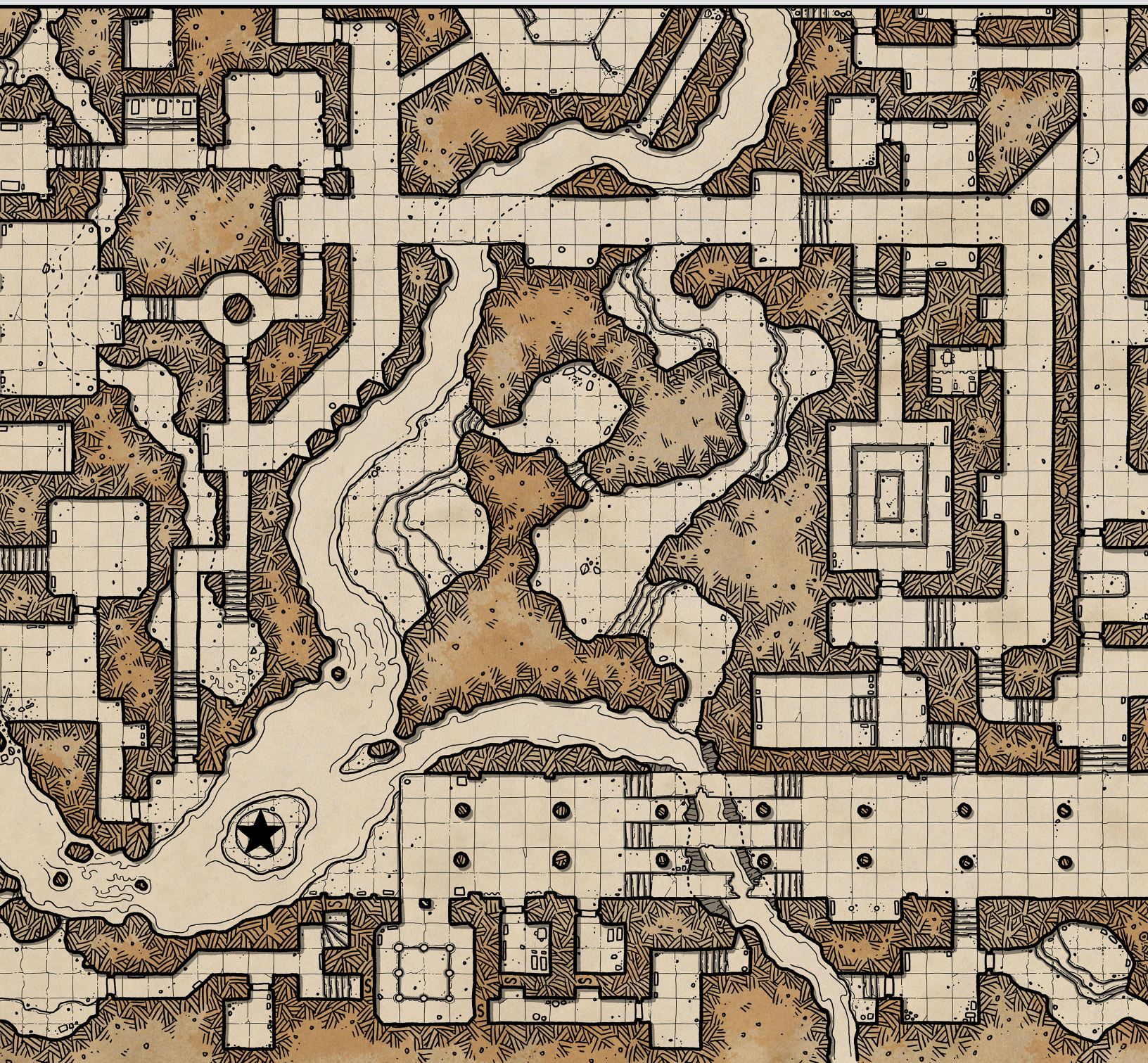


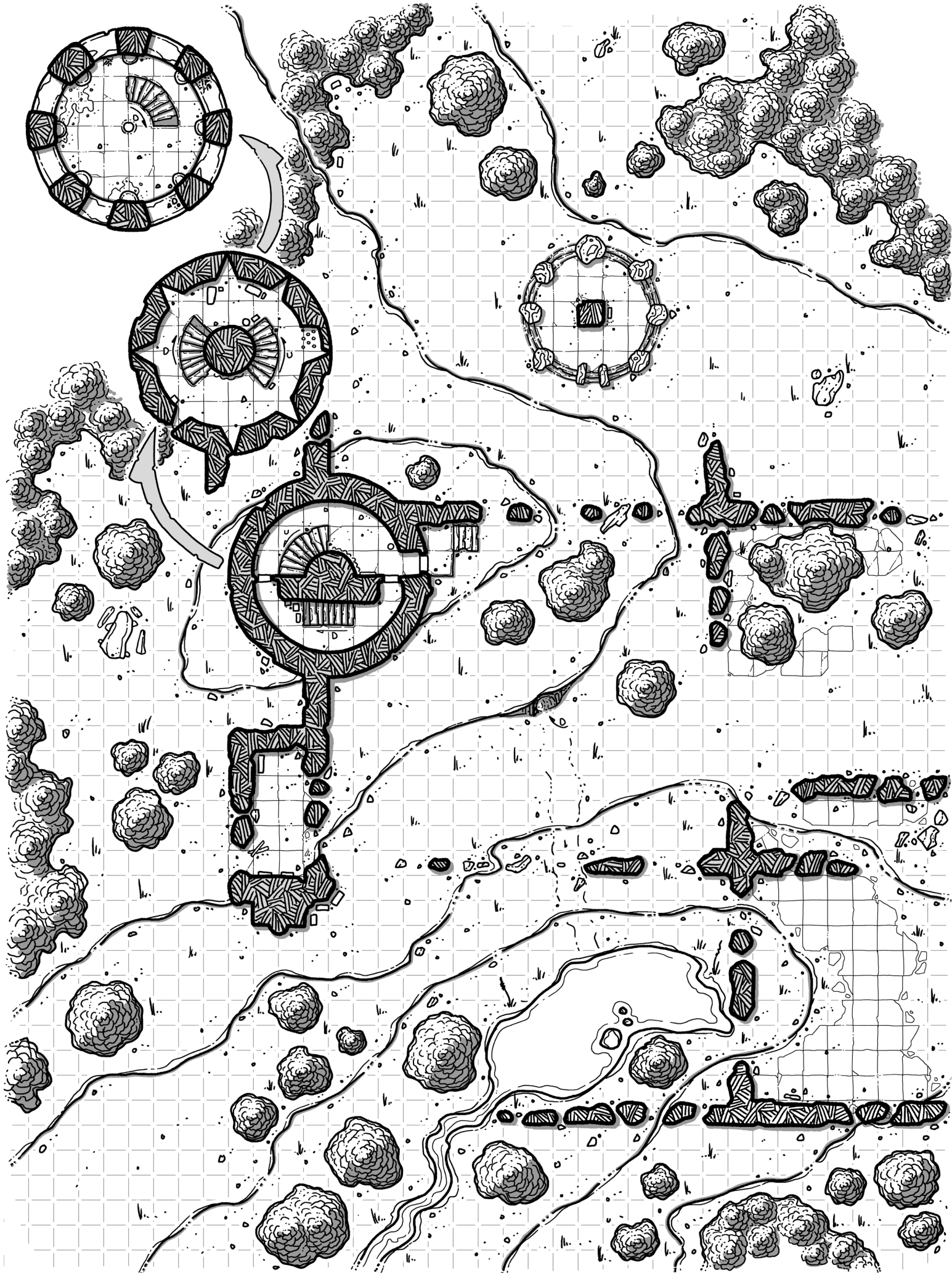


DYSON'S DODECAHEDRON CARTOGRAPHY COLLECTION

May 2023



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Ruins of the Claw of Sunsets

Map 3

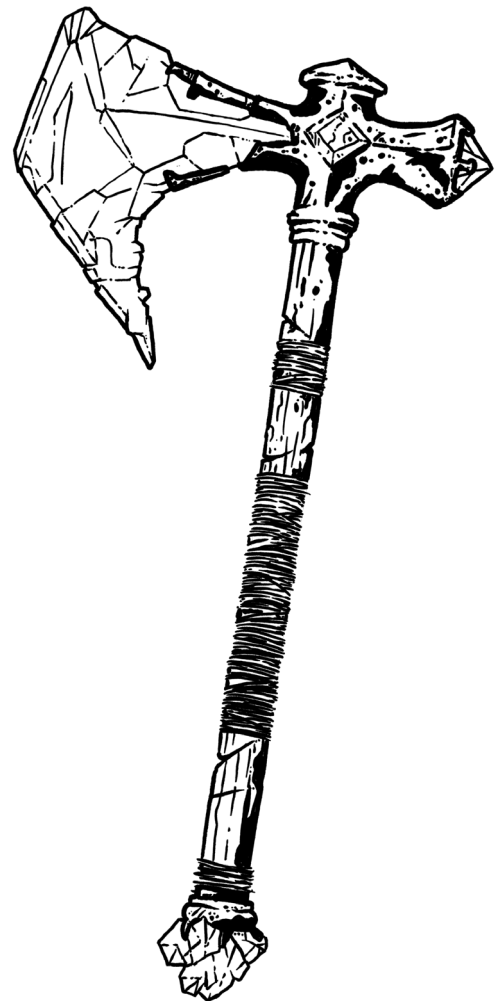
The Claw of Sunsets was a serpentfolk palace complex that is now mostly collapsed and overgrown - including a number of immense thorny vines / roots up to ten feet wide at their biggest that seem intent on tearing down what remains.

