

RANDOM ENCOUNTERS

VOL. 1



RANDOM ENCOUNTERS MONTHLY MAP COLLECTION

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Content Creator's Thanks

Thank you for your Patreon support. This supplement of all maps released in December, now in high resolution, is offered in sincere appreciation of those pledging at the \$3 tier. Thanks, again, and may this bring your gaming experience to a whole new level! As always, have fun and, GAME ON!



I would also like to thank Mythoard RPG Crate (www.mythoard.com) and Dice Fanatics (www.dicefanatics.com) for their partnership and support! Any new and existing patrons will receive one (1) FREE set of acrylic polyhedral dice, courtesy of Dice Fanatics. Are you looking for quality rpg loot delivered right to your door? Then visit Mythoard RPG Crate and feature one of my printed high-loot! Visit one or both of these Random Encounters sent you!

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Labyrinth of Yuul

Several caves and a network of tunnels serve as the twisting labyrinthine lair of the demon-slug, Yuul, a creature of Chaos and a servant of Gorgoloth, the slug god. Yuul is a slithering, slimy mass of yellowish, quivering flesh with a circular, terrible maw ringed with jagged teeth. During the active days of the slug cult, Yuul was kept in the tunnels beneath the Lost Temple, on Level 1 of Forsaken Peak. Creatures were pushed over the lip of a high rock face into a cave to be devoured by the creature.

Yuul dwelt beneath the temple, until the elves came. The cultists freed him to do battle with their enemies and protect the holy halls. Though he slew scores of his hated foe, Yuul could not stand before elven magic. He fled and hid in the southeast caves. Those same caves now serve as the monster's meandering abode. Creatures that wander into the demon's lair usually become his next meal.

Half-mad and starving, Yuul has spent centuries in isolation eating sparing meals consisting of foolish explorers and the occasional animal looking for a place to bed down for the winter. The bones of Yuul's victims litter the entire maze. The creature has no need for treasures or trinkets, so they lie mixed with yellowing, aged bones and rusting, useless arms and armour.

Yuul might have considered leaving his caves and traveling to another location, once, but time, loyalty, and madness have shackled him to his current prison.

LABYRINTH OF YUUL

1 SQUARE = 10 FEET

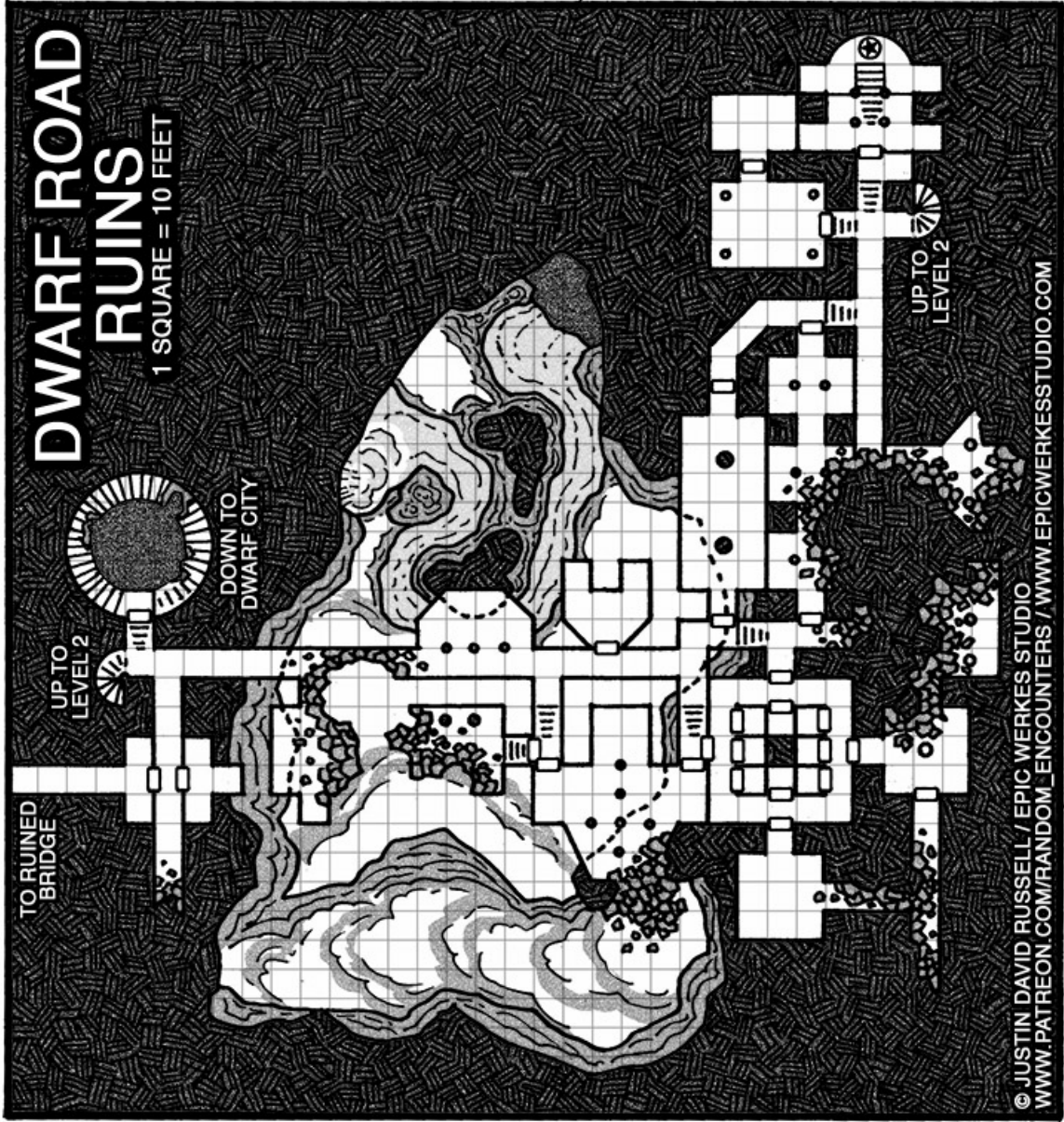


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Dwarf Road Ruins

Beneath the dark dwarven Outpost ruins and the Front Gate on level 2 of Forsaken Peak are a collection of rooms and sections of a long underground road carved from the very earth and stone and reinforced with massive stone blocks and thick columns. Some of these rooms and passages are intact, though some have been buried under collapsed ceiling and tumbled walls. A crumbling spiral stair leads down to Level 4.

One collapsed wall leads to a natural cavern with a narrow waterfall and a swift stream that disappears quickly into a nearby hole in the earth. Goblins from the upper Outpost do not venture here. Dwelling in the cavern and the ruins are creatures the goblins fear. Beast men from the large cavern further north sometimes visit this area, as well.



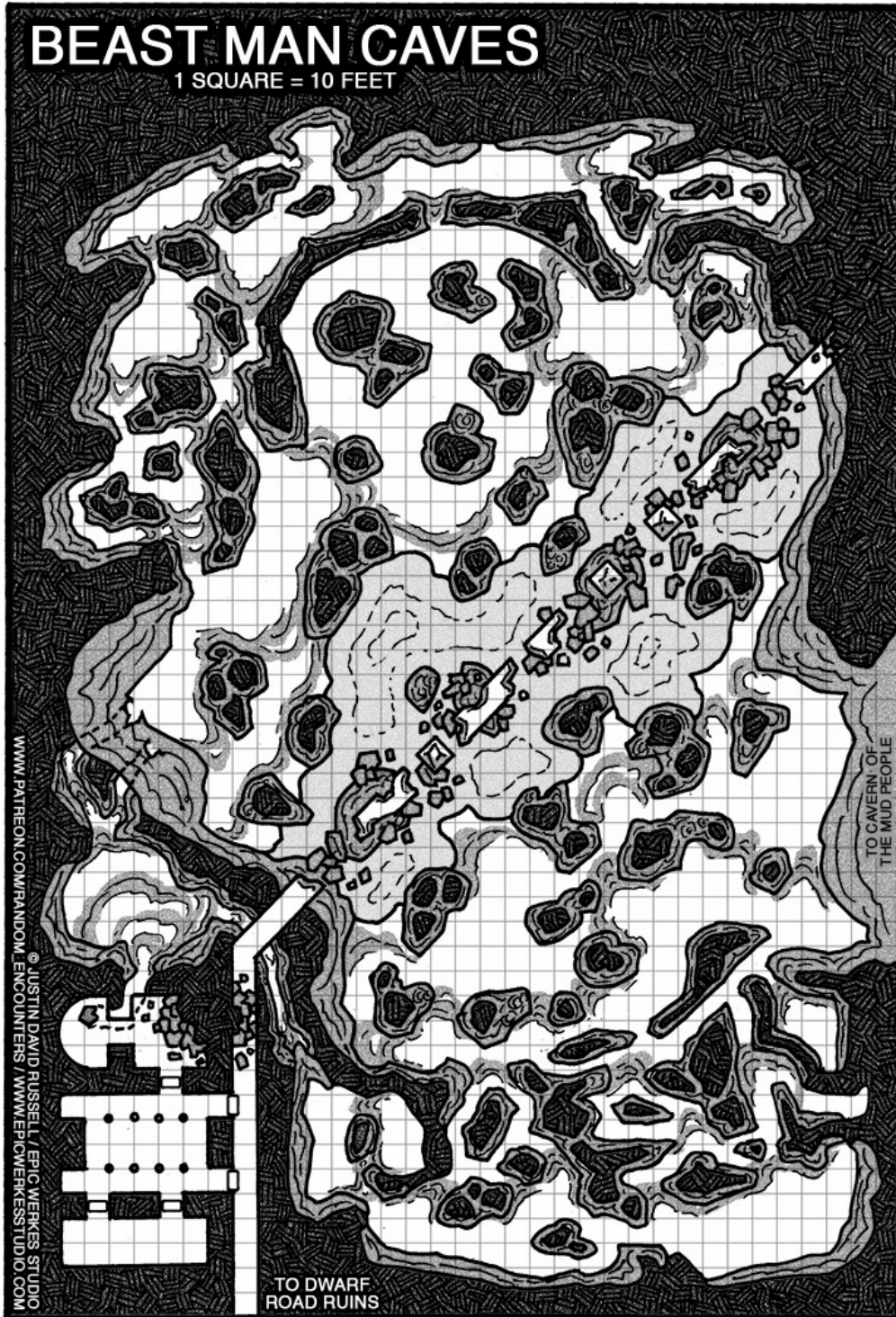
Beast Man Caves

North along the old dark dwarf road is a massive cavern riddled with stalagmites, stalactites, and pillars stone. A large pool occupies the centre. Water drips from the dangling stone above to fill it. The dwarf road continues straight through the cavern as a narrow bridge supported by enormous pillars of worked stone. The bridge collapsed long ago. Its remains loom high overhead and litter the shallow pool of water. A worked stone portal on the northeast side of the cavern might once have provided egress from this chamber, but, like the bridge, it is impassable. The road ends here in a cave-in.

There is a wild ecosystem in this portion of the 3rd level of Forsaken Peak. A small tribe of savage people occupies the southernmost caves. They have large, blind eyes, near white, seamed leathery skin, tusked mouths, and sparse, coarse black hair. They are not evil, but they are wild and primitive. These beast men are locked in constant struggles with the mud men from the area accessible by climbing the steep slope in the southeast.

BEAST MAN CAVES

1 SQUARE = 10 FEET



Mud Man Temple

Next to the caves of the beast men lay the caves and temple of the mud demon, Lorzorz, servant of Gorgoloth, one-time commander of a portion of the slug god's army. Lorzorz has human cultists, as well as mud-men, created minions that obey the will of Lorzorz and his servants.

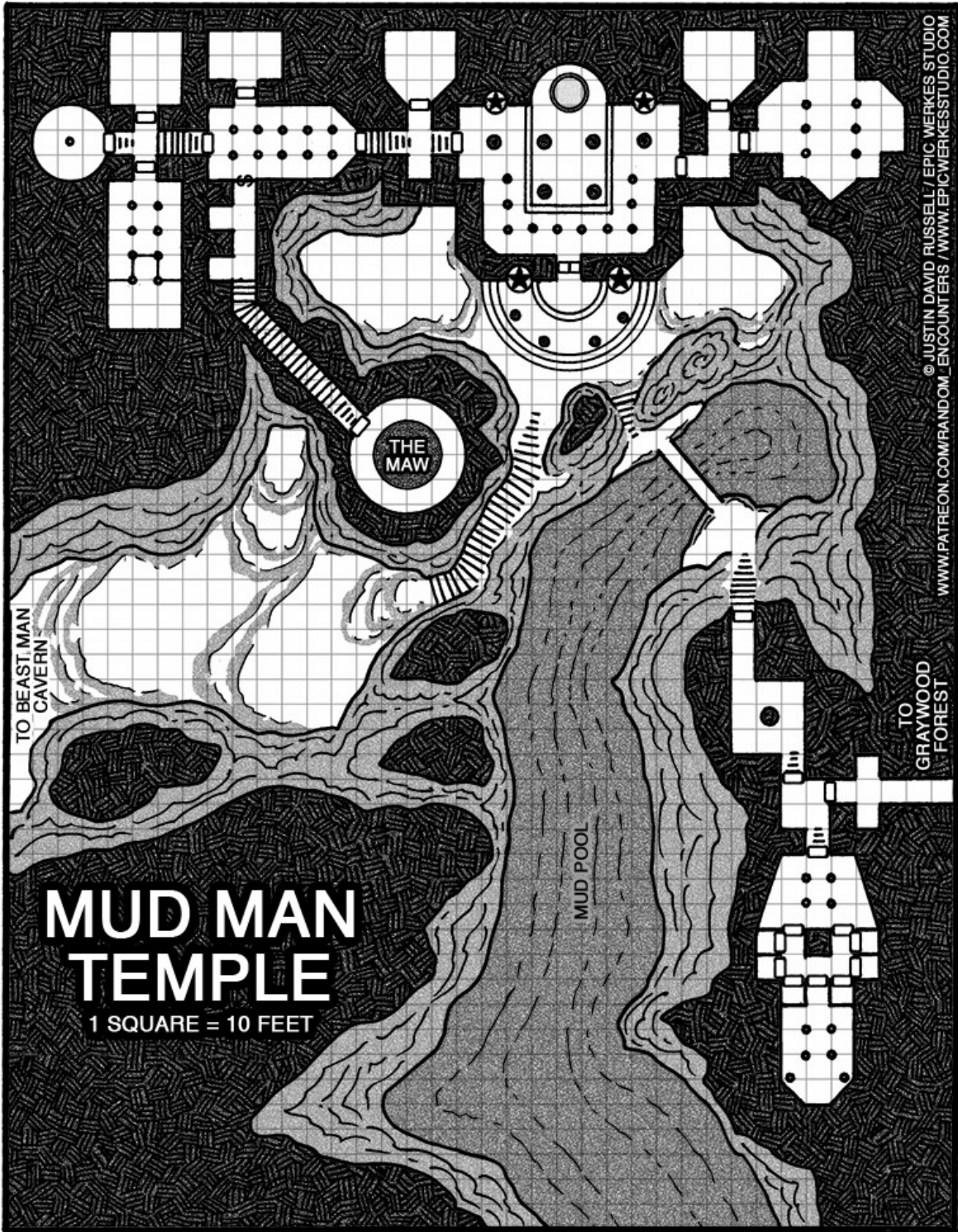
A massive pool of mud that extends further south into another chamber serves as a resource for the manufacture of mud men. Lorzorz himself once laired in the main temple chamber in a muddy pool of water.

Extending south into the heart of a massive stalagmite is The Maw, a deep hole filled with carnivorous slugs. The sides of the hole are lined with iron spikes. This is where the priests of Lorzorz offer sacrifice to and commune with Gorgoloth.

A tunnel running out for a mile exits at a secret cave in the Graywood Forest. This is used as entry to the mud demon's temple and access to this level of the dungeon.

Beast men from the next cavern continue to fight a long and bitter war with the mud demon's minions. They were once used as slaves but long ago rose up, slew their masters, killed Lorzorz, and took up residence nearby to keep watch on the temple.

Lorzorz's priests still live in the temple. Mud men still wander the complex, as well. The cultists have been trying to summon their master, to bring him back to life, but they need Gorgoloth to return to do so. Recently, they have been capturing and slaughtering more beast men to try and commune with the slug god, directly. However, the elven magic imprisoning the slug god prevents lengthy conversations. Slug men have been seen in the region as well. An effort to try and free their master is under way.



MUD MAN TEMPLE

1 SQUARE = 10 FEET

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Fungus Gardens

This installment of Forsaken Peak is located along the long tunnel leading from the Temple of Lorzorz to the Graywood Forest. A short distance from the temple complex, there is a portion of the hallway that contains a collapsed wall that leads into a large cavern. When the temple was first constructed, entry to the cavern was blocked with worked stone. After the fall of Gorgoloth, upkeep at the temple of Lorzorz grew lax. One of the walls sealing off the cavern fell inward after structural weakness in the stones compromised the wall's stability.

Fifty years ago, twenty years before the cult of Luxorz became active again, a displaced humanoid fungus man found its way to the cave. Over time, it began to cultivate a variety of fungi in a large, elaborate garden. When the cult became aware of the creature, they made a deal with it, rather than fight it or repair the wall. They figured that intruders might run afoul of the garden and its steward. The spores in the cavern could be deadly, if disturbed. The gardener himself could be formidable. If the intruder survived the encounter, it is likely that some of the strange mushrooms would react, alerting the cultists. A high, natural cliff overlooks the fungus garden.

A clear, deep pool full of blind cave fish leads to another chamber that links to the mud pool near the Temple of Lorzorz. A group of mercenaries hired by the authorities in Lantern Falls once infiltrated the rear entrance of the temple, ventured into the garden, and were slain. Their bodies became compost for the garden, their treasures allowed to join and compliment the riotous colour of the fungi. One of the mercenaries managed to dive into the pool of water, find one of the underwater caves leading out, and managed to swim to the adjacent chambers. Cold, his lungs full of deadly spores, and dying, the man detailed what he could on the floor of the cavern with a piece of charcoal that escaped the damaging effects of the water. He has a variety of valuables that lucky players will find if they take the time to venture into this portion of the cave system. The man's corpse is little more than bones, but the deadly fungi that destroyed his body now sprout, full-grown, in a small cluster from his mid section and skull, an unintentional trap for unwary searchers.

