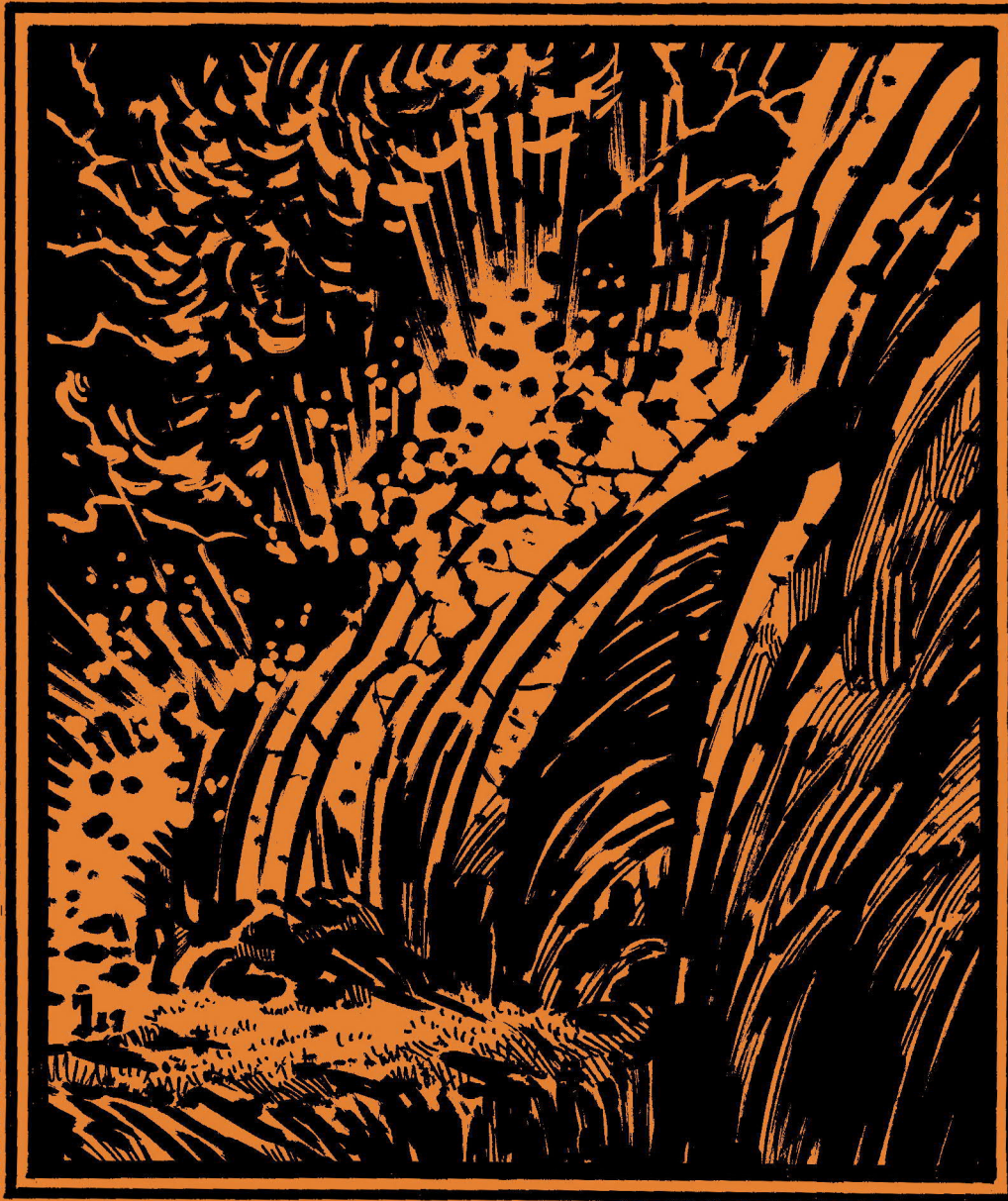
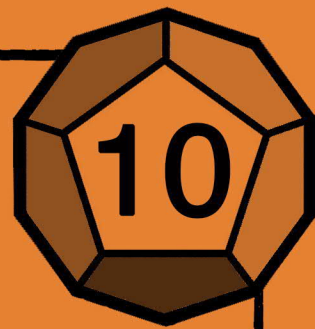


RANDOM ENCOUNTERS

VOL. 2



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A COLLECTION OF RPG MAPS
BY JUSTIN DAVID RUSSELL

RANDOM ENCOUNTERS MONTHLY MAP COLLECTION

Inspiration and adventure, at your fingertips!

