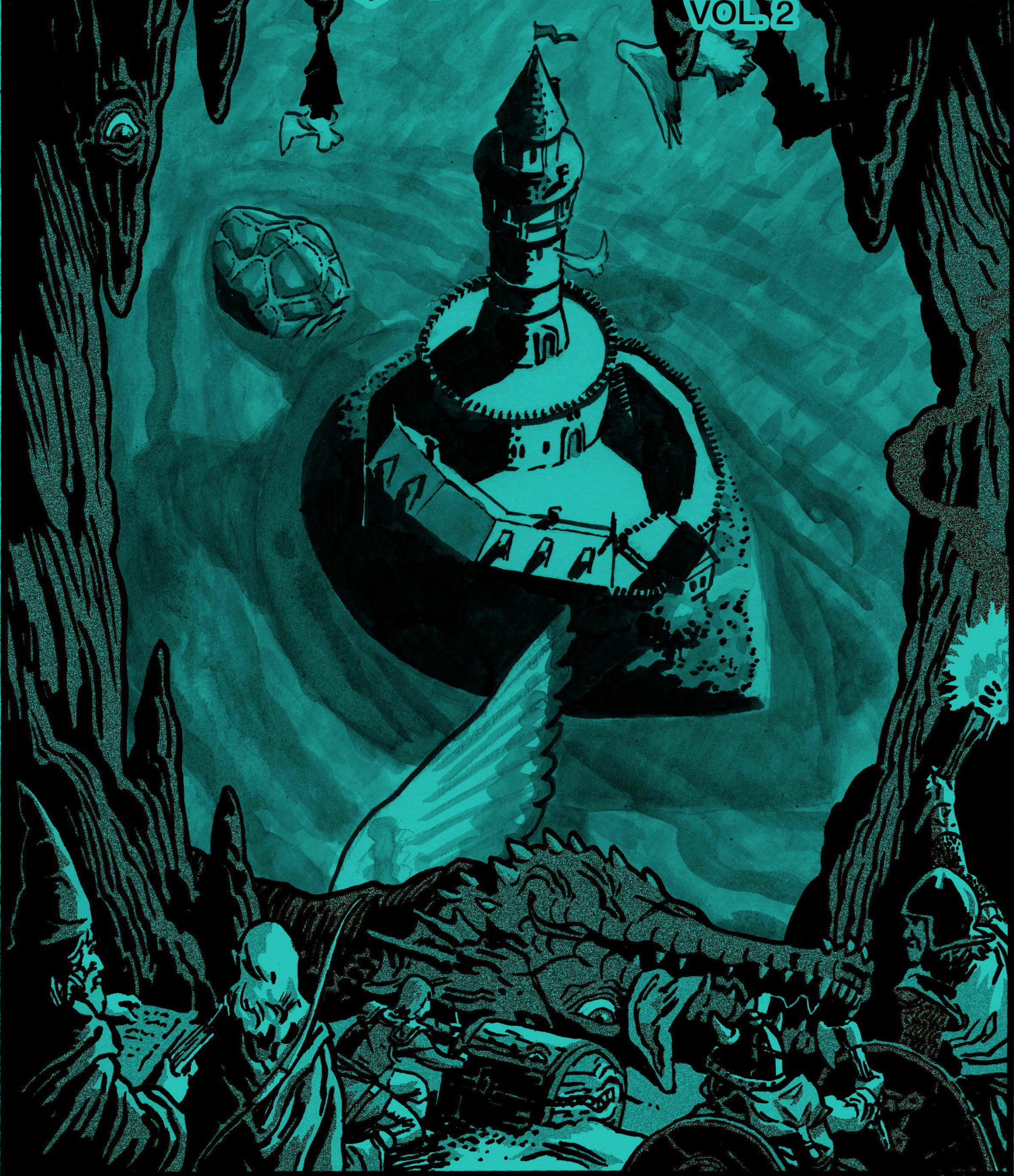
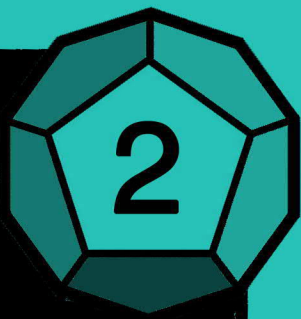


RANDOM ENCOUNTERS

20

VOL. 2



RANDOM ENCOUNTERS MONTHLY MAP COLLECTION

Inspiration and adventure, at your fingertips!

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Content Creator’s Thanks

Thank you for your Patreon support. This supplement of all maps released in February, 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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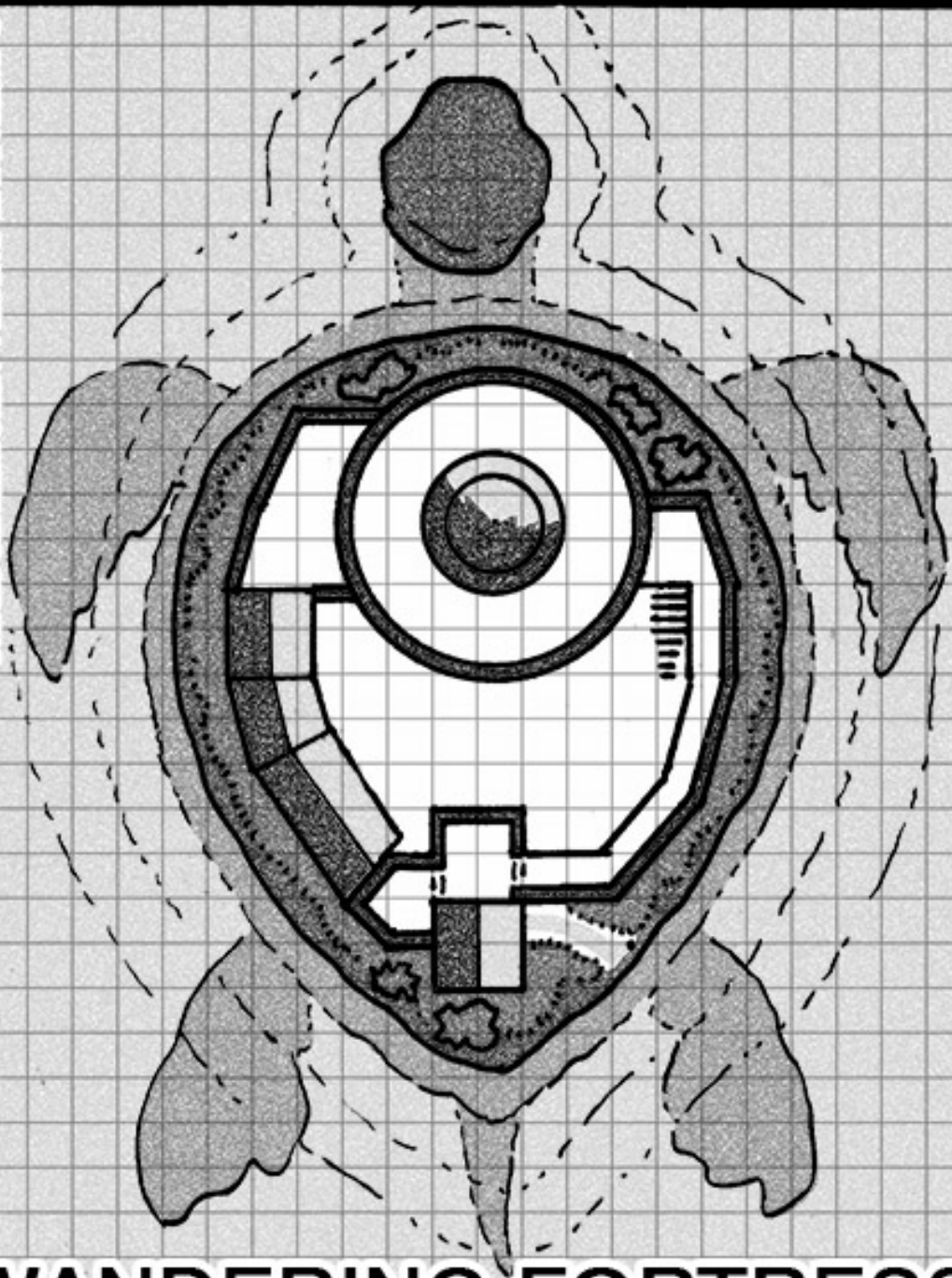
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Wandering Fortress

There is a rumour that a fortress built on the back of a giant turtle floats lazily through the oceans. Some say the turtle has been charmed, others say it is a beloved pet of the individual(s) living on its back. There are tales from many a seafaring vessel regarding the turtle. Some say they have seen it, far out on the sea, while others have said they ran aground on the hard carapace, only to be helped by the individual living there.

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WANDERING FORTRESS

1 SQUARE = 20 FEET

Rivergate

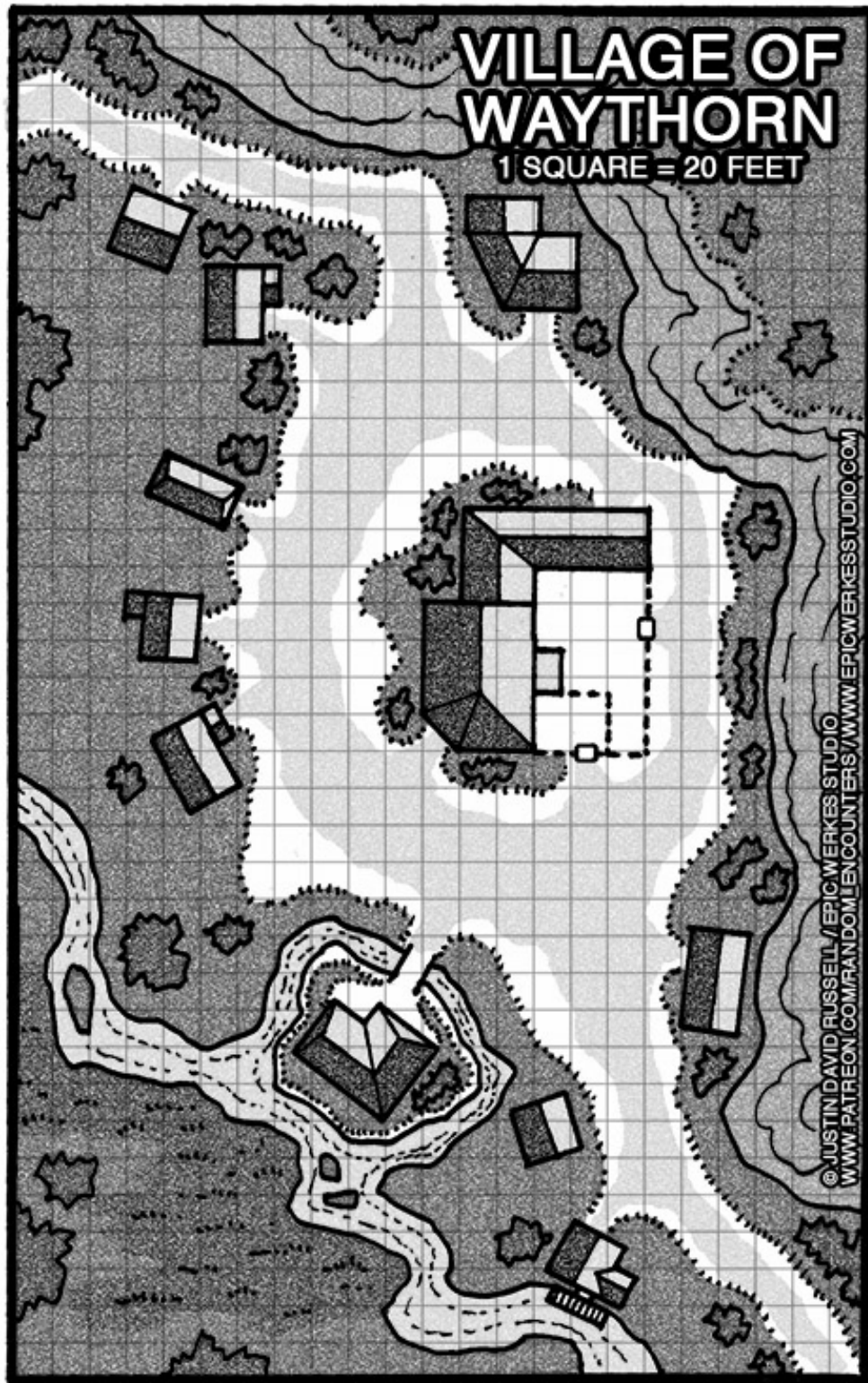
Rivergate is a small farming village located along the road to a larger settlement. Its inhabitants are nearly all part of a cult dedicated the Chaos. Their lord is a priest posing as a minour noble. The statue at the top of the falls is a white marble depiction of the God of Law, but it also has a secret. The statue/shrine is cursed. Villagers urge new-comers to touch the statue and pay homage with gifts of coin and food. In reality, they are giving offerings to a different deity. This act usually marks the offerer with a minour curse that lingers for awhile, then vanishes. Sometimes, it proves fatal, but not often.

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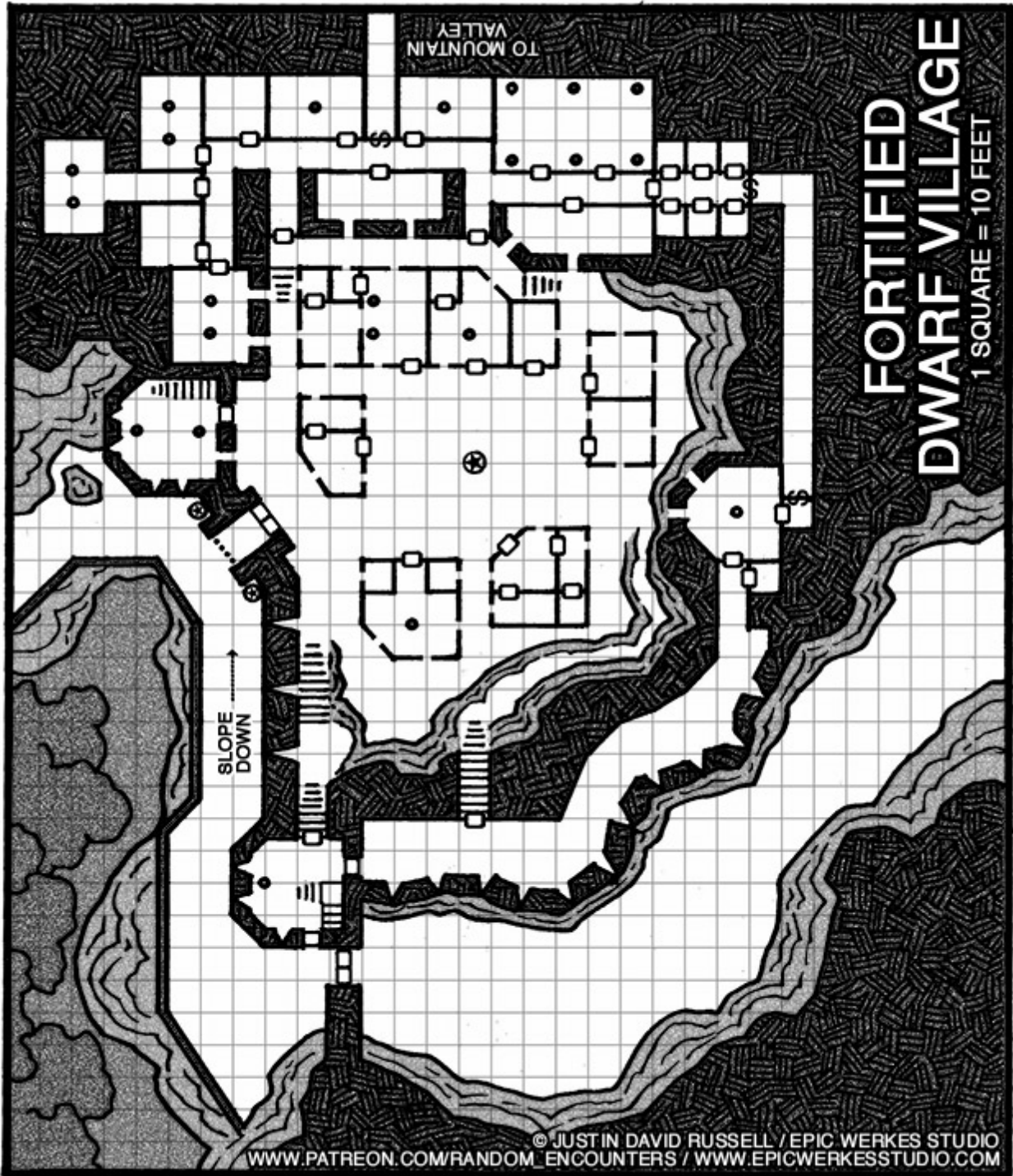
Waythorn Village

Waythorn village is a small hamlet nestled in the heart of a large kingdom. Its surrounding foliage is predominantly nettles and thorn bushes, hence the name. The village is a through way on a major trade route. No one stops here for long, but when they do, they may enjoy the comforts of the large inn, the Thorn and Nettle, at the centre of the place. A small, unassuming manorial house is surrounded by a moat. The moat is an extension of the small stream that flows nearby. The stream eventually empties in to a larger river to the south. The local leader is an elder. Most of the villagers are farmers.



