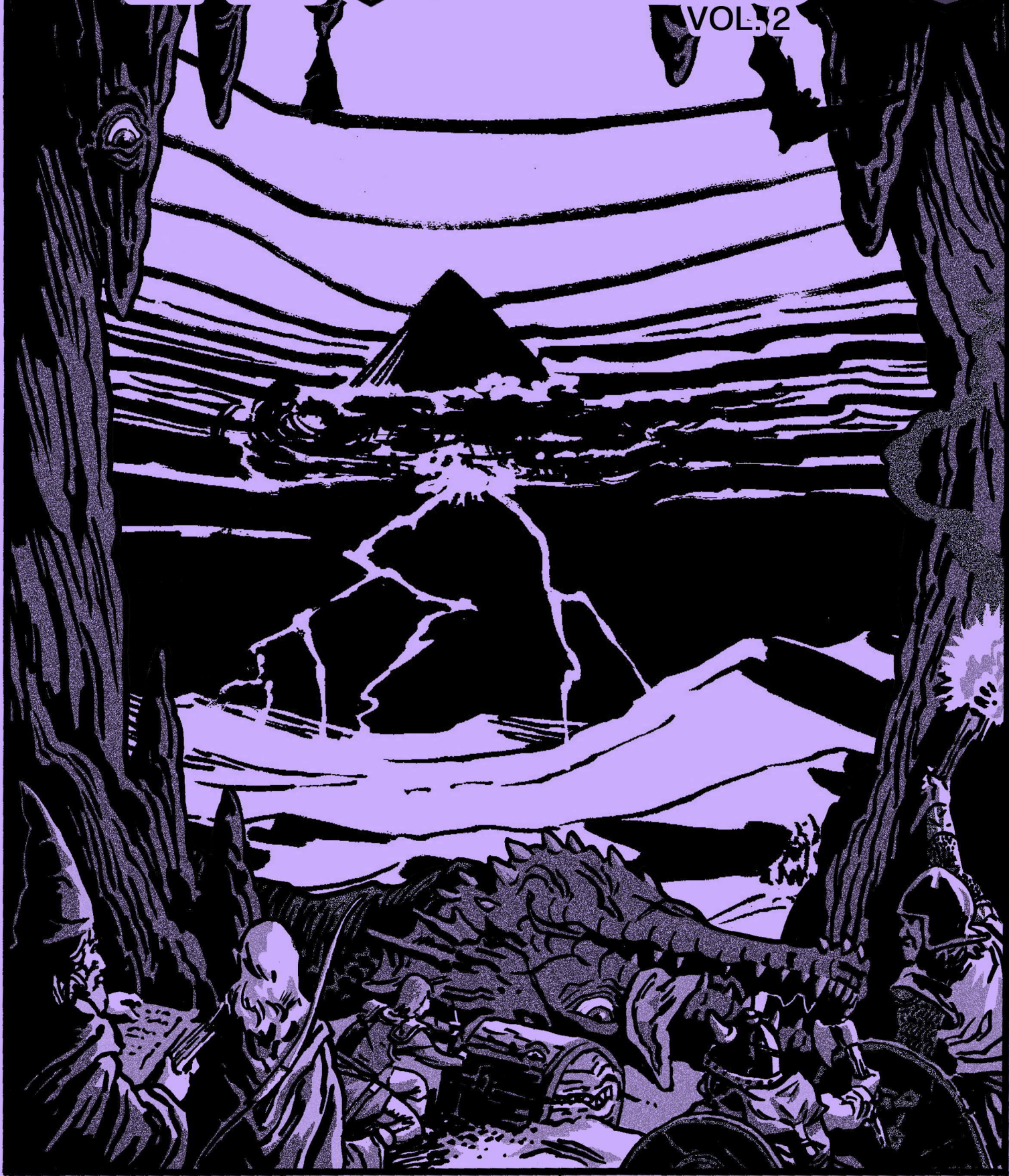


RANDOM ENCOUNTERS

20

VOL. 2



RANDOM ENCOUNTERS MONTHLY MAP COLLECTION

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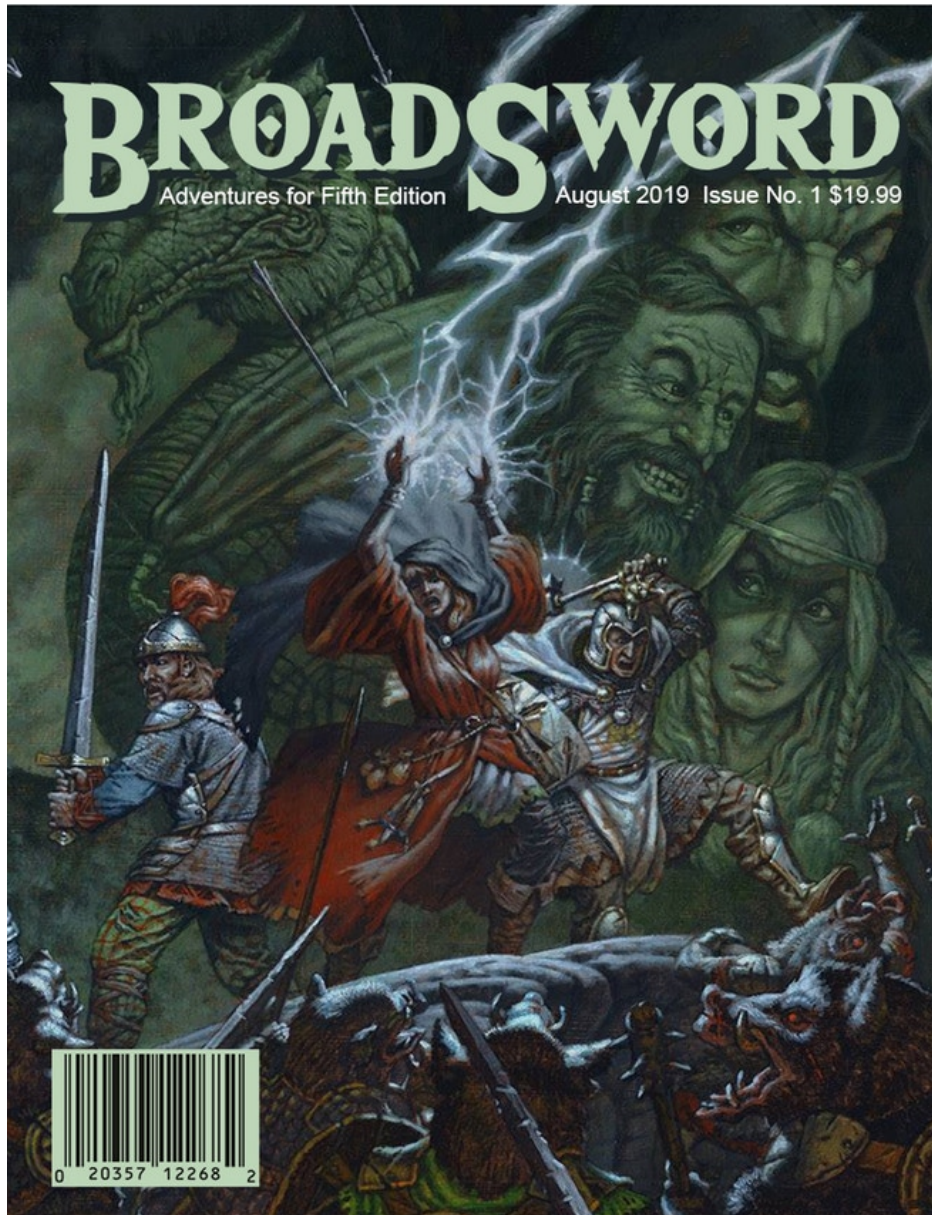
Thank you for your Patreon support. This supplement of all maps released in April, now in high resolution, is offered in sincere appreciation of those pledging at the \$3 tier. Thanks, again, and may this bring your gaming experience to a whole new level! As always, have fun and, GAME ON!



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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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!

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Strange Castle of the Celestial Wizard

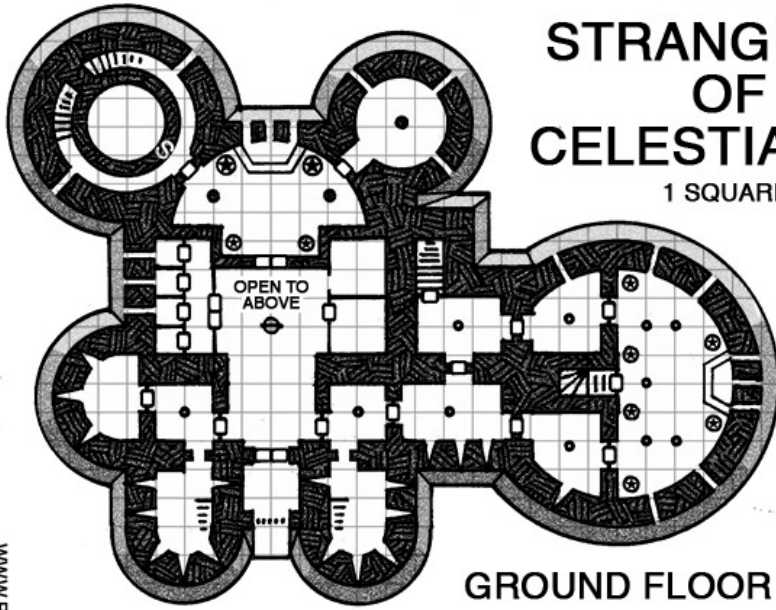
There are tales of a wizard, an eccentric woman of great age and wisdom, that lives in a castle high up in the Grim Mountains west of the Barbarian Realms of Thrandor. The woman has devoted herself to the study of the science and magic of the heavens. Those that wish to seek the wizard, whose name has been lost to time, must make a perilous journey to do so.

A high spire pointing toward the stars terminates in an observatory. The domed roof of this top level consists of sliding panels that can be moved to accommodate the pivoting telescope the wizard uses to do her work. Some say the telescope can see into other dimensions and planes of existence, but the truth of this rumour is unknown.

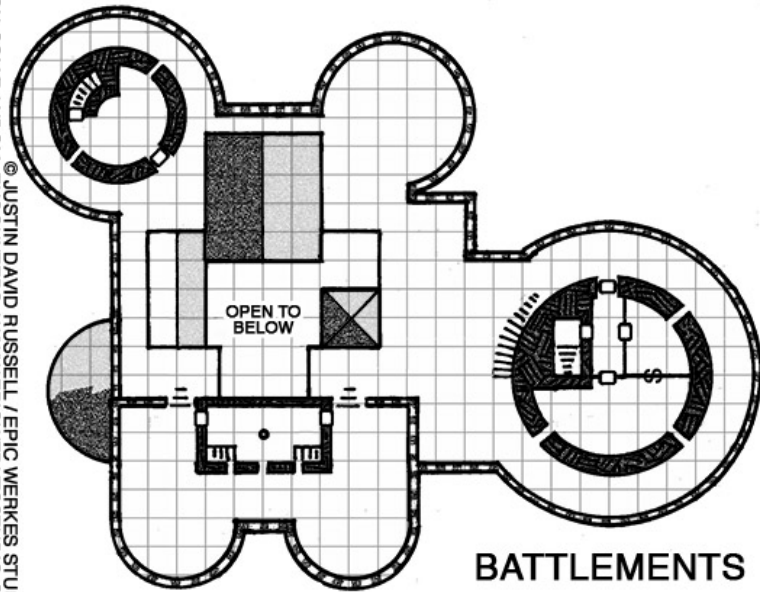
The dungeon level of the Celestial Castle will be dealt with in another map. Some say creatures of all types dwell there. Some say there is a maze of stars, even that minotaur guard the caves from those attempting to enter through the lower level. Many seek the lonely Celestial Wizard when they need answers regarding matters of great import. She is said to be a great seer, her gifts unparalleled by any other in all the known world.

STRANGE CASTLE OF THE CELESTIAL WIZARD

1 SQUARE = 10 FEET



GROUND FLOOR



BATTEMENTS

LEVEL 2



LEVEL 3



LEVEL 4



OBSERVATORY TOWER

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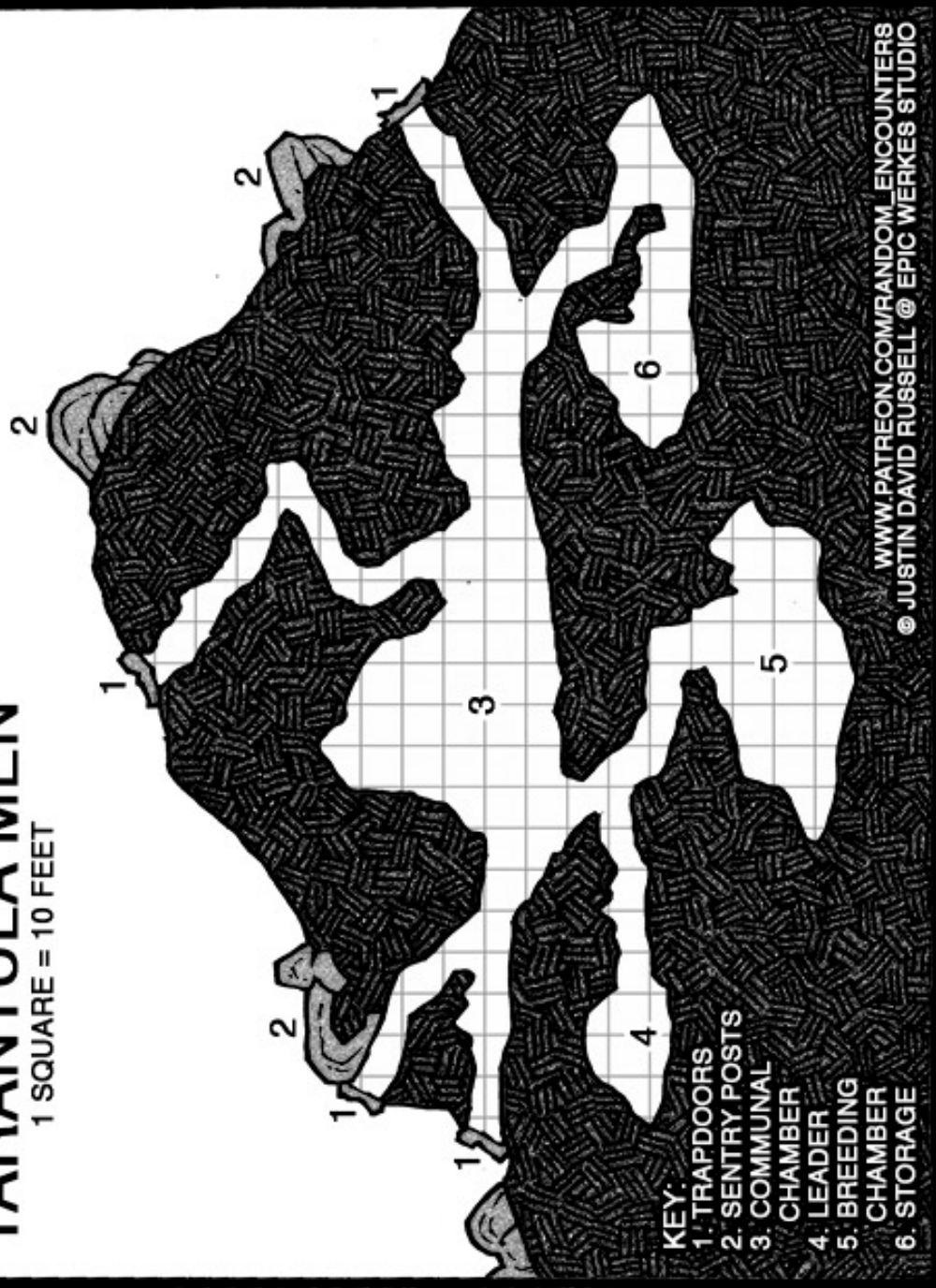
Lair of the Tarantula Men

Tarantula men are terrifying Chaos monsters. They possess the hairy, thick legs and abdomen of a spider, and the torso, arms, and head of a man. Any one traveling the arid regions where these creatures dwell will attest to their savagery and cunning. Though they may live in small communities, they tend to live solitary lives. They reinforce the walls of their tube-like lairs with thick webbing. Lair entrances are covered by web-hinged, camouflaged trapdoors made out of earth, webs, and nearby vegetation. Their favourite tactic is to ambush their prey, snapping open the trapdoor to grab unsuspecting passersby.

