Tier 1: Yieldheart Caverns  
ieldheart Caverns is the winding, crystalline gateway into the dungeon’s depths. Here, calcified stalactites drip with luminescent mineral veins, casting fractured rainbows across slippery floors. Floors 1–3 are kept under the watchful eyes of patrolling Automaton sentinels—ancient constructs bound to ensure that only prepared adventurers press onward. Beyond floor 3 the machines do not venture, and every echo of your footsteps carries a warning: you’re on your own now.

**Safe Havens**

* **Crystalfront Market (Outside)**  
  A semicircular plaza hewn directly into the cavern mouth, its stalls ringed with glowing crystal lanterns. Merchants hawk reinforced rope, healing tinctures, and “faulty” Automaton parts scavenged from deeper floors. A pair of bronze Automatons stand sentinel at the gates—friendly, so long as your coin is good.
* **Hearth of Yieldheart (Inside)**  
  Hidden on floor 3 in a collapsed antechamber, this small stone pavilion is sealed by wardstones that repel cavern beasts. Within, battered wooden benches cluster around a hearth crystal that emits warm, steady light. It’s the last refuge before the **Warded Gate**; many parties pause here to repair gear, share rations, and steel their nerves for what lies beyond.

**Points of Interest**

1. **Spire of Whispers (Floor 1)**  
   A towering stalagmite that hums when the wind shifts. Adventurers report faint murmurs—some swear they hear warnings, others claim dire prophecy.
2. **Luminous Veins (Floors 1–2)**  
   Thin seams of phosphorescent ore run like veins through the walls. Harvesting these shards yields enough glow to light a torch for a full night…if you dare chip away at the cavern’s backbone.
3. **Echoing Gallery (Floor 2)**  
   A broad chamber where every footstep, every breath is magnified tenfold. An ill-placed shout can summon dormant guardians—or send your own party into disarray.
4. **Abandoned Stoneworks (Floor 3)**  
   Ruins of primitive forges and anvils suggest a dwarven expedition once sought to tame these caves. Rusted hammers and half-finished chisels litter the ground—equipment ripe for salvage, if you can avoid the hidden traps.
5. **Warded Gate (End of Floor 3)**  
   A carved stone arch inset with glowing runes. Beyond its threshold lie Floors 4–10, where Automaton patrols end and true danger begins. The gate’s wards must be deactivated by completing a hidden glyph puzzle—failure invites a surge of arcane backlash.

Tier 2: Bloomdeep Marsh  
**What Is Bloomdeep Marsh?**

Floors 11–20 plunge you into a self‐contained, waterlogged realm of glowing fungus, tangled reeds, and mist­-shrouded pools. Here there are no outside bazaars—everything from the air you breathe to the ground you tread is part of this bioluminescent swamp. The once-patrolled safety of Tier 1 is gone; Automatons never ventured this deep. Only those who learn to move with the marsh’s rhythms—or find its hidden refuges—stand any chance of survival.

**Safe Havens**

* **Rootlight Sanctuary (Floor 13)**  
  Nestled beneath the massive, exposed roots of a colossal Heartroot tree, this circular stone grotto is ringed with wards to keep toxic spores at bay. A central brazier of purified resin burns away ailments, while flat stone benches provide a place to rest, tend wounds, and rethread gear.
* **Lurkwell Refuge (Floor 18)**  
  Dug into a raised islet surrounded by shallow, brackish waters, this timbered pavilion is stocked with driftwood shelves of spare flint, salted rations, and clean water siphoned from an underground spring. Bioluminescent lichen on the walls provides soft, steady light—and warns of approaching dangers when its glow dims.

