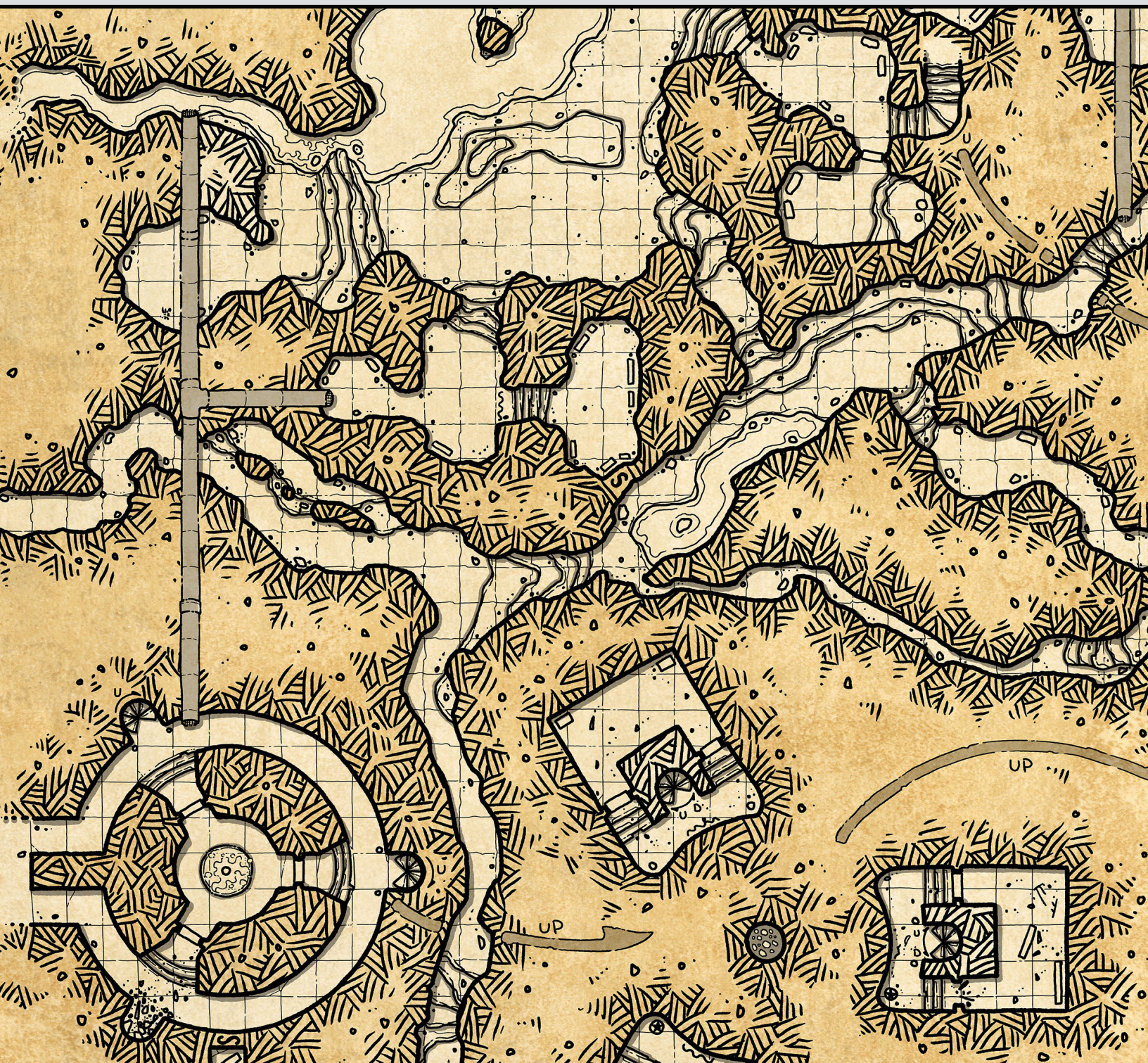
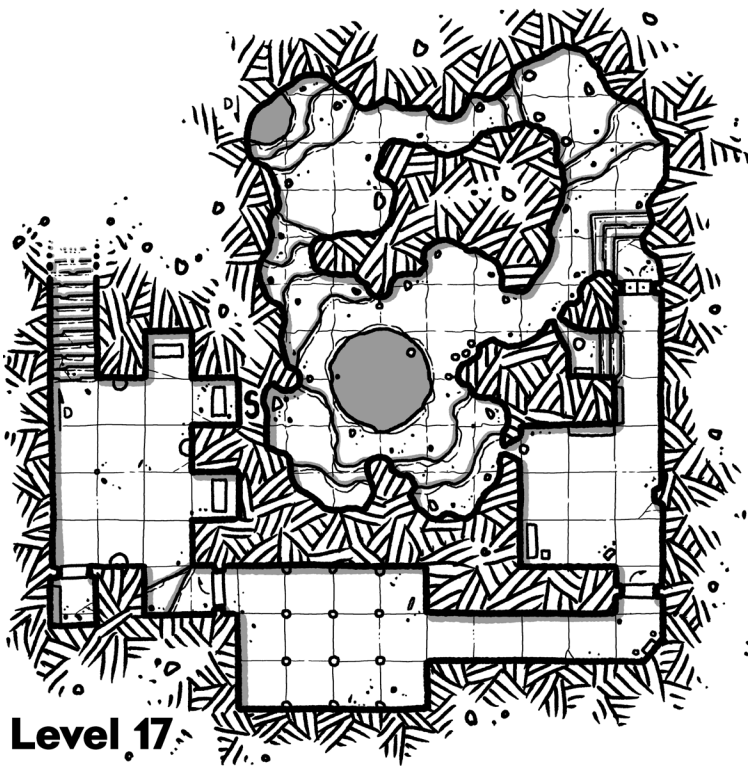