It is known that tarantula men hate humans, but love the taste of their flesh. They use their fangs to poison and paralyze their prey. They then spin a web sac around the body, wait for the poison to dissolve the solid parts, then drink the liquified prey. Tarantula men do not raid settlements, but can often be found in the wild. in areas not heavily trafficked by the civilized races.

LAIR OF THE TARANTULA MEN

1 SQUARE = 10 FEET



- KEY:
- 1. TRAPDOORS
 - 2. SENTRY POSTS
 - 3. COMMUNAL CHAMBER
 - 4. LEADER CHAMBER
 - 5. BREEDING CHAMBER
 - 6. STORAGE

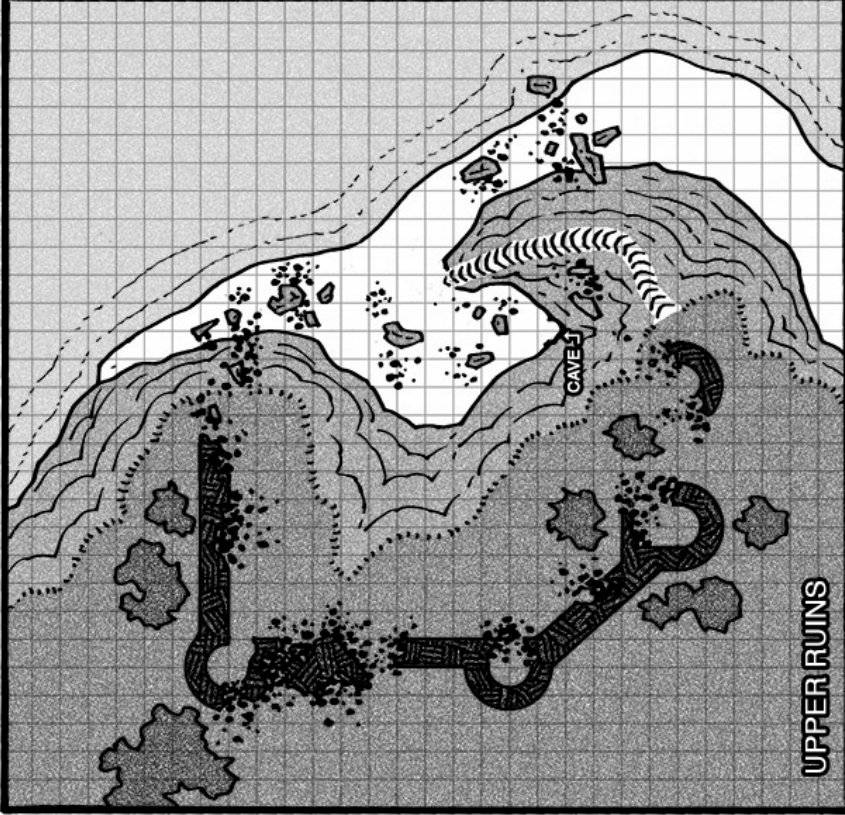
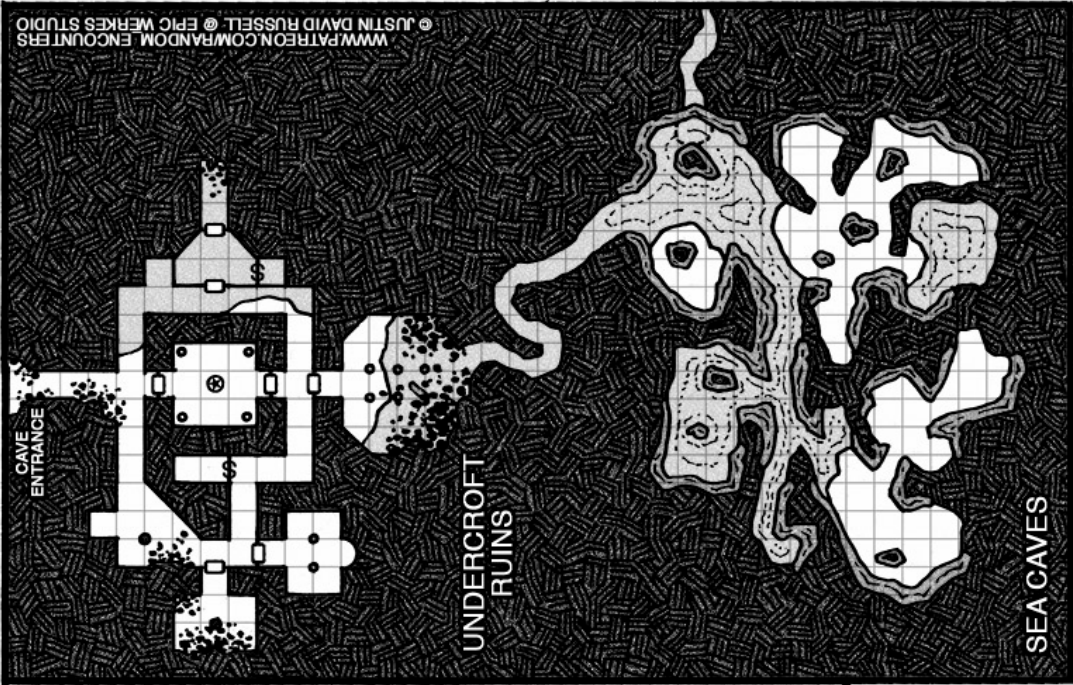
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Ruins of Duncarrow Keep

Hook: The trade road has been under attack, lately. Bandits have been raiding the caravans and making safe travel all but impossible. The local lord wishes for someone to visit the ruins of Duncarrow. He believes the bandits are using the ruins as a lair .

Details: Duncarrow Keep was once the home of an honourable and Lawful lord. His keep was perched on a hill, north of a small fishing village. The lord's advisor was an ambitious wizard. The wizard, dabbling in powerful magic well beyond his skill, blew himself, half of the hill, and most of the keep into many pieces. The sea swiftly rushed into the hole. Pieces of the keep were blasted high into the air. Rubble rained down on the village, effectively destroying it.

In the intervening years, the ruins and remnants of the undercroft became home to many different creatures. At one point, lizard men took up residence in the caves that were located just to the south. Recently, the bandits have been having a difficult time keeping the lizard men at bay. They have been paying them off with spoils from their raids, but the creatures have grown increasingly restless and want to oust the bandits.



**RUINS OF
DUNCARROW KEEP**
1 SQUARE = 10 FEET

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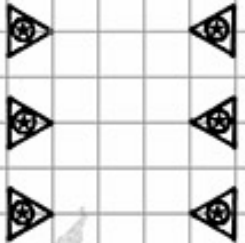
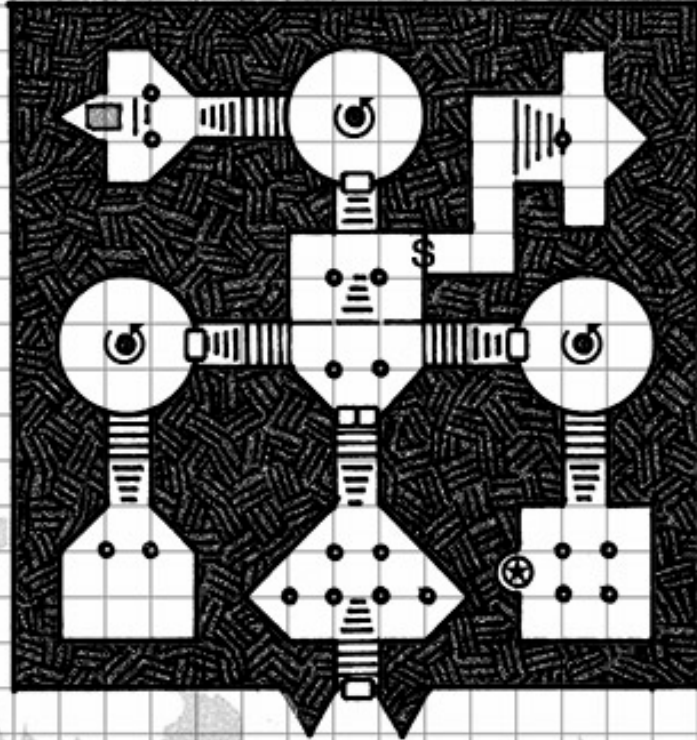
Flying Pyramid of Goz Aroc

Goz Aroc was an ancient necromancer from the Land of Fire and Famine. To prevent anyone from disturbing his resting place, he prepared a special tomb of massive, polished black marble blocks. He called upon his powers to elevate the pyramid, to lift it up on a thunderous, lightning-spewing cloud so that it might hover high above the earth, far from wandering hands.

If thieves survive the lightning from the cloud, they must content with the tomb interior. There are many rooms. Circular rooms rotate around central pillars. They are designed so that only one door opening grants access to different rooms, when the proper key is applied to a special lock. There are other traps and mechanisms protecting the place, as well. A secret chamber contains Goz Aroc's treasures. Another contains the necromancer's body. When disturbed, Goz Aroc will animate, having been filled with the powers of Chaos he served in life.

FLYING PYRAMID OF GOZ AROC

1 SQUARE = 10 FEET



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Tomb of the Shadow King

Hook: Rumours claimed that a canyon in the mountains was haunted by shadow men. There were also rumours of an ancient tomb located in that same canyon. Several would-be thieves have ventured forth to test the rumours, but none have returned...

Details: In truth, the tomb belonged to an ancient king and his family. Centuries later, an evil priest tried to raise the dead in the region. The priest was consumed by the evil he summoned and was changed into a shadowy, undead figure, himself. He fled into the mountains where he settled upon the tomb of the ancient king. There, the priest exerted his control over a small group of shadow men sitting on the treasures of the long-dead king.

What makes these shadows so dangerous is their ability to inhabit the bodies of the dead. If need be, the shadow men will take over the skeletal remains of the interred. They also have the ability to wither the life force and change the living into shadow men.



Ruzarga's Mine

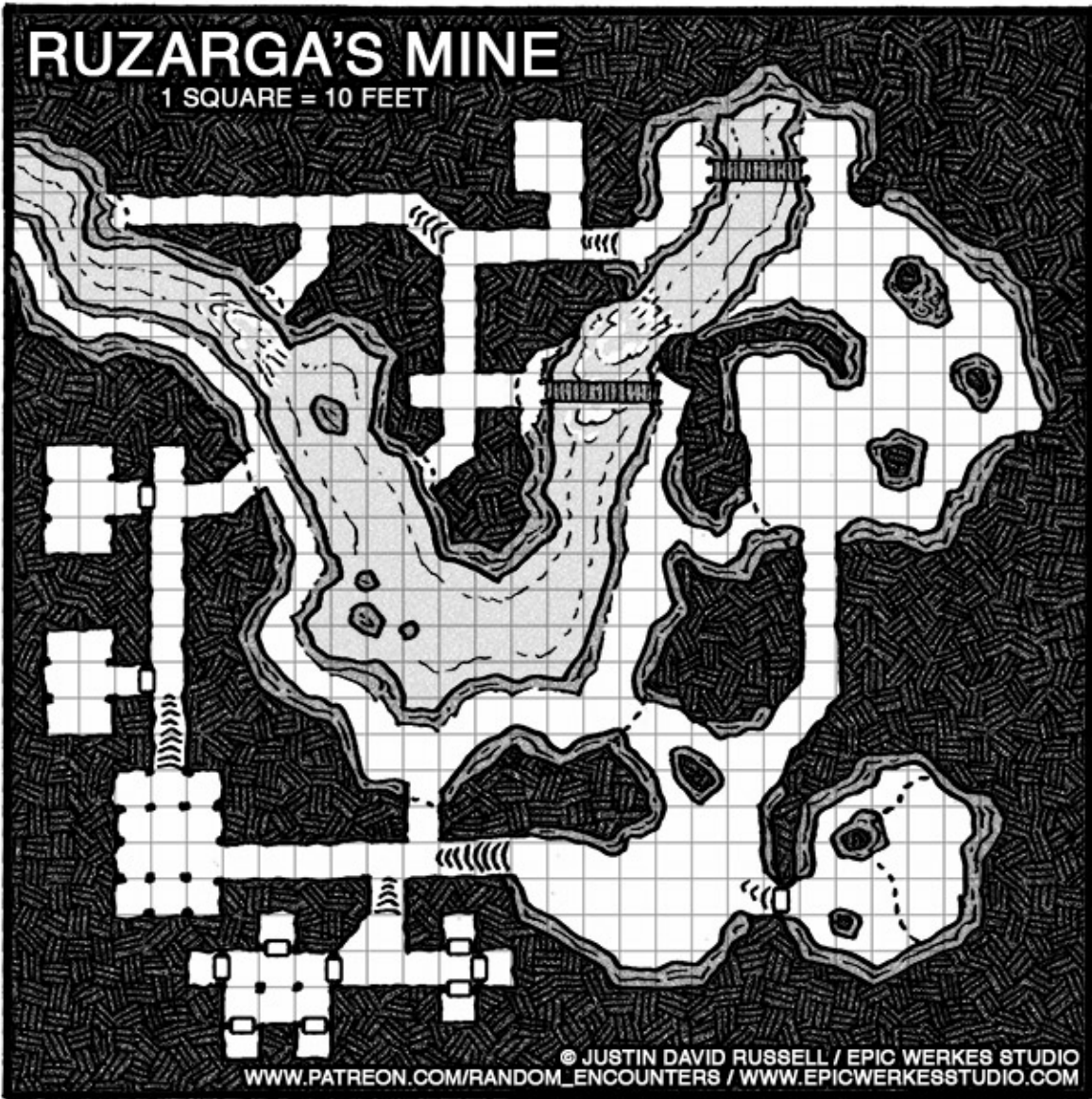
Hook: In the hills beyond the cross-roads trading post, a group of goblins have taken up residence in a series of caves. They also raid the nearby trade route and unfortified settlement during the warm months. Travelers that normally stop to hold weekly markets have started to avoid the area and. Merchants pay well to hire mercenaries to see them through this dangerous area.

Details: The goblins are interested in the rich lode of silver ore they discovered in one of the cave's chambers. After they established an operation, they began to raid the nearby cross-roads market and merchant caravans. Their lair is located at the mouth of a river, through a winding channel that leads into a gorge where a series of caves allow access into the goblins' lair. Leading the goblins is a massive, savage creature, named Ruzarga the Claw, who has taken it upon herself to rally the loosely organized clan. She hopes that, once she has enough supplies, and the complex has been expanded, she will be able to gain control of bandits, more goblins, and become a warlord of some repute.

Before the goblins took up residence in the caves, Ruzarga killed a large, female brown bear that lived there. She trained and raised the bear's two small cubs. They serve her now as bodyguards. The claws of the mother are worn around Ruzarga's neck. Ruzarga's face and upper torso sport ragged scars where she was badly mauled.

RUZARGA'S MINE

1 SQUARE = 10 FEET



Merry Hill Trading Post

Situated near the edge of the halfling lands is the Merry Hill Trading Post. It receives goods, both by river and by road, from within the Halflands and from the realms of the Great Men to the north. There is some farmland surrounding the trading post, and an orchard, which helps keep the settlement self-sufficient. A stable houses a few of the famed Halfling Ponies. The animals are renowned for their durability and endurance, despite their small size.



