

RANDOM ENCOUNTERS



VOL. 2

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A COLLECTION OF RPG MAPS
BY JUSTIN DAVID RUSSELL

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 July, now in high resolution, is offered in sincere appreciation of those pledging at the \$3 tier. Thanks, again, and may this bring your gaming experience to a whole new level! As always, have fun and, GAME ON!



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

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





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

Find out more at: <https://broadsword.samcart.com/referral/kMnJ6nqu/AJXvmmLidWzLH3Xt>

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Cult Lair of the Gold Elephant

This map was inspired by Edward Kann's word, 'Elephant.' Thanks, Edward!

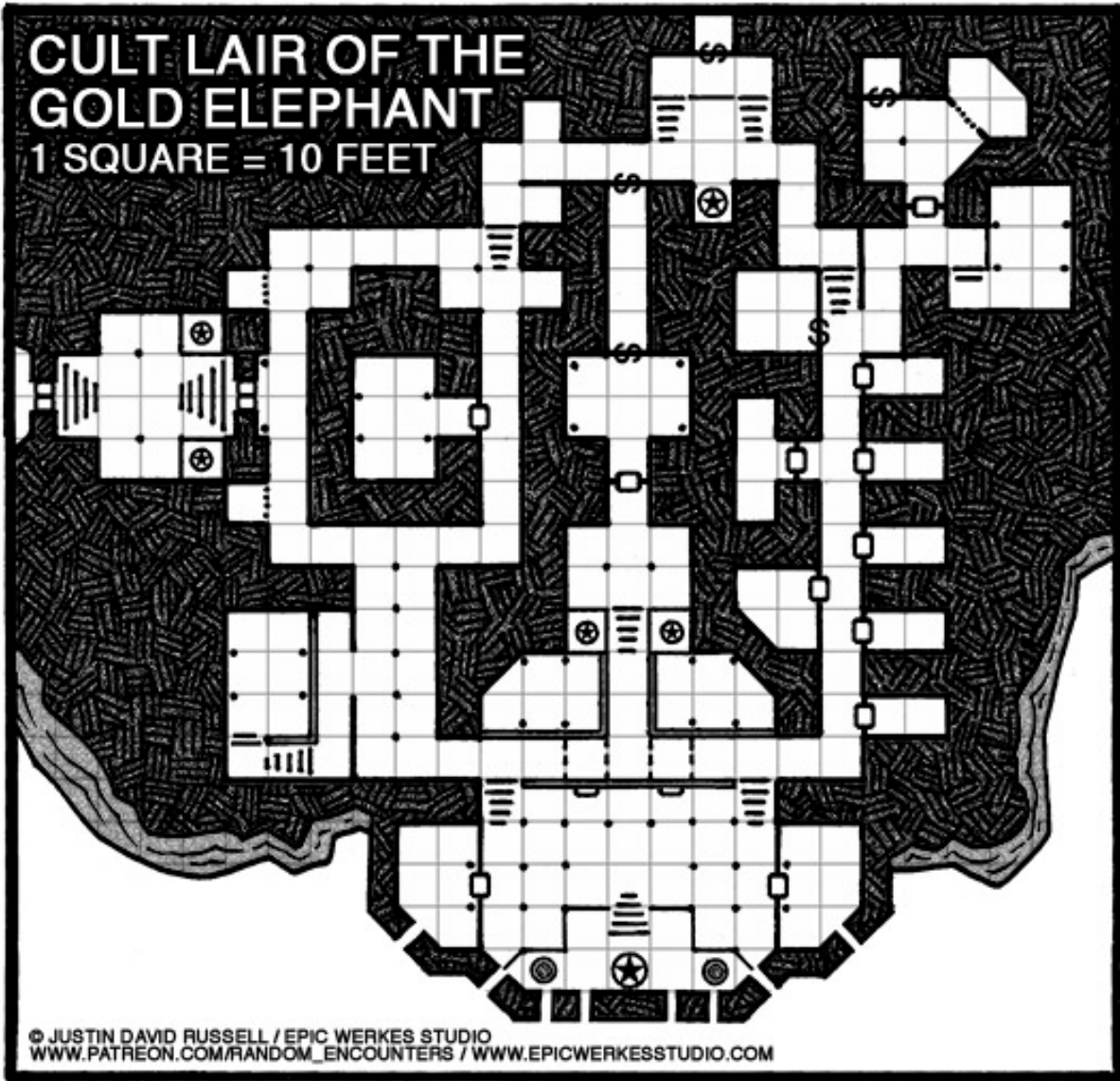
Hook: The small village of Pookaroon has recently suffered from the ravages of a plague. The god, Shoonram, demands a sacrifice of a virgin girl, every year. Threatened with possible destruction, the elder refused the monks, when they last visited Pookaroon. A day later, the elder's own daughter was stolen. He suspects the monks.

Details: The doorless, vine-choked edifice of the structure looms out of the jungle, its carved surface crawling with bas-relief scenes and mysterious runes and pictographs. A hidden entry cave leads to massive bronze doors on the east side. Inside this limestone complex, the monastic followers of the peaceful elephant god, Shoonram, zealously worship their patron. A pillared chamber lined with windows contains a massive golden statue of Shoonram. It is set with tusks made from elephant ivory laminated together. Its eyes are giant emeralds.

The monks living in this structure both fear and venerate their god. Shoonram is wise and portly, but he is also known for great wrath, when roused. Of particular interest to would-be thieves and explorers are tales of the rich gem mines that are located to the north of Shoonram's monastery.

CULT LAIR OF THE GOLD ELEPHANT

1 SQUARE = 10 FEET

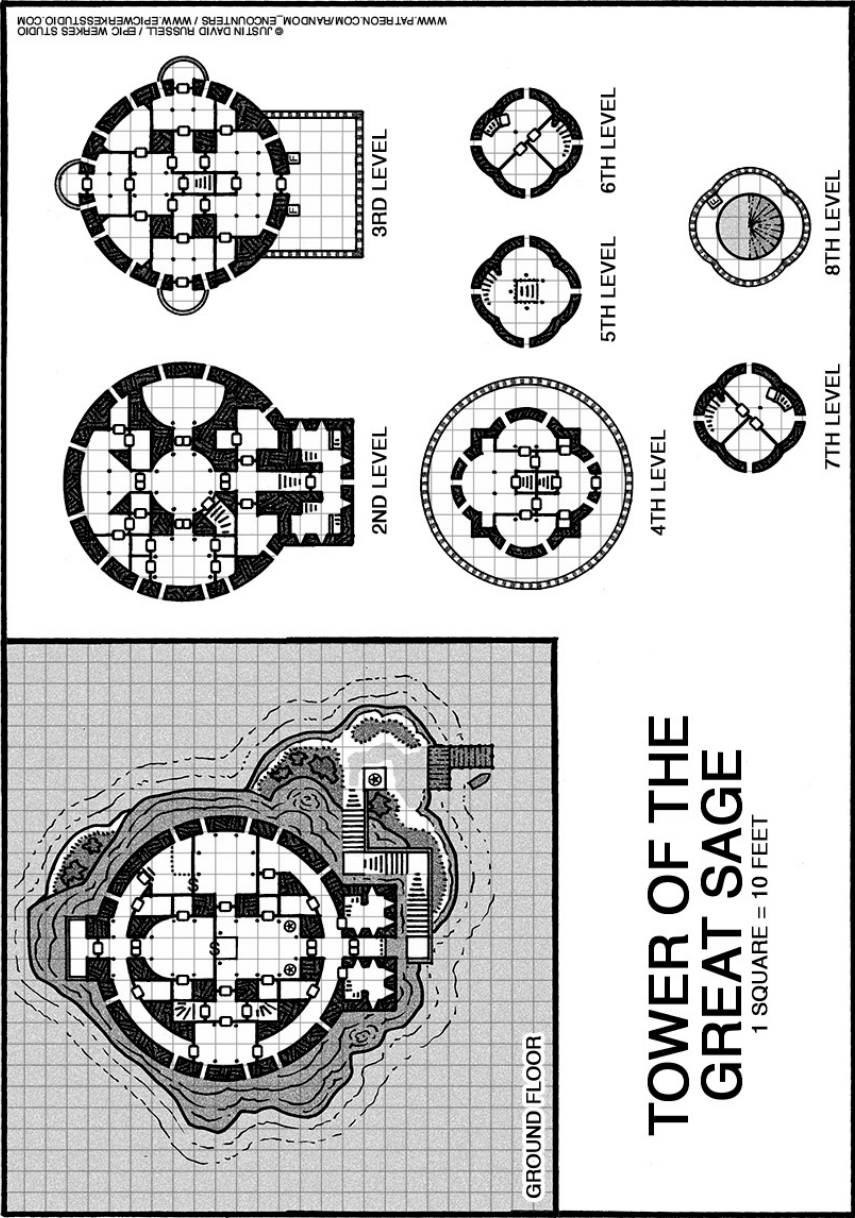


Tower of the Great Sage

This map was inspired by Jason Hobbs' word, 'Aficionado.' Thanks, man!

On an island in a lonely mountain tarn, the Tower of the Great Sage points high into the sky. The tower is dedicated to the god of knowledge and histories. Priests living there make it their duty to record all manner of knowledge. Outsiders are not allowed access, although priests of all faiths are often admitted.

Clerics of the Order of the Great Sage travel far and wide to find and record information. Every so often, they return to their tower to donate their findings.



Eldritch Mine of the Moonmetal

This map was inspired by Seafoot Games' word, 'Eldritch.' Thanks, guys!

Venerated among the dwarves of the Known World is a special metallic ore, known as the Tears of the Moon, or Moon Iron. It is only found in small pockets. When discovered, the mine's location is jealously guarded. Only a few dwarves, usually master smiths, are sent to mine and work the material.

Moon iron is malleable, and it glows softly in the dark. It's light blue lustre is pearlescent. Though it is mostly ornamental for everyone else, dwarves know the process to be able to add the material (in very small amounts) to any metal to make it harder, stronger, and able to be enchanted. Weapons made with Moon Iron emit a slight, eldritch glow that betrays their origin.



Reliquary of the Silver Nightingale

A lonely pilgrimage site, called the Reliquary of the Silver Nightingale, is dedicated to a saint of the goddess of prophecy. The Silver Nightingale was a notable priestess and prophet. Travelers would venture from far and wide to see the woman and receive her insight. When she died, her skull was placed in a special vessel that, when touched, may or may not offer a vision in response.

