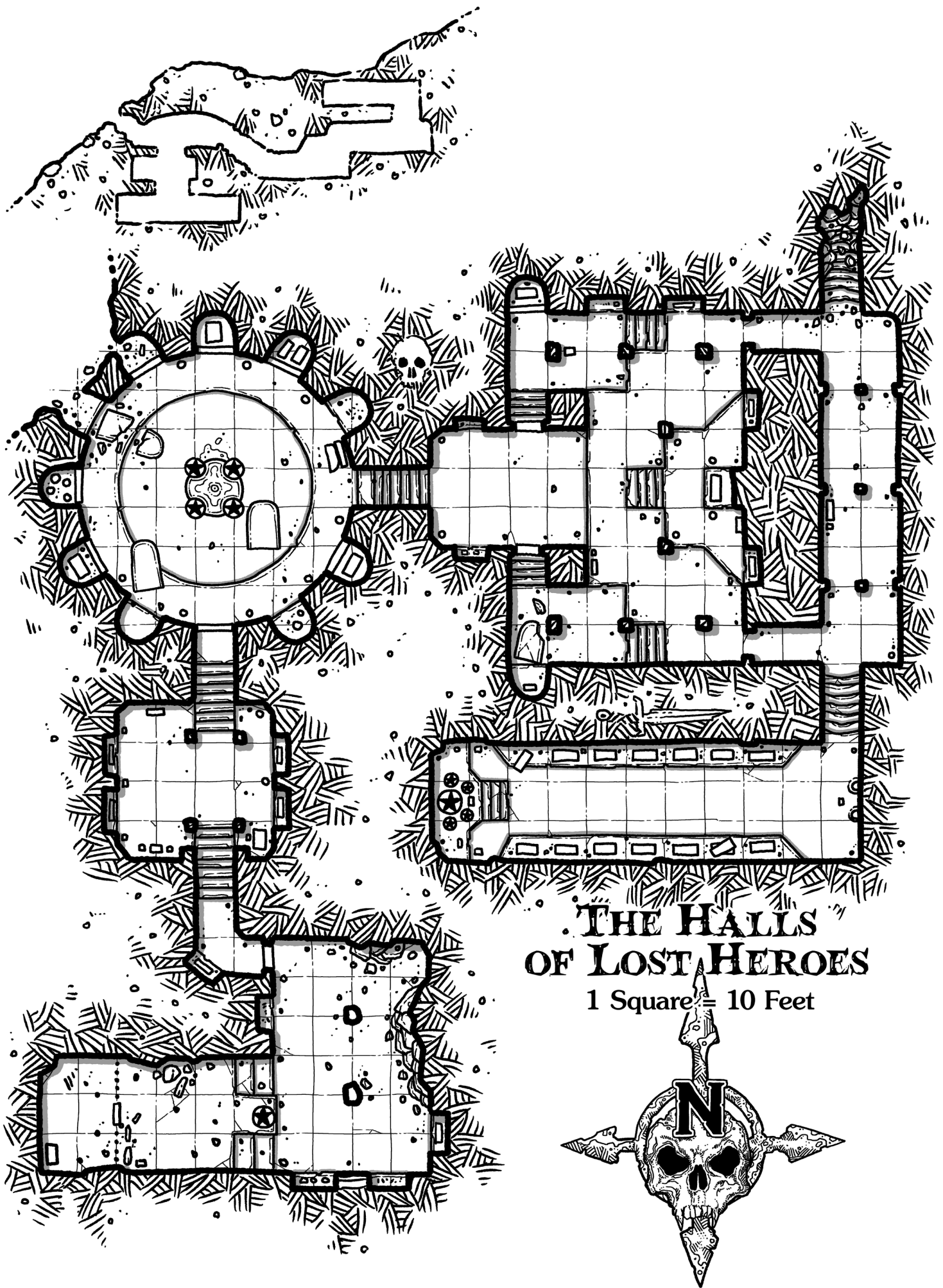
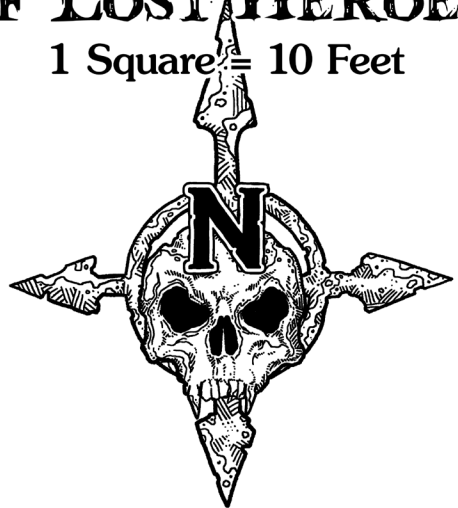


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THE HALLS OF LOST HEROES

1 Square = 10 Feet



Welcome to the September 2023 Cartography Collection from Dyson's Dodecahedron. This collection is offered to all patrons of the blog via Patreon as a thank you for supporting my work and making all this possible.

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This collection contains the first five of the ten Index Card Dungeon sections, as well as:

The Halls of Lost Heroes (a multi-tiered single page tomb complex that might feel at home in an Elder Scrolls game)

Pitmann Manse (a three-level semi-fortified manor)

Temple of the Divinity in Copper (A temple to lost deities and heroes cut into the cliffs around the Desert of the Gods)

The Deep Sepulchre (claimed by foul troglodytes unwilling to disturb the shadow-haunted sepulchre beneath)

The Lordling's Hall (the "great hall" of a minor noble on the frontier)

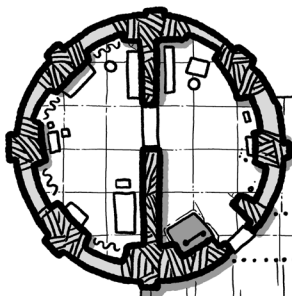
The Halls of Lost Heroes

This old tomb in the Ghost Hills Range was long ago buried when the main entrance collapsed. In more recent times, the side of the hill has slid away in a series of small landslides that breached one of the tombs. From there, the portal to the tomb was broken open, and the entire complex was opened to invaders and treasure hunters.

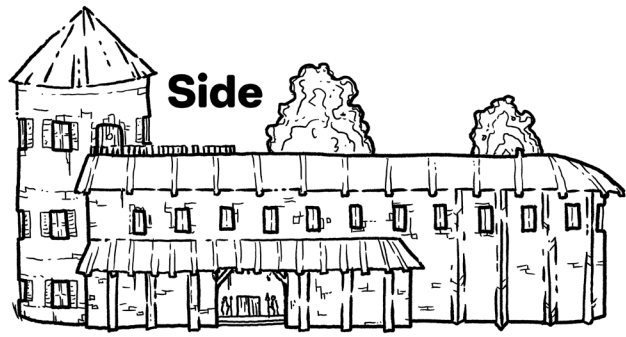
The structures on the right were the mausoleum, with grand pillared halls, raised daises for sarcophagi, and a grand dais in the largest room where the body of some major chieftain or noble was laid to rest.

South of (and below) the circular tomb that has become the entrance to the halls are the deeper sepulchres - and finally a very well-looted and slowly collapsing treasure chamber at the bottom.