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MERRY HILL TRADING POST

1 SQUARE = 5 FEET

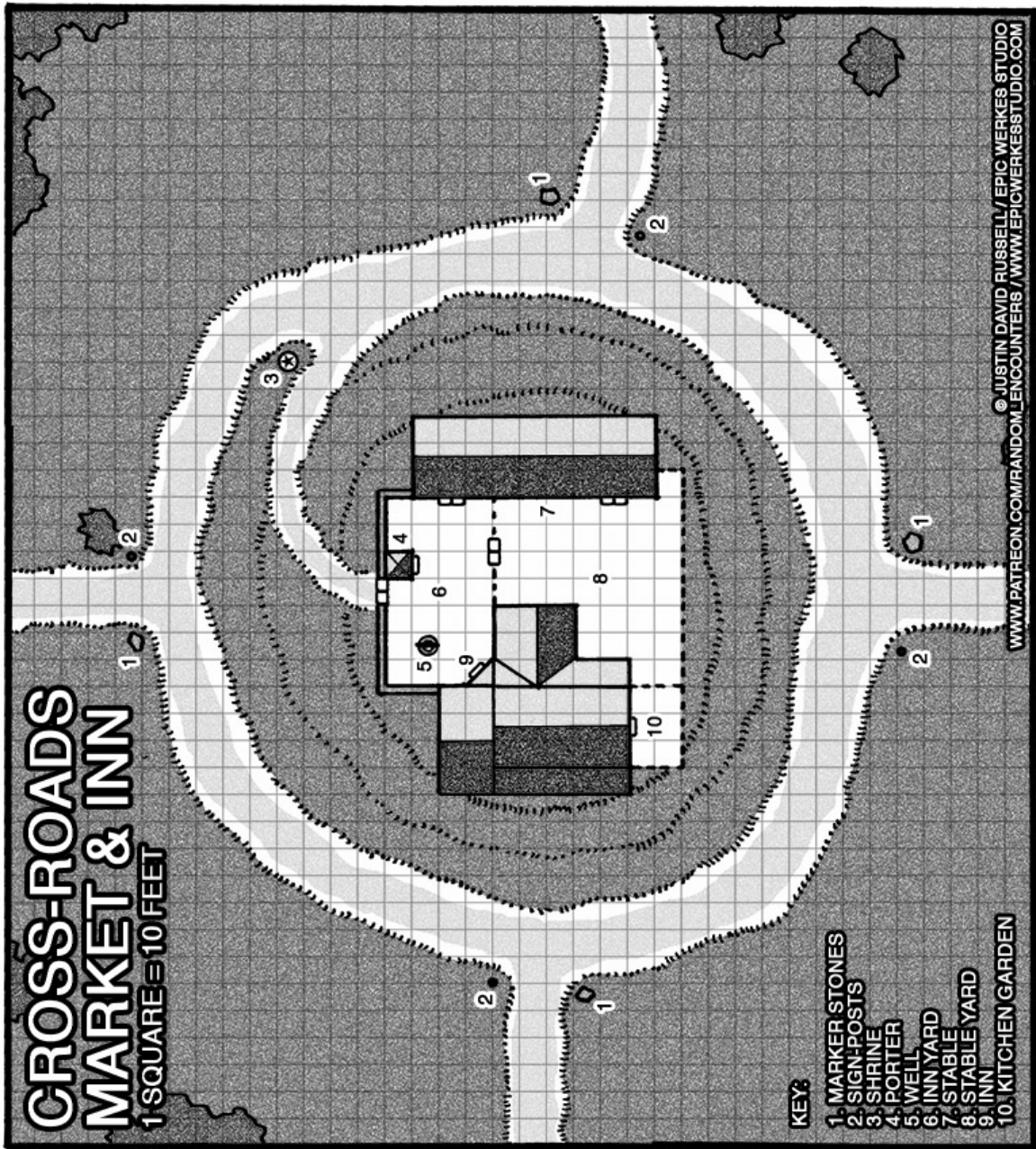
Cross-Roads Market & Inn

This map is a companion to [Ruzarga's Mine](#). Located at a cross-roads in the wilderness between larger settlements, the Cross-Roads Market & Inn is a place where merchants, traders, and farmers gather and sell their wares between destinations.

Vendors take their places in the field surrounding the inn and set up tents or sell from their wagons, all oriented to face the circular road. There are large stone markers that warn anyone visiting the place of the rules of the Market. Vendors police themselves. Everyone looks out for everyone else. Thieves are dealt with harshly and swiftly, and often banished from the Market. If needed, horses can be stabled at the inn, but mostly they are tied up nearby or corralled in temporary paddocks behind the wagons. The inn has some beasts for sale.

Not everyone stays at the inn. Many remain in their caravans, with their wares, though it is common for people to gather in the common room to share stories, meals, and drinks. The inn's proprietors sometimes hire live-in mercenaries to act as security.

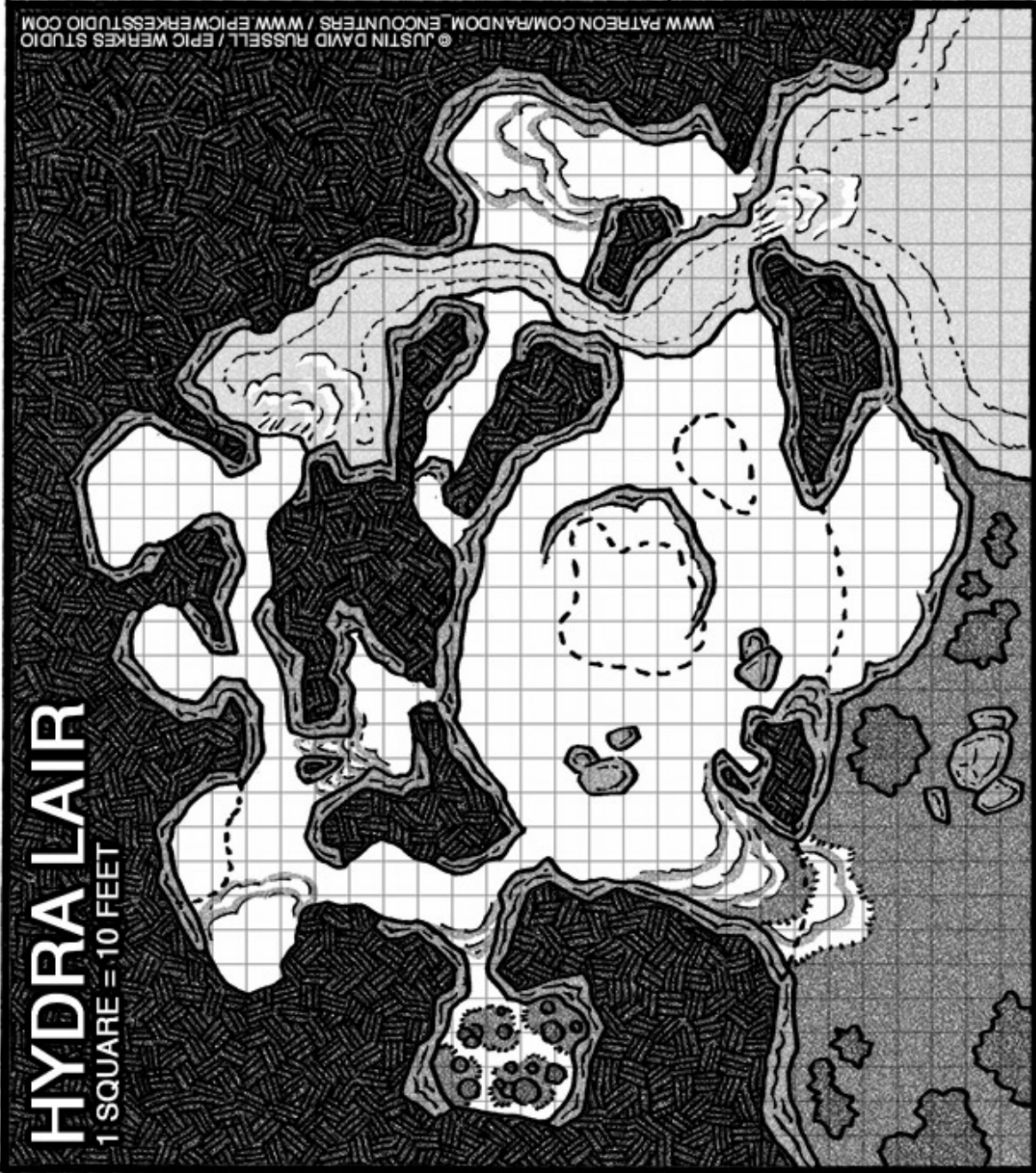
A shrine to the god of Law and travelers is erected at the foot of the pathway leading up to the inn. Its purpose is for wealthier visitors to make donations to aid lone travelers in need of clothing. The covered shrine contains a chest where cloaks, shoes, and other clothing are stored for anyone to take, on an honour system. Stealing from this collection is considered bad luck, and extremely taboo.



Hydra Lair

Hook: There are rumours that a large monster or monsters have taken up residence in a cave in the wilderness. Local hunters tell stories of a nest of massive snakes. Game in the forest is becoming scarce, and the locals are afraid there won't be enough meat to feed the village.

Details: A large monster has taken up residence in the forest in a massive cavern, partially open to the sky. A few smaller caves branch off from the main chamber. The beast does not visit the smaller areas. A waterfall and stream provide a water source for the hydra. A hole in the main chamber allows the creature to sunbathe. It spends much of its time sleeping. Bones litter the creature's lair.



HYDRA LAIR

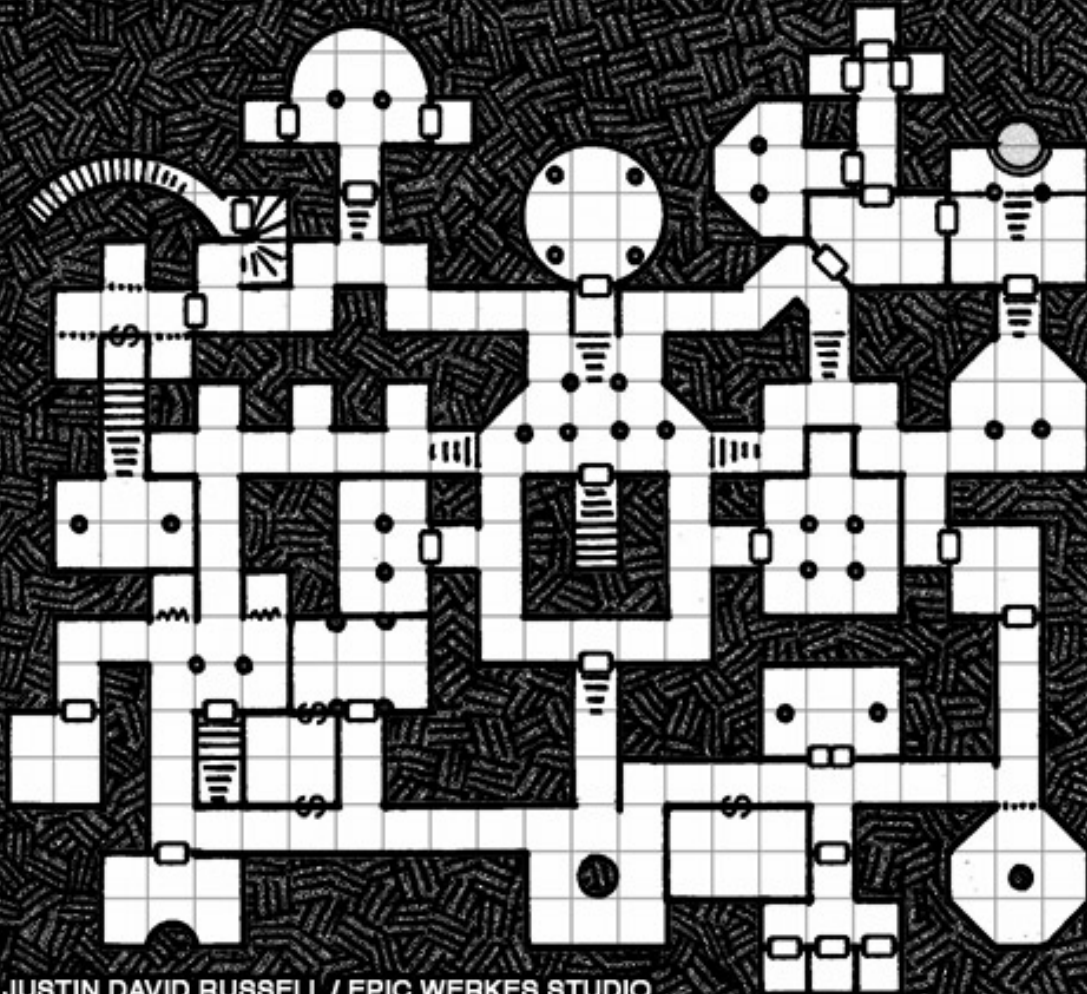
1 SQUARE = 10 FEET

Strange Castle Dungeons

This map is the first level below the '[Strange Castle of the Celestial Wizard](#).' The wizard uses this level to perform her experiments, keep her specimens, and communicate with her minions, the star men, that live there and do her bidding. Star men are strange, humanoid creatures that stand only waist high to most humans. They have dark skin, glowing, lamp-like eyes, spindly limbs, and no hair. They help their mistress harness the magic necessary to travel through the sky and visit other realms. Her dungeon complex contains many strange and wondrous artifacts. It also contains books that hold hints of secret horrors that linger beyond the boundaries of the known universe.

STRANGE CASTLE DUNGEONS

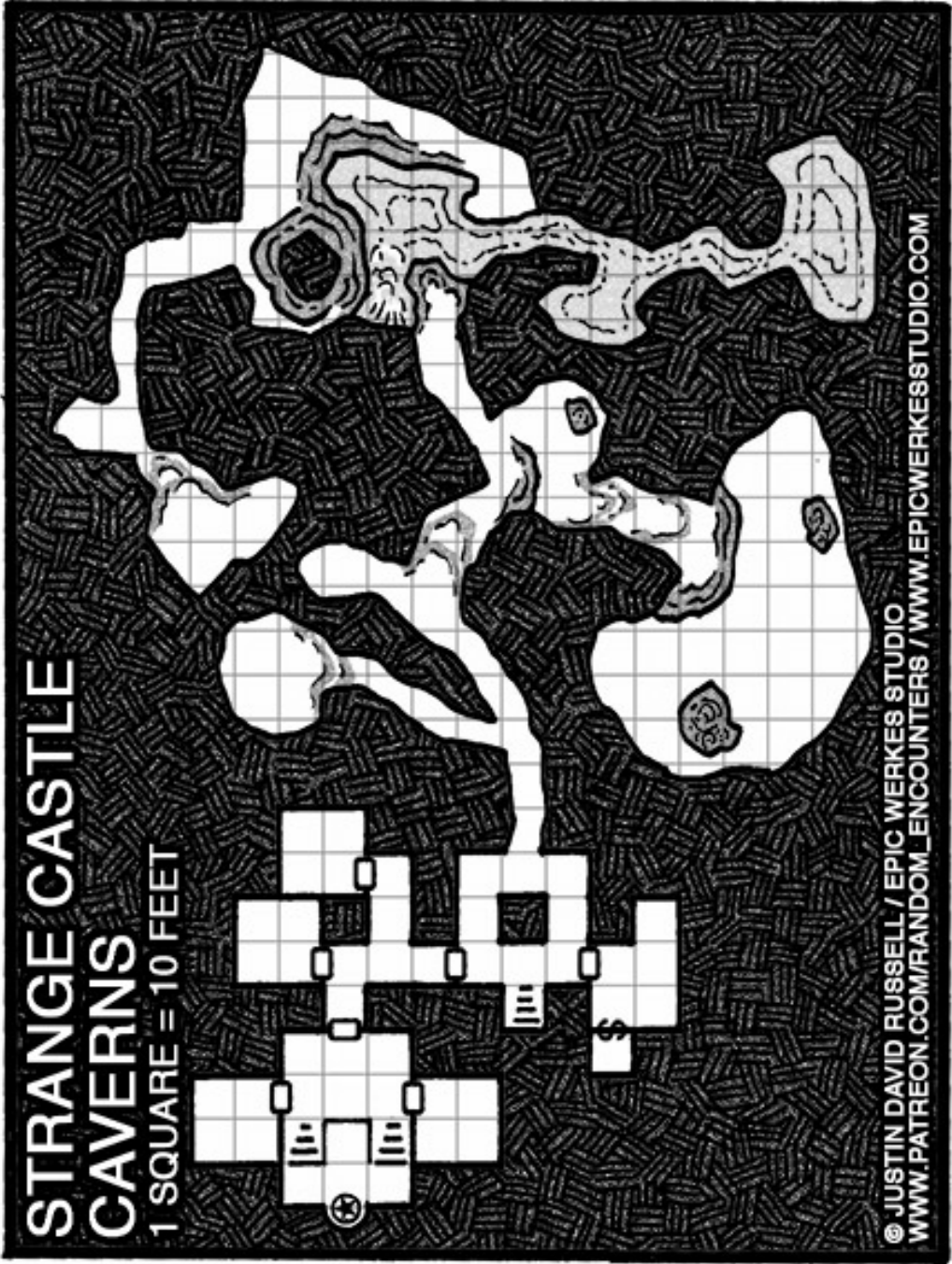
1 SQUARE = 10 FEET



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Strange Castle Caverns

This map is the last level under the '[Strange Castle of the Celestial Wizard](#).' The previous level, the '[Strange Castle Dungeon](#),' is where the wizard living in the castle performs her experiments and keeps her vast storehouse of research concerning the secrets of the stars. The caverns under the Strange Castle contain the portal used by the star men. They live in the caverns and work above.