DYSON'S DODECAHEDRON CARTOGRAPHY COLLECTION

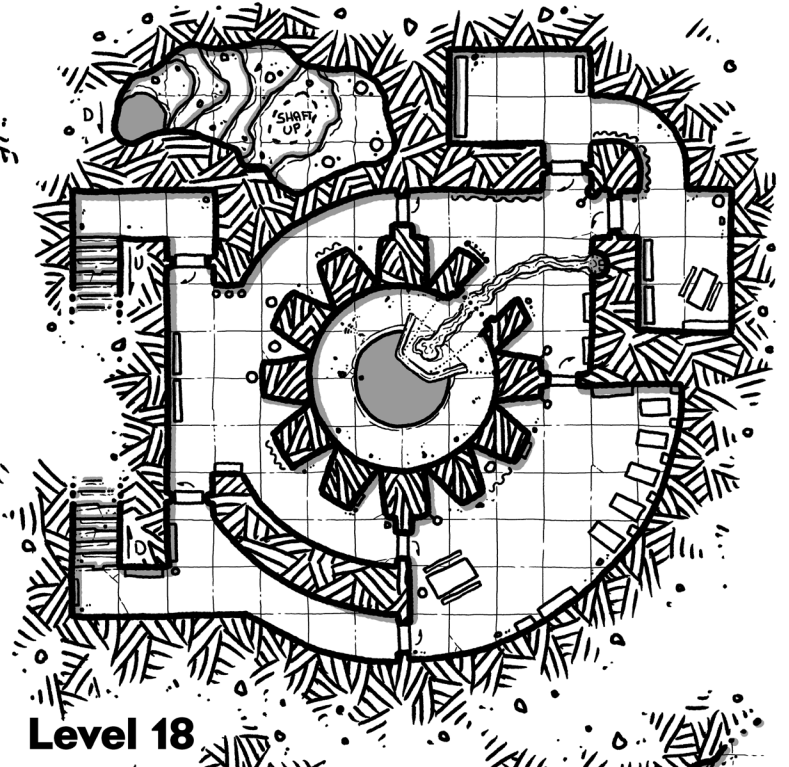
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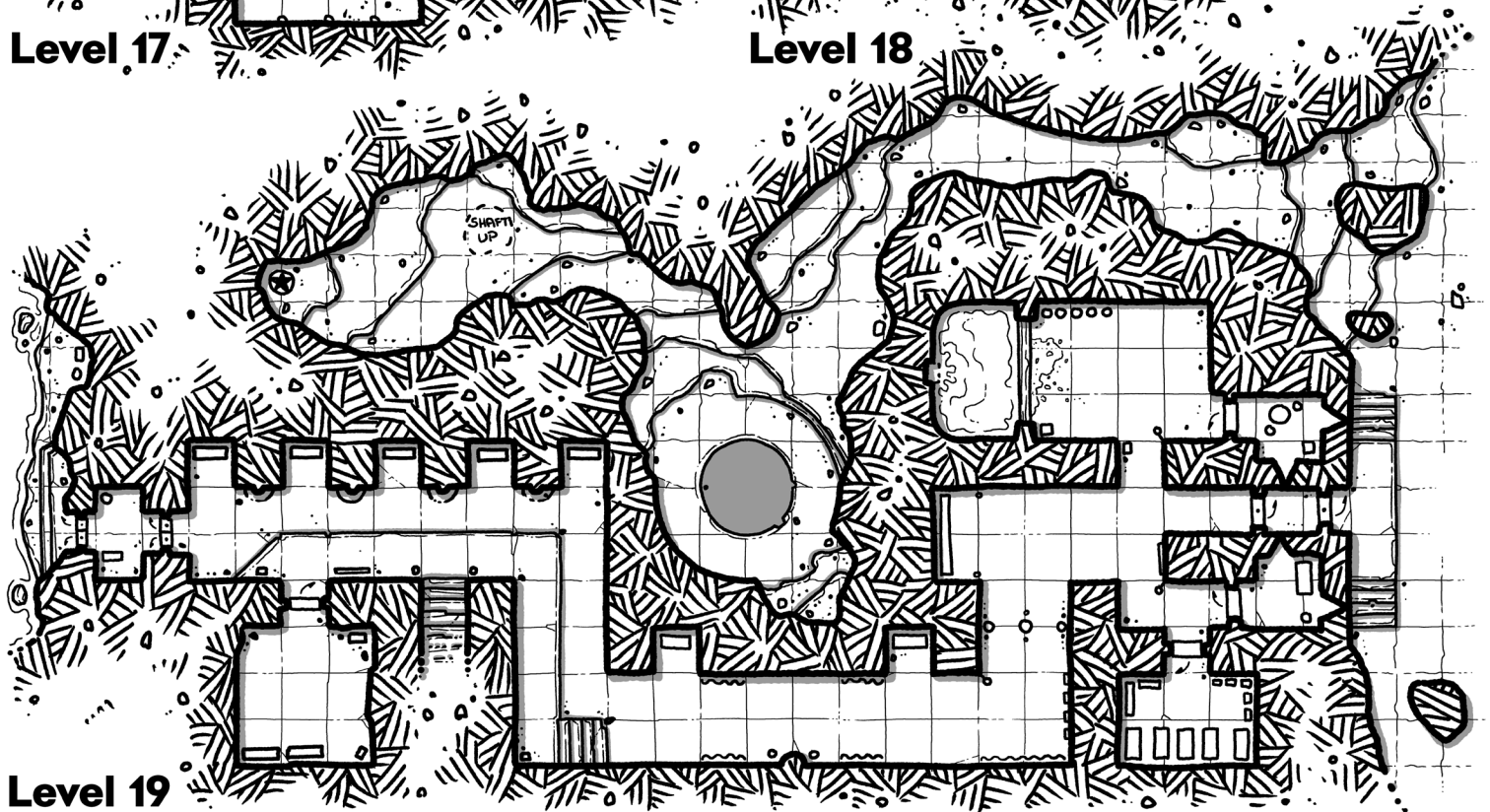
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Level 17



Level 18



Level 19

Iseldec's Drop

Levels 17-19

Deep into the lowest levels of Iseldec's drop, we come across this inhabited and defended section. A small fortress in the upper levels of the underdark is situated here and is actively guarded because of the surface access it provides to fliers and those capable of levitation (like drow and mind flayers).

The only connection between level 16 and level 17 is the central shaft that reached every level in the drop. A rope hangs down from where it's been tied to a massive iron ring in the wall on level 16 and reaches through these levels and on to those below. The falling water from level 8 is still present here, but the stream is really broken up by this point and much of the water doesn't make it this far as it sprays against walls and particulates into mist. A massive metal "scoop" is set into the path of the stream on level 18 and collects the water for the fortress. This scoop is on chains and can be raised so it doesn't collect water for those times where the cistern on level 19 is full and/or a massive torrent of water is overwhelming the system.

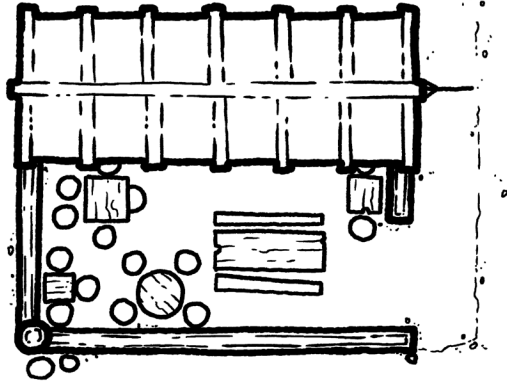
These levels are specifically uninviting to those coming down the shaft. Level 17 is the upper watch of the fortress with secured doors and arrow slits looking into the cave where the shaft descends. Level 18 is where the shaft comes through the centre of the fortress and it is very well set up for defence with a circle of arrow slits facing the shaft and a secured heavy portcullis where the water runs through to the cistern below. This level has one of the two small barracks for the fortress.

Level 19 stands out compared to the other levels of Iseldec's Drop. This level is twice as long as the others, and the fortress here is not directly linked to the shaft. This is the main level of the fortress where it opens up on the east side into a major byway of the upper underdark and to the west where it opens to a stretch of the Darkling, an underground river of some fame.

