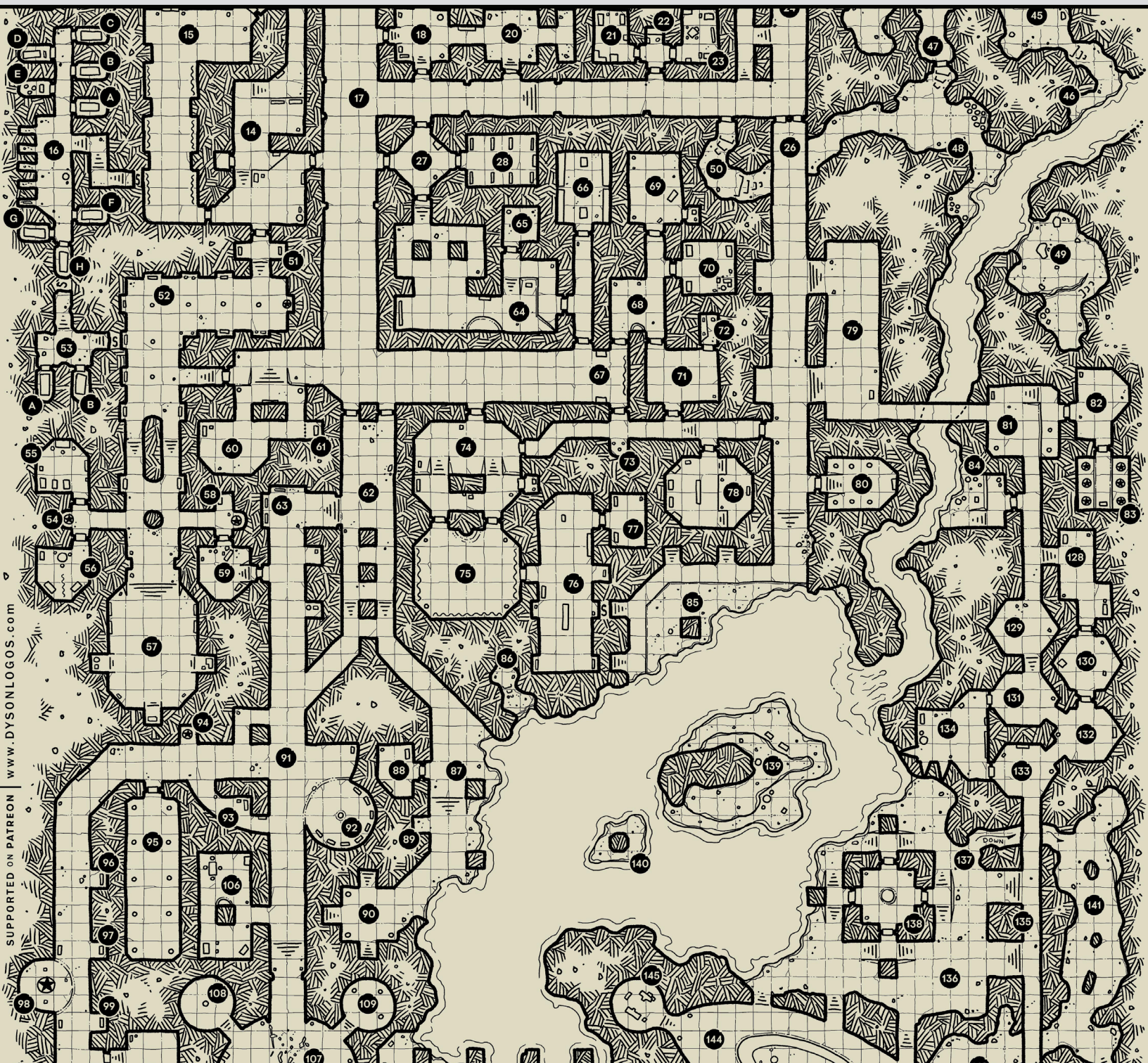


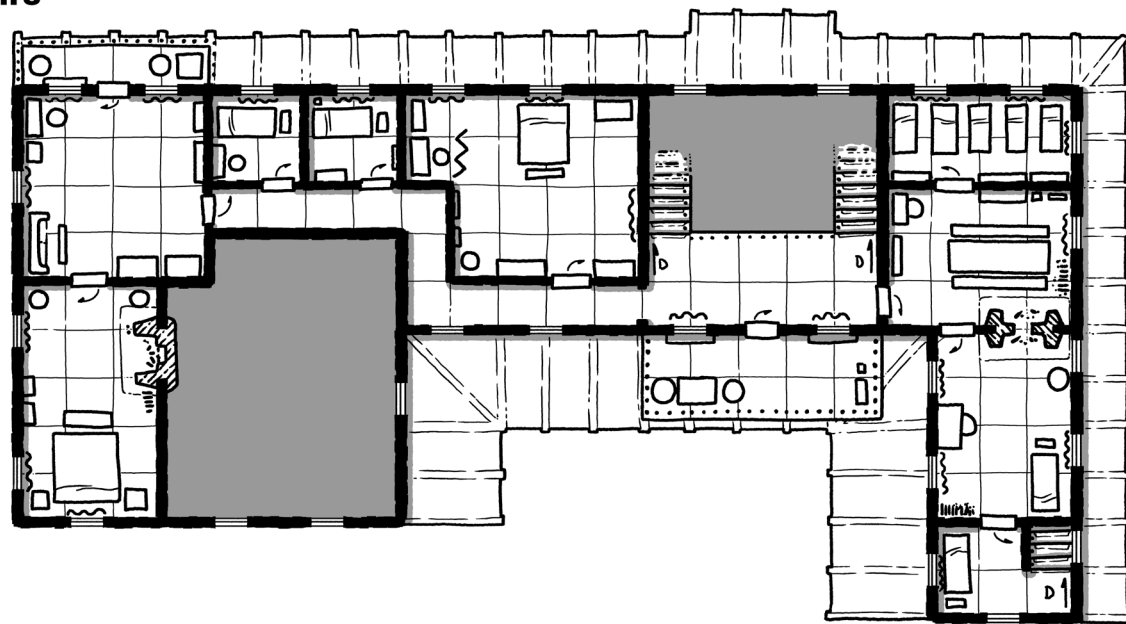


DYSON'S DODECAHEDRON CARTOGRAPHY COLLECTION

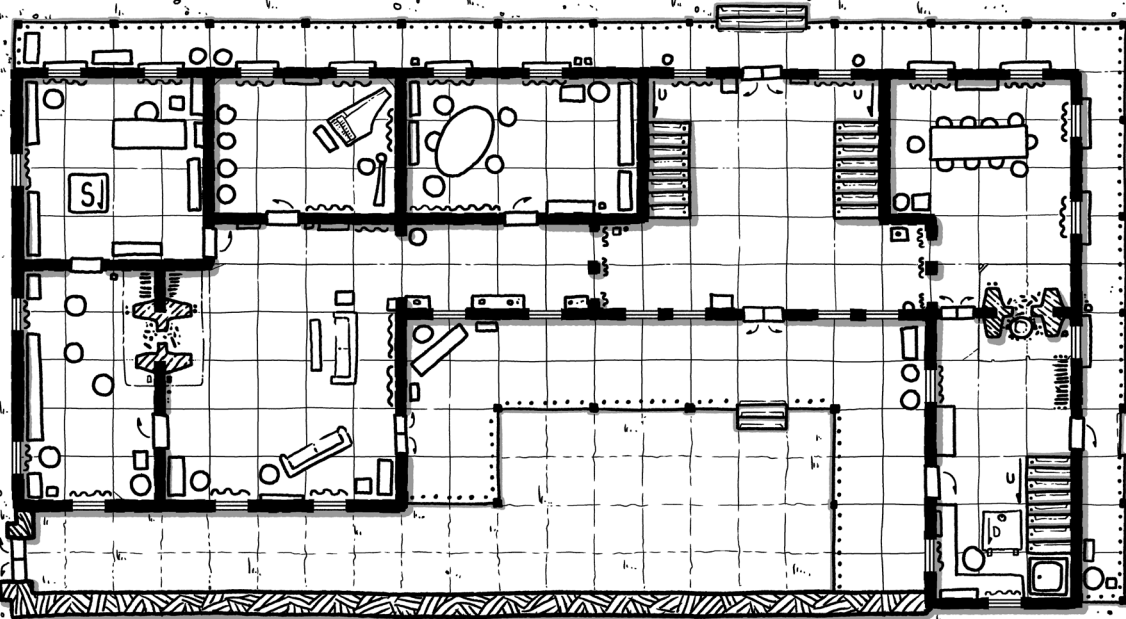
May 2024



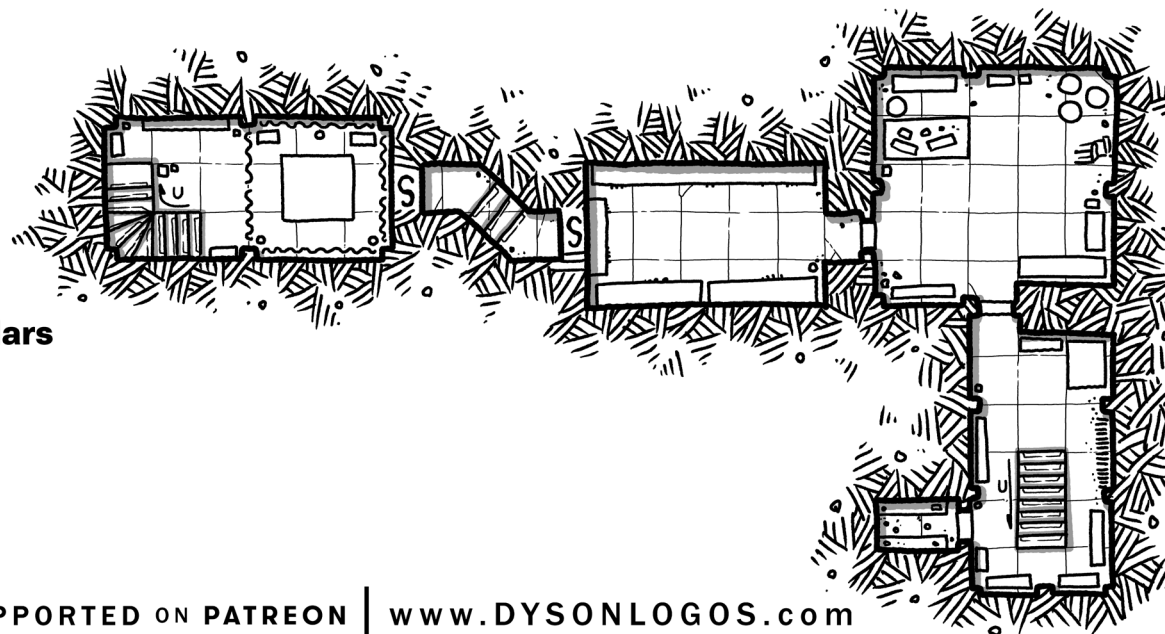
Upstairs



Ground Floor



Cellars



Stonewill Estate

A dubious ally and patron of adventurers in town, “Lord” Eldric Stonewill conducts most of his business from his family home on the ancient cobbled Avenue of Whispers. Here he lives with his suspiciously quiet family and retainers. The building is an old two-story affair with a servants wing, four family bedrooms, study, smoking room, music room, and a crafting room where Lady Stonewill holds her own private court over needlepoint.

The west wing of the building is the servants quarters (for servants and men at arms) on the second floor, and the kitchen & dining area on the ground floor. Beneath the kitchen are the cellars and wine cellar – connected by a secret passage to a small chamber hidden beneath Lord Stonewill’s study. This secret chamber can be for whatever use you have in mind, but is most likely either for dark rituals of some kind, or more likely that central furniture is a massive bed for tawdry affairs with one of the staff.

Lord Eldric is a tall and gaunt figure with piercing grey eyes that almost seem to glow faintly in the dark. His skin is alabaster white and his long, black hair is always meticulously combed back under a silver coronet. He wears ancient ornate robes adorned with symbols that hint at arcane knowledge. He takes it upon himself