RELIQUARY OF THE SILVER NIGHTINGALE

1 SQUARE = 10 FEET

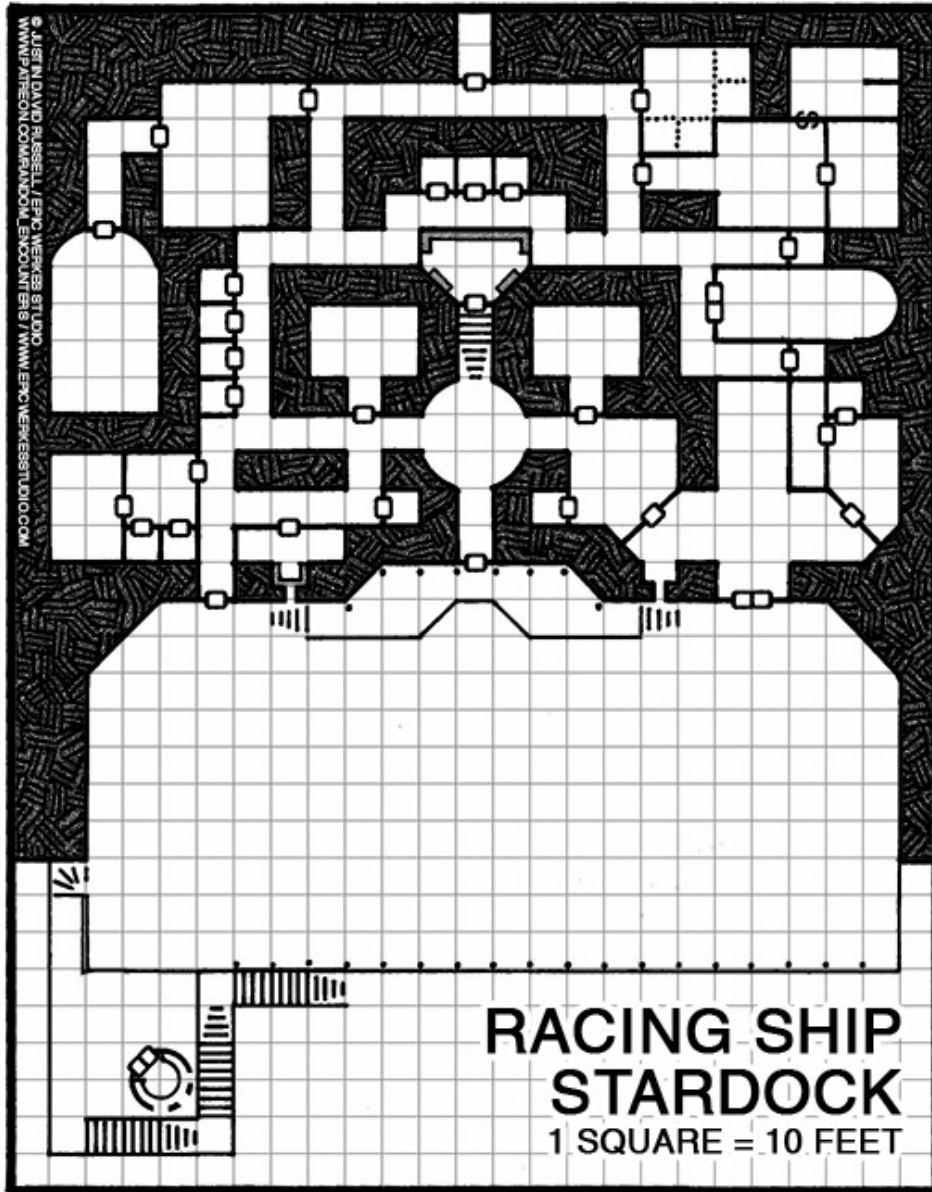


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Racing Ship Stardock

November's issue of Broadsword Magazine will deal with some science-fiction themes. In preparation for that, I will do some sci-fi maps, this month. I am starting with this one, inspired by John Lopez's word, 'Racing.' Thanks, John!

The orbiting city of Cerberus One is home to rampant crime and gambling. Star Races are the most popular form of entertainment in Cerberus. Small docks, like this one, are dedicated to the construction and repair of the one- to two-man vessels that participate in the events. Crime lords, politicians, and corporate organizations have their fingers in the races, often paying large sums of money and using nefarious means to sway the outcomes. For this reason, the races are known to be a dangerous, and often fatal, sport.

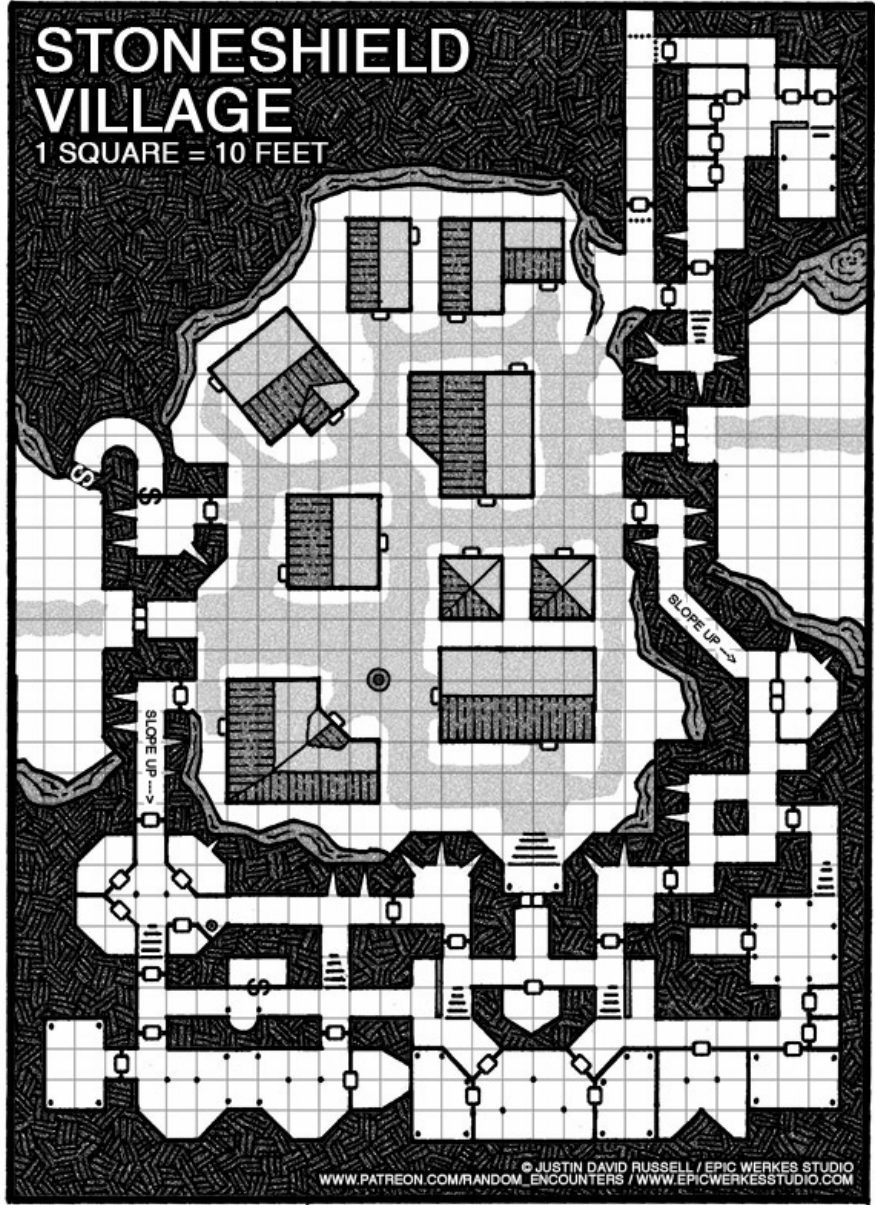


Stoneshield Village

Yep, you guessed it. More dwarves!

Stoneshield is a small village under the earth. Stoneshield Clan dwarves operate their mine on the edges of the Dwarven Kingdom. The mines have only recently been closed, after an incursion of violent, mole-like creatures. Unable to eradicate or control the threat, the dwarves have sealed the doors that lead to the gold mines.

The clan leader, Bolgrim, hates the mole men. His son, Horold, was killed in the mines when the creatures first attacked. The son's family armour and weapons are now in the hands of the monsters. Bolgrim is looking for some way to reclaim his ancestral heirlooms, and the body of his son...



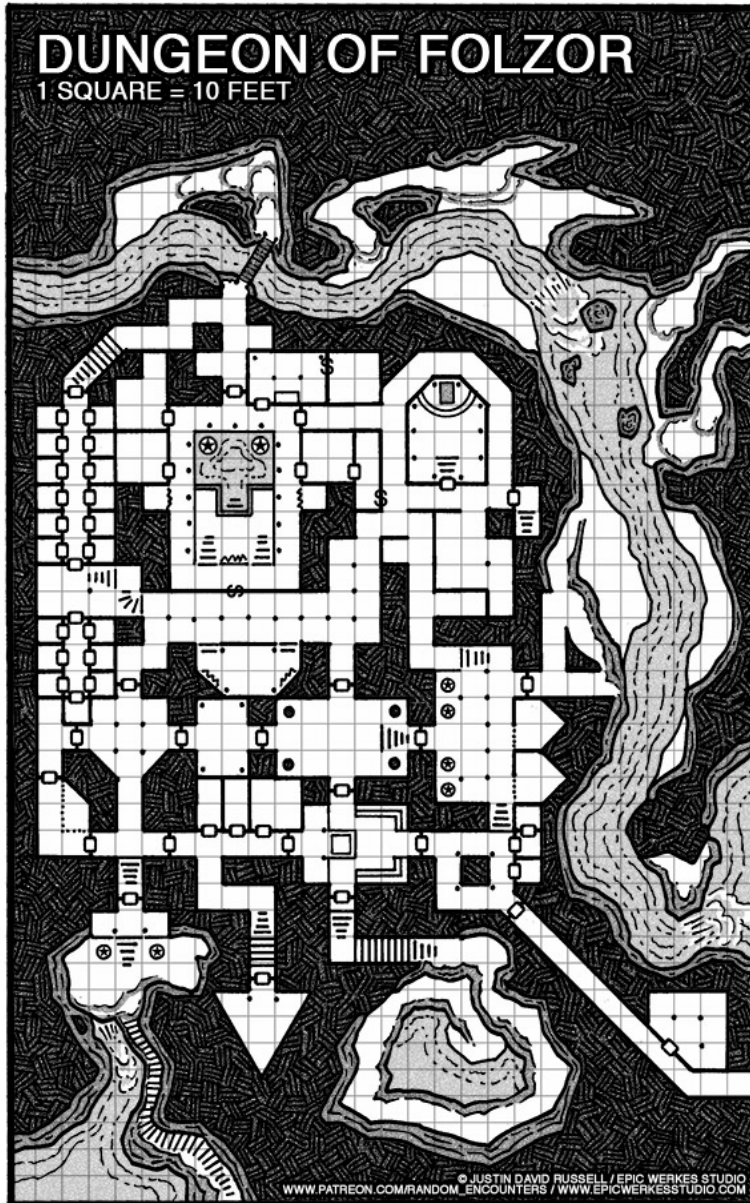
Dungeon of Folzor

Folzor, the Shadow Master, as he was known among his followers, built a sprawling complex in the Hills of Thorns. He gathered around him creatures of Chaos and evil to serve him and fulfill his wishes. Folzor died after a group of mercenaries entered his home and slew him. However, unbeknownst to the mercenaries, Folzor had planned to die. When his spirit was free of his body, Folzor became a powerful shadow. He immediately drained the life from the mercenaries and made them his most powerful servants.

