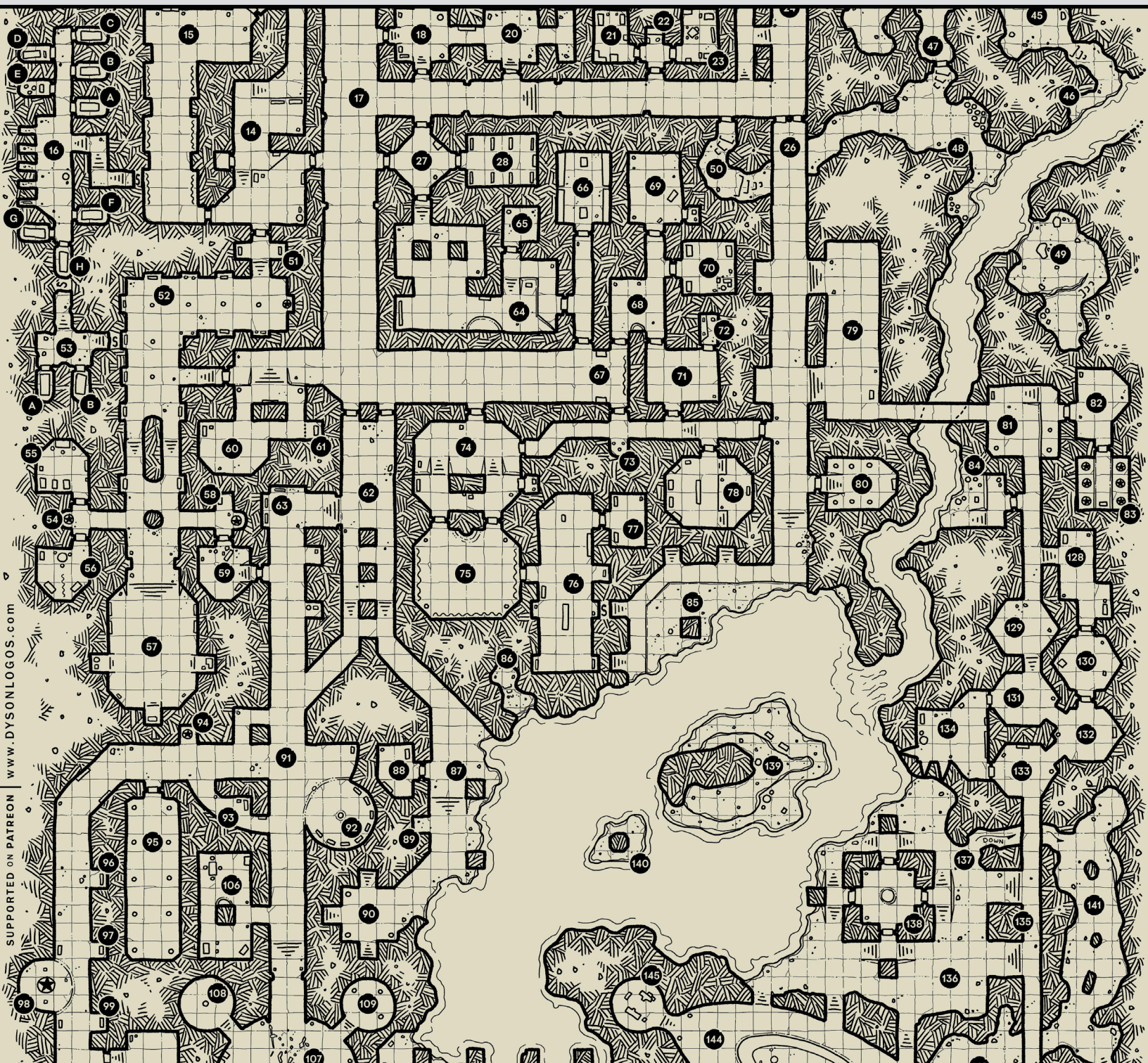


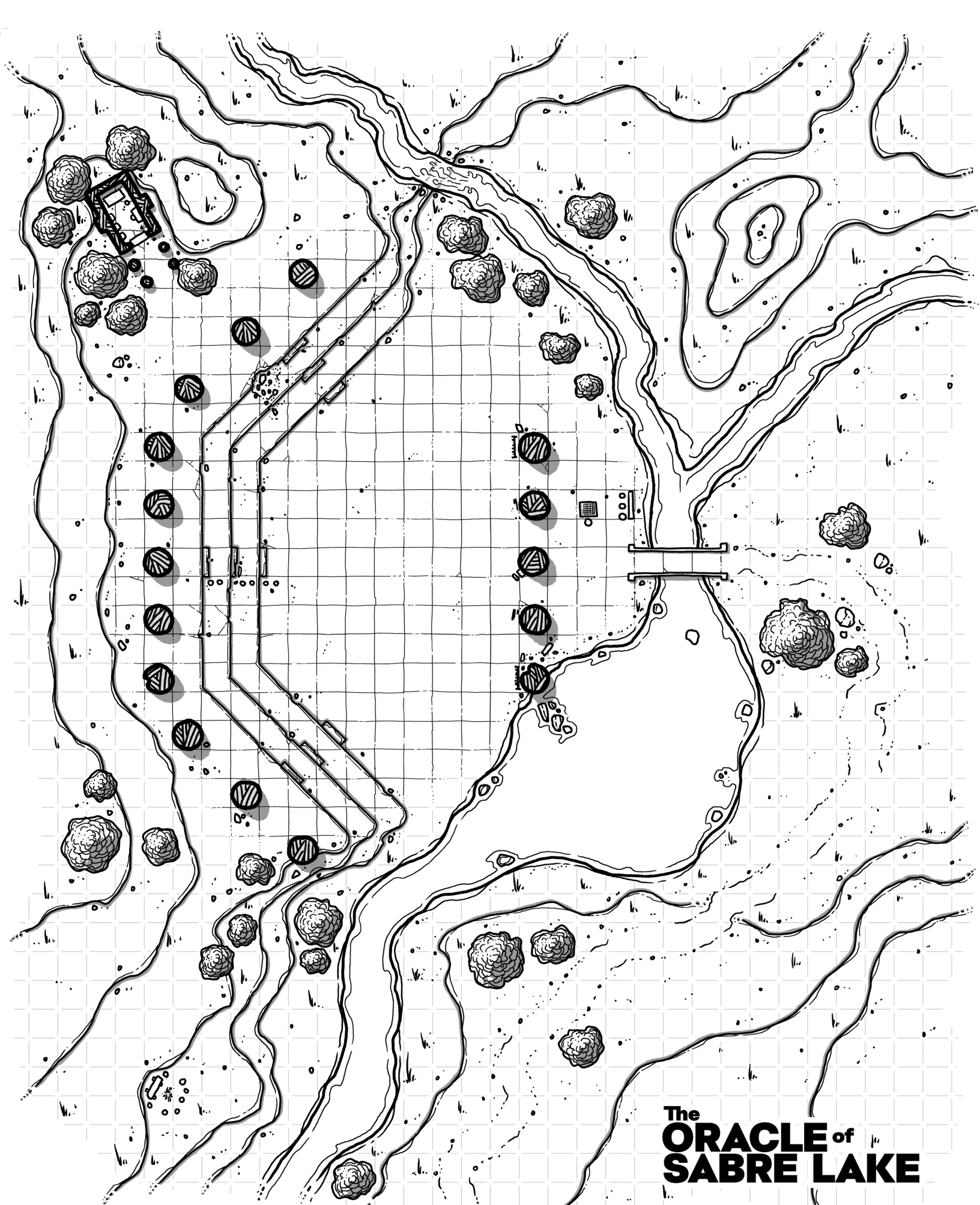


# DYSON'S DODECAHEDRON CARTOGRAPHY COLLECTION

March 2024



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The  
**ORACLE** of  
**SABRE LAKE**

# The Oracle of Sabre Lake



Fifteen Years  
of  
**Dyson's**  
**Dodecahedron**

From 2008 through to 2013, Sabre Lake was the centre of a number of campaigns that I ran – using B/X D&D, Advanced Labyrinth Lord, and D&D3x. Each campaign focused on different elements of the region – although two of them shared the same intro arc starting with Goblin Gully and then dealing with the horrible thing that was inadvertently released while exploring that site.

