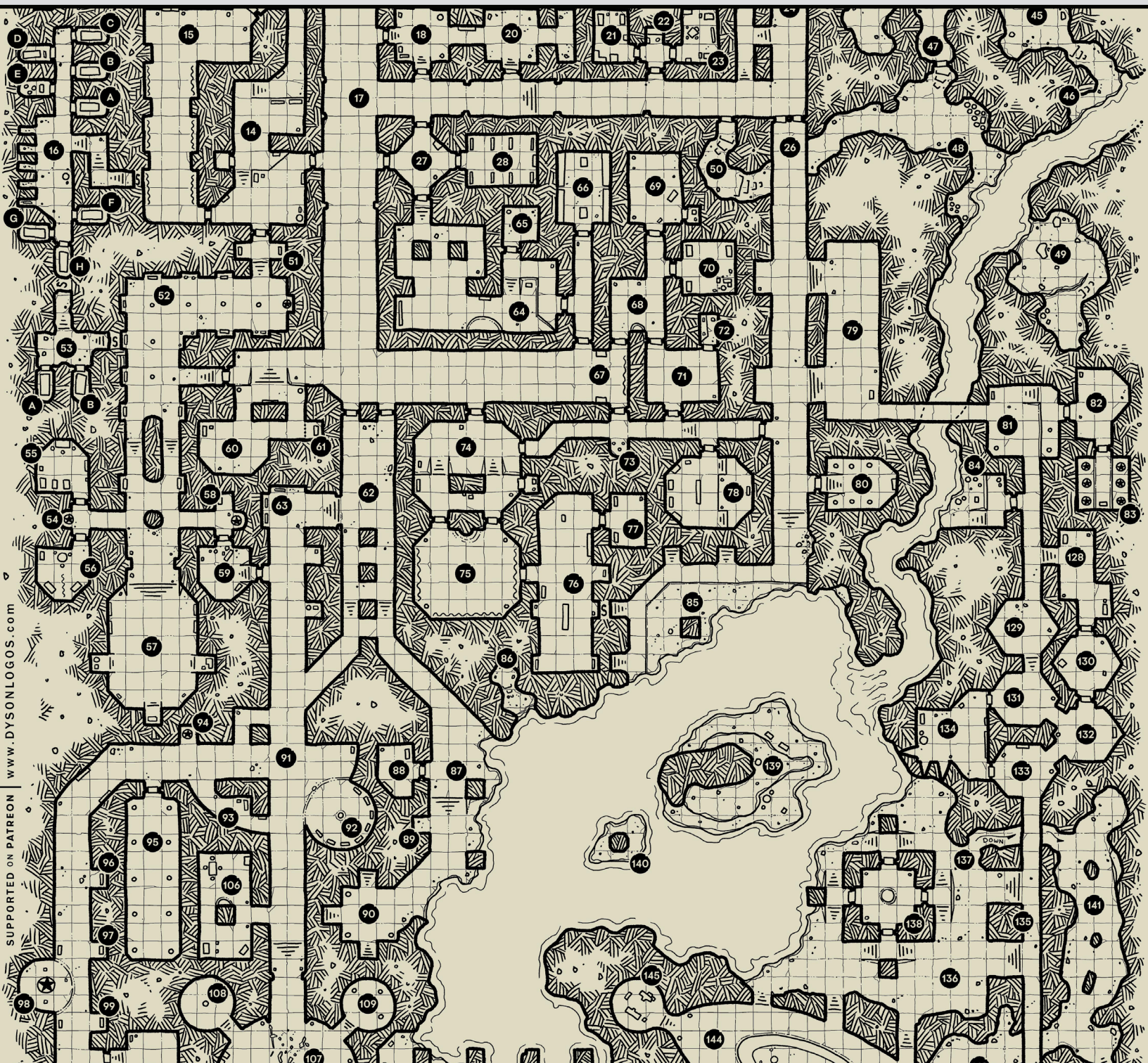




DYSON'S DODECAHEDRON CARTOGRAPHY COLLECTION

August 2023



Bolukbasti Grotto

Sitting on the rocky cliffside shore of Catspaw Lake, Bolukbasti Grotto is a twisting set of caves reached by stairs up the steep shores - stairs that have decayed and fallen to the erosion of the lakeshore. Exploring past the great cat den near the entrance to the caves, the main grotto (the long east-west cavern) has a ceiling height between 30 and 160 feet and a number of side caves and galleries, especially among the twisting smaller caves north of the main grotto.

Approaching the western end of the grotto, there are a pair of stone bridges that span over it about 20 feet above the grotto floor (if using 10-foot squares). Further construction overlooks the grotto as we continue deeper westwards, as well as a sealed door into these areas on the south side of the cave. At one time the constructed areas were used by a court of shallow dwelling gnomes, but since then it has been home to a cult, bandits, and most recently as the staging area for an incursion of Githyanki seeking a lost silver sword.

This is our first monthly Patron PDF collection and I'm of course running into the problem of trying to collect blog posts into a nice format that fits these maps and descriptions into something readable and printable.

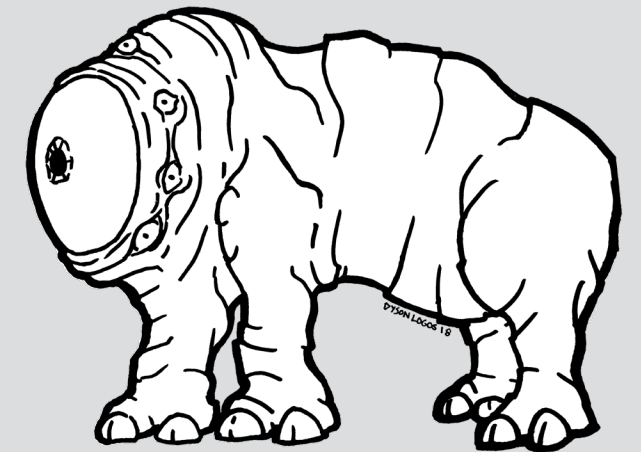
To fill in the extra white space produced by my erratic writing lengths, the plan is to incorporate various illustrations and doodles that I've made over the years as well as some sidebar content like this.

Greyrock Tower stands out in my mind because it calls back to a mini-setting I was working on in the earliest days of this Patreon campaign - Triumph Mesa. Triumph Mesa has a number of odd ruins and strange oracles that guard ways into the "Catacombs Below" - a sprawling and disjointed series of dungeons and caverns that honeycomb the rocky mesa.