Today, Folzor threatens the lands around his lair. His five Shadow Slaves are feared among thesteads and villages that lie nearby.

DUNGEON OF FOLZOR

1 SQUARE = 10 FEET

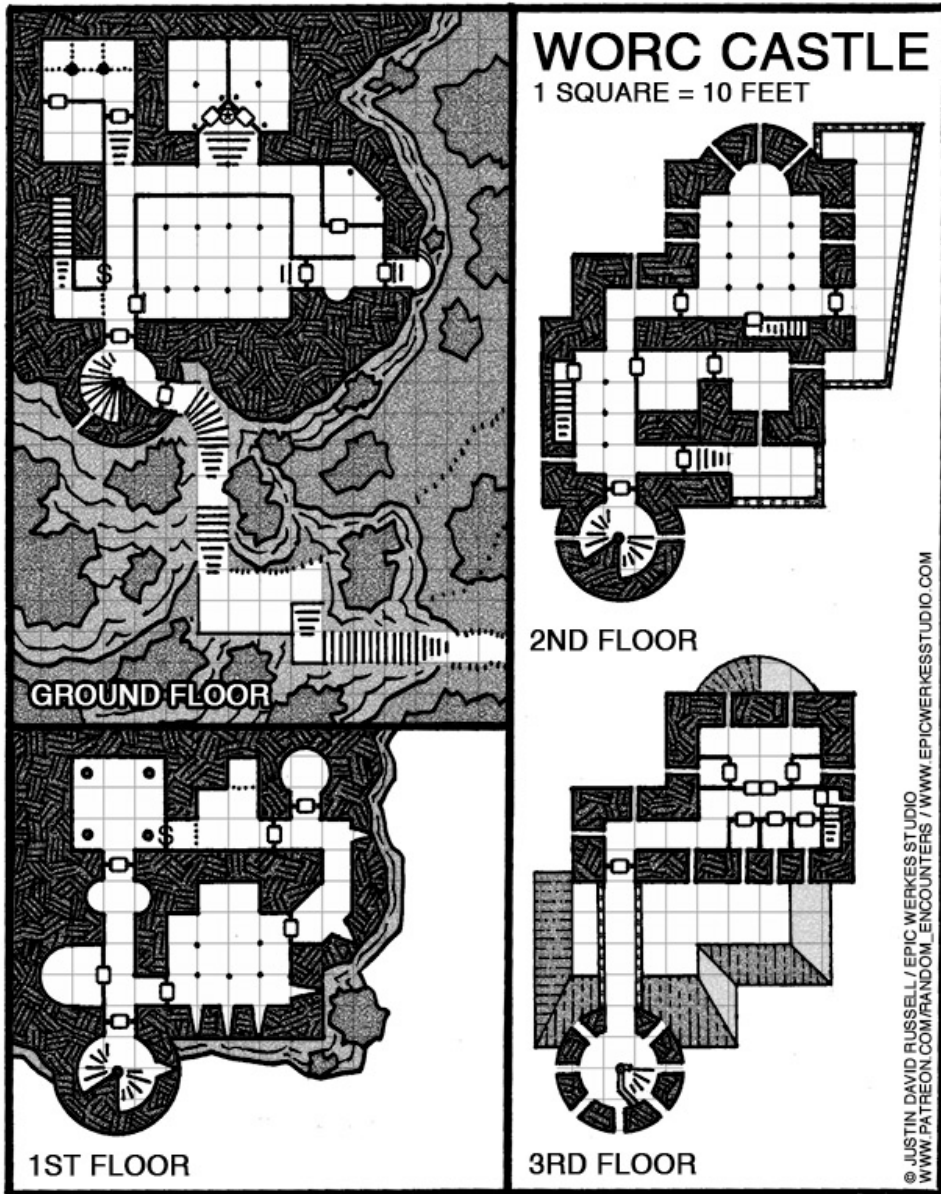


Worc Castle

The only evidence that Castle Worc is still in use is the fact that it is in good repair. Some say that strange, small men in dark hoods have been seen lurking around the grounds at night, even flying through the air. Rumours of odd sounds emanating from the castle further add to the air of mystery and fear that surrounds it.

Worc Castle was once occupied by Corvin, Lord of Worc, and his small family. Some say he was cursed, that his entire family became monsters and withdrew from public view. Eventually, the small village in the valley below the castle was abandoned and fell into ruin. Fear surrounding the location prevented anyone from investigating the rumours and resettling the place.

Details: Corvin of Worc was a wizard and alchemist. He practiced his interests in secret, as the superstitious villagers, his family among them, would not have understood the work he was doing. His dabbling in arcane matters eventually led Corvin to contact a powerful hag that lived in the nearby swamp. Rather than grant Corvin secrets to obtain even more power, she cursed him, his family, and those that dwelt in the castle. They are all now humanoid crows serving the hag.



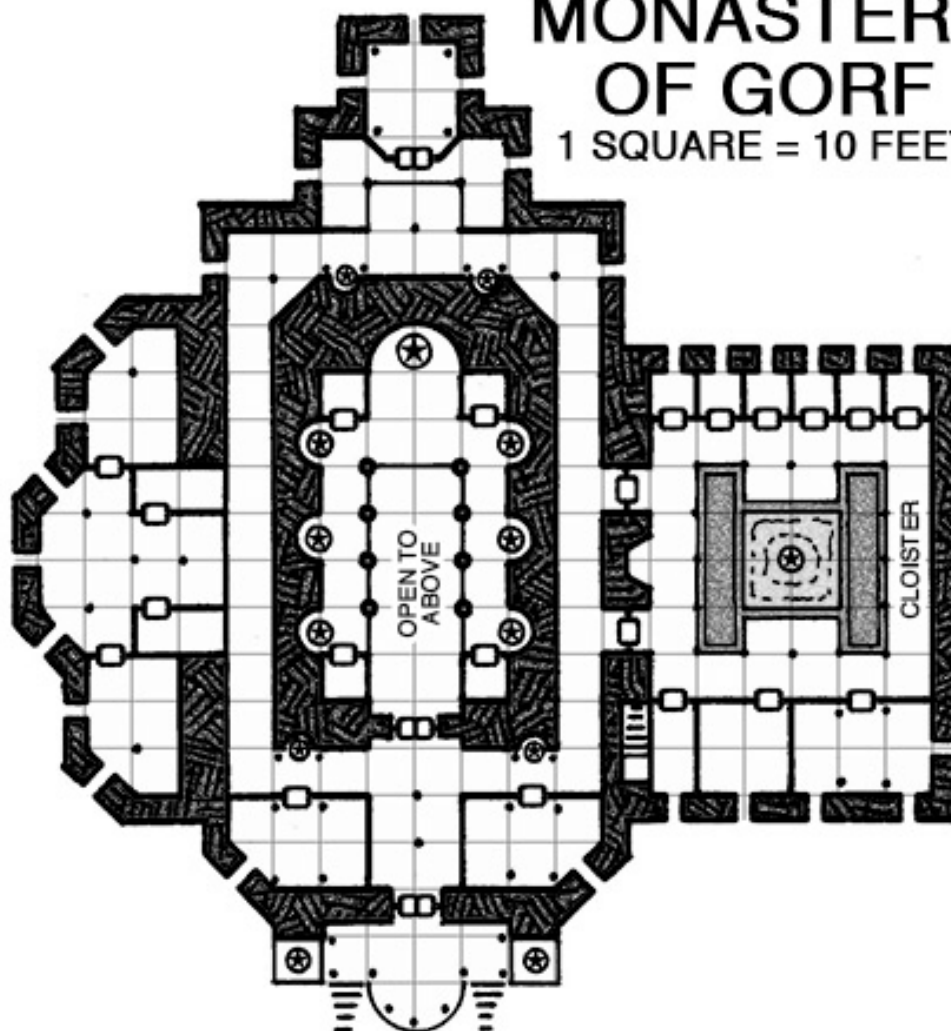
Monastery of Gorf

Gorf Monastery is a strange place. It is dedicated to the goddess of springs, peace, healing, and luck. The green marble structure is full of frogs, salamanders, and other amphibious creatures hopping and crawling along the floors. Anyone entering the monastery will be met by barefoot, oddly beautiful female attendants with damp, greenish skin dressed in long, gossamer robes. They will find a welcoming attitude from the ever-smiling priestesses, but anyone bearing arms or causing violence or other trouble will be dealt with swiftly and cast from the monastery.

Gorf Monastery is located on the edge of a wetland, surrounded by mysterious fog, even on sunny days. The central worship chamber is mostly open to the sky. Statues of amphibians line the chamber, and a large statue of Gorf, the water goddess, stands at the covered, far end of the room.

