

RANDOM ENCOUNTERS

VOL. 2



RANDOM ENCOUNTERS MONTHLY MAP COLLECTION

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Content Creator’s Thanks

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

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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!

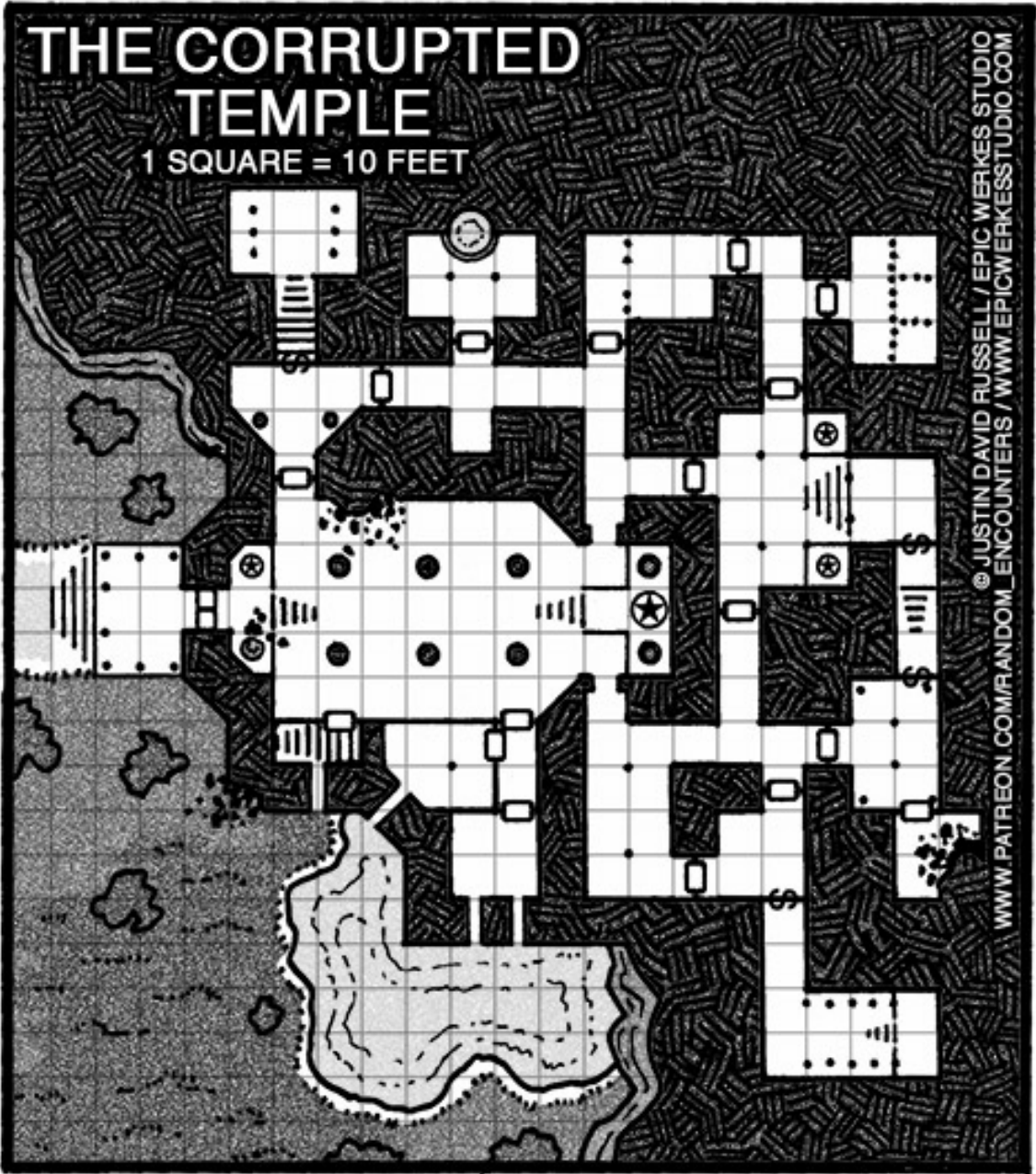
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The Corrupted Temple

Located in the boggy moorlands north of the King's Land is home to many strange and foul creatures, including goblins and the ghosts of the dead from wars long past. Among the many ruins that can be found in the moors is a moldering Temple of Law. The force of Chaos that made the land and treacherous has seeped into the Temple, as well. Bog mummies wander the halls, as do the undead priests and warriors that have been interred in the crypts below. No living soul occupies the Corrupted Temple of Law.



THE CORRUPTED TEMPLE

1 SQUARE = 10 FEET

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Tomb of the Rain God

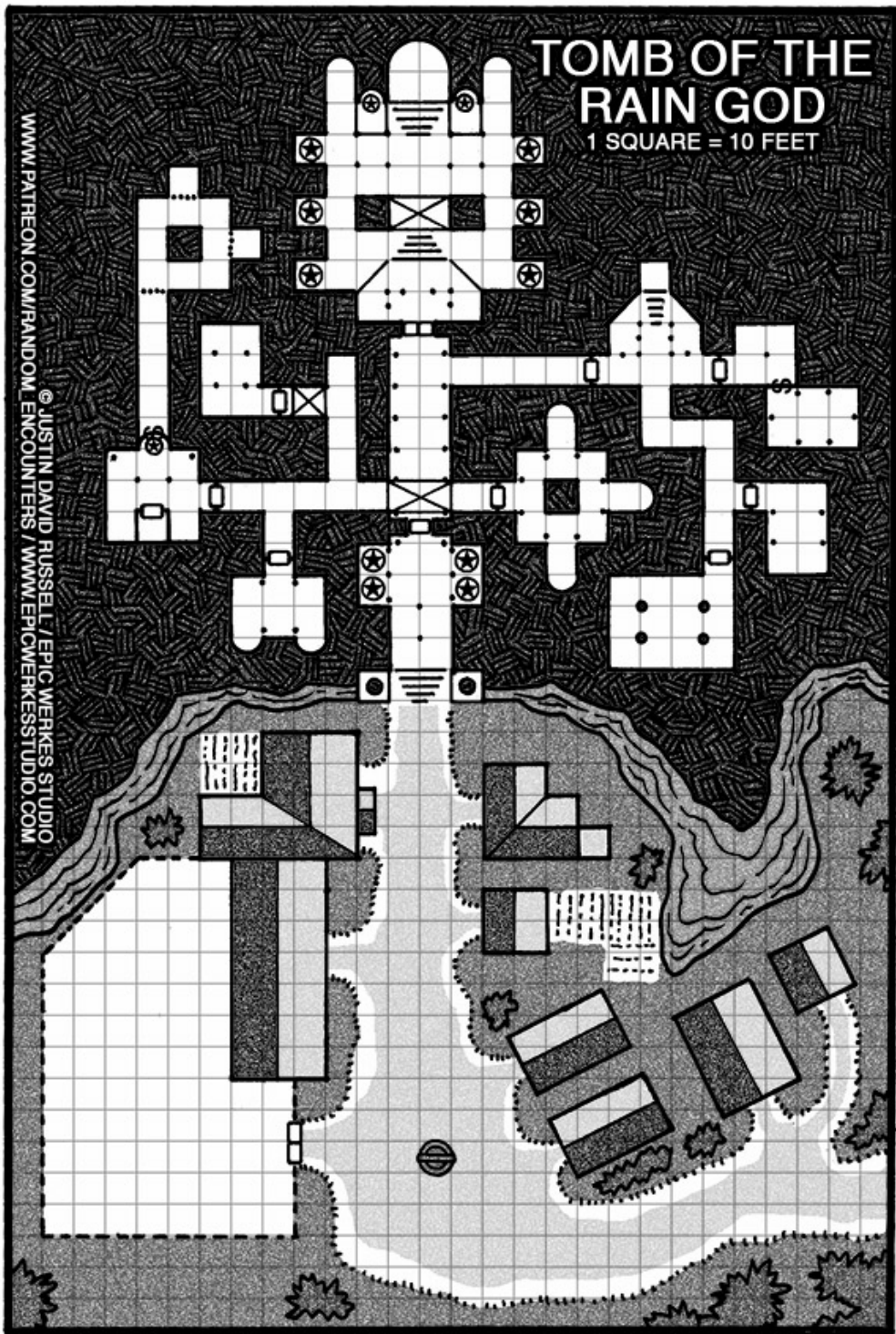
Hook: In a lush valley in the humid jungles of the far south is an excavation site established north of the colony town of Sarthport by order of the King of a dying land. A curse is causing a severe drought that promises a hard winter to come

It was discovered that a piece of a mummy within a jungle tomb might bring fortune to the kingdom and end the drought, once and for all. However, deadly traps, jungle fauna, lizard men, native cannibals, and disease have made the excavation perilous and slow. Mercenaries have been called to explore the tomb and find the mummy, in the name of the King.

Details: Local jungle tribesmen speak of the tomb with great reverence and fear. Apparently, one of their gods, Mazaloc the Cloud Shepherd, is buried there. It is said the god sacrificed himself to provide the region with the lush rains that make the verdant landscape possible.

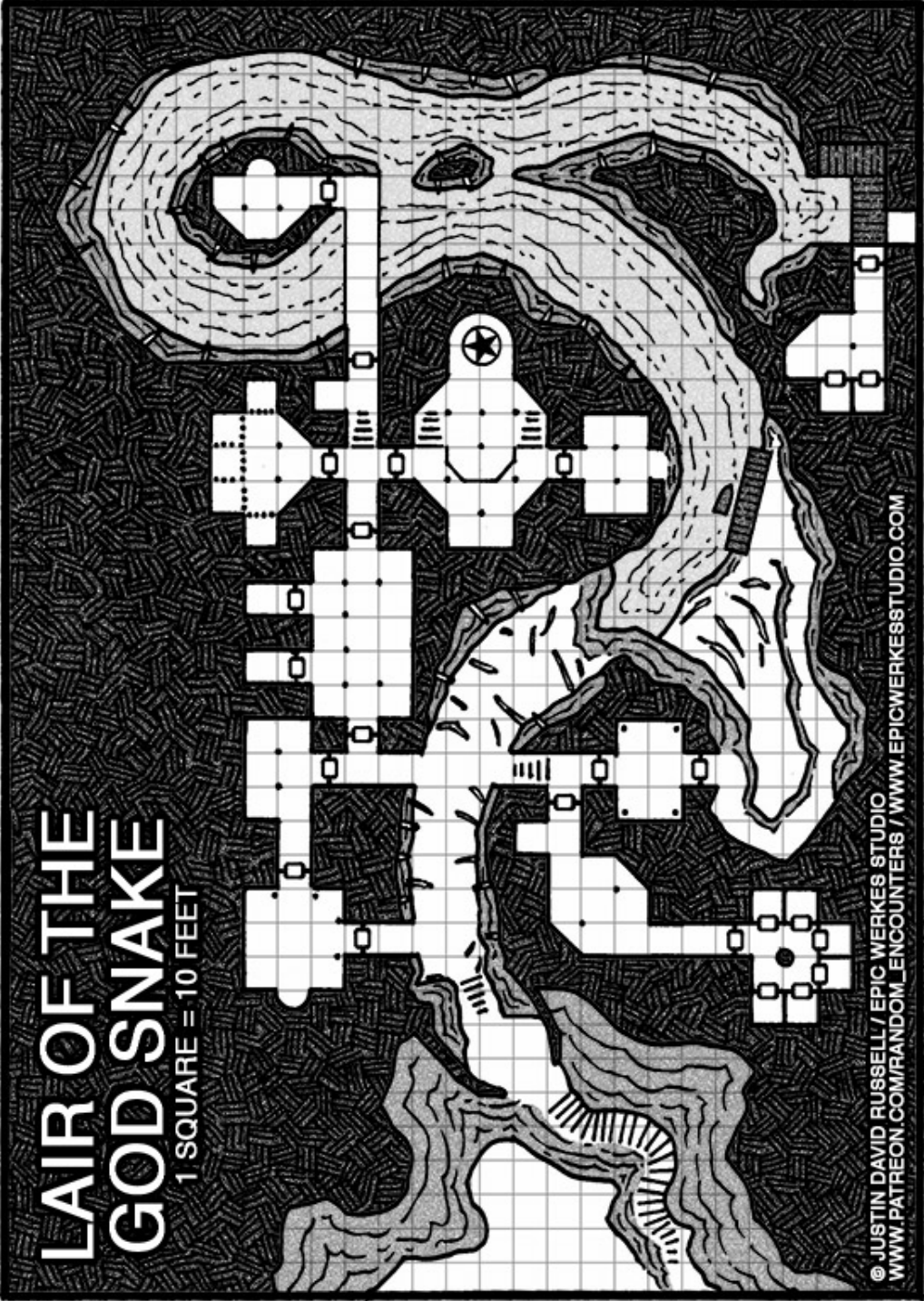
The King's wizard told him that the curse could be lifted, if he had a piece of Mazaloc's mummified body to use as a component to cast his spell.

Any visitors to the tomb should take care. If they disturb too much of it, they may cause more harm than good to the surrounding jungle and its people. The locals have said as much, but the King's concerns are for his own country. He cares little for the needs of a people living so far away.



Lair of the God Snake

Located in the jungle lands of the south is the Fire Canyon of the Snake God, Coatlec, in the Land of Zolec. The legend says that, after a grievous wound suffered in battle with the rain god, Mazaloc, Coatlec crawled into his cave and expired. Over the years, the earth formed over the body of the god, forming a serpentine tunnel lined with the now-fossilized rib bones of the God Snake. Coatlec's cannibal cultists, the snake men of the Land of Zolec, have built a complex around the body of their fallen lord. They have been terrorizing the jungle around their lair for months.



Peregrine Keep

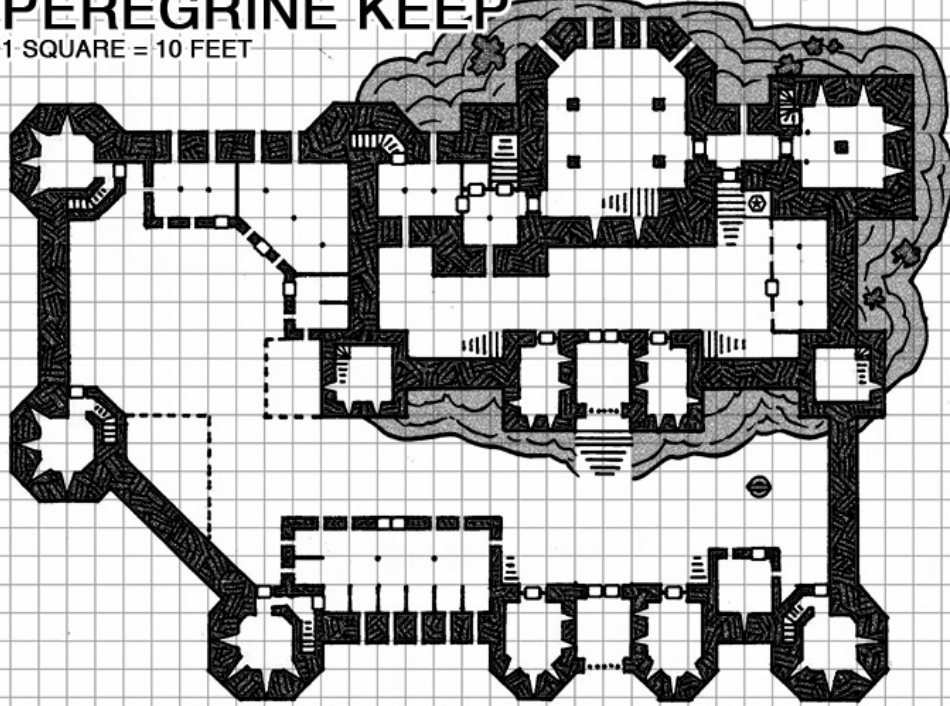
Peregrine Keep is the family home of the lords of Berton. The family is known for its well-trained hunting falcons. A great festival is held every year in honour of the tradition of hunting with the birds. The lord himself rides out to partake in the event. The winner of the festival games may claim the deed for the Village of Berton, and all its lands, for himself. None have ever bested the lord's own swift birds... until recently.