The one element that recurs in every campaign I've run here is the Oracle or Seer of Sabre Lake. I've even had two other campaigns come to Sabre Lake over the years to visit the Oracle of Sabre Lake.

To visit the Oracle, one first visits their shrine in the Citadel of Sabre Lake (a city on the opposite shore of the long lake), where (when plied with silver and sob stories) their acolytes will fill you in on what is needed for you to be granted an audience.

Generally, it involves renting a nice boat (often from a friend or family member of one of the acolytes), getting it loaded up with expensive or weird things that are useless to you (a samite sail, really? Let me guess, your sister weaves samite?) (Thirty-four feathers from seventeen different swans?), and sailing across the lake to visit.

Those who do not complete the tasks assigned find only a rocky shore and a shallow stony valley.

Guests who have completed the tasks set out for them will find a stony trail at the shore that leads to a much larger valley surrounded by ancient marble ruins with

**Our March Map Collection** is something a bit special.

Fifteen years ago, while between jobs, I put together a small WordPress blog for some gaming nerdery. Initially I called it “A Character For Every Game” as my goal was to go through all my RPGs and make a character for each one of them (and maybe a higher level character for each one too).

By 2014 the maps were by far the main attraction of the blog, and that's held steady to today – with a jump in visibility in 2018 with my first official release in the D&D product line. Today I have work in 18 products in the D&D product line, and a further 1,300+ other RPG products on the market with my maps in them).

a great amphitheatre at the bottom. On most visits, there is a test at this point that is typically administered by the Oracle's massive centaur guardian or sometimes by other supplicants or local wildlife – we've had challenges ranging from arm-wrestling a bear, feeding a hungry chickadee, to beating the centaur champion at chess). And then the Seer grants you the assistance of their knowledge and visions.

Or just tells you useless riddles.

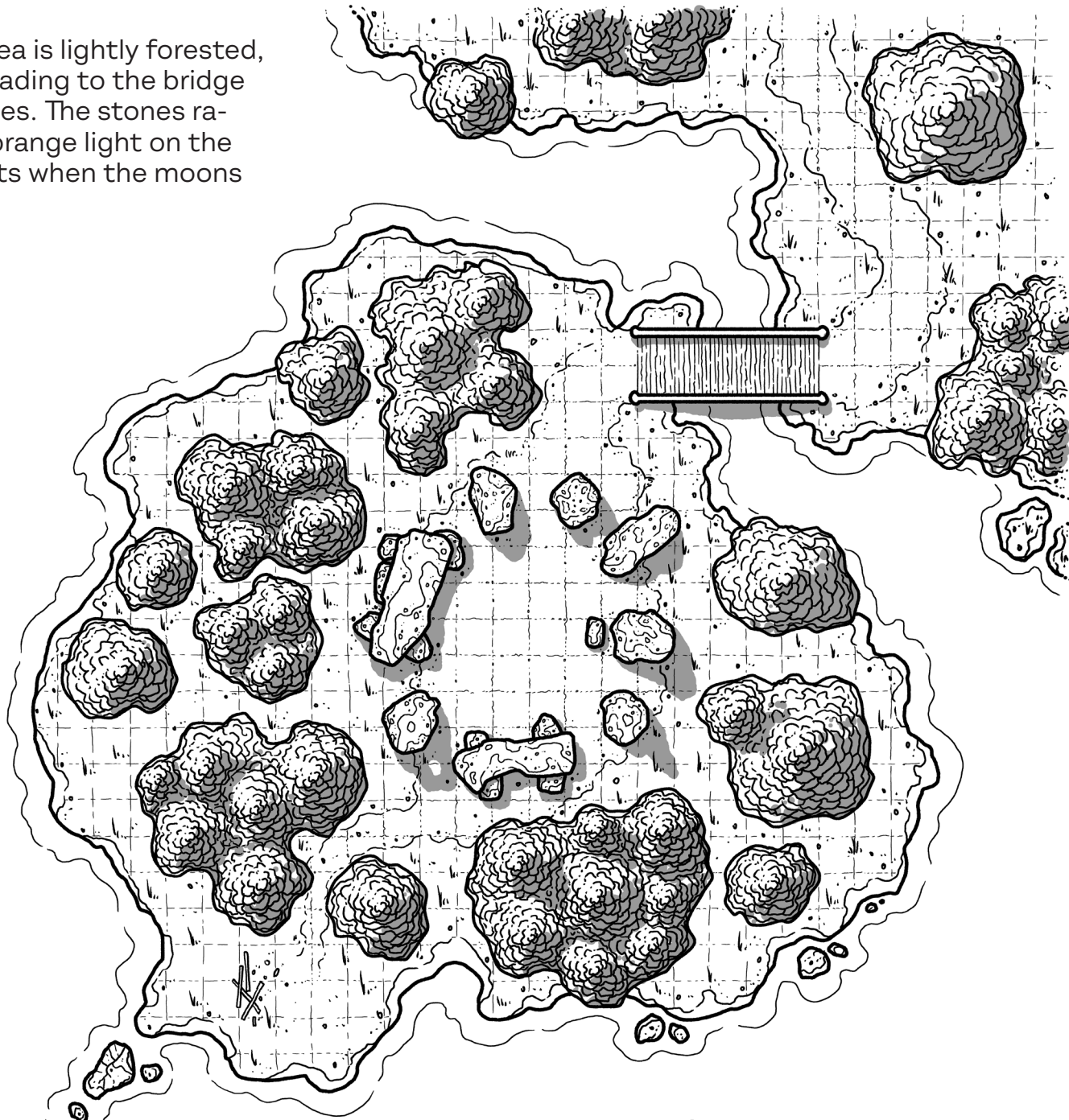
# Ierades's Isle

The standing stones tended by the centaur Ierades sits on a small island just detached from the shore of Summer Lake. Ierades is small for a centaur, but still an imposing figure with a full set of antlers set with charms and fetishes that hang down around them. While the stones long predate Ierades's stewardship, the centaur has been their guardian for at least the last three hundred years or so. Ierades eschews most of the trappings of civilization, but does maintain a small cache of tools and wood on the south side of the isle to maintain the bridge.

The whole area is lightly forested, with a trail leading to the bridge and the stones. The stones radiate a wan orange light on the darkest nights when the moons

are hidden – generally not visible until nearly upon them as the trees screen them from view for those in the Summer Lake or along the shore.

A small circle of druids come out here on a fairly regular basis for their rituals, and they also honour Ierades with poems, songs, and gifts. Those who visit here and who remain on good terms with Ierades will note that the fetishes and charms hanging from their antlers change as new gifts are adopted into the mix.