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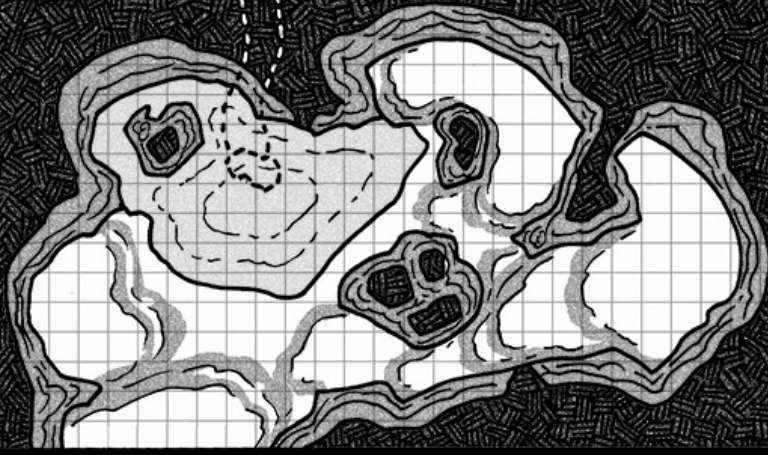
FUNGUS GARDENS

1 SQUARE = 10 FEET



TO MUD MAN
TEMPLE

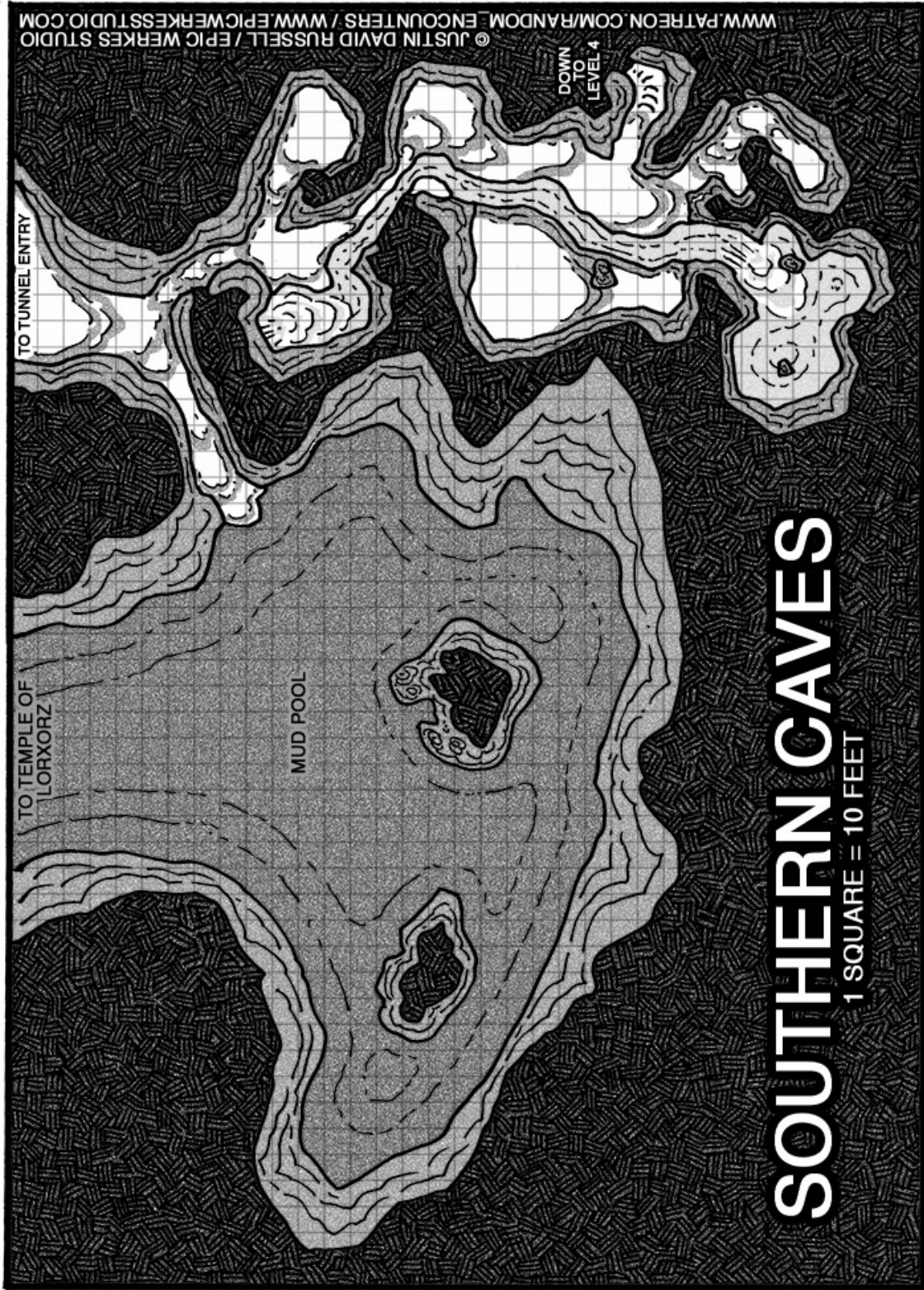
TO GRAYWOOD
FOREST



Southern Caves

Southeast of the Temple of Lorxorz is the remainder of the mud pool and a collection of caves. A small stream running through the space empties into a pool at the far southern end. The water continues coursing through the mountain through cracks in the earth on the west wall under the water's surface.

A group of giant, blind, albino lizards live in the dark, here. Normally, the creatures live deeper, but a small collection of the carnivorous reptiles have claimed these caverns as their own. They feed on the large, flesh-eating leeches that live in the mud pool. A twisting tunnel leads down to the next level.



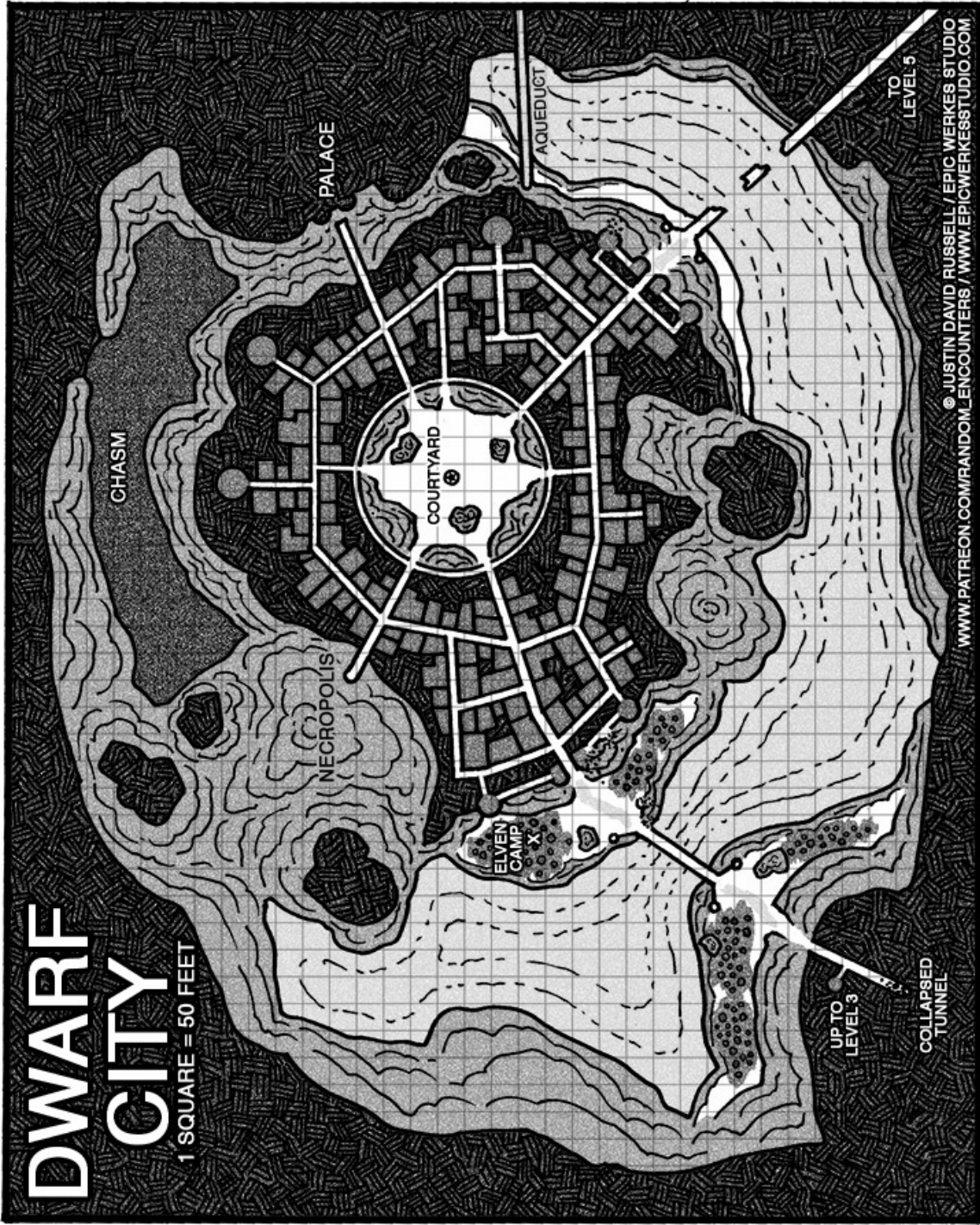
Dwarf City

In a massive, relatively low cave lay the dark dwarf city, Urzangor. It is built almost entirely into a central pillar that dominates the cave. Now abandoned, only a few areas have fallen to ruin, a testament to dwarven craftsmanship.

Urzangor was known as 'The Garden of Jewels,' for the large number of gemstones nearby. A great cluster of amethysts blankets the central courtyard's ceiling. Beneath the city is a gemstone mine.

Since Urzangor was abandoned, a race of savage, blind albino fish men that give off a wretched stench have taken up residence in the sewers. A necropolis dug into a large stalagmite northwest of the city is now full of the restless dead. Urzangor's palace, once the seat of a powerful dwarven lord, is now empty, its dusty halls hung with rotting tapestries. Many cave dwellers now call the abandoned city home. Buildings serve as breeding grounds for ruthless, deadly creatures.

Large mushroom groves dominate the area outside of the western city gates. A group of elves from the Silverleaf have made their way here from Level 3 in an effort to stop the Chaosmen from gaining access to Gorgoloth.

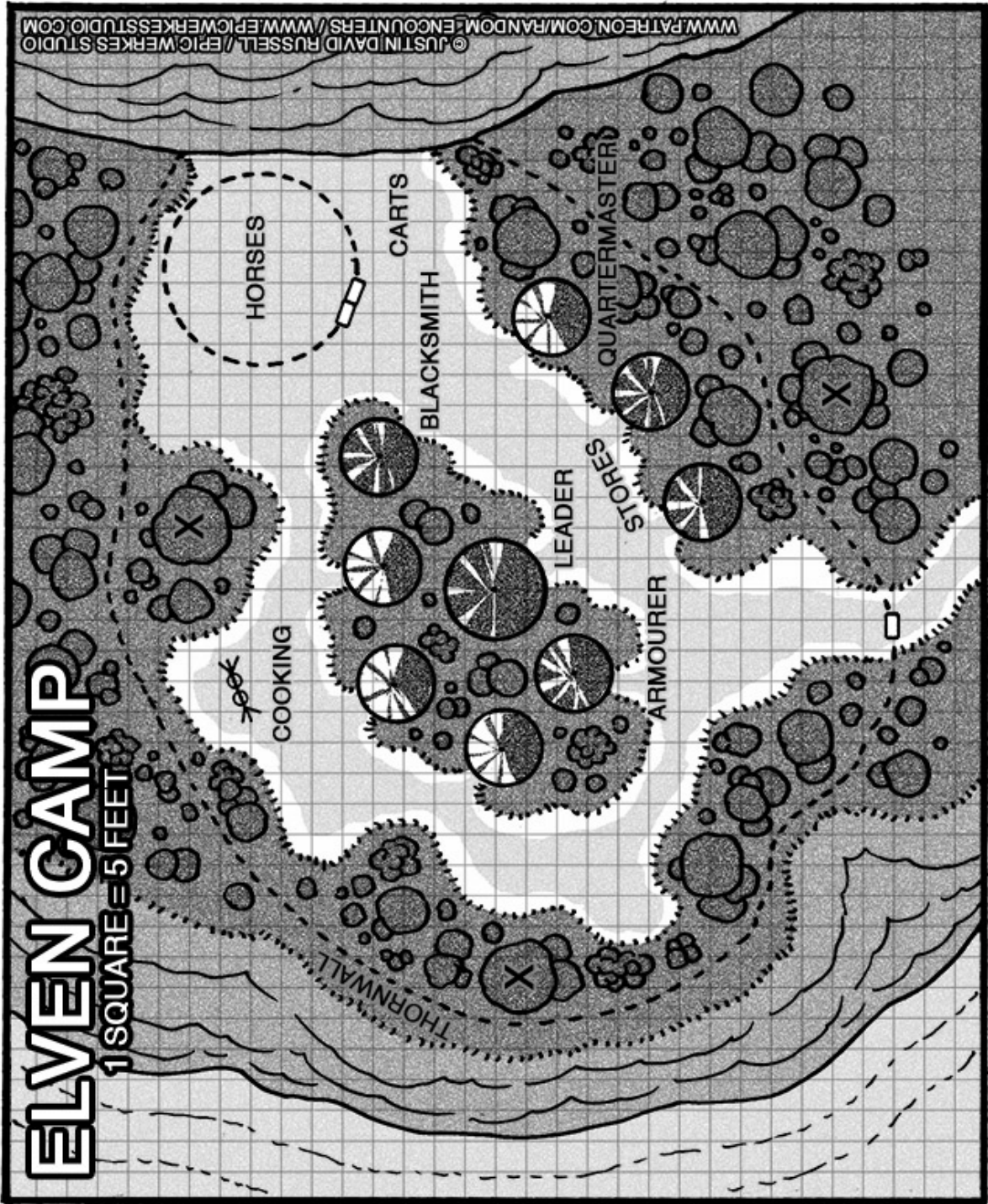


Elven Camp

West of the abandoned dwarf city of Urzangor, nestled in a mushroom grove just outside one of the main gates, elves from the Silverleaf Forest have set up camp. The elves were able to lead their swift-footed mounts most of the way, though their magic aided them through some of the more treacherous paths.

Many challenges await the elves here as they look for ways to stop the Chaosmen and slug cultists before they reach Gorgoloth. The natural dangers of the city include the vicious blind fish men, strange and hungry cave denizens, and the restless dwarven dead that wander out of the necropolis to wander the empty streets.

To protect themselves, the elves erected a magical wall of thorns that parts only for them. The pen for the horses was made of woven vines and whatever stiff shrubs could be found growing in the lightless world around them. Sentries keep constant vigil from tall mushrooms. Rope ladders anchored in the fleshy caps provide swift access to the three lookout points.

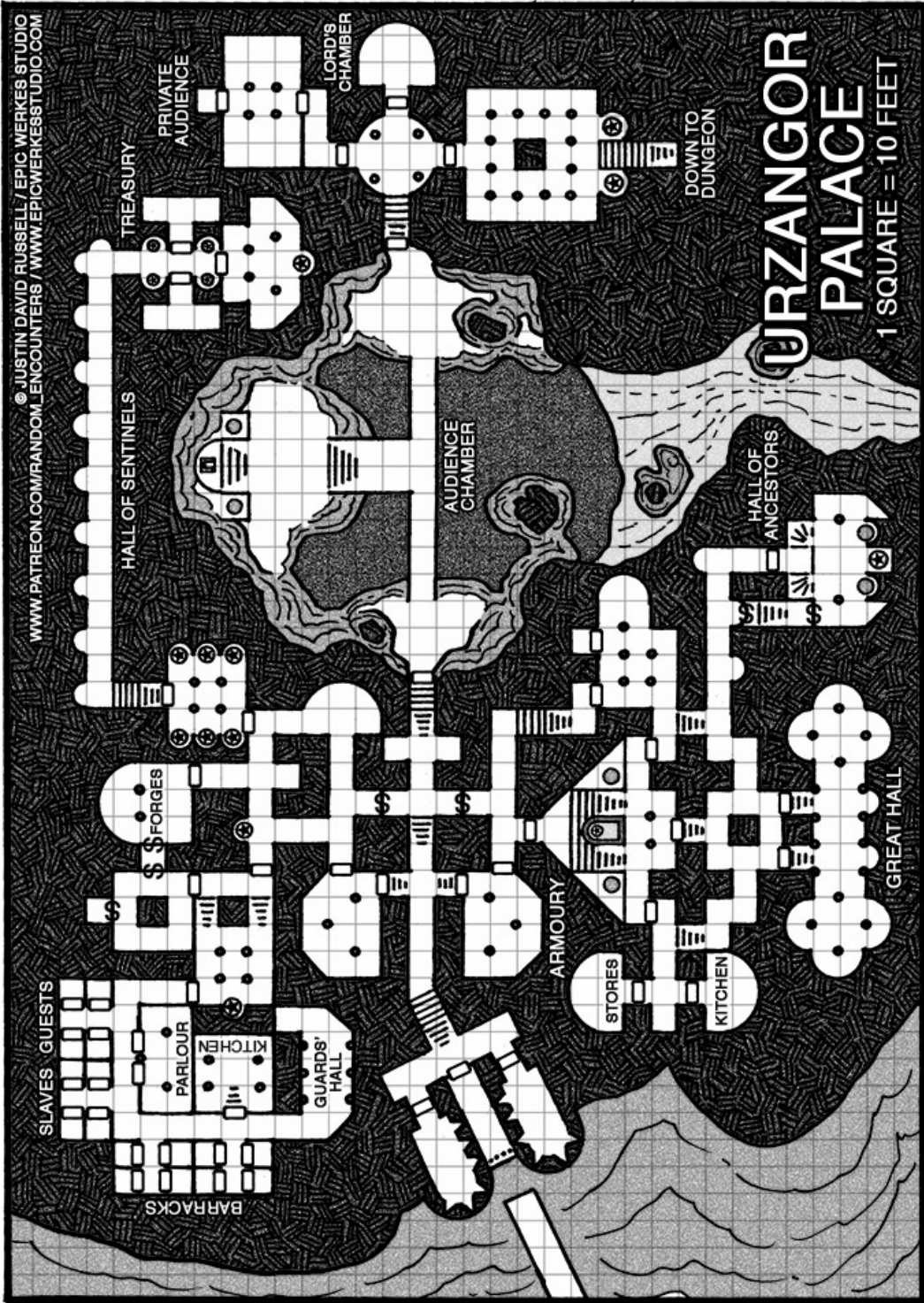


Urzangor Palace

Easternmost in the City of Urzangor is the palace of the dark dwarf lords. The previous lord, Erandak, led his people to war, and never returned. Those dwarves that remained, vanished. Perhaps they traveled to another city, or some mysterious disease took them? The halls of the palace and the streets of the city are now dusty and unused by civilized people. Creatures of the deep places now roam freely and lair where they will.