This is the last of three 9.5" x 12.75" maps (at 4 squares per inch) in the set exploring the surface ruins, and each map is then paired with a smaller 9.5" x 7.25" map of a dungeon area beneath that section of the ruins (the dungeons beneath this section of the ruins is reached by a set of stairs in the tower, or via the cave entrance southeast of the tower).

This is the westernmost of the three maps and gives us the west side of the valley looking down over map 2. The main points of interest on this map are the standing stones and the tower looming over them.

The standing stones are natural stones set in a 50 foot diameter circle around a platform with a single cut 10-foot-wide 40-foot-tall monolith cut with serpentine symbols crawling up along it. It bears the signs of still being in use, with plantlife cut away from the platform and the central stone being cleaned of debris and moss for the bottom 9 feet.

The tower is a squat two-story affair in excellent shape compared to the other ruins, set atop a hill on the edge of the woods. The rooftop level has battlements and a set of eight raised semi-circular pools that drain through the battlements when full. Some have evidently overflowed as leaves and other debris have blocked their overflow drains. This area is used by the local harpies as a watering hole (although sometimes they also despoil the water in a fit of pique).



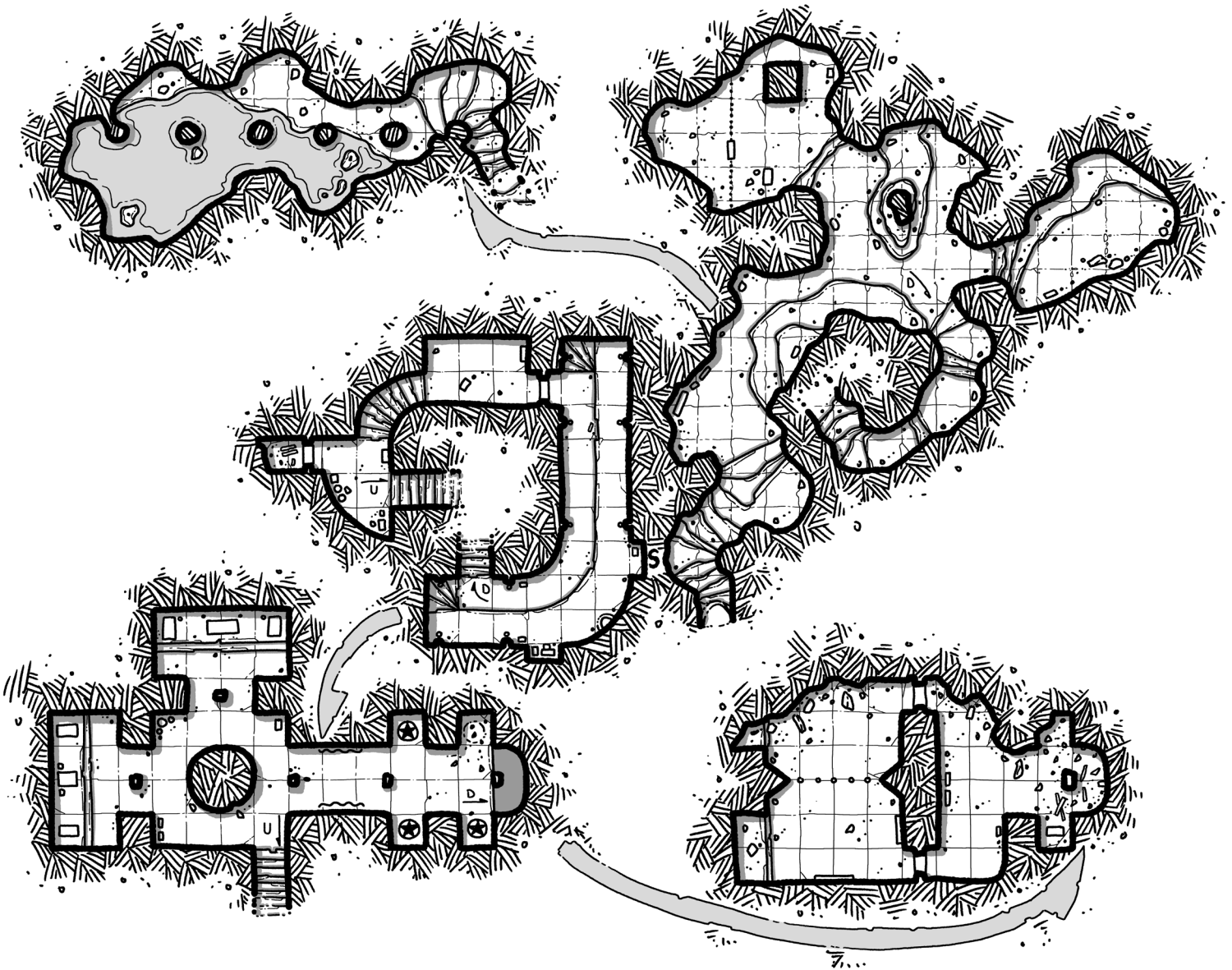
Beneath the Claw of Sunsets Map 3

With entrances both via the stairway in the tower (to the “dungeon” levels) and via the cave downhill from the tower (to the “caverns” levels), this is also the only set of understructures that haven’t been infiltrated by massive vines/roots of the others.

There are three levels to the dungeons and two to the caverns. The two are connected by a secret door on the first level. The caverns have an area that was once used to contain one or more wild beasts, but no creatures are locked within that cave at this time. The lower cavern has a significant amount of standing water and shows signs

of having been “constructed” out of the stone without the use of tools – the five pillars of stone look natural enough, but their near-uniform size, spacing, and straight-line positioning imply otherwise.

The second and third levels of the dungeon were once connected by a turning staircase that has long ago fallen, leaving the deeper partially-collapsed level accessible only via ropes, climbing, or to those who can fly or levitate (well, not actually inaccessible, but definitely hard to get back out of if you don’t have one of the above).