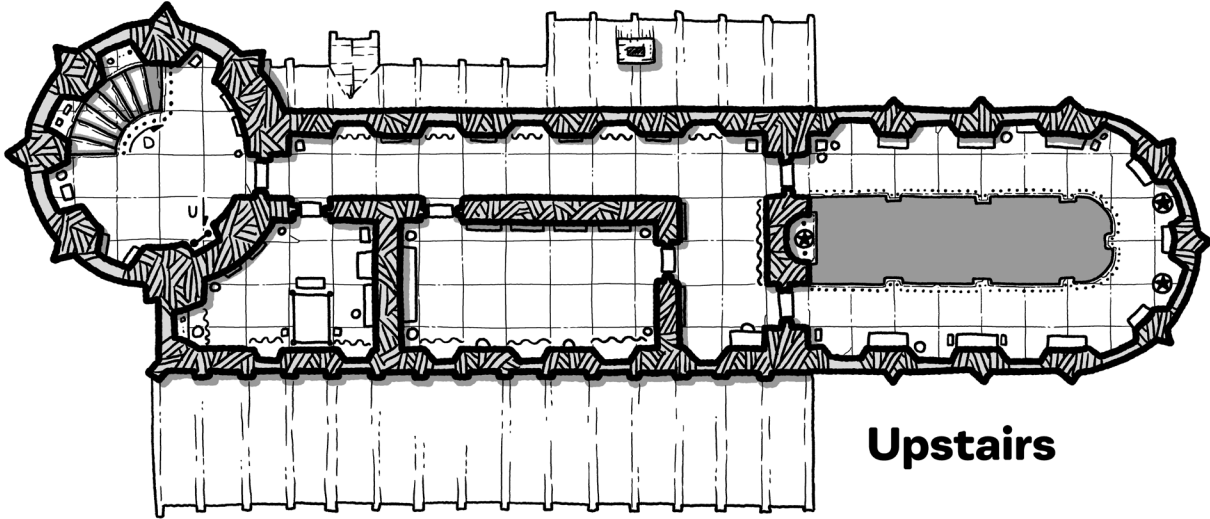
Bringing adventurers to this site are the many inscriptions on the walls and crypts - many have survived the ages and the depredations of treasure hunters and contain notes on lineages and land ownership and a lot of other boring stuff ("Seriously, tax laws? This guy was sealed in a tomb decorated with TAX LAWS? No wonder he's dead!") - but in the mix are nonsense words and odd references to names of people or items - command words for lost artifacts, passwords for magical seals, and perhaps even the true names of ancient spirits that were enslaved to the mountain tribes.



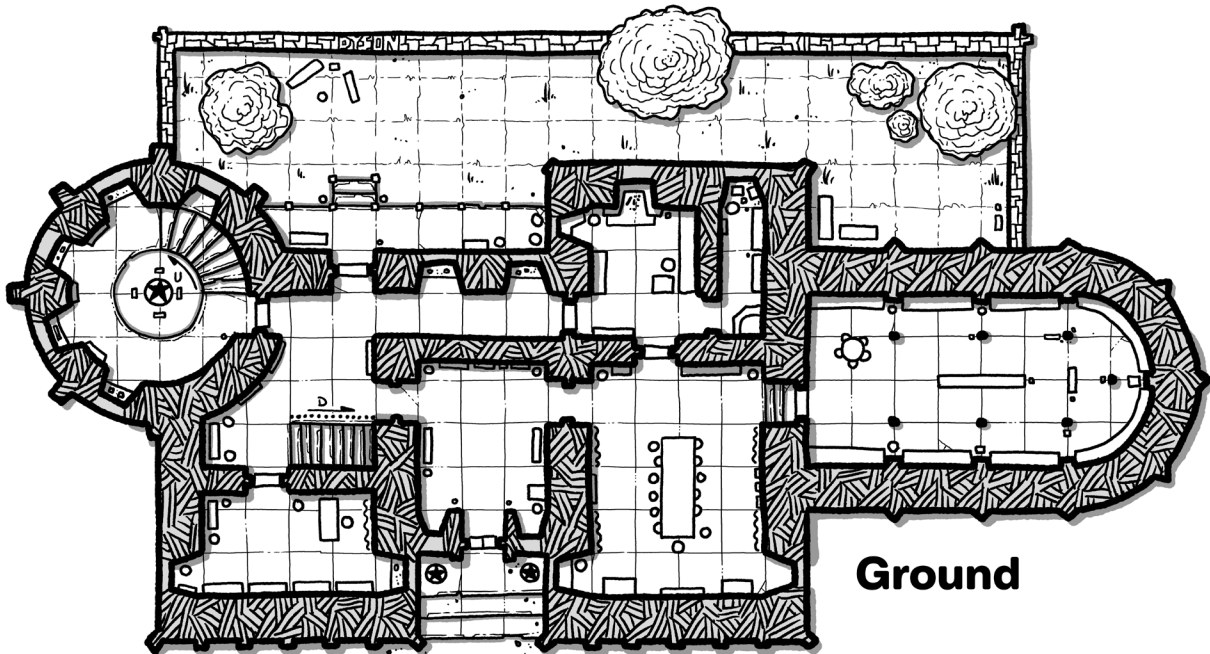
Turret



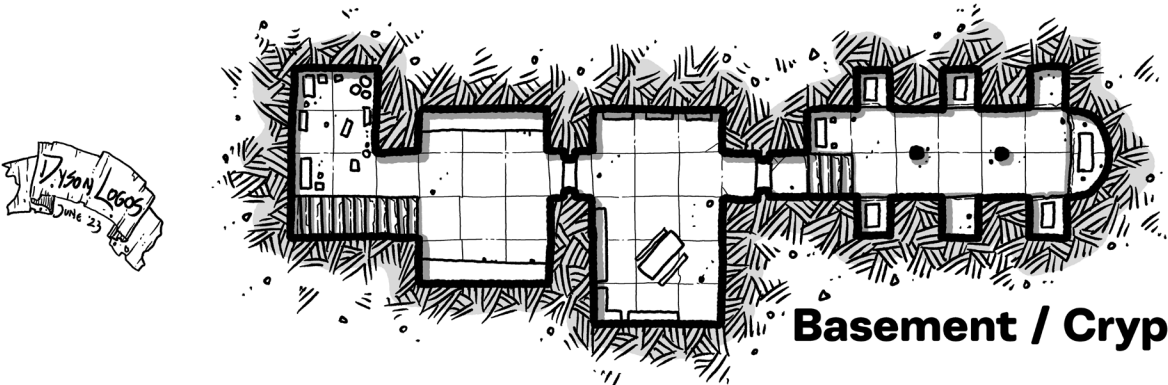
Side



Upstairs



Ground



Basement / Crypt

Pitmann Manse

The Pitmann Manse is a large semi-fortified manse located in the heart of the Silent-wood Forest. The manor is surrounded by tall trees and is situated on a hill overlooking the forest. The manor has been in the possession of the Pitmann family for generations.

The manor is a two-story building with a tower at one end that rises above the rest of the structure. The tower has a pointed roof and the windows at the top level are stained glass depictions of gargoyles that seem to be watching over the forest. The rest of the building has a dark stone exterior with intricate carvings and simpler stained glass windows.