Access to the palace is difficult. One must either enter through the dungeons and sewers, or use the drawbridge and pass the portcullis. The former is a maze riddled with danger. The drawbridge decayed and fell away many years ago. The portcullis is heavy and broken. It rests at a slight angle after having crashed down after the chain gave. It is now firmly lodged in place.

The most notable feature of the palace is the Audience Chamber of Lord Erandak. The ceiling is high and features clusters of crystalline growths, mostly amethyst.



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Urzangor Necropolis

Northwest of the City of Urzangor is the necropolis. It houses all of the notable dead of the dwarves. The corpses have risen and now wander the lonely passages where they were interred. The Chaos they served in life may be responsible for their present state or, perhaps, after their living counterparts vanished, the dead now protect the sanctity of their own eternal slumber? Some of the dead make their way to the city streets, some even to the sewers and dungeons of the palace.

URZANGOR NECROPOLIS

1 SQUARE = 10 FEET



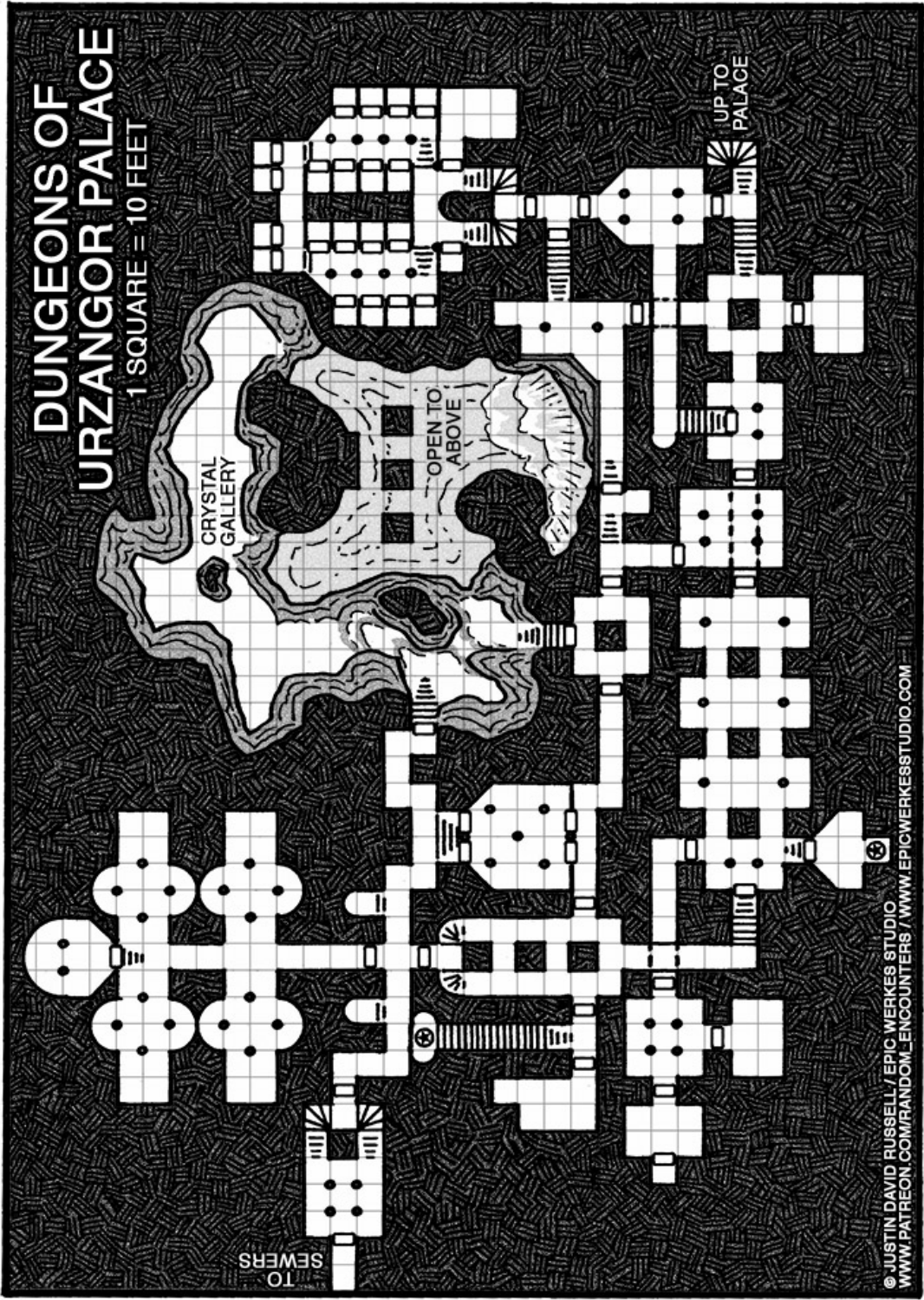
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Dungeons of Urzangor Palace

This is the first map in the Level 5 spread. 'Dungeons of Urzangor Palace' is a sprawling complex of finely wrought stone and meandering pathways. A waterfall from Level 4 thunders down from the audience chamber above. The water escapes through a crack in the stone in the northwest wall to plunge into the chasm in the same direction. Large pillars of worked stone blocks support the bridge above.

Erandak, the former dwarf lord, loved the crystal gallery on this level. He would often wander there, admiring the gemstone clusters sprouting from the ceiling and walls and pillars.

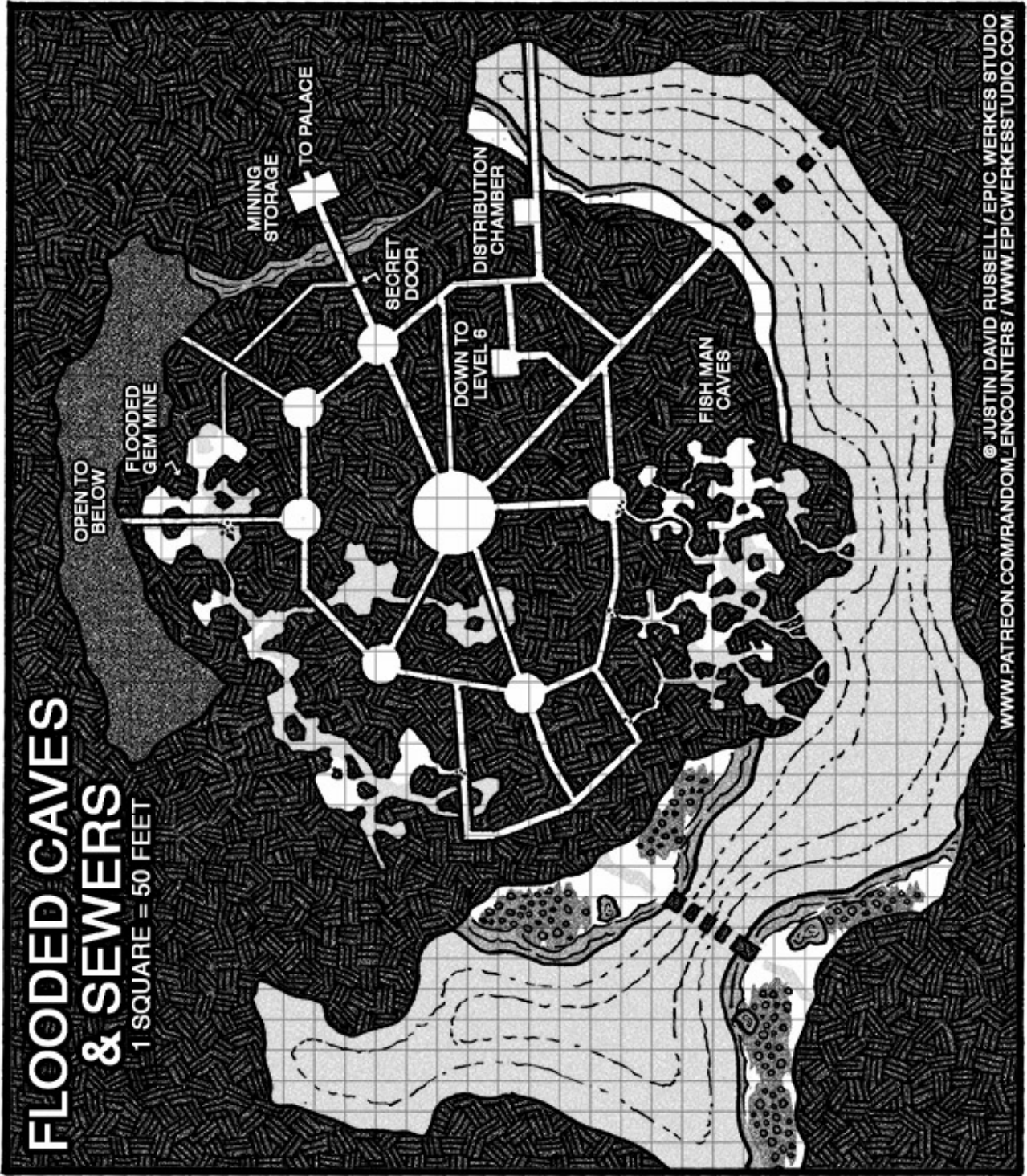
A door in the westernmost room leads to the gemstone mining operation near the sewers.



Flooded Caves & Sewers

Long ago, the Sewers of Urzangor were a wonder of the dwarven city. They spread to every major street and collected waste through pipes and drains running from buildings and streets. The aqueduct supplied water to all bath houses, fountains, and the Palace through a series of pipes that ran just above the sewer system. The aqueduct also flushed the sewers of waste, regularly. However, after the city became abandoned, the aqueduct's distribution chamber fell to ruin and flooded the sewers. The resulting deluge destroyed some walls, drowning the gemstone mines, creating some partially-drowned chambers with pockets of air. The gorge that protects the southern and eastern gates of the city filled with water, as well. The disaster did not stop until a large portion of the underground lake that supplied the aqueduct had been drained. The water now flows regularly through the sewers, feeding the new lake in the gorge, replenishing it as it drains through natural crevices in the stone.

A group of blind, albino fish men that lived in the drained lake followed the aqueduct and took up residence in a series of natural caves. The savage fish men are now the chief denizens of Urzangor. The elves living in the mushroom grove constantly fight with them.



Under City Locations

Beneath Urzangor City there, are several notable locations. Two are given here: *Distribution Chamber* and the *Flooded Gemstone Mine*.

Distribution Chamber: The Distribution Chamber was a portion of the aqueduct where the water from the underground lake, miles distant, was stopped and stored. It fed the various fountains and flushed the sewers. When the dwarves left the city, the iron panels used to stop the water rusted away, eventually caused a flood that damaged portions of the sewer system. Narrow channels along the basin's western wall fed (and continue to do so) the fountains and Palace of Urzangor.

Currently, the water flows easily through the channel, unimpeded by the grates that could be raised or lowered from now-rusted and useless winches and heavy chains. Fish men often use the Distribution Chamber as a watch post. If players are looking for ways to enter the sewers and city, the aqueduct is one of those places.

Flooded Gemstone Mine: The gemstone mine was once a lucrative resource for the dark dwarves. An enclosed portion of the sewers runs through the mine, supported by thick pillars of masonry. When the aqueduct broke, the resulting flood destroyed a portion of the sewage system, spewing water into the main mine cavern (shown). For a brief time, the water washed through the caves. Several of the western caverns are completely drowned, only pockets of air available for oxygen. Once the deluge subsided, a regular influx of water fed the caves. Cracks and narrow tunnels, too fine for most normal, human-sized creatures, link the caverns and keep them full of water. Over the years, the caves have attracted several creatures.

UNDER CITY LOCATIONS

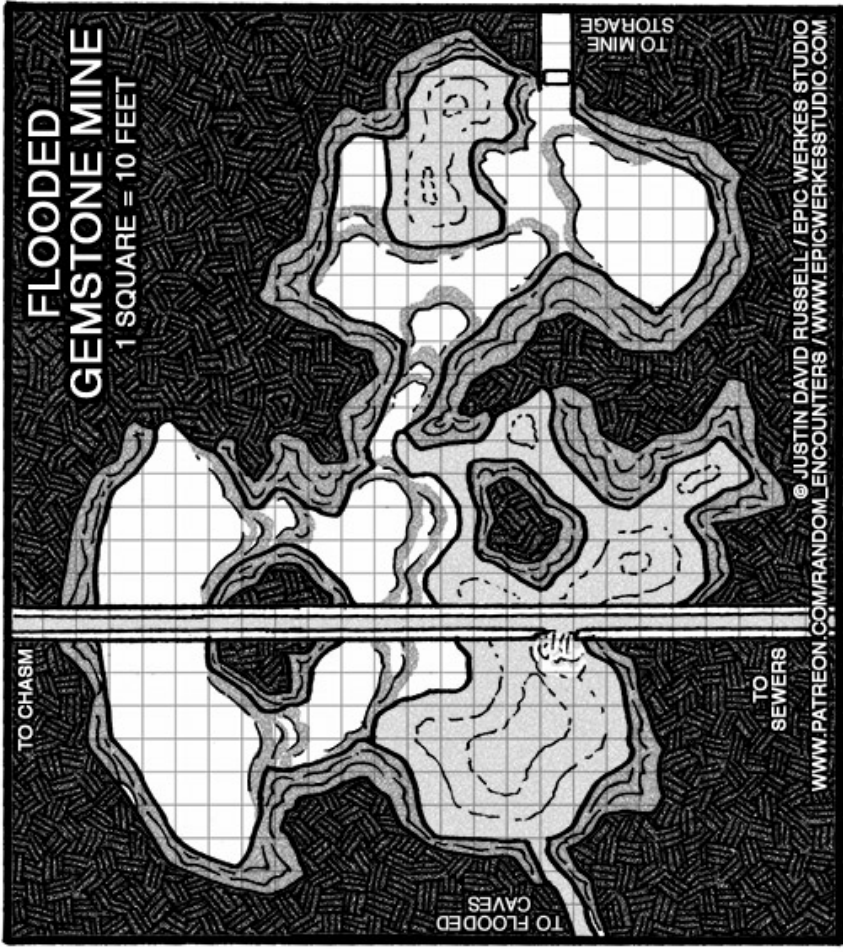
DISTRIBUTION CHAMBER

1 SQUARE = 5 FEET



FLOODED GEMSTONE MINE

1 SQUARE = 10 FEET



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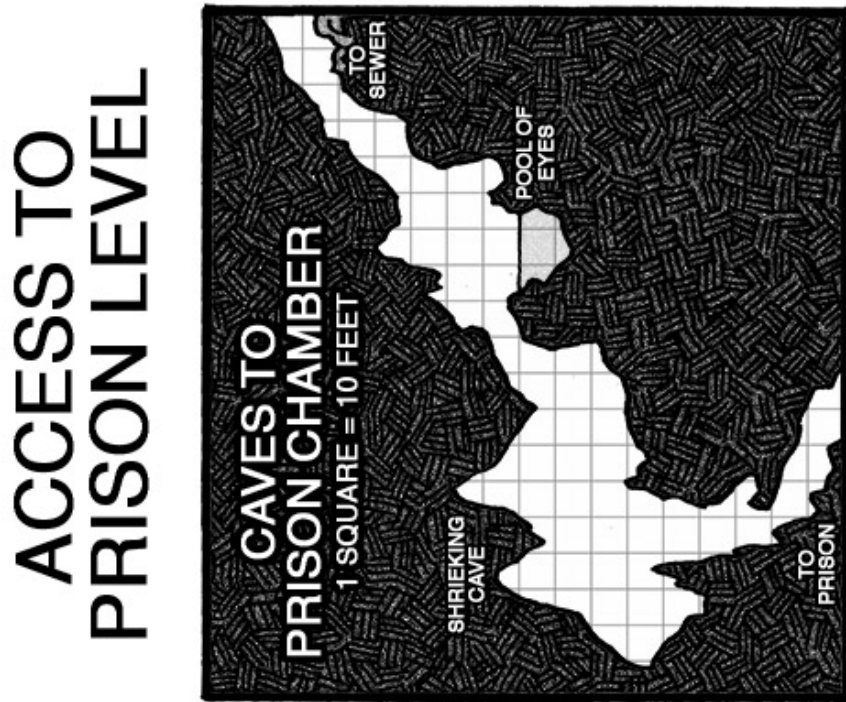
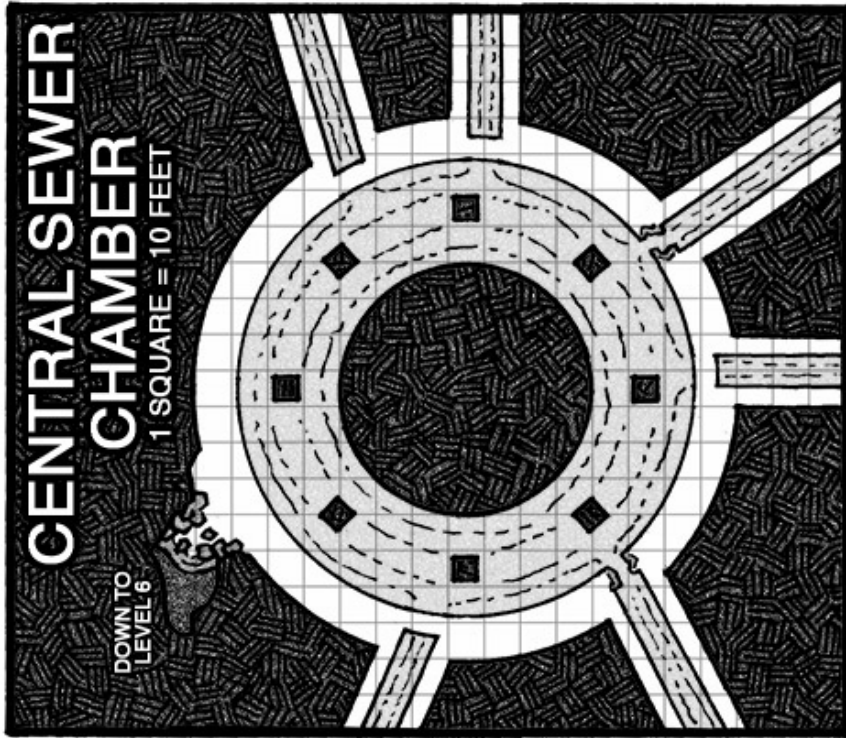
Access to Prison Level

Gorgoloth's prison is located below Level 5 of Forsaken Peak. The only way to reach it, other than by descending through the opening in the dwarven city cavern (Level 4), is by passing through the crumbled wall in the central sewer chamber.