One year ago, a man known only as the Red Hawk Knight, has laid claim to Peregrine Keep after winning the contest with his eponymous falcon. The aging lord and his family have taken refuge in the wilds in a cave under a waterfall. They seek retribution for what they consider to be fowl play.

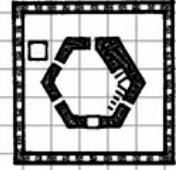
Old Lord Berton believes the Red hawk Knight is ensorcelled, somehow, or his bird is. He will offer a great reward to anyone who can discover the truth and return the Berton lands to their rightful owners.

PEREGRINE KEEP

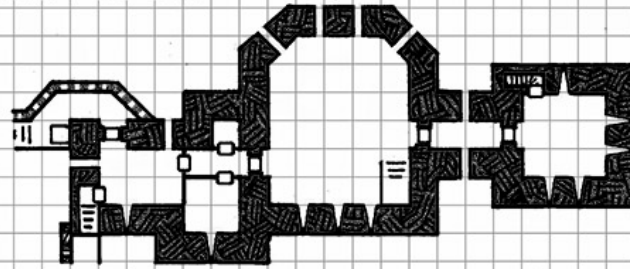
1 SQUARE = 10 FEET



GROUND FLOOR



TOWER



UPPER FLOOR

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Pearlwing Monastery

Perched on the side of a mountain, high up where the clouds cling stubbornly near the peak, is the Pearlwing Monastery. Its monastic knights ride the majestic pegasi that haunt the mountain valleys nearby. The knights spread far and wide over the lands to defend the cause of Law, but their order, the Order of the Pearl Feather, is based within this monastery. Initiates train here, then some are sent to return to their lands to serve as the eyes and ears of their order, some become errant warriors combatting Chaos, and others remain to take up a life among those already living at the monastery.

It is said the founder of the monastery, the first Grand Master, Raymond the Outlaw, fled into the mountains after being accused of a crime he did not commit. While in the wilderness, he was visited by the Goddess of Mercy. She appeared to him in the guise of a pegasus, her sacred animal. She told him she would give him her blessings if he served her and convinced the next people he saw to join him. These would be the first of the new order. Shortly afterward, Raymond was beset by bandits, Lawless brigands that he ended up convincing to follow him, just as the Goddess asked. They were guided to a valley full of pegasi and were instructed to care for them and ride them in defense of Law.

Of chief importance to the Knights of the Pearl Feather is mercy to their enemies, specifically humans. They believe that violence is a last resort, especially where humanity is concerned. They first try to convert the Chaotic by showing them mercy when they could otherwise destroy them. They believe mercy is the true path to Law.



The Vampire's Tomb

Near the sleepy Village of [Nettleham](#) is a small tomb that contains the remains of a powerful vampire. The creature threatened the area many years ago. He was stopped by mercenary heroes, known as the Silver Swords. The vampire's minions took their master's bones and buried them in a special location, with the intention of ritually resurrecting the creature, at some point in the future. The followers took pains to make sure that no one disturbed their lord. They trapped the tomb and created false chambers to distract thieves. The vampire's body is actually located behind the statue in the main chamber. It is trapped and can only be unlocked with a key the followers keep.

A small group of bandits used the tomb as a hideout, for a time. They uncovered some of the rooms, but didn't venture too far, as the place gave them a sense of unease. After just a few robberies, one of the bandits opened a room in which one of the vampire's followers was entombed (to await just such an occasion). The hungry creature turned all of the bandits into undead, thereby recruiting them as new followers in the effort to resurrect the more powerful vampire lord housed elsewhere in the complex.

THE VAMPIRE'S TOMB

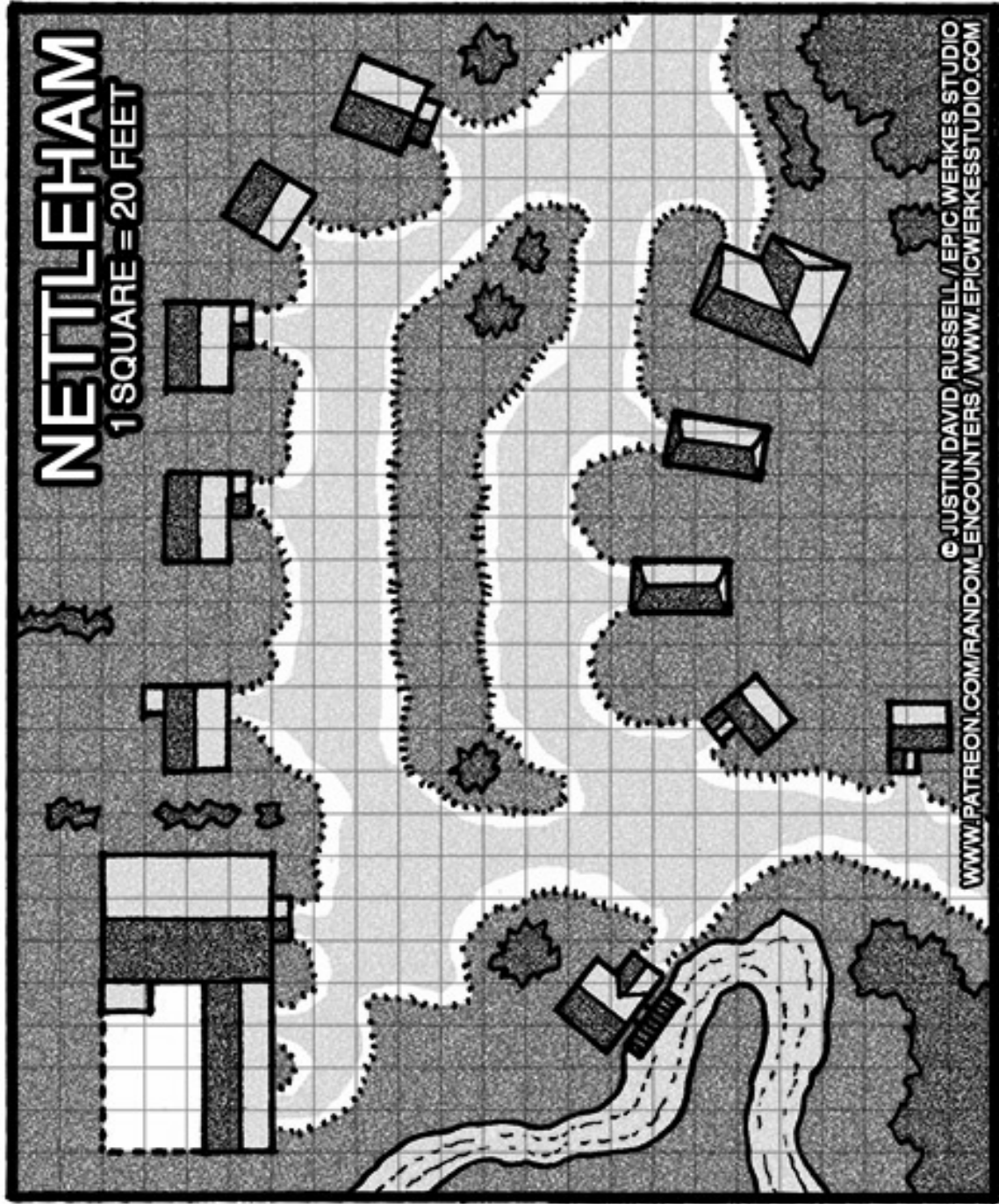
1 SQUARE = 10 FEET



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Nettleham

Nettleham is a satellite community in the shire of Mork. The southeastern-most building is home to the reeve, a local leader. There is little that is remarkable about the place, save that it sprung up in the region where a [vampire lord](#) is entombed. The bandits that were lairing in the tomb have been turned into vampires. Local roadside thievery has stopped, but local peasants have started disappearing, or their bodies discovered drained of blood.



Tombs of the Silver Swords

In a now marshy region near the settlement of [Nettleham](#) and the [Vampire Lord's Tomb](#) are the tombs of the Silver Swords.

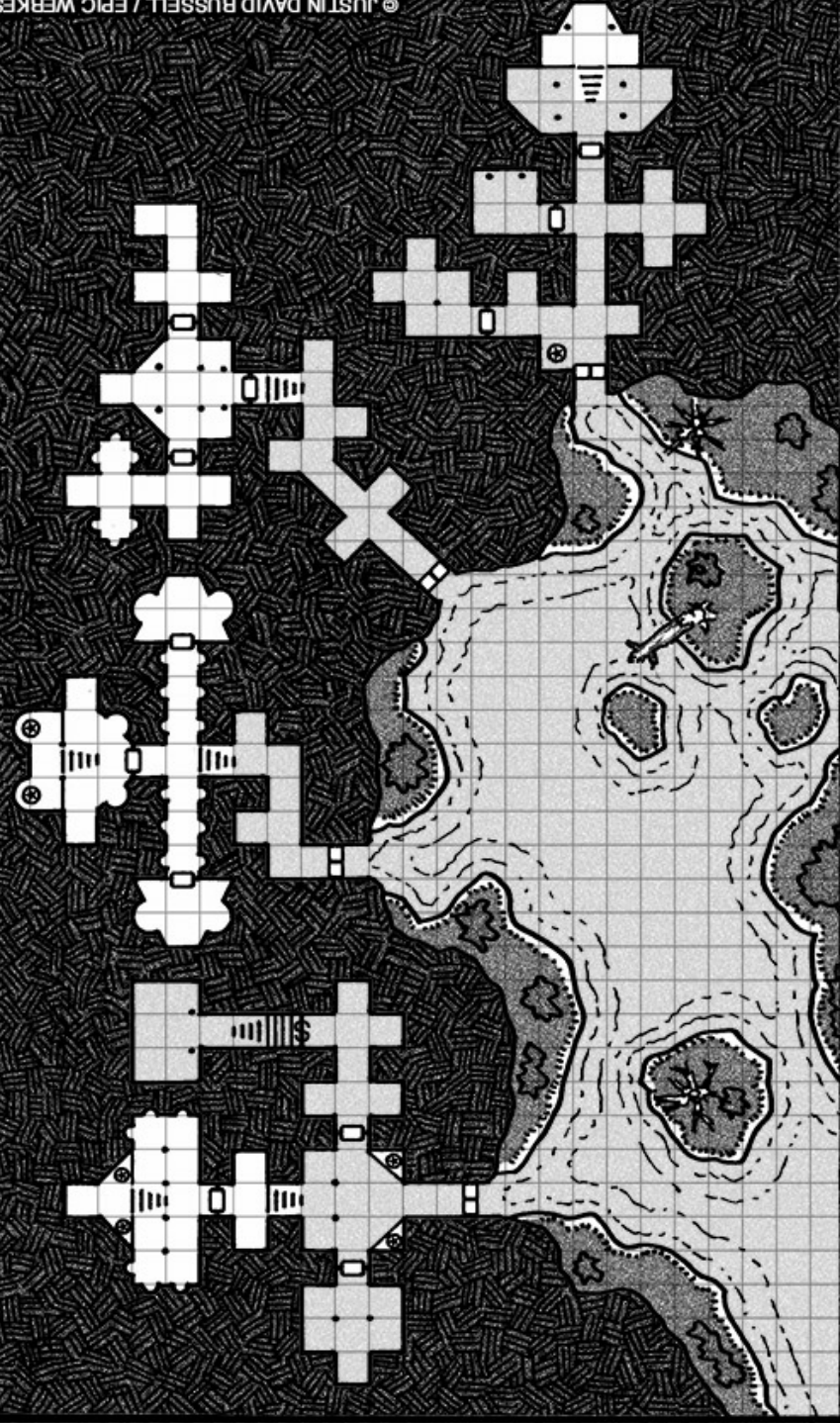
Once great champions of Law, the heroes were eventually all slain by a dragon that attacked and razed the area to the ground. Wanting to pay their respects to the heroes for all their past efforts, their surviving retainers entreated the King to have tombs built to house the Silver Swords. Any other followers that died in the attack were buried there, as well. Once their masters were entombed, the surviving retainers were given permission to rebuild the area. It was their ancestors and efforts that built Morkshire, though it was originally called Silverhaven. The area was renamed after a flood turned a portion of the area to wetland, forcing many people to relocate. Only recently have efforts been made to drain the wetlands, but frogmen have taken refuge there, which has halted progress.

Hinted at now only in rumours, the Lawful priest member of the Silver Swords bore a weapon that was responsible for stopping the Vampire Lord in ages past. Unfortunately, the wetlands of Morkshire have claimed even the Tombs, making them difficult to reach. Additionally, the frogmen have broken into some of the tombs and converted them into a refuge.