Random Encounters is a quality resource for Game Masters. Maps and flavor text are ready for use in your favorite tabletop rpg. All content is free for use for noncommercial purposes only. Content contained herein is the express property of Justin David Russell and Epic Werkes Studio. No content contained herein may be reproduced in any form without written permission.

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- Fonts Used:** Helvetica and Sherwood

Content Creator's Thanks

Thank you for your Patreon support. This supplement of all maps released in October, 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!



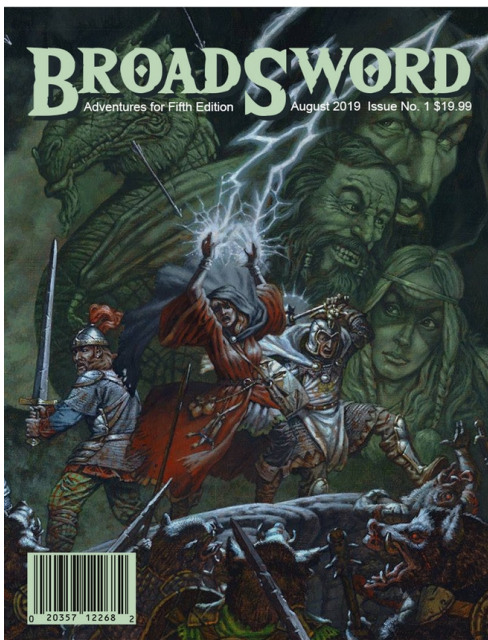
I would also like to thank Mythoard RPG Crate (www.mythoard.com) and Dice Fanatics (www.dicefanatics.com) for their participation and support! Any new and existing patrons will receive one (1) FREE set of acrylic polyhedral dice, courtesy of Dice Fanatics. Are you looking for quality rpg loot delivered 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!

subscribe today! They now resolution maps amongst their fine websites, and tell them



Random Encounters is coming to hardcover format! A limited edition 'Random Encounters 2019 Annual Map Collection' will appear in both a standard and premium hardcover format. The book will be approximately 84 pages, cover-to-cover, and feature a selection of 3 maps from each month in 2019. If the Kickstarter for this project is successful enough, the maps in the 'Annual' will be made available for Open License. Keep your eyes peeled and, as always, GAME ON!

Sign up for the Newsletter to follow along with the adventure!
<https://broadsword.samcart.com/referral/kMnJ6nqu/AJXvmmLldWzLH3Xt>



BROADSWORD MAGAZINE is a monthly book packed with 4 separate adventures, supplemental material such as spells and monsters, and more! BROADSWORD carries a distinctly old school vibe. Though the rules are for the 5th Edition of the World's Greatest Role Playing Game, the content can inspire and suit anyone with a touch of Grogarditus. Additionally, 'The Secret of Forsaken Peak' megadelve will appear in the pages of BROADSWORD! Keep your eyes peeled and, as always, GAME ON!

Find out more at: <https://broadsword.samcart.com/referral/kMnJ6nqu/AJXvmmLldWzLH3Xt>