Central Sewer Chamber: A crumbled wall in the central sewer chamber leads to a series of smaller caves that wind down to tunnels that give access to the prison the elves of the Silverleaf built for Gorgoloth, the slug god. Slug men often use this tunnel to travel to and from their patron's prison.

Caves to Prison Chamber: The caves here are home to several strange creatures. A pool dominates the first cave. A narrow ledge around the eastern wall leads from the entry tunnel to an exit tunnel. The pool itself consists of the digestive juices of an amoeba-like, tentacled creature the colour of stone. The monster hides at the bottom of the pool. A number of rubbery, thin tentacles lash out at warm, moving bodies passing nearby. A close look will reveal several spherical objects floating on the surface of the water. They are the creature's eyes, used primarily for detecting heat and general movement, not details. They extend out on retractable stalks. When the creature attacks, the eyes suck back into its body, making only its first attack its most effective. Once it has seized upon a victim, the creature is dragged into the pool and held there, where it drowns. After it dies, the victim and all organic matter in its possession is dissolved and absorbed, completely. Most metal items eventually disintegrate over longer periods of time. Objects like gems and rocks are usually not affected.

The Shrieking Cave is a place with a large stalactite hanging on its western side. A natural pit in the centre of the chamber allows access to the tunnel that finally leads to Level 6. The cave's namesake is a small, bat-like creature that clings to the main stalactite. When they are disturbed, they let out an ear-piercing shriek that will disorient most beings. The creatures are fierce and swarm warm bodies. Any victims are surrounded and attacked, and eventually drained of blood.



Labyrinth of Thorns

After many years of conflict with the slug god, Gorgoloth, the elves of the Silverleaf were able to seal him away under Forsaken Peak. The mountain had been Gorgoloth's centre of power. His slug minions were summoned from the realm of Chaos to lead zealous cultists in an attempt to conquer the Eastern Borderlands. With the help of the dwarves from the nearby mountains, the elves pushed Gorgoloth's forces back, until the slugs had nowhere to go but down, back into their black mountain. Powerful elf lords were able to trap Gorgoloth in his own palace. They summoned a high maze with thorny walls to surround the entry to the palace. No fire burns the thorns, no ice freezes them, neither does any magic known to man hurt them. The maze is enchanted to withstand even the diminished god's considerable power.

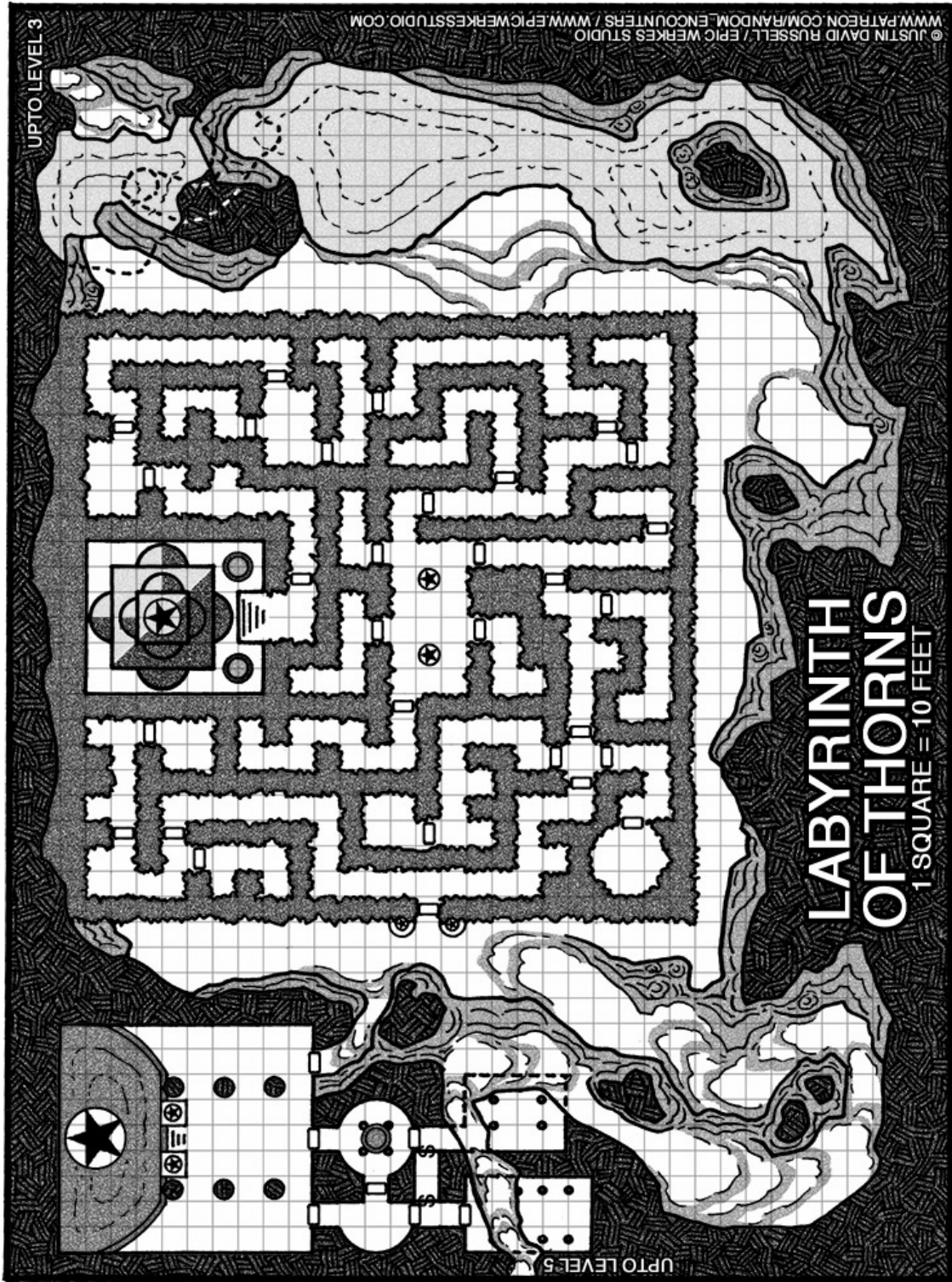
Over the years, the elves' magic began to fade. Gorgoloth sensed this and sent for his minions. A prophecy given by the demon slug, Zargol, foretold the eventual failing of his prison. It was that prophecy the Chaosmen gained access to. They believed they could use the elven magic that bound Gorgoloth, along with the god's own weakened state, to direct him against their enemies. The elven magic has remained strong enough to keep the slug god at bay, but many forces are now at work to harness his power. Some wished to free Gorgoloth, some to enslave him, and some (the elves) wished to renew the magic of their prison.

The Labyrinth: Entry to the thorn maze is limited. The entire thing is enclosed by thorns. A thick ceiling prevents anyone from entering by way of flight or climbing. The walls even enclose the pink marble palace entry. In the maze, the ceiling is twenty feet high. Magic prevents anyone from teleporting through the walls, as well. Many safeguards were taken by the elves to ensure Gorgoloth remains where he is. Two griffin statues flank the entry to the labyrinth. They attack anyone that attacks the white marble door leading into the maze. The door will vanish and allow access, if those seeking to enter possess a special key (a medallion) created by the elves. This key opens all doors in the maze.

There are two points of entry to this area. A tunnel from Level 3 and a tunnel from Level 5 both lead here. The tunnel from 3 ends in a chamber with a pool in it. Those desiring entry to the maze cavern must travel through the underwater tunnel to do so. This tunnel is used by the minions of Lortex. It is regularly patrolled.

The Temple of Gorgoloth: After Gorgoloth's Fall, his minions scattered. They remained hidden until the elves were gone. One of the slug demons, Morcorag, returned to Gorgoloth's prison, but could not penetrate the maze. She lived in the chamber for many years before being contacted by Zargol's followers. Learning of the prophecy, Morcorag and the cultists of Lortex began planning for Gorgoloth's return. They built a temple nearby, carving it from the cave walls. There, Morcorag lives, preparing Gorgoloth's slug men. She sends them to various parts of Forsaken Peak to deal with those that might try to interfere with their plans.

Morcorag was Gorgoloth's most ardent defender and worshipper. She has ordered the restoration of the Lost Temple on Level 1 of Forsaken Peak. Zargol has been using his mind slugs to spy on the Chaosmen and the Bordermen of Lantern Falls.

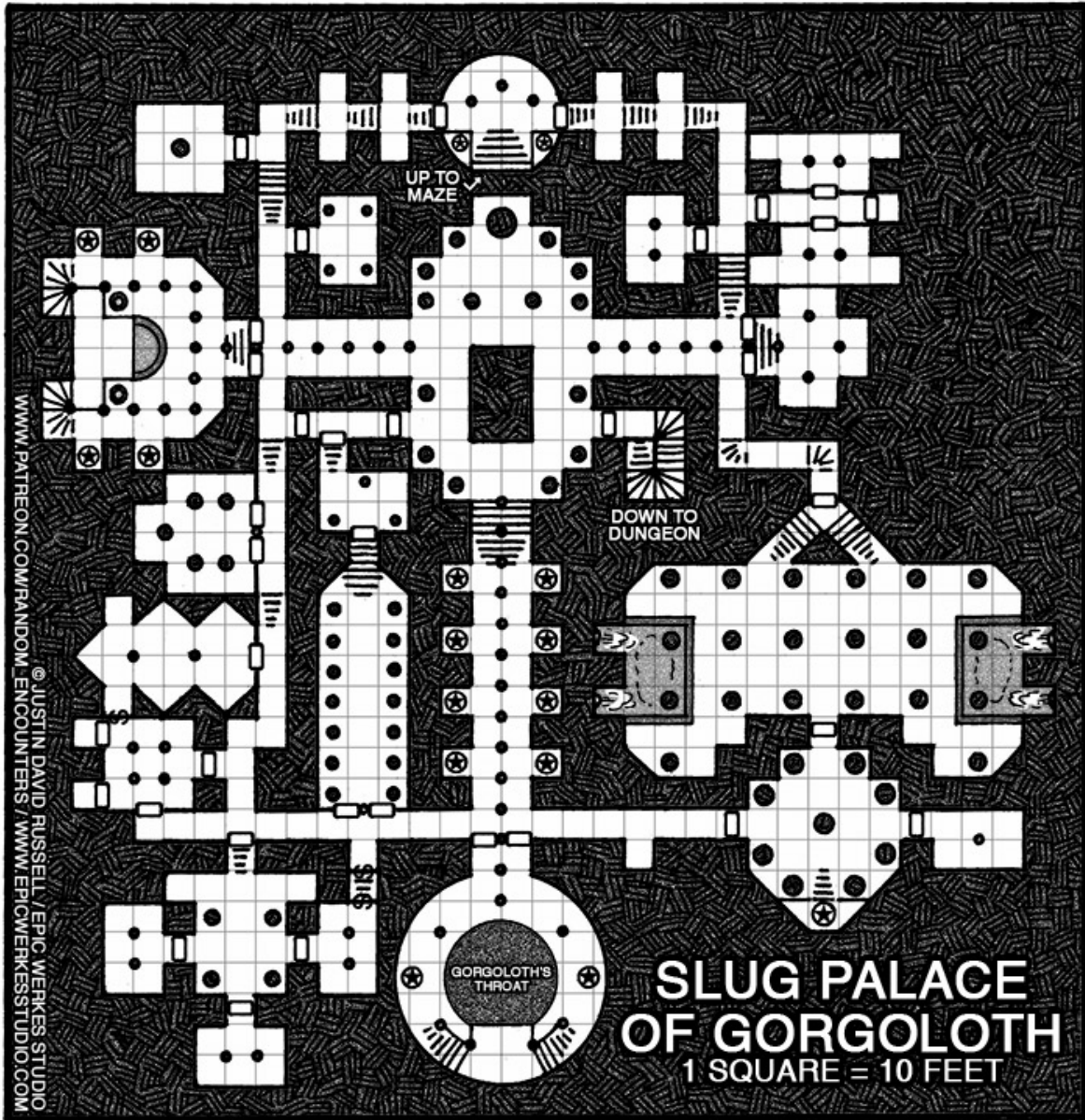


Slug Palace of Gorgoloth

Beneath the Labyrinth of Thorns lies the upper floor of the Palace of Gorgoloth. Mostly inhabited by human cultists during the days of the slug god's reign, this portion of the palace served as a temple and seat for the High Priest of the Slug Cult.

A massive chamber in the south end is a sacrificial room where the cultists once threw victims down to the chamber that now serves as Gorgoloth's prison. The pit is known as Gorgoloth's Throat. Another, even larger chamber, was used as a summoning room. Slug men were called forth from the mud pools located here. Four bas relief sculptures of Gorgoloth's face, a horrible visage of a slug with several strange eye stalks and a many-toothed, circular mouth, pour muddy water from their gaping mouths.

Gorgoloth's Palace is now filled with slug men and undead cultists. The former High Priest is a desiccated husk, driven by his undying faith in his mollusk god. He has been biding his time to help Gorgoloth take control of the surface world.

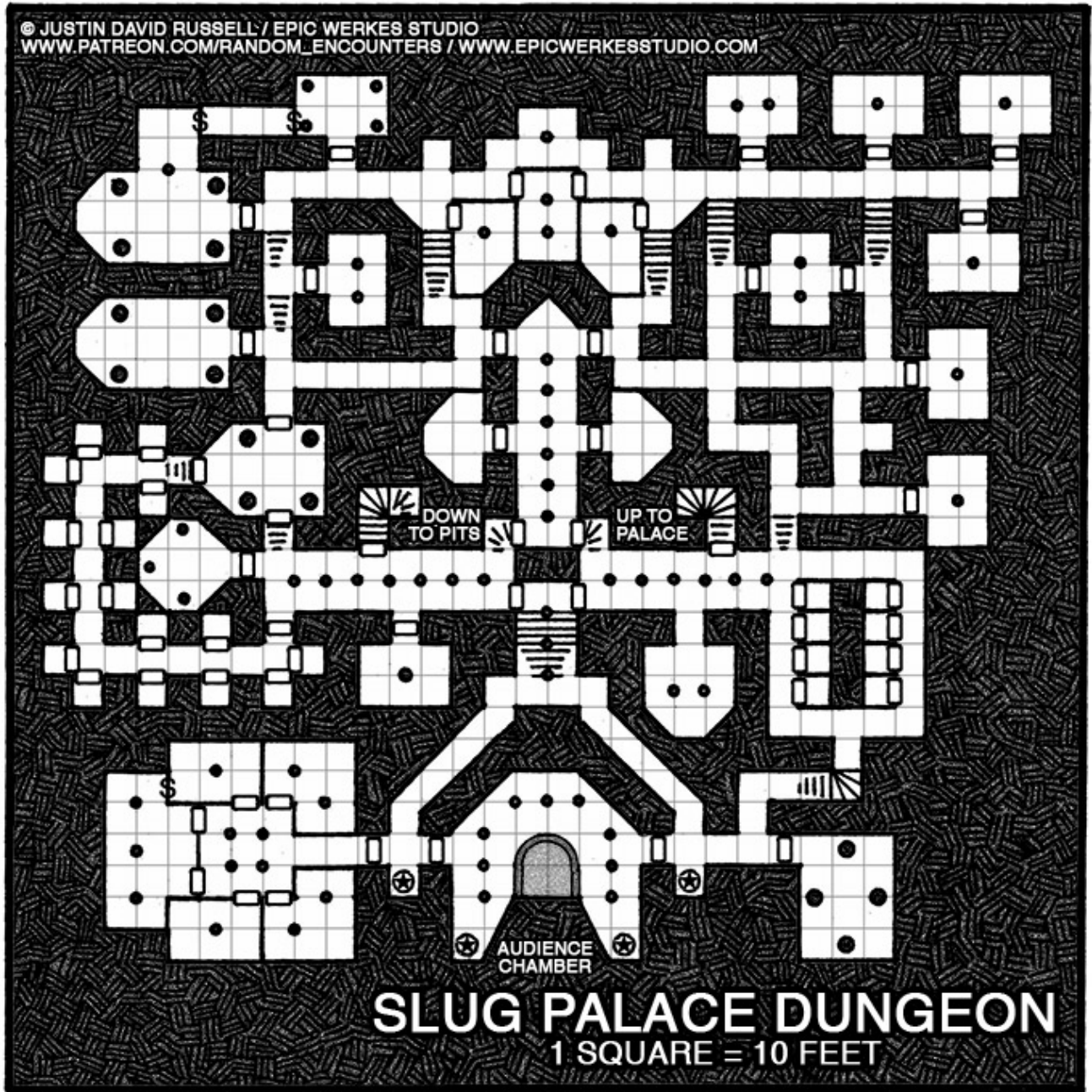


Slug Palace Dungeon

Below the upper floor of Gorgoloth's Palace is the dungeon. It is the second and last area of the palace that is used by the human cultists. Prison chambers, storage rooms, forges, all serve the cultists in their goal to aid their master. The undead humans go about the duties they performed in life.