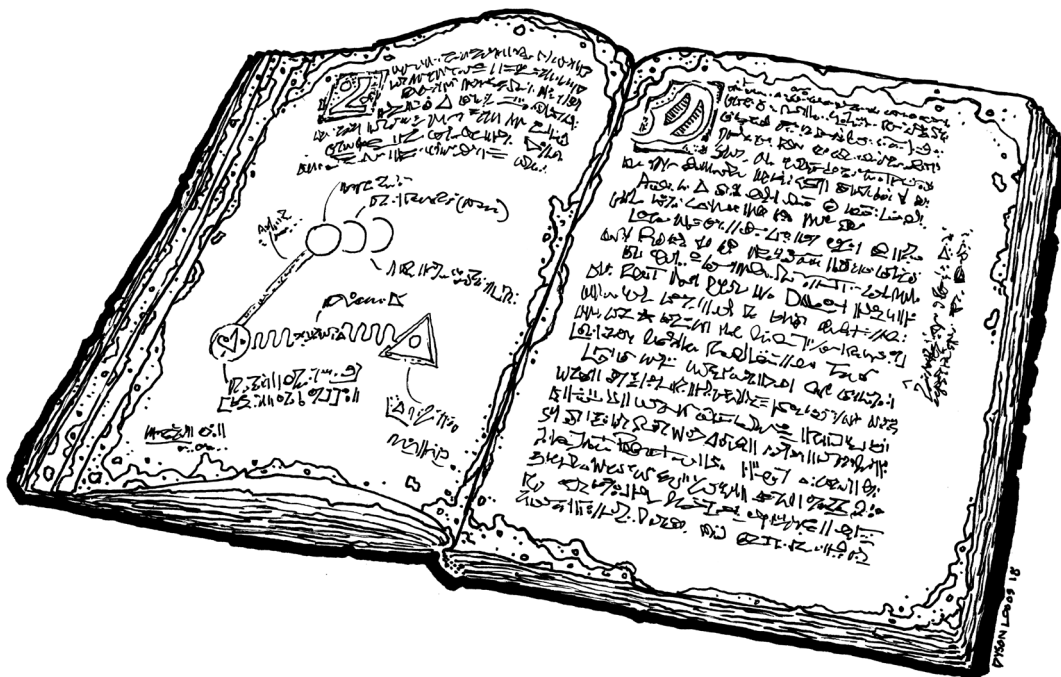
Within, the walls are adorned with tapestries depicting scenes from the family's history. The vaulted library that forms the east wing of the structure is two-stories, although the mezzanine oddly cannot be accessed from the lower level of the library and is dedicated to the family history accompanied by paintings and busts of older members of the family, and even a statue of Lord Alexander Pittman, the man who commissioned the construction of the building.

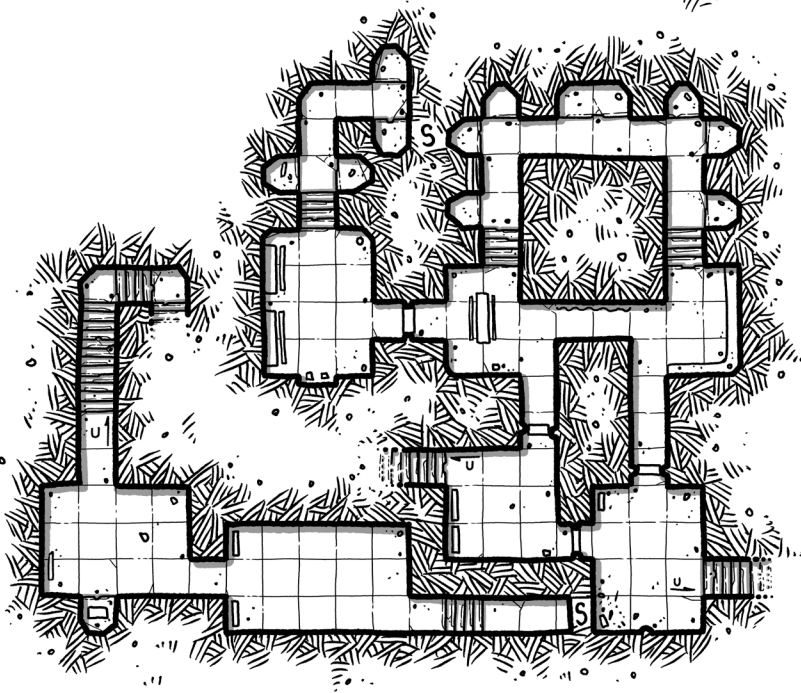
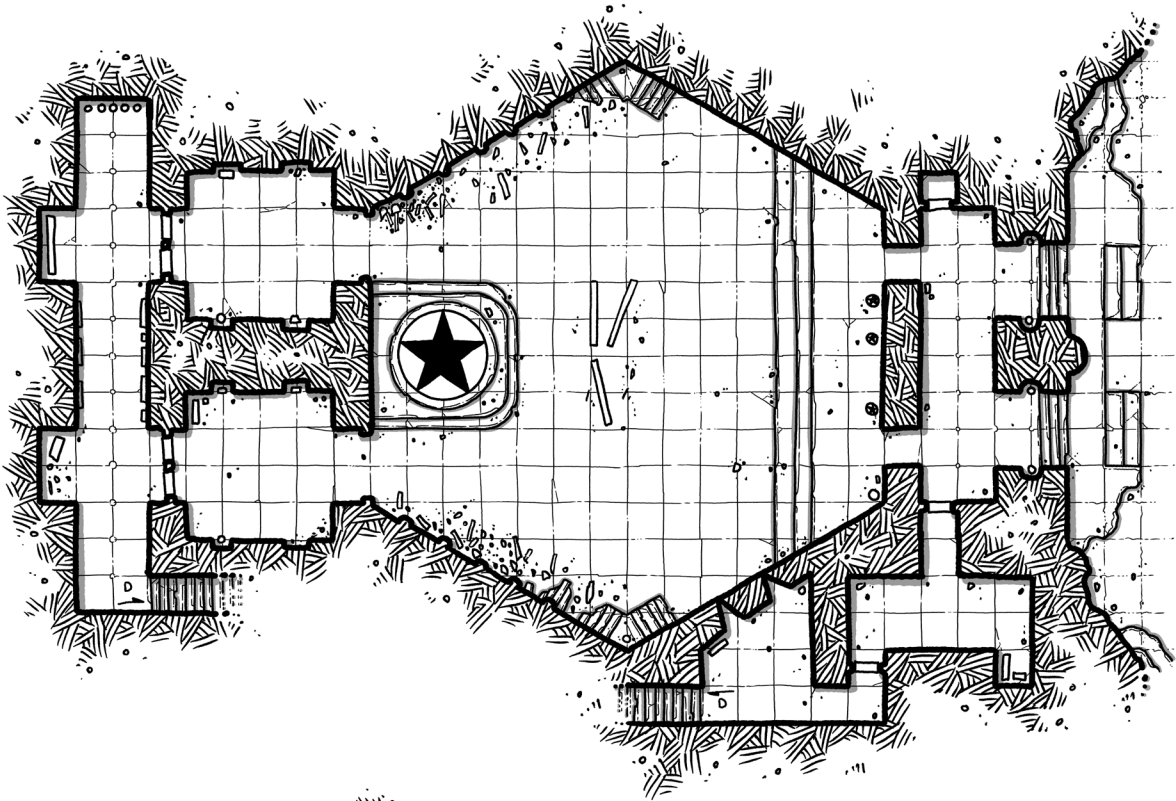
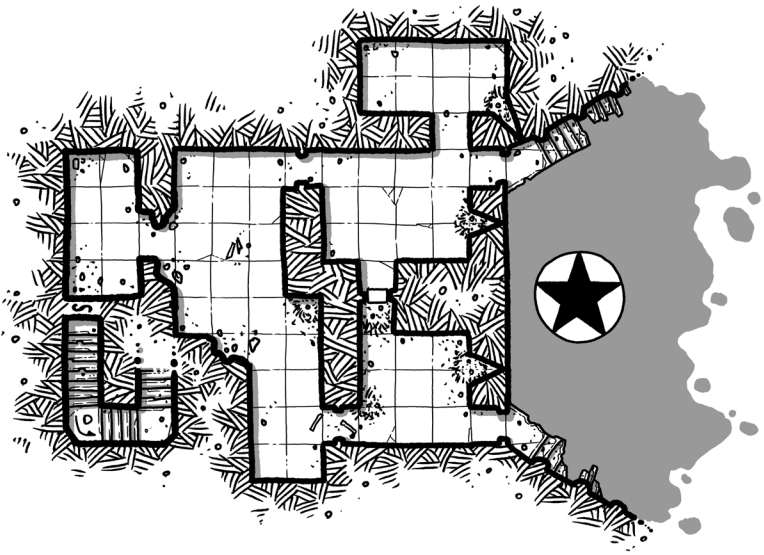
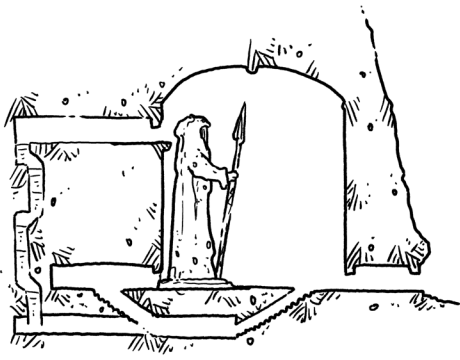
The Pitmann family has a long and storied history. They were once one of the most powerful families in the region, but their fortunes have declined in recent years. The current head of the family is Lord William Pitmann, who inherited the manor from his father.