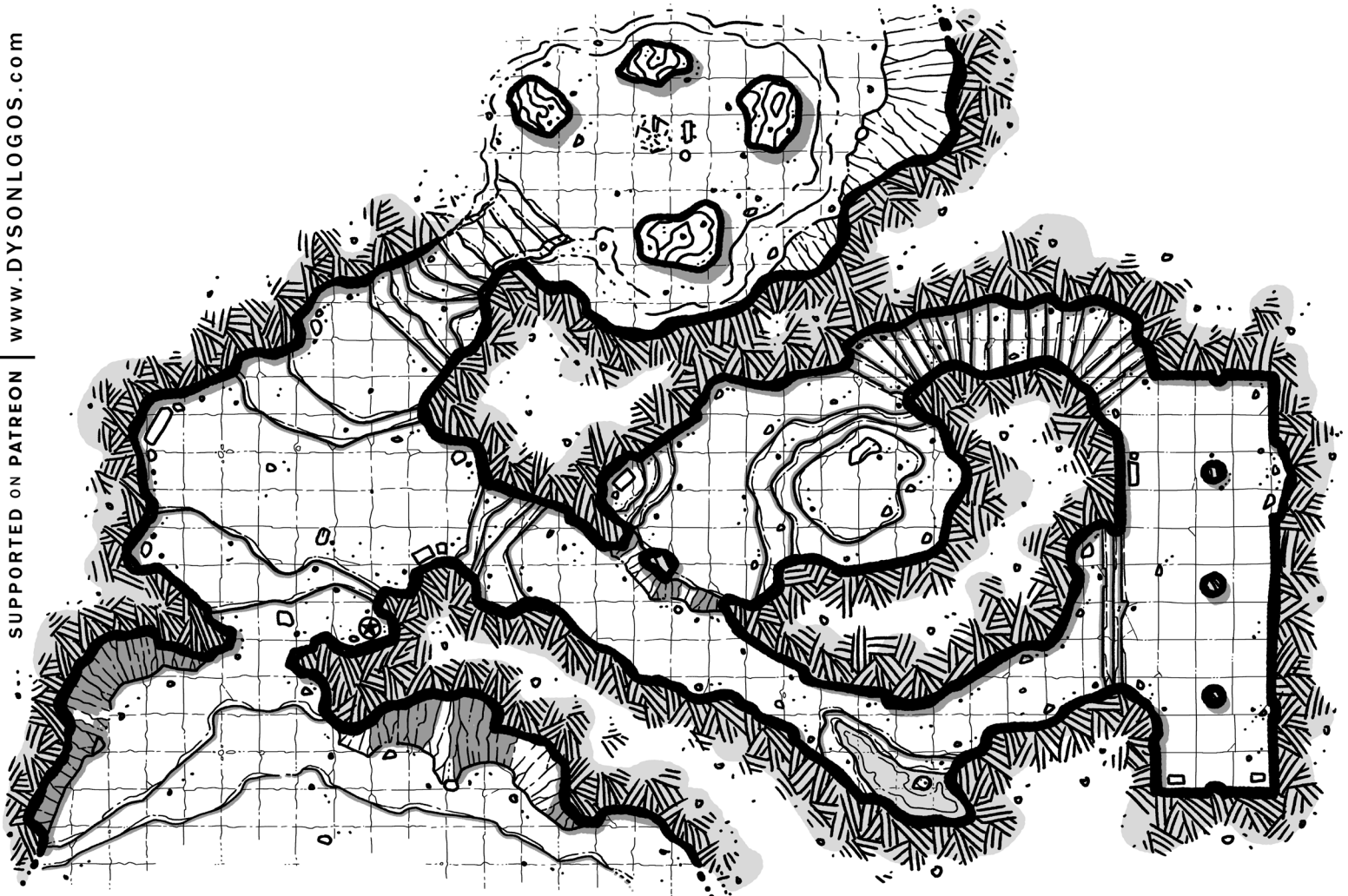
Zinik's Stones

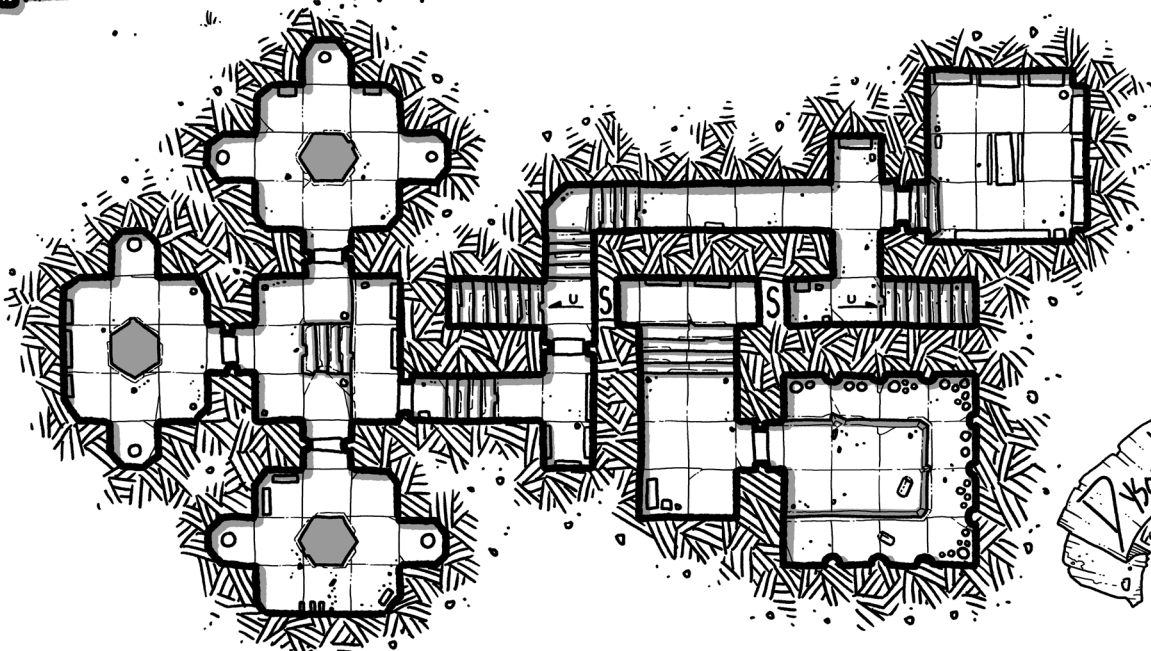
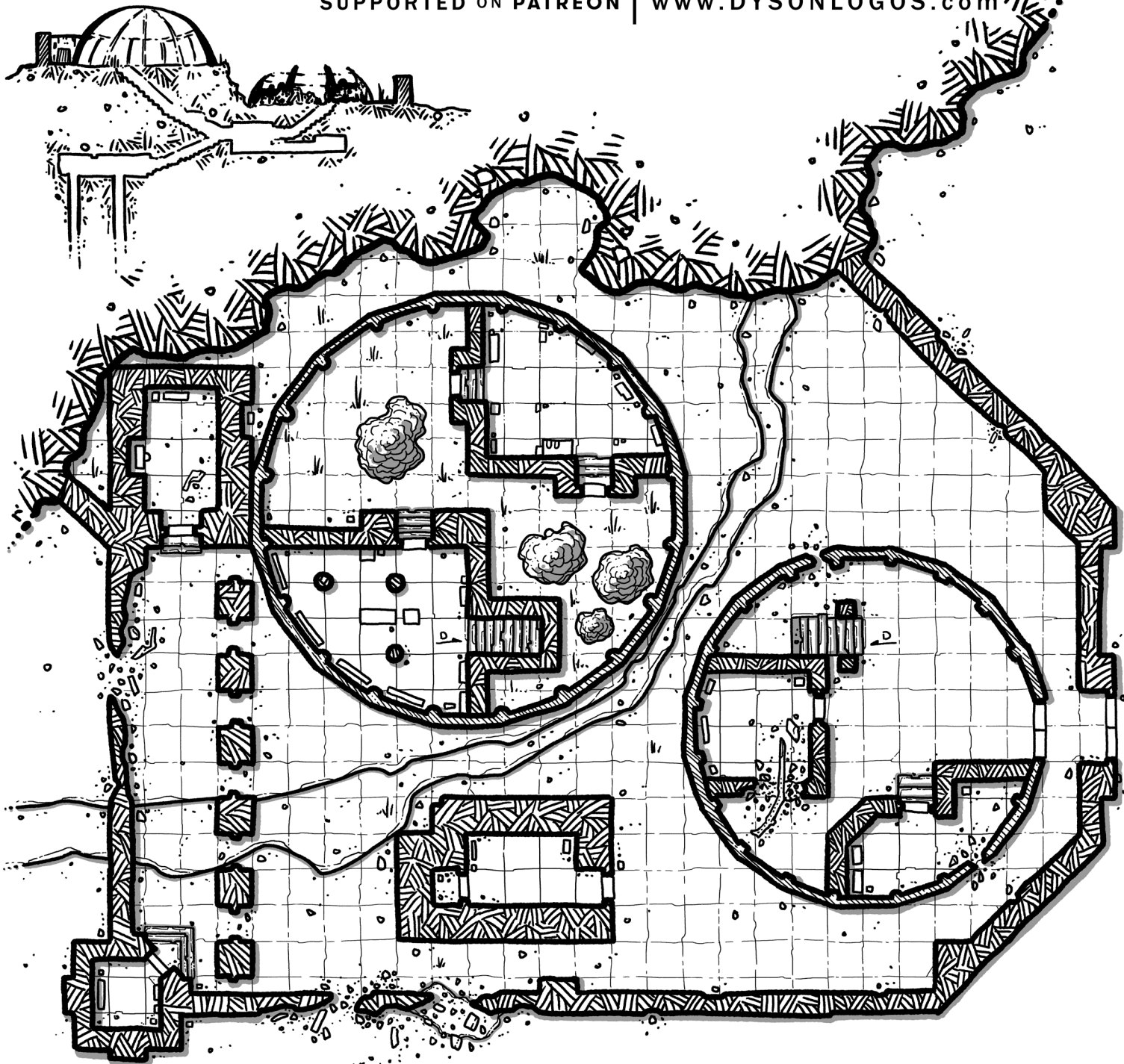
Four massive standing stones were erected in a small but deep bowl in the rocky badlands of Dehnuk - accessed via a steep climb through a dark cave that is unmarked except for the evidence of the Circle of Dehnuk druids travelling to and from this holy space.

While ascending to the stones is fairly straightforward (and once you enter the cave, you can see the sky at the top of the climb to the stones), there are deeper parts of the cave, including a finished space cut from the stone by druidic magics and a chamber that overlooks a portion of the cavern from a height that is higher than the

bowl itself - nearly breaching the top of the stony outcrop.

The Circle of Dehnuk is not a pleasant group of druids - they are a mystery cult of old Zorisz and use the circle for human sacrifices and the summoning of the beasts that they used to tear down the pyramid tombs of the third Zorisz dynasty in the early years of the fourth dynasty that they controlled from behind the throne. Adventures here could be seeking to recover a would-be sacrifice, or to acquire information on the beasts of Dehnuk, or even information about the fourth dynasty.