to communicate primarily in riddles and only shows emotion as a calculated ploy to manipulate those around him. Some believe that much of this is a side-effect of his quest for immortality in his youth, and that he at least partially succeeded and is now something not quite human. At some point during this quest, he learned the ability to manipulate shadows – using them to communicate (sometimes directly to someone else’s shadow), to spy, or even to transport himself across short distances.

Playing the role of “good wife”, Lady Glavin Stonewill is, if anything, more clever, more devious, and definitely more observant than her husband. Not as lean as her husband, she keeps her greying hair pinned up with a set of jewelled hairpins that double as magical weapons that can both block spells against her and steal spells from those she strikes.

She keeps her husband’s shadow pinned to the wall of the crafting room trapped in a piece of dark needlepoint – it is through this that he has his powers over shadows. She often observes his meetings with adventurers and underlings and then advises him on what she noted about them. And whatever goes on in that secret room under his study might be a mystery to everyone else, but definitely not to her.

Our May Collection

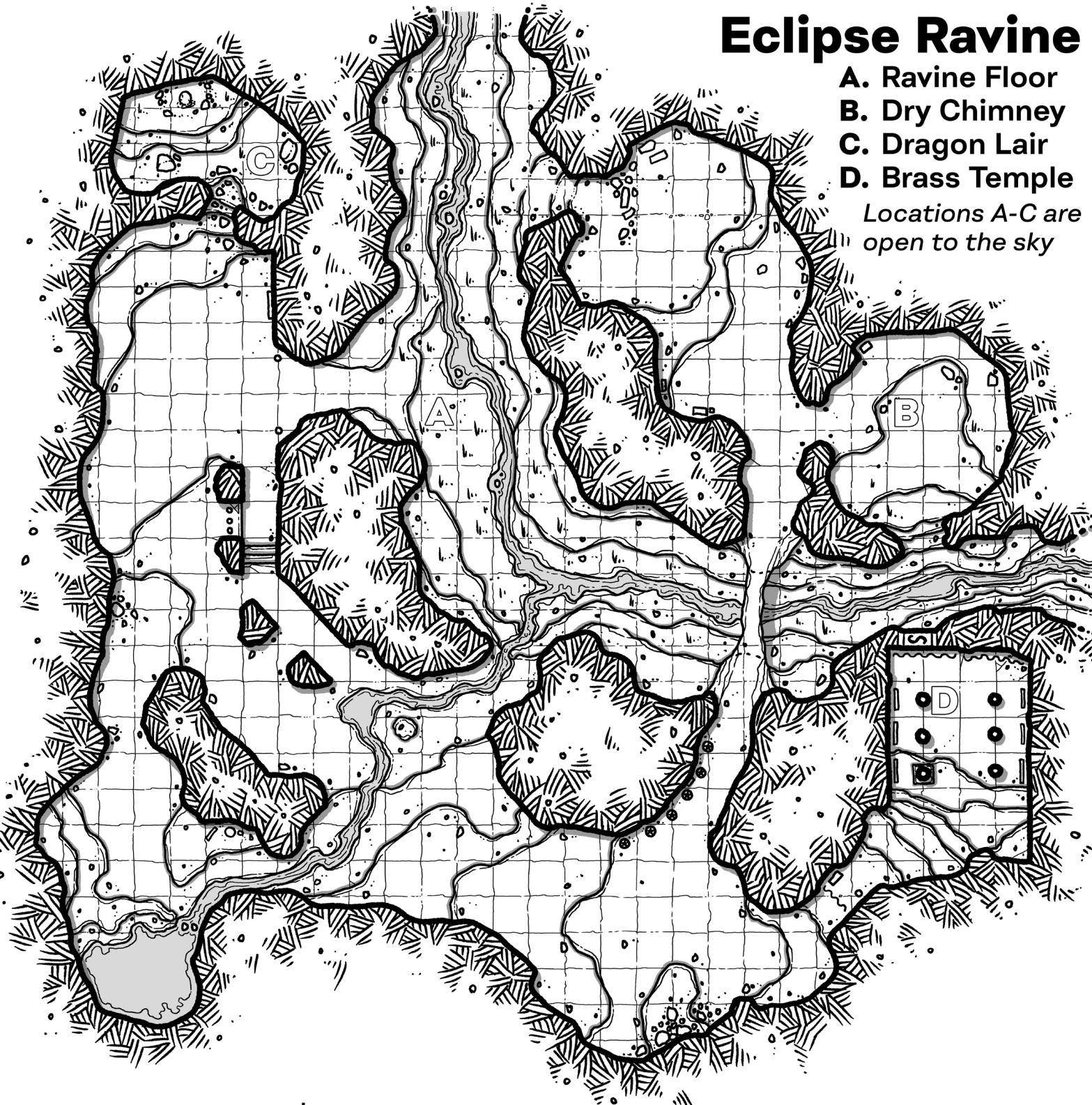
Like last month, we are now deep into a number of longer series of maps. We have shops from Market Street and Random Road, Longboat Mountain, and the Graxworm megadungeon, as well as the latest section of Scavengers’ Deep and Iselec’s Drop.