The Golden Pyramid

Hook: The Empress of the city of Atzan has tasked you with a deadly quest: to retrieve the Eye of the Golden God from the shining pyramid in the east. You don't have much choice in the matter, it seems. You were captured trying to infiltrate the Imperial City. You can either search for the Eye, or become the food of the snake men. The Empress is sending some of her guard with you, to ensure that you accomplish your goal.

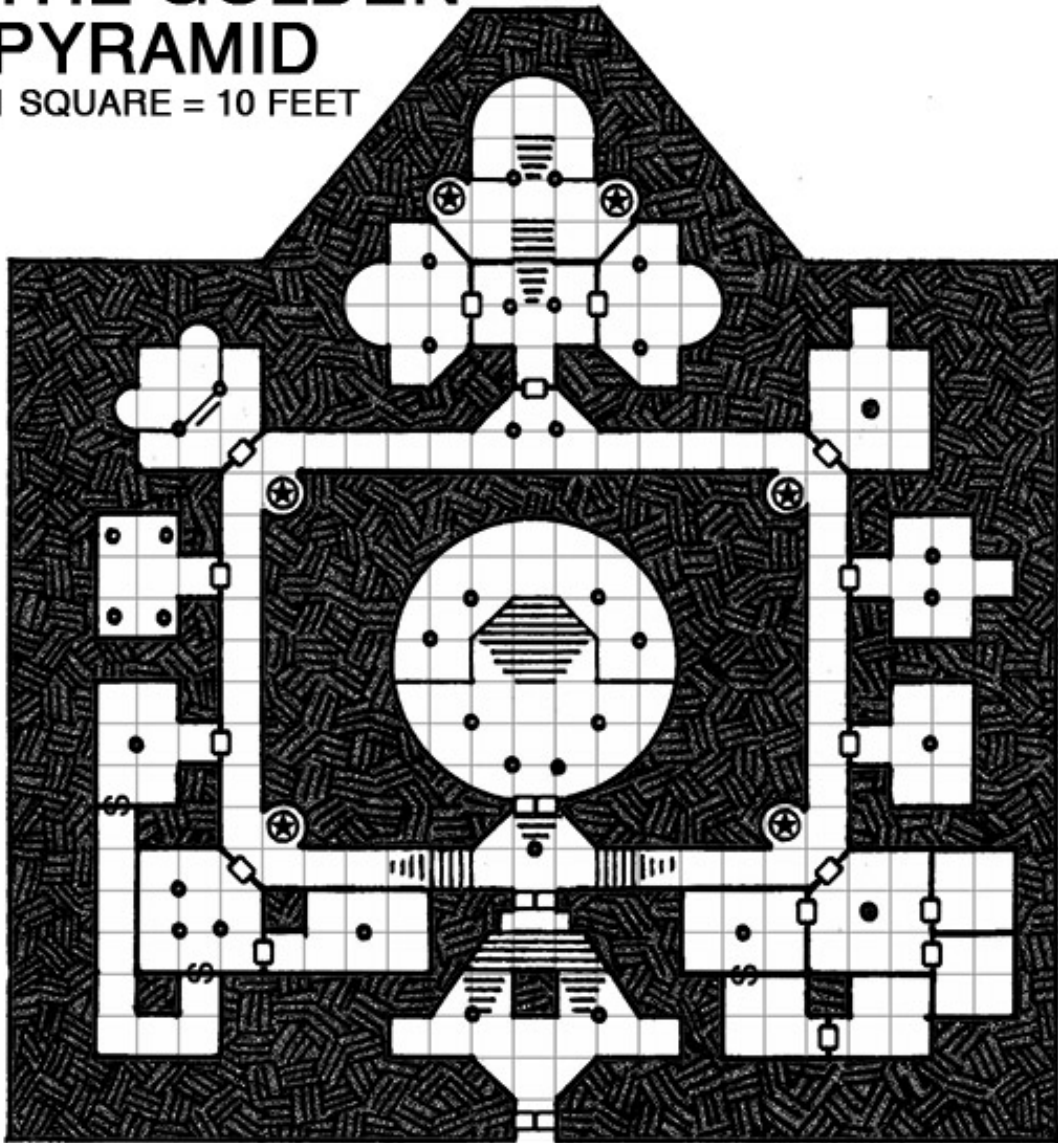
Details: Deep in the Southern Jungle, near the city of Atzan, lay the Pyramid of the Golden God. His immortal remains lie in state somewhere inside the structure.

During his life time, the powerful priest of the sun god built a structure of pure gold. Its massive blocks were made and hauled by human slaves. The gleaming edifice reflected the light of the sun, nearly blinding any that looked directly at it.

Inside a well-guarded room in the heart of the ancient tomb lies the Eye of the Golden God. It is a faceted amber citrine of impressive size. It can be raised and lowered through an opening in the top of the pyramid. A special lever inside the central chamber opens the aperture to allow the Eye passage. Once in the light of the sun, the Eye of the Sun God can focus so that a beam of incinerating heat is emitted from it. The Empress wants the destructive object for herself. She wishes to use it to gather more power and punish those that oppose her...

THE GOLDEN PYRAMID

1 SQUARE = 10 FEET



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Spider Nest

While wandering through the forest looking for the ruins of the Lich's Tower, you begin to notice that there are no longer any sounds. Strange, wispy nets of some sort of gossamer material dangles from the branches, clings to trunks, and blankets parts of the canopy. You notice there are what look like bulges in the nets, cylindrical web sacs, like those made by spiders... but these are enormous. They range from the size of small dogs to as large as deer. Some even sport man-like shapes. Your hearts sink as you notice the brittle, yellow-white sticks littering the ground and hanging in the nets. Bones. Even skulls. Human skulls...

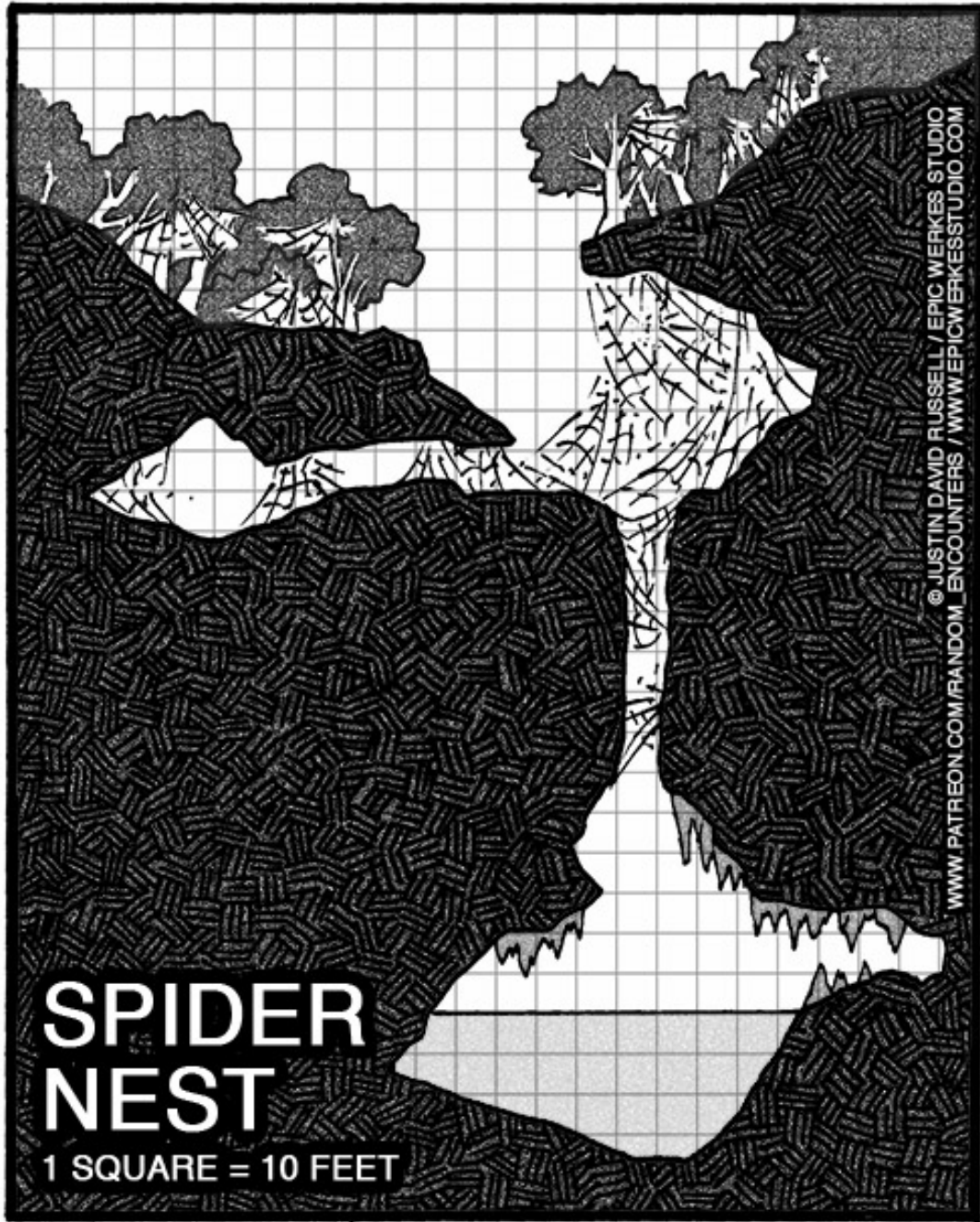
Was there movement in the trees? you think to yourselves. But turning, all you notice are branches, gossamer strands, and leaves swaying in the wind. *But there is no wind*, you muse... Then you see it. A crack in the rock at the base of a tall hill. It is a thin crevice that runs like a jagged scar, vertically, splitting the rock for some distance up the slope. There are even more bones and sacs here... The lowest point is wide enough to admit two of you, side-by-side, but the ceiling narrows about eight feet up. Just as you lean forward to peer into the cave, you are startled by a sudden flurry of motion out of the corners of your eyes. Turning, you see several bulbous, hairy bodies, all spindly legs and sharp fangs. They descend on you from the trees, scampering down the trunks and webbing with sickening speed. They will be on you in seconds!

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Palace of the Flion King

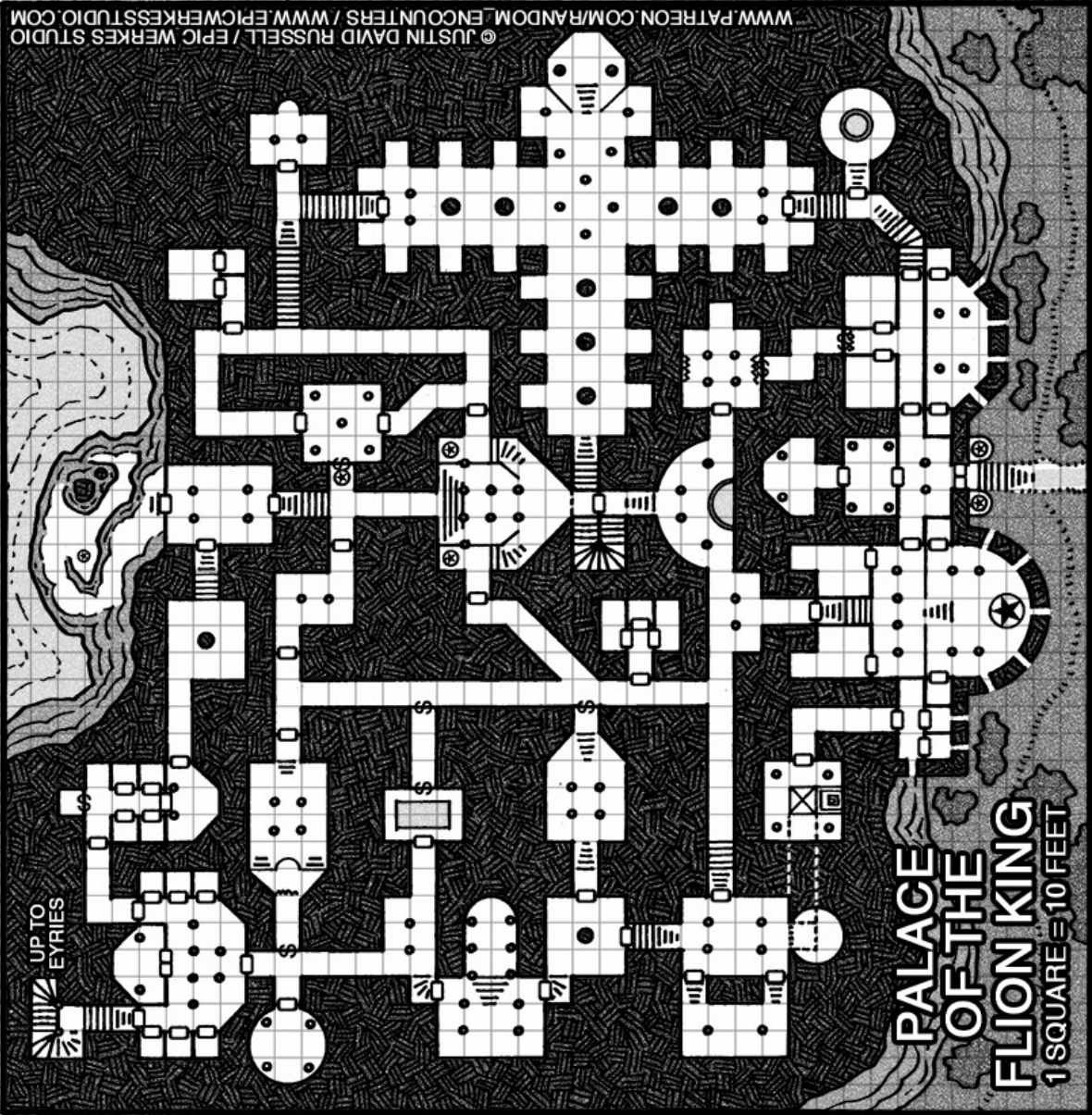
Hook: You have heard rumours of a place located high, high up in the Mountains of Mourning that served as the home of a secretive order of priests. It is said the clerics dedicated themselves to the gods of Law. Not much is known about them, other than that they rode flying lions, called flions, that lived in the mountains. Some claimed that, at one point in history, there was an entire city ruled by the flion-riders and their master, the Flion King.