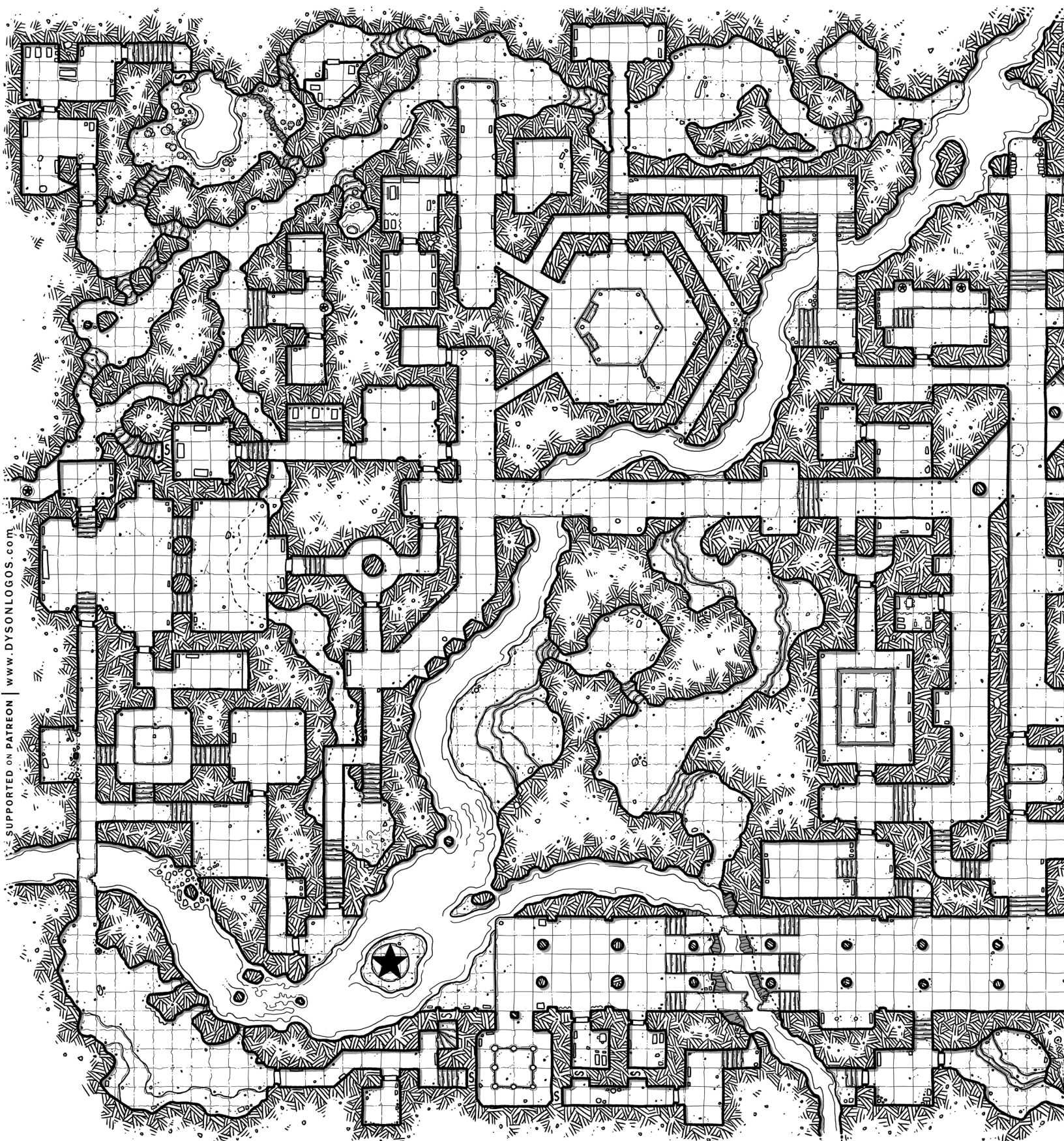


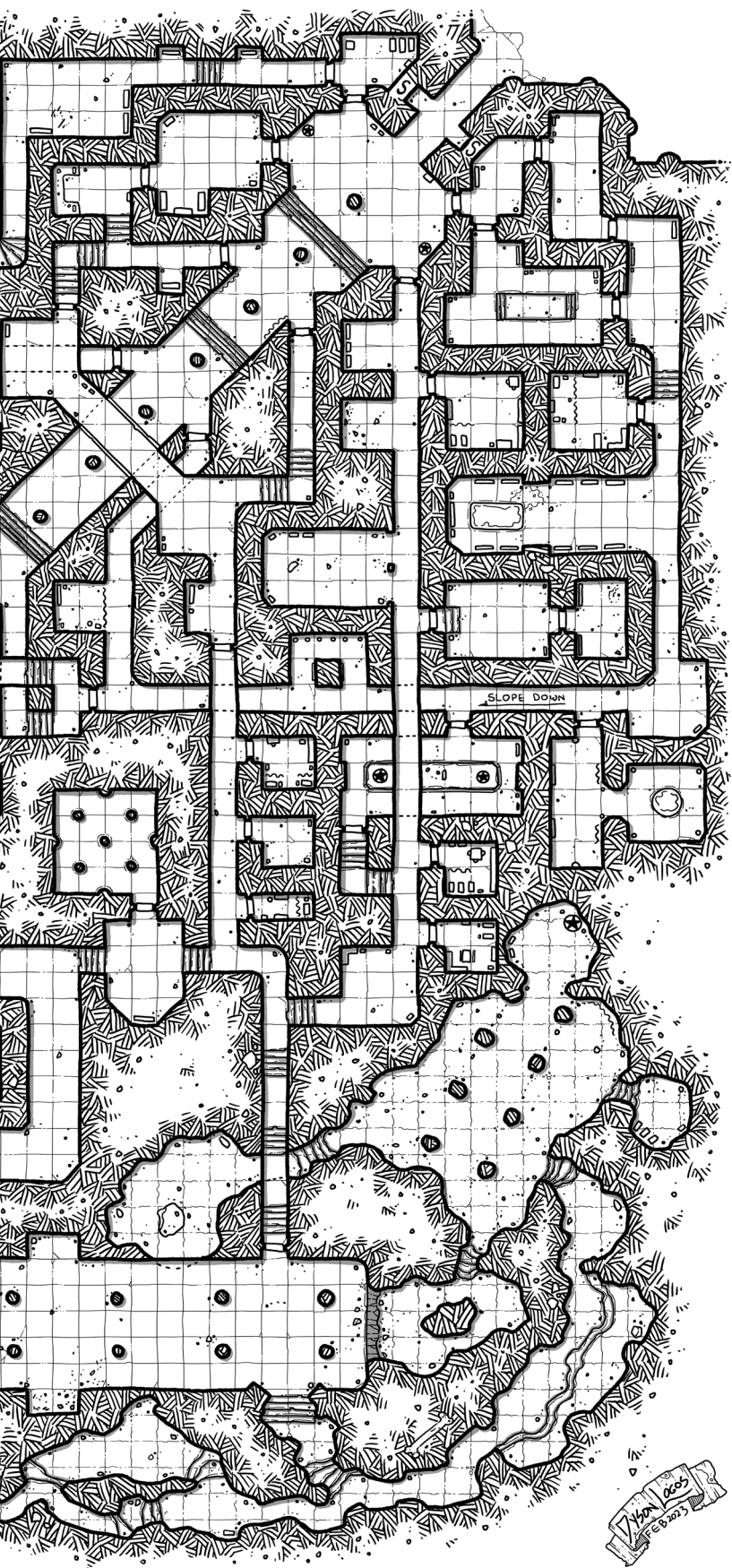
Bore Facility P44

Two ancient domes behind a crumbling softstone wall are known just as “Bore Four-Four” to the locals. Once part of some deep-bore experiments where scientists were measuring solar ejecta from deep underground, the domes have become the headquarters of a well equipped group of raiders / bandits. Both domes are made of a black-coated metal of some kind, with tinted crytalline panels on the upper dome to allow light in (the lower dome likely had these two, but the dome structure has been compromised and the panels are long gone.)

Access to the upper dome is only available via the lower dome - which is fairly easy to access as there are two breaches in the walls and the main doors don't fully close anymore. The bandit/raiders generally ignore the bore holes except to throw garbage down them, and most live in the upper dome area where they are secure and have decent sunlight, trees, water piped up from deep underground, and a defensible single access point through the underground section to the first dome. A few bandits stay at the lower dome and a few more do routine patrols around the area, both within and outside the walls.