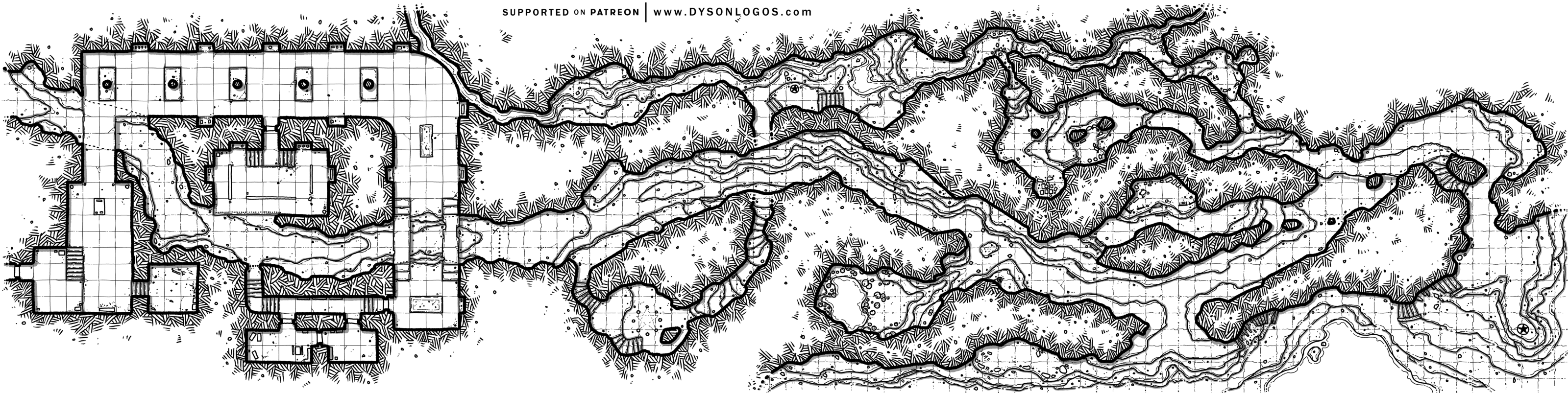
Very little life resides on the mesa itself, but the most memorable are the Gazing

Beasts of Triumph Mesa (that I wrote up on my blog some nine years ago).

The gazing beasts feed upon visual stimulus. And living on Triumph Mesa, they generally lack much to watch besides each other. Thus these strange beasts will often follow adventurers for their nutritional value. Unfortunately, their gaze causes bad luck... and the more that are watching, the worse the luck gets.