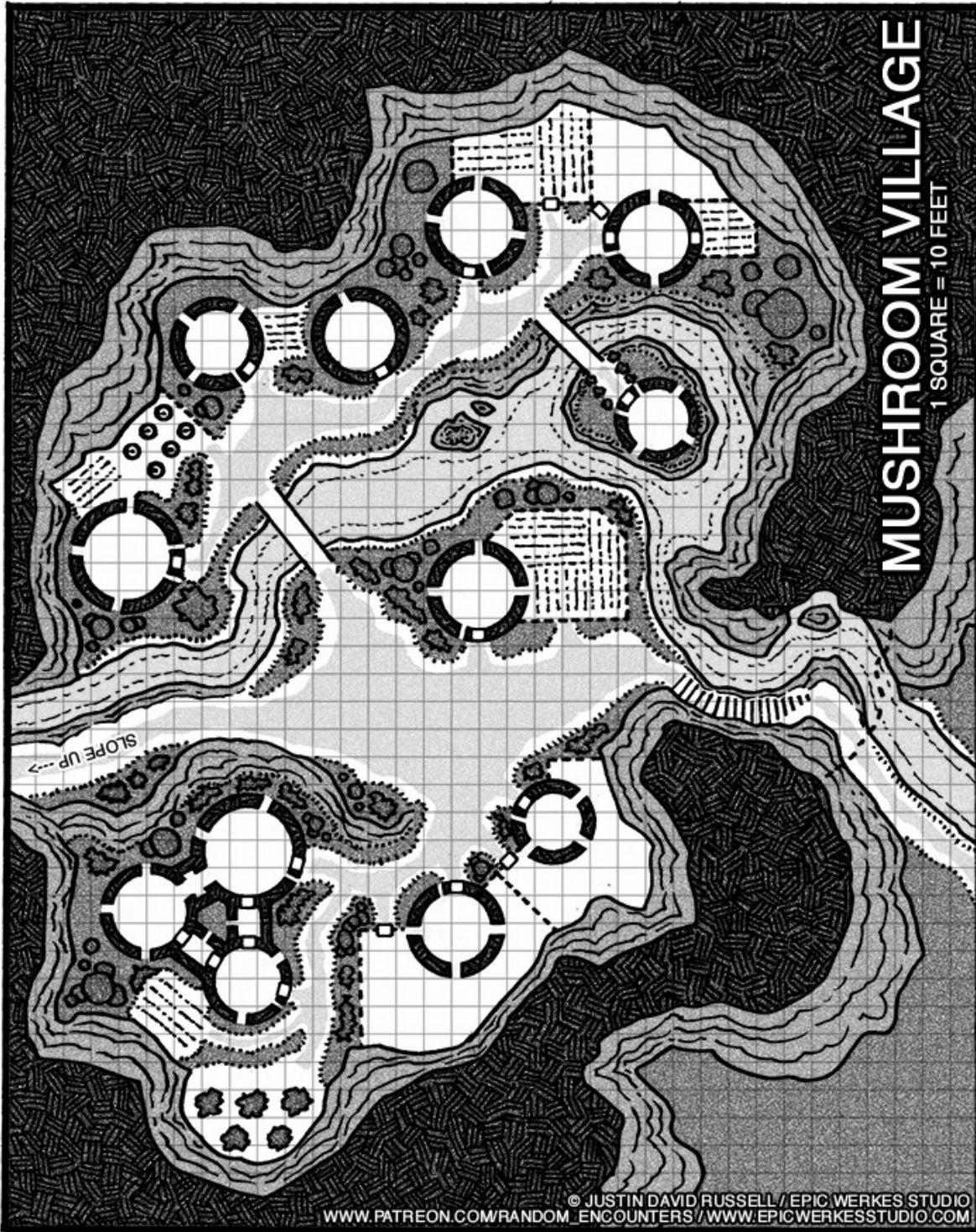
Fortified Dwarf Village

As one travels into mountains overseen by dwarves, one can expect to find the passes and roads protected by fortifications. Some are villages that serve as small trade centres along well-used routes. This is one such village. A series of well-hidden arrow loops protect the main entry. The dwarves call the areas the loopholes protect, 'slaughter houses.' Battlements crown all the walls, and every house located around the courtyard has a flat roof. These roofs can be utilized as high vantage points to rain arrows and spears down at enemies, should they breach the gates. A secret passage leads out into the mountains, an emergency point of egress, in case the village is lost.



Mushroom Village

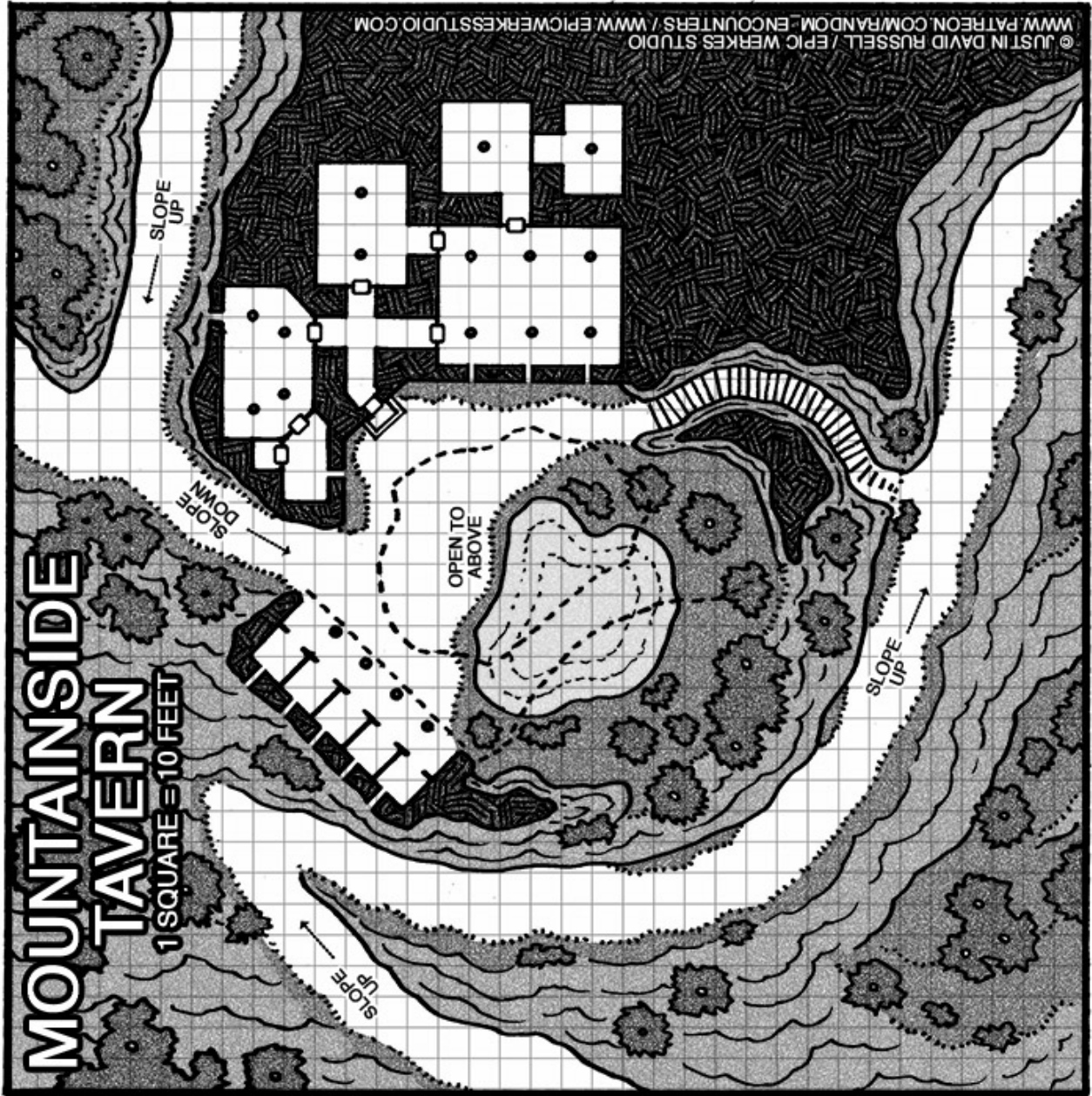
Nestled just inside a cave in a mountain valley is a gnome village. It consists of giant, hollow mushrooms that grow amidst other large, but much smaller, fungi, flowers, and shrubs. The gnomes are mostly goat and sheep herders. Some have modest farms north up the sloping passage in a large, open-air field. The animals are grazed there in designated pastures, then returned to their pens in the village. The elder's home is a collection of large mushrooms of varying heights, linked at their bases by wooden passageways. Most wood in the village is ash or pine taken from the mountain valley, painted with colourful accents of forest life, and carved fancifully to represent stylized wildlife. A village wise man lives in a hut on a raised, isolated island. There is a beekeeper in the northeast who makes mead and supplies the village with sweet honey. The large bees follow a pathway that leads them out to the fields where fragrant wild flowers bloom, though some also dally in the village where those same flowers are grown in ordered beauty along the pathways leading from house-to-house. A small orchard of apple trees grows to the northwest, near the elder's house.



Mountainside Tavern

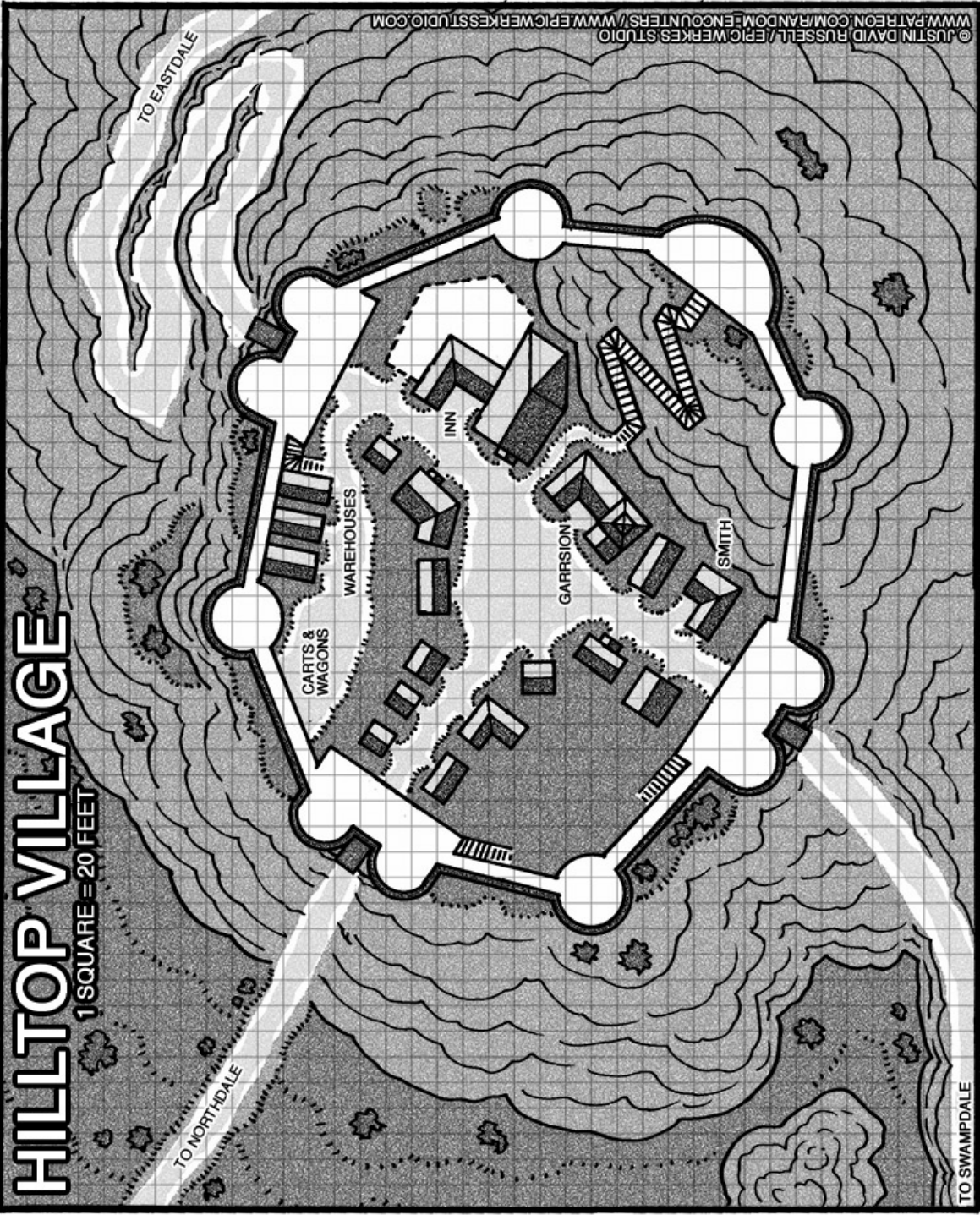
This map comes to you courtesy of a friend's recommendation. I usually do not take them from folks in their entirety, but this was too good to pass up. I will let Peter speak for himself here:

A group of travelers stop on a winding mountain pass, and discover a series of steps hidden by a curtain of vines. When they climb the mysterious steps, they discover a long abandoned road tavern expertly hidden from the view of the road but overlooking the valley. Further exploration yields multiple rooms, a hidden pond, and a second entrance for carts. The cart access is a switch back up the road a ways, now blocked by overgrown trees. It could make a perfect hide out, or is it haunted? Peter puts it succinctly. I love this idea, and I hope you all like it, too. Thanks, Peter. You made my sick-fogged mind much less strained with your suggestion. I only added a stable carved from the mountain to rest weary beasts.