Lord William is an elderly man who spends most of his time in his study on the ground floor, pouring over ancient tomes and scrolls. He is rumored to be searching for something, but no one knows what it is.

The Pitmann family has always been associated with magic, and many members of the family have been powerful wizards or sorcerers. However, there are also rumors that some members of the family have dabbled in darker forms of magic.

Despite their reputation, the Pitmanns were generally well-respected in the region. They were known for their generosity and have donated large sums of money to local charities over the years - although that has stopped with Lord William's hermit-like habits and obsessive research...





Temple of the Divinity in Copper

There are many temples to lost and fallen deities and heroes cut into the cliffs around the Desert of the Gods. Few find it worth the effort to brave the purple sandworms and other terrors of the desert in order to explore these old structures...

But treasure maps can be found that lead to secret alcoves and storage spaces in lost temples to forgotten gods.

This temple was to some austere faith that did not keep much in the way of catechisms or other indications of their beliefs. Carvings are of complex intertwined geometrics, and tapestries follow similar themes. This makes the great stone statue in the main temple stand out even more - the massive representation of a robed humanoid figure holding a spear in one hand and four spheres stacked into a small tetrahedron in the other.

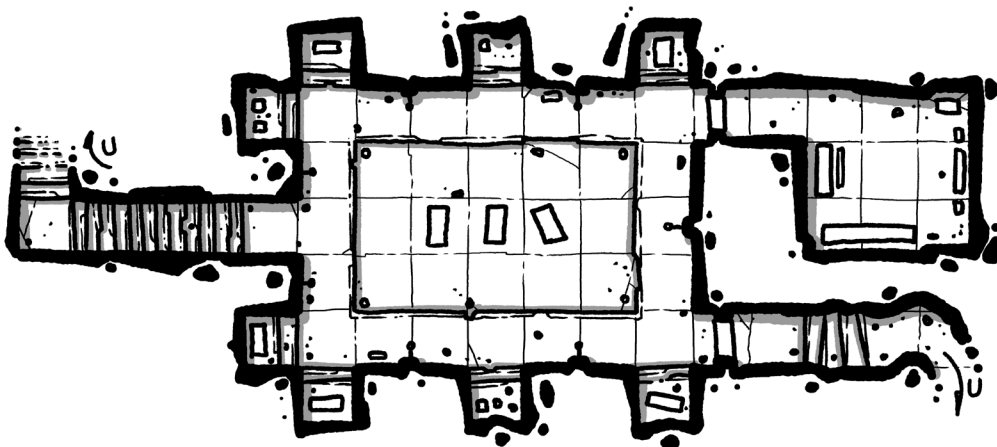
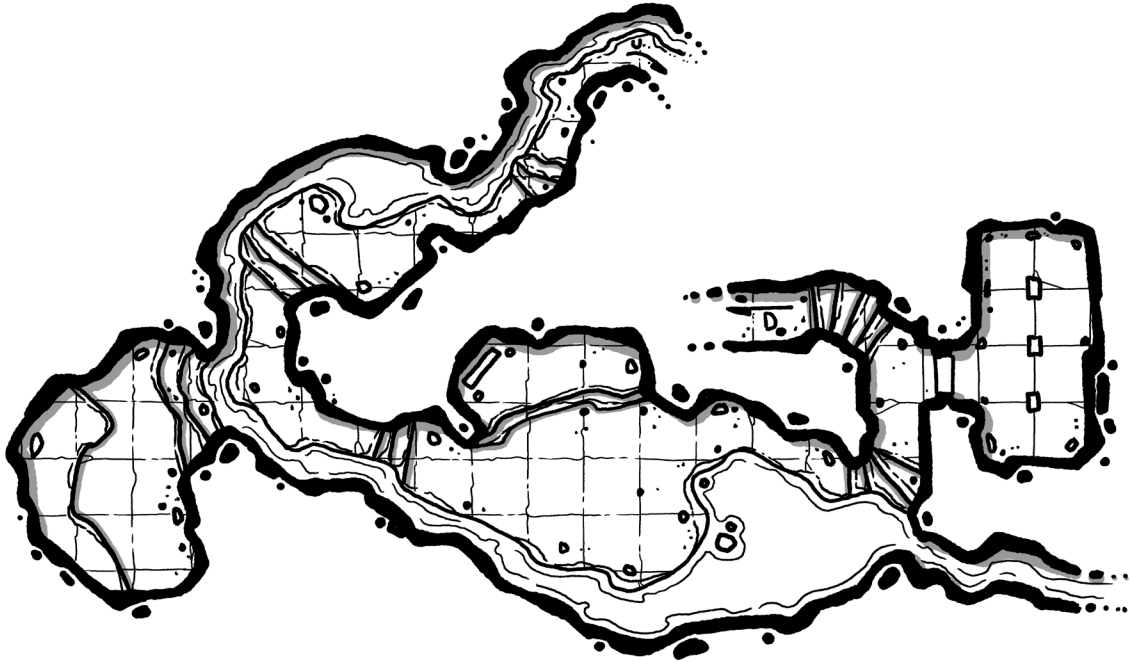
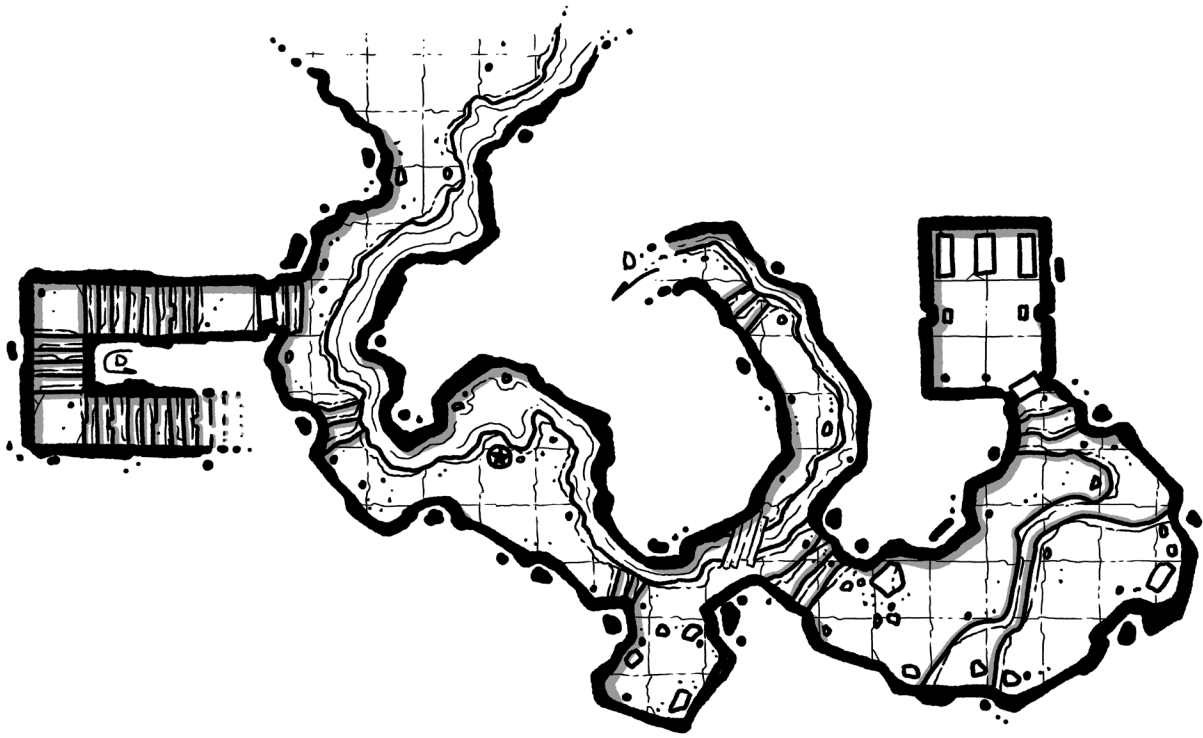
The statue was once plated in copper, and bits of it remain where it had been hammered into holes and purchases in the stonework. The name (Temple of the Divinity in Copper) is deeply cut into the stonework lintels over each of the entrance arches into the temple from the hostile desert beyond.