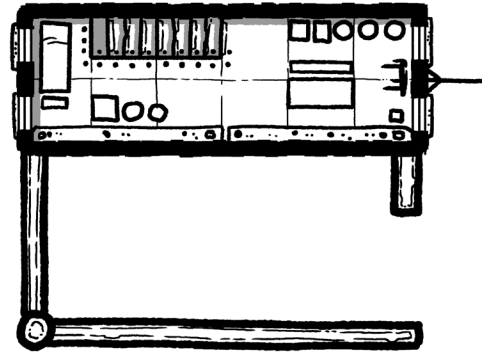
Building 6 - Saint Sephaton's Wine Garden

1 square = 5 feet

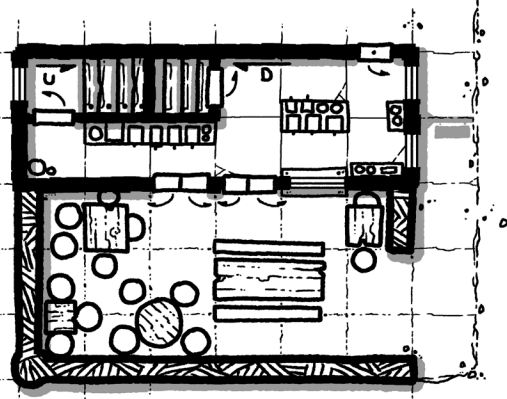
Overhead



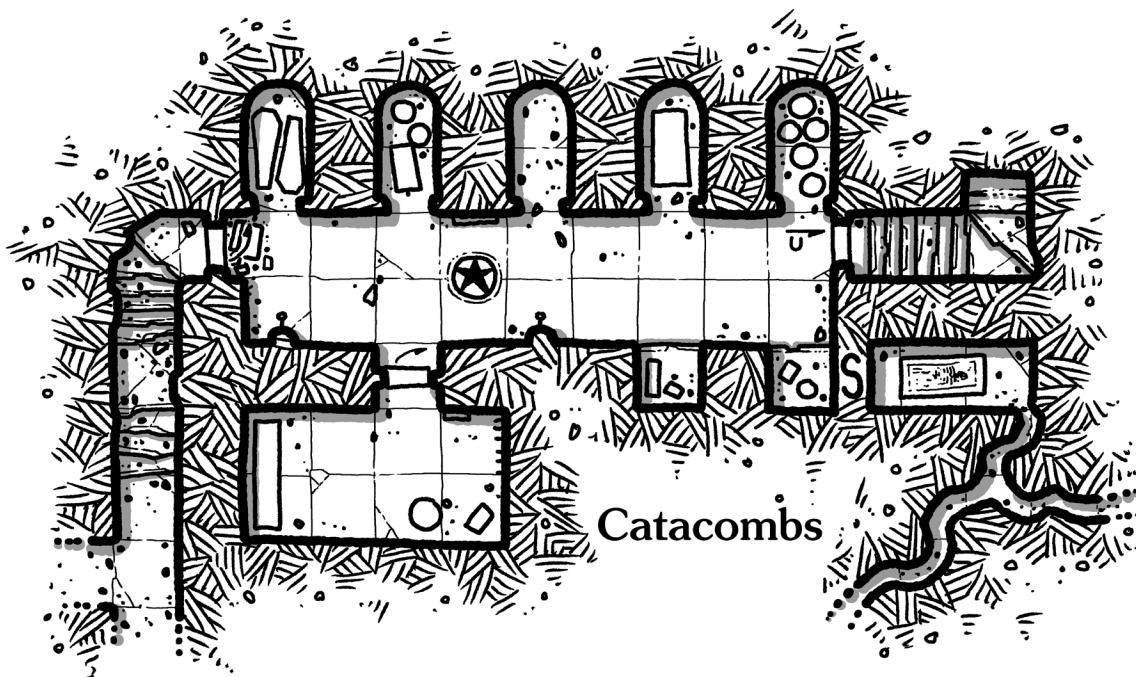
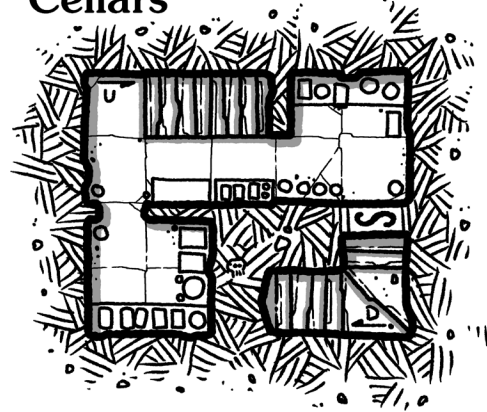
Upstairs



Ground Floor



Cellars



Catacombs

Saint Sephaton's Wine Garden

Saint Sephaton's Wine Garden is named after the church that once stood here and whose catacombs the building still conceals.

The wine garden itself is a small open-air seating area (that gets tarped over in the colder, wetter season) with an attached building where the wine is kept and above which the manager of the establishment lives. The sign out front is a painting of the titular Saint in the act of pouring a large vase of wine into a pyramid of six cups.

The majority of the wines served here are from local stocks, with a few of the more popular imports in the mix. However, there are a few specialties served here:

- **Dragon's Red** – a bold and spicy wine claimed to be made using grapes grown on hills that had been scorched by dragon's breath.
- **Moonshadow Merlot** – a very expensive red wine imported from the distant west, well-to-do people converge at the wine garden on evenings under the full moon to partake of it while claiming it offers them visions of possible futures when consumed on said evenings.
- **Mohrwood Mead** – made from the honey of bees that pollinate the crawling and choking graveyard flowers, this rich mead is claimed to help grant peaceful rest and healing

(in fact it does accelerate natural healing by 25% when consumed regularly).

The masonry in the cellar under the wine garden is of exceptional quality and significant age. This was once the cellar of the church of St Sephaton and the fine stonework is a reminder of the history of the place. The secret door to the catacombs beneath isn't particularly well hidden (the stonework is much more recent), but requires tripping a catch set into the bottom of the "door" (using a bent piece of thin metal typically) to open it. Beneath, the catacombs are quiet and musty, with a pile of heavy furniture and stones blocking the door to deeper catacombs that sprawl under the city.



Random & Market Tavern

our seventh shop in our collection of small shops & businesses, this structure sits on the southeast corner of the intersection of Market & Random Streets.

With such perfect placement, it of course goes by the fairly anonymous name of “The Random & Market Tavern” but the and is usually dropped making it the “Random Market Tavern” for most guests. And of course, so many adventures seem to start here, at some random market tavern.

The tavern itself sits on the ground floor and is a traditional design without bar or stage or anything more than a kitchen and taproom, and a seating area with a small patio area out front and another (without

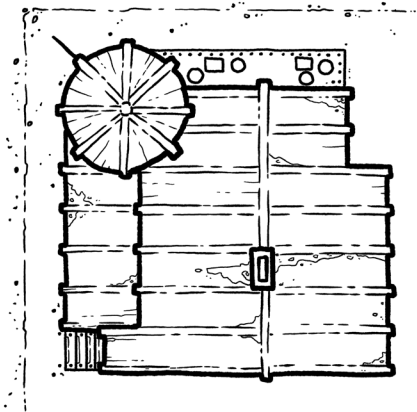
street access) on the north side. When busy, the main room is packed, with merchants, labourers, and shoppers standing elbow-to-elbow for a drink and perhaps a bowl of whatever’s been cooking. Beneath the tavern are a set of indoor privies which are emptied by the nightsoilfolk in the early hours of the morning. There is no truth to the gossip that liquids here are recycled into the ale.

The upstairs of the building is accessed by a set of exterior stairs near the front door (so the owners don’t have to walk through the tavern on their way in and out). The upstairs is a nice set of apartments and the turret contains a study and a ladder up to a second bedroom.