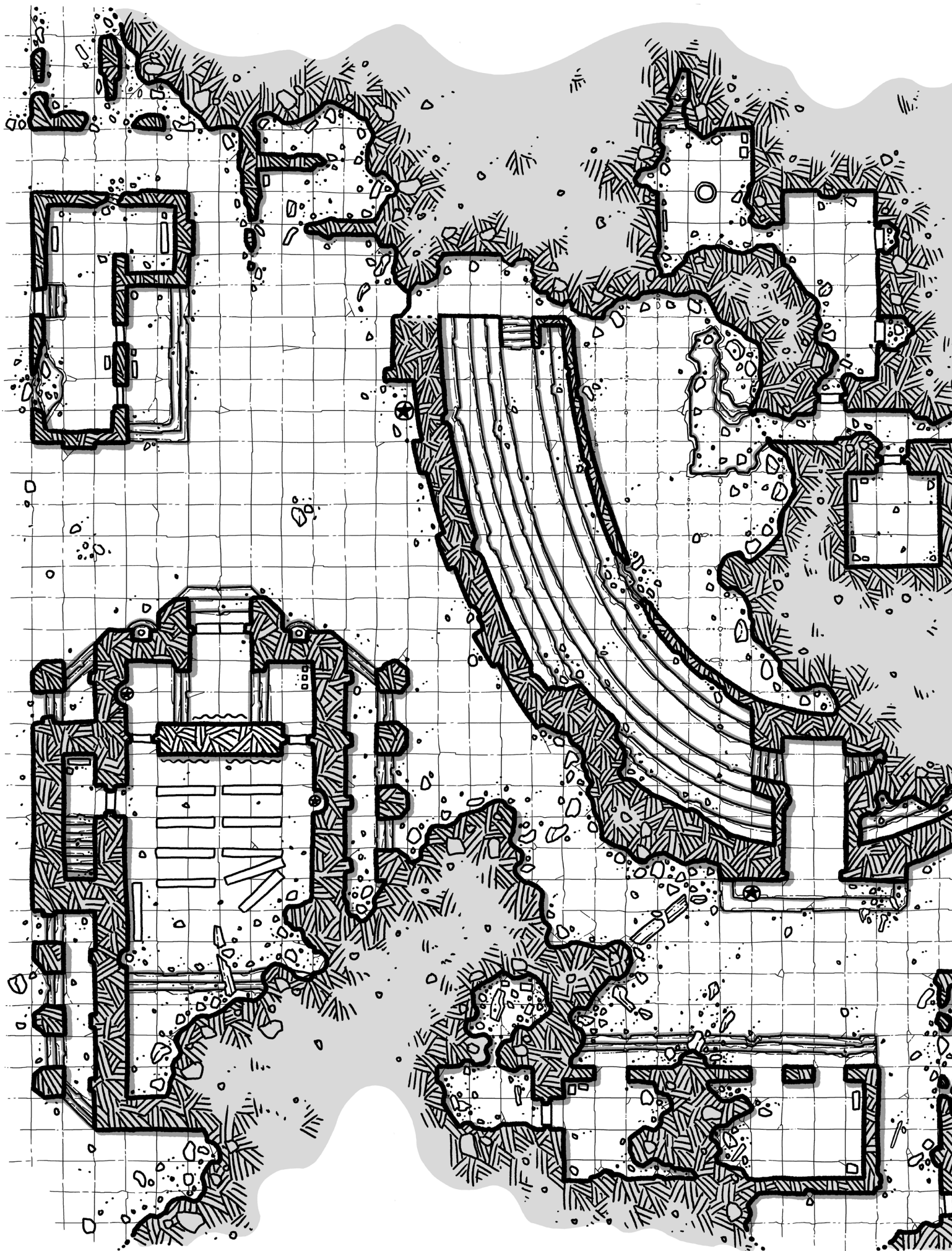






The Halls of Amon-Gorloth II

Built by rebel priests of Amon-Gorloth, this dungeon was constructed and adapted from existing caverns following dreams they claim are channelled from Amon-Gorloth itself - making them a twisted and nightmarish version of the convoluted mausoleums under the desert sands where Amon-Gorloth sleeps and dreams. Of course, the "real" priests of Amon-Gorloth had already created the Deep Halls following the sleeping god's plans, and neither can agree that the other can possibly be right (although both incorporate similar entryways and a mix of caves and finished masonry). But Amon-Gorloth dreams of madness and cares not for those who try to translate dreams into dungeons, and has already forgotten both of these strange cults...





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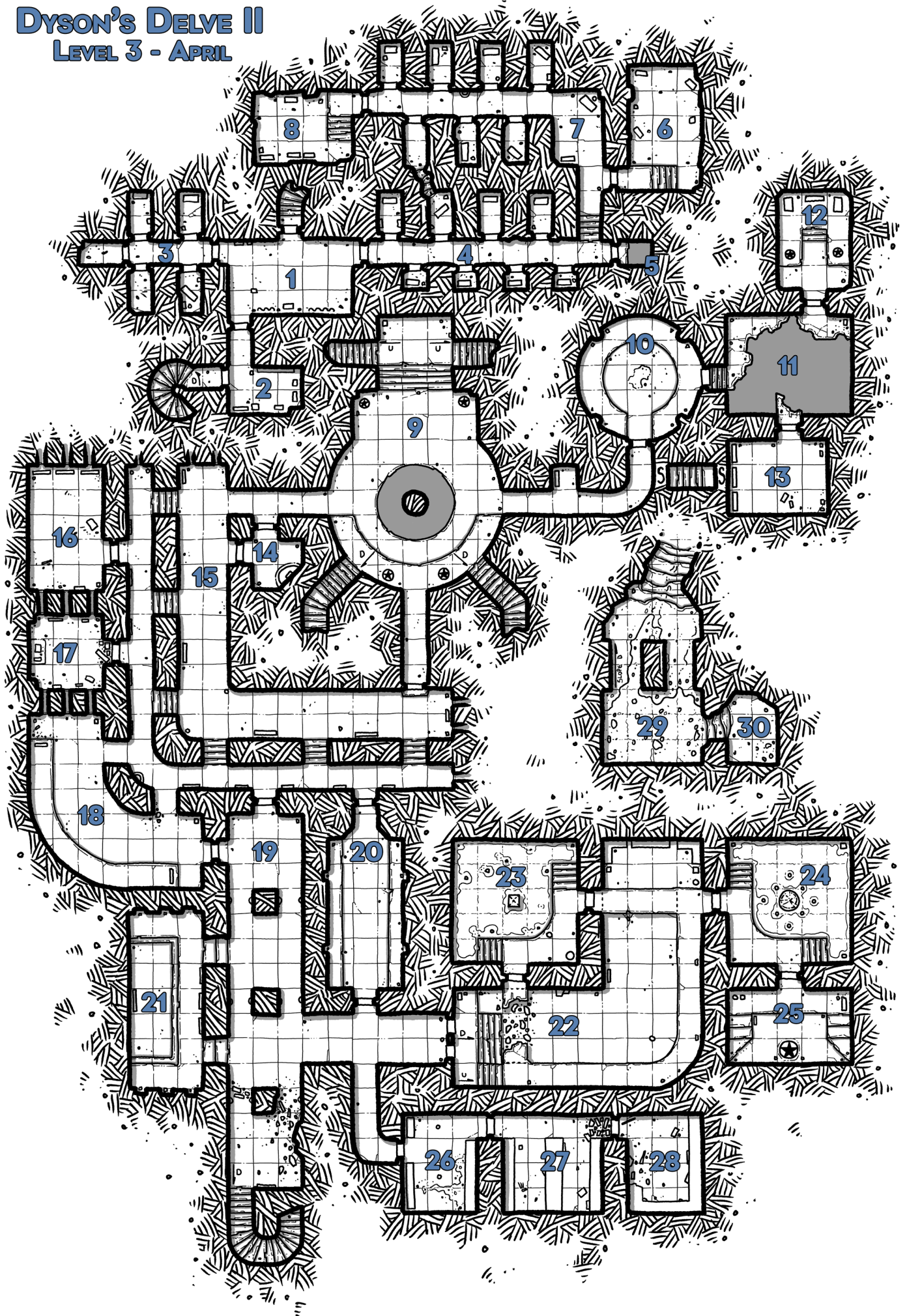
The Arena Ruins at Ishud Vath

When they aroused the ire of the gods, the mighty stone walls and cyclopean architecture of Ishud Vath proved to be no more than monuments to their hubris - the great mountain that the city was built around was thrown down upon them, raining the city in stone, ash, and lava.

There are several interesting ruins remaining in accursed Ishud Vath, but here we are focused on the arena where gladiators anointed by the city's warrior spirits engaged in ritual combats that served as entertainment and to appease the ancient dead warriors that Ishudites worshiped, usurping the positions of the gods themselves. A temple to these same spirits stands right against the arena ruins, and massive piles of fallen stone cover up much of the area and whatever other buildings were once here.

DYSON'S DELVE II

LEVEL 3 - APRIL



Dyson's Delve II

Level 3

4-1 Gaol

There are a total of 16 wererats living in areas 4-1 through 4-8, including the prince and their leader. Two are always on guard here, watching for encroachment from above. They will try to raise the alarm, and the wererat in 4-2 will join in if there is a fight here. This whole section is crawling with rats and a few giant rats. There's always d8-2 disease-ridden rats here and a 25% chance of d3 giant rats.

4-2 Deeper

One wererat is on guard here, and will be joined by the two in 4-1 if there is a fight. There's always d8-3 disease-ridden rats here and a 25% chance of d2 giant rats.

4-3 West Dungeons

Each chamber is "claimed" by one of the 16 wererats who live in the gaol level. There is a 2-in-6 chance that any of these chambers is currently inhabited. Track the total number of wererats encountered in these chambers, once 9 have been encountered, there will be no more except the prince and the leader. There are d8-5 disease-ridden rats in each chamber and a 10% chance of d2 giant rats.

4-4 East Dungeons

Each 2-square chamber (the old dungeon cells) is claimed by one of the 16 wererats who live in the gaol level. There is a 2-in-6 chance that any of these chambers is currently inhabited. Track the total number of wererats encountered in these chambers (4-3 and 4-4), once 9 have been encountered, there will be no more except the prince and the leader. There are d8-5 disease-ridden rats in each chamber and a 10% chance of d2 giant rats. The single-square cells are used for storage and are kept locked (the leader has the key). Each contains a small hoard of bulky materials, foodstuffs, and semi-precious goods like wines.