We also have two independent maps this month - the estate on this page as well as Eclipse Ravine (a small dragon lair).

Eclipse Ravine

- A. Ravine Floor
- B. Dry Chimney
- C. Dragon Lair
- D. Brass Temple

Locations A-C are open to the sky



Eclipse Ravine

Caves and chimneys along Eclipse Ravine are home to a dragon and an abandoned fire temple of a faith imported from the distant City of Brass. The narrow ravine cuts through the badlands of Zorisz with a small stream that in time reaches to Black Sphinx Bay.

The main ravine and the two “chimneys” are open to the rough stony terrain above – cut by waters that flowed through these lands before the disapproval of the gods and the coming of the deserts that became the foundation for ancient Zorisz. The smaller

chimney is used by a dragon as its primary lair where it has a nest with an egg – and can escape either into the caves that lead to the temple, or straight up via the chimney to the skies above.

The large cavern space has been worked and expanded (and the floor smoothed in many places) and connects the dragon’s lair to the Brass Temple. Deeper in the cave is a small pool that is fed by an underground spring that slowly bubbles up and then overflows, joining the stream in the ravine below.

Rok's Pottery Workshop

This month I'm starting on yet another series of maps - based on a Patreon request from Mark Clover, I'm drawing up individual floor plans for a number of shops, stores, vendors, and businesses along a single market block. As I draw these, I also have the overhead views drawn out on a map of the city block as I go, so when the series is complete you can use them on their own, or as a fully mapped out block of shops.

Our first in the series is Rok's Pottery Workshop.

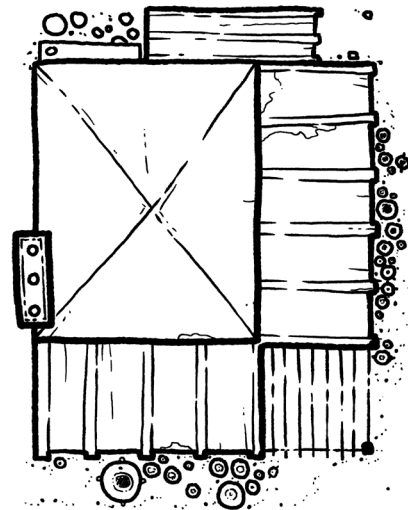
This store is two floors plus an attic and sits on the intersection of Little Market (North/South) & Random (East/West) streets. The ground floor has pots all around the outside and inside of the shop, and a workshop in the back where the pots are made and fired. Access to the upstairs is via a set of stairs around back that leads up to Rok's home upstairs (and up to the attic above that where there's a single cot for an apprentice and more stored pots of various types).

The entirety of the store is fairly small for a D&D shop (at 35 feet by 30 feet), but still quite roomy. In addition to the stock of pots in all sorts of sizes (from 4 feet in diameter to only inches across), Rok's workshop will make just about any special order that will fit into their largest kiln.

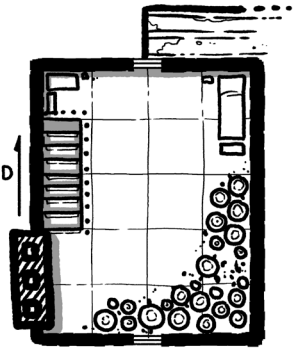
Building 1 - Rok's Pottery Workshop

1 square = 5 feet

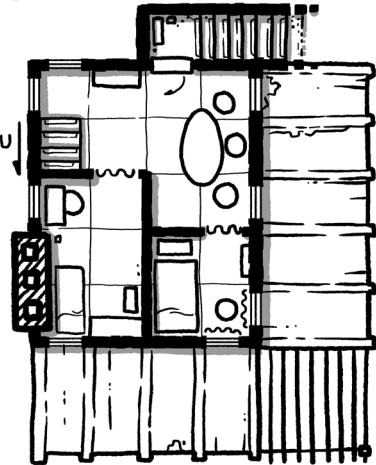
Overhead



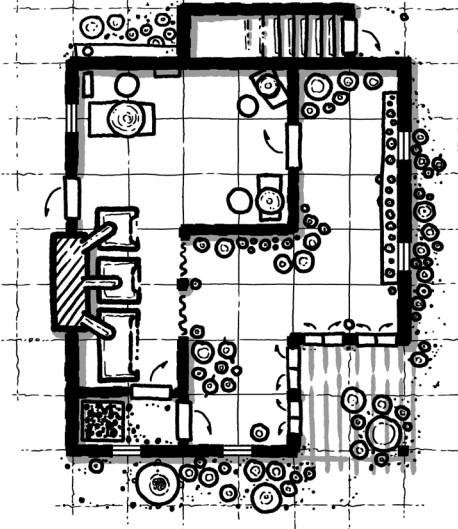
Attic



Upstairs



Ground Floor



The Golden Fishmarket

This is the second shop in the new collection of small shops set along a single block based on a Patreon request from Mark Clover. As I draw these, I also have the overhead views drawn out on a map of the city block as I go, so when the series is complete you can use them on their own, or as a fully mapped out block of shops.

Welcome to the Golden Fishmarket!

Sitting across Random Street from Rok's Pottery Workshop, The Golden Fishmarket sells just about whatever fish-like things make it to the docks in the holds and nets of the many independent fisherfolk of the city.

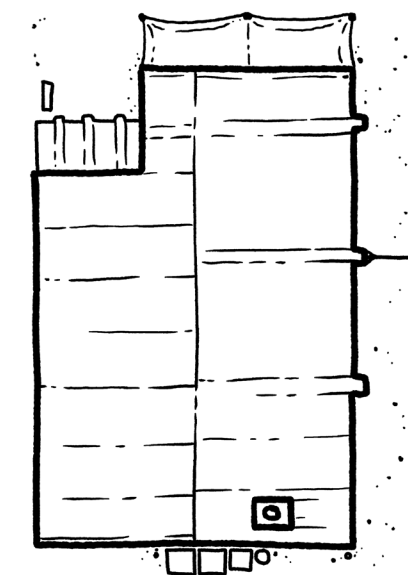
The building itself is a two-story affair with a peaked roof - the ground floor being the fish market with the owners living upstairs. The small upstairs is awkward, with low

sloped ceilings on the east and west sides. More interestingly, there is no door between the two floors, with stairs leading directly from the main fishmarket room downstairs into the common living / eating space of the apartment upstairs.

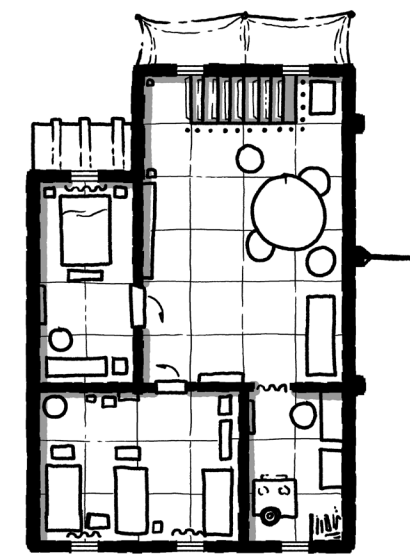
The ground floor is divided into three sections, four if you count the displays outside under the awnings on Random Street. The main area when walking down Market Street is the fish market proper, with a massive marble slab in the centre of the room where the prize catches are shown off (currently entirely covered by something that resembles but is definitely not quite a "fish" on this map). This area also has the staircase to the residence above. To the left of the market is where fish are prepped for sale, and the back room is for storage and holding special orders for preferred clients.