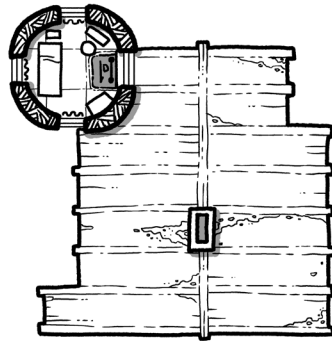
Building 7 - Random & Market Tavern

1 square = 5 feet

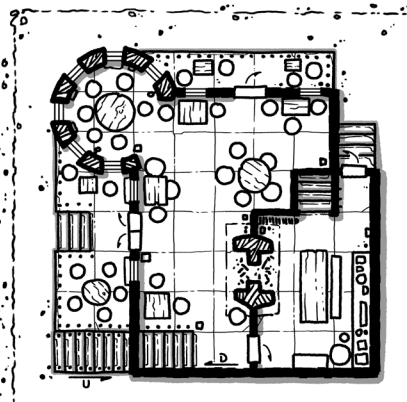
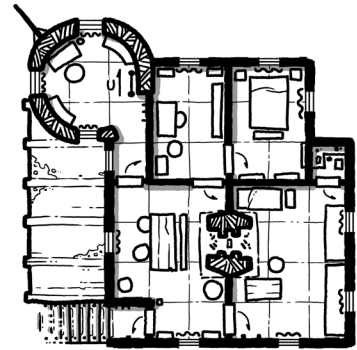
Overhead



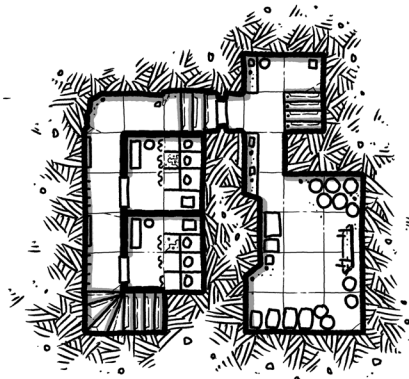
Turret



Upstairs



Ground Floor



Cellars

Brezchyn's Halls

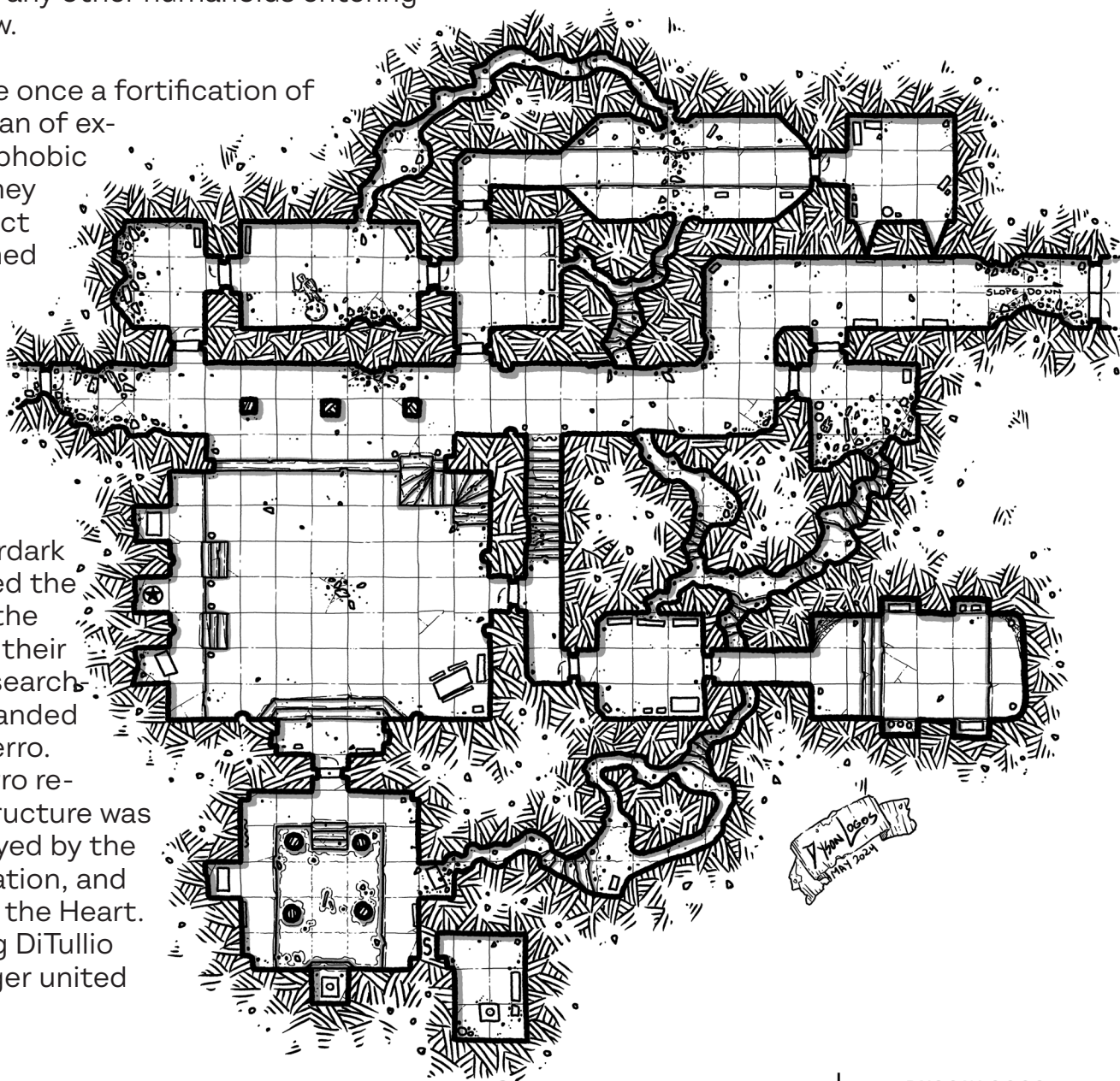
A grim reminder of the folly of trying to stand up to the demands of one of the great underdark cities, Brezchyn's Halls is a small ruined complex in the uppermost portions of the underdark. The ruins are being searched by a small party of exiled drow looking for any treasures but also seeking a place where they can settle down for a while.

Unfortunately, the complex is also home to a number of rock-eating grub-like creatures that seemed harmless initially, but that have become very territorial as the dark elves have remained in the complex. They are engaged in a series of guerrilla attacks against the elves currently, and will do the same against any other humanoids entering their halls now.