The central section of the map is the main level, and has stairs down to part of the lower level. The stairs both lead to the same section of the lower level (lower right side of the lower level map).

The tall-ceilinged hexagonal temple room had stairs up to the upper level on both walls, but they long ago collapsed (with some sections appearing to have been destroyed with intent). Access to the upper level now is either by means of flight or levitation, climbing the massive statue of the Divinity in Copper (and suffering whatever curse such an indignity might bring), or via the secret chambers on the lowest level which have a long set of switchback stairs leading between them and the upper level.

The lower chambers are indicative that this was not just a place of worship, but once housed multiple followers and/or administrators of the faith. Tables, benches, and shelves remain, although whatever books and paperwork they held are long gone.

But a treasure map might tell one what flagstone to move to find a secret storage space, or what shapes to trace in the geometric carvings to open a small magical hole where treasures are still kept to this day.



The Deep Sepulchre

You enter the dark cavern with lantern in hand, seeking treasure or clues to the ancient mystery of this place. The air is damp and cold, and all you can hear is the burbling of the ice cold stream as it descends into the darkness. Near the entrance to the caverns is a sealed stone portal, the archway framing it carved with crude runes likely in a goblinoid tongue.

Descending along with the stream into the depths of the cavern, there are more signs of inhabitants - an ancient statue like the stone portal, and a more recent wooden "bridge" to cross the stream. But also a stench. A horrifying stench that clings to the inside of the nose and refuses to let go - the stench of the troglodytes that have moved in here, taking up the side caves as their personal lairs - breaching the highest of the crypts on the first level by the bridge over the stream and despoiling the contents as they turn it into a lair.

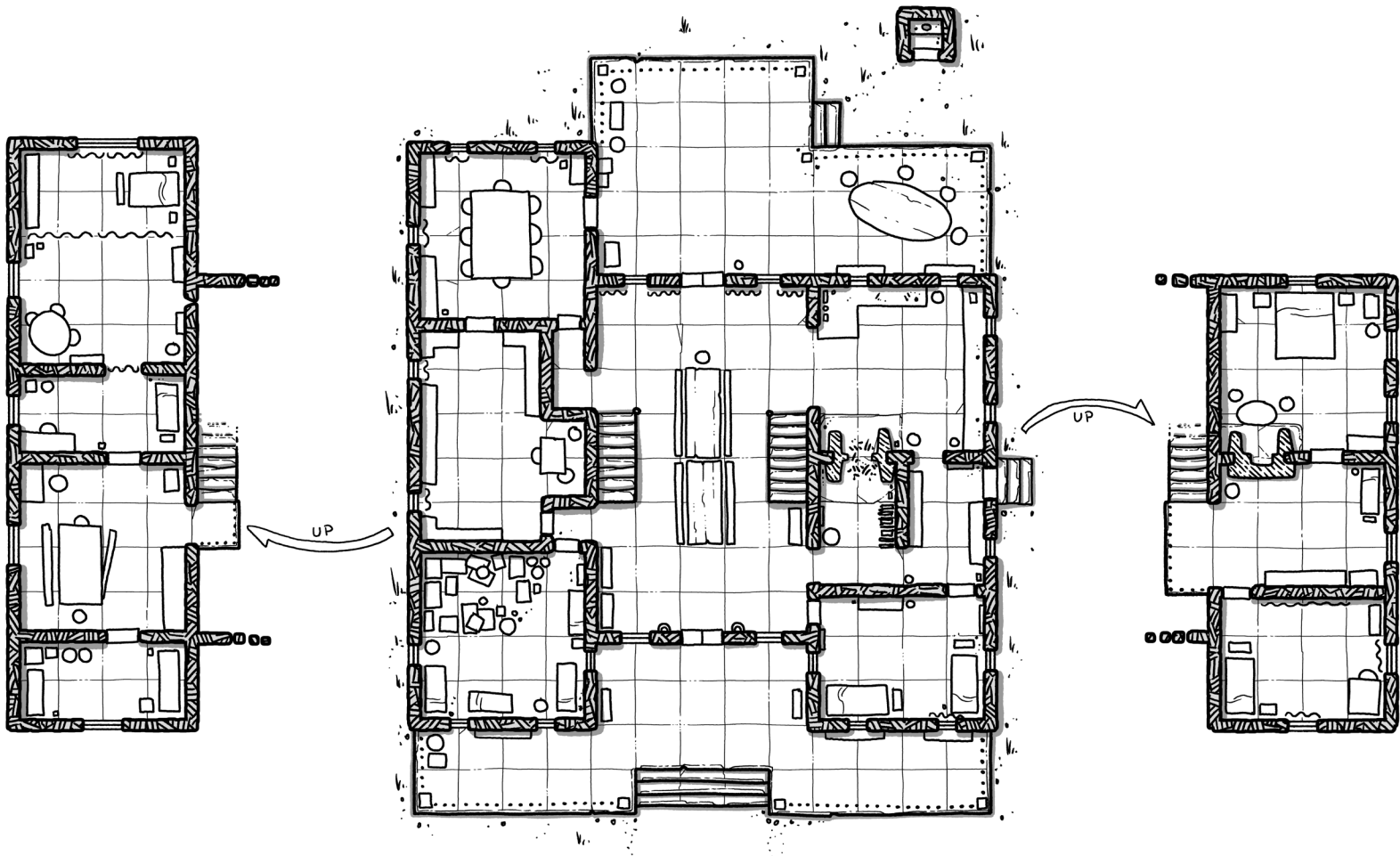
Sneaking past these foul creatures, the twisting cavern descends deeper, spiralling down into the depths before finally arriving at another stone portal, opening into the ancient sepulchre beneath.

The sepulchre contains a number of smallish and crude stone sarcophagi and many cobwebs. The walls, crypts, and sarcophagi all bear similar runes to the archway and portal above. Prying one open as quietly as possible, and it becomes immediately apparent why the troglodytes leave this lowest chamber alone - the goblins entombed here are not resting peacefully and instead their spirits come crawling through their stone encasements to claw at the souls of interlopers.