Building 2 - The Golden Fishmarket

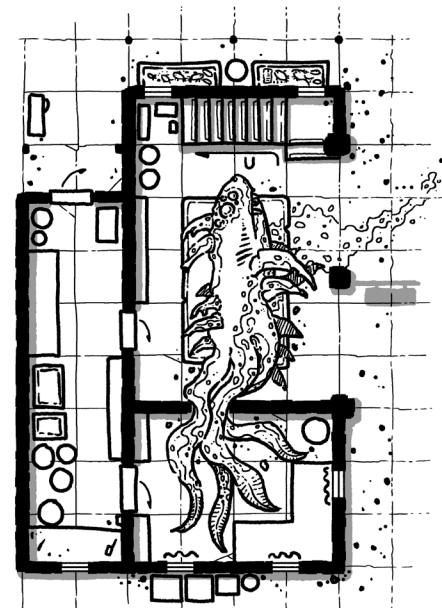
1 square = 5 feet



Overhead



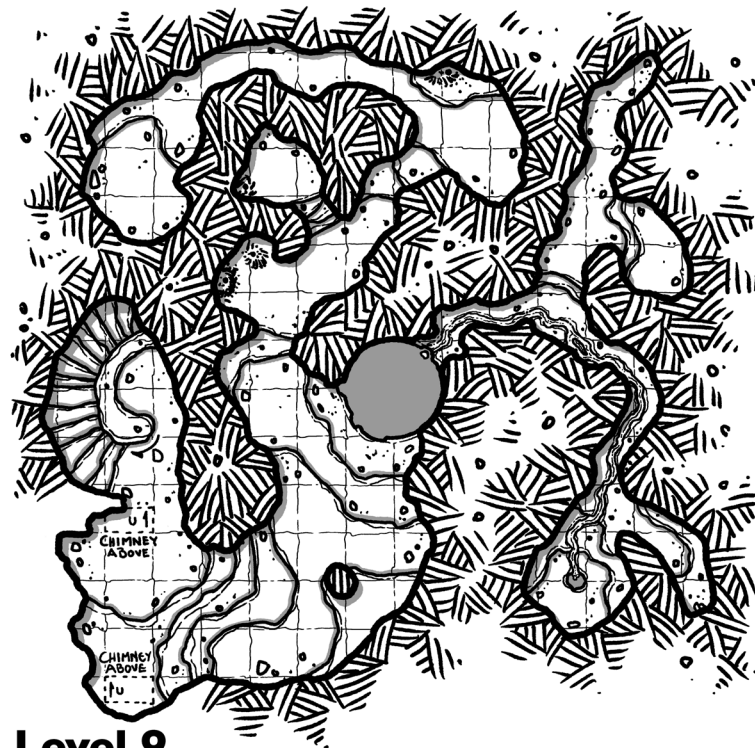
Upstairs



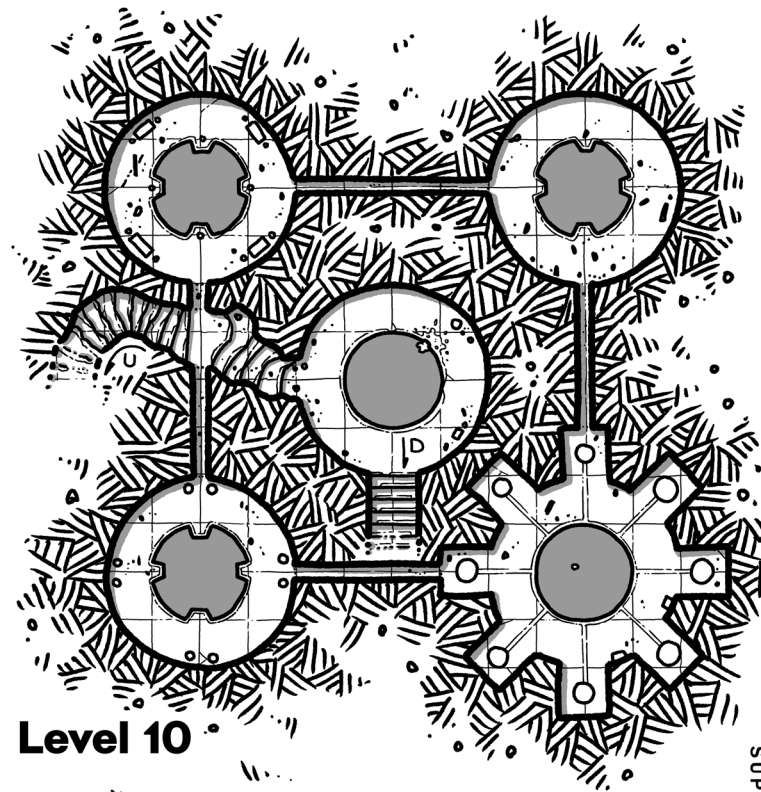
Ground Floor

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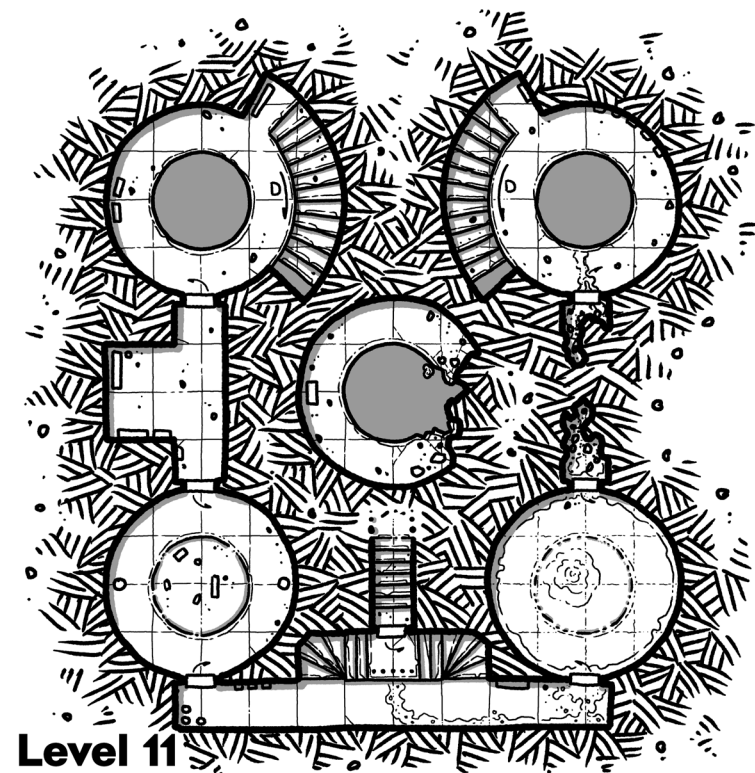
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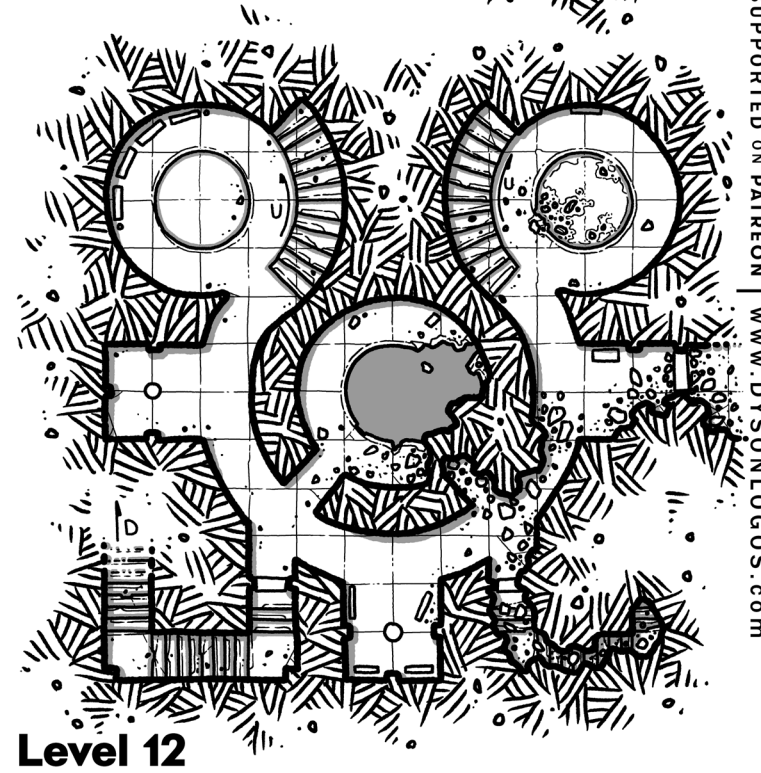
Level 9