MONASTERY OF GORF

1 SQUARE = 10 FEET

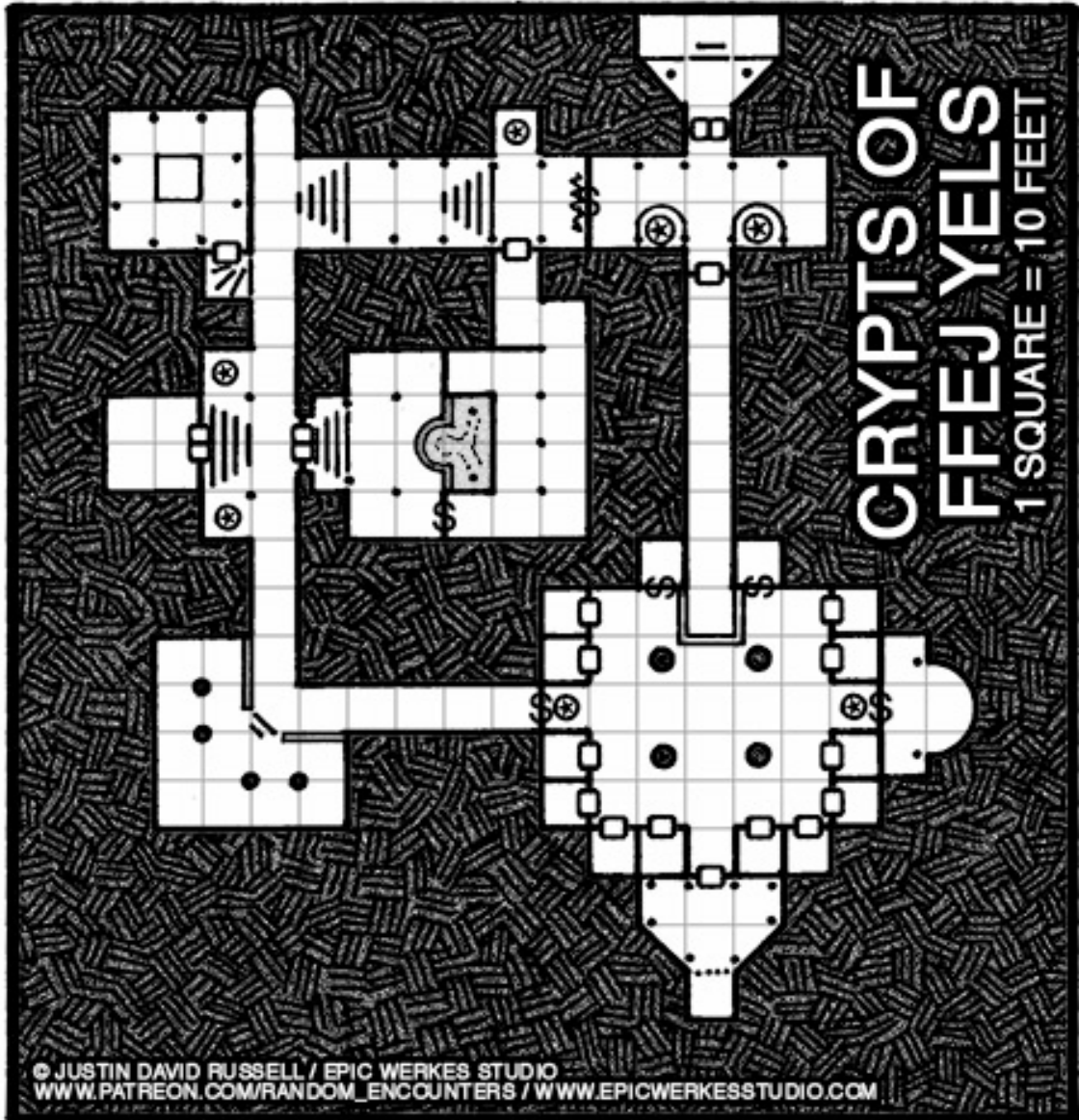


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Crypts of Fej Yels

Ffej Yels was a necromancer posing as a priest of the god of death. One of the crypts he had built served him as a lair and laboratory. His activities, which included stealing the bodies of the dead nobility interred in the crypts, were finally discovered. Charged with breaking the laws of life and death, rather than preserving them, the necromancer was driven from town. He returned soon after, under the cover of night, and entered his secret laboratory to renew his experiments. This time, however, he seeks to use his undead servants to exact revenge on the local nobility and townsfolk.

Troubled that the disappearances and murders haven't stopped, and worried Ffej Yels may be responsible, the town leader has put out a call for mercenaries to search for the wizard. She fears that the necromancer has gained some influence over the town guard and wishes to hire a small group to act, with her official clearance, independently of the constabulary.



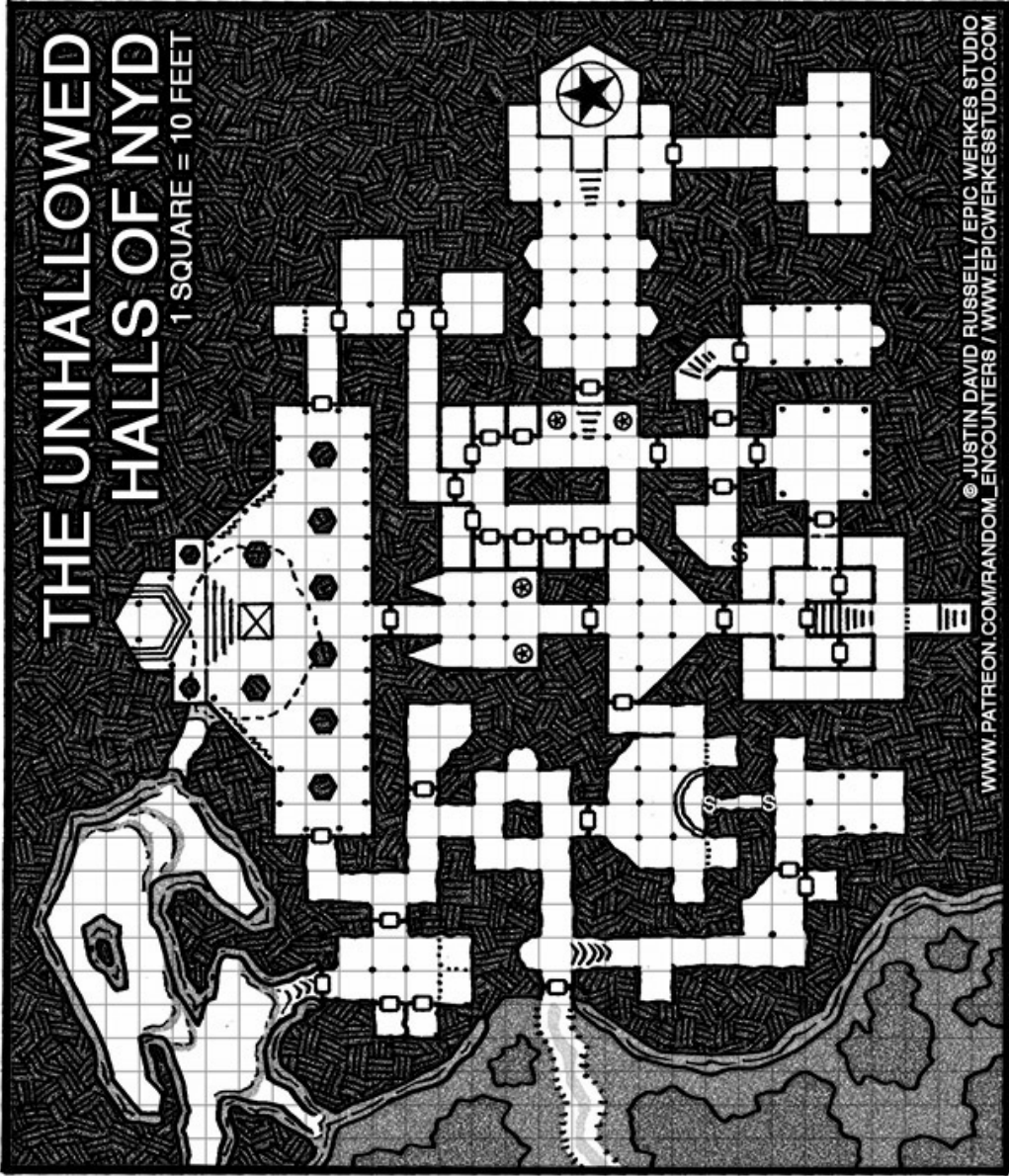
The Unhallowed Halls of Nyd

Those of you that have seen it will know I designed this map during a [live-stream](#) the other day. I hope it was enjoyable. It was fun for me, for sure. You get a real sense of my process in this first stream. The map often reveals its purpose as I work on it. I bring you, 'The Unhallowed Halls of Nyd!'

Nyd is a powerful, and evil, sorcerer. His designs include conquering the lands to the south of his temple complex.

When the wizard first decided to put his plan into motion, he used his magic to compel the monsters living in the area where he wanted to construct his home to build his lair. Years of backbreaking labour made the creatures angry and resentful of Nyd, but none dared cross the power-mad tyrant.

Today, now that his lair is finished, Nyd has begun sending spies and other followers into the surrounding lands, including the Great City to the north. The city is Nyd's true focus. He wants the king dead so that he can take his seat.