The Halls were once a fortification of the DiTullio clan of extremely xenophobic derro. Here they kept an artifact they had named the Heart of Dusk, which was the glue that held the clan together. The ruling house of the nearest underdark city discovered the existence of the artifact from their sages and researchers, and demanded it from the derro. When the derro refused, the structure was nearly destroyed by the drow in retaliation, and they left with the Heart. The remaining DiTullio derro, no longer united

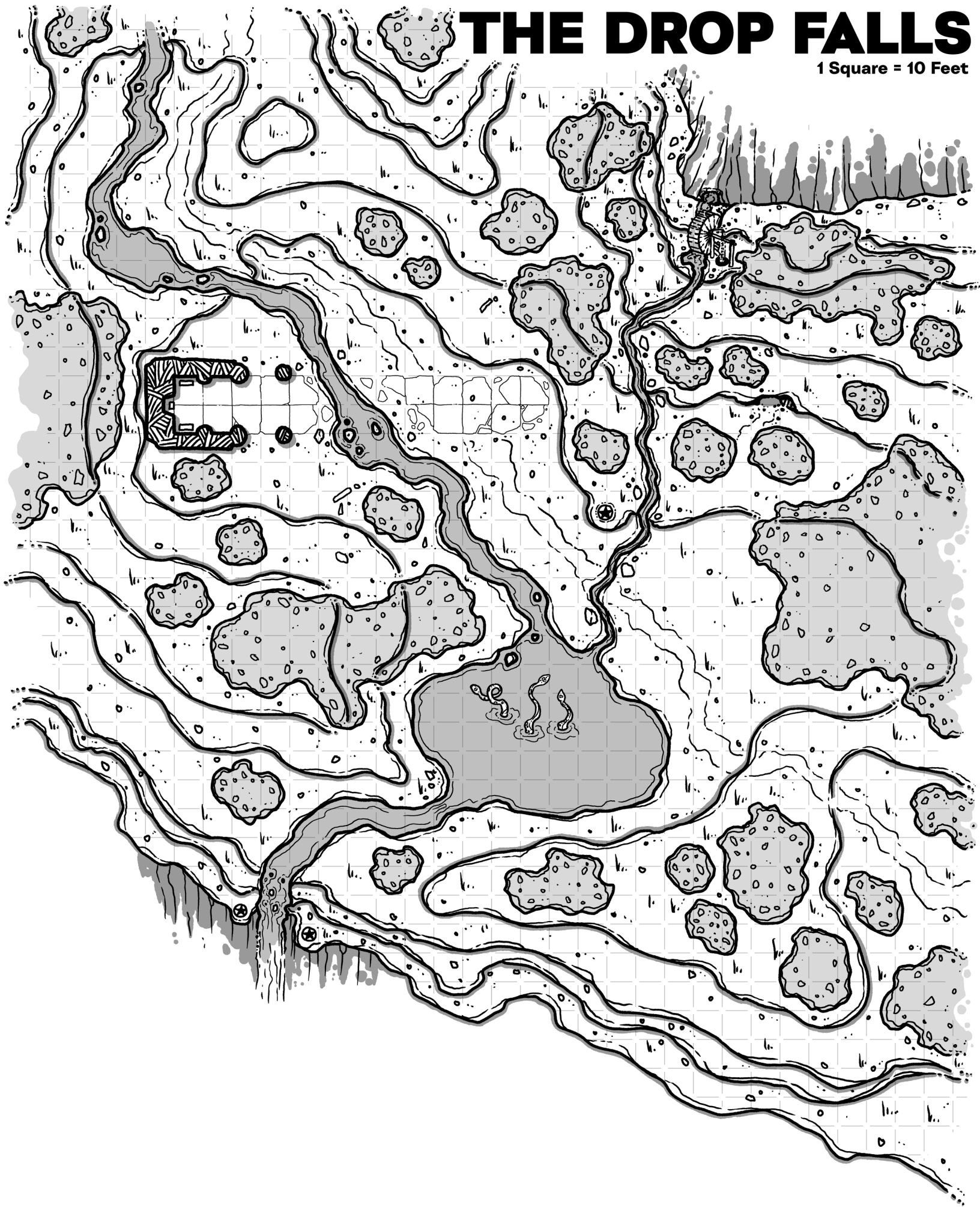
by their magical artifact, left for deeper lands and now inhabit a series of small islands on shores of the Darkling Sea.

The right-hand exit from Brezchyn's Halls leads into a passage in the upper underdark, barely 500 feet below the lands above. The left-hand exit leads into one of the ruined levels (Level 12) of Iseldec's Drop (damaged during the drow incursion to capture the Heart). It is through Iseldec's Drop that the derro descended to the Darkling River and eventually the Darkling Sea where they live now.



THE DROP FALLS

1 Square = 10 Feet



Longboat Mountain

The Drop Falls

As we begin the climb up Longboat Mountain from Silver Vale, the trail doubles back and we find ourselves at the top of the waterfall that feeds Silver Lake by the old mine. The small river that runs down the mountain from Longboat Valley above is joined here by a small stream that feeds directly out of the stone face and propels a water wheel. In turn, the water wheel is connected to a chain of indeterminate length that feeds down (and back up) from a 6 foot wide shaft that descends straight down. The stream used to carry much more water (and still does in the early spring) but the current light flow isn't enough to pull more than about a hundred pounds up the chain – so while someone could ride the chain down into the shaft, climbing back up will be much more challenging.

A few other items of interest are in this bend in the trail up the mountain. An old shrine sits on the other side of the small river and evidently had a small level stone bridge over it. Someone took significant effort years ago to remove all markings indicating whom this shrine was dedicated to, down to removing the faces on the statue overlooking the pond here and the two statues overlooking the falls themselves. The

statues are humanoid, apparently garbed in a robe or gown, and were holding a staff or spear or polearm or something similar. The shrine has seen occasional maintenance (by one of the residents of Longboat Valley) and is thus clean of major debris and contains a pair of wooden chests containing blankets and rope.

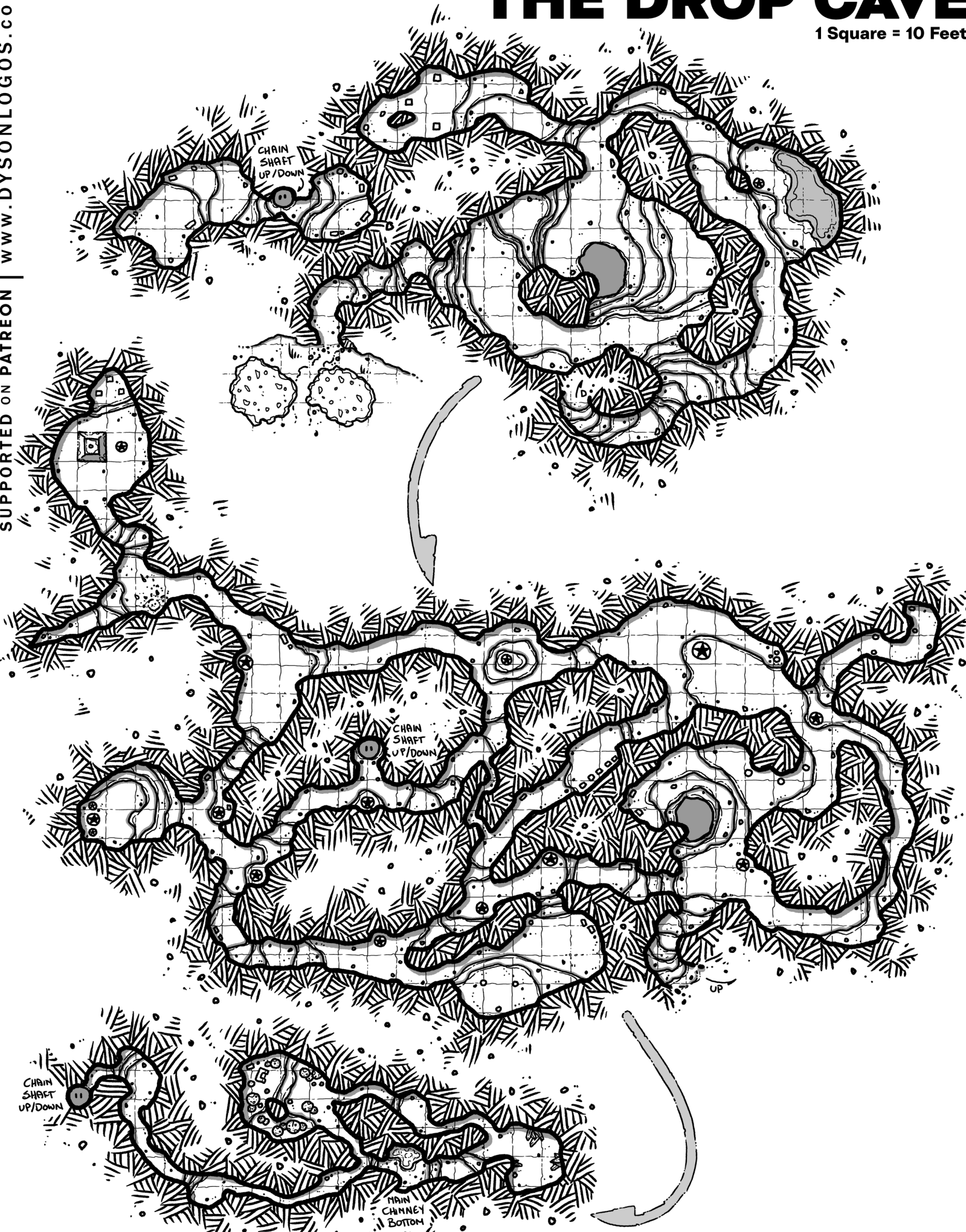
The pond is about 12 feet deep at the lowest point, and is home to an aquatic otyugh that lives in the muddy bottom happily sifting through the mud and filtering the waters for organic debris picked up along the descent. It keeps an eye on events around it with its sensory tentacle that it pushes just over the surface of the water. It isn't hostile but is quick to anger if harrassed or attacked.