Level 10



Level 11



Level 12

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Iseldec's Drop Levels 9-12

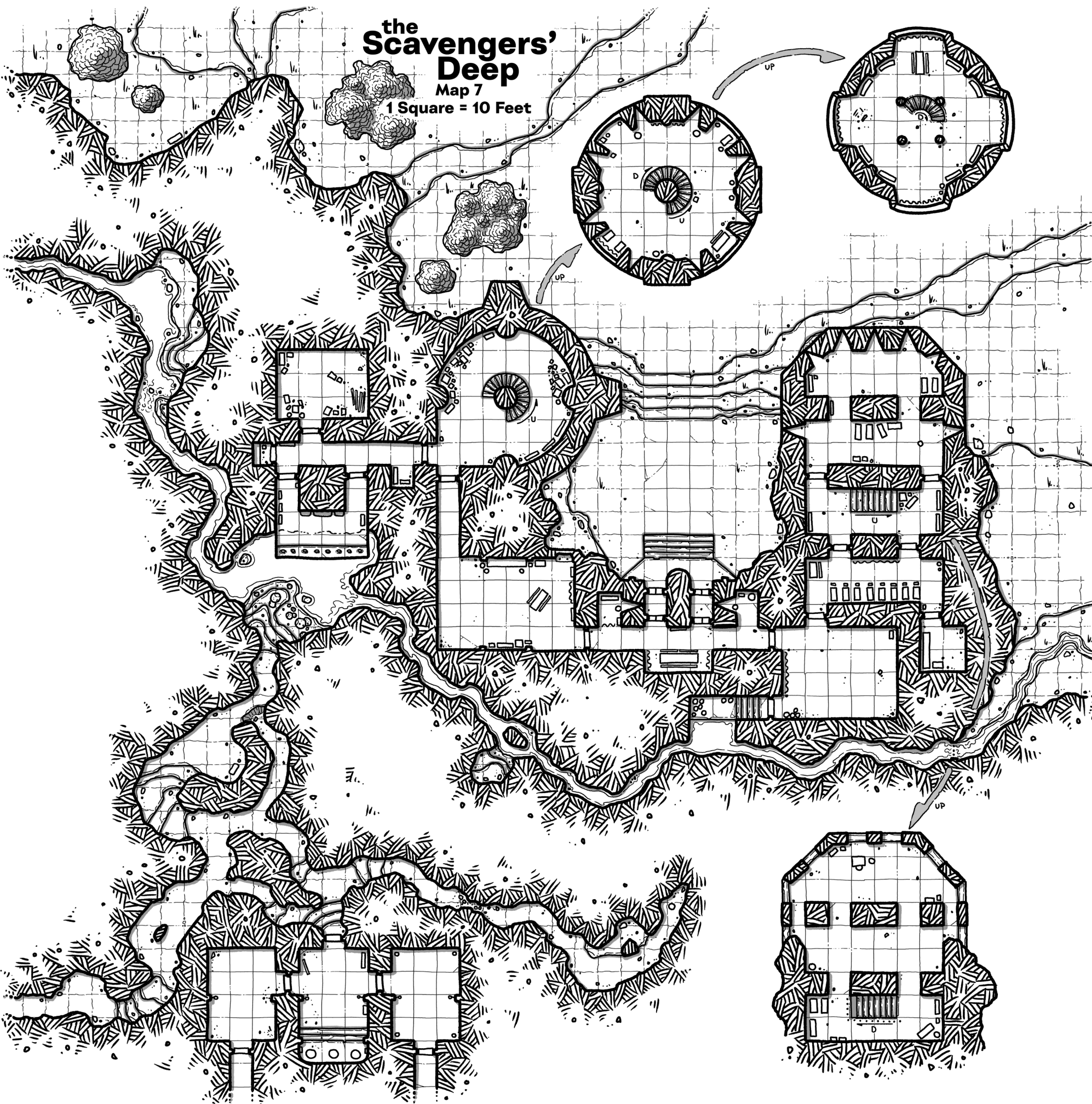
We are now deep into Iseldec's Drop - these levels are hundreds of feet below the ruins above, and those found down here only know of the surface because the twenty-foot wide shaft at the centre of the dungeons pierces to the sky above. Those things that inhabit these depths have no easy way back up as there are no stairs or ladders between levels 8 and 9 - the only way down here are the two small shafts in the southwest corner of level 8, or the central shaft that descends much further down...

In fact, this section of the drop is connected to larger dungeon ruins on level 10, and anything living here now likely came from there, not from the surface...

These four levels of "Iseldec's Drop" again repeat the tightness of the design of the upper levels - each level fitting into a 160 x 160 foot area. While level 9 is natural caves

around the shaft, the three next levels appear to be something very different - indications that this shaft was once part of something beyond the ken of the societies and cultures that exist around here now. The walls of these levels are an ancient glazed ceramic and there is a repeating circular shaft motif that repeats around the central shaft.

The falling waters that enter the dungeons on level 8 splash down along the central shaft to deeper levels below, but also are partially diverted by the edge of the shaft on level 9, producing a small stream that pours down into the ancient structures. At some point these lower levels were badly damaged and partially caved in - but only partially blocking access from level 12 to the dungeons beyond (just about any dungeon can be inserted here - none is provided as part of this map set so pick one that works for you).



Scavengers' Deep Map 7

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 seventh map in the Scavengers' Deep series - sitting east of Map 3, but almost unconnected to much of the rest of the Deep. The main focus of this map is a small fortress built into the north face of the stony hillside that contains the Deep.

Connecting this map to Map 3 to the west are a stream and a small cavern. The stream runs through a brass grate into the rock face just south of the fortress and is the small fortress's primary water source - a room in the south side of the fortress allows for the collection of water from the stream, and further along the fortress's latrines dump into a small body of water before the stream heads west where it joins the outdoor pond on Map 3 before heading back underground.

The southern caverns and structures link back into the caves and structures south and west of this map. Following the caves brings one through the caves and a small fortification in Map 3 before spilling out over one of the ponds along the stream on Map 1 (a continuation of the stream here).

Being essentially disconnected from the rest of the Scavengers' Deep makes this fortress into a prime piece of real estate for those seeking some amount of security - in the past it has been used as a secure base camp by those planning to explore the Deep. Currently, however, it is home to a well-organized group of "bandit / mercenaries" led by a half-elf who is a descendent of one of the servants who worked here when Scavengers' Deep was still an elven fortification. Having inherited the keys to the front doors of the structure, the team is now well set up here and offer their services to those who know how to ask politely while also occasionally making their own expeditions in the structures around them.

Longboat Mountain: The Silver Deep

Today we explore the lower level of the old silver mine that lends its name to Silver Vale (location A on the Longboat Mountain overview from last month). The silver mine links to one of the “secrets” of Longboat Mountain - the Silver Stair.

This section of old mines and caves sits beneath Silver Vale Cave and connects via the large cavernous shaft on the upper right of that map that descends to the similarly shaped chamber on the upper level map here. There used to be wooden stairs that led further down into the mines proper, but with the end of mining operations, those stairs are long gone. Now access to the lower level is via the caves that predate the mines.

The upper level of these two maps is mostly partially flooded natural caves - a section that was mined out here has been converted into storage and staging rooms for the mining, and is now used by the Dark Creepers as the main home of their colony as they work to chase off the goblins above.