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TOMBS OF THE SILVER SWORDS

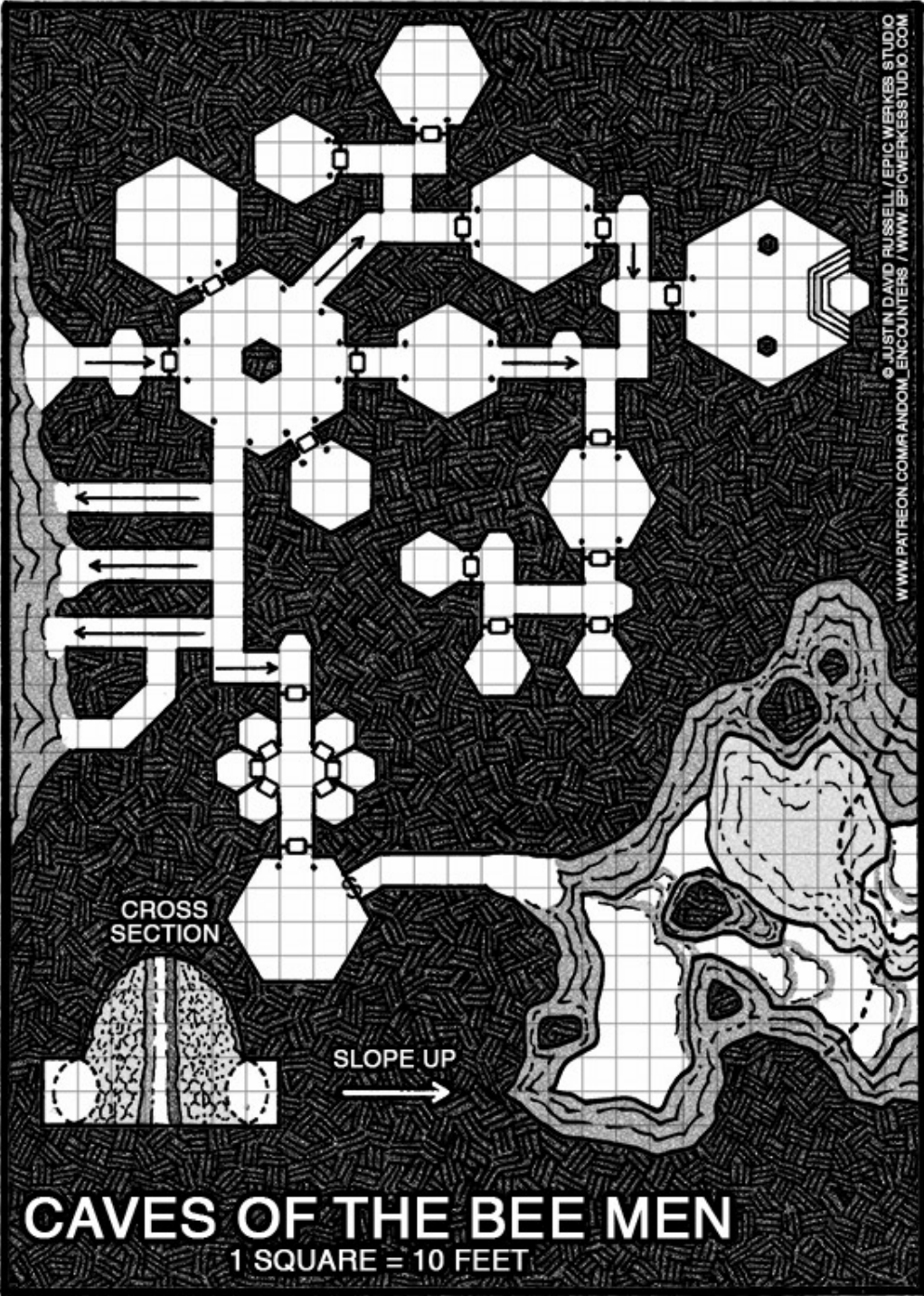
1 SQUARE = 10 FEET



Caves of the Bee Men

A strange and dangerous threat has been growing in the hills of the wild Borderlands. A group of bee men have built an underground complex high up on a cliff face. They range out for miles, collecting food and weapons from nearby caravans and travelers. Though they have made impressive honeycombs of round tubes that connect to large, carefully built chambers lined with small, polyhedral alcoves, they do not make their own metal objects. A Queen bee holds audience in a far eastern chamber. The bee men are known for the sacred honey they produce that can heal wounds faster than normal care and rest.

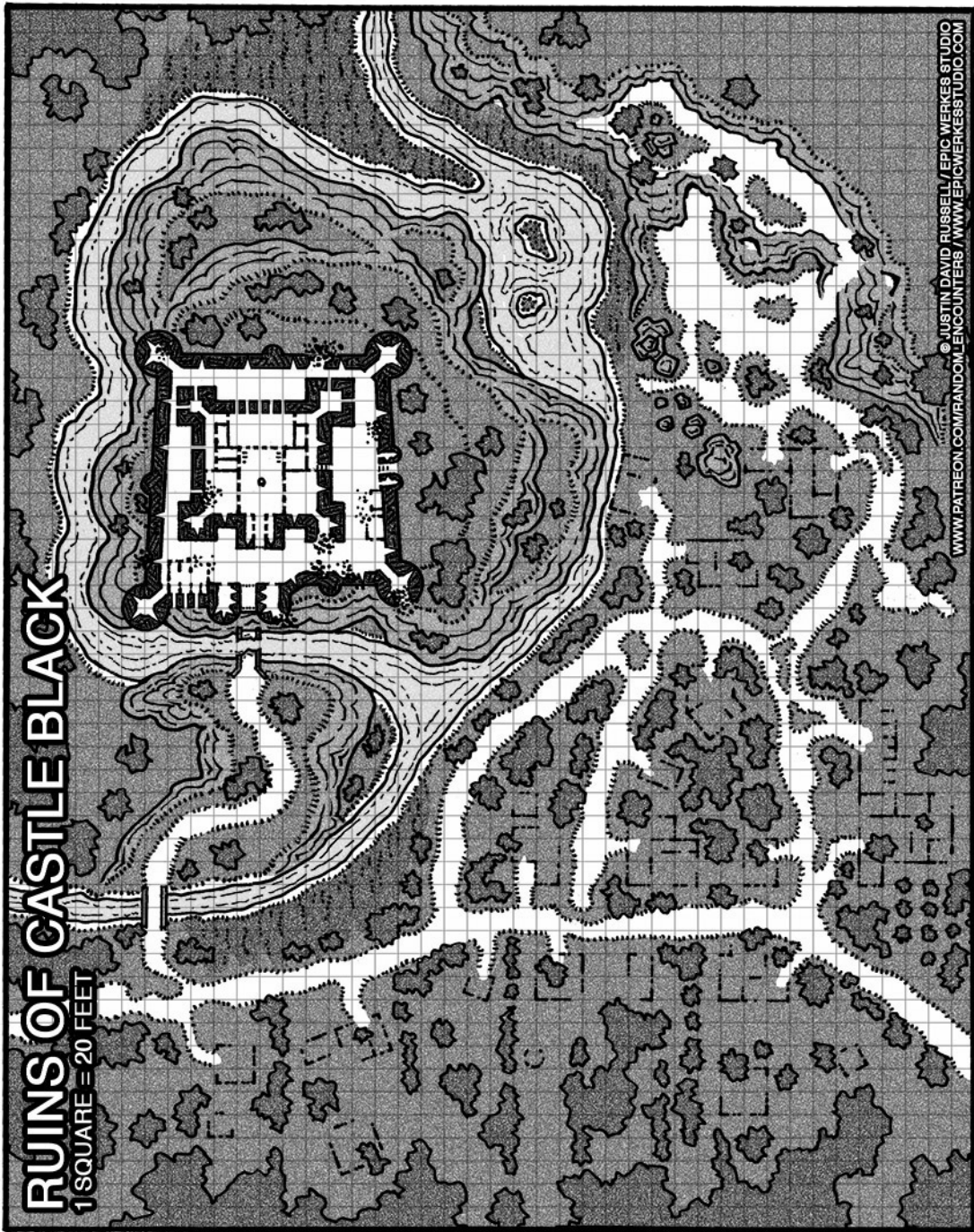
A local lord has been trying to steal the honey so that he can heal his wife, but the Queen Bee has been vigilant and careful about the honey's distribution. She is angered that mankind has made several attempts to rob her of her treasure, thus she is worried the nearby lord is looking for conflict.



Ruins of Castle Black

A personal favourite invention, the Ruins of Castle Black feature an old, ruined castle and keep covered in vines and moss. Rumour and legend surround the place like a billowing cloak. Most of the village has fared badly over the years. The stone buildings are hardly more than 2-3 foot stone walls. Skeletons of long dead warriors, monsters, and bandits love the castle for its elevation and sturdy walls. Most of the towers are nearly collapsed, but the keep is eerily intact.

I will be revisiting this castle to detail the structure, itself, the quarry caves, and the under levels of the keep, so stay tuned!



RUINS OF CASTLE BLACK

1 SQUARE = 20 FEET

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Castle Black

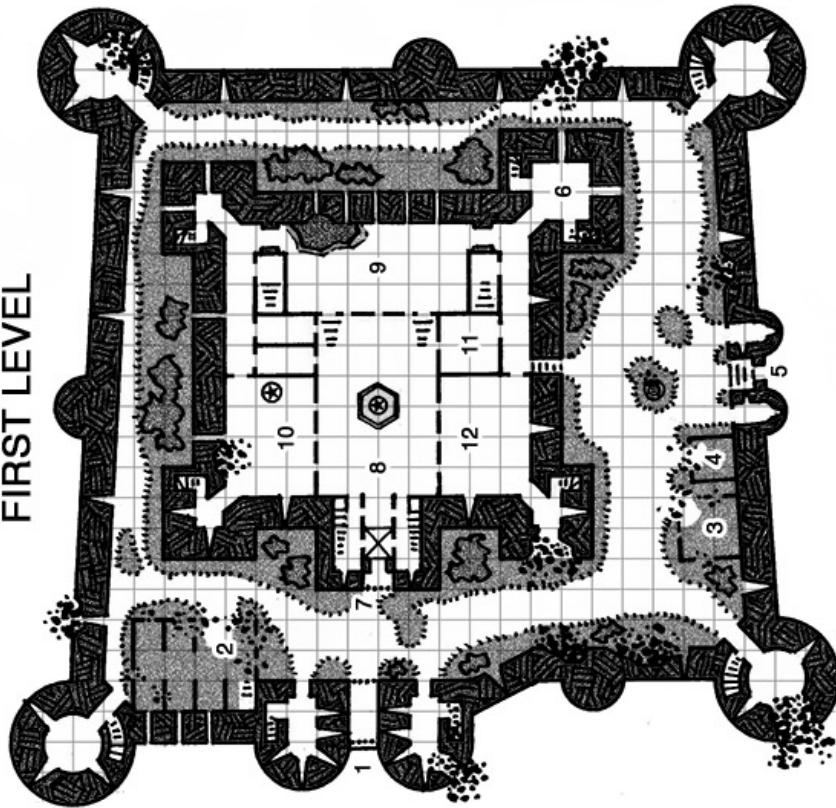
Castle Black is a special location for me. I had no idea I mirrored the name of a *Game of Thrones* location until someone saw my last post. I figure it'll be okay. It's nothing like the GOT setting. I will be writing an adventure for this location, soon, as well.

Rumours abound about the mysteries and dangers that surround the Castle Black. Undead wander the region surrounding the crumbling castle, and spiders the size of men lair in its hollow carcass. The shell of the keep remains, but the tops of the towers are broken. Any wood or fabric has long since rotted away, leaving hollow interiors open to the sky. A magic fountain with a special guardian wards the inner courtyard. A pit trap inside the keep's barbican dumps unsuspecting parties into very old, stagnant water filled with rusty metal spikes.

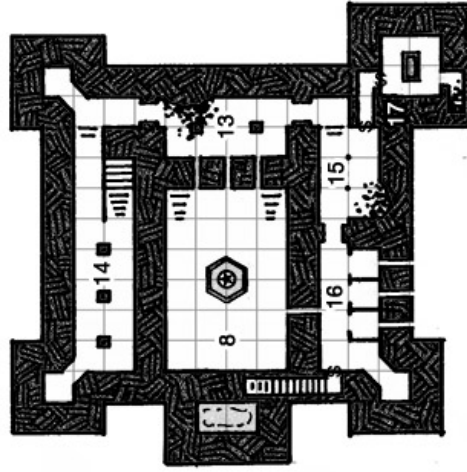
CASTLE BLACK

1 SQUARE = 10 FEET

FIRST LEVEL



GROUND LEVEL



- KEY:
- 1. BARBICAN
 - 2. RUINED STABLE
 - 3. BAKEHOUSE
 - 4. STORAGE
 - 5. POSTERN GATE
 - 6. GREAT TOWER
 - 7. KEEP BARBICAN
 - 8. COURTYARD
 - 9. GREAT HALL
 - 10. CHAPEL
 - 11. STORAGE
 - 12. KITCHEN
 - 13. STORAGE
 - 14. STORAGE
 - 15. GUARDS
 - 16. PRISON
 - 17. SECRET TOMB

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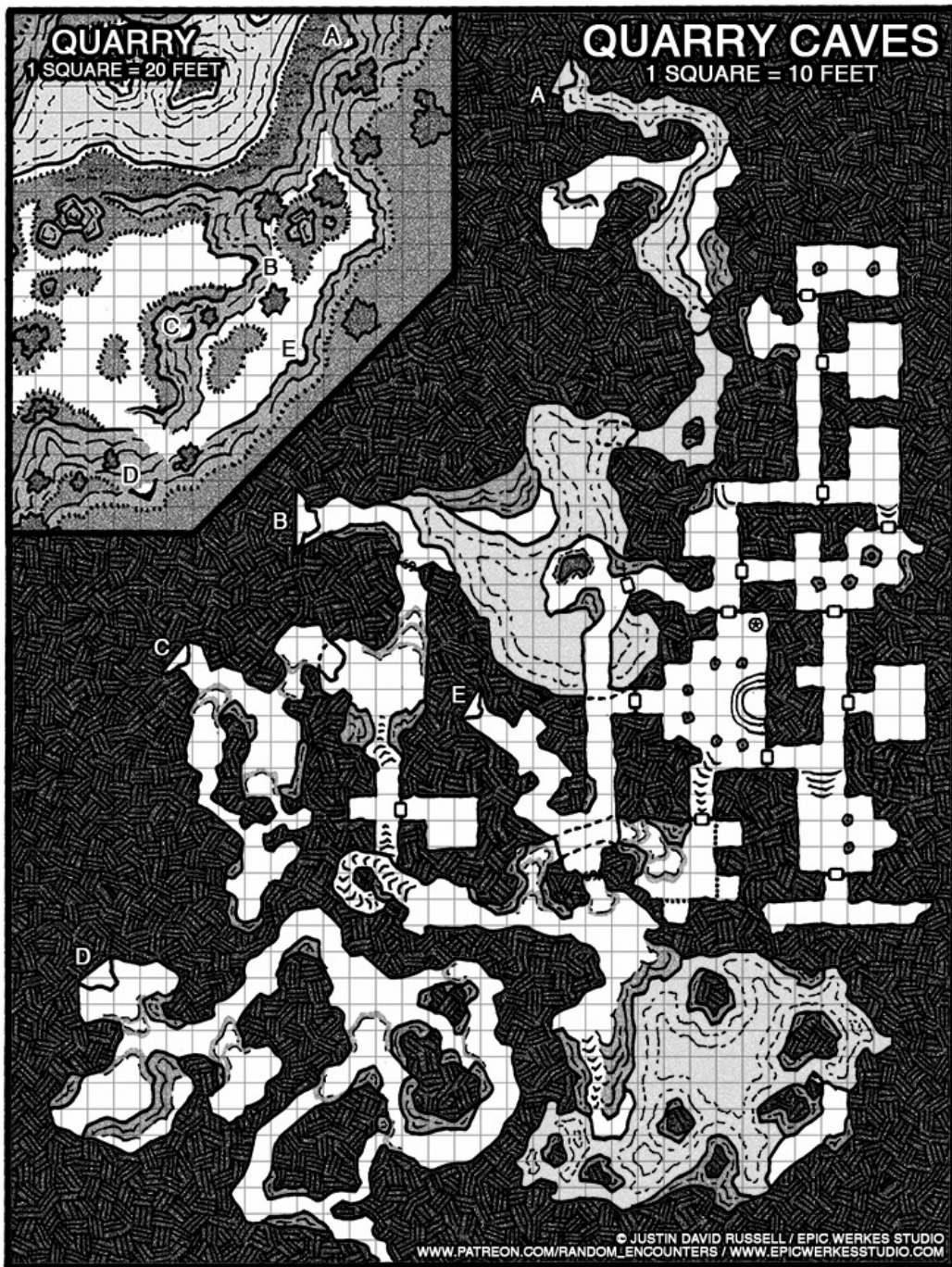
Quarry Caves

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.