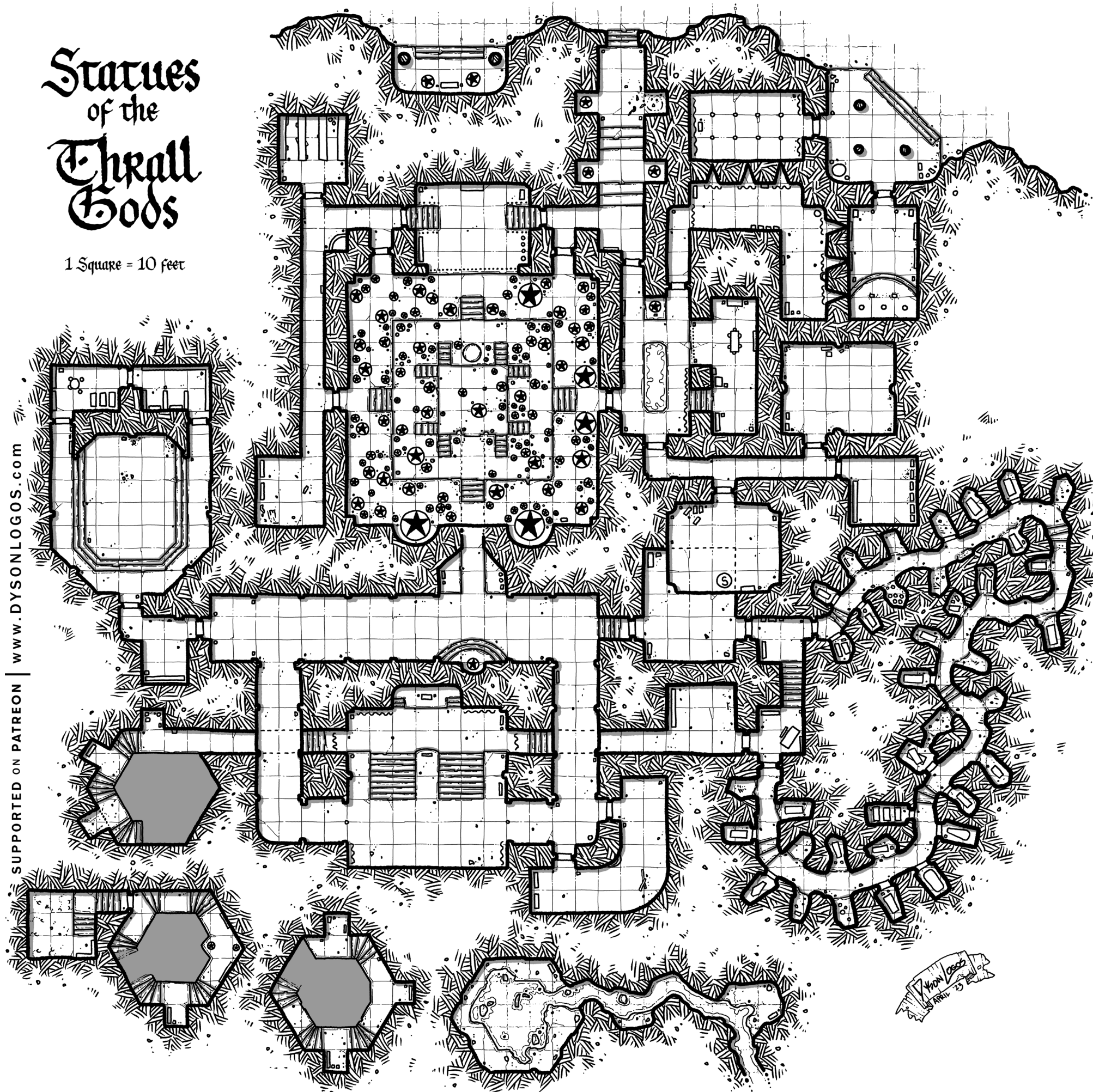


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Statues of the Thrall Gods

1 Square = 10 feet

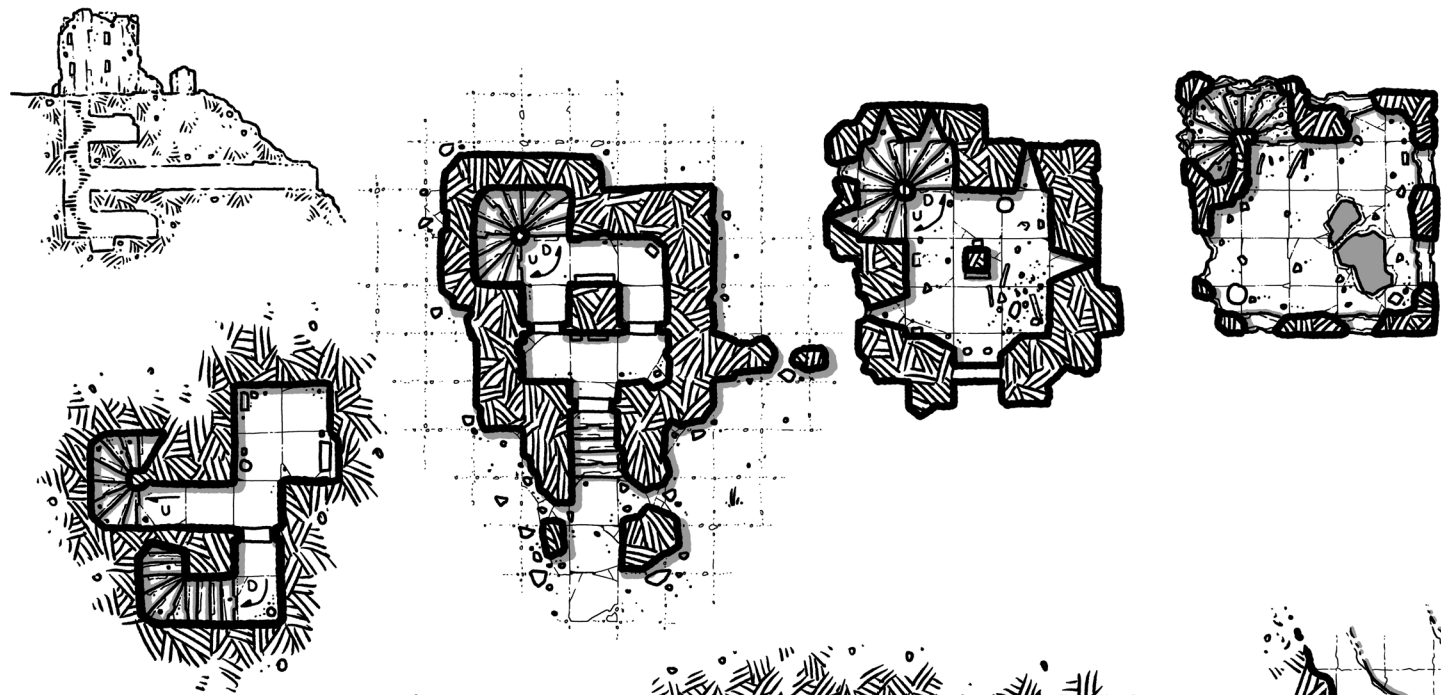


Statues of the Thrall Gods

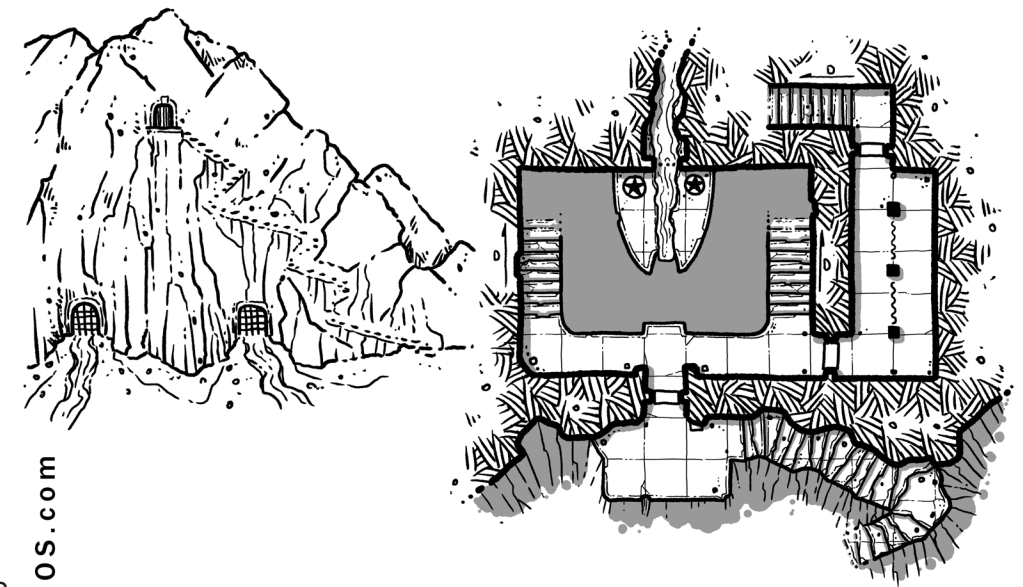
Based on the architecture and the spiralling hexagonal pit leading down below the structure proper, this would appear to have been an elven structure from the era of the great war. But beyond that, little makes sense here – there are rough-cut crypts and tombs in the lower level that don't match any elven funerary rites, and of course, there are the massive collections of statues depicting divinities of all sizes, forms, and scales – many adorned with exaggerated elven traits but definitely not any gods that elves ever worshipped.

The rough-hewn tombs offer a potential explanation. Within are the corpses of a number of hunched humanoid creatures with a great variety of physical traits and possibly mutations – but it is the ones with partial and complete carapaces that stand out – these are the races of thralls that the elves created and used in the great war – their living alchemical and arcane creations that turned against them as most slave races do in time.

Of note, there is no connection from the spiralling descent down the hexagonal pit to the bottom of said pit. The ledge just... ends... about 60 feet above the wet and debris-strewn bottom of the pit and a cave leads from there into the unknown depths beyond...