Rushing up the stairs to escape the sepulchre brings you back to the first portal, still sealed, and the spirits of the goblins pursue... in the dark, desperately trying to open the sealed stone doorway, the shadows of the goblins finally attack.



Lordling's Hall



The great hall of a minor lordling on the distant frontier, this hall is big enough that you won't mistake it for a farmer's house, but not so big that it immediately stands out when you enter town.

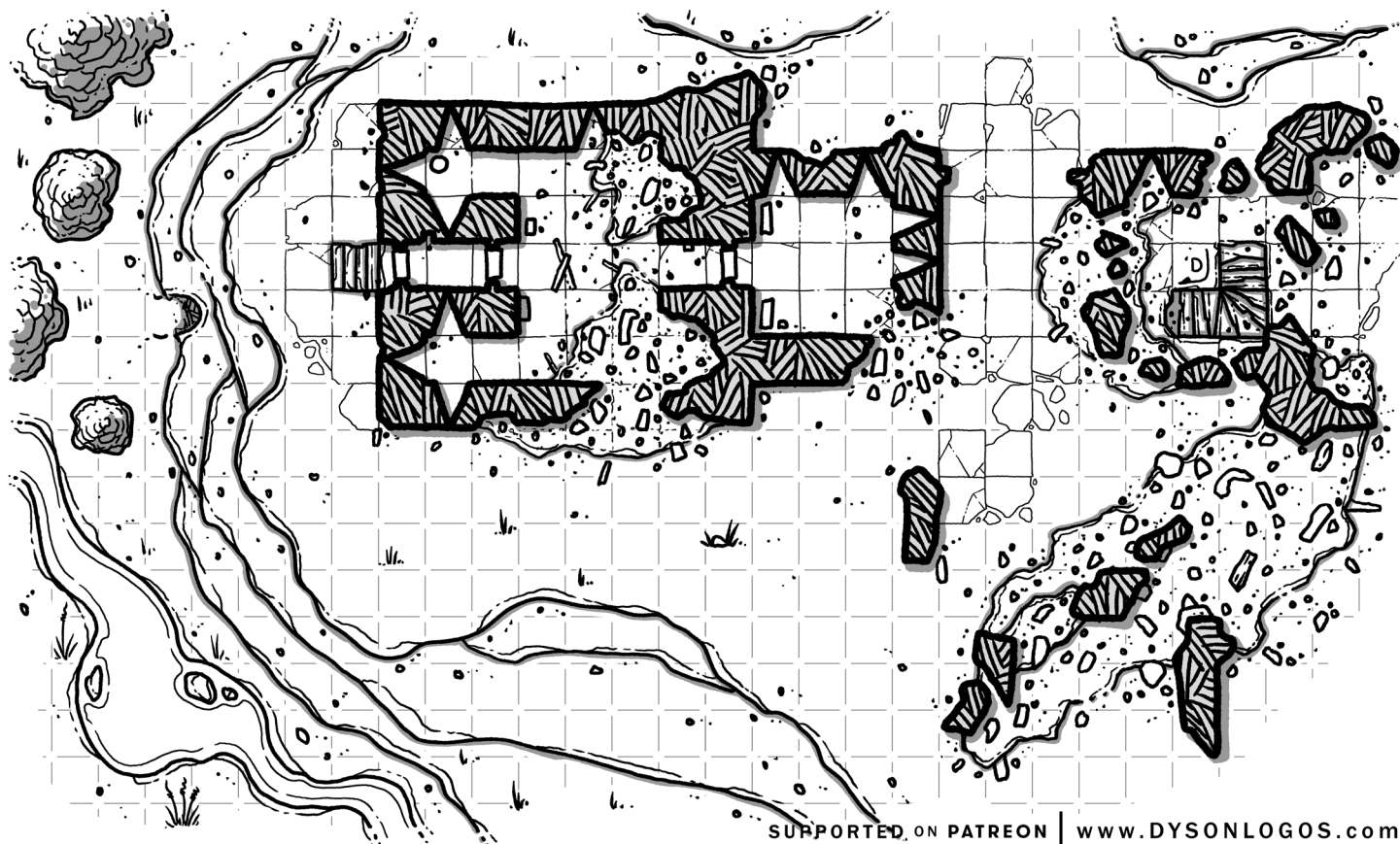
A large covered porch greets travellers and petitioners, and through the double doors one arrives immediately in the great hall with rooms off to the sides and another covered porch in the back.

Stairs on each side of the great hall lead up to the two upper levels of the structure - on the right is the lordling's suite (with a chamber for their advisor on the south side, and their personal chamber on the north side) and on the left are his top military aide's suite and accompanying chambers.

The front rooms attached to the great hall are bunk rooms for men-at-arms and hangers on, with kitchen & scullery on the right and a library and conference room on the left when discussions need to be moved away from the more public great hall.

The Index Card Dungeon

Surface Ruins Map



The Index Card Dungeon is a collection of ten maps that each fit on a 3" x 5" index card which combine, interlock, and intertwine to produce a single larger dungeon environment.

This month we have the first five of the ten index card maps, the remaining five will be released in October.

Each map is designed to fit on a 3" x 5" index card at six squares per inch. If printed on the blank backs of the index cards, the lined fronts can be used to briefly detail the contents of each map.

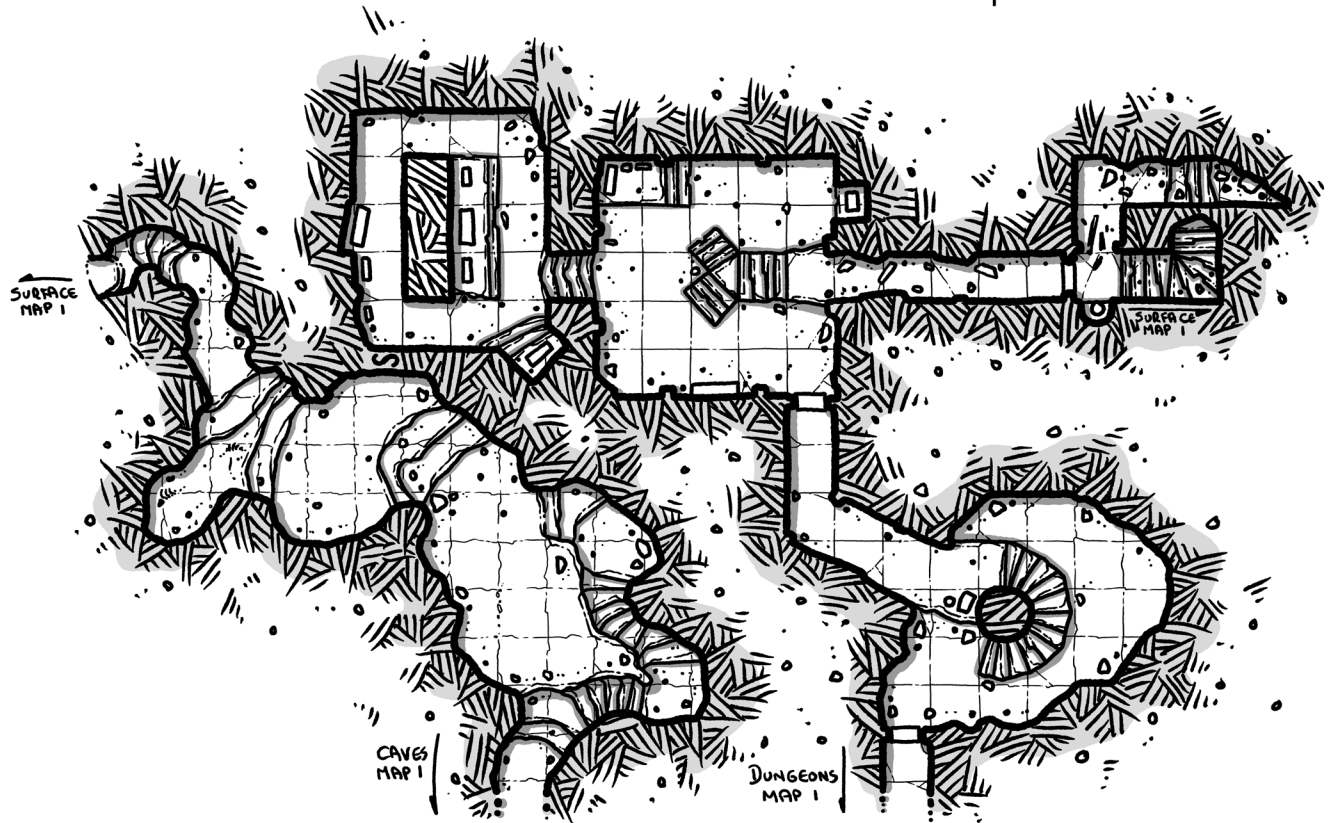
For this first map, we explore the ruins above the dungeons proper.