**Points of Interest**

1. **Reedcaller’s Circle (Floor 11)**  
   A natural amphitheater of towering rushes: even a whispered signal echoes for dozens of yards—useful for party communication, but deadly if unwanted ears are listening.
2. **Spore-Veil Falls (Floor 12)**  
   A cascading sheet of sap that erupts in blinding spores on impact. Timing your dash between spurts is a test of nerves.
3. **Phantom Mire (Floors 12–13 Border)**  
   A deceptively shallow pool lit by ghostly phosphorescence. Misstep and you’re swallowed, while the lights guide The Bloom That Hungers to your last struggle.
4. **Overgrown Reliquary (Floors 14–15)**  
   Moss-covered statues of long-dead explorers stand sentinel around a cracked sarcophagus. Inside are rusted tools—some still serviceable if you can avoid the animated root-graspers.
5. **Sporemist Gate (End of Floor 20)**  
   A hulking arch of blackened iron festooned with dripping vines. Its wards must be cleansed by burning three Heartroot Blossoms in the brazier at its base—else a surge of necrotic energy erupts. Beyond lies Tier 3’s new world, but first can you defeat the Bloom which Hungers for new Flesh?

Tier 3: Anvil of Brogi

**What Is Anvil of Brogi?**

Floors 21–30 descend into Brogi’s primordial forge: a roaring realm of molten rivers, echoing hammer‐strikes, and towering pillars of smelted obsidian. Here, every corridor vibrates with the cadence of Brogi’s eternal hammer on an impossibly vast anvil. The air shimmers with heat and sulfur, and molten droplets spatter like living coals. Automatons never ventured this deep—only those who can withstand the blaze or find its hidden refuges will survive the crucible.

**Safe Havens**

* **Emberrest Alcove (Floor 23)**  
  A natural cavern carved from blackened obsidian, cooled by a secret spring that seeps through fissures. Here, stone benches circle a shallow quenching pool; the spray from the spring dims the heat, allowing parties to hydrate, cool off armor, and extinguish clinging embers.
* **Gearspark Forge (Floor 27)**  
  An abandoned dwarven workshop protected by lingering fire‐ward runes. Within, rust-proof anvils and tongs hang on iron hooks, and pallets of cooled slag serve as impromptu seating. Soot masks, spare hammerheads, and emergency rations remain neatly stowed in rune-sealed chests.

**Points of Interest**

1. **Hammerfall Hall (Floor 21)**  
   A vast chamber where pillars of molten metal drip from the ceiling. Every tremor sends rivulets of glowing slag across the floor—timing your steps here is a matter of life or death.
2. **Molten River Crossing (Floor 22)**  
   A braided stream of liquid iron winds through a narrow causeway. Rusted dwarven handrails offer little protection against the heat; some sections glow white-hot with currents so swift even fire‐walkers hesitate.
3. **Chained Anvil Chamber (Floor 24)**  
   At its center hangs a gargantuan suspended hammer and anvil, bound by infernal chains. It swings in slow arcs—touching the floor only once every few minutes—crushing anything beneath.
4. **Rivetworks Maze (Floor 26)**  
   A labyrinth of half-finished girders and spiked rivets. The walls shift subtly as if alive, forcing explorers to recalibrate their path—or be skewered by sudden steel projections.
5. **Lavaflow Gate (End of Floor 30)**  
   A wrought-iron arch festooned with smoldering runes. To open it, parties must fashion a key by plunging a cooled slag shard into Brogi’s Quenching Pool. Fail, and the gate expels a blast of superheated steam—and molten metal.

**Tier 4: Isles of Eternal Radiance**

**What Is Isles of Eternal Radiance?**

Floors 31–40 transport you into a self-contained archipelago perpetually bathed in dawn’s first light. Floating islets of sun-kissed stone drift atop a sea of glowing mist, connected by translucent crystal bridges. Sunstone shards embedded in the ground cast prismatic flares, and every breeze carries the echo of distant bell-tones. Here, radiant elementals and light-forged constructs replace the Automatons of earlier tiers—only those who can harness or withstand the brilliance will endure.

**Safe Havens**

* **Sunward Terrace (Floor 33)**  
  A broad veranda hewn from pale sunstone, ringed with slender pillars that diffuse the ambient glow into gentle warmth. Warded lanterns of captured dawn-light burn in woven sconces. Supplies include refillable sun-shard vials (for temporary illumination), purified water drawn from the hidden cistern, and stone benches where parties can rest and tend heat-fatigue.
* **Dawn’s Refuge (Floor 37)**  
  Nestled within a hollowed spire, this circular chamber is lined with hammered-bronze panels engraved with sunrise sigils. A shallow pool of liquid light at its center radiates soothing warmth, cleansing exhaustion and minor burns. Sealed niches hold emergency rations of crystallized fruit and distilled dew—essential before approaching the **Radiance Gate**.