Hilltop Village

Hilltop Village was once a military outpost during a time when the area was besieged by evil elves. After the war, and the signing of a peace treaty between all the local lords, the place became a thoroughway for commerce. None stop here long, but the village affords safe haven along the dangerous moor roads passing between the lime- and gritstone hills. The garrison still houses a martial presence, but they are not as many, nor as well-trained, as they once were. The Constable is now a type of reeve, his title a relic of an ancient past. Inside the garrison is a high belltower used in times of distress to warn the villagers, whose farms litter the nearby pasturelands to the northwest. Obviously, the walls are thick and strong, some say dwarf-built. The village's strategic location makes it nigh invincible, though there is a postern located to the south at the base of a hill that can be taken advantage of. That entry is well-hidden and protected year-round. Bow-law keeps all able-bodied persons in top shape to perform defensive duties atop the walls, should war ever come, again.



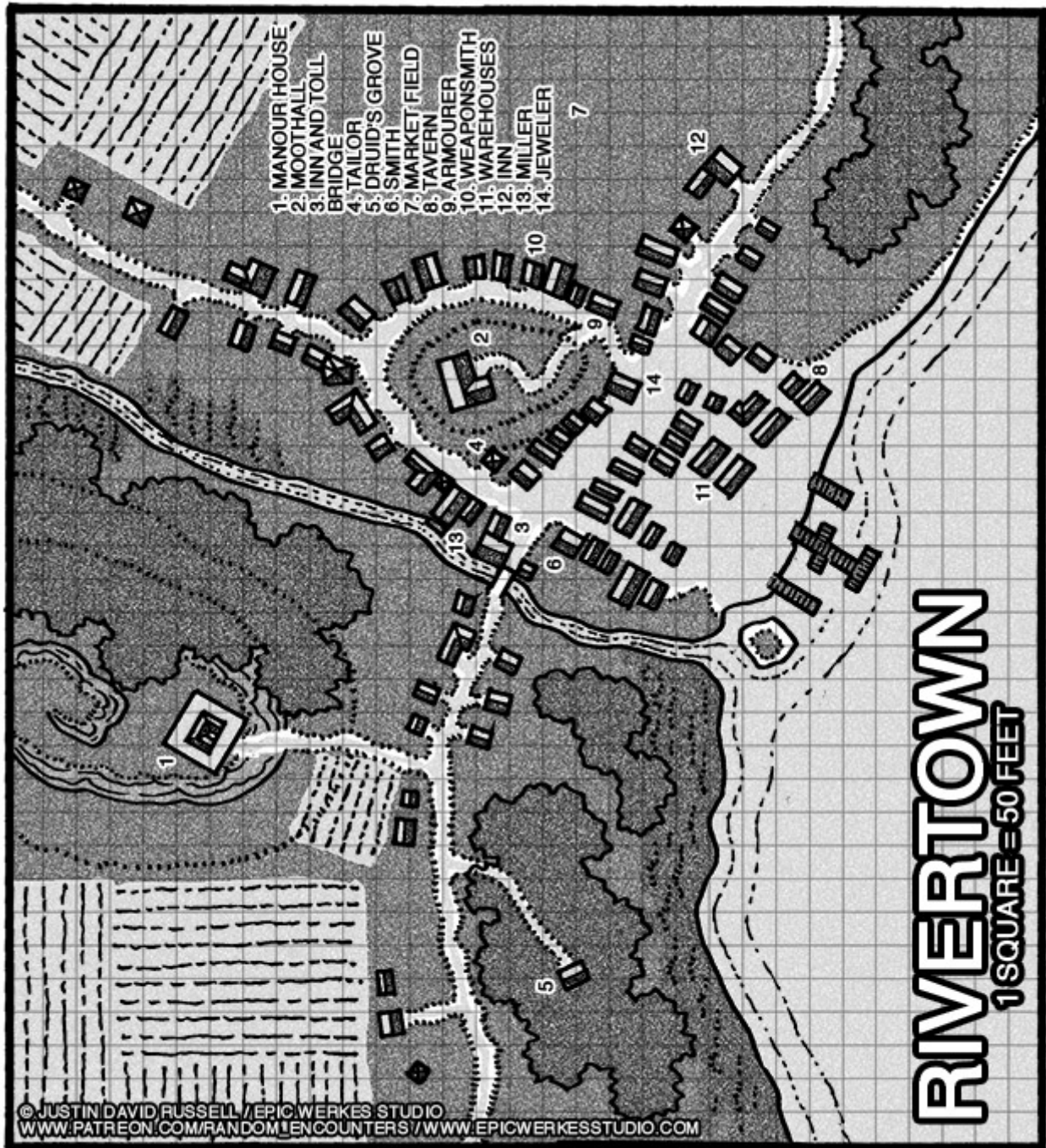
HILLTOP VILLAGE

1 SQUARE = 20 FEET

Rivertown

Another map from my personal campaign world (the same world I created Hilltop for). This settlement is an unfortified fishing town. It lies at a crossroads between another domain to the west, a fortress village to the north, and a large town to the east. The region this town inhabits practices a nature religion, much like druids. The priests serve as lawmen, chroniclers, and intermediaries between the normal citizenry and a powerful goddess of rebirth. The region's founder promised the goddess that his people would respect the land in exchange for bountiful harvests and game. The region is still dangerous, in places, but there are hardly any bad harvests.

A small manour house sits on a limestone hillock, and a moot hall used for gatherings and festivities overlooks the place from a central location on another hill. A toll bridge is used to tax and keep tabs on exports and imports. Fish and crops are sent east and north. Little trade happens from the west. The people in that region are isolationist and ill-regarded by the land's other lords.



Skull Tomb of the Lich Lord

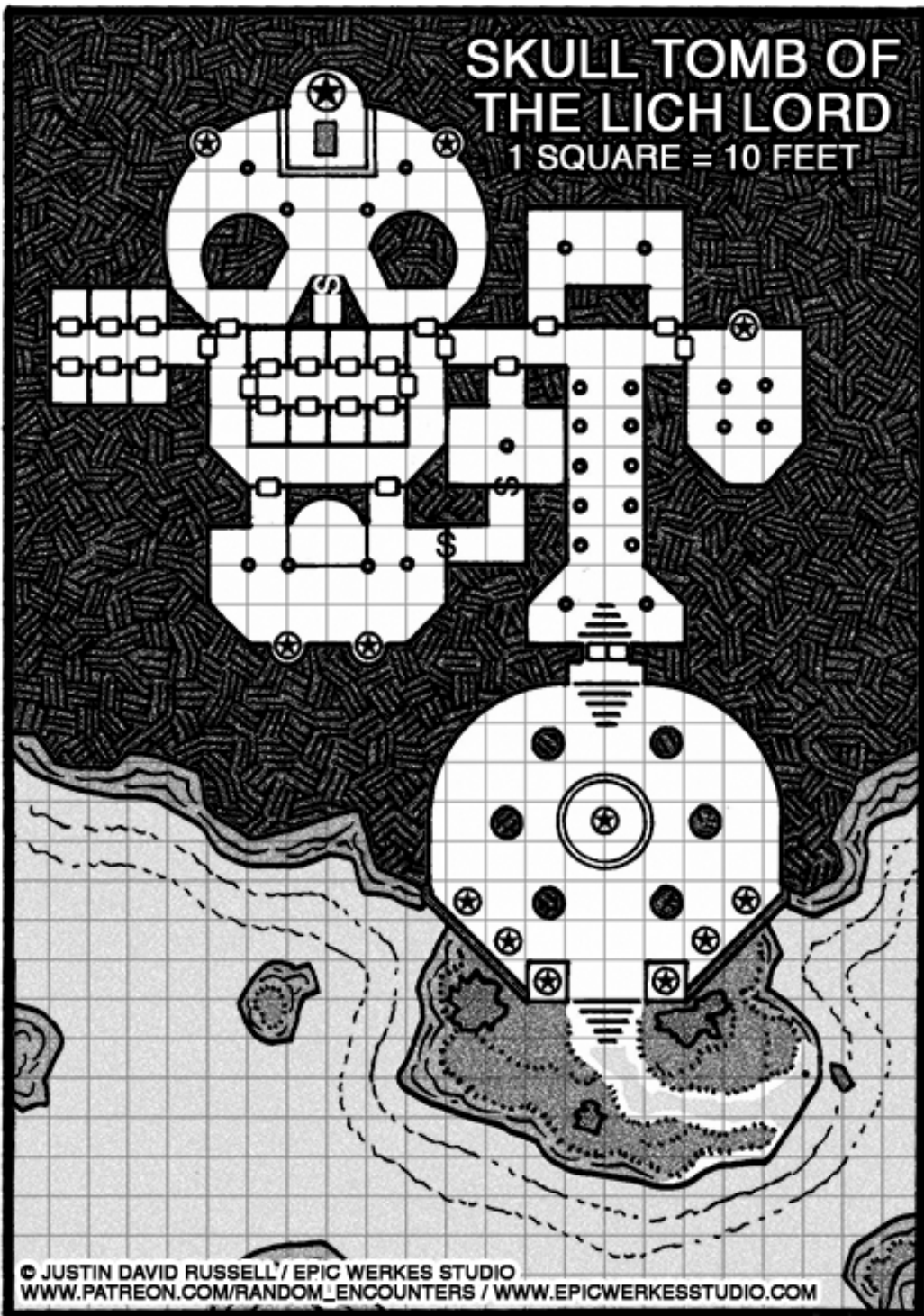
Many centuries ago, a great evil swept across the Southern Kingdoms. The forces of the Southern Kings were still recovering from their losses during the most recent crusade into the Chaos Lands. Though they were victorious, the battle was hard won. When the Lich came, he found his enemies sorely underprepared for the evil that besieged them.

For ten years, the struggle continued. Several of the Southern Kingdoms were utterly destroyed. Finally, a wizard and a priest were able to divine a way to defeat the Lich, but it would be a desperate gambit. They sent a group of brave individuals on a quest to find the materials necessary to create a magical rod that could sunder the evil tyrant's soul from his yellowing bones. The Lich's forces at their heels the entire time, the group managed to find the ingredients, returned them to the wizard and the priest, and with the help of dwarven master smiths at their Great Forge, and sap from the Ancient Tree of the elves, a powerful item was fashioned. It was dubbed the Rod of the Radiant Sun. The priest and wizard paved the way for the heroes to enter the Lich's stronghold where they drove the spirit from the monster.

Taking the Lich's bones, the priest and wizard built a tomb for them on a far-flung island. They made the outside of the tomb into a fearsome skull to warn away any that might approach. A puzzle only solved with the help of a magical key unlocks the double doors leading in. Special wards and blessings protect the place. Anyone entering the tomb must pass all of these protections to uncover the tomb, itself. If opened, the Rod of the Radiant Sun lies atop the bones to keep the spirit of the Lich from ever returning to its body.

SKULL TOMB OF THE LICH LORD

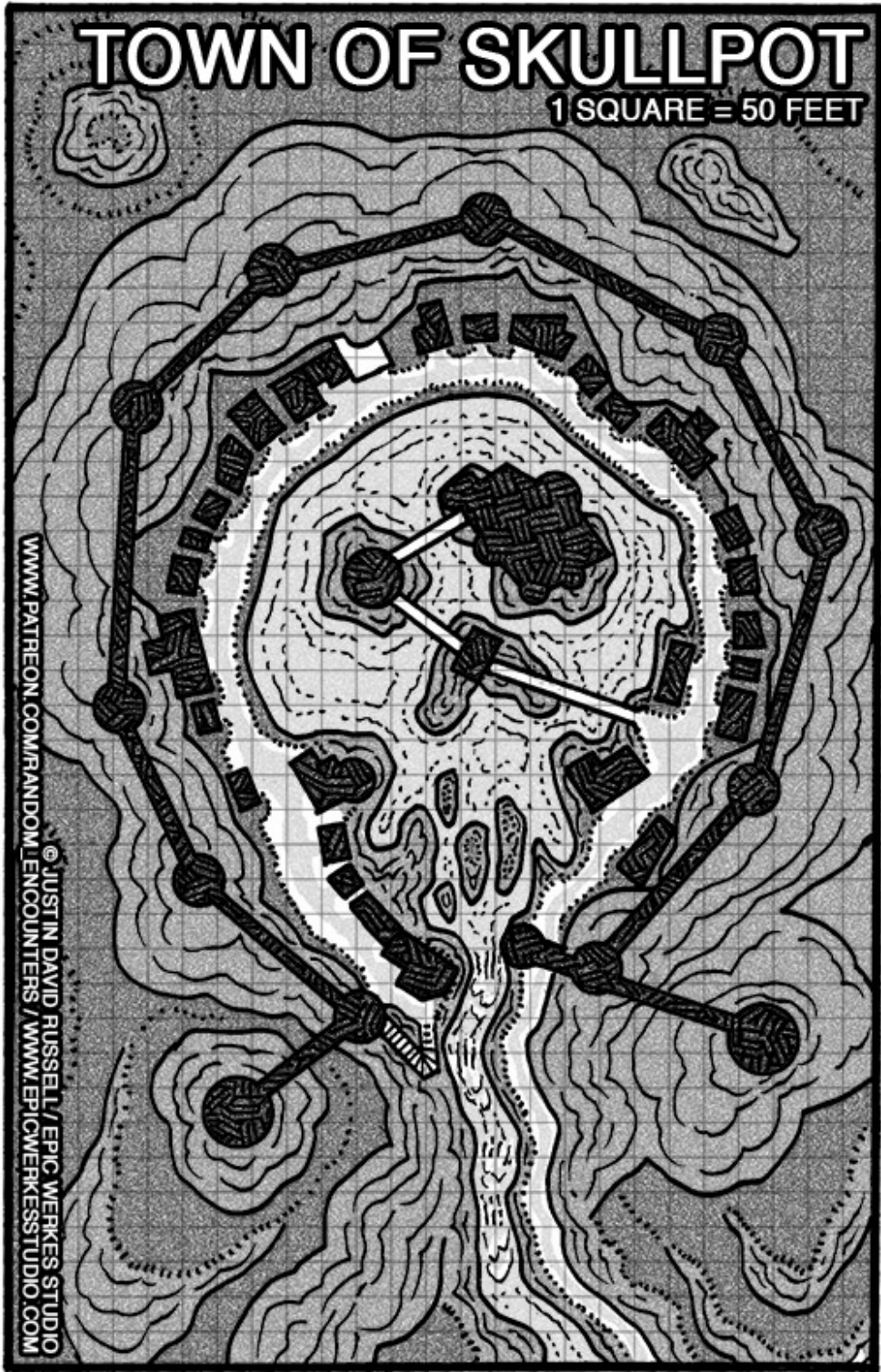
1 SQUARE = 10 FEET



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Town of Skullpot

Located in a large, glacial mountain tarn is the Town of Skullpot, so named for the depression in which it sits. Its walls and towers perch along the rocky rim of the depression. The town's ruler is a cruel, cunning wizard, Malzoc the Undying. Malzoc is dedicated to serving one of the Princes of the Chaos Lands. Malzoc's town is occupied by Men, mostly, but there are goblins that run errands and help fill the ranks of the military. Surrounding the town are the undead that Malzoc has raised to further protect himself and his activities. They also serve to put fear into the hearts of those under him. Those that die in his service or at his hands further serve the wizard by becoming his mindless thralls.