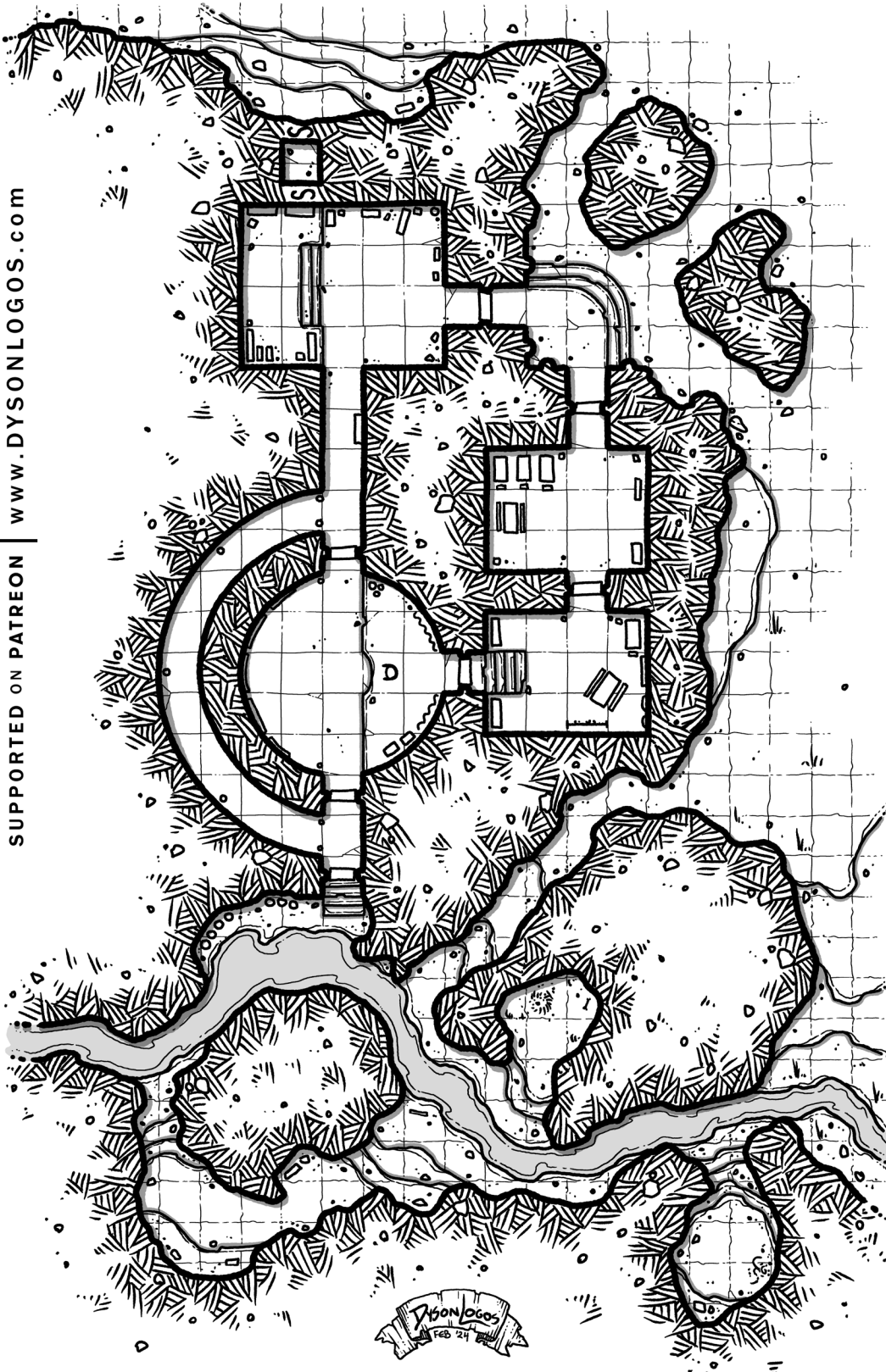
# Goretooth's Grotto

A very small subterranean lair, Goretooth's Grotto is home to the eponymous Goretooth, a hulking goblinoid warrior to whom the three goblinoid tribes in the region pay tribute and look to for the occasional aid when the going gets tough. The main

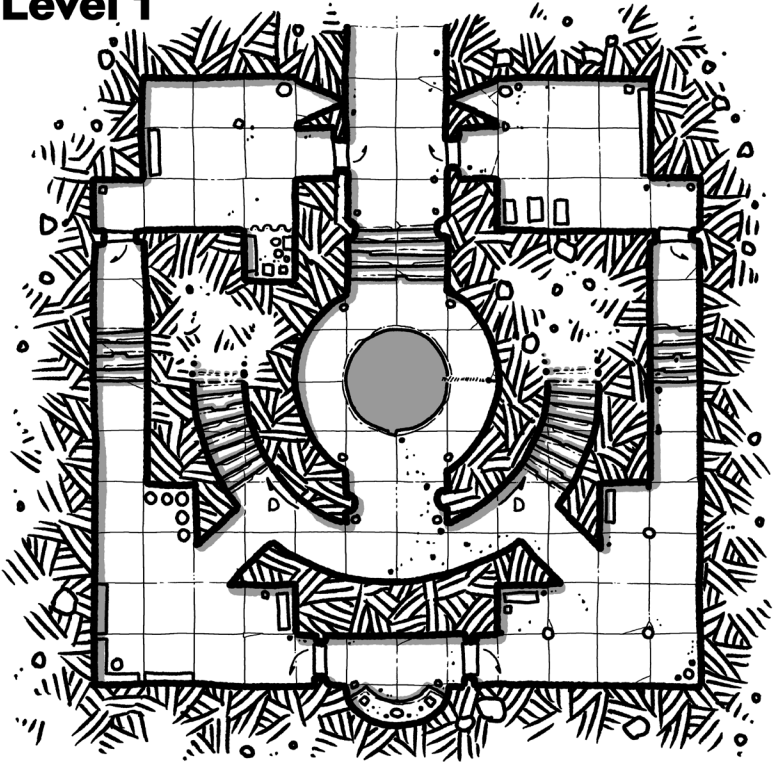
entrance is a reminder that this was once some sort of temple or worship site, with stairs leading up to a pair of doors bracketed by badly chopped-up caryatid columns that once represented priests of the deity being worshipped here.

The western chambers were for rituals, with the northern one now used primarily for storage, and the southern round one used as Goretooth's audience chamber. The eastern chambers have Goretooth's lieutenants in the northern room, and Goretooth's own chambers in the south.

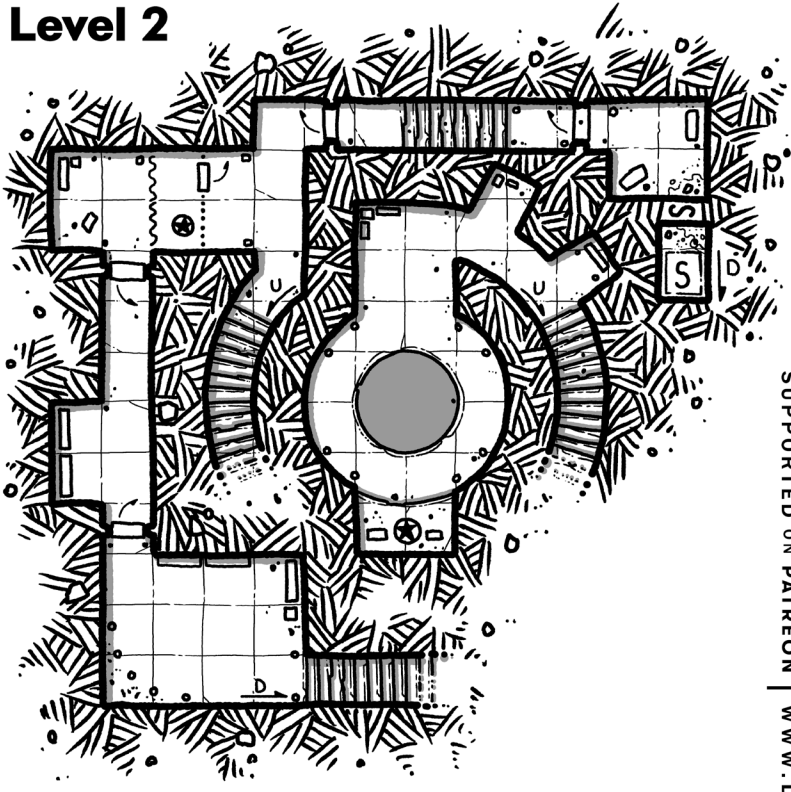
In addition, there are the caves mentioned in the name of the location. Two caves open into the hillside here, one near the top of the small ravine and one at the bottom - the bottom one has a small stream coming out of it, along the bottom of the ravine, and the upper cave descends down to this same level where there are a number of caves (and you can spot the nest of something unpleasant in the cave north of the stream - probably an owlbear or similar) and a small ledge covered in barrels where Goretooth's kin collect water from the stream.