A large audience chamber with a sizable mud pool serves the cultists as a way to directly commune with Gorgoloth and his demon-slug minions.

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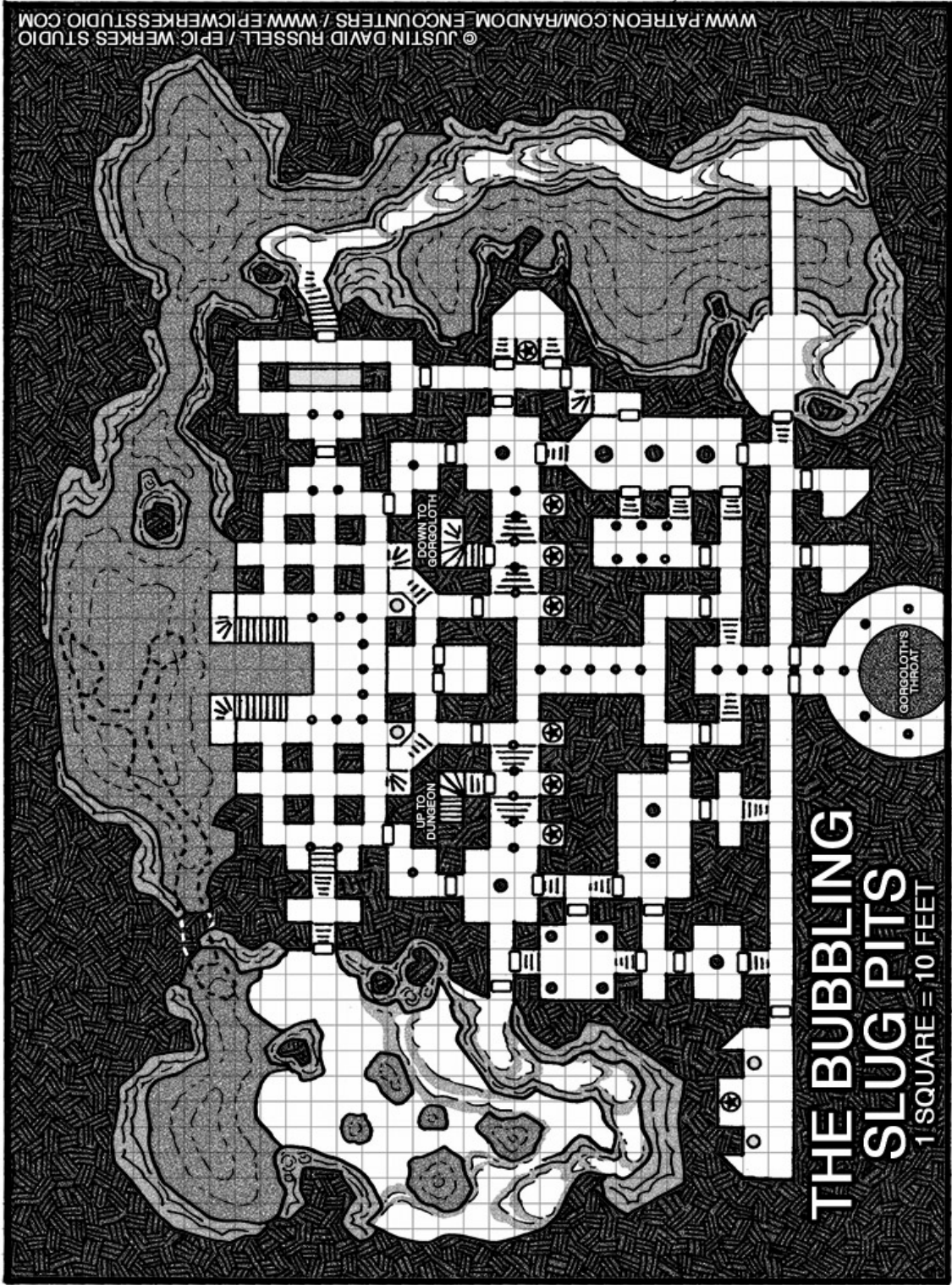


The Bubbling Slug Pits

Underneath the dungeon of the Palace of Gorgoloth are the Slug Pits. Human cultists do not usually venture here. Minor slug demons sleep in the hot mud pools surrounding this floor's worked stone halls. The floors and walls were once slick with their mucous. They are kept imprisoned in the mud by elven magic.

Gorgoloth and his minions wait eagerly for the day when the full might of the cult will be restored, allowing them to march upon their enemies with abandon. However, the Chaomen seek not only to command Gorgoloth, but also his sleeping army of slug demons.

Anyone wandering through the abandoned halls of this portion of the palace will find them eerily quiet, though glittering with the dried remains of age-old demon-slime. There is also access to Gorgoloth's Throat and a stairwell leading down to Gorgoloth, himself, here. A pool of muddy water in the northeastern-most room contains large, carnivorous slugs.



**THE BUBBLING
SLUG PITS**
1 SQUARE = 10 FEET

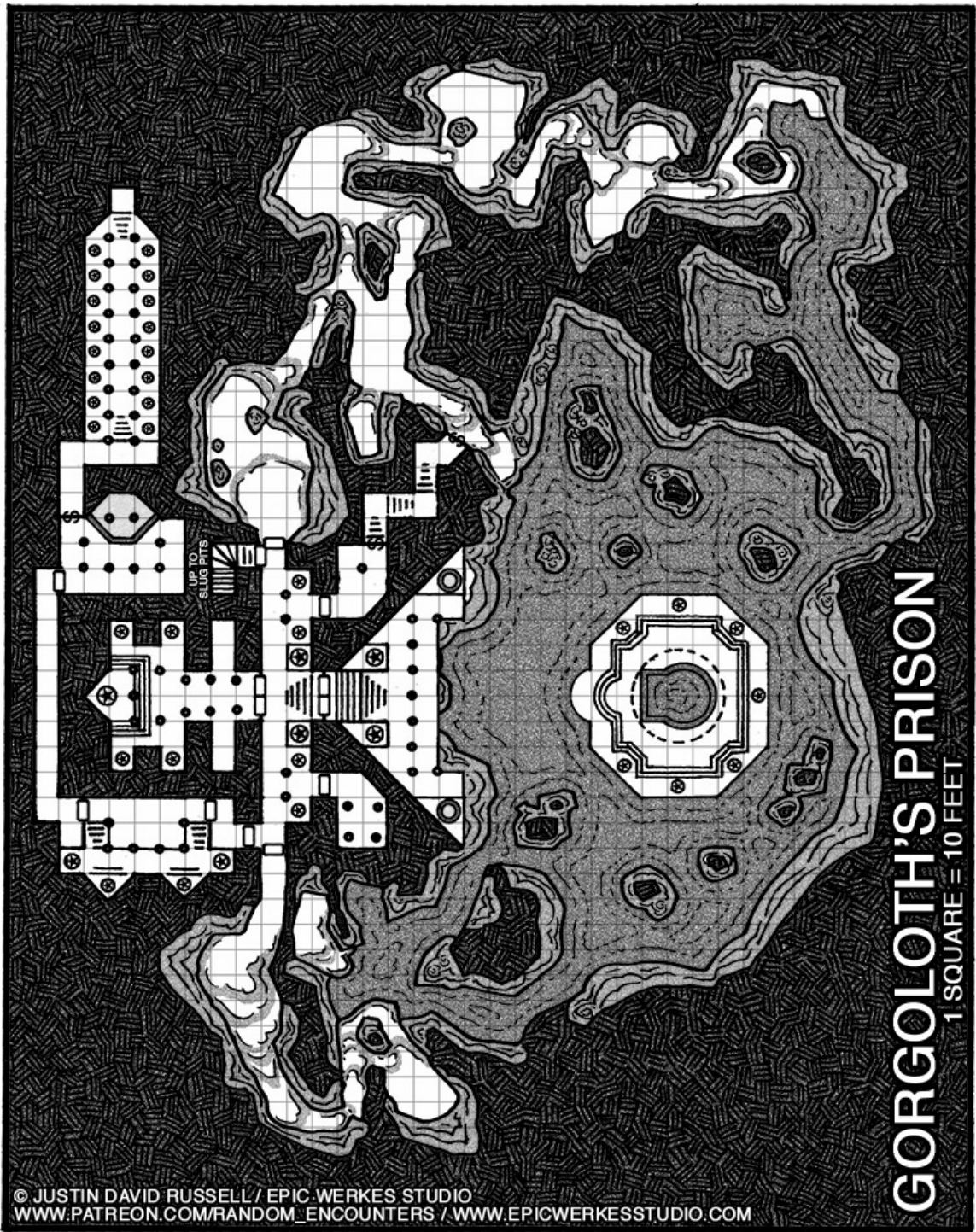
Gorgoloth's Prison

Gorgoloth the slug god once boasted a following of many cultists and commanded an army of slug men that he marched against the elves of the Silverleaf Forest in an attempt to conquer the Eastern Borderlands. With the help of the dwarves from the Towering Mountains, the elves were able to defeat Gorgoloth. Elven magic sealed the god away within his own lair, trapped in his pool of muck, hidden from the world, deep beneath Forsaken Peak.

Far below the Castle of Chaos, the goblin mines, the dwarf city of Urzangor, and the Labyrinth of Thorns, lies the Palace of Gorgoloth. In the deepest natural chamber is a bubbling pool of volcanically heated mud. A pool and landing located within this chamber hold Gorgoloth himself. Gorgoloth's Throat drops unfortunate victims into the the slug god's muddy throne, indeed, into his very maw. Several side chambers allow slug men to access Gorgoloth's pool. Only the most powerful minions stood in their god's presence.

Elven enchantments placed on the palace keep the slug god and his minions in a prolonged slumber. That magic is weakening, but it is still strong enough to prevent any of the more powerful demons from issuing forth from the palace's deepest levels.

A central chamber in the northern portion of Gorgoloth's prison holds five statues of elves. They are one powerful elven lord and his four greatest champions. They sacrificed themselves to lay a strong magical spell upon Forsaken Peak, transforming themselves into pure white marble. In the lord's hands is gripped a powerful artifact upon which all of the elves focused their power. It is this item the Chaosmen wish to lay their hands upon to try to control Gorgoloth for their own purposes. The slug men wish to destroy the item, but they cannot yet get close enough to touch it.



Castle of Chaos: Main Entry

Gearing up for the release of 'The Secret of Forsaken Peak,' I am providing the setting for the environs surrounding the daunting mountain. The Eastern Borderlands are a home-brewed region I use to run my BECMI game for a close group of friends. It has provided us with a great deal of entertainment. Enjoy! And look for more as we draw nearer to putting a ton of content into your hands.

For some details about the megadelve, check out Dave's blog [here](#). Be sure to sign up to receive our Newsletter and receive a free adventure related to Forsaken Peak, 'The Goblin Mines!'

Ancient Hills: A collection of partially forested hills west of the Greenstone River.

Caravan Road/Trail: The route is a poorly maintained road that winds through the mountain pass east of Lantern Falls. The trail is little more than a cart path that leads into the Central Borderlands.

Forsaken Peak: A lonely mountain that juts up from the Graywood Forest. It was the site of an ancient slug cult devoted to Gorgoloth, the slug god imprisoned in the bowels of the Peak. The place now serves as an outpost for the Chaosmen.

Frogmire: A marsh said to be haunted primarily by giant, voracious frogs.

Graywood Forest: Known for its abundance of wolves, dense growth, and monsters. Recently, there have been reports that a dragon has taken up residence somewhere within its depths.

Greenstone River: A swift river that flows from the Mountains of Rime south to the Ruined Sea.

Halfmoon Lake: A half-moon-shaped lake located near the Slugmarsh.

Harkwind Hills: The high, rocky hills are an extension of the foothills of the Towering Mountains. Many dangers await those that would brave this hostile landscape.

Harkwind Valley: Named for the white eagles (large hawks) that live in the nearby hills and hunt in the valley. Lantern Falls is located here along the Greenstone River.

Iron Mine: An old, active mine run by the inhabitants of Lantern Falls.

Monastery of the Sacred Scroll: Locally known, but seldom interacted with. This sect of the Church of Law is dedicated to Saint Merek of the Sacred Scroll. The monks continue the work Merek started, studying an obscure text from the 'Book of Law and Light.'

Morgantha's Well: A clear lake that serves as the home of ancient water spirits.

Silverleaf Forest: A forest of mixed trees that contains a small elven community.

Singing Gorge: Those that brave this winding, cataract-filled gorge swear they hear the faint, alluring song of female voices over the tumbling of the stream that runs through it.

Singing Stream: The stream that wends its way through the Singing Gorge.

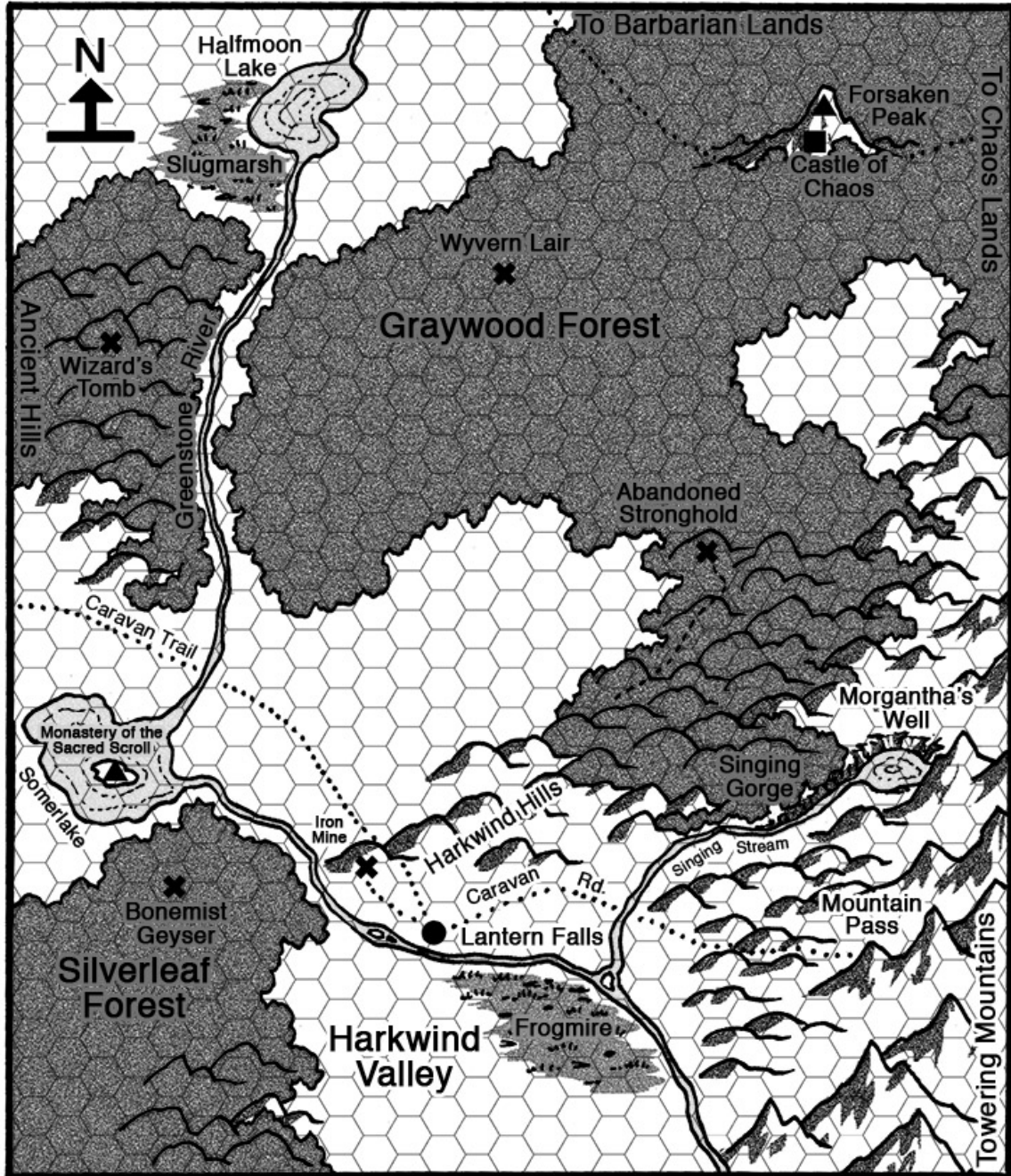
Slugmarsh: A marsh north of the Ancient Hills. Zargol, the slug demon, lives here with a collection of zealous cultists.

Somerlake: A lake northeast of Lantern Falls. Somer Isle is an island at the heart of the lake on which the Monastery of the Sacred Scroll is built.

Towering Mountains: Known for their great height and dangerous passes, the Towering Mountains serve as a natural boundary between the wild northern regions and the fertile Southern Kingdoms.