City in a Bottle

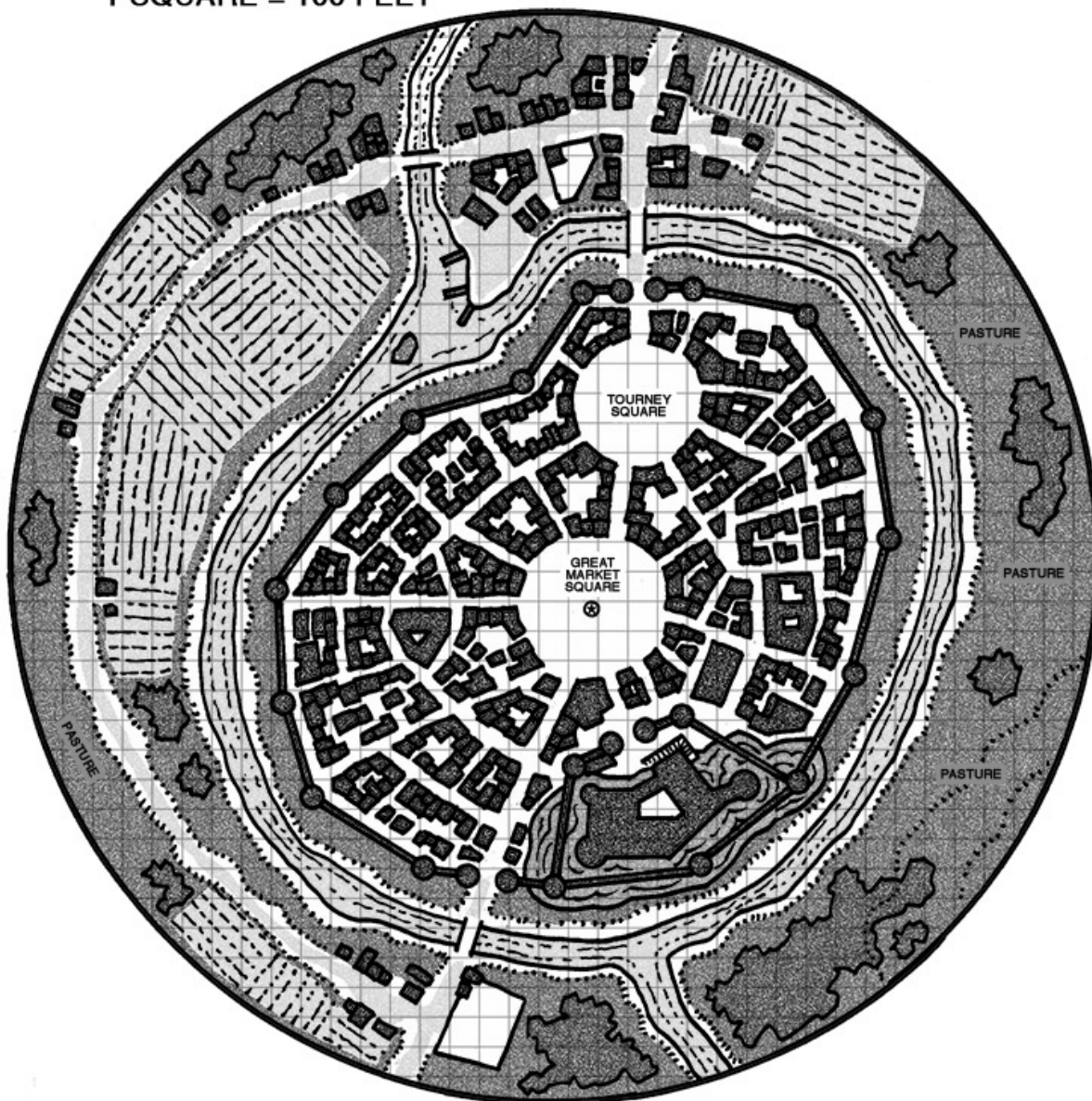
The wizard, Jurgold, is a collector of strange and wonderful things. One of his most prized possessions is a large, heavy, long-necked, glass bottle with a wide base he keeps up high on a shelf in his laboratory. The bottle sports a glass cork. Inside, is a large city. Over the years, Jurgold has collected thousands of people to serve in his city, from craftsmen to farmers, millers, and legislators. The wizard forces the people to worship him as their sovereign. A tall statue of Jurgold in the centre of the Great Market Square is also a fountain fed by an ever flowing source of water.

Jurgold began his city by teleporting a large area of land into his enchanted bottle. The river flows from one side of the bottle to another, as if it were actually connected to a source. Trees regrow when they are cut, grass in the pastureland replenishes after livestock eat it. No one inside can see through the glass. Instead, they see a landscape that stretches away in all directions. If anyone tries to interact with the landscape, they will touch the glass of the bottle. Jurgold's magic simulates the passing of seasons in the city, as well as daily changing weather.

Sometimes, Jurgold himself visits and holds great celebrations in which he commands his subjects to honour him and known holidays with tourneys and festivities. Most times, however, the wizard sits and observes his city through the glass of the bottle, watching the people busily work and labour as they would in the world without.

CITY IN A BOTTLE

1 SQUARE = 100 FEET



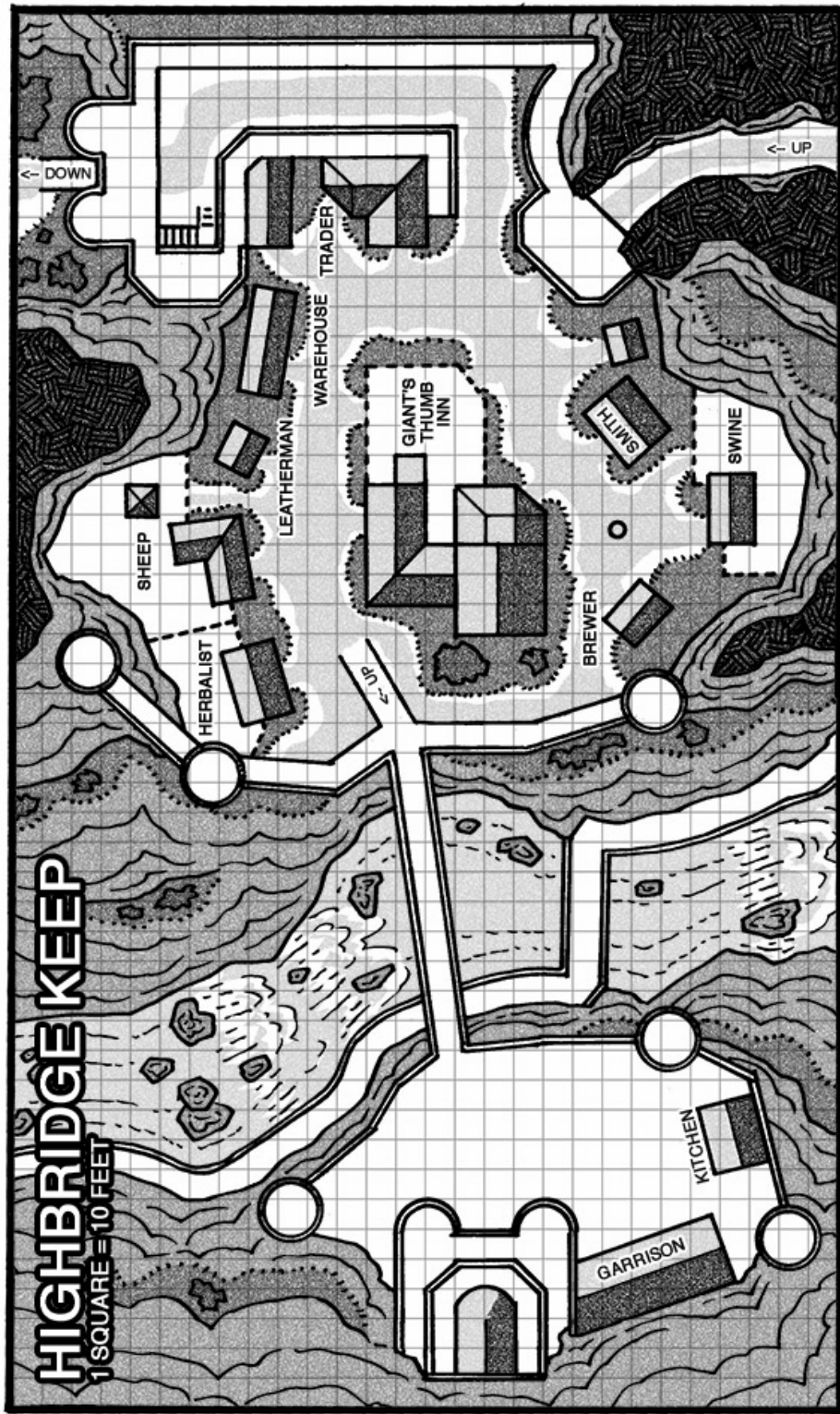
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Highbridge Keep

Highbridge Keep is an outpost situated along a mountain pass along the northern border of the Kingdom of Doone. The mountain road passes underneath the Keep. Soldiers watch for trouble from the high battlements. Archers can shoot down on the main roadway. Highbridge also serves as a toll gate. Soldiers stand guard on the path, ready to stop incoming wagons to count quantities and take the appropriate tax for them.

Highbridge Keep is situated across the gorge from Highbridge Village. A cart path leads from the mountain road up to a fortified entry into the settlement. To the northeast lies the Valley Gate. Beyond it is an open, high plateau where villagers take their livestock to graze. A stout and sturdy barbican protects the northern entry from roving giants and goblins. There are even a few farms out on the plateau.

Ruling in Highbridge is the Marcher Lord, Byron the Bold. He is a tall, wide-shouldered bulwark of a man. He does not brook fools and takes his duties as the lord of Highbridge very seriously.

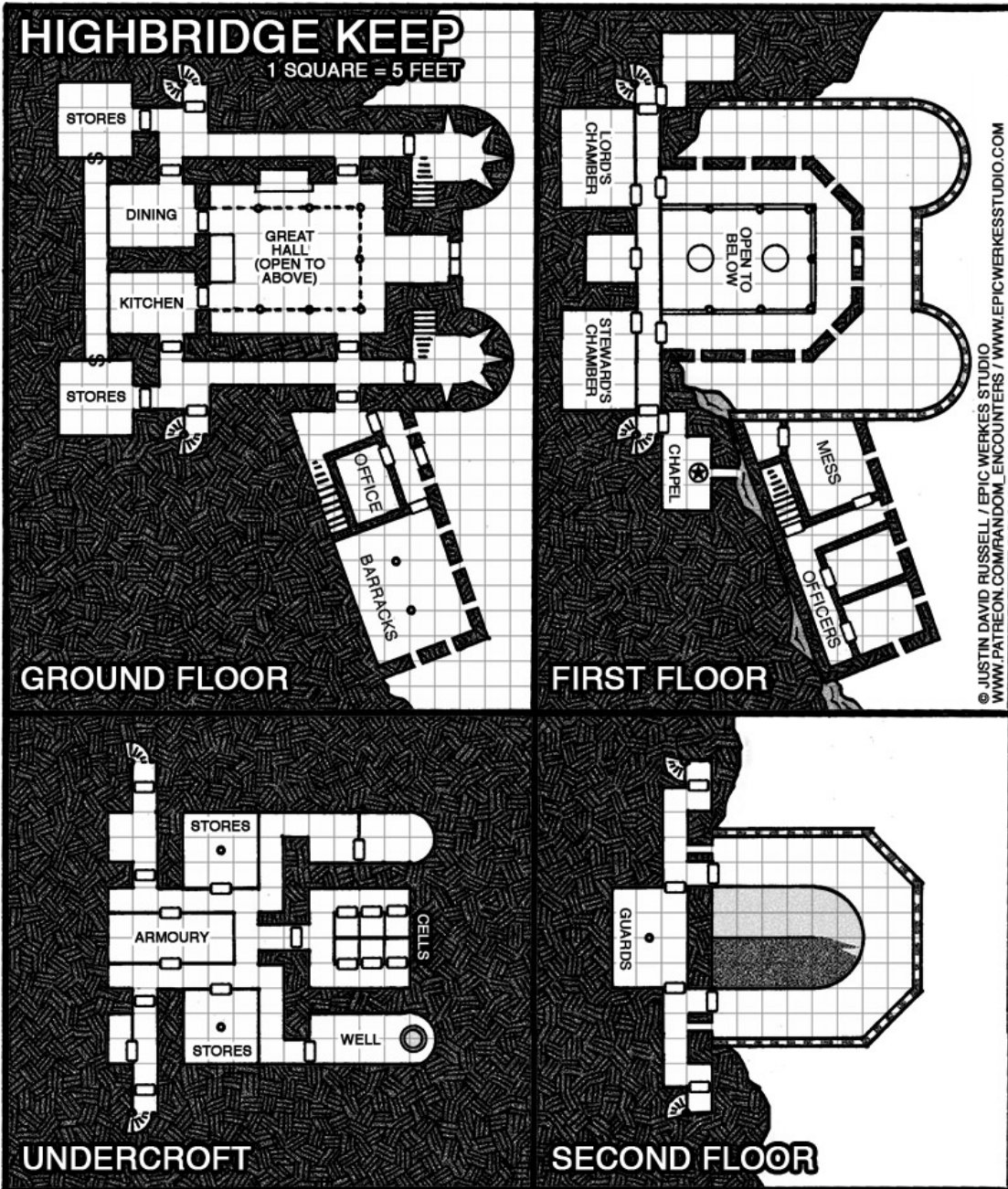


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Highbridge Keep

Highbridge Keep is the name of a settlement, and its eponymous fortress. The Keep structure is located across a bridge that spans a gorge through which a tumbling river crashes. To read about the village of Highbridge, please visit [this link](#). There are two levels of battlements at the fortress, an attached garrison, and an undercroft for storage and cells for prisoners. The Marcher Lord, Byron the Bold, and his wife, the Marchess Matilda, rule from here.