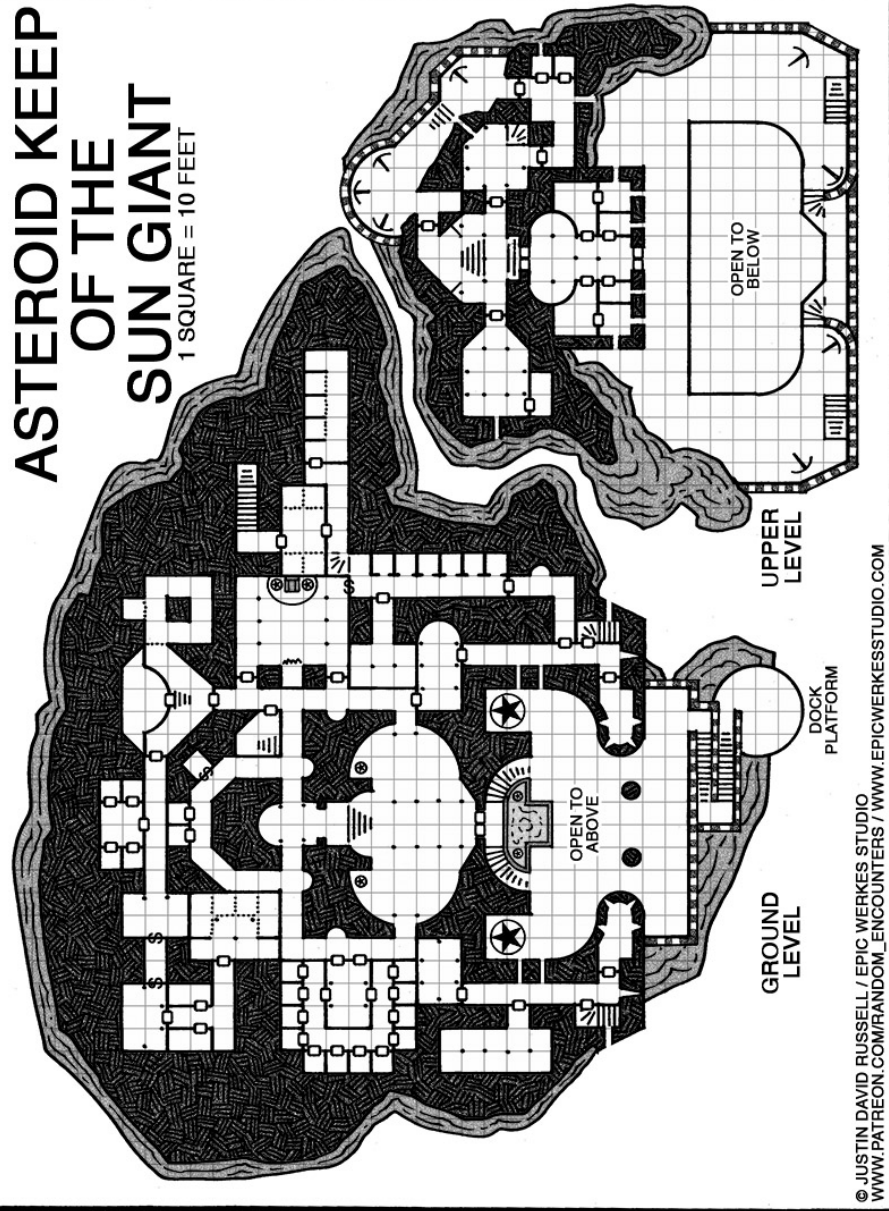


Asteroid Keep of the Sun Giant

In the star-studded heavens, drifting along the edges of a deadly sea of asteroids, travels the Keep of the Sun Giant. The Sun Giant built his fortress upon the ruined fragment of a dead world. Eager stellar explorers, treasure hunters, and tomb robbers lust after the promise of adventure and great reward in the asteroid field. The giant's mobile stronghold patrols the region to keep any and all comers from entering planetary debris.

ASTEROID KEEP OF THE SUN GIANT

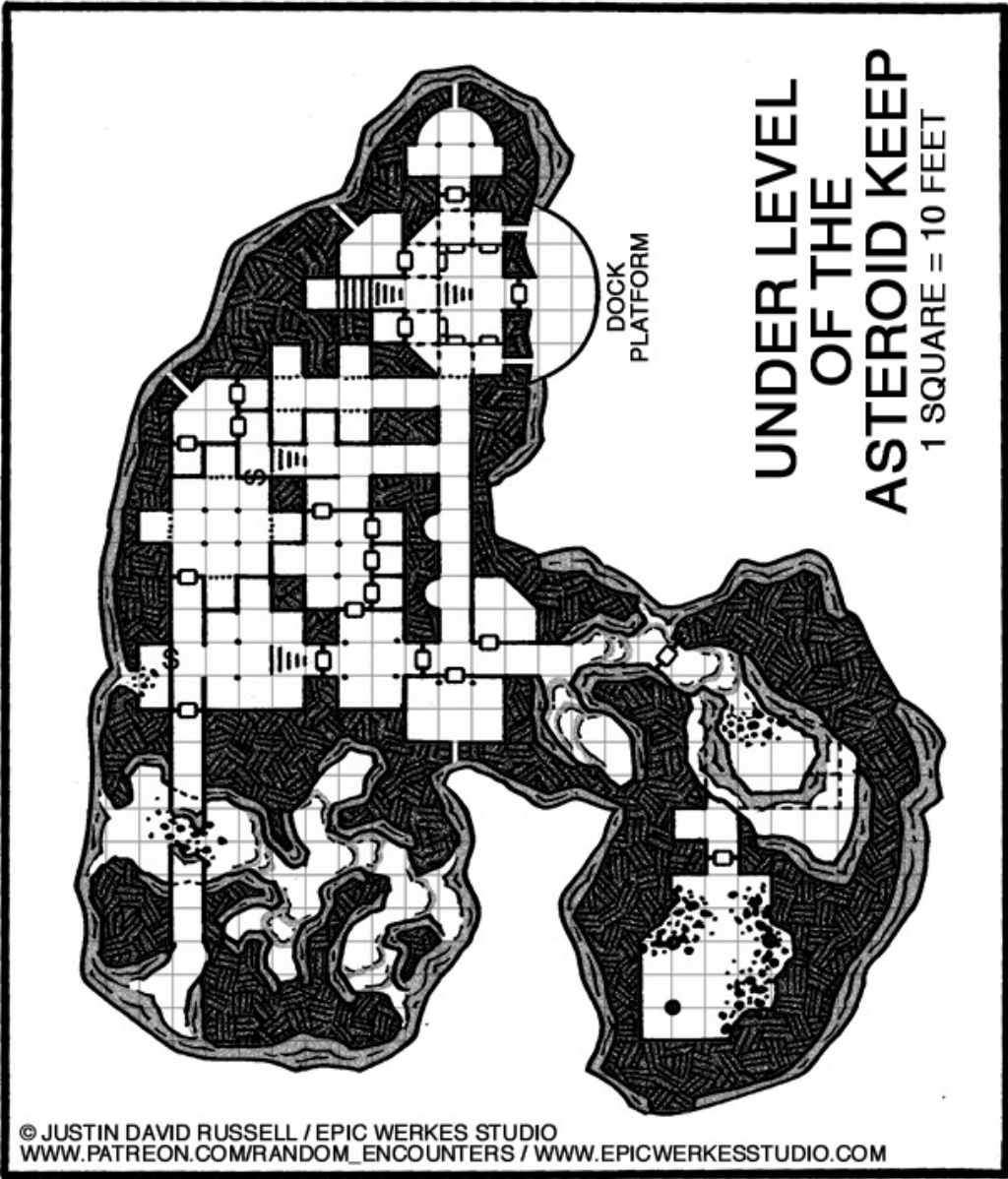
1 SQUARE = 10 FEET



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Under Level of the Asteroid Keep

Located beneath the [Keep of the Sun Giant](#) are the castle undercroft and the crumbling remains of a tomb from a long dead world. The ancient race of people that dwelt on the world once built their tombs under the earth, deep, far from the light of the sun. When the planet was destroyed, such tombs survived because of the protection the earth afforded them.

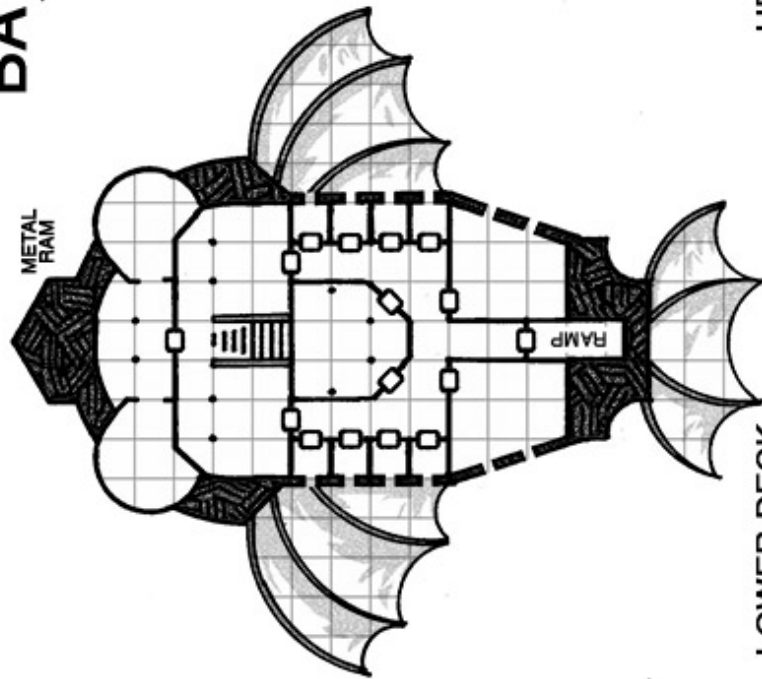


Battle Carp

A water-logged planet in a dangerous part of space is home to violent fishmen. They build small, metal-reinforced battleships to traverse the stars in large 'schools.' The tactic of these piratic creatures is to overwhelm their victims, ramming their small, formidable ships into the hulls of other vessels, then board through the breaches. The fishmen take no prisoners and leave little behind in their ravenous wake.

BATTLE CARP

1 SQUARE = 5 FEET



UPPER DECK

LOWER DECK

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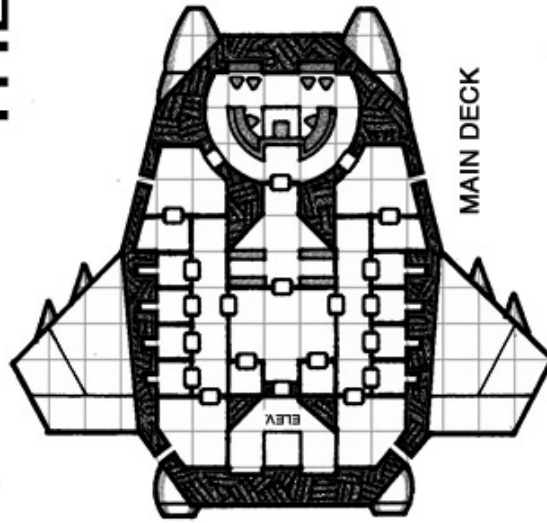
The Starchaser

This map was inspired by Ada Douglass's word, 'Spaceship.' Thanks, Ada, and welcome aboard! She's Random Encounters' newest patron. Thank you all for your continued support. You guys make this whole thing possible!

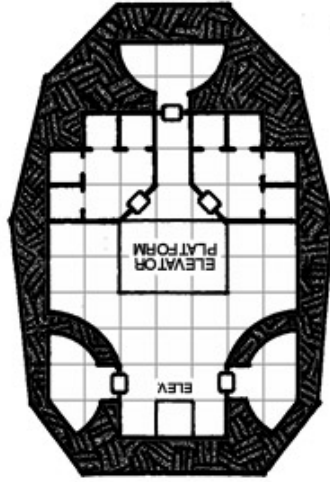
Not the fastest ship in space, but the well-armoured transport vessel-turned cargo-ship, The Starchaser, is a worthy vessel. She is a veteran of the dreaded Thermoid Invasion, and the pride of the mercenary pirate captain, Bulgronz. The ship has been stripped and fitted with a variety of weapons and improvements many times over the years. Bulgronz's reputation as a swindler and a hero has many on the fence about the character and reliability of the man. What no one can contest is the deep, unwavering bond Bulgronz has with The Starchaser.