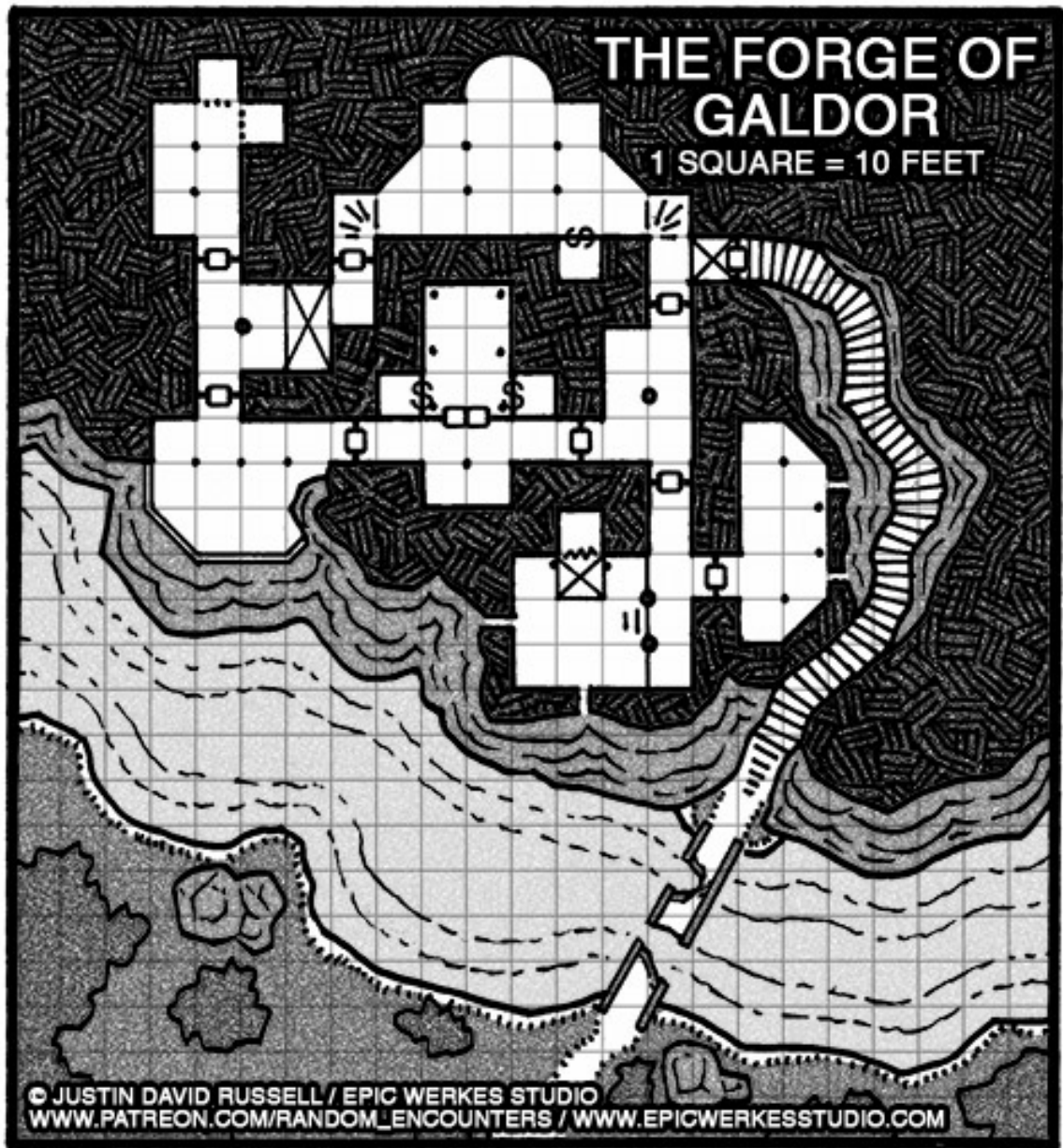
Inside a well-guarded room in the heart of the ancient tomb lies the Eye of the Golden God. It is a faceted amber citrine of impressive size. It can be raised and lowered through an opening in the top of the pyramid. A special lever inside the central chamber opens the aperture to allow the Eye passage. 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 Forge of Galdor

Built into the earth near a rushing river, a dwarven smithing complex was carefully camouflaged to make it difficult to spot from a distance. The forge was built long ago by the dwarf lord and master smith, Galdor. The man kept a small company of assistants with him. It was considered a great honour to be chosen to study with the master smith. Toward the end of his long life, Galdor made a powerful, magic hammer that was meant to be wielded against the forces of Chaos. The dwarf was betrayed, however. One of his assistants poisoned him and the other assistants and attempted to steal the hammer. The old smith was clever and hid the weapon in a secret place before he died. Despite the assassin's efforts, the hammer remained concealed.

Still largely intact, the dusty halls of Galdor's Forge, now mostly forgotten, still harbour Galdor's Hammer. Both the forces of Chaos and of Law would very much like to get their hands on the hammer. One of Galdor's ancestors have been seeking the weapon for many years.



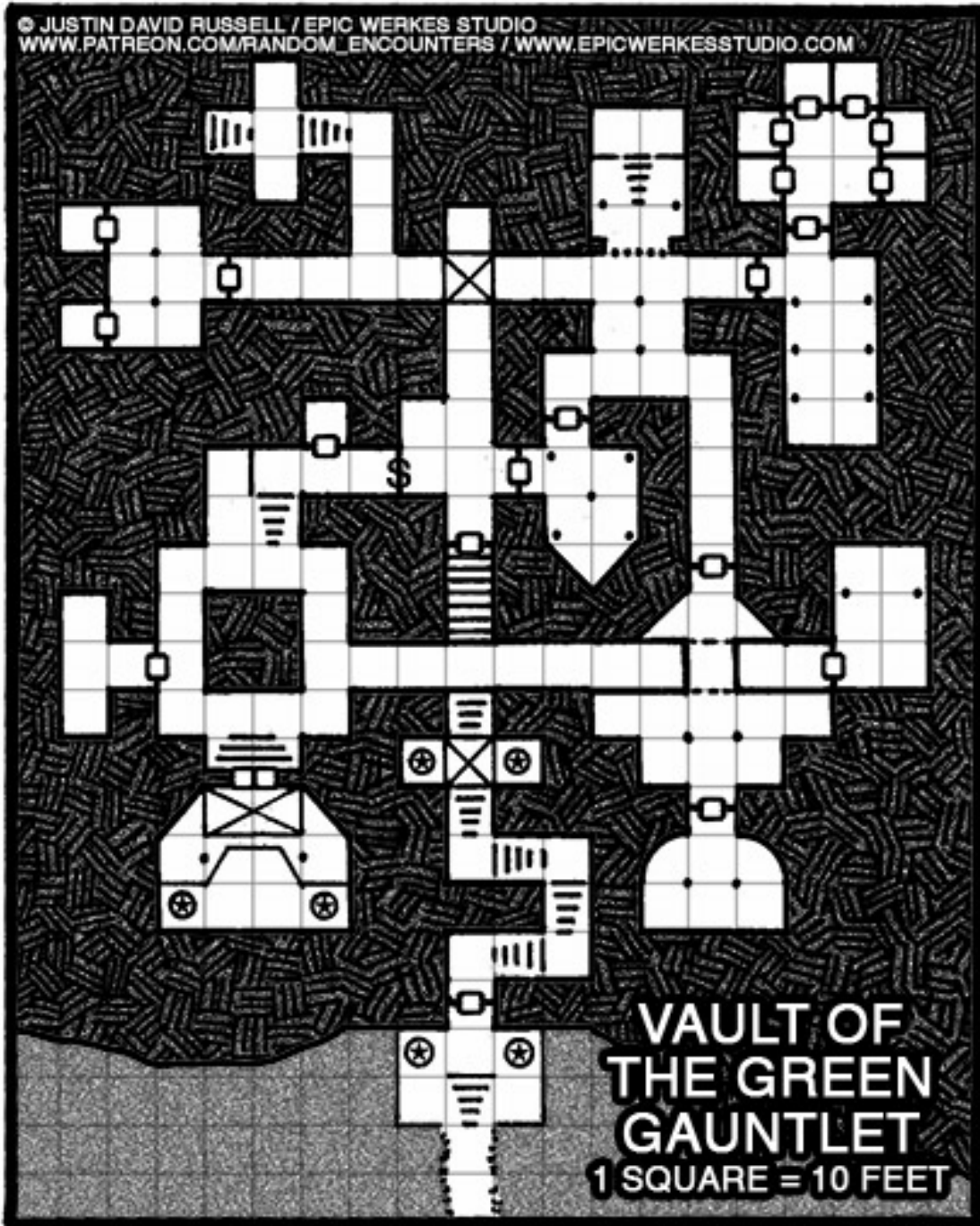
Vault of the Green Gauntlet

This map was inspired by K.S.'s suggestion, 'gauntlet.'

Once the property of the elven warrior, Mezzo the Green, the eponymous Green Gauntlet now lies securely locked away in a special complex. Mezzo's tomb is also located there. A small order dedicated to the keeping of the tomb complex, the Order of the Green Gauntlet, allows woodland pilgrims to visit the gauntlet. It is said that the skeletal hand of Mezzo himself is contained within the green-tinted steel. Some say the power of the gauntlet keeps the woodland safe and verdant.

In recent years, a strange darkness has been creeping into the region. The once lush woodlands have become dangerous. No one has seen or heard anything from the Green Gauntlet for some time. The area where the tomb is located is now filled with unnatural mist and bizarre creatures...

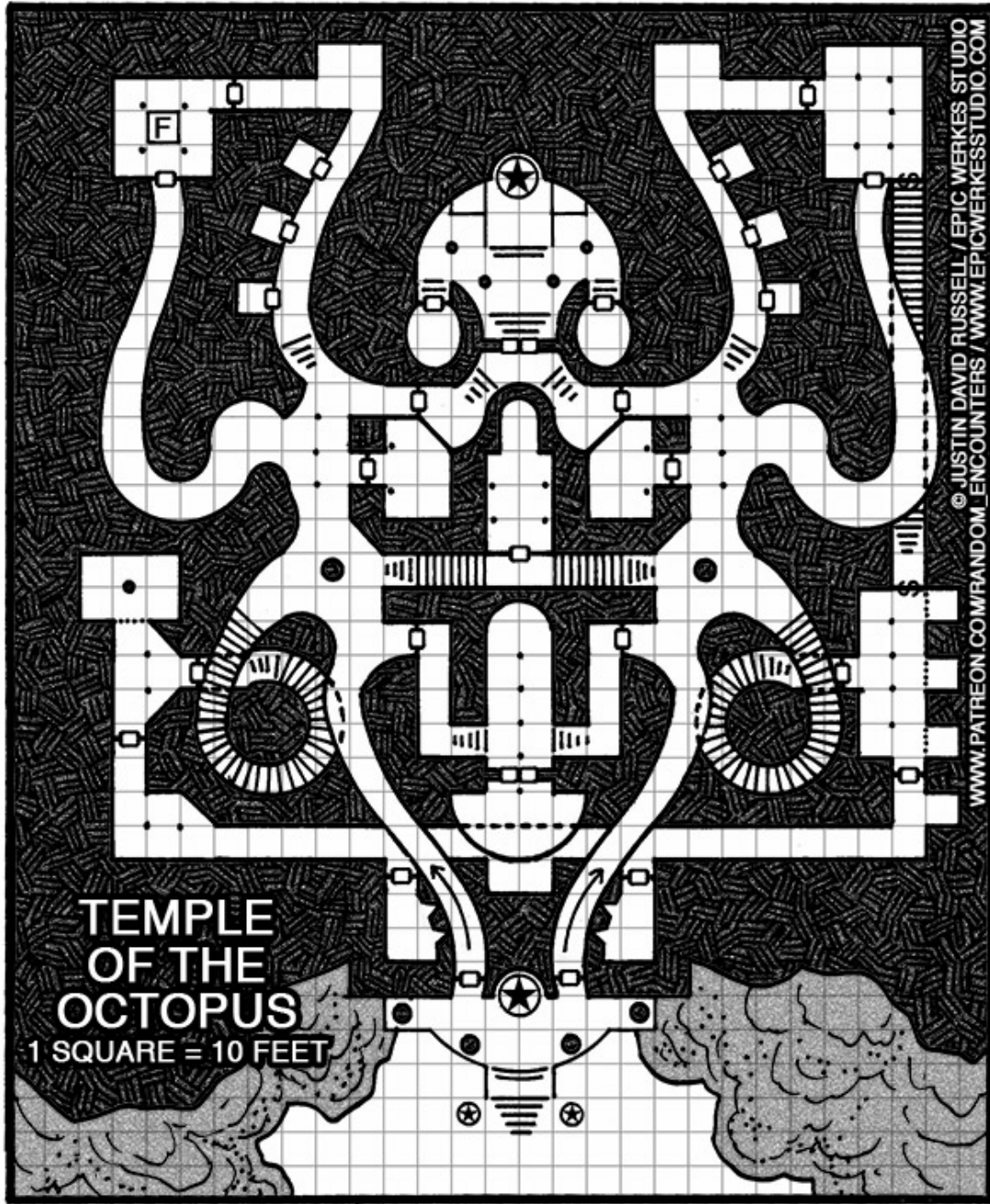
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**VAULT OF
THE GREEN
GAUNTLET**
1 SQUARE = 10 FEET

Temple of the Octopus

Deep below the sea, in a secret complex built into a teeming reef by the tireless tentacles of countless cephalopods, lies the Temple of the Octopus. One of the Nine Sea Demons, the Octopus God is the most patient, the most voracious, and the most intelligent of its brethren. The Octopus Men are just also intelligent and lethal, just less powerful than their master.