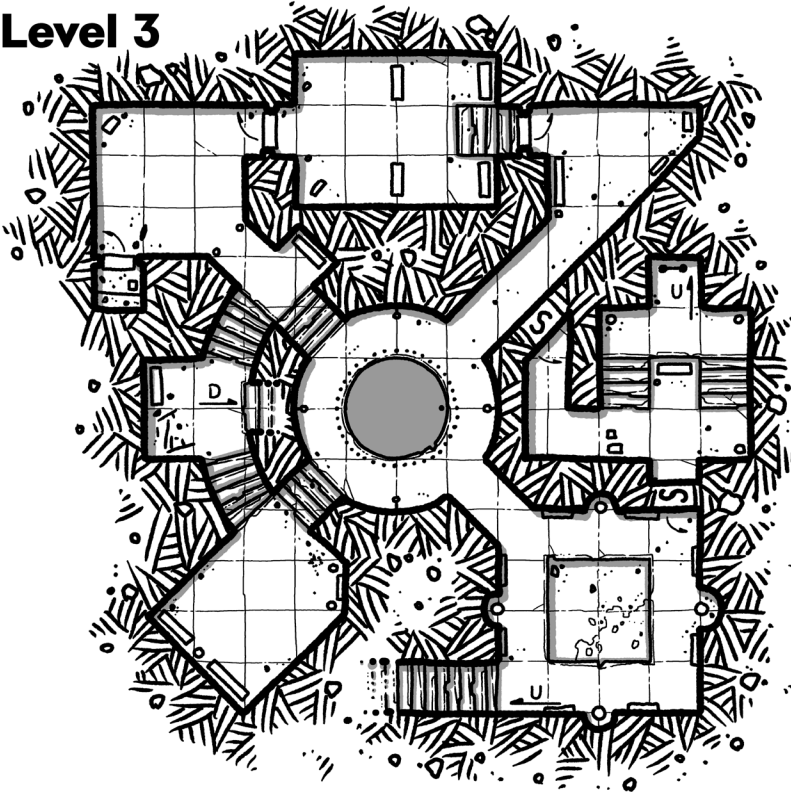
**Level 1**



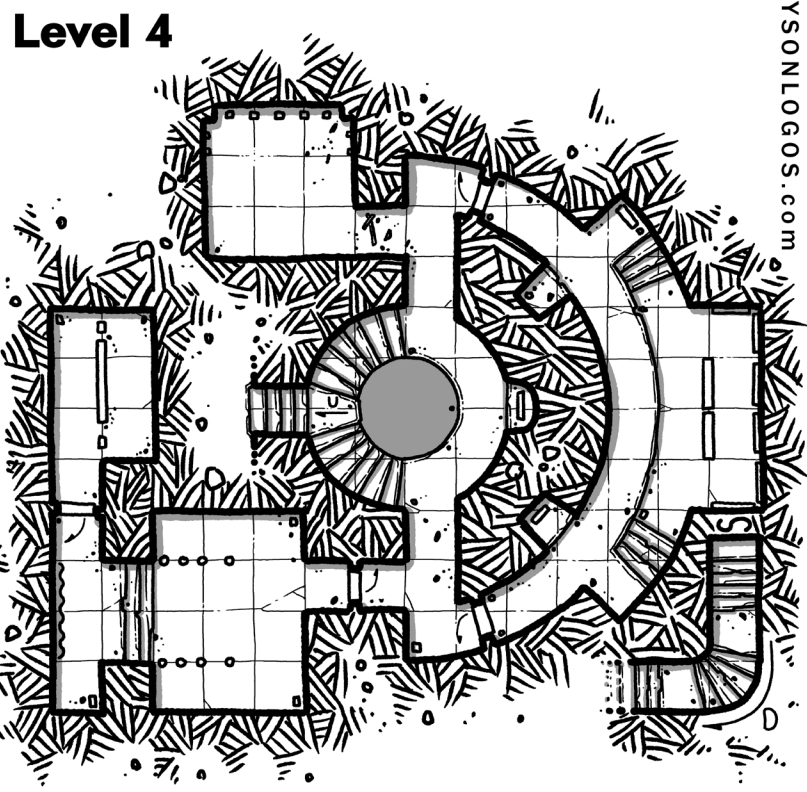
**Level 2**



**Level 3**



**Level 4**



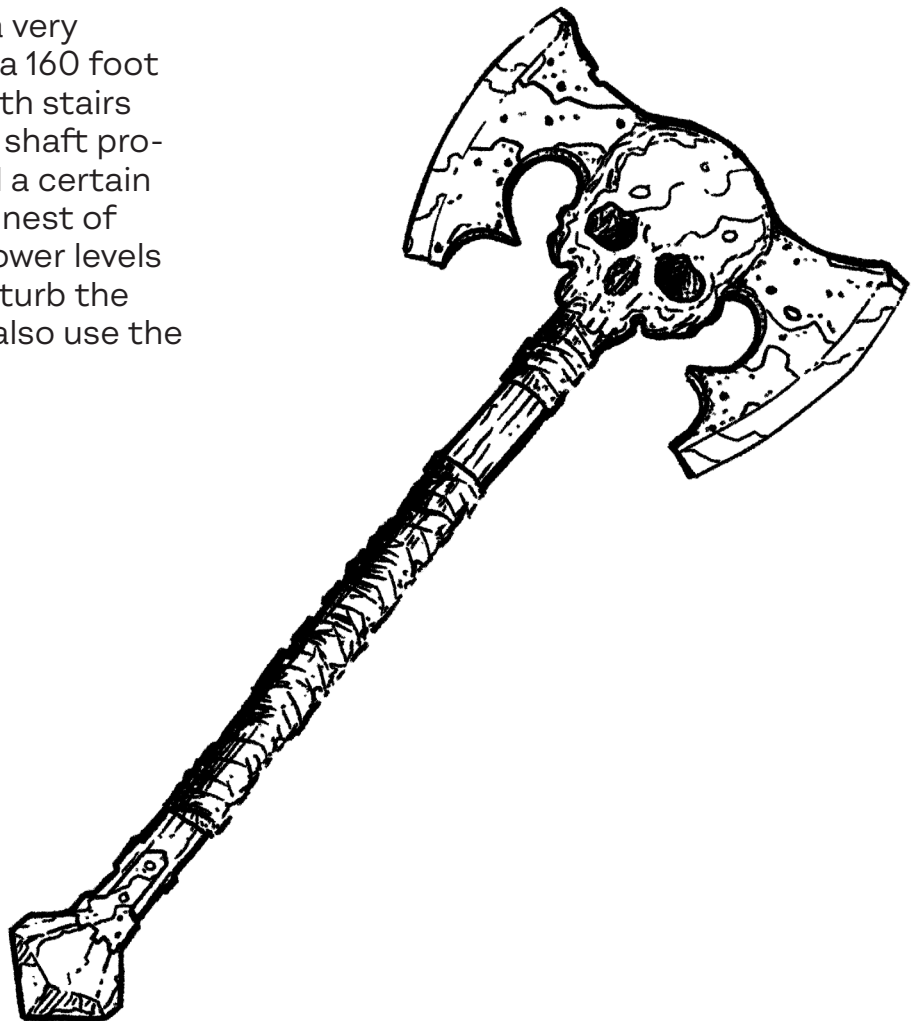
# Iseldec's Drop

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.