Details: In truth, there was a city-state, long ago, ruled by a king or queen, whose influence spread across many lands. Eventually, the beautiful city was sacked. The Palace was maintained by the only remaining members of the religious order devoted to the Lawful god their people served. Since that time, the palace has been fiercely defended by the creatures and their monastic masters. None that have ventured there have returned.

Most of the order is awaiting the day when their last king will be reborn, and the city restored to its former glory. Currently, the city lies in ruins all around the Palace. Little remains but tattered vestiges of the settlement's beautiful, white marble walls...

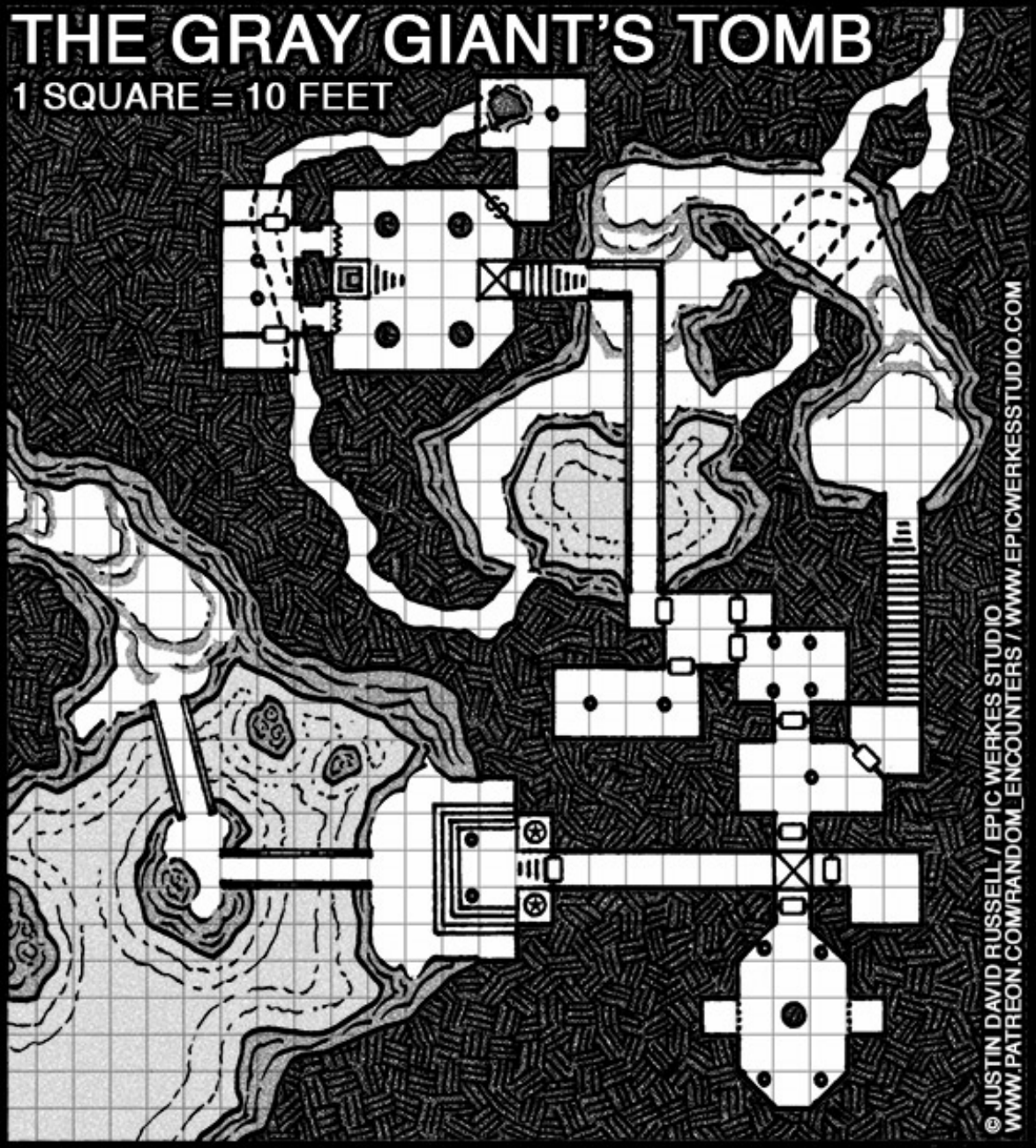
There is a flion eyrie above the palace. It is there the clerics raise and train their mounts. A back gate at the headwaters of a mountain lake is used by the high priest to summon his flion from its lofty heights. The back entry served the king as an emergency egress, as well.

The kings always used a special horn that could tame the male flions. Males were often unsuitable for riding. They were too proud, territorial, lazy, and violent. They lounged on the mountain cliffs, sunned their majestic wings and their golden fur while the females hunted for food. At times, flion males battled one another in the skies in fierce disputes over territory or mating privileges.



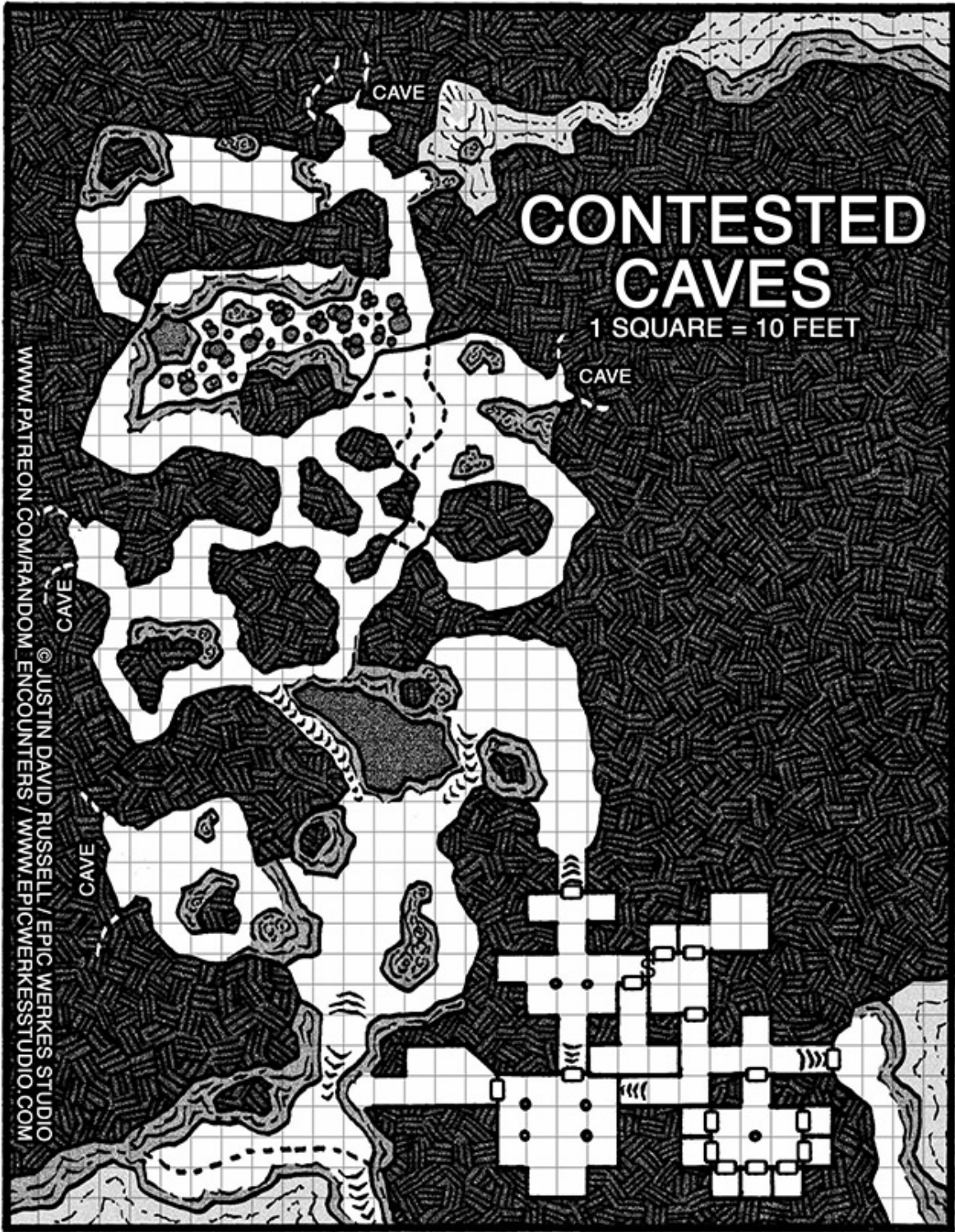
The Gray Giant's Tomb

A lonely cave grants access to the tomb of a long dead giant king. The creature sits impassively upon its carved throne, its mummified gray skin pulled taut against solid bones. Since the giant's interment, thieves have plundered parts the tomb, monsters and outlaws have laired there in some of the remoter chambers, and some of the deadly traps have been sprung. However, the giant king has many more challenges to foil would-be tomb-robbers, and other unwanted visitors...



Contested Caves

Located in a large, rocky hill are a series of natural, twisting tunnels and damp caves, as well as worked stone chambers and passages built as a wilderness outpost by a long dead monarch. A variety of creatures lair here, now. Goblins have taken up residence in the old outpost, but monsters of various kinds dwell in the caves. Over the years, goblin clans have fought bloody battles amongst themselves to claim ownership over the abandoned guard station.

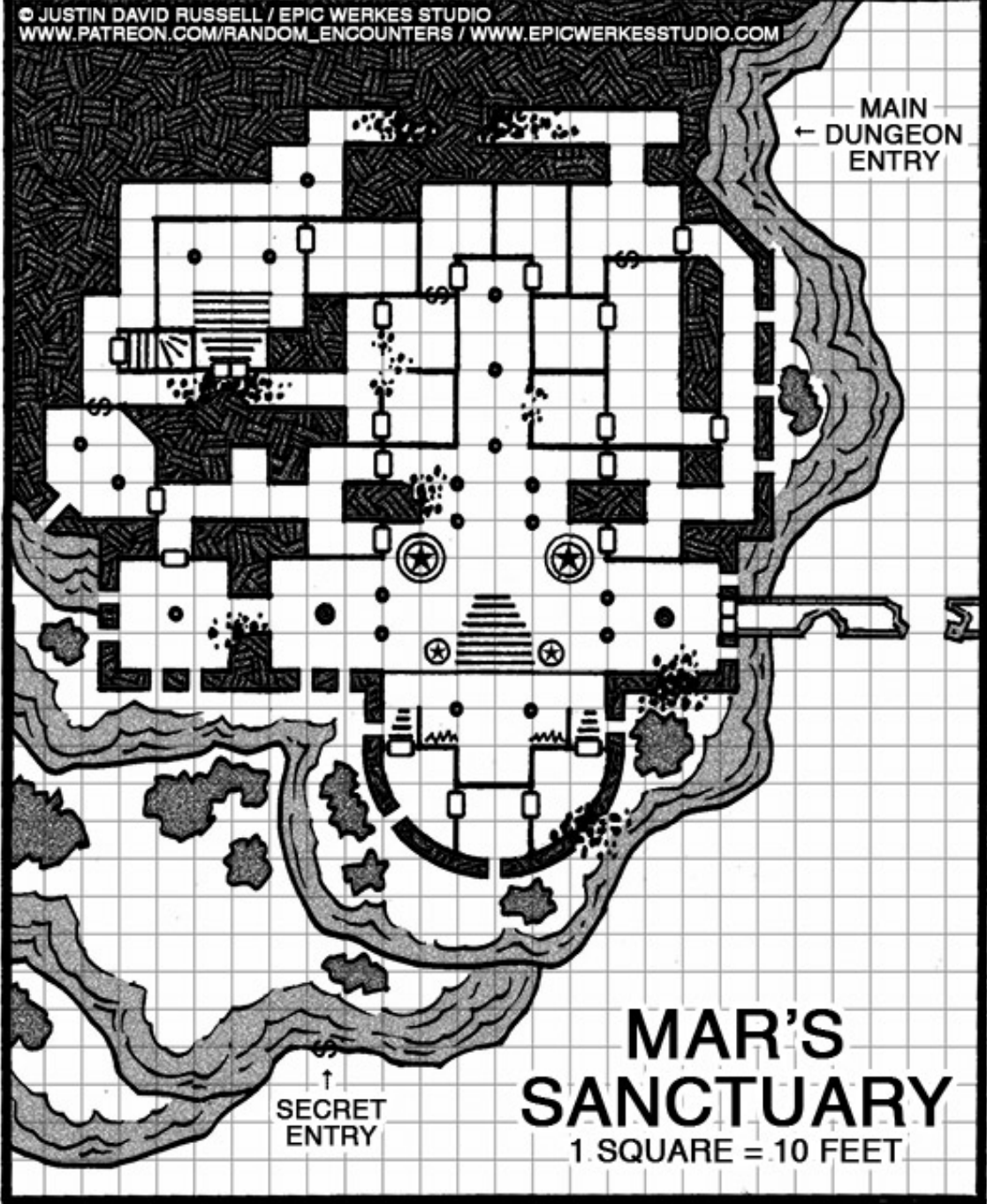


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Mar's Sanctuary

Mar was once a powerful sorcerer, a seer with the ability to see much that was hidden. When Mar died, the ruins of his large sanctuary were largely forgotten. They have since become the object of rumour and hearsay. But there is a map, recently discovered, that might just point to the actual location of the Sanctuary. Some say the only way in is through the lowest level, but tales in town suggest there are many traps that lay hidden amidst the crumbling ruin.

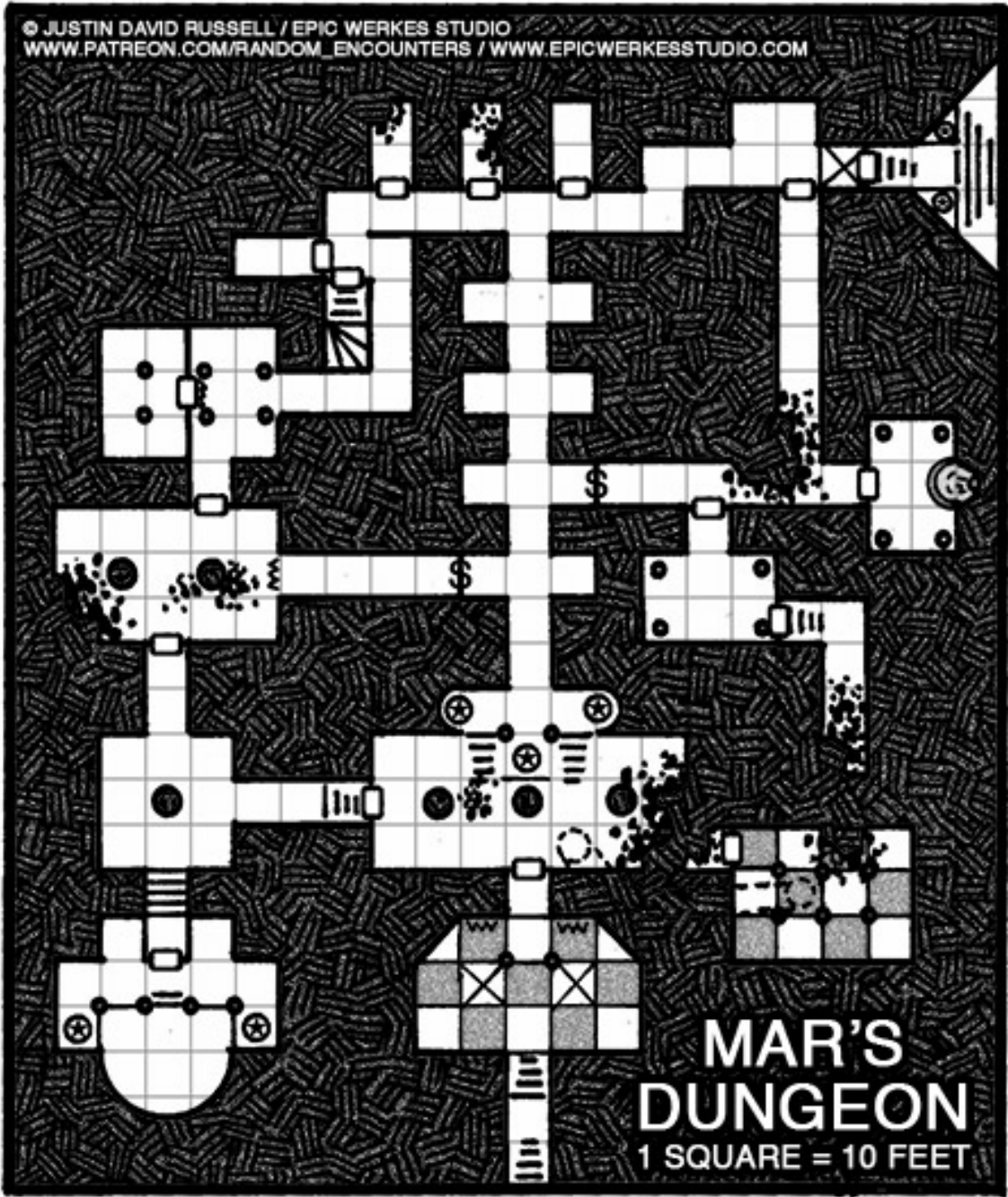
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Mar's Dungeon

Far below the main level of Mar's Sanctuary are his many strange rooms once used for experiments and weird rituals. What hidden horrors, summoned creatures, and long-forgotten secrets still remain? Only a foolishly brave adventurer or treasure hunter will be able to tell you. But none have as yet returned from the aged ruins.