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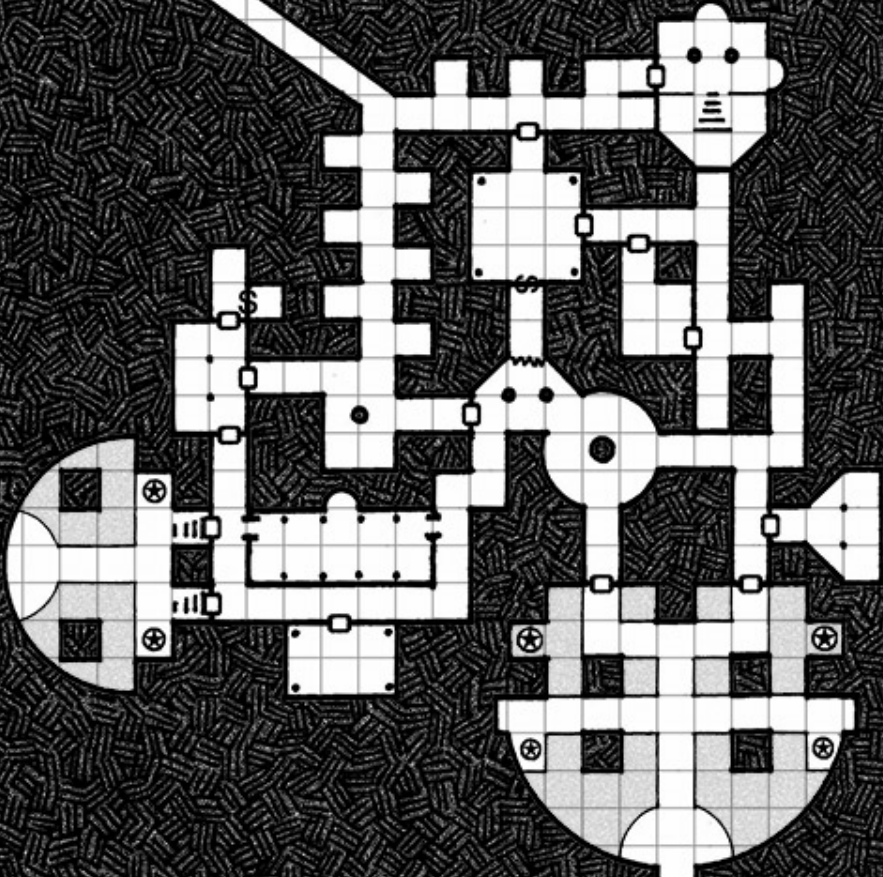
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The Dungeon of the Stone lords

The Stone Lords are a group of sibling deities that collectively represent the wealth and mysteries under the earth. A cult of monastic dwarves built a complex dedicated to the Stone Lords in order to provide their people with a location intended for meditation and devotion.

DUNGEON OF THE STONE LORDS

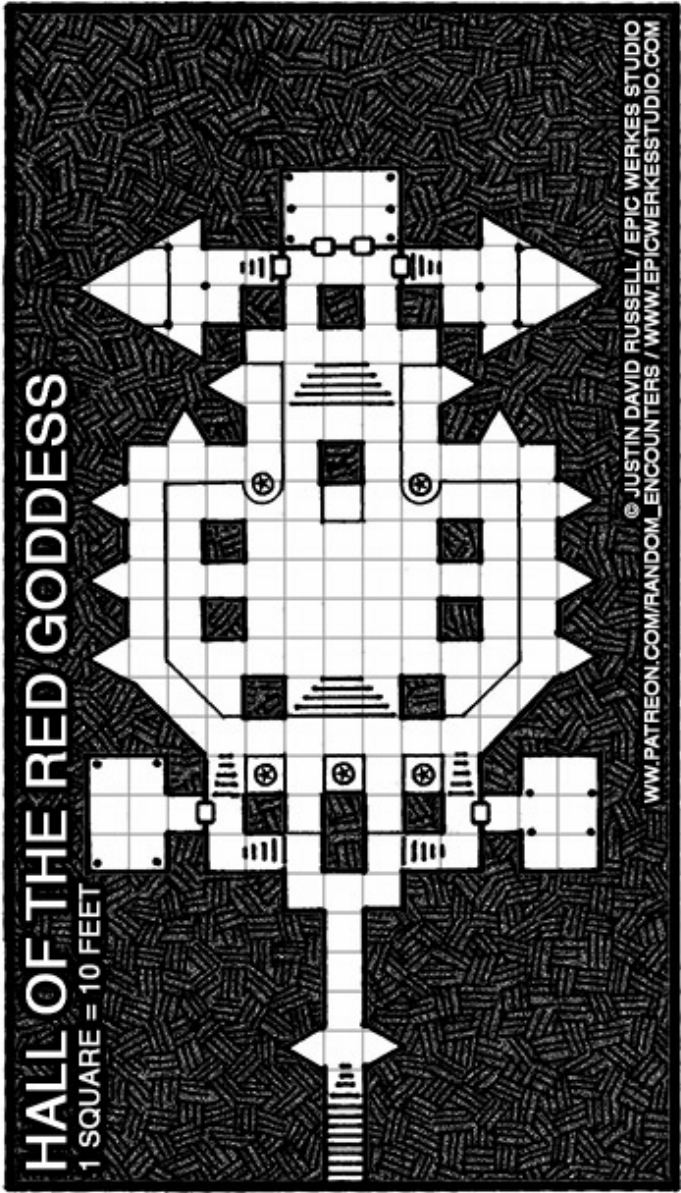
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Hall of the Red Goddess