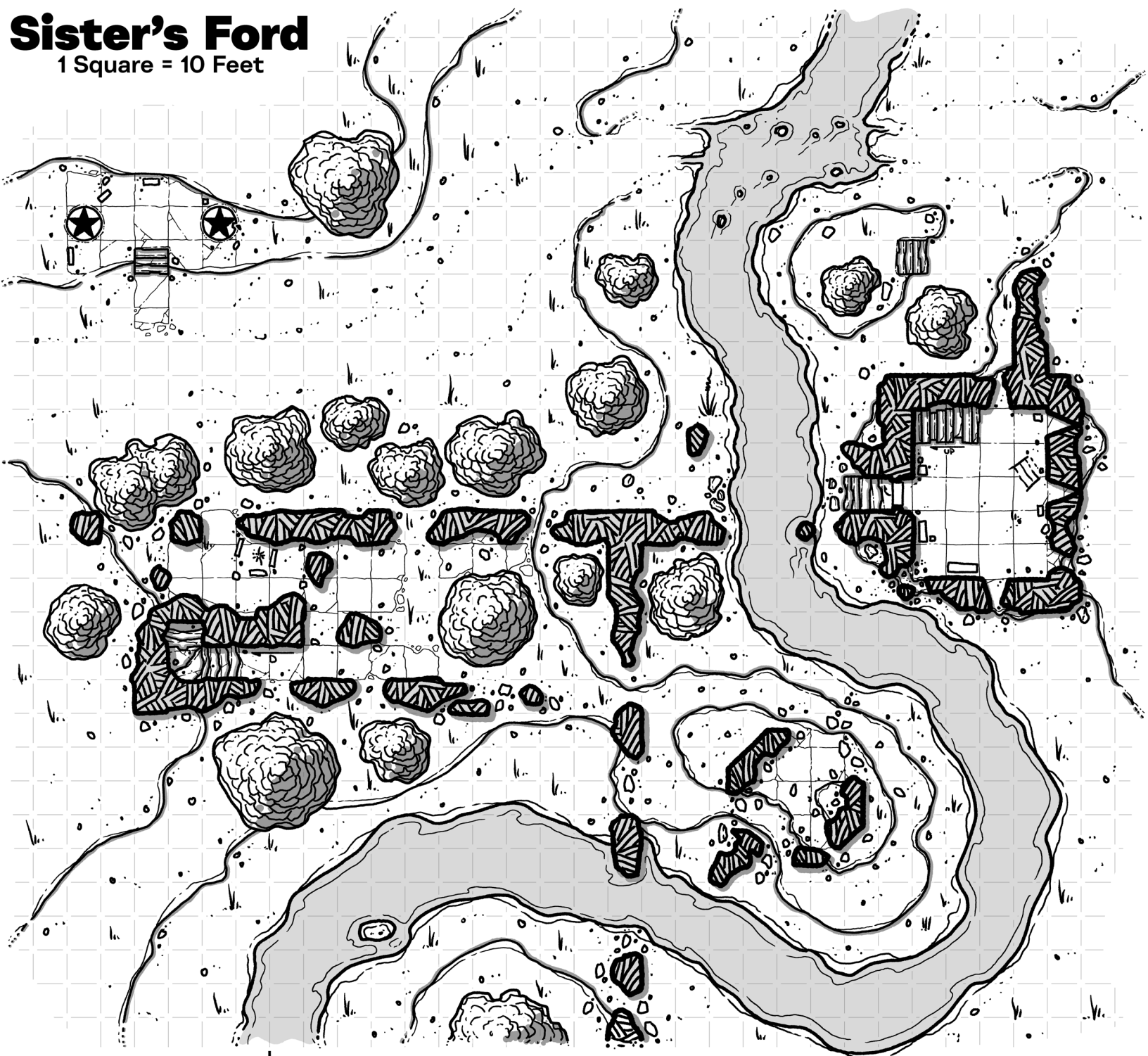
Points of interest include a fairly new and quite heavy rope suspended over the side of the shaft and extending down to the lower levels, a secret chamber on level 3 that connects to the level above, and the defensive entry into the dungeon proper that is rarely watched carefully by the goblins during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





# Sister's Ford

1 Square = 10 Feet



# Sister's Ford

A small ford across the Boasting Run, Sister's Ford doesn't see a lot of use as most traffic runs significantly further south along the major roads and not this far into the lands that have been slowly retaken by the wilderness. The Ford is used by rare travellers, rangers, and those who have some other reason to avoid the main roadways and a willingness to risk travelling in the wilderness.

It isn't that the Boasting Run is very deep, quick, or even wide that makes the ford necessary, it is that the stream has cut deeply into the landscape and most approaches leave you looking down 10 feet or more to the water below. This ford is both easily accessed, and the ruins make it visible as soon as you break out of the treeline – the craggy remains of a pair of old towers and some other stone structures on both

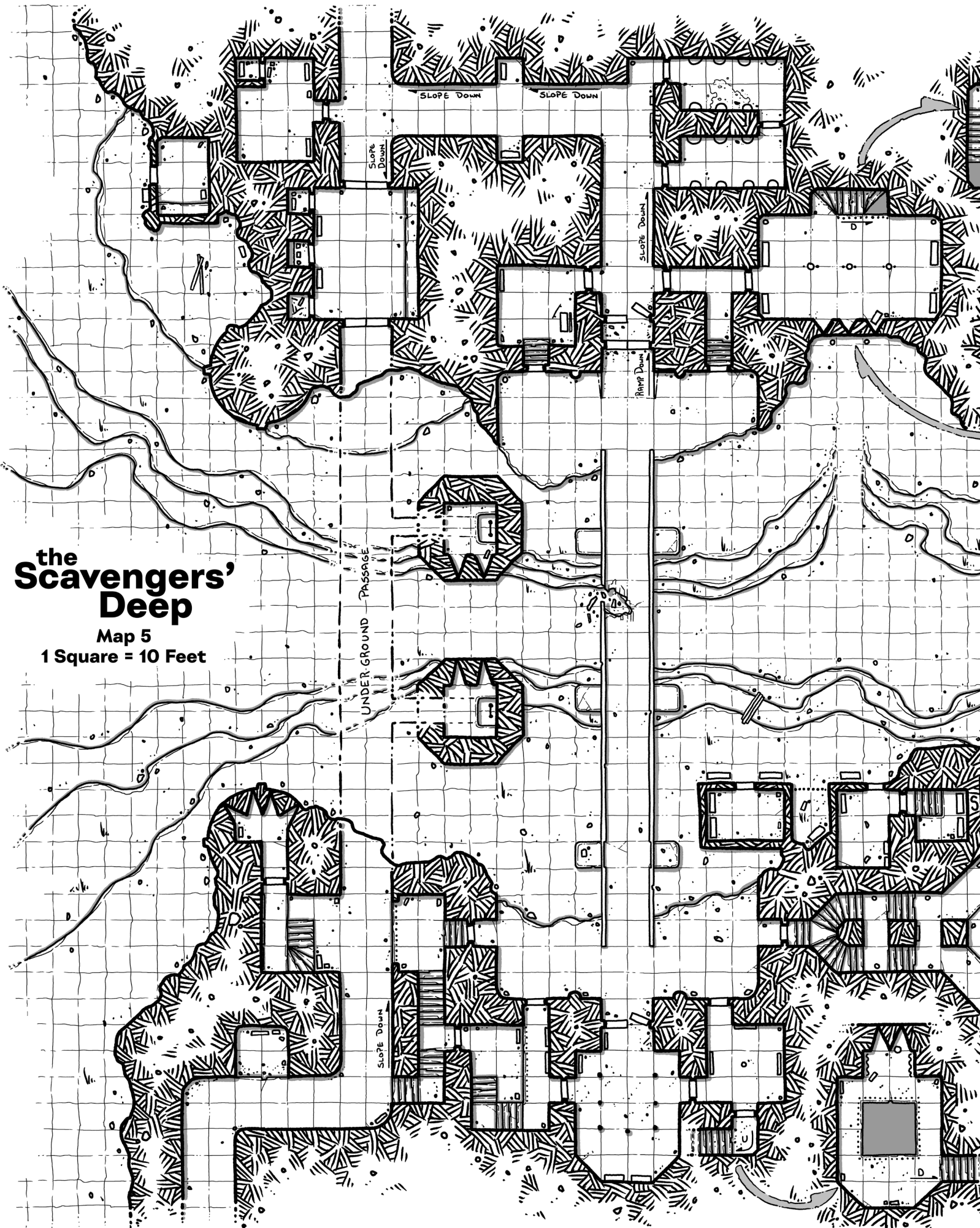
sides of the banks. The name of the structures is long lost – it was a small border fortification during the great war and hasn't seen any upkeep since – but the name of the ford comes from the two statues on the left by the “road” – the left statue has been completely defaced by time and vandals, but the right (headless) statue still has half of the name carved into the plinth – “... Sister”.