The Known World

Many of you have asked whether or not I use my maps in my own campaign worlds. And my answer is always an obvious, 'Yes.' Many of the maps I make for this Patreon are actually used for world building purposes for my BECMI (Basic D&D) setting. I finally got around to getting my notes together and prettying up the map for you all to see. I'm not charging for this one because I am not sure whether or not the map symbols are safe to use in maps I make for any kind of profit. I hope you all get some satisfaction out of this, and maybe gain some insight into the working mind of a mad DM, lol. The players have only explored the smallest portion of the Borderlands, up in the far northwestern area of the map. Currently, the only character in the group that has come from somewhere outside of that area is one of our first fighters. She is from the Principality of Doone.

There are so many Easter eggs in this map, I can't even name them all. I reference all of my favourite fantasy themes, here. I'm sure you'll recognize at least a couple of them. Added into that are my own curious Dunsanian nonsense words and Romantic whimsy. Each hex is equal to 25 miles.



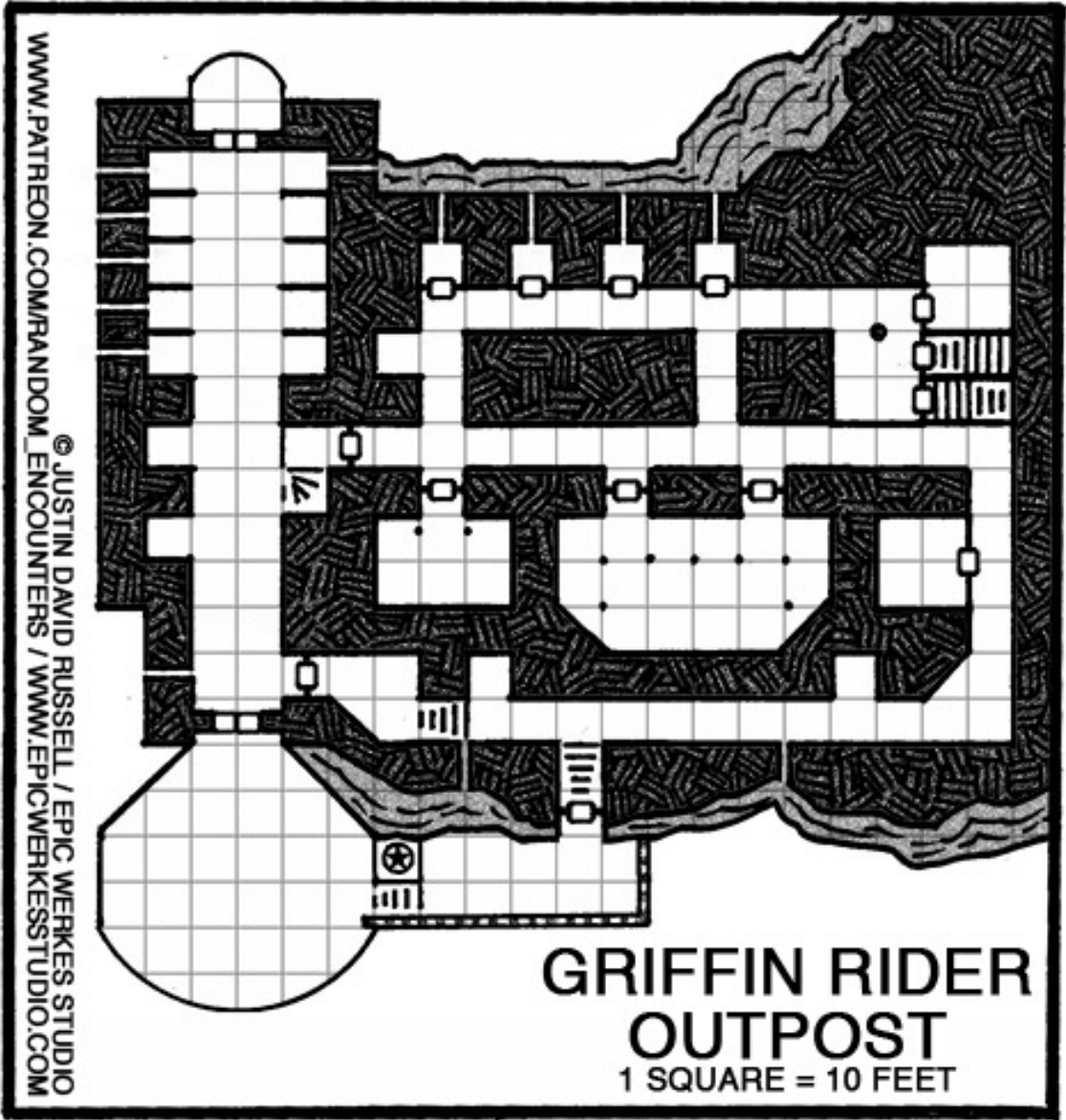
Griffin Rider Outpost

Some of you may remember my post featuring my [BECMI campaign world](#). One of the Southern Kingdoms, Tarna, is known for its griffin riders, a special aerial cavalry unit. They patrol the Griffin mountains, specifically the area that overlooks the Wastes of Grooz.

During the lich's reign, many suffered; Tarna most of all. The Tarnish kings have made great strides to ensure their people do not fall prey to the undead terrors of Grooz.

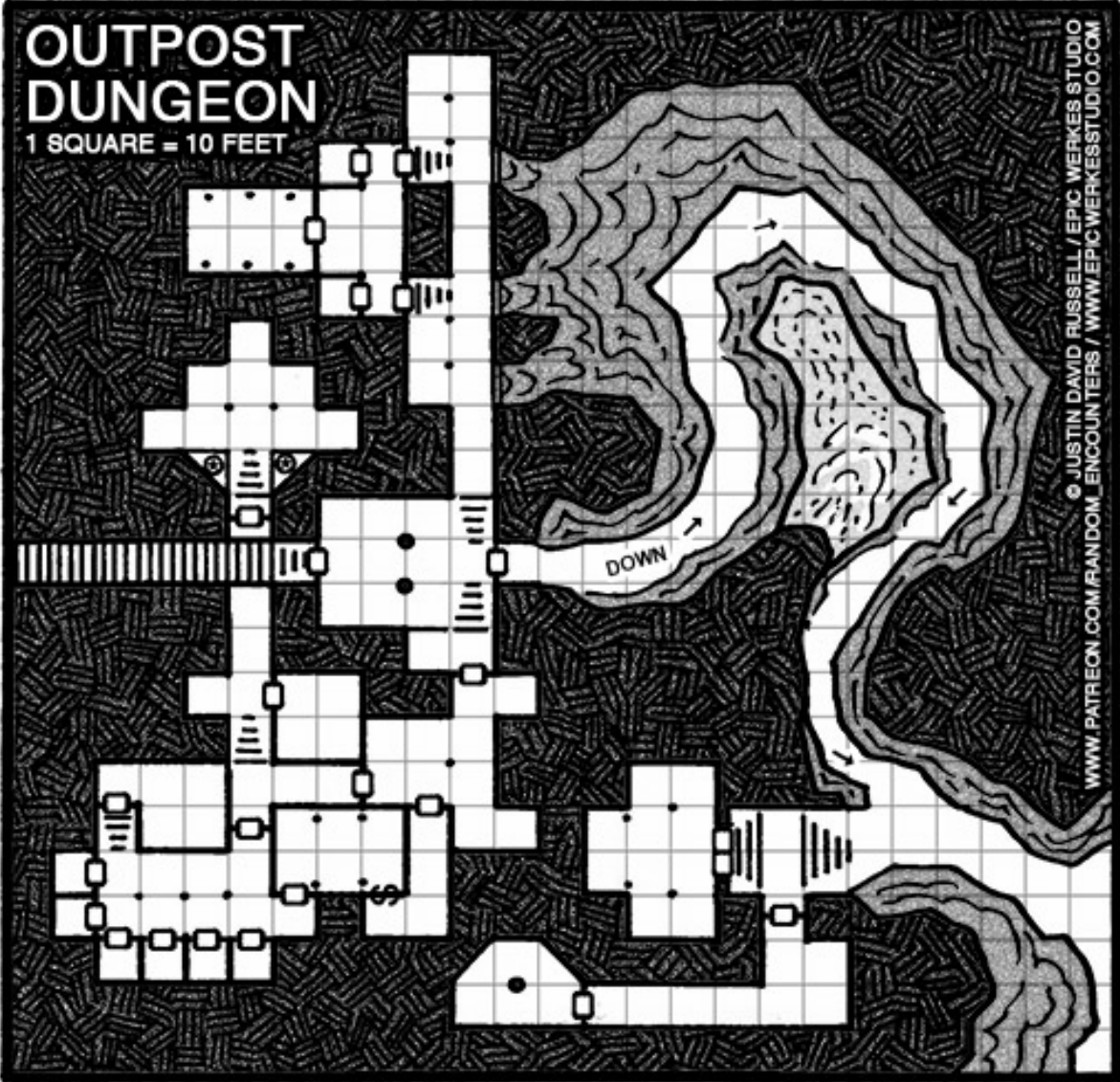
Outposts like the one shown feature a large, frontal landing area, a stables, barracks, storage, and a hall for eating, planning, and festivities. A follow-up map will feature the lower dungeon area of this outpost. Another will feature the battlements.

Griffins land on the larger platform, but leave/deploy from the smaller, rear landing. Windows and a front battlement area provide lookouts for the men-at-arms operating the complex.



Outpost Dungeon

Going deeper into the [Griffin Rider Outpost](#), the dungeons, or undercroft can be reached. The area can be entered one of two ways, from the stairs leading down from above, and from a hidden cave entrance. It was necessary to conceal the entry points of outposts from the scrutinizing gaze of Grooz, and the scouts of other enemy lands.



Temple of the Stargazer

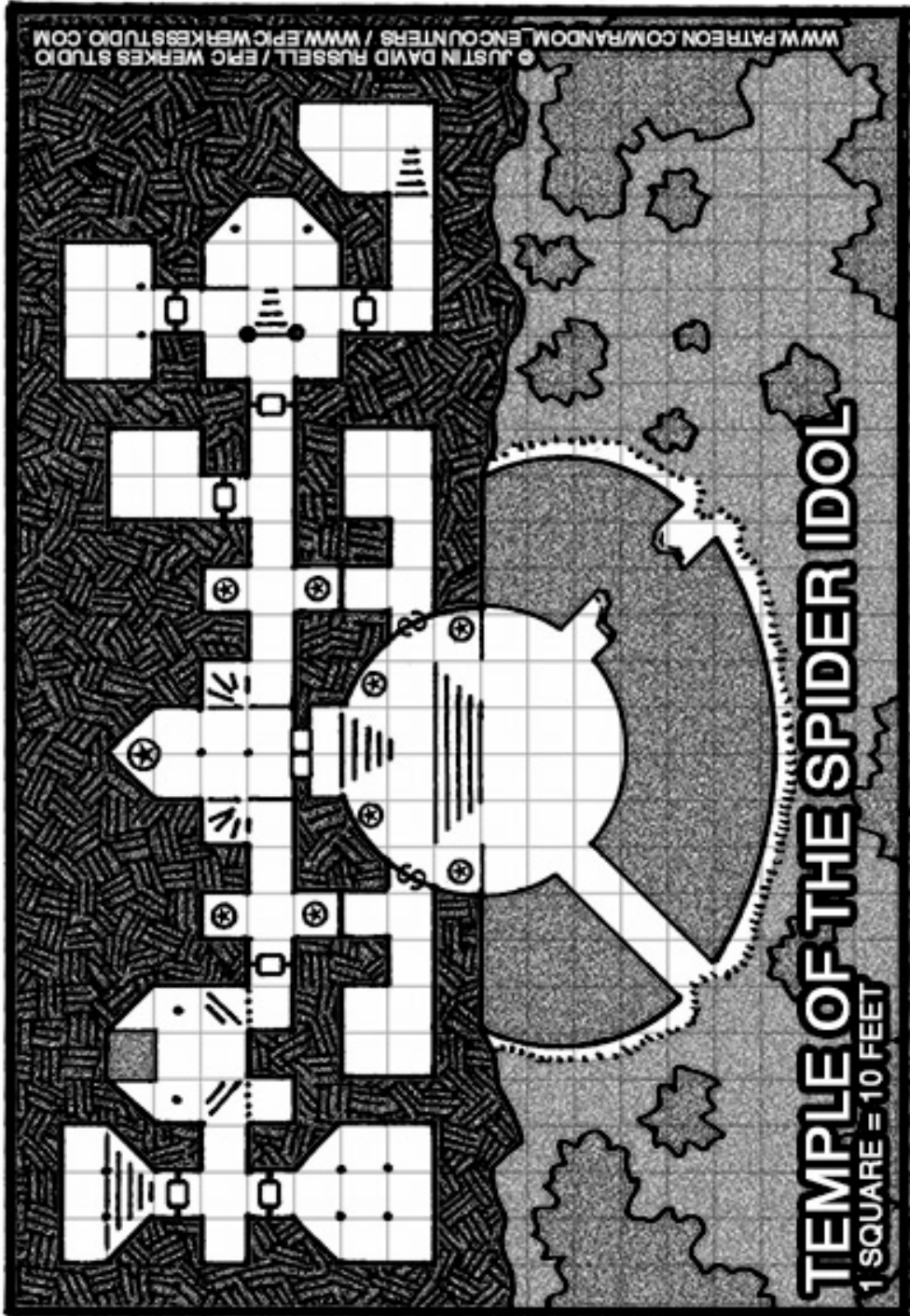
Grooz, otherwise known as the Stargazer, was a powerful wizard that eventually turned himself into a lich. In his undead state, he terrorized the Lawful citizens of the Southern Kingdoms. He was thrown down, in the end. His power was crushed, his phylactery likewise demolished. However, unbeknownst to anyone else, Grooz had a plan. He had prepared a second vessel for his soul, a beautiful, faceted emerald gemstone the size of a small river stone, or a grown man's knuckle. The gemstone was secreted away to a special tomb safeguarded against intrusion. Only someone with the proper knowledge and key can pass the test in the first room of the tomb. The key only works in one of the four doors. Opening the wrong one can have disastrous consequences.



Temple of the Spider Idol

This map was inspired by Cody Mazza's suggestion, 'Spider.' Thank you, Cody!

An especially nasty cult, the Cult of the Spider, was active for many years. It was dedicated to the Black Spinner, Dogoron. When their numbers were finally decimated, and their temples abandoned, the Southern Kingdoms knew relative peace. Recently, however, word has reached even the isolated farming communities that a temple overrun with spiders has been found. One of the bridges spanning a deep, spider-infested chasm has collapsed. There are other rumours that great treasure lies within, namely an obsidian idol with precious gemstone eyes that is dedicated to Dogoron...