A group of priests dedicated to the Red Goddess, a power representative of war and death, have established a small complex in the forested Forgotten Hills in the land of the Warrior Kings. The complex's primary purpose is to supply aid to those that seek wisdom in conflict, and training in martial prowess. The Red Goddess is Neutral in her dealings, favouring neither the success nor failure of Law or Chaos. Her only concern is the furthering of violent conflict. In the main chamber of the Hall of the Red Goddess, the Red Oracle bears witness to ritual combats. Those that seek wisdom must be willing to shed blood for it. The Red Oracle divines the future by examining the blood of those that have fallen or become injured in the ritual.

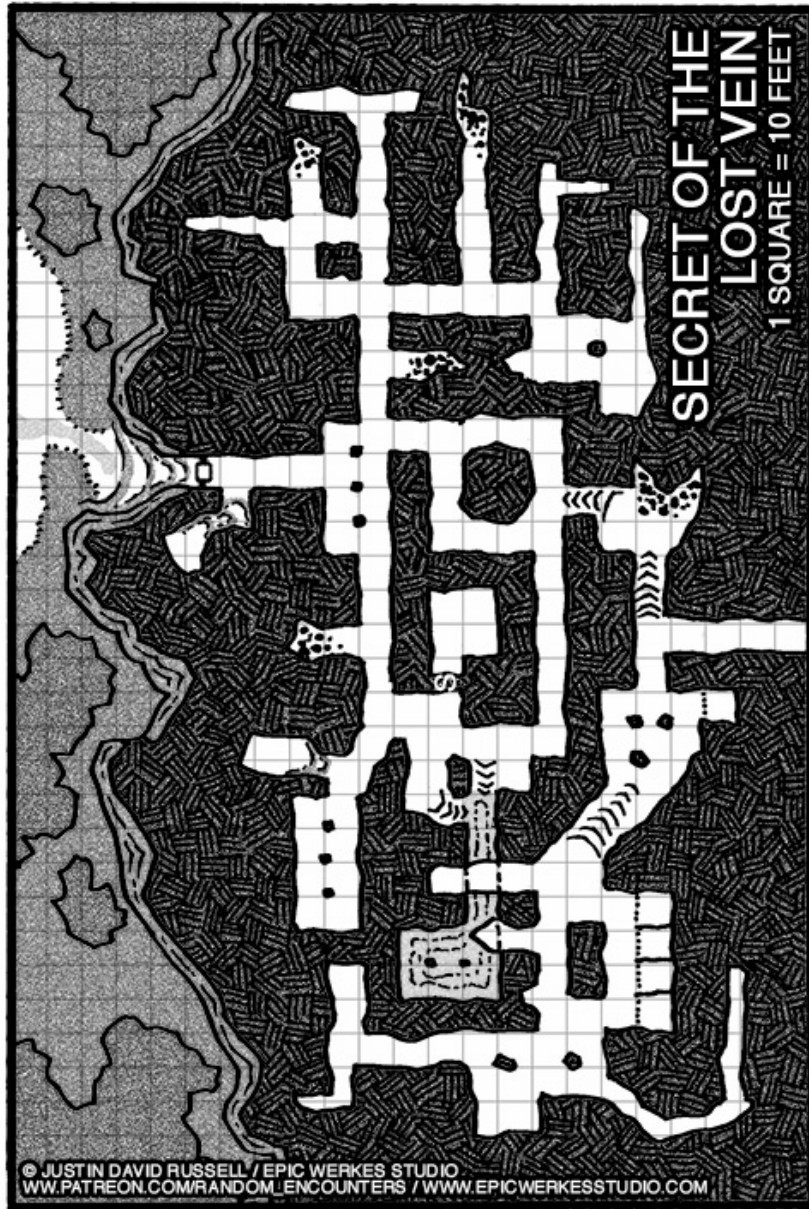


Secret of the Lost Vein

A secret mine hidden in the Forest of the Violet Hart conceals a terrible magic. When the mine was active, its enchanted silver was some of the most coveted in the lands. The legend is that the silver ore veins were the remnants of the tears of the goddess of peace when she wept after the death of her mortal lover. When the mine was discovered by the ancient, long lost kingdom that once occupied the area, it was held as a sacred site. Only certain miners were allowed to work the tunnels.

After a time, a strange pall began to fall over the mine and its workers. A new tunnel that led down into another series of caves had been constructed. A sense of dread that filled the hearts of anyone venturing there soon convinced the miners to collapse the new passageway. The malaise was felt shortly after. Eventually, the silver itself began to turn black. But only on the outside. If it were cracked or cut, the silver would show bright and pure on the inside. Finally, the mine was abandoned, sealed, and forgotten.

In the days that followed, the kingdom declined in power, then collapsed under the weight of foreign invasion from the North. Some say that the Forest of the Violet Hart is a blessing from the Goddess of Peace, herself. An attempt to try to contain whatever evil lies within the mine...