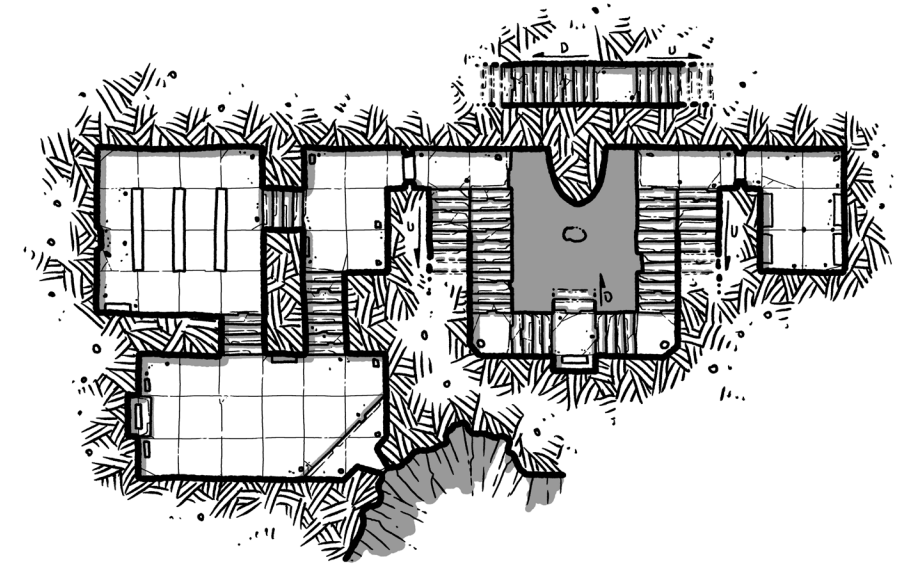


Weeping Dwarf Crag

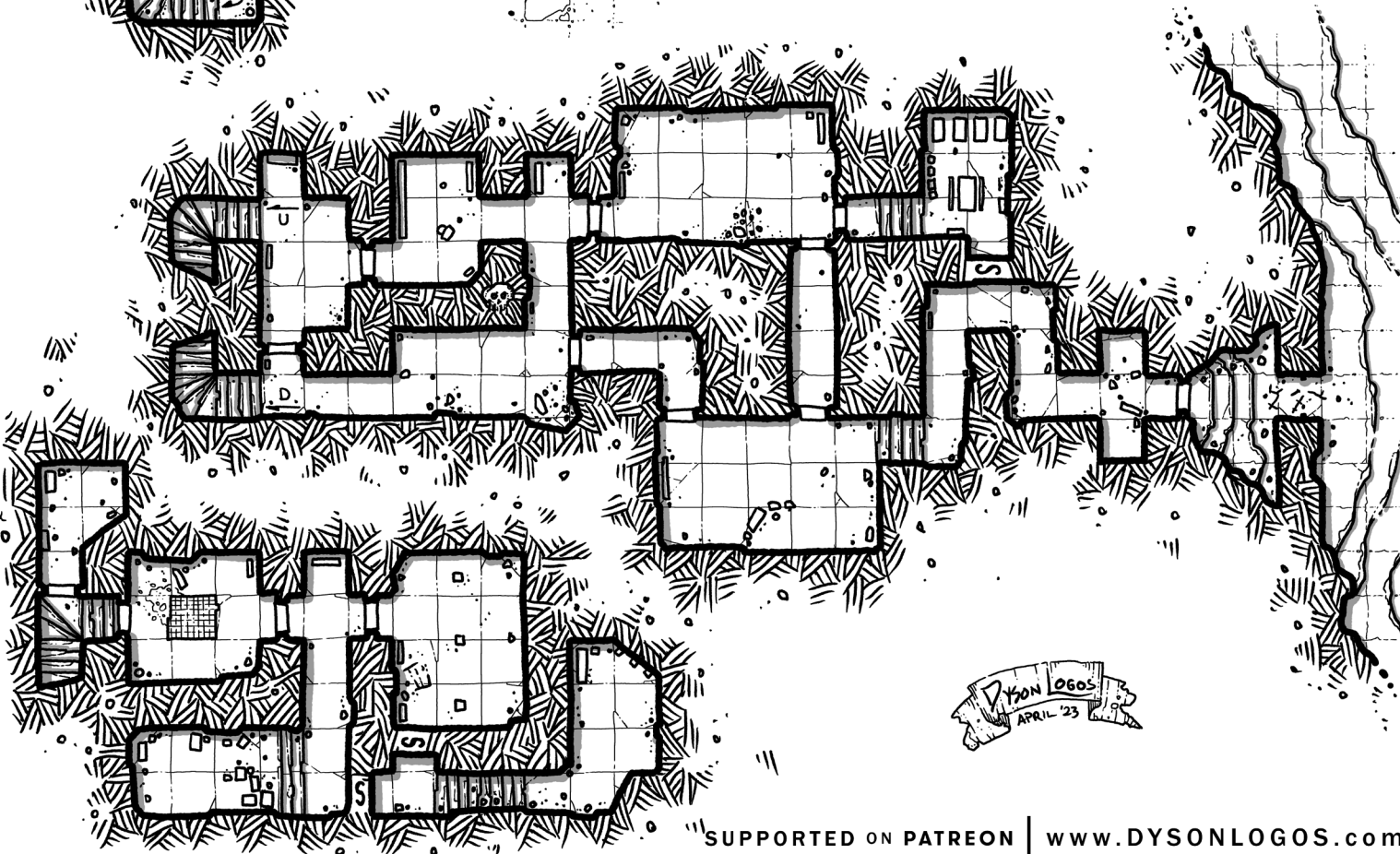
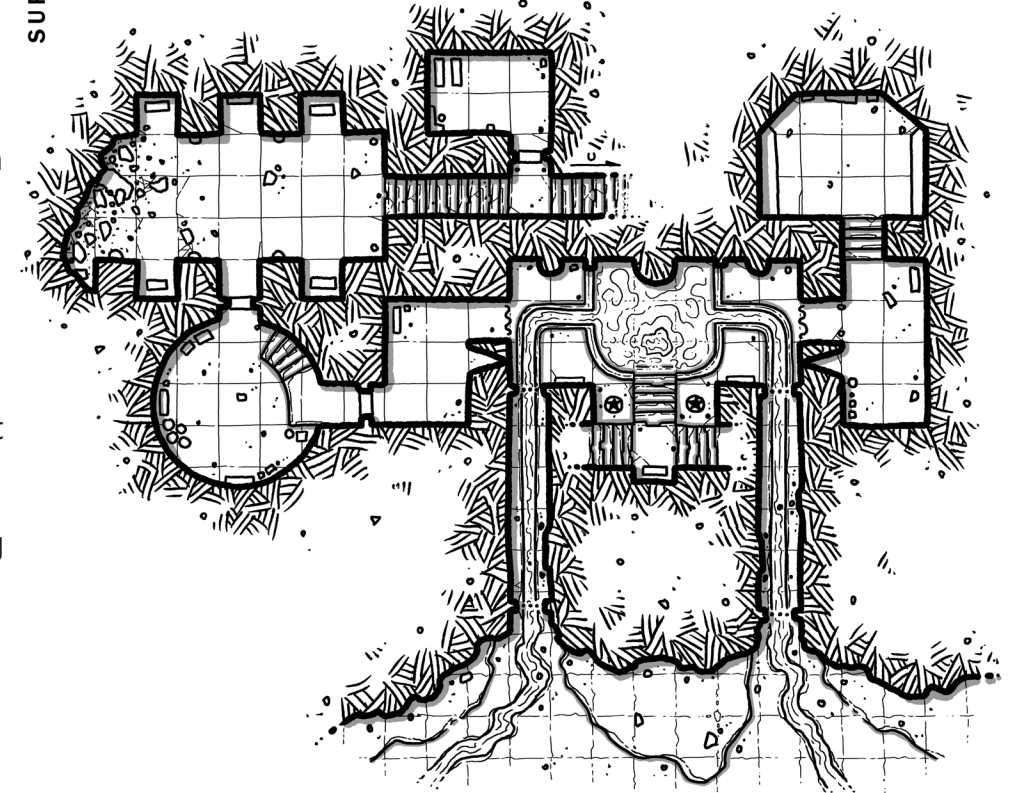