4-5 Waste Pit

Used for disposing of waste from the dungeons and now from the wererats, this leads down to the Otyugh & Gong Goblin pits below.

4-6 East Common Cell

The "Barbarian Prince" holds court here, having claimed this old common cell as his domain. He has 5+5 HD, wields a Two Handed Sword +1, +2 vs Lycanthropes (called "Tailcutter"). There will be 1d4-1 other wererats in here, usually drinking and planning the eventual overthrow of the leader of the clan (but never actually go through with it), as well as 1d3 giant rats and 1d10 disease-ridden rats.

4-7 Gaoler

1d2 wererats "hang out" in this chamber instead of their private spaces or with the Prince or Leader.

4-8 West Common Cell

The leader of the wererat clan (4+4HD - equipped with a wand of paralyzation [8 charges] and a potion of growth) and her mate are usually here. They will be accompanied by 1d4-1 other wererats at any time, as well as 1d4+1 giant rats and 2d8 disease-infested rats. The rough furnishings contain a level 2 magic-user scroll, and a hoard of coins and jewels.

4-9 The Descent

This circular chamber, like those above, is built around a central shaft and column. There are four statues of winged demons here (two at the north end by the stairs up, two on the raised platform by the stairs down) but there appear to be 8 (another two on the platform by the stairs down, and one each just north of the passages to the east and west) - these are gargoyles.

4-10 Tiered Circle

Dried remnants of a significant quantity of blood on the floor here. The raised section is 3 feet higher than the main floor.

4-11 Pit to Level 5

The floor of this chamber is long collapsed – although it appears to have never been “complete”, but a set of walkways and a bridge. The hole here is much deeper than in area 5, and descends not to the next level, but the one beneath.

4-12 Sanctuary

An old shrine and altar. A sacrifice of a sentient creature or a treasure worth a small hoard or a magic item allows a roll on the reaction table. A positive reaction blesses the party for 24 hours and heals everyone 1d6+1 hit points, a negative reaction curses the party for 24 hours and damages everyone 1d6+1 hit points.

4-13 Guardians

Two stone living statues (of black basalt) guard this chamber. The shelves on the west wall conceal the secret stairs and contain old books of significant bulk, but worth a hoard of treasure to the right buyer.

4-14 Speaking Fountain

The fountain in the corner of this room appears to be yet another of the gargoyles as in area 9. However, this is an enchanted fountain that can speak and will request that adventurers add water to it so it can continue to flow. It will reward those who do, asking them to bring a vessel to its mouth, and will spit out a random potion into the vessel, at most once per week.

4-15 Jinxkin Hall

rooms 4-15 through 4-18 all have ventilation shafts near the floor and ceiling where indicated, allowing air to travel easily through them. These shafts are 1.5 x 1.5 feet in size, perfect for the Jermlaines that have made this their home. The main hall seems safe enough, but the smaller 10' hall up the stairs from here has 10x10 foot nets strung all along the ceiling to be dropped by the Jermlaines. There are thin triplines of woven human hair at the top of each set of stairs that trigger the nets as well as typically tripping their victims. The other nets are triggered manually by jermlaines at ceiling height. There are a total of 18 jermlaines that work area 4-15, along with 8 giant rats that they use as mounts and distractions.

4-16 Jinxed Library

The jermlaine air passages on the north side of this room are hidden behind old & towering bookcases with enough room for the 9 jermlaines and dozens of diseased rats to emerge from. The entrance is rigged with a tripwire linked to nets on both sides of the door, and these jermlaines are equipped with flaming oil as well as their usual weapons. The jermlaines will TRY not to burn the rats, but sometimes sacrifices must be made, and these aren't giant rats or anything...

4-17 Jinxed Storage

The door to this room has been “barricaded” by a bunch of boxes and old furniture. A skeleton of a human in chain mail rests against the barricade. A small raised platform is against the west wall, and the elder of the jermlaines is there along with six others, but they will retreat to the tunnels if the door is broken open. Multiple nets and dropping spear traps (jermlaine sized spears of course, dealing 1d4 damage) are hooked up to the barricade so they descend on anyone pushing through the barricades.

4-18 Jinxed Platform

the last dozen of the jermlaines are here along with six giant rats, they act as a fast-response team, with one guiding the rat and the other working as an archer and flaming oil dispenser. The rats have been equipped with saddles that hold three flasks of oil that can be poured out as the rats run.

4-19 The Hall of Warriors

three near-skeletal wights guard this hall. One is equipped with a shield +1.

4-20 Four Axes

Four battle axes are set in niches above raised platforms on the two sides of this chamber. Each is magical and cursed. The first (Soulless) has an onyx head and has no bonus to hit, but a +2 bonus to damage. The second (Butcher) is a +2 weapon, but the wielder suffers half the damage that they deal. The fourth (Toecutter) is a +1 weapon but the wielder cannot retreat from combat. The last (Glautonox) has a haft of bone and a rough iron head and is a +2 weapon, but curses the wielder's companions as per the curse spell as long as the weapon is with them. Taking any of the axes will release the four shadows of the previous wielders into the chamber from their axes to fight the thieves.

4-21 Deep Chamber

A few bones litter the floor.

4-22 Walkways

Stairs lead down into this chamber, while another set leads up to a walkway 15 feet above the floor level. This walkway is used to access area 4-23 and 4-24. 4-22 through 4-25 are all infused with necromantic energy from 4-23 & 4-24, dealing 1 damage every ten minutes to any living creatures in the area.

4-23 Obelisk of Souls

Sitting in waist-deep black liquid is a purple obelisk... floating in the liquid are a number of humanoid skulls. The necromantic energy here deals 1d6 damage per turn (10 minutes). Anyone reduced to zero hit points in this room is slain instantly and cannot be returned from the dead.

4-24 Life Conduit

Sitting in waist-deep iridescent liquid is a massive "black pearl" surrounded by 8 miniature purple obelisks similar to the larger one in 4-23. The orb glows as black lightning arcs occasionally from the obelisks. The necromantic energy here deals 1d6 damage per turn (10 minutes). Anyone reduced to zero hit points in this room is immediately regain one hit point, but suffer a horrible curse.

4-25 Orcus Idol

A dozen zombies and a pair of wights stand watch around a statue of orcus on the lower tier of this chamber. The eyes of the idol are black onyx and count as a small hoard.

4-26 Slimy Stacks

This small library has a slick floor and shiny liquid on the shelves (two grey oozes). All the books and papers have been long ago dissolved.

4-27 Library

The shelves of this library are guarded by a trio of wight librarians. On the shelves are 3 random scrolls.

4-28 Ruined Library

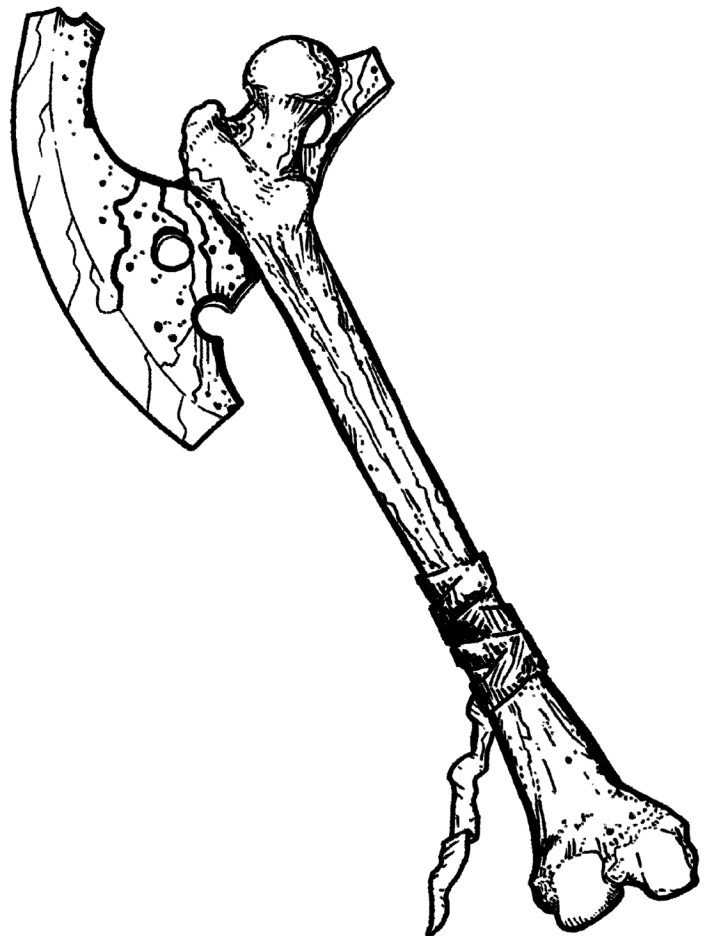
Some of the shelves have been burned, and the books and scrolls are torched.

4-29 Otyugh Pit

This filthy area is coated in excrement. Any noise here will attract the eternal otyugh from 4-30. Any damage taken here will require a save vs poison to avoid horrific infections. Just being here requires a save vs poison to avoid getting a parasitic infection.