At the north end of the caves is “The Silver Stair”, a set of 20-foot wide stairs that lead up through the mountain to various points above. The stone of the stairs and the walls shine with traces of silver ore. The base of the stairs is guarded by the master of the Dark Creepers, who will try to prevent any from climbing them - but will allow those from above to pass if they speak the passphrase when reaching the bottom of the stairs (or when challenged).

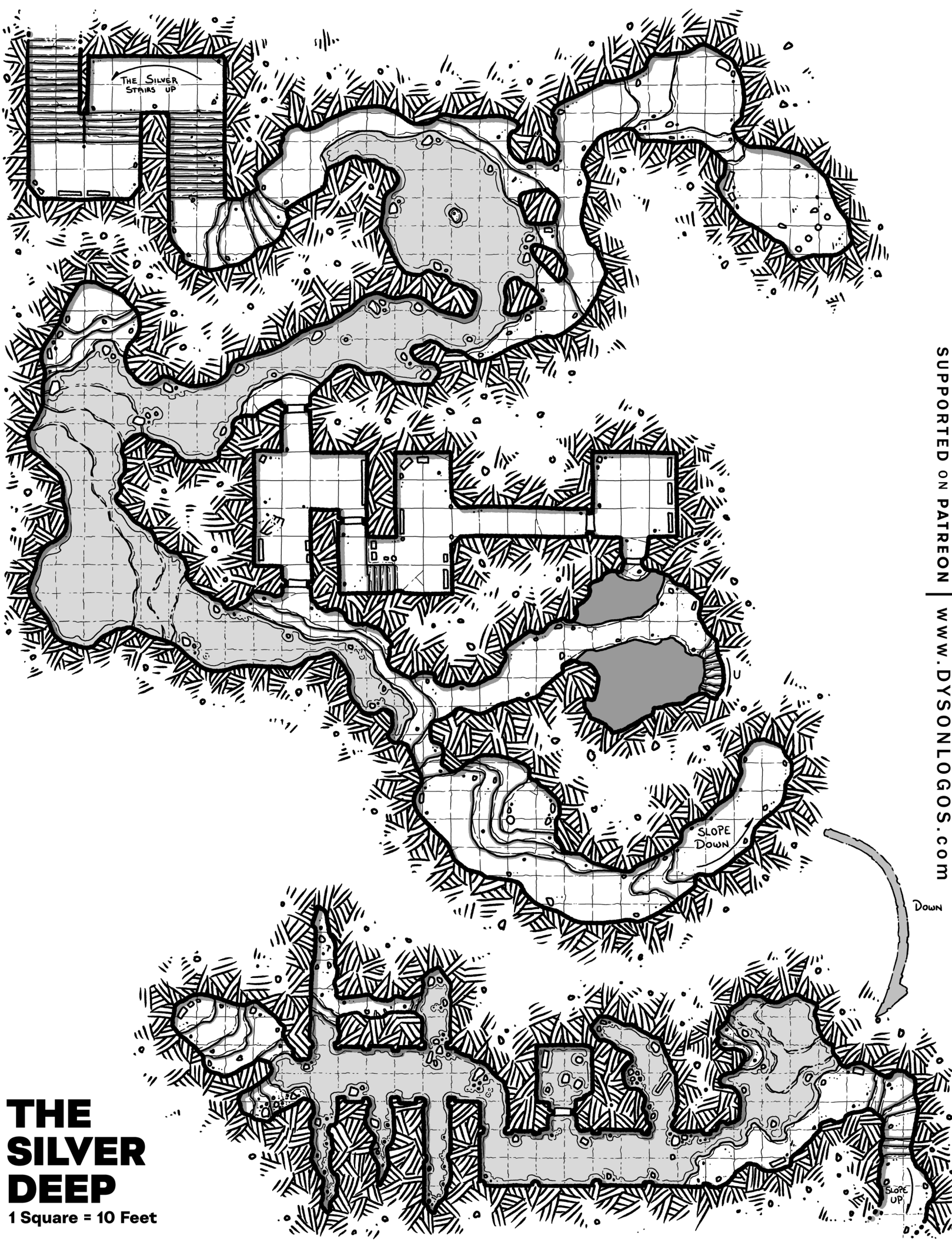
The lowest level of this map is the old silver mines themselves - now partially flooded and home to a number of foul slimes and similar. At the very back of the mines is a small cave containing a cache of silver and other minor treasures hidden here years ago.

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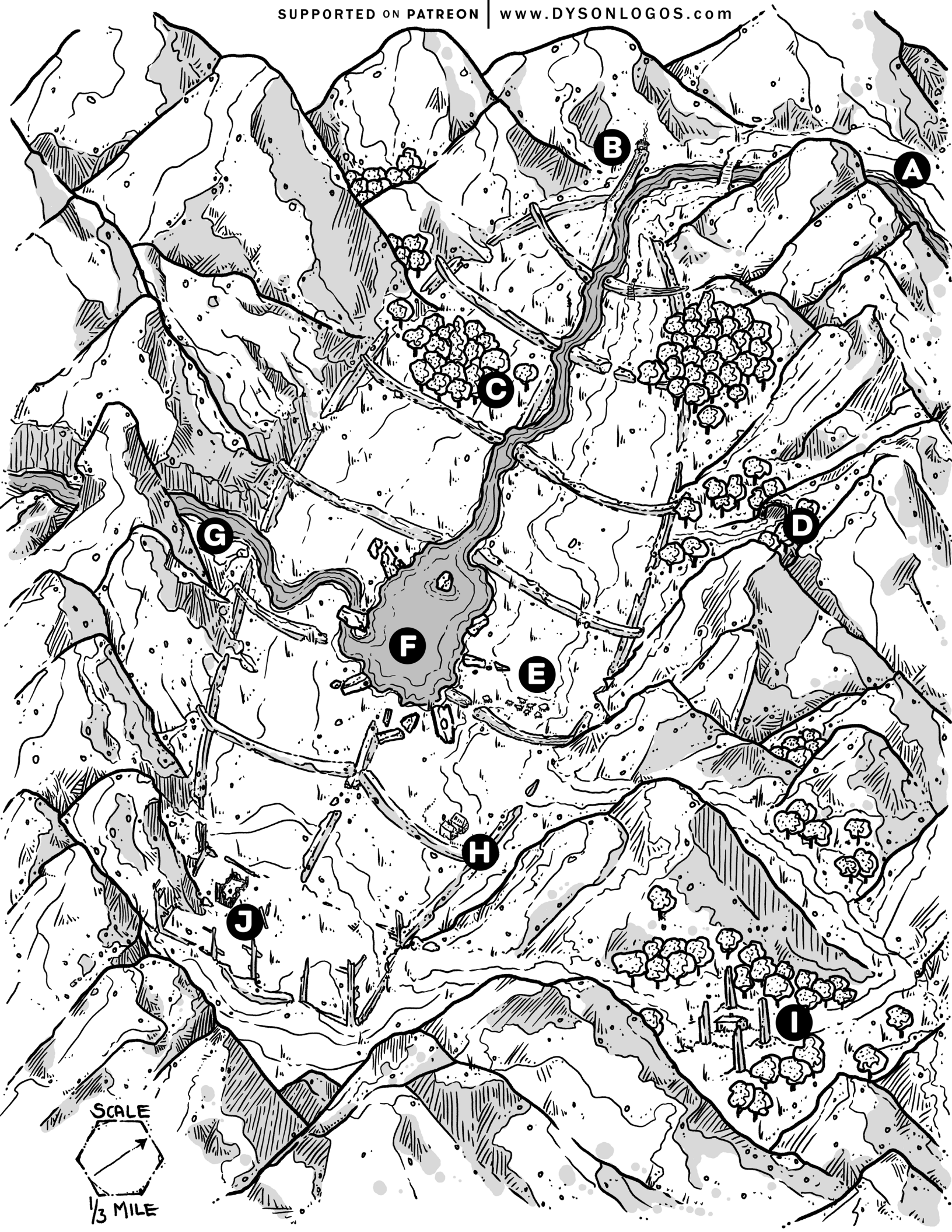
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Down

**THE
SILVER
DEEP**
1 Square = 10 Feet



Longboat Mountain: Longboat Valley



This is the map that started the whole Longboat Mountain set (location G on the Longboat Mountain overview from last month).