Green copper bars prevent entry to the two ground-level entrances to this mountain temple except for those who can squeeze through a 16-inch by 16-inch space. Before the final portcullises, the streams run in masonry-built channels, but then run “free” and meander away from the structure for a few hundred yards before they rejoin and flow further down the mountains. The actual entrance to the structure is via a winding set of steps cut into the mountainside that leads up to the door on the top level.

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The primary structure is built around a waterfall that descends from a magical water source embedded deep behind this area, and plummets past the middle level to land in the pool on the bottom level. Stairs lead down around the waterfall and eventually lead into the pool directly beneath it. The second level contains old libraries and less identifiable chambers, and the lowest level once contained a commemorative chamber for the ancestors of the builders, long neglected and now partially collapsed.



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Greyrock Tower

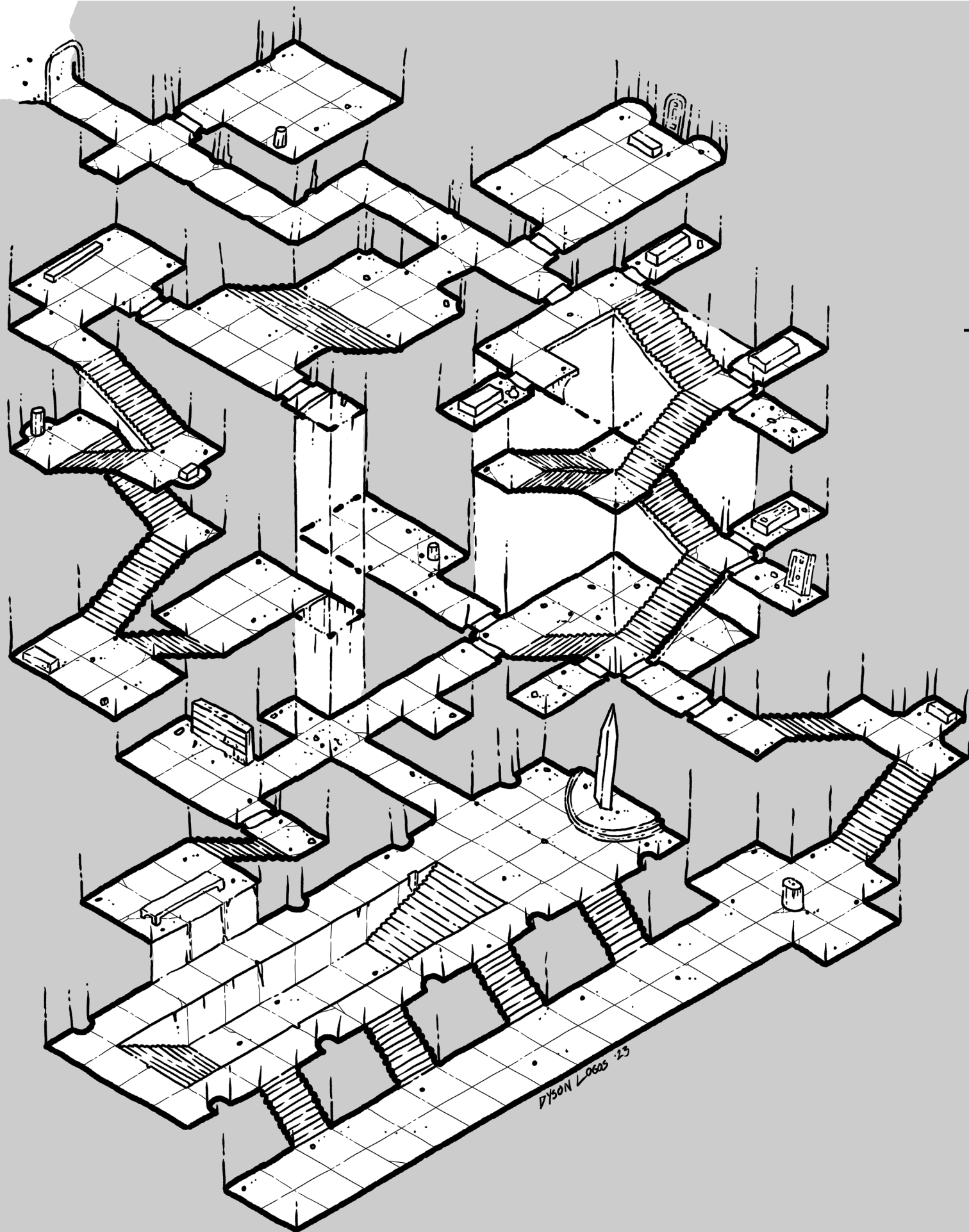
Looking out over the edge of Triumph Mesa, Greyrock Tower is a small remnant of much larger ruins and would appear at first to be an entrance to the extensive “Catacombs Below” – but the dungeons of Greyrock Tower are not linked to those great underworld byways – just three levels of dungeons with an opening to a narrow ledge below the tower.

Greyrock Tower itself is still at its full height, a small two-story tower with damaged crenelations atop it. It is seldom used by anyone except to post a watch by those living below. The dungeons aren’t in much better shape, with broken doors, collapsing sections of wall, and fallen decorative stonework throughout.

The Drurdelm Tombs

The Drurdelm Tombs were once well hidden but with the help of scrying magics they were uncovered about a hundred years ago and thoroughly looted by those unafraid of the Curse of the Drurdelm Sorceries. A curse that proved quite potent, killing the looters of a horrible magical wasting disease and somehow immune to both cure disease and remove curse. The sole survivor was a guide who touched none of the treasures found within, and who proceeded to sell many maps to the tombs over the next decade.

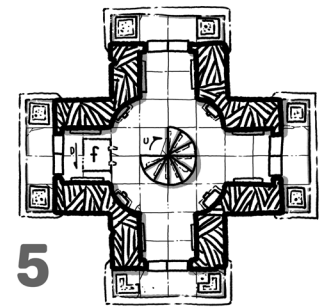
Now the Sages of Torment's Watch have indicated that the Drurdelm Blade (the monolith in the shape of a sword in the great hall near the bottom of the tombs) is the tool required to sever the connection between a specific cursed artifact and the bearer of said. So the party must find one of the maps that lead here, and then descend to the Blade to make use of it, and refrain from collecting any of the remaining treasures along the way...