The ruins on the left bank (including a smaller octagonal tower that has been reduced to a few “teeth” sticking out of the ground) are used occasionally for camping by those who don't want to use the tower, or by raiders who hide behind the trees and rubble for those rare travellers that come through here. And by that small camp site is a set of old stairs that lead down beneath, to half-flooded dungeons...

# the Scavengers' Deep

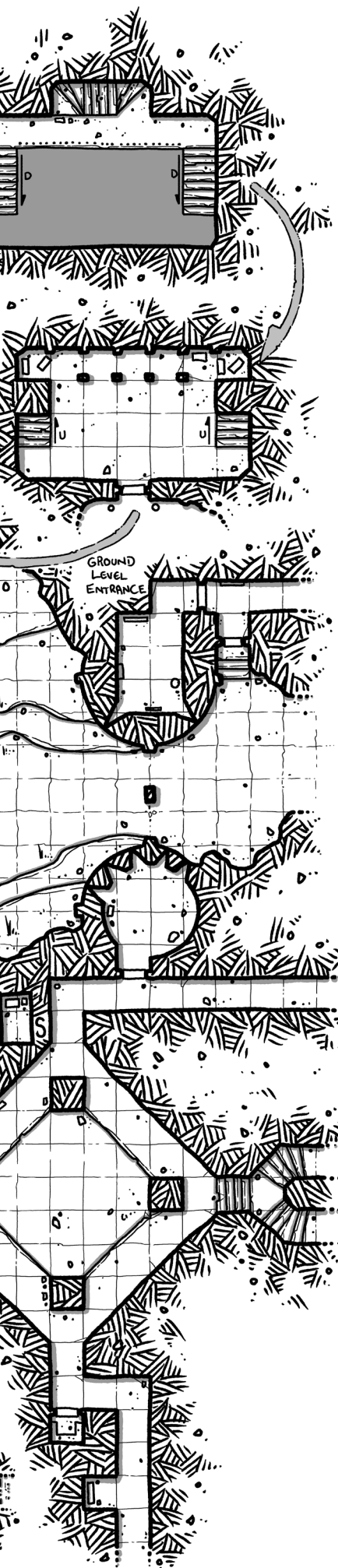
Map 5

1 Square = 10 Feet



# Scavengers' Deep

## Map 5



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 fifth map in the Scavengers' Deep series - sitting just south of Map 2 and west of the forthcoming Map 5. The main point of interest here is a wide rocky defile leading into the cliffs that the Deep was built into, with an impressive stonework bridge spanning across the defile about 30 feet above the ground level, almost 40 above the bottom of the defile. The defile leads to an open-air "cave" to the east, which will be detailed in map 6. The bridge is effectively an extension of the wide vaulted main passage that makes up much of Map 2 and continues down to the south.

Not visible from outside, the bridge is paired by an underground passage that is also an extension of the same passage, leading under the defile before continuing to

the south. This underground passage also provides access to the two guard bunkers that overlook the defile.

One pair of the massive metal doors leading to the bridge on the north side are still sealed and refuse to budge, even for magical effects - but are circumvented through the smaller doors on each side. The southern doors are breached and slightly ajar, enough for someone to squeeze between them if needed.

This part of the Scavengers' Deep again has two sections provided as upper- or lower-level vignettes.

On the upper-right we have a three-tiered chamber with stairs leading from the defile area up to the bridge level. The top level of the chamber has narrow windows looking over the entrance some 28 feet below.

On the lower right we have a mezzanine level sitting above the south gates overlooking the bridge as well as the chamber beyond the gates. The mezzanine is reached via stairs from the room to the east of the gate room.

There are significant access ways to the east of this map into Map 6 beyond, and the map is connected to Map 2 above either by travelling outside of the complex proper, or via the 20 foot-wide vaulted passage that leads through Map 2 to this map and on to the south.

# Bryz'ulag's Rings

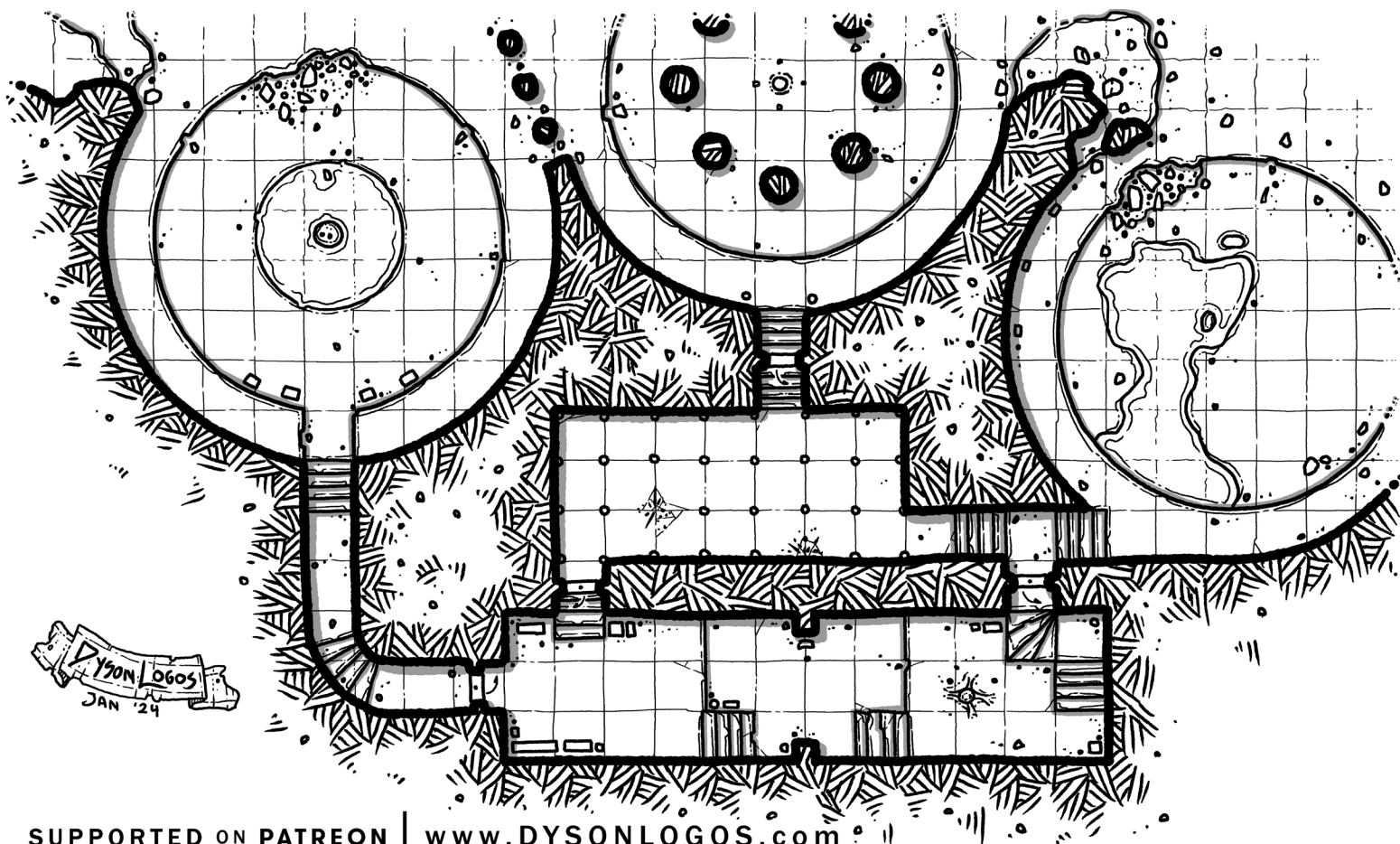
Three nearly perfect circular depressions have been cut into the white stony hills about a half hour off the road between the City of Copper Bowls and the City of the Gods.