THE STARCHASER

1 SQUARE = 10 FEET



MAIN DECK



CARGO HOLD & LANDING GEAR

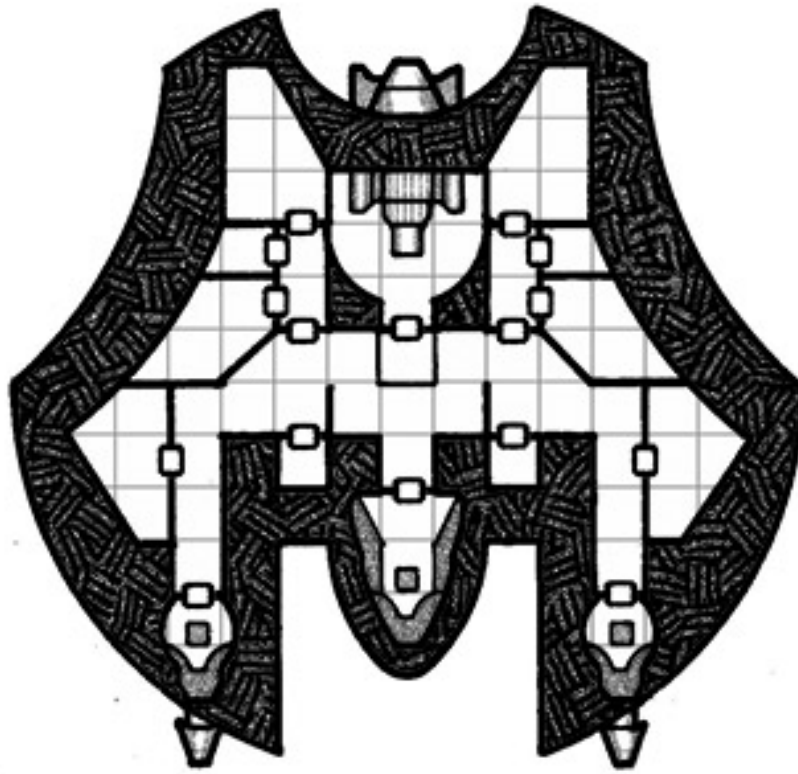
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Nebula Skate

Small and light, these fighter ships make up the bulk of the Thermoid 'horde.' Thermoids are reptilian humanoids that must wear a full body suit with a filtration system in order to survive off of their planet. Nebula Skates have a main cockpit, and two guns. A crew of three to five can run the vessel, but more are usually present.

NEBULA SKATE

1 SQUARE = 10 FEET



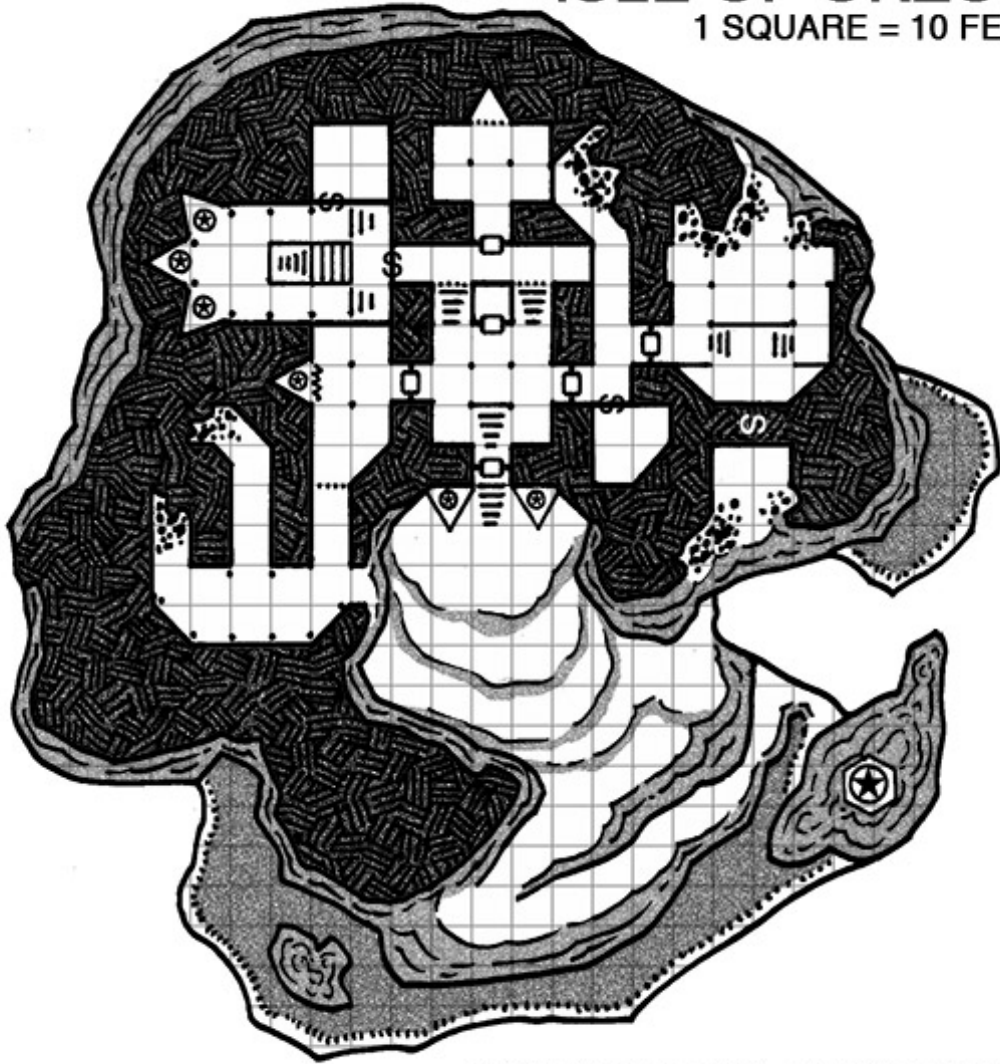
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Isle of Orzon

In the same debris field inhabited by the Sun Giant is another ruin, partially intact, from a time when there was a planet occupying the area. The asteroid is now the home of Orzon, a reclusive treasure hunter that is after the vault he thinks is in the lower level. He has spent years of his life trying to solve the riddle that will allow him to open the door at the bottom of the stairs in the northwest chamber. The entire upper complex is trapped. Orzon, himself, lives in a secret room he can flee to, when necessary.

ISLE OF ORZON

1 SQUARE = 10 FEET

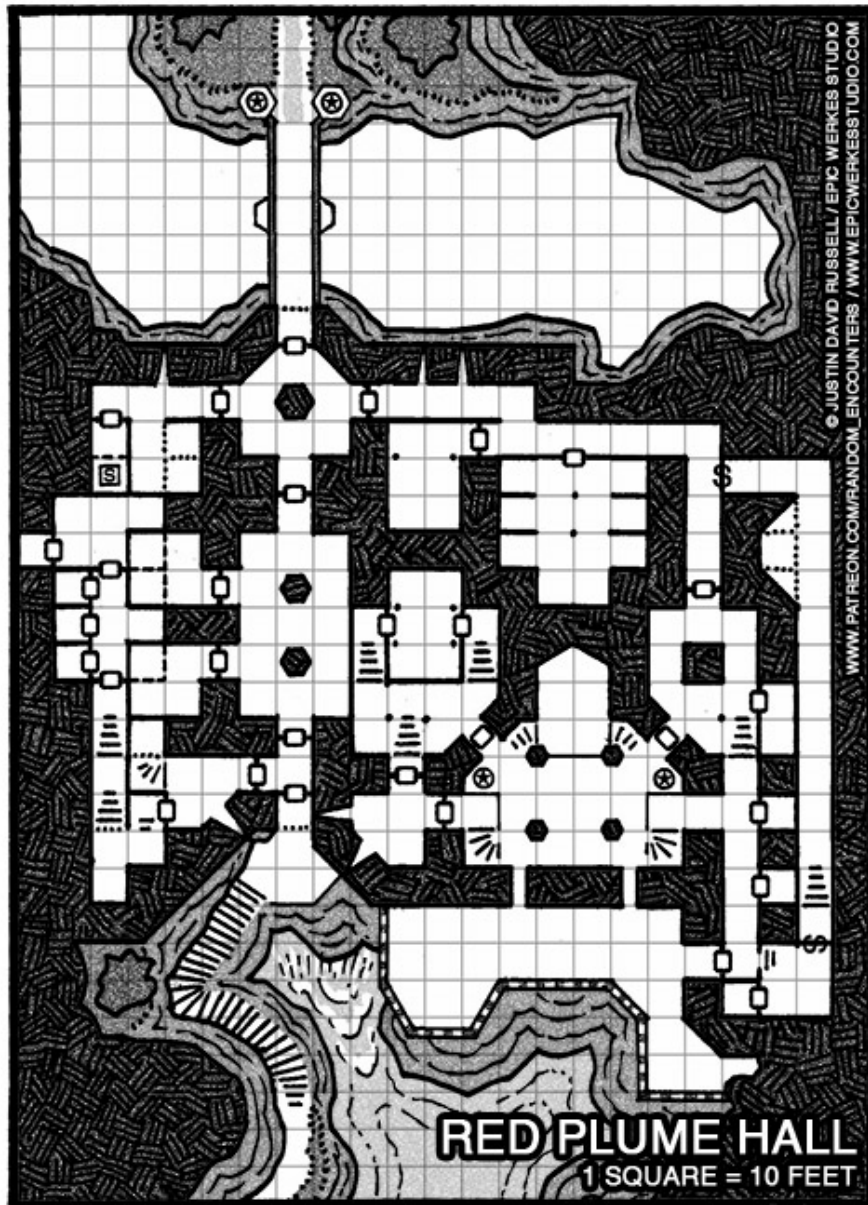


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Red Plume Hall

Red Plume Hall is a small complex located near a volcano, called the Red Plume. The volcano is known to belch small gouts of fire, now and again.