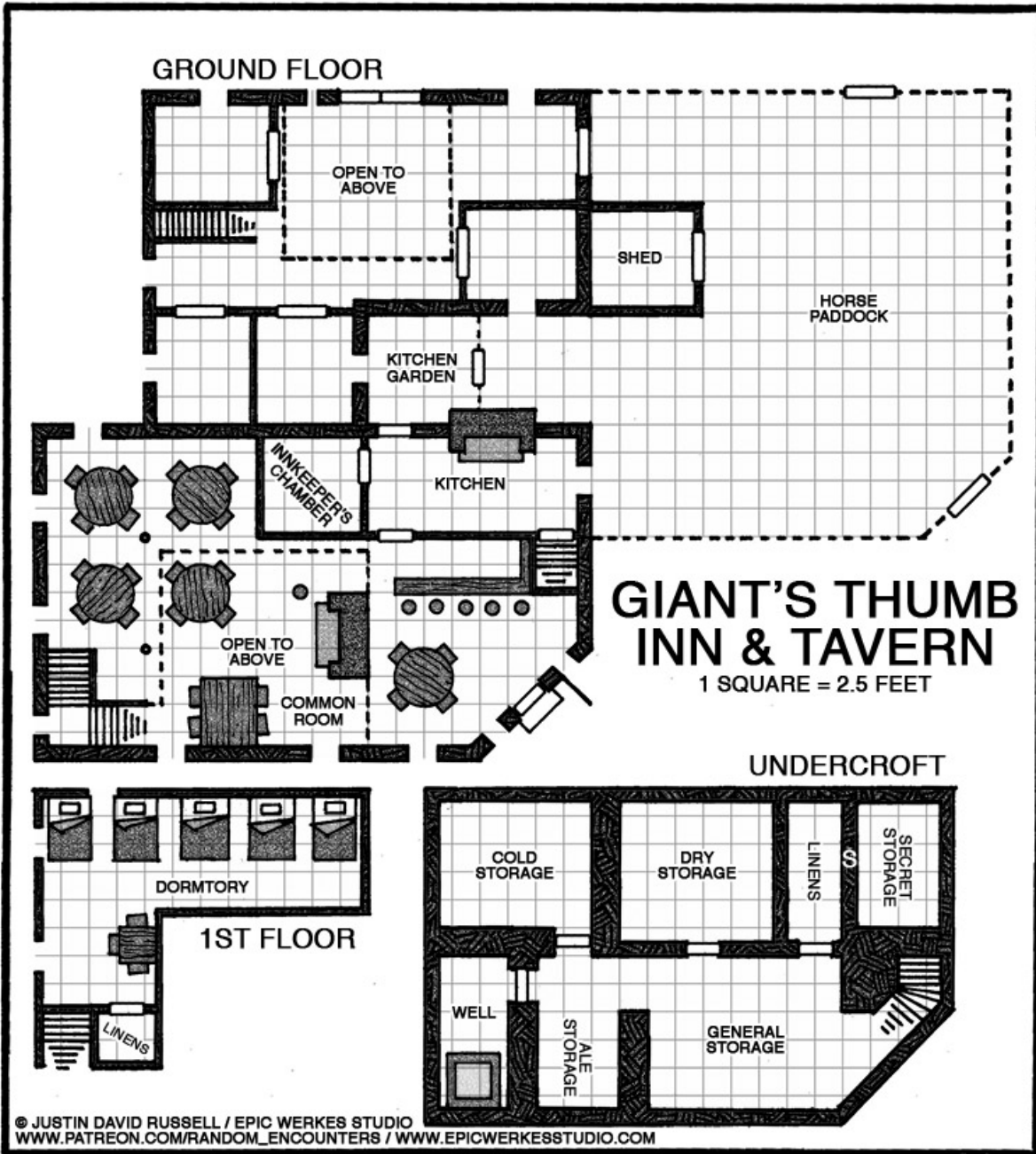
Giant's Thumb Inn & Tavern

Located at the heart of the [Village of Highbridge Keep](#) is the Giant's Thumb Inn. It is a small inn, but it has a few rooms and stabling for visiting horses. Any carts are placed along the western wall of the village west of the inn. The establishment's proprietor is Wart and his wife, Mildred. They are both elderly, but refuse to hand their business over to their children. The couple is kind enough, but Wart's mind is slipping. His wife, children, and the small serving staff have to help him, constantly. The old man insists on manning the bar, much to Mildred's consternation.

Up in the dormitory are five bunks capable of sleeping ten. There is no real storage for personal belongings, so travelers should beware and watch their property, closely.

The inn got its name from an old legend about Wart from when he was a younger man. Giants were more numerous then and came down from the mountain heights to steal village livestock. Wart claimed that he could kill one by himself. The captain of the guard told him he would wager his earnings for a whole year, if he could. Apparently, Wart managed to kill the giant, and brought back the left thumb as proof. Thefts stopped for awhile after Wart 'killed' the thing. The tale goes that the captain, indeed, gave Wart his yearly earnings, money that was used to buy the local tavern and add onto it.

The thumb has since decomposed, but Wart claims that its remains are stored in a chest in the undercroft, where it still sits today.



Zazor, City of the Fish

Floating on the ocean on the back of a mighty fish is the city of Zazor. The fish, known also as Zazor, is a petty god that has been slumbering for countless years. Over time, natural land formations have formed on its back. The white blocks of the city are formed from the limestone under the city. The old quarry is now the fresh water. The people of Zazor are generally friendly and long-lived. Their diet consists mostly of fish. They carry no livestock, unless they trade for it, and they keep their lake full of a particular breed of bass known only to this isle. The fish's pace floating through the water is slow and measured. Shallows on the island are the stone, sand, and coral on skin of the beast as it slopes away from the city. There are prophecies of Zazor suddenly waking up, destroying the city in the process. The people live in fear of this day and make regular sacrifices, prayers, and other offerings to the slumbering god to keep it placated and sleeping, fitfully.

Like any city, Zazor plays host to the poor and rich, cruel and kind, alike. The Low City is a rough-and-tumble part of town where the poor tend to congregate in tightly-packed alleys and run-down homes. Everywhere else, the streets are wider than most cities. Fresh sea air clears the thoroughfares of any unpleasant smells, though the stink of the city does not completely escape Zazor. Zazor's King is a peaceful man, as have been many of the rulers dating back to the city's founding. Despite this peacefulness, laws are strict and enforced swiftly.

ZAZOR, CITY OF THE FISH

1 SQUARE = 100 FEET



- 1. CASTLE
- 2. TEMPLE
- 3. CELEBRATION FIELD
- 4. FRESH WATER LAKE
- 5. LAKE MARKET
- 6. HIGH MARKET
- 7. TOWER OF THE EYE
- 8. LOW CITY
- 9. PENTANGLE SQUARE
- 10. LOW MARKET
- 11. OCEAN DOCKS

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The Old Nag Inn

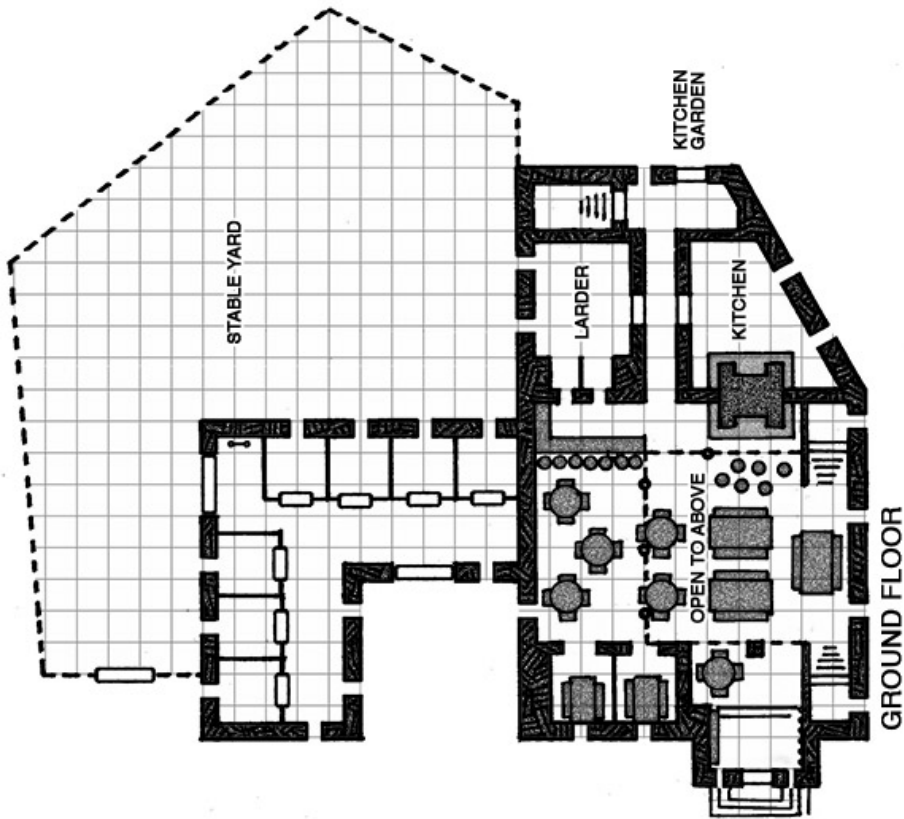
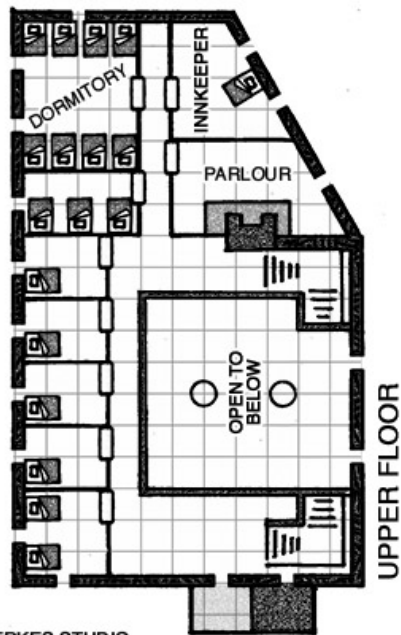
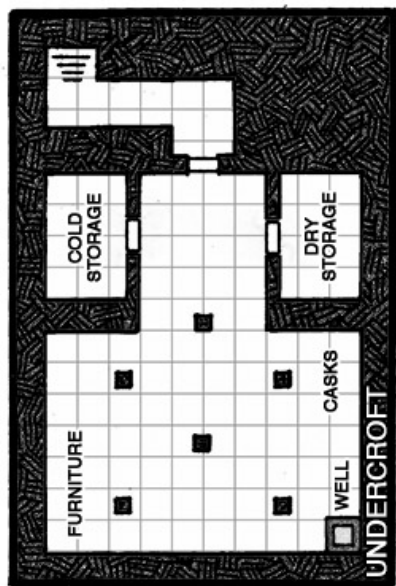
This map is relevant to the [Hilltop Village](#) published earlier this month. The Old Nag is a large inn with several stalls for horses, a large stable yard, a dormitory, several comfortable rooms, and a large common area for visiting patrons. The simple, but comfortable, rooms have beds, tables, and chests for customer use. The proprietor, Durgo, and his wife, Winna, are young. They inherited the place from the previous owner, a rough soldier, who inherited the place from the owner before him.

Durgo is not a soldier. He was adopted as a youth after his parents were slain by goblins. His parents were merchants from a nearby town. The old soldier never married, nor did he have any children of his own. Durgo gives the old man a way to pass on his legacy and have a family.

The Old Nag is well known for its good food and welcoming atmosphere. Though Hilltop Village is not as militant as it once was, it still has a strong military presence. This presence keeps the locals and visitors in line, for the most part. Responses to trouble are fast. The Constable is not above fining trouble makers and locking them in the garrison dungeons for the night.

THE OLD NAG INN

1 SQUARE = 5 FEET



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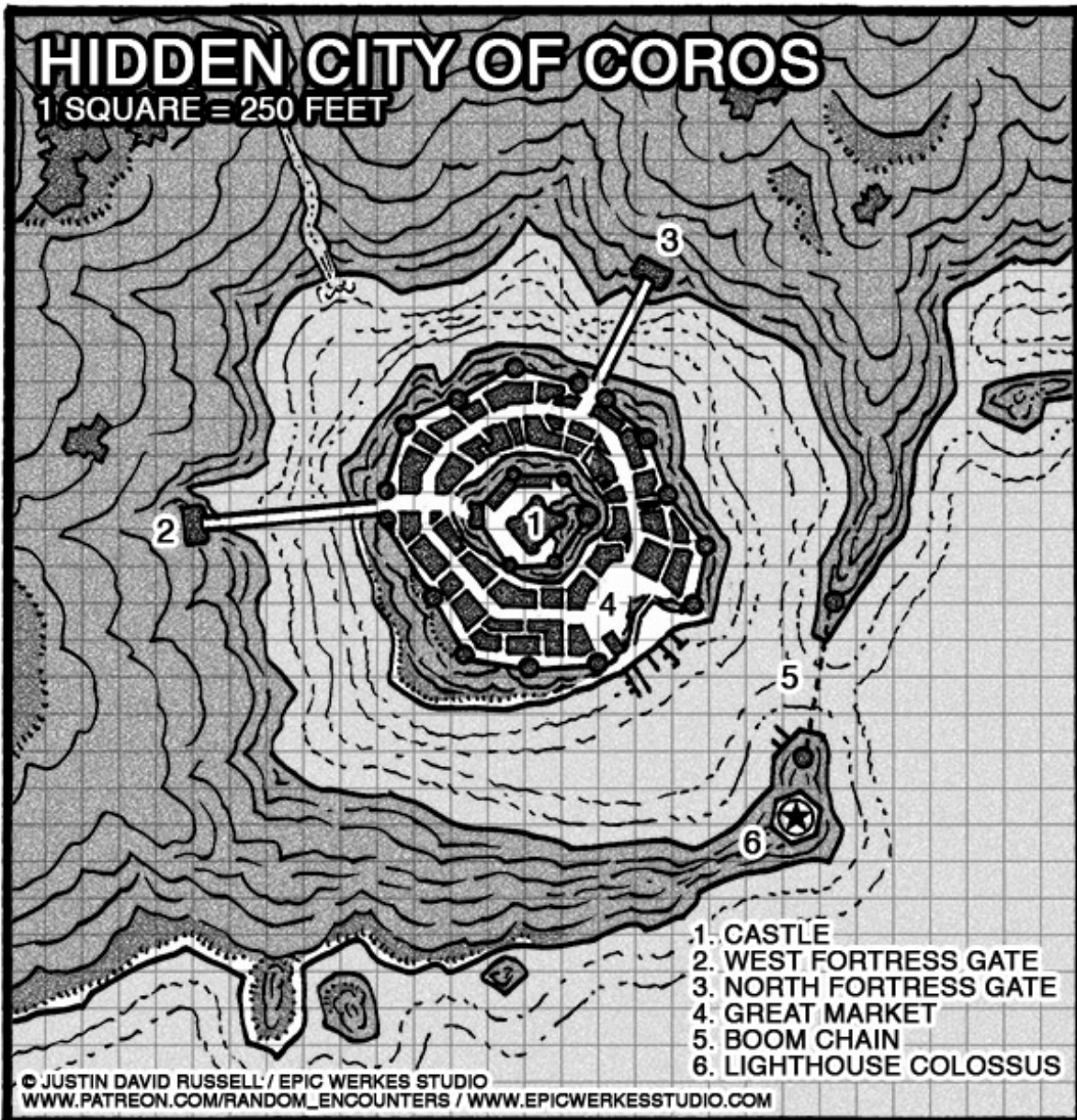
Hidden City of Coros

Coros, the Hidden City, is a well-guarded secret among its own people. Those that travel out away from it are sworn to secrecy. There are only three approaches to the place. The two, fully garrisoned fortress gates, and the high stair that climbs the near-sheer cliff leading up from the docks to the Great Market. The island city is situated on a spire of rock surrounded by an inlet, with only a narrow access to the sea. The sea is known to be misty in this area, making sailing to Coros a deadly endeavour. Its citizens are skilled seamen, but even that is not enough to protect them from the rocky shoals and towering cliffs. To help them, Corosians built a massive, 200-foot tall marble statue of a fish on one of the arms protecting the inlet. The fish's scales are made up of a variety of colours of stone. Its eyes are coloured, reflective glass globes. The colossus acts as a watchtower and lighthouse. Fires are kept burning in the eyes.