Bryz'ulag is the demon patron of treasurers, silversmiths, and tapeworms - pushed out of local worship as the berzerk monkeys of the Granitespire silver guilds took over the silver trade and instituted their own weird cults. According to local lore, the rings were made by Bryz'ulag by dropping three silver rings into the hillside, and the rings were salvaged and recovered by the silversmiths of Copper Bowls.

Actual Legend Lore indicates that it was actually built by tribal worshippers of the demonic patron when the City of Copper Bowls was still a tribal gathering point.

The space is now home to some truly bizarre demon-worshippers too tainted (and worm-infested) to return to town but is also regularly visited by the odd treasurer seeking the blessings of Bryz'ulag and by those who hate the Granitespire monkeys and their monopoly over the regional silver trade (silver merchants, dentists, and of course just people who have been wronged by these nasty masked little monsters masquerading as merchants).

Past the three rings are two chambers cut into the hillside. The front chamber is crowded with very narrow decorative columns of chalky stone that reach floor to ceiling (except for two broken ones) inscribed with the names of ancient silversmiths who sought the patronage of the demon. The rear multi-tiered chamber is home to a dozen mummified monkeys and the tainted "priests" of the demon itself.

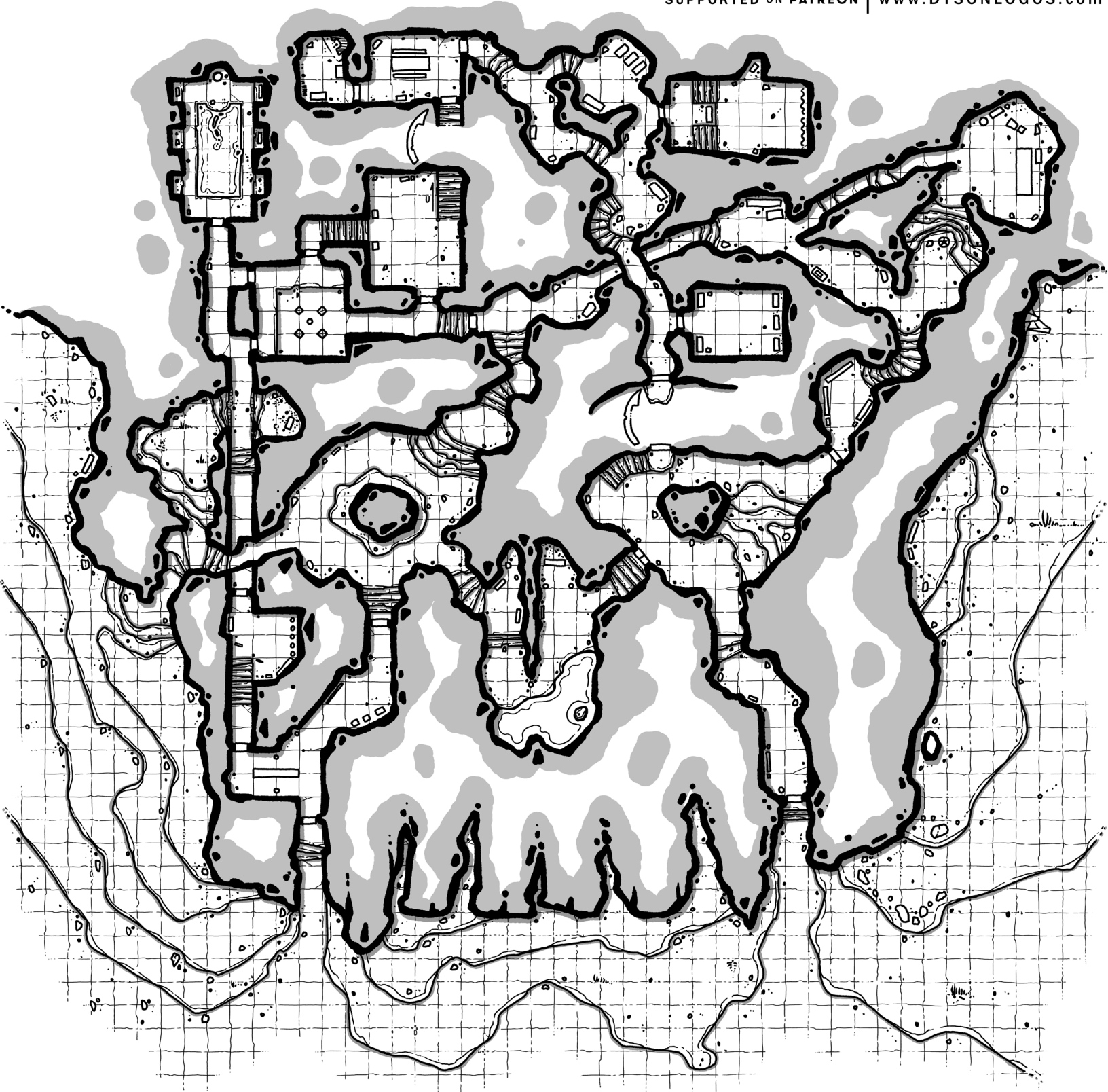


# OnyxSkull Caverns

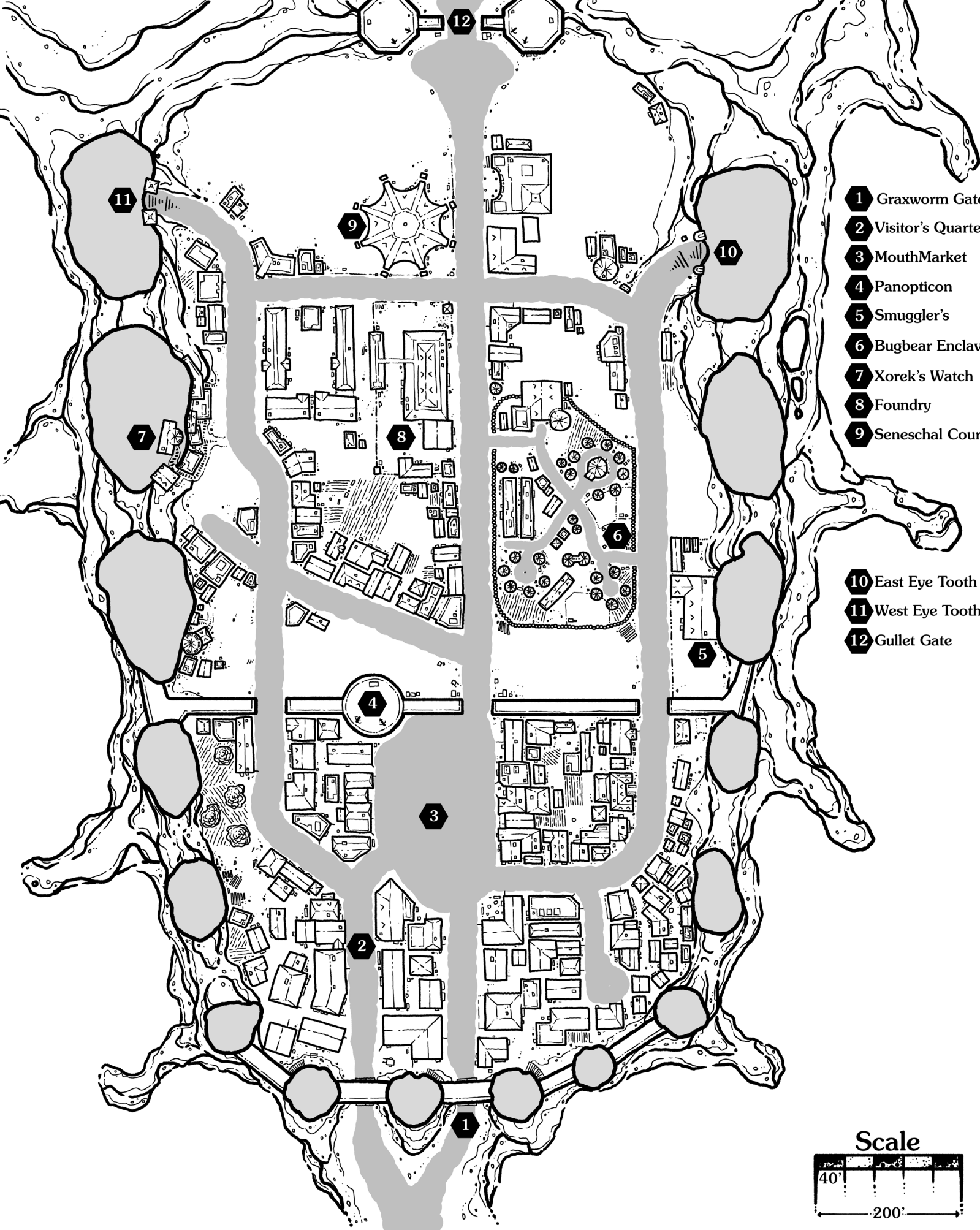
Sometimes a campaign needs a ridiculous skull-shaped dungeon when it is time to delve against some obviously evil foes.