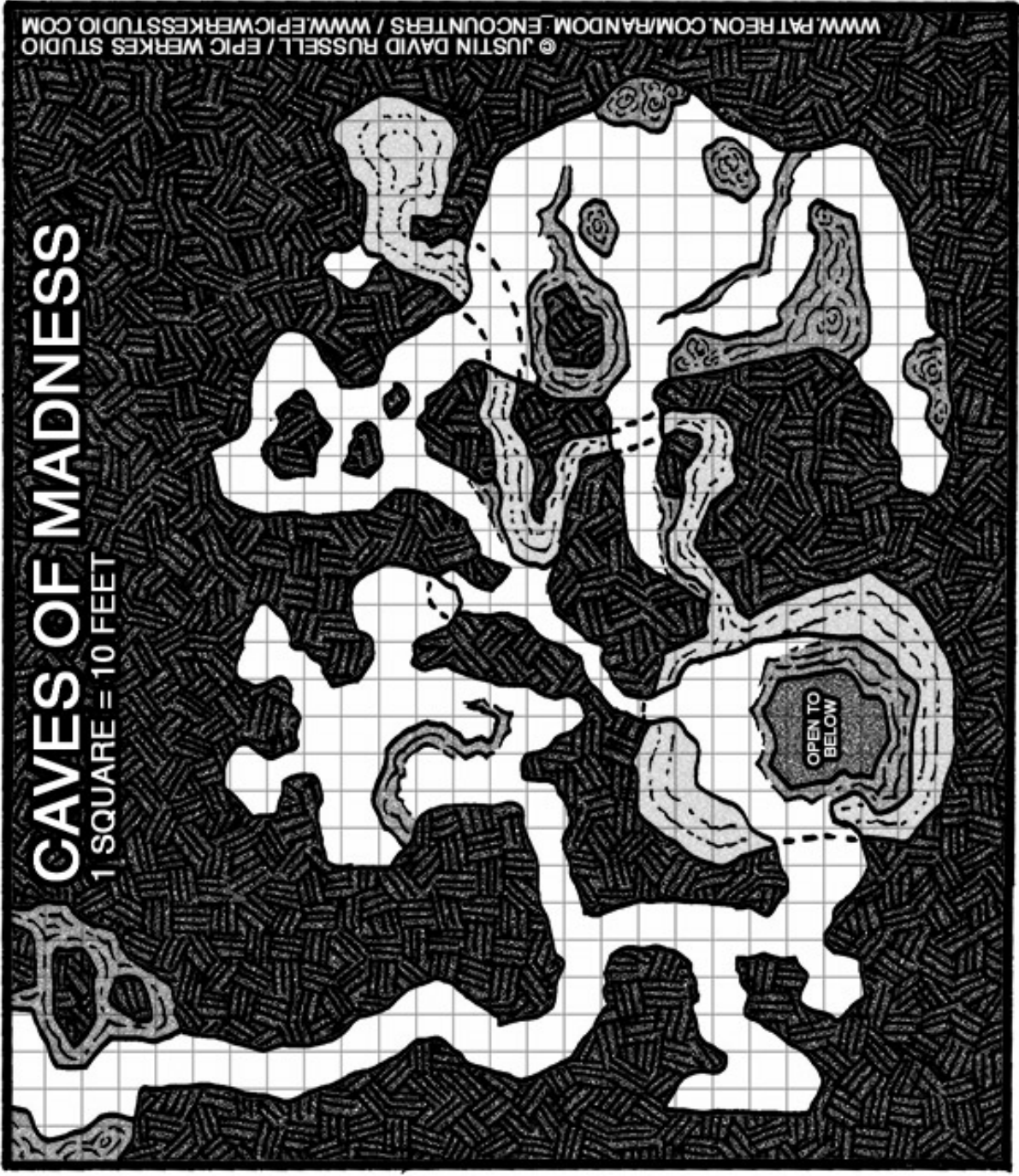
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Caves of Madness

Hook: A cave system near a village has earned a frightening reputation over the years. Strange howling noises, the sound of thundering, rushing water, mysterious, hooded figures seen loitering around the cave mouth, and unsolved disappearances have all contributed to the gossip surrounding the site. Recently, the lord's son has gone missing. One of the shepherds said he saw the boy heading in the direction of the caves one morning.

Details: The caves are actually a make-shift shrine to Chaos. The son of the local lord, and the lord himself, are part of a secret group of cultists that use the location to perform their bizarre and unholy rites. The disappearances are linked to their activity. Bodies are thrown down into a large hole in the main chamber to feed a Chaos demon that has been summoned. It wails and cries when it is hungry. Its sounds have actually driven men mad in the past. A local farmer that went to investigate the mournful howling returned to his farm a changed man. He is barely coherent and does not speak about his experience.



CAVES OF MADNESS

1 SQUARE = 10 FEET

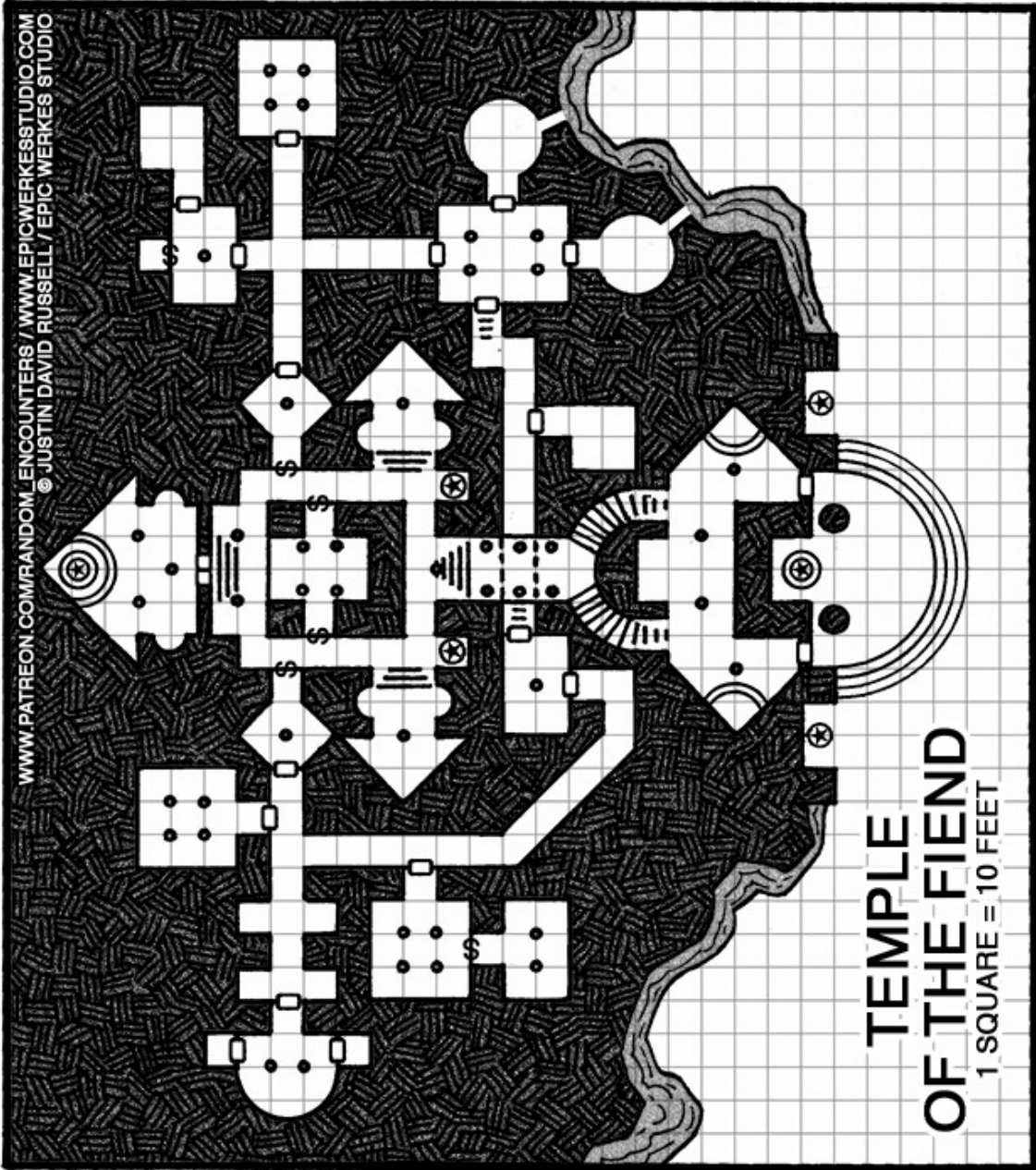
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OPEN TO
BELOW

Temple of the Fiend

The forces of Chaos have a foothold in many lands. They are conniving and eager for power. The many Chaos Princes practice various forms of worship to a multitude of strange and forbidden powers. One such power is Gamok, the Cruel. He is a petty god responsible for a variety of acts of ruthlessness. His worshippers scoff at mercy and only care for power, in all its forms.

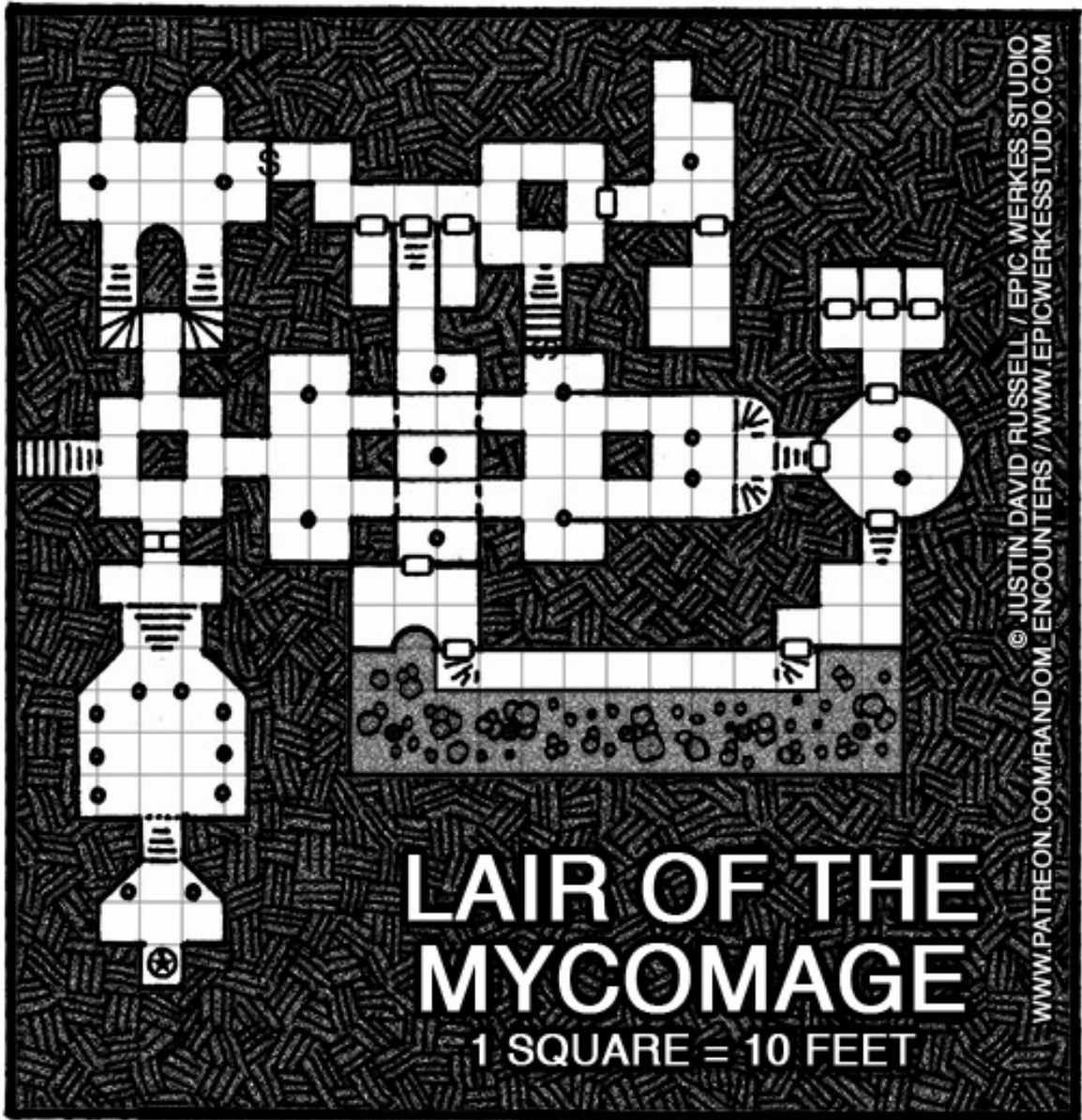
Gamok provided his priests with a vision explaining where they would build a temple dedicated to the Cruel One. Since that time, the godling's power has grown steadily, until, in the present day, Gamok has finally achieved enough energy to manifest himself in a physical form. Usually, he possesses the statue made in his likeness located at the north central room. The bronze statue speaks to the priest in charge of the temple, relaying information and orders for the cult to carry out.



Lair of the Mycomage

Hook: Recently, farmers, livestock, even folk within the walls of the town, have been vanishing in the night, without a trace. None are quite sure what is going on, but what is known is that mysterious dust has been left behind at the homes, stables, and pastures. Some have reported oddly-shaped men and beasts lurking around the edges of farms or slipping between buildings in the dark hours before dawn.

Details: Underneath the town, a strange thing is happening. A wizard obsessed with mushrooms and the potential for building a personal army in order to swallow the settlement above has been transforming people and animals into mushroom beings to do his bidding.



Ruins of Breen Tower

Hook: In the village of Green Lake, the fish are dying and the water is toxic. Locals are also growing ill and succumbing shortly after their symptoms manifest. The blame is being pointed at Breen, a man that should, by all rights, be long dead.

Details: High up on a conical, rocky island dotted with sparse shrubs and hardy grasses perches the ruins of the Tower of Breen the Exile. Breen is well known, even infamous, in the nearby village of Green Lake.

The man called the place, 'home,' once. That was before he murdered several villagers, the local lord among them. He claimed they were 'corrupt' and abusing the common folk. Before he could be executed, Breen fled, but vowed he would have his vengeance. Rather than hunt the man in the dead of winter, the villagers allowed Breen to go, figuring Nature would do their job for them.