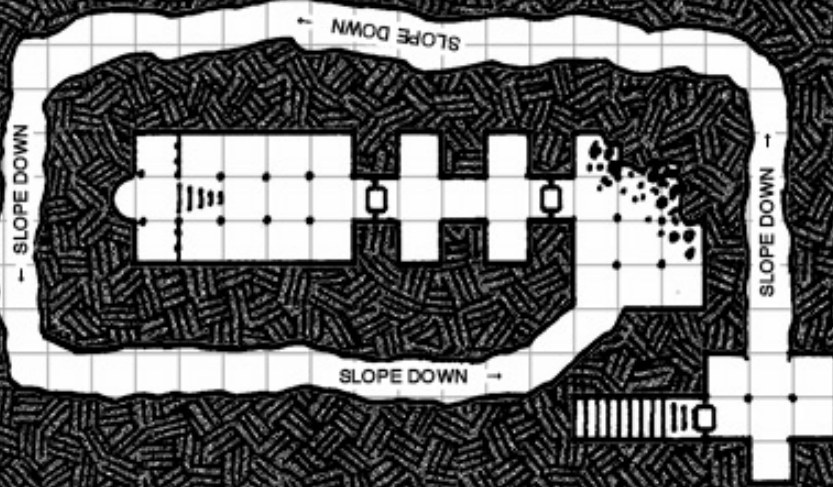


Temple of the Hidden Tomb

Priests of Law built a small temple over the remains of an ancient tomb belonging to a powerful agent of Chaos. Only after discovering the burial site was a temple built and consecrated to keep the evil from rising and disturbing the surrounding lands and people.

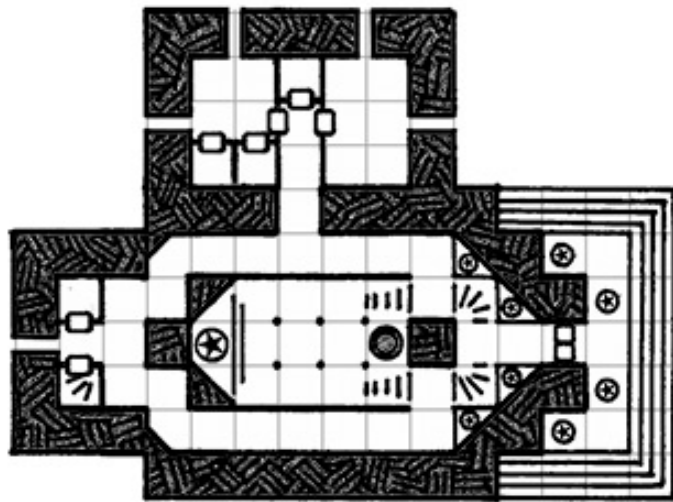
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TOMB LEVEL



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TEMPLE LEVEL



TEMPLE OF THE HIDDEN TOMB

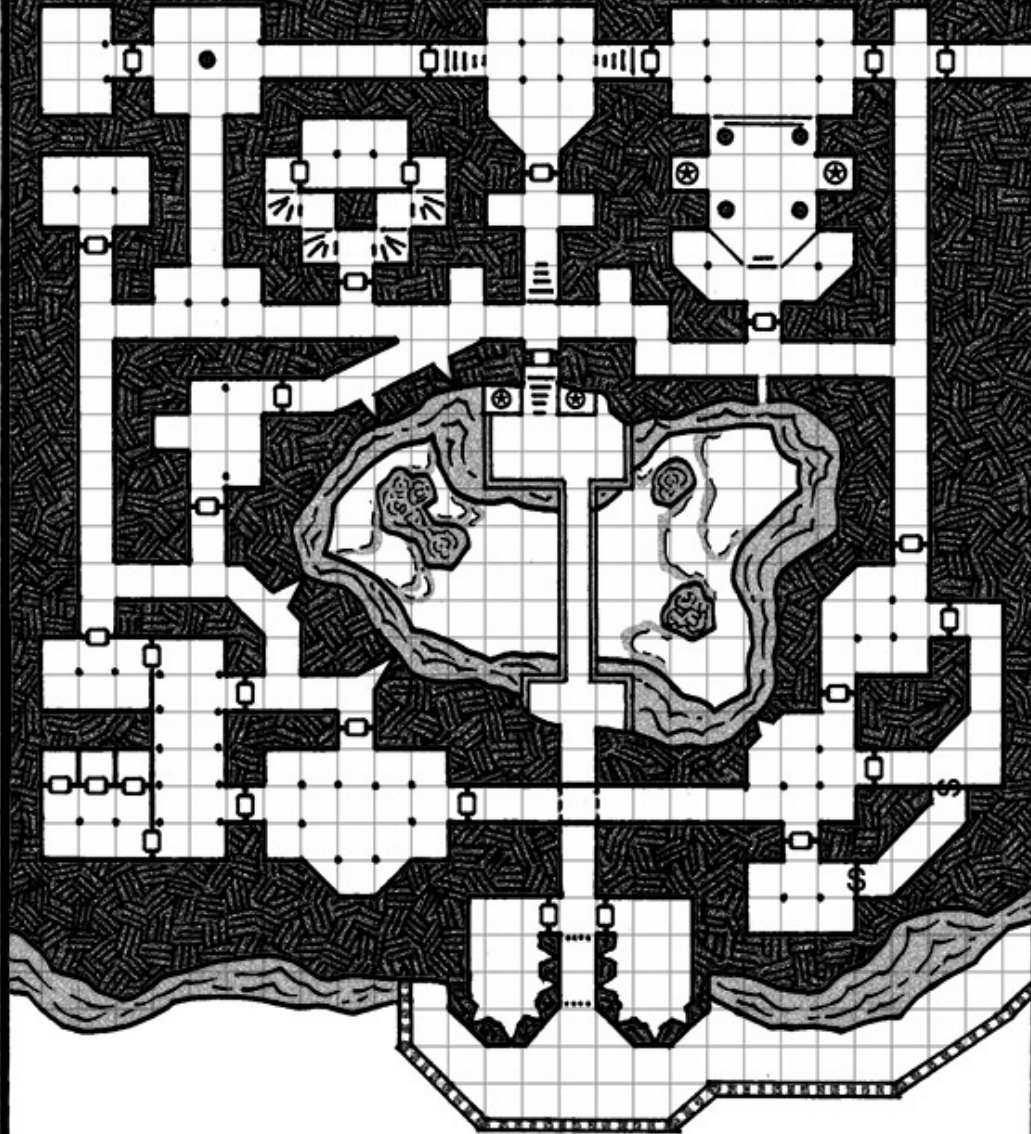
1 SQUARE = 10 FEET

Dwarven Mining Fortress

Priests of Law built a small temple over the remains of an ancient tomb belonging to a powerful agent of Chaos. Only after discovering the burial site was a temple built and consecrated to keep the evil from rising and disturbing the surrounding lands and people.

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DWARVEN MINING FORTRESS

1 SQUARE = 10 FEET

The Thirsty Peddler Inn

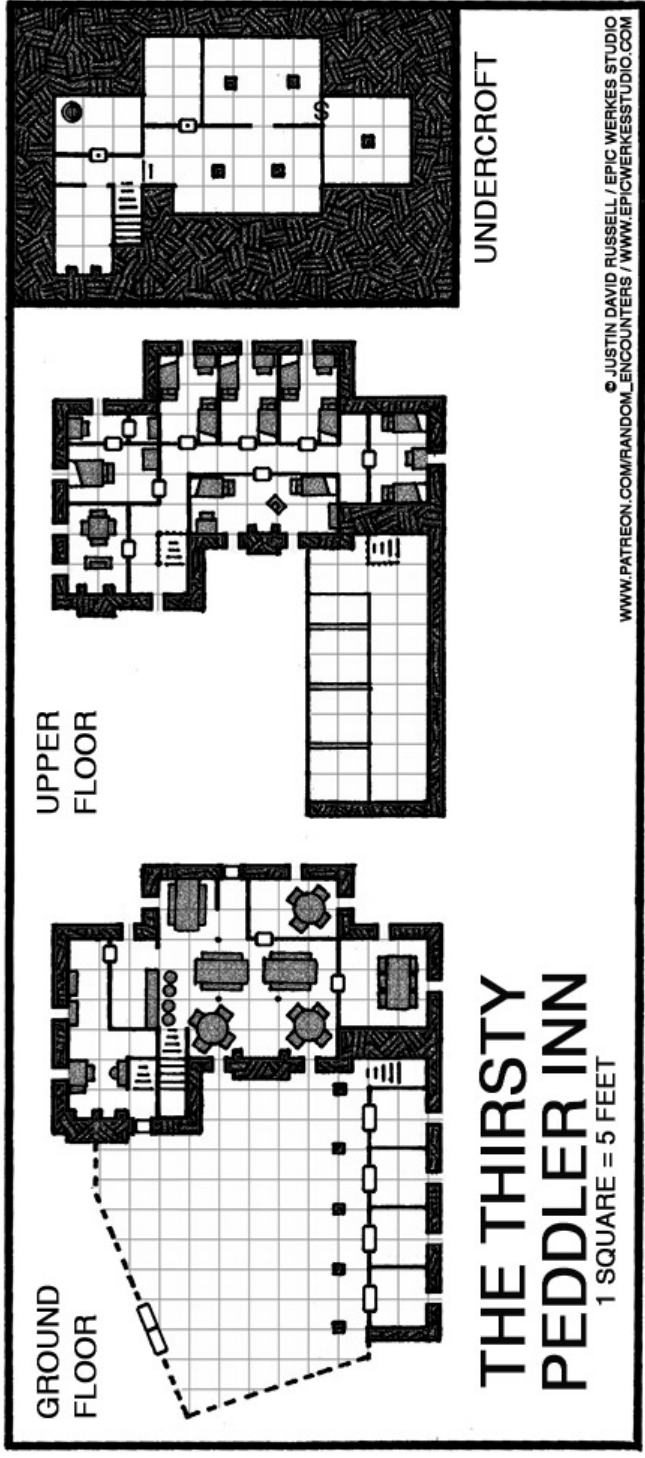
This is one of the locations in my 2e campaign. I love this inn and have meant to update the map for a long time. I hope you enjoy it!

The Thirsty Peddler is a small inn located in a village that, though it is not large, serves a vital role in the kingdom. Its people help protect the border against the goblins that live in the fells to the north. Fifty years ago, the place was destroyed in a sudden, violent raid. Only within the past ten years has the village been rebuilt and reoccupied, though several buildings remain in ruins.

Red Colmor, The Thirsty Peddler's proprietor, is a man from another land. His namesake is his bright red hair (now greying). Though he is now settled with a local woman and has a family, Colmor's young life was a series of misadventures and roguish escapades.

Proprietor and inn are known for being repositories of rumour and gossip. For the right price, the man might even be able to find certain items or information hard to come by (though prices are very high, as he resists the urge to call on his old contacts and resurrect the life he has abandoned). Village folk, though they took a long time to warm up to the man, have now accepted him as one of their own.

In the basement/undercroft area, Colmor keeps a secret chamber he uses to store a small number of arms and armour to help outfit the villagers in case of another goblin attack. He hasn't told the village elder, since he has to protect his contacts and conceal the illegal nature through which he acquired the goods.



Lair of the Twin Masters

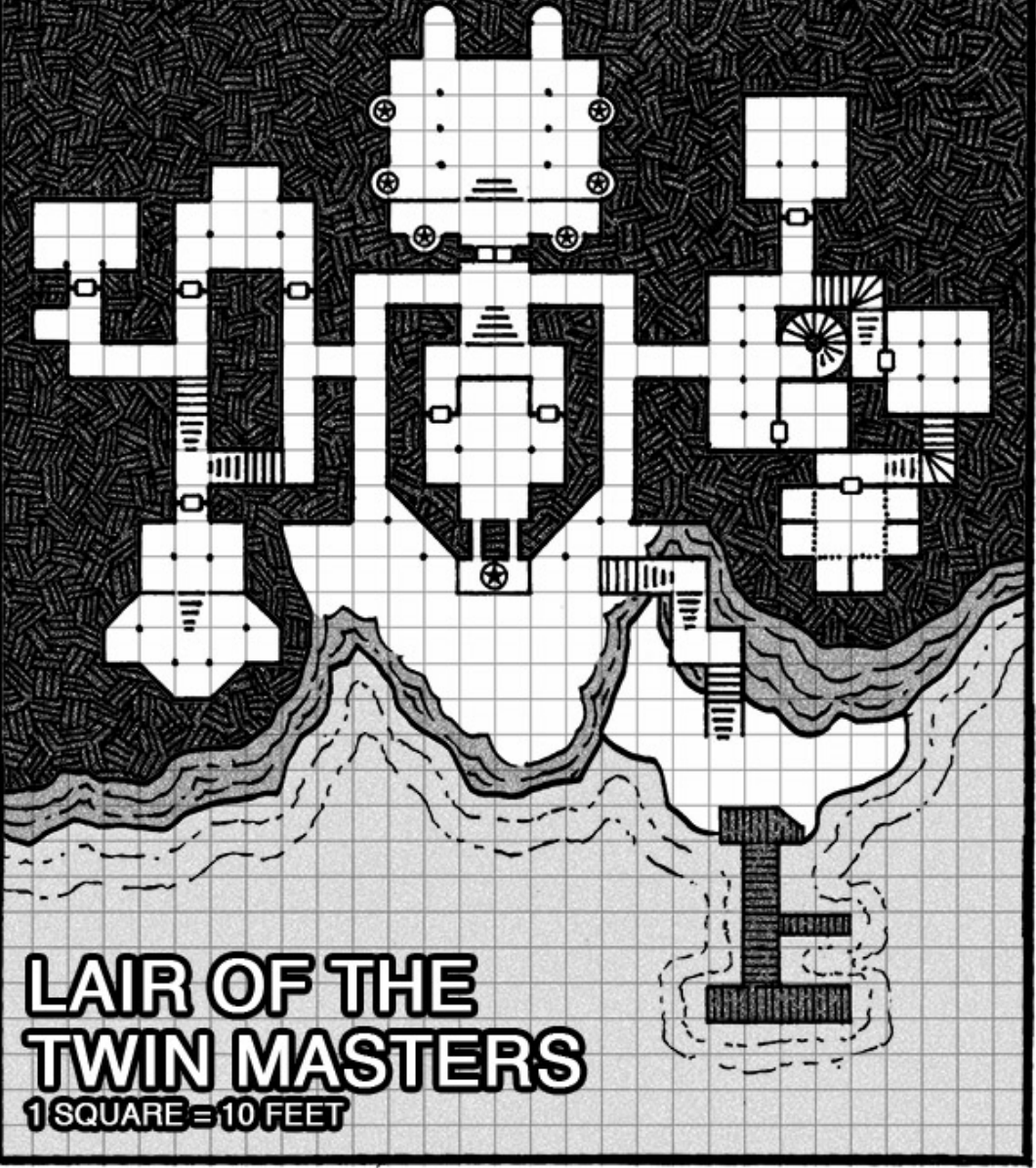
You've heard of the Twin Masters. Their names have haunted your lives for the past two years. Their minions have been responsible for untold atrocities throughout Urlan. You've finally tracked down their lair.