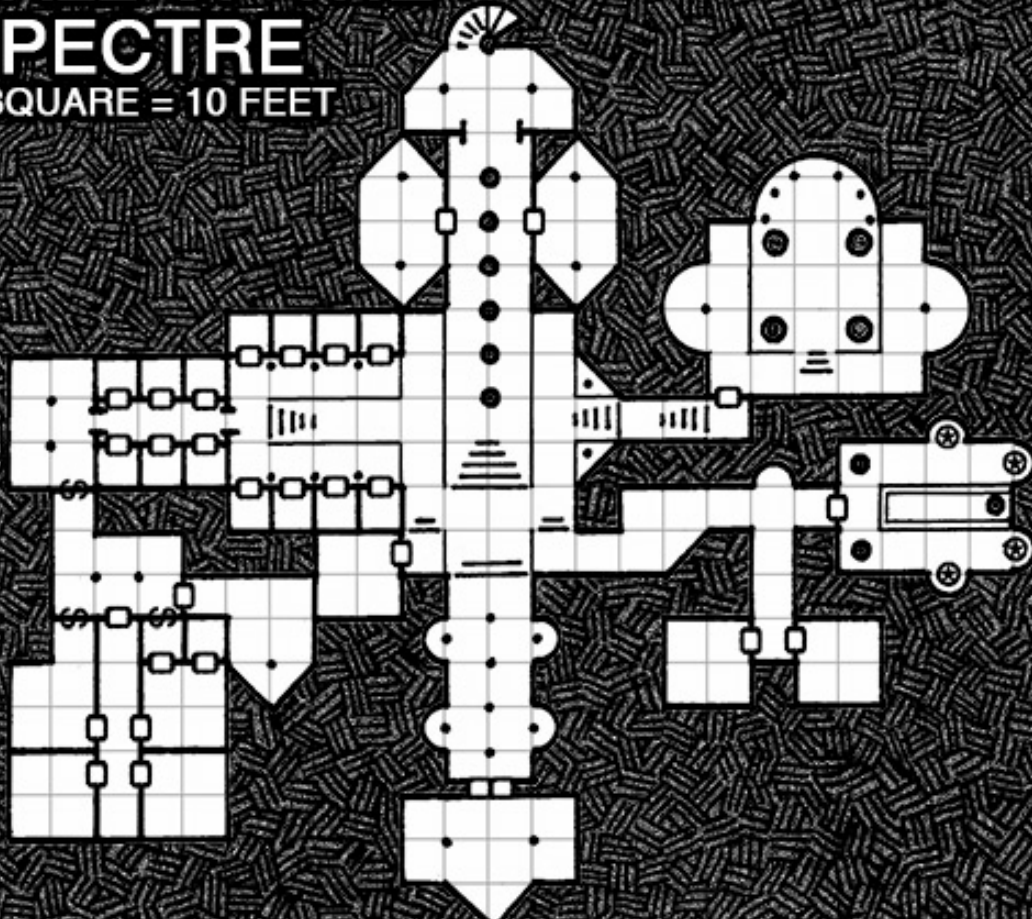


Hall of the Spectre

Buried deep beneath the earth, down a forgotten stair, lie the white marble halls of the House of Gordolf. In the City of Nowhere, the noble House of Gordolf is one of the most prominent. Their ancestral manour sits high atop the Elder Hill on the south side of the city. Despite their standing, few know that, until fifty years ago, the great Gordolfs have been Chaos cultists of the White Serpent for centuries. Thordon Gordolf, a zealous follower of Law, changed the destiny of his family by rooting out and destroying the cultists in his home. He sealed the marble halls, imprisoning his grandfather, Haron, the high priest of the White Serpent cult, inside. When the high priest died, his spectre began haunting the marble halls. Now that a new generation has come into power in the manour house, Haron has started to influence the new Mistress of the House, Lady Norwelen. He enters her dreams and brings her visions of the White Serpent as an agent of Law. He manipulates her sleeping thoughts in an attempt to turn her heart against the philosophies of Law, telling her that the White Serpent was misunderstood, and demonized by the Priests of Law. Haron led her down to the hidden hall where he began to instruct her in the ways of the cult. Now, Haron has Norwelen wrapped around his wispy finger, convinced that she is resurrecting a holy Lawful organization from exile. But she knows, deep inside, that something isn't right. Will she discover the truth, before it's too late?