A fire giant, Torgil the Black Hand, lives here with a host of other monsters. They ousted the dwarves that once inhabited the place, after a violent skirmish. Those dwarves that survived were imprisoned and used for slave labour in the nearby gemstone and gold mines. Torgil has since begun setting his sights on the dwarven caravan routes to the immediate south, and expanding his rule to include the eastern dwarven holdings. He has effectively cut off trade between the eastern and western cities. Unfortunately, the location of Red Plume Hall makes it difficult to assault. Torgil has taken an important site for the dwarves, something that has caused great concern among the dwarf lords.



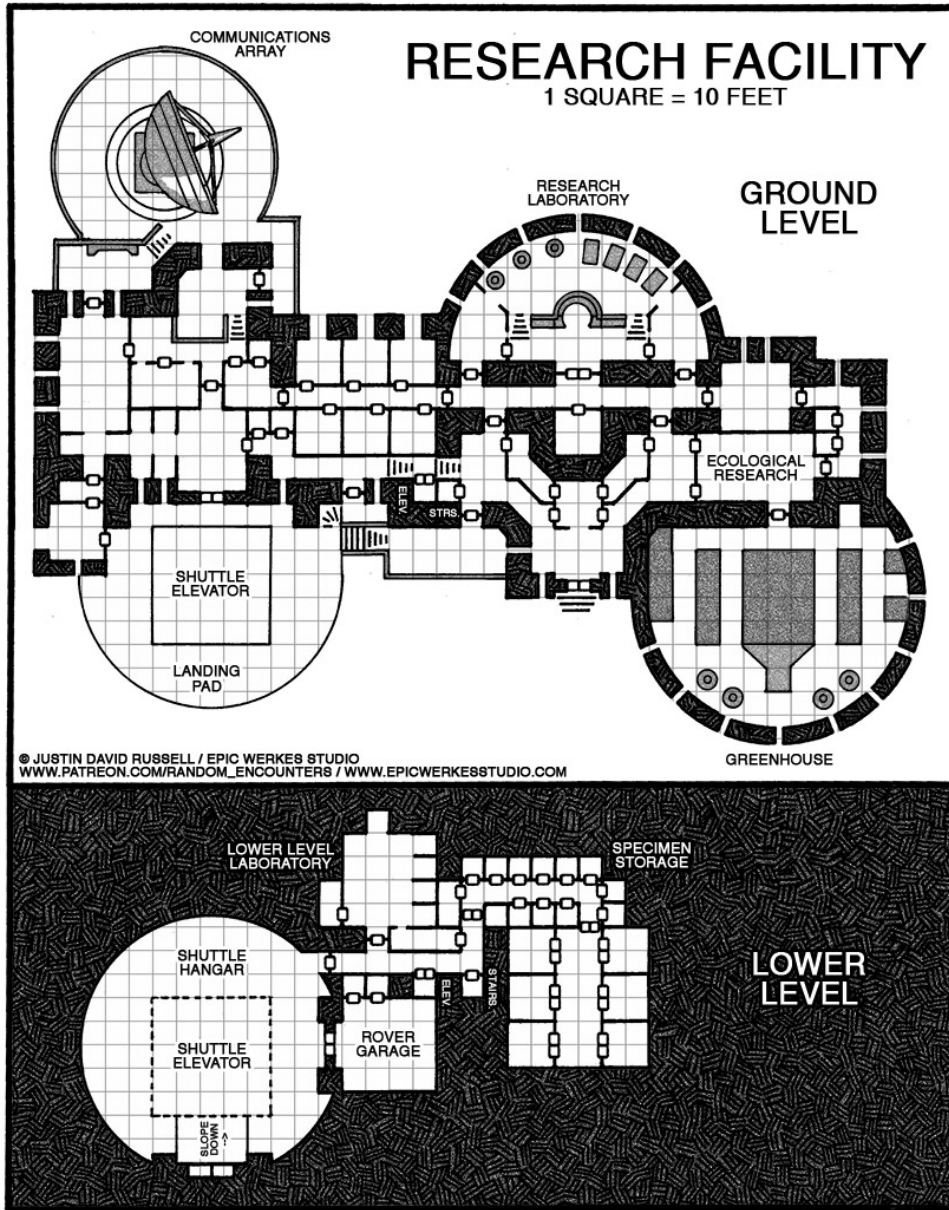
Research Facility

On an alien world an outpost of human scientists has been established. Originally intended to study the native life, the compatibility of Terran and alien ecology, grow alien flora in controlled environments, and study the local fauna, a shadow corporation with an investment in arms research has ordered covert research be conducted, as well. A representative from this corporation is present to oversee the operations. Most of the scientists are civilians working in the upper labs. Armed guards and high-level clearance cards protect the *Lower Lab* and *Specimen Storage* areas.

Only recently has a specimen breached its containment. It has killed most of the inhabitants at the facility, but some have survived the chaos and cling to life in the ducting and a few of the rooms.

Under the pretense that they want someone to check on the Terran facility and reestablish communications, the shadow corporation has sent a small group of civilians and some low-level military personnel on a suicide mission to determine the severity of the breach and to determine how the specimen can be secured. Once the organization determines the state of the facility, it will secure whatever documents it can from a mole in the group, and order the capture of the creature as a way to stop its rampage, citing its importance in curing an epidemic in a colony elsewhere on the planet. Whatever happens at the facility, the company intends to kill the group, rather than allow them to leave. Fortunately for the group, the original project head was sloppy and kept records of the real experiments being performed at the facility. Unfortunately for the group, once they are inside, locks are activated to seal the doors and windows, until their mission is complete.

A deadly alien specimen has escaped its holding cell to wreak havoc on a research facility...



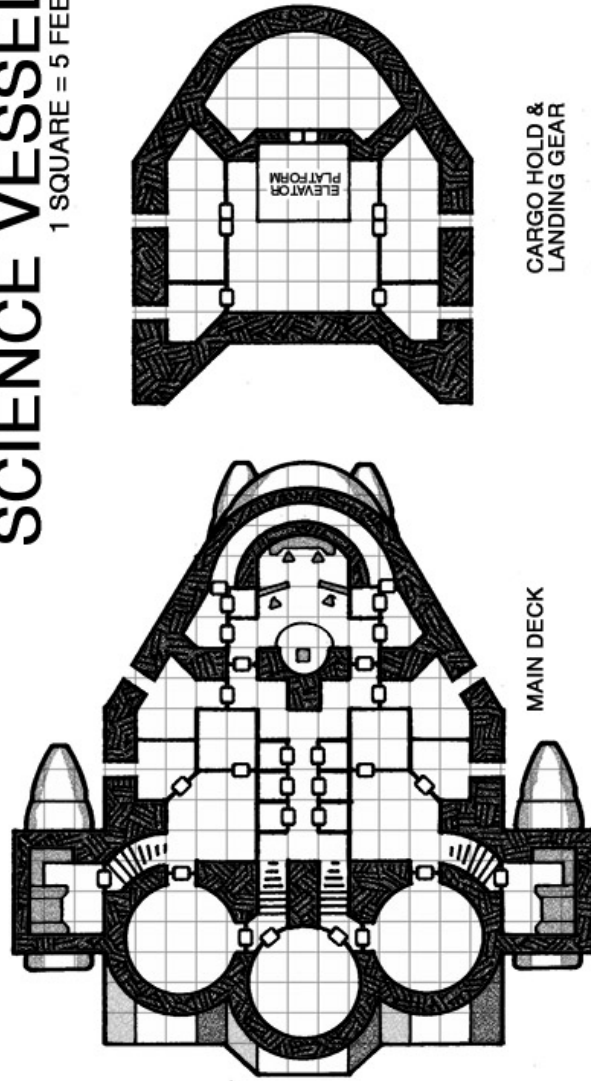
Science Vessel

Cumbersome-looking ships, the science vessels of Cerberus 3 are designed to be small, but outfitted with all the necessary tools researchers might need in the field.

This one, in particular, features three laboratories at the rear of the ship. Two small guns on the front offer some protection. Two probes can be launched and piloted remotely from control rooms on either side of the craft. Samples and supplies can be kept in the cargo hold. A small rover attaches to the underside via clamps that can be released from the bridge.

SCIENCE VESSEL

1 SQUARE = 5 FEET



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Mendo's Crossing

Those of you that know me understand my love for the low level BECMI adventures, especially 'Keep on the Borderlands.' I love the idea of a lonely outpost on the edge of the known world, etc. Lots of opportunities for adventure, and a good base for low level PCs. This map is something I have been meditating on for a long time. I finally got around to making it. I bring you, 'Mendo's Crossing!'