Rulership in Coros is given to a King or Queen. Coros is a city-state, so government is contained within the walls. Leading out from the fortress gates are tunnels through the mountains. They have been meticulously dug. Waypoints are guarded by Corosian military. Outlying settlements beyond the mountains provide the city with grains and livestock.

HIDDEN CITY OF COROS

1 SQUARE = 250 FEET

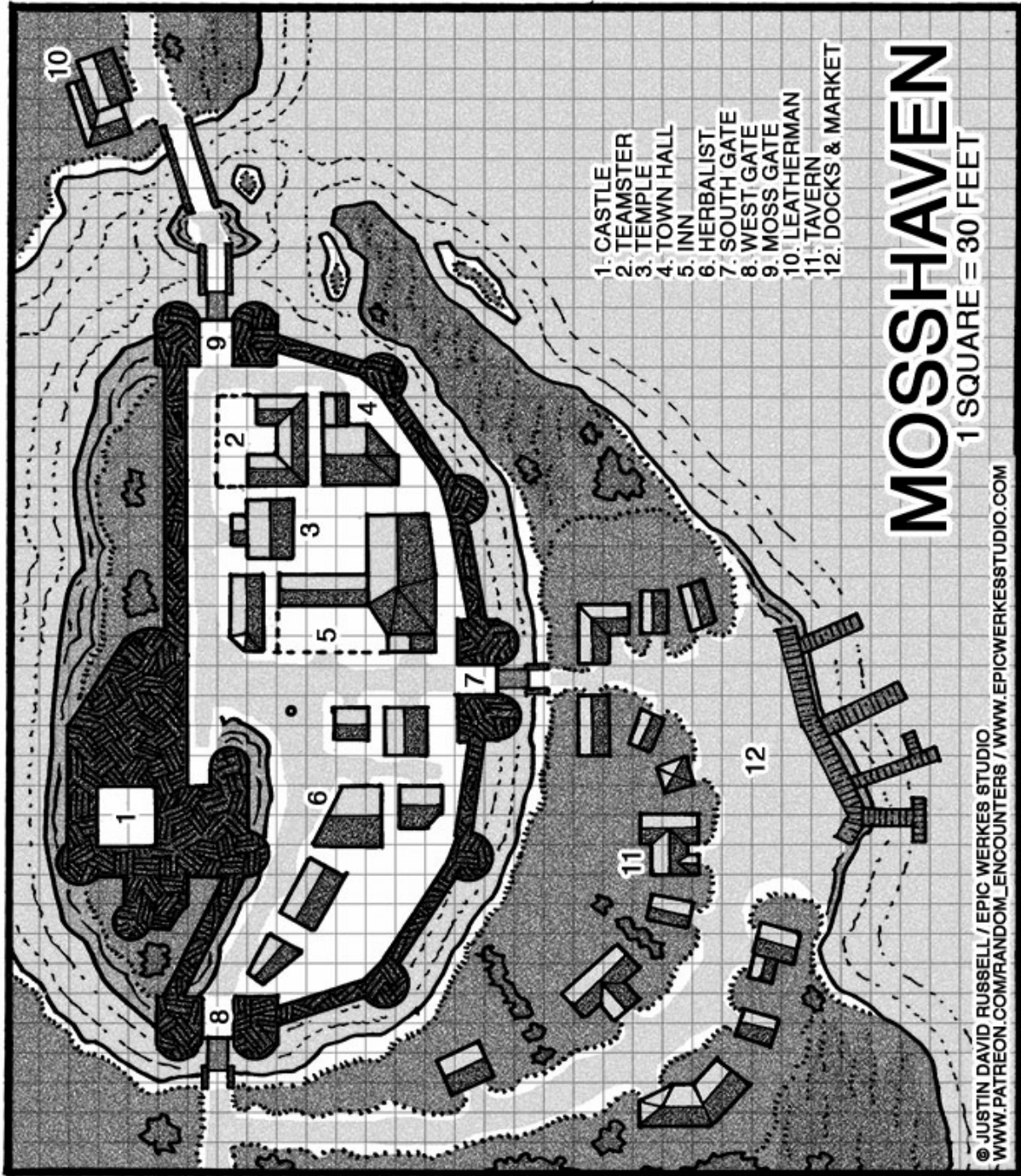


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Mosshaven

Mosshaven is a fortified village on the banks of a large lake. The lake's margins are mostly wetlands, but the village is located on one of the drier portions. The settlement is a safe haven along the edges of a large kingdom. Though the village gets much of its traffic from the road, some does come by lake. The docks and market are mostly used by fishermen and vendors on market days.

Of note in Mosshaven is the inn. It is run by a well-known blacksmith and his family. They provide all smithing work needed in the village. Craftsmen and non-labour workers live inside the walls, while all labourers and fishermen live outside of them.



- 1. CASTLE
- 2. TEAMSTER
- 3. TEMPLE
- 4. TOWN HALL
- 5. INN
- 6. HERBALIST
- 7. SOUTH GATE
- 8. WEST GATE
- 9. MOSS GATE
- 10. LEATHERMAN
- 11. TAVERN
- 12. DOCKS & MARKET

MOSSHAVEN

1 SQUARE = 30 FEET

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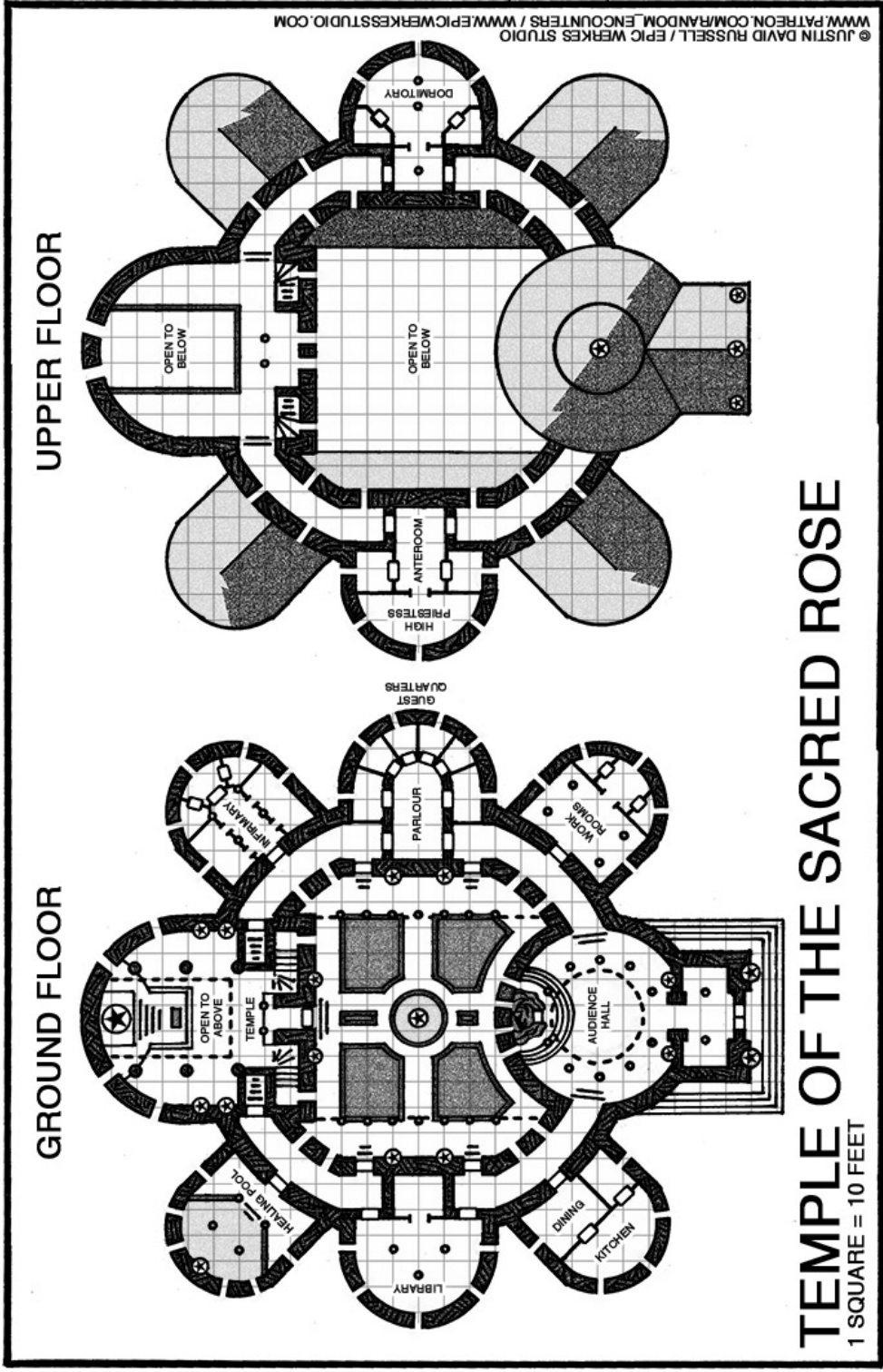
Temple of the Sacred Rose

The Temple of the Sacred Rose is a location from my 2e campaign world. It is a site that appears in many places all at once, usually whenever someone is in need. The temple is surrounded by a mist at all times. It is run by a monastic order of women, known as the Sisterhood of the Sacred Rose. They have been in existence for many, many years. Their origins lie in the distant past, in the deserts of the far south.

Up until a few years ago, the temple was available for anyone to visit. However, after a tyrant king began to persecute the followers of Law, the Sisterhood locked their doors and called upon their goddess to hide their sanctuary from the dangers that now threaten the world. Only those of good heart and genuinely in need of healing or sanctuary may find themselves suddenly surrounded by the Temple's enchanted mist. Wandering through it may reveal the high walls of the Temple and its blue-shingled roofs.

Within the temple is a giant chair made of marble fashioned to look like a rose. The High Priestess holds audience in this chamber. There are a variety of other areas, including an infirmary to treat the sick and wounded, a library full of theological, historical, and ancient medicinal secrets, and a magical fountain that fills a pool with blessed, healing waters. Beneath the Temple are catacombs and caves sacred to the order. The Courtyard is full of blue roses, the symbol of the Sisterhood. The essence of the roses is used to make the healing draughts used by the priestesses to help cure the ailing.

Sisters venture out into the world to do the will of their patron, the goddess of healing. They specifically focus their efforts on tending to wounded soldiers and those suffering the ravages of war.



UPPER FLOOR

GROUND FLOOR

TEMPLE OF THE SACRED ROSE
1 SQUARE = 10 FEET

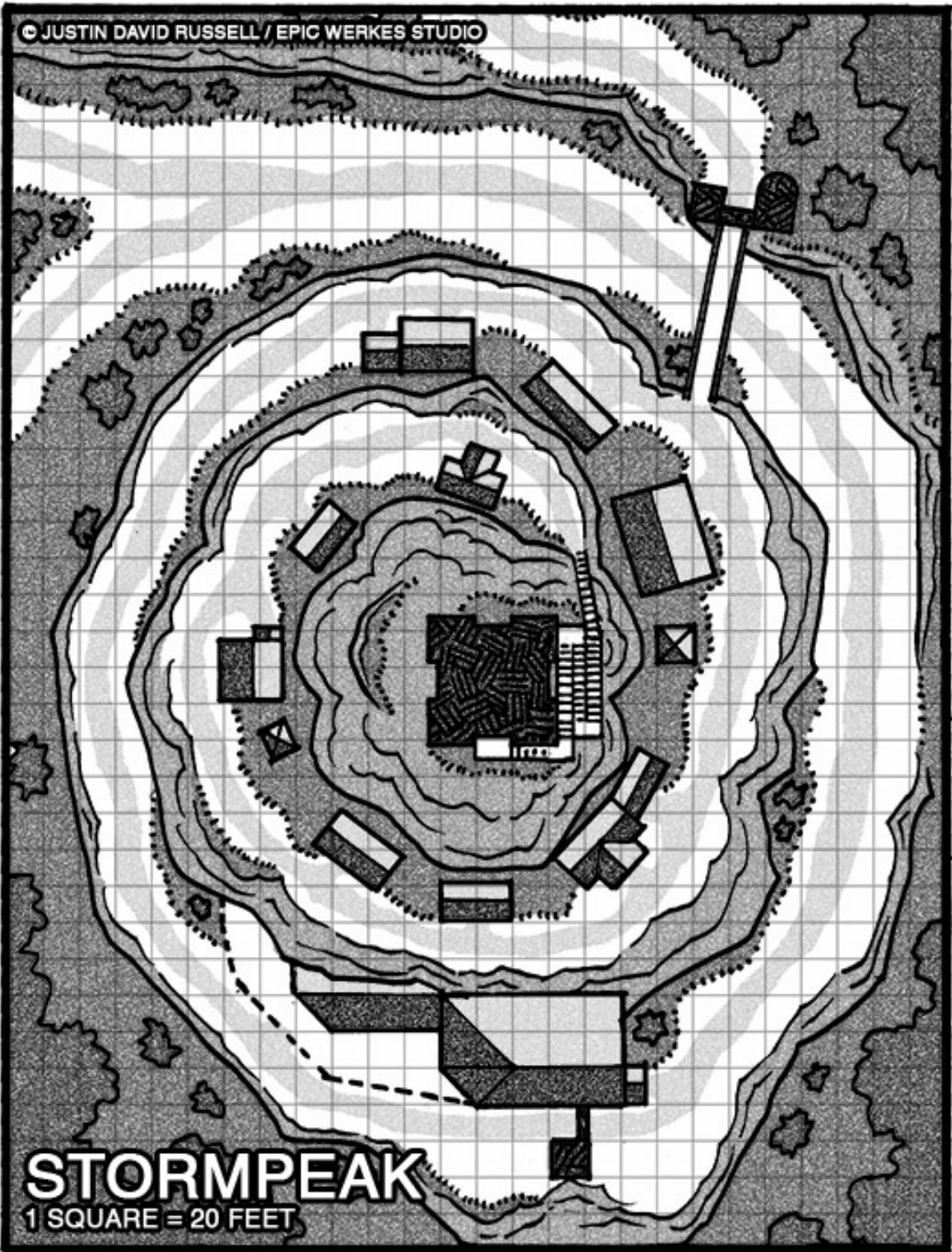
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Stormpeak

Stormpeak is a small village that revolves around the marble quarry located to the north. Stonecutters labour to collect the stone. The quarry is specifically utilized by the King for his private sculpture and building commissions.

Stormpeak's name is derived from a story that claims the village's first lord was saved by a lightning strike. The story goes that the lord and his forces were cornered on the jutting stone of the low mountain peak during a fierce storm. His enemy, raising his sword to slay the lord, was suddenly struck by a bolt of lightning, killing him and sending his army fleeing. The lord built his keep on the very spot the lightning was said to have struck.