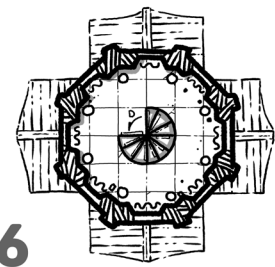
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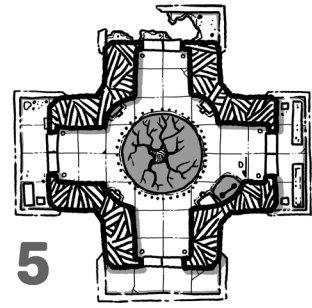
The Tower Between Worlds



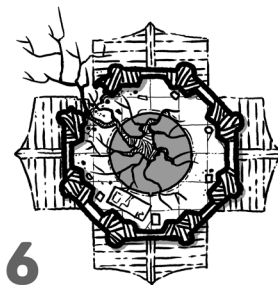
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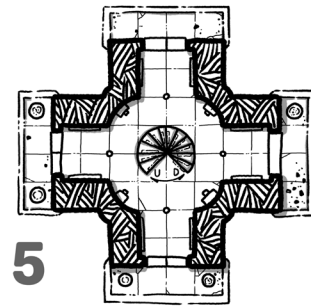
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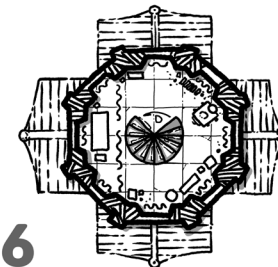
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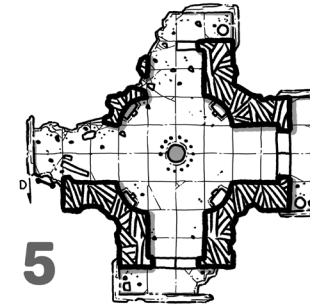
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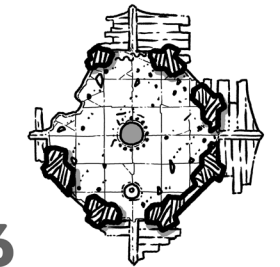
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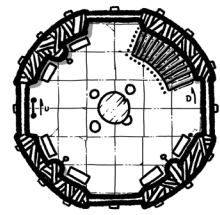
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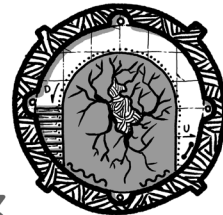
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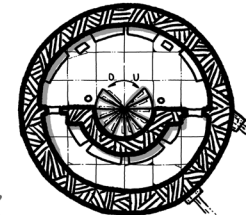
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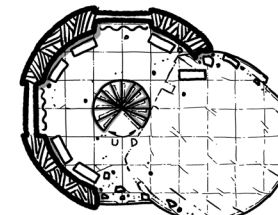
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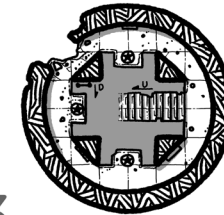
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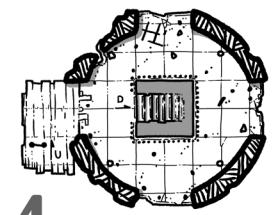
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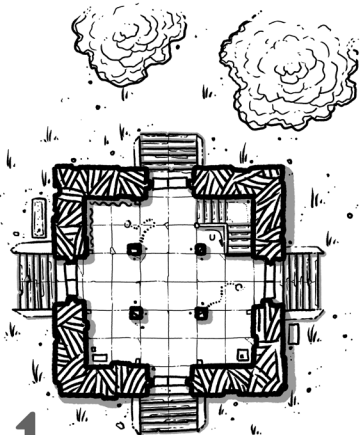
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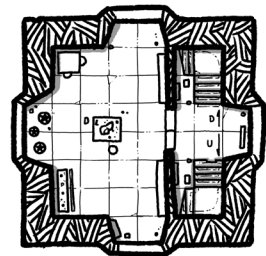
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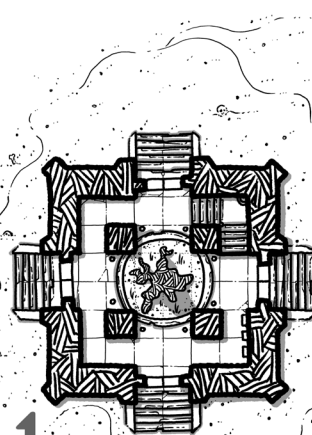
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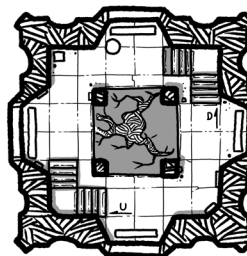
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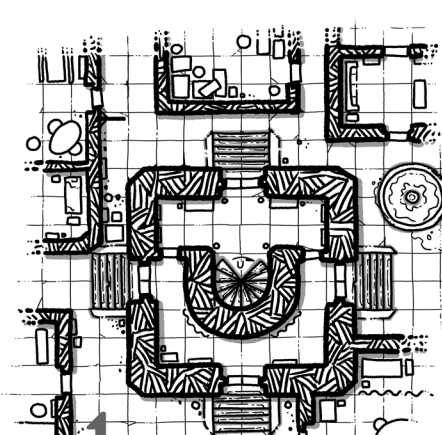
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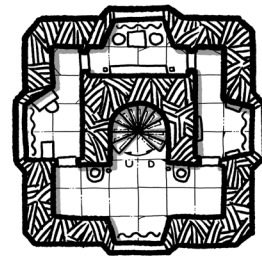
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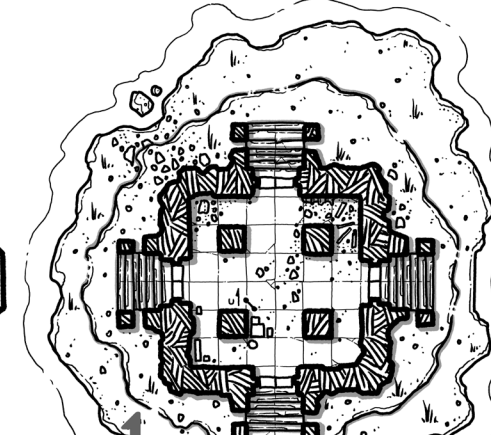
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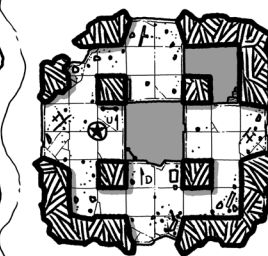
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The Forest Tower

There is a strange tower that exists in many worlds, many places, many times. The Tower Between Worlds is a six-level spire in every version, but the interior (and often parts of the exterior also) can be quite different from each other. One element that each version of the tower has is the fifth level of the tower where the “tower shifting” mechanism is.