Finally, there is a small cave here that was cut by falling waters in ages past that also links to the shaft containing the chain from the water wheel. From out here it is evident that something fairly large lives within – likely one or more bears of some variety. The cave will be the subject of our next map.

THE DROP CAVE

1 Square = 10 Feet

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CHAIN
SHAFT
UP/DOWN

CHAIN
SHAFT
UP/DOWN

CHAIN
SHAFT
UP/DOWN

MAIN
CHIMNEY
BOTTOM

UP

Longboat Mountain

The Drop Cave

Near the trail that leads past the Drop Falls (location C on the Longboat Mountain overview) is a cave that was evidently cut into the mountain by ancient waterflows that have since been re-routed. The waters used to flow out with extreme pressure from a small tunnel at the bottom of this cave, but some time after the water course changed, that exit collapsed.

Now the lower areas of the cave are home to strange fungi people - myconids hiding in the mountain to escape the Mother-Fungus. (If you have a copy of Skerples' "The Monster Overhaul", you can generate more information about each myconid on pages 55-56). But in their attempts to escape the Mother-Fungus, they are blind to one of their own slowly turning into a new Mother-Fungus. The leader of the myconids sits on the throne in the lowest cave but has actually sent rhizomes much deeper and has infiltrated the Silver Stair and is planning to bud a great new myconid brain down there where none will find it. If that is done, this colony of myconids will become their slave, extensions of the new mother-fungus.

The structure of the cave is based around a chimney cut through the stone by ages of water flowing here. The first level includes a small cave separate from the main cave that is only accessible via the chain shaft before the shaft joins the main caves on level two (see the water wheel on the Drop Falls map for more about the chain, chain shaft, and where it leads). While one can descend to level 2 via a twisting tunnel on level 1, there is no such access to level 3 - so it must be accessed by climbing down the chimney from level 2, or by hanging on to the chain in the chain shaft.

While the lower levels of the cave are home to the many rebel myconids, the first level is home to a pair of owlbears who den in the first large cavern section, and a massive grey ooze in the room with the stagnant pool. At some point in the past, others used these caves and decorated the second level with statues (each statue is posed so it points down a hallway always towards the pyramidal structure in the upper left corner) and a strange truncated pyramidal structure about 8 feet tall with a 1-foot-wide glowing glass orb floating eight inches above it.

11 - Graxworm Leg Gate Overview

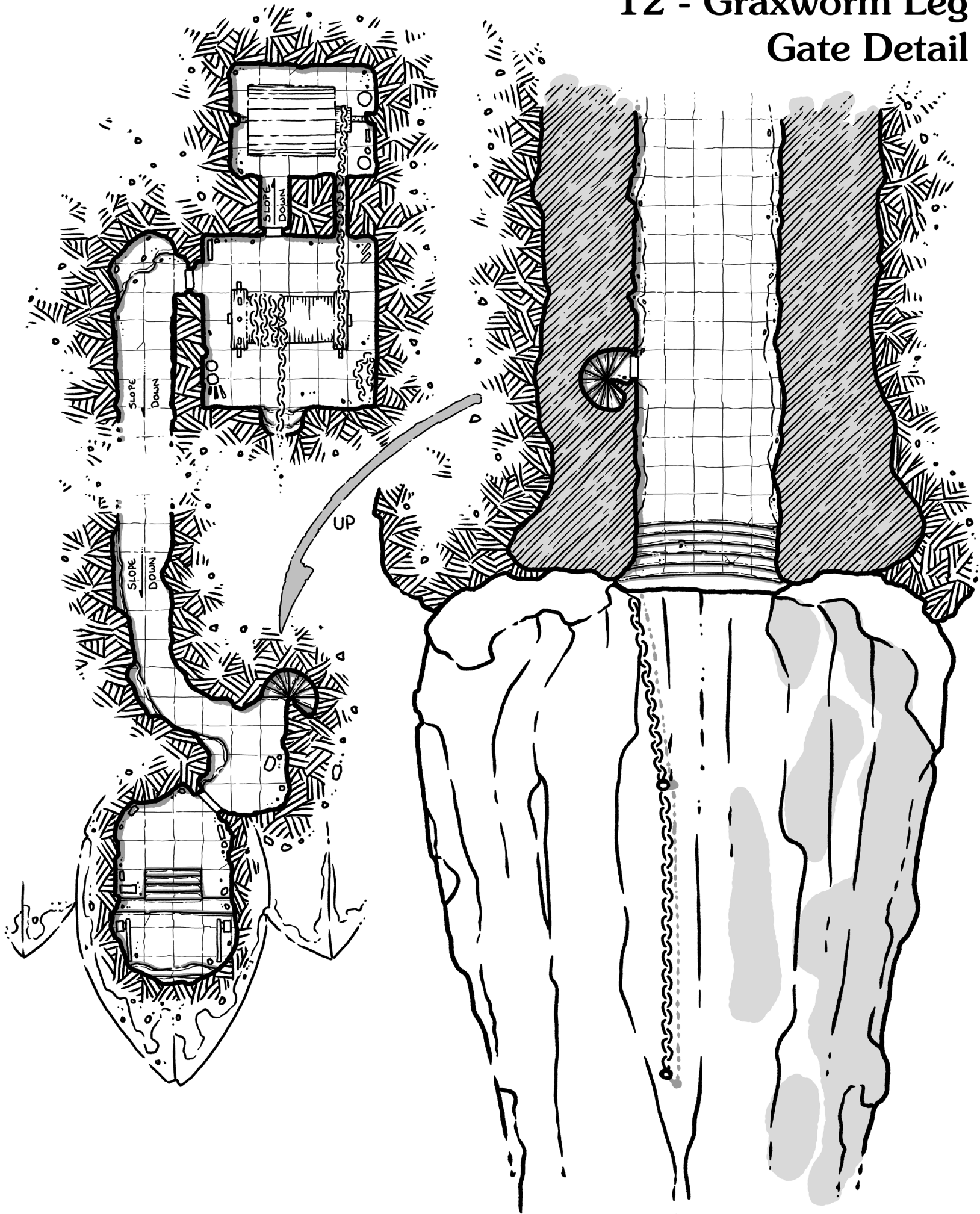


Hollow Bones for
troop movement
(50' min internal bore)