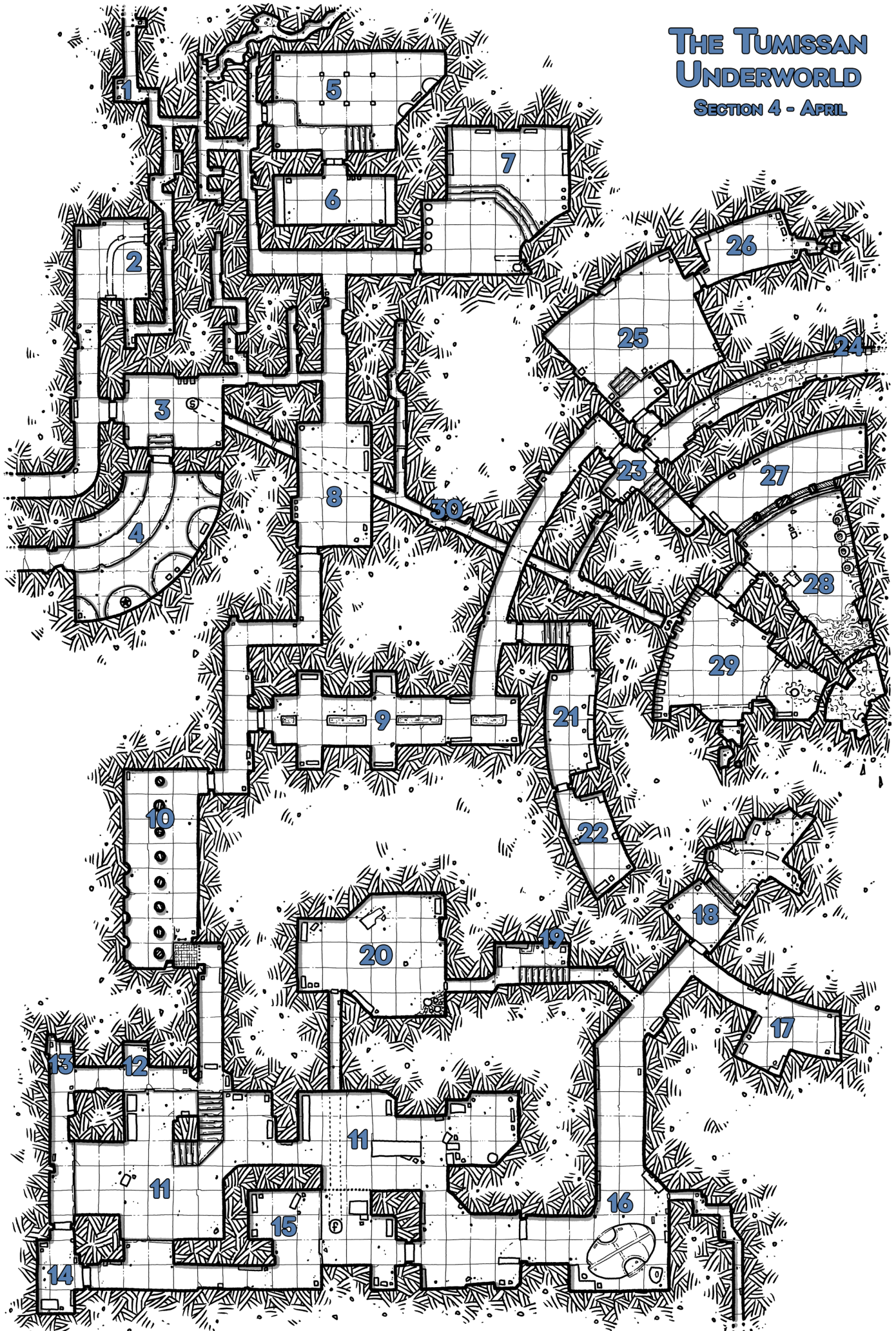
4-30 Otyugh Lair

The eternal otyugh resides here. It is undead, but this is not apparent from looking at it. It regenerates damage at a rate of 1 hp / hour, even when slain (even when chopped to little bits, burned, etc - probably best to disintegrate it or feed it to a sphere of annihilation). Every time it is slain, it's maximum hit points are increased by one, and every 5 hit points gained this way increases its hit dice by 1. It currently has +1 HD.



THE TUMISSAN UNDERWORLD

SECTION 4 - APRIL



The Tumíssan Underworld

Map 4

This map connects to the small access hallway at the south end of Map 3 (area 3-16)

4-1 Access Tunnels

Uneven floors, pipes and weirdness. Lots of small spiders have settled here and there are webs everywhere. These passages are hot, with steam and hot pipes running along the walls and ceilings and a humming / thrumming noise coming from the reactor area.

4-2 Maintenance Access

A single Ru'un guard does nothing unless attacked or the room is damaged. It will shout an incomprehensible warning the first time instead of attacking.

4-3 Secret Access

The secret trap door in the floor requires that the three "boxes" set into the north wall be pushed downwards one at a time, from left to right, with no more than 5 seconds between presses. The trap door then makes a "pop" and swings open to access 4-30. From the access-way side, it can be opened by pressing a button in the middle of the trapdoor. It remains open for exactly 77 seconds.

4-4 Catwalk

The lower tier of this room is 16 feet below the stone "catwalk" above. The five platforms are 18 inches higher than the walkway. The platforms hold up a statue of Ksáru, small altars, and a little dry font with dry grainy residue at the bottom. If collected and rehydrated this turns into a potion that increases Strength and Stamina by 20% for 1d6+1 hours.

4-5 Qól Tanks

A pair of massive metal and glass tanks are on the far wall, covered with inscriptions and catechisms of Ksáru. Each contains a foul liquid full of floating chunks and stringy residue, like long spoiled serpent pickles. These are tanks used to grow a larger variant of Qól but they have broken down from lack of care when the experiments failed and the area was abandoned by the temple of Ksáru during the last Ditla-

na. Three ceramic archways are on the lower tier leading to the tanks, but seem to serve no current purpose. Noise made in here will alert the Qól in 4-6 who will prep for attack and then finally come out to see what the commotion is after 20-30 minutes.

4-6 Qól

Six Qól with poisoned blades and javelins are here along with a half hoard of treasure that they feel they are protecting for the temple of Ksáru.

4-7 Smaller Qól Tanks

On the west wall are four human-sized Qól tanks, again marked with the symbol of Ksáru. These would still work if one knew the methods to create Qól from human stock. On the upper tier of this room are a dozen Qól with rough-made poisoned blades that will fall upon intruders not clearly marked with the symbols and colours of Ksáru.

4-8 Victims of the Shunned Ones

The bodies of six Qól lie dismembered and mangled on the ground – they appear to have been struck with multiple projectiles that penetrated through their bodies, but no projectiles can be found. A foul scent besmirches the air here, which grows stronger approaching area 4-9 (the scent of the shunned ones).

4-9 Planters & Snipers

Down the middle of this alcoved passage are a set of what used to be planters – now only containing dirt. Ducking behind the easternmost of these is a shunned one, with another waiting just in the hallway to the north. The one in the hallway has a small metallic crossbow loaded with poisoned darts and the one behind the planter has an Eye of Plentiful Projectiles with 29 charges (each charge fires an invisible "projectile" of force in a straight line forward – attacking in all respects as a crossbow +3).

4-10 Pillared Chamber

The north end of this chamber smells of shunned ones, which grows stronger approaching area 9. At the south end is a ladder leading up 20 feet to a raised grilled platform that then leads further back to area 4-11.

4-11 Old Warehouse

12 feet below the mezzanine level, this was once a warehouse space, but most of the shelving, let alone the contents thereof, are long gone. There is, however, several hundred pounds of steel to be scavenged in the remaining shelves. Obviously any loud noise in 4-11 through 4-16 will alert Omssaer in 4-14.

4-12 Alchemy Niche

A bucket containing a dissolved Qól sits under the table here, and a small hoard of alchemical equipment and samples.

4-13 Workbench Niche

A mostly repaired battery for a chariot of the gods is on the workbench. This 200 pound device has 40 charges, but requires an Intelligence check to properly install as it has several loose and missing pieces still.

4-14 Sorcerer's Quarters

These are the quarters of the sorcerer Omssaer hiTlu'ing. An outlaw in the city above, he has lived down here for at least a decade, making the warehouse and surroundings (areas 11-20) his domain. He is a potent level 7 sorcerer and has a personal mutant Qól bodyguard that he produced using the tanks to the north. He possesses (and will use) an Abominable Eye of Detestation (causes fear) with 47 charges and a Splendid Eye of Seeking Far Adventure (teleports the wielder and dó creatures within 10 feet, taking allies first) to another plane until it is triggered again) with 5 charges. A metal and ceramic box under his bed produces a thin but nutritious gruel that he uses to feed himself and his Qól – he will eagerly trade information for other foods or spices. He keeps no other treasure in his quarters, but also carries a small white hexagonal “coin” of ceramic in his pocket. This is the “key” to the grate between areas 4-16 and 4-19.

4-15 Mezzanine

If pressed (but not so much that he triggers his Splendid Eye of Seeking Far Adventure), Omssaer will run here, climb down to the caged area below, and use the trap door to head for area 4-20.