Eastern Borderlands

1 Square = 1 Mile



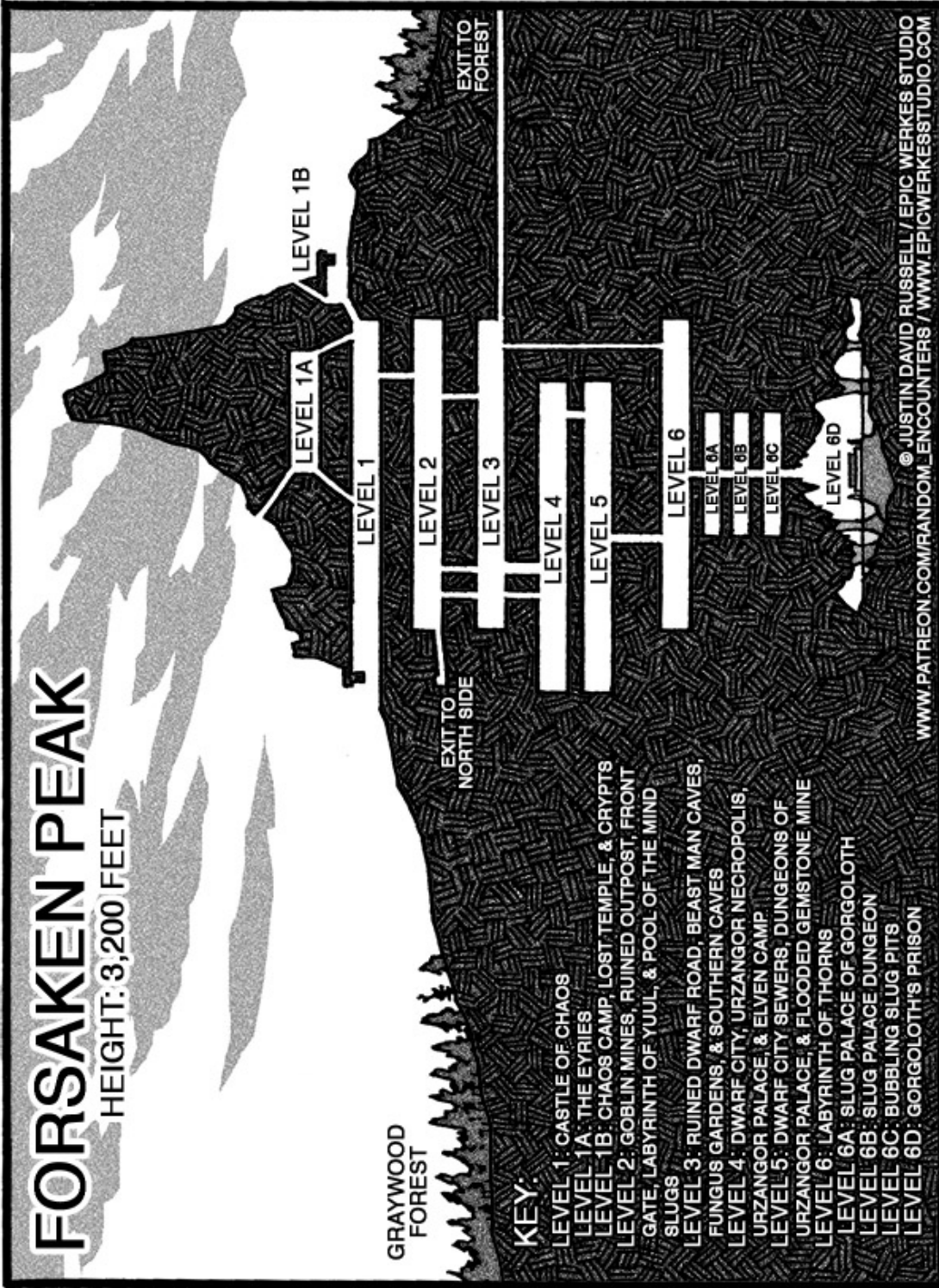
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Forsaken Peak Sideview

Here it is! The last map in 'The Secret of Forsaken Peak' series! A sideview/cross section to show the overall layout of the Peak. More to come soon. DM Dave and I are hard at work to bring you more content and updates. I'll be supplying the cover and some interior art for the final volume, as well.

FORSAKEN PEAK

HEIGHT: 3,200 FEET



KEY:

- LEVEL 1: CASTLE OF CHAOS
- LEVEL 1A: THE EYRIES
- LEVEL 1B: CHAOS CAMP, LOST TEMPLE, & CRYPTS
- LEVEL 2: GOBLIN MINES, RUINED OUTPOST, FRONT GATE, LABYRINTH OF YUUL, & POOL OF THE MIND
- SLUGS
- LEVEL 3: RUINED DWARF ROAD, BEAST MAN CAVES, FUNGUS GARDENS, & SOUTHERN CAVES
- LEVEL 4: DWARF CITY, URZANGOR NECROPOLIS, URZANGOR PALACE, & ELVEN CAMP
- LEVEL 5: DWARF CITY SEWERS, DUNGEONS OF URZANGOR PALACE, & FLOODED GEMSTONE MINE
- LEVEL 6: LABYRINTH OF THORNS
- LEVEL 6A: SLUG PALACE OF GORGOLOTH
- LEVEL 6B: SLUG PALACE DUNGEON
- LEVEL 6C: BUBBLING SLUG PITS
- LEVEL 6D: GORGOLOTH'S PRISON

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Reliquary of Chaos

Now that the megadelve maps are finished, I am back to my normal Random Encounters format! What a ride! Still a lot of work to be done, so stay tuned for more updates on 'The Secret of Forsaken Peak!'

Details: Chaosmen are known to build reliquaries to house sacred relics. Such shrines are usually blessed by priests to gain the protection of the Three Princes of Chaos. A raised dais usually contains a black marble altar upon which is draped a red cloth embroidered with symbols of discord. Upon the cloth is placed a holy relic (usually a bone or other body part) housed in a variety of containers, from jeweled skulls to specially prepared boxes. All relics are said to have been a piece of the great Lich, Zazorac the Ruthless.

After he was slain by great heroes during the final days of the First Chaos Crusade, Zazorac's remains were separated and sent to various holy shrines to be worshipped. It is believed that any part of Zazorac can impart great fortune upon its bearer, but great pain upon the Lawful. Such tales inspire many hoaxers to create false relics to turn a profit.

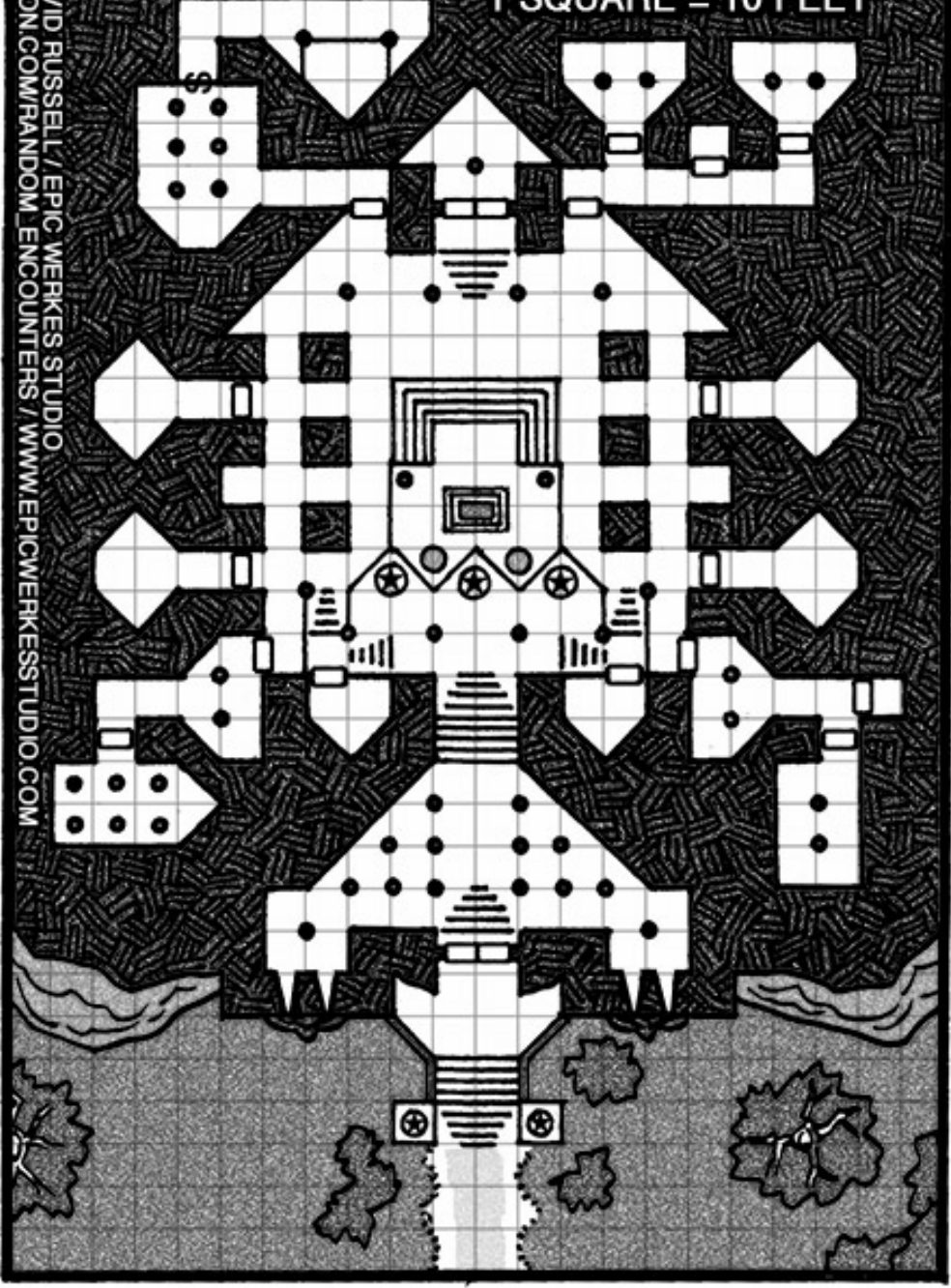
None are truly sure whether or not all of Zazorac's supposed remains are genuine, though there are some that do bear great power. It is these that the priests believe were once actually the body parts of the Lich Lord. They are carried into battle to bless armies and harm the Lawful. Chaosmen make great pilgrimages to see them.

Of great importance is the Skull of Zazorac, which is held in a large complex, the front of which is flanked by two, large, bas-relief skulls with arrow loops in the eyes. The central entry is another massive skull, larger than the first two. The relic inside is a powerful item the Chaosmen use to bring death to their enemies.

RELIQUARY OF CHAOS

1 SQUARE = 10 FEET

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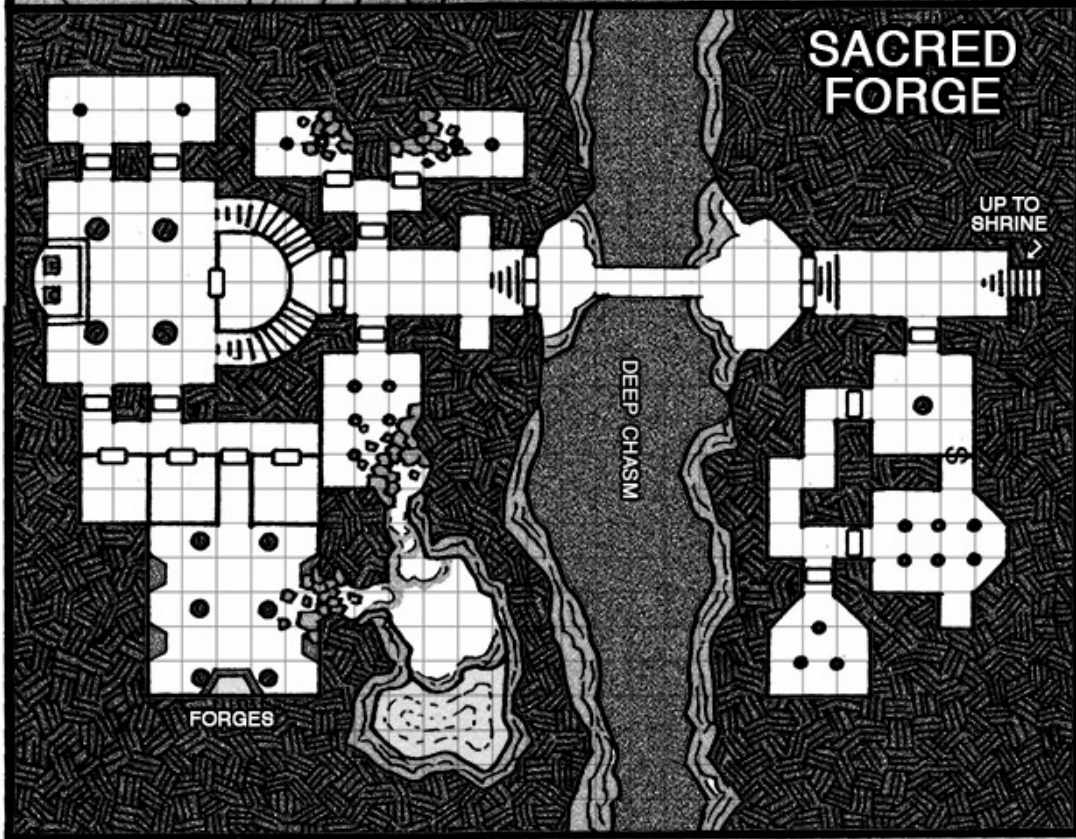
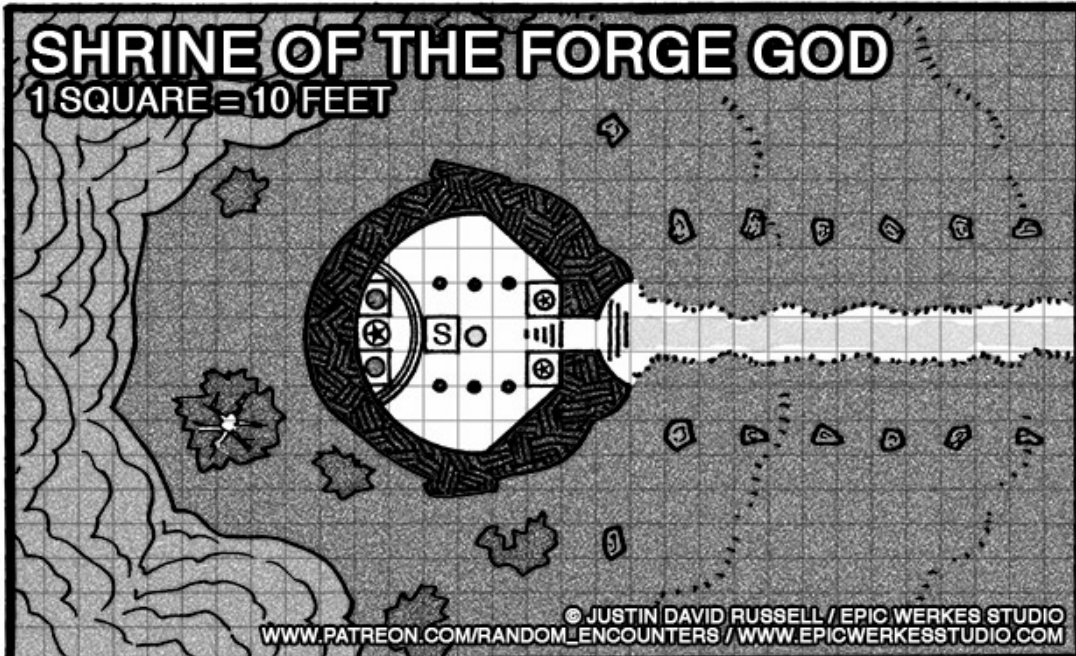


Shrine of the Forge God

Dwarves do not have priests in the same sense that humans do. Their very being is a testament to the powers and blessings of the forge god. To honour their powerful father, the dwarves build large stone heads with wide, open mouths, dedicated to various skills of Making. These heads are representations of the forge god, himself. His moustachioed mouth arches high to form a large entry. Stairs lead up to an open passageway leading to a large, pillared shrine. The head faces the east so that when the sun rises, the light of the forge god's lamp enters his open, staring eyes to fall upon a statue of him, bathing the god in morning radiance. A large stone bowl in the centre of the shrine serves as a place for visitors to make offerings.

There are only a few of these shrines now in use. The dwarves have dwindled in number through wars with their enemies, and because of their low rate of reproduction. Some of the shrines have become the lairs of various monsters and bandits.

When the two braziers flanking the shrine statue are lit, and the god's raised arm is lowered to strike the anvil in front of him with the steel hammer grasped firmly in his hand, a stone panel in the floor recedes under the stepped dais to reveal a secret stair leading down. The stair leads to a collection of rooms where some of the best dwarven smiths once practiced their craft.



Weird Towers of Momek

'Momek? Ah, yes. I have heard strange tales, indeed. They say he is a strange one.' The farmer laughs and holds out a calloused hand, his steady eyes grinning. You know the information he just imparted was not worth the promised silver. After a moment, a cloud passes over the farmer's face when he realizes you won't leave so easily, and he retracts his hand, settles both in front of him on the worn table, and sighs.

'Very well.' He begins working at a dent in the wood with a strong, uncomfortable thumbnail. 'I will tell you what I know, but I am just an old fool.' He does not raise his eyes from the table, and his voice drops low. 'There are as many tales of Momek as there are blades of grass.' The farmer's eyes flick across your faces briefly before returning to the restless work before him. 'You see, I have been there, to Momek's home. I wandered there, two years past, after becoming lost in the woods while looking for a stray sow.

'I saw the towers first. They were strange, spiraling cones of rainbow hue, constantly changing, seeming to spin swiftly. They rose out of the forest upon a knife-edge of stone, built on walls of luminous white stone. I climbed a strange, white stair to a small gatehouse. It seemed that no one was home. Not a soul walked the walls. No sound of human habitation found its way to me...' He trails off and remains still, considering idly the splinter of wood he worried loose.