Old ruins of a hilltop keep conceal a pair of entrances into the extensive dungeons and caves beneath. A small group of gnoll raiders have taken temporary shelter here, but have not enjoyed what they've run into beneath and thus stick to the ruins.

The Index Card Dungeon

Entrances Map 1

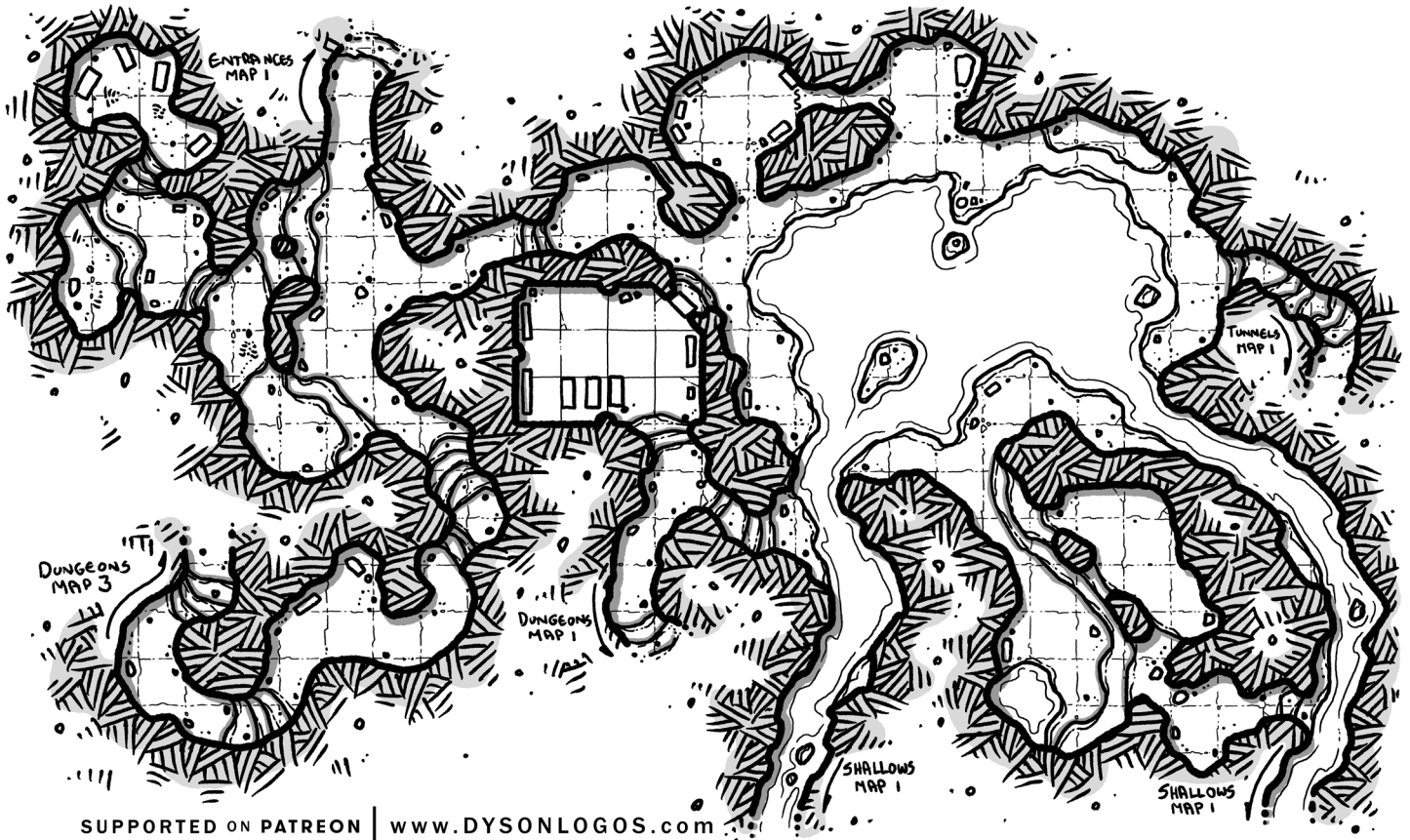
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Beneath the ruined keep are caves and dungeons, intertwined in the stones. These portions of the dungeons are in poor shape, partly collapsed and a reminder of the ruins above. A small number of gnolls have taken up the first caves for protection against the elements, but will not proceed further. The dungeons on the other hand are clearly marked by the gnolls above as dangerous – the door at the base of the stairs bearing a large gnoll handprint in dried blood, and the chamber beyond being patrolled by two zombie gnolls, animated by the foulness beneath.