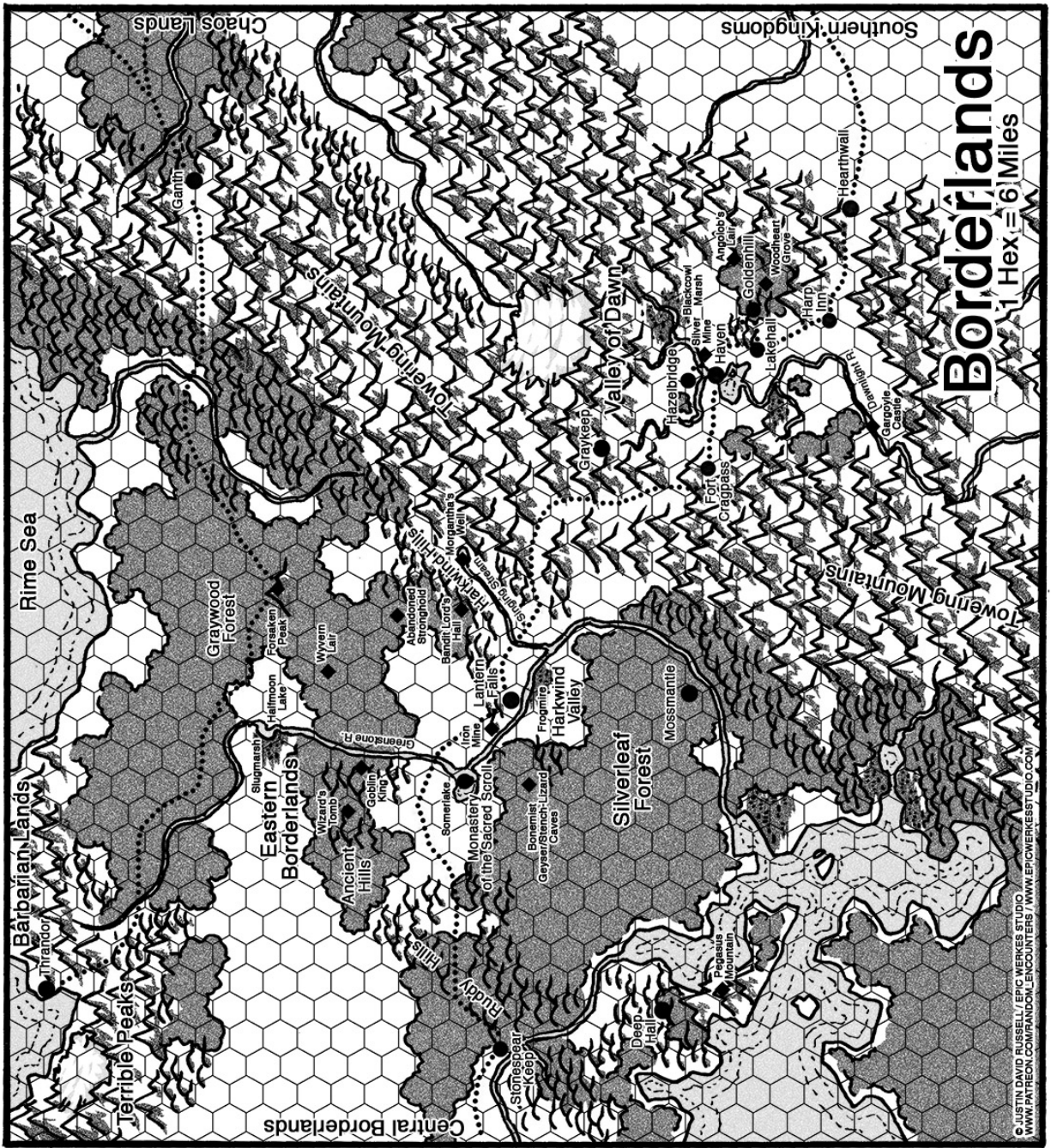
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STORMPEAK
1 SQUARE = 20 FEET

Borderlands

For those of you that are curious about the wider world in which most of my maps are set. Most don't belong in any particular place, but some are locations used in my old school D&D campaign. The map you see here is the Borderlands, a cold region where civilization is spread thin and monsters roam freely. Lantern Falls, the home base for my players, is central in this map. You can see the infamous Forsaken Peak north and east of Lantern Falls. The Towering Mountains are a massive range that separates the wild north from the peaceful Southern Kingdoms. There are areas that represent the main races in my world, Goldenhill for the halflings, Graykeep for the dwarves, Silverleaf Forest for the elves, and various settlements for humans. Of course, other areas not depicted here can be the origins of PCs, as well. Barbarian men live in the city of Thrandor and lands east and north across the Rime Sea. The Chaosmen, of which I have made much mention, live to the northeast, beyond the Towering Mountains. Lately, my players have been adventuring in the Abandoned Stronghold.



Borderlands

1 Hex = 6 Miles

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Barrow Hill

The Village of Barrow Hill is located at the base of an old barrow mound. None are quite sure what lies within it. The entry is a collection of crude-cut monoliths carved with sylvan knotwork enhanced by near-completely-faded paint. A large stone about ten feet inside blocks further exploration. It is also carved with stylized knotwork featuring animals and people frolicking in the forest. The ground around the village is extremely fertile. A church/temple was built near the barrow mound to help bless it in the name of the village's chief religion.

Not many are afraid of the mound, though the priest cautions villagers to be wary of it. Children play near its ancient stones, lovers pick the white flowers that only grow outside of its main entry, and animals are grazed on the thick lawn that grows over the mound's length. In fact, some locals might say that whatever lies within may be blessing the area with fertile crops. Some people have even taken to leaving offerings within the entry way during the burgeoning months of spring, much to the local priest's chagrin. Just happy to have a way to pay the King's taxes and still have plenty of crops left over for himself and his people, the lord does not care if the villagers pray to the local god or to the mound. In fact, he and his wife have been known, on occasion, to visit the tomb's entry, a prayer of thanks on their lips.

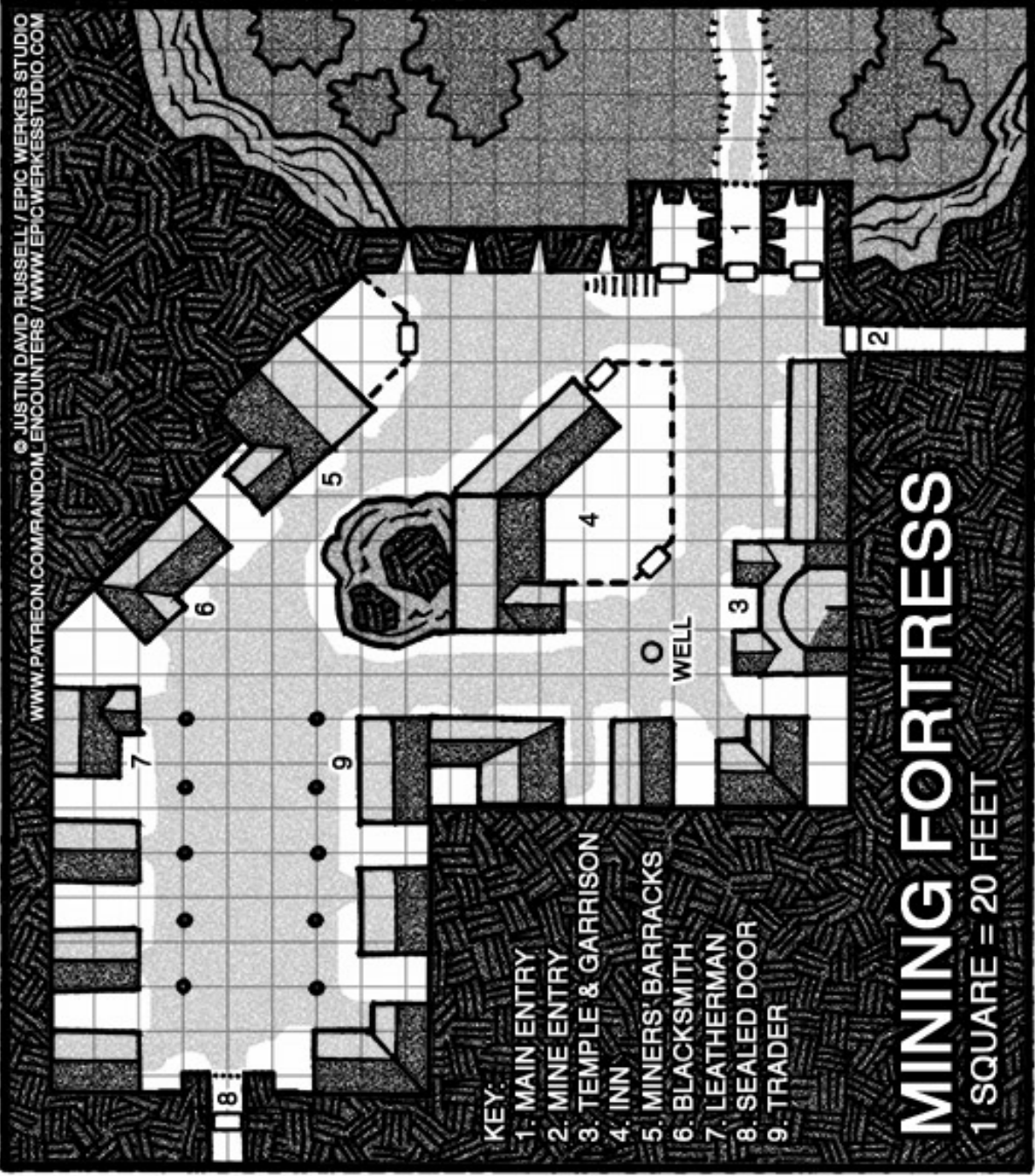


Mining Fortress

Nearly one hundred years ago, a gold mine was established. Its first miners were common labourers. A few years after mining began, a strange stone doorway was uncovered. It was sealed and could not be budged. Local priests came to investigate. They found that inscriptions on the door and nearby stones identified the door as the location of an ancient evil. The priests told their King that the doorway must be protected, that mining operations must be ceased, immediately, and the site handed over to them. Unwilling to abandon such a lucrative operation, the King decided the mine should stay operational, but a garrison and several priests would be appointed to it. Stones were cut and moved from a nearby quarry to build a wall and barbican. More work was done to excavate the mysterious door, as well.

Over time, as the lands about were developed, the mine became a convenient waypoint between settlements. The sealed door turned into a thing of legend and actually began to draw pilgrims interested in the novelty of seeing it. The Kings of the region did not stop this behaviour, against the advisement of the priests. The gold mine, as well as the money spent by the pilgrims, were too convincing for the greedy monarchs. The inn's name, the Sealed Gate, derives from the eponymous doorway.

No one can touch the door. A strong portcullis blessed by priests stands about twenty feet from the intricately carved stone. A winch in a nearby building controls the raising and lowering of it.



Cliffstone

Cliffstone Village is located at the end of a trade route on the fringes of one of the Southern Kingdoms. Its farms supply the region with grain and wool and helps to extend the kingdom's borders. Being at the end of a trade road, few travelers pass through the area. However, the undeveloped wilds to the north and west of the village are full of goblins, lawless men, and other monsters.

Cliffstone's formidable keep sits at the top of a high cliff. It has served as a safe haven for the villagers on many occasions. The village itself has been razed twice since it was established 50 years ago. Only a small group of professional soldiers stationed at the keep, and a modest militia, protect the settlement. Brave souls are always in need, though Cliffstone's population is often wary of newcomers.

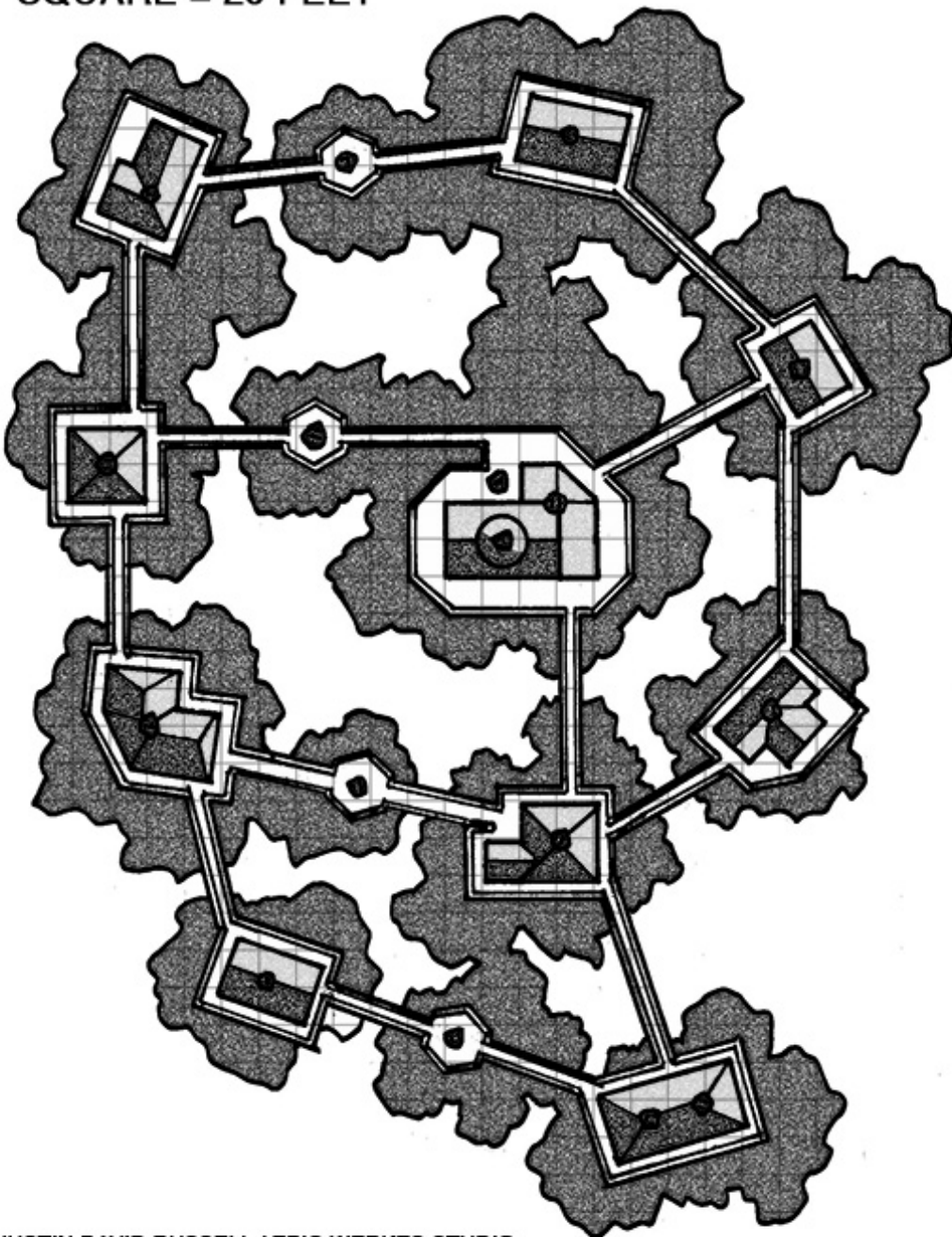


Elven Village

Situated above the ground, among the branches of large oak trees growing in the untamed wilds, are a collection of wooden houses belonging to a small community of elves. The elf lord's house is at the centre of the village. Strong rope bridges link all of the homes. Along the ground (not shown) are more structures belonging to several craftsmen. Ladders lead up from the ground to the platforms between buildings. Of particular interest in elven communities are the beautifully painted knots carved into the wood work.

ELVEN VILLAGE

1 SQUARE = 20 FEET



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City of the Slavers

Located in the tumultuous waters of the Treacherous Sea is the City of the Slavers. The city was built on an island. There are no traces of land remaining. The thick black walls and paved streets come right out of the water. No traditional thoroughfares lead through the city, though narrow alleys and lanes wend between blocks and buildings. Canals provide access to all areas of the city. Citizens and visitors use private crafts and ferry services to navigate the waterways. Mooring posts and small docks line the edges of the canals. Outside the walls, a great lighthouse was built to signal incoming ships. Each gate's towers contain flames that are kept burning during the night and inclement weather to guide ships into the city. Several more key locations can be found:

Fish Market: A small village of fishermen is situated outside the main city. Its market is where fresh fish and other goods of common variety are sold. Its docks are a first stop for less important visitors, though plenty of information can be found there.