During the spring, it was discovered that someone had inhabited a local island just off the shore of the eponymous Green Lake. The new Lord sent a man to see what stranger had come into his lands. When the guard returned, he told his lord that a leprous monk had begun building a refuge for a small community of lepers. Always looking to gain the gods' favour, yet eager to let the matter drop, the lord permitted the construction. The island was given a wide berth, thereafter.

Once the outer fortifications were in place, Breen (for the leper was really Breen in disguise) began his work. He studied alchemy and strange texts that powerful maguses wouldn't have braved. Breen used all of his disciplines to try to create a creature that would attack and consume everyone in the village. He experimented beneath his tower, attempting to make living slimes and oozes. When his projects would prove disastrous, Breen would open the sluice gates under his tower and flush his mistakes into the water. After some time, the lake life began to die, and the water became unsafe to use.

Thinking the leper colony might have something to do with the trouble, the lord sent a small company to knock upon Breen's door. They soon discovered there were no lepers. They eventually found Breen. The men attacked him, chasing him down into the bowels of the island where the exile fell into the very waste he planned to flush away. Assuming Breen was dead, the company returned to report the news to their lord. Many years passed without any trouble.

Unfortunately, Breen had not perished after falling into the slime. His body was transformed. He became a living ooze that dwells in the channels beneath his tower.

Though the parts of his home that are exposed to air have begun to crumble, the innards of his tower are largely intact. Breen, himself, has been biding his time and mastering his new form. As of late, he has begun to send parts of himself out into the water of the lake, polluting it. His aim is to build an army of ooze men that will do his bidding. He plans to do this by first consuming the village's inhabitants and turning them into his minions. Breen already has some bandits, and even a few monsters, that serve him.



Slime Sewers of Breen Tower

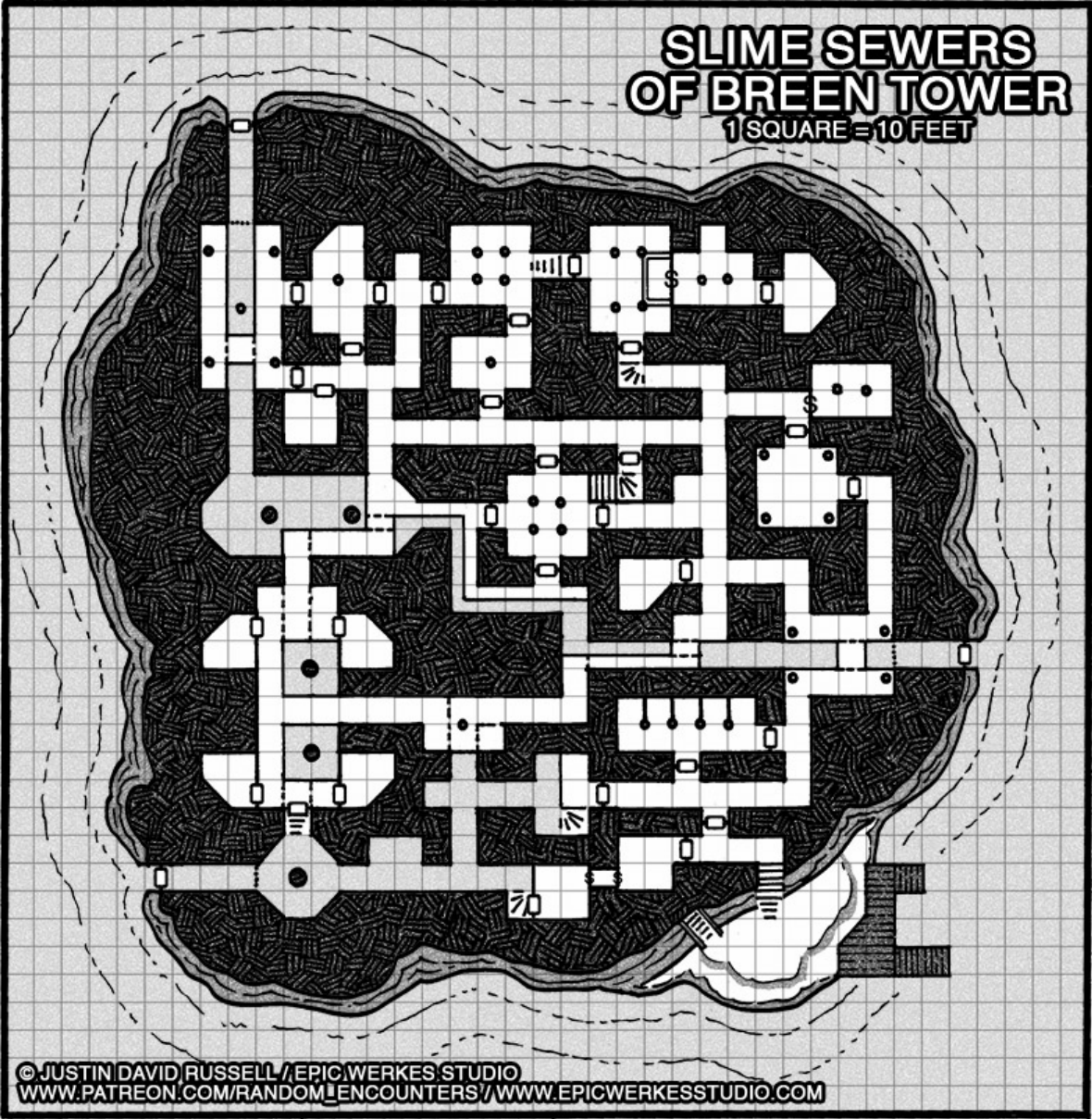
Breen Tower, as explained earlier, is the home of the tragic paranoid, Breen the Exile. He fell into viscous waste and was transformed into his current state, a living slime. Breen's aim is to punish the villagers of Green Lake by transforming them all into ooze men.

Sluice Gates: The three entry tunnels leading out to the lake are blocked by sluice gates that can be raised and lowered, using winches, in order to flush the sewers, when necessary.

Grates: Iron grates (now very rusty and weak) bar anyone from entering the bowels of Breen Tower, once the sluice gates are open.

Dock: A dock allows a small force of bandits and monsters access to the island in order to bring any supplies Breen might need.

Sewer Channels: Breen's body, and those of his ooze men, pass freely through these channels and out into the lake, when the gates are open.



Sanctuary of the Mycolith

In the middle of a wide mushroom forest are ten tall mushrooms arranged in a triangle in a clearing. In the middle of them is a small, three-sided pyramid, 3 feet on a side, made of dark, light stone riddled with tiny pores. The stone can be moved to reveal a long, vertical shaft of the same, worked, porous stone. The dark shaft is about two and a half feet on each side. It leads down into the earth about 50 feet, but a brownish haze can be seen a short way down.

Once down the shaft, one will find a strange ante-chamber carved with reliefs depicting walking mushrooms in various states of worship. They all point to where the secret door is located. The secret door depicts a massive mushroom, the centre of the worship of the mushroom people. It has eyes and arms and legs. The reliefs depict a riddle that solves a lock on the secret door.

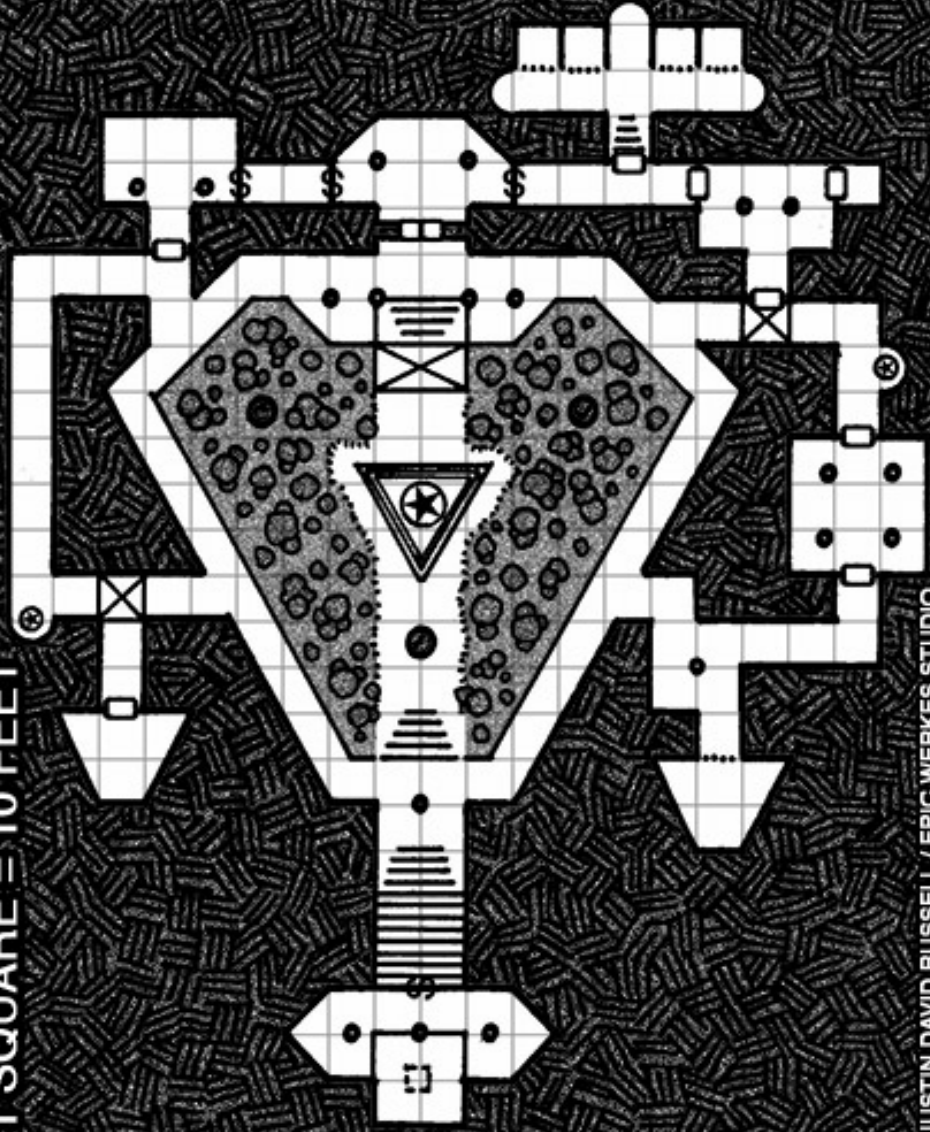
Once in the main chamber, one sees a walkway that rings the entire high, triangular chamber. Three tall pillars support the whole area. The walls and ceiling are coated with patches of luminous, coloured mosses and lichens that create an eerie light. The air is damp and musty, and a brownish mist seems to hang in the air. In the centre of the chamber is a triangular, stepped platform leading up to a massive statue of a mushroom. All stone here is the same dark, porous material seen before.

Flanking the statue and a wide, central path, are large areas of earth filled with mushrooms of a variety of shapes, sizes, and colours. Some even seem to shift or sway.

The entirety of the structure is a sacred space for the Mycomen. They built it to worship their god, the fungus deity, Mycoloth. A variety of mushroom men serve several functions. Small, stout mushrooms serve as labour and guards. They can climb the stone to get outside. Taller mushrooms serve as gardeners and priests. Their purpose here is to prepare for the coming of Mycoloth, perform rites and rituals to send spores out into the forest through the holes in the stone of the sanctuary, and prevent interlopers from hindering their purpose. The Mycomen that live in this sanctuary are more militant than others of their kind. They wish to see the world covered in spores and fungus. They even keep living specimens in cells to serve as hosts and sacrifices to the fungus god.