4-16 Old Tube Car

Omssaer has been working on this tube car, but without a tube car station around, it is pretty much pointless. Many tools are scattered about, and can double as an excellent lockpicking kit and various other useful tools. The passage to 4-19 is blocked by a ceramic grate what will move aside for someone carrying his “key”.

4-17 Empty

Empty stone shelving indicates that this was also once storage space.

4-18 Reactor Control

This small chamber once had a crystalline wall between it and the lower section, but the barrier was shattered. The lower section is in ruins, with chunks of stone and ceramic everywhere and much of it fully collapsed.

4-19 Maintenance Stash

Accessed either through a crawlway and maintenance door in 4-20, or via the grate to 4-16 which normally requires Omssaer's key (see 4-14). Omssaer keeps pieces of broken technology and tools that he can't use currently in this space. Among them are a number of crystals used in ancient computational arrays that are treated as a small hoard of gems.

4-20 Maintenance Room

Omssaer keeps his bug-out bag here, containing a change of clothes, a small hoard of gold kaitars, a scroll of teleportation, and two items he hasn't figured out yet and has basically forgotten – one is an eye with no charges, the other looks like an oversized eye, except when the button is depressed a digital readout appears where the pupil would be (in an unknown language of the ancients, it reads out the current distance from the spaceport that is now the Plain of Towers, to the west of Mu'ugalavyá. He keeps this area locked down, and isn't aware of the massive spiders that have moved into this chamber and now lair directly around his bug-out bag.

4-21 Shunned Ones

Three shunned ones are examining the area – one is a sorcerer, another an apprentice, and the last a bodyguard / warrior. When they are done, they'll get the bodies from 4-22 and bring them to 4-28.

4-22 Mess

Mechanical detritus and a pair of dead Shunned Ones are on the floor. The Shunned Ones are already bagged up to be transported home via the Nexus Point.

4-23 Crossroads

The northwest door opens automatically when touched. The northeast door has a large warning icon on it in orange (a big triangle) and opens automatically when contact is maintained for five seconds. There's a 25% chance every turn of a shunned one entering this area from 4-27.

4-24 Engines & Cooling Access

Pipes and conduits are along the walls and ceiling of this passage that eventually leads to map 5.

4-25 Shunned Ones

Three shunned ones (all minor sorcerers) are examining this sunken chamber and the doorway to 4-26. The door is a pocket door that is jammed in its track and won't open except to a door control spell.

4-26 Collapsed Accessway

This chamber is out of alignment with the rest of the complex, the floor canted at a 3 degree angle to the north. The passage accessway to the west has completely collapsed. A small iron Pé Chóí (30 inches tall) is trapped partially under the rubble. If carefully removed from the rubble, it operates as a small clockwork automaton that can operate for 4 turns every day before needing to be rewound and set in the sun to recharge. When activated it will follow orders in Pé Chóí spoken by the activator, and is a 4HD creature with the equivalent of +1 daggers for two of its four forelimbs.

4-27 Reactor Control

This chamber, full of strange ceramic and glass tables, is the staging point for the shunned ones who have come through the nexus point in 4-28. Their goal is to find their way to overload

the The Mouth of Vimúhla and hopefully destroy much of Tumíssa. There are d6+4 shunned ones here at any one time, 25% of which are minor sorcerers. They have smashed the crystalline barrier between 4-27 and 4-28.

4-28 Reactor Nexus Point

This reactor chamber now manifests a nexus point through which the shunned ones are entering the Tumíssan Underworld. A large hoard of goods is on the floor here, looted from the underworld and being prepped to return through the nexus point. Two shunned one warriors stand guard with crossbows and will engage intruders here and in 4-27. The doors to 4-29 will not open except to a door control spell.

4-29 Poison of the Ancients

This reactor chamber is flooded with ionizing radiation, requiring a saving throw every turn to avoid the effects of the "poison of the ancients" (radiation poisoning). A secret maintenance hatch in the north wall leads to 4-30.

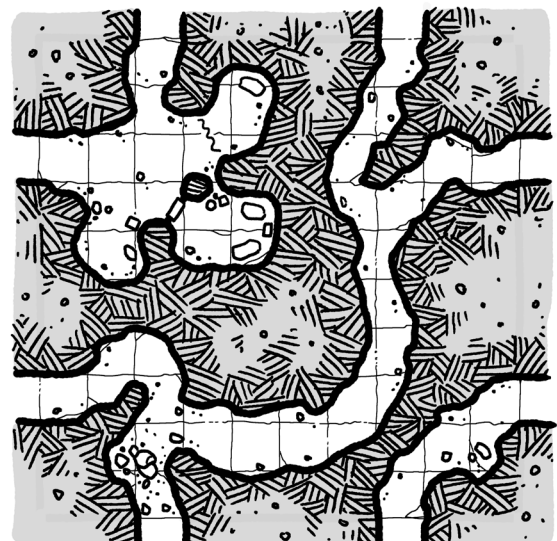
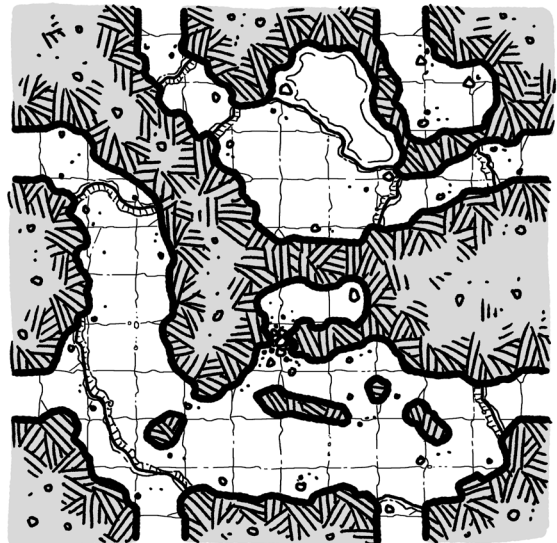
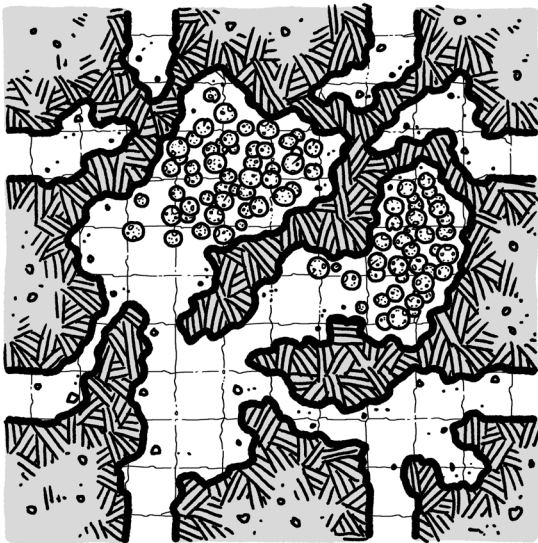
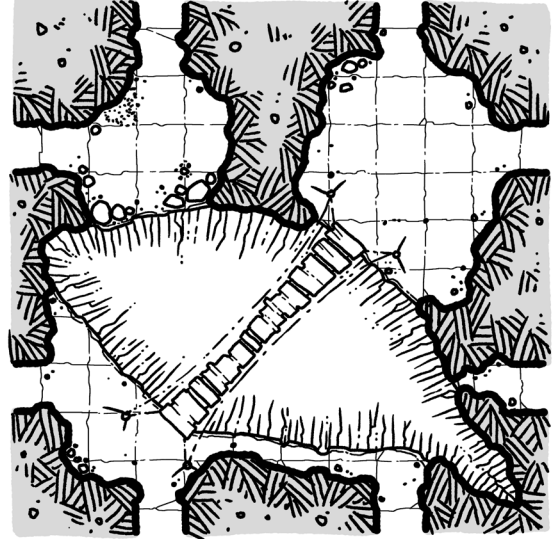
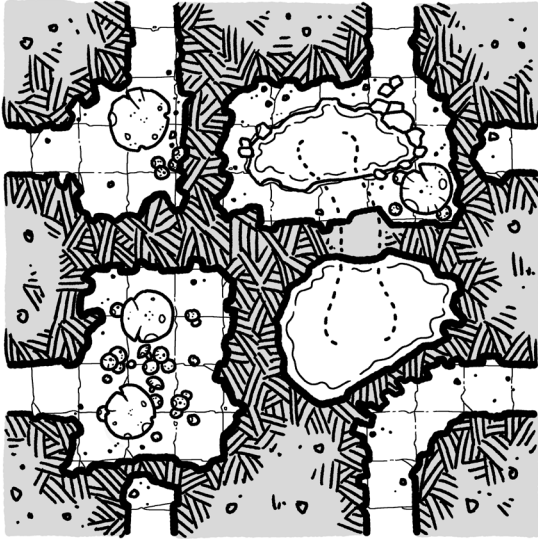
4-30 Secret Access

This access crawlway between 4-3 and 4-29 is hot, steamy, and in the area southeast of the last side passage is also irradiated. The radiation is less fierce than in 4-29, and saving throws are at a +4 bonus.



DungeonMorphs

Lairs Set 4



DungeonMorphs

Lairs Set 5