HALL OF THE SPECTRE

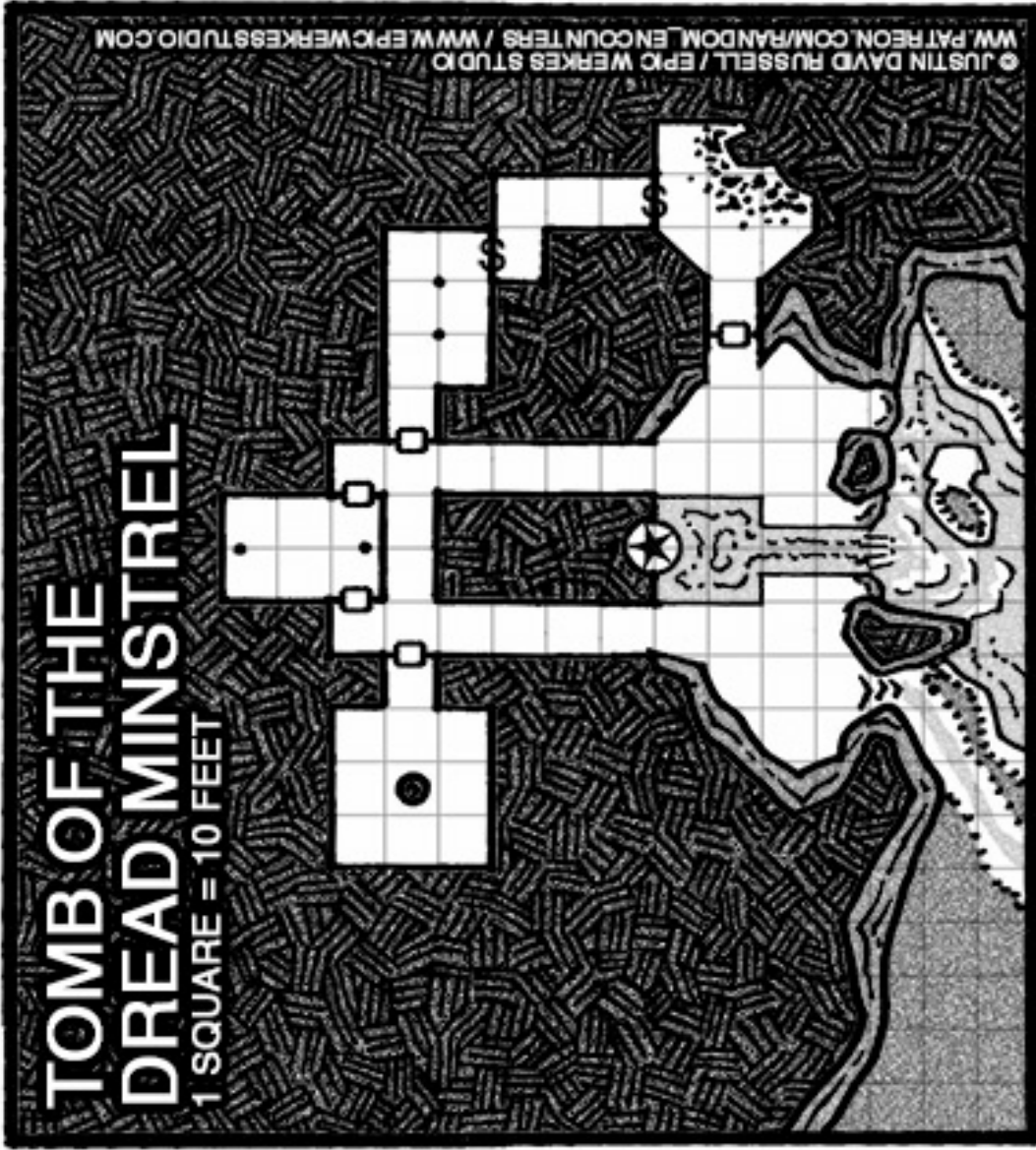
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