Flip-Open Scales for
reconnaissance & watches

Chains & Winches to raise claws
for troops to leave the Graxworm

12 - Graxworm Leg Gate Detail



The Graxworm Leg Gate Maps

The Graxworm is a massive dead dragon of mythic scale, several miles long and large enough to contain a town in the mouth. Creatures have set up here to “mine” the massive corpse for its valuable materials – leather, scales, ichor, tendons, and more. Practically every bit has some value to someone, and in the long term the expectation is that nothing will remain, not even the massive bones. Today we explore one of the secrets of the Graxworm – Graxtown in the mouth of the Graxworm high atop the mountain might be the main entrance for those coming to visit – but for troop movements, the legs have been turned into massive gates that can spill troops out at the base of the mountain.

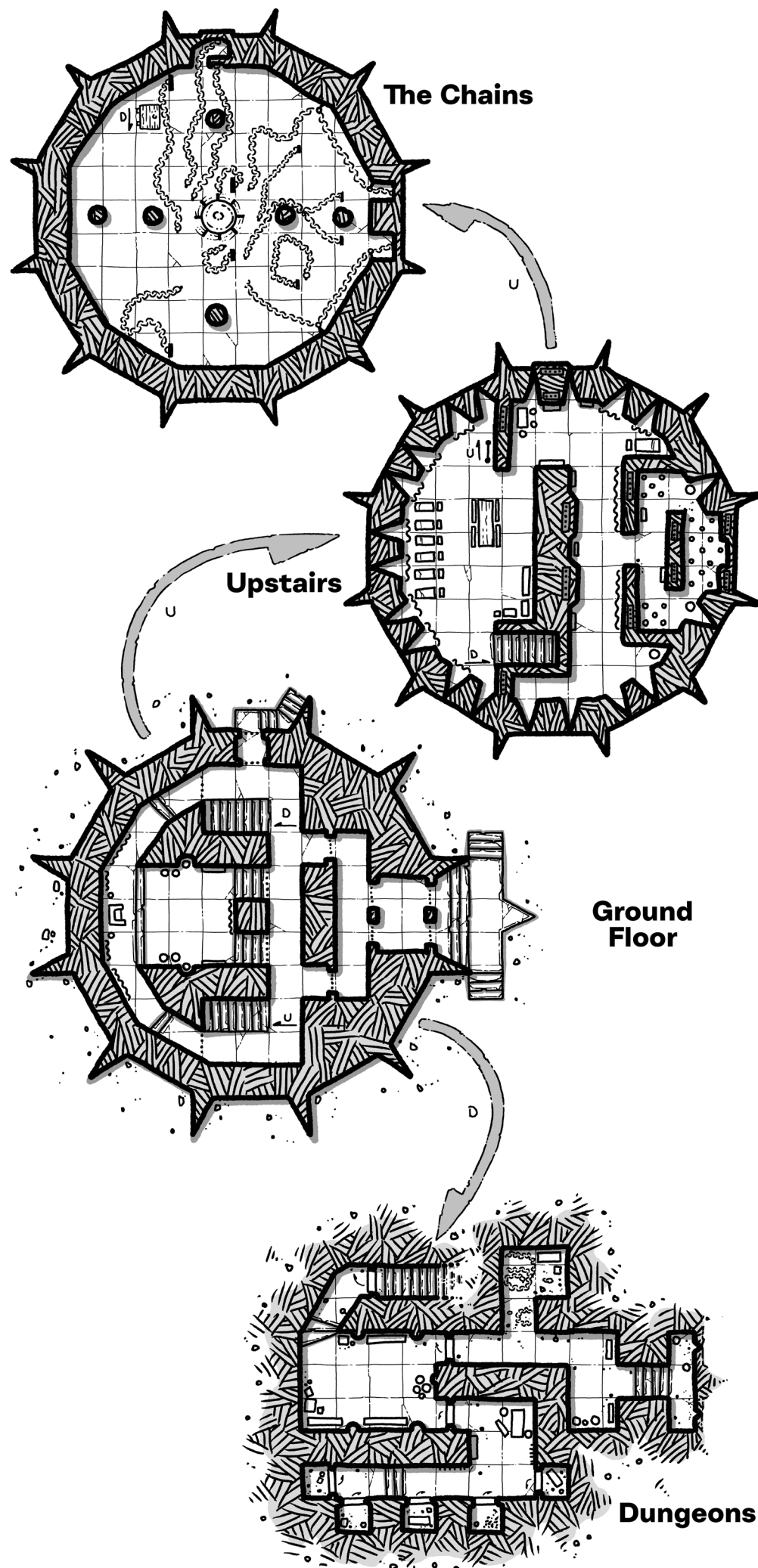
These massive clawed hind legs have been painstakingly converted from within to work as gates. The mighty claws can be lifted through winches and chains to grant access to the bones beneath – and those bones have been hollowed out so troops can be moved through them from their barracks throughout the Graxworm. The larger toes are easily big enough to allow a pair of war machines to be rolled through them side-by-side.