**Points of Interest**

1. **Prismatic Archipelago (Floor 31)**  
   A cluster of six small islets, each topped with clusters of refractive sunstone. Translucent crystal bridges shift in angle, creating moving pathways—and deadly gaps—if you pause too long.
2. **Radiant Bloom Gardens (Floor 32)**  
   Floating terraces choked with dawn-glow flowers whose petals can be brewed into a tonic that grants temporary resistance to radiant damage—if harvested carefully around patrolling light-sprites.
3. **Mirror Reef (Floor 34)**  
   A shallow lagoon of liquid crystal so perfectly reflective that it spawns illusory doubles of anything that stirs its surface. Those who stare too long find phantasmal replicas rising from the water’s edge.
4. **Sunforged Obelisk (Floor 36)**  
   A 30-foot monolith of polished sunstone inscribed with rotating glyph-rings. Aligning the rings so a shaft of light strikes its apex opens a hidden grotto stocked with emergency heat-shields and sun-steel blades.
5. **Radiance Gate (End of Floor 40)**  
   An archway carved from pure golden quartz, its surface etched with three empty sun-shard recesses. To unlock it, parties must place three charged sun-shard vials (harvested from the Gardens) into the recesses at precisely dawn’s zenith—failure floods the chamber with blinding radiance.

**Tier 5: Sanctum of Echoing Choirs**

**What Is Sanctum of Echoing Choirs?**

Floors 41–50 immerse you in a vast, vaulted cathedral of living sound—where every whisper swells into a sweeping symphony. This is where the overwhelming majority of expeditions end. Time slips away repairing gear and treating fatigue; setbacks and mounting dread convince most to turn back long before they reach the Canticle Gate.

Here the difficulty spikes: automated patrols are gone, and the closer you draw to Choralith’s domain, the more every echo frays your nerves—yet paradoxically, a profound calm settles over you. It’s the first stirrings of the something that lurks beyond sanity, whispering that surviving to this point is triumph enough . Beyond the Bar of Last Refuge lies the point of no return.

**Safe Havens**

* **Bar of Last Refuge (Floor 43)**  
  A narrow antechamber draped in heavy, sound-deadening tapestries. Low stone benches circle a glowing censer of silent incense that suffocates outside echoes and soothes frayed minds. Many parties pause here to patch wounds, debate retreat, or steel themselves for the Canticle Gate just beyond.
* **Cantor’s Archive (Floor 47)**  
  A hushed alcove lined with rune-etched lecterns and suspended crystalline lourdes that emit gentle harmonic drones. Shelves hold harmony-infused elixirs and tone-stones—each sip or brief resonance warding off creeping dissonance before facing Choralith itself.

**Points of Interest**

1. **Whispering Pillars (Floor 41)**  
   Twelve monolithic columns that capture and replay the faintest sound. Veterans speak of fleeting undercurrents—ghostly murmurs that almost feel like other minds brushing against yours.
2. **Aeolian Mirror Pools (Floor 42)**  
   Basins of silvery water so still they reflect both light and tone. Drop a pebble and watch rippling arias twist reality—some say the echoes almost answer back.
3. **Resonant Reliquary (Floor 44)**  
   Crystal ossuaries that store preserved echoes of ancient choirs. Opening one releases a soaring chorus that can calm or fracture the mind—and may awaken hidden tone-wardens.
4. **A Cappella Alcove (Floor 46)**  
   A narrow gallery where all mechanical devices fall silent and only the unamplified voice carries. One misstep in sound—or stillness—can trigger concealed sentinel statues.
5. **Canticle Gate (End of Floor 50)**  
   A grand obsidian arch inset with ten tuning-fork glyphs. To unlock it, four precise notes—gleaned from the Whispering Pillars in sequence—must be struck in perfect harmony. Failure unleashes a deafening backlash that rends armor and spirit alike.