On the fifth level (the upper left level on the map), there are four magical “tables” built into the wall, each with a small orb on it. Each corresponds to one of the versions of the tower and any attempt at picking up an orb immediately transports everyone on that level of the tower to the corresponding tower (and the orb remains where it was – they cannot actually be removed from their respective tables).

The Wasteland Tower

The Forest Tower exists in a small clearing in an immense forest that extends to the horizon in all directions. Based on the chains and collars here, the ground floor appears to have been used to hold prisoners or wild beasts. A workshop takes up most of the second level, and some strange arcane energies are in flux around a series of seven crystalline orbs on level 3. Access to level 5 (and the small garden boxes on the balconies) is via a ladder and trapdoor, and then up the central stairs to level 6 where eight small tables each display a preserved piece of fruit gathered from the forest surrounding the tower.

The City Tower

The Wasteland Tower stands in a desolate land under blood-red suns... It is home to the only tree for miles around – a gnarled and twisted ancient tree that pierces an upper window of the tower, seeming to reach for the dying suns overhead. Each floor is centred on this tree, and access to the sixth level (and someone’s secret bedroom up there) is only via climbing the tree itself.

The City Tower is crowded into a tight city block of lower structures and sees few visitors. It is also a bit of an eyesore, as the fourth level has had much of one wall destroyed, and a semicircular wooden platform erected there supposedly to effect repairs but acting more as an observation deck over the rooftops of the city. Many levels are decorated with full book shelves, making the tower

The Island Tower

into something of a library in feel. The central spiral stairs lead up through every level of the tower, from the well-secured ground floor to the bedroom with woodstove up on the top level.

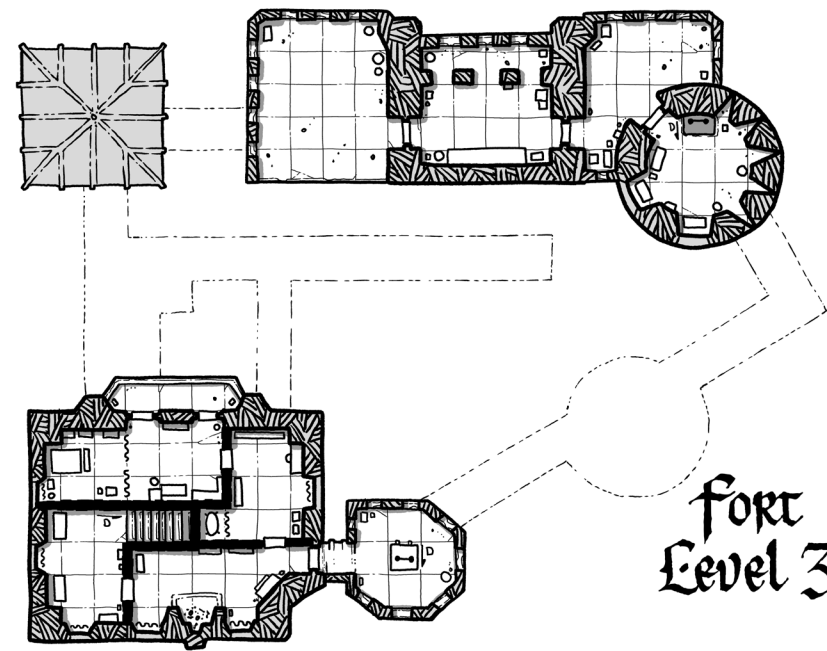
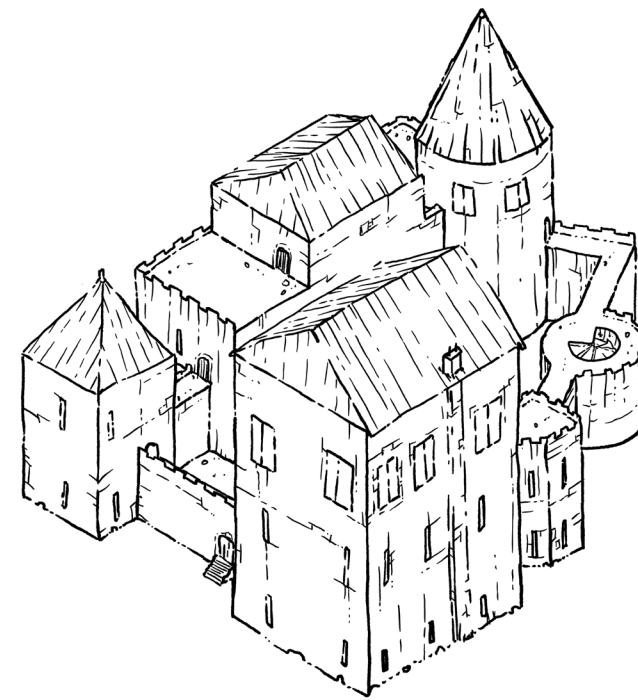
The Island Tower is in the worst repair of its kin, standing alone on a tiny island barely big enough to support it. Most of the wooden stairs within have long ago collapsed and climbing up and down is a difficult process involving rickety ladders and a shakey set of stairs between levels 3 and 4 that is succumbing to dry rot. Getting up to level 5 requires exiting the tower on a wooden platform and climbing a ladder outside to the crumbling balcony above.

Fort Yaramuil

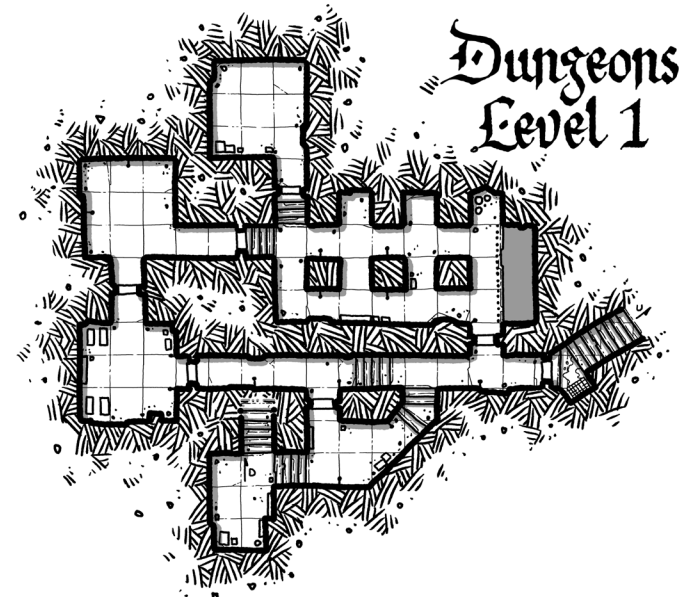
This compact keep is essentially a small collection of towers, a small square keep, and a gatehouse linked by a few walls. The fully flagstoned yards and lack of stables indicate that horses are either kept outside the structure, or are not a major consideration in the region where the fort stands. The courtyards are tiered (as is the entrance through the postern door) with stairs, further giving advantage to defenders... as long as the enemies cannot fly or burrow...