I drew this based on a dream I had just as I was waking up one morning, and liked it enough to expand the whole thing into a whole set of maps. We won't be tackling the points of interest in the Valley quite yet, as we'll continue going through the other points of interest on the mountain proper before we detail the key locations up here, but since this map was the one that started it all, I wanted to show it off now instead of hanging on to it for months.

Longboat Valley contains the remains of a boat of Brobdingnagian proportions – a titanic craft from another era or world where trees grow to a size where you can cut them into almost mile-long ribs for the ship's construction. At some point in the prehistory of this world, the boat got stuck (some say tossed) upon the heights of what is now Longboat Mountain. The structure of the boat is roughly four miles long and takes up almost the entirety of the valley that may have grown up around it, depending on the story.

The floor of the valley is broken up into sections by the massive ribs of the ancient craft, with small forests and pasturage taking up some of these. At the centre of the valley is a lake (F) and a collection of massive stones that were evidently a stone circle that had fallen as the waters washed away their support. The cold pond here comes from a stream (G) from further up the mountain before flowing down the valley and the rest of the mountain. Along the side of this lake are the pastures of the farm at H.

The path up the mountain follows the stream as it descends (A) and leads through the eastern portions of the skeletal craft. The great ribs of the ship act as a wall behind the farmstead, and beyond it are the "bones" of the old aft castle – spars still pushing hundreds of feet in the air. A path leads through the hills, past the building and standing stones (I) and then to the back of the valley (J).

6 - Graxworm Throat

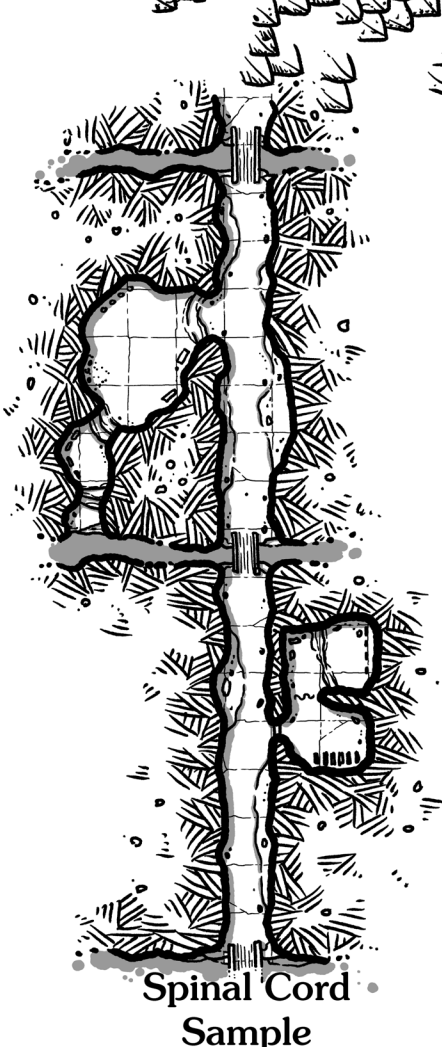
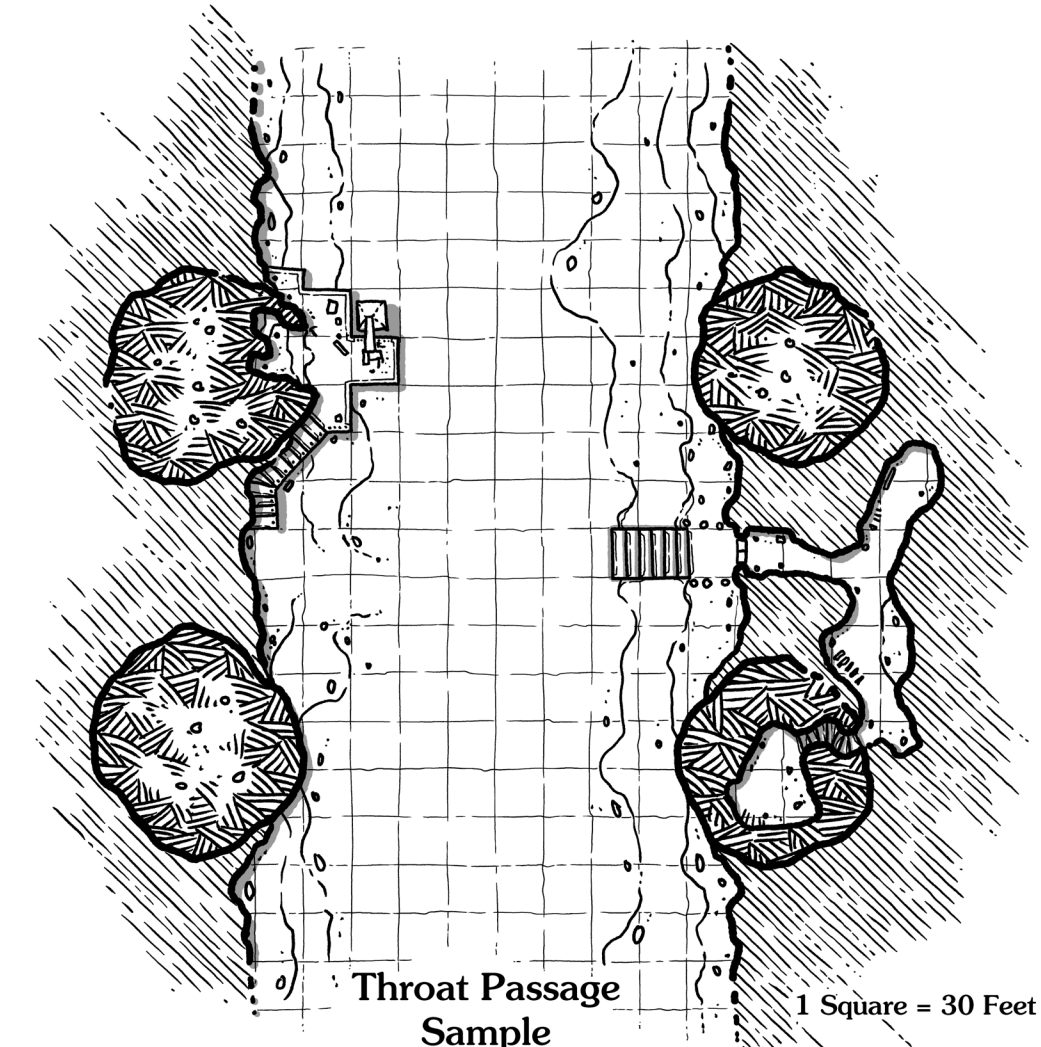
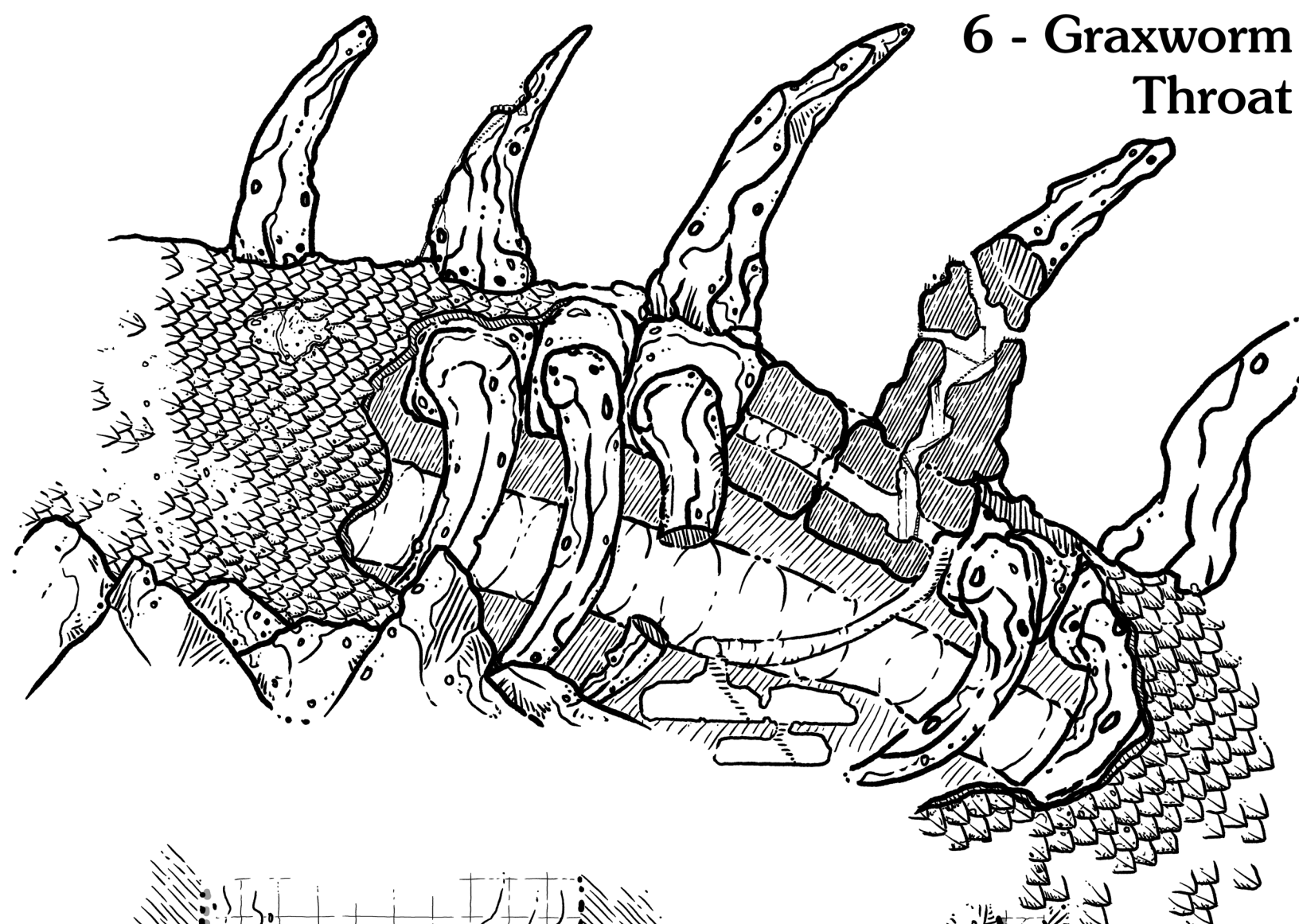
Graxworm: Throat Region Overview