SANCTUARY OF THE MYCOLITH

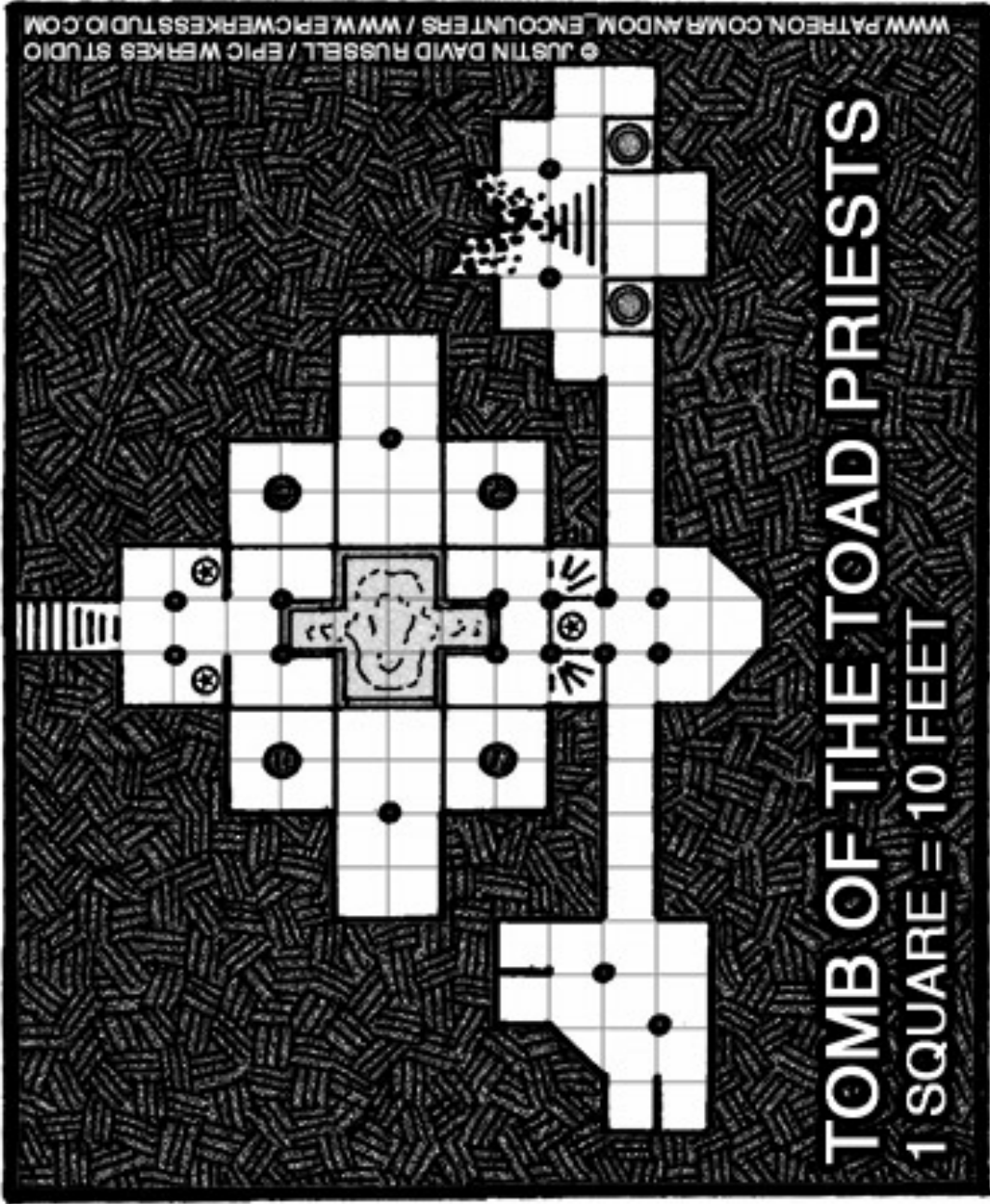
1 SQUARE = 10 FEET



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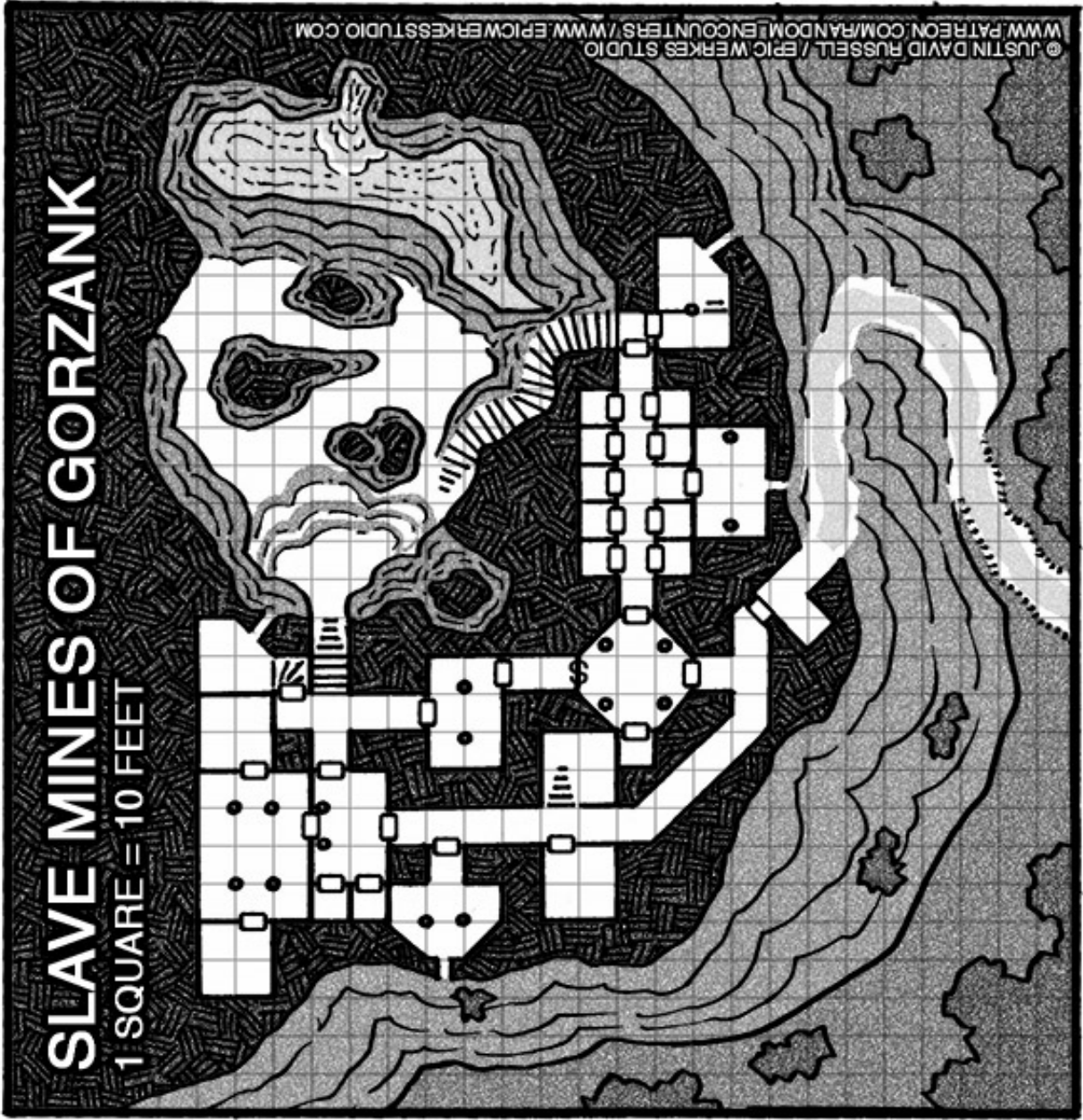
Tomb of the Toad Priests

Long ago, in the Toadmoors, a group of cultists operated a small cult dedicated to Zorgob, the toad god. Though the priests are no longer active, their tombs dot the moors. They are evidence that they once controlled much of the region. It is well-known that strange sounds and mysterious disappearances occur near the cyclopean entrances to their damp, crumbling graves.



Slave Mines of Gorzank

Nearly one year ago, construction was finished on a mining complex in the Moaning Hills. Gorzank, a goblin warlord of considerable size and ferocity, has overseen operations there from the beginning. A Chaos Prince ordered the mine built because he had designs on the rich minerals in the region. The mine was conveniently located near the border of some stead lands on the fringes of the Southern Kingdoms. Goblins have begun stealing young men, women, and children to work the mines...



Abandoned Dwarf Mine

It has been nearly 200 years since the dwarves abandoned the mine of Silverstone. It was not in operation long, when its vein of silver dried up. There was no more reason to continue spending the man-power to run the place. Since, it has simply become a sometime lair for a variety of creatures. The complex's architecture is impressive and stable. However, now that war is on the horizon, the nearby dwarf lord wishes to reclaim the old complex, add on to it, and install fighting dwarves to hold it against enemy incursion.

ABANDONED DWARF MINE
1 SQUARE = 10 FEET

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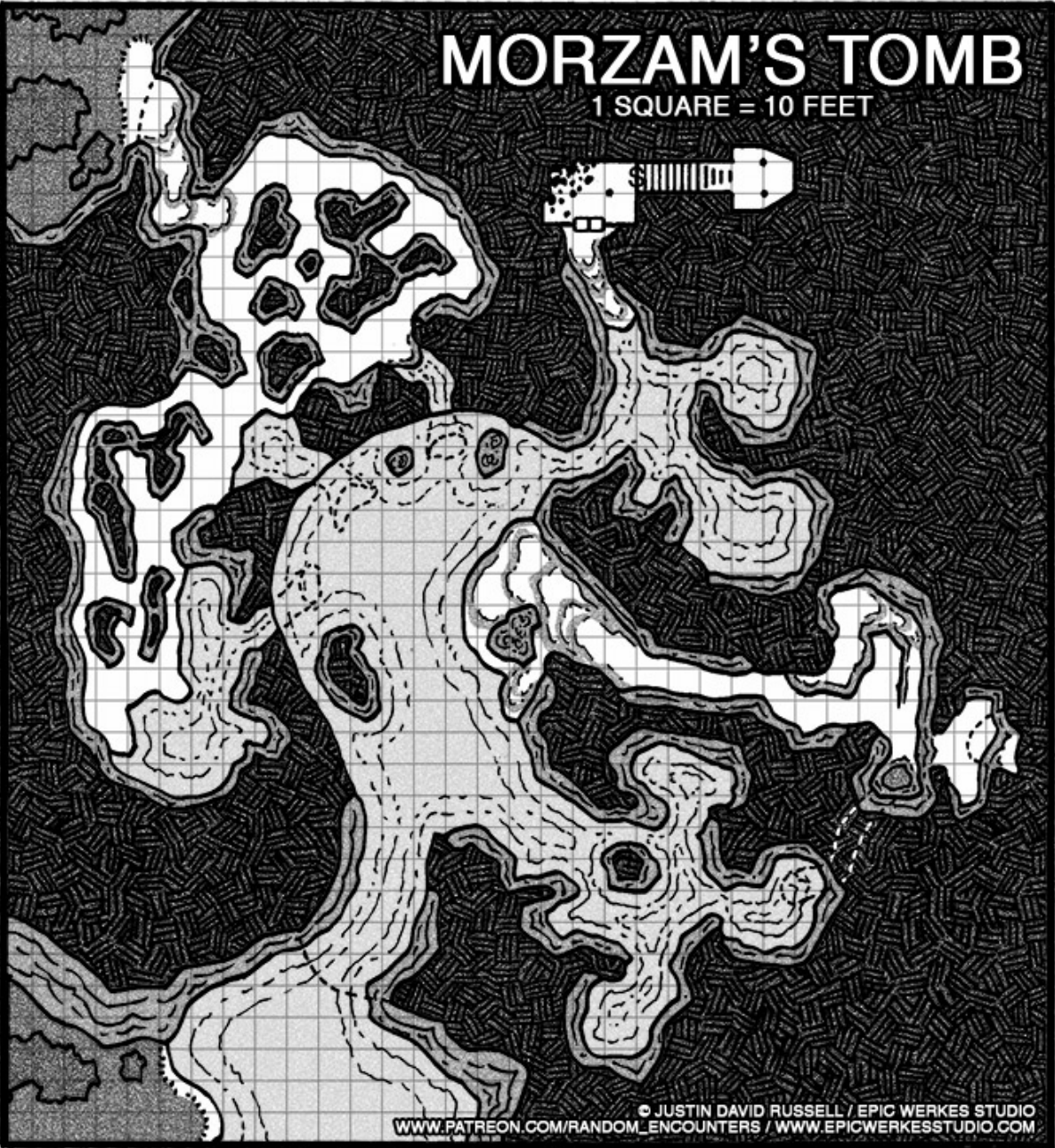
Morzam's Tomb

Morzam was a very powerful mercenary warlord. He terrorized the region in which he ruled, taking what he wanted, even engaged in slavery within his lands. Morzam traded freely with goblins and other monstrous creatures. He bartered humanoid lives for wealth and military might. But, as powerful and as influential as Morzam was, he was also paranoid. He did not want the treasures he plundered to fall into anyone else's hands.

In order to better safeguard his riches against thieves, Morzam built a special tomb for himself in a remote cave complex. He originally found the cave system years before, as a youth. He took refuge in the entrance to the maze-like caverns in the northwest, where he encountered a nest of spiders. The creatures nearly killed him. After burning the spiders out, and upon further exploration, Morzam discovered a hidden tunnel near the back of the complex. He began hiding his most prized valuables there. Even then, as a young man, the mercenary feared for his wealth.

To further deceive tomb robbers, Morzam placed only enough coins and treasure in his tomb chamber to distract from the true wealth located behind a secret panel in the east wall.

Many have sought Morzam's treasure, but none have yet found it. However, there was a rumour that a map once existed. It was said Morzam's most trusted associate made a note and some markings on a piece of parchment regarding the location of the caves, before he was killed...



Wizor's Tomb of Terror

In keeping with the idea of paranoid treasure hoarders, I decided to revisit [Wizor](#), the thief-hating wizard. Wizor spent his life creating devious ways to punish robbers by designing elaborate and deadly vaults to protect his treasures. He placed these vaults in many secret locations to keep anyone from stealing all of his wealth in one plunder.

When Wizor finally died, he made sure to inter himself in a carefully-crafted complex that included as wards all of the puzzles and games he enjoyed in life.

Magic Chessboard: A life-sized chessboard is a deadly game for anyone involved. Entrants are sealed inside, until they designate their roles as chessmen and compete against magical pieces.

Magic Fountain: This chamber contains a griffin statue that emits water from its mouth. A water elemental keeps the liquid flowing. The elemental and the griffin will attack any comers.

Crypts & False Tomb: Wizor loved red herrings. Anyone venturing here will find undead living in stone sarcophagi, waiting to kill any trespassers. A larger chamber with only one sarcophagus houses the corpse of a deadly undead creature that looks eerily similar to Wizor, but it is not him.

Swivel Trap: This section of hallway is a narrow strip of floor that tips left or right as individuals try to cross it.

Iron Ball Trap: Stepping on pressure plates in this section of hallway releases large iron balls from the ceiling down onto ramps located in alcoves to the right. The ball sweeps down, knocking unsuspecting victims into pits in the alcoves to the left.

Hedge Maze & Wizor's Tomb: Wizor's tomb is at the end of a strange hedge maze. The walls are made of stone, but an illusion on them makes them appear to be deeper and thicker. However, if anyone tries to pass through the illusory walls, they teleport to 'x,' no matter how far they are in the maze.

Gemstone Mirror Vaults: Wizor designed a special room for large, polished stones set into the walls of the northernmost chamber. Riddles and traps protect this area. Individuals may try to solve the puzzles to get to the treasure on the other side of the large mirrors.

WIZOR'S TOMB OF TERROR

1 SQUARE = 10 FEET

HEDGE MAZE & WIZOR'S TOMB

X = IF ANYONE PUSHES THROUGH THE HEDGE, THEIR BODY EXITS HERE.

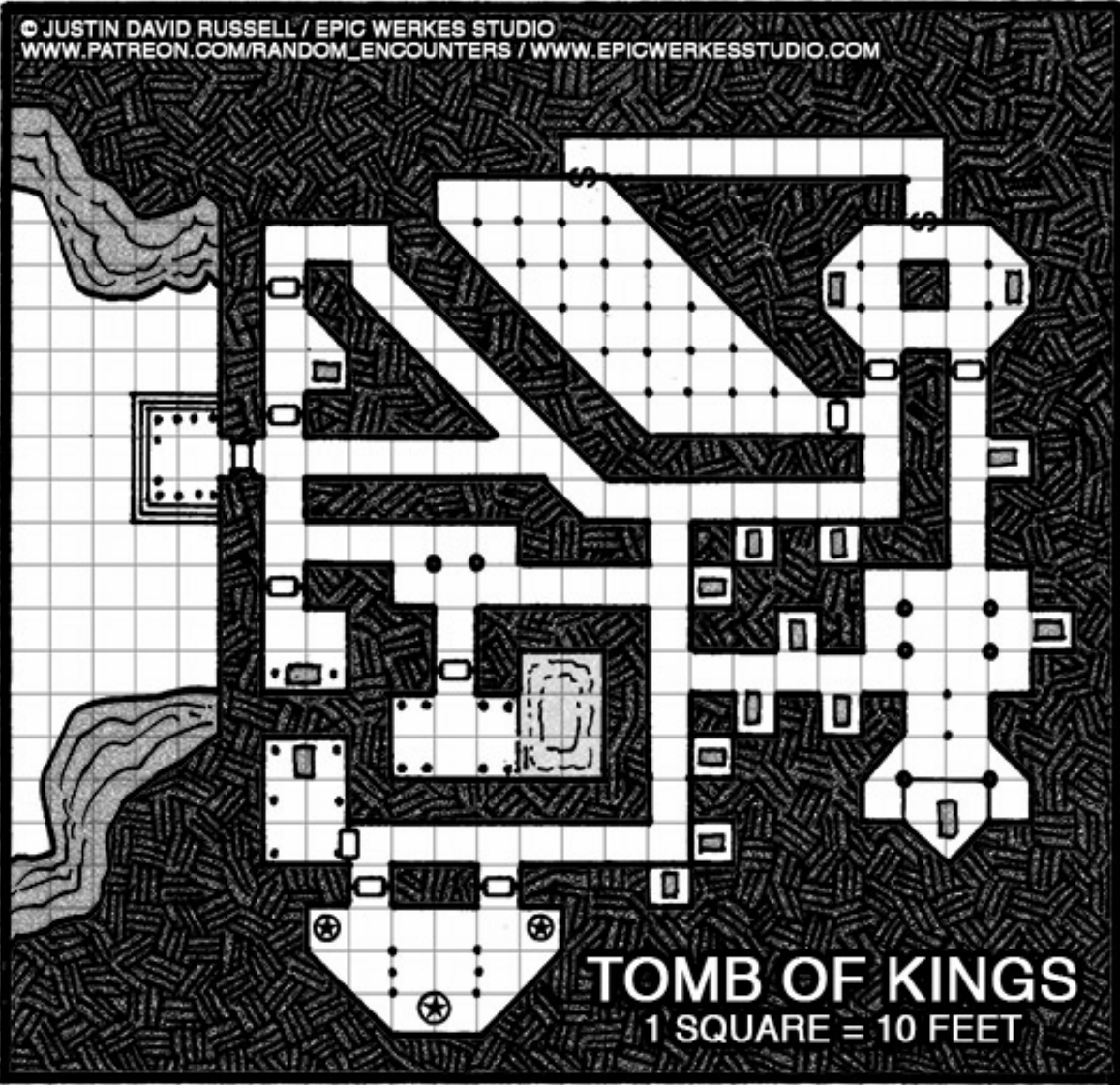
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Tomb of Kings

Located in a lonely valley, the Tomb of Kings is the last resting place of many of an ancient kingdom's rulers. There is a pool of holy water where the kings were cleansed before interment, and a shrine where the priests once prayed for the afterlives of their sovereigns.

Inside the Tomb, an evil power has wakened the dead. Some of the kings claw relentlessly at the stone walls in which their sarcophagi are located. Some wander the complex, their restless bones seeking a living soul to punish for their unlife.

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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!