The fort is three levels tall with two dungeon levels. The main structures are the rectangular gatehouse and keep. The dungeons include a large cistern and some cells on the lowest level, and behind the cistern is an emergency escape tunnel. The upper level of the dungeons is mostly storage now, but once included barracks when a larger picket force was required here.

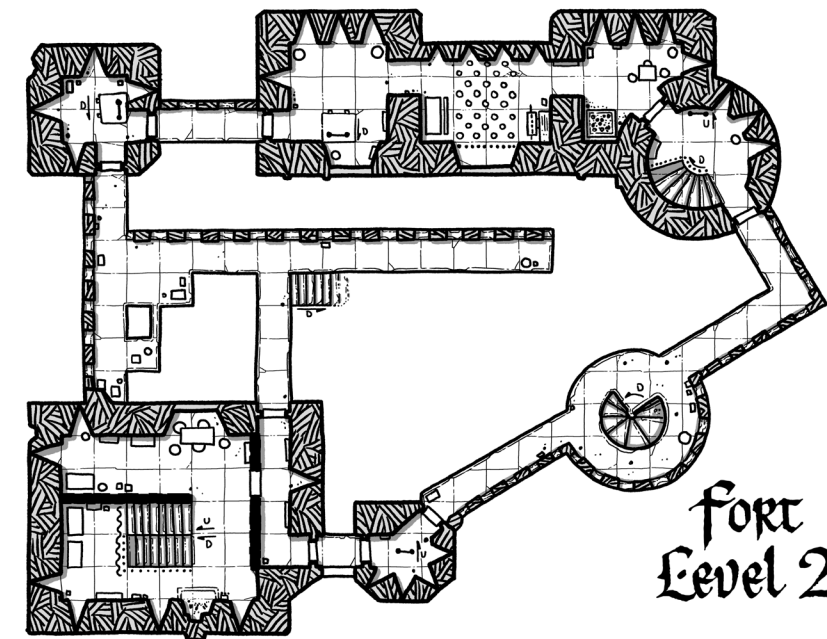
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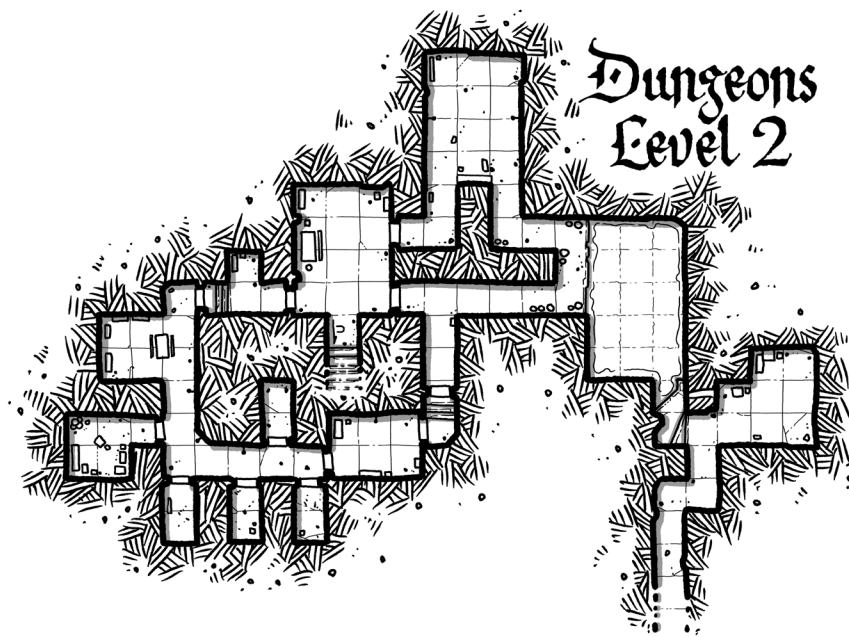
Fort Level 3



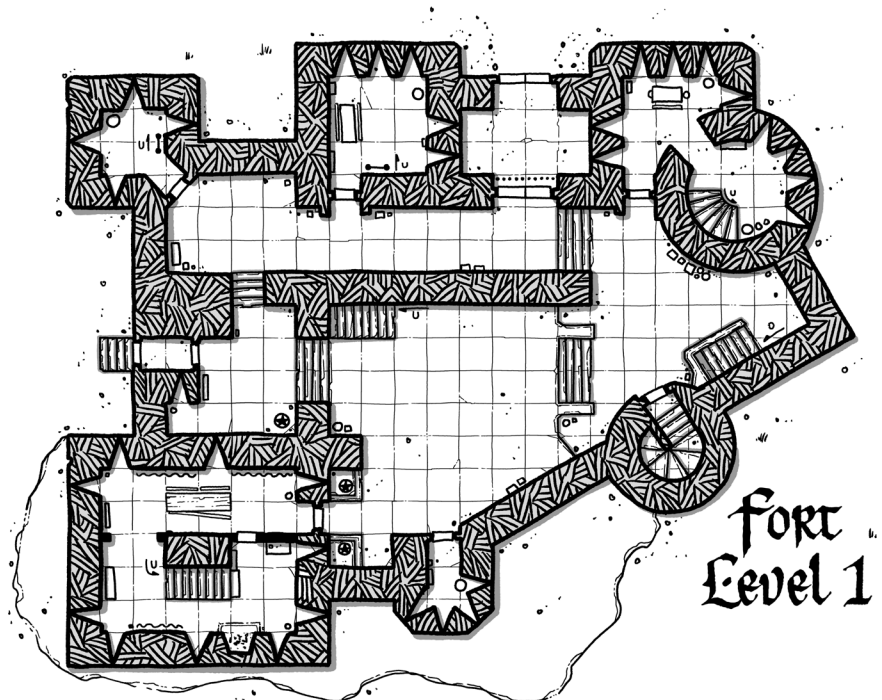
Dungeons Level 1



Fort Level 2



Dungeons Level 2



Fort Level 1