doubles back on itself and goes to the top of the

waterfall (Location C - The Drop Falls) and also continues along the edge of the mountain for some distance (and up some rough-cut stairs) until arriving at a small fortification (Location B - Red Eagle Tower). There are two entrances into Silver Cave here, the "obvious" one in the woods with a path leading to it, and a more concealed opening that looks over the path as it ascends (you can see the debris north and slightly east of the cave entrance that indicates this entry - it is used to monitor travel up and down Longboat Mountain.)







5 - Council Chambers

# Graxworm: Council Chambers

Above the hive of scum and villainy that is Graxtown in the mouth of the deceased Graxworm (the corpse of which is being converted into a massive weapons and war materiel harvesting and production site) is the seat of Graxtown's government - embedded in the thick skull of the wyrm is the brainpan of the beast. While remarkably small compared to the vast size of the beast, it still contained a brain over 200 feet wide by 300 feet long.

For most, the council chamber is reached via one of the passages from the empty eye sockets. There are also accessways to both tiers of the chamber from the spinal cord (which in turn is accessible via the throat at the back of Graxtown), but this entrance-way is guarded and closed to all but the council members and their guests.

The main council chamber is decorated with massive bone pillars reaching up to the dark skull above, and is divided into two parts. The northern section rises above the southern by about 12 feet and is where the council sits during public sessions. The southern section contains a sunken central atrium with raised sections around it. This area is where the people of Graxtown come to witness any of the council's major decisions (or to attend special events that they host including parading spies & special guests around).

Around the main chamber are a number of smaller chambers cut into the skull. The northern ones are for the council and their staff, with a few smaller chambers attached to the lower sections containing documents for those seeking information from the councilors.

Off to each side of the chamber are the passages up to the eye sockets as well as stairs that join those from the eye sockets and lead up to the watch towers set into the horns above.

Finally, in the south end of the chamber is the sealed and locked route to the sinuses and nasal passages, bracketed by a pair of "suites" used by powerful factions within the Graxworm when they wish to match over council activities. On the right we have the chambers of one of the more powerful necromantic clans who worship the death god that is "supervising" the tearing down of the Graxworm carcass. On the left we have a more secret suite of a group that operates in shadows and does not want to be known to or seen by the populace at large.

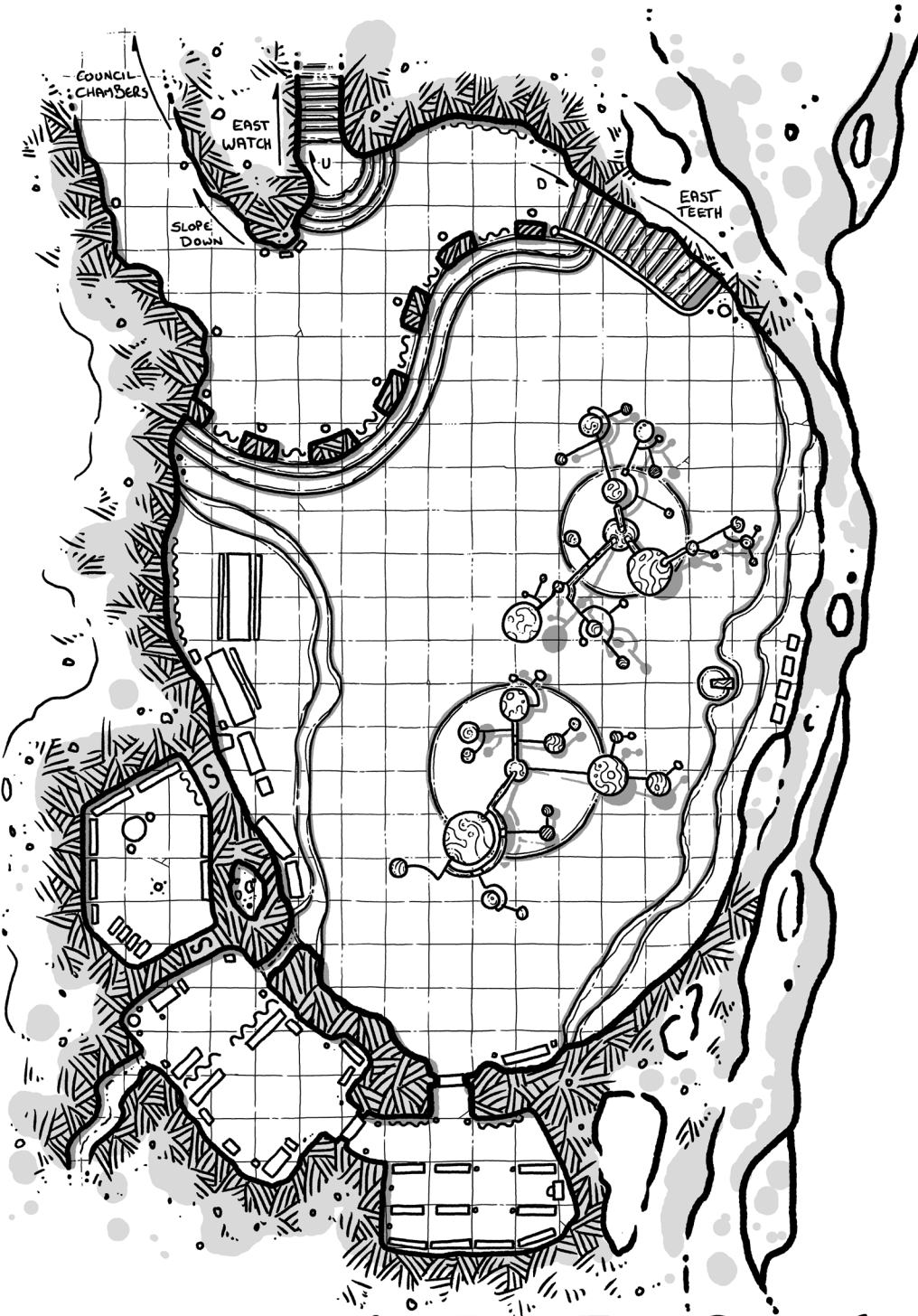
# Graxworm: East Eye Observatory

Climbing above Graxworm Town via the stairs cut into the rearmost teeth of the great dead wyrm, one eventually reaches the eye sockets. From here the paths diverge - leading further up to the watch towers on the horns, or back down into the skull towards the council chambers. There is

also a small passage in the walls (an old tear duct) that leads forward and down to the sinuses of the great beast. This is the eastern eye socket that is used as an observatory and contains a pair of linked orreries to attempt to make sense of the skies as well as the conjunctions of micro-planes, demi-planes, and various "outer" and "inner" planes.

The two orreries move slowly and often seem to be on the verge of colliding with each other. A small telescope is also on the edge of the eye socket, but most attention is spent on planar conjunctions and stellar phenomena that is visible to the naked eye.

For those using the east stairs to get to the council chambers, a pierced wall with curtains has been erected to separate the flow of workers and petitioners from those working and studying in the eye socket. A few study tables are here, but the actual library of the orreries is in the rooms cut into the southern bone structure of the socket. Here we have a library, a study area (including quarters for the head librarian separated from the study area by curtains and bookshelves), and beyond that the "secret stacks" where more important and esoteric texts are kept under lock and key.



4 - East Eye Complex