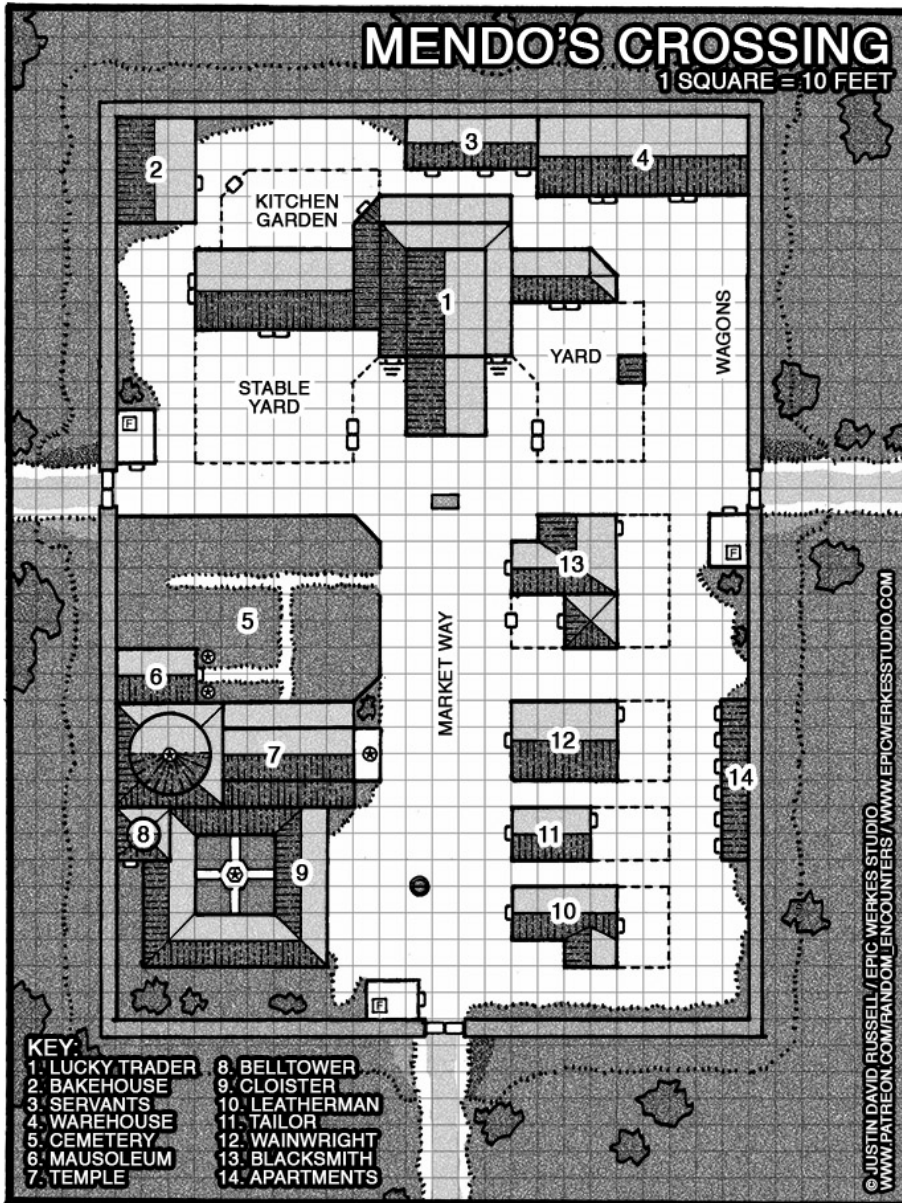
Mendo was a mercenary of some renown when he decided to hang up his weapons and armour and settle a location where bandits and monsters were known to ambush traders, merchants, pilgrims, and other travelers. He took the money he gained from his years of service to several leaders of different lands and built a small community to protect those traveling a particularly lonely road between two major settlements.

Over the years, a temple was built, a cemetery dedicated to those that have died on the road, a blacksmith's, leatherman's, and tailor's shops, and on certain days the main thoroughfare, the Market Way, becomes clogged with passing vendors' tents and stalls.

Mendo is long since dead and buried in the mausoleum in the cemetery, but his vision and legacy live on in the descendants that maintain the Lucky Trader. The inn is both a carriage inn and provisioner for travelers.

MENDO'S CROSSING

1 SQUARE = 10 FEET



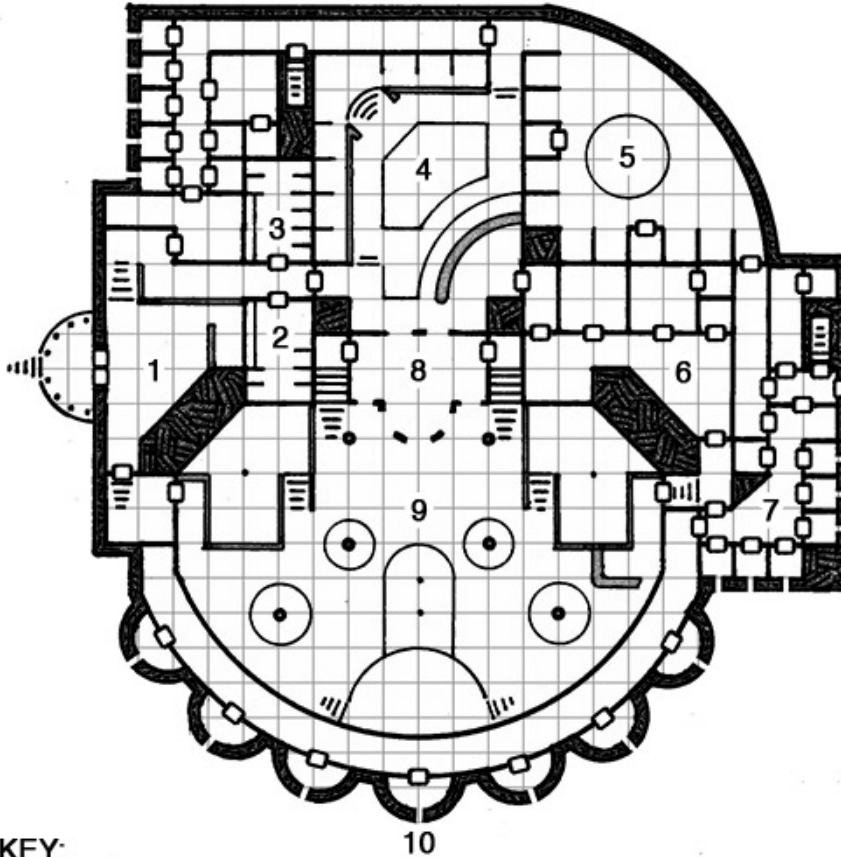
Murg's Den

Murg... those that know of the crime boss are loathe to speak his name openly, lest they somehow summon the ruthless weasel. He has ruled the slums of Thanatos City since he assassinated his predecessor. Murg's Den is an outpost for slave trading, drug, dealing, and hedonism. It features exotic dancers, illegal gambling, and a fencing operation that should worry just about any member of Thanatos's government that isn't already in the crime lord's pockets.

Anyone looking for information can likely find it at Murg's, though the price may not be worth the effort, as those that work for Murg once work for him forever. The creature, himself, is a cunning and shrewd business man. He is tall and green-skinned, with a single short horn that slopes back from his head. Two tusk-like lower teeth jut out from the lower jaw. Large, golden, ophidian eyes are his most striking feature. He is a Zephyrian, from the planet Zephyr 5. He has the ability to entrance nearly anyone with eyes and ears. To do so, he must employ his race's unique gift for hypnotism. Those that deal Zephyrians (and know what to expect) usually approach with caution and take neural enhancers to resist the overpowering effects of Murg's power.

MURG'S DEN

1 SQUARE = 10 FEET



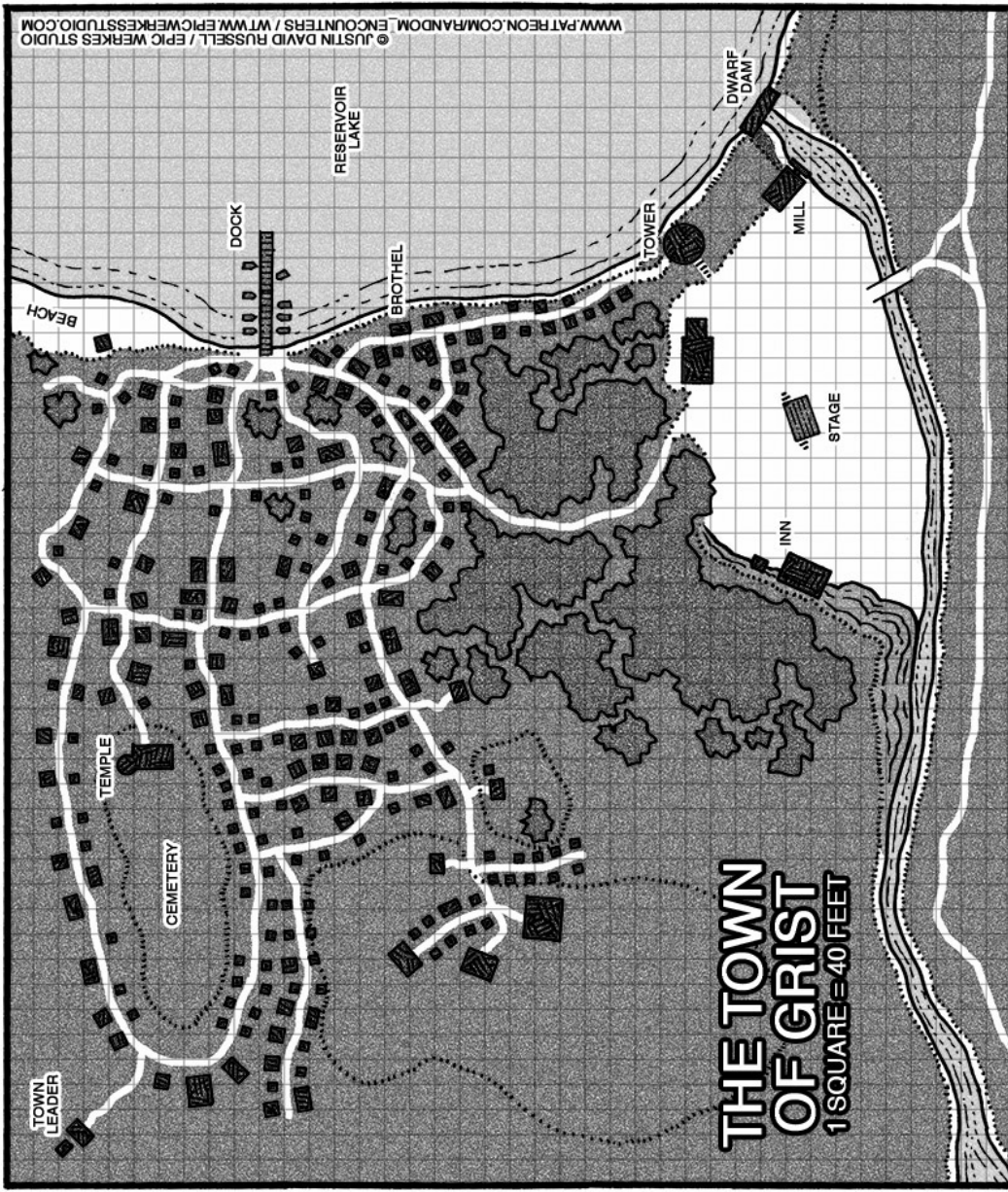
KEY:

- | | |
|-------------------|-------------------|
| 1. ENTRY/WAITING | 6. KITCHEN |
| 2. MEN'S W.C. | 7. DANCERS' ROOMS |
| 3. WOMEN'S W.C. | 8. MURG'S ROOM |
| 4. DANCE ROOM | 9. CONCERT HALL |
| 5. EXOTIC DANCERS | 10. PRIVATE ROOMS |

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The Town of Grist

The Town of Grist is a unique location that I have personal interest in, beyond simple map-making. This is the 'home base' of the D&D group in which I am player, not a DM. My buddy, Keith designed this place. It's essentially a shanty town. The citizenry is comprised mostly of rugged frontiersmen. Many shenanigans have taken place here. Enjoy this last map of July, 2019!



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!