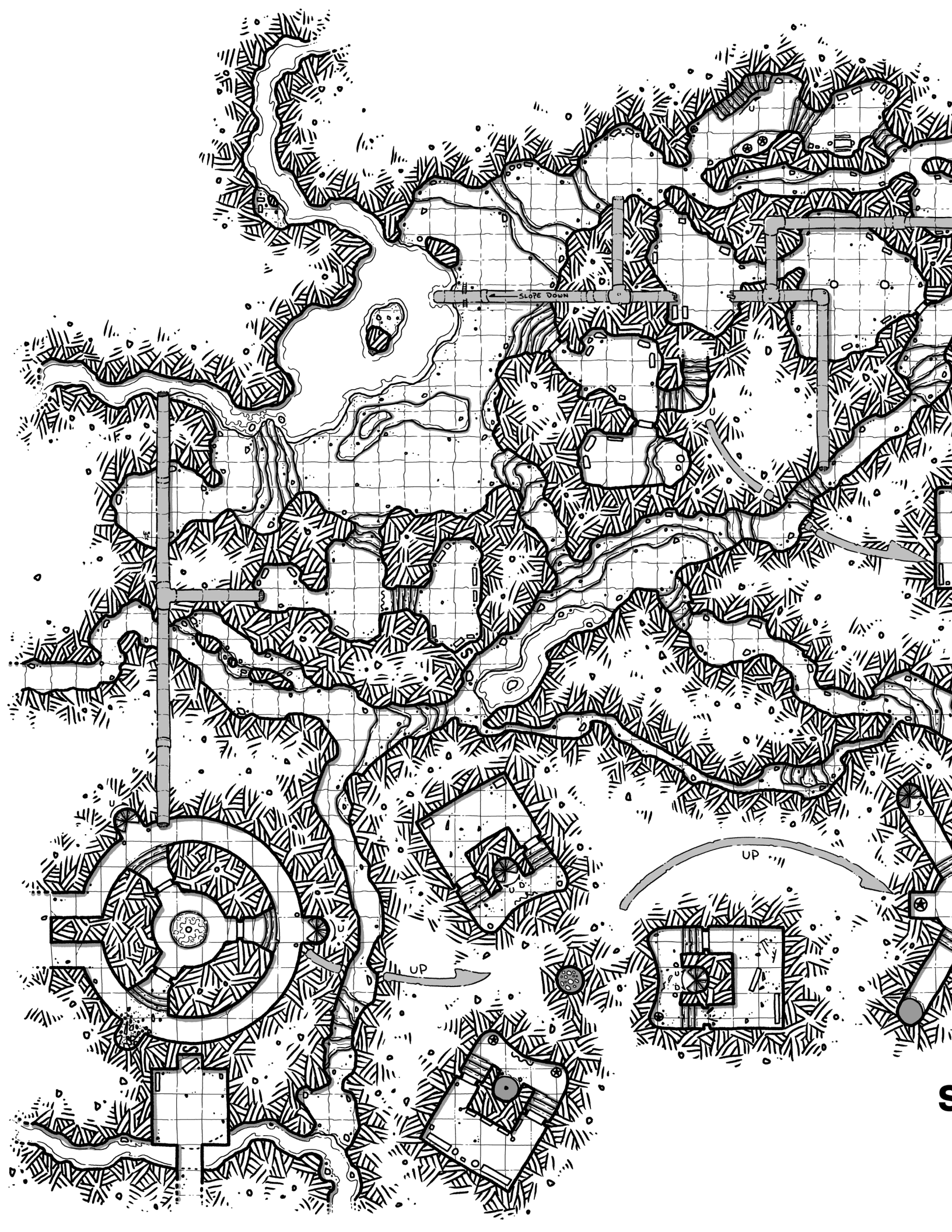
In addition, watch posts have been placed along strategic points under the scales, so the troops can keep an eye on the system of chains to make sure they are not sabotaged prior to their need. To further protect these gates, the harvesting of scales, claws, and bones in the legs has been stopped until there is no other place left to acquire them.

Chain Tower

There's an eternal clanking sound of metal links on metal links always coming from the Chain Tower. All the doors in the tower are portcullises, and they are raised by a magical wheel and chains on the third level of the tower – servants run to and fro hooking chains up to the moving wheel to raise a portcullis, then they lock the chain in place with an iron bar through one of the links and then unhook it from the wheel. To close a gate they remove the metal bar holding the chain up. This is a strange infernal machine, and no one knows specifically how it keeps turning up here, only that it is definitely meant for this singular task.

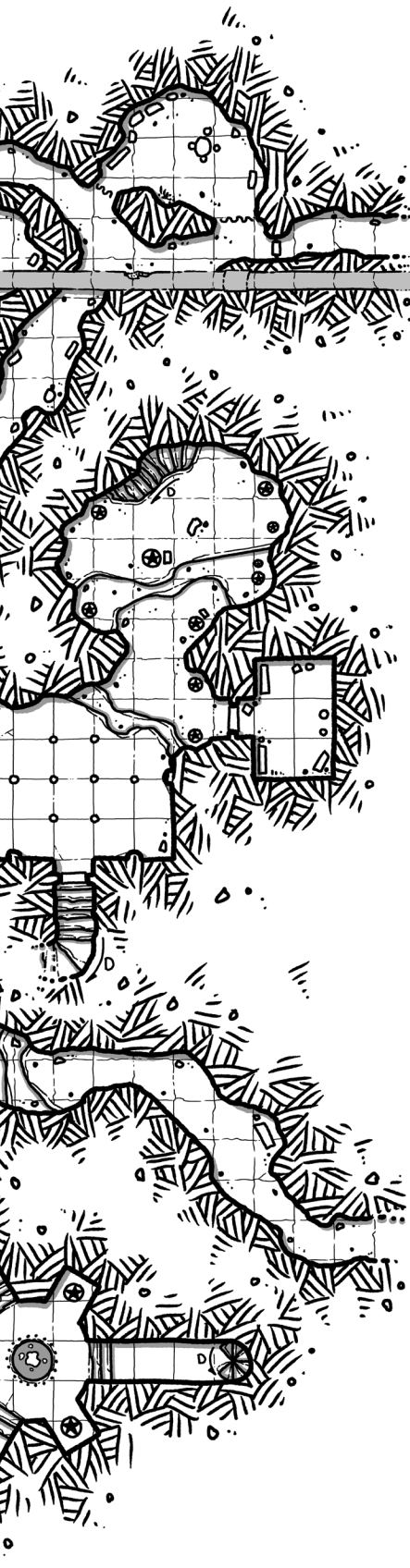
The warlord Burogan sits on the throne in the Chain Tower. They used their magics to turn two of their followers into raccoons to get through the portcullises and they proceeded up to the chain level and opened the way for the rest of Burogan's entourage. But all is not perfect here, and the servants working the chains are just waiting for the right moment to rebel – to either lock Burogan out of the tower, or preferably, allow someone to get in and end Burogan's reign forever.





Scavengers' Deep

Map 9



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.

This is the ninth map in the Scavengers' Deep series - sitting east of Map 6 and south of last month's Map 8. This section of the Deep is mostly the natural caves that twisted through this area and inspired the construction of the Deep. But in addition to these caves we have the western portion of one of the "dungeon complexes" - a three-story structure built around a pinpoint gates into the positive and negative elemental planes (these were used to invest the original thralls with a twisted parody of life). This produces a pillar of black and white crackling "flame" that reaches up through all three levels, as well as summoning the occasional xag-ya and xeg-yi. One of the three staircases running between the levels has collapsed, leaving one section of the second level inaccessible and essentially untouched.

This map also contains some of the pipes that once moved water to drier parts of the complex. The pipes in this area are mostly damaged and destroyed, but a few remain. They are 35 inches across, making them a tight fit for medium-sized creatures.

The caves were inhabited by the thralls of the elves who crawled around the dark recesses between this area and the larger pool-filled caves to the west. Many of the descendants of the twisted output of the elven breeding pits remain deep within the dungeons and caves - while a great many are too twisted and warped to be of any threat, there are some true-breeding variants that are dangerously clever, carnivorous, and deadly.

This map connects to Map 8 via the two caves on the west side (both direct routes to the waterfall pool cave in Map 8 - one supplying the water to the fall, and the other providing easier and drier access to the cave floor) as well as the three-tiered energy complex that connects with the dungeon complexes that span the south sides of maps 5 and 8. This complex continues to the south in the upcoming Maps 13, 14, and 15. Pipes and caves extend eastwards to Map 12 and the water that runs through these maps is the only connection to Map 8 to the north.