The Index Card Dungeon

Caves Map 1



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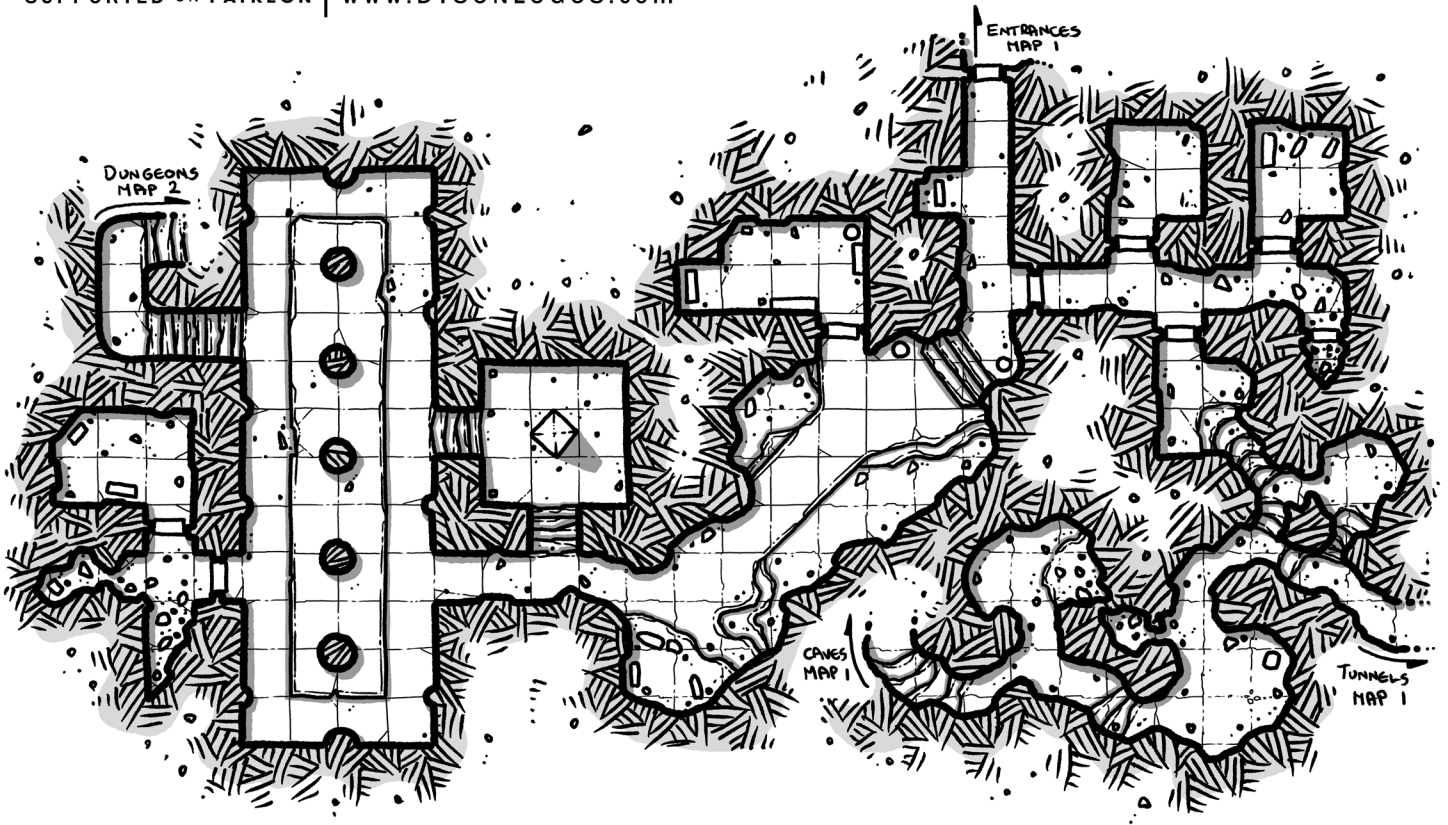
Beyond the entrance cavern, one descends deeper into the earth into rapidly increasing humidity and the sounds of dripping water. This section of narrow caves is set around a small underground “lake” (more of a pond, really) that has almost no appreciable current – water flows slowly into the cave from the shallows map to the south and drains out via small cracks in the stones.

The caverns immediately to the west of the entrances point were once used as a camp or lair by some humanoids, and while their mouldy bedrolls remain, the remaining denizens have long ago been reduced to skeletons.

This map connects to the Entrances 1 map to the north, Shallows 1 map via both southern access, down to Dungeons 3, and up to both the Tunnels 1 map and Dungeons 3 map.

The Index Card Dungeon Dungeons Map 1

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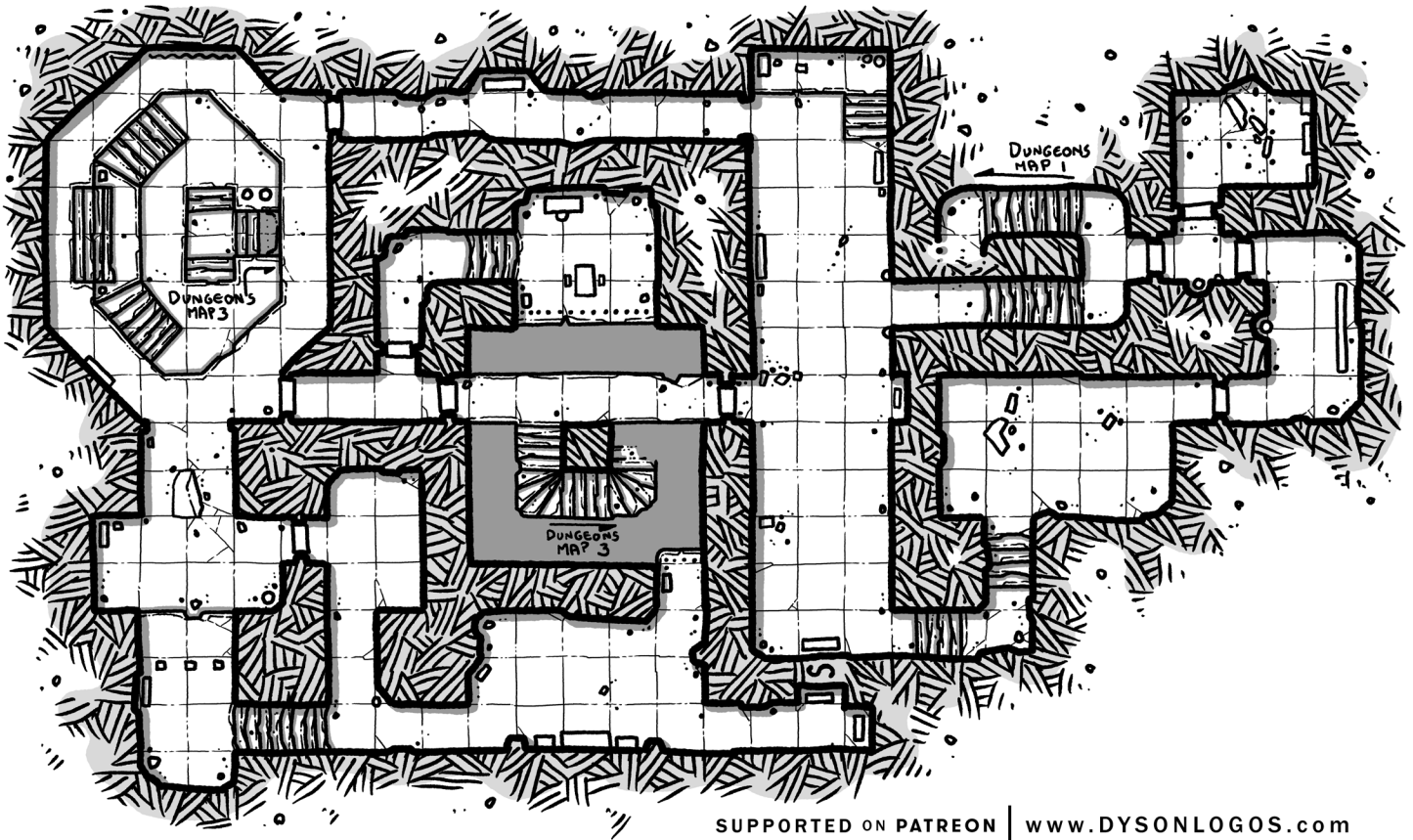


The first section of the dungeons under the old keep are in exceptionally bad shape with multiple collapses and cave-ins where the upper structures have failed over the years. This section is dominated by three points of interest – a large hall with a raised centre with five massive pillars reaching from floor to ceiling; a cavern that was here before that the builders decided to keep but smoothed out a “bridge” across the rough floor; and a high-ceilinged side room dominated by a 17 foot bronze-plated but almost perfectly smooth monolith.

This map connects to the entrances 1 map to the top, to the tunnels 1 and caves 1 maps below and to the right, and to the dungeons 2 map below on the left.

The Index Card Dungeon

Dungeons Map 2



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Deeper into the dungeons under the old keep things become a little less damaged by age and abuse. This level has a few areas that show where the architecture and masonry have failed to resist the pressures of time, but no extensive cave-ins and collapsed areas as we find above. This level is comprised of larger chambers than above, and is primarily home to old traps and supernatural guardians tasked with defending the area and resetting the traps. The central room is a two-story affair, with stairs leading down a central column to the level below.

Entry to this level is from the stairs under the pillared hall of Dungeons Map 1, or from the lower levels of Dungeons Map 3.