Fisher's Keep: The Fisher Lord runs the village of fishermen from his keep.

Slavers' Docks: The slave ships that return to the city, as well as many important trade ships, land here to unload their cargo. There are warehouses where slaves are kept, until they can be organized and appointed to their tasks.

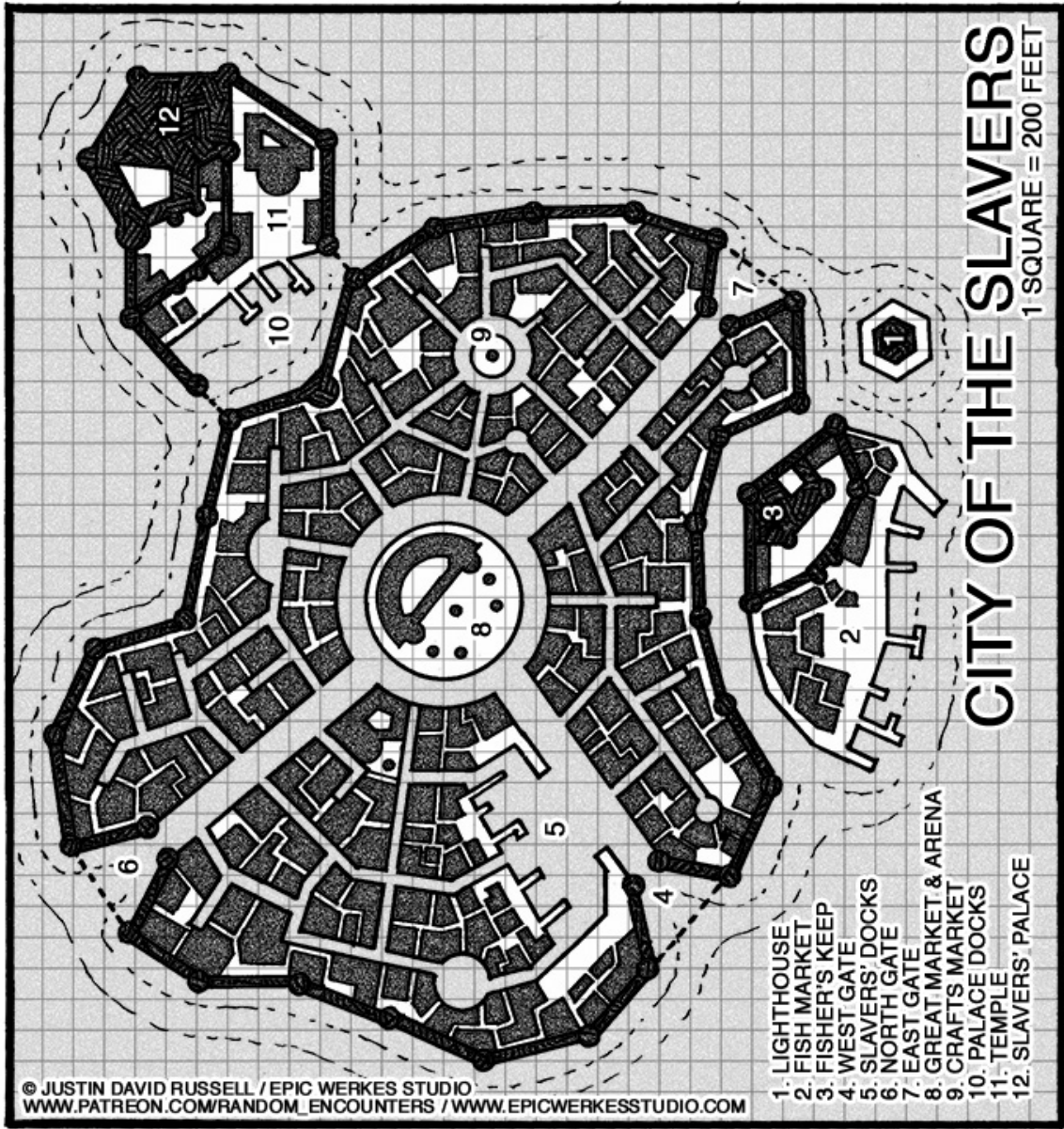
Great Market & Arena: Slaves and a multitude of craft goods and food can be found at the Great Market and Gladiator Arena. Slaves are forced to fight one another, city champions, and a variety of other creatures. This area is well known in many lands. It is a key destination for anyone seeking excitement and entertainment in the City of the Slavers. Lower class visitors and the destitute are not usually welcome.

Crafts Market: Another, smaller market is located here. Lower class citizens are encouraged to shop here.

Palace Docks: The Slavers' Palace has its own docks for the Prince's private fleet and slave ships.

Temple: The Temple of the Slavers is dedicated to a god of Chaos. Its priests accompany ships, advise the Prince, and guide the people living in the city.

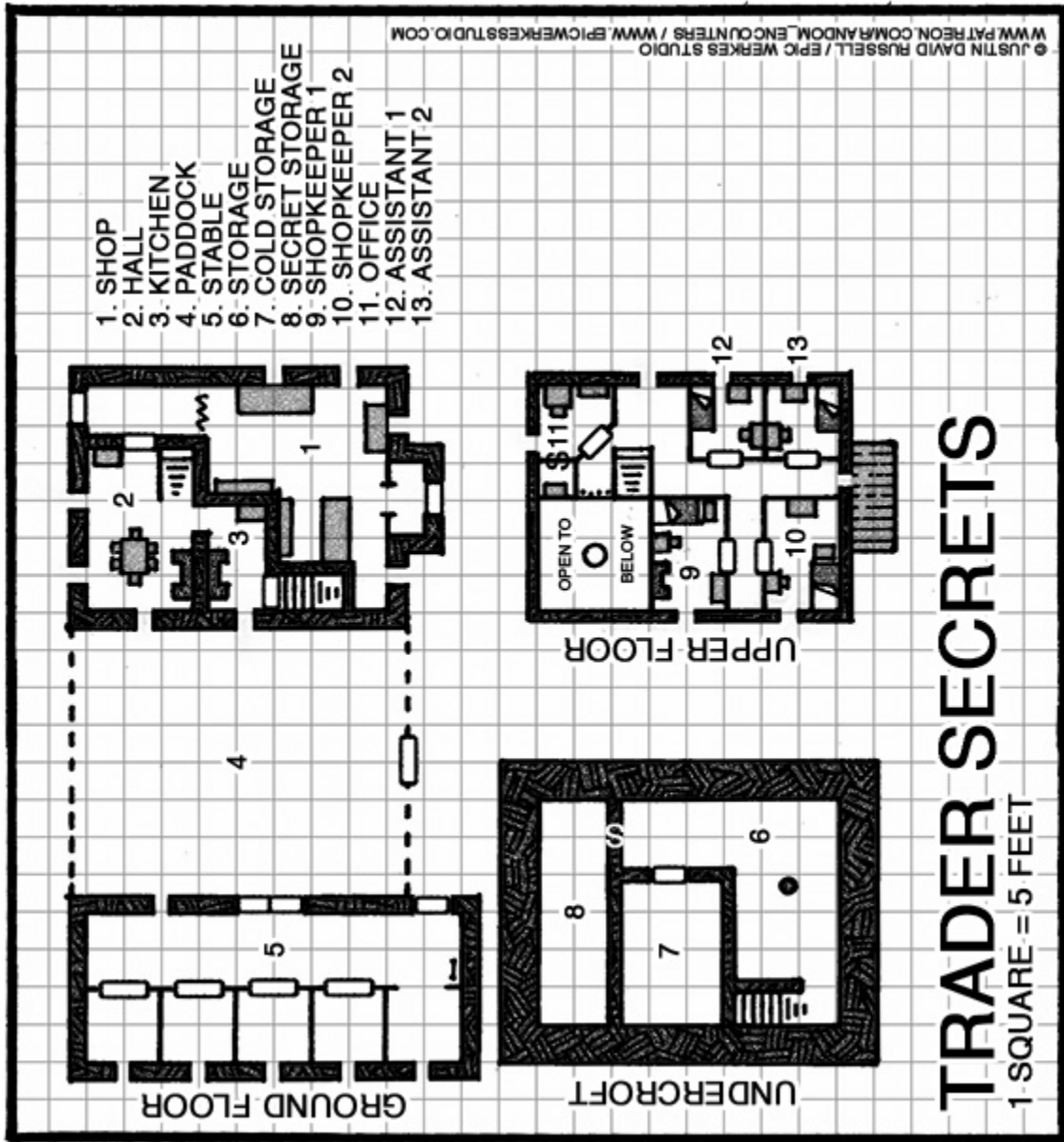
Slavers' Palace: Living in the Palace is the Slaver Prince. He is a powerful figure that runs the city state with an iron fist. The palace itself is a sprawling complex of dark stone, like the city walls. Its red shingles line its roofs.



Trader Secrets

A couple of business partners, traders recently settled into a small town, are outlaws from another land. They are up to their old tricks, however. For those willing to pay, remain patient, and keep their mouths shut, the two can acquire a great deal of unique and extraordinary items. One of the men is a poisoner well-versed in toxicology, the other is an assassin. Their skills can be bought, though Good and Lawful individuals may balk at the idea.

A recent string of murders has taken place. The local constabulary is handling investigations, but clever maneuvering on the part of the traders and their assistants has turned away any suspicion. A woman whose husband was killed by the men thinks the two are responsible (or at least know who is responsible). She is willing to pay a handsome sum to anyone willing to look into the matter, privately.



City of Worlds

There is a city, located on a strange plane of existence, that can be visited by the right people with the right key. It is known, colloquially, as the City of Worlds. It is a meeting place for many of the material worlds known to exist. There are 25 wards, and 25 gates to go with them. Each ward is different, each ruled by a Steward. Every ward is like a small city or large town. Each one has its own street structure, customs, cultures, and style. Most of the stone of the city is a golden marble. The Arbiter, a powerful wizard of untold power, manages the metropolis from the Palace of Endless Towers. He is a neutral force. The Arbiter built the city long ago.

To enter one of the gates, one must either have a direct invitation from the Arbiter, a special brooch, a particular magical spell, or already be on the plane upon which the city is located. A teleported individual (or individuals) are taken immediately to the gate specified. Guardians log the arrival of all individuals. Those arriving from the city's native plane enter through the cardinal gates.

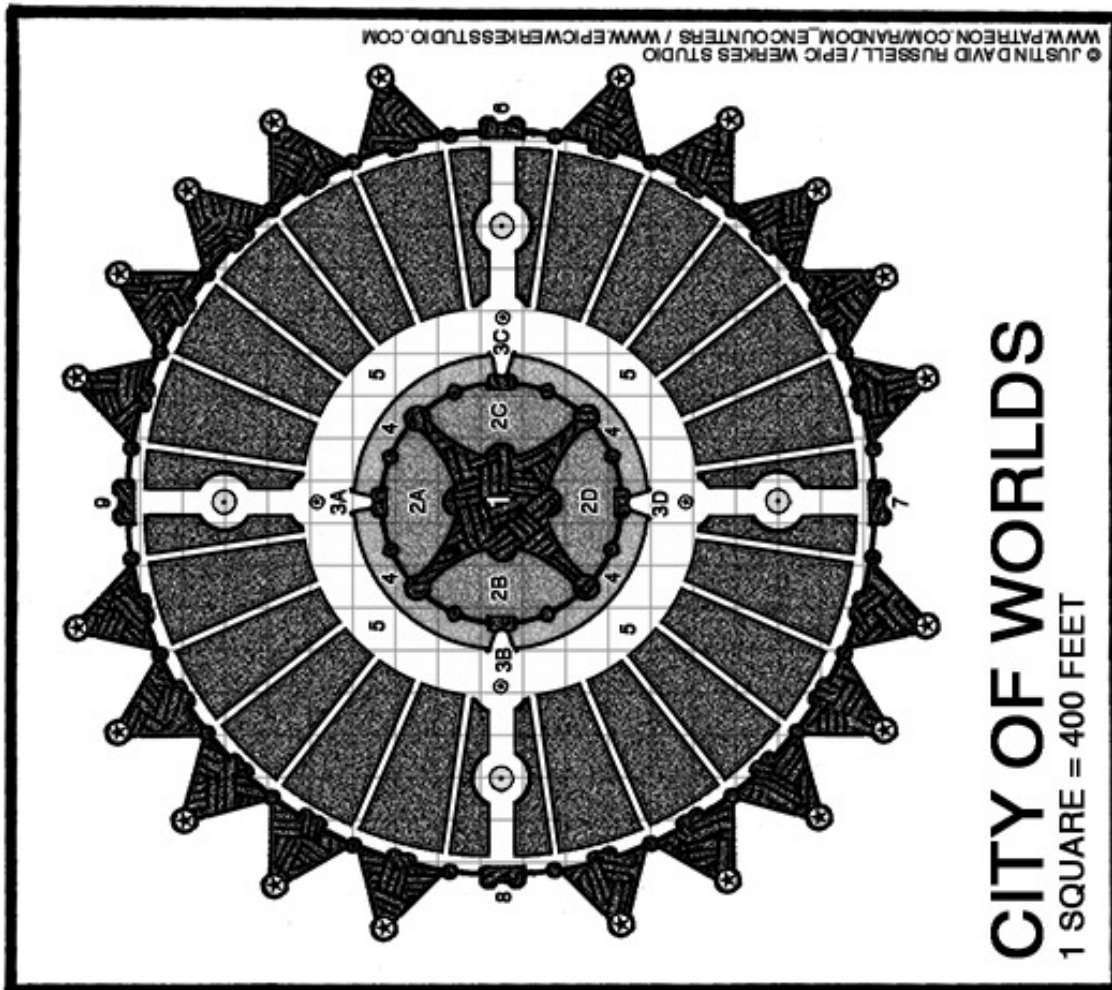
Elemental Gardens are a fantastical place that can be deadly for those not properly protected. Long, arching bridges span the Gardens. They connect the Palace of Endless Towers to four minarets. The elements protect the Palace.

A moat of strange, smokey material swirls around the Palace walls. They are a direct link to the Ethereal Plane. Anyone falling into the moat is immediately teleported to the aforementioned plane.

Great buttresses help support the outer walls. They terminate in monolithic statues of golden marble. Similar statues stand in the Great Bazaar. The Bazaar is where wondrous markets and celebrations are held.

KEY:

1. PALACE OF ENDLESS TOWERS
2. GARDEN OF ELEMENTS
 - A. GARDEN OF AIR
 - B. GARDEN OF FIRE
 - C. GARDEN OF WATER
 - D. GARDEN OF EARTH
3. ELEMENTAL GATES
 - A. GATE OF AIR
 - B. GATE OF FIRE
 - C. GATE OF WATER
 - D. GATE OF EARTH
4. ETHEREAL MOAT
5. THE GREAT BAZAAR
6. SUNRISE (EAST) GATE
7. SUN (SOUTH) GATE
8. SUNSET (WEST) GATE
9. MOON (NORTH) GATE



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!