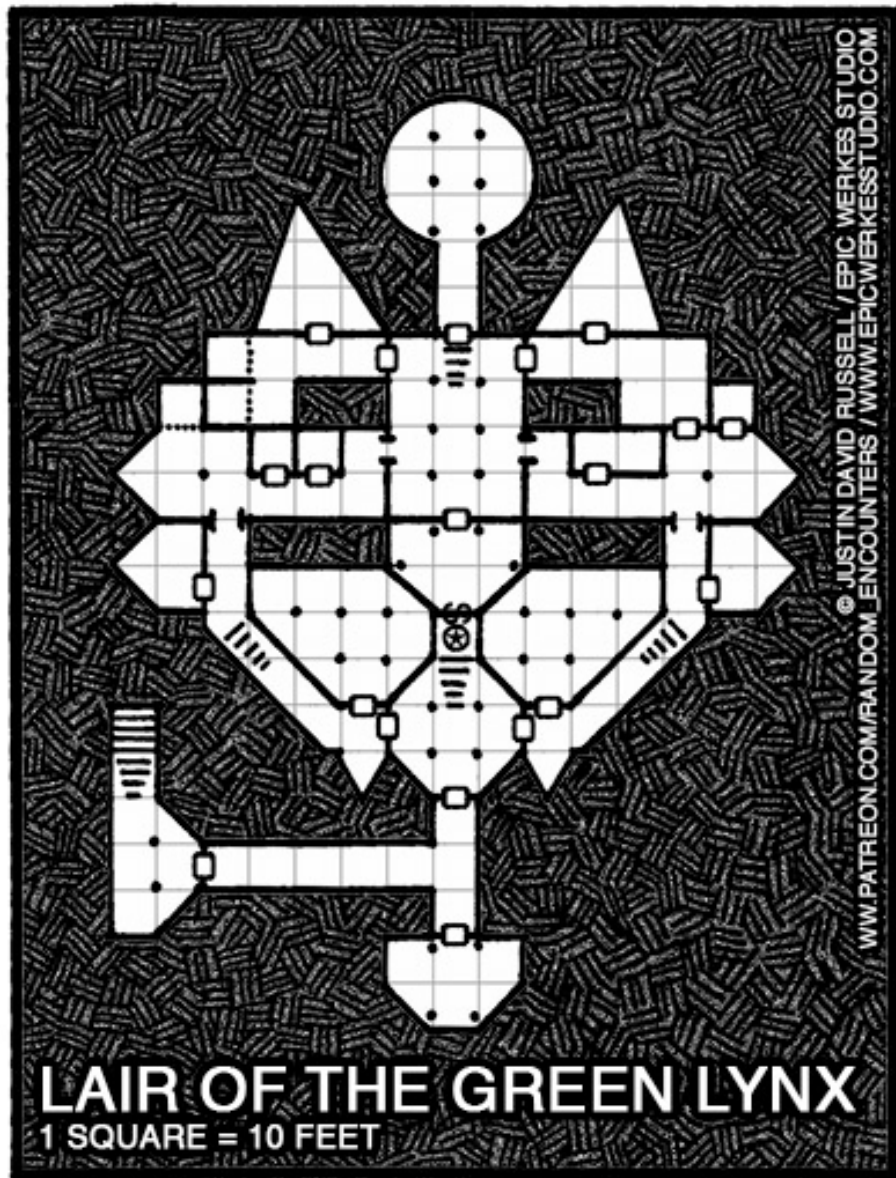
Tomb of the Dread Minstrel