You think of the events that have brought you here as you descend wide steps leading down into a large, hay-strewn chamber. Macabre tapestries celebrating death and sacrifice hang on the walls; one, large, on the far wall, and two smaller tapestries to the left and right. All stand between niches. Three large trestle tables covered in half-eaten food, decorative and simple platters, drinking vessels of many varieties, and a few pieces of cutlery dominate the centre of the room, between six pillars. On the far end, before the largest tapestry, at the head of the last table, are two heavily carved chairs, side-by-side. The imagery depicted on them is grotesque. Wrought iron chandeliers provide some light from heavily melted, flickering candles. Under the right tapestry is a stone fireplace in which a guttering flame pops and spits as it dies. A humanoid form is spitted inside. You hold your hands to her mouths in revulsion as you realize the origin of the scent of cooking meat that has been wafting through the halls of this place.

Nearly retching from the scene, you stare ahead, to either side of the far hall where two of the niches disappear into darkness. Approaching slowly, still not sure why no one aside from a handful of cultists have attempted to stop you, you send one of the warriors forward with a torch. She holds the brand inside, revealing a stone sarcophagus that shows evidence of meddling around the lid.

A sudden sound causes the warrior to jerk back to look behind your group. She gasps and points. Turning, you see that the statues have come alive! They lurch forward, menacingly. The two on the landing at the back of the chamber leap into the air, beating their leathery gray wings like giant bats, screeching with anger and hatred. Another sound causes you to divert your attention to the alcove. The torch reveals that, now, the sarcophagus is open! Standing next to it is a dark figure dressed in heavily-embroidered clothing. A few rings on his hands glint as they catch the light. But what truly strikes fear into your hearts are the two, smoldering red fires burning in the dark where the eyes should be in the man's pale, gaunt face. Another grating noise, as of stone on stone, alerts you to the possibility of another sarcophagus, likely in the opposite alcove...

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Dungeon of the Red Wizard

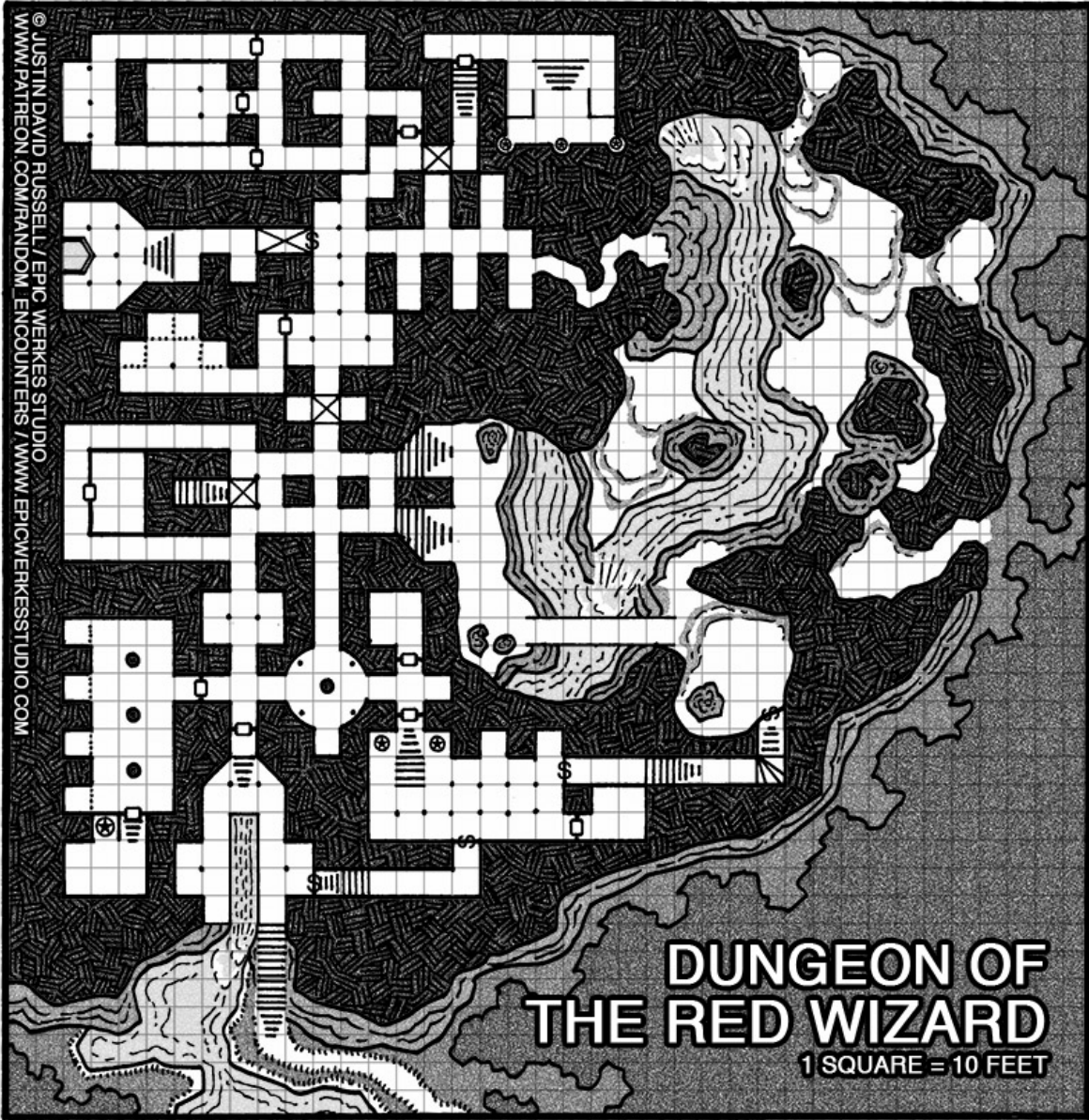
A practically overgrown pathway has lead you here, to the Dungeon of the Red Wizard. You can spy the ruined tower on the hill, as well as the tall, arched opening in the cliff from which issues a stream of swiftly flowing water. To the right of the waterfall, a set of weed-choked stone steps climb up to the dungeon entrance. You are interrupted by one of your party members. They put a finger to their lips, and then their ear, motioning in all directions with their other arm.

You realize, now, that there are no signs of life... Before you can contemplate further, you hear a loud screeching sound, followed by frantic flapping, in the direction of the eastern cliff face. Turning, you see a dark cloud ascending into the sky. Bats? They seem to be coming from a cave somewhere nearby... You are soon jostled as one of your companions screams and grasps your arm, hard, pulling you toward the arched entry. You turn, dumbfounded, in time to see the rest of the party nearly tripping over themselves as they scramble up the stairs. You pull yourself free of the grasping hand, but when you do, your companion screams, '*Butcher birds!*' A drop of cold fear trickles down your spine, then races back up your body, raising all the hair on your arms and neck as excitement and fear threaten to overtake you.

A glance back reveals the cloud is closer, and louder. You can now see individual details. 'Sharp, serrated, pointed beaks, clack hungrily. Razor claws open and close in anticipation. Bristling, rusty red and brown feathers adorn the small body, but the wide wings are leathery, like a bat. Each 'bird' is no more than a foot tall, at most, but the wingspan is twice that.

You realize that, somehow, you managed to reach the stairs, though you don't remember doing so. The first of the butcher birds enters the entrance, a screaming flurry of beak, feathers, and talons. You spy a door at the back of the entry chamber that your companions are already trying to force open. *Well*, you think to yourself as you back up and ready your weapon, *I'll at least take a few of these bloody things with me, before I die!* Your stoic resolve bolsters your courage, but you can't help praying to your gods for that door to come unstuck...

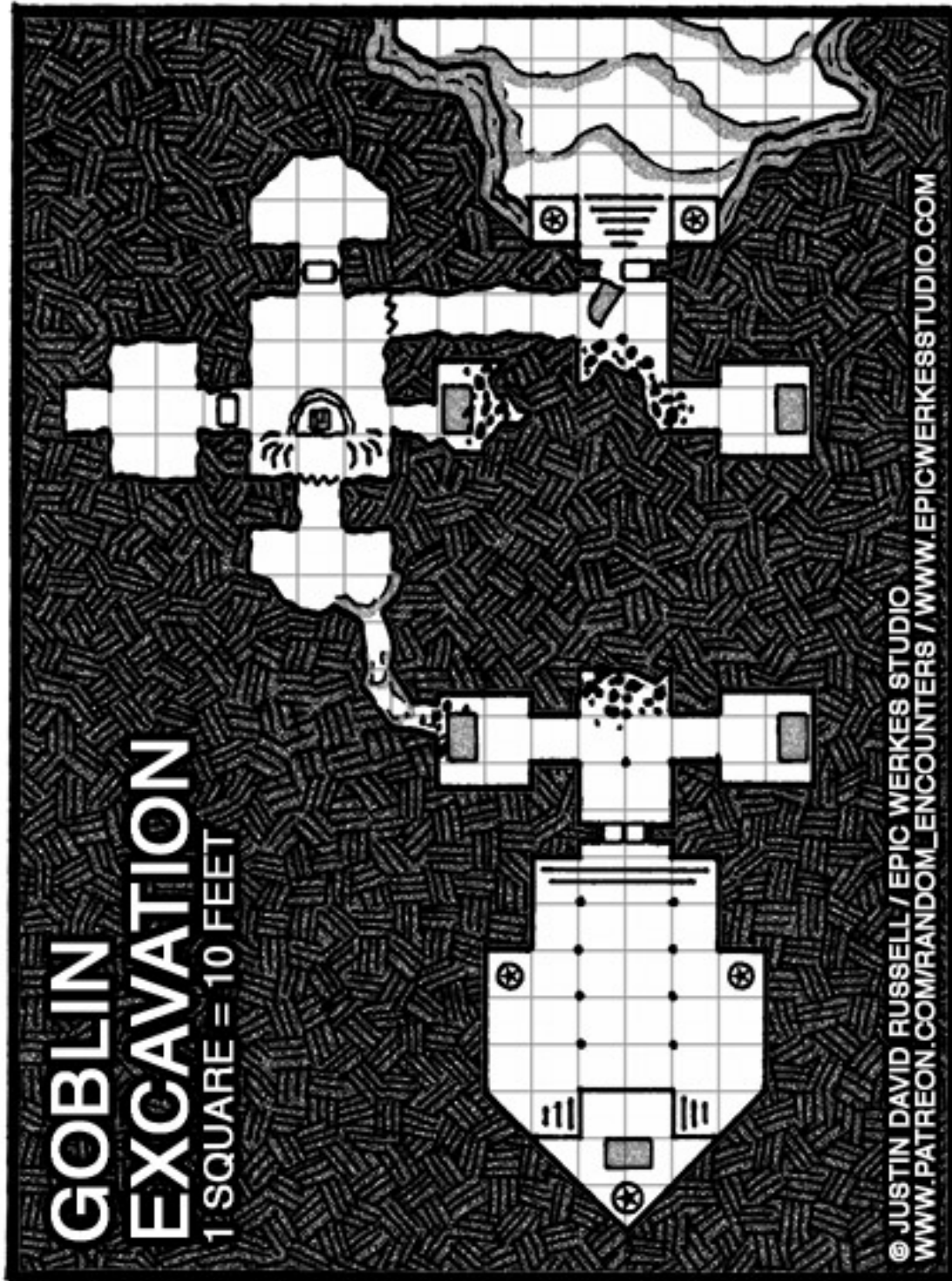
Details: In the Hills of Scric, where the skies are full of butcher birds, lies the Dungeon of the Red Wizard. A ruined tower crouches like a hunchback above it. During the time when the wizard was active, the complex served many functions, including as a research area, tomb, and storage. The attached caves contain butcher birds, a terrible menace that threatens the entire area.



Goblin Excavation

Hook: Goblins have begun raiding the local roads, then retreating back inside the dense, old forest. Normally, no one bothers with the forest, because it is so deadly and labyrinthine, but a recently robbed merchant wants to hire mercenaries to head into the woods and return his goods.

Details: Goblins have, indeed taken up residence. Before they started raiding the roads, they found an old tomb and broke down one of the doors. Several of their number died when an explosive trap was triggered by the effort to enter. The explosion also collapsed the central portion of the tomb. Once inside. The goblins began digging to make a home for themselves. They also began to rob the dead of their riches. They eventually found the main tomb doors, but they have been unable or unwilling to risk another explosion to get in. Instead, they have focused on raiding the local populace.

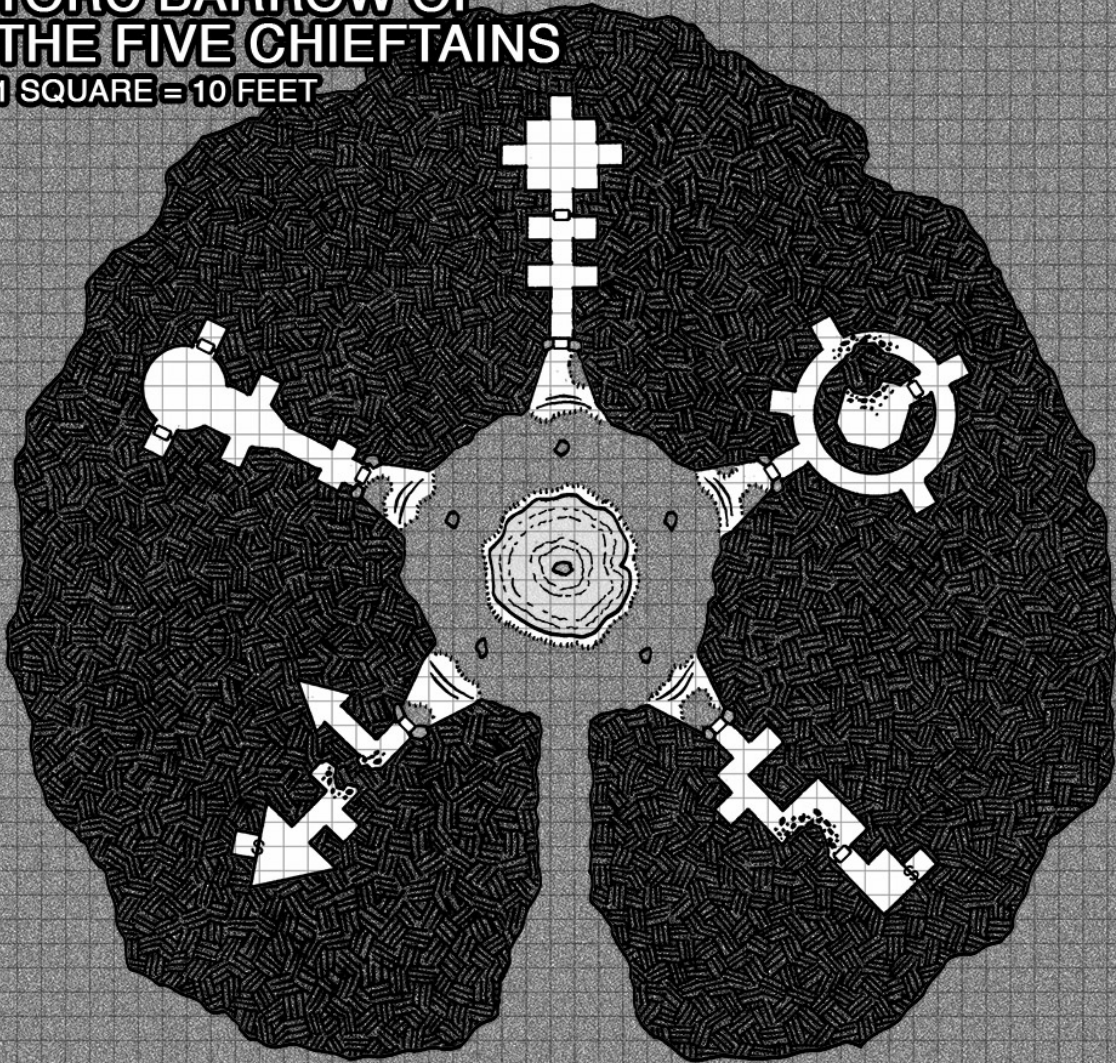


Torc Barrow of the Five Chieftains

Popular among the Thrandorians and Kargarish for the burial of chieftains, kings, and other nobles, is the *torc barrow*. Anywhere from one to several individuals can be found interred in such mounds. The mounds themselves are formed into a broken ring, mirroring the shape of a piece of jewelry, called a torc. In some cases, the Chaotic nature and violence inherent in the Kargarish people makes the dead restless. For this reason, Kargarosh torc mounds are dangerous places.