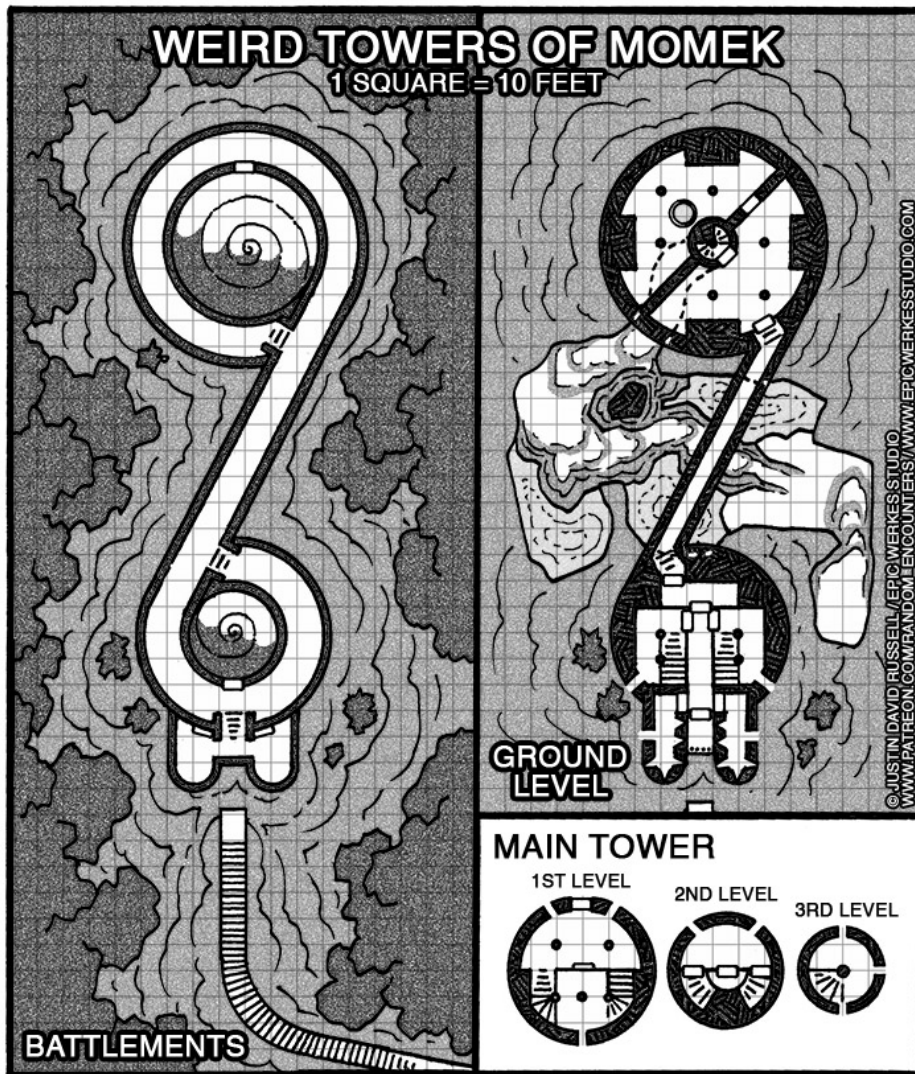
'The gatehouse was much like that of my lord's castle near the village, but approaching its lowered portcullis, I was greeted by strange, small, bearded men, half my height, broad of head, and large of nose, dressed in red, richly embroidered tunics and caps. They spoke in high voices and seemed to be amused about my presence at the towers. They were armed with small swords and took me swiftly through the gatehouse, despite my protestations. I was led around a twisting battlement to the tallest of the two spiraltowers. Four or five of the little creatures surrounded me.'

The man stops to consider his next words carefully. You see beads of sweat spring up on the old farmer's hoary brow. His fingers begin working faster at the dented wood.

'I... what happened next I cannot reason. Nor can I tell you that what I saw was real. It may have simply been the feverish dreams of a man nursing a sour stomach... Or perhaps it was the wizard's wine...' He smiles, wryly.

'I was led to a strange door of pink marble. A monstrous visage and curious writing were carved upon its surface. No means of entry were apparent. But that did not stop the small, red-clad creatures. They said something in their high-pitched tongue I could not understand, and the door dissolved before my eyes! And, lo! Standing there before me was a queer sight, indeed. A long-bearded man in blue robes and cap the colour of mid-afternoon sky, an ash staff clutched easily in his delicate fingers, stood before me. The face was ageless, both man and boy, and his eyes... by Law, his eyes were unlike any that I have ever seen! They were blue, then green, then purple, pink, even black and red, and many other colours, and they sparkled with starlight....

'I was invited to dine with this man with the changing eyes. He fed me well. We were served a great feast by the strange little men. Some invisible servants kept our goblets full of intoxicating wine... Music filled the air; a beautiful maiden sang haunting songs. A harp with shimmering strings seemed to play itself! The wizard called himself Momek, and he told me tales, grander than any I could ever have imagined in my best fevered dreams! The magician seemed amused that I was there with him. My mind drifted into oblivion after so long, and I remembered nothing more.'



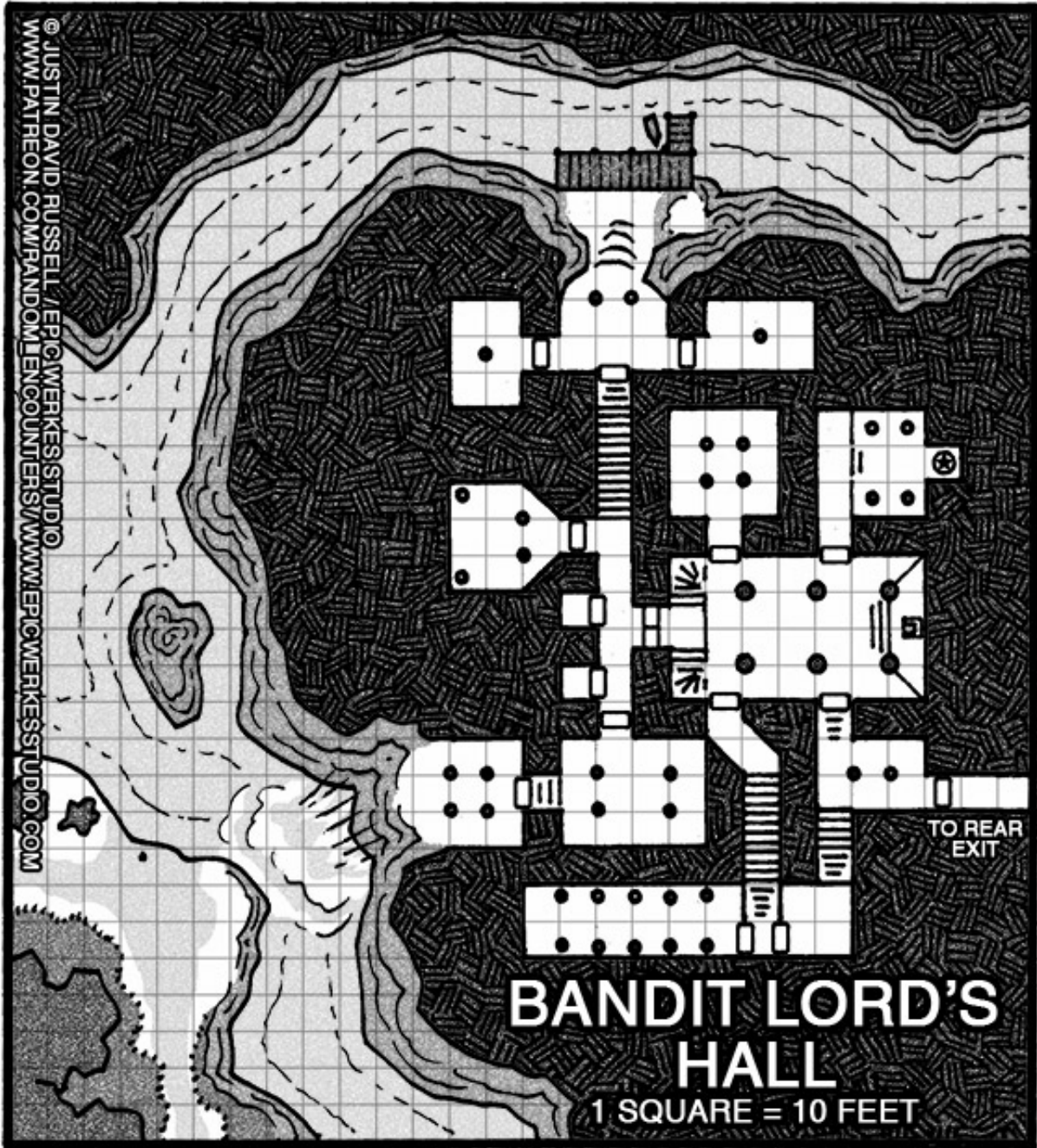
At this, the farmer turns to regard you all with wide, desperate, water-filled eyes. He seems to be grasping at shreds of himself as he croaks out the last bits of his tale around quiet sobs. 'You see, I woke in my lord's fallow field, the sun in the same position as the time I left to look for my pig the day before. In fact,' he laughs sadly, almost hysterically, 'my pig was rooting at some acorns under an oak nearby. She was tied to the same tree... My goodwife found me and scolded me. For, you see, I told her only an hour earlier I was heading off to find my wayward animal in the nearby forest. It was fall and the acorns were dropping. Though we allow the pigs to forage, we still needed to gather for the coming winter...'

'So, go looking for the magician, Momek, if you wish, but you may find more, or less, than you bargained for. According to everyone else, my vision was the drunken dream of a doddering old farmer fallen asleep after having quickly found his quarry. I decided to rest my eyes after enjoying a flask of wine in the field. I have come to believe that, for nothing else can account for my experience...' A tear struggles out of the corner of his eye, despite his efforts to contain it. 'But, in my heart, I long to hear the maiden singing, the harp, and the strange magician's tales, once more. Perhaps it was a dream. I long for sleep each night that I might once again catch a glimpse of that wonder.' The man says nothing more...

Bandit Lord's Hall

In the Harkwind Hills, there is a wild man, known as the Bandit Lord, that commands a collection of brigands. He has carved a lair out of a rocky hillside. Many have come to fear the slovenly, obese creature. Those that have claimed to have seen him (and lived) say that he is a goblin, while others claim that he resembles a large, upright swine. Some even say he is just a man. It is rumoured that those unlucky enough to find their way into the Bandit Lord's demesne will become his food.

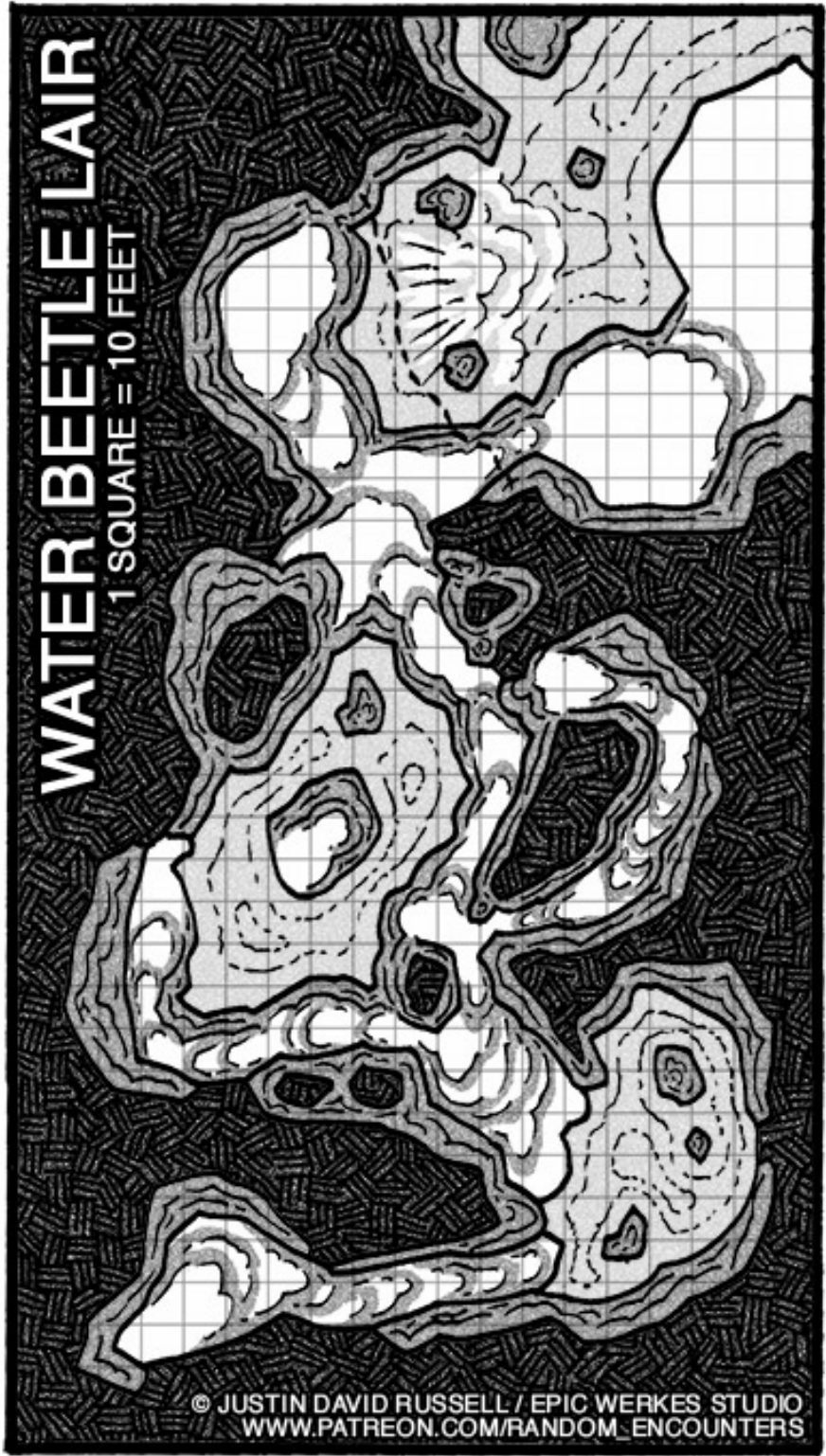
Whatever the case, the cruelty and wickedness of the man is legendary. Few venture into the wilds without some thought of the Bandit Lord.



Water Beetle Lair

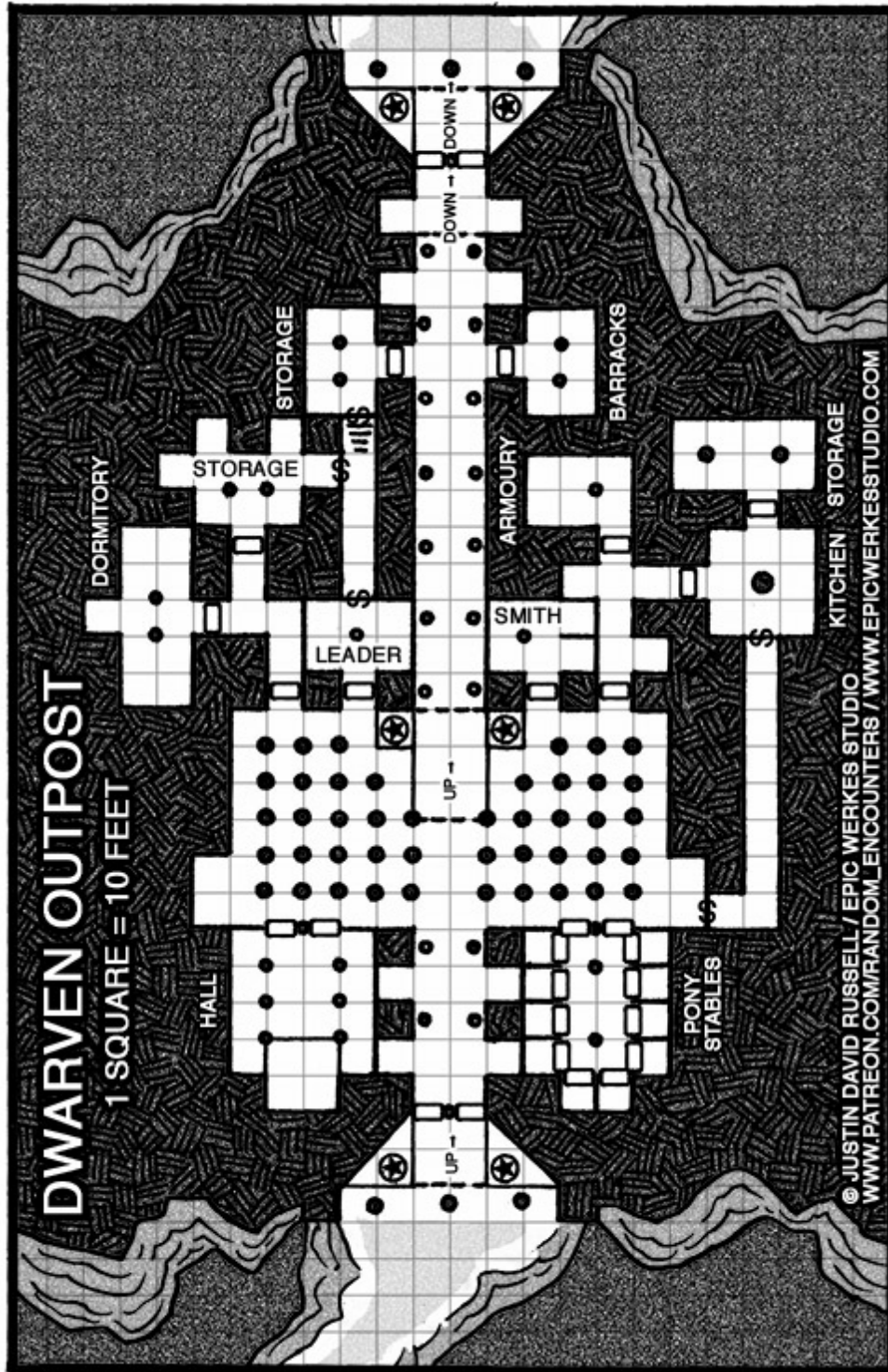
In the midst of a particularly wet summer, the local lord has put out a call for mercenaries to deal with a growing problem in the region. Crops have begun to vanish in large quantities. Some farmers have seen massive beetles meandering through the fields, damaging what little crop yield there will be at harvest time.

Desperate for a solution, the lord's forester followed the beetles to a series of large caves, but was unwilling to venture in himself. It is the forester that must be contacted about details regarding the nature of the problem and any reward for ridding the region of the creatures.



Dwarven Outpost

Dwarves build outposts throughout their mountain domains to help safeguard traveling caravans. Wagons and carts are stored in pillared courtyards patrolled by sentries. Storage rooms hold the goods of traders and supplies for the outpost. A smith tends to the needs of everyday life. He also makes and maintains the armour and weapons used by the dwarven sentries. A leader is appointed to each outpost. He oversees the daily operation of the complex and communicates regularly with his local dwarf lord. Any messengers refresh their mounts when they pass through the outpost.