This was home to [Old Evil Group] until they were wiped out by [Good Group]. Now it is home to [New Evil Group].

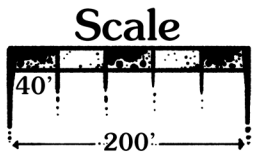
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# 2 - Graxworm Town



- 1 Graxworm Gate
- 2 Visitor's Quarter
- 3 MouthMarket
- 4 Panopticon
- 5 Smuggler's
- 6 Bugbear Enclave
- 7 Xorek's Watch
- 8 Foundry
- 9 Seneschal Court
- 10 East Eye Tooth
- 11 West Eye Tooth
- 12 Gullet Gate



# Graxworm Town

The main entrance into the Graxworm megadungeon is not at the base of the mountain, but the top. The Graxworm is a massive dead dragon of mythic scale, fully 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.

This is an overview of Graxworm Town itself – an almost “normal” feeling hive of scum and villainy set up in the mouth of the dead dragon. The town proper is broken into two halves. The crowded market town just inside the teeth that includes inns, taverns, general goods stores, and shops selling some of the lesser products of the massive Graxworm corpse-industrial complex as well as the residential structures needed to support these endeavours. The back of the mouth is a much less crowded space with fewer, larger homes, a few semi-isolated compounds, as well as the towering court building of the Seneschal who is responsible for keeping this town in some semblance of order.

The two sections are separated by a heavy crenellated wall with a mighty tower set in it known as the Panopticon because it grants good views over the whole town on each side of the wall, while sitting directly above the open market that thrives here.

Several points of interest are documented in the town key on the right side of the map. 10 & 11 are stairs built into the rear teeth that lead up to the eye sockets above – one of which has been converted into an open air church, the other into an observatory & orrery. The eye sockets in turn lead up to the brain of the massive corpse, which is used as the council chambers for important meetings by the ruling elite of the various factions.

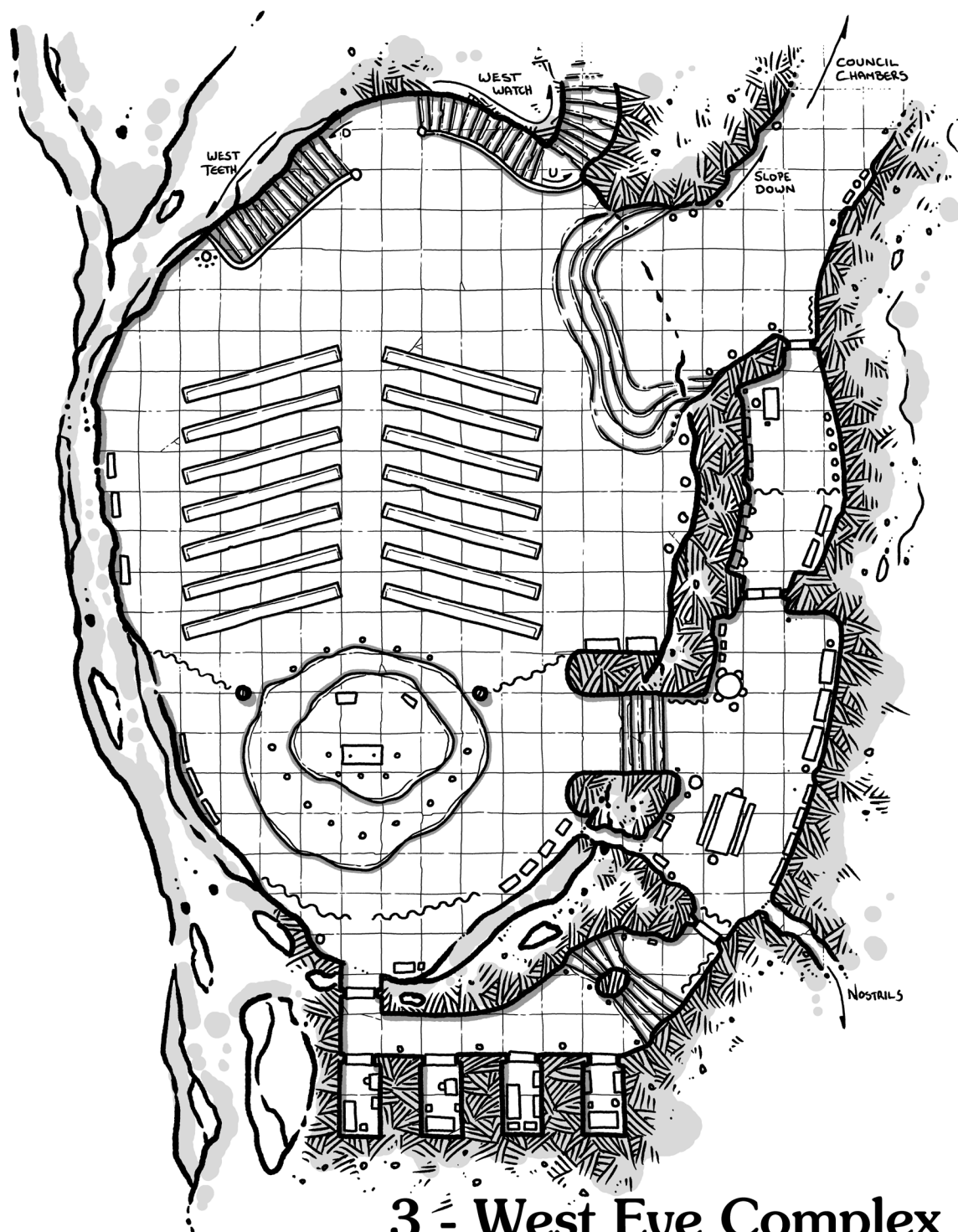
The smuggler’s home is a large estate of an important importer/exporter of dragon-mined goods to bring in riches to keep the corpse-industrial complex running and producing armaments. But as a master smuggler, the owner isn’t actually loyal to the Graxworm factions, and also has tunnels that can be used to smuggle people in and out of the city and to the throat region of the dungeons – helpful for adventurers that are no longer welcome through the gates.



# West Eye Temple

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.

The western eye socket has been converted into a massive open-air temple where priests lead foul rites to the fell gods that sponsor the various factions present here. Along the inside orbit of the eye, chambers have been cut into the bone and viscera to allow for chambers for the priests and acolytes, and for the various paperwork & liturgies that come with any decent-sized church.



3 - West Eye Complex