Ergil, the Dread Minstrel King, was a warrior poet and master manipulator among the barbarian tribes of Thrandor. He used the powers Chaos gave him to control the minds and bodies of others to devastating effect. His kingdom was larger than his neighbours', mostly due to his own expansionist efforts. When he died in battle, so many feared his magical harp they buried it with the king in a tomb in the wilderness, where it might not easily be found.



Lair of the Green Lynx

What tales cannot be told of the daring Green Lynx and his exploits? Some say it is a man, some a woman, some a spirit of justice for the poor and disenfranchised. What is known is that the Forest of Arrows and Swords is the home of the Green Lynx and its green clad band of outlaws, the Claws of the Lynx. The Lynx's claws travel in small bands to police the countryside and forests of the realms. They stand in direct opposition of tyranny, cruelty, and corrupt nobility. They are also planted in nearly every noble household as secret agents of the Green Lynx. Members of the Claws of the Lynx carry a bronze, silver, or gold pendant with a rampant lynx embossed on it.



The Serpent Coast

The Serpent Coast, home of several small kingdoms and city states, is a region fraught with danger and excitement. There are many that call the Coast home, including the mysterious shamans of the Moon Isle, the dwarves of Hoarfast, the magical creatures of the Green Forest, the lively human city of Pearl, East Star (the last surviving city of the Empire of the Star Maiden), the mysterious forest town of Greyfolk, the guild princes of Market City, and the nomadic horse lords of the Shining Meadows, to name a few.



High Peaks Dwarven Fasts

The dwarves of the High Peaks are a group of many fortified clan holdings, called 'fasts.' They are ruled by lords. The lords were once united under the banner of the King in Silverfast. A civil war destroyed Silverfast and plunged the High Peaks into a generations long conflict. The Anvil and Crescent Lakes provide a water source, as well as a method of short travel, when necessary. Passage through the High Peaks is dangerous. The dwarves are suspicious of everyone, even themselves. The roads through the region once served as a life-line between two human kingdoms, but the dwarven civil war has made trade between the nations impossible, forcing the two lands to rely on the treacherous North Storm Sea.



The Alabaster Plateau

This map combines the words of inspiration (glass, dune, guffaw, sludge, and alabaster) from the various people that commented at the beginning of the month, Thank you Shannon, Dave, Eric, Cody, and Jeff!

The Alabaster Plateau is an arid steppeland. Its sands are fine and glittering white. Those that travel across the landscape leave it looking like ghostly apparitions. The plateau was once the battlefield of great powers. The conflict devastated the land, turning the earth to fine white sand. Being in it for too long is deadly. Strange monsters wander the plateau, namely giant white scorpions, angry dog-men that live in the Hills of Wrath, crystalline snakes, manticora, and more. A few notable locations, remnants of the last great empire to thrive there, dot the desert. The Glass Pyramid is exactly that, a transparent pyramid that juts up out of the sand on the western side of the Scorpion Tail.

Below the Alabaster Cliffs lie a handful of settlements: High Throne, Scrollport, and The Far Inn. The Bay of Harmony is a clear blue body of water that meets the greater Sea of Serpents in the east. A variety of merchants and traders travel the coasts to engage in commerce with the Bay of Harmony's cities.



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!