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. We’ve started our explorations of the Graxworm at the top – the head of the deceased creature – today we have started moving down into the neck and chest of the great beast as we explore the massive passage that is the Graxworm’s throat.

The throat is a major byway of the Graxworm corpse dungeon. Most of the barracks and industrial activity occurs much deeper within the bowels of the creature and military excursions are launched from the hind legs – but Graxtown is the “seat” of governance here (and provides a view over the entire region) and thus a lot of traffic works its way up and down the corpse via the internal passages of the throat and spine.

The throat has its own industrial uses also, with mining of the bones and spines occurring throughout, as well as the harvesting of the thin fireproof skin that still lines much of the throat – leaving whole patches of the area exposed to the air and slowly rotting away. The thin throat lining is used to produce fire-resistant garments (particularly cloaks) that are particularly useful for armies that use a lot of pitch or fire magics in their assaults.

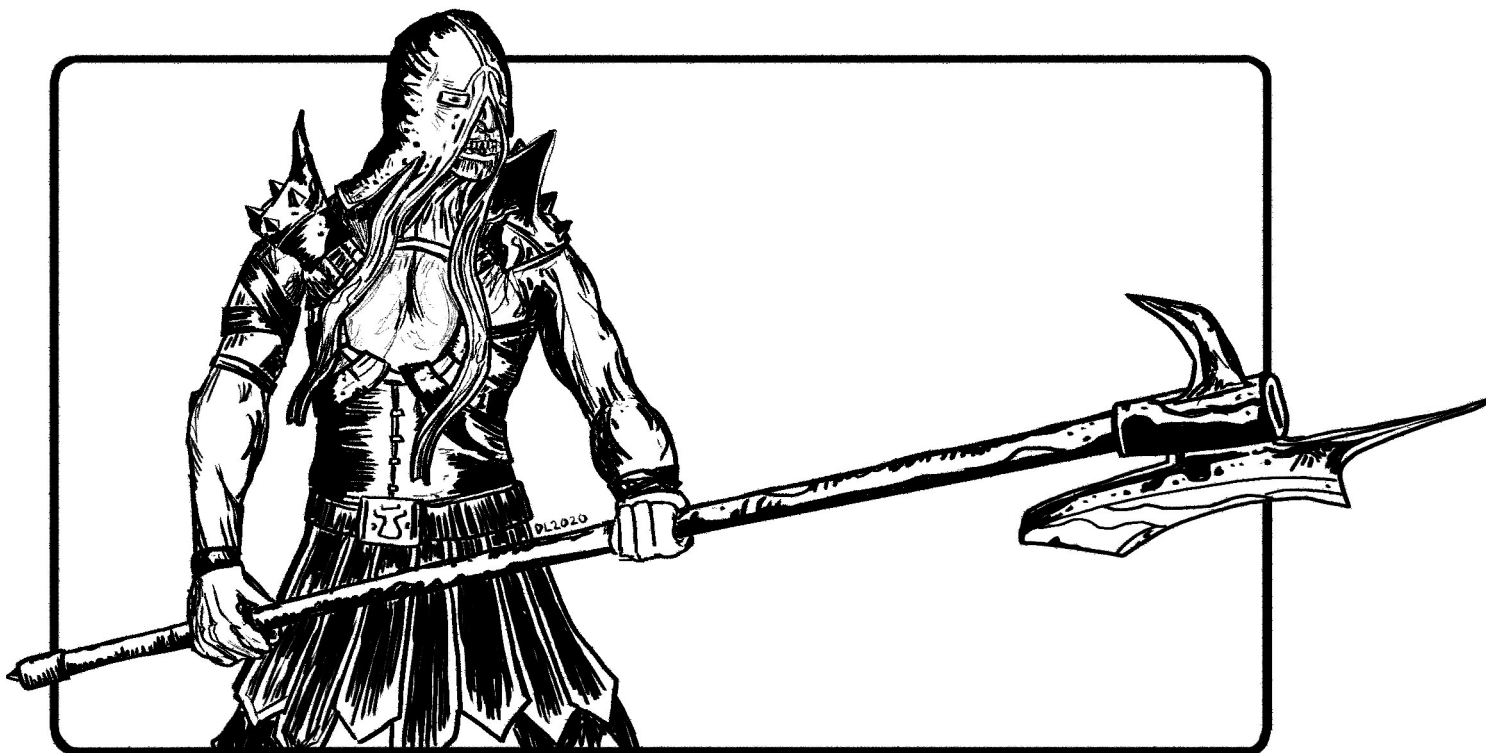
The spine has been hollowed out of spinal cord & fluid (used in a variety of magical applications) and is used as its own traffic route as it leads up to brain and skull as opposed to the throat that leads to Graxtown in the mouth of the worm. There are some homes along the spine, as well as access to the mines working through the massive bony spines that protrude along the Graxworm’s back. Passages cut into the throat wall in several places lead up and down between the spine and throat proper.



Graxworm: Throat Home & Barracks

With all the traffic through the throat as well as the mix of building materials between bones, cartilage, and ancient flesh, there are a number of barracks positioned along here, as well as a few smaller residences and even the occasional bunkhouse for workers. This map is a detailed view of one such home built into one of the bones (to the north), and a barracks built around another (downthroat to the south). Between the two is a “harvesting” operation where workers strip the fine fireproof lining of the throat for use in fire-resistant clothing, cloaks, and armour.

Also of note are the many small tunnels cut into the ancient flesh of the Graxworm. These have been eaten into the flesh by horrifying “little” maggots - uncontrolled spawn of the favoured servants of the death god that acts as the patron of the Graxworm. These horrifying creatures work their way through many of the fleshy expanses of the Graxworm, and harvesting in the fleshy areas is a constant race against the blight and rot these maggots bring with them.



7 - Graxworm Throat Barracks

1 Square = 10 Feet