Menhirs placed within the courtyard in front of the tomb entry usually depict runic poems and stylized figures detailing the life and deeds of the most notable figure interred. Large, sometimes carved, stones serve to bar entry to the barrow and the rooms within.

**TORC BARROW OF
THE FIVE CHIEFTAINS**
1 SQUARE = 10 FEET



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The Witch Queen's Barrow

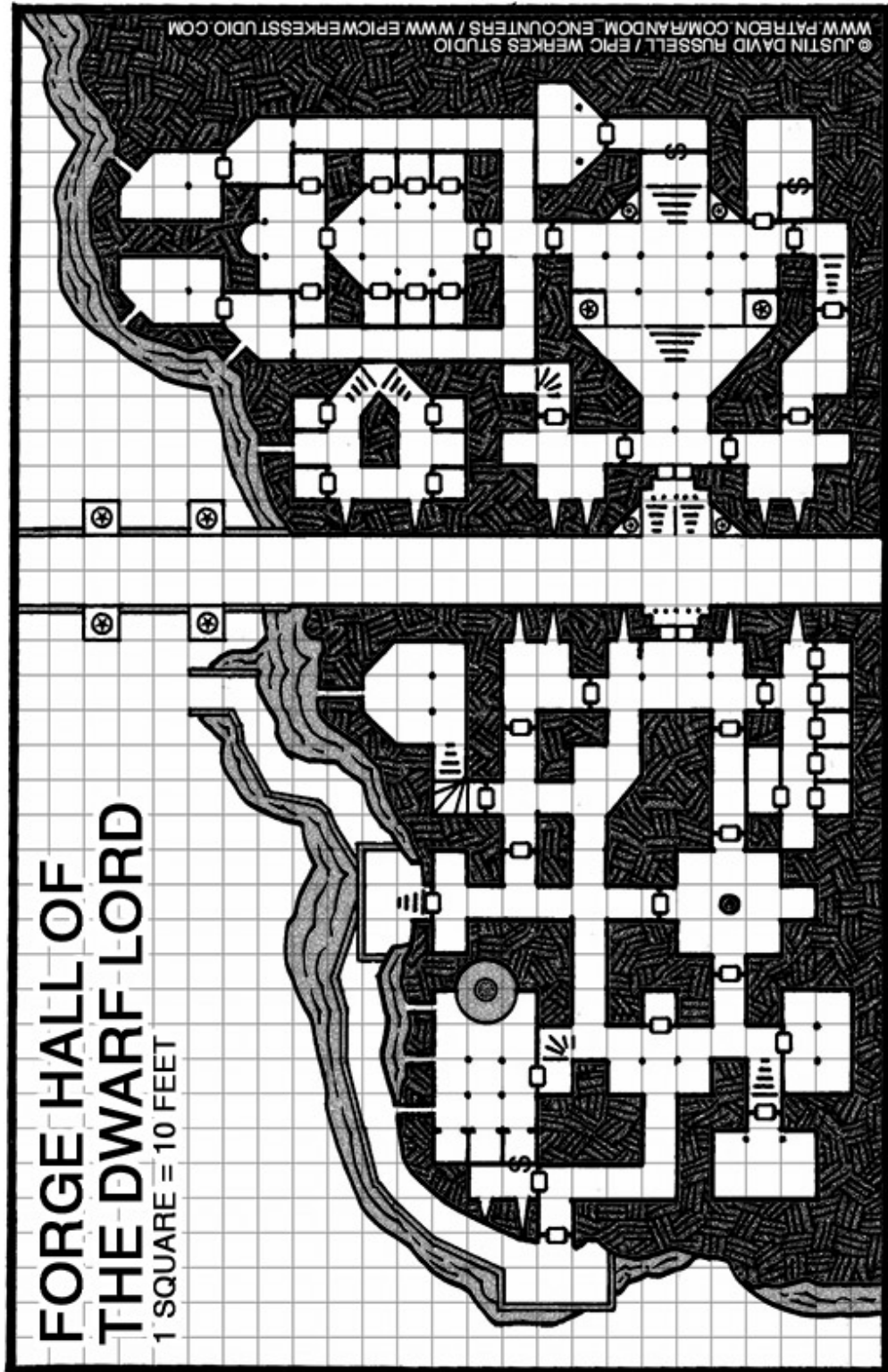
An ancient Kargarish queen lies interred under the earth in a massive burial mound with all of her retinue. A tomb robber reading the sealing words upon the tomb door made the ancient barrier crumble, leaving the Queen free to sate her hunger for revenge and the life force of the living!

We made it, folks! The Kickstarter for Broadsword Magazine has been a great success! We were fully funded within the first few hours of the first day! Thank you for all your support. If you missed the Kickstarter, do not worry! DM Dave will be opening subscription options in May! To read more about the magazine, check out this link: www.broadswordmagazine.com



Forge Hall of the Dwarf Lord

Under the earth lies a complex series of interconnected roadways carved from the very earth. Impossible bridges span great caverns, linking dwarven mines and fortresses. Dwarf roads connect mountain cities to one another, making trade easier than it would be above ground.

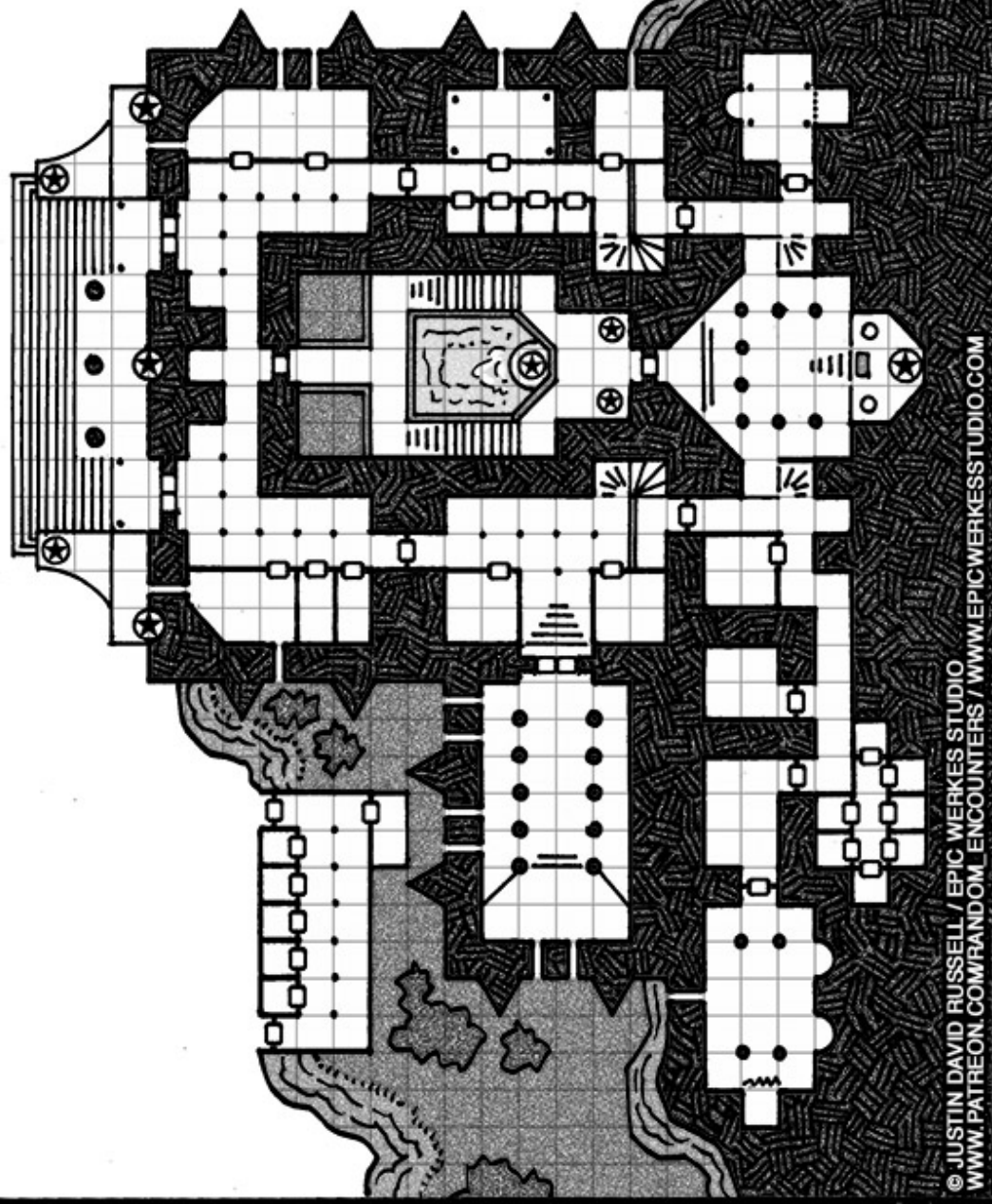


Temple of the Beast

Built of black and red marbled stone, the imposing Temple of the Beast is a holy site for the forces of Chaos. It contains a vast library and chronicle of the ages of the world, but told from the perspective of Chaos. There is a worship area where a monolithic statue of the Chaos God perches between two large braziers. During services and meditations, incense is burnt in the braziers, filling the shrine with intoxicating fumes laced with opiates. A small stable is built into the hillside for visitors to board their horses.

TEMPLE OF THE BEAST

1 SQUARE = 10 FEET

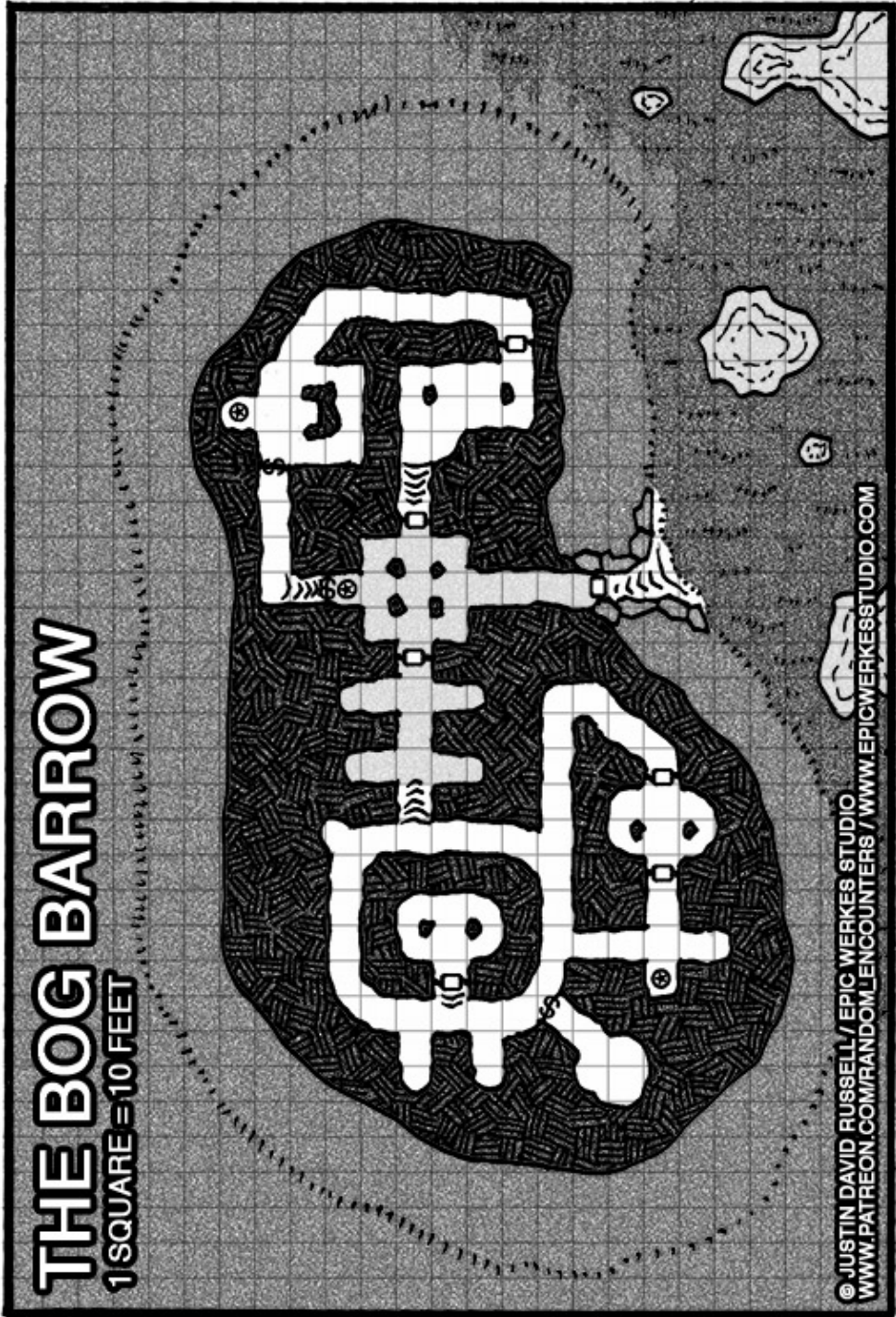


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Bog Barrow

Lonely and barren, the Bog Barrow of the Barbarian Prince stands as a stark reminder of the Kargarish occupation of the Borderlands. Bog zombies lurk in and around the complex. The Barbarian Prince, himself, lies awake in his sepulchre, awaiting foolish explorers to stumble upon him.

Victims of the Kargarish people were often dumped into peat bogs that preserved the bodies , like mummies. It is a terrible sight to see, witnessing the undead wander restlessly after death, the relentless urge to consume the living driving it on.



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!