Ruined Dwarven Outpost

Ring in the New Year with a map that features an unfortunate group of bandits looking for a way to solve their predicament.

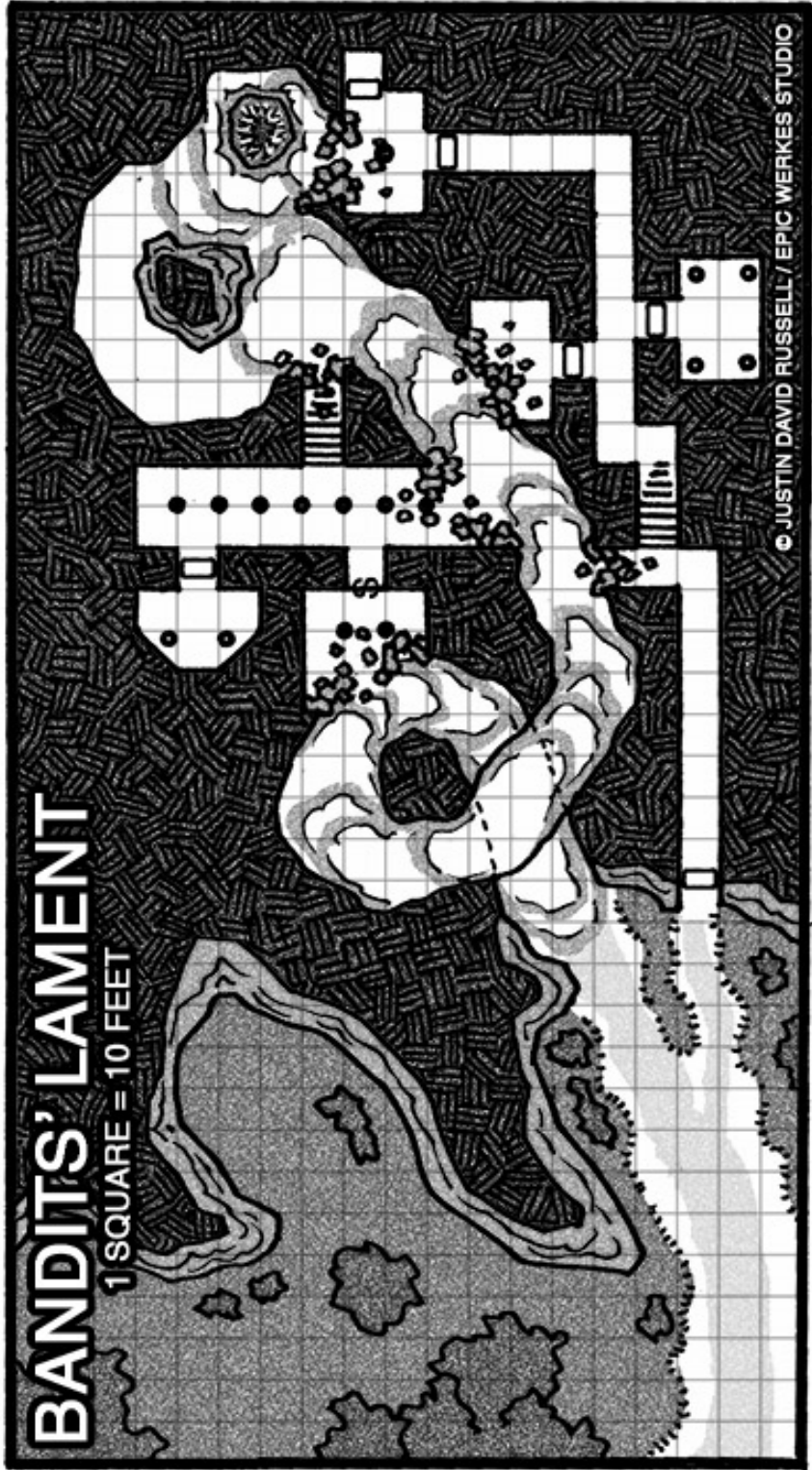
Hook: A group of merchants have come to town seeking aid in recovering their missing cargo from a group of bandits living in the rocky hills to the north. The merchants claim they are living at the local inn until their problem can be resolved, then they'll return to their home town. They are adamant about recovering their lost goods. They will promise a great reward to anyone willing to take on the task. They also say that the local lord and constabulary might be eager to have their lands rid of the bandits, as well. The authorities may be willing to reward anyone bringing them to justice.

Details: In truth, the 'merchants' are bandits, themselves. They are wearing the clothing of people they killed and robbed. Recently, a giant worm burrowed into their lair while they were asleep. Many of their number were devoured before they even knew what transpired. The worm uses the bandits' lair as its own. The new leader of the brigands is the head merchant.

Normally, the bandits would have simply relocated, but there is a great treasure in their lair that the worm has eaten. It was worn by their former leader, one of the worm's victims. It is a magical item of minour to intermediate power. The new leader very much desires to get his hands on it.

The bandits' lair is also a long-time haunt that has eluded the authorities of the local land. They are careful about their activities and managed to build for themselves a respectable establishment. The lair is now ruined by the worm. The entire group of brigands desire vengeance.

Once any help has dispatched the worm, the bandits will ambush them in an effort to kill and rob them. If the bandits are winning, they might try and offer any of their opponents a place among their band in exchange for their lives and any treasure they acquired after slaying the worm.



Into the Dark Depths

By John Lopez

Background

Planar explorer Eldric Planetreader literally wrote the book ("The Planar Menagerie") on the strange creatures inhabiting the myriad planes of existence. One plane so far eluded him: the Dark Depths, a mysterious part of the Elemental Plane of Water said to contain undersea creatures so bizarre that a mere glimpse endangers your sanity.

A decade ago, when Eldric announced his plans for a sequel to his book covering the Dark Depths, he was contacted by a mysterious patron wishing to remain anonymous except for the strange sigil his letters and gifts bore. Eldric then spent the following years searching and spending a vast amount of his patron's resources to finally discover what he was looking for beneath a waterfall in a nondescript region of wilderness.

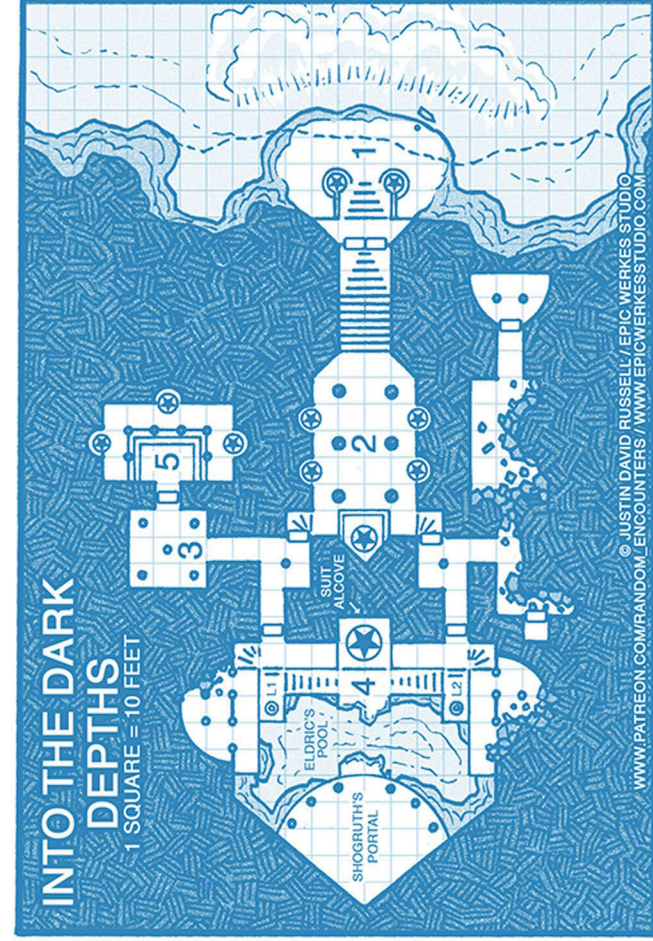
He uncovered a buried stone slab encrusted with fossilized barnacles and covered with ritual markings. When exposed to water, the stone slab became a portal stone to the Dark Depths.

After relaying the good news, Eldric was overjoyed when his patron sent him a crate of a thick bottled fluid enabling him to breathe underwater and a special diving suit allegedly custom made by gnomish engineers.

Eldric's first explorations into the Dark Depths showed him creatures that were nothing like the wondrous beasts he had written about in his earlier book. These things were dark and terrible creatures that were cold, inhuman and sometimes even hard to look at. He could even feel himself somehow grow different every time he suited up for an exploration.

During his final expedition, Eldric's diving suit malfunctioned and dragged him further than he had ever gone. He came to a halt in front of the giant stone doors of a huge barnacle-encrusted temple and was baffled to see his patron's sigil on its surface. He then watched in horror as the mechanical arms of his diving suit moved on their own and slowly opened the stone doors and a huge glowing 'thing' swam out.

After he managed to control his suit, Eldric made a mad scramble back through the portal. However, when he climbed



enough to operate both levers in room 4.) and open the portal for his new master.

Shogruth is still lingering just outside the portal in the Dark Depths. He is, however, able to manifest as a large glowing form swimming impossibly large underneath the pool, lighting up the entire chamber as if a huge underground sea is underneath.

Note: The map featured here shows Eldric's excavation site. The stone slab that serves as the entrance to the Dark Depths is located in room 4.

1.) WATERFALL ENTRANCE:

Beneath the waterfall stands two barnacle-encrusted statues depicting vile looking mermaids, each holding a large conch shell. They flank stone stairs leading down to a heavy stone door.

Observant PC's will notice the presence of fresh saltwater barnacles on the statues. Eldric recovered these evil looking mermaid statues from the Dark Depth and placed them here as guardians equipped with a set of magic conch shells provided by his patron.

Eldric carries a brass mouthpiece allowing him to blow on both conch shells at the same time, opening the door. However, if only one of the conch shells is blown, or the door is forced, the statues animate and attack. Both conch shells bear the strange sigil of Eldric's patron (the cult of Shogruth).

The door has an inscription over it in common: 'Speak Fish to open'. This is actually the command word that will disarm the trap in room 2.) below (when spoken by the enchanted statue of Eldric) and has nothing to do with this particular door.

Barnacle Encrusted Statue (2): AC 18, HD 4, #At 2 claws, Dam 1d8/1d8 + special, Mv 10', Sv F4, ML 12, XP 280. If struck by a non-magical weapon, the weapon may become stuck in the barnacles. If this happens it cannot be removed until the statue is destroyed. The wielder is allowed a save vs. Spells to avoid this.

2.) FLOOD HALL:

The floor of this hall glistens wetly with slimy puddles of water and is covered in rusty grates. Water damaged display cases line the walls with an assortment of weird looking aquatic creatures and items. Most notable are two shriveled sharks. The west wall holds a statue of a distinguished smiling man with a goatee carrying several scrolls and a planar sextant.

out of his diving suit, Eldric noticed his skin had taken on a weird slimy appearance and was very painful when exposed to air.

Eldric Planetreader stared into the pool of dark, slimy water gathered at the foot of the barnacle-encrusted portal to the Dark Depths for a very long time. He didn't quite know what made him more afraid: the huge glowing 'thing' that seemed to swim impossibly large underneath the small pool, or the horrid reflection of what used to be his own face...

GM's Information

Eldric Planetreader's anonymous patron is actually the leader of a cult devoted to Shogruth, a particularly evil Aboleth that was cast into the Dark Depths centuries before. The cult manipulated the planar explorer into finding a suitable portal for them to bring about Shogruth's return.

The potions of water breathing Eldric received from his patron (in area 5.) are filled with preserved Aboleth slime, allowing the drinker to breathe underwater, but also turning them into servants of the Aboleth, aka Skum.

The special diving suit sent by the cult is a partial golem that has been enchanted and directed by the cult to open the doors of Shogruth's prison-temple once near enough to locate it.

Eldric has now turned fully into a Skum and resides in the pool near the portal. He is unable to leave the pool long

If anyone other than Eldric Planetreader enters this room, the east entrance door slams shut, the side doors lock and slimy seawater starts pumping through the grates to eventually fill the room in minutes.

During this time the distinguished looking statue of Eldric will animate and gleefully engage the PC's in a discussion on their dire plight. Serves them right for disturbing a famous author!

The trap will disarm, unlock all three doors in this room, and quickly drain the remaining water through the grates if the PC's manage to entice the statue to say the word 'Fish'. As is written above the door entrance door in room 1.) The statue was made to be permanently oblivious of the password and is not inclined to help.

One display frame holds a bottle marked with the arcane rune for air and the strange sigil of Eldric's patron. It contains preserved Aboleth slime allowing the user to breathe underwater for 10 minutes, but will slowly turn the user's skin into a slimy membrane. (save vs. Poison or begin to transform in the next 1d4+1 combat rounds. An afflicted creature must remain moistened with water or take 1d12 points of damage every 10 minutes. A remove disease spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, only a heal spell can reverse the affliction.)

The shneveled sharks are Ghoul Sharks captured in the Dark Depth and will attack the PC's once they become soaked in water.

Ghoul Shark (2): AC 15, HD 4, #At 1 bite, Dam 2d6 + paralysis, Mv Swim 80, Sv F4, ML 12, XP 350. Ghoul Sharks are undead carrion-eaters from the Dark Depths. Those bitten by a Ghoul Shark must save vs. Paralysis or be paralyzed for 2d8 turns. Elves are immune to this paralysis. They may be turned by clerics and are immune to sleep, charm and hold magic.

3.) WRITING ROOM:

This smelly room is covered in slimy waterlogged scrolls and papers that have become unreadable with foul water seeping in through cracks in the floor. A small writing table holds a large book and in one corner stands a wooden chest bearing a strange sigil. A stone door inscribed with gold lettering leads to the east.

Eldric used this writing table to write a rough draft of his new book, 'Into the Dark Depth'. Most of his background story is still readable, but the book doesn't describe his final trip into the portal.

If the PC's don't read through the book, they might still notice that Eldric used the first page as a dedication to an anonymous patron identified only by a strange sigil. The wooden chest is also marked with this strange sigil and contains a handful of the same preserved Aboleth slime potions as the one in room 2.)

The door is beautifully inscribed with the words 'Specimen Room' and is firmly locked. Eldric still carries the key on him.

4.) PORTAL ROOM:

The west part of this large cavernous room is strangely angled towards a ritual stone slab encrusted with fossilized barnacles. The center of the room is filled with a glistening slimy water pool underneath a broken ramp. Splashing sounds can be heard, as if something is swimming just below the black surface. The east part of the room consists of two raised platforms holding two large levers and an alcove for a large mechanical suit with steel pincers for arms.

The dark slimy pool is where poor Eldric now waits as a fully transformed Skum servant to his new Aboleth master.

Shogruuth has commanded him to flood the room by pulling the two levers, but his newly transformed body cannot stand to be outside of the slimy water of his pool for more than a few seconds.

Once the PC's enter the room, Eldric tries to contact them and explain he was duped by his patron (true) and tells them much of the final part of his background if they are willing to listen.

He explains that he cannot leave his pool, but that the portal must be closed to protect the outside world. (False) He tries to convince the PC's to pull the two levers, which will result in the water level in Eldric's pool quickly rising to fill the room completely and opening the portal to the Dark Depths. If the PC's attack Eldric, or as soon as both levers are pulled, the Skum will start to cackle like a madman and call on Shogruuth.

Eerie lights will glow just beneath the water surface as Shogruuth's bulbous head will be just visible beneath the surface. A mass of Dark Depth Tentacles will splash from the water to attack the PC's and hasten his arrival.

Eldric Planetreader/Skum: AC 13, HD 3, #At 1 bite/2 claws, Dam 2d6/1d4, Mv 20 Swim 40, Sv F3, ML 12, XP 200. Eldric is Shogruuth's link into this world. Once he dies and the portal is not opened by pulling the two levers, Shogruuth is stuck in the Dark Depths. He carries the key to the specimen room and the brass conch shell mouthpiece, anything else has long turned to mulch in the slimy pool.

Shogruuth's Dark Tentacles (4): AC 18, HD 4, #At 1 tentacle, Dam 2d6 + special, Mv -, Sv Mv8, ML 12, XP 400. Any creature hit by Shogruuth's Dark Tentacle must save vs.

Paralysis or begin to transform in the next 1d4+1 combat rounds. Its skin becomes a slimy membrane. An afflicted creature must remain moistened with water or take 1d12 points of damage every 10 minutes. A remove disease spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, only a heal spell can reverse the affliction.

A transformed PC must then save vs spell or be

compelled to push the levers if these haven't been pushed. The diving suit in the alcove can be operated by a PC cunning enough to use its complicated controls. This requires an intelligence roll at the start of each round of combat. Failure means the suit is inoperable this round. Using the suit will enable one PC to avoid touching the Tentacles, and use its powerful pincer arms to attack (-2 to attack, 2d6 damage). The suit has a movement rate of 20ft, but any special maneuvers other than attacking requires another Intelligence roll (such as climbing the stairs or enter the pool.)

5.) SPECIMEN ROOM

This room holds three beautiful display cases full of strange jewelry, bizarre preserved creatures and priceless gold statues of monstrous merfolk engaged in unspeakable acts. Stacked on the floor are cases full of crates no doubt holding more of the water breathing fluid. However, several crates seem to be moving!

The jewelry, preserved creatures and the statues are worth quite a bit of gold if the PC's get them appraised by collectors, but this will surely draw the attention of the Cult of Shogruuth.

If the PC's open the moving crates, they find that most of the bottles containing the thick fluid have broken and tadpole-like creatures with tentacles are squirming around in the crates. Any PC that used a water breathing potion during the adventure now feels a similar squirming feeling inside their belly...

Thank you for your support!

Want help finding inspiration for your next adventure? Are you a busy GM looking for a quick map? Do you want unique locations to spice up your random encounter tables? Then you've come to the right place! Random Encounters provides creative solutions for gamers. It specifically caters to the Old School Renaissance, but the maps and descriptions found in this book can be used for any fantasy role playing system.

Please enjoy this offering. Have fun and, as always, GAME ON!